

Crash Bandicoot 3

Mortal Kombat 4

Tenchu

Rival Schools



PlayStation



Nintendo 64



PlayStation



PlayStation

GAMEPRO

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

issue
118

double whammy!

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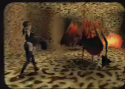
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FIGHTER'S EDGE

Double Whammy!

Tekken 3, Part 2

(PlayStation)

Here are the special attacks, linking moves, throws, and high-hitting combos for the remaining hidden characters: Gor, Anna, Dr. Boskonovitch, Gun Jack, Ogre, and True Ogre.



Tekken 3 specials!

Mortal Kombat 4, Part 1

(PlayStation and Nintendo 64)

Kool Kombat combos for five combatants: Scorpion, Sonya, Sub-Zero, Quan Chi, and Jax.



Kool Mortal Kombat 4 combos!

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Passwords, codes, tips, and tricks for Need for Speed III, Tekken 3, San Francisco Rush Extreme Racing, and more!



ALWAYS

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

The Saturn is dying. And 16-bit games are fading slowly, but surely. Meanwhile, rumors are rampant concerning new PlayStation units, faster, stronger Nintendo machines, and super-secret next-gen syst. ms. Everywhere we turn we're assaulted by "The Next N...est Thing".

Hype is a wonderful way to sell things to an audience who doesn't know what it's buying—and that's what makes *GamePro* readers so different: you know that just because something

ALL SYSTEMS GO! (IF YOU'VE GOT GAME)

is new, it isn't better. In the upcoming months, while the Katana and Project X machines are being touted, it's going to be hard for those gamers who aren't the "brightest crayons in the box" to know the difference between flash and quality. And sometimes excellence exists in systems where you least expect it.

So when gamers like Sullengrix and pro2479 get mad at Sega for not supporting the Saturn with good titles that have already been released in Japan, we are behind them and their efforts to let Sega know that it needs to reconsider those forgotten U.S. gamers. But we also understand when a company like Capcom hesitates to bring out a game that may actually lose money—in this case, *X-Men vs. Street Fighter*, which costs more because of its use of the add-on RAM cart.

But don't ditch the forgotten systems just yet. If you're system-deficient, you can easily purchase a Saturn and great games for under a Benjamin, and still have enough left over for a new system. There's probably plenty of great stuff in the 16-bit market that you still haven't played thanks to the belief that a new system is a better one. If that were true, petosans wouldn't be asking about Super Turrican 2, one of the best games never released here. And don't forget to check out online stores for bargains; like SirCharles, you may find that being far from a store doesn't mean being far from great games.

Sure, something better is always down the road—but until you've got the big bucks to ride down that highway, take a side route and check out the little known haunts.

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

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SEGA



WE SWEAR IT'S TRUE

I am really getting tired of Sony and their licensee companies. Wild Arms, Final Fantasy VI, Final Fantasy Tactics, Alundra, and Saga Frontier are the only RPGs released in the past year for PSX, yet EVERY SINGLE ONE OF THEM CONTAINS PROFANITY! Even Mega Man X⁴ contains swearing, and it's always been a franchise for everyone. What's next? Swearing in Crash Bandicoot!?! Profanity really does nothing to enhance a game.

Nike R. Nickel

Hey, Nike, just \$%#@* do it! Although we didn't hear the swearing in Mega Man X⁴, we will agree that some games throw in profanity to appeal to an older audience—and unless the profanity somehow moves the story along, or provides some type of comic relief, it is pointless. In the case of Final Fantasy VII, we think the profanity was harmless, but the racial overtones were very disconcerting. (Do all African-Americans really talk like Barrett?)

SAINT SATURN OF SEGA, THE MARTYR

There's something that's been bothering me: There are so many awesome games that every Saturn owner would love to have—Riven, Grandia, Mystaria 2, and many others—the problem is, they're only released in Japan, and we never get to see them here in the U.S. Instead, Sega brings out games like Steep Slope

Sliders and X-Men vs. Street Fighter. I feel that I speak for everyone when I say, "Sega, get off your butt and get it together!" Maybe *GamePro* should start an online petition or something. Sega's not listening...thought maybe you would.

Sullengrix via Internet

Hey, Sullengrix, RPGs may be your thing, but don't bag on X-Men vs. Street Fighter. It's a great game with a lot more appeal (and more consumer interest) than some of the RPGs you mentioned. How can a gaming console system survive unless it diversifies its lineup?

Having said that, we also think your point is well taken about petitioning Sega to bring out games for fans and die-hard Saturn martyrs—especially now that Sega's already touting its new system (code-named Katana) as the next big deal. Go ahead, demand that Sega service the Saturn owners it's stranded. Visit Sega's Web site (www.sega.com), call its consumer hotline (800/872-7342), and write. Let them know that you're mad as hell and not going to take Katana anymore!

A lot of Saturn owners have been waiting for X-Men vs. Street Fighter to come out for Saturn. Is it really coming out, even though Saturn is dead?
pro2479 via Internet

Capcom is saying that plans for releasing the Saturn version of X-Men vs. Street Fighter in the U.S. have still not been finalized. It's hard to blame Capcom for this one—the Saturn market is a no man's

40

50

40



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50

40

COMING JULY 15.



land, financially, and Capcom could lose a lot of money by venturing out there with this title (considering the cost of the added RAM cart).

I would like to know if the following games will be released for the Saturn: Virtua Fighter 3, X-Men vs. Street Fighter, Riven, Resident Evil 2, Mortal Kombat 4, Samurai Shodown RPG, or any future Sonic games.

BZUT22A via Internet

Is no one listening to us anymore?? Didn't you read the last two letters? Oh, forget it. Let's just put it this way—the *Katana* might have more of what you're looking for in a game system.

ZOMBIES FOOLED MY NEIGHBORS

If you beat Resident Evil 2 six times, getting an "A" on every scenario (using only a knife and the handgun), start a new game and enter

"Akuma" in the Lab computer in both scenarios. After you beat the game, the save screen will appear and say "akuma." He has only a red fireball as a weapon and he needs no keys to open doors.

**Randy Suarez
San Jose, CA**

And if you wish real hard, the tooth fairy will leave a quarter on your pillow. Sorry, Randy, we're not biting. Everyone in the world knows that this is a bogus tip that appeared as

an April Fool's joke in another magazine. We like how you credit yourself with the tip, though—it appeared word for word exactly as you wrote it under another name in another mag.

TURRICAN'T

If you were told that Turrican 2 was canceled, you were misinformed. My brother and I saw the box at my local video rental store. I would like to know if anyone has spotted it elsewhere.

petosan via Internet

We never said *Super Turrican 2* was canceled; we said it was never released in the U.S. Apparently, the game was released in Colombia (don't ask why, we don't know), where it enjoyed much success. We also had trouble finding out if the game will be released here because no one at Ocean of America (the game's publisher) remembers the title.

NOTHING COULD BE FINER THAN A WHINER FROM CAROLINER

I think it sucks that you can't find RPGs anywhere in North or South Carolina.

All they have down here are racing and fighting games. The only RPG I've ever seen is Final Fantasy VII and Final Fantasy Tactics.

**SirCharles
via Internet**

Yeah, well, life sucks, SirCharles. Seeing how you sent this query by email, you must have some knowledge of this new thing called the Internet, where you can buy, sell, and trade games from any state—and they may even deliver them right to your front door! Yeah, baby! If the Carolinas won't bring RPGs to you, have the Internet bring them to the Carolinas.

STARRY-EYED

I recently purchased the game *Masters of Teräs Käsi* for the PlayStation. I'm a huge Star Wars fan, so that might explain my devotion to the game. Sadly, none of my friends seem to share my obsessed views. They always try to bait me into arguments about the game. Last time I checked I wasn't a complete moron, but I can see how people wouldn't love the game—I mean it does have its quirks here and there. I was wondering if you have any word for a retard (like myself) on a better, more intense sequel? Love the mag, and keep up the stylin' work.

Shanon Kallhoff via Internet

Greetings, Shanon. First off, don't insult people with disabilities by including yourself in their group: You don't see disabled people saying, "Geez, what a Kallhoff I am!" Secondly, we understand your pain. Scary Larry and the Rookie love Star Wars, and thought *Masters of Teräs Käsi* wasn't bad. Other editors, like Major Mike and Johnny Balgame, thought the game was terrible and didn't deserve coverage. What are you gonna do? Different games appeal to different people. Star Wars, in its defense, was a fun and unique

(but control-impaired) fighting game that depended more on its license than its gameplay. But at the time *Masters* was reviewed, it was one of the best games out there. As this goes to press, LucasArts has said that it is not planning a sequel to the game. And tell your friends to relax—it's no big deal if you like something they don't.



THE FULL MONTY PYTHON

You spam-eating used car salesman. You are a snotty-faced heap of parrot droppings! Go away, or I shall taunt you a second time! May the bird of paradise fly up your ass.

**Your poodle,
Bob the Fish**

**Contributed by sephroth99
via Internet**

Do you see what we have to put up with every day of the week? This is beyond getting a life. This person definitely needs major therapy and some good shock treatment.

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JOY STICK



Joy was a leader in the development of early video game equipment. Her most noted contribution was the invention of the popular game control she originally called "Tim," but later became popularly known as the Joy Stick Stuck, or simply Joy Stick.



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DICK BUTTONS

No, not the popular Olympic figure skater, the man who invented the electronic push button. From a long line of button inventors, Dick's great-grandfather invented the cuff link. Sensing that the zipper might replace the clothing button, Dick turned to developing electronic push buttons

like the ones found on all of today's popular video game systems; and the rest, as they say, is video gameology history.



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BUYERS BEWARE



By The Watch Dog

Because American Independence Day exists, fireworks explode and celebrations persist; it's another day of festivity bliss. And I, the always hungry Dog, will be eating plenty: ribs, mashed potatoes, and, of course, grits of dense. Read on to forget your gaming troubles. Then join me and make your stomach size double!

Q: I'm having problems with my pinch hitters in

Triple Play '99 for the PlayStation. When I use a right-handed hitter, he stands in the left-handed batter's box; when I use a left-handed hitter, he stands in the right-handed batter's box. In each instance, the ball is thrown behind the batter making it impossible to hit. Is this a universal problem?

Robert Briggs
Riverside, CA

A: An Electronic Arts customer service rep explains: "This has been a common occurrence in a lot of the Triple Play '99 games, especially if you select a pinch hitter after the original batter has stepped up to the plate and had his information loaded. Next time, swap the pinch hitter for the original batter before he steps up to the plate."

Q: In order to listen to game music, can I put PlayStation and Sega CDs into my CD player without damaging either the CDs or my stereo?

ANTChewie
via Internet

A: The Watch Dog replies: According to Sony and Sega customer service reps, listening to the music of game CDs on a CD player shouldn't cause any damage to either your stereo or the CDs. Most games allow you to enjoy their musical scores without any difficulty. Certain games, however, have been specifically programmed not to play on stereo systems for fear of copyright infringement.



Which side is the right side?



Music to my ears!

Q: There's a white, powdery substance all around the analog stick on my N64 controller. What is this substance? Is it toxic? Has my controller been damaged in some way?

Ramon Cedillo
Aspen, CO

A: A Nintendo customer service rep replies: "The white powder is a sign of normal wear and-tear caused by the controller's plastic parts rubbing against each other. The powder is not toxic and it shouldn't affect your controller. You can use a dry toothbrush to clean it off."

Q: I bought the PlayStation Link Cable when it first came out, and I think it's cool. This past year, however, I've hardly seen any games that use the cable. Why? Also, will there be any games released that use the Link Cable in the future?

Samantha Madison
Castro Valley, CA

A: The Hungry Watch Dog answers: You're right, not many games use the Link Cable. The main reason there aren't more Link-compatible games is it's a hassle for gamers to connect the two PlayStation and the two TVs required to make the cable work—in fact, split-screen mode is the preferred method for two-player gameplay. Because it's not a highly marketable accessory, it's difficult to predict which future games will be Link Cable friendly. However, some recently released games that use it are:

- Bushido Blade
- Armored Core
- Cool Boarders 2
- CART World Series
- Red Asphalt



Normal signs of wear and tear?



Link me up, Scotty!

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Grand Prize

Del Awasmu, Baltimore, MD, 1 min. 48 sec.

Runners-Up

Jerry Caraccho, Atlantic City, NJ, 2 min. 1 sec.

Josiah Johnson, Bradenton, FL, 8 min. 13 sec.

Roman Johnson, Bradenton, FL, 9 min. 39 sec.

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Psygnosis, Activision To Develop for N64

Wipeout 64, Quake II, Nightmare Creatures to join 64-bit library

Good business is where you find it—and for Psygnosis and Activision, good business is at Nintendo. Psygnosis, the developer of such PlayStation hits as Destruction Derby and Colony Wars, will soon bring its skills to the Nintendo 64 with a four-player version of Wipeout, thus continuing the hover racing series that has already sold 1.5 million copies on the PlayStation and Saturn. Wipeout 64 is slated for release in 1995.



N64 thanks it's cybernetic hogfoot hold up on the N64?

Activision has also joined the legion of N64 publishers: the company's PlayStation horror hit, Nightmare Creatures, and the PC juggernaut, Quake II, will be its first Nintendo 64 releases. Kallisto will handle the Nightmare Creatures conversion, while Aaron Seeler, lead programmer of the N64 versions of both Doom and Quake, will oversee Quake II's development.

Neither company is a stranger to Nintendo development: In the 16-bit days, Psygnosis's Llameros series enjoyed success on the SNES, and Activision has released numerous titles for both the 8-bit and 16-bit Nintendo consoles. However, the ultimate irony here is that Sony owns Psygnosis (despite having tried to sell the company two years ago), and now faces sharing the developer with its fiercest rival. If Wipeout 64 does well, there's a good chance that other Psygnosis PlayStation hits like Destruction Derby and Formula 1 will also make the leap to Nintendo.



Remember business in 64-bit? Nintendo's bringing out your...

Square, EA Join Forces



It's good news for gamers on both sides of the Pacific—especially for those who are import fans. Electronic Arts and Square have announced the formation of two new companies to develop and distribute their games both in Japan and the United States.

The stateside company, Square Electronic Arts, LLC, will be responsible for bringing Japanese titles such as Bushido Blade 2, Parasite Eve, Xenogears, and Brave Fencer Musashiden to American store shelves. It will be 70-percent owned by Square Soft and 30-percent owned by Electronic Arts.

On the other side of the Pacific, Electronic Arts Square, KK, will set up shop in Tokyo, bringing EA's RFA titles, Diablo, NBA Live, the Ultima RPG series, Theme Hospital, and the upcoming Tiger Woods game to a golf-crazed Japan. Electronic Arts will control 70 percent of this business unit, while Square will own the remaining 30 percent.

news bits

64DD Delayed in Japan

Maybe one of those Ds stands for "delayed." Nintendo of Japan recently confirmed that the 64DD storage peripheral won't come out this summer as planned, labelling it instead as "To Be Announced '98." Nintendo of America has never announced a U.S. release date for the N64 disk drive, and has stated that its arrival on American shores will depend on the system's performance in Japan. Suddenly, aren't you glad Zelda's on a cartridge after all!



Bandai's New Portable



Now over, Game Boy—someone else wants a piece of your portable action. According to the Japanese news sources, Tatsuzoguchi reiner

Bandai is developing a handheld black-and-white LCD game system that boasts twice the screen resolution of Game Boy, a link cable, and a lower price than Nintendo's portable. Bandai has confirmed that it would like to release the system in Japan by the end of this year.

Sega Not Pulling Saturn

Sega says the Saturn will not be pulled from store shelves, as previously reported by the media. "Those reports were wrong," says *Sega of America's* Lee Carter. "Marketing support is still in place for the Saturn and a slate of six titles soon to be released." The price of Saturn software has been greatly reduced in many outlets, and the Saturn's estimated 1.4 million installed base in America contrasts sharply with that of Sony's PlayStation, which is estimated at 10 million units.



Microsoft



OUTWARS MEMORIAL (ITEM NO. 328)

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OUTWARS

[WWW.MICROSOFT.COM/GAMES/OUTWARS](http://www.microsoft.com/games/outwars)

New Duke Action Figures



Take cover, toy shoppers—Duke Nukem's mounting a second assault on store shelves with a new wave of action figures. The original Duke figure is joined by three of his enemies: the

Pig Cop, the Octabrain, and the Battlelord. Each figure has its own features and accessories, like the Octabrain's glow-in-the-dark "brain goo" and the Battlelord's spinning chaingun barrel.

Also new is Nightstrike Duke, a covert operations-ready variant with sneaky black duds, camo-painted arms, a modified MP-5 rifle, and a coil of commando rope. All five figures should be on sale now at major toy and software stores.



LEGACY OF KAIN'S LEGAL WOES

Did you think Blood Omen: Legacy of Kain's lead vampire was nasty? Wait until the game's warning creator and publisher clash in court, and you'll see the real blood-suckers at work—their lawyers.

Silicon Knights, developers of the action/RPG Blood Omen: Legacy of Kain for the PlayStation and PC, recently filed for a restraining order to stop Crystal Dynamics from promoting Legacy of Kain: Soul Reaver (see "Sneak Previews," May). Silicon Knights claims that it owns the intellectual property rights to the Kain franchise, that Soul Reaver's plot line was stolen from them, and that nobody else can legally create another Kain game. Silicon Knights has accused Crystal Dynamics of breach of contract, defamation, fraud, and unfair competition, among other allegations.

Crystal Dynamics, meanwhile, says it paid the development costs for Blood Omen and therefore has the right to create a sequel if it chooses. The two companies have been arguing over ownership of the series for some months—and the result of this legal contest could determine whether or not Soul Reaver ever comes out at all.



Static

We were psyched about the Lara Croft action figure when we photographed the prototype for "ProNews" last year, but the final production version, with its pouty lips and huge, jointed shoulders, looks like a massessive timebucker. • Can Elektro convert a broken Super Nintendo into a Keweenaw dispenser. When you sneeze, reach for the SNES! • It's pretty bad when a certain Web site is so obsessed with being first that it actually reports on the rumor of an announcement of Final Fantasy VIII. Being first is okay, but what about being useful? • Moving the GamePro offices has taught us one thing: Boy, do we have a lot of junk! And we're boozing the junk up and taking it with us. • That chick from Deathtrap Dungeon's got back! • Banda went over more than a dozen DigMans, and the tiny beeping sounds haven't ceased since. Ar Plendria got his to live 21 days before it croaked. Rooke had his up to 86 pounds in training before he realized it wasn't supposed to be that heavy. Oddy, his was the first to die... • Meanwhile, somewhere in the Sega building, a small, blue hedgehog sits and waits. And weeps... • Blah...blah...blah...blatblatcious..bl

Acclaim Sports Sneak Peek

Acclaim Sports recently showed off two impressive new sports titles that are ready to launch this fall.

NBA Jam '99 (imitative title) and NFL Quarterback Club '99 display the steamy graphics and features gamers demand



in their titles and show the potential to be top sellers this holiday season. Check future issues of GamePro to see how these cool-looking titles progress.



Mad Catz Advanced Control Pad for Nintendo 64

RATING: 3.0

The Advanced Control Pad's rubber-coated, ergonomic grip feel very comfortable and stable in your hands, while the Slow and Turbo buttons give cheaters more options. Yet these goodies lose out to a less comfortable Z trigger and a weak directional pad. The chunky directional d-pad doesn't respond well to light presses, thus sinking the otherwise well-intentioned stick. Given a choice, go with Nintendo's pad.

Price: \$24.99. Contact: Mad Catz, <http://www.madcatz.com>



Respected coach and video gameologist Tom 'The Thumb' Blake says that what's happening around the screen is as important as what's happening on the screen. That's why he recommends that you learn these tips on



Creating The Proper Playing Environment.



Without proper form and posture and an ergonomically designed chair, you run the risk of throwing your back out while you play. Make sure your chair is properly designed to promote video game posture. Sit slightly slouched, relaxed, lean a bit forward with both feet on the ground. When a good chair and good form come together, good things happen.

SOUVENIR SPOON-NO!

The three biggest reasons people say they lose video games. Distractions. Distractions. I let you win. Make sure your playing room is free of distractions. If your mother displays her collection of souvenir spoons in that room, for example, throw a sheet over it. You don't want to get caught admiring some spoon from Mount Rushmore while your opponent beats the snot out of you.



Coach Blake also says that where you get your games is as important as where you play them. That's why he recommends getting down to Target and picking up a game like *Mortal Kombat 4* for PlayStation at **\$39⁹⁹** or for just **\$49⁹⁹**

It's imperative to have liquid refreshment within reach, but always set your soda on a coaster, and never directly on a wooden end table. It will leave a ring. This message brought to you by the Butte, Montana, chapter of Mothers of Video Game Players



Get into the game.

TARGET
EXPECT MORE. PAY LESS.

FireTeam: All For One & One To Watch

Sick of lone-wolf action games? FireTeam's cooperative shooters offer online camaraderie.

By Dan Eflinger

First, there was Quake. And it was good, even over the Internet, but it didn't amount to much more than fire-foralls with strangers. Then Capture the Flag was added, introducing the concept of team play. Still, it was hard to talk to teammates—nobody has time to type when there's a rocket closing in fast. Quake II arrived and gave the whole thing a nice polish, but the problem remains: How do you simultaneously kill and communicate as a team?

Sound Foundations

Enter FireTeam, a new multiplayer game from Multitude that's based on the concept of "collaborative play." Here's the thinking: You can



Since each player has only a limited field of vision, teamwork and verbal communication are extremely important.

play games against your computer any old time, but the reason you're logging on is to play with other people. FireTeam arms each player with a headset microphone for hands-free communication with teammates, three character types to control, and cooperative action games that only get better when you start talking. No chatting, no typing—actual talking. Like with your mouth and everything. No buttons will impede the flow of your voice.

You and your four-player team will be able to discuss strategies, call out updates, and shout warnings during the game without ever taking your hands off the controls. In fact, since you can only see objects and enemies in front of your character, you'll want someone to let you know when there's a punk on your six. The sound ain't crystal clear, but it's roughly as good as a walkie-talkie or an AM radio—and it's certainly no worse than the chats you hear on Mplayer. All you need is a 28.8 modem, Windows 95, and the headset which comes with the game.

The Latency Factor

Live speech, trigger-happy action, 16-player arenas... sounds like a lag-filled exercise in frustration, right? Nope. Instead of creating a game and then figuring out how to make it work online, Multitude built FireTeam around the realities of Internet latency since the beginning. The result is a surprisingly lag-free experience that will shock most Quake vets (but, in all fairness, the action's not nearly as fast as Quake's). The 16-bit hires rendered graphics and crisp sounds don't seem like afterthoughts, either; the professional look and feel of the 3/4-overhead action recalls Diablo or the Crusader series.



PRO TIP: If you're shy, don't choose the scout—not only is she last, but she can see parts of the field other players can't. You'll have to be the team's "eyes" and talk to them over the microphone.



FireTeam provides bigger-happy game-play in enclosed arenas for up to four teams of four players each.

Unlike Ultra Online (all story) or Quake (hardly any story at all), FireTeam adventures cover a wide range of interests and settings. For 15 minutes, you could be engaged in a traditional team death match; when the action's over, switch gears for a round of Gunball—a cross between football and mass murder. If that's too intense, try Base Tag, FireTeam's take on fort defense, or Capture the Flag, a frantic game with multiple teams and multiple flags. Not only is



Do you like football? Like death watches? Slap 'em together and what do you get? Gunball—or armed athletics.

Multitude creating more scenarios (based on games based on movies, books, and TV shows), it's also encouraging players to come up with their own game ideas and providing the tools to make them a reality.

FireTeam Spirit

For anyone who's looking for more than just a random online fragfest, FireTeam's blend of shooter action and player interaction could be just the right combination. **A**

FireTeam

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

Current Games: Gunball, Capture the Flag, Texas Death Match, Base Tag
Hardware Requirements: Pentium 100, 16 MB RAM, Windows 95, 28.8 modem

Price: \$49.95 (includes software, Andrea GameWare headset, microphone and see month of play); \$3.99 per month for unlimited play.
Available: Now

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

CANINE HOUSEKEEPER

A useful guide to training your dog to do all the things you don't want to do

Just like humans, some dogs are smarter than others. (In fact, some dogs are smarter than some humans. You can probably think of a few examples yourself.) So hang in there if your pet turns out to be some sort of canine Einstein.



LESSON 1: GARBAGE REMOVAL

COMMAND ACTION

"Go to it" Instruct your canine to grab the top of its opening to avoid a neighbor.

"Garry" This lets him know he's carrying it off the ground. Don't drag the bag.

"Deposit" Finally, it needs to go "in" the can. Not "in" it. Not "near" it. Inside it.

If your canine just can't get it out, by putting the bag in your mouth and demonstrating it for him. **WTF** This is best done when no one else is watching.



TRAINING TIPS

1 Reward a task well done



A few of these are simple rewards for task-line success.



Give this tasty morsel when he consistently comes through.



Lay this on him when he does a chore without being asked.



Just kidding.

LESSON 2: TYING UP

After garbage removal this should be a snap. Just be sure your pooch knows the difference between a garbage can and a clothes hamper. If not, you could end up short of underwear.



ADVANCED LESSON: AUTO CLEANING

This should be attempted with hounds of exceptional intellect and docility, only if your canine is a bit of a puller, don't even waste the time trying to teach this one.



Ronco Frenchie



LESSON 3: PULLING WEEDS

Word "YES"



Word "NO"



Dogs don't have a yank thumb (heck, they don't have a thumb of any kind). Therefore, you need to help them distinguish between a weed and a flower. If you don't, well, let's put it this way, your mutt won't be the only one living at the proverbial doghouse.

3 Relax and enjoy your free time

- Sit in the bathtub and get all wrinkly.
- Prove the existence of extraterrestrial life.
- Practice juggling combs.

DISCLAIMER - In the event you don't own a dog we do not recommend substituting any of the following: a hamster, two smalls, a doggie bag, a dog's head, a veterinarian (for pet services), a diamond (for mineral), fireworks (if you have a little brother, all of the ideas above have definitely do apply.



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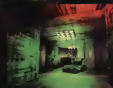
GAMEFAN

"An absolute graphic marvel...
the weapons are simply awesome...
the control is impeccable."

ULTRA GAME PLAYERS

"Fast paced, cutting edge gameplay
mixed with eye-popping visuals in
a 360 degree 3D world."

N64.COM



Download the demo at www.forsaken.com



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Strummin' on the Ole Banjo

We got an exclusive first look at the newest Mario-killer from Rare. Banjo-Kazooie pushes the old platform plumber back into the sewer with its deep gameplay and endless fun. By Scary Larry

Cover Feature: Strummin' on the Ole Banjo



PRO TIP: In *Treasure Trove Cove*, face down Flipper the Giant Crab by attacking his face when he stops snapping his claws. Then jump to his shell to find a puzzle piece.



PRO TIP: In *Rubble Gloop Swamp*, find Mumbo, change into the gator, and play an eating game with the red alligator. If you beat him twice, he'll give you a puzzle piece.

A Rare Experience

Although it's hard at work on a few secret games like one sold Killer Instinct 3, did they? Rare took a rare timeout to answer some questions from our readers that we found to be important. Scary Larry has taken on his play-by-play breakdown.

GamePro: What were your plans when you were setting out to make *Banjo-Kazooie*?

Rare: Banjo's character and his abilities were designed first, before the actual game was started. In order to ensure that Banjo would become one of Nintendo's mascot characters, we worked on his look and abilities until we were happy with them. Once this was finalized, we set out to design a game that would take advantage of those abilities.

When Mario 64 debuted, people went ballistic over the game's flawless graphics and incredibly rich gameplay—and rightly so. At the time, the game was the perfect showcase for the new N64 system, and made a much-deserved splash.

Now after many delays, Banjo-Kazooie is here—a more complex, more fluid, and more attractive game than its plumber predecessor. It's sure to have even the staunchest N64 critics raising their eyebrows.

Rare (the creative force behind *Donkey Kong Country* on the Super NES, and more recently, *GoldenEye 007* on the N64) pulled out all the stops while still playing by the book.

The company has created a visually dazzling masterpiece with bright backgrounds that display much more depth than Mario's one-dimensional environments



We wanted each of the worlds to have a unique look and the tasks/objectives for these worlds to be different from those on the previous world. The exploration/adventure element was preferred over the faster-paced platform/skill element.

Scary: They did a good job with each of these elements, as you can see in the review of the game. The gameplay/graphics mix is almost perfect, as it was with Super Mario 64.

GP: Did the game turn out to be bigger than planned?

Rare: Because of memory constraints, the time available to finish the product, and polygons/corsets, every game that Rare has worked on has had to be scaled back a bit to make it run on the system. You also have to take into consideration that a computer system is able to display different models from the original thoughts of the designer, graphics team, and software engineers.

Scary: The game will seem big to most people, but casual gamers will find it very interesting with its sprawling level design. Hardcore gamers (who like to beat) may finish the game more easily than most.





PRO TIP: In *Freezezy Peak*, help 10 lights reach the tree, then hit the star behind the tree with three eggs to light it up. Now fly through the star at the top of the tree (the launch point is near the tree).



PRO TIP: In *Gobi's Valley*, shoot an egg into each nostril of the Sphinx in order to open the gate below him.

through chilly winter wonderlands, and wade through creature-infested swamps—all before you actually enter the levels. The game is layered so that mission objectives, such as collecting musical

and detailed polygonal monsters that require a little more thinking in their disposal than Mario's did.

But Rare has also remained true to the classic style of Mario gameplay that made that title so famous. Banjo flies, floats, runs, and jumps through nine levels of mischievous gameplay that keep your fingers busy and your mind racing. You explore mysterious desert palaces, slide



PRO TIP: In *Clanker's Cavern*, swim through the key underneath the mechanical shark three times, and he'll rise.



PRO TIP: In *Click Clock Wood*, don't attack the first time the parrot appears, but after he's stuck his head out three times, go after him.

notes, rescuing allies, and opening doors, can be performed inside and outside the main levels. This makes the game more far-reaching and intricate than most platform pansies competing for gamers' dollars these days.

Multiple objectives will also keep you looking for hidden objects and secret rooms—and there's plenty of both. You must help out a whole army of Banjo-esque

Fun Factor
S C Don't let the game's young look fool you—*DK* is a solid, deep, and entertaining 3D action game. If you're under the impression that Mario was the only great 3D action game for the N64, Banjo will change your tune.

Control
S O The camera angles are smoother and much easier to control than Mario's were. The two-sided gameplay mechanics between Banjo and Kazooie are flawless and fluid.

Sound
S C You'll bog to the music, and though the teardrop animal voices make no sense, they won't disturb your gameplay. Audio cues before monsters attack will keep you on your toes.

Graphics
S C Seamless, with virtually no breakup and rare instances of clipping, the game is constructed more solidly than *Mario 64*. Its backgrounds and enemies are true 3D models with awesome detail.

Q: What's innovative about the game?

Rare: To start, it has the best features on the N64 to date, no forced fogging, and a high number of polygons scenes. You can also control two characters at once. The worlds contain a multitude of tasks to perform, and Banjo learns his abilities as he plays. There are also more characters to interact with than in *Mario 64*, and the music fades more smoothly between sections.

Q: What do you wish you could have done better?

Rare: Produced the game faster.

Star: We would have liked to have seen this one earlier in the year, too. The N64's al-

ready sparse library needs more games with 3.0 Fun Factors, and it needs them now.

Q: Who is the game's target audience?

Rare: The game has been designed to offer something to gamers of all ages, from preschool children up to adults. The cartoon flavor and general humor was very much present. The senior members of the team all worked on Donkey Kong Country and were keen to re-create the same balance of comedy, cuteness, and fun.

Star: When they see Banjo for the first time, many gamers will think it's a children's game. Don't be fooled—Banjo's wrapped like a kiddie car, but inside is a fantastic action game.

continued ▶



As The Banjo Turns

Walrus



In the ice levels, Banjo can turn into a walrus, letting him brave the cold waters without harm. He also needs to find another walrus who has a puzzle piece hidden in his hair.

Alligator



As the alligator, you can swim through the water around Fungible Gloop Swamps and you won't be eaten by piranhas.

Pumpkin



The pumpkin is defenseless, but you can hide in its face nooks and crannies.

Ant



The only way to exit the first level is to have Mungo lure you into an ant. Then after you exit Mungo's hut, enter the anthill to the right. You can now climb the slope to the top.

Bees



The fish-eating plants won't close around the bee. Fly to the top of the tree near Mumbo's hut and you'll find a puzzle piece on top of the plant.

buddies who need you, from a set of Christmas lights who just want to find a tree to a weeping pirate who wishes to retrieve his booty (as in gold, gutter-brain).

With the help of your feathered sidekick (who remains in your backpack, but comes out whenever you need him), you're put on a full course of fantastic fun you'll never forget. Banjo is a bearnish keeper, one of the best games for the N64, and a true modern classic. **B**



Q: How long does it take to finish the game?

Rare: From a cold start—without a strategy guide or previous knowledge of the game—an average player will probably take at least 30-plus hours to finish *TK* completely.

Scary: It took us two eight-hour days (including interruptions, meetings, phone calls, and other distractions), mind you! to get through two of the nine levels. Unless you unplug the phone and give up your life for a week, it'll probably take you around 40 hours to finish the game.

Q: Are you working on a sequel?

Rare: If *Banjo-Kazooie* is a success, then a sequel will certainly be considered.

Scary: You can bet that if Nintendo's hoping to develop Banjo as a mascot character like Mario and Donkey Kong, there's a good chance of a sequel.



PRO TIP: In *Mad Monster Mansion*, turn into a pumpkin, go through the gate behind the graveyard, and enter the mausoleum. You'll then see Mumbo, who turns you back into Banjo. Kill the ghost and you'll see the water-level switch for *Rusty Bucket Bay*.

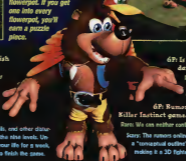
PRO TIP: In *Mad Monster Mansion*, fart an egg into each flowerpot. If you get one into every flowerpot, you'll earn a puzzle piece.



PRO TIP: In the later levels, the beehives are no longer a safe source of honey power-ups. They're now guarded by angry bees that pursue you if you break the hive.



PRO TIP: In *Rusty Bucket Bay*, dash into the Up arrow on this platform, and you'll raise the cage around the puzzle piece, but be careful—it's timed!



Q: Is *Banjo-Kazooie* the best Rare game to date?

Rare: *Banjo-Kazooie* is probably the highest Rare game to date, and the development team considers it their best game to date.

Q: Rumor has it that you're working on a new Killer Instinct game.

Rare: We can neither confirm nor deny that.

Scary: The rumors online and in the industry are that Rare is developing a "conceptual outline" for a new *KI* game and that they're considering making it a 3D fighter.

Q: In closing, can you tell us anything about the new "It's Not GoldenEyes-It's-Better" game?

Rare: Yes, it's not the Bond name anymore, but it will be better than *GoldenEyes*. Look out for something special at E3 [the industry show held May 28-30].

Scary: We heard that Rare didn't want to shell out the cost of the Bond license or go through the hassle of getting everything approved through MGM.

You Have Spoken!

BEST FIGHTING GAME

3rd Place: Masters of Teräs Käsi (PlayStation) by LucasArts

2nd Place: Soul Blade (PlayStation) by Namco

And the winner is...
WCW vs. NWO: World Tour
N64 by THQ



CONTROVERSY



The controversy in this category was that Masters of Teräs Käsi, which a majority of the editors dissed, made it into the final three. It proves that you should listen to Scary Larry. Another surprise was that a wrestling game was voted into first place, thus legitimizing wrestling as a real fighting genre.

BEST ACTION/ADVENTURE GAME

3rd Place: Blast Corps (N64) by Nintendo

2nd Place: Castlevania: Symphony of the Night (PlayStation) by Konami
And the winner is...
Tomb Raider II
PlayStation by Eidos



DARK HORSE



Tomb Raider II was an easy pick. Blast Corps was surprising, but most editors had little hope for Castlevania, which snatched second place honors. Major Mike, however, was a proponent of the game, insisting that it would make the ballot. He's very proud.

BEST DRIVING/RACING GAME

3rd Place: Super Mario Kart (N64) by Nintendo

2nd Place: San Francisco Rush (N64) by Midway
And the winner is...
Diddy Kong Racing
N64 by Nintendo



SURPRISE!

NINTENDO Although all the editors agreed that Diddy Kong Racing was the best of the year, we were surprised that the other two positions were filled by N64 games. Pretty good for a system that people characterize as too slow.



BEST VEHICLE SHOOTER

3rd Place: Ace Combat 2 (PlayStation) by Namco

2nd Place: Colony Wars (PlayStation) by Psygnosis

And the winner is...
StarFox 64
N64 by Nintendo



DARK HORSE



Ace Combat 2 beat out Nuclear Strike by a wisp of wind for third; Colony Wars looked awesome, but StarFox beat out the second-place winner by almost 400 votes.

BEST CORRIDOR SHOOTER

3rd Place: Codename: Tenka (PlayStation) by Psygnosis

2nd Place: Turok: Dinosaur Hunter (N64) by Acclaim

And the winner is...
GoldenEye 007
N64 by Nintendo



SYNCHRONICITY



Turok was predictable. Tenka was a surprise, but there wasn't an editor on staff who didn't believe that GoldenEye was the best corridor shooter ever made. We knew you'd agree with us.

BEST ROLE-PLAYING GAME

3rd Place: Wild Arms (PlayStation) by Sony

2nd Place: Alundra (PlayStation) by Working Designs

And the winner is...
Final Fantasy VII
PlayStation by Sony



CONTROVERSY



Many editors thought that Final Fantasy VII was great, but definitely over-hyped. Some of our other favorites included Dragon



con • tro • ver • sy *n.* plural **-sies** — 1. A dispute, especially a public one, between sides holding opposing views. 2. To bicker, argue, and bruise a few GamePro editors' egos by not picking games we like. [ME *controverse* < Latin *controverſio* < *controverſus*: 'disputed'; *contra* = part, *vertere*, to turn.]



dark • horse *n.* — 1. One who achieves unexpected success, typically as a nominee at a party's convention. 2. A come-from-behind, "You're kidding me!" entrant.

We've read the results, pondered the polls, ferreted through the faxes, and compiled the computer sheets to hear your voice in the 1998 Readers' Choice Awards!

By Scary Larry and Four-Eyed Dragon

Force, Alundra, and Wild Arms, the latter two running a very distant second and third, with a gap of over 900 points.

BEST SPORTS GAME

3rd Place: NFL Quarterback Club '98 (N64) by Acclaim

2nd Place: Madden 64 (N64) by Electronic Arts

And the winner is...
NFL GameDay '98
PlayStation by Sony

CONTROVERSY



Quarterback Club was not greeted with open arms by the GamePro sports department, who predicted that Favre and company would not do well in the video game market...but we picked the Pack over the Broncos in the Super Bowl. Strong sales and a third-place Readers' Choice Awards showing have definitely proved us wrong.

BEST PUZZLE/ STRATEGY GAME

3rd Place: Command and Conquer: Red Alert (PlayStation) by Westwood Studios

2nd Place: PaRappa the Rapper (PlayStation) by Sony
And the winner is...
Bomberman 64
N64 by Nintendo



Ya gotta believe...and ya gotta be kidding! We had no idea Bomberman 64 was so popular, and that the rappin' PaRappa would be taking second. It was another close one, though!



Mix and Match: The Editors Speak

Okay, you've had your chance to vote, now see what the GamePro editors have to say about the best of the year!

BEST GAME OF THE YEAR

3rd Place: Quake II (PC)
2nd Place: NFL Blitz (Arcade)
Winner: GoldenEye 007 (N64)

MOST INNOVATIVE GAME OF THE YEAR

3rd Place: Tied—Bushido Blade (PlayStation), Abe's Oddysee (PlayStation)
2nd Place: Play Poy (PlayStation)
Winner: PaRappa The Rapper (PlayStation)

BEST ARCADE GAME

3rd Place: Alpine Racer 2 by Namco

2nd Place: Tekken 3 by Namco

And the winner is...
Mortal Kombat 4
by Midway



Tekken 3, of course; MK 4, okay. But how do you guys figure

Alpine Racer 2 beats out all of Capcom's arcade fighters and NFL Blitz? As a matter of fact, how did it beat out anything? This category should get two ribbons: Dark Horse and Surprise!

BEST CONSOLE GAME OF 1997

3rd Place: Tomb Raider II

2nd Place: GoldenEye 007

And the winner is...
Final Fantasy VII
PlayStation by Sony

we're not worthy! Although it's a great game, Final Fantasy VII couldn't even place in our editor awards (see the sidebar, "Mix and Match"); nevertheless, you, the readers, have spoken. Although we don't want to add to the hype, the results clearly show that RPGs are coming into their own—and will probably be bigger than ever in the coming year. ☐



syn • chro • nic • i • ty *n*, plural **-ies**— 1. The state or fact of being simultaneous or synchronous. 2. The sense of knowing that your readers think like you. Knda Scary, ain't it?



sur • prise also **sur•prize**—*v.* **-prised, -pris • ing, -pris • es**— 1. To encounter suddenly or catch unaware. 2. To make an editor scratch his head in disbelief.

Sneak Previews



Tenchu

PlayStation

By Major Mike



Tenchu features some of the bloodiest battles ever on the PlayStation. Will the violence make the final U.S. cut? Find out when *Tenchu* hits the States this fall.

Coming To America



Once feared to be an import-only title, *Tenchu*, the 3D action game, will make its way to the States this fall. Stealth and quick reflexes are the name of this game, as you guide one of two ninjas through several levels filled with traps, enemy ninjas, attack dogs, fire-breathing freaks, bosses, and more!



Developed by Acquire
Published by Activision
Available now in Japan

100% COMPLETE

Good Kill Hunting

Tenchu combines the brutal bloodletting of *Bushido Blade* with the cunning strategy of *Tomb Raider*. To advance successfully through the game, you'll need to sneak up on your adversaries, getting close enough to slit their throats or disembowel them. Otherwise, if you attempt to tackle your foes head-on, you risk being quickly cornered and slashed to shreds.



Wealth of Stealth



In *Tenchu*, you choose between two ninjas: Rikimaru, who causes major damage to enemies but is slow, and Ayame, who is lightning-fast but inflicts less damage. Each character carries a

weapon and a grappling hook (which are permanent parts of their inventory), but you can find additional items, such as bombs, throwing stars, and spiked jacks.





PlayStation

By Dan Elektro



Good news, *Mortal* fans! The powered-up PlayStation port of *Mortal Kombat 4, Revision 3* looks and plays better than expected. Can it challenge *Tekken 3* for the fighting throne?



To Die 4



It's a good sign when GamePro editors walk into a room, see MK4 running on a TV and ask, "This is PlayStation?" Midway's really doing an excellent job re-creating the arcade game's look: all 15 characters feature high-resolution textures and cool visual effects, such as Johnny Cage's powerballs and Raiden's lightning bolts. The beta's missing voices, and there are lots of obvious work-in-progress graphic glitches, but MK4's clearly on the path to success.



MORTAL 4 KOMBAT

Old Friends... And Fiends



The PlayStation version will contain two new arenas—the Ice Pit and the Skull—as well as Tag-Team, Endurance, and Practice modes. The best addition so far, however, is a special guest that fans have been asking for since the first *Mortal Kombat*: Goro! The four-armed menace finally returns, but it's unclear whether he'll be a playable character or merely a boss. Count on other familiar *Mortal* faces to drop by as surprise guests, too.

Speed Demons

If you've been disappointed with the speed of 3D fighting games on the PlayStation, MK4 will be a welcome surprise. The early version we played was unbelievably fast, and there's still time to fix the slowdown that occurred when special effects like smoke or blood were on-screen. And even if the overall speed is reduced during the adjustments, it'll still be on track to match the arcade version's blistering pace.



Developed by Eurocom
Published by Midway Home
Entertainment
Available June

60% COMPLETE





Rival Schools

PlayStation

Polygon fighting gets fast and furious in *Rival Schools*, a 3D fighting game with a *Street Fighter EX Plus* look. Rival embellishes the standard fighting-game format by allowing you to pick a team of two fighters. At certain points during the match, your brawling partner can be summoned on-screen to combine their powers and perform a Team-Up Technique that'll put a serious hurtin' on your opponent. Aside from this new feature, Rival is filled with combos,

two-in-ones, and counter moves that should keep fighting fanatics bustin' heads for hours. Rival Schools' ass-whuppin' session begins this September. —Major Mike



Developed and published
by Capcom
Available September

80% COMPLETE



Pocket Fighter

PlayStation

The pint-sized pugilists from *Super Puzzle Fighter II Turbo* have broken out of their block-dropping contests and taken to Pocket Fighter's one-on-one fighting arena. Despite its juvenile appearance, Pocket is a very fast and very fun fighting game, complete with super moves and combos. Ten fighters fill its lineup, with characters from the *Street Fighter* series, *Darkstalkers*, and *WarZard* (which never made it to the U.S.). The controls in this preview version were very responsive, holding up beautifully, and the colorful 2D sprite graphics suffered no slowdown. In fact, this could be one of the best 2D Capcom fighting games ever to hit the PlayStation. —Major "Mini Mix" Mike



Developed and published
by Capcom
Available June

70% COMPLETE





Crash Bandicoot 3: Warped

PlayStation

Sony's number-one trademark hero crashes onto the PlayStation here again. This time around, Crash travels through time with his little sister, Coco, as they battle the ever-scheming Dr. Neo Cortex. Bigger environments, additional moves, and a new cast of characters round out

this third installment in the Crash Bandicoot series. Crash 3 will also be compatible with the new Dual Shock Controller, which means your hands will be rumblin' and shakin' to Crash's every move. These early images show there's a lot of depth and promise to this strong franchise.

—Four-Eyed Dragon

Developed by Naughty Dog
Published by Sony
Available November

30% COMPLETE



Flying Dragons

Nintendo 64



In Japan, Natsume is battling for Nintendo 64 mind-share with its first N64 fighting game, Flying Dragons. This head-to-head fighter features at least four basic competitive modes, including Circuit, Versus, Tournament, and Team. You can play with eight Super Deformed Japanese-style cartoon characters, or eight other combatants modeled in the more familiar 3D style of Tekken-like games.

Dragon combatants will build up abilities as they progress through the game and earn credits for their performances, which they can cash in for weapons, defensive gear, or special moves. Natsume is also hoping Dragons will take the Digimon fan a step further: You'll be able to save your fighters on standard N64 memory carts, then match them against your friends' best fighters with either you or the A.I. at the controls. Given the sparse field of N64 fighting games, Flying Dragons could heat things up. —Atomic Dawg



Developed and published
by Natsume
Available now in Japan

100% COMPLETE



Parasite Eve

PlayStation

Square wants to take you on a head-bangin', psychedelic, mutation-filled thrill ride, adding a few recognizable elements to ensure that you'll stay for the duration.

Square's newest game, *Parasite Eve*, is a tripped-out cross between *Resident Evil* and *Final Fantasy VII*, utilizing some RPG elements—such as upgradable weapons and armor, as well as the ability to increase your standings via battle experience—but favoring sure-shot gun-blasting mayhem: the cup definitely runneth over with combat-oriented, turn-based fighting. Fans of Square games (and action/RPGs) should start clamoring now for this *swenski*, which has already been released in Japan. Sony will be making a huge mistake if it doesn't bring out this stylish, creepy game in the U.S.

—Scary Larry



Developed by SquareSoft
Published by Square USA
Available now in Japan

100% COMPLETE



Vampire Savior: The Lord of Vampire

Saturn

The latest in the *Darkstalkers* fighting-game series, *Vampire Savior* is one of the best arcade-to-home translations of a 2D Capcom combat game yet. Like *X-Men vs. Street Fighter*, *Savior* uses the 4-meg RAM cart for superb animation, lightning-fast graphics, and no load times. The biggest plus of this home version, though, is the three additional characters, Donovan, Pyron, and Phobos, who weren't in the arcade version, making for a grand total of 18 fighters. If you own

a Japanese Saturn, *Savior* is worth the price and the hassle to find it—this is one Saturn title that you won't see stateside. However, a PlayStation version, *Darkstalkers 3*, is set to hit the U.S. this fall. —Major Mike



Developed and published by Capcom
Available now in Japan

100% COMPLETE

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Turbo Prop Racing

PlayStation

Tired of tearing down the same concrete highways? Sony wants PlayStation race maniacs to experience the high-speed thrills of waterway speed sport in Turbo Prop Racing. In one of 10 turbo-fueled watercraft, you'll pound through the choppy waters of Alaska, the shallow, sandy beaches of Miami, and the dangerous river waterways of Arizona. With changing weather conditions, hyper-realistic wave effects, and the challenge of jumping ten-foot waves, Turbo Prop looks ready to deliver excitement to water jockeys everywhere. —Scary Larry



Developed by Sony Computer Entertainment Europe
Published by Sony
Available Summer '98

100% COMPLETE



Dead Ball Zone

PlayStation

GT Interactive is entering the cybersports arena with Dead Ball Zone, a futuristic sports game where the stakes are definitely high—you play with your limbs or your life. Dead's a cross between hockey, soccer, and football, centering the action around your eight-man team, which you'll need to train in areas such as jumping, shooting, and groin-kicking. DB's also loaded with cool power-ups (including chain saws, guns, and bombs) that you'll be able to use in competitive "geospheres" within cities like Thailand, San Francisco, India, and Amazonia. The league rule here is: There are no rules. —Scary Larry



Developed by Rage Software
Published by GT Interactive
Available June

80% COMPLETE



Spyro the Dragon

PlayStation

The N64, with games like Yoshi's Story in its library, is no longer the only haven for the terminally cute: Now Sony has a young-looking dinosaur game called Spyro the Dragon that places you firmly in the fantasy-filled world of the Gnarsty Gnor (give me a break). The 30+ worlds will be filled to the brim with dragon families, hidden kingdoms, and humorously nasty enemies. As Spyro, you'll be able to fly, roll, glide, flame, and charge your way through the game. Looking for a little wind beneath your wings? Try Spyro when it debuts in September. —Scary Larry



Developed by Groversal Interactive and Iconic: Inc.
Published by Sony Computer Entertainment
Available September

30% COMPLETE

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C: The Contra Adventure

PlayStation



Not wanting to let a great long-running series pass the 32-bit system by, Konami has created another Contra game for the PlayStation (even after the disappointing *Contra: Legacy of War*). By trying to combine the classic Contra gunning style with a 3D look, *Contra Adventure* winds up being a cross between the Super NES *Contra III: Alien Wars* and *The Lost World*—small 3D sprites erupting in fantastic, larger-than-life backgrounds. The good thing so far is that *Contra* plays somewhat like *Contra III*, but looks a little sharper. There are also cool 3D *Tomb Raider*-ish levels where the action gets intense. *Contra* fans, the perfect mix of gameplay and graphics could be near. —Scary Larry



Developed by Appakana Software
Published by Konami
Available August

70% COMPLETE



Elemental Gearbolt

PlayStation

In order to diversify its lineup, Working Designs has developed a gun game with a very RPG-ish feel. *Elemental Gearbolt* is a fast-paced, well-constructed shooter that pits you against a vast army of flying, running, ass-whopping enemies. When you go gunning for a slew of monsters (and some end-level bosses), you'll have to choose one of your three elements to use against them. Quick thinking and even quicker fingers will save the day. —Scary Larry



Developed and published by
Working Designs
Available June

90% COMPLETE



Jersey Devil

PlayStation

Although this game hasn't changed much since we previewed it (see "Sneak Previews," August '97), the league it's trying out for has. With the arrival of substantive 3D contenders for the PlayStation, like *Croc*, *Crash Bandicoot 2*, and *Blasto*, *Jersey Devil* must now prove itself worthy. Thanks to its loud graphics, cartoon-flavored soundtrack, and little-league gameplay (the game looks and plays to a much younger audience), it still has a chance. —Scary Larry

Developed by Behaviour
Published by Sony
Available July

70% COMPLETE





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PC GAMEPRO

PC GamePro
REVIEW

STAR CRAFT

Vol. 95
By Mike Fort



PRO TIP: Here's a good recipe for Terran domination: Use a platoon of siege tanks covered by Goliaths, and a Science Vessel for air support; next, move your tanks into an enemy camp, put them in Siege mode, and watch the destruction.

StarCraft offers three solo campaigns, each consisting of 10 missions. Players start as the Terrans, then



PRO TIP: To learn the intricacies of StarCraft's map design, start by editing a pre-existing map: It has all of the necessary resources already in place.



PRO TIP: In the sixth mission of the Terran campaign, don't try to take on all of the Zerg Spore Colonies. Instead, use Goliaths to clear a thin path to the downed Horadric ship, then go in with the dropships.

Similar to the frenzied wait for Mario 64 and Resident Evil 2, the anticipation for StarCraft reached mythical proportions during its two-year development. Does the follow-up to Warcraft II deliver the goods? Absolutely.

Star Wars

In StarCraft, three unique races vie for absolute intergalactic power: the Terrans, a humanoid ragtag fleet; the Zerg, a bug-type infestation tribe reminiscent of the villains in the Alien films; and the Protoss, a slow but powerful community of con-



As one might expect from the developers of Diablo, StarCraft truly shines in multiplayer action. Battle.net, Blizzard's free matchup service, puts human opponents just a click away. Nevertheless, StarCraft's A.I. is the strongest opponent you'll find. The game knows when to attack, when to retreat, how to handle reconnaissance, and when to exploit your weaknesses.

The sharp interface instantly feels familiar, but it doesn't overcome the genre's traditional problems, such as units that can't negotiate complicated terrain.

Web Craze

Forgoing the glam of Myth and the bulk of Age of Empires, StarCraft delivers a magnificent three-pronged attack featuring sheer strategy, towering complexity and awesome playability. StarCraft surpasses all other real-time strategy games by simply excelling at tactical war. **A**



PRO TIP: During one-on-one matches, set up two camps as soon as you can afford the second one. Your opponent may not think of looking for you in two different places.



PRO TIP: The name of the Zerg game is quantity—don't be afraid to spawn three or four hatcheries next to one another to quickly build a substantial force.



PRO TIP: In multiplayer games, stack up on a lot of basic infantry to head off eager early-bird attackers, then use them for protection as you build advanced units.



PRO TIP: On Terran missions where you have to protect special units, keep the unit buried deep in your camp and protected by bunkers and missile launchers.

StarCraft by Blizzard

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

USA \$2
Available on
Real-time strategy
5 players
Minimum System Specifications
• Windows 95
• Pentium 55
• 16 MB RAM
26 missions
Challenge Advanced
Enemy color: High
ESR: 99%
New
• 16 MB RAM
• 16 MB RAM
• 16 MB RAM

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FIGHTERS EDGE

CAPCOM



Win 95

By Dan Slatore

The bloody action/adventure Die By The

Sword has everything medieval gamers could want: orcs, kobolds, floating swords, pendulums, puzzles, pretty maidens—plus, uh, some problems they could probably do without.



PRO TIP: Before heading off to the Blood Baffle, avoid the left Ambusher by a nearby archer.

original owner to death with it. Even after they're dead, you can divide them into tiny chunks. Mmm... beefy.

The graphics look nice for the most part, but textures sometimes look stretched on tunnel walls, while the heavily compressed cinemas border on unwatchable. And although the collision detection is dead-on for combat, your sword pokes through walls as if they weren't there. Fortunately, the heroic music and entertaining comments sound great.

The Kindest Cut

The real star of the game, however, is VSIM (Virtual Simulation), the unique control system that lets you realistically swing a sword with a mouse, keyboard, or force-feedback joystick. With your every blow, the game factors in power, speed, direction, angle, and resistance.



PRO TIP: Even though George's chest and arm can't be separated, you can still chip away at his exposed great flesh.

Die By The Sword by Tenzin/Interplay



MSRP: \$49.95
Available on: Windows 95
Action/Adventure
4 players
Multiple views

Minimum Requirements:
 • Windows 95
 • Pentium 100
 • 16 MB RAM
 • 125 MB HD space
 • 22 CD-ROM
 • SVGA
 • Sound: Better or worse

DIE BY THE SWORD

When Orcs Attack

If you thought Lara Croft just didn't do enough in Tomb Raider, Die By The

Sword offers more interaction—and far more bloodshed. As Enric, you'll have to hack-and-slash your way through eight levels of puzzles and traps, slaughtering the ogres, skeletons, and other unsavory enemies that get between you and your kidnapped love, Maya. If you score a good hit on an enemy's arm, it falls off—at which point you can pick it up and beat its original owner to death with it. Even after they're dead, you can divide them into tiny chunks. Mmm... beefy.

PRO TIP: George's chest and arm can't be separated, but you can still chip away at his exposed great flesh.



PRO TIP: Slice diagonally with your sword to sever your opponent's limbs. If they're serious, they're headless!



PRO TIP: Skeletons get heavily buffed in the Arena. Attack early.



PRO TIP: Sheath your sword while swinging high and forward to avoid hitting and jump attacks.

Disembere Only

Even with such serious shortcomings, Die By The Sword makes the cut. VSIM is an exciting addition to the stagnant, neglected area of game control, and you'll find the overall experience worth putting up with the game's deficiencies. The stage has been set for a bloody good sequel. **B**



PRO TIP: You can't destroy the Ambusher, but a few good hacks at the base will disable them long enough for you to pass.



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Hot at the Arcades

Metal Slug is back with more soldiers, more weapons, more vehicles, and more mayhem!

By Major Mike



The evil dictator Morden is at it again—and this time the whole world's his battlefield! Time to lock and load with SNK's latest 2D side-scroller, *Metal Slug 2*.

Full-Metal Mayhem

Forget about fancy polygons and high frame rates; for simple, addictive, good old-fashioned 2D side-scrolling action, *Metal Slug 2* delivers the goods. Aside from occasional slowdown, the action moves at a blistering pace, especially in the two-player, simultaneous mode. The gameplay's still the same: never stop, and blow the hell out of anything that moves! With enough quarters, even you can save the world.



METAL SLUG 2

MORDEN STRIKES BACK



Women in the Military

Slug 2 adds a lot to the mix! Joining *Slug* veteran characters Marco and Tarma are two fresh female recruits, En and Fio. An expanded army includes a laser gun, Molotov cocktails, and armor-piercing bazooka shells. The motorpool now has three new vehicles: the *Slug Flyer* (a jump jet), *Slugnoird* (a walking mini-mech), and the *Camel Slug* (a camel with a machine gun on its back).



Things That Go Boom



Slug 2's action takes place throughout many combat zones: on the back of a moving train, in an Egyptian tomb, in a secret laboratory, and so on. The game has a greater variety of enemies than its predecessor. In addition to endless waves of troops, you'll square off against mummies, sword-wielding Arabs, and even hostile aliens. Some funny new touches have been included: If you collect too many fruit power-ups, you'll be turned into an obese soldier who moves slower than normal, and if you're not careful in the Egyptian tomb, the residents may transform you into a mummy!



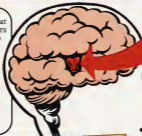


Respected coach and video gameologist Tom "The Thumb" Blake, together with The Blake Institute are constantly striving to make the video game world a better place for you and future generations of video game players. That's why Coach Blake recommends keeping up with the latest

Advancements in Video Gameology.



Did you know that expectant mothers who play video games while pregnant increase their likelihood of having children who grow up playing video games?



Researchers have discovered that people who score high on video games generally have a larger, more active Cevlatulture Lobe. Also known as the "Pyramid Lobe," leading anthropologists claim that increased activity in the Cevlatulture Lobe is the reason the Great Pyramids were constructed.



Citing the Federally Funded Study for the Advancement of Video Gameology, which determined that video games perform better when plugged into



electricity, Delaware Congressman Ralph Higgins introduced The Higgins Video Game Act into legislation.

It was designed to ensure that no American citizen with a video game machine would be denied access to electricity based on sex, race, creed or game system.

Coach Blake says keeping up with the latest advancements in gameology is important, but so is keeping up with the latest games. That's why he recommends you get to Target to check out games like Quest 64 for Nintendo 64. It's just

\$59.99

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Mortal Kombat 4

(By Midway Home Entertainment)

By Boba Fett



Price not available
Available June
2 players
Runnable: PS2 compatible
Fighting

MORTAL KOMBAT 4



PRO TIP: To up the weapon ante, enter the Kombat Kola 555 555 at the match screen.



Fun Factor

No mere palette swaps! Be more crazed!

KEY: Fighting games and fans of the franchise, rejoice: Mortal Kombat has finally hit the Nintendo 64 in style!



Control

With customizable buttons and lightning-fast response time, MK4 gives you a better sense of control than any other Nintendo 64 fighting game.

KEY: With customizable buttons and lightning-fast response time, MK4 gives you a better sense of control than any other Nintendo 64 fighting game.



Sound

Crisp, bellowing voices, pounding stereo music, and gory effects pepper MK4 like a bloody ramp roast.

KEY: Crisp, bellowing voices, pounding stereo music, and gory effects pepper MK4 like a bloody ramp roast.



Graphics

MK4's 3D fighters look and move a lot better than MK's previous photorealistically digitized offerings, and the special lighting effects rock.

KEY: MK4's 3D fighters look and move a lot better than MK's previous photorealistically digitized offerings, and the special lighting effects rock.

The Mortal Kombat series may have been huffing and puffing after Trilogy's endless palette swaps and Mythologies', uhm, everything—but Mortal Kombat 4 is here to blow your house down with gorgeously gothic visuals, bone-crunching sound, and the best fighting controls ever to hit the Nintendo 64.

Kombat Continues

In MK4, the warlord Shao Khan has been defeated, but his antics have freed the evil demon Shinnok from imprisonment. Now Raiden must assemble Earth's most powerful fighters to combat Shinnok and his minions (including the fearsome, four-armed Goro, last seen in the first MK). Fifteen kombatants will thus battle for the future of Earth, each with several special attacks, multi-hit combos, and unique weapons. Those who are familiar with the arcade version will be pleased to hear that the home version is even more advanced than Revision 3, with extra secrets, stages, and characters.

The 3D conversion has been good to the MK warriors. It's a challenge to imagine MK without digitized, motion-captured animation, but Eurocom has done a magnificent job using polygons of duplicating the series' trademark

realism. The Mortal Kombatants look and move like real live people, without goofy, cartoony faces or Raggedy Ann limbs—and some are enhanced with intimidating special effects, such as the jumping, crackling lightning which emanates from Raiden's body. These impressive visuals are complemented by a soundtrack that's vastly improved over



MK4 for the Nintendo 64 has more features than the arcade version, including the new Ice FN stage.



PRO TIP: Tapping moves are easier to perform if you use the control pad. Fortunately, MK4 doesn't require the subtlety of the analog stick.



PRO TIP: Wanna really humiliate your opponent? Slam them into the camera by tapping (- LP) while wielding Raiden's mallet, Jax's spiked club, or Reiko's spiked club.



PRO TIP: The two-on-tuos and endurance matches are about conservation—you can't give some to get some. Strike quickly and dodge often, keeping a thumb near Block and using a lot of throws to ward off chargers.



PRO TIP: To execute Scorpion's special fatality in Goro's Lair, move in close and tap >, >, >, LK. The Kombat Kola for Goro's Lair is 011 011.



PRO TIP: To steal your opponent's weapon as Quan Chi, tap \rightarrow , (\leftarrow NP).



PRO TIP: When playing as Raiden, rattle your opponent with a fast and furious two-hit combo: Tap NK, \rightarrow , (\rightarrow LK).

fighting. Unlike so many 3D fighting games, this series has never been about random button-mashing, and neither is MK4. In fact, this is the most "2D" of any 3D fighter available, and that's good news—characters can move to and fro within each arena, and the camera adjusts for maximum viewing (although it's often a bit behind the action). Still, you're almost always



PRO TIP: Raiden's teleport attack and Scorpion's teleport punch are quick, but leave them vulnerable; so keep a thumb on Block when you're on the defensive, and take advantage of the resultant ricochets to counterattack.



PRO TIP: When playing as Reptile, move in close and tap \downarrow , \rightarrow , (\rightarrow LP) to throw your opponent into the Prison Stage fan.



MK4 delivers gorgeous ending cinematics that continue the story line from the earlier MK games and movies.

MK4's: Agonizing screams, brutal smashes, sizzling energy spits, and Shao Khan's trademark taunts (even though he's not in the game) will echo through your living room in stereophonic splendor.

Complete Kontrol

Thankfully, the move to polygons hasn't harmed the heart of the MK franchise: strategic fighting. Unlike so many 3D fighting games, this series has never been about random button-mashing, and neither is MK4. In fact, this is the most "2D" of any 3D fighter available, and that's good news—characters can move to and fro within each arena, and the camera adjusts for maximum viewing (although it's often a bit behind the action). Still, you're almost always on a 2D plane, which makes for optimum head-to-head fighting. Combined with MK4's impeccably responsive controls, the result is extremely tight gameplay.

Armed and Dangerous

New to the MK formula, each combatant is equipped with a weapon—like a crossbow, a sword, or a mallet—that can either be drawn during battle and used as normal, or thrown at an opponent. However, while wielding your weapon may be advantageous (a good trick inflicts a plethora of pain on your opponent), it can also be detrimental (you're very vulnerable while drawing or swinging your weapon). Plus, if you're hit with a weapon in hand, you'll drop it and your opponent can then pick it up and use it against you.



PRO TIP: To beat Goro, you'll have to float like a butterfly and sting like a freight train. Use a lot of jump kicks or High Kicks to back him up, and keep a finger on Run to escape his trample.

Mortal Mania

As for gameplay, MK4 delivers the goods, featuring two on-two fights, a couple of types of endurance matches, and a Practice mode. There are also tons of secrets (including hidden characters), level-specific fatalities, level-specific fatalities, special attacks, killer-combos, Kombat Kodes, and cinematic endings for each character. Unfortunately, there aren't any animalities, babalities, brutalities, or friendships this time around.

Grab your controllers, MK4 fighting-game fans, and prepare for MK4—the franchise is back with a blister-worthy game that's ready to pummel you! **B**



PRO TIP: To execute Liu Kang's Explosive Fireball fatality, move in close and tap \rightarrow , \downarrow , (\uparrow NP).



PRO TIP: The Kombat Kode to disable throws and fight strictly hand-to-hand is 110 110.



PRO TIP: Sub-Zero's got his brother's Ice Shatter fatality: From outside sweep distance, tap \leftarrow , \leftarrow , \downarrow , \leftarrow , NP.



PRO TIP: Fujin's crossbow is very effective, but it also takes a long time to pick up. If you drop it, leave it or you'll open yourself up to a world of thrash.



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

(By Midway Home Entertainment)

By Major Mike

PREVIEW

Price not available
128 megs
Available now
Fighting

2 players
Multiple views
Ramble Pak compatible



Eight characters in the F.R.E.A.K. lineup—everyone from a bounty hunter to a clown with some serious social problems.



PRO TIP: To perform Sabatage's instant kill attack, tap ←, (← RP BK). If the move connects, stand back and watch your opponent's head explode.



It's only funny until someone loses an arm... or two, or...you get the idea.



PRO TIP: If you fall into the giant rollers, you'll lose an arm; if you fly too close to the giant saw blades, you'll be cut in half.



PRO TIP: Psycho's Dymo Balloons is an excellent attack to trip an opponent—just tap →, ←, BK.

everything from giant rollers to acid pits to huge saws—are also dangerous.

The gameplay scheme is a mix of Street Fighter and Mortal Kombat controls, using joystick motions and rapid button-tap combos.

Unfortunately, combo freaks won't find many high-hitting ones here, and it's easy to pin an opponent in a corner and pummel them to defeat.

If you're starved for a good Nintendo 64 Fighting game, Bio F.R.E.A.K.S. deserves a look. It's far from perfect, but for a bloody fighting title, Bio's a great way to reach out and dismember someone. **B**



PRO TIP: Fighting Mutliator is painful and frustrating. Use hit-and-run tactics on this titan, and never take him head-on.



PRO TIP: When you fight the last boss, Mutliator, stay out of the water. Just below the surface are mechanical piranhas.

Graphics

4.0 Bio uses the red palette...a lot! The characters are very lifelike, as are the colorful fighting stages. However, the moving camera occasionally obscures the action, and the "shield" animation looks more like a graphical glitch than an actual feature.

Fun Factor

4.0 Bio F.R.E.A.K.S. doesn't break any new ground, but it's definitely worth a look—particularly if you are a gamer looking for a little variety (and buckets of blood) in your Nintendo 64 fighting-game lineup.

Sound

4.5 The audio truly shines with crystal-clear voices, excellent sound effects, and (especially) the reactive rars of an enraging crowd. The heavy-metal music soundtrack is perfect for the carnage.

Control

3.5 The controls are sluggish but manageable. Bio's far from unplayable, but some special attacks and techniques can become a hit-and-miss affair, which is a real plover—especially when you're in the heat of battle.

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Rumble Pak compatible



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Virtual mode: Choose between classic 2D fighting or brawl in a fully 3D environment.



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By Air Hendrix

The N64's just begging for a gripping game to fill its chopper combat niche as Black Dawn and Soviet Strike did for the PlayStation...but Chopper Attack isn't it. Riddled with flaws and saddled with a youthful, unrealistic style, any excitement that Chopper locks up fades very quickly.

Chopper Attack straps you into one of eight fantastical helicopters for eight missions filled with frenzied action but little realism. Before you set out to rescue POWs or provide air support for the president's plane, you get to go shopping and arm your craft with a cool array of weapons. The gameplay's all about rapid-fire destruction, delivering a heavy action focus with a definite kiddie feel.

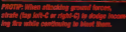
All that may sound promising, but Chopper's a case study of unrealized potential—starting with the controls. Admittedly, these craft maneuver and strafe with style, but the inability to control your own altitude is a real hassle. Even worse, the targeting cursor is flat-out inaccurate, requiring too much guesswork to flag enemies. And the bouncing power-ups are almost impossible to collect.

The woes continue with the graphics and sounds. Chopper's visuals crash-land with excessive fog, draw-in problems, and repetitive, angular landscapes; only the slick enemies catch the eye. As for sounds, your ears will plead for the Mute button after a few minutes of the bubbly elevator music, flat combat effects, and moronic smack-talking.

All told, Chopper offers fleeing fun that ultimately frustrates. If you've got to wreak havoc in an N64 chopper, this bird should be flown for a brief rental at most.



PRO TIP: Always blow open the Medevac on helipads so that any freed P.O.W.s can be rescued—and earn you some cash.



PRO TIP: When attacking ground forces, strafe (tap left-C or right-C) to dodge incoming fire while continuing to blast them.



PRO TIP: The Kolinsky chopper offers the best balance of speed and armor.



PRO TIP: In Mission 5, when safely hidden around the corner, take out the deadly harpy easily by looking on and firing an AGM.

Chopper Attack

By Midway Home Entertainment



Price not available
Available Now
Action
1 player
2 missions

Challenge Adjustable
Replay value: Medium
ESRB rating: Teen

Nintendo 64



By Bad Hero

Despite the verbal similarities, Wetrix is anything but a Tetris twin. Players are faced with a flat, floating platform and a series of falling "uppers" and "downers" that alter its terrain. The goal is to raise walls and build reservoirs for the impending water that also drops from the sky. The more lakes you construct, the more points you earn—but don't expect it to be out and dry. You'll have to deal with ice storms, earthquakes, bombs, mines, holes, and leaks every step of the way.

The hazards make it enjoyable strategic, the controls aren't too complex, and the two-player game lets you flood a friend. Simple but clean graphics and awesome water effects make it easy on the eyes, and the robo-announcer sounds like he's moonlighting from Wipeout XL.

Still, Wetrix isn't all smooth sailing. The misleading shadows make it tough to position objects precisely, and after about level 3, there are often so many things on the screen—ice cube warnings, rainbows, alarms—that you lose track of the piece you're trying to place. More music tracks would have been nice, too.

Even with these annoyances, Wetrix works. It might not click with every puzzle fan at first, but after a few hours, the addiction's pretty potent, and Wetrix starts to show itself as more than a mere digital water demo. If TetSphere didn't float your boat, catch the next wave with Wetrix.



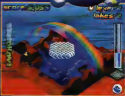
PRO TIP: Drop bombs in the platform's top and bottom corners, unless you need to clear land to prevent an earthquake.

Wetrix by Ocean



Price not available
Available June
Action
2 players

Challenge Adjustable
Replay value: High
ESRB rating: Everyone



PRO TIP: Rainbows appear after you've created a large, stable, central lake—and they boost your bonus multiplier to x10.



PRO TIP: To start earning bonus points early, create multiple duck lakes as soon as possible.



PRO TIP: Since there's no way to reduce the water level, patching leaks should be your first priority at all times.

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Gran Turismo

(By Sony)

By *Air Hendrix*



Price list 2 players
Available 11 tracks
Racing now 166 cars



PRO TIP: When shopping for your first car, the Toyota Supra's an affordable choice that performs well.



PRO TIP: On the Deep Forest track, if you set up wide for the last turn before the finish, you can slice through without braking.

GRAN TURISMO

Effortlessly dusting the competition, Gran Turismo flashes past the finish line with slick controls and stellar gameplay. It's easily the best of the PlayStation's realistic racing games.

Starting off in the garage, Turismo scores big with 166 real-life cars, ranging from the lowly Honda Civic to the high-end dream machines like the Corvette, Viper, and Toyota Castrol Supra. The excellent selection of tracks delivers plenty of variety, and Turismo performs like a

winner with no draw-in, speedy load times, and blazing fast action.

But gameplay is where Turismo really rocks. A fast, pick-up-and-play Arcade mode, along with tognotch two-player split-screen racing, positions Turismo at the head of the

PRO TIP: The best way to upgrade a low-end car is to increase its horsepower using parts from the Turbo, Engine, and Muffler menus.

pack for casual racing fans. And hardcore racers who delve into the amazing Sim mode will uncover impressive depth. It's almost like fantasy league racing—you test for licenses, participate in a wide array of events, buy and maintain as many cars as you can afford, and even upgrade their performances with a vast multitude of parts.

Need for Speed III may have more flash, but Turismo's got more game: It's one of the must-buy titles of this summer. **A**



Gran Turismo's awesome replays will have you glued to the screen every time!



PRO TIP: More so than in most other racing games, it's crucial to finish braking before the turn. If you don't, you'll have to fight off a skid the whole way through.



PRO TIP: Feel free to bump opponents. The best way to pass is to take the inside line on a turn and run them off the track.

Sound

Turismo's sounds have a good day at the track with solid in-race effects and decent tunes. An announcer or commentator would've been icing on the cake, though.

Graphics

Turismo easily captures the pole with lightning-fast action, awesome-looking cars, and cool instant replays. Only the tracks come up a tad short: Although there's no draw-in and plenty of challenge, they lack the gitzzy polish of Need for Speed III's courses.

Control

The unparalleled handling, realism, and playability of Turismo's silky-smooth controls will floor you. Better yet, the gorgeous responsiveness of the Dual Shock Analog controller makes springing for Sony's newest peripheral an easy decision.

Fun Factor

Never before has a racing game gotten so many things right. Turismo rockets to the top with unbelievable depth, raucous arcade action, challenging sim gameplay, and more cars than a mall parking lot. It's worth every penny.

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Cardinal Syn

(By Sony)

By Scotty Larry

CARDINAL SYN

Price not available
Available June

Fighting
2 players



It's not hard to make a fighting game these days—or so you would think: Add a few buxom babes, some hack-n-slash gore, occasional fast combo action, and you can sell it sight unseen. But sophisticated gamers are looking for the extras, like depth, 3D interaction, and moves that will make you remember a fighter long after you've finished playing (say "King," and you think "bone-crushing linkers").

Cardinal Syn, unfortunately, takes the first route—it's shallow, the combos aren't extensive, and the backgrounds hinder the action. If this game had been released three months ago, it would have seemed cooler. But inevitable comparisons to Soul Blade will make it difficult for gamers to pardon Cardinal Syn.

Syn does try to throw a few unique features into the melee: fighting stage hazards, power-ups, and a speedy frame rate. Unfortunately, all the window dressing can't disguise this barely standard fighting game. Especially annoying is the level design, which hinders combos when you get close; instead of tearing an opponent to pieces, your weapon harmlessly clangs against the wall. This isn't the kind of action sedative you need—especially in the middle of a heated match. The Syn committed in this game is syn-ple: Mediocrity. ■



Sound

Quality sound just means you can hear Hecklar's annoying laugh or McKrieg's farting in stereo. All the standard sword-clashing effects are present, including a few distinctive grunts, groans, and exclamations.



Control

The basic controls are solid, but you won't get a chance to pull off long combos with the walls coastally getting in the way. Furthermore, the A.S. is cheap, allowing too many hits while your opponent struggles to get off the ground.



Graphics

The eye-catching graphics are fast and fluid (hard-to-see qualities in fighting games today), but the special moves are few and lack brilliance. The backgrounds are also well done, but they frequently inhibit the action.



Fun Factor

Syn's basic, and a good gift to your little brother who's clamoring for a "grown-up" game. For seasoned fighters, though, Syn lacks the special flavor of other weapons-based games such as Soul Blade or even Dynasty Warriors.

KEY TO MOVES

Tap = Tap the direction or buttons indicated in sequence.
() = Execute commands in parentheses simultaneously.

MCKRIEG



Gold Bigger: Tap (←) ×, ×
Miser Hoodache: Tap (→) ×, □
Bards Away: Tap ↑, (↑) R2
Highland Flieg: Tap △, △, △, △, △

ORION



Bligh High: Tap △, △, △
Heartbreaker: Tap (→) ×
Her Majesty: Tap ↓, (↓) △
Balls Royal: Tap (→) □, (→) △, △, △
Queen of the Mile: Tap (→) △, △, △, △, △

PLAGUE



Dead Walk: Tap (←) ×, △, △, △, △
Dead Rising: Tap ×, ×, △
Dead Dancing: Tap (←) △, △, △
Intestinal Release: Tap (↓) (↑)
Berial: Tap △, △, △, ×

FINSKTER



Theft Dance: Tap (→) □, □
Cutthroat: Tap (←) △, △
Stealth Off: Tap (←) △, △, △
Dagger of Death: Tap ↑, (↑) △
When Sam Thank You Ma'am: Tap △, △, △, (→) △, (→) ×

HECKLAR



The Jig: Tap (←) □, □
Tumbling Act: Tap (←) □, ×
Jumping Jester: Tap (←) △, (←) hence
Ladle! Lizard! Tap (→) △, △ twice
Bubble Magic: Tap ↑, (↑) R1
Jokers Wild: Tap □, □, □, △, △, (↑) △, △

NEPHRA



Pyramid: Tap (←) □, ×
High O' Glamour: Tap (←) △, ×
Sphinx Lunge: Tap △, □
Fiery Phoenix: Tap ↓, (↓) R1

VANGUARD



Round Table: Tap (←) ×, (←) □
Royal Thrust: Tap (→) △
The Knighting: Tap (←) △
Sovereign Honor: Tap →, (→) R1
Knight in Shining Armor: Tap (→) ×, □, □

MONGORO



Gish Foot: Tap ×, ×
Gish Buster: Tap →, □
Cyclone: Tap →, △, △
Kleined Arrows: Tap (↓) ×
Slice-a-Glow: Tap →, △, △, △



Bio F.R.E.A.K.S.
(By Midway Home Entertainment)
By The Rookie

Price not available
Available now
Fighting



F.R.E.A.K.S. offers some of the goriest combat around!



PRO TIP: To stun one of your opponent's arms with Psycho's Storm Gut attack, motion → ↘ + ← = RP

What d'ya get when you plop a gun-totin' bounty hunter and a sword-wieldin' synthoid in an arena surrounded by a moat filled with lava? One heck of a bloody battle, which may even result in someone losing a limb or two. Despite this cool premise, Bio F.R.E.A.K.S. will surely be over shadowed by other solid PlayStation arena-based fighting games such as *Bloody Roar* and *Mortal Kombat 4*.

Sporting characters that could've jumped right out of *The Road Warrior*,



F.R.E.A.K.S. is more of a 3D-action battle game than a true beat-down brawler. Bio is ruled by hit-and-run techniques (like in *Virtual On*), with little emphasis on combos. In fact, the only time combos are effective is when you blow off your opponent's arm and can get in close—and even then it's a matter of exact timing, 'cause chances are they still have enough firepower in their remaining extremity to blast you clear across the screen.

If you're a fan of weapons-based fighting and gore galore, Bio F.R.E.A.K.S. offers a good round of pugnacious fun. However, if you like more of a straight-up brawl, all fists point toward *Tekken 3* and *Bloody Roar*. ■



PRO TIP: While playing as Sabotage, tap ↖, and simultaneously press ↖, RP, BK, and it's instant death for your opponent.



PRO TIP: To gain an advantage using Zipperhead, tap ↖, and simultaneously press ↖, RP, LP.



PRO TIP: Reach out and take someone with Scania Tap ↖, and simultaneously press ↖, RP, BK.

Control

3.5 Bio's controls can be a bit finicky at times, and it's take practice to master 'em. Once you get your timing down, though, you'll be shooting off your opponent's limbs with ease.

Fun Factor

3.5 While it's clear that *Tekken 3* (and probably *Mortal Kombat 4*) will rule the PlayStation ring, Bio's futuristic freak factor makes it worth renting just for the sheer pleasure of destroying your opponent while fighting with one arm.

Graphics

3.5 Bio's graphics are pretty smooth, but some backgrounds look really pixelated when the camera zooms in. The combatants sport clean textures and nice, if not gruesome, details. However, the first-person view is a bust because it's hard to tell your location in the arena.

Sound

3.5 The background music features an average mixture of industrial and techno beats. The in-game battle effects work well, from the best of Sabotage's machine gun to the wet gas after you blow off someone's arm.



PRO TIP: You can finish off your opponent right quick if you trap them in a corner.



PRO TIP: Taking the high road will enable you to easily rain death down on your opponent.



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SPORTS PAGES

All-Star Baseball Becomes an Instant Classic



All-Star Baseball '99

By Johnny Balgorne

Nintendo 64 All-Star Baseball's not only the snazziest-looking sports game to date, it's also one of the most fun to play! From its awesome animations to its homer-jackin' action, All-Star is this year's World Series winner.

Swinging for the Fences

The best-playing N64 baseball game of the season, All-Star hits the diamond with an extensive list of options. Players can choose between intense Simulation games, where scores are low and you need to play smart to win (sacrifice, hit-and-run), and Arcade, where you can slug 10 550-foot homers and still barely win. Either way, All-Star's force onfield action gives diehard fans and baseball beginners an addictive, variety-filled game that's destined for Cooperstown.



PRO TIP: While on defense, when the ball's hit into the outfield, immediately press Turbo to run to the ball. Using Turbo will make you run faster, jump higher, and dive further.

Derby modes. You can create and trade players, send scrubs back to the minors, and even place spaghetti-armed pitchers on injured reserve.

But it's All-Star's grand-slam gameplay and impressive player abilities that ultimately swing it ahead of its competition. The pitches/batter confrontations are highly heated strategic encounters where the batter's accuracy and the slugger's hot-and-cold zones need to be factored in before every pitch. At the plate, you can either slap balls up the middle using bat control, fake a bunt and slash the pitch past the drawn-in defense, or crush hanging sliders over the fence using power swings.

On the diamond, All-Star's player control is extremely intuitive: You can have fielders dive, jump, and even climb the outfield wall to nab would-be home runs. You'll even see players throw from their knees, toss the ball from their mitts, and pivot away from sliding runners to turn tricky double plays.

Field of Dreams

When it comes to graphics, All-Star Baseball is the most realistic-looking console sports game ever created. The stadiums appear near photo-perfect and include every ballpark detail from the Jumbotron to the correct color of infield dirt. Fluid player



PRO TIP: Early in the count, use the power cursor to try and smash a long hit. When you have two strikes against you, however, switch back to the control cursor for a better chance at making contact.

movements and realistic umpire reactions also add to the authentic feel of the SportsCenter-like, quality visuals.

Otherwise, the crowd noise, in-game effects, and two-man commentary are the best of any Nintendo 64 baseball game so far. However, the repetitive announcers don't quite live up to the high standard set by Triple Play '99 for the PlayStation.

Good Word

All-Star Baseball is this season's sports phenom, delivering stylish looks and clutch, long-ball gameplay. As of today, it's the best baseball game of the year and a must-buy for all sports nuts. **B**



PRO TIP: Don't be afraid to throw up and in on batters. Although balls, these pitches look enticing and can fool people into swinging.



PRO TIP: When bunting, move the direction arrow all the way to the left (down the third base line) to attempt a bunt single.

All-Star Baseball '99 by Accolades

Accolades	Trend	Entire	Fun Factor
5.0	4.5	4.5	5.0

Product available
Available now

Product Fun
Challenge: Moderate
Depth: nice; high
4 players
ESRB rating: Everyone

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Griffey's Game Not at All-Star Level



Major League Baseball Featuring Ken Griffey Jr.

By Air Hendrix

Nintendo 64

After it's had so many delays, you'd think that Griffey would step up to the N64 plate and smack one of those trademark homers. Unfortunately, MLB Featuring Griffey manages only a check-swing single, making a decent but unremarkable appearance, and with All-Star Baseball leading the standings, there aren't many reasons to head to this ballpark.



PRO TIP: A good way to freeze batters is to start a breaking pitch outside the strike zone, then move it in to trim the edge.



PRO TIP: Another way to rack up strikes is to start a pitch just inside the strike zone, then use *aftertouch* to move it out of the batter's reach.



PRO TIP: At the plate, it's easy to focus on the ball cursor, not the ball. But like the old cliché goes, you gotta keep your eye on the ball—if you don't, the pitcher will sit you down by varying ball speed.

Skimpy Roster

In a great upgrade from the SNES days, Griffey now provides all the pro players, teams, and stadiums, as well as trades, drafts, on-the-fly defensive strategy, and the standard modes. Although that's a respectable lineup of features, Griffey has some huge holes. Speed bursts, switching between defensive fielders, instant replays, player creation, power swings, gamer-controlled slides, and changeable views are all missing—and sorely missed. Gamers expect these kinds of features from a baseball game, and their absence really hurts Griffey's fun factor.

If you're the forgiving sort, however, you'll uncover a fairly fun round of fast, action-packed baseball. It's not realistic—

pitchers hurl 108 mph heat, the game bleeps to warn you when your opponent's stealing, and long fly balls seem to float forever—but it is the kind of arcade-style baseball that will appeal to the youngest end of the N64 spectrum.

Cracked Bat

Cursor-based hitting and pitching rarely feel natural, but Griffey's has some problems: Lining up the batting cursor on a pitch with the jittery analog stick is an exercise in sheer frustration. Fortunately, you can turn off the cursors and just tap Button A to swing away, which makes for a much more entertaining, arcade-style slugfest. Still, without a power swing or the ability to call, say, a hit-and-run, the limited depth gets annoying.

The pitching's fine, but the fielding isn't as tight as it should be. The outfield feels as big as Yosemite National Park, and without a speed burst, it's often difficult to move your sluggish fielder into position and cut off what should be a single before it hits the gap.

Goofy Griffey

As for graphics, Griffey's players gleam with cool stances and slick, realistic animations. However, their proportions are occasionally off (some players have freakishly skinny legs), and their overall look is muddy in comparison with All-Star's.

On the sound side, Griffey himself chimes in with comments like "He's got heat" after a strikeouts—but he comes off pretty weak. And while the sound effects perform nicely, the umpire's too eager, often calling balls before they even cross the plate (which unfairly tips off the batter).

While Griffey's definitely not a bad baseball game, it pales in comparison with All-Star Baseball, providing little that shines through All-Star's shadow. Unfortunately for Junior, this one's a rental at best. **C**



PRO TIP: When pitching, you can prevent batters from locking on the ball cursor by applying *aftertouch* (use the analog stick) to add movement to the pitch.



PRO TIP: If you wait for the helpful yellow arrows to show up before fielding the ball, you'll be left out of the play. Instead, begin moving your fielder as soon as the ball's hit and chase its shadow until you see the arrow appear.

Major League Baseball Featuring Ken Griffey Jr. by Nintendo			
Graphics	Sound	Control	Fun Factor
3.0	3.0	2.0	3.0
58 MS	2 players	Challenge	Adjustable
36 megs	Analogue use	Replay value	High
Football		ESRB rating	Everyone

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Director Frosty Take 63 1/3

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New Views

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the environment, and improve fight control!



Some things are too good to change

We left in the breakthrough attacks that let you throw
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VR Baseball Shapes Up for Sophomore Season



VR Baseball '99

By Air Hendrix

PlayStation

Even though it's in its second season, VR Baseball '99 is still clearly a rookie in the big leagues, lacking the polish of Triple Play '99 and the major-league depth of MLB '99. But VR's got something more important—the kind of great controls and playability that should attract a following of baseball fans.



PRO TIP: On defense, be sure to hit the cut-off man when the ball's deep in the outfield. If you're lazy about getting the ball in, the tough CPU will milk you for that extra base.



PRO TIP: Don't be shy about throwing balls, especially to set up strikes: For example, blast a fastball outside, then follow it with a curve to the same location that breaks in and grazes the edge of the strike zone.

up a lot of lost ground. Everything feels natural and very playable right off the bat, and the pitching, batting, and base-running controls are some of the best in console baseball. Once again, though, some smaller details are missing, like speed bursts and the ability to move your batter in the box.

Fast-paced, action-packed gameplay also heats up VR's chances. The crafty A.I. makes for a tough opponent, garnering down steals and smartly rounding the bases, while the realistic but well-paced action delivers a fun day at the ballpark.

Frozen Rope

VR steps into the batter's box with a decent roster of features, including all the pro players, teams, and stadiums; Season, Exhibition, and Home Run Derby action; and instant replays. Managers can adjust their outfielders' positioning (but not their infielders') and make trades (but can't run drafts or create players). Impressive features, like a slick Pitcher Status screen that maps the location and type of all your pitches, score big, but some little things are missing, such as in-game access to the options or adjusting the view.

While games like MLB definitely offer more depth thanks to key features like create-a-player and Spring Training mode, VR's fast, entertaining action and intuitive controls make



PRO TIP: If you only use power swings, you'll get lots of pop flies and outs. Mix in some contact swings to get runners on base or when you're in a tight spot, like 1-2.



PRO TIP: You can apply aftertouch to the pitch (using the directional pad) only until the pitcher releases the ball. Always put some movement on the pitch, or it'll usually get checked.

Barely Foul

All of this year's PlayStation baseball games have problems with their graphics, but VR gets the most important thing right by delivering fast, clean action, speedy load times, and no choppiness. The cool stadiums and the CPU-controlled perspective rock, too. But the players, while well-modeled and well-animated, look too similar, and the pitcher pixelates in weird ways.

VR's over-the-top sounds definitely commit an error, though. The arped-up crowd and vendors shriek at you with annoying intensity, while the PA announcer sounds like he got lost in an echo chamber. The in-game sound effects are tight, but a commentator or two would've added a lot.

Hot Prospect

While MLB '99 takes top honors this season, VR's got a lot to offer baseball fans, especially those who hate curse-based batting and pitching. Despite all the rough edges, VR deserves to be scouted out—for many, it'll be worth trading for. **B**



The handy Pitcher Status pop-up screen is an awesome way to check out what you've been throwing and how successful it's been.



VR Baseball '99 by VR Sports

Outfield	Infield	Control	View
4.0	2.0	4.0	4.0

\$39.95
Available now
Baseball
2 players

Difficulty Adjustable
Replay view: High
ESRB rating: Everyone

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NCAA Football '99

PlayStation

By The Rookie

It's a Blue Chipper, Baby!



College gridiron fans, it's time to get geeked! EA's getting ready to release its follow-up to last year's NCAA Football '98, and you won't believe the improvements. NCAA Football '99 is graphically superior in every way to its predecessor and has a slew of new features that even Bear Bryant would be proud of.

For starters, EA is expanding its revolutionary Dynasty mode to enable you to play unlimited seasons (instead of last year's four-season maximum) and recruit players to fill the spots left by graduating seniors. If that's not enough, you can be fired at the end of the year if your team has had a poor season. Moreover, NCAA will contain the best create-a-player feature in console football history: Not only are you able to pick your receiver and running-back routes, you can also make blocking assignments for every lineman. You can then save your plays and add 'em to your team's playbook.



NCAA Football '99's sharp player graphics and in-depth sim features should push it to the top of the PlayStation college gridiron heap this summer.



Championship Contender

The obvious improvement to NCAA Football '99 is its graphics. EA ditched the flat "V-Poly" look, replacing it with fully polygonal player models that rival even those in GameDay '98. Players now move with smooth lifelike motions and the team uniforms are impeccably detailed. There are also a host of new animations, including wrap-around tackles and ankle-breaking juke moves.

The control and sound have also been enhanced. EA has incorporated analog-controlled passing that will enable you to throw to your receivers with pinpoint accuracy and you can now choose from three trajectories when kicking field goals or punting. On the sound side, you



can expect a grip of school fight songs and chants that are geared to fit specific game situations.

Sporting a whopping 112 Division I teams, 40 great-game situations, season-end awards (including the Heisman Trophy), and the exclusive rights to the Orange, Fiesta, and Sugar Bowls, NCAA Football '99 looks like a surefire contender for the PlayStation's national championship.



Developed by
Farsight Technology
Published by EA Sports
Available August

50% COMPLETE



NASCAR '99

Nintendo 64

PlayStation

By Air Hendrix

Rolling Start



The phenomenal rise in the popularity of stock-car racing means that EA Sports has a huge, ever-growing audience of race fans dying for some NASCAR action—and they're taking advantage of it with

N64 and PlayStation versions of NASCAR '99. While the N64 version trembles under wraps at press time, the PlayStation version looks like it's heading for a promising season with a new physics model and an impressive jump in the number of drivers and tracks:

Racers can bump leaders on 18 tracks (including superspeedways, road courses, and short tracks) as one of 31 drivers like Dale Earnhardt, Jeff Gordon, Mark Martin, Dick Trickle, Terry Labonte, Ricky Rudd, to name just a few. Longtime race buffs will delight in the selection of famed drivers of yesteryear, including Richard Petty, Cale Yarborough, and others. And though there's no word yet on a create-a-driver feature, NASCAR '99 does sport a cool new touch—right racing.



After a championship run on the PlayStation last year, NASCAR '99 is revving up for an even stronger season—and its rookie year on the N64.



Roaring Engines

EA's also spent some time tinkering with NASCAR's sounds, and the deafening roar of the racing experience should be much more impressive in this year's game. EA has even recorded all-new car sounds inside a real-life NASCAR race. Finally, the game features two commentators who call the race, and communications from the crew chief, who chimes in with tips on accidents, advice on fuel and tires, and words on what the rest of the field's up to.



Developed by
Stormfront Studios
Published by EA Sports
Available Fall '98

50% COMPLETE

Note: All screens taken from the PlayStation version.

Respected coach and video gameologist Tom "The Thumb" Blake says the more you know about video games and video gameology, the more you win. And the more you know exactly how much you know, the better. That's why he recommends



Testing Your Video Gameology I.Q.

Essay Question

Please use examples and include a bibliography of all references.

Video Games are the key to solving world peace because:



Billy had four video games. Suzie had three games at home and two that she left behind when she recently visited Seattle. If a westbound train leaves Billy's house at 6 PM, and an eastbound train leaves Seattle at 8 PM, how many games will Billy have if he buys one third more than Suzie gave to a guy named Bud? The wind is out of the east. Show all your work.



Can you pat your head and rub your stomach at the same time?

- a. Yes
- b. No
- c. All of the above
- d. 8
- e. None of the above

HOW DO YOU SPELL GAME BOY?

- a. G-a-m-e-B-o-y
- b. F-r-a-n-k-f-u-r-t-e-r
- c. Yes. But only if the hypotenuse is less than or equal to 34.
- d. 1776

Here's a gimme. What store that begins with the letters T-A-R-G-E, has all the best games and gear like Game Boy Camera and the new Game Boy Pocket Blue at great prices like

\$49.99
EACH



Game Boy Camera available in green, blue, red, and yellow.



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Untitled EA Sports Boxing

PlayStation



EA Sports is ready to knock you out with the first boxing game for the PlayStation (it's about time!)—and judging by its lineup of fighters, this game could pack a serious punch. You compete in three divisions, light-, middle-, and heavyweight, jobbing and booking your way to the championship against some of the biggest names in boxing history. The game holds exclusive rights to Evander Holyfield, Oscar De La Hoya, Muhammad Ali, Sugar Ray Leonard, and includes such legends as Rocky Marciano, Joe Louis, Roberto "No Mar" Duran, Jake LaMotta, Pernell Whitaker, Lennox Lewis, Floyd Patterson, Jack Dempsey, and "Marvelous" Marvin Hagler. If the gameplay is as impressive as the challengers in the ring, EA Sports Boxing could be a title contender this fall.



—Johnny "Boom Boom" Ballgame

Developed and published
by EA Sports
Available Fall '98

50% COMPLETE



Tiger Woods '99

PlayStation



The most over-hyped golfer in history is swinging his way onto the PlayStation, and he's bringing his legendary game and fist-pumping celebrations with him. Tiger Woods '99 enables you to play as or against 15 of the top PGA professionals (Tiger, Mark O'Meara, Brad Faxon, and others) on five celebrated courses, including TPC at Sawgrass and at Summerlin. You can practice hitting 300-yard tee-shots on the driving range or

Developed and published
by EA Sports
Available September

20% COMPLETE



even perfect your short game on the chipping and putting greens. The 3D engine promises real-time moving cameras that'll trail the ball in flight and galleries of spectators who will either follow and cheer you when you're on a hot streak, or disappear as you fall behind. If Tiger Woods '99 can play as well as its endorser, it might just be the golf game of the year.—J. Boogie



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WILL PUT YOU IN A DUST PAN.



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ROLE-PLAYER'S REALM

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

By Robinson Hood

PlayStation

One of the most enjoyable new role-playing games of the year, *The Granstream Saga* will spellbind gamers with its intriguing story line, evil enemies, and frantic fighting action. If you like your RPGs packed with impending doom, devilish foes, and heart-stopping heroics, you'll scream over *Granstream*—it's just the fright you need to jump-start your summer.

When Disaster Strikes

You play as a magically gifted orphan caught in the ongoing battle between good and evil. The fiendish imperial army, commanded by the demonic Mah Oh, is slowly submerging the four continents of your homeland under water—and only you possess the sword-wielding skills and enchanted scepter to stop them. Along your journey, you solve puzzles, explore labyrinths, and slay a slew of sorcerers, beasts, and armor-clad warriors. Instead of traditional turn-based fighting, you're free to move around and attack in real-time, 60-frames-per-second, one-on-one warfare, using your weapon (sword, dagger, or axe), casting spells, and blocking with your shield.

Character control is amazingly fluid: During fights, you're able to dash and to dodge opponents while positioning yourself to inflict deadly damage. You can also rotate the camera a full 360 degrees to uncover hidden areas. Item menus are simple to use, and traveling between level maps is a breeze. The only feature missing is a map mode to help you navigate some of the more confusing caverns and mazes.



PRO TIP: After destroying both of Bordling's claws, use the magic Flame Shot to kill the beast from a safe distance.

THE GRANSTREAM SAGA



PRO TIP: When battling Levanta, charge before he begins to cast a spell, then swipe at him with your sword. If he blocks the attack, sidestep for a better angle while hitting him with your Flare Saber.

cut scenes, and fantastic spells. The environments are dark and creepy, and over 60 different types of enemies keep the game visually fresh throughout.

Soundwise, the eerie dungeon music fits *Granstream's* mood perfectly and draws you into the scary atmosphere of the game. Other audio highlights include clashing weapons and voice-overs during most of the cut scenes.

Guts and Glory

The *Granstream Saga* seamlessly blends classic RPG elements (puzzle solving, spells, saving mankind) with those of the action/fighter genre, making it a must-buy for gamers seeking a fun, challenging adventure. If you've got the guts to stand up to evil, step into *Saga*...the sinking world is waiting. ☐



PRO TIP: Inspect every jar and box in each level to uncover hidden power-ups.



PRO TIP: Stock up on herbs and potions at the town Apothecary before heading into battle. Forgetting to purchase these items can cost you your life later.



PRO TIP: The best way to kill Legar (the sorcerer) is to keep away from him and block his magic with your shield. After he's finished casting his spell, zap him with your Fire Shot.

The Saga Continues

Granstream's graphics shine with smooth-looking polygonal characters, cool anime



PRO TIP: When you see Zillo's tail begin to glow purple, tap \downarrow , \downarrow to quickly back away from his unblockable tail whip.

The Granstream Saga by TMD

Genre	Visual	Control	Fun Factor
4.5	4.5	4.5	4.5

\$49.95 Available June Action RPG 1 player

Developer: TMD
Setting: Action
ESRB rating: Teen

This is the absolute BEST game I have EVER played in my WHOLE ENTIRE LIFE!!!

I can't believe how super mobile the character is and the screen cam shots are INCREDIBLE!

The gaming world has been waiting for a game like this since Ultimo. I have not been able to stop playing the game since I first downloaded. Even when I am NOT playing, I am thinking about different techniques, movements, and possibilities this game has. I am definitely getting this game. Posted by Gina Shaw on March 16, 1998 at 18:03:51: //Awesome, that's all I can say. Posted by digitr on March 17, 1998 All I can say is **this game kicks, major, major ass.** It's got depth, a plot, a sense of humor, GREAT graphics... it's smooth as silk. It's nice to see [Tantrum] interplay publishing games like I remember when I was a kid in the 80's. Keep up the good work, **too much epicandy for one night, have to pick the sugar out of my teardrops. That was a great game!** Posted by Javelin on March 28, 1998 That was a cool game! I can't

doubt about picking up this title, have no fear Treycorb!!! // Shields and Aux Weapons Posted is the pinnacle of games. Congrats to all who took on March 22, 1998 **It is better than any other blood and gore.** Interplay's [Tantrum/Treycorb] out there. **All I can say is...KICK ASS** Posted time somebody figured this out. **Vism is what Keyboard VISM rules! Be Zorro!** Posted by Skazz who think **this will be one of the best games slash to finish off an orc, or the very effective Skazz (from the D8T5 message board) From: By the Sword... Any good?, Newsgroups: comp. Picked it up this afternoon, very very cool, stick, you know when you've cut through clear across the room and watching him bounce oasis novia.net) //Newsgroups: comp.sys.ibm.pc. Any first impressions please, Date: Mon, 30 Mar design is also good reminds me of Tomb Raider, stuff... Ah better than some of the other first chase you if you try to retreat, kobolds run and **games that I have played. To those who are it gets a major YES from me.** I love how much**

me of those vicious fights in the movie Braveheart :) From: mcaldera@ix.net (Matt Calderaz), Newsgroups: comp.sys.ibm.pc.games.action, Subject: Re: Die By The Sword - Any first impressions please, Date: Mon, 30 Mar 1998 I was f'cking blown away by the demo! **And the full game is nothing short of spectacular.** And the level design seemed imaginative enough to me. Ah! it's getting extremely difficult. It's at the point now where I wish there was a bug in the AI to exploit so I could defeat all those damn skeletons! **I actually got it for \$42. But even at \$50 I would have no problem buying it and I think it will be one of the best action games of the year.** Newsgroups: comp.sys.ibm.pc.games.action, Subject: Die By The Sword review, Date: Mon, 30 Mar 1998 This game is really a Sword Simulation, where player decides where to start and end a swing. All the creatures are modeled according to real physics. They jump, dash, and swing like a real thing. **The best part is, when the creature's weapon and gears tangle together, you can see sparks coming out.** That is very neat. The environment in the level is well balanced and deadly. Lava, swinging blade, crushing stone, water, explosion... Especially the swinging blade level. Sound is well done too. Sword, screaming, insults are every where. At some point, the music will get tense, and it **forced me to look around just to make sure there is no creature there to ambush me.** Overall, this game lives to my expectation. With the **flexible control, good graphics, real model, and lots of replay value, it is a very cool game.** Let me know what you think.



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wait for a add-on level pack! **Anyone loving any its a winner!!! Congratulations Interplay Tantrum/** by Caris Lupis arctious on March 14, 1998 This part of its creation. // What?!!?! Posted by Caris that has ever been made. **It is a pinnacle of best is better than the best of any other company by SpHeRe on February 27, 1998 Wow! It's about we always wanted and then some.** SpHeRe // on March 14, 1998 First I'll add my voice to those of this year.... I love the "trademark" ZORRO downward diagonal swipe to decapitate a Kobold. Joel Mack <whooter@novia.net>, Subject: Re: Die By The Sword, Date: 25 Mar 1998: VISM is the only way to play, and **With a FF Jig-something.** There's nothing like swatting a Kobold off the wall. Heh. Joel Mack (whooter@games.action, Subject: Re: Die By The Sword - 1998 The game graphics are quite good The level can go multiple ways of completing a level, good person/third person games I've played, enemies hit, all in all it's quite good. **It's one of the best not sure if this game warrants a purchase, control you have with the character and it reminds**



www.interplay.com/dbts

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QUEST 64

Nintendo 64

By Sir Scary Larry

Selling an RPG for the Nintendo 64 should be one of the easiest things in the world: Diehard RPG fans, salivating over the upcoming Legend of Zelda: Ocarina of Time, are ready to pounce on anything that remotely looks like an RPG for this system. But they may have to wait a while longer, because Quest doesn't fulfill the requirements of a full-fledged RPG.

RPG for Beginners

Quest may appeal to gamers who think that overly adorable creatures (Were-Rabbits, for crying out loud) and little-league gameplay are right up their alley, but the majority of RPG fans are looking for something more substantive in their quests. Quest 64 stutters right from the start with very elementary gameplay, involving ineffective spells, and a very boring story line. Moreover, the simple interface is offset by incredibly tough battles that make the game seem more unfair than fun.

The game also shies away from traditional RPG elements. There are no treasures to find or gold to accumulate; everything is given to you in the towns, including health power-ups and talismans.

The only thing you're required to do is get from town to town. As you build up your character's levels, you increase his magic powers (as applied to four different crystals representing earth, wind, fire, and water)—but the spells do far less damage than the staff

PRO TIP: When an enemy hits you with a freeze spell (which paralyzes you), use projectile spells (like Wind Cutters) which have a wide range and don't require exact targeting.



PRO TIP: Before advancing to the next town or situation point, be sure to fight as much as you can. Enemy toughness rises incrementally faster than your experience does, so stick around and start some trouble before moving on.



PRO TIP: When facing different enemies during the same battle, target the multiple-projectile foes first. Their hits add up quickly, and they usually move faster than other opponents.



you carry for whacking enemies with.

Quest Is Too Cute

Graphically, the game is populated with huge, one-dimensional polygons, making the backgrounds seem lifeless and uninspired. The main character is well illustrated, as are most of the enemies, but the spell effects look like they flew straight in from a Saturday morning cartoon. The sound fares much the same, with standard music and wacky sound effects during battles.

The menu interface can be confusing at times, requiring you to weave your way through three or four menu selections before finding the spell you want. There's no RPG logic to destroying the enemies, either: Water-based enemies aren't adversely affected by fire spells, fire-based enemies aren't affected by ice spells, and so on.

Too Many Question-ions

There aren't any Nintendo 64 RPGs to compare Quest with, but as far as RPGs go in general, this game couldn't hold its own against anything else out there. When Zelda is released, Quest will be as easily forgotten as last Wednesday's lunch. Until then, however, Nintendo 64 owners don't have much choice, and Quest could take up some time in the lonely interim. **D**



PRO TIP: Once your levels are fairly well built up, travel back to towns from the beginning of the game and search out areas you didn't have the stamina to investigate before.



PRO TIP: The first thing you should find in every town are the Town Wings. These will allow you to come back as many times as you like (provided you pick up the wings every time you're in town).



PRO TIP: Check carefully in every out of the way place for Spirits. These gem-enhancing power-ups can be found outside of most buildings in the wilds.



PRO TIP: Move your joystick as soon as an enemy fires a shot at you. Some spells can be avoided simply by running around the projectile.

Quest 64 by THQ			
Graphics	Sound	Control	Fun Factor
2.5	2.5	2.5	2.5
\$49.95 Available now		Challenge: Intermediate	
RPG		Rating: None Low	
1 player		ESRB: None Everyone	

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Azure Dreams

PlayStation

In Konami's latest action/RPG, you play as a teenage "monster tamer" who must raise and train creatures to help you fight enemies and find your missing father. Just outside town, there's a monster tower (the place your father was last seen) filled with traps, creatures, weapons, and extremely valuable monster eggs. Once you've collected an egg, you can either sell the unborn creature or incubate the new monster. It's definitely a gamble, though: even if you need the money (it's more profitable to sell unhatched eggs than raise monsters), you might end up selling the unhatched egg of a strong creature who could've helped you later in battle. *Azure Dreams* is already a fun and intriguing game that could hatch into a monster hit this summer.—*Robinson Hood*



Developed and published by Konami
Available here

80% COMPLETE

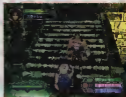


Deception II

PlayStation

Deception II, the prequel to the devilishly fun and original Satan's little-helper game, Tecmo's *Deception*, looks to capture gamers with its improved graphics and wicked new gameplay. You can brainwash and condition characters to do your dirty work, use trap combinations to set off multiple traps at once, and enjoy greater variety with the game's multiple endings. The interactive 3D environment even features moving walls, saws, boulders, and pendulums, which make every exploration a dangerous challenge. RPG fans, beware! *Deception II* might be September's most sinful pleasure.

—*Robinson Hood*



Developed and published by Tecmo
Available September

50% COMPLETE





Dam!...

DAM!...



Dam, Dam,



Dam, Dam.

DAM!

There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and save unholy being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.

That pretty much covers it.



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By Johnny Ballgame and Major Mike

play as the hidden characters

Sub-Bosses



To play as any of the sub-bosses, finish the game with each of the 12 main fighters without switching characters during play. Each time you beat the game with a different character, you get a new sub-boss.

Note: This technique for accessing the sub-bosses was broken on a preliminary version of the game and may be changed in the final version.

Gon



To play as Gon, finish the game with each of the regular fighters. After you finish the game with the tenth regular character, a new game option will be available—Tekken Ball mode. When you play a game of Tekken Ball, your first opponent will be Gon. If you defeat Gon, he will be added to the lineup of playable fighters.

Dr. Boskonovitch



To play as Dr. Boskonovitch, you must finish the Tekken Force Mode three times. Each time you complete a Force Mode game, you will be awarded a key. After you collect all three keys, enter the mode a fourth time. At the end of the fourth game is Dr. Boskonovitch. If you defeat the Doctor, he will be added to the lineup of playable fighters.

controller legend

Right Punch

Left Punch



Left Kick

Right Kick

LK = Left Kick

LP = Left Punch

RK = Right Kick

RP = Right Punch

With a = Move the joystick in one direction, continuous motion.

Tap = Tap the selected button or direction in sequence.

Change = Hold the direction or button indicated for the time indicated.

[] = Execute commands in parentheses sequentially.

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

example of a linking move

Linking moves require you to perform a series of button presses quickly and without interruption. For example, to execute Anna's three-hit Double Arm Breaker, enter all the button presses immediately after you perform the Face Smack.



...then, as Anna grabs her opponent to perform the Face Smack...



...then as Anna grabs her opponent to perform the Face Smack, quickly tap LP, LK, RP, LP to link the Face Smack to the Arm Breaker...



...then immediately after you enter the button presses for the Arm Breaker, quickly tap LK, LP, RK, (LP RP), (LP RP) to do the Double Arm Breaker.



Mokuji (the "boss") randomly mimics each fighter in the game, except Dage and True Dage.

GON



throws

Plugging Catch



When in close, tap (LP LK) or (RP RK)

Rag Doll Slam



When in close to your opponent's left side, tap (LP LK) or (RP RK)

Big Swing



When in close to your opponent's right side, tap (LP LK) or (RP RK)

Tackle-Stomp



When in close behind your opponent, tap (LP LK) or (RP RK)

special attacks

Power Punch



Hold ←, tap LP

Uppercut



Motion → ↓ (▷ LP RP)

Fire Spit



Tap (LP RP)

Juggle Starter



Tap (↖ LP) or (↗ LP)

Helicopter Kick



Hold →, tap (RP LK)

Green Fort



Tap (← RK)

Sleep



Tap (↖ LP RP)

Spinning Tail Whip



Tap (↑ LK RK)

Tail Swipe



Hold →, tap LK, LK

Back Drop



Tap (↖ LP RP) or (↗ LP RP)

Tail Whock



Motion ← ↖ ↓ ↘ → (↖ LK RK)

Shin-butt



Motion ← ↖ ↓ ↘ → (▷ LK RK)

more special attacks

Punching Bag

Tap LP, LP, LP, LP

Rushing Headbutts

Tap (↑ LP RP), (LP RP), (LP RP)

Spinning Sawblade

Tap →, (→ LP RP)

Sleeping Tail Whip

Tap (↖ LP RP), LK

Belly Flop

Tap ↖, (LP RP)

Backwards Roll

Tap (← LP RP)

Bow

Tap (▷ LP RP)

Muzzle

Tap (LK RK)

Drop Kick

Tap (→ LK RK)

Run in Circle

Tap (← LK RK), ←, ←, ←

Forward Flip

Tap (▷ LK RK)

Sit Down

Tap (↖ LK RK)

Spin Kick

Tap ↖, (↖ LK RK)

Forward Roll Kick

Tap (↖ LK RK), →, LK, RK

Backward Roll Kick

Tap (↖ LK RK), ←, LK, RK

Running Flip Kick

While running, tap (→ LK RK)

Pop-Up to Tail Spin

Tap (↖ LK), pause, tap RK

Super Somersault

Tap (LP RK)

Belt Dive

Tap (↑ RK or LK) or (↖ RK or LK)

Shell Spin

Tap RK, RK, RK, RK

Tail Slap

Tap (↓ RK)

Lightning Charge

Tap (LP RP), immediately tap LP, RP



Anna



throws

Leg Snapper



When in close behind your opponent, tap (LP LK) or (RP RK)

Elbow Chop



When in close to your opponent's left side, tap (LP LK) or (RP RK)

Arm Snap



When in close to your opponent's right side, tap (LP LK) or (RP RK)

Throw Over



When in close, tap (RP RK)

Arm Flip



When in close, tap (LP LK)

Throat Crusher



When in close tap ↘, hold ↘, tap RP

counter move

Arm Throw



Tap (← LK LP) or (← RK RP)

Neck Throw



When in close, tap (↗ LP RP)

Face Smack



When in close, motion ↓ ↘ → (LP RP)

more special attacks

Triple B. Slaps
Tap (← LP), LP, LP

Double High Slaps
Hold ←, tap RP, RP

High to Low
Tap LP, RK

Slap Push
Tap →, (LP RP)

Double Palm Strike
Tap →, (→ LP RP)

Punch and Strike
Tap RP, (→ LP RP)

Leg to Launch
Tap (← LK), RP

Leg to Kick
Tap (← LK) RK

Turnaround Slap
Tap →, (→ RP)

Arm Swipe
Hold ↓, tap (↘ LP RP)

special attacks

Low Crane Smash



Tap (← LP RP)

Jaw Breaker



Tap (↘ RP)

Leg Roll



Tap →, (→ RK)

Taunt



Tap (LP RP LK)

Flip Retreat



Motion ↖ ←

Crane Stance



Tap (← RK)

Power Strike



Hold ↘, tap (→ LP)

Jumping Spin Kick



Tap (↗ RK), LK, RK

Kick Flip



Hold ↑, tap LK

Roundhouse



Tap LK, RK

Heel Jab



During the Crane stance, tap RK

Heel Grind



While standing over a downed opponent, tap (← LK RK)

Leg Talkedown



Tap →, →, (→ LK) or tap (↗ LK)

Crane Smash



Tap (← LP RP)
Note: Tap ↑, ↑ to cancel this move.

Diagonal Strike



Hold ↘, tap (→ RP)

THE FIGHTER'S EDGE

bone-cracking Linking Moves

Three-Hit Face Smack to Arm Breaker to Double Arm Breaker

Face Smack



When in close, motion ↓ ↘ → (LP RP)

Arm Breaker



Immediately after the Face Smack, tap LP, LK, RP, LP

Double Arm Breaker



Immediately after the Arm Breaker, tap LK, LP, RK, (LP RP), (LP RP)

Three-Hit Face Smack to Arm Breaker to Arm-Break Drop

Face Smack



When in close, motion ↓ ↘ → (LP RP)

Arm Breaker



Immediately after the Face Smack, tap LP, LK, RP, LP

Arm-Break Drop



Immediately after the Arm Breaker, tap RP, LP, LK, RK, (LP RP)

Three-Hit Face Smack to Reverse Arm-Snap to Arm Snap

Face Smack



When in close, motion ↓ ↘ → (LP RP)

Reverse Arm Snap



Immediately after the Face Smack, tap (LK LP), RK, (LP RP)

Arm Snap



Immediately after the Reverse Arm Snap, tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)

Three-Hit Face Smack to Arm Breaker to Double Arm Throw

Face Smack



When in close, motion ↓ ↘ → (LP RP)

Arm Breaker



Immediately after the Face Smack, tap LP, LK, RP, LP

Double Arm Throw



Immediately after the Arm Breaker, tap RP, LK, (LP RP), (LK RK), (LP RP)

heavy-hitting combos

Four-Hit Spin Kick



Tap (↘ LK)



Tap LP



Tap RK



Tap RP

Five-Hit Spin Punch



Tap (↘ LP)



Tap RP



Tap LP



Tap RK



Tap RP

Ten-Hit Combo



Tap LP



Tap RP



Tap LP



Tap RP



Tap LK



Tap LK



Tap RP



Tap LP



Tap RP



Tap RK

Two-Hit Face Smack to Ground Arm Snap

Face Smack



When in close, motion ↓ ↘ → (LP RP)

Ground Arm Snap



Immediately after the Face Smack, tap LK, RK, LK, (LP RP)

more heavy-hitting combos

Four-Hit High Heel
Tap (↘ LP), RP, LP, (↓ RK)

Five-Hit Sweep Kick
Tap (↘ LK), LP, RK, RP, RK

Four-Hit Low Kick
Tap (↘ LK), RP, LP, RK

Five-Hit Punch and Kick
Tap (↘ LK), LP, RK, RP, LK

DR. BOSKONOVITCH

throws

Trip Slam



When in close to your opponent's right side, tap LP RK, LP RP.

Arm Twist



When in close to your opponent's left side, tap LP RK, LP RP.

Atomic Drop



When in close behind your opponent, tap LP RK, LP RP.

Frankensteiner



When in close, tap \rightarrow , \rightarrow RK.

Spin Around



When in close, tap LP RK, LP RP.

special attacks

Smash-Mouth
Uppercut

Tap \uparrow LP.

Spear Kick



Tap \rightarrow LK RK.

Jumping Side Kick



Tap \rightarrow , \rightarrow LK.

Headbutt Dive



Tap \rightarrow , \rightarrow LP RP.

Crazy Kick



Tap \rightarrow , \rightarrow , pause, tap RK.

Sideslip Punch



Tap \uparrow RP or \downarrow RP.

Brutal Sidestep
Two-Punch

Tap \uparrow RP, LP or \downarrow RP, LP.

Death Blow



Tap \leftarrow LP RP.

Sit Down



Tap \downarrow LK RK.

Scooter



Tap \downarrow LK RK, LK, RK, LK, RK.

more special attacks

Dizzy

Tap RP, LP.

Double Side Punch

Tap \downarrow , \rightarrow LP, RP.

Falling Kick

Tap \downarrow RK.

High/Mid Parry

Tap LP RP.

Uppercut

Tap \uparrow RP.

Leg Strikes

Tap RK, LK.

Fall Away

Tap \rightarrow LP RK.

Low Parry

Tap \downarrow LP RP.

Elbow

Tap \rightarrow , \rightarrow , pause, tap RP.

Munch Dash

Tap \rightarrow , \rightarrow .

Charge

Tap LK RK.

Double Mid-Punch

Tap LP, RP.

Rib Breaker

Tap \rightarrow , \rightarrow RP.

Reverse Charge

Tap \rightarrow LK RK.

heavy-hitting combos

Five-Hit Wicked Whiplash

Tap \rightarrow , \rightarrow LP, RK, LK, RP, LP.

Six-Hit Russian Dance

Hold \downarrow , tap LK, RK, LK, RK, LK, RK.

Seven-Hit Extended Wicked Whiplash

Tap \rightarrow , \rightarrow LP, RK, LK, LK, LK, RP, LP.

more ground moves

Crawl

When on the ground, tap \rightarrow or \leftarrow .

Roll

When on the ground, tap \rightarrow , \rightarrow or \leftarrow , \leftarrow .

Front Rolling Flip Kick

When faceup on the ground with your feet toward your opponent, tap \rightarrow , \rightarrow , RK.

Lunging Headbutt

When faceup on the ground with your feet toward your opponent, tap \rightarrow , \rightarrow , \rightarrow LP RP.

Bad Breath

When faceup on the ground with your feet toward your opponent, tap LP, then quickly tap RP.

THE FIGHTER'S EDGE

drunken linking moves

Sick Stomach to Irish Whip to Elbow Drop to Dive to Back Kick

Sick Stomach

Irish Whip

Elbow Drop

Dive

Back Kick



Tap (LP RK)



Immediately after the Sick Stomach, quickly tap (LP RP)



Immediately after the Irish Whip, quickly tap RP, RP, (LP RP)



Immediately after the Elbow Drop, quickly tap (LK RK)



Immediately after the Dive, quickly tap (LK RK)

Sick Stomach to Irish Whip to Elbow Drop to Sidestep to Bulldog

Sick Stomach

Irish Whip

Elbow Drop

Sidestep

Bulldog



Tap (LP RK)



Immediately after the Sick Stomach, quickly tap (LP RP)



Immediately after the Irish Whip, quickly tap RP, RP, (LP RP)



Immediately after the Elbow Drop, quickly tap (LP RK)



Immediately after the Sidestep, quickly tap RP, LP, (LK RK)

Sick Stomach to Irish Whip to Elbow Drop to Cartwheel to Taunt to Shoulder Charge

Sick Stomach

Irish Whip

Elbow Drop

Cartwheel

Taunt

Shoulder Charge



Tap (LP RK)



Immediately after the Sick Stomach, quickly tap (LP RP)



Immediately after the Irish Whip, quickly tap RP, RP, (LP RP)



Immediately after the Elbow Drop, quickly tap (LP RP)



Immediately after the Cartwheel, quickly tap (LK RK)



Immediately after the Taunt, quickly tap (LP RP)

ground moves

Missile Kick

Meteor Kick

Double Kicks

Kangaroo Kicks

Back Smash

Slide



When faceup on the ground with your feet away from your opponent, tap →, →, (LK RK)



When faceup on the ground with your feet toward your opponent, tap →, →, (→ LK RK)



When faceup on the ground with your feet toward your opponent, tap LK, LK



When faceup on the ground with your feet toward your opponent, tap RK, LK, RK, LK, RK



When faceup on the ground with your feet away from your opponent, tap →, →, (LP RP)



When facedown on the ground with your feet away from your opponent, tap (LK RK)

more ground moves

Handspring

When faceup on the ground with your feet toward your opponent, tap (LK RK)

Forehead Kick

When faceup on the ground with your feet away from your opponent, tap →, →, (→ LK RK)

Resting Charge

When faceup on the ground with your feet away from your opponent, tap (LP RP LK RK)

Cyclone Kick

When facedown on the ground with your feet toward your opponent, tap LK

Back Rolling Flip-Kick

When facedown on the ground with your feet toward your opponent, tap ←, ←, (LK RK)

Gun Jack

throws

Power Bomb



When in close, motion ↓ ↘, hold →, tap LP

Pile Driver



When in close, tap ←, hold →, tap (LP RP)

Backbreaker



When in close, motion ↓ ↘, hold ←, tap RP

Power Slam



When in close, hold ↗, tap (LP RP)

Power Driver



When in close, tap (LK RP)

Bone-Breaker Slam



When in close, tap →, hold →, tap (LK RP)

Throw Over



When in close, tap (LK LP)

Power Punch



Immediately after the Power Slam, tap →, hold ↘, tap RP

Head Drop



When in close to your opponent's right side, tap (LK LP) or (RK RP)

Overhead Throw



When in close to your opponent's left side, tap (LK LP) or (RK RP)

Air Toss



When in close, hold ↘, tap (RP RK) or tap ↘, hold ↘, tap (RK RP)

Tailbone Smash



When in close behind your opponent, tap (LK LP) or (RK RP)

Heavy-hitting combos

Four-Hit Uppercutter

Hold ←, tap LP, RP, LP, RP

Four-Hit Squat Pounder

Tap (↓ LK RK) to Squat, then tap LP, RP, LP, RP

Four-Hit Squat Pounder

Tap (↓ LK RK) to Squat, then tap RP, LP, RP, LP

Four-Hit Hammer

Hold ↓, tap (↘ LP), RP, LP, LP

Four-Hit Shin Smasher

Hold ↓, tap (↘ LP), LP, LP, RP

Six-Hit Dancer

Tap (↘ LK), hold ←, tap RK, LK, RK, LK, RK

Six-Hit Machine Gun

Tap (↘ LP), LP, LP, LP, LP, RP

Ten-Hit Combo #1

Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP)

Ten-Hit Combo #2

Tap (↗ LP), LP, RK, LK, RK, LP, RP, LP, (↓ LP RP), (LP RP)

special attacks

Squat



Tap (↓ LK RP)

Sumo Stomp



Tap (← RK)

Wind-up Punch



Motion 360 degrees counter-clockwise toward your opponent starting from ←, then tap LP

Megalon Punch



Motion ← ↘ ↓, hold ↘, tap RP

Elbow Tap



Tap →, RK, LP

more special attacks

Low Slide

Hold →, tap (LK RK)

Double Anvil

Tap →, (LP RP), (LP RP)

Low Crush

Hold ↘, tap (LP RP)

Mini Hammer

Smash

Hold ↓, hold ↘, tap LP, hold ↓, tap LP

Mini Hammer

Cutter

Hold ↓, hold ↘, tap LP, hold ↘, tap LP

Mini Hammer

Punch

Hold ↓, hold ↘, tap LP, hold →, tap LP

Hammer

Smash

Hold ↓, hold ↘, tap LP, RP, hold ↓, tap LP

Hammer

Cutter

Hold ↓, hold ↘, tap LP, RP, hold ↘, tap LP

Hammer Punch

Hold ↓, hold ↘, tap LP, RP, hold →, tap LP

Overhead

Smash

Tap (LP RP)

Low Leg

Smash

Motion ← ↘ ↓, hold ↘, tap LP

Double Arm

Tap (LP RP), (LP RP)

Badg Drop

Tap (↘ LK LP)

Two-Arm

Lunch

Tap ↓, (LP RP)

Double-Arm

Smash

Tap →, (→ LP RP)

Sitting Smash

Tap (↗ LK RK)

Shin Breaker

Tap (↘ LK RP)

Fog

Tap (LK RK)

Note: Tap (LK RP) along the axes in its own fighter.

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ogre & true ogre

throws

more throws

Press Slam



When in close, tap (LP LK)

Bear Hug



When in close, tap (RP RK)

Leg Whip



When in close to your opponent's left side, tap (LP LK) or (RP RK)

Neck Spine



When in close behind your opponent, tap (LP LK) or (RP RK)

Spinning Elbow Smash
When in close, tap ↵, ↵, (RP RK)

Choke Slam
When in close to your opponent's right side, tap (LP LK) or (RP RK)

special attacks

Slide Kick



Tap →, →, pause, tap (LK RK)

Scissor Strike



Tap (LP RP)

Spear



Tap (LP RK)

Deadly Strike



Tap ↵, (LP RP)

Cartwheel Kick



Tap (LK)

Heel Punch



Tap →, (RP)

Flying Kick



Tap →, (LK RK)

Flash Punch



Tap →, (LP RP)

Unleashed Beast



Tap (LK RP)

Stomach Buster



Tap (RP)

more special attacks

Palm Thrust

Tap (RP)

Cartwheel Kick to Elbow Attack

Tap (LK), RP

Double Elbow

Tap (LP), RP

Front Kick

Tap →, (RP)

Left Quick Kick

Tap →, LK

Right Quick Kick

Tap (RK)

Triple Kick

Tap ↵, LK, LK, LK

Heel Kick

Tap →, →, pause, tap RK

Flip Kick

Tap RK, LK

Low to High Kick

Tap (RK), RK

Stretch Kick

Motion ↵ or

Spining

Back Fist

Tap RP, RP

Flashing Back Fist

Tap →, →, pause, tap RP

Groin Punch

Hold ↵, tap (LP)

Pimp Slap

Hold ↵, tap (RP)

Downward Thrust Punch

Hold ↵, tap (RP)

true ogre-only moves

Poisonous Claw

Tap →, (RP)

Fire Breath

Tap (LP RP)

Flying Fire Breath

Tap (LP RP)

Flying Dragon

When knocked down, tap (LK RK)

Rolling Ball

Tap (LK RK)

Ham Stab

Tap (LK RP)

Tail Spin

Tap (LK RK)

Low Tail Spin

Tap (LK RK)

Double Tail Spin

Tap (LK RK), (LK RK)

Well Done Soldier

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By Major Mike and Johnny Balgame

PlayStation
&
Nintendo 64

MORTAL KOMBAT 4

Part I

General Skills

Weapons



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

Pick-Up Weapons



Stand over a weapon and tap (↓) RM.

Throw Weapons



To throw your weapon, repeat the move you used to draw your weapon. For example, if you're playing as Reiko, motion ↓ K ← HP to draw his spiked club, then motion ↓ K ← HP to throw it at your opponent.

Weapon Screen Smash



For a crazy effect where you smash your opponent against the video screen, tap (→) LP while holding Raiden's mallet, Jax or Reiko's spiked club, or Quan Chi's spiked mace.

Other Items to Throw

Rocks, Skulls, and Spikes



Some stages have items you can throw at your opponent. To throw these items, stand over them and tap (↓) RM.

Throws and Bone-Breakers

The following moves, which are universal for each character, are done when in close to your opponent.

Throws



When in close, tap (→) LP. *Note:* Some characters have throws that can be performed in the air.

Bone-Breaker

Another new feature in MK4, this bone-breaking move briefly stuns your opponent.



When in close, tap (→) LR.

Dodge

New to the MK series, fighters can now dodge attacks by moving into the foreground or the background.

Dodge into the Foreground

Hold ↓, tap RM, RM

Dodge into the Background

Tap RM, RM

Stage Fatalities

You can perform an additional fatality in the following stages:

Prison Stage



Coro's Lair



Playstation



Controller Legend

- Motion → Move the joystick in one direction, continuous motion.
- Tap → Tap the indicated button or direction in sequence.
- Charge → Hold the direction or button indicated for the time indicated.
- [] → Execute commands in parentheses simultaneously.

RL = Block
RM = Run
LP = Low Punch

RP = High Punch
LK = Low Kick
RK = High Kick

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

Nintendo 64



Scorpion



FATALITIES

Fiery Death



From outside sweep distance, tap \leftarrow , \rightarrow , \rightarrow , (\leftarrow BL)

Scorpion Sting



When in close, tap \leftarrow , \rightarrow , \downarrow , (\rightarrow HP)

Goro's Lair

When in close, tap \leftarrow , \rightarrow , \rightarrow , LK

Prison Stage

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

Special Moves

Air Throw



While in the air with an opponent, tap BL

Teleport Punch



Motion \downarrow \leftarrow \leftarrow HP
Note: This move can be done in the air.

Flame Spit



Motion \downarrow \searrow \rightarrow LP

Spear



Tap \leftarrow , (\leftarrow LP)

Weapon: Sword

Draw Weapon



Tap \rightarrow , (\rightarrow HK)

Devastating Combos

No-Hit Unlimited Cheapness



When in close, tap (\rightarrow LK)



Hold (\rightarrow RN), when in close, tap (\rightarrow LK)



Hold (\rightarrow RN), when in close, tap (\rightarrow LK)

Another Devastating Combo

Eleven-Hit Air-Throw Combo

Note: Start this combo when an opponent jumps at you.
 Tap HP, motion \downarrow \searrow \rightarrow LP, motion \downarrow \leftarrow \leftarrow HP, tap \rightarrow , (\rightarrow LP), HP, HP, HK, (\downarrow HP), hold (\leftarrow RN), tap LP, LP, \searrow , BL

Nine-Hit Weapon-Draw Combo



Tap HP



Tap HK



Tap HK



Tap \leftarrow , (\leftarrow LP)



Tap HP



Tap HP



Tap HK



Tap HK



Tap \rightarrow , (\rightarrow HK)

Ten-Hit Retaliation Combo

Note: Start this combo when an opponent jumps at you.



Tap HP



Motion \downarrow \leftarrow \leftarrow HP



Motion \downarrow \leftarrow \leftarrow LP



Tap \rightarrow , (\rightarrow LP)



Tap HP



Tap HP



Tap HK



Tap (\downarrow HP)



Hold (\leftarrow RN), tap LP

Motion \downarrow \searrow \rightarrow HP

Ten-Hit Spear Combo



Tap HP



Tap HK



Tap (\downarrow HK)



Tap \leftarrow , (\leftarrow LP)



Tap HP



Tap HP



Tap HK



Tap (\downarrow HP)



Hold (\rightarrow RN), tap HP

Tap (\rightarrow HK)



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Sonya



Weapon:
Spinning Blade

Draw Weapon



Tap →, (→ LK)

Special Moves

Cartwheel



Motion ← ↓ ↘ → LK

Leg Throw



Hold ↓, tap (LP BL)

Fireball



Motion ↓ ↘ → LP

Square Wave Punch



Tap →, (← HP)

Air Throw



While in the air with an opponent, tap BL

Upward Bicycle Kick



Tap ←, ←, (↓ HK)

Death Splits



Outside sweep distance, hold BL, tap ↑, ↓, ↓, ↑, HK

Slicing Kiss of Death



Outside sweep distance, hold BL, tap ↓, ↓, ↓, (↑ RN)

Gore's Lair

When in close, tap →, ↓, → HP

Prison Stage

When in close, tap ↓, ↓, ←, ←, HK

More Devastating Combos

Seven-Hit Slice-and-Dice Combo

Note: Your weapon must be drawn and your opponent must be near the corner to do this combo.

Tap HK, HK, motion ← ↓ ↘ → LK, hold ←, tap HP, hold ←, tap HP, (↖ LP), BL

Six-Hit Fireball Combo

Tap HK, HK, motion ← ↓ ↘ → LK, hold (→ RN), tap LP, motion ← ↓ ↘ → LK, motion ↓ ↘ → LP

Six-Hit Assault Combo

Tap HK, HK, motion ← ↓ ↘ → LK, hold (→ RN), tap LP, motion ← ↓ ↘ → LK, tap →, (← HP)

Devastating Combos

Eight-Hit Cartwheel-Bell Combo



Tap HP



Tap HP



Tap HK



Tap HK



Motion ← ↓ ↘ → LK



Hold (→ RN), tap LP



Motion ← ↓ ↘ → LK



Tap ↖, BL

Eight-Hit Destroyer Combo



Tap HP



Tap HP



Tap HK



Tap HK



Motion ← ↓ ↘ → LK



Hold (→ RN), tap LP



Motion ← ↓ ↘ → LK



Tap →, (← HP)

Nine-Hit "THB" Express Combo



Tap HP



Tap HP



Tap HK



Tap HK



Motion ← ↓ ↘ → LK



Hold (→ RN), tap LP



Motion ← ↓ ↘ → LK



Tap ↖, HK



Tap BL

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Sub-Zero



Weapon: Freeze Club

Draw Weapon

Motion ↓ ↘ → HK

Club Freeze

Tap (← LP)

Note: Your weapon must be drawn to do this move.

Special Moves

Ice Clone



Motion ↓ ↙ ← LP

Note: This move can be done in the air.

Freeze



Motion ↓ ↘ → LP

Slide



Tap (LP BL LK)

FATALITIES

Head Rip



When in close, tap →, ←, ↓, ↓ (HP BL RN)

Ice Shatter



From outside sweep distance, tap ←, ←, ↓, ←, HP

Goro's Lair

When in close, tap ↓, ↓, ↓, LK

Prison Stage

When in close, tap ↓, ↑, ↑, ↑, HK

Devastating Combos

Eleven-Hit Freezer Combo



Motion ↓ ↘ → LP Tap ↑, HK Tap HP, HP Tap HK Tap (↓ HP) Hold (→ RN), tap HP Tap HP Jump in deep, tap HK Tap (LP BL LK) Jump in deep, tap HK

Eleven-Hit Slider-Finish Combo



Jump in deep, tap HK Motion ↓ ↘ → LP Jump in deep, tap HK Tap HP, HP Tap HK Tap (↓ HP) Hold (→ RN), tap HP Tap HP Jump in deep, tap HK Tap (LP BL LK)

Eleven-Hit Freezer-Kick Combo



Tap HK Motion ↓ ↘ → LP Jump in deep, tap HK Tap HP, HP Tap HK Tap (↓ HP) Hold (→ RN), tap HP Tap HP Jump in deep, tap HK Tap (LP BL LK)



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Quan Chi



Weapon:
Spiked Mace

Draw Weapon



Motion ↓ ↖ ← HK

FATALITIES

**Broken
Leg Beadown**



When in close, hold LK for five seconds, tap →, ↓, ↘, release LK

Mindc



From sweep distance, tap ↑, ↓, ↓, ↓, LP
Note: Quan Chi performs his opponent's fatality.

Goro's Lair

When in close, tap →, →, ←, LK

Prison Stage

When in close, tap →, →, ↓, HP

Devastating Combos

Eight-Hit Tap-Dance Combo

When in close, jump straight up; on the way down, tap HK, HP, HP, HK, (↓ HP), hold (→ RN), tap HP, HP, →, (↓ LK)

Five-Hit Air-Throw Combo

Note: Your opponent must be in the corner for you to do this combo.

Tap (↑ HK), (↑ HK), ↑, HP, LP, ↑, BL

Five-Hit Weapon-Steal Combo

Note: Your opponent's weapon must be drawn for you to do this combo.

Tap HP, HP, HK, →, (← HP), HP

Six-Hit Weapon-Attack Combo

When in close, jump straight up; on the way down, tap HK, HP, HP, HK, HK, motion ↓ ↖ ← HK, tap ↑, HP

Jax



Weapon:
Spiked Club

Draw Weapon



Motion ↓ ↘ → HP

Special Moves

Ground Wave



Tap →, →, (↓ LK)

Dashing Punch



Motion → ↘ ↓ ↖ ← LP

Back Breaker



While in the air with an opponent, tap BL

Missile Attack



Motion ↓ ↖ ← LP

Quad Slam



When in close, tap LP, (RN BL HK), (HP LP LK), (→ BL LK), (HP LP HK LK)

Devastating Combo

Eleven-Hit Stammer Combo

Tap HP, HP, HK, (↓ HP), hold (→ RN), tap HP, HP, (↑ HK), ↑, BL, hold (→ RN), tap LP, (RN BL HK), (HP LP LK), (HP BL LK), (HP LP HK LK)

FATALITIES

Head Smash



When in close, tap ←, →, →, ↓, BL

Arm Rip



Hold LK for three seconds, tap →, →, ↓, →, release LK

Goro's Lair

When in close, tap →, →, ←, HP

Prison Stage

When in close, tap →, →, ←, LK

Special Moves

Air Throw



While in the air with an opponent, tap BL

Skull Throw



Tap →, (→ LP)

Steal Weapon



Tap →, (← HP)

Note: This move can be done only when an opponent has their weapon drawn.

Tap Dance



Tap →, (↓ LK)

Slide



Tap →, (→ HK)

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Nintendo



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Nintendo 64

Quake

Debug Menu



From the Main menu, select the Load option, enter the password 0000 0000 0000 0000 and press A. You'll be told your password is invalid. Exit the Password menu and select Options. Above Audio is a new option, Debug, that includes a level select, God mode, unlimited weapons, and more.

Nathan Lazar
Tampa Palms, FL

PlayStation

GamePro
Reader
Tip of the
Month

Need for Speed III: Hot Pursuit

All Cars and Tracks, Special Cars, and More



From the Game Setup menu, select Options, then choose User Name. Enter the following passwords to activate the cheats:

All Cars and Tracks Are Open:	SPOILT
Auto Cross Canyon Track:	XCNTRY
"El Nifio" Car:	ROCKET
Empire City Track:	MCITYZ
Jaguar XJR-15:	1JAGX
Mercedes Benz CLK-GTR:	AMGMC
More Camera Views:	SEEALL
"The Room" Track:	PLAYTM
Scorpio 7 Track:	GLDFSH
Space Race Track:	MBBEAN

Jesse Evans
San Jose, CA

Nintendo 64

Mortal Kombat Mythologies: Sub-Zero

Invincibility Password



Enter the password TDFCLT to be invincible during the game.

NAME
RIPLEY
ELLEN

DUE THIS FALL

ALIEN
—REUNION RELOADED—
THE GAME



PlayStation

Tekken 3*

**Tekken Ball Mode,
Tekken Theater Mode, and Play as Gon**



Tekken Ball and Theater Mode: Play through the game with each of the 10 main characters. After you finish the game with the tenth regular character, you'll find two new options at the title screen: Tekken Ball Mode and Theater Mode.



Play as Gon: Start a game in Tekken Ball Mode (see tip above). Your opponent will be Gon. If you defeat him, Gon will be added to the lineup of playable fighters.

Nintendo 64

Snowboard Kids

**Secret Character and
Access to All Tracks and Boards**



At the title screen, press Up (on the analog stick), Down (on the analog stick), Down (on the directional pad), Up (on the directional pad), bottom-C, top-C, L, R, Z, Left (on the directional pad), right-C, Up (on the analog stick), B, Right (on the directional pad), left-C, Start. If you entered the code correctly, you'll be able to play as the hidden character, Sinobin, race on three extra tracks in the Time Attack mode, and use the hidden special snowboard.

**Brian Pina
Houston, TX**

Nintendo 64

Star Wars: Shadows of the Empire

Ultimate Cheat



Enter **Wampa_Be-ompa** (the **_** designates a space) as your name and make sure the controls are set to default. Start a game, pause, then simultaneously press and hold left-C, right-C, top-C, bottom-C, Z, L, R, and Left on the directional pad. While holding the buttons, move the analog stick halfway to the left and hold it in that position until you hear a sound. Then move the analog stick halfway to the right and hold it in that position until you hear a sound. Repeat the process, alternating from left to right until the words "Get All Stuff" appear at the top of the screen. Press the L and R buttons or Up and Down on the analog stick to cycle through the cheats.

Nintendo 64

NHL Breakaway '98

Cheat Menu



At the main menu screen, press left-C, right-C, left-C, right-C, R, R. If you entered the code correctly, a Cheat Menu will appear at the bottom of the screen.

**Shannon Peterson
Evergreen, CO**

**Note: These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.*

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PlayStation

Pitfall 3D: Beyond the Jungle

Password Cheats and Pitfall 2600 Game Cheats



Enter the following passwords to activate these cheats.

2D Pitfall Harry Character:

2DHARRY

Pitfall Harry Floats and Twists:

ZEROGHARRY

Pitfall Harry Has a Big Head:

BIGHEADHARRY

Play the Pitfall 2600 Game:

CRANESBABY

Start the Game with 10 Lives:

GIVEMELIFE

Start the Game with 99 Lives:

STEVECRANEME

Turn Off Pitfall Harry's One-Liners:

STOPTALKING

Watch All Movies in the Game:

PLAYMOVIES

Watch All the Comic Cut
Scenes in the Game:

PITFALLCOMIC

Watch the Credits:

CREDITS

Note: Press and hold R1 at the end of the credit sequence for a hidden credit screen.



Pitfall 2600 Game Cheats: Enter the password **CRANESBABY**

to access the Pitfall 2600 game. Enter any of the following codes during gameplay, but not while the game is paused.

Crocodile Says "Hi, Mom": When a crocodile is onscreen, **simultaneously press R1 and Δ**.

Eivira Head: **Simultaneously press R1 and ○**.

Gary Head: **Simultaneously press R1 and R2**.

Infinite Lives: **Simultaneously press L1 and L2**.



PlayStation

San Francisco Rush Extreme Racing

Race as a UFO, a Pickup Truck, and a European Car



Race as a UFO: At the car-select screen, **simultaneously press and hold R1, R2, L1, and L2** and pick your car. **While holding the buttons**, go to the transmission screen and pick your transmission, then **press and hold Δ** until the race begins. When the race starts, you'll be in control of a UFO.



Race as a Pickup Truck: Select your car, then **simultaneously press and hold L1 and L2** until the race begins. When the race starts, you'll be driving a pickup truck.

Race as a European Car: Select your car, then **simultaneously press and hold R1 and R2** until the race begins. When the race starts, you'll be driving a European car.

PlayStation

Reboot

Full Energy, Play as Enzo, and Shield



Enter any of the following cheats at the main menu.

Full Energy: **Press Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**.

Play as Enzo: **Press Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**.

Shield: **Press Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**.

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Nintendo 64

Rampage: World Tour

Secret Stages

SAN DIEGO

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for
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DAY 4

CALEB'S CITY

HIDDEN LEVEL!
BORN 09 17 96
MASTER OF THIS DOMAIN
DAY 5

To access the hidden stages below, at the city screen, rapidly press the button indicated for the character you're playing. Press **Punch** for Lizzie, **press Kick** for Ralph, and **press Jump** for George. If you pressed the button quickly enough, you'll warp to the following hidden stages.

City Screen	Hidden Stage
Atlanta:	Suburbia
Casablanca:	Palace
Fairbanks:	Underworld
Kiev:	Exchange
Kodiak:	Snow City
London:	Big Ben
Louisville:	Scumlabs Bioweapons
Moaab:	Game Refuge
Nashville:	Downtown
Phoenix:	Area 69
Rio de Janeiro:	Sunset City
San Diego:	Caleb's City
Washington D.C.:	The Capitol

PlayStation

Powerboat Racing

Championship Race, Big Engine, and Small Boats



Enter this password to race in the Championship race: **cup**
Enter the following names to access these cheats.

Boats Have Big Engines: **LARGE**
Boats Are Small: **COMPACT**

PlayStation

Critical Depth

Invincibility, Quad Damage, and Unlimited Weapons



Enter any of the following cheats during gameplay, but not while the game is paused.

Invincibility: Quickly press L1, R1, L1, R1, Up, Down, Left, Right.

Quad Damage: Quickly press R1, R2, R1, R2, Up, Down, Up, Down.

Unlimited Weapons: Quickly press L1, R1, L1, R1, Up, Down, Left, Down.

PlayStation

Beast Wars Transformers

Level Skip and Weapon Power-Up



Pause the game and enter any of the following cheats.

Level Skip: Quickly press and hold L2 and press Up, Down, Left, Right, Δ, ×, ×, Δ, Right, Left, Down, Up. While still holding L2, unpause the game.

Weapon Power-Up: Quickly press and hold L2 and press Up, Down, Left, Right, Δ, ×, □. While still holding L2, unpause the game.



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Nintendo64



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PlayStation

Ogre Battle

Secret Level and Sound Test



Secret Level: Start a new game and enter **FIRESEAL** as your name. When the game starts, move the cursor over the map until you find the secret area, Dragon's Heaven.

Sound Test: Start a new game and enter **MUSIC / ON** as your name to access a sound test.

PlayStation

Skullmonkeys

Several Cheats



Pause the game and enter any of the following button presses.

Change Klaymen's Color: Press **L2**, **○**, **○**, **Left**, **Select**, **L2**, **Up**, **Down**.

Clean Pause Screen: Press **L2**, **Left**, **○**, **R2**, **Down**, **□**, **△**, **Down**.

Fire Heads, Not Bullets: Press **Down**, **□**, **△**, **Down**, **Down**, **□**, **□**, **Right**.

Hyper Speed: Press **Left**, **□**, **R2**, **○**, **R1**, **Down**, **○**, **R2**.

Shadow Klaymen: Press **Down**, **Right**, **△**, **L2**, **Up**, **Left**, **△**, **Select**.

Skip to the Next Stage: Press **△**, **L1**, **L1**, **□**, **Right**, **○**, **△**, **Down**.

Slow-Motion: Press **L1**, **△**, **Left**, **Down**, **R2**, **△**, **Left**, **Select**.

Small Klaymen: Press **R1**, **Left**, **□**, **△**, **R1**, **Left**, **□**, **△**.



PlayStation

Twisted Metal 2

Hyper Machine Gun



During gameplay, **press and hold R2** and **press Up, Down, Left, Right, Right, Left, Down, Up**. If you entered the code correctly, your machine guns will fire faster and do more damage.

PlayStation

Skullmonkeys

Secret Stage Password



Enter the password **× □ □ □ △ △ ○ ○ R1 R1 L1 L1** to access a secret stage, Skullmonkey Gates.

Eric Cunningham via Internet

PlayStation

WCW Nitro

More Rings and YMCA Dance



More Rings: At the Options screen, **press L1, L2, R1, R2, L1, L2, R1, R2, Select**. The Graveyard, Spaceship, Circus, Hive, Turbo, Wonderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.

YMCA Dance: Select the Disco ring, and **press L2** any time during the match to dance like the Village People.



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ABUSE

THE

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IMMORTALITY



PlayStation



Game Boy



Game Boy Advance



Nintendo Game Boy Advance



Game Boy Advance



Game Boy Advance



nintendo 64™ sega saturn™ playstation™ game boy™ pocket™ /game boy™



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