

Spyro the Dragon

Castlevania 64

Crash Bandicoot: Warped

Galaxy Wars: Vengeance



PlayStation



PlayStation



PlayStation



PlayStation

GAMEPRO

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

ISSUE
121

Brains Vs. Bombs

TACTICAL ESPIONAGE ACTION

METAL GEAR

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120 GAMES!

- Final Fantasy VIII
- Tomb Raider III • F-Zero X
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- Future Cop: L.A.P.D.
- NFL GameDay '99

The 11th



PlayStation

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How to Play
Japanese
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- Killgame/Honor Guard

The Fighter's Edge

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October 1998

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PlayStation

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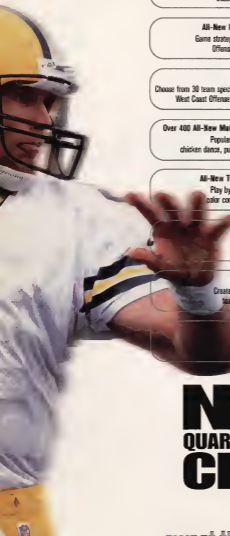
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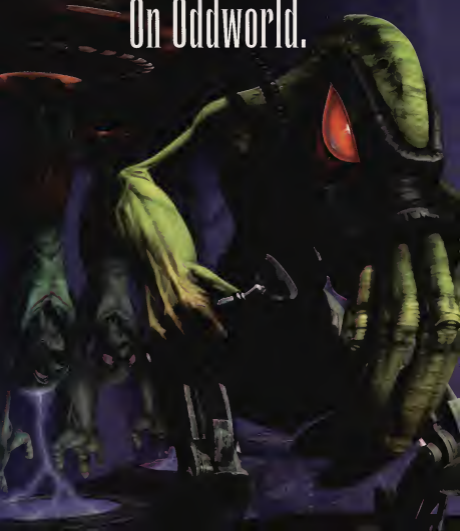
One hot sheep!

**Embittered sheep stages
anti-Spyro protests.
(Story on page 3.)**



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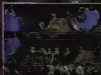
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OCTOBER 1998



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Snake returns! After taking three years to complete, Metal Gear Solid for

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got milk?

But my secret weapon came with a name already in place. Milk. It has more nutrients than sports drinks, plus it's one of the few things I don't have to be upside down to enjoy.

The Madonna, Stale Fish, and 700 McHawk I've name my shirt of tricks.

got milk?

To hell with the fittest.
Surviving with your organs
intact is victory enough.



From the creators of Tomb Raider and Fighting Force.

Spide-flick pics, fading hounders, Raging legs, Void to amoral how they can row the most random assassinations. Even for a coming and riddles may be yourself. Fortunately, your record of success, might and nerves help you do whatever it takes to keep across 10 levels of most intense wilderness. It could you be destroying every demon and monster in all ancient Japan. It survive — whatever it be fit or partially manual.





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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Fall is finally here, which means that those awesome games that the GamePros have been waiting for all year are closer than ever to being released. One thing's clear: 1999 is going to be monstrosity for Nintendo 64 and PlayStation gaming.

However, as Jared64 points out in "The Mail," the N64 is missing some sure-fire hit titles that gamers everywhere want. The fact is, the PlayStation is all over the Nintendo 64 in terms of sheer numbers of hot titles. Now don't get us wrong like Kerry Stowe did—the GamePros are hardcore N64 fans, and the N64 is going the distance! *Turok 2: Seeds of Evil*, *WWF/WWO Revenge*, *Castlevania 64*, *NFL Quarterback Club '99*, and *Madden NFL '99* should be monster hits this year and the types of games that make people want to buy an N64.

Nevertheless, the N64 bench lacks depth. *F-Zero X*, *NBA Jam '99*, *Fighting Force 64*, *Twisted Edge Snowboarding*, *Cex 64*, *Buck Bumble*, and *Glover* top the list of N64 games to get jazzed about—but what about *Tekken*, *Resident Evil*, *Tomb Raider*, *Metroid*, *Mario 2*, or even *Street Fighter*? N64 gamers have been asking for these hit titles for so long that they're now referred to as the "usual suspects."

It's going to take more than *Pokemon* power to pull the N64 up to the top of PlayStation's stack of overflowing games. Heck, as the e-mail from *Toomuch* reminds us, even the *Spice Girls* are getting PlayStation play time this fall. Now that's too much! In this issue alone, *GamePro* showcases *Metal Gear Solid*, *Tomb Raider II*, *NFL GameDay '99*, and *Madden NFL '99*—all for the PlayStation. Moreover, the "other" PlayStation games highlighted this issue—*Spyro the Dragon*, *Colony Wars: Vengeance*, *MediEvil*, *Apocalypse*, and *Thrill Kill*—have come from almost nowhere to reveal themselves as topnotch titles in their respective genres.

Of course, the great equalizer could very well be *The Legend of Zelda: The Ocarina of Time*, which is fast approaching legendary status before it's even made a hands-on appearance. Can it live up to the overwhelming hype? Oh yeah! But, naturally, the PlayStation crowd will play the *Final Fantasy VIII* card, as well it should.

Next year, N64 developers will need to start pumping out games. Nintendo's "quality not quantity" credo is a noble cause, but some quality quantity is in demand.

The GamePros

San Francisco, CA

comments.gamepro@gamepro.com



I AM DISTURBED

I have read several letters that disturbed, aggravated, or insulted me—but none of them bothered me enough to make me send in a response. Until now.

First of all, I'd like to respond to Nike R. Nickel (see "The Mail," July): If profanity in games bothers you that much, why not spend your time watching Nickelodeon or The Disney Channel? This country has become the United States of the Offended, with every single person in the entire country having some small thing to be totally outraged about. My advice to you is to enjoy these games that are 99.99 percent excellent graphics, gameplay, and enjoyment. Why waste time complaining about the 0.01 percent you deem offensive?

Secondly, I have this to say to you, SirCharles (see "The Mail," July): "Open your eyes, old chap!" I live in the Piedmont area of North Carolina and have bought several outstanding RPGs from neighboring stores. If you don't want to do things the easy way (e.g., ordering from mail order catalogs or via the internet), try your local Media Play or Babbages, or you can purchase previously rented games from Blockbuster Video. I'm quite certain one of these stores is nearby.

brandonkelly via Internet

You tell 'em, Brandy. How's the air up there on your high horse? Actually, your point is well taken about people being offended by seemingly insignificant matters.



WOODY ALLEN STARRING AS... RABBI NUKEM!

How is it that *Tomb Raider*, *Duke Nukem*, *Mortal Kombat*, and even *Street Fighter* can be made into movies? Can't anyone besides me see something wrong with that picture? The only movie I'm looking forward to seeing is the *Resident Evil* one. I can't believe that no one has thought of making a film out of *Final Fantasy VII*: It has an excellent story, and you'd feel for the characters throughout the movie just as you did during the game.

Kevin Pratt
San Diego, CA

What's your problem, Pratt? Games like Duke and Tomb Raider kicked ass on the consoles and should do well in the theaters just on name recognition alone. Hollywood is a money-driven machine: When slick Hollywood producers see a game making \$20 million, they think "Sandra Bullock as Lara Croft." Of course, this means that a movie as bad as Super Mario Bros. can be made. Yecch! And just for your information, there is a

Respected coach and video gameologist Tom 'The Thumb' Blake says that quick thinking is as important as quick thumbs. That's why he asks



WHAT WOULD YOU DO?

Near the end of a close match, Player 2 notices a large tunnel cloud coming from the west at approximately 67 mph. Player 2 retreats to the southwest corner of the basement. Player 1 doesn't, and is hit on the head several times by flying debris. After the storm, Player 2 returns from the cellar, finishes the game, and claims an otherwise not-so-easy victory. Should

- (A) Player 2 take credit for the victory?
- (B) Player 1 have worn a helmet?
- (C) you always maintain an emergency video game system in the southwest corner of your basement?



Three men need to cross a river in a boat. The men weigh 150 lbs each. The boat can carry only 253 lbs. One man has three live chickens strapped to his belt, another has a helmet made of pure uranium, and the third has video game gear and a television monitor. How should all three men cross the river using only one boat?

(A) The man with the video game stuff should cross the river first, bringing with him the three live chickens. After crossing the river he should ask the chickens to go back and pick up the other guys. If the chickens don't want to, well, then it isn't his fault is it?

(B) Do something else.

Task: possible October 27.
Risk: inevitable. They will.

Trent Lockhart of 3000, Mississippi discovers the newest, latest, greatest video game will be released Thursday morning. Trent needs to get this game before any of his friends. Trent should

(A) Leave a note under his pillow and hope the tooth fairy will deliver it.

(B) Call the cute little video game boutique in the mall and hope that

- 1 they will have
- 2 the person who answers the phone will pick up the receiver right side up
- 3 they won't also try to sell him another video game cleaning kit, a set of encyclopedias, and a 1986 Ford Escort.

(C) Go to Target on Thursday morning where they always have a large supply of all the latest games like *Turok 2* and *NFL QB Club 99* so you never have to call ahead to reserve them.

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Get into the game.

TARGET
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Final Fantasy movie coming out. Square is busy working on a full-length feature using rendered characters (like in Toy Story).

DID I STUTTER?

Are Kartia and Rebus the same game?

Feedme7 via Internet

Does a bear defecate in coniferous wooded areas? Yes, Kartia was previously named Rebus.

BANJO AND PICCOLO... ON THE NEXT GERALDO!

In the June issue of GamePro you had an "E3exclusive" on Banjo-Kazooie. You said that Banjo and Kazooie were trying to save Banjo's girlfriend Piccolo, whereas I've read that they are trying to save Banjo's little sister Totie. What's the deal?

riernan via Internet

The deal is this: Banjo and Piccolo are brother and sister, and both are from Arkansas where that kind of thing is okay. No, really, Banjo was originally slated to save his old lady, Piccolo, but Nintendo changed the story line after we previewed the game. Happens all the time.

READ BETWEEN THE LINES. NOW READ THE LINES

In your July issue [see special feature, "You Have Spoken!"], you people said, "Although all the editors agreed that Diddy Kong Racing was the best [racing game] 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." What are you talking about?

The N64 is the fastest console right now! I'm not one of those crazy Nintendo fanatics, but everyone knows that the cartridge is a faster game medium than the CD—at least when comparing the N64 to the PlayStation. I own both systems and I know which system is faster DURING a game and LOADING a game.

KerryStowe via Internet

Hey, Kerry? Hello? McFly? Is anyone home? We clearly stated that "people" characterized the N64 as a slow system. We think it's great, but historically, games like Ridge Racer for the PlayStation and Daytona USA for the Saturn have been considered unbeatable as far as speed goes. Relax. And you are like one of those Nintendo fanatics.



THE SPICE GIRLS ARE EVIL

Hi! I want to know if the Spice World game is coming out in the U.S. for the PlayStation. I am a huge Spice Girls fan and really want to know about this! I also would like to know the release date, if any.

Toomuch756 via Internet

Toomuch, you have got to be friggin' kidding us! Now that Ginger Spice is Solo Spice, we don't care what the status of the game is, but if you do, check out "Sneak Previews" in this issue. We hope to God you're a chick.

COME ON, PEOPLE!

I'm writing to question why such quality game companies as Namco, Capcom, and Activision are not bringing out any great games like Tekken 3 or Resident Evil 2 for the N64. I understand space limitations, but the only disadvantages for the N64 would be no CD music and no full-motion videos. Wouldn't the graphics have been arcade-perfect on the 64? Namco could have dominated the

fighting genre on the 64 because—admit it—there are no games on the N64 with the realism, smoothness, and utter coolness of Tekken 3. In closing, I plead for at least Tekken 3, the best fighting game ever, to be released for the N64.

Jared64 via Internet

Keep pleading, Jared. Namco has hinted in the past that there might be something for the Nintendo 64, but it's the world's pickiest developer when it comes to quality game systems. As for speed on the N64 (always an issue for fighting games), Namco should talk to Midway—MK4 was blazingly fast! Capcom, by the way, has also made a clear commitment to the N64 this year, but whether that means Resident Evil 2 or Buster Brothers has yet to be clarified.

Where's Scary Larry? Part 3



Guessed it again, didn't you, Sherlock? That's right, the Rookie whacked Scary with a hooky stick and followed him all the way to New York, home to the makers of Cuthroat Island, Accolite. But the Rookie failed to deliver the fatal headbutt at time because one of the editors, who was fond of plucking the old Fender Stratocaster strings with Jimi during the '80s, helped Scary onto a boat whose destination would take it around the bottom edge of South America, as 4 headed for Square Soft's offices.

Which office? The one resting on a seven-island chain in the Pacific. Before boarding, the editor in question gave Scary a present. "Take this," he shouted as the boat revved up. "It's the only throwing item in Poy Poy that floats!"
Where's Scary headed? What was the item? Who was the editor? Get those answers in by **October 7, 1998** and you could be the **winner of a brand-new Pocket Game Boy!**

Find Scary Contest Official Rules and Regulations

One entry per person. Send your entry with a self-addressed manila envelope to: Editorial Department, Find Scary Contest, GamePro Magazine, P.O. Box 100709, San Francisco, CA 94110-0709. Please include name, address, city, state, zip code, and phone number with area code on your contest entry. All mail entries must be received by October 7, 1998. All entries submitted via the Web must be received no later than 11:59 pm PST on October 7, 1998. GG Games Media Group and GamePro assume no responsibility for late, misdirected, duplicate, or illegible entries. Winners will be chosen by a random drawing from all our duly approved entries received.

Winners will be published in the January 1999 issue of GamePro. By participating in this contest, GG Games Media Group and GamePro have the right of first refusal to use selected name, likeness, image, biographical information and other data, including but not limited to photographs and interviews, in connection with any and all promotional activity in which GG Games Media Group and GamePro may engage with respect to the contest. In response to Web site inquiries, GG Games Media Group.

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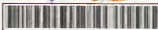


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Pick of the Month



Brad Scroggus, Newaypachon, TX

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BUYERS BEWARE



By The Watch Dog

Before I go and put a hex on Scary Larry, check out these ghoulish tales of consumer horror.

Q: For some reason, my copy of All Star Baseball '99 for the N64 won't compile accurate statistics for a player I've created. What's wrong? Also, when I start a season and play a game during spring training, the game goes into extra innings (sometimes as many as 20), even though I'm winning at the end of the ninth.

David Pereira

Perth Amboy, NJ

A: **Bob Picunco, Director of Marketing for Acclaim, answers:**

"When you create a player or change your roster, you must immediately save your changes to your Controller Pak. If you're playing a season, you must save your roster and your season separately. When you return to the game, load your roster first, then your season (you must re-save your roster throughout the season after you make changes). Also, the cart won't simulate other teams' games until you've completed a series. For example, if you play the first two games of a three-game series and then look at the league standings, the standings for the other



Never thought you could strike out on your stats, did you?

teams will not be updated yet. Only after completing the third game of the series will the standings be updated. As for the unnecessary innings, make sure you're not using any non-licensed accessories as they may be the cause of the problem."

Q: Is there any way I can restore deleted blocks from my PlayStation Memory Card?

Joshua Travassos
Fall River, MA

A: **A Sony customer service rep answers:**

"If you accidentally delete a block, simultaneously press R1, R2, L1, and L2 before the block shrinks. It will reappear once the buttons are released."



Going, going...not gone?

Q: Where can I go to purchase new PlayStation games that stores don't carry anymore because the titles are either too old or have been discontinued by the manufacturer?

Mayumi Oiwa

San Mateo, CA

A: **The Watch Dog answers:**

Besides Funco, Inc., Sony recommends you contact three other mail order companies who usually carry old and discontinued games:

Service Merchandise: 800/251-1212

Electronics Boutique: 800/800-0032

J&R Music World: 800/221-8180

You can also purchase a game directly from the publisher. To obtain the number of the publisher you're looking for, just call Sony at 800/345-7669.

Q: Is it possible to play Internet games such as Fireteam or Ultima Online on Web TV?



Nick Jartcky via Internet

A: **The Watch Dog replies:** No, you cannot play interactive games on Web TV. To play any Internet game, you need a computer to access the necessary CD-ROM to run the game. Web TV can be used only to browse the World Wide Web, read and send e-mail, and conduct online shopping.



Web TV: Limited hardware, limited use.

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

GamePro's Buyers Beware

P.O. Box 193709, San Francisco, CA 94119-3709

Or e-mail us at buyers_beware@gamepro.com

You Make the Call

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

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Sonic Speeds to Dreamcast

Sonic Adventure to be Sega's first release

"People are ready for the Dreamcast, and this will be the number one game they're waiting for," said Naka in a "Question & Answer" on Sega of Japan's Web site. "I've seen what [the Sonic Team has] done, and, in a word, it's awesome."

Notably, Naka revealed that Sonic Adventure had its origins in 32-bit gaming. "After we finished Nights for the Saturn, we began to plan the idea of Sonic Adventure on the Saturn; we were trying to incorporate many ideas into the game, but it became so big that we decided we had to develop it on the Dreamcast." At press time, no gameplay details were known, though it's believed that the game will have an RPG feel. Meanwhile, Naka promised that the title "will set a new futuristic standard for gaming."

GamePro will have more details as they are confirmed.

IT'S OFFICIAL: THE BLUE dude with an attitude will help launch Sega's forthcoming superconsole, the Dreamcast.

Last July, Sonic creator Yuji Naka announced a press conference (to have taken place in August) that would unveil Sonic Adventure to the public for the first time.

The Sonic Adventure teaser campaign in Japan featured these menacing Sonic eyes, plastered on Sega's Web site and inside Japan's subway trains.



Digital Domain Enters Game Biz

A turn-based *Blade of Darkness* or perhaps *Birble Goes To War!* Um, probably neither, but if it's fun to speculate on what Digital Domain, the computer special effects company cofounded by *Blade* and *Terminator* director James Cameron, will do in the console game industry, D2 recently hired Debra Stricker-Fine as the president of Digital Domain's Interactive Media and expects to have its first console games on the market in time for Christmas 1999.

Digital Domain is no stranger to interactive products, having produced the intensely successful *Birble Fashion Designer* or PC CD-ROM with Metal Media. Future projects include a Logo game for the PlayStation, the N64, and PC, as well as some strategy titles. Dreamcast, however, is still a question mark for the company; Stricker-Fine says D2 is "cautious" about Sega's new platform and won't consider developing for Dreamcast until Sega sells a million units.



news bits

PlayStation 2: "Film-like Graphics"

In an interview with *EE Times*, Sony exec, Ken Kutaragi, revealed the company's goals for future game hardware: "Today's video game computer graphics look like computer graphics. Our goal is a film-like graphics quality that won't make viewers conscious of, or annoyed by, the fact that they are indeed looking at computer graphics." Sony has not yet made an official announcement concerning PlayStation 2; watch GamePro for future facts.

Tomb Raider II for the Macintosh



Lara Croft has been in some scrapes before, but can she survive in the gaming abyss of the Macintosh? Eidos and Aczer Media are going to find out.

as *Tomb Raider II* is slated for release for the Macintosh this holiday season. The release is part of renewed efforts to keep the Mac at the forefront of home computing. Or, as Aczer president Michael Rogers says, "*Tomb Raider II* is sure to rock the Mac market and be the year's biggest game!" Okay.

Virtua Fighter Statues

W/ Free, Item up: Moore Creations has produced 3000 hand-painted, cold-cast porcelain statues of *Virtua Fighter*'s Akira Yuki (9*) and Jark Bryant (10*). Each will set you back \$100. Check www.moorecreations.com for more info.



Sneak Peek: *Quake II* Action Figures!

RESAURUS, THE TOY COMPANY behind the excellent Duke Nukem action figures (see "ProNews," July), has set its sights on id's PC phenomenon, *Quake II*—and GamePro got

an early look at the upcoming toy line.

The first wave of figures will include the male and female Marines, as well as the Strogg Barracuda Shark, the dog-like Parasite, and the monstrous Tank. These sketches clearly indicate

that the sculptors are sticking closely to the game's designs, which

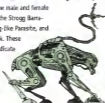


will make hardcore fans very happy.

The toys are in "accelerated development" and should be on store shelves by the end of the year. Resaurus is expecting a \$9.99 price point. With *Quake II* currently in development for both the Nintendo 64 and the PlayStation, the game is poised to set the mainstream market on fire.



Later this year, Resaurus will bring to store shelves *Quake II*'s male and female Marines, as well as key enemies such as the Strogg Barracuda Shark, the Tank, and the Parasite.



Gaming Goes To Washington

THE GAME INDUSTRY IS mad as hell and it's not going to take it anymore.

Finally weary of constant persecution by politicians with no participation in or understanding of video gaming, members of the video game industry have formed a political action confederation (PAC) to fight the good fight in Washington. Dubbed GamePAC, the organization "intends to represent the interests of the computer and video game industry in Washington and at a state and local level." In other words, the folks who bring you the games you enjoy are also willing to defend them in America's political nerve centers.

Following the scrutinization of *Mortal Kombat*



and *Night Trap* by the Senate in 1994 and this year's ultimately unsuccessful drive to restrict the exhibition of violent arcade games in Florida, a game industry presence in the nation's capital seems more important than ever before. "It is time that our voices be heard," reads a GamePAC press release. "The voices of lawmakers who want to blame our industry for violence in our society—who want to mandate a ratings system, who pass Internet censorship laws—are heard, while we remain silent. As Thomas Paine put it, 'It is up to each generation to guard its liberties.'"

For more information on what GamePAC is up to, check out <http://www.gamepac.com>.

Static

Johnny Balgovic wants to make one thing clear: Rocky doesn't suck. ♦ Here's some fresh ammo for those of you fighting the console war with your friends: The PlayStation has about eight times as many games as the Nintendo 64, but last year, the top-selling title for the N64 sold twice as many copies as the top PlayStation game. ♦ The Rookoo did his Kirk impression throughout our trip to Vega, but didn't have the guts to do it in front of a real Klingon at *Star Trek: The Experience*. He's a blinthead! ♦ Could Downhill Bikers possibly feature a more uncomfortable seat? ♦ Boba Fett wants to give a shout to his grubby *GoldenEye* crew, even though they've never beaten him. ♦ WWF wrestler Kane's favorite game? *SenCity*. We are not making this up. ♦ Confidential to Spawn's Terry Fitzgerald: The best game you saw at E3 was "Bass-A-Rhyme"? Dude, the game's called *Bass-A-Groove*. Gotta read GamePro more often—and by the way, the world deserves a decent Spawn game. ♦ "Lara Croft is the most modern person on Earth," says Lara's book author Douglas Coupland. "She represents the radical new shift in human existence—humanity's next phase, where we download ourselves entirely into silicon." Uh, yeah. Or is that silicone? ♦ *GameDay '99*. *GameDay '99*. ♦

Top 10 Best Selling Video Game Titles—June 1998

RANK	TITLE	PLATFORM	PUBLISHER
1	Gran Turismo Racing	PlayStation	Sony
2	Major League Baseball Featuring Ken Griffey Jr.	Nintendo 64	Nintendo
3	Banjo-Kazooie	Nintendo 64	Nintendo
4	3D Star Baseball '98	Nintendo 64	Acclaim
5	Tekken 3	PlayStation	Namco
6	GoldenEye 007	Nintendo 64	Nintendo
7	Quest 64	Nintendo 64	THQ
8	Road Rash 3D	PlayStation	EA
9	Stunt Racer 64	Nintendo 64	Nintendo
10	Mortal Kombat 4	PlayStation	Midway

Source: NPD INTER. Video Game Tracking Service

InterAct GameShark for the Game Boy

RATING: 4.0

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GameShark for Game Boy: \$29.99

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[IT LOOKS LIKE EVERYBODY'S



DYING TO SEE HIM.]

NETPRO

Bezerk

Berkeley's tweaked online game network is clever, fast, and free. What more do you want?

By Don Elektro

Action games online are great—if you have a really fast, stable Internet connection. If you're one of the millions of normal, lag-plagued online gamers, however, you still have plenty of lower-latency alternatives—classic pastimes like checkers, backgammon, or spades. Yeah, okay, that's fine—wake me when I've won. Isn't there something exciting that doesn't require a TI line?

As a matter of fact, yes. Bezerk, Berkeley Systems' online gaming network at <http://www.bezerk.com>, caters to gamers with more mental power than modern power, and nobody's going to have a chance to fall asleep mid-game. Bezerk offers two online versions of Berkeley's popular, snarky trivia game, You Don't Know Jack, and it's since been improved and complemented by an all-new online-only game, Acrophobia.

Jack Into the Net

As PC and Mac gamers already know, You Don't Know Jack (and its counterpart, You Don't Know Jack Sports) takes the traditional game show and gives it a swift kick in the pants. YDKJ mocks the genre with smart-mouthed hosts, potty humor, and hip trivia from Shakespeare to *The Brady Bunch*, all presented as if it were a real TV broadcast. Online, Jack's Netshow sports all the components of its retail CD big brother. Streaming audio and simple, classy animations drive the show, while special quizzes like Clobberish Questions and Das or Dat have made the leap to online with ease. Like the disc version, the 1.5 upgrade of online Jack supports three players (up from just two in version 1.0). In addition, you'll find all-new questions online twice a week and can play the best (and most infamous) of earlier episodes. It's the ultimate free demo of Jack.



You Don't Know Jack requires trivial knowledge of a variety of disgusting topics.



Lights, Camera, Acro

Joining Jack online is Acrophobia, a wild word game that requires quick thinking, quick typing, and quick wits. Just as LOL stands for "laughing out loud" and AFK stands for "away from keyboard" in online shorthand, Acrophobia presents players with a random collection of letters, three to seven characters long. Your job is to make sense out of those letters and come up with a phrase that matches the topic in 60 seconds. For instance, if the category was "Movies" and the Acro came up with ASDM, a fine entry would be "Armageddon stinks! Deep Impact's better." You get the idea. During the game, you can chat with the other players and congratulate people on clever entries; it's all very loose and extremely social.



Acrophobia, Bezerk's online word game, is all about forced creativity.

Jack Into the Net

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You Don't Know Jack requires trivial knowledge of a variety of disgusting topics.



Jack players get their choice of new contests or online's greatest hits.

No Pay, All Play

There's no fee to play Bezerk games, but you will sit through five-second quickie commercials between rounds. Surprise! These full-screen, full-color animations are almost as entertaining as the games.

Bezerk proves that brain games don't need to be boring, or even slow. If your ping's pathetic and spades sounds stinky, just go Bezerk. **U**



How To Go Bezerk

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

System Requirements:

You Don't Know Jack—The Netshow: Pentium 90, Win 95, 10 MB RAM, 10 MB on HD, 16-bit sound card, 256-color 640x480 video, 28.8 modem, 32-bit TCP/IP Internet connection, Netscape 3.0/MSIE 3.0 or higher

You Don't Know Jack Sports—The Netshow: 486/66, Win 95, 8 MB RAM, 10 MB on HD, 16-bit sound card, 256-color 640x480 video, 28.8 modem, 32-bit TCP/IP Internet connection, Netscape 3.0/MSIE 3.0 or higher

Acrophobia: 486/66, Win 95, 12 MB RAM, 10 MB on HD, 16-bit sound card, 256-color 640x480 video, 28.8 modem, 32-bit TCP/IP Internet connection, Netscape 3.0/MSIE 3.0 or higher

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THE CUTTING EDGE

DexDrive, Blitz, and the Computer Connection

It's a revolution! At last, all game files are created equal!

By The Whizz

PlayStations, Nintendo 64s, PCs, and arcade systems are all computers (or "game machines" depending on your point of view) of one form or another...why can't they all just get along? Well, InterAct Accessories and Midway Games are going to make that happen.

"DexDrive," He Said

InterAct's DexDrive will enable PCs to store PlayStation and N64 data files directly from standard memory cards. The DexDrive ("Dex" stands for "data exchange") is basically an external port that attaches to the PC via a 9-pin connector, which plugs into a CDM port. There will be two versions available, one for the PlayStation and one for the N64.

The DexDrive works much like Iomega's Zip Drive. Simply slide a game system memory card into the drive, and it reads saved game data, including inventories, custom tracks, characters, or saved game locations.

InterAct won't indicate exactly what's inside a DexDrive, except to say that there really isn't a lot of hardware in the unit. If you're curious, you can take a peek through the clear plastic casing of InterAct's Nintendo 64 Sharkpad Pro controller. The N64 Dex is basically the same thing.

The Dex Files

The DexDrive makes use of its own proprietary software called DexPlexor (get it, Windows Explorer fans?), and that's really what makes the "Drive tick. DexPlexor enables the PC to recognize N64 or PlayStation data files as a file format compatible with its Windows operating system. It even assigns its own file extension (.GME) to the game data.

Onscreen, you'll see two windows: One displays the game data filenames (including the game icons for PlayStation files), the other displays the files on your hard disk. From there you can click and drag files or copy them from one window to the other. You can't open the game system files, of course, but you can archive them and download 'em later to other Sony Memory Cards or Nintendo 64 Controller Paks.

Making console files PC-mobile opens up several unique possibilities. Now you'll be able to attach files to e-mails, upload them to the Web, or load them onto a memory card for your buds. It's not too far out to think that game companies will soon be offering game upgrades, special levels, and fantasy sports teams via the Web. In fact, InterAct has several deals in the works.

The Blitz Connection

Midway Games, meanwhile, has its own plans to connect consoles to PCs. It's focusing on connecting the Nintendo 64 to its proprietary Seattle arcade system. The connecting software? NFL Blitz!

Gamers tackling NFL Blitz '99 (see "Sports Pages," this issue) for the N64 will be able to create plays and save up to nine of them on a standard N64 Controller Pak. Because the new NFL Blitz '99 arcade machines (due out in September) will be outfitted with a special card slot for the N64 Paks, you'll be able to upload and save your plays to the arcade unit. With all your special plays at your disposal, you'll have a sort of home field advantage whenever you use that particular coin-op.

Midway is taking advantage of the fact that the game code for both the N64 and the arcade versions of NFL Blitz is similar. Working with Nintendo's cooperation, Midway was able to develop proprietary conversions at the root level of the file formats (called "machine language") for the N64 and the Seattle arcade system, so that both systems could talk to each other. This allowed Midway to design compatibility into the two different NFL Blitz game files. In the future, you can expect to see similar setups in the upcoming NBA on NBC basketball game—and, who knows, maybe even in Mortal Kombat 5.

Game Systems United

The buzzword is "convergence," and whether it's in your game room or in your arcade, consoles and PCs are preparing to play together. Gamers everywhere will soon be saying to InterAct and Midway, "Thanks for the memory." ☐

For more information:

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The DexDrive for the Nintendo 64 contains hardware similar to that in the Sharkpad Pro controller.

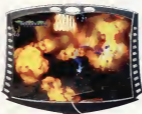
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With an unprecedented avalanche of hype, Konami will soon debut *Metal Gear Solid*—but a two-level demo and some inside info from Konami make the game look like *Solid gold*!

By Scary Larry



Snake faces down the toughest enemies.



backups. You have a limited health bar that you must replenish by consuming rations, and you start out weaponless—making *Metal Gear* more a game of survival than *Mission: Impossible* (see ProReview, August).

The AI will help you out a little, if you can't seem to guide Snake out



A "sneaky" peek at this season's sneakiest game.

It's made the *GamePro* cover, it's been the talk of the town in Japan, and it's certainly going to be Konami's premiere product this season. Yep, *Metal Gear Solid* is an action/adventure game that's sure to fuel PlayStation sales this holiday season.

Mission: Accomplished

Boiled down to its basics, *Metal Gear Solid* is *Mission: Impossible* (albeit for the Nintendo 64) done right. Returning to an intuitive and intelligent mode of gameplay, Konami's game developers have spent the last three years fine-tuning *Metal Gear* by adding depth to the artificial intelligence and the level design. This isn't just bad guy blasting and simple gun-dependent action. In fact, above all else, you must use stealth to sneak your way through most missions.

That's not to say there isn't some weapon play involved. You'll have to find and use various ammunition, like Claymore mines, Makina rifles, and more. A large amount of the game, however, involves not having to use weapons; instead, you wade past guards, sneak up on sleeping patrolmen, and find every possible nook and cranny to hide in. All that creeping around creates a dense feeling of tension in the game, and you'll find yourself holding your breath on more than one occasion. The creative mastermind behind *Metal Gear Solid*, Hideo Kojima (*Police*, *Spy*, *Snatcher*, *Metal Gear NES*), has also cast this game in stunning cinematics—every cut scene grabs you by the eyeballs. Taken altogether, this is a visual and creative masterpiece.

Seen It, Done It

Konami paid a visit to *GamePro* with a 100 percent complete Japanese version of *Metal Gear Solid*. This CD unveiled intricate and detailed plot lines as well as some fascinating gameplay. Basically, you *Wade Snake* (the game's hero or anti-hero, depending on your point of view) through the levels, avoiding guards and finding equipment while unraveling something of your dark past through a series of



of the bathroom without getting him killed, the game will compensate for your ineptitude by supplying more ammo for the weapons he finds and more minions—but it will also slightly alter the game's ending, which means that only an elite few will view the game's true finale.

Metal Gear will be rich in surprisingly subtle audio and visual clues linked to changes in the environment. For instance, in a level where you're supposed to plant plastic explosives, you may have to find the right spot by tapping on the walls—a hollow-sounding tap would indicate that the wall is thin and that a charge of plastic explosives would be effective there. Even less obvious clues—such as dried paint chips which expose a newly painted wall as an actual hallway entrance—guarantee that you'll have to massage the old brain a bit and be prepared for some clever thinking.

Gear Up for Adventure

Other bonuses which will guarantee the game's success include a thorough training level (during which you're timed and graded on certain mission skills, such as evading two patrol guards at once, crawling



Metal Gear Solid stretches the action with tense situations!

into air vents, or avoiding swordfights) and full Dolby Surround sound, which adds to the game's realism. However, this is all just window-dressing for a

game that, at its core, is a very complex and immensely enjoyable adventure. This definitely ain't your daddy's Metal Gear—gamers who remember with fondness the hours of intense excitement that the two original NES games (see sidebar "Back to the Future") brought into their homes are going to find themselves

challenged even further. Everyone else will just be thankful that they bought a PlayStation. **C**

Back to the Future

Here's a look back at two of the best games for the old NES: the predecessors to Metal Gear Solid. For a more intense look, pick these games up and play them—you can't be disappointed.

Metal Gear

The original game was a marvel of 8-bit technology. It featured fully isometric gameplay and some pretty tense situations. It also featured the standard overhead view and help from a "boss" that gave you clues and offered moral support. The



game was also one of the first to deliver an extensive arsenal of exotic weapons (at that time, Remco M20s and M16s abounded).

Snake's Revenge

In addition to including a little more in the game with characters like Thomas O'Reilly and his robotic Echelonite, the game featured "boss conversations" and new toy brand, Jensen's "Tie



time sound, action was split between an overhead and side view, with some marginally better graphics and quicker execution around, including Digiwave scans and plastic explosives.



The creators of the PlayStation's premiere space combat game are warping to new levels of white-knuckle thrills with *Colony Wars: Vengeance*.

By Air Hendrix

It's a little puzzling that it took several years for the PlayStation to land a top-notch space combat game, but when *Colony Wars* finally arrived, it blasted onto store shelves with the kind of style and quality rarely seen in the first installment of any series.

Now Psygnosis is returning to a galaxy near you with *Colony Wars: Vengeance*, which promises to deliver an even more captivating ride with exciting combat in the air above planets, beautiful new graphics, and much more.



Navy vs. League

A cool story line played a big part in making *Colony Wars* a success, and *Vengeance* likewise builds its plot with depth and style. This time around, the action begins 100 years after the first game, which ended when the victorious League of Free Nations shut down the warp hole in the tyrannical Navy's system, effectively imprisoning Navy forces.

Over the course of the next century, the League became opulent and oppressive, while the Navy splintered into groups of feuding tribes that were only recently reunited by a charismatic leader, Kron. Playing as Mertons, a young pilot fighting for Kron and his new Navy, you set out to re-establish the Navy's foothold in the galaxy...and only gradually become aware that things aren't quite what they seem. By having gamers assume an actual persona, the *Vengeance* team hopes to make the game more personal and involving than the first—and to make the story line matter much more as the dogfighting explodes across your screen.



...sports a spacecraft upgrade system. Successfully completing missions rewards you with tokens that enable you to revamp your craft's weapons load, shields, engines,



A huge Navy barge slowly crumbles to pieces under fire from League forces.



Due out in November, *Colony Wars: Vengeance* catches the eye with spectacular scenery, such as this lushly detailed planet that looms before an approaching fighter.

Lock-On Tone!

But dogfighting's certainly the heart of the game, and *Vengeance* brings that to life in fine style. Pilots can now earn their way into five vessels—which is fewer than the original game provided—but *Vengeance*



Here's a slick view of the new "predictive aim sight." The red "X" tells you where to shoot so you can easily connect with this Racing League fighter.

WARS VENGEANCE

afterburners, and gyros (for better handling). Fully upgraded ships will be able to carry five primary and five secondary weapons, chosen from an arsenal of 24. Some of the cooler armament include robotic pods that detach from your ship and fight for you, and of course the famous grapple gun, which you can now use for speed bursts by slingshotting off large objects like asteroids.



When it comes time to use your weapons, you'll fight with the new "predictive aim sight." Because most adversaries will be moving, this targeting cursor shows you where to direct your fire so that it intersects with your target. Also, each enemy craft will carry a CBC-style damage meter that lets you know how much blasting is left to do. Finally, large vessels, such as dreadnoughts, will have specific weak spots, like the engines, that you'll have to target. So some strategy will be required as you can no longer fire blindly to destroy mammoth ships with your tiny fighter.

Feel the Force

Like its predecessor, *Vengeance* will use a branching system of missions where wins send you down one path and losses down another. This approach beefs up the replayability of the game, which features 41 missions over 10 acts, six endings, and action in five solar systems: Sol, Callorigher, Alpha-Centauri, Cronus, and Boreas.

New to *Vengeance*, though, are five missions that go down inside planetary atmospheres, where you guide a low-flying ship against League assault vessels. And whenever you complete all the missions in a solar system, you'll face off against a sentinel, a huge boss-type craft.

As far as gameplay goes, *Pygnosis* reports that the action in *Vengeance* will be deeper than *Colony Wars*'s, meaning that the way to complete a mission isn't always to just blow up



For the first time, *Colony Wars: Vengeance* descends inside the atmosphere, with five planet-based combat missions.

everything in sight. Now you'll have to figure out the craftiest path to success, and gunfire won't always be the key. Also, revamped AI for wingmen and enemies should make battles much more engaging as the updated combat engine will make a lot more happen around you.

Visuals Improved with a Vengeance

The best news on the graphics side is that *Pygnosis* promises much faster action with a frame rate of 30 frames per second. It's clear, too, that the *Vengeance* development team focused on making space look prettier. Planets, asteroid belts, nebulae, and even explosions fill the stars with a gorgeous level of detail. Large ships now have moving parts, like radar dishes or docking bays that you fly into, and smaller ships spin out of control after sustaining damage.

The Navy Needs You!

Thanks to better compression technology, *Vengeance* will fit onto one CD, instead of the two required by the original. There's little question at this stage of the game that true fans of science fiction, and even just plain old shooters, won't want to mess out on *Colony Wars: Vengeance* when it docks with store shelves this November.



As a pilot for the new Navy, you'll face behemoth League vessels such as this planet-based battle carrier.

Talkin' Shop

An interview with Mike Ellis, project designer for the Colony Wars: Vengeance team, which is based out of Psygnosis' Liverpool development studio.

GamePro: How did the idea for the Colony Wars series come about? Was it inspired by other games, movies, or sci-fi books?

Mike Ellis: Personally, I just wanted to try my hand at the genre and make a space game that was as fast and intense as what you see in the movies or on TV. I never felt that the speed, action, and atmosphere were conveyed correctly in the kind of games you see on the PC as they tend to play more like flight sims.



GP: What new elements and new ideas did the team focus on building into Colony Wars: Vengeance?

ME: We have tried to answer as much of the feedback that we received from fans and the press as possible, while trying out some new things of our own. Afterburners, new weapons, boss-type sentinels, and the fighter-upgrade system are all examples of new stuff we've included.

GP: How will the planet-based missions fit in with the space-based action?

ME: The planet-based missions will fit into the mission tree like the normal space missions do. The game is still predominantly space-based, but the planet-based missions add more depth to the game and create a real sci-fi universe rather than one that's based in space. Think Star Wars, which successfully blends some land and lots of space—this is in part our intention here.

GP: How were the graphics and sounds upgraded from the original game?

ME: All the graphics and sound effects were redone from scratch. The only time the player may see a model from the

original game is when we decide to intentionally reuse one to maintain continuity of style.

GP: What kinds of things were you unhappy about or unsatisfied with in the first game that you aim to correct in this sequel?

ME: Weak spots in large vessels as well as ground missions were always something that we wanted to implement in the original game, but there was never the time.

This time around we also have more user aids to provide the players with better information about what's going on



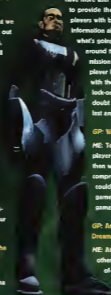
around them. Mission debriefings and end-of-mission messages should now ensure that the player knows why the mission has ended. Also, with the hull/shield status being part of the lock-on target, the player should never be in doubt as to which fighter they were tracking last and its current condition.

GP: Why won't there be a two-player game?

ME: To design and implement a proper two-player mode would have taken more time than we had. There also would have been compromises both in the amount of time we could have devoted to the single-player game and the quality of the two-player game's visuals and frame rate.

GP: Any plans to do an N64 version? Or a Dreamcast version?

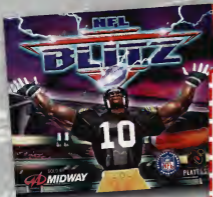
ME: At the moment there are no plans for any other versions of Colony Wars that I know of—but you never know! **G**



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Spotlight on

SPYRO
THE DRAGON

First there was Lara, then there was Crash, now here comes Spyro to raise the standard for PlayStation games.

By Eye Spy

As megahits-in-the-making such as *Crash Bandicoot: Warped*, *Tomb Raider III*, and *Metal Gear Solid* prepare to make their holiday rush, there's another PlayStation game that just might glide into your world—*Spyro the Dragon*.

Even in its early stages, *Spyro* is shaping up to be a primo platform adventure epic that appears to be trying to answer the question: Just how pretty can a PlayStation game be? As it did with *Crash Bandicoot*, Sony Computer Entertainment of America looks ready to score with another collaborative PlayStation development effort, this time with Insomniac Games and Universal Interactive Studios.



Fire is a dragon's best friend—and a powerful weapon.

mystical world, with smooth gameplay and animation that compelled you to pick up a Dual Shock controller just to watch the little guy move!

Playing as the plucky dragon cub, *Spyro*, you will be on a quest to free your fellow dragons from a nasty spell cast by an obnoxious gno-goodnik named Grasty Gnoc. Grasty's transformed all dragons into crystal statues, which are scattered across six massive worlds.

You'll have to track down your crystallized homes, all 80 of whom are hidden in 30 geographically diverse areas. The adventure covers the gamut of environments, including deserts, ice lands, and even underwater worlds.

Yet *Spyro* will have to find more than just his lost dragon brethren if he's going to get a crack at Grasty. He'll have to defeat a



Enemies look fat but can be dangerous!

Get Grasty

In preview form, *Spyro the Dragon* unveiled a wondrously



Spyro's dynamic lighting effects will be impressive.

wicked-out army of reptilian henchmen in order to recover pilfered jewels and retrieve stolen dragon eggs, too. According to Sony, if you find everything, you'll unlock a hidden level!

Fire-Breathing Firepower

When it comes to combat, *Spyro* will definitely be no flapping dragon. He'll be packing Gnoc-wrapping power in his flame-throwing breath and a head-but that's practically unstoppable. He can also pull some slick moves, such as a long-distance power glide, a ram-chargin' run, and a variety of cool-looking body rolls.

Spyro will be protected by his sidekick, Sporis the dragonfly, a sort of rechargeable insect shield that runs Interference for him against the bad guys.

Dragon FX

Spyro, his moves, and his worlds were beautifully cast with gorgeous graphics and impressive sounds in the pre-release CD.



Special flying arenas will enable you to pick up extra points and hone your skills.



When he's glowing, Sparks the dragonfly is a magic shield; but you must learn to turn sheep, chickens, and other odd creatures into butterflies so that he can eat them.



Spyro will be able to stop and zoom in to find otherwise hard-to-see items.



Use these Keys to open the Treasure Chests and reveal a surprise.



The graphics in the early disc revealed a lush fantasy land that looked like something out of an animated feature film. The preview CD displayed Spyro with silky-smooth character graphics and cartoon-like animation. Moreover, speaking of animation-quality graphics, Insomniac and Universal not only had the game animation running at 30 frames per second, but they're also using a new compression technique that allows them to store twice as many frames of animation than normal.

Spyro will also show off impressive proprietary graphics technology that enables the game designers to create amazingly smooth background textures for nicely detailed long-distance views. In the prefilm CD, some jewels revealed their hiding places by the merest twinkle in a far-off hillside.

During gameplay, you'll also be able to pull a few camera tricks, rotating the cam around Spyro 360 degrees and playing from any angle. By swiveling Spyro's head, you'll fire up close-ups with a 180-degree field of view in any direction.

As if all this wasn't enough, the early version played audio that actually

rooked, thanks in large part to music composed by former Polco-man, Stewart Copeland. And if Spyro sounds familiar, it's because his voice-overs are done by Carlos Alazraqui, who does voices for *Boo! in a Modern World* and for the Chihuahua in the Taco Bell commercials.

Will Spyro Fly?

Spyro the Dragon could be the sleeper hit of the season, but, then again, he may suffer the curse of Yoshi: too cute for his own good. Insomniac and Universal will attempt to temper the cute-is-cuddly factor with brain-draining platform-style gameplay. Whether or not they succeed when Spyro is released this October will be up to you to judge.



This game's all about exploration and finding jewels.



When Spyro rescues crystallized dragons, they reveal important clues to the game and to the gameplay.



Gnasty Gnorc's nasty creatures steal the dragons' jewels.



Sometimes you'll come across magic vortexes which lift you to new heights.



Spyro's dragon roll will save your scales.



Spyro's puzzle solutions aren't always apparent.



APOCALYPSE

Forget what you've heard about Apocalypse so far. This action/adventure game has been totally revamped, making it look more like a winner and less like the winner it resembled last fall.

By Scary Larry

While you're at it, forget about Bruce Willis, too, because Apocalypse stands on its own run-'n-gun gameplay pretty damn well. An overhaul is what Apocalypse needed, and that's just what it got.

Whatcha Talkin' 'Bout, Willis?

That's not to say that Activision hasn't been hyping the appearance of The Bruce in its game. Press releases few the day he was announced as a key player, and so did the rumors—Bruce was buying Activision, Bruce was taking over creative control of the game, Bruce was divorcing Demi Moore...cops.

In fact, Bruce was employed as a mouthpiece for the game, lending his snarling, smart-ass quipping abilities to help an otherwise unformed, nebulous title, whose early versions featured very rudimentary two-man gameplay and little else. In 1987, the unveiling of Apocalypse at E³ revealed little improvement.

Sloppy graphics, poor control, and an overzealous marketing campaign (complete with "Meet Bruce" interview parties) made many gamers at the show nervous. The general reaction in the industry? Bruce had better keep his day job.

Bruce Nukem and the Rebirth of Apocalypse

In a GamePro exclusive, we spoke with the team behind Apocalypse and asked some questions regarding the making of Activision's most ambitious game to date.

GamePro: How has Apocalypse improved?

Team Apocalypse: We ditched all the old code and graphics and started from scratch using the Renaissance Engine that we've been developing over the past three years. We re-did all the level layouts, enemies, and weapons. The gameplay is now much more action packed, with constant enemy involvement.

We never let the player get bogged down doing the same thing for more than 30 seconds. We spent a lot of time on the controls. Every little game mechanic has been carefully thought to make the game as fluid and intuitive as possible. We decided that every action should happen instantaneously when you press the button. So if you press the fire button, you're firing at that direction, whether you're standing, running, jumping, leaping or crawling.

If you want to shove, you shove—an enemy bawling around or

standing up—you just got right into it.

If you want to kill something, hey, it's lying on bloody pieces on the ground. The control is that good, and, with the Dual Shock analog controller, it's the best control we've ever seen on a PlayStation game.

AP: What were your concerns with the title when E³ last year?

TJ: Although Activision had spent a lot of time on the conceptual stage and had come up with some really cool stuff, the technology and gameplay did not keep up. There were a lot of other games that

looked like pretty hot competition.

Another concern was that the game did not get a good response from the public. They all really liked the game

concept and Bruce Willis being in the game, but it didn't play too well, so we decided to re-think the game and vastly improve things.

AP: What sets Apocalypse apart from 3D action shooters such as Duke or Duke Nukem: Time to Kill?

TJ: Apocalypse is a lot bigger and more varied than the. We also use a different control scheme that allows the player to move and shoot in any direction independently. In the past you had to turn to shoot, which got very frustrating. Everyone who has played Apocalypse really loves the control scheme, especially when it's used with the new Dual Shock analog controller.

Apocalypse is written by Duke Nukem: Time to Kill. Duke Nukem is another two-col-shoulder game modeled on Tomb



Bruce looks his action-hero best in Apocalypse.





Smoking Guns

And Activision knew it. It revamped the game almost immediately after that show, ditching the gimmicky two-man gameplay (see sidebar, "Bruce Nalkers and the Rebirth of Apocalypse") while adding detailed cinematics and trigger-happy action.



Apocalypse rebounded to become a 3D action/adventure dream, with Bruce basically running through areas and gunning down the bad guys. The multiple-view 360-degree gameplay also features plenty of jumping, climbing, and scaling walls. As a butt-whopping clone of *One* (a similarly blazing blast-em-up),

Apocalypse possesses lightning speed, control that's been minimized to appeal to twitch gamers, and a look that went from dark, mysterious, and foreboding to fast, explosive, and...foreboding.



Run-n-gun non-stop action dominates this game!

Phoenix-like rebirth. Meanwhile, programmers took away and relearned the advantages of the PlayStation, which they found to be more powerful than they had previously thought.

A Poe Excuse

All during the game's hiatus, Activision was planning another media strategy: Less is more. Magazines and consumers saw and heard less during the game's

The benefits of the PlayStation included spooking the CD, so the CD is sending information while you're still playing the game, thereby offsetting load time and making



Bonus: Apocalypse has super-fluid control and non-stop action—it's a real shooter's game. Bonus is a much slower-paced game with controls that we really designed for exploration.

EA: What aspects of the PlayStation helped you in the making of *Apocalypse*?

TL: CD speed! We are constantly accessing the CD to load various things, for example, we load in the next part of the level as we go, which enables us to build large, complex environments. We also spend in the voice-overs for Bruce Mills directly from the CD as they are recorded. In addition, we do something never seen before on the PlayStation: We spend in full-motion videos (FMV) during the actual game, so as you're



running past giant video screens in the game while listening up, we do a rock video plays of 30 frames per second on the screen in the background. But since

thing you can do on the Nintendo 64.

EA: Another great thing about the PlayStation is that it has so much unexplored power. According to Sony, the average PlayStation game still utilizes only about 66 percent of the PlayStation's features.

Well, the team has been programming games for the PlayStation for about three years, and we know certain tricks that even Sony doesn't know about. We certainly know stuff that other developers don't, but should have seen our best at 1—half the people watching were other developers taking notes on our cool special effects.

EA: Why did you abandon the concept of a two-man team fighting buddy system?

TL: It didn't play well. The concept sounded pretty cool, but it really didn't work in the game. When we used the 3.1 in *1st* Bruce decides what he wanted to do, he never did what the player wanted, when we scripted his actions, the game was the same every time, and the player got frustrated. Everyone



for a fast-paced environment. They also found a way to run full-motion video sequences while the action is hot: Bruce can now run past a bank of TV monitors that are playing a music video and nothing on the screen slows down.

Why is video so important? When you're selling a game to a youth-oriented market, image is king. And Activision made another important contribution to that theory up front by signing Goth queen, Poe, to not only provide music and input to the game, but also to actually appear as one of the bosses. The Poe video that Activision created using computer-generated (CG) rendered cinema scenes from the game should be appearing on MTV soon.

Where There's a Will, There's a Way

The time *Apocalypse* spent in the shop will translate to some superior gaming the November GamePro scored a three-level demo, and its speedy gameplay,



visibly improved graphics, and non-stop action were impressive. Luckily for Activision, *Apocalypse* wasn't the end of the world that some industry insiders thought it would be. **D**



Your fingers will never rest, and your heart will not stop racing!

wanted to be in control of Bruce Mills, so we just gave them what they wanted.

EA: Was the cool music video featuring CG rendered cinema done before or after the overhaul of the game?

TL: This was done before the overhaul. The music video features two Poe, who appears in the game on one of the bosses, so the video was very closely integrated into the story line, and, as you've seen, we have video actually stand in with the game play. The video is very important to the style of the game.

EA: Will the final product revolutionize any aspects of the video game industry?

TL: It will set new standards for what is expected of PlayStation games in terms of using its hardware and in using graphics that look good on it. Because of the amount of innovation in this game, we expect people to copy a lot of things, like the video walls, the lighting techniques, and our many cool weapon effects, but we don't admit that—it's kind of a compliment.

Team: Apocalypse Project Leader: Neil Ford
Programming: Peter Dinkley, David Hays, Jay, Seth Barnes, Jason Jones
Art: Don Dinkley, Neil Ford, Mark Goss, Steve Perence
Design: Jason Spivey, David Bailey, Jason DeGross



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OURS COMES WITH A RESET BUTTON.

RC Team Lost RACER



FINDLY, A REMOTE CONTROL CAR NOT EVEN YOUR BROTHER CAN DRIVE. COMPLETE WITH 16 REMOTE CONTROL CARS AND 15 PULSE-POUNING TRACKS, THIS GAME LETS YOU DODGE, WEAVE, AND SOAR THROUGH RICH TROPICAL JUNGLES, SUN-BLENCHED BEACHES, AND MURRY SWAMP. EVEN IF YOU DON'T FEEL LIKE RACING, THERE ARE DOZENS OF HIDDEN PATHS AND SECRET FEATURES FOR YOU TO EXPLORE. ALONE, WITH A FRIEND, OR AGAINST THE COMPUTER, THIS GAME WILL SEND YOU THROUGH DOZENS OF COURSES -- NOT BATTLES.

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IN THE YEAR 3000, THERE

Rocket boosters and treacherous heat-seeking missiles make this flying fox virtually unavoidable and unflappable.

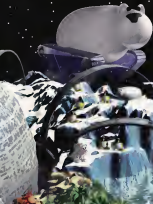
A sheep-herding K-9 on wheels whose Fido firepower is worse than his bite.

You can't get over this hump, full of explosives and ready to blow.


Packs nuclear power in his pouch and in his punch.



ARE NO PETTING ZOOS.




A rocket-sneezing, snow-squeezing polar bear who dumps dangerous icicle mines in front of unsuspecting foes.



A high-speed husky on skis who hates penguins and often flips his wig.



Full of lightning-fast mayhem and deadly cruise missiles, he's no angel.



A deviously shy tortoise who comes out of his armor-plated shell to wreak serious havoc.

SPACE STATION SILICON VALLEY

Silicon Valley, a space station used to harbor cutting-edge technology, has disappeared. Now, in the year 3000, it's on a collision course with Earth. You must not only think like the wacked-out beings who inhabit its incredibly lavish environments, you must become them. Only then will you be able to unlock the mysteries of the Valley and save our planet. Whatever you do, do not attempt to feed the animals.

RAM It!

The Saturn Isn't Finished!

If you still own a Saturn, don't fret: The system still has plenty of life left. With a simple converter, you can enjoy most of these games—we even give you our recommendations for the cream of the crop.

By Major Mike



Saturn: The Road Less Shaken

It probably wasn't a big shock when Sega announced that for the rest of '98, it was only preparing two titles for its 32-bit Saturn system: *Burning Rangers* and *Shining Force III*. Sure, the Saturn got off to a rocky start when it was jump-released in the summer of '95 at a suggested retail price of \$399. Moreover, Sega wasn't alone in the 32-bit race; Sony was also poised to release its 32-bit system, the PlayStation, later that fall. And although gamers would have to wait until September to buy a PlayStation, the system would cost a mere \$299—\$100 less than Sega's machine.



Magic Knight Rayearth is the only third-party Saturn game due to be released for the system stateside.

Despite Sega's fervent marketing of the Saturn (remember how the Genesis outsold the Super NES?), Sony won the 32-bit war; and today the Saturn is clearly carried out. Several retailers no longer carry the system, game prices are bargain-basement low, and only one third-party company has a Saturn game in development as we go to press: Working Designs' *Magic Knight Rayearth*.

Why did the Saturn fail? No one can say for sure. Some blame the premature launch; others claim developing games for it was too difficult; and still others claim the software lineup wasn't as strong as the PlayStation's. Whatever the reason, one thing's certain: Saturn owners would sure love to have more games to play before their system becomes history.



While U.S. gamers may be saying "Sayonara" to the Saturn, gamers in Japan have been welcoming a new wave of titles for the system. A series of excellent 2D fighting and action games are now thriving on the Saturn, with a little help from the unit's expansion port. In fact, many great Saturn games are still out there—you just need to know where and how to find them.

Capcom Comes First

Capcom has led the way with RAM-expanded fighting games for the Saturn (which comes equipped with 2MB of internal RAM). For example, the Japanese version of its *X-Men vs. Street Fighter* even upped the ante by bundling a 4MB RAM cartridge with the game, creating a near-perfect arcade translation—probably the best conversion of a Capcom fighting title to date.

Vampire Savior: The Lord of Vampire is another recent release that uses the same RAM cart as *X-Men vs. Street Fighter* with the same



X-Men vs. Street Fighter and *Vampire Savior: Lord of Vampire* uses the 4MB RAM cartridge in order to produce perfect arcade translations.

spectacular results. Upcoming 4MB releases in Japan from Capcom include *Pocket Fighter* and a completion of the side-scrolling *Dungeons & Dragons* arcade titles, *Tower of Doom* and *Shadow Over Mystara*. *Marvel vs. Street Fighter* is also due out in Japan before the end of the year, while *Marvel vs. Capcom* is rumored to be in the works.



RAM-Less

Capcom's RAM-supported titles aren't the only shining stars in the Saturn universe. Several excellent non-RAM titles have also been released. First and foremost is Castle of Devil Dracula X: Nocturne Under the Moon by Konami. Basically the PlayStation version of Castlevania: Symphony of



Castlevania for the Saturn has several features not in the PlayStation version.

the Night, Devil features more areas in Dracula's Castle and two extra playable characters. On the RPG side, the Saturn has several offerings, such as Dragon Force II by Sega and Lunar: Silver Star Story by Game Arts.

Unfortunately, Capcom USA will not be releasing its games in America. Plus, Castle of Devil, Lunar, and Dragon Force II won't be released in the U.S. either—but that doesn't mean you can't play these games at home.

Yours...For a Price

These games can be obtained in the U.S., but usually at a high price and with a converter (see sidebar, "The Tools of the Trade"). Where do you find them? Import-games stores and some Electronic Boutique stores carry Japanese Saturn titles (see sidebar, "Where to Find Imported Saturn Games") as well as converters, or are at least able to order them for you. Some of these stores also carry the translated text of imported games, so you won't get stuck in situations that rely heavily on Japanese text. Excellent games are waiting for weedy Saturn fans—you just gotta find 'em!



The GameShark lets you play Japanese Saturn games on a U.S. system.

Who Gives a RAM?

When *The King of Fighters '96* was released in Japan for the Saturn, it was the first game to be bundled with a 2MB RAM cartridge. Similar to a Saturn Memory Card, the RAM cart fits into the expansion slot on the top of the Saturn. Instead of saving extra games, though, the RAM cart does two things: It improves the graphics and shortens the game's load times.

Other RAM-expanded Japanese Saturn releases followed King, including *Metal Slug*, a side-scrolling shoot-'em-up from SNK. The RAM cart was optional for two other Capcom fighting games, *Cyberbots* and *Marvel Super Heroes*. In the U.S., however, no games have been released that require the RAM cart.

Using the RAM cart with the U.S. version of *Marvel Super Heroes* can open a new option. If you enter the *Cydon Mode* with the RAM card in the Saturn, you'll find a new 3M RAM Mode at the bottom of the menu.



One of the first extra-RAM games for the Saturn: *The King of Fighters '96*.

OPTON MODE	
PLAY STYLE	A BARRAGE B
TIME LIMIT	01 02
SCORES	1 2 3
THROW SPEED	1 2
SHOOT ONE	OFF ON
SHOOT	EXTEND HOLD-ON
EXTEND HOLD-ON	DRAGS A DR B SHIELD
PARAL	OFF ON
DR SHOT	OFF ON
FIELD START IN LIFE	

The Tools of the Trade

You don't have to purchase a Japanese Saturn to play Japanese games; you'll also be able to buy a simple converter that fits into the Saturn's expansion slot. Although there are more on the market, we present below a few of the converters that allow you to play Japanese Saturn games on a U.S. system. It's important to remember, however, that even though these converters play Japanese games, they do not translate onscreen Japanese text.

If you want to play Japanese games that are RAM-enhanced, then you must also buy a corresponding RAM cart which comes in two sizes: 2MB and 4MB. The best aspect of the RAM cart is that one size fits all. If you buy a 2MB RAM cart, you can use it with every game that requires it.

ST • Key

The ST • Key is the bare-bones converter: It only lets you play import Saturn games. It has no additional RAM and can't save games, but it's perfect for people who just want to play non-RAM-enhanced Japanese titles on their American Saturn.



Game Shark and Pro Action Replay

In addition to being cheat peripherals, the GameShark and the Pro Action Replay also enable you to play Japanese games on your U.S. Saturn. However, these carts do not provide the additional RAM required to run games like *X-Men vs. Street Fighter*.

Saturn Action Replay Plus

The Saturn Action Replay Plus does double duty: It provides an extra 4MB of RAM for games like *X-Men vs. Street Fighter* and *Vampire Savior* and lets you play Japanese games. You can also save games to the cart.



The Three Best Imported Japanese Saturn Games

Attention, gamers, these titles are Japanese-language only.

X-Men vs. Street Fighter



A near-perfect arcade port, *X-Men vs. Street Fighter* absolutely rocks. The load times are almost non-existent, and all the excellent aspects that made the arcade version

such fun to play have been retained (including the tag-team battle system). This home version lacks some cool extras like a tournament and practice mode, but for 2D fighting fanatics, it's still one of the finest arcade-to-home translations ever. (For more info, see "PreReview," March.)

Graphics: 4.5 Sound: 5.0 Control: 5.0 Fun Factor: 5.0

Vampire Savior: The Lord of Vampires



Taka monster characters, give them *Street Fighter* moves, and what do you get? *Darkstalkers*. *Vampire Savior* is the third (and best) game in the famed monster-fighter series. Moreover, the Saturn version features three more fighters than the arcade version

as well as a hidden options menu with some cool extras—including a feature that translates the Japanese text into English! Despite its lack of a training mode, this game is like *X-Men vs. Street Fighter*: a perfect arcade translation.

Graphics: 4.5 Sound: 5.0 Control: 4.5 Fun Factor: 5.0

Castle of Devil Dracula X: Nocturne Under the Moon



The Saturn is usually stronger for 2D games, but, inexplicably, this version of *Symphony of the Night*

has more slowdown than the PlayStation version. Nevertheless, the game's additional characters and extra areas in *Dracula's Castle* make this a must for fans of the *Castlevania* series. One quibble, though: Why not give *Marie* and *Richter* story lines like *Alucard's* and allow them to collect different weapons and other items? Playing as *Alucard* makes *Devil* an epic feast of a game; as *Marie* or *Richter*, it's more like a fast-food drive-thru. At least the excellent Japanese voice are retained—remember the horrible ones the PlayStation version had when it was released in the U.S.? **C**

Graphics: 4.5 Sound: 4.5 Control: 4.5 Fun Factor: 4.5

Other Titles Available in Japan...

We feel that the following games from Japan are worth a look (unless otherwise indicated, all titles are available now.)

All Japan Pro Wrestling
Featuring Virtua Fighters
(Wrestling)

Getton 2
(Shooter)

Dead or Alive
(Fighting)

Dragon Force II
(Strategy/RPG)

Dungeons &
Dragons Collection:
Tower of Doom and
Shadow Over
Mystara
(Action/Adventure;
available in Japan
later this summer)

Pocket Fighter
(Fighting)

Salamander Deluxe Pack
(Shooter)

Samurai Showdown IV:
Amakusa's Revenge
(Fighting)

Samurai Showdown RPG
(RPG)

Sexy Parodies
(Shooter)

Silhouette Mirage
(Action/Shooter)

Thunder Force 5
(Shooter)

...and Some Excellent U.S. Saturn Releases

Here's a list of some gone-but-not-forgotten domestic Saturn titles that no Saturn gamer should be without.

Burning Rangers
(Action/Adventure)

Die Hard Arcade
(Action/Adventure)

Dragon Force
(RPG)

Fighters Megamix
(Fighting)

Iron Storm
(Strategy)

The Legend of Driss
(Action/RPG)

Mega Man X4
(Action/Adventure)

Nights
(Action/
Adventure)

Panzer Dragoon Saga
(RPG)

Powernine
(Carrier Shooter)

Dragon Force
(Action)

Shining Force III
(RPG)

Street Fighter
Collection (Fighting)

Ultimate Mortal
Kombat 3 (Fighting)

Virtua Cop 2
(Shooter)

World Series
Baseball '96 (Sports)

Where To Find

Imported Saturn Games

Check out these Web sites for info on how to order imported Saturn titles.

Tammo Games:
www.tammo.com

Game Express:
www.gameexpress.com

Game Cave:
www.gamecave.com

PEL Video Games:
www.pelvideogames.com



Only evil this dark could bring him back.

Only a game this big

TURBO SEEDS OF



GAME BOY



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could do him justice.



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THE GAME BOY GROWS UP!

Nintendo has big plans for the cheapest, most popular handheld game system in the world. Add a little color, throw in some virtual pets, maybe snap a digital picture or two—anyway you look at it, the Game Boy is coming on strong this year!

By Scott Levy



UP!

SPECIAL FEATURE: THE GAME BOY GROWS UP!

Your dad probably owns one. It's been featured in dozens of movies as a prop. It's enjoyed great peak years and tough competition. It's the Game Boy—and it's poised for a comeback.

POCKET MONSTERS ON PARADE

One of the factors leading to the Game Boy's revival will be the Pokemon phenomenon (see sidebar "Watts Pokemon?"), which should fuel an additional 20 percent in Game Boy sales next year. In Japan, Pokemon easily outdid some next-generation titles, with 3 million units sold to date—and if the Japanese market is any indication, sales here should be brisk. In September, Nintendo will fuel the fire domestically with the release of the Pokemon for the Game Boy, an animated Pokemon television series, and Pokemon



Pikachu, a sort of pedometer-based Pokemon that's powered by the distance you walk.

In fact, the Pokemon craze is so big in Japan that Nintendo has de-

WATTS POKEMON?

Pokemon (pronounced "poka-s-mon") is actually an abbreviation for Pocket Monsters, a wildly popular series of games for the Game Boy (and a hit television show) in Japan. Pocket Monsters are a cross between role-playing games and fighting virtual pets. You breed them, train them, take over weaker monsters and absorb their skills, then try to beat the foe for out of opponents with your own fighter via a Game Boy Link.

Nintendo will offer two versions of Pokemon this September, Red and Blue. Because there are over 150 different types of monsters, you'll need to trade between Red and Blue. Pokemon games to find them all, Nintendo's hoping that's just what you'll do.



Pokemon for the Game Boy

ber to buy gifts for your pet or to gamble at the slots for more watts. If you don't keep your Pokemon Pikachu happy, it leaves you. Kind of like a virtual girlfriend.



The Pokemon Pikachu

It that sounds far-fetched, wait until you see the Pokemon Pikachu. This small

pedant pet actually keeps track of the distance you walk and is fed and befriended with the results it comes up with. Your distance is measured in "watts" (although we can't tell if it's calculated in feet, miles, time, or work...um, what), and you use that number to buy gifts for your pet or to gamble at the slots for more watts. If you don't keep your Pokemon Pikachu happy, it leaves you. Kind of like a virtual girlfriend.

LET THE GAMES BEGIN

Regardless of all the nags that Nintendo plans for the Game Boy, no excitement would be generated if it wasn't for its accompanying lineup of stellar games. Unlike companies that make titles for the Saturn, Nintendo and its third-party licensees still

LEGEND OF THE RIVER KING



The first fishing role-playing game (don't ask) is actually an exciting game.

By Natsume
Available now

WOLF WAR ZONE



All the thrills and spills of the next-gen titles. GamePro recommends it!

By Europa
Available now

SMALL SOLDIERS



Based on the summer hit of the same name, You're a Greenish toke to numbers.

By THQ
Available Summer '98

HARVEST MOON



Based on the hit Super Nintendo RPG, this title comes to life on this small screen.

By Natsume
Available now

WOOD STORIES



Travel and learn. Build Puzzle-based games puts another spin on the Star Wars universe.

By THQ
Available November

veloped a Nintendo 64 game that uses your Game Boy-saved monsters in the N64 Memory Pak slot. Initially titled *Pokemon Stadium*, the game will feature 3D N64 characters taking on enhanced 3D Game Boy Pocket Monsters in a one-on-one slugfest. Hoping to latch on to the craze, Nintendo of America is set to release *Pokemon Stadium* on these shores if it performs well in Japan.

STAMPING OUT THE COMPETITION

Another leading factor in the Game Boy's resurgence is certainly the kitschy Pocket Camera and Pocket Printer. This unique pair (which follows another near-hysterical craze in Japan—stickler clubs) offers Game Boy owners something different to do with their handhelds besides playing games.

With a suggested price tag of \$49.95, the Pocket Camera is the first affordable handheld digital camera made for kids, and, although the screen resolution is only that of the standard Game Boy screen, you can do a lot of cool things with it. Snapshots of friends, places you've visited, people you've caught making out (including your parents—yeechhh!), or even class projects can be recorded on the handy, versatile device. If you add the Pocket Printer to it (at about \$59.95), you have a whole darkroom (sort of) to yourself.

A COLORFUL CHARACTER

Nintendo's final strategy to revamp its handheld will be to add true color to the Game Boy. The Game Boy Color model (which will retail for approximately \$79.99) will feature three display modes: 10-color, 32-color, and 56-color. The art will be completely compatible with the existing Game Boy library of titles and will still use only two AAA batteries (for about 10 hours of gameplay). Moreover, development is already taking place on Game Boy Color titles such as *Turok 2*, *NBA Jam '99*, *Dig Dug II*, and *Top Gear Pocket*. ☐

POKEPERRIN

We wanted some insight into the Pokemon craze, so we asked Penn Kaplan, director of marketing at Nintendo of America, for all the insider Poke news.

GamePro: The Pokemon phenomenon continues to defy all expectations, with almost 5 million units sold in Japan alone. Will Pokemon help boost Game Boy sales? **Penn Kaplan:** Actually, the Game Boy doesn't need any help. We have sold over 66 million units worldwide, and we expect an extra 3 million units to be sold this year alone in the U.S.

GP: In fact, the Game Boy will help sell the Pokemon. All indications from the Japanese market are that Pokemon will be as big a hit here as over there.

GP: Are there other companies helping out with the Pokemon craze?

PK: We are officially partnered with Hasbro to create a line of toys, figures, and other items that will certainly make a splash this fall—but our lateral push will come from the *Pokemon Masters* cartoon show, which debuts September 7 (check local listings for time and channel). That cartoon has been sold into 92 percent of the television market, which is phenomenal.

GP: How much money is being spent on the launch of Pokemon?

PK: Although I can't say exactly, the amount is definitely in the millions. As with all Nintendo product, we are launching a multi-tiered marketing effort with print, television, and on-line support. We will also be involved to some extent with the American cartoon series.

GP: Will the recent economic woes in Japan affect Pokemon sales or the launch in the U.S.?

PK: No, simply because this is not a game that's tied to economic influences. It's just a fun, involved game where kids care about what they're doing. As a matter of fact, kids were lined up for miles outside a store in Japan, and we saw all of them playing Pokemon. Now that's an economic indicator.

GP: Virtual pets were last year's craze. What sets Pokemon apart from Tamagotchi?

PK: Nintendo is more concerned with teaching kids in the experience surrounding Pokemon. It's not enough to feed and wash your pocket monster. You must train it, give it presents, and make it like you. More variety is also a plus, along with a very important training aspect—you can't get all the reactions unless you trade with

other Pokemon owners. And lastly, virtual pets are finite. They will die. Pokemon lasts as long as you do.



fully support the Game Boy. Upcoming games like *NFL Blitz* and *Mortal Kombat 4* promise to not only add depth to the already huge Game Boy library, but also to give you a few more reasons to consider buying the most enduring handheld in the world.

CONKER'S POCKET TALES



Based on the upcoming N64 action title.
By Nintendo
Available December

POCKET ROMANEMM



He's back, and it's a stone-cold blast!
By Nintendo
Available November

TUROK 2: SEEDS OF EVIL



Get ready in whip-smore more dinosaur blast.
By Acclaim
Available November

MIKI MIKURU IN COLD SHADOW



The Super NES slice-slicer has returned!
By Namco
Available December

FUTURE RELEASES

Duke Yu II: Ace Harding
By Nintendo
Maniacs: The Legendary Journeys
By Titus
Xena: Warrior Princess
By Titus
NBA in the Zone
By Konami
NFL Blitz
By Midway
Mortal Kombat 4
By Midway
San Francisco Rush
By Midway



Meet Barry Swadlow, Cyber Athlete™ and legend 11 machine. Think you can stop him? Drop on the foam bucket. Our flex is football the way Madden wants it to look. With bigger big men, Madden wrenches, Earl-Burning One-Gun-Flex™ and for every scenario! If you show up, some never jokes just waiting to shed it.

MADDEN
EA
SPORTS
99





MIDWAY

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Sneak Previews



Tomb Raider III

PlayStation

By Brother Buzz

The Adventures Continue



Gaming's most famous adventurer returns! Lara Croft is on the trail of another ancient mystical artifact and is equipped with new moves, more vehicles, fresh visuals, and a revamped hard body by Core Design. Lara's search will cover five levels, but, after the first, you'll be able to traverse the others in any order.



mood lighting and particle effects that produce bullet holes and flying shell-casings will juice up the suspense as well as the action.



Tomb Raider III already looks like the best Tomb Raider yet. For Lara fans, this game is shaping up to be the no-brainer purchase for this holiday season.

A Tomb-ful of Moves

Lara will be more lively than ever. For instance, you'll be able to build up energy to dash at high speed and duck and roll forward to beat low-level obstacles. You'll also be able to spring traps—if you detect them in time—and throw switches by

shooting them. Underwater, you'll finally get that strafe move. Eidos also promises to smarten up the enemy A.I. (at last). It looks like Tomb Raider will not stand pat—Lara could be hotter than ever before.



Developed by Core Design
Published by Eidos
Available November

40% COMPLETE



Crash Bandicoot: Warped

PlayStation

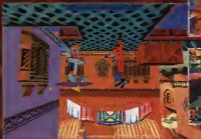
By Scary Larry

Warped Sense of Humor



In addition to Crash's tried-and-true box-whacking gameplay, *Warped* offers some gorgeous visual effects. The water-racing levels are particularly arresting, rivaling *Wave Race* on the N64 for sheer beauty and technical accomplishment. Furthermore, a few levels venture off the beaten Crash-path: You'll cruise through time and explore ancient pyramids, take a stroll through some lush Arabian levels, or dash past some dinosaurs in the Jurassic level.

Any way you look at it, our favorite Bandicoot has left his jungle home for some very inventive levels.



Crash is back with some wacky time-traveling mayhem in this third instalment of the Bandicoot series. Warped has something for every type of gamer, including race freaks and competitive-score junkies.



The Good, The Bad, and The Naughty

Naughty Dog, the development house behind previous Crash games, worked hard to make sure that *Warped* doesn't turn into just another sequel. Instead, the company layered in several technological achievements that shine in the gorgeous revision we saw.

Split-plane water levels (which show a clear reflection of Crash above and below the waterline), millions of polygons per level, and no fogging or clipping in the backgrounds were just some of the improvements.



Crash Is Back

New elements that gamers will enjoy include time-trial levels that test Crash's speed, new power-ups such as a bazooka and a speed burst, and, of course, complex, fun-level designs. If you've never played Crash before, you'll certainly do yourself a favor by checking out this one when it debuts in late October. Hopefully, Naughty Dog will just keep adding more and more cool touches until the game is ready to review in an upcoming issue.



Developed by Naughty Dog
Published by Sony Computer
Entertainment America
Available October

90% COMPLETE





PlayStation

By Major Mike



Lock your doors—Thrill Kill is on its way! Fighting fans, this is the game your parents warned you about.

All in Good Fun



For a four-player fighting game, Thrill Kill has excellent controls. Taking on several players at once rarely becomes confusing, and a block button has been added to the control scheme; the neutral blocking feature, however, has been retained. In addition to the 30-plus moves per fighter, more Thrill Kill finishing attacks have been included. Unlike those in Mortal Kombat, these moves are easy-to-perform simultaneous button presses. For combo-fanatics, Thrill Kill has several multi-hit linking moves and even air juggles. Not being able to jump is awkward at first, but the free 3D movement soon becomes second nature.



Does it Hurt?



Thrill Kill promises to shake up the PlayStation with some of the most controversial and graphic battles we've ever seen. In addition to the buckets of blood they splash across the various stages, each character can choose to finish off an opponent at the end of a match with a Thrill Kill. These moves

range from humorous (like Cain's handshake) to outright disturbing (like Tormantor's chain dismemberment). Parents, beware—Thrill Kill has some pretty strong stuff, so take the warning screen at the start of the game seriously!



Dismember That?

Since our last preview of Thrill Kill (see "Sneak Previews," September), three new characters have been added to the lineup: Cain, a fireman and burn victim; Judas, Siamese twins joined at the torso; and Marukka, a winged demon who serves as the game's final boss. Other play modes



have also been implemented, including a Practice and a Team mode. Hidden character outfits, like Violet's alien and Belladonna's cowgirl getups, are also new. The only missing elements at this stage are the rendered cinema cut scenes—and we can only imagine what shocking surprises they'll contain.

Developed by Paradise
Published by Virgin
Available October

80% COMPLETE





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FORTESQUE

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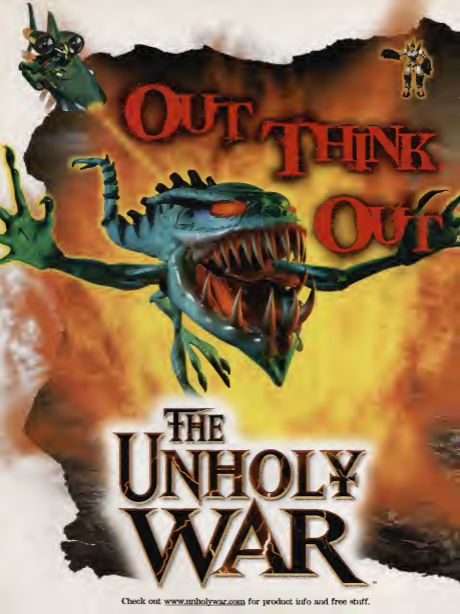
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Wipeout 64

Nintendo 64

By *Alr Hendrix*

Rocket!



Wipeout's always reigned on the PlayStation as the crown prince of antigravity racers, and now the N64's getting its fair share of thrills. Fans of the original games will definitely feel

right at home as they guide wickedly fast hovercraft around demanding courses, picking up single-shot weapons to let loose on the field of 15 opponents.

Awesome new features like four-player split-screen racing and analog steering combine with seven new tracks and Rumble Pak support to deliver what already looks like a holiday hit. As for weapons, Wipeout pros can expect the familiar rockets, missiles, mines, earthquakes, and so on—but the game will also equip each of the four teams with a new "super" weapon that packs a huge punch.



Wipeout 64 is no mere port of Wipeout XL, blasting onto the N64 scene with hot new tracks, four-player split-screen action, and adrenaline-drenched racing that promises to make *F-Zero X* look like a sleepy bedtime story.



Missile!

Visually, Wipeout already shines with slick styling, cool lighting, and the edgy futuristic look that made the first games so outstanding. While the tracks are jam-packed with those familiar



light turns and big-air jumps, cool new touches—such as a rearview camera, overhanging trees, tunnels with wildly spinning walls, and steam jets that blast across the windshield—ratchet up the excitement. The sounds continue the series' tradition of excellence with thumpin' trip-hop tunes and that same killer British announcer.



Developed and published
by Psygnosis
Available November

60% COMPLETE





Harrier 2000

Nintendo 64

Since the system's release, N64 owners have been without a quality flight sim. Hopefully, that's about to change with *Harrier 2000*. Get ready to jump into the cockpit of an AV8B Harrier jump jet and take out an international terrorist ring through more than 50 missions. You'll have many weapons at your disposal—including air-to-air missiles, cluster bombs, and three gauges of guns—as well as full control over your aircraft's setup. The firefight for peace takes to the skies this December. —Junk Man

Developed and published
by Video Systems
Available December

60% COMPLETE



Attack of the Saucerman

PlayStation

All that "alien visitor" hype shows up in the lighthearted action/platform game *Attack of the Saucerman*. As Ed the Saucerman, you're out to rid the Earth of rebellious Grimoids, a task that translates into 28 levels of tried-and-true 3D platform-hopping, blasting, and the like.

Campy B-movie sci-fi graphics complete the game's comical feel as you unleash "love" bombs (enemies become so enamored that they happily let you slarp them up), poison gas, and smart bombs. —Air Hendrix



Developed by Tube Industries
Published by Psygnosis
Available First Quarter '98

20% COMPLETE



Monkey Hero

PlayStation

Take Two Interactive is filling the *Zelda*-less PlayStation void with its own action/adventure title *Monkey Hero*. Playing as Monkey, you have the job of restoring harmony between the

Three Worlds by finding the eight chapters to the *Magic Story Book*. The quest, however, won't be easy: You must explore dungeons, castles, and other environments, while solving puzzles and battling various enemies—including the evil Nightmare King. The search for the Waking World's salvation begins later this fall. —Junk Man



Developed by Storm
Published by Take Two
Interactive
Available November

50% COMPLETE



PlayStation

By Major Mike

RIVAL SCHOOLS



Capcom's third 3D fighting game for home consoles, *Rival Schools* features gang-up beatdowns and other methods of mayhem.

fighting 101



Rival Schools' graphics are extremely colorful. Every character displays excellent detail—from Ray's red hair to the very bouncy Tiffany—making them all look as good as those in *Street Fighter EX Plus*. The only sore spots are the occasional character break-up and some slowdown on certain stages. Hopefully, these rough areas will be smoothed out by the time *Rival Schools* hits the shelves.

after-school showtown



Rival Schools is a two-disc set with a ton of extras. In addition to the regular arcade version, it includes a create-a-player mode, training mode, art gallery, and several mini games, such as a baseball



home-run derby, a volleyball spike contest, and a soccer shootout. Capcom has also added two new fighters to the regular line-up, along with some hidden characters.

schoolhouse combat



The copy of *Rival Schools* we previewed featured superb controls, and the Dual Shock added fitting effects to the intense fights. Executing special and super moves was a snap, and the game had enough combos and juggles to satisfy even the most ardent fighting-game fan. The biggest problem with the game's controls was that they're too master-friendly, making it easy for a beginner to defeat a skilled opponent just by wildly hitting the buttons.



Developed and published
by Capcom
Available September

80% COMPLETE



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A character in a dark, hooded cloak is crouching over a small, yellow, mechanical robot. The robot has a boxy body with a green and blue striped section on its chest and two large, circular eyes. The character's hands are on the robot, and they appear to be examining or interacting with it. The background is a dark, rocky, and somewhat desolate environment with some faint light sources, possibly fire or distant lights, creating a moody atmosphere.

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Castlevania 64

Nintendo 64

By Major Mike

DOWN FOR THE COUNT

Castlevania 64 lets you play as four characters: Schneider Belmont, the traditional whip-toting Castlevania hero; Cornel, who can transform into a wolf during the night hours; Carnie, a 12-year-old sorceress; and Coler, a burly bruiser who also happens to be Frankenstein's monster. Each character has



their own varying special techniques and abilities, in addition to their own unique story lines and game endings.



NEW ABILITIES



The characters in Castlevania 64 have more moves and skills than those in any other entry in the series.

For example, in addition to jumping and snapping a mean whip, Schneider can dangle and scale along ledges. The game also re-

tains some "classic" abilities, including using the whip to swing across chasms and dangerous areas. Other familiar elements include collectible weapons and items such as throwing knives, holy water, and boomerangs. One of C64's most striking features involves monsters that are more plentiful and stronger during the night than during the day (Castlevania vets will remember that Castlevania II: Simon's Quest had a similar gameplay feature).



Castlevania goes 3D with Castlevania 64. In addition to the traditional Belmont character, you can choose from three others, including a werewolf.



STRIKING AND STALKING

Although Castlevania is finally going 3D, 2D purists shouldn't worry: It looks like the vampire-killer series is making a smooth transition into the third dimension. Even though the action on the early



version was slow, some of the playable stages featured nightmarish visuals, including a stage filled with bloodstained traps that's suspended over a giant pit of fire. If game development keeps at this pace, Castlevania 64 could be one of the most innovative and striking entries in the classic series.



Developed by KCEK
Published by Konami
Available November

40% COMPLETE



Respected coach and video gameologist Tom "The Thumb" Blake says there's nothing quite like the sweet taste of victory. That's why Coach Blake recommends these handy tips on proper



VIDEO GAME NUTRITION

Achieving the proper balance between carbonation and caffeine in a cola is critical. An improper gas-to-energy ratio can occasionally have lethal effects on the human body. Case in point, young Benjamin Walker, who consumed eight colas in just one period of NHL 98. When the gas, went to his head, young Benjamin was rushed to the hospital where an internal artificial flatulator was attached to expel the ether that had begun to seep into his cranium.



RULE OF THUMB
Energy should equal the mass of carbonation squared or $D^2 \times E$.

The roots of the Kampi plant, indigenous to Eastern Cambodia, are rumored to increase sensitivity of the escairical nerves in thumb tips. If you are prone to chewing your thumbnails, you'll find it also adds a slight butterscotch flavor to them.



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Serve chilled, with mint garnish.



Coach Blake says it's also important to maintain a well-balanced diet of video games. That's why he recommends Pokémon Red and Blue for your GameBoy. Now you can create your own custom-made monsters. Tame them, teach them amazing skills and train them for combat. And they're just **\$27.99** EACH.

Get into the game.

TARGET
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MediEvil

PlayStation

By Atomic Dawg



The Dead Are Alive



MediEvil qualifies as a throwback to the good ole hack-n-slash games of yore. Comparisons with the 16-bit classic Super Ghouls 'N' Ghosts are appropriate, as you play Sir Fontesque, knight errant brought back to life to fight ghouls, zombies, and other undead things—in fact, as a rambling skeleton clad in armor, you just barely qualify as alive yourself! The preview version, however, certainly indicates that you have the chops to wage wild 3D fighting.

Evil Ways



MediEvil's preliminary game plan calls for 24 stages set in the once-beautiful-now-festering land of Gallowmere. In the preview disc, the boney Fontesque featured fast, quick reflexes, nicely tuned for the Dual Shock controller, with cool combat techniques matched to specific weapons. For example, he displays forehand and backhand swings for his broadsword, downward and sideward swings for his battle-axe, and a massive downward smash for his warhammer. He may be only a skeletal warrior, but Fontesque will have some fleshed-out moves.



If you thirst for thumb-jamming hack-o-slash action, MediEvil could make you go...well, medieval on the PlayStation. This 3D sword-slinger looks like it'll put life back into the undead.



Bones Are Beautiful




Looks like Sony and Millennium are working overtime on MediEvil's visuals. The character graphics nicely mimic the 3D style of *Nightmare Before Christmas*. In the version we played, the textures on objects and backgrounds were impressively smooth and the dynamic lighting effects produced wonderfully 'berie effects. Even the story cinematics rocked. MediEvil looks like it could certainly brighten up the Dark Ages.



Developed by Millennium Software
Published by Sony Computer Entertainment America
Available October

50% COMPLETE





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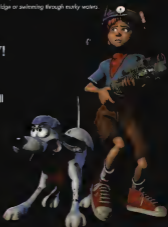
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Small Soldiers

PlayStation

By Atomic Dave

Space Laid Waste



Small Soldiers will turn the Commando and the Gorgonite action-figure characters from the movie of the same name into two distinct races of beings, with the Commandos becoming fascistic warmongers. You play as the Gorgonite leader, Archer, who must zap the baddies across 15 run-n-gun single-player levels. In the eight split-screen dual-player levels, you'll take on Commando leader, Chip Hazard, mano-a-mano. You'll also summon other characters from the flick, such as Punchit and Ocula, who will fight for you courageously on autopilot.



Night Made Right

In the preview version of Small Soldiers, the blistering shoot-em-up action was fast and fierce, but the chase-view cam held steady as the firefight spread out 360 degrees. Although the controls were a mite skittish, the Dual Shock joystick generally kept Archer on track, and the recoil during automatic gunfire was awesome. There's a sniper view, too, but Archer's best move was strafing, which locked his weapons on target as he ran.



This ain't like the movie! Small Soldiers for the PlayStation should be a laser-burning firefight, with massive firepower the order of the day.

War Is Swell



It looks like Small Soldiers plans a major attitude assault with its graphics and sounds. At the get-go, the Commandos launch a sneak assault on the DreamWorks logo, zapping the Tom Sawyer-like kid who's fishing on the crescent moon. In addition, Commandos such as Butch Meathook and Chip Hazard often

kid who's fishing on the crescent moon. In addition, Commandos such as Butch Meathook and Chip Hazard often cop mean grins just like their big-screen counterparts. To pump the audio, actor Tommy Lee Jones re-ups as Chip Hazard's voice and a weird Gorgonite choir sings mesmerizing background vocals.



Developed by DreamWorks Interactive
Published by Electronic Arts
Available October

90% COMPLETE



Respected coach and video gameologist Tom "The Thumb" Blake says that there's no better way to test your skills than in a tournament. And there's no better way to ensure you win than



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Coach Blake also says that if you're going to host your own tournament, make sure you have the best games. Like NFL Blitz for PlayStation and Nintendo 64. Available October 1.

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WCW/NWO Revenge

Nintendo 64

Who's next? The WCW and NWO are stepping back into the N64 ring, adding new features, moves, and wrestlers to the already fun gameplay established in *WCW vs. NWO: World Tour*. *Revenge* includes over 80 wrestlers, a new 40-man Battle Royal (four wrestlers in the ring—when someone gets eliminated, a new grappler takes his place), and instant replays that show off all the wicked finishers such as the Outsider's Edge and Sharpshooter. *Revenge* also features combo moves for martial artists like the Ultimo Dragon, fights up and down the aisle, and a bunch of hidden weapons including baseball bats and stop signs. The game is fun, but still needs some more juicing if it wants to compete against the awesome *WWF War Zone*.

—Johnny Balgame



Developed by Asmik
Published by THQ
Available October

80% COMPLETE



Tenchu: Stealth Assassins

PlayStation



Tenchu: Stealth Assassins is finally slicing its way to the States. Activision is enhancing the popular Japanese version for U.S. gamers by adding two new levels, bloodier gameplay, and improved enemy A.I. You play as one of two deadly ninjas who must sneak around 10 levels, performing missions such as rescues, assassinations, and invasions. Over 20 weapons, from throwing stars to smoke bombs, are at your disposal, and you can swim, climb, crawl, and jump from rooftop to rooftop. The poor camera angles that haunted the Japanese game have been improved—but not enough to take the frustration out of getting killed while the camera focuses on something other than the enemy in front of you. If this problem gets fixed, *Tenchu* could be the bloody ninja game that martial arts fans have been kicking for.

—J. Boogie



Developed by Acquire
Published by Activision
Available October

80% COMPLETE

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TEST DRIVE 5

PlayStation

Test Drive 5's getting ready to burn rubber on the PlayStation with fun, high-octane action that already looks much more accessible than *Need for Speed III* or *Gran Turismo*. Drivers pick from a garage full of 23 sports and muscle cars ('98 Viper, '69 Corvette, and the like) and then start bumping fenders on 17 tracks around the world. The long point-to-point and circuit courses are filled with branching pathways, shortcuts, and big-air jumps, while the killer arcade-style gameplay's all about ramming your way through the pack. A more realistic Sim mode, slick new graphics, buttery-smooth analog controls, two-player split-screen action, and modes where you can drag-race or play as a cop add excellent depth to the game. Barring a sudden mishap, *Test Drive 5* is headed for a top-ranked finish this fall. —*Air Hendrix*



Developed by PDSall Syndicate
Published by Accolade
Available October

70% COMPLETE



PlayStation

It's easy to swat Buck Bumble aside—a bumblebee shooter? What the Buck?! However, if you take it out for a...uh...buzz, you'll find some fairly fun 3D shooting lurking underneath the game's young, cartoonish exterior. The story's pretty silly: You play as a cyborg bee warrior dedicated to snuffing out an insect invasion—but what makes *Buck Bumble* worth a look is the fun of dogfighting with full 3D freedom of movement. Buck can launch all manner of weapons, bust off loops to evade enemies, and land and snack on pollen for health. The controls of this unfinished version still needed some fine-tuning as precision flying was hard to accomplish. Assuming that gets fixed, *Buck's* humorous sounds, well-rendered but kiddie worlds, and engaging combat should garner some attention. —*Air Hendrix*



Developed by Argonaut Software
Published by Ubi Soft
Available October

70% COMPLETE

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Cool Boarders 3

PlayStation

Sony is ramping up for more downhill insanity with Cool Boarders 3. CB3 looks bigger and better than its predecessors, with six events, such as Downhill and Half Pipe, on five mountains that comprise 32 courses. You'll choose from 20 downhill daredevils and 23 boards of varying strengths and weaknesses.

In the preview version we played, CB3's visuals were slick, but a little pixelated; and all the common snowboarding obstacles, including moguls, rocks, and trees, were in place. The frame rate moved at a fast clip, and the exciting sense of speed made rushing down the slopes that much more fun. As for controls, CB3's were very intuitive: Busting killer tricks like the Front Slide 540 was a breeze. The only downside was that making tight turns, even with the use of the analog controller, proved to be a chore. With a little fine-tuning, Cool Boarders 3 should deliver the thrills gamers are expecting from this hot prospect.

—The Rookie

Developed by Mid Mind
Published by 3i3 Studios
Available October

70% COMPLETE



Twisted Edge Snowboarding

Nintendo 64



Midway's hitting the hill with Twisted Edge Snowboarding. As of press time, TES will contain seven tracks (including a practice track) and five competition modes. You'll be able to race each track through three difficulty levels, with the course changing as you advance: The Expert course will contain jumps that were closed off in the Novice course, and so on. You'll select from nine boarders and seven rides, some of which are released as you complete certain events; and you'll pull off numerous tricks, including the incredible 1260 and the McTwist 720—just to name a few.

The preview version we played was very early in development: It featured only one track and few tricks. However, the game speed was up to par with that of 1080°. As for the graphics, the characters looked smooth, and the environments featured cool touches, including downed alien spacecraft.

Only time and another playable will tell if TES will bring enough twisted fun to cyber-shredders this winter. —The Rookie

Developed by Boss Studios
Published by Midway
Home Entertainment
Available November

50% COMPLETE



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Jackie Chan's Stuntmaster

PlayStation

The most famous martial arts movie star (and undoubtedly the craziest!) since Bruce Lee, Jackie Chan punches his way onto the PlayStation in a high-flying new action game. Stuntmaster begins on the set of Chan's latest movie in Hong Kong. After some commotion there, the line between reality and fiction becomes blurred, and Chan must fight enemies and race through 12 levels of kung-fu kicks and broken bottles while performing the insane stunts he is known for: jumping from building to building, beating down bad guys, etc. Jackie Chan was even motion-captured for the game to provide his character with a realistic set of movements, from fighting to sliding down ladders. Stuntmaster should strike the PlayStation in early 1999. —Johnny Balgame



Developed by Radical Entertainment
Published by Midway
Available First Quarter '98

40% COMPLETE



O.D.T.

PlayStation

O.D.T. (Or Die Trying) is a dark 3D adventure game in which you must stop a deadly epidemic before it wipes out the city of Calli. A magical green pearl with legendary healing powers is the only thing that can counteract the disease. Unfortunately, your ship crashes before you can grab the pearl—and now you're surrounded by a bunch of ugly mutants. You play as one of four characters, each with their own attributes, weapons, moves, and magic. As you journey through the game, your character gains experience and improves his skills much like in an RPG.

The character control in this unfinished preview version still needed a lot of work: Jumps were difficult to navigate, while reaction times for special moves and simple turning were too slow to be effective. If Psygnosis manages to fix these problems, the game has promise—but if Psygnosis drops the ball, O.D.T. will likely be O.O.A. when it hits stores this October. —J. Boogie



Developed and published by Psygnosis
Available October

50% COMPLETE

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The Diabolical Adventures of Tobu

PlayStation

989 Studios is taking off with *The Diabolical Adventures of Tobu*, a refreshingly unique flight-based platform game. The action takes place in a medieval Asian world where the young



winged hero, Tobu, must rescue his uncle from the vile emperor, Wen Hithol, and his minions. Although the gameplay's strictly the stuff of 3D platform gaming, it should intrigue gamers right from the start with its intuitive, responsive flight model that really captures the joy of flying. Tobu has full 360-degree freedom of movement in these alluring 3D worlds as he rams enemies, collects power-ups, rockets through speed chutes, and floats up drafts. This one's definitely a hot prospect for the holiday season.

—Air Hendrix



Developed and published
by 989 Studios
Available November

100% COMPLETE



Big Air

PlayStation

Accolade's cooking up some killer snowboarding action that might just become the first PlayStation game to match the excellence of the N64's 1080° Snowboarding. *Big Air* starts



shreddin' with 90 licensed boards, 30 courses with branching pathways, 40 tricks, and a huge soundtrack of over 20 punk and ska tunes. One or two boarders race in Boardercross (motorcross-style obstacle-laden action), Free Ride, Halfpipe, Slalom, and Big Air modes. The runs are set in six countries, including Canada, the U.S., and Switzerland; victories earn you a plane ticket to different countries, and, ultimately, the right to race against real-life pros, such as Boardercross champ Shaun Palmer. Although there are a torrent of snowboarding games heading to store shelves this year, *Big*



Air stands

out from the pack with an older, more realistic style, tight handling, and clean, eye-catching tracks.

—Air Hendrix



Developed by Pitbull Syndicate
Published by Accolade
Available November

50% COMPLETE

Forget about ram and hard drives, install a
LITTLE SMARTASS
in your computer.



HeadRush is a new twisted trivia CD-ROM game that will test your wits, your sense of humor, heck, maybe even your bladder. It's packed with pimple-poppin', puppy-skinning, poop-steppin' fun. Not to mention, three free kickin' new music tracks from Swirl 360, Motorbaby, and 2 Skinnee J's. So, smarty pants, put down this magazine and run to your local software retailer.

From the
makers of:

YOU DON'T KNOW
JACK

Check out the demo
www.headrush.com

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BAD NEWS: it's down there



ROAD RACER 2

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Gex: Enter the Gecko

Nintendo 64

The guru of the geckos has finally come to the N64 with his cool moves, slick one-liners, and new heights of craziness. All your favorite stages from the PlayStation version are here, plus some extra levels to test your flying tongue and hard-hitting tail. The high-res graphics looked silky smooth, but, unfortunately, there won't be many one-liners due to the N64's memory limitations. The early version we played contained a lot of

draw-in, though its tight controls and effective camera angles showed great promise. If you're a Gex fan or just looking for a fun-filled 3D adventure, Gex: Enter the Gecko may just grab you by the tail and never let go.—Four-Eyed Dragon

Developed by Crystal Dynamics
Published by Midway
Available now

80% COMPLETE



Fighting Force

Nintendo 64

Get ready for a street brawler with hard-hitting fists, flying kicks, and objects of destruction—the 64-bit conversion of the fighting fave from Eidos. You'll have four characters at your disposal, along with plenty of combo smashes, as you battle ruthless thugs who are out to rule the world. Interactive objects such as cars and walls can be mashed to a pulp, while weapons ranging from crowbars to broken bottles can be manhandled to suit your combat needs. The action in this preview disc was plentiful, though the disc had no soundtrack and minimal sound effects. This game will definitely appeal to your inner pugilist, but will it be a Force to be reckoned with at its release?—Four-Eyed Dragon



Developed by Core Design
Published by Eidos
Available November

80% COMPLETE





Test Drive Off-Road 2

PlayStation



The first Test Drive Off-Road ran out of gas before the starting line, but Accolade's sequel promises to address the original's sizable flaws, including the terrible draw-in. Off-Road 2 sports more than 11 real-life vehicles, including the Hummer, Land Rover, Dodge Ram, Ford Explorer, Jeep Wrangler, and more. Mechanics will now be able to tune their suspension, brakes, etc., then race on six tracks in Hawaii, Switzerland, the Louisiana swamps, and the like, while slinging mud, busting through fences, and plowing over logs. —*Air Hendrix*



Developed and published
by Accolade
Available November

30% COMPLETE



AirBoardin' USA

Nintendo 64

ASCII's taking the snowboarding craze into the future with AirBoardin' USA, which straps shredders onto futuristic hoverboards that float like the craft in Wipeout XL. The free-form go-anywhere action's all about high-speed racing and wild tricks as gamers choose from eight characters, then dive into the Tricks, Coins, Free Run, Practice, or Time Attack modes. Two-player split-screen competitions and Rumble Pak support nicely round out the options of this promising prospect. —*Air Hendrix*



Developed by Human
Entertainment
Published by ASCII
Entertainment
Available November

50% COMPLETE

SGT Steel

"You'll be buried
without honors
DIRTBAG!"

DEAD IN THE WATER



ASCII
GAMES



Rally Cross 2

PlayStation



Rumblin', tumblin' four-wheelin' off-road action returns to the PlayStation with Rally Cross 2. Under the guiding hand of the designers of the original Rally Cross, this sequel stands a good chance of ripping up the off-road turf. In RC2, one to four players can choose from 20 new off-road cars and trucks that they can customize, refining everything from tires to suspension to gear settings and even paint jobs. 989 Studios is ramping up RC2's graphics horsepower to render realistic racing environments and enhancements such as damage sustained by your ride.



Developed and published by 989 Studios
Available November

50% COMPLETE

It's also improving the controls over the previous game's. You'll speed along on the game's 24 newly designed tracks, which will take you through jungles, deserts, mud, ice, and snow. Six game modes should rev the Fun Factor over the redline.

—Dr. Zombie



GT 64 Championship Edition

Nintendo 64



Developed by Imagineer
Published by Ocean
Available now

80% COMPLETE

GT 64 Championship Edition is bringing authentic, high-speed touring-car racing to the N64. Choosing from 14 cars and six international tracks, one or two players will hit the gas in three modes: Championship, Time Trial, and head-to-head Battle mode. Catering to dedicated racing enthusiasts, GT 64 lets you adjust eight factors, including suspension, transmission, and tires. In addition to plenty of Rumble Pak responsiveness from the diverse terrain, hands-on gameplay demonstrated a sensitive touch that'll take practice to master. The detailed 3D environments flashed by fluidly, and formidable CPU opponents were extremely aggressive. If Ocean puts on the right finishing touches in the garage, GT 64 promises lightning-fast touring-car fun. —Dr. Zombie



SELECT A TEAM



CAR SETUP





Armored Core: Project Phantasma

PlayStation 3

Continuing the gameplay of the first Armored Core where you design your mech (called an AC), then engage it in battle, Project Phantasma brings to the sequel different missions, new ACs to build and upgrade, and the option to fight higher-ranked ACs in a deathmatch mode. After defeating foes, players can rummage through the rubble for parts and weapons to upgrade their own ACs. This version also includes an option that lets you

upload an AC from the first game to help complete your objectives. If you're into mech combat, Project Phantasma may just appeal to your need to terminate. —*Four-Eyed Dragon*



Developed by From Software
Published by ASCI
Entertainment
Available October

80% COMPLETE



Backstreet Billiards

PlayStation 3



Besides offering the usual billiards simulation, Backstreet Billiards actually lets players gain fame and money as they hustle their way to the top. You'll be able to buy special items and to upgrade cue sticks with the cash you win playing nine games, including 8-ball, 9-ball, and snooker. Along with a trick mode to practice your favorite shots, BB has a plethora of smaller pocket games to choose from. And if you tire of the game's music, you can pop in your

favorite CD and listen to it while you play. Attention, players and hustlers out there: Get ready to chalk up! —*Four-Eyed Dragon*



Developed by August
Published by ASCI
Entertainment
Available Fourth Quarter '08

50% COMPLETE



EBONY Justice

"You'll be
sunk by the
funk
PUNK!"

DEAD IN THE WATER



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LIVE FAST ... DIE WET

"I WILL destroy you in the Battle mode
I WILL destroy you in the two player split screen mode....
I WILL destroy you in the combat cable link mode
I WILL DESTROY YOU MAGGOT!"
-SGT.Steel

"When the flag goes down baby
your gonna feel the funk of my
Disco Fever Ray . You'll be
hearin' "Stayin' Alive" til' ya die"
-Ebony Justice

"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale Flesh will ROT IN PIECES"
-Dr.Graves

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"We're like totally prepared to like
race and win on like all umm... 9
courses . ya know ? so like totally get
outta our way"
-Brandi,Mandi & Kandi



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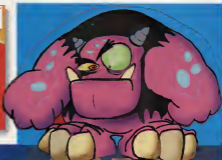
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NINTENDO



KEMCO

Get ready to RUMBLE! Charlie Blast's Territory will blow your mind! In Single Player Puzzle mode, help Demolition Expert Charlie Blast strategically re-arrange Bombs, Detonators, TNT crates, Blockers and other Objects scattered on each uniquely designed island puzzle level. Use the Trampolines, Floating Platforms and Conveyor Belts on each stage to help Charlie solve the puzzles. Detonate the explosives to set off a chain reaction that will blast the island to pieces and clear the level. Continue clearing Single Player Puzzle levels and Charlie Blast's Territory will reveal diabolical hidden Multi Player game boards, where two to four players can blast away at each other to gain territory on specially designed stages. Players can choose from four fun characters with their own individual quirky personalities. Acquire area on the Multi Player game board by arranging the Bombs and other assorted objects (such as Freeze Bombs that temporarily immobilize your opponents) to create an explosive chain reaction. There are 60 Single Player puzzle-solving fun and simultaneous Multi-Player competitive action.

CHARLIE BLAST'S Sweepstakes!



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Grand Prize trip includes (for a family of four): Round trip air transportation; hotel accommodations for 5 days and 4 nights at the world renowned Treasure Island Resort where there is a Volcano eruption every 90 minutes; a Lake Mead Cruise on the Desert Princess, where guests will be treated to an "outrageously great time" and the Hoover Dam "Hard Hat Tour," which requires participants to wear hard hats like the hero of Charlie Blasts Territory. This special tour will visit the areas of the dam that are not part of the standard tour - areas like the generator shaft gallery, the needle valve house, the seepage gallery and other "behind the scene" areas. Sweepstakes is open to legal residents of the U.S. and Canada (excluding Quebec), 18 years of age and older. Void in FL and where prohibited. No purchase necessary.

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Glover

Nintendo 64



Here's a real hands-on action/strategy game. In Glover you'll become...well, a white glove: all that remains of a wizard who had a bad spell day. You must retrieve six crystals scattered around your world by your explosive mistake. The powers at your command are a magic ball that you can turn

into a rubber ball, a bowling ball, a steel ball bearing, a crystal...and your abilities as a right-handed glove. You're a lefty? Oh, that glove landed in a cauldron—of pure EVIL! Glover may sound weird, but the gameplay in the preview version was imaginative and fun. Glover performs more than a handful of cool-looking stunts such as turning cartwheels, dribbling the ball, and busting a fist slam. Your basic task is to bounce, toss, or slap the magic ball to bonk enemies and solve puzzles. Glover could attain strategy stardom. If it does, Hasbro certainly deserves a hand. —Toxic Tommy



Developed and published by Hasbro Interactive
Available October

70% COMPLETE



Space Station Silicon Valley

Nintendo 64

Silicon Valley, an experimental robot space station, vanishes on its maiden voyage and reappears 1000 years later. Don't worry, this ain't Event Horizon! Dan Danger, Earth's bravest (and most affordable) hero investigates and finds...a weird-but-kinda-fun puzzle/strategy game. You'll guide a spider-like silicon chip into the electronic brains of bizarre animatronic robots to solve perplexing and sometimes strange tasks through 30 stages. Sure you'll encounter motorized mice, Snoopy-dog



jets, and monster-truck lions, but you may also find that Silicon Valley is more than just silly. —Atomic Dawg



Developed by BWA Scripts
Published by Take 2 Interactive
Available October

90% COMPLETE



Bomberman World

PlayStation

Unless Bomberman Hero for the N64 cuts short their fuses (see Preview, this issue), Bomberman fans will have something to cheer about in Bomberman World. Not only do you get a nifty 30-stage adventure here, but you also get down to the nitty-gritty bomb-dropping strategy action. You'll blast your way through 10 mazes in single-player matches, tag



Developed by Hudson Soft
Published by Atlus
Available October

70% COMPLETE



Respected coach and video gameologist Tom "The Thumb" Blake says winning isn't everything, but losing sure sucks. That's why Coach Blake reminds you that losers lose, and some winners go on to become



VIDEO GAMERS WHO ARE RICH AND FAMOUS



This famous movie star gives all the credit for his meteoric rise to stardom to video games. While a student at the Poly Technical Institute of Videogameology, Leonardo starred in the Institute's production of *A Joystick Named Desire*.

The Emir of Qat reported by some to own more faux hump dromedaries than any other emir this side of the Euphrates, also owns the largest video game collection the other side of the Euphrates. The collection's rumored value is said to exceed \$2.482 million. The emir credits his bi-monthly camel trips to Target for this impressive collection.



This famous singer is an avid video game player. At each stop on tour, Whitney's games and game systems are the last thing packed and first thing unpacked. It's rumored that her song, "Greatest Love of All" was written for Luigi, the Super Mario Brother.



Coach Blake also says that Target is famous for having all the latest games in stock. No preordering, no waiting. Like NFL GameDay '99 and Spyro the Dragon for just

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StarCon

PlayStation



Developed and published
by Acetate
Available December

50% COMPLETE

With StarCon, the creators of the Star Control series on the PC are lifting off toward PlayStation space combat. Gamers sign on with one of two alliances, then blast through missions that involve adventure/RPG-like gaming as well as standard dogfighting. The combination of colorful, almost cartoony graphics, cool features like the ability to pilot a mammoth carrier that

launches tiny fighters which you then control, and two-player split-screen action might be enough to help StarCon contend with its biggest competitor, Colony Wars: Vengeance.

—Air Hendrix



Survivor: Day One

Nintendo 64

The N64's getting a dose of third-person-perspective combat action with Survivor: Day One. As a "bioform" recently roused from cryogenic sleep, you must escape your colonization ship before it sinks and, along the way, rescue your missing female partner. Unfortunately for you, the six levels of the ship are filled with newly awakened mutants, and you're all competing for the finite number of escape pods. That means it's time to kill 'em all and let God

sort 'em out. —Air Hendrix



Developed by ACIA
Published by Konami
Available First Quarter '98

70% COMPLETE



BattleTanx

Nintendo 64



3DO's first foray on the N64, BattleTanx, is all about destruction. Starting out in another post-apocalyptic future, you play as a BattleLord protecting the few surviving women from marauding Tribesmen. In terms of gameplay, this means you get in a tank, drive around, and blow absolutely everything to pieces. The massacre takes place in eight cities, including San Fran-

cisco, New York, and Chicago, all of which have recognizable real-life layouts despite the apocalypse. Up to four players can wreak havoc via split-screen action in tanks armed with guided missiles, nukes, flamethrowers, and more. —Air Hendrix



Developed and published
by 3DO
Available Winter '98

100% COMPLETE

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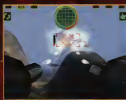


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Uprising X

PlayStation



The port of a critically acclaimed but commercially lukewarm PC

game, *Uprising X* combines intense first-person combat with tactical gameplay. Battling from the cockpit of a futuristic tank that acts as a mobile command center, you take on the evil Imperium by either getting into the thick of it yourself or by switching to the tactical side to build turrets, summon infantry, unleash bombers, and more. This intriguing blend of strategy and sheer mayhem is matched by excellent 3D graphics and strong two-player split-screen action. —*Air Hendrix*

Developed by Cyclone Studios
Published by 20G
Available Fourth Quarter '98

100% COMPLETE



Dead in the Water

PlayStation

ASC Games takes *Twisted Metal*-like combat to the seven seas with *Dead in the Water*. Batten down the hatches and get ready for some humorous hijinks with a gothic mistress, Wick Vein, the funky-fresh, Ebony Justice, and others, as you race through dangerous waterways and aqueous battlegrounds. Sporting two



modes, secret routes, customizable hydrofoils, hovercrafts, and racing boats, *DITW* may just get you caught in its rip-tide this fall. —*Junk Man*

Developed by Player 1
Published by ASC Games
Available October

80% COMPLETE



Rat Attack

Nintendo 64

PlayStation

Mindscape's returning to the PlayStation with *Rat Attack*, which injects a Tom & Jerry flair into Bomberman-style multiplayer competition. Apparently, super-rats have taken over the world, and, as a true-blue cat, it's your duty to save the day.



Playing from a top-down view, you capture manic rodents and carry them to a teleporter—or just thrust them into the microwave, the blender, etc., to end their misery. If you don't snuff out the rats before they munch your house, it's game over, man. Unique? Definitely. Fun? We'll let you know.... —*Air Hendrix*



Developed and published by Mindscape
Available November

0% COMPLETE



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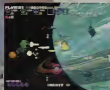
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PC GAMEPRO



Blood II: The Chosen

Win 95

Win 98

By Major Mike

Gamers who enjoyed the carnage in the first Blood game (see "PC GamePro," July '97) will be pleased to hear it looks like the series has lost none of its gory edge in Blood II: The Chosen. If anything, this sequel reaches new heights, with more weapons and enemies, bigger levels, a new graphics engine, and, of course, more blood.

Vein of Pain

Set in the future, Blood II lets you choose from one of four characters: Gabriella, Ishmael, Dphela, and the original game's hero, Caleb. Blood vets will remember these four were banished at the start of the first game. However, the different characters promise to be more than a mere palette swap; each has adjustable characteristics (physical attributes, for instance) that affect how you will play the game.

The most striking difference between Blood II and its predecessor, though, is the graphics engine. Blood II uses a proprietary 3D engine—not unlike that of Unreal or Quake II—with some help from 3Dfx acceleration. Although the alpha version we previewed had bugs, the environments and enemies were highly detailed—and the light sourcing was the icing on the cake. Other options to be implemented are 30-plus one-player levels and eight multiplayer Bloodbath levels where you can take on up to 32 gamers.

Weapons: Oh, Yes!

With 30 tools of destruction, Blood II doesn't lack for weapons, either. Some, like the flare gun, the shotgun, and the voo-

doe doll, are holdovers from the previous game; new additions such as the sniper rifle and 9mm pistol round out the arsenal. Another improvement is the reactive computer A.I. For example, if you shoot an enemy in the leg,

they'll hop and limp; if you hit someone in the arm, they'll clutch the wound.

At this stage of its development, Blood II looks like it could be the next big thing in the wake of big-name corridor shooters such as Quake II and Unreal. Blood never means having to say you're sorry. **B**

Developed by Monolith Productions
Published by GT Interactive
Available October





Sin

Win 95

Win 98

Activision's *Sin* has been a long time coming (it was supposed to be out in March), and therefore has a lot to live up to. But if the one-level demo is any indication, it's going to deliver the first-person shooter goods in a big way.



Sin's already packing a gritty attitude, cool weapons, a great single-player experience, as well as the power and flexibility of the Quake II engine. The environments are ultra-interactive: Shoot down a billboard and it crashes through roofs and fountains, shattering them in turn, while enemies plummet through skylights and slide into battle on ropes. *Sin*'s as exciting as it sounds—and it looks to get more so when the full game with its deep, branching story hits store shelves this fall.

—Dan Elektro

Developed by
Ritual Entertainment
Published by Activision
Available September



Klingon Honor Guard

Win 95

Win 98

Klingon Honor Guard takes the Unreal engine where no polygon has gone before: into the war boots of a Klingon warrior (a.k.a. "those guys with the ridged foreheads from *Star Trek*"). With the gorgeous looks of Unreal, the geekgasm franchise of



the century, and some authentic voice actors lending their talents (including *Next Generation* faves Tony Todd and Robert O'Reilly), KHG could be the breakthrough action game *Star Trek* fans have been waiting for. It's still a bit early to judge KHG's gameplay, but levels like the Klingon Bird-of-Prey and Tong Vey should keep Trekkers playing long. And, um, prospering.

—Bob's Fatt

Developed and
published by MicroProse
Available October





Starsiege Tribes

Win 95 Win 98 Win NT

Starsiege, the upcoming giant robot game, has already spawned a spinoff! In Tribes, settlers of the future have strayed farther and farther from their homeworlds, and as new, decent living space is found, they'll do whatever it takes to claim it as their own.

Focusing entirely on the multiplayer experience, Starsiege Tribes offers first- and third-person action for up to 32 players—but you can forget about the standard corridor crawl. You'll duke it out with sniper rifles and assault tanks on vast, gorgeous, seemingly endless

terrain, and you may have to follow multiple combat objectives. Players are encouraged to create their own clans, logos, and skins to add to the universe. The preview is already rocking our hard drives. —*Dan Elektro*

Developed and published by Dynamic
Available November

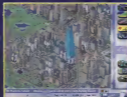


SimCity 3000

Win 95 Win 98 Win NT

The eagerly awaited third installment of Maxis' SimCity franchise offers a slew of civic improvements for would-be mayors. SimCity 3000's rendered 3D buildings can be placed in the appropriate zones (residential, commercial, etc.), guarded by small police forces, and hit by more disasters than ever before. You can import cities from SimCity 2000 or create personalized versions of famous locales such as New York and San Francisco, complete with landmark buildings. Be sure to listen to your advisors—and the news—then zoom in on the map to see tiny, animated SimCitizens live out their lives. Best of all, when lordling over a virtual microcosm of society isn't enough, you can create the structures themselves with SC3K's Building Architect Tool. —*Bad Hair*

Developed by Maxis
Published by Electronic Arts
Available October



"Homicidal Vacations Since 2001"

ROGUE TRIP

Vacation 2012

MAGAZINE

The Official Organ of the Amalgamated Association of Automercenaries

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We road tested 14
KILLER KARS on
the twisted streets of
Nuke Town!

BURNT RUBBER, TOASTED FLESH

Aromatherapy on the Road

Tips for Snagging Tourists-- And How to
Avoid Premature Ejection Once You've Got 'Em

A³ BABE OF THE MONTH INSIDE

Special FREE Issue for Automercenaries



274171



Dick Biggs, Editor

Welcome back, Automercenaries!

Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer stupidity of one desperate enough to risk his life for a **photo-opportunity**.

Treasure that moment. It's what being a thrill-killing, road-noting madman is all about.

Keep on truckin'!

Mr. Biggs



GREETINGS FROM AREA 51

HELL on Wheels

You're gunning it down Main Street. Shrapnel glancing off your windshield. Geiger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when we **roadtested 14 state-of-the-art tricked-out deathmobiles** one glowing summer afternoon among the **napalm trees of Nuke Town**.

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For pure Auto-mercenary sex appeal, there's only one choice — the **Meat Wagon**. This fuel-injected weenie-mobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch **Ozone**, a well-armed ambulance that hurts while it heals.

You want high-octane performance? **Car Combat Ultra?** Look no further than the pulse-pounding **Pyro** — a flame-spewing semi filled with fuel. You never run out of gas and if you do go down, you can take everyone with you

...continued on page 72



Sister Mary Lascivious

Thought for the Day

-Thou Shalt Drive Like A Righteous Mad Buzard
: So Sayeth the Lord



When Was the Last Time a Tourist Hit Your Window at 92 mph?

Hey, it happens. You have a bad day. Someone sends a missile your way and bang — **Prostate Ejectulation** — cut flies your tourist and before you know it everyone's got little bits of **Hawaiian shirt and nostrils** all over the windshield.

No problem. Whip out a 49 ounce bottle of ever-loving **SPLATTER-X**

Windshield Greener and, hey presto...the future's so bright you gotta wear shades.



Remove's
Hornets
Build-Up!



THE BLAST WORD

Every self-respecting Automercenary knows there are few things in life more enjoyable than vaporizing, burning, bombing and totalling stuff. Here's our hot picks for the latest targets the post-apocalyptic world has to offer:

- AIR FORCE ONE** - It's a helicopter. It's the President. It's divine.
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- BLIMPS** - Zap the zapping!



White House? — White Trash!



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FOUR PLAY

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NECROBOT
[Icons of weapons and abilities]



BITCHIN' BUNNY
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Grim Fandango

Win 95

Win 98



Some gamers may be burnt out on point-and-click adventure games, but Grim Fandango promises to breathe new life into the genre—even though all its characters are dead! As Manny, travel agent to the Eighth Underworld, you become aware of a plot to dupe heaven-bound Land of the Dead citizens of their passes to paradise. The resistance movement taps you to get to the bottom of things.

In many ways, Grim Fandango is a traditional exploration adventure in the style of Full Throttle and Sam & Max Hit The Road, but with no interface at all: the keyboard commands keep annoying cursors out of the way. —*Bad Hare*

Developed and published by LucasArts

Available October



Motocross Madness

Win 95

Win 98

Still need a good reason to buy a 3D accelerator card for your PC? Microsoft's Motocross Madness lets you do it in the dirt on stadium supercross tracks; in Baja checkpoint contests; and in awesome no-rules, free-roaming desert stunt courses. Everything's shaping up to be fantastic here—top-notch physics, detailed player models, excellent

track construction, and a great sense of freedom. The game supports the new Freestyle Pro controller, which lets you lean into turns simply by tilting the gamepad. Multiplayer motocross matches make it even more fun, and a track editor completes the package. Dirt-road fans, don't dare miss this one. —*Dan Elektro*

Developed by Rainbow Studios

Published by Microsoft

Available Fall '98



Myth II: Soulblighter

Win 95

Mac

Last year's awesome medieval strategy game is slated for a tune-up in this year's sequel. Look for the great 3D battles and easy interface from last time, plus indoor environments (storm the castle—then inhabit it), more working models of objects like drawbridges and windmills, better A.I., colored lighting, more detail in the terrain, 3D fire that damages what it touches, and ambient life such as birds and squirrels (which you sic on who you wish). Network and Internet play have been enhanced as well, with new games like Assassin and the intriguingly named Choke the Chicken.

The Mythology continues in time for the holidays. —*Dan Elektro*

Developed and published by Bungie Software

Available December



PC GamePro
REVIEW

Nov. 10, 2000

By Sergio

Game Director,
PC Games Magazine

shooting, trading, and a bit of intentional confusion sounds intriguing, read on.

Just the Larvae, Ma'am

Vangers is (apparently) about a future tribe of humans that is cut off from Mother Earth and which somehow gets genetically merged with a race of insectoid adversaries. You play as one of the roving band of "vangers" that gets sent out in off-road vehicles on different missions by an enigmatic counselor worm. Other vangers are competing against you to keep you from attaining the goal in the time allotted. Fail, and you don't get any hard currency to upgrade your ride.



PRO TIP: Understanding the vanger's unique abilities and language is an important key to success.

VANGERS
ROAD TO RUIN

Choose your weapons wisely: You have a limited load capacity.



PRO TIP: You can't see your health, so you'll have to guess the health level and be "conservative" when using items (like your fuel tank) to the limit on PC and use big tools.

What Is That Crawling Across My Hood?

Everything else about Vangers is delightfully unique. The landscape is fraught with plenty of colorful crawling pests, barriers,

traps, rivers, and overgrown vegetation. While the sound effects aren't worth sending a subspace message home about, the quirky music is a blast once you crank it. The keyboard is fine for control, but a gamepad works better. Multiplayer options include a free-for-all king of the hill game, a racing game, and a bounty hunter-like trading game where players take on contracts for specific goods.

Vangers is a humorous take on a Road Warrior-like adventure that only old-school Devo cultists will genuinely appreciate. **C**

Vangers: One for the Road
By Interactive Magic

Graphics	Sound	Control	Fun Factor

\$20.95	Multiplayer
Available now	Challenge: Medium
Action	Replay value: Low
Available later	15MB rating: Not rated
Minimum System Requirements	• VGA
• Windows 95/98	• SoundBlaster-compatible card
• 16 MB RAM	• 48 CD-ROM drive
• 300 MB on HD	

PC GamePro
REVIEW

Nov. 10

By Guillermo
Game Director,
PC Gamer MagazineCYBERSTORM
CORPORATE WARS

There's nothing like building up a massive force and sending it out to squish some enemies. Unfortunately, Dynamic's latest strategy game, Cyberstorm 2: Corporate Wars, delivers no such rush.

Taking Care of Business

It's several decades after the events of the original Cyberstorm, and the alien threat is gone. Greed and violence, however, have created eight corporations that make up the economy of the Typhoeus System. You'll head a corporation and, through excessive violence, earn the rights to the jumpgate that leads to the other side of the galaxy—where you'll amass even more wealth.

CS2 can be played three ways: turn-based, simultaneous turn-based, or real-time. You can build robots and hover tanks,



PRO TIP: Gang up on the most powerful enemy first and take him out. The rest should be really easy pickings.



PRO TIP: The stock Moderns run at the first sign of danger, so engineer your own and bump up their discipline stats.

upgrade your facility, and make "bioderms," clones that take the place of human pilots. Everything's fully configurable: You can swap weapons on your vehicles, choose your type of mission, or set the shields and armor way down if you feel like a bloodbath. Or, if you prefer, you can just let the computer handle it all.

Cy-ber-storm?

Sadly, Cyberstorm's gameplay isn't very interesting. There are three types of missions, but they all seem repetitive. Sonically, it's pretty cool hearing your bioderms scream when they get obliterated, but the game is plagued with ridiculous-looking terrain and sluggish map scrolling (even on a Pentium 200). All in all, you'd do well to skip Cyberstorm 2 and boot up StarCraft. **C**



PRO TIP: Tanks are very fast, but they have weak weapons and armor. Make sure you have at least one of the bad boys (like this Glant) in your arsenal.

Cyberstorm 2: Corporate Wars
By Dynamic

Graphics	Sound	Control	Fun Factor

\$20.95	Download now
Available now	Challenge: Adjustable
Strategy	Replay value: Low
4 players	15MB rating: Average
Minimum System Requirements	• Windows 95
• Pentium 333	• 40 MB on HD
• 24 MB RAM	• VGA
	• 48 CD-ROM drive

Respected coach and video gameologist Tom "The Thumb" Blake says it's not just important to play good, it's important to look good. That's why he suggests these



VIDEO GAME FASHION TIPS

VIDEO GAME FASHION DO:

Comfortable underwear

VIDEO GAME FASHION DON'T:

Underwear that creeps



Available September 25

\$39.99



Putting on an authentic 16th century suit of armor might seem like a good idea in the morning, but two hours of intense video game play may begin to rust the metal.



While press-on nails can be a smart and attractive complement to evening wear, they can be big trouble with a joystick or gamepad. Always keep your cuticles professionally manicured.

Coach Blake says it's important to keep up with the latest fashions, but it's also important to keep up with the latest games. That's why you should make regular visits to Target. They always have a huge selection of the latest games in stock, no preordering and waiting around. Games like these for just

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Where stealth is as important as firepower.

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Level of target

Eliminate resistance where feasible, and report home



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Fast, Free, Online gaming

Hot at the Arcades

The legend continues as Rtar's Gauntlet makes an explosive return to arcades this October.

By Johnny Balgame

Gauntlet Legends



Old-school gamers, rejoice! Gauntlet, the classic four-player arcade quarter-muncher, is back with 3D graphics and addictive gameplay that's guaranteed to excite not only fans of the original series but all gamers looking for a fast and fun adventure this fall.



Warrior Needs Food, Badly

In Gauntlet Legends, you play as one of four characters: a Warrior, a Wizard, a Valkyrie, or an Archer (sorry, Eli fans, your boy—or girl?—didn't make the cut). Every class features four color-coded versions of each character (one from each kingdom), so gamers can play as their favorite fighter—even if that means four warriors (red, blue, green, and yellow) are playing at once. Each class of characters has their own unique attributes in the areas of magic, strength, speed, and armor. Plus, your character's experience levels actually increase during gameplay, and between stages you can even cash in your gold to buy more health and magic or to raise your levels. To keep gamers coming back to the arcades, Gauntlet allows you to save your character via a password after they die, so you won't need to start your adventure from scratch the next time you play.



Running the Gauntlet

Gauntlet Legends' chaotic gameplay is similar to the original's as players must frantically run around (both competitively and cooperatively), fighting monsters and exploring huge worlds in search of treasure, magic, food, and that all-important eat. GL features four main worlds, each consisting of approximately five levels; and in the last stage of each world you'll fight a menacing boss. After defeating each boss, you'll be given a key—collect all four keys and you will battle the game's final boss. However, to ultimately defeat him, you must also find the 13 Rune



Stones hidden throughout the game.

Besides the bosses, you'll encounter over 50 types of enemies from simple goblins to suicide bombers that run at you with explosives strapped to their backs (watch the body parts fly!). The wild enemies are complemented perfectly by the game's outstanding graphics: Each world is amazingly detailed and features fantastic effects like mist creeping through the environment and plants that look harmless from a distance but animate and strike if you get too close. Gauntlet Legends should be one of the year's biggest and best arcade games. Even if you're not a fan of the classic series, you'll definitely have a blast with this "new" legend.



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ocean



TENTH DEGREE

Atari's hot new fighting game is rushing into arcades with breakneck speeds and mad beatdowns.

By Johnny Ballgame



Tenth Degree blazes into arcades with the fast, extreme 3D fighting action that beat-em-up fans crave.

Degree of Excellence


Tenth Degree features 14 unique and exciting characters, who each fight with distinct styles and moves. The game includes a character modeled after *Letal Weapon 4* star, Jet Li; a Samoan shoot-fighter who looks strikingly similar to an *Ultimate Fighting Championship* participant; an edified Shao Lin master; and an evil bruiser named Raze who's so smooth he fights while puffing on a cigarette. TD will also feature a number of

pre- or code-released characters to keep the game fresh after months of arcade gaming. Look for Tenth Degree to heat up arcades this October.

Combos and Counters

Hoping to attract both the Namco and Capcom fighting-game fans, Tenth Degree offers the speed and two-in-ones of 2D along with all the combos and juggles of the popular Tekken series. Other advanced techniques include an extensive array of throws, recoveries, and counters as well as a new Hyper Evade maneuver that enables fighters to mid-dash to spin to the side of their opponents and rush them from an angle. Beginners might be able to mash their way to victory at first, but the game's complexities and advanced moves will definitely give the advantage to the skilled player who takes the time to learn how to attack and defend with depth. The lightning-fast martial arts action is also complemented by a special Hyper Ki meter that, when powered up, enables fighters to bust spectacularly wicked moves—like super fireballs that blast your opponent from all angles.



A large black circle is centered on a bright, glowing sun in a dark, starry space. The sun is a bright yellow-white orb with a soft, hazy glow around it. The background is a deep black space filled with numerous small, distant stars of varying brightness. The text is centered within the black circle.

**IMPRISONED IN DARKNESS
A CENTURY AGO...**

VENGEANCE IS ABOUT TO SEE

The breakthrough sequel to the best-selling original, the story continues as the imprisoned Navy escapes to wreak revenge against the tyrannical League who defeated them 100 years ago.



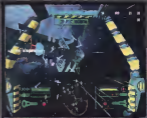


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*Dozens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights
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F-Zero X
(By Nintendo)
By Dan Elektro



Price not available
128 megs
Available October

Racing
4 players
Multiple views



F-ZERO X

The original F-Zero pioneered futuristic racing games at the dawn of the 16-bit era—but that was seven years ago, long before Wipeout and other antigravity racing games raised the stakes. Yet, who says “You can’t go home again”? F-Zero X, Nintendo’s latest 64-bit update of a company classic, has all the makings of a hover-racing game hit.

For better or for worse, F-Zero X doesn’t stray far from the addictive speedfest SNES gamers devoured in 1991, though it features more aggressive orchestrations of the original peppy music, fancier models of the futuristic cars, new portraits of the old comic-book-style characters, and deadlier, corkscrew-laden versions of treacherous tracks such as Silence and Big Blue. Boosters drain your energy bar instead of being individual power-ups (a welcome improvement), but, for the most part, the gameplay has been lovingly preserved. A cockpit view, the return of the magnetic rails, and less draw-in would have been nice, though.

Instantly engaging and packed with an awesome four-player mode, F-Zero X delivers high-powered racing with that immaculate Nintendo touch. **A**



PRO TIP: Leaning into turns with the R and Z buttons is imperative to keeping a good racing line—especially on narrow curves.



PRO TIP: Use the jumps on Mute City 3 to cut corners. Remember to soar in the air!



Sound

4.5 The new versions of the old F-Zero songs, complete with high-octane heavy-metal guitar licks, sound great, as do the game’s clearly audible warpage and other signals.



Fun Factor

4.5 If Biddy King Racing seemed too wispy, look no farther. F-Zero X draws on its own fine history to create a turbo-charged, worthy update of the classic hovercraft racer.



Graphics

4.0 The sleek ships and fast freeze rays will divert your attention from that pesky horizon fog (and the pop-up it tries to hide).



Control

4.5 Butter-smooth analog steering, cushioned with weight-shifting buttons, makes your machine move with power and grace.



PRO TIP: The ends of straightaways are the best places to attack in a Death Race.



PRO TIP: Big air does not always get you ahead. On some jumps, angle your nose down and re-join the track.



PRO TIP: The best place to hit boosters? Over the pink rechargers. You’ll get more power immediately.



PRO TIP: Bumping enemies off the track is too risky—miss, and you’re the one who gets hurt. Use the Spin attack instead.



PRO TIP: Beware of long stretches of track without guardrails in the Queen and King runs, particularly the halfpipe of White Land 2. One ill-timed spin and you’re retired.

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namco

DEADLY ARTS

Nintendo 64

BOMBERMAN HERO



By Scary Larry

Deadly Arts is a mediocre fighting game that's chock full of options. But those options don't raise the quality of its gameplay.

Although you can recover from hits by landing on certain objects, like tires and boxes, or create your own players and train them (kind of like an ass-kicking Pokemon), the game still isn't much more fun than other second-tier fighting games, such as Flying Dragons and Fighter's Destiny.

The problems begin with the game's ultra-stiff controls and work their way down through the lame, simplistic moves; the choppy character animations; and the incredibly sluggish AI. Most combos are performed by pressing the same button, like Punch, Punch, Punch—you can't get any simpler than that.

The only saving grace—and it isn't really saving much—is the sound. The game rocks out with kind of a funkified soundtrack, then layers in the same smacks, grunts, and groans of other fighters.

Deadly's uninspired character designs (including typical male, female, and zombie fighters), camera angles that leave you behind walls, and backlatter backgrounds stall the game's Fun Factor. It's more dud-ly than deadly, and that's a shame because the only other new fighting game this season for N64 owners is Mortal Kombat 4. **D**

PRO TIP: Remember to choose a careful mix of size attributes when creating a custom fighter—their weight and height determine their speed.



PRO TIP: Throws inflict more damage than a normal combo. Learn and use the throws as soon as you can.



PRO TIP: Some fighting stages have hidden areas. The easiest way to reveal them is to lay the smack down on someone when they're against a wall or a fence.

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PRO TIP: Beating a fighter in training mode allows you to implement one of their moves in your arsenal. Take the move with the most amount of button presses—you can always use a good, short combo when starting out.

Deadly Arts by Konami

Buttons	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Price not available
 16 ways
 Available September
 Fighting

3 players
 Challenge, Intermediate
 Entry video: Low
 ESRB rating: Teen



By Scary Larry

Bomberman Hero is a nice game. It can be substituted for a lazy walk in the afternoon or a traipse through the daisy patch. But if this sounds too tame for you, you should avoid BH at all costs.

The game's problems are fundamental and simple: There's no multiplayer Bomberman game; the 3D action is way too easy; the bosses attack you with easily identifiable patterns, making them a snap to beat; and the saccharine-tinted sweetness of the music will make you wince. Bomberman 64 was more fun than BH, and it was pretty simple, too—but it had more options, different kinds of bombs, and more varied gameplay. Bomberman Hero is an overtly childish game, and not what a hardcore fan of Bomberman is looking for.

Graphically, the game is painted in basic primary colors, with simplistic shapes making up most of the levels. The bosses are huge polygonal creations, but even their detail is blocky and stiff. As for sounds, a few rise above the mediocre watermark, while most are so cute they grate on your nerves like nails scratching across a blackboard.

BH's controls are basic (and the analog stick works great), but throwing bombs can be haphazard. Jumping is facilitated by keeping an eye on your shadow on the ground.

Bomberman fans will be disappointed, as will action/adventure/platform enthusiasts. Everyone else just won't care that the latest installment of Bomberman fizzled like a dud. **D**

PRO TIP: On Mazone, take this three-part boss down by first knocking Hellor off her perch. Then go after the spider (his eye is his weak spot). Hellor will return, but you can dispose of her by kicking bombs into her whenever she lands (use the shadows on the ground as guides).

Bomberman Hero by Hudson

Buttons	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

100 GB
 16 ways
 Available September
 Action

4 players
 Challenge, Beginner
 Entry video: Low
 ESRB rating: Everyone
 1 player



PRO TIP: The boss for Primus is a real egghead. Simply get above him and toss a few bombs on his noggin. You can also try to power up your bombs and send 'em four at a time, but your throws won't be as precise.



PRO TIP: The Kenalia boss is a stone-cold headcase. Don't waste time wearing him down—just aim right for his tail, which is his weak spot.

Bomberman fans will be disappointed, as will action/adventure/platform enthusiasts. Everyone else just won't care that the latest installment of Bomberman fizzled like a dud. **D**

PRO TIP: The boss of Planet Bomberman is fast but patterned. Be sure to throw bombs at the block on his chest. Carnal! He may move counterclockwise quickly, and those lasers on the ground will hit you.



PRO TIP: The boss of Planet Bomberman is fast but patterned. Be sure to throw bombs at the block on his chest. Carnal! He may move counterclockwise quickly, and those lasers on the ground will hit you.

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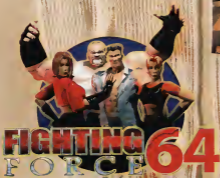
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**Future Cop: L.A.P.D.**

(By Electronic Arts)

By *Scary Larry*

\$48.95 2 players
Available September
Action adventure



While it's true EA realized the Strike games needed some changes to compete with today's Command & Conquer series, it also realized (thankfully) solid action will never take second place to multiple-objective missions. That's why Future Cop (formerly titled L.A.P.D. 2100 and, before that, Future Strike) is so much fun—it's C&C for itchy-fingered action morons.

Future Cop sets you up as a cop in futuristic Los Angeles, where your missions vary from destroying weapon sites to rescuing hostages, all of which you accomplish in a very Robocop-ish ED-209, called a "walker." You can also transform into a speedy hovercraft that can skim over long distances much more quickly, adding to the action element of the game. And action is what Future Cop is all about. You blast buildings, vehicles, and human opponents with alarming vehemence as you find weapons along the way to help you achieve your ultimate goal of ridding L.A. of some nasty gang warlords.

Along with adding split-screen and cooperative two-player modes to the game, EA enhanced the basic Strike engine with a multiplayer capture-the-flag game that lets Strike fans battle each other for supreme cop dominance.

Future Cop's graphics, sound, and control all live up to and surpass their counterparts in EA's Strike series, and the game has even better pre-rendering and motion-captured fluidity than Soviet Strike's. As for Fun Factor, you'll be halfway through the game before you realize you're playing a Strike game, so detractors had better put their arguments on hold. Future Cop is fun, pure and simple, and just the kind of game that borderline C&C fans would love to own. ■



PRO TIP: Save the shield regenerators until you really need them. You get only about three in each level.

**Fun Factor**

5.0 It helps if you're a fan of the Strike series, but even first-timers will easily get the hang of Future Cop. Blasting bad guys and destroying the scenery while remaining true to your "protest and serve" ideology is a great diversion. Future Cop is fantastic fun.

**Graphics**

4.5 Excellent miniature graphics—including some very special effects with human characters—and well-detailed vehicles are partially offset by too many offscreen battles that will have you shooting blindly at phantom targets.

**Sound**

4.5 The central dispatcher has a pleasant female voice that's never too hard on the ears, and all the explosive rock out the PlayStation's sound set. The overaggregated bass voices are grating, however, while the vehicle effects could have used some fine-tuning.



PRO TIP: The second boss has a laugh attack pattern. Make sure to shoot the annoying gang members around him first, then destroy the lower he resides in piece by piece. As he ascends, run up the gangplank and continue to blast him.



PRO TIP: To knock off the first boss, as you sidestep to dodge his fireballs (that reduce your shields by about 30 percent a hit), use mortars constantly. If you run out of mortars, switch to missiles. Be sure to save your power-up mortars for this boss.



PRO TIP: Any barrels or crates that bar your way are suspicious. Look beyond them for power-up pods.



PRO TIP: As soon as you gain a height advantage in a level, look for targets that you can destroy by using the mortars. This will help you get past some sticky situations later on.



PRO TIP: The hovercraft is useful in situations where speed is important—like darting past the flame bank in this level so you can get behind it and hit the switch that turns the flames off.

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Moto Racer 2

(By Electronic Arts)

By Bad Hair



\$49.96

Racing

Available

2 players

October

32 tracks

MOTO RACER 2



PRO TIP: You won't slow down by sneaking onto the grassy shoulder, so use it to cut clean lines through corners.



PRO TIP: Bust a stunt in mid-air on the motocross bikes, by tapping R2 after you're airborne.

Last year, Moto Racer showed how PlayStation motorcycle racing should be done. This year, the slick franchise returns, tweaked and enhanced—and it's still a great ride.

Moto Racer 2 packs in plenty—wild Arcade and realistic Simulation modes, night races, weather effects, and vertical split-screen racing—but the track editor outshines them all. For the first time



PRO TIP: Never hit turbo near the track's edge. Even at slow speeds, nudging the side while on one wheel always results in a wreck.

Graphics

4.0 Improved textures quality and a smooth frame rate are good, pop-up in bad. Buildings often appear out of nowhere: is this Moto Racer or SimCity?

Control

4.5 Moto Racer 2 has all the trimmings: Sharp response, tanking support, Dual Shock feedback, seven different button combos...it's all there. Sim mode's controls are more realistic and therefore harder to master.

Fun Factor

4.0 Improved graphics, gameplay tweaks, and the excellent track editor make Moto Racer 2 a satisfying motorcycle racer with unusually strong replay value.

Sound

4.0 Excellent ska-punk grooves make for a great change of pace from the endless techno beats of other games. However, motocross engines sound like a swarm of angry hornets, and the announcer may in fact be an unemployed game show host.



PRO TIP: Any contact with the track's edge causes a spill in Simulation mode. Don't risk going past the strip of leaves on the tributary tracks.

on a console game, you can create or alter the terrain on which you race, creating hills, hairpins, and hell-bent-for-speed straightaways. A few nips and tucks here, a little tinkering there, and you've designed your own championship circuit, which can then be saved to a memory card and traded with friends. That's simply awesome.

Thankfully, the rest of Moto Racer 2 delivers, too, with a good sense of speed and multiple views. Casual racers and die-hard fans alike, rev this one up—and consider giving MR2 a permanent parking space in your racing collection. **B**



PRO TIP: In Arcade mode, you can bounce off building walls while you're airborne without wrecking.



PRO TIP: For a truly devilish track, create steep hills right before sharp turns.



PRO TIP: Any time you pop a wheelie, your steering's hindered. Keep the hobnobbing to the straightaways.

S.C.A.R.S.

Hairdoe ala Turbo

Acute Retinal Burning (Just an excuse to wear red shades)

Lock-Jaw

Dislocated shoulder

Wears "standard issue" race gear 24 hours a day

Ubi Soft
ENTERTAINMENT

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Heart of Darkness

(By Interplay)

By Scary Larry



Price not available
Available September

Adventure
1 player
6 levels

HEART OF DARKNESS



PRO TIP: Shadows are dangerous everywhere in this world. Shoot at the dinosaur skull to eliminate the shadow behind it.

Remember *Out of This World*? To the uninitiated, it was a cool puzzle/strategy/action game with clever, intricately planned traps and perilous pitfalls. The game was much too short, however, and its graphics were blocky and almost painful by today's standards.

With *Heart of Darkness*, Amazing Studios is delivering a new, more whimsical game that is just as clever as *Out of This World* (which it also worked on, along with *Flashback*). You play as Andy, a young man who is beset by ills of all kinds, including a terrifying fear of the dark. His dog, Whisky, is mistakenly abducted by the Master of Darkness, so Andy sets out to retrieve him by stepping into the Dark World. As you side-scroll through six beautiful levels, you'll solve complex puzzles, think through complex traps, and blast dozens of aliens who get in your way.

Although the gameplay is brainy, HOD will appeal to just about everyone. There's enough action for serious gamers, enough humor for kids, and the right mix of puzzles and eye candy for casual gamers.

However, after five years in production and a three-year wait since we last reported on it (see "Short ProShots," July '95), *Heart of Darkness* suffers from longevity problems.

Once you've played through the game, that's it—there's no going back and finding hidden areas or playing for better scores. You play this one from start to finish, no stopping, and then you wait for the sequel—which hopefully won't take another five years to create. ❧



PRO TIP: After the last jump in the lava, cling to the wall. It's your only way out.



PRO TIP: See that man-eating plant in the corner? You'll find lots like it throughout the level. Make sure that one of these green seedlings is floating around them when you jump: After the plants eat the seedling, you can safely move past.



PRO TIP: As soon as you start the underground cave level, swim to this large energy ball and charge yourself up. Now you'll be able to grow seeds, zap enemies, and shoot traps for the next few levels.



PRO TIP: Try to scale the wall between the monsters to avoid the showers they shower as you.



PRO TIP: If you jump on the ledge, the rocks will slide, bringing the skeletal ball up for you to climb on.

Graphics

3.0 Spectacular backgrounds and lush 16-bit color in the surroundings make *Heart of Darkness* one of the best-looking games this year. Even the dinosaurs are top-notch, edging gracefully into and out of the action sequences.

Sound

3.0 Every creepy creak, from sizzling shadowbots to the slurring effect when the shadow-bat gobble you up, is re-created in eerie stereo sound. You'll find yourself tuned in to the audio cues throughout the game.

Control

4.0 The only frustrating control problems are the tricky jumps and the tendency to slide into a new screen before you're able to prepare for the dangers therein (which happens a lot). Bumping, jumping, and shooting are all responsive single-button actions.

Fun Factor

4.5 *Heart of Darkness* is a great game that includes all the cool elements of the old SNES game *Out of This World* and all the gorgeous scenery of *Flashback*. But after you're done, you're done—there are no hidden rooms, secrets, or replayability in this game.

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DARIUS PLAYSTATION



By Major Mike

In the PlayStation's sparse field of 2D side-scrolling, old-school space shooters, G. Darius is a welcome offering. Fans of the genre will be grateful for this home conversion of one of Taito's many arcade shooters, but newcomers are likely to be unimpressed by the simplistic gameplay. G. Darius is more nostalgic trip than innovative blaster.

In a traditional you-against-them-to-save-the-universe scenario, you take to the stars in one of two spacecraft in one- or two-players-mutual modes. You know the drill: Collect power-ups, dodge incoming fire, and blow the snot out of anything that comes in range. Adding spice to the traditional scheme are cool features such as nonlinear gameplay and the ability to slink in enemy ships and use their firepower.

G. Darius is crammed with dazzling graphic details. In fact, some stages are top visually overloaded for the game's own good: The action slows down at times, and incoming enemy fire can be easily camouflaged against the backdrop. At times you won't know you're hit until the Dual Shock gives you a telltale shake in concert with your exploding ship. The audio underwhelms with schmaltzy music and equally subtle sound effects. The responsive controls are a bit stiff, but, ultimately, piloting your ship is a breeze. Analog compatibility would have been a plus, though.

For 2D shooter action, G. Darius fits the bill perfectly. It may lack the high-tech gloss of Bishambur or the depth of Colony Wars, but for old-school shooter veterans, it's like old times. **B**



PRO TIP: If you're cornered, detonate any captured enemy ships. The explosion should neutralize incoming enemy fire and create an escape route.



PRO TIP: Mid-sized battleships are a real catch. Destroy their outer hull, then launch the Capture Ball to reel them in and use their firepower.



PRO TIP: One of the easiest routes to the end of the game is along the bottom of the zone triangle.



PRO TIP: When fighting a boss, fire the Capture Ball into narrow spaces so the Ball bounces around and causes multiple hits.

G. Darius by THQ			
PlayStation	Sound	Control	Fun Factor
3.0	3.0	4.0	3.0
128 KB Available on PlayStation 2 players	16 levels Challenge Battle view 1200 rating Everyone		



By Tommy Boy

Unlike all the Tetris clones out there, Devil Dice puts a unique twist on 3D puzzle games. Though difficult, it's surprisingly addictive. Players must manipulate dice on screen by walking on them and matching their faces to make them disappear. The action can get pretty hairy at times, especially in multiplayer games and War mode contests, where quick turns of the die are a must. Thankfully, the controls are tight and responsive. The sounds are pretty bland, while the graphics are colorful but basic.

If you thought Intelligent Qube was a walk in the park, Devil Dice will have you screaming in frustration. This one's truly devilish. **B**



PRO TIP: In two-player matches, it pays to focus on your own game rather than on what your opponent's doing.



PRO TIP: Take time to plan your moves so you can figure out where the dice are going to roll.

Devil Dice by THQ			
PlayStation	Sound	Control	Fun Factor
3.0	3.0	4.0	4.0
128 KB Available on PlayStation 3 players	Challenge Advanced Battle View 1500 rating Everyone		



By Miss Spoil

More a non-competitive experience than a game, Spice World lets you choose your favorite Spice Girl and one of five Spice "hit" songs. You then remix it by bouncing around nine sampling buttons. You'll



use your song throughout the game (you'll need a memory card) while learning the Girls' dance moves via PaRappa-style button sequences. Eventually, you'll choreograph all five Spices (yes, Ginger is still on the Spice rack) and watch them perform. There's also a lengthy video segment featuring the real Spice Girls.

Visually, the polygonal Spice caricatures would terrify even Scary, and the dance moves are neither clear nor exciting. Clunky, confusing controls don't help, and the sound is...well, Spicy. Even devoted fans will exit Spice World quicker than Ginger did. **D**

Spice World by PlayStation			
PlayStation	Sound	Control	Fun Factor
3.0	3.0	2.0	2.0
128 KB Available on PlayStation 1 player	16 levels Challenge Battle view 1200 rating Everyone		



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PRO TIP: Are you feeling lazy? One dance sequence can be duplicated for all five Spices.

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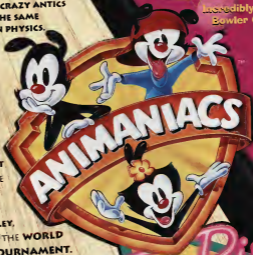


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BATMAN & ROBIN

By Bobb Fatt

Playing Acclaim's long-delayed Batman & Robin is an emotional roller coaster. It starts on a heavy downer, the gut-wrenching low of the horrible film itself combined with memories of Acclaim's last Batman game, Batman Forever. Could it possibly turn out a decent B&R title this time around?



PRO TIP: There are hidden rooms on either side of the door to the lower museum. Throw the switches, and run to the opposite side to get passages.

Yet, one glance at B&R's gothic, highly detailed visuals is enough to turn that frown upside down. The stunning heroes look and move like their celluloid counterparts, while the fully 3D, highly elaborate environments—including an immense re-creation of Gotham City—combine with the film's actual score to totally immerse you in the movie's world. Maybe this isn't a Holy Bat Bomb after all?



PRO TIP: Gotham City has numerous and dense hidden everywhere. Search everywhere for hidden items which reveal combat.

Ah, foolish optimism, down we go again. To control those gorgeous heroes, you'll face a terribly dumby interface, which, despite its complexity, still strikes out at bat. Inexplicably, you can't even fire a weapon while you're in combat mode. Makes sense, right? And the descent continues with myriad camera problems, woefully-rendered bad guys, and poor collision detection.

All seems lost, Batfans until, miraculously and despite a steep learning curve, B&R gradually grows on you like Poison Ivy's fungi.

Not only can you control all three heroes, Batman, Robin, and Batgirl, but they're also actually doing deductive work (remember that crazy notion of a Dark Knight detective?). And, sure, you have to drive ridiculous lengths while fighting repetitive enemies, but the route winds through a gorgeous Gotham City

that was clearly a labor of love. B&R isn't a great game, but its extra effort design shows—and hard-core Batman fans will appreciate it.



PRO TIP: The evil Professor's abandoned lair, right his cradle until he arrives and lowers the lair's security field—then grab the stone before Professor dies!

Batman & Robin by Acclaim



Graphics: 6.0
Sound: 4.0
Control: 1.0
Fun Factor: 3.0
Point-and-click interface
Available on: PlayStation
ESRB rating: Teen
1 player

By Bobb Fatt



By Bobb Fatt

Thunderforce V could be considered an exciting shooter—if we were still in the early '90s playing 8-bit generation video games.

Even if you do like old-school, testosterone-fueled shooter action in the vein of Gadius, TFV may not float your dispersion cannon.

The highly-detailed graphics create a cluttered screen, making it difficult to locate potential threats, so your success relies more on memorization than on skill.

TFV doesn't completely lack appeal. It boasts impressive Dual Shock Analog support and a very simple interface. The action is fast enough to keep you interested, and, though the anime-inspired sound effects are old hat, they're appropriate for this retro title. If you don't mind way-old-fashioned gaming, Thunderforce V is the force for you.



PRO TIP: This big, bad boss slows down before firing—so keep clear when he comes to a stop.



PRO TIP: The flatter weapon is your most efficient worm killer.

Thunderforce V by Working Designs



Graphics: 8.0
Sound: 7.0
Control: 6.0
Fun Factor: 5.0
Point-and-click interface
Available on: PlayStation
ESRB rating: Everyone
1 player



By The Rookie

If you love Risk, but hate it when your opponent wipes their hand across the board to disrupt the game, then you should fire up your PlayStation for a good round of clutter-free, strategic action.

While it's not spectacular, this version of Risk accurately represents the classic board game and comes with four modes, three objectives, and eight-player capability. The graphics and controls free the game well, while the maps are very colorful and accurately depict each continent. A point-and-click interface makes it easy to move your armies and attack, and the sound is adequate, with minimal war effects and a soothing battle overture.

Fans of the board game will really dig Risk on the PlayStation. To sum up, it's Command & Conquer for rookies.

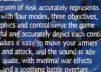


PRO TIP: It's better to build up one area of the globe before trying to conquer the world.

Risk by Working Designs



Graphics: 8.0
Sound: 7.0
Control: 7.0
Fun Factor: 5.0
Point-and-click interface
Available on: PlayStation
ESRB rating: Everyone
1 player (multitouch)



PRO TIP: Don't spend your effort on this Area; with only one installation are useless.



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Team Losi RC RACER

By Bobb Fatt

Ah, just what the world needs: one more radio-controlled-style racing game. Right? Wrong? Well, Fox's new Team Losi RC Racer won't change your mind.

Although Losi is fast-paced with nicely hidden secrets and cool controls (the first of its genre to utilize the dual stick steering/accelerating interface), its graphics, which feature lots of detail with some clipping and seams, are merely acceptable. Plus, the music is too low-key (some tracks don't even have music), while engine roars are overly tame.

Considering that Losi offers 16 cars, 15 tracks (plus eight bonus tracks), special power-ups, a two-player split-screen, and time at-track or standard A.I.-opponent racing, this game's replay value is strikingly low. Every time a tough track appears, a strong new car is released that can whip it. With very little replayability and even less challenge, Losi's lost. It's an evening rental at best. **D**



PRO TIP: On Pungul Passways, keep to the inside of the track, avoiding the water traps and mountains. A car with good acceleration and tight grip is best.



PRO TIP: Cheeky City is full of unexpected turns; the final one is a blind righty.



Team Losi RC Racer by Fox Interactive

Graphics	Sound	Control	Fun Factor
2.0	2.0	3.0	2.0

Price not available
Available on
Rating
1-2 players

PLAYSTATION

TRAP GUNNER



By Tommy Boy

Set in a dark, corrupt future, Trap Gunner combines stealth and twitch elements into an enjoyable action game. An evil crime syndicate known as GAIN is out to take over the world, and it's up to you, as one of six special agents trained in the arts of assassination, demolition, and espionage, to survive long enough to uncover the shady plot.

To defeat your enemies, you'll set various traps—ranging from basic mines to poison gas and portable whirlpools—in multi-leveled arenas. Controlwise, you'll have to get used to moving around tight spaces and hallways, but the game does support Dual Shock. As for sounds, explosions are especially nice in stereo, and the action is accompanied by acceptable house and techno tunes. Those who are searching for a good mix of real-time strategy and fighting will find that Trap Gunner fits the bill. **B**



PRO TIP: When caught in a Pitfall trap, move left to right to escape.



Anime fans will like Trap Gunner's cinematics.



PRO TIP: Make sure you're clear from your own traps before setting them off, or you'll take damage.

Trap Gunner by Atlas

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	4.0

\$29.95
Available September
Rating
2 players



By Tommy Boy

TOCA TOURING CAR championship

TOCA Touring Car Championship stalls at the starting line, offering nothing new to the genre. The graphics are outdated—where are the textures and outrageous frame rates?—plus, the excessive pop-up distracts from the racing. With only three modes of play and 16 touring cars to choose from, the list of features and options is too limited. Even the analog-supported controls don't help: You'll spend more time fiddling and spinning out than actually racing. This game's one minor achievement is its sound: Unlike most racing games



PRO TIP: Instead of jamming on your brakes, tap them lightly to get around those nasty tight turns.



where, for example, the engine sounds like an over-worked lawnmower, TOCA's audio effects are realistic, from the skidding of the tires to the revving of the motor. All in all, when compared to other quality racers for the PlayStation, TOCA just can't keep up. **D**



PRO TIP: Remember not to over steer your car or take turns too quickly, or you'll slide.

TOCA Touring Car Championship
By 3DO

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

\$19.95
Available September
Rating
1 player



By Boba Fett

In Kula World, life is a series of mile-high labyrinthine platforms with assorted keys, fruit, and coins, making for one of those rare games that can simultaneously induce both motion sickness and vertigo.

KW's a challenging puzzler that puts you in the role of a beach ball that you must steer through a series of 3D mazes. Compelling visuals and fluid Shock support combine to convey a strong sense of depth and movement. The haunting, Intelligent Qube-ish score establishes the...um...gravity of the situation.

Sadly, you'll always play the same worlds in the same order, which greatly hinders replayability, so consider this one a rental or a trade-in. **B**

Kula World by Psygnosis

Breakfast	Snack	Cereal	Fun Factor
4.0	4.0	4.0	3.0

\$29.95
Available September
Puzzle
2 players
Challenge: Intermediate
Rating value: Low
ESRB rating: Everyone



PRO TIP: If you're a score maven, it's worth taking extra risks to get all the fruit on every board, as they lead to bonus levels like this one.



controls (complete with Dual Shock support) combine to convey a strong sense of depth and movement. The haunting, Intelligent Qube-ish score establishes the...um...gravity of the situation.



PRO TIP: Items hovering in space may be on invisible platforms. Pay attention to glimmers when the board spins as you start.

PREVIEW

PLAYSTATION

By Boba Fett



In Master of Monsters: Disciples of Gaia (the sequel to the original MOM on the Genesis), you join forces with one of six masters, each of whom has their own agenda and abilities, like summoning monsters to do battle. The game is played on a grid-like map in agonizingly slow turn-based fashion. This is as thick as a strategy game can get: All the items, characters, and weapons have a string of statistics, with menus, sub-menus, and sub-sub-menus galore.

The maps do nothing to help the game's nonexistent excitement factor, though the rendered battle scenes are flashy monotony-breakers. The sound comes alive only during conflicts, and while the controls can be quickly mastered, you'll probably be bored long before you do so. **B**



PRO TIP: The monsters' limited range prevents their attacking, but they can find items in towers.



PRO TIP: Your master has the greatest chance of summoning monsters with alignments similar to his own.

Master of Monsters: Disciples of Gaia
By ASCII Entertainment

Breakfast	Snack	Cereal	Fun Factor
3.0	3.0	2.0	3.0

Price not available
Available September
Turn-based strategy
4 players
Challenge: Advanced
Rating value: Moderate
ESRB rating: Everyone



By Boba Fett

As the titular character of this kiddie action game, you storm through the Tower XS trying to put out fires set by minions of your archenemy, Sylvester T. Square.

Control problems mean that you can



PRO TIP: Use the strafe mode to try to take out both sides of this fire at once.

aim your water hose only in a general direction while the sluggish A.T. (which behaves like the interface of Shadows of the Empire) guides the spray higher or lower. In fact, the flames multiply as swiftly as the problems in this game, which also include repetitive level design, overt cuseyness, and poor collision detection.

The average soundtrack features temporarily amusing one-liners from Rosco and his companion Digby. The bland visuals are highlighted by brilliant, glowing fire.

Conceptually cool, Rosco McQueen ultimately goes up in smoke. **B**

Rosco McQueen Firefighter Extreme
By Psygnosis

Breakfast	Snack	Cereal	Fun Factor
3.0	3.0	1.0	1.0

\$49.95
Available September
Action
1 player
18 levels
Challenge: Intermediate
Rating value: Low
ESRB rating: Everyone

ROSCO
MCQUEEN
FIREFIGHTER EXTREME

aim your water hose only in a general direction while the sluggish A.T. (which behaves like the interface of Shadows of the Empire) guides the spray higher or lower. In fact, the flames multiply as swiftly as the problems in this game, which also include repetitive level design, overt cuseyness, and poor collision detection. The average soundtrack features temporarily amusing one-liners from Rosco and his companion Digby. The bland visuals are highlighted by brilliant, glowing fire.



PRO TIP: When you see this hallway on Floor 2, look for a discolored floor tile for life-saving treats.



By Boba Fett

In Sentinel Returns, you must absorb energy from trees to build buildings and ascend the Sentinel's tower (well, avoiding his gaze). Unfortunately, this feeble strategy/puzzler wannabe will appeal only to diehard fans of its PC predecessor.

SR has appalling graphics: Its land is drab and pixelated; its trees are blue rods; and a bland energy bar flashes different colors to present threats (as opposed to just a smidgen of animation). The weak cursor-based control structure will force you to buy a PlayStation mouse if you want any serious gameplay. Everything's inexplicably off



PRO TIP: Spend as little money as you can. Once you get near the Sentinel, build quickly and absorb him, even if he's stealing your energy.

SENTINEL
returns



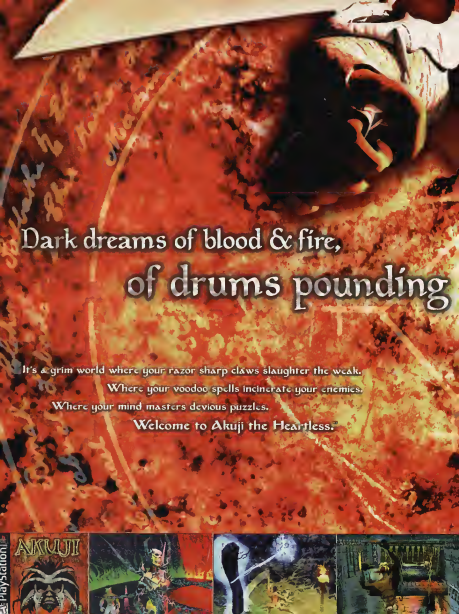
PRO TIP: Use hyperspace to jump away when the energy bar flashes. If the Sentinel absorbs what you're standing on, he'll just re-create it as trees.

set, however, by a moody score from none other than Halloween's John Carpenter. If only Michael Myers would treat this game like his sister. **B**

Sentinel Returns by Psygnosis

Breakfast	Snack	Cereal	Fun Factor
3.0	4.0	1.0	1.0

\$49.95
Available now
Puzzle
1 player
Challenge: Advanced
Rating value: Moderate
ESRB rating: Everyone



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SPORTS PAGES

NFL Blitz Hits Home Hard on Nintendo 64



Nintendo 64

NFL Blitz

By Dan Ekko

If you had any fear that Midway could bring the raucous arcade hit NFL Blitz to the Nintendo 64 intact, thank again! The 64-bit home version of Blitz features all the speed and chaos of the arcade version, plus some home-only tweaks that will have arm-chair quarterbacks doing end-zone dances around the sofa.

High-Impact Football

NFL Blitz's gameplay goal is clear: Screw the rules—just grab the ball and go, whether it be with fancy juke moves on the ground or immaculate 60-yard receptions. All 30 NFL teams are selectable for seven-on-seven matchups that value speed



and viciousness (look out for those late hits!) over realism and strategy. The Arcade mode re-creates the coin-op's quest to defeat every single pro team, while the new Season mode offers not only a more traditional weekly race to the Super Bowl, but it also does a fine job of tracking each team's stats (but not individual player stats), from passing yardage to sacks to completions.

Gridiron Greatness

Graphically, Midway sports smooth textures, speedy receivers, end-zone logos, and more—this Blitz lives up to the coin-op's standards. You'll see a little slowdown when the field gets crowded, but usually not during gameplay. Amazingly, all the heroic music, bone-crunching sounds, and announcer patter have made the transition from the arcade perfectly intact.

Blitz also inherited the coin-op's sole control flaw: It's often difficult to select a receiver and scramble the QB simultaneously, because both are controlled with the



The new Play Editor offers an incredibly easy interface and a host of endless options.

joystick. As for the controller itself, however, each button is easily customizable, à la NBA Hang Time. Plus, you've got your choice of using either the directional pad or the analog controller.



PRO TIP: Play as Raiden from Mortal Kombat 4! Enter the name RAIDEN and the number 891 at the Initials screen.

joystick. As for the controller itself, however, each button is easily customizable, à la NBA Hang Time. Plus, you've got your choice of using either the directional pad or the analog controller.

The Strongest Yard

Midway included an excellent, intuitive play editor that lets would-be Aikmans create their own gridiron plays and save them to a Controller Pak (and load them into the Blitz '99 arcade machines!). Plus, the home version of Blitz plays faster and seems more difficult than its arcade counterpart.

Great graphics, pumped sounds, custom controls, killer replay value...NFL Blitz has everything pigskin pros could want. Arcade fans, save your quarters—the N64 Blitz is on! **Q**



PRO TIP: If you're being chased while trying to get a first down, hit the jump button a few yards before you reach the marker; sometimes, the defense will grab you in mid-air and push you over the line.



PRO TIP: When your opponent calls a field goal, quickly move a man to the right side of your formation. With the right timing, you can tackle the place-kicker before the kicker reaches the ball.

NFL Blitz
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
9.0	4.5	4.5	3.0

Price not available
128-meg
Available September
Arcade (adapt)

2 players
Challenge: Adapted
Replay value: High
ESRB rating: Everyone



PRO TIP: To make the football really big, press B five times and press the stick to the Right at the Matchup screen.

GameDay Wins the Gridiron War!

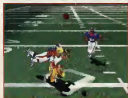


NFL GameDay '99

By Johnny Ballgame

PlayStation

Arguably the most fun new football game for the PlayStation, NFL GameDay '99 not only boasts better graphics than its PlayStation rival, Madden '99, but more control over its players and faster gameplay. Although hardcore fans will love Madden's features, the smart money's on GameDay.



PRO TIP: On pass coverage, dive at the receiver right as the pass comes to knock it back up in the air for a possible interception.



PRO TIP: Run the Pro Split. Sweep with your fastest halfback. Use a burst of speed to make it outside the tackle, then juke around any defenders that stand in your way.

GameDay also scores big over Madden in terms of player control: Not only can you hurdle, spin, dive, and sidestep around tacklers, but unlike Madden, you can also perform double-sprints, shoulder charges, and superman dives over the goal line. Quarterbacks can lead receivers downfield by throwing lob or bullet passes and even gun the ball out of bounds if no one is open. On defense, you can use



PRO TIP: In goal-line situations, simultaneously tap L2 and L3 to dive up and over the pile for a touchdown.

Bucking Broncos

Every time you turn on GameDay, you'll be amazed by the superb graphics this game struts. The new TV-style presentation, with rotating cameras and close-ups of star players, captures all the hits, jukes, and celebrations on the

field while providing the fastest frame rate of any PlayStation eleven-on-eleven football game. In fact, the hulking players flex their graphical muscle all over the field, even after helmet-to-helmet collisions, when they stagger to the sidelines with the help of a trainer.

GameDay also scores big over Madden in terms of player control: Not only can you hurdle, spin, dive, and sidestep around tacklers, but unlike Madden, you can also perform double-sprints, shoulder charges, and superman dives over the goal line. Quarterbacks can lead receivers downfield by throwing lob or bullet passes and even gun the ball out of bounds if no one is open. On defense, you can use forearm shivers to floor receivers at the line of scrimmage, shift the defensive line, switch to the deepest man in coverage, and make one-handed interceptions.

Scoring with Sound GameDay '99's sounds are also a huge improvement over last year's title.



PRO TIP: Use the 46 defense to try and pressure opposing quarterbacks into making mistakes.

Dick Enberg and Phil Simms provide the in-depth commentary and play-by-play analysis the series always lacked, while also adding unexpected colorful stories about superstar players such as Barry Sanders and Robert Smith.

Fumble Recovery

While both games deliver equally tight football gameplay, the one area in which GameDay doesn't equal Madden is features. GameDay offers all of the usual options expected in a football sim—real players, trades, drafts, and free agents—but Madden's extra list of features is superior: A Franchise mode, a play editor, and a One Button mode for rookies are exclusively Madden. Though the lack of these options may sway some people to Madden, if



PRO TIP: When playing as the Vikings, alternate sideline throws between Reed and Carter. Then when the coverage shifts to the outside, exploit the middle of the field with your new sure-handed rookie.

you demand better graphics, more in-depth controls, and faster game speeds, NFL GameDay '99 is definitely the game for your library. **C**



PRO TIP: Always hit the quarterback. Even if your blitzes cost you a big play early, you'll be better off in the long run by injuring your opponent's starter.

NFL GameDay '99 by EA Sports			
Graphics	Sound	Control	Fun Factor
3.0	4.5	4.5	5.0
Price not available		Challenge Adjustable	
Available September		Rating: over 16	
Football		EA's rating: Everyone	
8 players (with mirror)			

The King of the Gridiron Returns to Glory



Madden NFL '99

By The Rookie

PlayStation



PRO TIP: If you aren't going to reach the quarterback in time to sack him, hit the Δ Button to jump up and knock down the pass.

The Race for the Super Bowl

Madden kicks off its '99 season in fine graphical splendor, including all-new polygonal players that sport excellent detail. This time you won't see a bunch of fuzzy "V-poly" sprites roaming the field with bland team colors—you'll instead see fleshed-out gridiron warriors with readable numbers, names, and crystal-clear team logos and designs. Plus, the game sports awesome animations like wrap-around tackles and end-over-end flips, as well as runners that drag defenders down field or place their hands on the ground to keep themselves going.

But that's not all—this year's Madden also sports a ton of new options that will appeal to all skill levels: Rookies can learn the game using the One Button mode (where every command is performed by hitting the X Button), while hardcore sim gamers will revel in the new Franchise mode that allows you to play up to 15 seasons with your favorite team. And besides team-specific playbooks, you'll be able to create and save up to six offensive and six defensive plays onto your memory card.

As for game modes, they're all here, including Exhibition, Season (which you can customize to

PRO TIP: If you have one defender to beat, hit R2 at just the right moment to juke around him and sprint to the end zone.

The Madden franchise has always been the model by which all football games are measured. But with GameDay '98 upping the ante with its superb polygonal graphics, Madden lost some ground last year. This year, Madden comes out of the locker room with realistic gameplay, kick-ass features, and new player models that're outta sight. Even though GameDay '99 may look prettier and feature more control and intuitive commentary, many fans of football will be more than happy with Madden '99.



High-flying, hard-hitting football is what Madden NFL '99 is all about.



PRO TIP: If you're playing with a team that has a fast outside linebacker, use the 4-3 Formation/Crash Right to get a much-needed sack.

your blog), Tournament, and Practice, as well as a fantasy draft. You'll also be able to create players, sign and release free agents, and keep track of every stat imaginable.

Championship Gameplay

Madden's control and sound are just as solid as its graphics. For starters, the running game has been much improved: Now your players don't always go down right when they're hit. Plus, more juke moves have been added to help you duke around defenders. The only downsides are that the players still float a little and there's no function that allows you to dive over the pile at the goal line (as in GameDay '99).

Madden's sounds have also been improved over last year. You'll notice the crowd becoming more vocal in certain game situations and the awesome crunching of two helmets colliding together. Pat and John's color commentary, while sometimes repetitious, has also been expanded to include little factoids and tid-bits about certain star players.

Big-Time Football

Madden '99 is a better all-around game than last year's version, and its added play editor and Franchise mode help it rise above GameDay in the features department. Even though you may be enticed by GameDay's flashier look and enhanced control features, if you're a fan of the franchise, Madden '99 is the only game you'll need. \square



PRO TIP: To execute a successful pass play, it's crucial to read the defense and see if the safeties are playing zone or man-to-man.

Madden NFL '99 by EA Sports				
Backlist	Sound	Credent	Five Factor	
Price will make the	Available September	Football	Best in class	EA Sports
PlayStation (PlayStation)				

This Is Football's Finest Hour



Madden NFL '99

By Scary "Hat Hat" Larry

Nintendo 64

Football fans won't soon forget playing Madden '99—it will be remembered as a day the standards for N64 football games were raised. At this point in the season, Madden shines head and shoulders above the rest!

Lean, Mean, and Clean

Improvements in this latest Madden title center around its highest graphics. Clean, super-detailed players now roam the fields, sporting realistic moves



PRO TIP: Never leap to make a tackle unless you're sure you have less than a yard between you and the ball carrier, or you'll miss. Try to lay a hit on runners at an angle.

and animations. Madden '99 also added a ton of new tackle visuals, including season-ending neck grabs, jersey pulls, and over-the-shoulder body tosses, to name a few.

But before you start thinking Madden is tearing a page from the Blitz playbook, you should know that all the great game mechanics and top-notch plays that made Madden a winning franchise are still here—along with a dizzying number of options that will bring a whole new squad of players into the fold.

The feature that should have the biggest impact is the One Button mode. Basically, it reduces play-calling to a single button press, thereby helping novice players get into the game right away. In addition,



PRO TIP: On Trap or Sweep plays, use the spin button cautiously because it slows you down. Instead, try the new juke move or simply guide your runner inside.

Madden's new Practice mode lets you try out plays from your playbook against different defenses—so you'll be better prepared when you take the field for the first time.

But there's also enough to keep Madden vets signed on, including a play editor, a create-a-player feature, a Fantasy Draft mode, and the all-



PRO TIP: On returns, run at an angle towards one of the sidelines and bring a few defenders with you. When near the sidelines, spin in the opposite direction and you could break for a few extra yards.



PRO TIP: Lobbing the ball to a receiver only connects if he is far from the nearest defender. Throw the bullet pass whenever your receiver gets so much as a step on the defender.

important Franchise mode, which enables you to play multiple seasons with one team. And this year, Madden for the N64 contains all 30 NFL teams, as well as all the real players, uniforms, logos, and stadiums.

Speechless in Seattle

One problem that has always been a sore point for N64 fans also plagues Madden: the lack of outstanding sound that PlayStation owners enjoy. Madden is nearly mute on the N64, with little commentary, no sound during the replays, and no trash talking—but if sound isn't your purchasing point, then its lack shouldn't bother you.

As for the controls, if you've never played a Madden game before, you may initially struggle with them a bit, even in the One Button mode. Once you breach the learning curve, though, they'll really serve you well. Previous Madden gamers won't have any problem getting used to the added control features and will feel right at home the minute they fire up the game.

You Don't Know Jack

Until NFL Quarterback Club '99 reports to the turf—this game's only possible opponent—the field is clear of aspirants to Madden's crown. EA has done it again, and if you don't end up with Madden '99 in your N64 library, you either hate football or you don't know jack. ■



PRO TIP: When you run out of the pocket, read the field between you and the first down marker as judiciously as you read your receivers. If you see defenders start to pull back, run for the first down yourself.

Madden NFL '99 by EA Sports			
Graphics	Sound	Control	Fun Factor
Price not available	Available September	Challenge Adjustable	Play by rule: High
Football		ESRB rating: Everyone	
7 pages			

NASCAR '99 Qualifies Near the Front of the N64 Pack



NASCAR '99

By Air Hendrix

Nintendo 64

In its rookie season on the N64 circuit, NASCAR '99 turns in a solid performance with well-tuned graphics and gameplay. While run-of-the-mill race fans may prefer more accessible titles like SF Rush, the stock-car racing crowd will find a lot to like about this title.

Green Flag

NASCAR '99 starts out strong with an ample but standard lineup of features. Gamers choose from 31 current drivers (like Earnhardt, Gordon, Jarrett, and company) or 6 legendary drivers (like Richard Petty or Benny Parsons), then get down to business on 17 real-life tracks: Sears Point, Watkins Glen, and 15 ovals that range from Atlanta to Talladega.

While key features such as analog steering, two-player split-screen action, and night racing score big, the game

has two shameful shortcomings.

The complete lack of both a create-a-driver option and a rearview mirror or look-back button are huge kideowns.

As for the remaining features, the car-setup options, where you tune your gear ratios, tire pressure, and so on, are limited but work just fine. Moreover, the game's innovative Physics/A.I. Settings menu is way cool. It basically lets you minutely adjust the game's difficulty and realism in great detail, so you can race a wild arcade-style ramfest or get into a hardcore nuts-and-bolts simulation. Tight controls, especially the responsive analog steering, provide a firm foundation.



PRO TIP: Drafting's a key part of passing, especially on tracks with fast straightaways. Tuck in behind an opponent until you have enough power to duck out of their slipstream, then go around 'em.



Earnhardt takes Gordon right into the wall!



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White Flag

Visually, NASCAR pleases the crowd with awesome cars loaded with all the logos, cool lighting, and plenty of detail—cars even crumple and shed parts during collisions. The frame rate's fast enough to deliver tight action, but occasional pop-up problems and bland, under-detailed tracks put a slight damper on the show.



PRO TIP: In turns on oval tracks, if you're trying to pass but you're blocked out of the preferred inside line, set up high before the exit of the turns and pass by cutting inside when the pack swings outside.

As for sounds, the cars growl and rumble with authentic engine effects that change depending if your view's from the cockpit or behind the bumper. Unfortunately, though, some of the sounds, like scraping against the wall, along with the chatter from the announcer and your crew chief, repeat so often they quickly become annoying.

Checkered Flag

All told, NASCAR refines the thrills with quality stock-car action. Rookies will delight in the wild, bumper-grinding arcade side, while pros who dig sim racing will face off against tough CPU cars that block passing lanes and take you into the wall. If you happen to have a PlayStation too, that version of NASCAR '99 does look more promising, but N64 drivers won't go wrong climbing in behind this wheel. **B**



PRO TIP: When you drive in Sim races, qualifying and car setup are extremely important. If you want a chance of winning, practice until you've tuned your car and your knowledge of the track so that you can qualify in the top five spots.



PRO TIP: Avoid bumping other cars with your front fender—you're likely to blow a tire. Use the side of your car to knock opponents out of the way instead.

NASCAR '99 by EA Sports

Available	Sound	Controls	Fun Factor
Price not available	17 tracks	Challenge	Adjustable
Available September	Stock-car racing	Play by voice	High
7 players		ESR rating	Everyone



Waialae Country Club: True Golf Classics

By Sio Mo

Nintendo 64 When you're the only golfer in the tournament, it's not hard to be atop the leaderboard. However, *Waialae Country Club: True Golf Classics* scores some birdies and even a few eagles to set a high standard for Nintendo 64 golf.

Honolulu-Bound

By now you've figured out that only one course stars here: the world-class *Waialae Country Club* in Honolulu, Hawaii. Solid, customizable features that include four-player stroke play, four-player skins, and a four-day tournament make this round of 18 a worthy challenge for most golfers.

Waialae's controls are on target. Excellent, easy-to-read onscreen indicators enable you to precisely aim your shot's trajectory by adjusting your stance and setting a hit point on the ball. For putting, a targeting grid overlays the green, but punts across slopes are still tricky.

Of course, lining up a golf shot is easy—the challenge is in the swing. It's worth noting that golf-game veteran T&E Soft did the development work here, so you get a smooth, three-button stroke.



PRO TIP: To master punts against any slope, figure out a putting distance slightly past the hole. Wind rarely affects punts.

Golf As Good As It Gets

Waialae's visuals are quite sweet. There's a mucho-cool game cam that cleverly chases the ball through the air and flashes creative views of the golf action as it unfolds.

The sounds are solid, if not too exciting. *Waialae* is a near-silent course—even the gallery's mute—and the voice-over commentary lacks audio flair.

Overall, though, *Waialae* sets topnotch scores as the first golfer in the N64 clubhouse. You'll definitely want to play 18, 36, and more! **C**



PRO TIP: For better distance when you hit into a strong headwind, hit with a low trajectory. Select Hit Point and make the impact point high on the ball, but not too high or you'll top it.



PRO TIP: For better distance and placement when hitting into a crosswind, use Stance to adjust the ball's trajectory slightly into the wind.

Waialae Country Club: True Golf Classics by Nintendo

Developer	Genre	Control	Fun Factor
T&E Soft	Golf	3 Buttons	4.0
\$49.99	18 Holes	1 Course	4.0
Available now	Available now	ESRB rating: Everyone	ESRB rating: Everyone



F1 World Grand Prix

By Air Hendrix

Nintendo 64 Easily overtaking the disappointing *F1 Pole Position*, *F1 World Grand Prix* takes the lead as the N64's best racing sim. Despite its impressive depth and realism, though, WGP demands such exact, precise driving that most gamers will abandon the race in frustration.

Yellow Flag

WGP rolls out of the pits with an exhaustive Formula 1 simulation that includes 22 pro drivers, 17 real-life tracks, and season or exhibition action. In-depth car setups, two-player split-screen action, and tons of nuts-and-bolts options make WGP incredibly comprehensive. Realistic, responsive controls back up all that, but they demand racing expertise—make the smallest error, and you're out of the race for good.

In fact, that deeply realistic approach is WGP's biggest failing. The game neglects to provide enough aids for novices (is an Arcade mode too much to expect?), and all but the most hardcore racing fans will decide that math homework is far more fun—and far less vexing.



PRO TIP: To make tight turns, finish your braking before you cut the wheel, then get back on the gas at the apex of the turn.



PRO TIP: Don't let a tire drift off the track during turns, or you'll quickly skid out.



PRO TIP: At Hockenheim, you can cheat your way to the front by cutting off-road and blasting straight through the S-turns.

Under Caution

As far as graphics go, WGP outshines *F1 Pole Position* with slick cars and tracks packed with cool details. The beauty's marred, however, by significant draw-in problems and a sluggish frame rate that displays little difference between 80 mph and 180 mph. Fortunately, the sounds make a strong showing with the classic shriek of F1 engines and other excellent effects.

All told, you'll love WGP if you're one of the very, very few N64 gamers looking for an extremely challenging F1 sim—or if you have the enormous patience required to master it. Everyone else should give WGP a wide berth. **B**

F1 World Grand Prix by Nintendo

Developer	Genre	Control	Fun Factor
Nintendo	Racing	3 Buttons	3.0
\$49.99	17 Tracks	ESRB rating: Everyone	ESRB rating: Everyone
Available now	Available now	ESRB rating: Everyone	ESRB rating: Everyone

wipeout 64

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79.0%



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Bottom of the 9th '99

By Boba Fett

PlayStation

The competition between MLB '99 and Triple Play '99 has taken the PlayStation pennant race to a whole new level. Unfortunately, Konami's still stuck in the minor leagues with Bottom of the 9th '99, a spectacularly average hardball game.

All of BOT9's features are in a slump. For starters, it doesn't have the MLB license, so the actual team logos and names aren't used. Secondly, the players are built with far too little detail, and they don't have the eye-catching animations the competition overflows with.

Although BOT9's pitcher/batter interface is intuitive, the controls suffer because everything requires memorization, as opposed to the



PROTIP: Because of poor collision detection, throw to the bases to get an out instead of trying to tag the runners or the bags.



PROTIP: Use your cutoff man when throwing from the outfield. Although there's an extra throw involved, it gets the ball back to the infield quicker.

menu-based matchup screens in TP and MLB. Finally, perhaps TP's two-man commentary and MLB's use of the legendary Vin Scully were spoilers, but BOT9's staid and repetitive commentary is just plain bland. This year, Konami struck out looking. **C**

Bottom of the 9th '99 by Konami

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Price not available
Available now
Revised

Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone
2 player



International SuperStar Soccer '98

By Air Henderson

Nintendo 64

When the first International SuperStar Soccer came out, it straggled an easy goal past the flagging FIFA series. But in the intervening year, FIFA's improved remarkably, while ISS '98 has remained largely unchanged.

You'll have to squint to notice most of the improvements in ISS '98. More stadiums were added, and the graphics and sounds were upgraded slightly. Best of all, the controls are a tad more responsive, and the CPU plays a smarter game. The in-game strategy remains impressively deep, and the gameplay delivers that same fast-n-furious arcade flavor.



PROTIP: Dash downfield using the speed burst (tap Down-C), then hit the same button to bust a dink that'll squeeze you past the defense.



PROTIP: Slide-tackles are the magic move—use them with abandon to collect the ball.

However, that pales in comparison with World Cup '98, or even FIFA '98, which offers all the real-life players, tighter controls, and much better gameplay. Soccer fans will find little reason to kick off with ISS '98. **B**



International SuperStar Soccer '98 by Konami

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Price not available
98 mpeg
Available September

Challenge: Adjustable
Replay value: High
ESRB rating: Everyone



International SuperStar Soccer '98

By Boba Fett

PlayStation

Konami's putting some kick into its PlayStation sports line with International SuperStar Soccer. There's less flash and flair than in the N64 version, but the dead-on gameplay, pinpoint control, and strong visuals all made the cut.

ISS '98 features 40 international teams (but unlike the FIFA series, it contains no real-life players), five stadiums, and pass-heavy, strategy-oriented gameplay that's realistic and action-packed. The visuals sport smooth animations that really rock. The ball seems to move a bit slow, however, so the gameplay



PROTIP: Use the scanner to keep your passing game strong; running the ball downfield tires players.



may feel sluggish at first, but everything else falls into place thanks to ISS's intuitive controls. The game's worst drawback is its highly repetitive play-by-play commentary.

With their superior all-around package, the FIFA games will still reign supreme for most, but ISS certainly deserves a look from soccer fans everywhere. **C**



PROTIP: Combination pass/kicks are the best way to find the opening goalie and sneak one into the net.

International SuperStar Soccer '98 by Konami

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Price not available
Available now
Scanner

Challenge: Adjustable
Replay value: High
ESRB rating: Everyone
2 player

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989 Sports



NBA Jam '99

Nintendo 64

By Johnny Ballgame

Burning Down the Nets



NBA Jam '99 dribbles onto the N64 with just about every feature basketball fans could want. The game sports all 29 NBA teams, every player (except Jordan, of course), and all the

authentic courts and arenas. Play options include sim modes like Season, Custom Season, Exhibition, Playoff, and Three-Point Shoot Out. Plus, there's an old-fashioned five-on-five Jam game where players jump out the gym, catch on fire, and shove opponents to the ground in an arcade-style scoring spree. Jam '99 also includes a Classic games mode (like Quarterback Club's) in which you are given scenarios from memorable basketball games of yesteryear and attempt to change the past. Other highlights include trades, drafts, free agents, injuries, and the salary caps; the ability to create players and teams; and players who not only play to their actual abilities, but also possess signature moves like Iverson's cross-over dribble and Pippen's finger roll.



Don't let the name fool you. NBA Jam '99 is a slamin' new five-on-five shootout that's ready to compete with Kobe Bryant's Courtside for Nintendo ballers' playing time.

In Your Face

Jam's graphics heat up the hard-wood with the coolest, most detailed-looking players seen so far in a Nintendo 64 hoops game. The superstar player models



feature realistic skin textures and recognizable faces of all your favorite ballers. Keith Van Horn, Stephen Marbury, and Juwan Howard were motion-captured to bring all the flashy moves, shots, and shakes of the NBA to life—and the moves already look fantastic. In-game stat updates include color player photos; all the plays in the game are drawn out in a chalkboard-like options screen, which helps you know exactly what spots on the floor to run to; and the two-man announcer team features Kevin Harlan and Bill Walton. The only thing holding

Jam back from swiping the championship is the current NBA lockout, which will probably not only stall the start of the new season, but also delay Jam's release date because Acclaim will want to have the most current team rosters.

Developed by Iguana
Published by Acclaim Sports
Available November

70% COMPLETE

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NHL Face Off '99

PlayStation

By Air Hendrix

In the Locker Room



Although Face Off '98 scored with its fast action and good looks, the gameplay just wasn't compelling enough to earn top billing. So the best news for Face Off '99 is that 989

Sports is tinkering with the A.I. and plugging away on a new 3D game engine that should hopefully deliver much tighter action.

As for features, Face Off drops the puck with an updated version of icon passing that isn't as unrealistically precise, along with on-the-fly strategy changing and scoring modeling, which lets you call up icons (as with passing) so you can change to the exact player you want to control and make sure that the key play is made. Player creation, trades, and all the pro players, teams, and arenas round out the roster.



Developed and published
by 989 Sports
Available October

50% COMPLETE



After a sub-par season last year, 989 Sports is streaking up the ice with some promising improvements in NHL Face Off '99.



On the Ice



The retooled 3D polygonal graphics catch the eye with actual faces on players, a new player model, highly detailed arenas, and new player animations that benefit from

the motion-captured movements of former Shark Kelly Hradey and the Ducks' Scott Young. FO99 will also deliver a more TV-style presentation, including play-by-play and color commentary by the Devils' Mike Emrick and ESPN's Darren Pang.



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ROLE-PLAYER'S REALM

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



By **Boba Fett**

The Saturn may be deadlier than Elvis, but don't tell Sonic Software Planning. It's recently translated its Shining Force franchise from the Genesis to the Saturn with enough panache and style to make the King thrust his pelvis one more time.

Shining Through

Shining Force III provides an epic story line complete

with treachery and plot twists. Playing as Symbios, you're the young gun in King Benetrar's army. When the Emperor is kidnapped and the King is disgraced on the eve of a peace accord, chaos reigns and you must assemble a warforce. You control up to 12 characters at once and negotiate across large battlefields with hoards of villains. Although the cardboard Symbios doesn't speak, the supporting characters are interesting enough to keep you fighting through the highly challenging tactical encounters.

SFIII's polygonal visuals are never awe-inspiring, yet the pseudo-anime characters and compelling environments are improved by an occasional splash of excitement, such as explosive magic effects during battle scenes. You have full access to the action through three overhead camera views and the ability to rotate with the trigger buttons.

When the visuals fumble (mostly in countryside with little or no detail), SFIII's soundtrack picks up the ball. The music is not only enjoyable and



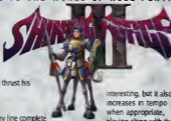
PROTIP: Your first assignment is to get the word on the street. Check the northeast corner of the town to find Campbell and set the story in motion.



You'll find Symbios isn't exactly an outspoken hero.



PROTIP: During the first fight, concentrate your efforts on one masked monk at a time. Let Masquira die after her magic is drained and use Grace to recover Symbios.



interesting, but it also increases in tempo when appropriate, playing along with the story like a film score.

The sound effects are suitable, and, like the visuals, shine during magic spells.

Functional Forces

Though SFIII takes its cue from Final Fantasy Tactics and Tactics Ogre, it streamlines the interface by doing away with their needlessly complicated statistics. Instead, battles concentrate mostly on the strategic positioning of your fighters amidst your enemies. RPG enthusiasts and newbies alike will find the controls very accessible—but don't overlook the instructions that fully explain SFIII's partnership system (characters increase in ability when standing near their trusted friends).

Saturn's Last Shining Moment

Shining Force III is a vast improvement over the highly complicated, statistic-intense games that fill its tactical sub-genre. This is an accessible, fun RPG that will keep you on your toes at all turns with concentrated challenge. **B**

Shining Force III by Sega

Graphics	Sound	Control	Fun/Factor
4.5	4.5	4.5	4.5

545-95 Available now 1 player Multiple views

Challenge Advanced Replay value: Low ESRB rating: Everyone



PROTIP: Always let Dantares lead the way into battle. He can take hits and dish out pain better than anyone.



PROTIP: At the base of Dwarf Hill, make your way straight up through the valley. Beware of the snipers who attack from higher ground.



PROTIP: In Batsama, be sure to look for Gairight on the roof of the tallest building. He'll lead you to safety.



PROTIP: Don't hesitate to use the Return spell. It's far preferable to losing half your gold or undergoing very long periods of combat.



PlayStation
By Brother Buzz

FINAL FANTASY VIII

Fantasy's for Real

If any PlayStation RPG deserves some press a whole 12 months before its projected release, it's Final Fantasy VIII. As you might guess, details from Square are few and far between.

The scant news concerning the story line merely reveals that Final Fantasy VIII will have no connection to FFVII, although much of it will be set in a similar futuristic urban setting. The game's hero, Squall, reportedly shares the same loner mentality as FFVII's Cloud Strife. Squall's

about to graduate from some sort of high-tech, intense commando school and is trying to earn a spot on a team of battle-bustin' soldiers. You can bet that political intrigue, emotional entanglements, and creature-crushing action are on order.



Final Fantasy VIII already looks great—a full 12 months before it makes its PlayStation debut!



Final Fantasy VIII Will Fight

Final Fantasy fanatics will be glad to know that Square's not standing pat with an FFVII-style gameplay system for Final Fantasy VIII. This time you'll lead a three-person party into battle, and Squall

will carry a mean gunblade that you'll be able to power up during combat. The magic-juicing Materia system is apparently gone. However, you will be able to draw power from attacking monsters and enemies and then either use it to retaiate or store it for use later on. The Limit Breaks for extra fighting power remain, and you can still use Summon spells, calling forth creatures who will gain experience with each fight.



Fantastic Visuals

Final Fantasy VIII's graphics will take a dramatic turn. The environment will keep the science fiction and fantasy blend, but gone are the Japanese SD (super-deformed)

people pix of FFVII. The new game will sport realistic, polygon rendered character graphics, which looked gorgeous in the preview version. The awesome computer-generated (CG) cinema sequences will be out in force again with a noticeable, if less dramatic, upgrade. In fact, the early looks have so far revealed a nearly seamless transition from gameplay graphics to CG.



Developed by Square Soft
Published by Square EA
Available in Japan, Winter '00

40% COMPLETE

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Xenogears

PlayStation

By Prince Paul



The Battle Begins

The game's story starts on the Colony ship *Noah*, which is taken over by a strange force. In the aftermath, a lone survivor, strangely untouched, awakens on a new world amongst the wreckage. Flash forward



thousands of years to Wei Ferlong, a young villager suffering from amnesia and endowed with high skills in the martial arts. Wei becomes a pilot of one of the 'Gears: large, ancient mechs with mysterious powers. While two countries do battle, Wei begins an exciting journey with his friends to find his missing past and his destiny in an ancient war.



Travel through a world of martial arts and mechs in Square's latest RPG, *Xenogears*, featuring fast-paced battles, meaty dialogue, and 360 degrees of real-time rendered, texture-mapped polygonal backgrounds.



Developed by Square Soft
Published by Square EA
Available November

80% COMPLETE

Gearing Up for the Future

Exploration is an integral part of the story, and the tight controls ensure it won't be a frustrating experience. The fast-paced battles are tight on menus and easy to understand, with three-button combinations used for attacks. The background music is on par with other Square titles and is used to great effect to set the atmosphere in towns and dungeons. *Xenogears* promises hours of intense gameplay, an engaging story line, and a myriad of details and features. Watch for it this November.



Mech-tacular Visuals



Xeno's characters are sprite-based, with the exception of the polygonal 'Gears and their enemies. The game's 3D arena backgrounds look good and are enhanced with natural lighting effects, which add a high degree of depth to the environment. As you would expect from an RPG these days, key events within the game are highlighted using Japanese anime-style cut scenes to help flesh out the characters and intertwine their story lines.

Respected coach and video gameologist Tom "The Thumb" Blake says great video game players aren't born, they're made through good old-fashioned discipline and self control, that's why coach Blake recommends that you learn



THE SEVEN HABITS OF HIGHLY EFFECTIVE VIDEO GAME PLAYERS

1

Effective gamers are always polite to their mothers. Smart players know that a mother can be a valuable resource in procuring funds for new video games, she can retrieve a can of soda (if you say the magic word) and darn your lucky socks while you get some well-deserved sleep.

2

Never blame others in defeat. Blame the game control or system.

3

Better safe than sorry. As a video game player, your thumbs are your most valuable asset. A



thumb helmet will offer protection should you inadvertently attempt to stop a whirling helicopter prop, dip your thumbs in hydrochloric acid or stick your thumb into one of someone's orifices.

4

An article of clothing worn on the head by members of a religious



order. Oh, wait, that's the habit of a highly effective nun.

5

Be an ambassador of the games. Occasionally, video games get a bad

rap. The next time you're asked to speak before the General Assembly at the United Nations, tell the world that games, not war, are the best way to achieve world peace.

6

A good video game player never bites the game controller cord. This is the ploy of a lesser player.

7

Know who has the games. It's surprising how many people still don't know that Target has all the latest games, all the time. Calling the video boutique in the mall to reserve the latest game is unnecessary. Target has all the latest games. Like Duke Nukem. Time to Kill for just

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Shadow Madness

PlayStation

In *Shadow Madness*, an evil plague is spreading through the world of Arkose, and six brave heroes must join together to stop the deadly disease. This epic RPG will feature more than 150 enemies to battle and a variety of weapons and items spread

throughout the land. You'll fight enemies using a turn-based battle system that gives you the option to strike with short-range, long-range, or magic attacks, and you'll be able to hit monsters with multiple attacks using button twitches similar to those in *Super Mario RPG*. According to Crave, *Shadow Madness* will pack over 40 hours of gameplay. If it comes together as planned, this game could be the infectious RPG that gamers have been dying for. —Robinson Hood

Developed and published by
Crave Entertainment
Available November

50% COMPLETE



Brigandine

PlayStation

Brigandine combines elements of *Ogre Battle* and *Dragon Force* into a game that should catch the attention of all strategy fans. Your once-peaceful homeland has been

taken over by a spiteful dictator and plunged into war. As leader of the Knights of the Rune, you'll fight to return peace to your world. The game features polygonal battle scenes, several side quests that enable you to find special items, and multiple class changes. Atlus says there will be over 30 hours of gameplay for each of the five main characters. Strategy gamers who have finished *Final Fantasy Tactics* and are already battling phantoms in *Kartia* have another promising game to look forward to this fall. —Robinson Hood



Developed by Marty Robins
& Staff
Published by Atlus
Available Winter '98

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This month, learn to beat down fools in two awesome fighting games—Soul Calibur and Rival Schools!

By Johnny Ballgame
and Major Mike

(Special thanks to Jason Arney)

Arcade

Here's your guide to the special moves and Eight-Way Run Attacks for the 10 selectable characters in the year's most in-depth and fun new fighting game.

Basic Skills

Eight-Way Run



Fighters can run in any direction. To run in and out of the environment, tap \downarrow , hold \downarrow , or tap \uparrow , hold \uparrow . Certain characters have special attacks that can be performed only during an Eight-Way Run.

G-Cancel



To cancel any move in mid-motion, tap G.

Weapon Weight



The weight of each character's weapon is factored in when determining how far fighters stagger when blocking. For example, Taki will be knocked back farther than other characters when blocking because her knife weighs less than any of her attacker's weapons.

Throws

Each character has five throws (two from the front, one from the back, and one from each side of your opponent).

Front Throw 1



When in close to an opponent, tap (G) A.

Left Throw



When in close to an opponent's left side, tap (G) A.

Front Throw 2



When in close to an opponent, tap (G) B.

Right Throw



When in close to an opponent's right side, tap (G) A.

Back Throw



When in close behind an opponent, tap (G) A.

Time-Released Secrets!

Like the Tekken series, Soul Calibur features several time-released characters. Unique to Soul Calibur, however, are the additional time-released items that should have gamers crowding arcades all through winter.

Here's a list of what we know will be hidden so far:

- At least five characters
- More than three weapons per character
- More than eight stages
- More than one costume per character

Also, be sure to check out Namco's Web site (<http://www.namco.com/>) for additional hidden codes and secrets or check GamePro Online (<http://www.gamepro.com/>) for future updates.

Controller Legend



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

Astaroth



Special Moves

Annihilation



Tap A, A

Tornado Spike



Tap \rightarrow , hold \rightarrow , tap A, B

Volcanic Circle



Tap \times , A

Fire Cage



Tap \swarrow , A

Axe Crash



Tap \rightarrow , hold \rightarrow , tap B

Axe Volcano



Tap \times , B

Canyon Creation



Tap \uparrow , hold \uparrow , tap B

Ball Rank



Tap \rightarrow , hold \rightarrow , tap K, or while crouching, tap \times , K

Titan Axe



Tap (A B)

Titan Spring Right



Tap \times , (A B)

Titan Floor



Tap \uparrow , (A B)

Powerful Tilt



Motion \downarrow \swarrow , hold \uparrow , tap A, A, A, A

Bobby Splash



Tap \rightarrow , (B K)

Axe Loose Cannon



Tap \times , (B K)

Demonic Miasma



Motion \downarrow \times , hold \rightarrow , tap (B K)

Grip Shot

Tap \rightarrow , A

Grip Shot to Axe Volcano

Tap \rightarrow , A, B

Hades Contact

Tap \uparrow , A

Hades Divide

Tap \uparrow , hold \uparrow , tap A

Reverse Spiral Axe

While standing from a crouch, tap A

Beast Tame

Tap B, A

Beast Tame Afternote

Tap B, \uparrow , A

Great Divide

Tap B, B

Axe Side Divide

Tap B, B, \rightarrow

Axe Side Cannon

Tap \rightarrow , B

Hades

Tap \downarrow , B

Beast Fang

Tap \uparrow , B

Hades Rising

While standing from a crouch, tap B

Hades Knee

Tap \rightarrow , K

Ball Kick

Tap K

Dark Tame

Tap \times , K, A

Ball Loss Kick

Tap \downarrow , K

Rising Cyclone

While standing from a crouch, tap K, A

Guard Cannon

Tap (B K)

Doortaton

When your opponent is down, tap \downarrow , (B K)

Eight-Way Run Attacks

Note: Performs the following moves using an Eight-Way Run

Tornado Strike

Tap \rightarrow , A, B, or tap \times , A, B, or tap \times , A, B

Diasec

Tap \swarrow , A, or tap \swarrow , A

Hades Divide

Tap \uparrow , A

Axe Crash

Tap \rightarrow , B

Canyon Creation

Tap \uparrow , B, or tap \swarrow , B, or tap \swarrow , B

Axe Volcano

Tap \times , B, or tap \times , B

Hades Cannon

Tap \uparrow , B, or tap \downarrow , B

Sliding

Tap \rightarrow , K

Titan Spring Right

Tap \times , (A B), or tap \uparrow , (A B), or tap \times , (A B)

Ball Rank

Tap \times , K, or tap \times , K

Ball Kick

Tap \uparrow , K, or tap \swarrow , K, or tap \swarrow , K

Titan Spring Left

Tap \swarrow , (A B), or tap \downarrow , (A B), or tap \times , (A B)

Powerful Cneast

Tap \uparrow , A, A, or tap \downarrow , A, A

Stamp of Hades

Tap \uparrow , K, or tap \downarrow , K

Joy



Special Moves

Raven's Book



Tap A, A

Wing Blade



Hold G, tap ↑, A

Fear's Void (Near)



Tap ↘, (B K)

Eye of Madness



Tap ↘, (A B)
Note: Charge (A B) to inflict more damage.

Spiral Punishment



Tap →, quickly tap B, tap A, B

Dark Side



Tap ←, hold ←, tap B

Fear's Void (Mid-Range)



Tap ↓, (B K)

Demented Loop



While standing from a crouch, tap (A B), A

Joy Lash



Tap →, hold B

Venom Lash



Motion + ↘, hold ←, tap B

Fear's Void (Far)



Tap ↘, (B K)

Asylum



While standing from a crouch, tap (B K)

Dry Mosquito



While crouching, tap ↘, B

Scorpion's Venom



Motion → + ↘ (A K)

Gab Whispie

Tap ↘, (A B), A

Bitting Raven

Hold A, release A

Raven's Egg

Tap →, hold →, tap A

Memoce

While standing from a crouch, tap ↑

Immortal Wind

Tap B, B

Immortal Gale

Hold B, release B

Joy Threat

Tap →, B

Ancient Wheel

Tap ↘, (A K)

Joy Lick

Tap →, hold B, tap ↑, K

Canard Hoopoe

Tap ↘, B

Palen Jay

Tap ↘, B

Bitting Jay

While the sword is extending during the Joy Lash, tap ↑, or tap ↓

Dominance

Tap ↓, (A B)

Fear's Lash

Hold G, tap ↑, B

Fear's Flame

Tap ↑, B

Shameless

While standing from a crouch, tap B

Foul Kick

Tap ↘, K

Evil Sparrow

Tap ↘, K

Ramble Sobot

Tap ↑, K

Rising Crane

While standing from a crouch, tap K

Nail Crane

While crouching, tap ↘, K

Fierce Gale

Tap ↘ (A B)

Insanity Light

Tap →, hold →, tap (A B)

Mosquito of Madness

While crouching, tap ↘, (A B)
Note: Charge (A B) to inflict more damage.

Paide

While crouching, tap ↘, B

Embrace of Lost

Tap →, hold →, tap (B K)

Royal Hanfece

Tap ↓, (A K)

Heel Explosion

Tap →, (B K)

Exile

Tap ←, hold ←, tap (B K)
Note: Charge (B K) to inflict more damage.

Punishment Change-Sword to Whip

Motion + ↘ ←

Punishment Change-Whip to Sword

Motion + ↘ →

Eight-Way Run Attacks

Note: Perform the following moves always on Eight-Way Run.

Raven's Egg

Tap →, A

Wolf Lash

Tap ↘, A, or tap ↘, A

Insanity Light

Tap ↑, A, or tap ↓, A

Ancient Wheel

Tap ↘, A, or tap ↘, A

Raven Claw

Tap ←, A

Scorpion's Breath

Tap →, B

Poison Jay

Tap ↘, B, or tap ↘, B

Dawning Madness

Tap ↑, B, or tap ↓, B

Sliding

Tap →, K

Evil Sparrow

Tap ↘, K, or tap ↘, K

Diving Raven

Tap ←, K

Dark Side

Tap ←, B, or tap ←, B, or tap ↘, B

Royal Hanfece

Tap ↑, K, or tap ↓, K

Embrace of Lost

Tap →, (B K)

Exile

Tap ←, (B K)

Ramble Sobot

Tap ↘, K, or tap ↘, K, or tap ←, K

Riki



Special Moves

Phoenix Flame to Raven Slaughter



Tap \leftarrow , (K B), B, B

Twin Bo Strike



Tap A, A

Phoenix Feint



Quickly tap \leftarrow , tap B

Abandoning Ling So



Tap \triangleright , A, A

Lower Bo Rush



Tap \leftarrow , B, B

Phoenix Throat



Tap \leftarrow , B

Stream Thrust



Tap \leftarrow , hold \leftarrow , tap B

Retreating Throat



Tap (G K)

Phoenix Roar



Tap (A B)

Phoenix Tail



Tap \triangleright , (A K)

Bo Smash-Down



Tap \rightarrow , (A K)

Killing Wave



While lying on your back, tap (A K)

Upper Bo Feint



Tap (B K)

Lower Bo Feint



Tap \leftarrow , (B K)

Bo Rush Combo

Tap A, A, B

Twin Phoenix

Quickly tap A, tap A, B

Bo Rush Feint

Tap A, A, \leftarrow , or tap A, A, \leftarrow

Raging Phoenix

Tap \rightarrow , A, A, A

Inner Peace

Tap \leftarrow , A

Lower Bo Slice

Tap \leftarrow , A

Escaping Bo

Tap \leftarrow , A

Sky Dive

Tap \uparrow , A

Ling Sheng Slash

While standing from a crouch, tap A

Rushing Waterfall

Tap B, B

Bo Thrust

Tap \rightarrow , B

Bo Upper

Tap \triangleright , B

Yang Felling

Tap \uparrow , B

Ling Sheng

While standing from a crouch, tap B

River Thrust

While crouching, tap \leftarrow , B

Strong Front Kick

Tap K

Ling Sheng So Combo

Quickly tap K, tap B

Ling Sheng So Sweep

Tap \leftarrow , K

Killing Phoenix

Tap \rightarrow , hold \rightarrow , tap K, K, B

Lian Hao Jump-Kick

Tap \uparrow , K

Phoenix Hop-Kick

While standing from a crouch, tap K, B

Phoenix Flame

Tap \leftarrow , (A B)

Wave Dive

Tap \leftarrow , (A K)

Yin Rising

Tap \rightarrow , (B K)

Phoenix Bite

Tap \downarrow , (B K)

Cross Bo

Tap \rightarrow , hold \rightarrow , tap A

Eight-Way Run Attacks

Note: Perform the following moves during an Eight-Way Run.

Gale Dive

Tap \triangleright , A, A, or tap \triangleright , A, A

Wind Dive



Tap \uparrow , A, A, or tap \downarrow , A, A

Ling Sheng Slice

Tap \leftarrow , A, or tap \leftarrow , A

Raven Slaughter

Tap \uparrow , B, or tap \downarrow , B

Cross Tide

Tap \leftarrow , A, A

Raven Feint

Tap \uparrow , B, \downarrow , B, or tap \downarrow , B, \downarrow , B, or tap \triangleright , B, \downarrow , B

Stream Thrust

Tap \leftarrow , B

Cross Bo

Tap \rightarrow , A

Rising Phoenix

Tap \rightarrow , K, or tap \triangleright , K, or tap \triangleright , K

Strong Front Kick

Tap \leftarrow , K, or tap \leftarrow , K, or tap \leftarrow , K

Phoenix Thrust

Tap \leftarrow , B, or tap \leftarrow , B

Mountain Breaker



Tap \uparrow , quickly tap K, tap A, or tap \downarrow , quickly tap K, tap A

Maxi

Special Moves

Nanshoku Slap



Tap \leftarrow , A

Haeikans



Motion \downarrow \searrow , hold \rightarrow , tap K

Dragon Cannon



Tap \rightarrow , hold \rightarrow , tap (B K)

Rolling Sobat



Tap \leftarrow , hold \leftarrow , tap K

Serpent's Pleasure



Tap (A B)

Tiger Slaughter



Tap \downarrow , (B K), B

Dragon Scissors



While standing from a crouch, tap K, K

Fury



Tap (B K), quickly tap B, B, A

Steel Dragon



Tap \rightarrow , B

Stone Kick

Quickly tap A, tap K, \leftarrow

Lofan

Tap \searrow , A

Snake Scythe

Tap \leftarrow , A

Serpent's Rage

Tap \leftarrow , A, quickly tap B, tap A, A, B

Nanchoku Caress

While standing (it takes a crouch), tap A

Blitz Uppercut

Tap \searrow , B

Inner Blitz Uppercut

Tap \leftarrow , B

Dragon's Judgment

Tap \uparrow , B

Falling Dragon

Quickly tap K, tap B, A

Serpent's Desire

Tap \searrow , quickly tap B, tap A, A, B

Left Roundhouse

Tap \rightarrow , K

Dragon Peck

Quickly tap K, tap B, K

Dragon Roar

Tap \rightarrow , hold \rightarrow , tap K

Snap Kick

Tap \searrow , K

Wrist Low Kick

Tap \downarrow , K, K

Right Roundhouse

Tap \leftarrow , K

Callotine Dance

Tap \searrow , (A K)

Nanchoku Lick

Tap \searrow , (B K)

Stalking Snake

Tap \rightarrow , hold \rightarrow , tap A

Eight-Way Run Attacks

Note: Perform the following moves during an Eight-Way Run.

Sliding

Tap \rightarrow , K

Nanshoku Slap

Tap \swarrow , A

Return of Fear

Tap \rightarrow , B, or tap \searrow , B, or tap \swarrow , B

Northen Lights



Tap \leftarrow , A, or tap \swarrow , A

Steel Dragon

Tap \rightarrow , B, or tap \downarrow , B

Expanding Nanshoku

Tap \rightarrow , B, \leftarrow , or tap \downarrow , B, \leftarrow

Mark of the Beast

Tap \leftarrow , B, or tap \swarrow , B

Northen Lights to Pure Soul

Tap \searrow , A

Rage of the Serpent

Tap \uparrow , (A B), or tap \downarrow , (A B), or tap \leftarrow , (A B), or tap \swarrow , (A B), or tap \searrow , (A B)

Serpent's Desire

Tap \uparrow , quickly tap B, tap A, A, B, or tap \downarrow , quickly tap B, tap A, A, B

Water Slice

Tap \rightarrow , K, K

Circle Sweep

Tap \leftarrow , K

Rolling Sobat

Tap \leftarrow , K

Serpent's Pleasure

Tap \rightarrow , (A B), or tap \searrow , (A B), or tap \swarrow , (A B)

Stalking Snake

Tap \rightarrow , A, or tap \searrow , A, or tap \swarrow , A

Twisted Loop

Tap \rightarrow , (B K)

Snake Kiss

Tap \leftarrow , B

Back Kick

Tap \searrow , K, or tap \swarrow , K

Dandy Soapbox

Tap the joystick in any direction, and tap (A K)

Dragon Cannon

Tap \rightarrow , (B K), or tap \searrow , (B K), or tap \swarrow , (B K)

THE FIGHTER'S EDGE

Tongue

Tap ↓, A

Wave Slice

Tap ←, hold ←, tap A

Dandy Surprise

Motion ↓ ↘ → A

Snake Wing

Tap ↑, K

Falling Fang

Tap ↓, B

Venom Fang

Hold G, tap ↑, B

Nonchale Lick II

Hold G, tap ↑, and as you land, tap B

Quick Slice

Tap ←, K

Stone Kick

Hold G, tap ↑, and as you land, tap K

Dive Kick

Tap ↑, K

Rage of the Serpent

Tap ←, (A B)

Sidewinder

Tap (A K)

Twisted Leap

Tap ←, (B K)

Stomach to Pure Soul Left Outer



Quickly tap A, tap K

Snake Wings

Pure Soul Left Outer

Tap ←, B

Nonchale Slay to

Pure Soul Left Outer

Tap ←, A

Nonchale Slay to

Steel Dragon to

Pure Soul Left Outer

Tap ←, A, quickly tap B, tap B

Steel Dragon to

Pure Soul Left Outer

Tap →, quickly tap B, tap B

Perform the following moves during the Pure Soul Left Outer.

Bloody Circus

Tap A, K

Wing Robot

Tap B, K

Circle Kick

Tap K

Nonchale Slay to Reaching Nonchale to Pure Soul Left Inner

Tap ←, A, B, ←

Reaching Nonchale to Pure Soul Left Inner



Tap →, B, ←

Rolling Biting Upper to

Pure Soul Left Inner

While standing from a crouch, tap B

Perform the following moves from the Pure Soul Left Inner.

Possity Circus



Tap A

Possity Circus to

Pure Soul Right Cross

Quickly tap A, tap A

Compass Case

Tap B

Twin Snakes to Pure Soul Right Cross



Tap A, A

Dragon's Breath to Pure Soul Right Cross



While standing from a crouch, tap (A B), or while crouching, tap (A B)

Snake Scythe to

Pure Soul Right Cross

Hold G, tap ↑, and as you land, tap A

Perform the following moves from the Pure Soul Right Cross.

Tiger Pounce

Tap A

Mask of the Beast



Tap B

Wafel Slice

Tap K, K

Lunging Snake to Pure Soul Right Outer
Tap ←, A

Rope Dancer to Pure Soul Right Outer



While crouching, tap ↘, A, A, A

Snake Bite to Pure Soul Right Outer

Tap B

Wrist Kick to Pure Soul Right Outer

Tap ↓, K, B

Perform the following moves from the Pure Soul Right Outer.

Dragon Bite

Tap A, K

Dragon Wing

Tap B, B

Falling Dragon

Tap K, A

Dragon Pounce

Tap K, K

Return of Feet to Pure Soul Behind Lower

Tap →, hold →, tap B

Perform the following moves from the Pure Soul Behind Lower.

Instant Moon



Tap A

Lunging Biting Upper

Tap B

Fury Kicks

Tap K, K

Mitsurugi

Special Moves

Samurai Stakes



Tap A, A

Splitting Gold



Tap X, A

Calm Breeze

Tap →, A

Sadden Gale

Tap →, hold →, tap A

Shin Splinter

Tap ←, A

Dragon Beasts

Tap ←, A

Vacuum

Tap ←, hold ←, tap A

Forbidden Prayers

Tap B, B

Moon



Tap B, →

Wind Hole



Tap →, B

Magneto Drive

Quickly tap B, tap A

Wind Hole Lower

Tap →, B, ↓

Wind Hole Upper

Tap →, B, ↑

Heaven Cannon

Tap X, B

Cloud Divide

Tap ←, B

Wind Hole Vortex

Tap ←, B, or tap →, B, ←

Heaven Dance



Tap →, hold →, tap B, B

Serious Threat



Motion ↓ ← ← B

Wheel Kick

Tap →, K

Rising Knee

Tap →, hold →, tap K

Cold Stinger

Tap ↓, (A, B)

Shin Buster

While crouching, tap ←, (A, B)

Disturb Threat

Tap (A, K)

Dealing Scratch

Tap X, (B, K)



Wind Step

Motion ↓ X →

Knee Slice

Tap ↓, A

Stamp Cannon

Tap ↑, A

Moon Death Fake

Motion → X ↓ ←, hold (← A)

Rant

Tap ↓, B

Forbidden God

Tap ←, hold ←, tap B, B

Stalk Cannon

Tap ↑, B

Horn Buster

Tap ←, K

Eight-Way Run Attacks

Note: Perform the following moves during an Eight-Way Run.

Dragon Beasts

Tap ↓, A

Vacuum

Tap ↑, A, or tap ←, A

Heaven Dance

Tap ↑, B, B, or tap X, B, B, or tap →, B, B

Sadden Gale

Tap →, A, or tap X, A, or tap ↓, A

Taou Vacuum

Tap ←, A, or tap X, A

Hell Flash

Tap ↑, B, or tap ↓, B

Rising Knee

Tap →, K, or tap X, K, or tap →, K

Phoenix Tail

Tap (A, B)

Forbidden God

Tap ←, B, B

Wheel Kick

Tap ↑, K, or tap ↓, K

Barrier Cutter

Tap ←, K, B, or tap ←, K, B, or tap X, K, B

Peak of Flames

Tap ←, B, A, B, or tap X, B, A, B

Cloud Divide

Tap ←, B, or tap X, B

Tacopes Roll



Tap (B, K)

Mist

Quickly tap A, tap B

Relic

Quickly tap B, tap A

Time Hale



While crouching, tap \downarrow , B

Stalk Shove



Tap \leftarrow , K, B

Antiform Requiem



Tap [B K]

Posting Thrust



Tap \leftarrow , [B K]

Full-Moon Blush



Motion $\rightarrow \downarrow \downarrow \leftarrow$, hold \leftarrow , tap B, B

Obedience



Quickly to \leftarrow , tap B

Quiet Cutter



Tap \leftarrow , B

Wheel Slice



Tap [A B]

Phantom Jail



Tap \leftarrow , hold \rightarrow , tap [A B]

Rainbow Kick

Tap \uparrow , \leftarrow

Whirl Slash

Tap \uparrow , [A B]

Stamp Bash

Hold G, tap \uparrow , and as you land, tap A

Full Moon Death

Motion $\rightarrow \downarrow \downarrow \leftarrow$, hold \leftarrow , tap B

Dance Soap

Hold G, tap \uparrow , and as you land, tap K

Disorganly Smash

Hold G, tap \uparrow , and as you land, tap B

Half Moon Death

Motion $\rightarrow \downarrow \downarrow \leftarrow$, hold \leftarrow , tap A

Packet Pick

While standing from a crouch, tap B

Silent Step Slash

Motion $\downarrow \rightarrow$ A, or while standing from a crouch, tap A

Frenz Kick

Motion $\downarrow \rightarrow$ K, or while standing from a crouch, tap K

Claab Dialbe

While crouching, tap \leftarrow , B, B

Half Moon Slice

Motion $\rightarrow \downarrow \downarrow \leftarrow$, hold \leftarrow , tap A, A

Relic

Tap \leftarrow , [A B]

Performs the following moves from the Relic.

Mist

Tap [B K]

False Impassion

Tap G

Claw Sucked Seat

Tap A

Slash Sucked Seat

Tap B

Relic Leap Kick

Tap K

Path of Domination



Hold [A B]

Relic Walk

Hold \rightarrow , or hold \leftarrow

Relic Dash

Tap \rightarrow , pause

Mist

Tap \rightarrow , [A B]

Performs the following moves from the Mist states.

Relic

Tap [B K]

Mist Stab

Tap A

Mist Stab Combo

Tap A, A, A

Disabling Thrust

Tap B

Watch Mist Kick

Tap K

Disbe



Tap [A B]

Mist Walk

Hold \rightarrow , or hold \leftarrow

Mist Dash

Tap \rightarrow , pause, or tap \leftarrow , pause

Mist Hop

Hold \leftarrow , or hold \uparrow , or hold \rightarrow

Nightmare

Special Moves

Slash Cross



Tap A, A, B

Flying Edge



Tap →, hold →, tap (A B)

Maelstrom



While standing from a crouch, tap A, A

Sky Splitter

Tap ↘, B

Gas Turbine Buster

Tap B, ↑

Aeros Basebreaker

Tap B, B, B

Lock Splitter

Tap →, hold →, tap B

Fetal Dive



Tap ←, hold ←, tap B, B

Earth Divider



Motion ↓ ↘ → B

Quick Spin Slash



Tap →, A, or tap →, hold →, tap A

Double Headbutt

Tap ←, B, B

JoJo Buster

Tap →, K

Shadow Slicer

Tap ↘, A

Drilling Thrust

Tap ↘, B

Note: To throw your opponent, tap ←, B when the move connects.

Shoutzen Rush



Tap →, hold →, tap K

Lower Drilling Thrust

Tap ↘, (A B)

Deep Kick

Tap →, hold →, tap (B K)

Slash

Tap A

Double Gasconder

Tap A, ↓, A, A

Amulet Crusher

Tap ↘, A

Back Spin-Slash

Tap ←, A

Swamp Buster

Tap B

Beak Kick

Quickly tap B, tap B, K

Buster Gasconder

Tap B, ↓, A

Cannonball Splitter

Tap →, hold →, quickly tap B, tap A

Buster

While crouching, tap B

Piercing Strike

Tap →, B

Cannonball Lighter

While standing from a crouch, tap B

Accelerated Headbutt

Tap ↘, K, K, B

Stamping

Motion ↓ ↘, hold →, tap K, K, K, K, K, K

Rising Night Kicks

While standing from a crouch, tap K

Spin-Kick Combo

Tap (A K), K

Spin Kick to Slash

Tap (A K), A

Spin Kick to Slash Capes

Tap (A K), A, A, B

Spin Kick to Double Gasconder

Tap (A K), A, ↓, A, A

Night Lower Stance

Tap →, (B K), or while crouching, tap ↘, (B K)

Perform the following moves during the Night Lower Stance.

Leg Kickers

Tap A

Citizen Lighter

Tap B

Cannonball Splitter

Quickly tap B, tap A

Night Solate

Tap K

Lock Splitter

Altimate

Tap (A B)

Night Behind Stance

Tap (B K)

Night Side Stance

Tap ←, (B K)

Night Side Stance

During the Night Lower Stance, tap ←, (B K)

Perform the following moves during the Night Side Stance.

Cross Gasconder

Tap A, A

Double Gasconder

Tap A, ↓, A

Cannonball Lighter

Tap B

Cannonball Flash

Quickly tap B, tap A

Night Front Kick

Tap K

Night Behind Stance

Tap (B K)

Night Lower Stance

Tap →, (B K)

Night Behind Stance

Tap (B K)

Side Spin to

Night Behind Stance

Tap ↓, (B K), or tap ↑, (B K)

Perform the following moves during the Night Behind Stance.

Night Assassination

Tap A

Tessu Complex

Tap B

Night Knee-Kick Rush

Tap K, K

Night Lower Stance

Tap →, (B K)

Eight-Way Run Attacks

Note: Perform the following moves during an Eight-Way Run.

Sliding

Tap →, K

Beatal Caves

Tap →, A

Fetal Dive

Tap ←, B, B

Rolling Robot

Tap ←, K, or tap ↘, K, or tap ↙, K

Sky Splitter

Tap ↘, B, or tap ↘, B

Swamp Buster

Tap ↓, B, or tap ↑, B

Shadow Rush

Tap ↘, K, or tap ↘, K

Spin Kick

Tap ↑, K, or tap ↓, K

Altimate Cross

Tap ↑, A, or tap ↓, A

Shadow Impact

Tap ←, B, or tap ↘, B

Deep Kick

Tap ←, (B K)

Right Slashes

Tap ↘, A, or tap ↘, A

Quick Back

Spin-Slash

Tap ↘, A, or tap ↘, A

Lock Splitter

Tap →, B

Cannonball Splitter

Tap →, quickly tap B, tap A

Sophitia



Special Moves

Icicle Butterfly

Tap \downarrow , A, A

Plasma Blob

Tap \rightarrow , hold \rightarrow , tap K

Judgment Kick

Tap \uparrow , pause, tap K

Angel's Scaike

Motion \downarrow \rightarrow B

Gaia Kick

Tap \uparrow , hold \uparrow , tap K

Goddian Upper

Tap \leftarrow , hold \leftarrow , tap B

Houou's Judgment

Motion \rightarrow \rightarrow , quickly tap B, tap A, A, A, A

Gaia Quake

Tap \uparrow , (A B)

Heaven's Gate

Tap \uparrow , hold \leftarrow , quickly tap B, tap A

Angel's Assault

Tap \uparrow , K, K

Silent Circle

Tap \rightarrow , hold \rightarrow , tap A

Nenty Icarus

Quickly tap B, tap A, A, A, A

Angel's Spiral

Tap \rightarrow , (A B)

Angel Side Kick

Tap \rightarrow , K

Angel's Fall

Tap \uparrow , K, B

Cyclone Europe

Tap \rightarrow , A, A, A, A

Twin Flare

Tap B, B

Kick Drop

Tap K, K

Goddian Strike

Tap \downarrow , B, B, or tap \rightarrow , B, B

Tornado High Kick

Tap (A K)

Upper House

Tap \rightarrow , B

Angel's Flow

Tap B, B

Second Strike

Tap A, A

Tornado Low Kick

Tap \leftarrow , K

Tornado Front

Tap (A K), K

Cyclone Texas

Tap \leftarrow , A, A

Quick Strike

Tap \rightarrow , B

Angel Satellite

Motion \downarrow \rightarrow \rightarrow A, tap A

Temperance Strike

Tap (B K), B

Twin Angel Step

Motion \downarrow \rightarrow \rightarrow \rightarrow \rightarrow

Reverse Mirage

Tap \leftarrow , hold \leftarrow , tap A

Jet Stream Rush

Tap \rightarrow , hold \rightarrow , tap B, A, B

Slide Tornado

Tap A, K

Angel's Spiral Alpha

Tap \uparrow , K, A, A

Angel Step

Motion \downarrow \rightarrow

Angel Paradox

Tap \rightarrow , A

Sword Shower

Tap \leftarrow , B

Slide Flow

Tap \rightarrow , A, B

Under Slide Blob

Tap \downarrow , A

Twin Angel Step Alpha

Motion \downarrow \rightarrow \rightarrow , hold \rightarrow

Goddess Splice

While standing from a crouch, tap A

Angel's Spring

Motion \downarrow \rightarrow K, or while standing from a crouch, tap K

Eerie

While standing from a crouch, tap B

Jet Stream

While standing from a crouch, tap B, A, B

Mirage Satellite

While standing from a crouch, tap (A B)

Angel Step Cancel

During the Angel Step, motion \downarrow \rightarrow \rightarrow \rightarrow , pause, or motion \downarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow , pause

Twin Step Cancel

Motion \downarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow , pause, or motion \downarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow \rightarrow , pause

Twice Upper

While standing from a crouch, tap (B K)

Angel

Satellite Beta
Motion \downarrow \rightarrow \rightarrow \rightarrow \rightarrow , pause, or tap \uparrow , pause, tap A, A

Eight-Way Run Attacks

Note: Perform the following moves during an Eight-Way Run.

Silent Cannon

Tap \rightarrow , A

Jet Stream Bomb

Tap \rightarrow , B, A, B

Sliding

Tap \rightarrow , K

Gaia Kick

Tap \leftarrow , K

Shield Rush

Tap \uparrow , A, or tap \downarrow , A

Ascension

Tap \rightarrow , B, or tap \uparrow , B

Plasma Blob

Tap \rightarrow , K, or tap \uparrow , K

Olympus Cannon

Tap \rightarrow , B

Silent Stream

Tap \leftarrow , A, A, or tap \leftarrow , A, A

Sword Shower

Tap \leftarrow , B, or tap \leftarrow , B

Angel Side Kick

Tap \uparrow , K, or tap \downarrow , K

Spinal Upper

Tap the joystick in any direction, tap (A B)

Reverse Mirage

Tap \leftarrow , A

Sword Waterfall

Tap \leftarrow , B

Tornado High Kick

Tap \leftarrow , K, or tap \leftarrow , K

Vosdo

Special Moves

Scissors Claw



Tap A, A

Blind Blade



Tap ↘, A

Lanatic Dell



Tap ←, hold →, tap A

Demon Elbow



Tap →, hold →, tap B

Hell Digger



Tap ←, hold B, release B

Rat Dell



While crouching, tap ↘, B

Isone Flip



Tap →, hold →, tap (A B)

Katon Gaze



Tap →, (A B)

Blind Dio



Scorpion Claw

While standing from a crouch, tap A

Crane Digger

Quickly tap B, tap A

Scorpede Shredder

Tap B, B

Blade Nail

Tap →, B

Calliope Scissors

Tap ↘, B, B

Power Slam

Tap →, B, B

Anglers Back

Tap ↘, B, A, K

Hell Chop to Blind Claw

Tap →, B, A

Bad Taste

While standing from a crouch, tap B, B

Blind Dioe

Tap →, hold →, tap K

Rat Kick

Tap ↓, K

Scorpion Tail

Tap ↘, K

Eight-Way Run Attacks

Note: Perform the following inputs during an Eight-Way Run.

Silent Embrace



Tap ↘, A, or tap ↗, A

Capes Claw

Tap →, A

Sliding

Tap →, K

Blind Blade

Tap ↑, A, or tap ↓, A

Demon Elbow

Tap →, B, or tap ↘, B, or tap ↗, B

Gate Opener

Tap the joystick in any direction, and tap (A B)

Dragon Tail



Tap ↘, K, or tap ↗, K

Scorpion Tail

Tap ↘, K, or tap ↗, K

Lanatic Flip

Tap ←, K

Hell Digger

Tap ←, hold B

Despoil



Tap ↑, B, or tap ↓, B, or tap ←, B

Madonna Scissors



Tap ↘, B, or tap ↗, B

Hell Chop to Blind Claw

Tap →, B, A

Calliope Rush

Tap (B K)

Mate Low Kick

Tap ↑, K, or tap ↓, K

Gate Pincer

Tap the joystick in any direction, and tap (A B), K

Lanatic Dell

Tap ←, A, or tap ↘, A, or tap ↗, A

THE FIGHTER'S EDGE

Lumatic Fly

Tap \leftarrow , hold \leftarrow , tap K

Rat-Slaughter Kick

Hold G, tap \rightarrow , and as you land, tap K

Lumatic Spin

While standing from a crouch, tap K

Pausing Mantle

Tap (A B)

Gate Opener

Tap \rightarrow , hold \rightarrow , tap (A B)

Earl Blow

Tap \leftarrow , (A B)

Call Out/Retreats Altamont

Tap \leftarrow , (A B)

Sapek Face

Tap (B K)

Sapek Hawk Incon

Tap \leftarrow , (B K)

Sapek Hawk Dances

Tap \rightarrow , (B K)

Rat Balance

While crouching, tap (B K)

Elegant Claw

Tap \rightarrow , hold \rightarrow , tap A

Rat Chase

Tap \leftarrow , A, K

Suspended Gauge

Hold G, tap \rightarrow , and as you land, tap A

Rain Robber

Tap \rightarrow , A

Rat Chase

While crouching, motion \leftarrow \downarrow \searrow

Perform the following moves during the Rat Chase.

Rat Retreat

Hold \leftarrow

Scorpion Kick

Tap K

Suspended Probelam

Hold G, tap \rightarrow , and as you land, tap B

Floal Collar

Tap \rightarrow , B

Mate Mid-Kick

Tap \searrow , K

Rat Deep-Kick

Tap \rightarrow , K

Gate Pilex

Tap \rightarrow , hold \rightarrow , tap (A B), K

Web Wearer

Tap \leftarrow , (A K)

Blind Stance

Motion \leftarrow \leftarrow \leftarrow

Perform the following moves during the Blind Stance.

Mantle Crawl

Tap \leftarrow , (A B)

Blind Claw

Tap A

Mobster Spin

Tap \rightarrow , A

Lumatic Walk



Tap \rightarrow , hold \rightarrow , tap A

Mate Elbow Rush

Tap \leftarrow , A, B

Streetee

Tap B

Rat Straight

Tap \rightarrow , B

Rat Sticks

Tap \rightarrow , hold \rightarrow , tap B

Death Embrace



Tap \leftarrow , B, B

Blind Elbow Rush

Hold \leftarrow , tap B, B

Blind Kick

Tap K

Blind Deep-Kick

Tap \leftarrow , K

Frank Roll

Tap (A B)

Spins



Tap (A B), \leftarrow

Recession Earl-Bow

Tap \leftarrow , (A B)

Death Blow

Tap (A K)

Blind Mantle

Hold \leftarrow , tap A, B, B

Scorpion Spin

Tap \rightarrow , hold \rightarrow , quickly tap B, tap A

Scorpion Tail

Tap \leftarrow , K

Mate Kick

Tap \leftarrow , B

Callisto's Rush

Motion \leftarrow \searrow \rightarrow

Perform the following moves during the Callisto's Rush.

Katana Slip

Tap A, A

Slap-Behind Claw

Tap A, \searrow , A

Blind Slip

Tap A, \leftarrow , A

Mad Showdown

Tap B, B, B

Rat-Slaughter Kick

Tap K

Snake Escape

Tap (A B)

Longing Rat-Bounce

Tap (B K)

Mantle Crawl

Tap \leftarrow , (A K), or tap \searrow , (A K)

Perform the following moves during the Mantle Crawl.

Mantle Fire Dance

Tap \rightarrow , hold \rightarrow

Turkate's Salute

Tap A

Acylam Backout



Tap B

Scorpion Kick

Tap K

Mantle Walk

Hold \rightarrow , or hold \leftarrow

Taki



Special Moves

Silent Shadow



Tap A, A, →, B

Reaping Hook



Tap ←, A

Amazon's Strike



Tap →, hold →, tap B

Seal



Tap ←, hold ←, tap B

Bamboo Cutter



Tap ←, hold ←, tap A

Ninja Cannon



Tap ←, (B)K

Shadow Claw



While standing from a crouch, tap A, A, A

Heave

Tap K, K, K

Stomach to Stalker

While standing from a crouch, tap B, (A)B, or tap B, ↓, (A)B, or tap B, ↑, (A)B

Darkness to Stalker

With your back to the opponent, tap B, (A)B

Water Haste

Tap K, K, ↓, K

Divine Punishment

Tap →, K, A

Hawaiian Punishment

Tap →, hold →, tap K

Repl's Destruction

Tap ↘, K, K, K

Punishing Strike

Tap ↓, K, K

Water Kick

Tap ←, K, K

Stalker

Tap (A)B

Stalker Lower

Tap ↓, (A)B

Stalker Upper

Tap ↑, (A)B

Heavy Shadow

Tap B, A, →, K

Darkness Baritone

While standing from a crouch, tap B, B

Darkness to Possession

Tap ←, B, hold ←

Shadow to Possession

Tap B, A, hold ←

Haste Alternate

Tap ↑, K, K, K, or hold G, tap ↑, K, K, K

Fog Blanket

Tap ↓, (A)K

Divine Cannon Combo

While crouching, tap (A)K, K

Shadow Ripper

Tap A, A, B

Darkness Illusion

Tap A, B, B

Shadow Rush

Tap A, B, K

Boaning Misery

Tap →, hold →, tap A, B, B, B

Ereth Scroll

Tap ↓, A, K

Shadow Scroll

Tap B, A, A

Lightning Strike

Tap B, B, B

Shadow Banishment

Tap B, A, K

Divine Cannon

While standing from a crouch, tap (A)B

Wind-Roll Inner

Tap ↓, (B)K

Wind-Roll Outer

Tap ↑, (B)K

Slide Squeeze

During the Wind-Roll Inner or the Wind-Roll Outer, tap A

Hood Scroll

Tap B, K, A

Silence

Tap →, B

Assassin's Feather

Tap ↘, B

Mekki-nano's Darkness

Tap ↓, B, A

Seal of the Fire Dragon

Motion ← ↓ ↘ → B

Advancing Cloud Scroll

Tap (A)K

Shadow to Stalker

Tap B, A, (A)B, or tap B, A, ↓, (A)B, or tap B, A, ↑, (A)B

Heavy Bounce

With your back to the opponent, tap (B)K

Cloud Scroll

Tap ↓, pause, or tap ↑, pause, tap (A)K

Possession

Motion ← ← ←

Possession Rush

Tap →

Perform the following moves during the Possession or the Possession Rush

Poison Cloud Scroll

Tap A

Dragon Scroll

Tap B

Dragon Wheel

Tap K

Vacuum Deep-Kick

Tap ↓, K

Accelerating Rush

Tap ↘, K, A, or tap ↑, K, A, or tap ↗, K, A

Extraction

Tap (A)B

Eight-Way Run Attacks

Note: Perform the Advancing moves during an Eight-Way Run.

Boaning Misery

Tap →, A, B, B, B, or tap ↘, A, B, B, B, or tap ↗, A, B, B, B

Wind Scroll

Tap ↑, A, or tap ↓, A

Shadow

Tap ←, A, or tap ↖, A

Bamboo Cutter

Tap ←, A

Amazon's Strike

Tap →, A, or tap ↘, A, or tap ↗, A

Illusion Scroll

Tap ↑, B, or tap ↓, B

Darkness

Tap ←, B, or tap ↖, B

Seal

Tap ←, B

Sliding

Tap →, K

Cloud Scroll

Tap ↑, K, or tap ↓, K

Water Kick

Tap ↓, K, K, or tap ↖, K, K

Possession

Tap (A)K

Wind-Roll Front

Tap (B)K

Perform the following moves during the Wind-Roll Front.

Mekki-nano Wind

Tap A

Divine Wind

Tap B

Wind-Death Assault

Tap B, B, B

Wind Sealing Bomb

Tap B, K, B

Xianghua



Special Moves

Beautiful Rhythms



Tap A, A, B

Lao Hao

Tap \leftarrow , hold \leftarrow , hold A

Tiao Lao Hao

Tap \leftarrow , B, B

Liao Hao Cannon

Tap \times , (A B)

Chai Hao

Tap \leftarrow , A

Stealing Liao Hao

Tap \leftarrow , A, A

Lao Hao Slice

Tap \leftarrow , hold \leftarrow , tap A

Feng Yan



Quickly tap A, tap K, B

Mei Hua Circle



Quickly tap B, tap K

Mao Jian Advance

Tap \rightarrow , (A B)

Mao Jian Retreat

Tap \leftarrow , (A B)

Yao Slice

Tap \uparrow , A

Mao Jian

While standing from a crouch, tap A, A

Elegant Rhythms

Tap B, B

Stalking Liao Hao

Tap \rightarrow , hold \rightarrow , tap A

Deadly Rhythms

Tap \rightarrow , hold \rightarrow , tap B, B

Shuang Rya Kick



While standing from a crouch, tap B

Mei Hua Double



While standing from a crouch, tap (A B), B

Liao Hao Twist (Right)

Quickly tap B, tap A

Mei Guel Hao

Tap \rightarrow , B

Mei Guel Hao Felfel

Tap \rightarrow , B, B

Deadly Thrust

Tap \rightarrow , hold \rightarrow , tap B

Liao Hao Upper

Tap \times , B

Eight-Way Run Attacks

Note: Perform the following moves during an Eight-Way Run.

Stalking Liao Hao

Tap \leftarrow , A

Ll

Tap \times , A, or tap \nearrow , A

Spinning Liao Hao

Tap \uparrow , A, or tap \uparrow , A

Iag Hao

Tap \leftarrow , A, A, or tap \leftarrow , A, A

Lao Hao Slice

Tap \leftarrow , A

Lao Hao

Tap \leftarrow , hold A

Deadly Thrust

Tap \rightarrow , B

Deadly Rhythms

Tap \rightarrow , B, B

San Jian

Tap \times , B, or tap \nearrow , B

Vengeful Liao Hao

Tap \leftarrow , B, or tap \leftarrow , B, or tap \leftarrow , B

Circle Breaker

Tap \times , K, or tap \nearrow , K

Ban Hen Hao

Tap \times , (A B), or tap \nearrow , (A B), or tap \uparrow , (A B), or tap \downarrow , (A B), or tap \leftarrow , (A B), or tap \leftarrow , (A B)

Playful Slice

Tap \uparrow , B, or tap \downarrow , B

Circle Breaker Felfel

Tap \times , quickly tap K, tap A, or tap \nearrow , quickly tap K, tap A

Outer Heel Kick

Tap \uparrow , K, or tap \downarrow , K, or tap \leftarrow , K, or tap \leftarrow , K

Sliding

Tap \rightarrow , K

Great Wall

Tap \rightarrow , hold \rightarrow , tap (B K)

Liao Hao Twist (Left)



Quickly tap A, tap B

Quake Step

Tap \downarrow , (B K)

Hao Dye

Tap \leftarrow , (B K)

Shai Shiao Strike

Tap \downarrow , A

Shao Ji

Tap \leftarrow , B, A

Vengeful Liao Hao

Tap \leftarrow , hold \leftarrow , tap B

Yao Starb

Tap \uparrow , B

Yao Kick

Tap K

Outer Heel Kick

Quickly tap K, tap B, B

Circle Breaker

Tap \leftarrow , K

Circle Breaker Felfel

Tap \leftarrow , quickly tap K, tap A

Inner Heel Kick

Tap \uparrow , K

Rising Shao Shiao

While standing from a crouch, tap K

Liao Hao Sweep

Tap \downarrow , (A K), K

RIVAL SCHOOLS

Rival Schools takes a field trip from the arcades to the PlayStation! In this first installment, we're your private tutor as you learn the Basic Skills, Special Moves, Burning Vigor Attacks, and some devastating combos for the game's first nine fighters.

By Gratead Lee
(Special thanks to Major Mike)

Part 1

PlayStation

Basic Skills

Burning Vigor Attacks



Each fighter has a nine-level Vigor Bar that can be carried over between rounds. You can increase your Vigor Bar by getting hit, performing Special Attacks, or taunting your opponent. When the Vigor Bar reaches Level One or higher, you can perform a Burning Vigor Attack. The Vigor Bar resets out at Level Nine.

Team-Up Techniques



When your Vigor Bar reaches Level Two or higher, you can perform a Team-Up Technique. During this move, your partner can jump onscreen briefly for an attack; you can raise your Vigor Bar a level, or you can restore some lost health. Team-Up Techniques vary

depending on the partner you select, but each fighter executes them using the same move. To do a Team-Up Technique, tap (WP WK) or (SP SK).

Throws



When in close, tap (WP SP) to throw your opponent. To throw a crouching opponent, tap (↓ WP SP). To escape a throw, tap (WP SP) when your opponent tries to throw you. To escape a crouching throw, tap (↓ WP SP).

Juggle Starters



When in close to your opponent, tap (¼ SP) or (¼ SK) to launch them into the air. You can follow up this move with more hits by tapping ↑ to jump into the air after your opponent and perform a high-kicking air-juggle combo.

Air Recovery



When you're knocked into the air, tap any two buttons simultaneously to perform a midair jump. Air Recoveries can throw off your opponent's timing if they're setting you up for an air-juggle combo.

Tardy Counters



When your opponent comes in for an attack and your fighter starts their blocking animation, perform a Tardy Counter. To execute this move, do any special attack for the character you're playing. For example, as Gyoma, motion → ↓ + P when he starts his blocking animation in order to counter-attack and fatten your opponent. You can do Tardy Counters anytime during a fight.

Taunts



To taunt your opponent, tap Select anytime during the fight. Taunting leaves you open to an attack, but each taunt also adds to your Vigor Bar.

Knockdown Recoveries

After your character is knocked down from an attack, they have several ways to recover offensively and defensively.

- Roll backward: Tap ←
- Roll forward: Tap →
- Stand up: Tap ↑
- Roll into the foreground: Tap ↓

Note: Press any Park button after each juggle recovery move and your character will immediately perform a counterattack.

Ground Basics and Running Attacks

Here are some important skills each fighter can perform during a fight.

- High Jump: Tap ↑, ↑
- Run: Tap →, hold →
- Dish Tower: Tap →, →
- Reboot: Tap ←, ←
- Slidstep: Tap (WK SK) Foreground Sidestep: Tap (↓ WK SK)
- Shoulder Charge Attack: While running, tap P
- Slide Attack: While running, tap WK
- Flying Kick Attack: While running, tap SK
- Air Blocking: While in the air, hold ←.

Controller Legend



Note: All holding on an joystick under the assumption that your character is facing to the right. If they're facing left, reverse tap ← and → directions.

Special Moves

Fire Flat*



Motion ↓ ↘ → P

Uppercut



Motion → ↓ ↘ P

Overhead Kick



Motion ↓ ↘ + K

Shouting-Star Kick



While in the air, motion
↓ ↘ → K

Burning Vigor Attacks

Hyper Air Smasher



Motion ↓ ↘ → ↓ ↘ → P

Super Fire-Fist*



Motion ↓ ↘ → ↓ ↘ → P

Batsu



Taiyo H.S.

Devastating Combos

Four-Hit Knock-Up Combo



Tap WP



Tap WP



Tap SP



Hold ↘, tap SK

Four-Hit Knockdown Combo



Tap WP



Tap WP



Tap SK



Hold →, tap SK

Seven-Hit Uppercut Combo



Tap WP



Tap WP



Tap SK



Hold →, tap SP,
two-in-one



Motion ↓ ↘ WP
for three hits

Ten-Hit Knock-Up Combo



Tap WP

Tap WP

Tap SK

Hold ↘, tap
SP

Hold ↑, tap
WK

Tap WP

Tap WP

Tap WK

Tap SP

Hold →, tap SP

Thirteen-Hit Super Fire-Fist Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP



Tap WP



Tap SK



Hold ↘, tap SP



Hold ↑, tap WK



Tap WK



Tap WK



Tap WP



Motion ↓ ↘ → ↓
↘ → WP for five
hits

Hinata



Special Moves

Shooyonken Uppercut



Motion → ↓ ↓ P

Tornado Kick



Motion ↓ ↙ + K

Machos-Gun Punch



Motion ↓ ↘ + P
Note: Knee tapping P for more hits.

Sneaker Kick



While in the air, motion ↓ ↘ + K
Note: Knee tapping K for more hits.

Burning Vigor Attacks

Hyper Pouch



Motion ↓ ↙ + ↘ + P

Typhoon Kick



Motion ↓ ↙ + ↘ + K

Team-Up Technique

Cheer Up!

Tap WP (WP) or SP SK
Note: This move increases your teammate's Vigor Bar by five levels.



Devastating Combos

Four-Hit Flying-Kick Combo



Tap WP



Tap WP



Tap SK



Hold →, tap SK

Six-Hit Uppercut Combo



Tap (1+SK)



Motion → ↓ ↘ SP



Hold →, tap WP



Hold →, Dip WP



Motion ↓ ↙ + WK for two hits

Eight-Hit Air-Juggle Combo

Note: Perform the last hit when your opponent bounces off the ground.



Tap WP



Tap WP



Tap SK



Hold ↘, tap SK



Hold ↑, tap WK



Tap WP



Hold →, tap SP



Hold →, tap SP

Nine-Hit Typhoon-Kick Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Hold ↘, tap SK



Hold ↑, tap WK



Tap WP



Tap WP



Tap WK



Hold →, tap SP



Motion ↓ ↙ + ↘ + WK for three hits

Another Devastating Combo

Eight-Hit Jump-In Combo

Jump in deep, tap WK, WP, WP, hold ↘, tap SP, hold →, tap WP, two-in-one, motion ↓ ↘ WP, hold →, tap WP, two-in-one, motion ↓ ↘ SP

Kyosuke



Special Moves

Cross Cutter



Motion ↓ ↘ → P

Flip Kick*



Motion ↓ ↘ → K

Ground Shock



Motion → ↓ ↘ P

King Hitter



Motion ↓ ↘ ← P

Air Blade



While in the air,
motion ↓ ↘ → P



Burning Vigor Attacks

Hyper Cross-Cutter



Motion ↓ ↘ → ↓ ↘ → P

Power Kick*



Motion ↓ ↘ → ↓ ↘ → K

Team-Up Technique

Death Dance



Tap (WP WK) or (SP SK)

Devastating Combes

Six-Hit Ground-Shock Combe



Tap WP



Tap WP



Tap SP



Hold ←, tap SK



Hold →, tap SK,
two-in-one



Motion ↓ ↘ SP

Four-Hit Super-Punch Combe



Tap WP



Tap WP



Tap SP



Hold ←, tap SP

Four-Hit Flip-Kick Combe



Hold ←, tap SK



Motion → ↓ ↘ WP



Motion ↓ ↘ SK



Motion ↓ ↘ SK

Seven-Hit Super Flip-Kick Combe



Tap WP



Tap WP



Tap SP



Hold ←, tap SK



Hold →, tap SK,
two-in-one



Motion ↓ ↘ WP



Motion ↓ ↘ SK

Nine-Hit Launch-Up Combe



Tap WP



Tap WP



Tap SP



Hold ←, tap SK



Hold ↘, tap SK



Hold ↑, tap WK



Tap WP



Tap WP



Motion ↓ ↘ → SP

Special Moves

Home-Run Swing



Motion → ↓ ↘ P

Festball



Motion ↓ ↘ → P

Leadoff Trot



Hold ↑, tap (HK SK),
release ↓.
Note: Tap SK during the
Leadoff Trot to do a Flying
Kick, or tap WK to do a
Sliding Kick.

Jump Kick



Motion ↓ ↘ → X

Big Swing



Motion → ↘ ↘ ↘ P



Gorin H 5

Syoma

Devastating Combos

Four-Hit Doping-Me-Head Combo



Tap WP



Tap WP



Tap SP



Hold ↑, tap SP

Four-Hit Better-By Combo



Tap WP twice



Tap SK



Hold ↑, tap SR

Four-Hit Home-Run Combo



Jump in deep,
tap SP



Hold ↓, tap WK



Motion → ↓ ↘
SP for two hits



Tap WP

Five-Hit In-It-the-Shoes Combo



Tap WP



Tap SK



Hold →, tap SK
for two hits

Nine-Hit Super Strike-Out Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP



Tap WP



Tap SK



Hold ↘, tap SP



Hold ↑, tap WP



Tap WK



Motion ↓ ↘ → ↓
↘ → SP for three
hits

Nine-Hit Knock-Out Combo



Tap WP



Tap WP



Tap SP



Hold ↘, tap SP



Hold ↑, tap WP



Tap WP



Tap WK



Tap SP



Hold →, tap SP

Burning Vigor Attacks

Strike Out*



Motion ↓ ↘ ↘ ↘ ↘ P

Going, Going, Gone



Motion ↓ ↘ → ↓ ↘ ↘ P

Team-Up Technique

Swinging for the Fences



Tap (HP WK) or (SP SK)

THE FIGHTER'S EDGE

Special Moves

Serve*



Mobon + X → P

Dig



Mobon → ↓ X P

Yell



Mobon ↓ ↓ X P



Gorin H.S.

Spike



While in the air, Mobon
↓ X → P

See



Mobon → X ↓ ↓ X X

Natsu

Devastating Combo

Five-Hit Serve Combo



Tap WP



Tap WP



Tap SP



Hold →, tap SP,
two-td-one



Mobon + X WP

Nine-Hit Fire-Spike Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP



Tap WP



Tap SP



Hold X, tap SK



Mobon + X → ↓
X → WP for five
hits

Eight-Hit Knock-Up Combo



Tap WP



Tap WP



Tap SP



Hold X, tap SP



Hold T, tap WP



Tap WP



Hold →, tap SK



Mobon + X →
WP

Eleven-Hit Super Leaping Fire-Spike Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP



Tap WP



Tap SP



Hold →, tap
SP



Mobon + X X
WP



Hold T, tap
WP



Tap WP



Hold →, tap SK



Tap WP
Mobon + X →
X → WP for
two hits

Burning Vigor Attacks

Fire Spike



Mobon + X → X → P

Leaping Fire Spike



While in the air, Mobon + X →
↓ X → P

Team-Up Technique

Game On

Tap (WP WK) or (SP SK)

Note: This move increases your
Natsu's Vigor Bar by six levels.



Special Moves

Beale Seva*



Motion \downarrow \rightarrow P

Knee Thrust*



Motion \rightarrow \downarrow K

Slide Attack



Motion \downarrow K \leftarrow K

Bicycle Kick



While in the air, motion \downarrow \rightarrow K

Round



Hold \leftarrow , tap (WK SK)

Goal Kick



Motion \downarrow \rightarrow K

Roberto



Gorin H S



Burning Vigor Attacks

Spika Kick



Motion \downarrow \leftarrow \downarrow \leftarrow K

Fire Shot



Motion \downarrow \rightarrow \downarrow \rightarrow K

Devastating Combos

Seven-Hit Kick-Up Combo



Jump in deep, tap SP



Tap WP



Motion \rightarrow \downarrow WK



Hold \rightarrow , tap WP



Hold \rightarrow , tap WP



Motion \downarrow \rightarrow SK

Nine-Hit Super Fire-Flat Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP



Tap WP



Tap SK



Hold \leftarrow , tap SK



Motion \downarrow \rightarrow \downarrow \rightarrow WK for five hits

Nine-Hit Soccer Touchdown Combo



Tap WP



Tap WP



Tap SK



Hold \downarrow , tap SK



Hold \uparrow , tap WP



Tap WK

Ten-Hit Air Juggle Combo



Tap WP



Tap WP



Tap SK



hold \downarrow , tap SK



hold \uparrow , tap WP



Tap WK

Team-Up Technique

Shot on Goal
Tap (WP WK) or (SP SK)



Roy

Special Moves

Master Punch



Motion ↓ ↘ + P

Twister Punch



Motion → ↓ ↘ P

Ground Spark



Motion ↓ ↘ + P



Burning Vigor Attacks

Slam Dunk



Motion ↓ ↘ + ↘ + P

Twister



Motion ↓ ↘ + ↓ ↘ + P

Devastating Combos

Five-Hit Ground-Spark Combo



Tap WP



Tap WP



Tap SK



Hold →, tap SK



Motion ↓ ↘ + WP

Six-Hit Twister-Punch Combo



Tap WP



Tap WP



Hold →, tap SP for two hits, two-in-one



Motion ↓ ↘ SP for three hits



Tap WP



Tap WP



Tap SP



Hold →, tap SP



Motion ↓ ↘ + ↘ + WP for three hits

Eight-Hit Back-Flip Combo



Tap WP



Tap WP



Tap SP



Hold ←, tap SK



Tap →, hold →, tap WP



Hold →, tap WP



Hold →, tap SP



Motion ↓ ↘ + WP

Ten-Hit Knock-Up Combo



Tap WP



Tap WP



Tap SP



Hold ↘, tap SP



Hold ↑, tap WK



Tap WP



Tap WP



Tap WK



Tap SP

Hold →, tap SP

Tiffany

Special Moves

Wind-Up Punch



Motion \downarrow \uparrow \rightarrow , hold P, release P.
Note: The longer you hold Punch, the more damage you inflict.

Spinning Punch



Motion \downarrow \rightarrow \rightarrow , hold P, release P.
Note: The longer you hold Punch, the more spins you attack.

Beautiful Kick



While in the air, motion \downarrow \uparrow \rightarrow K

Drill Kick



Motion \rightarrow \downarrow \rightarrow K

Pacific H.S.

Burning Vigor Attacks

Reb-Reb Pounder



Motion \downarrow \uparrow \rightarrow \downarrow \uparrow \rightarrow P

Hyper Spin



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

Team-Up Technique



Cheer Up!

Tap (WP WK) or (SP SK)

Note: This move increases your teammate's health bar.

Devastating Combos

Four-Hit Boxing Combo



Motion \downarrow \rightarrow \rightarrow , Tap WP

Tap WP

Tap SP

Four-Hit Kick-Boxer Combo



Tap WP

Tap WP

Tap SK

Hold \rightarrow , tap SK

Seven-Hit Reb-Reb Pounder Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP

Tap WP

Tap SK

Motion \downarrow \uparrow \rightarrow \downarrow \uparrow \rightarrow + SP for four hits

Ten-Hit Knock-Up Combo



Tap WP

Tap WP

Hold \rightarrow , tap WP

Tap SP

Hold \rightarrow , tap SP

Hold T, tap WP

Tap WK

Tap WP

Tap WK

Tap SP

Five-Hit Knock-Up Combo



Hold \downarrow , tap SK

Hold \rightarrow , tap SK

Hold \rightarrow , tap WP

Tap WP

Tap SP

Five-Hit Punch-Det Combo



Tap WP

Tap WP

Hold \rightarrow , tap WP

Tap SP

Hold \rightarrow , tap SP

Twelve-Hit Super Hyper-Spin Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP

Tap WP

Hold \rightarrow , tap WP

Tap SP

Motion \downarrow \uparrow \rightarrow \downarrow \uparrow \rightarrow WK for eight hits



Special Moves

Spinning Lariat



While in the air, motion
↓ ← + P

Mauler Punch



Motion ↓ ↘ + P

Chain Breaker



Motion → ↓ ↘ P

Mauler Smash



Motion → ↘ ↓ ← + P



Boman

Devastating Combos

Seven-Hit Mauler-Punch Combo



Tap WP



Tap WP



Tap SP



Hold ↑, tap SK



Motion ↓ ↘ → WP



Motion ↓ ↘ → SP for two hits

Seven-Hit Kick-Up Spinning-Lariat Combo



Tap WP



Tap WP



Tap SK



Hold ↘, tap SP



Hold ↑, tap WK



Tap WP



Motion ↓ ↘ ← WP

Eight-Hit Knock-Up Combo



Tap WP



Tap WP



Tap SP



Hold ↘, tap SP



Hold ↑, tap WK



Tap WK



Tap WP



Tap SP

Eleven-Hit Hyper Spinning-Lariat Combo

Note: Your Vigor Bar must be at Level One to do this combo.



Tap WP



Tap WP



Tap SP



Hold ↑, tap SP, two-in-one



Motion ↓ ↘ WP for two hits



Motion ↓ ↘ ← ← WP for five hits

Burning Vigor Attacks

Hyper Spinning Lariat



Motion ↓ ← ← ↓ ← ← P

Bonus Fury



Motion ↓ ↘ → ↓ ↘ → P

Team-Up Technique

Backbreaker Dance



Tap (WP WK) or (SP SK)

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PlayStation

Parasite Eve

EX Game



Finish the game and save the data to a memory card. When you start a new game, a new option, EX Game, will appear at the main menu. The EX Game is identical to the regular game except it's more difficult and the New York map has an extra area to explore, the Chrysler Building. The Chrysler Building appears after Day 2 during an EX Game.



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Nintendo 64

GamePro
Reader
Tip of the
Month

Off-Road Challenge

Hidden Tracks



El Cajon Track: At the Choose a Track screen, simultaneously press L, R, and Up. If you entered the code correctly, you'll hear the sound of a drill. Highlight the El Paso track, press and hold Z, and press A. When the race begins, you'll race on the El Cajon track.

Flagstaff Track: At the Choose a Track screen, simultaneously press and hold L and Left. If you entered the code correctly, you'll hear the sound of a drill. Highlight the Mojave track, press and hold Down, and press A. When the race begins, you'll race on the Flagstaff track.

Guadalupe Track: At the Choose a Track screen, simultaneously press and hold R and Down. If you entered the code correctly, you'll hear the sound of a drill. Highlight the Vegas track, press and hold Z, and press A. When the race begins, you'll race on the Guadalupe track.

Derek Lorenzo
North Bergen, NJ



PlayStation

WWF War Zone

Hidden Wrestlers



In Challenge mode, win the WWF World Championship as Mankind. At the main menu, press L1, R1 to enter the basement and activate the hidden grapplers. Go to the character-select screen and two new fighters, Dude Love and Cactus Jack, are now selectable.

Dude Love/Cactus Jack's Finishing Move

Note: Both characters share the same finishing move.

Double-Arm DDT

Tap →, ←, ↑, and simultaneously press TU, BLK



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PlayStation

Mortal Kombat 4

Big-Head Kombat Kode, and Play as Goro and Noob Saibot



Big Head Kombat Kode: Start a two-player game, and at the Vs. screen before the fight, both players should each press **Low Punch** three times, **Block** twice, and **Low Kick** once (321-321). When the match begins, both fighters will have big heads.



Play as Goro: Finish the game in Arcade mode as Shinnok and save the data to a memory card. Start a new game with the saved data and at the Choose Your Fighter screen, highlight Hidden, then press **Low Punch**, **Up**, **Up**, **Left**, and **simultaneously press Block and Run**. When the match begins, you'll play as the four-armed Goro.

Goro's Moves**Big Bad Kick**

Tap ←, ←, HK

Fireball

Tap →, →, ←, HP

Ground Pound

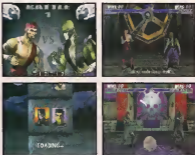
Tap ←, →, ↓, ↓, HK

Hard Uppercut

Tap ↓, ↓, HP

Two-Handed Punch

Tap →, →, HP



Play as Noob Saibot: Finish the game in Arcade mode as Reiko and save the data to a memory card. Start a new two-player game with the saved data. At the Vs. screen before the match begins, both players should press **Block** once and **Low Kick** twice (012-012). When the match begins, pause the game and quit. Return to the Choose Your Fighter screen, highlight Hidden, then press **Low Punch**, **Up**, **Up**, **Left**, and **simultaneously press Run and Block**. When the match begins, you'll play as the hidden character Noob Saibot. To play as Noob Saibot in a different outfit, at the Choose Your Fighter screen, highlight the Hidden box at the bottom of the screen, then press **Low Punch**, **Up**, **Up**, **Left**, press and hold **Start**, press **Block**, release **Start**, and **simultaneously press Run and Block**.

Nintendo 64

Bust-A-Move 2: Arcade Edition**Another World**

At the main menu with **Game Start**, **Time Attack**, and **Options**, press **L**, **Up**, **R**, **Down**. If you entered the code correctly, a tiny character will appear in the lower-right corner of the screen. Select **Game Start**, and at the following screen the words "Another World" will appear under **Puzzle Game**. Highlight **Puzzle Game** and press **A** to play on another world.

Derek Lorenzo
North Bergen, NJ

Noob Saibot's Moves**Air Throw**

While in the air with an opponent, tap **BLK**

Draw Weapon

Tap →, →, HK

Fireball

Motion ↓ → to LP

Note: This move can also be done in the air.

Teleport Slam

Tap ↓, ↑

Note: Tap **BLK** when in close to an opponent to slam them into the ground. This move can also be done in the air.

Goro's Stage Fatality

When in close, tap →, ↓, →, HK

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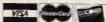
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Nintendo 64

Mortal Kombat 4

Big Head Kombat Kode, Cheat Menu, and Play as Goro and Noob Saibot



Big Head Kombat Kode: Start a two-player game, and at the Vs. screen before the fight, both players should each press **Low Punch three times, Block twice, and Low Kick once (321-321)**. When the match begins, both fighters will have big heads.



Cheat Menu: At Options, highlight **Continues**, and simultaneously press and hold **Run and Block on Controller One**. If you entered the code correctly, a new Cheats menu will appear.



Play as Goro: At the Choose Your Fighter screen, highlight the Hidden box at the bottom of the screen, then press **Low Punch, Up, Up, Left**, and simultaneously press **Run and Block**. When the match begins, you'll control the four-armed Goro.

Goro's Moves

Big Bad Kick

Tap ←, ←, HK

Fireball

Tap →, →, ←, HP

Ground Pound

Tap ←, →, ↓, ↓, HK

Hard Uppercut

Tap ↓, ↓, HP

Two-Handed Punch

Tap →, →, HP



Play as Noob Saibot: At the Choose Your Fighter screen, highlight the Hidden box at the bottom of the screen, then press **Low Punch, Up, Up, Left**, and simultaneously press **Run and Block**. When the match begins, you'll control the hidden character Noob Saibot. To play as Noob Saibot in a different outfit, at the Choose Your Fighter screen, highlight the Hidden box at the bottom of the screen, then press **Low Punch, Up, Up, Left**, press and hold **Start**, press **Block**, release **Start**, and simultaneously press **Run and Block**. When the match begins, you'll play as Noob Saibot in a different outfit.

Noob Saibot's Moves

Air Throw

While in the air with an opponent, tap BLK

Draw Weapon

Tap →, →, HK

Fireball

Motion ↓ ↘ to LP

Note: This move can also be done in the air.

Teleport Slam

Tap ↓, ↑

Note: Tap Block when in close to an opponent to slam them into the ground. This move can also be done in the air.

Goro's Stage Fatality

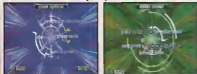
When in close, tap →, ↓, ↓, HK



PlayStation

N2O: Nitrous Oxide

**Bonus Level and Full Level Access,
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From the main menu, enter Game Options, then select the Enter Code option. Enter any of the following codes to activate these cheats:

Bonus Level Access:	□□□△○△□□
Disable All Cheats:	□□×○○○○△
Fifth Ship Enabled:	×××□△○×△
Full Level Access:	□△○△×△□×
Infinite Firewalls:	××□×××△△
Infinite Lives:	○××△□□□○
Infinite Weapons:	□×○□×□○□
No Bonus Reset on Death:	□△×△○□△×
Water Effect On:	○×□△△○△○

PlayStation

Einhänder

Selene Ship



Finish the game on the Hard difficulty setting while using no continues. Following the ending credits, save the game to a memory card, then start a new game. At the Fighter Selection screen, if you cycle through the ships, you'll find a new craft: an Unknown Fighter Type II, called the Selene. This new ship can carry 9999 rounds of ammo for any weapon it gets during the game.



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PlayStation

Grand Theft Auto

Password Cheats



From the title screen, enter the **New Game** option, then rename your character any of the following names to activate these cheats:

All Weapons:

GROOVY

9,999,990 Points:

WEYHEY

Show Coordinates:

BLOWME

Wanted Level Maximum:

EATTHIS

No Police:

CHUFF

All Cities Are Open:

CAPRICE

All Cities and Weapons Are Open:

MADEMAN

All Cities, Infinite Weapons, and 99 Lives:

BSTARD

Liberty City, Part 1 and 2:

FECK

San Andreas, Part 1 and 2:

TVTAN

Bryan Schmidt
Glendora, CA

PlayStation

Crime Killer

Passwords



From the main menu, go into the **Enter Password** menu and input any of the following level passwords.

Stage 2—Suburbia Blues: x x

Stage 3—The Break In: x

Stage 4—Rapid Response: x

Stage 5—Cult Moves:

PlayStation

Deathtrap Dungeon

Level-Select Option



Note: Make sure you don't have a memory card in the PlayStation when you enter the code.

At the Main Menu, press **L1, R1, Δ , Δ , \square , \square , \circ , R1, L1**. If you entered the code correctly, you'll hear a confirming sound. Highlight **Load Game**, and press **x** to access the level-select option.

PlayStation

Tennis Arena

Hidden Players and a Hidden Court



Hidden Players: When the Smart Dog logo appears, press **Up, Down, Left, Right, Start**. If you entered the code correctly, a voice will say "Yeah." At the Player Select screen, you'll find two new players, Mishka Kochev and Nick McKenzie.

Hidden Court: At the Select a Court screen, press **Left** until you find a new court, the Canyon.

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playstation. nintendo 64. windows 95/98

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