



GAMEPRO

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

www.gamepro.com

Issue 115

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • Arcade • PC • Online



PlayStation
Fighting Supreme

45 GAMES

- NCAA March Madness '98
- SaGa Frontier
- Road Rash 3D
- Bio F.R.E.A.K.S.



EXCLUSIVE: 1080° Snowboarding
Hyperdrive (Arcade)



An IDS Communications Publication

April 1999
\$4.99 Canada \$9.50

74470 65945

STRATEGIES:
Resident Evil 2 (PlayStation)
Super Gem Fighter Mini Mix (Arcade)

PC GamePro
Unreal
Sin



BEWARE!
LAMEPRO LIVES!!

Baseball's Starting Lineup!

- Triple Play '98
- All-Star Baseball '99
- MLB '99
- VB Baseball '99

Mike Piazza's StrikeZone





UNLEASH THE BEAST WITHIN

BLOODY ROAR



• Release the wild animal instincts in your own primal past • Dredge 3-0 fighters morph into raging half-human beasts • Mash, crush and devour your enemies in over 200 different ways • Use your animal instincts to unlock unique moves for both human and beast modes • Break through interactive environments with your savage strength • This brutal fighting game is 100% animal tested





WW3

WILL BE FOUGHT ON THE
PLAYSTATION™

GAME CONSOLE

The horror of global combat is coming to your living room. Twenty years ago, the WOPR, the deadly military supercomputer, nearly ignited the Cold War. Now the WOPR is back with a new mission: exterminate humanity. You command NORAD's forces on land, at sea, and in the air as you plunge into battle against the WOPR's mechanical legions. The world's future hangs in the balance. It's not a game anymore.



- Launch strategic attacks with over 32 different assault units.
- Command up to 8 killing machines at once and blow the WOPR's drones into silicon dust.
- Turn friends into enemies in the PlayStation™ game console's first split-screen two-player combat game.
- Feel the terror of combat as detailed graphics and a true 3-D environment bring battles to life.

INTERACTIVE
STUDIOS

WARGAMES™

DEFCON 1

WWW.WARGAMESMCM.COM



PlayStation™ and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. WARGAMES™ and DEFCON™ are trademarks of MCM Interactive, Inc. © 1995 MCM Interactive, Inc. All rights reserved.

1, 2 or 3
can play at once!
Now Available on



If you're gonna eat,
burp and puke,
it's just more fun to
do it together.

1-2 Players



MIDWAY
www.midway.com

RAMPAGE
WORLD TOUR

PlayStation and the PlayStation program logo are trademarks of Sony Computer Entertainment Inc. Nintendo Game Boy Advance is a trademark of Nintendo of America, Inc. ©2007 Nintendo of America, Inc. Licensed by Nintendo. Rampage: World Tour is a Midway Game Boy Advance game. Developed by Game Factory Inc. RAMPAGE: WORLD TOUR and RAMPAGE are trademarks of Midway Games Inc. Distributed by Midway Home Entertainment Inc. 07001-0001.



Cover Feature

32 Tekken 3 Is Comin' To Get You!

Rejoice, fighting gamers! Tekken 3 for the PlayStation could be here...even as you read this special report!

Special Features

**40 Vigilante 8:
Total Carnage!**
Activision's prepping
vehicle combat that
could blow the doors off
Twisted Metal 2!



**80 Baseball's
Starting Lineup**
Spring training starts
with GamePro's annual
special report on the
games of summer.



35

EDITORS' GOOD TASTE

ADVISORY

Due to popular demand,

*there will be no LamePro
for April Fool's this year.
Repeat—NO LamePro!
Do not turn to page 35!
If you do, ignore every-
thing you see!*

100 SWATPro Strategy Section

Resident Evil 2
PlayStation ProStrategy Guide

If you've discovered the horror of Evil 2, here's how to escape alive!

RESIDENT EVIL

2



FIGHTER'S EDGE



**Super Gem Fighter
Mini Mix (Arcade)**

There are no small fighting games, just small fighting-game strategy guides. This isn't one of them.

S.W.A.T. PRO

Passwords, codes, tips, and tricks for Resident Evil 2, WCW Nitro, Duke Nukem 64, and more to make you a cool gamer!

you could
work up a thirst
Using it.



CoINCidence?

Before you start using your Coca-Cola Card™ for special offers at movies, shops, restaurants, sporting events, convenience stores, bowling alleys, supermarkets and the thousands of other places serving ice-cold Coca-Cola, remember two things. Pace yourself. And replenish the fluids your body needs.

© 2000 Coca-Cola Bottling Co. www.coca-colabottle.com



Sex education, *PlayStation style!* Page 74.



Go extreme with 1080 Snowboarding! Page 45.



Quake rumbles! Page 68.



Savage, Satan 7 Nello, Project X! Page 26.

ProReviews

		
60	68	74
		
Baseball Roundup	Sports Pages	Role-Player's Realm
80	88	96

Game Finder (Reviews & Previews)

1080 [®] Snowboarding..... 48	Hot Shots Golf..... 94	Road Rash 3D..... 66
All-Star Baseball '99..... 81	Hypertime..... 64	Running Wild..... 81
Apocalypse When..... 37	Latrol Sprowell's NBA Punch-Out '98..... 37	Saga Frontier..... 96
Be FR EAKS..... 45	MDKFC..... 36	Sea..... 62
Biting Force Starring Mike Tyson, Mark Albert, and Christian Slater..... 37	Mega Men Nova..... 54	Snowboard Kids..... 70
Bloody Roar..... 75	Mike Piazza's SmakZone..... 86	Sport: The Eternal..... 37
California Speed..... 65	Mine Crisis..... 37	Star Wars: Masters of The Maul..... 38
Crimo Killer..... 56	MLB '98..... 82	Supercats '98 Featuring Jeremy McGrath..... 50
Cruel'n World..... 50	MLB Starring Ken Griffey Jr..... 86	Talkin' J..... 30
Descent to Undermountain..... 60	NBA Courtside..... 54	Tomb..... 68
Forgotten..... 89	NBA In the Zone '98..... 90	Triple Play '98..... 60
Get: Enter the Gecko..... 74	NBA Shoot Out '98..... 82	Turok 2..... 44
Grand Theft Auto..... 54	NCAA March Madness '98..... 88	Urenal..... 82
Gran Turismo..... 51	Newsman/Hero Racing..... 90	Vigilante 8..... 40
HardBall 8..... 82	NHL Breakaway '99..... 89	VR Baseball '98..... 84
High Heat Baseball..... 84	Powerboat Racing..... 56	World Series Baseball '99..... 86
	Quake..... 68	

60 
Sin and Urenal are coming!

64 **Hot at the Arcades**
Dive! Cruise the arcades with Hypertime!



Kick into overdrive with Hypertime! Page 64.

PlayStation 2

BROKEN SWORD

THE MIGHTY TWO OF THE TEMPE



THQ

"YOU CAN'T HELP BUT GET DRAWN INTO
THE COMPLEX AND TWISTING PLOT!"
— "8 OUT OF 10" EGM

"...I MIGHT GO AS FAR AS TO CALL IT
BRILLIANT!" — "4 OUT OF 5" OPM

"EXCEEDINGLY WELL-WRITTEN!"
— "90%" PS EXTREME

AVAILABLE NOW

WWW.THQ.COM

© 2004 THQ Inc. All Rights Reserved. THQ Inc. is a registered trademark of THQ Inc. in the U.S. and other countries. THQ Inc. is a subsidiary of Electronic Arts Inc. THQ Inc. is a registered trademark of Electronic Arts Inc. in the U.S. and other countries.



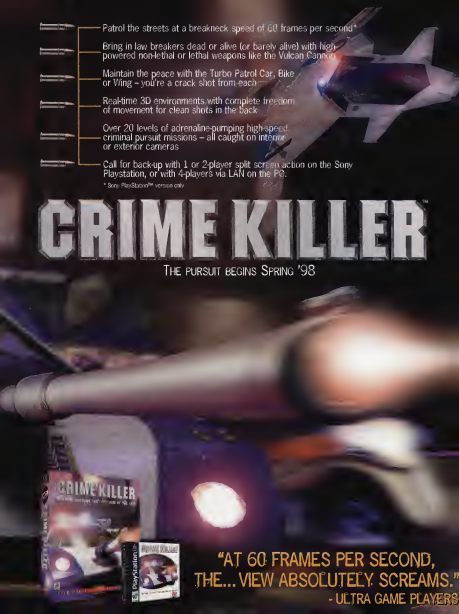
PAST MEETS PRESENT IN A GRAPHIC ADVENTURE OF INTERNATIONAL INTRIGUE,
ANCIENT SECRETS AND A RUTHLESS PLOT TO RESHAPE THE WORLD!

NOTHING OUTFRUNS THE LONG ARM OF THE LAW.

In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.



Interplay
BY GAMES FOR GAMES™
www.interplay.com



Patrol the streets at a breakneck speed of 60 frames per second*

Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Vulcan Cannon

Maintain the peace with the Turbo Patrol Car, Bike or Wing - you're a crack shot from each

Real-time 3D environments with complete freedom of movement for clean shots in the back

Over 20 levels of adrenaline-pumping high-speed criminal pursuit missions - all caught on interior or exterior cameras

Call for back-up with 1 or 2-player split screen action on the Sony Playstation, or with 4-players via LAN on the PC.

* Sony PlayStation™ version only

CRIME KILLER™

THE PURSUIT BEGINS SPRING '98



"AT 60 FRAMES PER SECOND,
THE... VIEW ABSOLUTELY SCREAMS."

- ULTRA GAME PLAYERS

ACTIVISION.

www.activision.com

OR A SINGLE FALL.

One false move and you can kiss your khakis good-bye. As legendary adventurer, Pitfall Harry, Jr., you'll face the most death-defying challenges yet. The pits have gotten deeper. The scorpions are deadlier. And the enemies are overly motivated... So watch your step, this journey could well be your last.



True 360° Exploration

Scramble through city ruins, trek through an active volcano, and escape a prison colony before the final battle in the Scorpion's Lair.



Next Generation Adventure

Living on wires, jump acid-filled pits, avoid scorpions, and encounter new pitfalls like energy fields and roosting bats.

PITFALL

— 3D —

BEYOND THE JUNGLE™

COMING MARCH 27, 1998

THE EXPERTS WOULD HAVE AGREED

**IF YOU TRIED TO DO HALF THE STUFF IN
1080° SNOWBOARDING ON NINTENDO 64 FOR REAL,
YOU WOULDN'T BE AROUND TO BRAG ABOUT IT.**



1080°
Too Lightly
SNOWBOARDING



GET



or get out

© 1998 Alameda of America Inc.™, ® and the "E" logo are trademarks of Alameda of America Inc. Laser is a trademark of Laser Electronics, Inc. www.1080.com



HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

It's hard to admit to a mistake, especially when you know it's your job to be right. But sometimes you make mistakes; you mess up despite your best efforts, your hard work, and your best intentions. In other words, nobody's perfect.

We do strive, however, to make *GamePro* the most factually correct gaming magazine on the market, and we usually succeed. We don't print rumors or conjecture—we try to get all the facts before we put one word down for any article.

But sometimes we don't quite get all the facts, as the Jaguar Consumer Union told us in their letter to the right. In our January issue (see "Head 2 Head"), we told a reader asking about games for the Jaguar that the system was dead...and we heard from all the Jaguar zombies out there that still play it. Apparently there's still some life to the system. But it is our belief

that because the Jaguar isn't commercially supported, it's dead to a majority of our readers.

Or take the letter from only4jason on the next page, who asks about the capabilities of the Nintendo 64DD. We can only give you our best guess at an answer, based on what little information is available. The information may even change before you read this, leaving us no way to correct ourselves.

Then there's Ruben Rodrigues of Somerville who asks about the availability of a Final Fantasy VII soundtrack. We know it exists, but we can't gauge a specific store's stock, so we don't know exactly where it might be found. Does it exist in Somerville? Ruben will have to do the legwork on that one.

Stay calm when we err, readers. We will always do our best to get you good information, though sometimes we'll slip. But we'll always admit it.

The GamePros
San Mateo, CA

comments.gamepro@gamepro.com



EDITORS' NOTE: We recently received a spate of e-mails from Jaguar owners informing us of how Jaguar titles after we told a reader asking about games for the system, "Give it up. The Jaguar is a great collector's item, but it has less chance of coming back to life than Marv Albert's broadcast career." Apparently, this ignited a letter-writing campaign that was biased but good-natured for the most part. Here's our response.



WE'RE HERE, WE'RE CLEAR, GET USED TO IT

In your January issue, Clinton Rawls asked about new Jaguar games [see "Head 2 Head"]. You replied, "...there is no more Atari. Give it up." This probably meant that you think there are no new Jaguar games out or arriving. This is just not the case.

Over the last months, Tele-games published *World Tour Racing*, *Towers II*, *Breakout 2000*, *Zero 5*, and *Iron Soldier II* (cart and CD). Games that will be available soon are *Defcon I*, *Worms*, *Battlesphere*, *Age of Darkness (CD)*, *Orb of Bengazi (CD)*, *Automaniacs*, and possibly *The Sinister Missions* by OMC Software.

I find it hard to believe that a professional magazine like *GamePro* (the so-called "World's Largest Multiplatform Gaming Magazine") knows so little about the new releases of the very-much-alive Atari Jaguar. I'll give you the benefit of doubt and assume that the lack of coverage stems from mere lack of information. Atari may be gone, but the Jaguar still has so much fan support that it will continue to draw attention from enlightened game developers. I want *GamePro* to admit that the


Jaguar does have new games out with more under development and to print a new response to Mr. Rawls' question.

Jaguar Consumer Union (JCU) via Internet

Thanks so much for bringing to our attention the plight of Atari Jaguar fans the world over. We also commend the JCU on its call to write informative, mature e-mail responses to us. It certainly helps to read a good rebuttal to something we wrote.

However...
We disagree with the JCU members who claim that we "sell ourselves body and soul to Nintendo and Sony." We sell ourselves to no one, except to our readers. Your 200-member organization doesn't represent our entire readership, though you probably feel your voice must be especially loud to be heard above the others. Regardless of the number of gamers who still support the Jaguar, our editorial goal is to support the gaming interests of the majority of our half-million readers. It's not always easy to do that without appearing to favor somebody.

As far as our admitting that the Jaguar does have new games, with more under development, consider it done. In fact, we're planning to review a few of those new games in a future

A woman with short, light-colored hair is looking directly at the camera. She has a white, milk-like substance smeared on her upper lip, resembling a mustache. She is wearing a dark, possibly black, top with lace detailing at the neckline. The background is a dark, solid color.

Revealing outfits and the undead. What else can't most young guys get enough of? Calcium. But there is a mouth-watering solution. Milk. It can help provide the calcium growing bones need to stay strong. A real must. Especially if you plan on sticking your neck out.

MILK

Where's your mustache?™

issue. We have never avoided a topic just because we may have been wrong. We like to stay on top of our industry, and letters like yours help us do that.

In closing, let us say that in order for us to review games, they must be submitted to us by the company that publishes them. We've never heard from any of the companies you listed. Ever. So to the member who suggested that the JCU "will get through to [GamePro] to open [our] minds and close [our] mouths," we suggest you do the same. We're sorry we overlooked a few titles in the wide-open universe of video games. But GamePro covers the new, the hot, the best... and not the forgotten. As a further testament to our "professionalism," we've e-mailed responses to everyone who sent letters. We hope this ends the matter.

No BUSHWHACKING ALLOWED

I am from South Africa. Yes, when we are not hunting in the bush for our food or watching our families die from small-pox or rare monkey diseases, we actually play video games. We do have electricity. Games in South Africa are very expensive, though. The hardware goes for about \$200 and the games for about \$75. But I won't complain about the high prices like people from other countries do. Could you please just answer some questions?
 1. Final Fantasy VII for the PlayStation was released here on December 27. Why?

2. I heard that there is going to be a Final Fantasy VIII for the PlayStation. Is this true?
3. Will there be a sequel to Vandal Hearts?
4. Could you please send me a copy of a game that you guys don't play anymore?
5. Why do your readers always ask weird questions in the hope that you'll think they're so weird and cool that you'll print their letters?

If you print this letter, I'll send you a free lucky elephant's foot that I severed yesterday. I know that you won't send the game so I just want to say that you guys are cool. I wish I was as cool as you are; then I could play games all day and not have a social life. It would be so much fun.

Ben Kirsten, South Africa

You know that Scary hates lists but you keep sending 'em, so here we go:

1. Because the 26th just didn't feel right.
2. The next Final Fantasy game should be called Final Fantasy VIII, or Square may lose some money. Is it coming for the PlayStation? Who knows?
3. I hope so.
4. No. Put some effort into it next time.
5. I don't know. Why did you?

P.S.: Keep the elephant's foot.

CINEMA NOIR

Why can't the Nintendo 64 display cinema in its video games like the PlayStation does? That's one of the best parts of a game. Mortal Combat Mythologies is a perfect example. Will

the 64DD be capable of showing digital video cinema?

only4jason via Internet

It stands to reason that since the 64DD is a CD-based system, it will be more capable of displaying CD-quality video than the N64. One of the main reasons there isn't more video on the N64 is space. N64 cartridges are mainly consumed with gameplay and graphics. There's just no room for memory-hogging video.

M.C. AERIS DOGG

Many games have soundtrack available for sale the way movies do. I think Final Fantasy VII has the best music of any video game I've ever played. Why haven't I seen a Final Fantasy VII soundtrack anywhere? My friends and I definitely want to buy it.

**Ruben Rodrigues
Manservilla, MA**

A soundtrack of Final Fantasy VII is available. Try your local corner video-game store (most big chains don't carry it). You can also find it in almost any shop that specializes in Japanese cartoons and games. If they don't have it, they can usually order it for you.

TURN THE RATIO LOUDER

I've noticed that the "SWAT-Pro" section of your magazine is cluttered with codes for the Playstation. What about all of us non-Playstation gamers? A while ago, I sent in some perfectly good N64 codes which weren't published. Instead there were just more Playstation codes. Why don't

you balance the quantity of codes for the different systems? Also, is there a criteria for submissions?

**Andrew Dimichele
Ipswich, MA**

Our criteria are that the codes work and that we haven't published them before. As for the ratio, we get more codes for Playstation games because there are more Playstation games available. We can only run codes for games that exist, and right now the Nintendo 64 library is smaller.



AWOL ON AOL

I was on AOL two days ago and when I tried to go on GamePro Online...it was gone! What happened?

TimK1313 via Internet

GamePro is no longer supporting a site on America Online. Our highly successful chat room and games area was definitely one of the best on AOL, but we decided to focus our efforts on our Web site. Check out www.gamepro.com for the same archive of codes, in-depth features, timely editors' exclusives, and the best chat area for gamers ever!

Whaddya Think?

Be a game reporter, or tell us what you'd like to see in a *Send your suggestions to:*

GamePro Magazine
 Steve O'Neil
 P.O. Box 9838
 San Mateo, CA 94402

We reserve published and un-published material, and we reserve all personal rights in your letters or e-mails.

E-mail us your comments at this internet address:
comments.gamepro@gamepro.com



Drama Club



Crossing Guard



Math Club



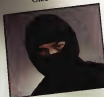
Glee Club



Marching Band



Debate Team



Wood Shop



Voted most likely to star in his own video game



French Club



Book Club



AV Squad



Yearbook Staff



Explore a scenery limitless 3-D world of bewitching labyrinth, monstrous caves, underwater caverns, and even Mr Fuji and a coffee shop or two



Even the biggest meanest, spiciest, most dreadful megalomaniac boss is destined for the scrap heap once Goemon ramps into his supercharged mech.



In any one of our four characters, you've got people to meet and places to go to find the clues that'll help you acquire the special powers and keys you need to complete your quest.



© 1998 KONAMI INC.
 1-800-896-8927 (4488) WWW.KONAMI.COM \$2.99 per minute charge \$1.18 per minute
 Support from a game console or Touch tone phone required. Minors must have parental per-
 mission before playing. Hours are executive 24 hours a day. Live Support Monday-Friday
 9:00am to 5:00pm CST only. Prices and availability subject to change. U.S. accessibility only.
 Mystical Ninja featuring Goemon and Kameiri are registered trademarks of Konami Co., Ltd.
 Nintendo 64 and the 3D icon are trademarks of Nintendo of America Inc. Nintendo,
 Super Boy and the official seal are registered trademarks of Nintendo of America, Inc.
 The name of America, Inc. The Ninja icon is a trademark of the Interactive Digital
 Entertainment Association. © 1998 Konami of America, Inc. All Rights Reserved.



BUYERS BEWARE



By The Watch Dog

Ah, spring is in the air, which means my wretched hay fever is back to plague me. It's also the time when everyone pulls pranks and jokes on everyone else. Hopefully, the following gamers won't play the role of the fool this time around.

Q: Chips & Bits is advertising Metal Gear Solid for \$46 in the back of your magazine, stating the release date is "Now" [see December 1997]. But in the same issue, you say the game won't be released until summer '98 [see "Special Feature: Metal Gear Solid"]. Has this game been released yet? I'm a little nervous about sending my money to Chips & Bits if the game isn't available. What's going on?

Teddy Freeman
Clarksville, VA

A: A Chips & Bits customer service rep explains: "The word 'Now' under the release date in our ad means that you can pre-order the game now—it doesn't mean the game is currently available. According to our data, Metal Gear Solid will be shipping sometime in April."

The Watch Dog recommends:

Although Chips & Bits will ask for your credit-card number over the phone, you'll be charged only when the game has shipped. You should always be careful when ordering games from mail-order companies, since you may be asked to partially pay for a pre-ordered title that may be delayed. Hold onto your money until the game is actually released for a guaranteed sale. With regard to Metal Gear Solid's release, our information comes straight from the game publisher's representative.

Q: In NFL Quarterback Club '98 for the N64, every time I sign a free agent, the player automatically turns into #84, M. Clark. Who is M. Clark, and why do all the free agents turn into him?

Johnny Hon
Brooklyn, NY

A: An Acclaim customer service rep replies: "There's a glitch in all the QB Club cartridges that will unfortunately turn your free agents into M. Clark. He isn't a real player for the NFL, and there's no way to change this. However, if you trade from team to team, the players will keep their names and numbers."

What's your definition of "now"?

Q: Is Ridge Racer the only game on the PlayStation that enables you to listen to music CDs while the game's running?

GungGung
via Internet



Just turn on your stereo for alternate music!

A: A Sony customer service rep replies: "Games that don't require any loading time will let you play music CDs as you play a game. If you do find a game that allows you to play music CDs, we still don't recommend doing it unless it's a stated feature in the game manual. You may nullify your PlayStation system and/or game warranty."

The Watch Dog adds:

A search through GamePro's extensive game library turned up only two games besides Ridge Racer that enabled you to play music CDs while playing a game. The original Wipeout and Shellshock played music CDs pretty well, but only on loaded levels. Once you complete a level, you must put the game CD back in to advance or the game will freeze.

Q: I bought an N64 when it first came out, and I haven't had any problems. Recently, though, when I turn on my system,

it turns off for no apparent reason.

What's wrong?

Martin Bakker
Kentfield, CA



Intelligent hardware at its best.

A: A Nintendo customer service rep explains:

"Your N64 may be sensing that you have a faulty wire plugged into it, whether it's from the controller, an RFU adapter, or cables. The console contains a built-in overload switch that automatically shuts off power to the system when it detects this condition to prevent mishaps. This safety mechanism also protects the system from power surges that may cause damage. Any authorized Nintendo repair shop should be able to fix your wiring problems."

The Watch Dog adds:

Call Nintendo at (800) 255-3700 for the nearest authorized N64 repair shop in your area.

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

GamePro's Buyers Beware

P.O. Box 5828, San Mateo, CA 94402

Or e-mail us: buyers_beware@gamepro.com



www.playgrox.com



GIVE HISTORY A WEDGIE

Historical bad guys are screaming, thanks to a sneaky kid named Rascal. He's on a mission to rescue his dog from an evil TimeLord. As he travels through time, he'll explore 18 different levels spread across past, present and future. He'll also have to zap Aztec gods, cowboys, and pirates within worlds that display "...some of the most impressive 3D graphics in a PlayStation game..." (Next Generation). So keep your eyes open. And bad guys watch my back.

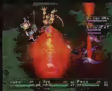


PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The design that is a stylized "S" is the registered trademark of Sony Computer Entertainment Inc. © 2002 Sony Computer Entertainment Inc. All rights reserved.

A MYSTERIOUS POWER...

AN UNLIKELY HERO...

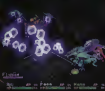
A CLASSIC ADVENTURE.



Unleash the power of Fire Blast and 50 other spectacular magic spells.



Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.



Release the dragons inside - transform into many different forms, each with unique special abilities.

BREATH OF FIRE III

The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.



CAPCOM

www.capcom.com

Sega Confirms New Console

Turbulent month reveals product plans, layoffs, Saturn status

Score one for the grapevine. In January, Sega finally confirmed what most gamers already knew, or at the very least suspected: The company has a new console in development, positioned to meet the Nintendo 64 and PlayStation 2 head-on.

Official details are still sketchy. Sega has stated only that Microsoft will supply a version of its Windows CE operating system, the unit will appear on American shores in 1998, and that it will, of course, "deliver gaming experiences never before possible." The new console will probably be unveiled this spring at a Tokyo trade show, and it could well be on the Japanese market this Christmas. The latest name to surface for the project is "Katana" (after the Japanese sword), superseding the abandoned "Dural" and "Black Belt" titles.

Sega Enterprises also announced that the company's vice president, Shoichiro Irimajiri, would be promoted to president, while between 25-30 percent of Sega of America employees were laid off as part of the company's restructuring. Sega of America's chief operating officer Bernard Stolar said, "To be fiscally responsible and competitive tomorrow, we must make some difficult decisions today that will put us on the right path for long-term success."

One of those "difficult decisions" will no doubt prove to be the death of the Sega Saturn—though other parties have made that decision a lot less difficult of late. At press time, PlayStation hardware has outsold Saturn consoles roughly 3 to 1. Most major retailers have slashed the price of slow-selling Saturn systems and software, and Electronic Arts is the latest developer to abandon the platform, citing "declining Saturn product revenues." A source at Sega later confirmed that Winter Heat will be the last Sega Sports game for Saturn, and all resources have been concentrated on Katana development. Sega has four more Saturn titles slated for a spring '98 release—House of the Dead, Shining Force III, Burning Rangers, and Parzer Dragon Saga—and this year's E3 show will most likely contain Sega's last Saturn titles ever.



Sega Enterprises' new president, Shoichiro Irimajiri, will lead the Katana-wielding company into the next millennium.

Madden Bowl '98

NFL superstars and celebrities packed Planet Hollywood in San Diego the week before the Super Bowl to test their gaming skills and compete helmet-to-helmet



Morris Chestnut (left) makes a thrilling last-minute comeback as rookie James Anderson of the Atlanta Falcons looks on.

in Madden Bowl '98. Those in attendance at EA's kick-ass tournament included everyone from rapper Coolio to the 49ers' Dana Stubblefield, and all were hoping to head home with the championship. But in the finals actor Morris Chestnut (*Boyz n the Hood*) prevailed over the New Orleans Saints' Keith Mitchell, 41-37. The championship game ended dramatically as Chestnut completed an 80-yard bomb with under a minute left to win one of the fiercest battles in Madden Bowl history.



Super Bowl MVP Terrell Davis (right) chills at the Madden game with GamePro's sports writer Johnny Ralston (left).

news bits

MK5, Blitz '98 in the Works

Midway has confirmed that two of its hottest arcade franchises are already ramping up with sequels. NFL Blitz '98 improves upon the raucous original by increasing the number of human participants to four. Meanwhile, it should prove as no surprise to anyone that Mortal Kombat 5 is officially in the works, this time based on Midway's Zeus II hardware, the still-evolving successor to HK4's drudgery.



The Project X Files

As the Sega Saturn prepares to bow out, a new game system will hit the market this Christmas from VM Labs. Its Project X system will be produced by multiple hardware manufacturers (such as the 3DO unit), but those companies have not yet been announced, nor have any software partners signed on. Sound sketchy? All you need to know is that the Project X will be more powerful than anything currently on the market, developers will love the ease of programming it will offer, and Temcoet 2000 wunderkind Jeff Minter is helping design the software. Our demo looked very promising; we'll keep you posted as details are confirmed.





QUESTION:

You're playing first base and the batter smokes a liner right over the bag. You have no chance to make the play, but luckily the ball hits the umpire and bounces into your glove. The umpire calls the batter out and sends him back to the dugout.

TRUE

or

FALSE

FOR THE CORRECT ANSWER, GO TO PAGE 52

Nintendo's Gamer's Summit

As expected, there was nothing but good news at Nintendo's Gamer's Summit in Redmond, WA. The N64's library of 43 games may never catch the PlayStation's 400-game library, but that seems to suit Nintendo just fine, because its "quality not quantity" mantra is alive and kicking. N64 games slated to appear in the first half of this year are

0200° Snowboarding (April 1), NBA Courtside (April 27), Major League Baseball Featuring Ken Griffey, Jr. (May 25), Osh's World (June 29), and Banjo-Kazooie (July 27). Although each of these games was impressive in its own right, 0200°, Griffey, and Banjo-Kazooie were outright knockouts, even in preview form. It's even safe to say that Banjo threatens to clean Mario 64's clock!

At the Electronic Entertainment Expo (E3) in May, Nintendo plans to reveal its lineup for the second half of '98, led by the long-awaited *The Legend of Zelda 64*. *Zelda* was present at the Summit, too, but only in PC development form. Just the same, it looked awesome. *Zelda*'s scheduled to appear in Japan by May and in the U.S. in September. Nintendo's definitely looking good for '98.



Banjo-Kazooie: Better than Mario?



Ken Griffey's N64 debut will be worth the wait.

Final Fantasy Figures

Bandai dominated the toy market with its Mighty Morphin' Power Rangers line, then nearly conquered the world with the virtual pet, Tamagotchi. But if its new product is a success, video game fans won't be too surprised. After all, how can you go wrong with action figures for Final Fantasy VII?

Well, actually, there is one way. Bandai has re-created the game's most popular characters—Cloud, Aeris, Barret, and Tifa—complete with authentic details, like Cloud's sword and Barret's Gun-Arm. However, our figures' limbs and heads were all too easy to remove—they're not sturdy at all. But the detailed toys certainly look nice, and they won't fall apart unless you touch them. If you don't mind owning "reaction figures," pick up the four-pack for \$20.



Final Fantasy VII figures: You can look, but you may not want to touch....

Static

Watch for GamePro: The Movie, starring Jarasso Park's Wayne Knight as Scary Larry, coming soon to a theater near you. ♦ The Reelie is always hungry. Please send him food. Preferably cookies. ♦ Confidential to Toyfare magazine's Dallas Midough: We usually enjoy your articles, but who told you that the Sony PlayStation "debated to apathy" and that "pundits pronounced the new system D O A"? Dude, no disrespect, but it's called fact-checking. Call us next time. We can help. ♦ Dear EA, I want a sequel to *Skitchin'*. Sincerely, Air Hendrix. ♦ Ok, that thing about GamePro: The Movie? April Fool's. ♦ Rader was a secret character in NFL Blitz, and the NFL made Midway take him out. And that's NOT an April Fool—that's the sad truth. ♦ Wayne has Major Mike with a Hyper Blaster? <http://www.gamepro.com/clangamepro/>. ♦ Don't play WCA vs. NWD World Tour with the Reelie, or you might get a REAL chair in your REAL face. Our boy went on a rage when JB and Scary took him to wrestling school, then Irfard has just chewed it out the seventh-floor window. ♦ A belated thank-you to the gang at Slam magazine for letting us sign Neal. Go Knicks. ♦ NFL Blitz. NFL Blitz. NFL Blitz. NFL Blitz.

GameTek Lives

The news of GameTek's death has been greatly exaggerated. The company filed for bankruptcy last year, but has since restructured and is back in business. GameTek has promised that its long-delayed Robotek title for Nintendo 64 will be released this year. Additionally, while GamePro was given permission to review the Nintendo 64 version of *Jeopardy!* back in our November 1997 issue, GameTek later decided to refine the game's graphics before releasing it, and the improvements it made look good—the visuals would have raised the game's Graphic score in our review. The final version should be available now.

Nyko HyperPak Plus RATING: 4.0



Nyko's HyperPak Plus—a combined feedback adapter and memory cartridge for the N64—puts an end to year-past-continuing hassles. You can't use the memory and feedback simultaneously, but you can toggle between them. With ease, it's no problem to load a San Francisco Rush secret car from memory, for instance, then flip a switch on the HyperPak Plus and feel the jolt of a crash.

With two feedback levels and four pages to save games, the HyperPak Plus offers more than either a Bamble Pak or a Memory Pak. The only noticeable performance difference is that the HyperPak Plus focuses the vibrations in the center of the controller, not the handles. Available in five colors, the enhanced HyperPak Plus offers a pretty cool two-in-one solution.—Dan Eskin

Price: \$24.99. Contact: Nyko Technologies, 1-888-644-6956





The **ROAD RASH™** Blood Drive



“JOIN US IN THE RACE TO GIVE BLOOD.”

—Peter Plasma



**A wreck like this can
save up to six people!**

RACING + COMBAT = DONATIONS!

*To finish this vital equation, we need your help.
By engaging in combat at extremely high speeds,
you'll send relief to the people who need it most.*



“I'm a quart low.”



“Hemoglobin please!”

ROAD RASH™ 3D

*It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world.
And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.*

www.roadrash.com ELECTRONIC ARTS™



Road Rash and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



What kind of a
psycho drives a
School Bus into
a War Zone?

- Meet Molo, up-and-coming bus-jacker from The Big Apple. Too bad his I.Q. is dwarfed by his belt size. Kicked out of school for poor citizenship, Molo's lookin' to get his 'A' in automotive ass-whippin'!



ACTIVISION



VIGILANTE 8ES

So Much Power
It's Crazy.

- Eight Battle-Anywhere, Fully Destructible Arenas
- Eight Character-Based Muscle Cars, Trucks and More
- Over-the-Top Weapons and Attack Moves
- Unprecedented 3-D Graphics and Effects
- Two-Player Split-Screen Auto Combat
- Behind-the-Wheel or Behind-the-Car Views

TEKKEN 3

Here's what we know: Tekken 3 is coming out for the PlayStation, and we speculate it will appear in either late March or late April, with the Japanese import version hitting first (just like Tekken 2). That means if you haven't gone down to your local arcade to play Tekken 3 yet, then you'll have only a couple of weeks to practice—and that's not nearly enough time to master this game!

tras—Gon (see "Special Feature: Tekken 3 for PlayStation," February), and possibly Dr. Bosconovich, the scientist from Yoshimitsu's Tekken 2 story cinema. Namco also stated



Tekken 3 is set to burn up your PlayStation with some blistering moves and a whole lot of feverish fighting-game action!

Tekken Peckin'

We've gleaned a few precious and exclusive facts from Namco, and although the company's not saying much, we've learned that the home version of T3 will contain all 20-plus fighters from the arcade version, along with two new ex-

that if it does use the Doc, he'll have his own fighting style and exclusive all-new moves. In other words, he won't be just a palette-swap character.

What else can PlayStation fighting-game fans look forward to? Speed and secrets, for starters. Namco claims that Tekken 3 will be faster than Tekken 2 (which seems almost impossible), with faster bounce-backs

Is Comin'

Smell that? It's your fear stinkin' up the room...because the biggest, baddest, brawling-est fighting game to ever hit the arcades is coming home, and you ARE NOT READY! Check out GamePro's exclusive look at Tekken 3 for the PlayStation, and maybe it will help you out...maybe.

By Scary Larry

from falls, more escapes from tackles and stuns, and new throws. There will also be secret characters (many still haven't been seen in some arcades because they're time-locked), along with hidden costumes for each character and new computer-rendered intros and endings.

Additionally, Tekken 3 will come home featuring side-stepping moves for complete 3D control that will enable you to circle 360 degrees around your opponent. This new addition to the Tekken PlayStation series should guarantee more strategic matches and fewer cheap wins using simple thumb-mashing tactics.



The smooth-as-ice realism is apparent in every screen.

The Fight Has Just Begun

The other improvements Namco is making are things you'd expect to see in a fighting-game sequel—more 10-hit combos and new fighting styles, including two new kung-fu styles and the

Just In!

Here's some hot info about the modes in Tekken 3!

- Arcade mode
- Versus mode
- Team Battle mode
- Survival mode
- Time Attack mode
- Practice mode
- Possibly another all-new mode which would be completely different from any mode ever seen in a fighting game! (Namco won't reveal anything more.)





introduction of capoeira, the Brazilian martial art that's a cross between karate and the macarena (see sidebar "The Courtship of Eddy's Fighter"). In its commitment to realism, Namco motion-captured the fighting styles to make them more accurate.



That's all we can share for now, since Namco is being very hush-hush about the project. Although some have openly wondered if Namco is rushing Tekken 3's PlayStation release, it's more likely that Nam-

co's taking good care of its baby and checking it twice, to make sure that Tekken 3's just as great at home as it is in the arcades. **E**



Save your money—Tekken 3 is just around the corner!



The Courtship of Eddy's Fighter

GamePro sat down with Marcelo Pereira, the martial-arts master who is the real-life "Eddy Gordo" from Tekken 3. His fighting style, capoeira, mixes Brazilian street fighting and traditional dance moves.

GamePro: What is capoeira?

Marcelo Pereira: Capoeira is a blend of martial arts, dance, self-defense, gymnastics, and music. It's a Brazilian art form that's over 400 years old. For many capoeiristas like myself capoeira is a way of life.

GP: Did you get hurt during the motion-capturing for Tekken 3? Did you ever hurt anyone else?

MP: I was injured before I did the motion-capturing so that limited some of the acrobatic movements I wanted to do toward the end of the shoot. No one else was hurt because I did all the motion-capturing for Eddy alone!

Because of my injury, I was able to do about 20 percent of what capoeira has to offer. To execute some of the other great movements, I needed a skillful capoeirista to spar with. Any person not familiar with the art could get seriously hurt.

GP: Are you pleased with the way your character is represented in Tekken 3?

MP: On a scale of 10, I give Eddy Gordo a 6. Eddy isn't a Brazilian name and "gordo" in Portuguese means "fat"! Speaking of names, those chosen for the capoeira moves are pretty off-the-wall and not like the traditional names I called the moves as I was being motion-captured. [For a list of the correct names, check out <http://www.hooked.net/arcade/legenda/marcelobio.html> on the internet.]

Eddy's attire could also be improved to better reflect the capoeira standards, and the background music could use a strong drum beat, if not traditional capoeira music, to add spice to Eddy's gringa [swing]. I imagine that Namco had to deal with thousands of details for all the characters and strategies in the game. Overall, I like Eddy Gordo, and I think that for a video-game fighter he has some cool moves and great combinations. To make Eddy appealing to an audience that knows practically nothing about capoeira, maybe that's the way he needed to be presented.

GP: Are you a Tekken 3 player? If so, do you play as Eddy?

MP: I've never been a video-game player. But I gave my son, Juliano, a PlayStation for Christmas so we can play Tekken 3 together. Of course I play as Eddy Gordo, but don't be surprised if my six-year-old beats me. After all, he is Eddy's number-one fan.

New and Improved! All-New Adventures!

**Call
NOW!**

**Team
GAMEPRO
Adventure Hotline**

1.900.454.6600

Canada 1.900.451.3335

**Win
HOT
Prizes!**

Call the new Team GamePro Adventure Hotline and see if you can survive all the traps and dangers of each month's new phone adventure. Those who survive in the shortest amount of time are eligible to win awesome monthly prizes and get their name printed in *GamePro!*

**This month's adventure:
Johnny Ballgame's Arena of Death!**

(1) GRAND PRIZE Winner
Video Game System of your choice!
(4) RUNNER-UP Winners
An official GamePro T-shirt!

**Last Month's Winners
Grand Prize**

Dominic Schatto, West Virginia, 1 min. 24 sec.

Runners-Up

John Breeden, Nokesville, VA, 1 min. 34 sec.

Christopher Bell, Rockville Ctr, NY, 5 min. 48 sec.

Joshua Eastman, Washinton D.C., 7 min. 33 sec.

Samantha Gongle, Bryn Mawr, PA, 7 min. 42 sec.



**In this game,
we play for**

KEEPS!

A New Adventure with a Different GamePro Editor Every Month!

Calls cost \$1.29 a minute and average six minutes in length. Available to touchtone and rotary phones. Be sure to get your parents' permission to call Team GamePro Adventures if you are under 18 years of age. Message subject to change without notice. A service of IDG Games Media Group, San Mateo, CA. Entries without complete name, address, and phone number will be disqualified.

**In Canada:
1-900-451-3335**

Only \$1.49 CAN per minute

Take Aim!



Bigger Is Better!
VAVAVOOM RAIDERS

FINAL WAR!
X-WING vs. THE FIGHTER

VS. BIG-ASS PAPER AIRPLANES



LAMEPRO

WORLD'S LARGEST MULTICOLORED GAMING MAGAZINE

www.lamepro.com/ifyouthink/thisworks/youare/anidiot.htm

ISSUE



The **SEX** Issue
(Not Really, But What a Way to Sell Mag!)

DUKE RAIDER

DOUBLE-BARRELED ACTION
DOUBLES THE FUN!

ABOUT
599
GAMES

- UPS Strike
- Apocalypse When
- Latrell Sprewell's NBA Punch-Out '98
- Fox Special Feature: When Video Games Attack
- Sonic R-U Kidding
- WCW vs. NWO vs. PTA vs. the MVP of the NRA
- Fantastic Two
- Didit Wrong Racing

KFC



CLUELESS STRATEGIES

Resident Freakin' Evil:
The Directors Cuss

The People vs.
Scary Larry Flynt

President Evil 2:
Four Gore Years

NFL Ditz:
Cheerleaders Attack!

Hooters Presents:
Babe's Oddysee:
Bod World



Pretendo 64 • PlagueStation • Saturnover • SNEEZE • Genocide • Offline

No 100 Commercialize Publications

April 1998

\$28.00 Kenya 24 cattle

milk chocolate, lactose, milkfat,
egg lactitol, vanilla, pinolate,
cara syrup, sugar, milk, butter,
lactose, salt, egg white, soy
protein, artificial coloring

LETTER FROM THE LAMEPROS

Another year has passed since our last issue of *LamePro*, and all we can say is "leave us alone."

The Editors

CAN WE CALL THE GAME BUST-A-DUDE?

I'm afraid to pick up the soap when I drop it in the shower. What should I do?

Christian Slater
San Quentin, CA

Stop biting people, and get soap on a rope.

HUNGRY FOR PUBLICITY

I'm not saying I did it. All I'm saying is that if I did do it, I wouldn't tell anyone but my friends at *LamePro*. And

maybe my attorney. But certainly not a jury. Unless I could make a buck doing it.
DJ Simpson, Brentwood, CA
Okay, but no one really cares anymore.



YOU MAKE TWO REALLY GOOD POINTS

I think it's so unfair that I'm not characterized as one of the leaders in the game industry. What do I have to do to rack up points with you guys? All people see when they look

at me is my...HEY! I'm talking to you! A little eye contact would be nice!

Lara Croft, San Mateo, CA

Uhhhh heh-heh, uhhhh heh-heh...you said "rack"...uhhhh heh-heh, uhhhh heh-heh.

OH, SHUT UP ALREADY

I am appalled at the violence in video games. Violent games lead to violent behavior. If something isn't done to alleviate the level of violence in today's video games, I will have to unleash an apocalyptic cloud of chemical gas on your country. Just say no to violence. And Kurds.

Saidam Hussein
Baghdad, Iraq

Will that gas be coming from your stockpiled weapons or just your butt?



AND FIND ME SOME DECENT UNDERWEAR

Hey, Hudson Soft! Where's my cut?

Ted "Bomberman"
Kaczynski, Sacramento, CA

A spokesman replies: "Leave me alone."

Art Failure

We've received some great pictures and envelope art—too bad we can't show most of them to you. Keep sending them in, though.

POORNEWS Like Anyone Really Cares

Parappa Found Dead

Rap star Parappa the Rapper (real name: Phineas T. Arbutick III) was found dead in his 1998 sedan-style cartoon car after an apparent argument with an unknown gunman. Early reports have suggested that Gary Coleman may be involved in this East Coast/West Coast rivalry. Coleman,

child actor from the TV series *Different Strokes*, was apparently seeing Parappa's girlfriend, Sunny Funny. A source close to Coleman and Parappa told *LamePro*, "Sunny was a ho. She was with Parappa, Gary, Poy Poy, and even that dude from Chameleon Twist." Police say Parappa's last words were, "Check and turn your list to the left."



Will this finally settle the East Coast/WC rivalry?



New Quaked II Meadow Pack is "peaceful...and yet disturbing..."

Quaked Add-On Takes A Flowery First Step

ego Software announced that its new Quaked II add-on will be a first in the

industry. Quaked II: The Meadow Pack will feature all new levels in glens of violets, gooseberry, and English thistle.

"We wanted to give the Quaked experience a whole new look," says new ego Software president Martha Stewart. "And the color of demon blood is such a great contrast to spring lilies."

The Rookie Presents... Chair Combat

A new startup company called BRP has released a fighting game that will grab gamers by the seat of their pants. Chair Combat, featuring The Rookie, is a unique fighting game where the sole purpose is to throw a tantrum. After successfully beating The Rookie several hundred times, you then move on to face the boss. Your sole weapons are office furniture and any waterlogged hockey equipment that you find along the way. As Johnny Balgare says, "It's better to toss a chair than toss a salad." Available only in Paducah.



Chair Combat: It's fast, fun...and cheap!

Mime Crisis

PlayStation

A mime is a terrible thing to waste—unless you waste 'em with a .357 Magnum. You can now do that with Scamco's new gun game, *Mime Crisis*.

Travel through various street fairs and hippie communes to find the best, most defenseless mimes, then blow them back to whatever kingdom supports silent theater. We love this one. —*Sister Buzz*

Developed by **Tlay Entertainment**
Published by **Scamco**



Latrell Sprewell's NBA Punch-Out '98

Nintendo 64

Go from lay-ups to layoffs in the basketball game where you don't trade players—you trade blows! Marked by pro athletes with a strong offense and a weak defense, this is the only professional hoopster you'll find without a career mode. —*Bone Alone*

Developed and published by **EA Sports**



Apocalypse When

Uranus

Where's your Willis now? After repeated delays and contractual mishaps, Lackovision will soon be releasing this futuristic war game. When? Whenever the hell they feel like it. *Lame-Pro* got an exclusive look at one of the game's screens, and it doesn't look ready yet (see below). Rumor has it that we'll see it soon—maybe before the turn of the century.

—*Tyrannosaurus Rector*
Developed and published and delayed by **Lackovision**



Coming soon?

Spoon: The Game

N64

From the depths of Hell comes one of the best action/adventure games ever! *Spoon* features amazing 3D graphics, beautiful backgrounds, and...oh, hell, we can't lie. It sucks, and unless you like playing with kitchen utensils, this game won't appeal to you. —*OB/GYN Zombie*

Developed by **Someone**
Published by **Someone Else**



Biting Force Starring Mike Tyson, Marv Albert, and Christian Slater

Slatern

In *Biting Force*, it's nothing but the whole tooth as Iron Mike, Crossdressing Marv, and Flesh Fiend Slater bite, punch, and slap their way through several lush and lavish stages, including motel rooms, boxing rings, and police stations. Although only 0 percent complete, *Biting Force* looks like it's shaping up to be a real winner. —*Not So Scary Larry*

Developed by **Tooth+HQ**
Published by **Showy Entertainment of America**



STAR WARS MASTERS

OF TIRAMISU



By Air
Headtrash

Star Wars fans will be more than excited; they'll be full! Star Wars Masters of Tiramisu is a fast-paced no-holds-barred cooking game that will have you on the edge of your seat with moves like the Brisket Bash. All your favorite characters are here, from Cook Skywalker and Glazed Ham Solo to Chocolate Chewbacca and even Obi Wan Ton Kenobi. Hidden characters include



Fun Factor

Paul Prudhomme and Julia Child, who are both rumored to

be in the new prequel to the Star Wars films.

The game's graphics actually suck, and the music is missing, but if you overlook that (and the bad gameplay, terrible control, and absent Fun Factor), you have one sharp cookie of a game.



PRO TIP: Try to shake the edge of the screen so that Vader Spice's casserole falls flat.



PLAQUESTATION



By Minor Mike

In the future, the fast food wars have escalated to full-scale combat. The Colonel has

(called "sporks"), and a 12-piece bucket of tender roasted bird. At the end, you face the biggest chicken of all—Thigh Orblast—in either a White or Dark mode. Can you survive...or are you just another cluck-up? **L**



sent his poultry troops to conquer the planet, and it's your job to make the world free for small eateries like coffee shops and greasy-spoon diners. Armed with a blowtorch and a bottle of BBQ sauce, you'll cole-slather wave after wave of fowl enemies, turning them into Crispy Strips before you can say, "You want fries with that?"

As you roast "el pollo locos," you'll pick up power-ups like Handi-Wipes, plastic spoon-forks



PRO TIP: Watch for mashed potatoes and gravy landmines in the fifth level.



ADVERTISEMENT

Segduh Presents:



You bought a Segduh Slave System because it was the first 8-bit console...
You bought a Segduh Genocide because of the great games...
You bought a Segduh CD because of the capabilities of CD music and graphics...
You bought a Segduh 32Y because you're an idiot...
Now you have to buy...

The DoWrong System!

SEGDUH

That's right, it's wrong! Pile on the 32Y, Segduh CD, and Segduh Selurd to make the most monstrous, most powerful, most ridiculous game system yet!

And to show that we will support the system, we have operators standing by to take your call!



Look at how COOL you can be!



Featuring a ton of hot new titles:

Burning Power Rangers



Street Fighter vs. Anyone With a Chip on Their Shoulder



NBA Dead '98

Upcoming Vaporware Titles for You to Hold Your Breath For:

- Sim Heaven's Gate
- Sonic R U Kidding
- Dead or Alive or Comatose
- Black Panzer Dragon Saggy
- Resident Freakin' Evil: The Directors Cuss





WHAT HAPPENS AT
OVER 1,000 MPH

WHEN YOU'RE BLAZING OVER NEON-STUDDED BUILDINGS,
UP AND DOWN BRIDGES, THROUGH STUNNED TUNNELS, AND ACROSS
THE MOST ELECTRIFYING RACETRACK YOU'LL NEVER
GET TO SEE BECAUSE YOU'RE GOING SO FAST, AND YOU'RE TOO
SCARED TO TAKE YOUR EYES OFF THE CONCEPT

AERO GAUGE

YOU DON'T KNOW - YOU'VE NEVER RIDE THAT FAST BEFORE
UNTIL AEROGAUGE - THE FASTEST N64 RACING EXPERIENCE



www.ascient.com

customer service:
850 760 0188

©1998 ASCI Entertainment Software, Inc.
All rights reserved. ASCI Entertainment,
AeroGauge and the ASCI logo are trademarks
of ASCI Entertainment Software, Inc. Nintendo, Nintendo 64 and
the 64 bit logo are trademarks of Nintendo
of America, Inc. The rings logo is a
trademark of the International Olympic
Committee. All other brand and product
names are trademarks and registered
trademarks of their respective owners.



VIGILANTE 8

IT'S Total Carnage

Vigilante 8 for the PlayStation is a wild ride through the lawless highways of the futuristic West. Rule shotgun with GamePlay as we cruise through and blast a few bad boys with ActionPlay.

By Stacy Linn

In a parallel universe circa 1975, a gang of rogue drivers calling themselves the Coyote Gang raids a secret military base in the Southwest, and all the weapons technology at the base falls into their hands. Desperate times call for desperate measures; and a grassroots



Crisp explosions and screen-shaking jumps will give your heart a workout!



Check out the detailed damage on the cars. Hope you have really good insurance.

militia group called the vigilantes bands together to protect their small towns and outposts against the gang. Militia group, meet hi-tech weaponry. What ensues in Vigilante 8 is a free-for-all combat racing game that may turn out to be the definitive Twisted Metal killer.

In this bash-n-crash automotive Armageddon, you select one of 12 cars, each with a character-intense theme, like Boogie's Disco car and his special weapon, the Disco Ball. You then battle it out in one of eight arenas, running down your opponents and blowing them back to the junkyard with missiles, rockets, land mines, and more.

One major difference between this game and Twisted Metal is that while the backgrounds are not only fully destructible, they're textured with potholes, dips, craters,



Twisted Metal fans will freak out when they see Vigilante 8!



and hills...lots of them. So as you tear through a level blowing up buildings and destroying non-enemy environments, watch out for sudden drops and slippery slopes—you may even find a hidden area or two while doing so.



"Vigilante 8 is the rip-roaring, action-intense cousin of 176, with more shooting and faster driving."

—Murli Tegulapalle, Vigilante 8 producer

Hot Rods From Hell

The eight fully amped muscle cars also have a definite '70s look and feel to them, since they're modeled after actual cars of the period. You may find yourself driving a souped-up faux Camaro, an over-the-top Gremlin, or a fully armed Chevelle. And since each driver is a psychic extension of their vehicle, expect such '70s artifacts as bell-bottoms, rhinestones, afros, and more.

The unique environments imbue the game with a feeling that is genuinely desolate and deserted. For example, one area



near the Hoover Dam in Nevada looks like a fully operational power plant without workers. Imagine leaping over the dam and blasting cars below the perimeter wall. In other areas, like the oil fields, you destroy oil rigs and observation towers, which in turn topple over and damage other cars.

Death on Four Wheels

Here's an exclusive roundup of hidden characters that will make your trip through the Southwest a vacation in Hell.

Beezwax

Here's a first. Beezwax is a beekeeper from Arizona who turns against the government when radiation from nearby nuclear tests destroys and mutates his bee stock.

Talk about having a secret: **SECRET** bug up your ass.

SPECIAL WEAPON:
BEE SWARM



Loki

An insane ex-test pilot, *Loki* helped the Coyotes acquire top-secret weapons from Site 4 in Nevada.

He makes the Unabomber look like Snow White.

SPECIAL WEAPON:
CLUSTER ROCKETS



Houston

A cross between Geopatra Jones and the Bionic Woman, Houston was sent to help the Coyotes wage their war. She was created by an evil coded

erency of scientists, and she's one bad mother... I'm just talking about Houston!

SPECIAL WEAPON:
LASER TURRET



Boogie

A disco-dancing, prancing fancy boy, Boogie wins dance contests by eliminating the competition with a whole set of other moves. Lord knows how he maneuvers in his car with those tight pants.

SPECIAL WEAPON:
DISCO BALL



funky feel to it. Think back to the classic tunes of the '70s, and you'll get an idea of where the game is going musically."

So why not call this game Interstate 76 for the PlayStation? "Interstate 76 was more of a strategy/action game, with long stretches of mission-based logic," says Tegulapalle. "Vigilante 8 is the rip-roaring, action-intense cousin of 76, with more shooting and faster driving."

Vigilante Justice

Activision wants players to experience combat racing like never before, and it's close to the mark. Although the game does resemble Twisted Metal in concept, a strong story line and cleaner graphics should help Vigilante 8 burn the backdrop when it's released in May. **B**

Vigilante 8 features highly realistic graphics and very intense vehicle combat.



What the Funk?

Although early in the developmental stage, the game plays as fast as Twisted Metal, though the graphics look much smoother and the cars are much more interesting. The explosions are on the programmers' list of things to work on, as is the music. Murali Tegulapalle, producer of Vigilante 8, told GamePro, "The music will have a definitely



Developed by Lunafix Corp.
Published by Activision
Available May

70% COMPLETE

SPECIAL FEATURE: Vigilante 8

Professional athletes and their likenesses are trademarks of the National Basketball Association. All other trademarks are the property of their respective owners. © 2004 NBA Properties, Inc. All rights reserved. NBA Properties, Inc. is the exclusive licensee of the NBA Properties, Inc. logo and the names of the NBA Properties, Inc. member teams. All other marks are the property of their respective owners.



STATISTICS	12:00	4
STATISTICS	71	62
STATISTICS	[Logo]	
STATISTICS	STATISTICS	STATISTICS





I

**IN SOME ARENAS INTIMIDATION COMES
NOT ONLY FROM WHAT HAPPENS ON THE FLOOR,
BUT WHAT HANGS ABOVE IT.**



**NBA
SHOOTOUT
98**

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.

www.playstation.com

Sneak Previews



Turok 2

Nintendo 64

By Scary Larry: Dinosaur Hunter



"More" is the word with Turok 2—more weapons, more environments, more bosses, and just more fun! Turok 2 seems headed for the same kind of blazing success as its predecessor.

Dino Club



Everyone's favorite dinosaur-stomping, gut-gashing anti-hero is back for another romp in Turok 2. This version will feature more than the original game in terms of environment (new stages, and many not set in the jungle), backgrounds (burning buildings, smoldering rubble, and blood streaks on the walls), and effects (the fog will be pushed back in the distance four to five times farther).



A Work in Progress Shows Promise

Worker



From conception to an artist's rendering to final implementation, the enemies look like trouble in Turok 2!

Hunter



The Plot Thickens



Turok 2's story will apparently pick up where the first game left off: After Turok fell through the Chronosceptor and into the volcano, a whole new plot went into motion. Now he'll have to travel through



eight dark, aggressive, mission-based levels. Turok will also pack some new weapons, but Acclaim wouldn't part with any details beyond revealing that the armaments will produce some sick, gruesome effects.

Lean, Mean Killing Machine



Turok 2's darker, more ominous look will also mean more enemy interaction. Acclaim has promised that Turok 2's quicker, smarter dinosaurs will swarm the player more often and will travel in larger packs. This is sure to



translate into some dangerously fast dino destruction, so get your trigger finger in shape!

A Walk on the Wild Side



Level designs seem to indicate that the game will be larger and more intricate.

Developed by Iguana Entertainment
Published by Acclaim
Available August

30% COMPLETE



Bio F.R.E.A.K.S.

Nintendo 64

By Major Mike



Midway's no stranger to violent fighting games, and *Bio F.R.E.A.K.S.* continues the trend set by *Mortal Kombat*. *Bio* features fierce and brutal combat—on the ground and in the air.



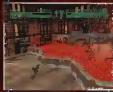
LOOKS THAT KILL

Graphically, F.R.E.A.K.S. provides an eyeful, including detailed carnage, fluid animation, and well-designed polygonal characters. And, yes, there's lots of blood to splash around. Although this preview version is a little over 10 percent complete, the graphics are cleaner and smoother than *Mace: The Dark Age* for the N64.



"LOOK, MA—NO ARMS!"

Bio features 3D fighting in gigantic arenas—some with interactive backgrounds that can inflict damage on a fighter (like a mangler machine or fire pits). Another unique feature is the ability to sever an opponent's limbs during a fight. Losing a limb does take some special moves and abilities away from the victim (not to mention health), but even an armless fighter can still win a battle.



SUPER F.R.E.A.K.S.



Bio F.R.E.A.K.S. (Biological Flying Robotic Enhanced Armored Killing Synthoids) takes place in the not-so-distant future, where warring corporations settle their differences in the fighting arena. Eight fighters fill *Bio*'s lineup, and each is equipped with a different weapon and specialized attacks. The game uses six buttons: two punches, two kicks, and Fire Weapon. The sixth button activates your fighter's jet pack, but you can hover in the air only briefly.



Developed by Saffire Corporation
Published by Midway Home Entertainment
Available July

10% COMPLETE



ROAD RASH 3D

By Air Hertz

PlayStation



Road Rash 3D's spanking-new 3D graphics perform well, nicely modernizing the look of this classic series. Animated with tons of cool new movements, the polygonal riders look more lifelike than ever before. They glance over their shoulder as



the pack closes in, hunch tight over the handlebars at high speed, and yank the bike up for a wheelie. The interconnected 3D courses look sharp, too, and make for an engaging racing environment.

Enough elements in this unfinished version were still under construction, though, that it wasn't possible to judge the game's

speed or draw-in, but the early indications were promising. And EA was deep in negotiations with a major recording label to sign some top-name talent to the soundtrack—always a key part of the Road Rash experience!



After too much time in the shop, Road Rash is ready to ride again on the PlayStation with a stylish 3D look and that same skull-busting action fansher expect.

Back in the Saddle

Many gamers will be stoked just to play a new Road Rash, but RR3D's heading for the starting line with some slick refinements. The racing, while still squarely on the arcade side, is revved up with bikes that have much more realistic responses, especially for braking and cornering. Cruisers really drag and slide sideways in turns, while the sleek sport bikes dive right through.

But RR3D's not just a racing game, and that means plenty of club-thumping combat to keep the action exciting. Your arsenal this time is planned to include cans of mace, chains, nunchuks, clubs, pipes, stun guns, 2x4s, and crowbars... and the pack definitely puts up a fight. This preview version glittered with potential—if

EA pulls everything together as planned, RR3D should head straight to the top of the charts.



Developed and published
by Electronic Arts
Available March

60% COMPLETE

SEGA® hard stuff
WWW.SEGA.COM



Day 42. The standoff continues. Suspect presumed paranoid. Has been known to roam dungeons and consort with bandits and sprites in *Shining Force III*. Believed to be mutilating and blowing heads off zombies in *House of the Dead*. Purported member of *Panzer Dragoon Saga* cult, which claims that ancient, morphing "dragon friend" holds the key to salvation from evil. Approach with extreme caution- suspect known to use thumbs when threatened.

For more info or to order call 1-800-SEGA-SALES or visit www.sega.com





1080° Snowboarding

Nintendo 64

By Toxic Tommy



1080° Snowboarding brings extreme sports to the N64 from the same team that developed WaveRace 64. With Nintendo game master Shigeru Miyamoto calling the shots, these slopes are looking slick.

Boards To Be Wild



Snowboarding's burning up the slopes, and now 1080° Snowboarding's about to do the same to your thumbs! To play this impressive-looking N64 cart, you'll pick a pro from five sick 'boarders and choose a deck from eight actual snowboards. Hardcore 'board freaks will dig the Lamar Snowboard license, which enables you to choose an actual production deck from one of the top board-makers in the business.

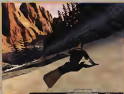
WaveRace 64



Developed and published by Nintendo
Available April
90% COMPLETE

Spin Cycles

1080 is primarily a racing game, as you tackle six tracks, blazing down mountains, twisting through forests, and, of course, attacking a her-mongous halfpipe. Plus, you can take on a pal in two-player split-screen mode. In the preview cart, the analog stick provided smooth, intricate control. The snowy scenery was postcard gorgeous and, of course, cool. Speed junkies will get off on the supersonic animation and awesome acceleration as you go aggro down 45-degree angled terrain.



Phat Air

Now if a 360 is one complete spin, a 1080 is... well, you do the math. It's an extreme move, and to pull one, you'll have to master many more. The early cart fea-



tures 29 stunts which

you can string together like combos. Training mode lists all the stunts and displays the button presses, too. There's even a Freestyle mode, where you blast off a monster ramp to try to pull multiple air stunts. No word yet whether you'll be able to pull handplants in the halfpipe though. Just the same, 1080's looking like an extreme challenge with extreme fun.



To win, you've gotta pay the price.
Lucky for you, it just became more affordable.



SPORTS



ACTION



WARGAMES



SKILL

Let the games begin.

The high cost of winning has just taken a lethal hit. Because Wal-Mart's newly upgraded and expanded computer software department has stocked its shelves with all the latest and hottest games at every day low prices. You'll have no problem finding all the action, combat, and sports software you can handle. So come check us out, and see for yourself how affordable the cost of winning has become.



WAL-MART
ALWAYS LOW PRICES ALWAYS WAL-MART

Always



© 1997 WAL-MART
<http://www.wal-mart.com>



Cruis'n World

Nintendo 64



Coming straight from the arcade, Cruis'n World is Nintendo's next installment of racing for the N64. If Cruis'n USA wasn't enough for you, World might just deliver what the first Cruis'n didn't. Completely translated from the arcade version,

Cruis'n World offers 14 new tracks and a variety of new vehicles to drive. You can also perform wheelies, drive sideways on two wheels, and bust out a "drift" move that will enable you to cut your car tighter around corners. No doubt these screens show off some great graphics, but will the gameplay sid and lose control like the original?

—Four-Eyed Dragon



Developed by Rare
Published by Nintendo
Available June

80% COMPLETE



Supercross '98 Featuring Jeremy McGrath

PlayStation



Combining arena supercross with motocross racing, Accion's Supercross looks to hit the circuit with some speedy motorbike action, headlined by supercross star Jeremy McGrath. Besides the usual dirt-dashing racing, you'll be able to create your own tracks, compete in a "ghost" race, and upgrade and repair your bike. Supercross will also be compatible with the analog controller to enable better handling and will feature a two-player split-screen mode.



Even in this early version, Supercross seems to be a definite upgrade from Playmates' dismal VMX Racing. Unfortunately, the breakup on Supercross' tracks forced this bike straight into the mud. If this major flaw is fixed by the time the game's released, Supercross might just cross the finish line. —Four-Eyed Dragon

Developed by Accion Studios
Published by Accion
Available April

70% COMPLETE





Running Wild

PlayStation

Running Wild (previously titled Freakin' Fast) pits animals against each other in good old-fashioned foot races (or hoof races, depending on the animal). This frantically paced game sports six fantasy courses, from the Arctic to the desert, loaded with power-ups, shortcuts, obstacles, and secret routes. Running Wild also features four play options and six speedy animals to choose from, each with their own strengths and weaknesses in the areas of jumping, agility, and turning. If you're looking for a fast racing game with a twist of pure animal athleticism, then Running Wild could be the game for you. This weird but already amusing racer might just have enough juice to rock your world wild. —Johnny Ballygame



Developed by Blue Shift
Published by
Universal Interactive
Available April

80% COMPLETE



Gran Turismo

PlayStation

Sony's revving its engines overseas with Gran Turismo, an extremely cool racing game headed to the U.S., hopefully gassed with all the features and licenses that made it such a huge hit in Japan. The overseas version we played had a crazy amount of big-time car brands, from

Honda and Nissan to Mazda and Mitsubishi, along with



Developed and published
by Sony
Available now in Japan

100% COMPLETE



various scenarios like Arcade, Two-Player Battle, and, of course, Gran Turismo. Other features include time trials, 10-plus tracks, and the ability to buy and sell cars as you earn money from races. We

don't know if any features will be changed in the translation, but when Gran Turismo finally speeds into the States, it has the potential to be one of the year's top racing games. —J. Boogie





“FALSE”

The ball was dead the second it hit the umpire. If you answered correctly then you obviously know your baseball and are exactly the kind of fan we made VR BASEBALL™99 for. If you answered incorrectly, don't worry, there are still plenty of games with pretty lights and neat sounds for rookies who are just starting to learn about baseball.

***CHECK OUT THE DEMO
AT WWW.VRSPORTS.COM***

VR **BASEBALL™ 99**



VR Baseball™ 99. It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know that Kenny Lofton should score from 2nd on a gapper to the wall and that a pitcher should walk Mark McGwire with a base open and the game on the line. This isn't just another baseball game. This is baseball.

Detailed Player Animations and Motions for Collision

When Darin Erstad breaks up a double play and slides into second, you see the shortstop get knocked on his butt.

Quick-key Short Cuts

We've quickened the pace of baseball by adding a variety of quick-keys, short cuts, and an innovative menuless pitching interface. Pitch to nearly an infinite number of locations instantly or throw a Greg Maddux fastball without tipping your hand to your opponent.

True Attitude

From shattered bats to ball players diving to catch hard liners and talking smack on the field. It's all in here.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball™ 99. Play what you've been missing.

Available April 1998.



Smarter AI really understands baseball. Cecil Fielder doesn't hunt, pitchers are pulled when they get shelled, and fielders are strategically shifted.



A "smart camera" always selects the best angle for gameplay in real time. You'll see the players, even the outfielders, up close and in full detail as you make the play. So now when players like Derek Jeter stab a line drive, you'll be right on top of the action.



Fielding Practice and Honoran Challenge™ - two bonus arcade style games. See what it's like to make a diving catch through the eyes of Jim Edmonds, or challenge guys like Tito Martinez and get your name up on the leader board in the Honoran Challenge™.



© 1998 Infinity Productions. All Sports™, VR Sports logo™, Baseball™ and the Honoran™ are trademarks of Infinity Productions. All rights reserved. © Major League Baseball™ - Major League Baseball Players Association. PlayStation and the PS logo™ are registered trademarks of Microsoft Corporation. PlayStation and the PlayStation logo™ are registered trademarks of Sony Computer Entertainment, Inc. All other copyrights and trade marks are the property of their respective owners.



Mega Man Nova

PlayStation

Like Gex, Mega Man is making the jump from 2D to 3D with considerable ease. Mega Man Nova (previously called Mega Man Neo) is the current working title of Mega Man's latest outing, but this time around he's breaking new ground with a separate Mega Man story and a different character than those in the Mega Man and Mega Man X titles.

Nova is a cross between Tomb Raider and Mega Man X with some RPG elements thrown in. You'll explore gigantic areas, talk to various characters, solve puzzles, maintain an inventory of items and weapons, and battle enemies.

Mega Man can run, jump, attack, climb, and view his surroundings via a 3D look option. The controls in this preview version, however, required some practice to master. Worse yet, the option to use the analog stick (which served the game so well in its earlier versions) may not be in the final. We'll find out in May if MM Nova is a universal hit.

—Major Mike



Developed and published by
Capcom

Available May

90% COMPLETE



Grand Theft Auto

PlayStation

As a carjacker trying to rise in rank within the Mafia, your role in Grand Theft Auto involves more than just theft. In order to gain notoriety from the "bosses," you must perform specific tasks, such as making hits on your enemies or collecting protection money from restaurants. At your disposal are 30 vehicles to carjack, plus a slew of weapons, ranging from a machine gun to a flamethrower. With over 200 missions taking place in three gigantic cities, will Grand Theft Auto be one of America's Most Wanted or will it be a victim of foul play? More on this Micro Machines-with-a-twist game soon. —Four-Eyed Dragon



Developed by DMA Design
Published by ASC Games
Available April

70% COMPLETE



The ROAD RASH® Blood Drive

“LIVE TO RIDE RIDE TO GIVE”

“The average person has 12 pints of blood. We’ll take it!”

—Peter Plasma



HOW IT WORKS

Use weapons or oncoming traffic to slow fellow racers
And fill our awaiting tanks



ROAD RASH® 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records® soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS®



TM, ® and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



Powerboat Racing

PlayStation

The PlayStation's never had an answer to the N64's phenomenal Wave Race 64, but Powerboat Racing might come close. This slick racer drops you behind the controls of one of 16 speedboats for rowdy, arcade-style action along 9 fantasy tracks laden with wild jumps and multiple pathways. The game delivers realistic water physics, so turbulence and other



boats' wakes affect your handling. You can also sacrifice handling for speed by elevating your boat's nose out of the water, which adds some depth to the action. Still, this unfinished version was a bit tricky to handle, but VR Sports plans to



clean up that and the game's draw-in problems, which are worse in the two-player split-screen mode, before its release. With the right tuning, Powerboat Racing might just rock the water this spring. —*Air Hendrix*



Developed by PowerBeats
Designed by
Published by VR Sports
Available March

80% COMPLETE



Crime Killer

PlayStation

Bad boys of the future, what you gonna do when Crime Killer comes for you? Well, you surely won't run away because, according to Interplay, Killer's three futuristic cop vehicles—the car, the bike, and the airborne wing—will clock in at a blistering

60 frames per second. The preview version of this intense vehicle-combat game surely felt that fast, too! Killer's mean crime-fighting machines whip in, out, and around

the streets of a futuristic city, blasting gangsta cars through 10 levels. However, the blazing game speed of the prelim sometimes overwhelmed the controls, causing police vehicles to blast past the A.I.-controlled bad guys or crash into buildings and civilian cars. Just the same, if the controls can be tweaked to tame Killer's vehement velocity, it has the potential to shape up into a fast and fun high-tech crime spree. —*Atomic Dazg*



Developed by Pixelogic Ltd.
Published by Interplay
Available June

60% COMPLETE



Score: 5 out of 5
 "Colony Wars is an exceptional
 game which deserves a place
 in anyone's library."

*Official U.S. Playstation Magazine,
 January '98*

"Colony Wars ranks as the
 best space combat game
 on the PlayStation."

SimsPro, November '97

"Best Flight Sim/Shooter."

Ultra Game Players, Holiday '97

CRY FREEDOM

COLONY WARS

Beat the chains of slavery straight to Hell. 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, success or failure determining 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



Visit www.epicgames.com for a chance to win a copy of Colony Wars.



More fun than
shooting your
neighbor's cat.





Forsaken

PlayStation

Shooter fans looking for a cool 360-degree trip should be very pleased with Forsaken. Playing as a mercenary, you raid what's left of the Earth following an apocalyptic disaster. Forsaken's visuals are stunning—think Shadow Master with Descent's game engine. The lighting and explosions are colorful and distortion-free, while subtle effects like enemy ships with cloaking devices are a nice touch. However, moving through the beautiful environments is tough: Your ship slides too much, and the multi-function controls take patience to master. Hopefully, control concerns won't be Forsaken before the game hits shelves this spring. —Major Mike



Developed by Acclaim Studios
Published by Acclaim
Available April

70% COMPLETE



Tomba

PlayStation

Joining the 2D action/platform ranks is Sony's Tomba. Instead of relying solely on twitch-gaming skills, however, Tomba incorporates RPG elements. You'll collect and maintain an inventory of weapons and other items, and converse with various characters throughout your journey. Tomba is set in a fairy-tale land where you play a warrior trying to retrieve an artifact stolen by some evil pigs. Working in concert with the plot is a nonlinear gameplay scheme with several areas to explore. Info on the game is scant at this time, but we'll have more on Tomba in an upcoming issue. —Major Mike



Developed by Whoopee Camp
Published by Sony
Available Second Quarter '98

40% COMPLETE



POINT BLANK

by

namco

get trigger happy

Bang! Meow! Bang! Heow! Come on already. It's time you moved up the food chain and take aim at something that sounds better when it explodes. And you can when you grab your gun, included free with Point Blank, the newest arcade shooting sensation from Namco that'll have you firing till your fingers fall off. Get trigger happy at your next party with over 70 loopy shooting scenarios as everything from piranhas and vultures to chickens and octopi fall to the wayside. Look, the directions are easy: If it's bigger than a pixel, shoot it.

**Great Party Game!
Up to Eight Players!**



POINT BLANK © 1997 Namco. All Rights Reserved. GUNSTEN™ AND PLAYSTATION™ ARE THE REGISTERED TRADEMARKS OF SONY CORP. IN THE U.S. AND OTHER COUNTRIES. PLAYBLANK IS A TRADEMARK OF SONY CORP. IN THE U.S. AND OTHER COUNTRIES. THE GUNSTEN IS A TRADEMARK OF INNOVATIVE DIGITAL SOFTWARE PRODUCTIONS.

WWW.NAMCO.COM

PC GAMEPRO

PC GamePro REVIEW

PC
Win 95, DOS
GAMES
By Blake

is likely to be required before you get your duds dirty.

DESCENT DOES D&D

Utilizing the engine that powered 1995's immensely fun shooter Descent, DTU looks like it belongs back in 1995. While the code has been tweaked to deal with the intricacies of a complex role-playing story line, DTU still reflects its age. D&D devotees will find the character stats and setting in the Forgotten Realms city of Waterdeep very familiar, as with any other D&D game, the classes, races, alignments, and six stats must be generated before you take on the challenges of the Undermountain dungeon all by your lonesome.

That's assuming that you can get the game working, since it recalls the bad old days of DOS configurations far too clearly. Several hours of tweaking, twisting, downloading, installing, and fiddling with a range of DOS drivers for a state-of-the-art Win95 machine did not fake for good spirits. Plug-and-play this ain't.



PRO TIP: Add spells to your inventory at the bottom of the screen to get to them quickly.



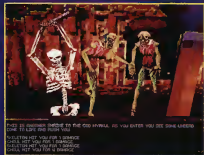
PRO TIP: Watch the text descriptions carefully for clues as to where the danger lurks.

Descend to the depths of Waterdeep, young adventurer, for there are denizens to defeat, dungeons to delight in, and dudes to, er, kill, in Descent to Undermountain. That's if you ever make it to the dungeon—a healthy dose of PC savvy

ONE BY TWO THREE

Despite a somewhat linear story line, it's clear that care was taken with the game's entertaining level designs and cunning puzzles. Character interaction with NPCs is not as engaging as it could be, and you can't escape the feeling that, despite this game's two-year delay, Descent to Undermountain still isn't finished. **B**

DESCENT TO UNDERMOUNTAIN



PRO TIP: Remember that clerics can Turn undead. Hit the T key.



PRO TIP: With more than one enemy, run toward them to strike, then retreat as they retaliate.



PRO TIP: Since you can't reconfigure the keys or invert the mouse movement, you should practice with the controls before fighting anything.



PRO TIP: When fighting small creatures, look down to have a better chance of hitting them.

Descent to Undermountain by Interplay

Developer	Board	Control	File Format
2.0	4.0	2.0	0.0

\$39.95
Available now
Role-playing
1 player

Full-screen view
Challenge, Interactivity
Replay value: Medium
ESRB rating: Teen

Minimum System Specifications

- DOS 6.2 or higher
- Pentium 90
- 22 MB of RAM
- 60 MB on hard drive
- SVGA graphics
- SoundBlaster-compat
- 32-bit mouse and
- Quick-speech CD
- TCM drive



Unreal

Win 95

The hype is still building over GT and Epic's Quake killer, Unreal—and for good reason. A recent demonstration of the pre-alpha game in action was nothing

short of stunning. Killer visual effects, like colored lighting and transparency, reside in the software, so you don't need a 3D card to be blown away. Innovative elements abound, like upgradable weapons, health power-up plants that grow during multiplayer games, exceptional enemy A.I., and the easiest level editor ever created. Amazingly, Unreal is starting to live up to its name. Can Quake II compete?—*Dan Elektro*

Developed by Epic
Megagames
Published by GT Interactive
Available June

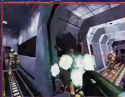


Sin

Win 95

Sin has everything you'd want in a first-person shooter: seriously hot-rodded Quake technology under the hood, nasty weapons, and 3D accelerated graphics to make you drool. But it also has a few things you wouldn't expect, like a logical, deep backstory and meaningful character interaction. As security expert John Blade, you're tracking the evil biogenetic doings of Elxis Sinclair, and the actions you take affect how the game unfolds—there are various ways to complete each mission and exit each level. Sin looks to deliver one of the richest shooter experiences yet.—*Dan Elektro*

Developed by Ritual Entertainment
Published by Activision
Available March



GamePro Online Takes On A New Look!



GamePro Online

has a cool, new design, making it easier and faster for you to get to the nitty-gritty interactive gaming information you're looking for to help you stay ahead of the pack.

Updated daily

by the editorial experts of GamePro magazine, GamePro Online gives you everything you want and need to know about interactive gaming—all of the hottest PC, console, online, and arcade games; secret weapons and tactics; hundreds of Web links to game-related sites; and downloads of some of the coolest games around.

Check Out

www.gamepro.com Today!

More Gameplay
More Tips and Codes
More Game News
More Options

GAMEPRO

ON • LINE

www.gamepro.com

Chat Rooms & Message Boards: Talk to fellow gamers about what's hot and what's not. Get the latest tips and cheats and compare strategies to stay one step ahead of the rest.

Online Exclusives: Check out special game previews and field reports from the expert gamers—the GamePro Editors. You won't find this hot information covered in GamePro magazine or anywhere else!

Game Demos: Test your PC gaming skills. Download the latest PC games and check 'em out before you buy!

Fighter's Edge: Improve your fighting strategy with intense move lists, cheats, and tactics to help you conquer your opponent every time.

Sports: Check out the latest previews, reviews, and cheats for all of your favorite sports titles.

Role Play: Get the latest secret weapons and tactics for today's top role-playing game titles.

WWW.GAMEPRO.COM

LOG ON AGAIN FOR THE FIRST TIME!



GamePro Online is now linked to www.ldggames.net for even more great game news and downloads!

Hot at the Arcades

**GamePro
Exclusive!**

HYPERDRIVE

Midway's latest racing game is out of this world. Hyperdrive's stellar visuals and unique controls could propel it to the top of the arcade charts.

By Major Mike



Without meets Seattle arcade hardware in Hyperdrive, Midway's new anti-gravity racing game. And, yes, this is an actual gameplay screen, not a rendered screen shot!



Visually Stunning



The most impressive thing about Hyperdrive (so far) is its graphics, which rival those of Sega Super GT. Silky smooth and pixel-free, the visuals hold up beautifully—even while you're blizzing around the tracks at breakneck speeds. The



courses sport cool details like a moving neon sign of a woman riding a rocket and transport ships that pass between docking bays. We'll find out this spring when Hyperdrive blasts into arcades if it has the power to rocket past the competition.



Around in Space



Hyperdrive has three tracks that range from easy to hard, and three ships that differ in terms of speed and handling. There are also plenty of secrets, including hidden ships and other goodies, and the courses are loaded with shortcuts.



In Control

Hyperdrive not only features horizontal steering, but the wheel tilts up and down for vertical movement as well. This unique control method enables you to pass above, below, and on the outside of other racers. For added effect, the wheel shakes and rumbles while you race.



Developed and published by Midway
Available April

60% COMPLETE

California SPEED

Speed your way to victory in Atari's fastest racer ever!

By Johnny Rutledge



California Speed blazes into arcades, exciting racing fans with a fast and unique driving experience that's fun to play and easy to learn.



Speed Kills



The newest racer from Atari Games bursts into arcades with fast speeds, cool cars, and some of the trippiest tracks you've ever seen. Drivers ride to glory in 12 unique vehicles, from a speedster to a golf cart, while traveling at bullet-like speeds along 14 fierce tracks. Courses range from a rookin' roller coaster in Santa Cruz to a computer you cruise through in Silicon Valley. With its intense pace and clever courses, California Speed might just beat SF Rush to the top of the driving charts.


California Love

California Speed scorches the screen with an awesome blend of great graphics, bumpin' sound, and fantastic features. In total, the 14 tracks contain over 30 minutes of unique gameplay and 14 flavorful song selections. As an added bonus, if you play through the Do the



Slate mode, you're rewarded with sexy pictures of babes in bikinis. The arcade unit is powered by 3Dfx's Voodoo Graphics, and up to four machines can be linked together for outrageous four-player showdowns. If you're looking for a fast racer to get your adrenaline pumping, head to California. Why? It's the speed.





There's only
one thing
more torturous
than playing
Deathtrap Dungeon.



IAN LIVINGSTONE'S

DEATHTRAP DUNGEON

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell



Not playing it.

www.deathtrapdungeon.com

Deathtrap Dungeon is a trademark and copyright of Eidos, PC and PS2. Xbox Game Play is a registered trademark of Eidos. Xbox Game Play is a trademark of Microsoft. Xbox Game Play is a trademark of Microsoft. Xbox Game Play is a trademark of Microsoft.



on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



EIDOS
INTERACTIVE

You've been warned.



Quake

(By Midway Home Entertainment)

By Scary Larry

Price not available
96 megs
Available now

Console shooter
2 players



PRO TIP: Don't waste your time on Shamblers. The Nail Gun or Super Nail Gun is the only way to go with these bad boys.



PRO TIP: Use the corners to lob grenades into unexplored corridors. If you get the hang of hooking grenades, you can always take out unwanted guests.

QUAKE



PRO TIP: Check the ceilings for triggers to open secret doors.



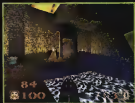
PRO TIP: Audio clues are extremely important. A surprised grunt means that someone saw you before you saw them, so look up (if it's safe) and track the noise to zero in on your next target.

Fans of corridor shooters will thrill to Quake's intricate levels, tons of hidden areas, gruesome enemies, and twitch-intensive action. Although this version contains all the original PC levels and some items within the levels have been moved around, there are no new levels nor any new weapons here.

Don't think this is just Doom with better lighting, though—Quake's original design and gloomy environments make Doom seem like *Romper Room*. The enemies are detailed and fully 3D without the flat, paper-thin effect of Doom's enemies, and the excellent rocket trails that light up the dimly lit corridors showcase the powerful Nintendo 64 graphics engine.

The sound and control also serve the game well. The creepy music will grab you like Death's cold hand, and the analog controller enables you to perform exact movements.

Quake's biggest fault isn't in any of its technical areas—it's simply too boring if you've already finished the PC version. If you haven't, then this is probably the best corridor shooter since GoldenEye 007. Quake rattles and rolls, and it's good fun if you're new to the game. **Q**



PRO TIP: Water areas always hold clues, like this pool in the Crypt of Decay arena. Jump in and explore (this area hides a Super Armor shield).



Graphics

Q&A The smooth graphics look as close as those in *D3D Quake* (the 3DFx PC version of Quake), scoring big with no pixelization and almost as break-up—even when you're close—close to enemies. The multiplayer mode lags a bit, though.



Fun Factor

Q&A It's a great game, especially if you've never played Quake, but veteran gamers who've already through Quake II will find less to be thrilled about. If this were released a year ago, it would have found a bigger market, but almost two years after the PC version, this seems outdated.



PRO TIP: In multiplayer games, find a "nest"—a spot where you're hidden in the shadows—and follow your opponent when they pass you and nail them from behind. It may be cheap, but it's effective.



PRO TIP: Good Damage icons are hard to locate, but when you find one, it's usually a signal that something major is about to happen. In the Ogre Citadel, grab the QD, then barrel through the level until you find the Shambler, and nail him for an easy kill.



Control

Q&A It takes a little practice to handle the analog controller, but in the long run it gives you a more intuitive feel for the game. Shooting up and down is fairly easier than in the PC version.



Sound

Q&A Almost a perfect translation from the PC, the rockin' Trent Reznor soundtrack is tight, though a little muffled. All the chatty, dramatic growling and screams of pain come through crystal clear.



The ROAD RASH[®] Blood Drive

“IT’S WORKING!”

—Peter Plasma

SMILES APPEAR when our donors
mix motorcycles with combat.
This high-speed clubbing yielded
four gallons. A record!



ROAD RASH[®] 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records[®] soundtrack keeps your pulse from stopping. Hopefully.

www.roadrash.com ELECTRONIC ARTS[®]



PlayStation and Electronic Arts are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



Snowboard Kids

(By Alton)

By Air Hendrix

\$25.99

96 megs

Available now

Racing/
combat

4 players

Behind-the-boards: view



If you can stomach Snowboard Kids' syrupy exterior, you'll uncover a slick little racing game. It's almost like Mario Kart on snowboards, and it's a blast.

Players choose from a decent lineup of modes, snowboards, and tracks, then hit the slopes, grabbing one-shot weapons and power-ups to take down the competition.



PRO TIP: Use the coin power-up as soon as you get it because it flattens everyone on the slope, giving you a great chance to improve your position.



PRO TIP: At the starting line, pound on Burton A to jump ahead of the pack and start things out right.

Snowboard Kids

The resulting combo's great fun, particularly in multiplayer matches.

However, Kids comes up a little short in terms of depth—a week or so worth of fun is all you'll get out of this one—and many gamers won't have enough patience to tolerate the stifling kiddie atmosphere.

Renting's the wisest way to start shredding these slopes, but for the right crowd, Kids bags some serious air. **C**



PRO TIP: Pull stunts on jumps every chance you get—they earn you extra gold pieces.



PRO TIP: Fight tooth and nail for position in the BB line. You can jump ahead a place or two if you bust out a nice deke, but you'll report to last place if you fall.



Fun Factor

4.0 Obscurely kiddie at first, Snowboard Kids redeems itself with tautly paced racing and just the right touch of combat. Most gamers will be content with renting it, but if you loved Diddy Koag Racing, you'll find a lot to like here.



Graphics

4.0 Like everything else in the game, the graphics scream "kiddie," exploding with wild colors and cartoony touches. Still, the respectable speed, innovative design of the tracks, and well-animated characters put on a slick show.



Control

4.0 Kids handles smoothly, delivering realistic responses that feel as close to snowboarding as you can expect from a controller. No real problems here, but aching earth-shattering, either.



Sound

3.0 The sounds do their duty, but could've done it much better. The irrepressible pop soundtrack will gradually make you ill, while the squeaky yelps, weapon noises, and other sound effects seem borrowed from Barney.



PRO TIP: As soon as you see the exclamation mark indicating you're about to be hit, jump and weave around—you can dodge the bullet most of the time.



PRO TIP: Save fan power-ups for easy, obstacle-free sections so you can maximize your speed boost.



PRO TIP: in the Shot Game, rack up a high score by waiting till the last possible second to shoot the snowmen so you can be sure you hit them.



**WE'RE RECRUITING A BAND OF
RENEGADES, FUGITIVES AND REBELS
TO RID THE WORLD OF TERRORISM.**



YOU SHOULD

Put your violent nature to good use on the SION team (Special Intelligence Operations Network) as they attempt to purge the world of terrorism. Select from eight of the world's finest agents to complete 30 volatile missions. Join a team with others, or form your own. **VIGILANCE.** Intrigue. Espionage. Bloodshed.

- SINGLE PLAYER MISSIONS
- MULTI-PLAYER DEATHMATCH
- TEAM BASED PLAY
- BUY, SELL, WIN OR LOSE WEAPONS AND POWER-UPS

TAKE COUNTER-TERRORISM TO THE NET.



Play against live competition for free on www.heet.net.

3-D DESTRUCTION.

Experience photo-realistic 3-D action and environments with the new Anyworld™ 3-D engine.

"...one of the most extraordinary games of the year." - ULTRA GAMEPLAYERS

"SegaSoft's Quake killer." - IGN



FIT RIGHT IN.



For a free demo go to www.vigilance.com or 1-888-SEGASOFT.

SEGASOFT

©2000 SegaSoft Networks, Inc. All rights reserved. Vigilance, Vigilance, the Vigilance logo, SEGA and the SEGA logo are trademarks of SegaSoft Networks, Inc. All other logos are property of their respective owners.



Gex: Enter the Gecko

(By Midway Home Entertainment)

By Dan Elektro

Price not available
Available now
Action/adventure

1 player
Multiple views



GEX

ENTER THE GECKO

chedelic cartoon world, back in the Stone Age, policing the inner city, and fighting ninjas in the streets of China, among other theatrical locales. Every level holds multiple challenges and different-colored remotes to collect. When Gex has enough clickers in his collection, he battles Rez for the ultimate show.



PLOT: Your first goal on any level should be to locate the "sticky" wall texture.



Graphics

Enter the Gecko boxes with well-constructed characters and excellently designed levels. Gex also pulls off effects like transparency and mirror textures, and you'll hardly notice any annoying skewness or breakup.



Sound

Given music choices combined with Dana Gould's endless stream of inside-joke wisecracks make every session worth hearing.



Control

With either analog or digital controls, Gex moves smoothly and responsively. Occasionally the camera won't play nice, but most of the time you can get just the view you want.



Fun Factor

Killer looks, intricate levels, a wry sense of humor—Gex: Enter the Gecko has everything a platform fan could possibly want. The work that went into this one really paid off.

ower, Crash, and beware, Blasto—there's a new platform king on the PlayStation! Gex returns for his second adventure, Enter the Gecko, delivering a three-dimensional tail-kicking of the highest order.



PLOT: This revolving bookcase in *Smashbar* reveals the level's character's secrets.

Son of the Tail

Quick with a tail-whip and quicker with a joke, Gex heads back into the Media Dimension to unseat Rez once again. This time he'll find himself in a haunted house, in outer space, on a desert isle, inside a computer, in a psy-



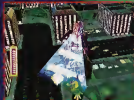
PLOT: Always take a moment to adjust the camera to your liking before jumping for bonus money or suspended platforms.

The Lizard's Innards

Everything in Enter the Gecko is 3D—even the menu graphics and the words on the screen. Gex alone is made up of hundreds of polygons, which results in smooth, lifelike articulation and animation.

You'll be impressed by all the little nuances in his movements and wait animations. Three camera settings give you plenty of viewing options and enable you to see the game from just about any angle you can imagine.

Gex may be a gecko, but the soundtrack's a chameleon, constantly changing with recognizable—but not exactly-copyright-infringing musical themes to match each level. From the rasta beats of cops on the street to the Bond-style crescendo of brass and bongos, every track's a winner.



PLOT: In the *Gecko* world, the only thing you can't see is the wall you're about to hit.



PLOT: While this room sits at the edge of *Blue Tea*, Gex is given a hidden extra life.

Motor Mouth

Of course, Gex wouldn't be Gex without a boatload of wise-ass remarks. Comedian Dana Gould reprises his role as the loose-lipped lizard, spewing 500 or so one-liners over the course of the adventure. Better hope your pop culture chops are up to snuff;



PHOTO: In the showdown with Raz, dodge his bombs, then tail-whip him three times. When he grows, make him smack the green columns three times and you'll win.

Gex riffs on everything from *Planet of the Apes* to Richard Simmons to Stephen King to *Land of the Lost*. You may not get all the jokes now, but that's the beauty of Gex's "stealth humor"—next time you see a movie or TV show, don't be surprised if one of the lines sneaks up on you and suddenly makes sense.



PHOTO: You can't collect more than one remote per trip, so focus on one quest at a time.



Gex: Enter the Gecko features cool graphic elements like transparencies and reflective surfaces—check out this toy pond.

Gex supports the Sony Analog Controller, but you're still only moving in just eight directions. The controls prove comfortable and responsive, while the levels are plentiful and not frustratingly hard, which adds up to a high enjoyment factor, even for platform

newbies. Hidden and bonus levels, not to mention entire bonus levels, add to the replay value. Plus, watch for a surprise cameo at the end!

Generation Gex

Gex looked good in the preview versions, and it's great to see a game live up to its potential. Gex: Enter the Gecko ranks as a must-own for platform fans, but more importantly, gamers who have grown tired of the hop-n-bop genre may find some of that old magic again. **E**

Gex of a Thousand Faces (or Less)

Gex the Wabbit



Officer Gex



Saturday Gex Fever



Gex Skywalker



Gex Bond



Cave Gex



Indiana Gex



Genie Chan



Gezzlie





Bloody Roar
(By Senry)
By Scary Larry

Price not available Fighting
Available March 2 players



With the competition already heating up around the Tekken 3 PlayStation release, Bloody Roar does a good job of throwing its two cents into the arena. An extremely fast and well-made fighting game, it holds its own against titles like Teras Kasi and Tekken 2. In fact, the game will remind fighting game fans of the original Tekken in look and Tekken 2 in speed and depth.

Roar features a plethora of pugnacious pluses, like air combos, juggles, and linking moves. But it also sports a Transform feature—with the press of a button (and a full Beast gauge), you can turn yourself into an animal alter ego such as a tiger, a gorilla, a lion, or a boar.

Graphically, the game looks blocky in some close-ups, but doesn't break up excessively (if you can handle some walls disappearing when you're near them) or pixelate when you're in close. It's like a tightly woven Fighting Vipers without the messy polygonal meshing.

Bloody Roar will be heard. It's the best you'll do until Tekken 3 comes out—and it just may give that game a run for its money.



Fun Factor

It's fast, easy to play, and the title doesn't lie—Bloody Roar is bloody good fun. This may be the sleeper fighting-game hit of the year.

BLOODY ROAR

BAKURYU



Motion ← ↓ ↘ →, then tap □. When Bakuryu lands behind the opponent, press **Toward** the opponent and **simultaneously** tap □ and Kick.

FOX



Fox is quick, but not powerful. She's also a smart fighter with a tricky move. While transformed, tap →, →, then ○.

ALICE



Alice is fast, and when transformed, soars higher than anyone else. Tap □, □, □, motion ↓ ↘ →, then tap □ when taking her for a test run.

GADO



Motion → ↘ ↓ ↘ ←, then tap × for a lightning-fast super kick.

Graphics

Bloody Roar sports some very polished fighters and smoothly blended polygons. It's also a fast game—until minor slowdown problems in the later stage grid the game to a halt.

Control

The easy-to-use button configuration keeps things simple. Punch, Kick, or transform are all a tap away—and the Transform button doubles as an extra Punch button when you're an animal.

Sound

A few voices and some minor animal sounds help move the game along, and the original nreavin soundtrack is included in the Options menu, which is a plus. The game could have used some more expressive hit effects, though.

MITSUKO



Hold ←, then tap Kick three times to execute Mitsuko's ankle-breaker kick.

GREG



Simultaneously tap □ and × to slam your opponent, then motion ← ↓ ↘ → and tap □ to throw them.

LONG



When transformed as Long, start a combo by moulting → ↘ ↓ ↘ ←, then tapping ○. After the foot slaps, and while still holding down, tap ○ again, then follow up with punch and kick attacks.

YUGO



Wanna rip out someone's throat? While transformed, motion ← ↘ ↓ ↘ →, then tap ○. Try this move with Gado, Greg, Alice, and Bakuryu as well.

BOAR



Wanna rip out someone's throat? While transformed, motion ← ↘ ↓ ↘ →, then tap ○. Try this move with Gado, Greg, Alice, and Bakuryu as well.

THIS COULD

HURT.



Okay, so you're flying through the city of San Francisco hitting a heart-sounding speed of 160 mph. But up ahead is Lombard Street – famous for its many curves.



Should you slow down? Or push the pedal? We suggest you nail it. Because you're in San Francisco Rush, the most awesome racing game to ever come home. There



are shortcuts. Hidden keys to help you find 'cool' cars and even more shortcuts. And, of course, speed, air and totally awesome crashes. So bring home San Francisco Rush today. It won't hurt as much as you think.

SAN FRANCISCO **RUSH** EXTREME RACING

"What makes San Francisco Rush a great game is its pure, raw, unadulterated fun."

Ultra Gameplayers

"San Francisco Rush is a game that's all about air. Not hot air...but real air."

Game Informer Magazine

 **MIDWAY**



© 2002 Midway Games, Inc. All rights reserved. San Francisco Rush is a registered trademark of Midway Games, Inc. San Francisco Rush: Extreme Racing is a trademark of Midway Games, Inc. Midway is a service mark of Midway Games, Inc. All other trademarks are the property of their respective owners.



INTERACTIVE ENVIRONMENTS

DEATH-DEFYING JUMPS

ADJUST ENGINE TRIM FOR SPEED

REALISTIC WATER PHYSICS CREATE WAKE EFFECTS

SO REAL ... YOU'LL WET YOURSELF.

VR SPORTS POWERBOAT Racing

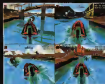
Available Spring '98!

Strap in and throttle up as you whip through the most realistic and immersive powerboat racing game ever made. Jump over roadways and through passing convoys or speed between oil tankers before they close off the track and turn your boat to splinters. Find a shortcut and take the lead, or better yet, secure your victory and force your opponent into a river barge at 200 miles per hour.

- Dive under water, crash through waves and careen off jumps.
- Fully interactive 3D environments that continually change during races.
- Eight super-intense racetracks from around the world to tear through.
- Can't find a worthy opponent? Race your "ghost" using your own best time.



You'll have to adjust your engine trim to maximize speed and control.



Split your screen, 4 ways and play 3 friends on the same computer or challenge 6 of them over the network.



Choose between two different hull types and eight body styles, each with their own unique attributes and three different engine sizes.

Download the demo at www.vrsports.com



VR Sports 36815 Van Katman Avenue Irvine, CA 92604

© 1997 Interactive Productions. All Rights Reserved. Engine by 1997 Powerline Systems. All rights reserved. VR Sports, VR Sports logo, The Internet is Real and VR Sports Powerboat Racing are trademarks of Interactive Productions. All Rights Reserved. Content not distributed by Interactive Productions. All other copyrights and trademarks are the property of their respective owners.

Baseball's Starting Lineup



Triple Play '99

PlayStation

By Air Hendrix

Long Fly Ball...



The competition's heating up in the PlayStation ballpark, but Triple Play '99 appears to be headed for a playoff spot with a nicely retooled look and promising gameplay.

For the past two seasons, Triple Play occupied the PlayStation World Series without facing any serious challenges. This time around, competing games will likely give it a serious run for its money, but Triple '99's well-received for the best—this preview version already displayed the early signs of a spring baseball game. While enough of the game was still under construction in the early stages of testing we played, that some last-minute battle battles kept the action intense.

Best of all, though, mostly disappeared base-running controls, and the game's controls are simple, no-frills setup that's a joy to use. Last year's awkward controls were replaced by a more intuitive setup that's a joy to use. Last year's awkward controls were replaced by a more intuitive setup that's a joy to use.

Developed and published by EA Sports
Available March

60% COMPLETE

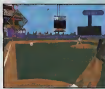


It's Way Back...

Visually, Triple's looking much slicker than last season. Intriguing—and playable—perspectives bring the action much closer, automatically zooming in when you're trying to log a runner or make a pickoff throw. The players sport a much higher level of detail and move around the field with plenty of eye-catching new animations,

like running throws and wild slides.

Triple's new first-person batting perspective was too incomplete to judge fairly, but no sports game to date has done this right yet, so hopefully EA will pull it off by giving the gamer a frame of reference that makes the view playable. Topping it all off, the ground-breaking two-man commentary that appeared in last year's game is back and better than before with more detailed and more varied calls.





All-Star Baseball '99

Nintendo

By Air Henders



Fresh from QB Club's football foray, Acclaim's turning to the ballpark with the same kind of mouth-watering high-res look in All-Star Baseball '99. The only question is whether the gameplay will live up to the glorious graphics....



Dazzling Diamonds



Even at this early stage, it's fair to say that All-Star Baseball will probably rank as the best-looking baseball game on any console system. The spectacularly rendered stadiums overflow with detail, and like QB Club's high-res players, these well-rendered, highly realistic ballplayers will capture your attention. The 100-batting stances will help you recognize the stars, while colorful animations like kneeling throws will spruce up the action.



Developed by Iguana Entertainment
Published by Acclaim
Available Spring

50% COMPLETE



Roster Highlights

While All-Star Baseball '99 definitely has all the looks, the most important piece of the puzzle is gameplay—and this version was early to game.

The outlook is promising. Baseball '99 takes the mound with all the pro players, teams, and stadiums; the ability to create and trade players; custom teams; and developer perspectives and strategies like the double switch, squeeze, and suicide bunt.

The long list of modes includes Spring Training, Season Playoff, All-Star, World Series, and Home Run Derby, while the controls use the analog stick and Rumble Pak for pitching, hitting, and fielding.

Cool touches like hot/cold zones for hitters, tapping ahead on throws so you can turn double plays quickly, and the ability to push or pull the ball only add to All-Star's allure. Hopefully Acclaim and Iguana will do justice to this game's outstanding potential and deliver some killer gameplay to boot it all up.



Baseball's Starting Lineup



MLB '99

PlayStation



MLB '99

right with an all-new polygonal player model and new motion-captured animations like barbed-handled grabs and running throws, as well as details like uniforms that will remain dirty after slides. The pitchers and hitters will also show off their style as Sony is looking to include more than 140 individual stances.

Once on the field, gamers will find a new Spring Training mode to accompany the normal features, which include all the pro players, stadiums, and teams, as well as trades and player creation.

Adding to the realism, the CPU will manage teams in the style of their real-life counterpart, while announcer Vin Scully will call the play-by-play. Finally, Scully's hitting at a Total Control mode for fielding, and if it resembles the Total Control mode in GameDay, it could deliver some serious depth and flash to this key part of the gameplay. —Air Hordrix

When it comes to baseball, Sony's never managed to achieve the success that it has in other sports games, releasing two solid but underwhelming titles. With MLB '99, it hopes to elevate the gameplay and graphics into the big leagues. This outling's starting things off



Developed and published by Sony
Available May

70% COMPLETE



HardBall 6

PlayStation

The eternally delayed HardBall 6 is now on track for a summer release (it was originally

due in spring '97), but hopefully the vast improvements to this long-running series will be worth the wait. Accolade's modernizing the graphics with 3D players and stadiums, and also plans to introduce new fielding and base-running controls. The feature side's looking fairly strong, too, as HardBall 6 will deliver situational hitting using the cursor format, multi-season play, minor league action, a team of all-time greats, and all the current pro players, teams, and stadiums.—Air Hordrix

Note: These images are taken from the PC version



Developed by Mindspace
Published by Accolade
Available May

50% COMPLETE



Music

Videos

Books

CD-RDMs

TOTAL ENTERTAINMENT. YOU DIG?



Now there's one website where you can buy thousands of CDs, Videos, and more. Find your own buried treasure.

WWW.TOTALE.COM

Your key to total entertainment.

Baseball's Starting Lineup



VR Baseball '99

PlayStation

In the off-season, VR Sports gave its baseball series a much-needed facelift, and now that spring training's arrived, VR Baseball '99 packs the potential to make it to the big leagues this year. Vastly improved graphics make this video game version of "The Show" much easier on the eyes, and it connects solidly with slick polygonal players and well-modeled stadiums. Better yet, VR Sports has promised to crank up the frame rate and the game's pace, and to smooth over that nasty hiccup when the bat connected with the ball.

On the features side, all the stats and standard options are here, including the real-life teams, stadiums, and players. Gamers can also relive their glories in instant replays that can be saved to memory cards, create custom teams and players, and glide along the base paths with intuitive base-running controls. If VR Baseball '99 delivers gameplay as smokin' as its graphics, there might just be a new game in town.—Air Hendrix



Developed and published
by VR Sports
Available April

70% COMPLETE



High Heat Baseball

PlayStation



After the demise of its own 32-bit system, one of 3DO's internal development teams, Team 366, signed on to develop PlayStation titles, and one of its first releases will be High Heat Baseball. Team 366 reports that it's focusing on the pitcher-batter confrontation and on meeting ball-busting action with realistic strategy, which is a sound approach. As for features, High Heat will deliver the chin music with all the pro players, teams, and stadiums; multi-season action; trophies; and farm systems. As soon as we



Developed and published
by Team 366
Available Summer

50% COMPLETE

score some hands-on gaming, we'll let you know if this rookie has the stuff of a natural...or a benchwarmer.—Air Hendrix

Note: These images are taken from the PC version.





It's A Slam Dunk. Save \$10.00 At SEARS

\$10 OFF

NBA
SHOOTOUT
98

\$10 OFF

SEARS

FLYTRONICS



R577040003401000

Good for \$10 off the purchase of NBA ShootOut 98 at Sears Flytronics Dept. regular purchase price. Valid: 09/14/98-05/31/99. Only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other discounts or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value .0000. © 1998 Sears, Roebuck and Co.

Baseball's Starting Lineup



Mike Piazza's StrikeZone

Nintendo 64

GT Interactive's getting into the sports game with Mike Piazza's StrikeZone. Backed by some of the development team behind Griffey for Super NES, StrikeZone resembles Griffey in its arcade-ish yet true-to-baseball



approach to the sport. As for features, it contains the usuals, including all the pro players, teams, and stadiums; player and team creation; and a lineup of six pitches that includes knucklers, sliders, and sinkers. An outlandish and extensive selection of codes will keep things outrageous as gamers will be able to throw 300 mph pitches, hang wicked curves, and bury monumental home runs. Visually, StrikeZone's 3D graphics are going to have a hard time keeping up with the high-res rascal-Gamble of Acclaim's All-Star Baseball, but with such a successful development team behind it, the gameplay might just keep it in the running.—Air Hendrix



Developed by Devil's Thumb Entertainment
Published by GT Interactive
Available Spring '98
BOX COMPLETE

Scouting Report

Not all of this year's prospects were ready to show themselves in public, but we've dug up as much dirt as we could on the other likely baseball releases.

By Air Hendrix

The hottest baseball title lurking in the shadows this spring is Nintendo's much-delayed *MLB Starting Ken Griffey Jr.* for the Nintendo 64. Unfortunately, the big KJ is keeping a tight lid on anything and everything about this promising prospect, so there's little news to report beyond the latest target release date—May 25.

Word of Sega's grift for Saturn baseball fans ceases abruptly has decided not to create a *World Series Baseball '98*, instead, all resources have been diverted to developing for the Kazama, Sega's new

next-gen hardware (see "ProNews 1." Fortunately, one of the Kazama titles is a baseball game, but it surely won't see the light of day until 1999. *Winter Heat* is officially Sega's last Saturn sports title.

For more positive note, *Barbed Entertain-*

ment developer of the *NHL Powerplay* series, is plugging away on a whole new sports lineup, and rumor has it that a baseball title is in the works. While the company officially had no formal announcements to make, it will begin publishing its own games, and expects to publicize its lineup in the next few months.

Over at Konami, the creators of the *Bottom of the 9th* games, a *TeamUp* spokesperson reported that Konami's going to continue the series, but had no comment on the specifics. Given the game's substantial staying on the PlayStation combined with the *Bottom of the 9th* listing in the chart of upcoming N64 games on Nintendo's Web site, look for this series to jump from the PlayStation to the N64 later this year or early next.

Finally, Virgin's decided to publish only PC games, so *Grand Slam 2* isn't even a possibility. And Crystal Dynamics released word that it's out of the sports business, so the rumored *3D Baseball 2* is definitely scrapped.



The much-delayed *MLB Starting Griffey Jr.* is now scheduled for release on May 25.



World Series '98 was the last baseball title for Saturn gamers.

Fighters Destiny

Fighters Destiny will take everything you have, and throw it right back at you.

- ▶ More Fighting Options than any of the competition. Period!
- ▶ If you're a fight sim fan, this is your golden moment. Play the game NextGeneration calls "The BEST playing 3-D fighter for the M64."
- ▶ Dozens of moves/combos tailored to each contestant.
- ▶ Five unique Special moves you can learn from "The Master."
- ▶ Rumble Pak enhanced: Make your opponent feel the punishment your character dishes out.
- ▶ Save your character's combos to a Save Game pack and take them over to a friend and challenge their saved characters.

Available at a store
and rental outlet near you.



FACE YOUR FATE!

Your Destiny Awaits!



ocean
entertainment

Visit your local retailer, or call:
1-408-289-1911 (for orders only)

For game tips on our websites, call:
1-500-78-0CLUB



SPORTS PAGES

College Hoops Madness Is Finally Here



PlayStation

NCAA March Madness '98

By The Rookie

College hoops has finally made its way to the PlayStation in championship form with NCAA March Madness '98. Even though it lacks a lot of the flash of Live '98, MM still delivers a top-notch game with showtime intensity.

Bring It On

Contrary to its appearance, March Madness isn't a direct port of the Live series. EA has made it a point to imbue MM with a distinct college attitude and style, including pep-band fight songs, breaking backboards, and an exhaustive amount of college-hoops strategy. And just as in real collegiate basketball, there are no superhuman players that you can use to get guaranteed buckets. To score effectively, you need to be a patient, strategy-minded player, as this game's A.I. is one of the staunchest around.

PRO TIP: To blow out the score, call plays that will isolate your team's 3-point threat.



PRO TIP: Whenever possible, work the give-and-go when the defense presents you with a lane to the basket.



March Madness tips-off the season with women's teams, too.

To win consistently in MM, you need to learn the intricacies of the game, from executing successful give-and-gos to calling the correct offensive and defensive sets. The end result is unparalleled depth, realism, and, more importantly, fun.

There Can Be Only One Champion

MM hits the courts featuring not only 107 men's Division I teams, but 9 women's Division I teams as well, with all the standard play modes, two ranking polls, extensive stats, and create a player. EA has also incorporated a Momentum Meter that rises as you hit a hot streak. Once it's maxed out, the crowd starts to get wilder and shots that

may have come up short start to fall in with more regularity. Unfortunately, the Dynasty and Conference Tournament modes that we reported about last in the hands-on preview have been left out because of time constraints.

The graphics and sound in MM do an excellent job of bringing home the excitement and intensity of college basketball. It's clearly noticeable that the players in MM aren't as polished as those in Live '98; however, this does nothing to detract from MM's already solid gameplay. Sonically, this game delivers just the right amount of in-game effects, from the swish of the net to the grunt of players as they hit the deck after taking a charge.

The control is equally solid—moving your players up and down the court is a breeze, and both the offense and defense feature icon activation so you can pass to or control the correct player every time. Unfortunately, the game lacks fancy deke moves, such as crossovers and behind-the-back dribbling, which really added flair to its pro counterpart.

Tell Me Who's in the House Tonight

When the final buzzer sounds, March Madness '98 does everything well enough to be the best college hoops console game of all-time. Basketball fans everywhere need to pick this one up. **B**



PRO TIP: By using the Pivot and Turbo buttons together, you can create a nice spin move in the paint and drive strong to the rack.



PRO TIP: Know your team's strengths and weaknesses—calling the right offensive and defensive formations can be the difference between winning and losing.



PRO TIP: Call a time-out to help cut down the opposition's momentum before things get out of hand.

NCAA March Madness '98 by EA Sports

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

\$49.99 Available now Challenge Adjustable Replay view High College basketball ESPN rating Two-way 4 players (with adapter)

Breakaway N64 Leaves Its Competition Eating Ice



NHL Breakaway '98

By The Rookie

Nintendo 64

Accrains is finally going to shake its rep for lack-luster sports titles with this port of last year's NHL Breakaway '98 for the PlayStation. Unlike its predecessor, Breakaway for the Nintendo 64 features a more polished look, better control, and better gameplay. And while Gretzky may match it in the fun department, Breakaway easily burns down the net as the best hockey sim on the system.

Scratch My Back with a Hacksaw!

Breakaway hits the ice in near-championship form with all the standard features an ice-head could want, including play in Exhibition, Season, Playoff, and International Playoff modes. And it's only natural that the rosters are stacked with today's NHL players. But if you would like to bring Mano out of retirement, Breakaway also offers a create-a-player feature, along with trades, stats, and the over-important fighting option.



PROTIP: Protect the pack by spinning away from a defender when you're making an offensive charge.



PROTIP: To avoid a costly turnover, aim toward the boards when making a pass out of your zone.



PROTIP: Be sure to pass to your forwards when you race up ice. If you use a defenseman on the offensive charge, your scoring machine may be the one who is left to protect your goal.

If you prefer a more sim-oriented experience, Breakaway's gameplay really outshines that of Gretzky's. For one, Breakaway contains actual hockey strategies for multiple situations, from penalty killing to power plays. The most innovative gameplay feature, however, is its Team Management system.

As you compile victories, you will be awarded points to apply toward rehabilitating injured players, hiring coaches, and developing your team's honest prospects. This, coupled with its already super hockey action, really solidifies Breakaway's replay value.

Get in the Fast Lane, Grandma. The graphics, control, and sound in Breakaway do an excellent job of bringing the hockey experience into your living room. If you've checked out the PlayStation game, you may notice that



PROTIP: Use correct player positioning to avoid leaving the opposition's winger open for a clear shot on net.

this version is pretty similar in terms of its overall appearance. Don't let that fool you, however—the N64's more powerful game engine enables the players to look a lot better and to move much more fluidly, and the action flies by at a noticeably smoother clip.

As for control, using the N64's analog stick enables you to race your players up and down the ice with ease, and with icon passing, you can get the puck to the correct guy at anytime. The overall in-game effects, from the hard-hitting cross-checks to the sound of the skates on the ice (which was usefully kept to a minimum), work nicely.



PROTIP: One-timers are an effective way to ignite the red light.

The Red Light Goes On

Breakaway offers a solid sim-hockey experience that, until now, has been missing on the N64. So if you're looking for something a little more like the real thing, you'd do well to hit the ice with this title. ☐

NHL Breakaway '98 by Accrains

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Price not available
54 meg
Available now
None

1 player
Challenge Adjustable
Cruising style: High
ESR rating: Everyone



NBA In The Zone '98

By The Rookie

Nintendo 64

The Nintendo 64 finally sees the arrival of its first five-on-five basketball sim in *NBA In The Zone '98*. Unfortunately, because of lackluster gameplay and less-than-spectacular graphics, *Zone '98* trips on its laces coming out of the locker room.

Warriors vs. Nuggets

Zone '98 hits center court with most of the standard options, offering team rosters and play an Exhibition, Playoffs, Season, and All-Star Game modes. You'll also find stats tracking, support of the Rumble Pak, and a create-a-player feature.

The gameplay side of *Zone '98*, however, isn't as complete. There are no in-depth strategies or plays; all you need to do is make one or

two passes, then hit turbo when you reach the paint and it's jam city.

Flagrant Foul

Along with its gameplay, *Zone '98*'s graphics and sound really fail to do the N64 any justice, though the control is adequate. Overall, the



PRO TIP: Press the bottom C and B buttons when you reach the paint to rock the rim.

game is plagued with a blurry look: The courts lack fine-tuned clarity and the players merely look 32-bit with a little added polish. The sound is also very ho-hum and does nothing to add or heighten the experience. As for control, the shameful lack of icon passing isn't really a big problem because of the limited amount you have to do.

With such high hopes riding on this title, *Zone '98* leaves hardcore sim gamers with nothing but a flat *S* grading. However, if you're a gamer who prefers arcade-style action, a rental will help you to decide if *Zone '98* should earn a permanent spot in your rafters. **D**



PRO TIP: Drive the lane, then kick the ball out to your shooting guard as he spots up behind the arc for a 3-point attempt.



PRO TIP: Be sure to keep an eye out for any foulism in the lane: More times than not, your center will be wide open.

NBA In The Zone '98 by Console			
Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0
Fun not realistic	4 players		
50 maps	Challenge	Adjustable	
Are like new	Play by voice	Medium	
Best of all	ESPN rating	Everyone	



Newman/Haas Racing

By Air Hendrix

PlayStation

With the CART season just starting up, *Newman/Haas Racing* finally gets Indy car racing done right on the PlayStation. *NHR* flashes past the flash with finely tuned gameplay and strong graphics that propel it into the upper ranks of open-wheel racing on the PlayStation.

Pole Position

NHR qualifies well with 16 pro drivers (including favorites like Alex Zanardi and Michael Andretti) and 11 real-life tracks, such as Laguna Seca, the Milwaukee Mile, and Long Beach. However, the absence of a create-a-driver feature, racing lines, and rearview mirrors will disappoint many racing fans, though the comprehensive car configurations and two-player split-screen battles will score big.

More importantly, the gameplay really rocks. *NHR* factors in enough arcade sensibility to keep the action factor high, but balances that with enough sim-style realism to maintain the game's depth. The result is addictive, adrenaline-packed racing that poses tough challenges without becoming frustrating. Tight handling rounds it all out.

Visually, *NHR* puts on a good show with intense speed and nicely



PRO TIP: As you learn the courses, pick visual markers that remind you when to begin braking before tough turns, such as the tree in front of Turn 7 in Toronto.

detailed tracks and cars. Moderate draw-in problems and occasional slowdown interrupt the action once in a while, but not too severely. As for sounds, the engaging engine rumbles and roars are dragged down by the weak, repetitive announcers, who quickly get annoying.

PPG Cup Favorite

If you're into open-wheel racing but F1 Championship Edition's a little too hardcore, *NHR* blows by Sony's CART World Series. Until something better rolls up to the starting line, *NHR*'s the early favorite for this year's PPG Cup. **C**



PRO TIP: Stay in the practice session until you've memorized the track and set up your car correctly.



PRO TIP: To avoid skidding out in turns, finish braking before you enter the turn, then accelerate all the way through it.

Newman/Haas Racing by PlayStation			
Graphics	Sound	Control	Fun Factor
4.0	2.0	4.0	4.0
\$40.00	Multiple views		
Adjustable	Challenge	Adjustable	
Indy car racing	Play by voice	High	
2 players	ESPN rating	Everyone	
11 tracks			

BREAKTHROUGH

\$20

OFFER EXTENDED DISCOUNT



• Easily the most innovative product on the market...*

- PSExtreme
January 1998



the VIDEO GAME CONTROL **GLOVE**

ENTER A NEW ERA OF GAMING CONTROL

COMPATIBILITY: 100% compatible with PlayStation™ games

CONTROL: One hand intuitive gaming control with three modes: digital, analog, and simulated analog

SPEED: Superior quickness executing combination moves

CONFIGURATION: A choice of three different button layouts, three sensitivity settings, and y-axis (up/down) control

CLIP HERE

AVAILABLE WHEREVER VIDEO GAMES ARE SOLD

FOR MORE INFORMATION AND AVAILABILITY, CHECK OUT WWW.THEGLOVE.COM OR CALL 1-888-96-GLOVE

Beauty Quest™ and Beauty Quest are trademarks of Beauty Quest Corporation.

Produced under license by Sony Computer Entertainment America for use with the PlayStation™ game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

\$20 OFF

new item
1/27/98

INSTANT REBATE

DISCOUNT GIVEN @ CASH REGISTER AT PARTICIPATING RETAILERS

the NEW VIDEO GAME CONTROL **GLOVE**

FOR PLAYSTATION™
GAME CONSOLE

Offer not valid on clearance items or items in stock or manufactured prior to 1/27/98. ©1998 Sony Computer Entertainment Inc.



NBA Shoot Out '98

PlayStation

By The Rookie



NBA Shoot Out '98 looks to deliver the entire hoops package, including crazier dunks than Live '98.

Rim-Shakin' Dunks



Sony's looking to bring some serious oncourt flash and funk with NBA Shoot Out '98. The variety of dunks has improved this year; players can now get nasty with no-look and double-clutch rim rockers. And with the addition of Total Control Dunking, ballers can choose to deliver their favorite whenever they drive the paint. Tip slams have also been added, along with a bigger shot repertoire that includes leaners and fade-aways. Hoop-heads can also control a specific player to cut to the basket with the new Icon Cutting feature. In the hands-on copy we played, the new additions worked well and really added to the game's fun and intensity.



Developed and published
by Sony
Available March

100% COMPLETE

Gimme the Rock

On the graphics side, Shoot Out looks just as polished as in previous years, but the camera angles in this unfinished version definitely leave something to be desired. At times, players bunch up along the far sideline, making it hard to see who has the ball. In other views, the action seems just a bit too far removed to make it look in-your-face spectacular. The gameplay moves along at a fast clip, and the A.I. is definitely more challenging than Live's, but the computer tends to steal the ball way too



much. As for features, all the standards are included, along with icon passing, create-a-player, and a draft mode. If Sony does a little tweaking here and there, Shoot Out '98 might just run Live right off the court.



The Hardware You Gotta Have!!

WIN!

PUZZLE ME CONTESTS



A Dolby Digital Surround Home Theater System!



Win all these Video Game Systems, Plus \$1,000.00 worth of games, you choose, as a bonus option!



A 300 MHz Pentium II MMX computer with everything you need for amazing game play!

Finally a contest you can win! In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring other players in a game of skill. Can you solve the puzzle below? It's simple, but it's only the start. Five more puzzles (which come to you by mail) will get harder. But this time it's all up to you. Make it to the final puzzle and you'll win a consolation prize just for playing. Get the highest score on the final puzzle and the Grand Prize is yours. With whatever options you want. Do you have what it takes? Then play to win!

You have the POWER!

What happens next? There will be four more puzzles at \$2.00 each and one much tougher tie-breaker at only \$1.00, all of which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the Grand Prize they are playing for.

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

MYSTERY WORD FIND



WORD LIST

RANGE	MAJOR	INVADER	SIT
ASK	INDIANA	TOWER	DREAM
MUTANTS	EAT	SET	TURBO
CHASE	FRONT	APE	CRAWLER
PET	QUEST	WINGS	FLINT
ARC	ANT	RUNNING	IT

MYSTERY WORD CLUE: WORLD RULERS HAVE IT. IT COMES OUT OF AND OUTLET AND IN THIS CONTEST YOU HAVE IT!

ENTER ME TODAY IN THESE CONTESTS:

- (\$3.00) Video Gaming Contest
- (\$3.00) Mega Rig Home Theater Contest
- (\$3.00) Computer Gaming Contest
- (\$5.00) SPECIAL! Enter them all! (SAVE \$4.00)

YES!

Name _____

Address _____

City _____

State _____

Zip _____

**SEND CASH, CHECK OR MONEY ORDER TO:
PUZZLE ME CONTESTS, P.O. BOX 219
FAIRVIEW, OR 97024-0219**

ENTRY FEE MUST BE INCLUDED • ENTRY DEADLINE: POSTMARKED BY SAT. MAY 20, 1996 (not where published). Offer not available to residents of NY. Entrants of Puzzle Me Contests and its sponsors are eligible. Judge decisions are final. If judges are in some sponsor's locale or located in any time zone, that sponsor's local or regional time. Open to residents of the U.S. and Canada. You can request Official Rules by sending a postcard to Puzzle Me Contests. Watchtime names and credit are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. Consolation prizes for all who take part in the final puzzle. © 1996 Puzzle Me Contests



NBA Courtside

Nintendo 64

Despite the disappointing *In The Zone '98*, there's still hope for N64 hoops fans (even if it comes practically at the end of the season) as Nintendo prep the promising *NBA Courtside* for a late April release. A



five-on-five b-ball game, *Courtside* will take it to the hole with all the pro teams and most of the players, as well as motion-captured polygonal graphics. In addition to the standard lineup of steals, dunks, and the like, Nintendo's planning to add lots of special moves controlled directly by the gamer, including behind-the-back passes, two-handed dunks, spins, posting up, and more. Finally, *Sports* announcer Vic Orlando will call the game, and *Courtside* will support the Rumble Pak to jack up the intensity of dunks and on-court collisions. —*Air Hendrix*



Developed by
Left Field Entertainment
Published by Nintendo
Available April

80% COMPLETE



Hot Shots Golf

PlayStation

A huge hit in Japan, *Hot Shots Golf* is setting up on American tees with its unique brand of arcade-style golf. If you can put up with the game's kiddie look, you'll uncover an enjoyable, action-packed day at the links. Players select from six fantasy courses and ten munchkin-sized golfers, then swing away on what are



easily the best-looking courses in PlayStation golf. The phenomenally fast loading times and intuitive controls give the game a slack action feel that should appeal to a much broader audience than PGA Tour '98 did. —*Air Hendrix*



Developed and published
by Sony
Available May

90% COMPLETE

"SAY HELLO TO MY LITTLE FRIENDS"



RESISTANCE™ ASSAULT

YOU WANT TO BE A HERO? DOBFBT BODIES AND BOSSES OR GO HEAD-TO-HEAD IN TWO-PLAYER COMBAT IN STUNNING GRAPHIC ENVIRONMENTS TO SAVE THE EARTH YET AGAIN. THERE ARE 10 LEVELS OF FAST ACTION THAT DEMAND FAST REACTION. JOIN THE BATTLE IN THE ONLY GAME THAT MATTERS.



V VIDEO SYSTEM
<http://www.dyemogame.com>

FABRICATION ENTERTAINMENT

Distributed by

VIC TOKAL INC

© 2007 Video System Co., Ltd./Fusion Entertainment, Inc. All rights reserved. All trademarks are the property of their respective owners. Licensed by Nintendo, Nintendo, the Official Seal, Nintendo DS, the 3D logo, and the Nintendo Game Boy Advance logo are trademarks of Nintendo. Nintendo DS Game Boy Advance logo is a trademark of Nintendo. All other trademarks are the property of their respective owners.

ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • APRIL '98



SaGa Frontier

PlayStation

SaGa Frontier

サガ フロントイア

By Robinson Hood



Boasting over 140 hours of gameplay, multiple endings, and seven separate character adventures, *SaGa Frontier* leaps to the head of 1998's RPG prospects.

A New Frontier

The most refreshing and unique aspects of *SaGa Frontier* are its huge variety of characters and missions. Players sign on as one of seven selectable heroes, who range from a woman trying to avenge her fiance's murder to a monster hoping to save his homeland—each with their own unique characteristics, spells, and adventures. Up to 15 characters can join your party as you embark on your heroes'



quest for murder, revenge, or self-discovery (depending on who your main character is, of course). With so many journeys and unique characters throughout the game, *SaGa Frontier* seems destined to catch the attention of RPG fans around the world.

Scintillating Spells



Not only does *SaGa Frontier* have intriguing gameplay to hook RPGers, but it has awesome graphics to match. As you explore SaGa's 30-plus rendered 3D regions, you'll be floored by its amazing graphics, especially when casting spells. The environments

and enemies spring to life with color and cool lighting effects, so

much so that you'll continuously want to find new spells to cast, just to see what happens next. Although it's still unfinished, *SaGa Frontier* already looks like a worthy follow-up to *Final Fantasy VII*. Definitely watch your stores for this one.



Developed by Square Soft
Published by Sony
Available Merch

80% COMPLETE





A game developed by people with racing in their blood.



The French sure know
how to drive.



I sure hope Santa brings
us a new turbocharger!



Granny can get that
chain moving!



Christian makes
us proud, again.



Rex - our team dog.

introducing the only game designed with the help of America's
favorite racing family. Newman/Haas Racing. Welcome to the family.



NEWMAN/HAS
RACING
a winning tradition



© 2007 Playmate Ltd. Playmate and N. Playmate are the "TM" and "©" 2007 Playmate Ltd. "Newman/Haas Racing" is a registered trademark of Newman/Haas Racing. For more information visit our website. PlayStation and the PlayStation Online logo are trademarks of Sony Computer Entertainment Inc. PS2, PS2 Online and PS2 Move are trademarks of Sony Computer Entertainment Inc.

"Like Mario Kart in a winter environment incredibly addictive!"

-Nintendo Power,
Pak Watch, Volume 103

"We're here to tell you that Snowboard Kids is very cool."

-Tips & Tricks

Snowboard Kids

- 9 DIFFERENT COURSES, EACH OVER A DIFFERENT TERRAIN
- 5 DIFFERENT CHARACTERS TO CHOOSE FROM
- 5 DIFFERENT MODES OF PLAY, INCLUDING A HALF PIPE
- 4 PLAYER SIMULTANEOUS BATTLE RACES
- RUMBLE PAK COMPATIBLE
- OVER 36 DIFFERENT TRICKS
- REPAINT YOUR BOARD, NUMEROUS DESIGNS TO CHOOSE FROM
- 9 DIFFERENT BOARDS, HIDDEN ONES TOO, IF YOU'RE GOOD ENOUGH



ATLUS



<http://www.atlus.com>



Don't be board this winter!



ATLUS / KADOKAWA 1997 U.S. Patent Numbers 5,969,885 5,542,508 and 5,577,913 and related Informational Patents are used
under license from Atlus Game Corp. Licensed by Nintendo, the Official Seal, Nintendo 64, the 3-D "N" logo, and the Rumble Pak are
trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc.

RESIDENT EVIL

PlayStation

Evil returns for another helping of suspense and gore with Resident Evil 2. Playing as Claire, come with us as we plunge into the heart of pure Evil!

By Major Mike

Important Characters

Claire Redfield

Claire can pick locks so she doesn't have to carry extra keys in her inventory.

Sherry Birkin

Sherry is the daughter of

William and Annette Birkin, two top scientists for the Umbrella Chemical Corporation. You assume her identity twice.

Leon Kennedy

A rookie cop, Leon encounters Claire once. Leon has a different walkthrough than Claire.

Weapons

Note: You find different weapons in Leon's game.

Combat Knife



The combat knife is better than nothing, but not by much. Use it only if there's nothing else.

MAG 11 Machine Gun



The machine gun fires several rounds each second and works well against all monsters. It takes up two slots in your inventory, though.

M79 Grenade Launcher



You can load the grenade launcher with three types of rounds: acid, exploding, or flame.

Spark Shot



The Spark Shot has a range of up to 10 feet and is more effective on "living" creatures like mutated dogs and Lickers. The Spark Shot takes up two slots in your inventory.

Bow Gun



The bow gun fires three bolts with each shot and is most effective at close range. It carries a maximum of 18 shots.

Browning HP



The Browning pistol is a good all-around weapon, but not very powerful. It carries a maximum of 13 9mm rounds.

Herb Combinations

Green Herbs

This herb restores some health. Combine two Green Herbs to restore more health.

Red Herbs

When mixed with a Green Herb, Red Herbs can fully restore health.

Blue Herbs

Used by itself, a Blue Herb cures you if you're poisoned. Mix the Blue Herb with a Green Herb and you can restore some health and cure your poisoned status.

New Monster



Lickers

In addition to the mutated dogs and zombies from the first game, Resident Evil 2 introduces a new terror, Lickers, fast-moving killers with razor-sharp claws. A Licker's tongue can shoot long distances

quickly and inflict damage. The Licker's deadliest attack is a running slash that's preceded by a terrifying scream.

Configuration

Press Select during gameplay to bring up the Configuration option. To make shooting monsters easier, select the Type C setting, which has auto-aiming.

Legend to Common Items on the Maps

These items are found on most of the maps. Additional items appear on some of the maps and are accompanied by their own Special Items legend.

- AR = Acid Rounds
- BB = Bow Gun Bolts
- BH = Blue Herb
- CH = Chest
- FA = First-Aid Spray
- FR = Flame Rounds
- GH = Green Herb
- GR = Grenade Rounds
- HS = Hand Gun Bullets
- IR = Ink Ribbon
- RH = Red Herb
- TY = Typewriter

Room Coding

Throughout the walkthrough and on the maps, you'll see alphanumeric abbreviations which represent different locations in the game and specific areas and rooms within each location. Use the legend below to decipher the location's abbreviation. The specific area or room number is added at the end of the abbreviation. For example, PS2F-2 means Police Station 2nd Floor, Room 2.

- CA = City Area
- LB4 = Laboratory, Basement 4
- LB5 = Laboratory, Basement 5
- PSB1 = Police Station, Basement 1
- PS1F = Police Station, 1st Floor
- PS2F = Police Station, 2nd Floor
- PS3F = Police Station, 3rd Floor
- SB1 = Sewer, Basement 1
- SB2 = Sewer, Basement 2
- SD = Sewage Disposal
- T = Transport
- VF1F = Vacant Factory, 1st Floor
- VFBI = Vacant Factory, Basement 1

Special Items Legend

Note: Room numbers are in red.

- BG = Bow Gun
- VH = Valve Handle

Part 1: Raccoon City City Area (CA) Map



City of the Dead



The game starts by a wrecked oil truck (CA-1). As Claire, you're surrounded by zombies. In your inventory is the pistol, 13 rounds, and a combat knife. Run past the zombies to the gun shop (CA-2).



Talk to the gun shop owner and get the two boxes of bullets off the shelf. After the zombies break through the window, shoot them and get the bow gun off the store owner's corpse. For extra protection from the zombies, shoot them from behind the store counter.



Run to the van at the end of the alley (CA-3). When the zombies attack, get the bullets out of the van and mow them down. Exit the alley through the basketball court.



Walk up the stairs, across the balcony, then down the stairs on the other side (CA-4). Fish the bullets out of the trash on your right. Stand on top of the dumpster and shoot the zombies. In the next area (CA-5), run past the dining zombies and board the bus at the end of the street.



When you board the bus (CA-6), get the bullets off the seat to your left. Aim low to shoot the crawling zombie on the right. Next, blast the zombie at the front of the bus, then get off the bus and run to the end of the street (CA-7).



Enter the gate. In the next area (CA-8), two zombies approach to your right. To avoid them, take the stairs directly ahead of you.



Enter the Police Station.

Police Station 1F (PS1F) Map



Special Items Legend

- BC = Blue Card Key
- CD = Cord
- CR = Crank
- DT = Detonator
- ES = Eagle Stone
- FM = Film
- GC = Gold Cogwheel
- PB = Plastic Bomb
- RJ = Red Jewel
- SK = Spade Key



Special Items Legend

- BS = Blue Stone
- DK = Diamond Key
- GL = Grenade Launcher
- HK = Heart Key
- LJ = Lighter
- RJ = Red Jewel
- SS = Serpent Stone
- UM = Unicorn Medal

Part 2:
Police Station

At the Police Station



Inside the Police Station's main hall (PSIF-1), enter the second door to your left. Talk to the wounded police officer (PSIF-2).



When you're kicked back into the main hall, head to the computer and use the Blue Card Key the officer gave you. The card unlocks two doors (PSIF-3 and PSIF-4).



Go into PSIF-3 and take the Police Memorandum off the couch. Pick the lock on the desk and get the first-aid spray. Pay no attention to the monster that passed in front of the window!

Meet a Licker



When you reach the pool of blood in the hallway (PSIF-4),

Police Station 2F (PS2F) Map



you meet your first Licker. After the Licker drops to the floor, run around it and exit through the door at the end of the hall. As you're walking down the next hallway (PS1F-5), avoid the windows.



Four zombies are waiting in the next room (PS1F-6). Blast 'em and go to your left. Enter the door next to the staircase. Don't try to open the door to the right—you need a key.



Collect the items in the Dark Room (PS1F-8), then go back out to the hall (PS1F-6) and head upstairs.

Red Jewel



At the end of the hall (PS2F-1) is a statue puzzle. Face the jewel statue and move the black statue against the wall to your left, then move the rust-colored statue against the wall to your right. The jewel statue releases the red jewel after you move both statues.

Unicorn Medal



Go through the next hallway (PS2F-2) and into the S.T.A.R.S. Office (PS2F-3). Now get the grenade launcher from the locker and the Unicorn Medal from under Chris's Diary.

Spade Key



Return to the main lobby on the first floor (PS1F-1). Don't forget about the Licker in the hallway (PS1F-4). Two shots from the grenade launcher should lick him. In the lobby, put the Unicorn Medal in the slot at the base of the fountain. The statue drops the Spade Key.



Backtrack to PS1F-4 and open the door near the pool of blood (PS1F-9). Next, push the stepladder against the south wall and climb it to get the crank.

Special Item Legend

BS = Blue Stone

The Little Girl



Head back to the second floor (PS2F-1). When you enter the hallway (PS2F-2), you see a little girl run away from a zombie. Blast the zombie and open the door at the end of the hall.

Leon



In the next room (PS2F-4) is Leon. Talk to him, then get the bullets at the end of the dead-end hallway. Open the locked desk and grab the flame rounds you find inside for the grenade launcher.

Police Station 3F (PS3F) Map



The Serpent Stone



The Library on the second floor (PS2F-5) is next. Walk up the steps (to PS3F-1) and follow the balcony to the end. After you fall through the floor (and back down into PS2F-5), look at the bronze plate to your right, then press the power switch.



Face the four bookshelves and label them A, B, C, and D from left to right. Go to A and slide it to the right once. Now slide B to the right once. Return to the bronze plate and get the Serpent Stone.



Exit the Library to the balcony over the lobby (PS2F-6). Run to the door on the other side (PS2F-7), but be ready to shoot some zombies. Along the way, press the button on the emergency ladder.

Red Jewel



In the waiting room on the other side of the balcony (PS2F-7), get the lighter. Back-track to the first floor (PS1F-10). Use the emergency ladder (PS2F-6) for a shortcut.



Inside PS1F-10, light the fire under the creepy painting in the backroom. Get the Red Jewel that falls out of the painting and return to PS2F-7.

The Birds



Go through the door in the Waiting Room next to the typewriter. In the next room (PS2F-8), turn to your right and go through the door into the next hallway (PS2F-9). Slowly walk down the hall. Have the pistol ready. When you turn the corner, shoot the two crows. Search the dead cop for bullets, then walk past his body and turn to the right.



Make sure the pistol's fully loaded, then slowly walk forward until the crows break through the windows to the right. Retreat down the hall (past the dead cop), turn around, and blast the crows.



At the end of the hall is a door that leads to the roof (PS2F-10) where a helicopter crashed. From the roof, walk down stairs. At the bottom (CA-9) are several zombies. Run past them to the office (CA-10).



Collect the valve handle, ink ribbon, and bow gun. Next, return to the roof and use the valve handle on the water pressure valve.



The Blue Stone



Now that the fire's out, get the two Red Jewels and go into PS2F-11. (Never mind the scream you hear.)

The Diamond Key



Put the jewels in the statues on each side of the armored stone statue and get the blue stone. Before you leave the area, get the ink ribbon out of the vase and the Diamond Key off the shelf.



Load the grenade launcher or the bow gun, then head to PS1F-6 and enter the door at the south end of the hall.



Have your weapon ready because zombies await in the next room (PS1F-7). Deactivate the dead-heads and search the lockers. You should find the plastic bomb.

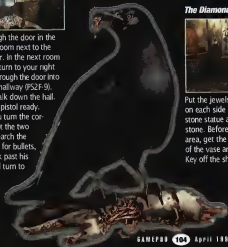
The Detonator



Open the other door and you'll find yourself back with the wounded police officer (PS1F-2). However, he's now a zombie! Relieve the poor guy of duty and get the detonator.



Combine the plastic bomb with the detonator in your item inventory. Return to the door where you heard the scream (PS2F-8) and use the bomb and detonator. After the door blows open, go into



the room at the end of the hall (PS2F-12).

Officer Unfriendly



Walk over to the desk to meet Chief Irons (PS2F-13). After your "conversation," enter the door on the south wall.



Follow the passage to the door at the end (PS2F-14).

Meet Sherry



When you enter the room at the end of the hall (PS2F-15), you hear footsteps. Follow them to the dark room. Turn on the lights and talk to the little girl, Sherry.



Heart Key

After Sherry runs away, return to Irons's office (PS2F-13) and get the Heart Key off his desk. Unlock the door at PS2F-16 and go downstairs (PS2F-17) to the room at the bottom (PS1F-11). Go through the door to PS1F-12.



When you enter, get some bullets off the corpse. Blast the zombies and open the office safe. Use the combination you found in PS1F-3. Don't be fooled by the zombie face-down by the south wall; he springs to active duty if you get too close.



Open the door in the northeast corner of the room. Go to the end of the hallway (PS1F-13) and down the stairs.

Special Items Legend

MG = Machine Gun
RC = Red Card Key
SP = Side Rack

Dogs of Horror



Have a weapon ready because mutated dogs are in this hallway (PSB1-1). If you're feeling gutsy—and you have the bow gun—let a dog charge you. Just before it strikes, point down and fire at point-blank range. If you do this correctly, you'll take out the mutated mutt with one shot.



After downing the dogs, enter the Power Room (PSB1-2). Go to the Reserve Power Control Panel and press the switches in this order: Up, Up, Down, Down, Up. This activates the card lock outside the Weapons Room (PSB1-3). If you're in dire need of health, there's a Green Herb in the Parking

Garage (PDB1-4). Go to the door at the end of the hall (PSB1-5). Once outside, you can hear dogs, but you can't see them.



Run to the manhole at the end of the corridor. When you do, dogs jump down from above. Drop down the manhole.



Police Station B1 (PSB1) Map



Sherry Again



Enter the Storeroom (SD-2) and save your game. Return to the hallway (SD-1) where you meet Sherry again. This time, however, you control Sherry when she runs away.



Controlling Sherry



Sherry's controls are similar to Claire's except Sherry can't use weapons. Sherry starts

with a can of first-aid spray in her inventory, but she can pick up additional items for Claire. Although she can dart past zombies and other monsters with ease, Sherry can be injured. Sherry's damage isn't shown onscreen, so check her health in the inventory screen if she's attacked.

The Club Key



As Sherry, take the elevator at SD-3 up to SD-4. Two mutated dogs are at the top. Run past the dogs and into SD-5.



Get the Sewage Disposal Map off the wall, then jump to the bottom of the pit. Push the three boxes in a row against the south wall. Climb out of the pit and press the switch to flood the pit with water. The boxes rise with the water.



Walk across the boxes and get the Club Key.



Go to SD-6 and get the grenade rounds. Return to SD-3 where you play as Claire again.

Red Card Key



As Claire, go to the Autopsy Room (PSB1-3) and get the Red Card Key. Be careful, though—two Lickers are in the hall (PSB1-1). When you get the card, the corpses in the room spring to life.

Machine Gun



Use the Red Card Key to open the Weapon Room (PSB1-6). Two very important items are located in this room: a side pack that allows you to carry 10 items instead of 8 and the machine gun.



Go upstairs and get the items inside PS1F-14. Then find the chest and retrieve the lighter and lots of ammo.



Head back to PS1F-4.

The Eagle Stone



Six zombies are in PSIF-4, so start blasting as soon as you enter the room. Four zombies are in the next room (PSIF-15).



Unlock the door (PSIF-16), and get the cord off the table and the Eagle Stone off the shelf. When you leave the room, a Licker crashes through the glass. Blow him away. In the next room (PSIF-17) you'll find some bullets.

Gold Cogwheel



Kill the Licker in the room at the end of the hall (PSIF-18). Get the film off the desk, and go to the three torches along the north wall. Light the master stove on the west wall, then turn on the three torch faucets in this order: 12, 13, 11. The gold cogwheel should fall off the painting on the south wall.



Grab the cogwheel.

The Blue Stone



It's time to get the other half of the blue stone. Head to the Library (PS2F-5), but be careful of the Licker that's now patrolling the lobby balcony (PS2F-6).



When you enter the Library, more zombies flood the Police Station.



Climb the Library stairs to the third floor (PS3F-1) and go through the door. A Licker is at the end of the long hallway (PS3F-2), so ready a weapon.



Enter the room at the end of the hall (PS3F-3) and use the crank on the square hole along the north wall.



Climb the stairs and place the gold cogwheel in the clock gears. Push the switch. A secret door opens to your right revealing the other half of the blue stone.

The Jaguar Stone



Find a chest and retrieve the machine gun, some health, and the four stone pieces. Combine the two blue stones to get the Jaguar Stone. Save your game.



Return to Irons's office (PS2F-13), where you find Sherry again. Go to the painting behind Irons's desk and press the button below the picture.



Put the stones in the three slots to open the secret door.

The End of Irons



Take the elevator down to PSBI-7. In the next room (PSBI-8) is Irons, who isn't exactly himself. When Irons dies, get the acid rounds and descend the ladder. Have the machine gun ready because this one's ugly.

The Monster



At the bottom of the ladder (SD-7) is... something bad! Aim at the monster and keep blasting. Keep an eye on the ground, though: The monster pukes up little creepy crawlies.



If the little suckers get too close to you, they'll latch onto your waist and chew on your face! If one does latch on, tap the Run button rapidly to knock the buggers off. Position yourself with your back against the ladder—the camera angle is perfect for spotting approaching critters.

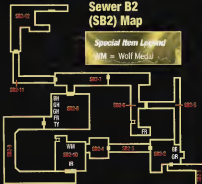




**Sewer B1
(SB1) Map**

Special Item Legend

EM = Eagle Medal



**Sewer B2
(SB2) Map**

Special Item Legend

WM = Wolf Medal

**Part 3:
The Sewer**

As Sherry Again



You play as Sherry after she is sucked down the floodgate (SB1-1). As Sherry, you're dropped into Sewer B2 (SB2-1). Go down the hall, climb the ledge to the left, and enter the door at the end of the corridor (SB2-2). Crawl through the ventilation hole on the west wall.

SB1-2. Pick the lock on the door on the east wall and climb to the room below (SB2-2). Kill the zombie, collect the items, and return to the room above.



Get the valve handle, lighter, and pistol from the chest. Try to take as few items as you can—you're going to pick up a lot of stuff later. Take the elevator in the northeast corner down to SB2-5. Get the Sewer Map off the north wall.



In the air shaft (SB2-3), get to the end before the cockroaches swarm you.



When you enter the next room (SB2-6), get the flame rounds off the dead guard in the recess to the north. Avoid the giant spiders and head to the room to the west (SB2-7). If you're poisoned by the spider's venom, use a Blue Herb. In SB2-7, run to the door to the left of the waterfall.

Chasing Claire



Return to Irons's office, get Sherry, and go back to the sewers. Press the switch at the end of the platform (SB2-7) to lower a ladder that leads to SB2-8.

Sherry in "Follow Mode"



When you're playing as Claire, Sherry sticks to you like glue. Don't run too far ahead of Sherry, though, because she tires and stops. The only way to get Sherry moving again is to get close to her. Sherry can still be harmed, and if she dies in "follow" mode, the game is over.



In the next room is a Wolf Medal (SB2-4). When you pick up the medal, you fall through the floor (and into SB2-10).

Claire Alone



After Sherry falls, you control Claire again. As Claire, enter

Mommy Dearest



Upon entering the room (SB2-8), you're "greeted" by Annette, Sherry's mother. After she leaves, use the valve handle on the switch on the east wall to lower the bridge.



When you get to the other side, use the valve handle on the switch on the west wall to raise the platform.

Later, Alligator!



Sherry is at the end of the twisting corridor (SB2-8). However, you must defeat a giant alligator before you can reach her. Let the gator chase you to the middle of the corridor.



Get the Eagle Medal from the dead technician in the south-west corner. Use the valve handle on the switch along the east wall.



You can now take a shortcut through the ventilation slot (SB1-3) to SB2-6.

Sewers of the Dead



When you arrive at SB2-6, run for SB2-7. Why? Because the dormant zombies are now active! Remember not to run too far ahead of Sherry. At SB2-7, insert the two medals in the slots along the north wall to turn off the waterfall. Go through the door.

Sky Tram



Run through SB2-11. In SB2-12, turn on the sky tram power and ride the tram to the Vacant Factory B1.

Vacant Factory B1 (VFB1) Map



Special Items Legend

SP = Spark Shot

WB = W. Box Key

Spark Shot



At VFB1-1, light the flare gun and get the W. Box Key to the right of the gun. The next room (VFB1-2) is filled with zombies. Blow them away and get the Spark Shot in the northeast dead-end passage.



More zombies await in the next passage (VFB1-3). At the end of the northeast dead-end are two Green Herbs. Rather than risk Sherry's life to get the two herbs, take the stairs

to the factory room above (VF1F-1).



You can leave Sherry in this room and load up on ammo and supplies.

Terror Train



In VF1F-2, get the bullets from along the west wall and the Factory Map off the south wall. You can also find the C. Panel Key inside the transport (VF1F-3). Put the C. Panel Key



Examine the gas cylinder by the red light along the east wall. The cylinder falls to the ground. Get the pistol ready, and when the alligator scoops the cylinder in its mouth, shoot the cylinder. It explodes along with the alligator.

Stomachache from Hell



Push the switch by the door at the end of the corridor. In the next room (SB2-10), wake up Sherry, get the Wolf Medal, and climb the stairs to the room above (SB1-4).

Vacant Factory 1F (VF1F) Map



Special Item Legend

CP = C. Panel Key

in the control device outside the train, but don't press the activation switch. Return to VF1-1. Get the grenade launcher and load it with several flame rounds. Save the game. Press the activation switch by the train transport.

Altered States



While the train descends, Sherry will fall unconscious, and her now-mutated daddy attacks! Ready the grenade launcher and go outside.



Don't let William's size fool you—he's easy to beat. Stand about 10 steps away from him, fire as many flame rounds as you can, and retreat when he gets too close. William is weakened with each hit and his attacks do less damage. About 10 shots should finish him off.



You're almost at the end.

Laboratory B4 (LB4) Map

Special Items Legend

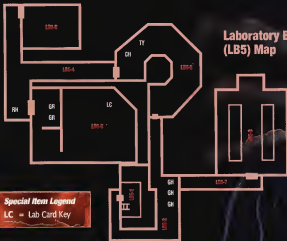
- FC = Fuse Case
- MD = MO Disk
- VC = Vaccine Cartridge



Laboratory B5 (LB5) Map

Special Item Legend

- LC = Lab Card Key



Part 4: Umbrella Laboratory

For Sherry



After Sherry awakens, search the security room (LB4-1). Head to the breaker system in the middle of Laboratory B4's hub (LB4-3) and take the east (blue) passage (LB4-8).

Fuse Case



Go to the freezer (LB4-9), collect the fuse case, and put it in the control box. You now have the main fuse.



Return to the hub (LB4-3) and put the main fuse in the breaker system to turn on the power. Be careful, because once the power is activated, tough zombies appear outside the office where you left Sherry (LB4-2). From the hub, go down the west passage (red), to the Lab Quarters (LB4-6). Have some flame rounds ready.

Tentacles



Inside LB4-6, turn on the Anti-B.O.W. gas sprinklers and get the user registration password off the couch. Next, walk over to the air vent and fire some flame rounds at the tentacles. Crawl down the air shaft to LB4-7.



In LB4-7 are two Lickers and some supplies. Good thing you have flame rounds with you. Kill the Lickers, collect the items, and head to the hallway (LB4-4).

Plant Problems



Press the shutter switch in the hall and blast the two plant monsters with flame rounds. In the next room (LB4-5) is another plant monster. Blast it, get the two herbs, and descend the ladder.



A New Breed of Lickers



You can hear the Lickers in LB5-2. However, when you walk down the long passage-way, one will drop through the ceiling. Be careful of these Lickers—they're more powerful and have longer claws than the others.

Lab Card Key

In the Monitor Room (LB5-3), take the Laboratory Map, then head to the Research Laboratory (LB5-5).



Use the W. Box Key to open the locker to your left when you enter the lab.



Destroy the zombies and get the Lab Card Key.

The End of Annette



You meet Annette again when you exit the Research Laboratory. After she chews you out and runs away, follow her around the corner.



Annette gives you Vaccine Synthesis Instructions. After she dies, the laboratory's



evacuation alarm sounds. Instruct Leon to get Sherry to the escape train, then head to LB4-10. Be careful in LB5-2 because another Licker drops through the ceiling.



Use the Lab Card Key to open the door to the Lab and get the Vaccine Cartridge to the right of the door.



Destroy the zombies in the room, turn on the light, and put the Vaccine Cartridge in the VAM Activator.



Press the VAM System Control switch in the corner to create a base vaccine. Take the base vaccine from the machine and the MO disk before leaving the room.

Vaccine



Head back to the Research Laboratory (LB5-5), but be-

ware of new zombies patrolling the hallways.



On your way to the Lab, put the MO disk in the hallway terminal (LB5-2). Once in the Research Laboratory, put the base vaccine in the Vaccine Synthesis machine to get the vaccine for Sherry.



It's now time to leave Umbrella Laboratory!

Countdown

Head back to LB5-3, get as many grenade rounds and health items as you can carry, and save your game.



When you enter LB5-8, a five-minute countdown begins. Press the switch to activate the lift to the right of the elevator door.

Final Battle



While waiting for the lift to arrive, William attacks you for the last time. He has two phases. For the first phase,

blast him with flame rounds just like when you fought him on the train.



After five blasts or so, William changes into a stronger, faster form. Load up on grenade rounds and use hit-and-run tactics on him. If he jumps on top of the shelves in the room, aim high and blast him off. Make sure you have plenty of herbs or first-aid spray—you're going to take some damage.

Part 5: Transport

"This is Just the Beginning..."



When William is dead, take the lift to the Transport (T-1) and run down the hall to the train. You're home free! Sit back and watch the ending!

Transport
(T1 Map)



Your personal hotline to the 'Pros...

GAMEPRO

Hot Tips Hotline

1.900.860.TIPS

Canada 1.900.451.5552

NEW
Messages
Weekly!

Hear
it here
FIRST!

NEW
FEATURE!

JOHNNY
BALLGAME
AND
MAJOR MIKE'S
HOT
VIDEO GAME
PICKS

NEW
FEATURE!

PLAY
GAMEPRO
TRIVIA!

Answer tough video
game questions for
your chance to win
an exclusive
GamePro T-shirt!



GET THE INSIDE SCOOP ON
THE HOTTEST VIDEO GAMES
BEFORE THEY SEE PRINT!

- **HOT GAME TIPS**
for all your favorite systems
including Nintendo 64, PlayStation,
Saturn, and others!
- **CLASSIC GAME TIPS**
to jumpstart older game on
Super Nintendo, Genesis, 3DO,
and others!

● **THE 32-BIT TIP
OF THE WEEK**

The hottest new tip for
the latest games!

● **LEAVE A TIP FOR
SCARY LARRY**

Tell Scary your hottest tips,
and your voice and tips may
be picked for broadcast to
other callers!



In Canada:
1-900-451-5552

Only \$1.49 CAN per minute

Calls average three minutes in length and cost \$1.29 a minute.
Be sure to get your parents' permission to use GamePro's Hot Tips
Hotline if you are under 18 years of age. Messages subject to change
without notice. A service of GamePro Media Group in San Mateo, CA.

Send the

© 2007 SegaSoft America, Inc. All rights reserved. SegaSoft America, Inc. is a registered trademark of SegaSoft America, Inc. All other trademarks are the property of their respective owners.

"...". Six feet below the earth, worms are crawling through empty caskets. Above ground, the putrid stench of rotting flesh hangs in the air as corpses claim victims to feed their insatiable hunger.



SINGLE AND MULTIPLAYER MODES UP TO 8 PLAYERS. PLAY AS HUMANS OR ZOMBIES IN HEAD-TO-HEAD "BAT YOUR FUR BROS" MATCH. MATCHES ON THE HEAT.NET GLOBESET GAME NETWORK AND LAN.

CINEMATIC STORYLINE FEATURING 17 LEVELS OF CABRAGE AND MULTIPLE SUB-PLOTS.

BEHIND is the ultimate competitive arena on the Internet.

Play your favorite multi-player games & exclusive HDI only games.



Requires phone modem. Personal bests page, chat rooms, email, tournaments, and more.

www.behind.net

WINDOWS® 95
PC CD-ROM



SEGA SOFT

INCLUDES 3 FREE MONTHS OF HEAT.NET PREMIUM MEMBERSHIP.

dead to their graves.
Again.

The dead have risen. It's ugly come back to life, and Night Island has gone from premier touring destination to nightmarish hush-holding ground, where nobody is safe.

Survive the island's many terror-filled sectors using weapons and wit to eliminate wave after wave of ravenous undead hordes.

Because the remaining survivors and strategic your escape.

Think in the chaos is final, penetrate the complex that houses the secrets to the dead's resurrection. **THESE GAMES ARE FOR YOU'RE ONLY CONSUMED BY FEAR, YOU'RE ONE OF THE LUCKY ONES.**



SIMULTANEOUSLY DIRECT THE ACTIONS OF FOUR HEROES, OR FULLY-CONTROL ONE CHARACTER.



OVER 50 DIFFERENT WEAPONS AND 60215-96 GROSSING DEATH TRAPS.



Now we'll see what you're made of.

FREE DEMO: 1-888-SEGASOFF or www.fleshfeast.com

THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES



Super Gem Fighter is a wacky end wild fighting game featuring miniature versions of your favorite fighters from Street Fighter and Darkstalkers. Here's a breakdown of all the moves to help you win your next bite-sized battle.

By Johnny Ballgame and Major "Mini Mix" Mike

The Controls



P K S

P = Punch

K = Kick

S = Special

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

Tap = Tap the directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

• = Designates a move that can also be performed while you're in the air.

Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any Toward and Away commands.

Basics

Super Moves

Each fighter has a Super Bar made up of infinite levels that can be carried over between rounds. You can increase the power in your Super Bar by getting hit and by performing special moves and combos. To execute a Super Move, your Super Bar must be at least at Level One unless otherwise specified.

Collect Gems

Collecting gems that appear onscreen enables you to power-up your Super Bar and also increase your attack power.

Floating Target



Jump-attack the character hovering over the fight to knock loose some gems.

Green Flames*



Tap (P K S)
Note: Your Super Bar must be at Level One.

Throw Item



When a special item like a bomb or a fireball appears under your health bar, tap (K S) to throw it at your opponent.

Dash Forward

Tap →, →
Note: Tap P or K during a dash for a quick attack.

Taunt

Press Start any time during a fight to annoy your opponent with a Taunt.

Super Jump

Tap ↓, ↑

Retreat

Tap ←, ←

Throw

When in close, tap (P K)

Counter the Unblockable

Pressing S unleashes an attack that cannot be blocked and knocks gems out of an opponent. You can, however, counter such attacks.



When an opponent comes in with a special attack, motion ← ↓ ↓ S...



...to counter the attack and go on the offensive!

Deadly Items

Here's a key for the various items you can collect and throw during a fight.



Flame Orb:
Fries an opponent.



Grey Orb:
Turns an opponent to stone.



Bomb:
Explodes on contact.



Yellow Orb:
Drops a banana peel to trip an opponent.



Red Orb:
Shocks an opponent.



Purple Orb:
Instantly dizzies an opponent.



Blue Orb:
Freezes an opponent.

Ryu



Special Moves

Gut Punch



When in close, motion
← ↓ ↘ → [P K]

Fireball



Motion ↓ ↘ → P

Super Moves

Super Fireball



Motion ↓ ↘ → S

Hurricane Storm



Motion ↓ ↘ ← S

Fists of Fury



Motion → ↓ ↘ S

Dragon Punch



Motion → ↓ ↘ P

Hurricane Kick*



Motion ↓ ↘ ← S

Ken

Special Moves

Soccer Ball



When in close, motion
← ↓ ↘ → [P K]

Fireball



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Hurricane Kick*



Motion ↓ ↘ ← K

Super Moves

Vacuum Dragon Punch



Motion → ↓ ↘ S

Super Dragon Punch



Motion → ↓ ↘ S

Super Hurricane Kick



Motion ← ↘ ↓ ↘ S

Chun-Li



Special Moves

Deadly Letter



When in close, motion
← ↓ ↘ → [P K]

Fireball



Motion ← ↓ ↘ → P

Spinning Bird Kick



Motion ← ↘ ↓ ↘ K

Twirling Kick



Motion → ↓ ↘ K

Lightning Kick



Tap K repeatedly

Heel Stomp



While in the air, tap (↓ K)

Super Moves

Super Fireball



Motion ↓ ↘ → S

Crossing Guard



Motion → ↘ ↓ ↘ S

Super Twirling Kick



Motion → ↓ ↘ S

Morrigan

Special Moves

Cannonball



When in close, motion
← ↓ ↘ → [P K]

Fire Bat*



Motion ↓ ↘ → P

Shadow Blade



Motion → ↓ ↘ P

Spinning Wing



Motion ↓ ↘ ← K

Super Moves



Lilith's Help



Motion ← ↘ ↓ ↘ → S

Super Shadow Blade



Motion → ↓ ↘ S

Super Spinning Wing



Motion ↓ ↘ ← S

Sakura

Special Moves

Butt Slam



When in close, motion
← ↘ ↓ ↘ → [P K]

Fireball



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Crazy Kicks



Motion ← ↘ ↓ ↘ → K



Super Moves

Muscle Tackle



Motion ← ↘ ↓ ↘ → S

Super Fireball



Motion ↓ ↘ → S

Super Dragon Punch



Motion → ↓ ↘ S

Hsien-Ko

Special Moves

Grinder



When in close, motion
← ↓ ↘ → [P K]

Dark Artillery



Motion ↓ ↘ → P

Note: The longer you hold P,
the deadlier the object you
throw will be.

Phantom Reverb*



Motion ↓ ↘ → P

Now That's a Knife



Motion ← ↘ ↓ ↘ → K



Super Moves

Rein of Pain



Motion → ↘ ↓ ↘ → S

Rolling Panda Ball



Motion ↓ ↘ → S

Felicia

Special Moves

Pile Driver



When in close, motion
← ↓ ↓ ↘ → (P K)



Rolling Slash



Motion ↓ ↘ → P
Note: Tap P during the move to do an apparcat.

Litterbox Kick



Motion ↓ ↘ → K

Delta Kick



Motion → ↓ ↘ K
Note: Keep tapping K for more hits.

Bouncing Ball



Motion ↓ ← ← P
Note: Keep tapping P for more hits.

Electrify



Tap P repeatedly

Super Moves

Cat Pack Attack



Motion ← ↓ ↓ ↘ → S

Showgirls



Motion → ↘ ↓ ↓ ← ← S

Rolling Fury



Motion → ↓ ↓ ↘ S

Tessa

Special Moves

To the Moon



When in close, motion
→ ↘ ↓ ↓ ← ← (P K)

Dragon Bite



Motion ↓ ↘ → P

Elevation Action



Motion → ↓ ↓ ↘ P

Spinning Bell



Motion ↓ ↘ ↘



Super Moves

Robot Beam



Motion ↓ ↘ → S

Boxing Robot



Motion → ↘ ↓ ↓ ← ← S

Dragon Attack



Motion → ↓ ↓ ↘ S

Zangief

Special Moves

Air Launch



When in close, motion
→ ↘ ↓ ↓ ← ← (P K)

Spinning Pile-Driver



Motion → ↘ ↓ ↓ ← ← ↘ ↘
→ (P K)

Spinning Clothesline



Tap (P S)

Backhand



Motion → ↓ ↓ ↘ P

Stone Splash



While in the air, tap ↓, ↓, P

Super Moves

Shall We Dance?



Motion → ↓ ↓ ↘ S



Bite This!



Motion ← ↓ ↓ ↘ → S

German Suplex



Motion → ↘ ↓ ↓ ← ← ↘ ↘
→ S

Ibuki

Special Moves

Taumuji



Motion ↓ ↘ ← K

Note: Keep tapping K for more hits.

Kunai



Motion ↓ ↘ → P

Jump Kick



Motion → ↓ ↘ K

Penguin Kick



Motion ← ↓ ↘ K

Spinner



When in close, motion ← ↘

Super Moves

Super Kunai



Motion ↓ ↘ → S



Frog Fire



Motion → ↘ ↓ ↘ + S

Samurai Slice



Motion → ↓ ↘ S

Akuma

To play as Akuma, at the fighter-select screen, put the cursor on Ryu and press Left.

Special Moves

Jaw Dropper

When in close, motion ← ↘ ↓ ↘ → (P K)

Diving Kick

At the peak of your jump, tap (↓ K)

Somersault

Motion ↓ ↘ → ↗ P

Air Punch

While in the air during the Somersault, tap P

Body Drop

While in the air during the Somersault, tap K

Backbreaker

When over an opponent during the Somersault, tap P

Pile Driver

When near an opponent during the Somersault, tap K

Stun Fireball

Motion → ↘ ↓ ↘ ← P

Fireball*



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Hurricane Kick*



Motion ↓ ↘ ← K

Teleport



Motion ← ↘ ↓ (P K) or → ↓ ↘ (P K)

Super Moves

Super Fireball*



Motion ← ↘ ↓ ↘ → S

Super Dragon Punch



Motion → ↓ ↘ S

Death



Motion → ↘ ↓ ↘ + S

Note: Your Super Bar must be at Level Three.

Dan

To play as Dan, at the fighter-select screen, put the cursor on Ken and press Right.

Special Moves

Sing a Song



When in close, motion ← ↘ ↓ ↘ → (P K)

Weak Fireball



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Flurry Kick



Motion ↓ ↘ ← K

Super Moves

Super Taunt



Motion ↓ ↘ → Start

Nose Blast



Motion ← ↘ ↓ ↘ → S

Super Dragon Punch



Motion → ↓ ↘ S

Super Weak Fireball



Motion ↓ ↘ → S

Daddy, Help Me!



Motion → ↘ ↓ ↘ + S

Note: Your Super Bar must

FuncoLand SuperStore

1000's More Titles Available!

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell Previously Played Video Games, Decks & Accessories at Great Prices.

We also Sell New Products!

612-946-8101

Nintendo

Bubble Bobble \$10
 Contra \$11
 Dragon Warrior 2 \$26
 DuckDuckGo \$4
 Garage \$18
 Higgins Rally \$5
 Increased \$5
 Jockey \$7
 King Of \$5
 Mega Man \$18
 Newer Challenge \$11
 Operation Wolf \$11
 Phoenix \$18
 Red Racer \$6
 Super Mario 3 \$4
 Techno Steel \$5
 Vegas Dreams \$5
 Village of Fables \$5
 Yanki Cousins \$5
 Zilla 2 \$5



SNES

Aerobic \$25
 Beethoven's 2nd \$11
 Donkey Kong Country \$11
 Earthbound \$13
 Golf's Greatest \$11
 Home Alone \$12
 Jungle Book \$14
 Kirby Superstar \$20
 Lion King \$15
 Mario Kart \$20
 NBA Jam \$5
 Open Battle \$20
 DR. Mario \$20
 PGA Golf \$11
 Sonic 2 \$11
 Super Mario All Stars \$15
 TMNT 4 \$8
 Super Duper \$18
 WWF Raw \$13
 S.M.S. \$11
 Teen's Island \$28



PlayStation

Alien Trilogy \$20
 Battle Arena Toshinden \$11
 Crash Bandicoot \$15
 D \$10
 Extreme Pinball \$10
 Gen \$20
 Independence Day \$10
 Jet Moto \$15
 John Madden FT \$10
 Madax Oka \$17
 Lander \$15
 Marble Madness Trilogy \$28
 Navar \$15
 Navy \$15
 Ope Teller \$10
 Pinball Ridge \$15
 Roulman Ev \$15
 SimCity 2000 \$20
 Taisen 2 \$25
 V&M Raging \$28
 Wipeout \$15



GameBoy

Alleyway \$11
 Baseball \$8
 Castles of Adventure \$11
 DR. Mario \$13
 Football 2000 \$11
 Professor of Fear \$7
 Haha \$19
 Jet Vray Force \$11
 John Madden 98 \$14
 Jurassic Park \$18
 Kirby Dreamland \$11
 Kirby's Dream \$11
 Medieval 2 \$17
 NBA Jam \$11
 Top Gun \$15
 Oka \$10
 Super Mario Land 3 \$25
 Tennis \$5
 TMNT \$10
 Zelda Link \$15



SEGA

Aladdin \$11
 Beyond Daze \$15
 Cream Pie \$18
 Desert Storm \$19
 Earthworm Jim \$15
 Football \$6
 Golden Age \$7
 Intemal \$11
 John Madden 96 \$11
 Kit Crossroads \$11
 Lawn Golf \$11
 Mickey Mouse Cafe \$11
 N.Y. Hockey \$11
 Operation Europa \$10
 Phantom Star 2 \$20
 Road Rash 3 \$25
 Sherry Force \$15
 Ultimate NBC \$28
 Vector Man \$11
 Zerkie Air High \$15



Saturn

André Racing \$11
 Beik \$24
 Big \$11
 Daytona USA \$4
 Golden Axe Dual \$15
 Iron Stinger \$11
 Legend of Darius \$11
 Myst \$18
 NFL QB Club 97 \$12
 Off Road Excavator \$11
 Racer Dragon \$11
 Road Rush \$25
 Sega Rally Champ \$13
 Shining Villains \$25
 Thruxon Park \$4
 Ultimate MK3 \$11
 Virtua Cop \$2
 World Sensi Beat \$11
 WWF Arcade \$11



Game Gear

Air Battle \$8
 Batman Forever \$11
 Characterizer \$11
 Det of Daze \$12
 Earthworm Jim \$28
 Hawk \$15
 Incredible Hulk \$8
 Japanese Football \$8
 Lander \$4
 Mental Kommand \$15
 NBA Jam Team \$11
 PGA Tour Golf \$11
 Road Rash \$19
 Shards 2 \$6
 Sams Hedgehog 2 \$3
 Streets of Rage 2 \$11
 Taisanai \$11
 Wheel of Fortune \$10
 World Sensi \$5
 X-Men \$8

Nintendo64



Mortal Kombat Myth \$10
 Golden Eye 97 \$10
 Nerve Race \$19
 Best Cases \$20
 Cliff in USA \$48
 Dream 64 \$18
 P-F-X Soccer 97 \$10
 Gusty 64 \$25
 Heaven \$11
 Int. Systems Soccer \$49
 Killer Instinct Gold \$28
 Mario Kart 64 \$53
 Model Aquarium 74 \$18
 NBA Hang Time \$48
 Pinballing 64 \$20
 Star Fox 64 \$48
 Star Wars Shadows \$32
 Super Mario 64 \$29
 Tennis \$11
 Vice Gold \$20

NEW!

Online Ordering!!
 For the Hottest Tips &
 The Hottest Games at the Hottest Prices
 Check us out!
<http://www.funcoLand.com>

We Accept:



Personal Checks and Money
 Orders Are Also Accepted.

All Games Come With a 90 Day Warranty!

ONE YEAR Warranties are Available

Hours: Mon-Fri 9:00am to 7:00pm Central

612-946-8101

To purchase Call for Current Prices, send check money order or credit card number to: FuncoLand, 10720 West 75th Street, Mpls. MN 55434. Add \$10 per item (\$20 per console) deck for shipping and \$4.00 handling charge. For Canada Quark, Puerto Rico, and Virgin Islands please consult the per item charges. Please call for all other international orders. CA, CT & IL, IN, MD, MI, MN, MO, NY, OH, PA, RI, TX, VA, WA, & WI residents please add applicable sales tax. All prices based on U.S. funds, unless otherwise indicated within 1-70 business days. Generally games that come with boxes or manuals come in carry out cases or accept requests for item. Free delivery is available. All sales are final. Defective replaced with same item. All prices are subject to change. We reserve the right to refuse any purchase or sale. 1997

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Reader Tip of the Month!

Submit your hottest SWATPro tips! Each month, the reader with the winning tip will receive their choice of controller by ASCIIWARE, which features high-quality game peripherals such as the ASCII Arcade Stick!

Runners-up receive a GamePro T-shirt.

Send tips to:

GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402



Please include your name, address, and phone number so we can reward you your prize.

or e-mail to:

swat.gamipra@gamipro.com

PlayStation

WCW Nitro

Hidden Characters, Big Head Mode, Swelling Head, and Big Head, Hands, and Feet



Hidden Characters: At the player-select screen, press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select. A sound will confirm the code was entered correctly, and you can choose from any of the 48 hidden characters.

Enter the following codes at the Options menu. A sound will confirm each code was entered correctly.

Big Head, Hands, and Feet: Press R2, R2, R2, R2, R2, R2, R2, R1, Select.

Big Head Mode: Press R1, R1, R1, R1, R1, R1, R1, R2, Select.

Swelling Head: Press, L1, L1, L1, L1, L1, L1, L1, L2, Select.

Alex Gamma
Newburgh, NY

Playstation

Resident Evil 2

Different Outfits, Secret Gun for Claire, 4th Survivor Mini-Game, and Submachine Gun and Rocket Launcher with Unlimited Ammo



Different Outfits for Characters and Secret Gun for Claire: Start a new game as either Claire or Leon and make it to the police station without picking up any items. Once in the station, load up on ammo and head back outside. Go down the stairs and shoot the zombie, Brad—he's tough, so it takes about 20 shots to destroy him. After he's down, search his corpse for the special key. The key opens one of the lockers in the darkroom, which has two different sets of clothes for Leon and a new outfit and secret gun for Claire.



Submachine Gun and Rocket Launcher with Unlimited Ammo and 4th Survivor Mini-Game: In either character's second scenario, finish the game in under two-and-a-half hours. During the game, save only once, and use no first-aid spray. You should get an "A" ranking. After the end credits and the ranking screen, a new screen appears describing your reward: a submachine gun and a rocket launcher—both loaded with unlimited ammo. You can find these two weapons in any chest. Following the "Your Reward" screen is another screen that says "You can play another scenario if you make a new save data." Save the new data. When you load the data, you can play a hidden mini-game called The 4th Survivor. In this mission you must guide an Umbrella S.W.A.T. member from the sewers to the roof of the police station.

PlayStation

Command & Conquer: Red Alert

Build a Nuke and a Parabomb, More Money, Win Level, "Soylent Green" Mode, and Unshroud Map



To enter the following codes, start a one-player game and press Δ to bring up the in-game sidebar. Highlight the Team Buttons in the order listed below, and press \circ after you've highlighted the button.

Build a Nuke: $\circ, \times, \circ, \Delta, \square, \Delta$

Build a Parabomb: $\square, \times, \circ, \circ, \times, \Delta$

More Money: $\square, \square, \circ, \times, \Delta, \circ$

Win Level: $\times, \square, \square, \circ, \Delta, \circ$

The following codes also work during a two-player game.

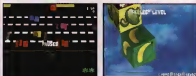
"Soylent Green" Mode: $\times, \circ, \Delta, \Delta, \circ, \times$

Unshroud Map: $\square, \Delta, \circ, \times, \Delta, \square$

PlayStation

Frogger

Level Select and Infinite Lives



Level Select: Pause the game, and press **Right**, $\square, \Delta, \square, \Delta, R1, L1, R1, L1, \circ$. The words "All Levels Open" should appear at the bottom of the screen. Start a new game, and you can select any level.

Infinite Lives: Pause the game, and press **Right**, $\square, \Delta, \square, \Delta, \times$. The words "Infinite Lives On" will appear at the bottom of the screen. When you unpause the game, you'll have unlimited lives.

PlayStation

Time Crisis

Cheat Menu



At the title screen, quickly shoot the hole in the letter "R" in the logo twice, then shoot the center of the crosshair to the right of the word "Time." If you did the trick correctly, a cheat menu will appear, including extra lives, unlimited continues, and no-reload cheats.

Hai Nguyen
Los Angeles, CA

Nintendo 64

Duke Nukem 64

Level Select



First, enter the Cheats Menu code (at the title screen, press **Left, Left, L, L, Right, Right, Left, Left** and a new option, Cheats, will appear at the bottom of the screen). Press **L, L, right C, Right, Left, Left, left C**. Enter the Cheats menu, and you can now start at any level.

Daniel Garrison
Granby, MO

PlayStation

Star Wars: Masters of Teräs Käsi

No Life or Force Bar and Super-Deformed Mode

No Life or Force Bar: In Arcade, VS., Survival, Team, and Practice modes, select your fighter, then **simultaneously press and hold Select, L1, and R2** until the fight begins. When the fight starts, your life bar and Force bar will be hidden.

Super-Deformed Mode: In Arcade, VS., Survival, Team, and Practice modes, select your fighter, then **simultaneously press and hold Select, Up, and \times** until the fight begins. When the fight starts, your character will be super deformed.

Nintendo 64 (Game Shark)

San Francisco Rush Extreme Racing

Rush the Rock Alcatraz Track



Enter the code **88100050 0006** and start the game. At the Select Track screen, **press the button** on the Game Shark. The track description should change to Track 7. **Press A** to race on the hidden Alcatraz track.

Chris Robinson
Pawling, NY

PlayStation

Micro Machines V3

Nine Lives, Change Camera View, Change Vehicle, Hyper Speed, All Tracks, and Tanks in All Races



One-Player Codes

Nine Lives: Enter the name **CATLIVES** at the Choose a Character screen.

Pause the game and enter the following codes. The cheats will take effect when you unpause the game.

Camera View Is Behind the Car: **Press Left, Right, □, ○, Left, Right, □, ○.**

Change the Vehicle into a Random Object: **Press Down, Down, Up, Up, Right, Right, Left, Left.**

Hyper Speed: **Press □, ×, ○, □, △, ×, ×, ×, ×.**

Multiplayer Codes

Only one player has to enter the multiplayer code. Enter the following names at the Choose a Character screen.

All Tracks: **GIMMEALL**

Tanks in All Races: **TANKS4ME**

PlayStation

Resident Evil: Director's Cut

More Ammo in the Advanced Game and Easy Resident Evil 2 Demo



More Ammo in the Advanced Game: At the game-select screen, highlight **Advanced**, and **press and hold Right** until the word turns green. Start the game, and each time you pick up a clip, you'll get 30 bullets instead of 15.

Easy Resident Evil 2 Demo: At the title screen, highlight **New Game**, and **press and hold Right** until two hidden skill settings, **Normal** and **Rookie**, appear.

Chris Volk
Carson City, NV

Saturn

Duke Nukem 3D

All Weapons and God Mode



At the title screen menu, **simultaneously press and hold X, Y, and Z** until the words "Input Info On" appear at the bottom of the screen. Start a game, and while the game is paused, enter the following codes.

All Weapons: **Press Z, X, X, Z, Y, Z, Y, X, Y.**

God Mode: **Press X, Z, Z, X, Y, X, Y, Z, Y.**

PlayStation

Maximum Force

Arcade Mode



At the Options screen, press **Select**, **Start**, **Select**, **Select**, **Start**, **Select**, **Select**, **Select**, **Start**, **Select**, **Select**, **Select**, **Select**, **Start**. The words "Arcade Mode Unlocked" will appear over the game logo. When you start the game, you'll play the original arcade version without any of the PlayStation-exclusive bonus areas.

Jordan Means
St. Albans, NY

Nintendo 64

Aerofighters Assault

Fly the F-15J Eagle and Change Aircraft Colors

F-15J Eagle: At the title screen, press left **C**, bottom **C**, right **C**, top **C**, left **C**, right **C**, bottom **C**. Select Main Game at the Game Mode screen, and the F-15J Eagle is in the plane lineup.

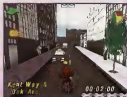
More Colors: At the plane-selection screen, press **R** to change the color of your aircraft.

Mark Verhoven
Plano, TX

PlayStation

Command & Conquer

Mercenary Mission



For the GDI disk, enter the password **PATSUX** and start the game. This begins a secret mercenary mission.

NINTENDO 64



AERO GAUGE	\$53
JOURNEY	\$70
LEGEND OF MYSTICAL HINDA	\$70
MAJOR LEAGUE BASEBALL	\$62
MISSION IMPOSSIBLE	\$69
NBA IN THE ZONE '98	\$61
NHL BREAKAWAY '98	\$64
NHLN: OLYMPIC HOCKEY	\$61
QUAKE	\$67
RAMPAGE WORLD TOUR	\$50
YOSH'S STORY	\$60
+ MANY MORE	



ADAM COLLECTION II	\$45
APOCALYPSE	\$45
BASTO	\$61
BOOBY ROAR	\$42
BREATH OF FIRE 2	\$43
DARK OMEN	\$44
DEATHTRAP DUNGEON	\$43
DUNJO	\$45
GEEK ENTER THE GRID	\$43
HERCULES W/ AUDIO CD	\$46
IGONDA	\$45
MARCH MADNESS '98	\$43
NBA SHOOTOUT '98	\$40
NEED FOR SPEED II	\$45
NEWMAN HAS BACKS	\$43
PITAL 2D	\$46
RASCAL	\$43
RAY TRACERS	\$45
REBOOT	\$45
RSE	\$45
ROAD BASH 2D	\$45
SAGA FRONTIER	\$42
SAN FRANCISCO RUSH	\$43
SHADOW MASTER	\$43
SOUL MONKEYS	\$43
THEME HOSPITAL	\$43
TRIPLE PLAY '99	\$46
VR BASEBALL '98	\$41
W/ SPORTS FORECASTING	\$43
WRECKIN' CREW	\$44
XMEN: CHILDREN OF ATHOS	\$43
YOUNG BLOOD	\$45
+ MANY MORE	

WWW.LOWBUYS.COM

FOR THE LOWEST
PRICES AND BEST
SELECTION

ORDER HOTLINE

TOLL FREE

888-LOW-BUYS
888-569-2897

270 N. Canon Dr. • #1117 • Beverly Hills • CA 90210

PlayStation

One

Passwords



Stage 2: **DIYGIKRA**

Stage 5: **YQFZMLTC**

Stage 3: **KCSVJTNB**

Stage 6: **FLZNOHLD**

Stage 4: **RWLKLFPC**

Barbara Stone
Philadelphia, PA

PlayStation

Courier Crisis

Race as a Gorilla and an Alien



Enter these passwords to access hidden couriers:

Alien: **XFIFTYONEX**

Gorilla: **SAVAGEAPES**

Nintendo 64

Bomberman 64

Extra Stages in Battle Mode



At the screen where you select from Adventure, Battle, Custom, and Options, press Start very rapidly until you hear a chime. When you enter the Battle mode, you can play on four additional stages: Gutter, Sea Sick, Blizzard Battle, and Lost at Sea.

Randall Iwashita
Los Angeles, CA

Nintendo 64

Top Gear Rally

Hidden Cars, Open All Tracks, Crazy Colors, and Real Credits



To access hidden cars, enter the following codes during a race. When you finish the race and return to the Car Select screen, the cars will be selectable.

Beach Ball Car: Press B, B, A, Left, Left, bottom C, A, Right.

Helmet Car: Press Up, Up, Z, B, A, Left, Left.

Ice Cube Car: Press bottom C, Up, B, Right, A, bottom C, A, Right.

Hidden Tracks: While racing, press A, Left, Left, Right, Down, Z while racing. After entering the code, pause the game and quit the race. When you return to the Track Select screen, you can select the Strip Mine, Jungle, Desert, and Mountain courses. This cheat unlocks the tracks only in Arcade mode.

Crazy Colors: While racing, press bottom C, Z, B, Up, Up, Right to change the track into funky colors. Repeat the code to return the track to normal.

Real Credits: Select Options, highlight Load Configuration, and press bottom C, Right, Down, Z. If the code is entered correctly, you will see the game's original credit sequence.

Arcade


Super Gem Fighter Mini Mix

Play as Akuma and as Dan



Play as Akuma: At the Player Select screen, put the cursor on Ryu, and press Left once.

Play as Dan: At the Player Select screen, put the cursor on Ken, and press Right once.

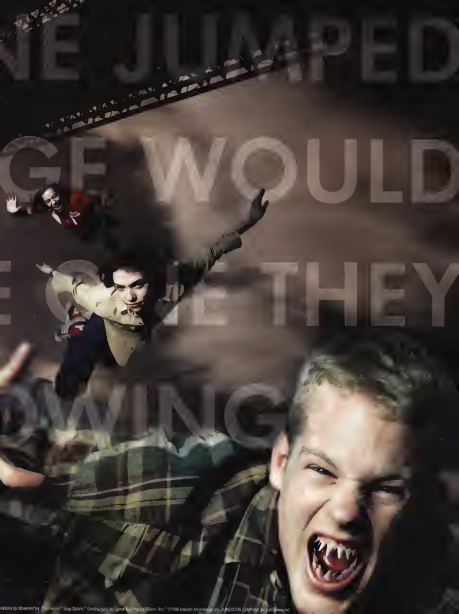


Well, let's see...
You are an almighty force
who knows no boundaries.
You are invincible, relentless
and immortal.
Duh.

GAMESHARK



INTERNET
LIVING ENTERTAINMENT



NE JUMPED

GE WOULD

E THE THEY

OWING

IT'S NOT A MASK.

IT'S A MUZZLE.

YOU TAKE.
YOU STEAL.
YOU SLUG.
YOU CRUSH.

YOU HIT AND RUN.

YOU TRY TO BEAT THE HEAT.

AND AT THE END OF IT ALL
SOME GUY IN A MASK TRIES TO
TAKE YOU DOWN TO PROTECT HIS HOME.

WELCOME TO AMERICA'S PASTIME.

MIKE PIAZZA
CATCHER (A DREAM)

MIKE PIAZZA'S

**STRIKE
ZONE**

DIG IN.



ALL THE STADIUMS! ALL THE TEAMS!
INCLUDING 2 NEW FRESHMEN TEAMS!
ALL IN 2011!



EXHAUSTIVE, FULL-SEASON, ALL-STAR,
WORLD SERIES AND HOME RUN HUNTY
PLAY MODES.



METRO-REPLICATIVE CONDITIONS AND
PERFORMANCE. GAMES AND TURNS
DAY AND NIGHT GAMES. HORN OR SILENT.
REAL AND INTERACTIVE.



Mike Piazza Strike Zone developed by GSI Interactive. ©2011 GSI Interactive. All rights reserved. Published and distributed by GSI Interactive. Performance, Game and Turn Day and Night Games, Horn or Silent, Real and Interactive. See us at E3! Visit the site. www.strikezonegame.com

ESRB Rating Pending. See www.esrb.org for more information. The Game and Turn Day and Night Games, Horn or Silent, Real and Interactive are trademarks of GSI Interactive. All other marks are trademarks of their respective owners.