

GamePro's
E3 1999
Showstoppers!
All the Hot
Games!

10
YEARS
1989
1999

GAMEPRO

ISSUE
131

WORLD'S LARGEST MULTIPLE
GAMING MAGAZINE

PlayStation • Nintendo 64 • Dreamcast • PlayStation 2 • Arcade • PC • Online

THE FIGHTER'S EDGE
DOUBLE-WHAMMY!

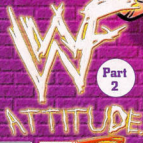
TEKKEN

TAG TOURNAMENT

BEAT AND
DEFEAT!

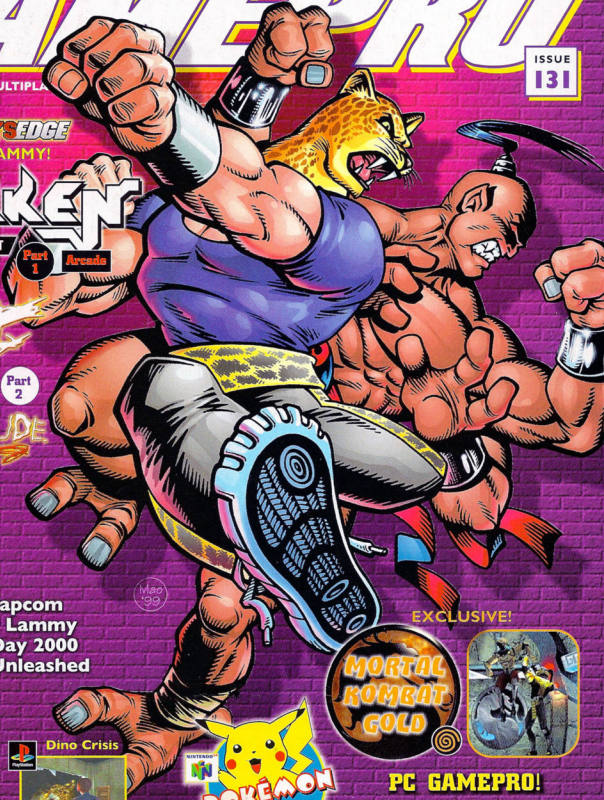
Part 1
Arcade

Part 2



OVER
100
GAMES!

- Marvel vs. Capcom
- Um Jammer Lammy
- NFL Game Day 2000
- Road Rash Unleashed



EXCLUSIVE!



PC GAMEPRO!
STAR WARS
EPISODE I
THE PHANTOM MENACE

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August 1999
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0 74470 65945 17



He is coming.

Walking between worlds... *between worlds*

Traveling the road of souls from Liveside to spirit world

And back again.

He is coming, skull in one hand,
He is coming, skull in one hand,

flambeau in the other...

a voodoo mask in his chest

and lines of power in his back.

*He is coming, skull in one hand,
He is coming, skull in one hand,
flambeau in the other...
a voodoo mask in his chest
and lines of power in his back.*

He is coming,

stalking evil in tenements and deserts,

subways and swamps,

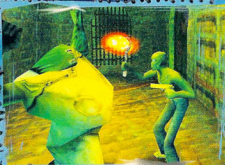
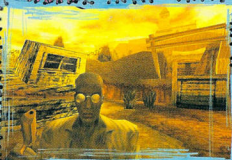
spirit world and real world.

Shadowman is coming...

to stop the Apocalypse.
To stop the Apocalypse.

To save us all.

SHADOWMAN™



Warning:

This game
is recommended for
mature audiences only.
It contains adult content.

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SO YOU WANT TO BE TARZAN?



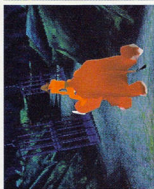


Then you'll love Tarzan on PlayStation. Outrun wild animals. Surf on trees. And go one-on-one with a deadly hunter.

WALT DISNEY

PICTURES PRESENTS

TARZAN



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SUNDAY BRUNCH

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JEROME BETTIS

A Pennsylvania classic, pounded and mashed into bite size niblets. Feeds 4-6 people.

TIM COUCH

Farm raised, lightly seasoned and smothered in brown gravy.

JAMAL ANDERSON

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TERRELL DAVIS

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WARRICK DUNN

Whipped and flattened into a pancake. Always a big hit!

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NFL XTREME™ 2.



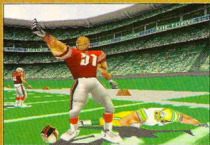
A BONE-JARRING, SMACK-TALKING,



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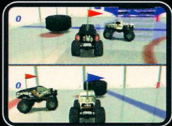
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MONSTER TRUCK MADNESS™ 64



Microsoft



ROCKSTAR GAMES

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FEATURES

38 **Mortal Kombat Goes for the Gold!** (Dreamcast)

Can Mortal Kombat work its magic one more time for the Dreamcast? Here's an insider's view of Mortal Kombat Gold, a classic fighting game that puts on some extra muscle to power up Sega's brand-new system.

43 **GamePro's 1999 E³ Showstoppers**

The Electronic Entertainment Expo (E³) showcased all the hot games of the year for the PlayStation, Nintendo 64, Dreamcast, PC, and Game Boy. But here are the games that really knocked out the *GamePro* editorial team.



Goro returns in *Mortal Kombat Gold* with new moves and the same old nasty attitude. Page 38.

PROSTRATEGY SECTION: DOUBLE WHAMMY!

THE FIGHTER'S EDGE

110 **WWF Attitude, Part 2** (PlayStation, Nintendo 64)

The Undertaker and Triple H lead six other ring bangers in this final showdown for *WWF Attitude*. Here are all the mean moves you need to take the *WWF*—with attitude!

118 **Tekken Tag Tournament, Part 1** (Arcade)

Tekken is takin' it to the max in Tag Tournament! This arcade fighting game's packed with the most combatants ever. Part I of this "Fighter's Edge" monster shows you the winning moves for the top eight brawlers in the game.



◀ Play Tag with Jin, Nina, Bryan Fury, and the rest of the Tekken gang. Page 118.

S.W.A.T.-PRO

126 Passwords, codes, tips, and tricks for *Super Smash Bros.*, *3Xtreme*, *Street Fighter Alpha 3*, *Rush 2 Extreme Racing USA*, and more!



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LAST YEAR'S STATS:

*The #1 Selling Football Game for
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*Best N64 Sports Game
—Nintendo Power*

*Best Sports Game of the Year
—As voted by visits to
www.playstation.com*

*Sports Game of the Year
—VideoGameSpot*



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back

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with
you

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Head 2 Head

Editor's Letter



We Got Games!

After digging out from under a ton of info received at the Electronic Entertainment Expo, GamePro editors have put together their list of E3 Showstoppers. And the bottom line for GamePros everywhere is that video games (and video gamers) are here for the long haul!

One of the huge questions being batted around the GamePro team bus is who it rattled into Los Angeles was: Will Sega's Dreamcast have cool games? And the resounding answer turned out to be: Oh yeah! Resident Evil Codename: Veronica, Soul Calibur, House of the Dead 2, NFL 2000, and NBA 2000 looked worthy enough to warrant pre-orders. Even Get Bass and Shen Mue rocked. Sega will be a major player...at least until the year 2000.

That's because Sony demo'd the PlayStation 2. All right, so it didn't have any playable games at E3, but the playable technology demo was enough. This was only the second time anyone outside of Japan had seen what this baby could do to games like Tekken 3, Final Fantasy VIII, and Gran Turismo—and it was an awesome display! Of course, the original PlayStation is still big kahuna on Video Game Beach. Dino Crisis, Resident Evil 3: Nemesis, and Final Fantasy VIII are monster hits still waiting to happen. Even Pac-Man and Pong are looking good.

But maybe the biggest news at E3 came from Nintendo. The Mario Makers are teaming up with none other than IBM and Japanese megagiant Matsushita (of Panasonic fame) to build the new Nintendo game machine. Yes, it will use a DVD storage medium and is scheduled to appear in the U.S. for the holiday season 2000, but, no, it is not the 64DD. Meanwhile, Perfect Dark, Donkey Kong 64, Pokémon Stadium, and Resident Evil 2 should top the N64's hit list this year.

So...we got games, GamePros! It all starts this fall—and there's no looking back.

The GamePro
San Francisco, CA
letters@gamepro.com

A LESSON LEARNED

I've been an avid video game player for at least 25 years (since the days of Pong). I am also an anthropology grad student and have done some research concerning video game violence and its effects on people, primarily children.

For six years, I worked for a major computer software and video game retailer. The company insisted that we "card" every kid who was buying a video game that didn't have the ESRB's "E" rating [for "Everyone"]. Kids (some under 10) would come into the store to buy Mortal Kombat and Street Fighter, both of which were very popular at the time, and we refused many sales because they were too young to buy these "T" and "M" rated games ["Teen" and "Mature," respectively]. Within minutes, however, the parents or grandparents would drag the kid back into the store, demanding to know why we refused to sell the game to their children. This happened nearly 90 percent of the time. We would explain the rating system and the violent content of the game, but it all fell on deaf ears. Instead, in order to "keep the customer happy" we would sell the games to the parents. Eventually, a company-wide memo was sent out telling all employees to no longer refuse video game sales based on age restrictions. Apparently, a group of people were suing our company for not selling their kids Mortal Kombat.

So what does this say about our society? I'm not sure. But I am sure that we are supposed to raise our kids—not Mario, not Big Bird, not MTV, and not even Mickey Mouse.

► Ken A. Allgood
Hattiesburg, MS

You make a lot of good points. We are, of course, each responsible for knowing right from wrong, and if we are responsible for children, then we must make sure they too know right from wrong. Insisting that a child play a game that has been deemed too mature for him is not the best proof of responsibility, however.

NEED A DATE?

I've subscribed to video game magazines (including GamePro) for a couple of years, and I've noticed that most of the others have a release date page. Why don't you?

► TAXIBANDIT via Internet

We put "Target release dates" on our previews and "Available" dates on our reviews. To dedicate a whole page to dates would be a waste of editorial space.

CHECK YOUR MEDICATION

I've seen the magic talking beer keg that Shepard007 asks about in your March issue [see "Head2Head"]. I've even spoken with it—but not in any game. Let me tell you, that keg is bad news.



My advice to Shepard007 is: Stay away from talking kegs and gather your sheep before the keg gets 'em. I wouldn't take any advice from talking horses either.

► Jim Dimon via Internet

Yeah, thanks, Jim. Next!

DO YOU KEEP GAMEPRO IN THE BATHROOM, TOO?

I found the January issue of GamePro under my bed today. I was perusing the Game Cave advertisement and saw some things I might like to order. Would you still have that stuff in stock? (Keep up the good work on your magazine.)

► Sailormoonsync via Internet

Of all the magazines I've kept under the bed, GamePro has never been one of them. My question to you is: Do you see anywhere on our cover that says we are Game Cave?

INSERT COINS HERE



How much would a Marvel vs. Capcom coin-op machine cost? Where can I buy one? I've e-mailed Capcom many times, yet they never help me. By the way, your magazine is great!

► Adam Knight via Internet

The cost would depend on whether you build the unit or not. Many companies sell kits to make the machines. Kits for an older unit like MVC would run around \$995, while a finished cabinet unit could go for as high as \$2000. The best source for this information is RePlay Magazine, which deals exclusively with the arcade industry. Check it out at www.replaymag.com.

TEACH THE CHILDREN WELL

My teacher is mad at me because I read your magazine in class. She caught me again today. She said if she catches me again, she'll THROUGH it away! Please help me. She said I should read books!

► Tyler Freeman
Albert Lea, MN

Well, if you spell "throw" "through," maybe she has a point. But here's a quick fix: Tell your teacher that she's violating your first amendment right to freedom of the press and sue her butt all the way to the Supreme Court. But trust us on the spelling thing. You need a little more time in the oven, Tyler. You ain't done yet.

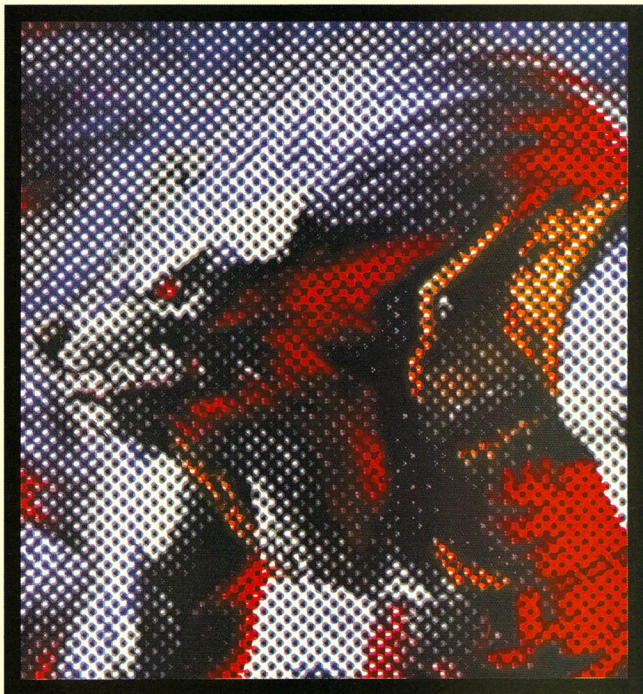
MAME: I'M GONNA FIB FOREVER!

In your December '98 issue, you talked about MAME [see Video Survivor's Guide, "The MAME Attraction"]. My friend has an Apple G3 and has been downloading a ton of games and emulators like MAME. Should I have him busted?

► Raging Demon via Internet

Psychological Test #7— Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



Yes, I see the ballerina. I also happen to wear my pants too tight.

No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. Bloody Roar™II is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all.

Fig. (a)



Fig. (b)



Fig. (c)



www.playstation.com



You need a refresher course on what it means to be a friend (we hope your friend has a basement full of old arcade games—otherwise, he's breaking the law). Is his MAME downloading an obsession? Do you need more time so you can explore the feelings you have for him? Or are you just being a dill-hole?

Knot Badd, Keny

Hi, my name is Kenn Austin. I was wondering if you guys (and gals) at *GamePro* would hire a youngster such as myself to do a little article writing. If you would, please direct me to a resume and tell me what the prerequisites are. I like to think that I know how to write half-way decently. I'd work for whatever amount you offer.

► **Kenny Austin via Internet**

Lets see...you left the "y" off of your name at the beginning of this letter; you misspelled "prerequisites;" we cannot "direct" someone to a resume (you have to write it); and you sold yourself short by offering to work for nothing.

Welcome to *GamePro's* staff!

I Take Nickies From The Mail Fountain

I go to Blockbuster and steal games. It's easy. I just cut open the box, take the game, and rip off the tape on the back. I was just wondering if there was a way that I could get the instruction booklets.

► **TJSnake via Internet**

Go to Sony. Sneak in the back. Pry open a door. Look for its library of PlayStation games, tear open the packages, throw out the CDs, and grab the instruction booklets. Now Go Directly to Jail, Do Not Pass Go, Do Not Collect \$200.

You are the worst kind of moron—the kind who jacks up game prices because of your selfish kleptomaniac. Your letter pissed us off so much that we turned your name into your local service provider and asked them to alert the retail stores in your area. You'll have lots of time to read those manuals—when they lock you up.

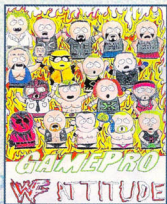


ART Attack



Pick of the Month!

Franklin Bui, Santa Ana, CA



Nick Romo, Azusa, CA



Jimmy Mukhtar, Saudi Arabia

We've Got Mail

We asked a few questions to those subscribers who have patiently stayed with us over our 10-year history. Here's one of the amazing pro-responses we received!



GamePro, October '94

Best GamePro moment

The killer preview of *Mortal Kombat II* in your October '94 issue. I loved that game and must have read your article 20 times!

Why is GamePro the best?

You guys never take yourselves too seriously. You seem to have fun doing what you do, and that makes all the difference.

I was honored to receive a letter from you wanting to know about me and my loyalty to *GamePro*. I have read your mag since I was 14, and I've learned a lot from it. Thank you for all the gaming tips and outstanding information that you've given me over the past few years. I share it all with my friends at Cal State Fullerton (Go Titans!). I wouldn't be the gamer I am today if it wasn't for *GamePro*.

Name: Jess Cox

Reader since: 1993

Age: 20

Favorite game of the last 10 years? The first Electronic Arts' hockey game for the Genesis, NHL Hockey

Least favorite game of last 10 years? NFL '97 for the Saturn

What do you like about *GamePro*?

The intense sports coverage and the heart-pounding "Sneak Previews" section. And I love the new look of the magazine, too!



Tell Us What You Think!

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

GamePro magazine

Dear Editor

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BY THE WATCH DOG

Summer is in full swing. No worries, vacations, warm Watch Dog days. In short, it's paradise time—except for those readers whose letters are below. Fortunately, we're watching out for them. With our help, they'll soon be back on the beach—or experiencing quality gameplay time!



Q I have a mod chip in my PlayStation that usually enables me to play import games, but I'm unable to play the Japanese version of Um Jammer Lammy. I can still play other import games, so I know my PlayStation is fine. Is there something wrong with my mod chip?

BERT BAKKER
NEW YORK, NY

A The Watch Dog answers: For you newbies, a mod chip is a microchip that allows you to play import games with your PlayStation (see "Buyers Beware," April '99 for more info on "chipping"). And it's perfectly legal. Sony, however, has started to produce "Anti-Mod Chip Games" that "know" if your PlayStation is chipped. Why? Because chipped PlayStations can also play pirated games. If a mod chip is detected by one of these new games, the game will not boot up. Instead, a screen appears telling you that the game has detected a mod chip in your system. The majority of new Japanese games, including Um Jammer Lammy and Final Fantasy VIII, contain this program.

But the story doesn't end there. A new chip has been produced to counteract the anti-mod chip program. Dubbed the Stealth Chip, this mod chip switches off while a game is being booted up so the chip can't be detected by the anti-mod chip program. Plus, if you don't want to replace your mod chip, Date's Pro Action Replay and InterAct's GameShark will allow you to bypass the anti-mod chip program.



Do you have enough stealth to bypass this screen?

SUBMISSIONS

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Each game submitted to the ESRB is reviewed by three different raters, who are randomly picked out of a pool of 100 individuals. Before becoming a certified ESRB judge, each person must undergo extensive training in order to properly identify and describe the game they are to rate. They must also have no ties of any kind to the gaming industry. Ratings can come with additional descriptors concerning the amount of violence in the game and its use of tobacco, alcohol, strong language, or mature sexual situations. GamePro is now printing in every issue a special "ESRB page" that explains the ESRB's ratings system and lists the games reviewed along with their ratings.

Nevertheless, as the consumer, you're the final judge in determining what is "suitable" content for you or your children. We therefore recommend that you play your son's game, or at least watch him play, in order to get a better idea of the game's content.

If you would like more information or have questions about the ESRB, you can visit them on the web at <http://www.esrb.org> or call them at 800/771-3772.



Q Because of the recent rash of discussions on how video games may be contributing to violent behavior in kids, I've started to watch closely what kind of games I buy for my son. But I'm relatively new at this and need to know if I can rely on the ESRB rating that is printed on each video game box. Will it really tell me what games are suitable for my son?

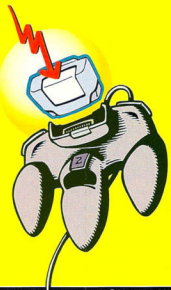
MICHELE TRAN
SAN FRANCISCO, CA

A The Watch Dog replies: The Entertainment Software Ratings Board (ESRB) was created in 1994 for concerned consumers and parents like yourself. The ESRB rating is considered the most suitable ratings system for games by the video game industry and is endorsed by certain U.S. Senators and family organizations.

Q I've had a continuing problem with my Nintendo Game Pak. Sometimes I'm unable to save a game because my data is "corrupted." How do my saved games become corrupted? I'm using an officially licensed Pak and I don't use any non-licensed controllers.

THE GUY FROM KENTUCKY
VIA INTERNET

A A Nintendo customer service rep responds: "Make sure you're not randomly swapping the Game Pak in and out of the controller while you're playing a game. This can corrupt any saved games. Unless instructed to do so on the screen, don't remove the Pak for any reason. Also, when saving, wait a few seconds on the save screen to make sure all the data has been saved before turning off the power."



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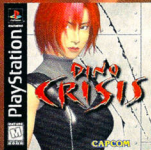
A close-up, dramatic shot of a creature's mouth, showing two large, sharp, white teeth on either side of a dark, cavernous opening. The skin is heavily textured with a scale-like or cracked pattern, illuminated by a dim, reddish-orange light that creates a menacing atmosphere.

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Nintendo Announces New Console

DVD-based "Dolphin" to battle PlayStation 2

Move over, Ecco—there's a new Dolphin in town...and it comes from Nintendo.

In a surprise announcement preceding this year's Electronic Entertainment Expo (E³), Nintendo officially announced its future bid for console dominance. Code named "Dolphin," its heart will be the "Gekko" processor—a 400 MHz CPU, custom created in conjunction with IBM and based on the PowerPC architecture currently used in PC and Macintosh home computers. "In my mind, I'd always envisioned what a game like *Zelda* could look like, and with the N64, I was able to create it," said Nintendo's resident genius, Shigeru Miyamoto. "Now, with the Gekko processor, I can see an opportunity to take game designs to a new level."

Nintendo's \$1 billion technology agreement with IBM mirrors Sega's partnership with Microsoft as more traditional PC vendors find their way into the lucrative console market. The copper-based Gekko chip will be manufactured by IBM in Vermont and will be paired with a new graphics chip designed by ArtX, a California-based 3D graphics technology company.



Matsushita, meanwhile, will supply the machine's DVD drive and has plans to work on "convergence products" with Nintendo—that is, technology that will enable your game system to work in conjunction with other electronic components in your house.

Matsushita calls its strategy "digital network home electronics," so expect plans that encompass more than just game hardware.

Nintendo's Dolphin system is expected to launch during the 2000 holiday season. It will be the last big product release for both Nintendo of Japan president Hiroshi Yamauchi and Nintendo of America chairman Howard Lincoln as they are expected to step down from their respective positions next year.

No PocketStation in U.S. This Year

Sony has a problem with the PocketStation that every company would like to have: It can't keep up with demand. As a result, the memory-card-sized handheld companion to the PlayStation won't be sold outside of Japan this year.

Sony has already sold half a million units, and demand remains strong, so Sony Computer

Entertainment America vice president of sales Jack Tretton says Sony "will delay the launch in North America and Europe until we can do a better job of meeting demand in Japan." Tretton also admits that, due to the imminent release of the PlayStation 2, the PocketStation may in fact never be released in the United States at all.



Clinton Orders Study on Violence in Ads

In early June, President Clinton ordered an 18-month government investigation of violence in entertainment marketing, including video game advertisements. Citing the violent tag lines in ads for *N₆₄0* and *Gully Gear*, Clinton said, "If you look at some of these ads, it's hard to argue with a straight face that the games were made for adults in the first place." **Interactive Digital Software Association** president Doug Lowenstein promised cooperation with a "fair-minded review," but added, "The nation should not lose sight of the fact that parents—not kids—buy most games. And therefore, keeping games that are not appropriate for children out of their hands starts and ends at home."

Flashbacks from 10 Years of GamePro

Awesome Augusts

- 1989:** The *Adventures of GamePro* mini-comic debuts.
- 1993:** Nintendo officially announces Project Reality. Thirty-seven months later, it's released under the name Nintendo 64.
- 1995:** The movie version of *Mortal Kombat* premieres in theaters, earning \$23 million its opening weekend.
- 1995:** Nintendo begins selling the Virtual Boy in the U.S., and Microsoft finally releases Windows 95.
- 1996:** AOL crashes for over 18 hours during a software upgrade—leaving millions desperate for access to GamePro Online.
- 1998:** Electronic Arts buys Westwood, Apple launches the iMac, and Sony ships its 40 millionth PlayStation.

Next Issue: **Stupefying Septembers**

Wanna see what's new with *Apple Jacks* cereal?

Stare hard at this little black dot while you **slowly count to 15.**

Then stare at the dot below and count to 5.



Green 'Jacks.  Cool, huh?
We see what we like.



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FLOOR IT or GET OUT of the WAY



High-speed racing action with Chocobo and other FINAL FANTASY stars!



Create custom racers and test their skills in different racing modes



Unlock hidden characters, tracks and more within the Story Mode



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Published by Square Electronic Arts L.L.C.

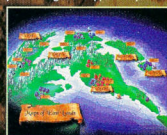
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Don't Be Afraid of the Dark Ages

Looking for actual role-playing in your RPGs? Dark Ages offers a serious online community for advanced adventurers. *By Dan Elektro*

WHEN YOU PLAY a role-playing game, do you really know your role? Diablo and EverQuest may be major hits, but they're largely combat based. In those games, you run around, kill things, travel vast distances...but ultimately, you never get the opportunity to completely immerse yourself into the fantasy and be somebody.



Dark Ages contains more than 100 realms over six baronies.

That's not the case with Dark Ages, a new online RPG from Nexon. Inspired by such diverse elements as H.P. Lovecraft, *Highlander*, alchemy, Carl Jung, and Nine Inch Nails, Dark Ages requires players to role-play at all times, no exceptions. Five classes are available (priest, monk, warrior, wizard, and rogue), and lengthy character backstories are gleefully posted online. The game's 3/4-isometric view sports lush, detailed 2D visuals, challenging players to make their personas just as colorful and interesting as the surroundings.

Them's Fightin' Words

That's not to say that there isn't combat in Dark Ages. As in most RPGs, you'll need to explore the environments and take on fierce creatures (there are over a thousand of them using A.I. behaviors) to increase your character's level and status. Spells and skills are acquired as you progress, and the creatures cough up treasure upon defeat. You won't be able to tackle the monsters alone, though; you'll need to quest with friends.

Forsooth, Get Off Thy High Horse

Unlike other online RPGs, Dark Ages treats dying as more than a mere inconvenience. If you die, your character receives a permanent scar. A friend can't resurrect you, and your magic items perish with you. Plus, money is hard to get—and harder to keep. Most merchants have a fixed supply of items—when the merchandise is gone, it's gone. This is high stakes role-playing.

In truth, sometimes the dramatic tone gives way to pretentiousness: If you can manage not to wince when you read phrases like "Journey not, lest you should perish under their jackaline grin," congratulations. Suffice it to say that the creators are serious about the world they've created, and they want you to believe in it with the same intensity as they do.

On a Role

With an emphasis on characters (unlike Diablo) and a single-server world (unlike EverQuest), Dark Ages is an advanced realm for advanced players. It's confusing for newbies, but vets with the right mindset will dive right in.



Players can express emotions through animations that include frustration, surprise, sadness, joy, and love.



The graphics in Dark Ages are quite detailed, but largely static; there's not much animation.



The Dark Ages world is huge, containing forests, towns, temples, and cities.



Every character can be fully customized, from hair color to armor and weaponry.



In Dark Ages, you can easily chat through word balloons over heads or in a separate window.



Before you even choose your character, you must find a player to vouch for your commitment. Phew!



Religion is just one character aspect that Dark Ages offers hardcore players.

Dark Ages

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

System

Requirements:
Windows 95/98/NT,
Pentium 90, 16 MB
RAM, DirectX video
card, 28.8 modem, and
Internet connection

Price not available
Available: Fall '99

PLAYSTATION INFESTATION



The bugs are taking over - infesting and destroying everything in their path. Are you just gonna sit there and let that happen? No way. It's time to kick some bug butt! Centipede for PlayStation. Wicked bugged out 3-D graphics, all new levels, insects, and worlds. Even play classic style. The bugs are back. Start blasting.



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Tilt!

There's a new motion-based technology that's sure to help Nintendo 64 and PlayStation gamers play all the angles.

By The Whizz

EVERYBODY TOSSES a little body action into their gameplay. You know, leaning the controller into tight curves or jacking the controller into the air to make a monster jump.

This is how we play—and someone's finally taken that to heart.

Pelican Accessories has introduced two peripherals that should add more than a few new twists to Nintendo 64 and PlayStation gameplay. The Tilt Pak for the Nintendo 64 and the Tilt

Force² controller for the PlayStation use gravity-sensitive digital technology that enables you to make vehicles and characters turn or move by physically tilting the controller instead of thumbing a joystick.

One of the most telling examples of this new technology can be experienced with Star Wars: Rogue Squadron for the N64. Insert a Tilt Pak into the controller's Rumble Pak slot, and when you lift or turn the controller, your on-screen ship will react almost as if you were holding it by the wings. With a little practice, you can even bust a barrel roll or attack Imperial targets upside down!

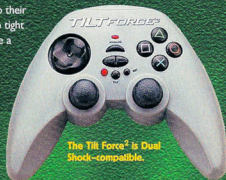
In the Chips

The Tilts work the angles thanks to the G-Force Tilt technology created by Analog Devices and housed in a power-packed piece of silicon called an accelerometer chip. Accelerometer chips are also used in devices such as automobile air bag systems, car alarms, earthquake sensors, and global positioning navigation systems.

The accelerometer measures and calibrates gravity by using a microspring-mass system. This tiny unit sits inside the chip and records the force of gravity or forces of acceleration through mini mechanical sensors that are smaller than the head of a pin (and if you haven't looked at the head of a pin lately, that's *real* small!). The sensors in turn convert that minute movement into electrical signals that the chip reads and communicates to the game system's CPU.

Making a Move

Engineering and complex mathematics aside, Tilt technology adds a unique feel to your gameplay experience. Making turns or jumping becomes intuitive—after a while you'll hardly think about it at all. And because you don't



The Tilt Force² is Dual Shock-compatible.



By using the Tilt Pak, you can pull barrel rolls and fly upside down in Star Wars: Rogue Squadron.

TILT FORCE²

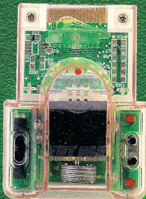
have to concentrate on moving a joystick with your thumb, you can focus your complete attention on hitting those action buttons at precisely the right moment. You can also say "Sayonara" to thumb cramps.

The Nintendo 64 and PlayStation Tilt units work similarly but look entirely dissimilar. The Tilt Pak for the N64 consists of two pieces. The actual Tilt Pak slides into the Rumble Pak slot and is a Rumble device as well. Its second piece, a special dongle device that augments the Pak's ability to convert movement into electrical signals, connects to the controller connector and locks into the controller port. The Tilt Force² for the PlayStation is a complete Dual Shock-compatible controller with all its parts self-contained.

Of course, hard-nosed GamePros will have surmised by now that not all N64 or PlayStation games will profit from this style of controller action. Fans of sports games and gamers who play first-person perspective shooters like GoldenEye 007, which require you to push the joystick forward to move forward, will likely steer clear of the Tilt Pak. For flying and driving games, however, the Tilt performs quite well.

Tilting Forward

During this time when new game systems are busting out all over the place, it's cool to find a relatively simple peripheral device that radically changes gameplay and adds a little something extra to current consoles. Sometimes good things come in small Pak-ages. **G**



The Tilt Pak for the Nintendo 64 also features Rumble Pak capability.

TILTPAK

Who has

time to

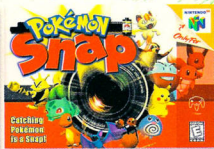
sleep?

Get into the game
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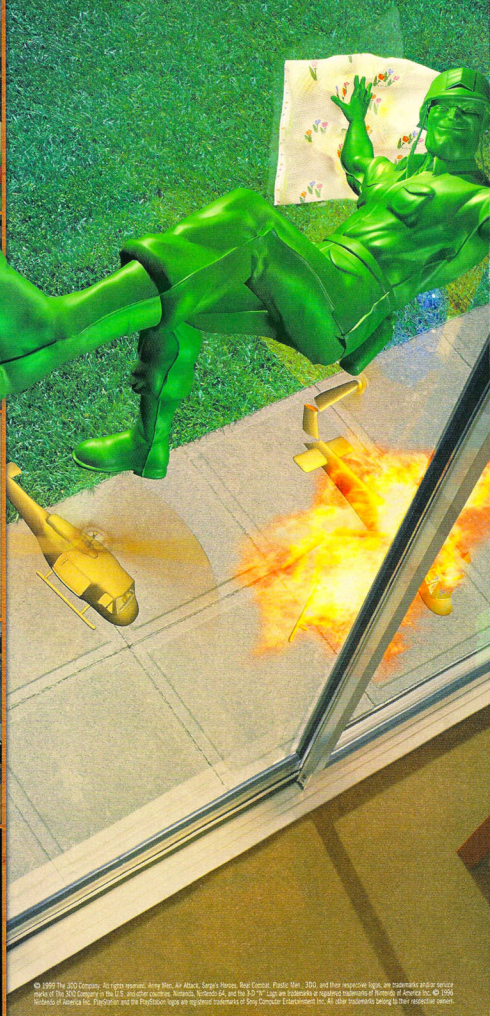
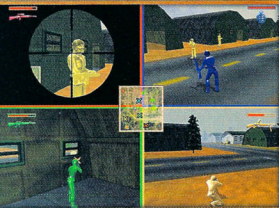


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every time."
~Sarge



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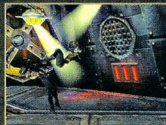




Mortal Kombat Goes for the Gold!

The Dreamcast finally gets a break with the announcement of Mortal Kombat Gold for its launch! We spoke with the game's creator, Ed Boon, to find out what every MK fan wants to know—including who's in and who's out! By Seary Lary

Fans of Mortal Kombat may want to think about purchasing a Dreamcast now that Midway Home Entertainment has announced the arrival of Mortal Kombat Gold. On the surface, Gold sounds like Ultimate Mortal Kombat 4: The game will feature all the characters and moves of MK4 along with returning characters from Mortal Kombat II and Mortal Kombat 3 (see sidebar, "The Return of the Magnificent Seven +"). But Gold is much more than just additional fighters.



All That Glitter Is Gold?

"Basically, we asked Eurocom [the developers of the home console versions of MK4] to port MK4 for the Dreamcast," said Ed Boon, the creator of the MK series. "We then realized we had a ton of space left on the disc to add features, even after all the characters were rendered. So we decided to go back and do the things that we always wanted to do with the arcade version of Mortal Kombat 4, but never had the time to implement."



Suffering from the Best Down Blues? MK Gold has the answer!

Around the MK Korner

Midway Home Entertainment also plans to release Mortal Kombat Special Forces, an action-oriented game, for the N64 and PlayStation based on the story lines of Jax and Sonya. "It's really a shoot 'em up, where team members have to annihilate everything in sight using secondary found throughout the levels," Boon explained. "After all, Jax and Sonya aren't exactly the stealthiest characters around—they'd rather fight it out in the open than stab a guy in the back." [For more information on MK Special Forces, see our "Sneak Preview" in this issue.]



Fists will fly once again in the newest Mortal Kombat—only on the Dreamcast!

Some of those things include adding layers of textures to characters so they look less like polygons and more like detailed motion-captured actors. In fact, you'll see few instances of the meshing problems and minor slowdown that were associated with MK4. "Some parts of the game look much better, and the backgrounds have certainly been reworked to show off the Dreamcast engine," Boon said. "We're currently using 3000 polygons per character at 60 frames per second—approximately the same as MK4. However, we're only 20 percent finished."

Dimensional Designs

The other welcome addition was more characters. Gold has over 20 selectable fighters, including several hidden ones. For example, favorites from Mortal Kombat II, like Baraka and Kitana, and popular characters from MK3, like Sektor and Cyrax, will join other fighters, like Meat and Goro, to flesh out the already crowded arena of brawlers from MK4. "We thought it would be cool to see Sektor's missiles and the view when jumping into Baraka's blades in 3D," Boon stated. "To that end, Eurocom is also helping us out by re-designing 2D levels into new 3D ones such as the Soul Chamber and church from MK3." He adds, "You can't really enjoy the total MK experience without the movies, so we are now in the process of making new ending sequences for all the additional characters along with developing new music and sound effects."

Of course, you can't have a real MK game without finishing moves—something that made the game popular in the first place.

The Return of the Magnificent Seven +

Kitana	Cyrax
Mileena	Goro
Kung Lao	Noob Saibot
Baraka	Sektor



If you call yourself a Mortal Kombat fan, you'll go crazy for MK Gold. Fighters from all the MK games will make an appearance.



“This is the last Mortal Kombat game as you know it.”

—Ed Boon, creator of the Mortal Kombat games




“We want to shy away from humorous finishing moves, like the babilities, animalities, and friendships,” Boon said. “What we’re striving for now is to tune up the fatalities with some of the Dreamcast’s power.”

A Change of Pace

According to Boon, there is no modern play being developed (Sega of America has no comment). As for the button layout, it will remain two punch, two kick, one run, and one block. However, the developers are trying to implement at least two new moves and at least one new fatality per character. This would add to an already full roster of moves, but space on the proprietary Dreamcast discs is readily available—which means there may be even further additions to the move sets.

Immortal Kombat

Although the Dreamcast launch will feature heavy-hitting fighting titles such as Soul Calibur, Virtua Fighter 3rd, and Power Stone, Midway Home Entertainment is hoping that MK Gold will charm its way into consumers' wallets simply by way of nostalgia. “People grew up with Mortal Kombat, so there’s this large installed base,” Boon explained. “But players who were ten years old when Mortal Kombat came out are 17 now, and they want a new, hyper-realistic experience; what they want is a little bit of the old, and a lot more of the new.” Does this mean that MK games will be changing anytime soon? “This is the last Mortal Kombat game as you know it,” Boon answered. “We are hoping to redefine the franchise with a radical departure from the norm in Mortal Kombat 5, which should be out in arcades by next summer.” How radical? “The only thing left you’ll recognize will be the fatalities.” 





*Today's
show*

"Tetris tore our friendship apart"



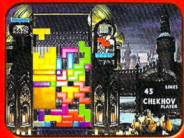
THE NEW TETRIS



Bury three friends in



garbage and watch things



really get out of hand.

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Hey Gamers,

Don't let Fantasy
become your reality

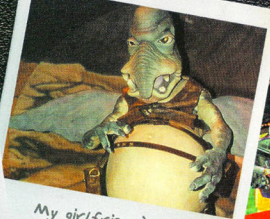


Do you know when the game ends?

Be in control. Call the Boys Town National Hotline.
There's help at the end of the line, anytime.



Nice headlight!



My girlfriend's ex



Leave it to Raaver

GamePro's 1999 E3 SHOWSTOPPERS



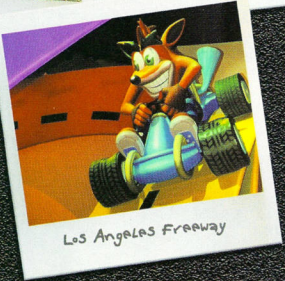
We've picked the hottest games on this year's show floor for the Dreamcast, PlayStation, Nintendo 64, PC, and Game Boy. Were there any surprises? Turn the page to find out!



you WILL play games!



From Left to Right: Monkey, Monkey, Monkey



Los Angeles Freeway

E³ SHOWSTOPPERS

THE BIGGEST BUZZ at E³ was the impressive Dreamcast lineup, and of those games featured, most agreed that Soul Calibur was the star of the show. Featuring ultra-smooth graphics and lightning-fast gameplay, Soul Calibur for the Dreamcast far surpassed the incredible detail of its original arcade version.



All 10 fighters (and some hidden goodies as well) make the rounds in this version, which was running at 60 frames per second—but felt even faster. The intelligent fighting engine lurking beneath the graphics was fully functional and was further enhanced by the quick-witted A.I.

This is no simple button-masher—Soul Calibur is one of the best fighting games in the arcades and is certainly going to be a top fighting dog on the Dreamcast. When the game's released at its launch, expect to be amazed at the sweet artwork, vivid backgrounds, and hyper-realistic martial arts action. Can VF3b keep up? **G**



SOUL CALIBUR

BY SCARY LABBY

Developed and published by Namco

Target release date: September

CASTLEVANIA RESURRECTION

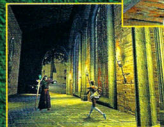
BY MADDE NINE

Developed and published by Konami

Target release date: Fourth Quarter '98

THE DREAMCAST GETS its first taste of Dracula with Castlevania Resurrection, the latest entry in Konami's long-running action series. Sonia Belmont (from Castlevania: Legends of the Game Boy), the central figure in the 3D action, is brought back from the dead to battle the Count and a new enemy—the Countess of Castlevania. Resurrection promises to retain all the trademark elements of the series: plenty of whip-snapping item collecting, along with familiar monsters to fight, including the mummy, werewolf, medusa, and others. RPG elements will be kept to a minimum; this game will emphasize fast-paced arcade action.

The graphics in the E³ preview version were very impressive—especially the light-sourcing and shading effects. Can the Dreamcast resurrect the Castlevania magic that was sorely missing from the Nintendo 64 game? Judging from the early screens shown here, the developers seem to be on the right track. **G**



E³ SHOWSTOPPERS

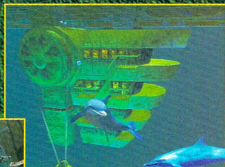
ECCO THE DOLPHIN

BY SCARY LABRY

Developed and published by Sega

Target release date: 2000

ECCO IS BACK from his classic Genesis adventures and is serving his porpoise well on the Dreamcast. Ecco has realistic water effects (simply the best on any system, including PC), amazing underwater backgrounds, and fantastic sea creatures illustrated so vividly you'll hold your breath for fear of drowning in this immersive adventure. Ecco's lost his pod again, and as you search the ocean (and oceans past) looking for your family, you'll encounter killer whales, sharks, stingrays, and more. If Sega fulfills the promise of this captivating E³ demo, Ecco should develop into a beautiful journey. **G**



READY 2 RUMBLE

BY SCARY LABRY

Developed and published by Midway Home Entertainment

Target release date: September

BOXING ACTION NEVER looked as sweet as it does in Ready 2 Rumble, which features a lineup of palookas ranging from Russian gangsters to chicken-legged speed punchers. You choose from 20 boxers as you gut-punch, face-smack, and head-lobber your opponents. The fluid graphics and incredible detail of the fighters' movements will make your eyes pop—unless another fighter closes your peepers for you. There's even a championship mode that enables you to train a boxer and upgrade gym equipment to build up certain attributes. Beauty and some beatings will surely round out this potentially awesome game. **G**



NFL 2000

BY SCARY LABRY

Developed by Visual Concepts

Published by Sega

Target release date: September

FORGET EVERYTHING YOU know about awesome gridiron graphics! Sega's blowing up the field with potentially one of the best-looking football games ever. NFL 2000 looks so realistic and has such sharp TV-style presentations that many people at the show thought they were watching video highlights from an actual game. The gameplay was still unpolished, but showed promise with some very supportive menus, on-field decision making, and helpful practice modes. NFL 2000 will be one to watch. **G**



DYNAMITE COP

BY SCARY LABRY

Developed and published by Sega

Target release date: First Quarter 2000

DYNAMITE COP (Dynamite Denka 2 in the arcades) is on its way to the Dreamcast, and the version we saw at the show looked very cool. In Dynamite, which follows the original closely (released for the Saturn as Die Hard Arcade), you and a buddy team up and pound heads as a team or individually. Anything you find in the levels can be used as weapons, including sides of beef, vacuum cleaners, and tuna fish. Lots of fun. **G**

DYNAMITE COP (Dynamite Denka 2 in the arcades) is on its way to the Dreamcast, and the version we saw at the show looked very cool. In Dynamite, which follows the original closely (released for the Saturn as Die Hard Arcade), you and a buddy team up and pound heads as a team or individually. Anything you find in the levels can be used as weapons, including sides of beef, vacuum cleaners, and tuna fish. Lots of fun. **G**



E3 SHOWSTOPPERS

SLAVE ZERO

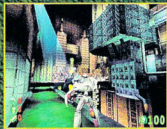
BY SCARY LABRY

Developed and published by Activision

Target release date: Fall '99



GET READY FOR some big-ass mech-bashing in Slave Zero. Based on the idea that size does matter, Slave Zero engulfs the player in the futuristic world of S1-9, a huge metropolis where 60-foot-tall biomechs run wild, scaling buildings and leaping across freeways. Running at 640 x 480 (the maximum resolution for a television screen), the game already looks impressive and plays smoothly. There will be weapons by the truckload, and the particle effects on the explosions were unbelievable. Slave Zero adds up to a promising battle this fall. **G**



SEGA BASS FISHING

BY SCARY LABRY

Developed and published by Sega

Target release date: Fall '99



VIRTUAL 3D FISHING? Based on the arcade game! Has the world gone mad? Cool! Actually, Sega Bass Fishing was one of the more fun titles at the show, featuring lush graphics and extensive lure selections. You can play in tournament, arcade, or practice mode. There's a specially made fishing controller for the game that enables you to reel, cast, and drag your line realistically—it even rumbles when fish are hooked. This game kicks bass! **G**

TRICK-STYLE

BY SCARY LABRY

Developed by Criterion Studios

Published by Activision

Target release date: Fall '99



ANOTHER GREAT GRAPHICAL FORAY for the Dreamcast will be TrickStyle, a stunt-based, futuristic hoverboard racing game that challenges the eyes as well as the thumbs. You'll compete in arenas that tower above metropolitan centers

such as Manhattan, Tokyo, and London. The dazzling scenery and fluid character animation will short-circuit your brain as you bust off flips, heel-grabs, or even briefly ride your board like a street luge. TrickStyle will likely be a slick ride for the coolest of boarders. **G**

HONORABLE MENTIONS



D2
by Sega
Target release date: Fall '99



Maken X
by Atlus
Target release date: First Quarter 2000



Shenmue
by Sega
Target release date: September

Sonic Adventure
by Sega
Target release date: September

Resident Evil: Code Veronica
by Capcom
Target release date: Fall '99

Speed Devils
by Ubi Soft
Target release date: September

PREPARE.



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NEW WORLD COMPUTING™

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E³ SHOWSTOPPERS

EVEN WITHOUT THE 007 license, Rare's "sequel in spirit" to GoldenEye was one of E³'s most buzzed-about games, gleaming with the potential to become another stellar hit for Nintendo.

Set in the year 2023, Perfect Dark opens as top operative Joanna Dark is sent to reconnoiter after a distress call from a scientist at the mysterious dataDyne Corporation. Naturally, a conspiracy that spans the globe unfolds, and Dark is the woman for the job. Playing from GoldenEye's familiar first-person view, you'll scoop up cool gadgets and take down enemies with a wide array of weapons as you tackle mission objectives in levels that range from a deep-ocean alien crash site to the rooftops of futuristic Chicago.



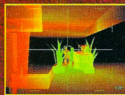
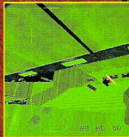
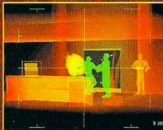
PERFECT DARK

BY AIR HEMLOCK

Developed by Rare

Published by Nintendo

Target release date: December



Perfect Dark packs in some slick innovations, including a multiplayer mode that pits four human players and four CPU-controlled bots in a battle to the death. Even better, gamers will be able to take pictures with the Game Boy Camera and tack them onto faces in the multiplayer game. Now that's cool! Rare also focused on the A.I. to fashion enemies that work together as teams, recognize and use cover, and more. As long as Rare continues to work its usual magic with Perfect Dark, the game is bound to be a chart-topper this holiday season. **G**

DONKEY KONG 64

BY SCARY LARRY

Developed by Rare

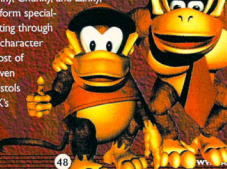
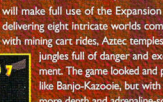
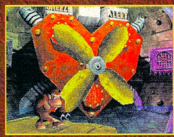
Published by Nintendo

Target release date: November

GAMERS THE WORLD OVER have fallen in love with that big gorilla, Donkey Kong, and his simian sidekicks. And for those Nintendo 64 owners who've had to suffer with just glimpses of DK in Mario Party and Super Smash Bros., relief is on the way in the form of Donkey Kong 64—and it was one of the smash hits at E³.

Featuring incredible graphics in the true Rare tradition, DK64 will make full use of the Expansion Pak, delivering eight intricate worlds complete with mining cart rides, Aztec temples, and jungles full of danger and excitement. The game looked and played like Banjo-Kazooie, but with much more depth and adrenaline-soaked action. Donkey Kong and his four selectable counterparts (three new apes named Tiny, Chunky, and Lanky, plus Diddy Kong) will perform specialized feats that'll make getting through the game with only one character

impossible. There will also be a host of mini-games and side quests, and even some cool weapons like peanut pistols and pineapple grenades. Catch DK's jungle fever this November. **G**



E³ SHOWSTOPPERS

POKÉMON STADIUM

BY POKÉMAXX

Developed by Game Freak

Published by Nintendo

Target release date: October



NINTENDO PLANS TO make Japan's Pokémon Stadium 2 into America's Pokémon Stadium for the N64. Pokémonians will be able to match up all 151 Pokémon in monster-mashing turn-based combat and participate in four-player mini-games. Additionally, the N64



Transfer Pak, bundled with Stadium, will make it possible to enlist your best Game Boy-trained creatures from Pokémon Red, Blue, and the upcoming Yellow for N64 duty. Pokémon fans should do the Dance of the Dangling Dratini when they see their favorite Pokémon busting their favorite moves in full-color action. **G**



BATTLE-TANX 2

BY SCARY LARRY

Developed and published by 3DO

Target release date: Winter '99

THE ORIGINAL BATTLE-TANX was one of the best blow-em-to-bits action games last year—and it was sorely under appreciated. The sequel looks like it will surpass the original, bringing even more tanks, weapons, and mayhem to the N64 this winter. BT2 will feature 10 tanks (including several new playable tanks from the first game), recognizable landmarks such as the Eiffel Tower and Big Ben, and many new modes of play. 3DO is shooting to put the boom back in the room with BattleTanx 2. **G**



NFL QUARTERBACK CLUB 2000

BY THE ROOKIE

Developed by Iguana

Published by Acclaim Sports

Target release date: Fall '98

QB CLUB HAS LEAD the league the past two years with its superior gridiron graphics, but underwhelming gameplay has harmed the series. This year, Acclaim's hoping to vault into the N64 lead with QB Club 2000. Two big goals for Iguana are to optimize the frame rate for faster gameplay and bump up the A.I. for more realistic football action. Other improvements will include complete user-controlled juke moves and a create-a-player feature. The playable we saw definitely showed improvement as far as speed goes, but it remains to be seen whether the gameplay will come together. **G**



JET FORCE GEMINI

BY SCARY LARRY

Developed by Rare

Published by Nintendo

Target release date: September

RARE WANTS TO teach you a little teamwork with Jet Force Gemini, a new 3D platform shooter that combines colorful, complex graphics with lightning-fast shooting. You have to play as all three members of the Gemini team as you fight your way to the wicked Mizar, blasting tons of enemies along the way. The shooting gallery gets crowded fast with little slowdown in the version we saw. It's Banjo-Kazooie meets Dirty Harry, and it could be lots of fun. **G**



E³ SHOWSTOPPERS

ARMY MEN: SARGE'S HEROES

BY SCARY LARRY

Developed and published by 3DO

Target release date: Fall '99



IF YOU'VE NEVER melted a toy soldier with a magnifying glass, you may miss the point of Sarge's Heroes. In this spin-off of Army Men, Sarge's Heroes lets you take your plasticid tendencies into the real world where you'll play as the two-inch-tall green-plastic hero, Sarge, battling the tan army in 14 levels, which include the kitchen, hallway, and backyard. You can find over 13 weapons, too, such as a magnifying glass, spray cans, and more. It looked good in its early form at the show—already much better than Army Men on the PlayStation. **G**



VIGILANTE 8: SECOND OFFENSE

BY SCARY LARRY

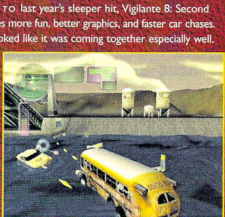
Developed by Luxoflux

Published by Activision

Target release date: Fall '99



THE SEQUEL TO last year's sleeper hit, Vigilante 8: Second Offense promises more fun, better graphics, and faster car chases. At E³, VBSO looked like it was coming together especially well, sporting crisp, clean crashes, spectacular explosion effects, and another bass-quakin' soundtrack. The new characters and totally new tracks are set in wastelands across the U.S. It's another round of motorized mauling, and it could be another hit for Activision. **G**



ARMORINES

BY THE BODICE

Developed by Iguana

Published by Acclaim

Target release date: Winter '99



ACCLAIM IS BLASTING onto the scene later this year with the first-person shooter Armorines. By using the Turok game engine, Iguana is creating a Starship Troopers-style adventure where gamers, loaded with awesome weaponry and protected by a living suit of armor, must clear out stages of bad-ass bugs while adhering to certain mission objectives, such as saving innocents and successfully completing reconnaissance missions. You can also buddy up with a friend for Contra-like action in the two-player co-op mode. **G**



HONORABLE MENTIONS



Daikatana

by Kemco
Target release date: 2000



Excitebike 64

by Nintendo
Target release date: December



StarCraft

by Nintendo
Target release date: September

Turok: Rage Wars

by Acclaim
Target release date: Fall '99

Road Rash 64

by THQ
Target release date: September

Mini Racers

by Nintendo
Target release date: 2000

Shadow Man

by Acclaim
Target release date: August

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E³ SHOWSTOPPERS

DINO CRISIS

DINO CRISIS

BY MAJOR MIKE

Developed and published by Capcom

Target release date: August

DINO CRISIS IS Capcom's variation on the action/horror game, Resident Evil. While researching new natural energy sources, a scientist on an island laboratory "accidentally" opens a time portal and transports several savage dinosaurs to the island. As part of a special-forces team, you're sent in to investigate the incident—but the mission quickly turns into a game of survival as you're besieged by cunning raptors, carnivorous compys, diving pterodactyl, and screen-filling tyrannosaurus!

Although Dino feels like a Resident Evil-style game (including identical character controls), it does have some unique aspects. For example, you can defend by kicking away an attacker or by creating your own chemical concoctions like poison and tranquilizing darts. The enemy A.I. is another key element: These aren't dumb-ass dinos, they're relentless prehistoric predators. Not only will these critters pursue you through several rooms in succession, they'll also follow blood trails (if you're wounded) and will be more aggressive when attacking in packs. **B**



RESIDENT EVIL 3: NEMESIS

BY MAJOR MIKE

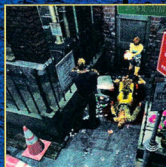
Developed and published by Capcom

Target release date: November

RESIDENT EVIL SURVIVOR, Jill Valentine returns for a second helping of horror in Resident Evil 3: Nemesis. Not really a sequel, Nemesis is more like "book-ends": Its first half takes place 24 hours before the events of Resident Evil 2, and its second half takes place 24 hours after RE2. You control Jill in the first half, but after she's infected by the deadly T-Virus, you assume the role of a new character, Carlos, who must find a cure.

Similar to previous Evils, Nemesis uses the same pre-rendered background visual scheme and control layout. Yet the game has a few key differences, too, including the elimination of a button press to climb stairs and a new roll-and-fire move. In addition, you can use the hi-res surroundings to your advantage: For example, you can shoot a gas tank to create an explosion to stop a pack of advancing zombies. Although Nemesis won't be released for a few months,

the game already has the makings of a worthwhile addition to the Resident Evil series. **B**



E³ SHOWSTOPPERS

FINAL FANTASY VIII

BY MAJOR MIKE

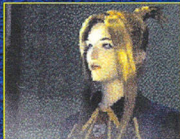
Developed by Square Soft

Published by Square EA

Target release date: Fall '98



WHAT ELSE CAN be said about the most anticipated RPG of the year? Only that E³ attendees were finally able to play an English-language version of Final Fantasy VIII! Based on the gameplay so far, we can say that FFXIII has a deep but easy-to-follow story and its various battle menus are easy to navigate—especially in the heat of combat. As for visuals, the game's graphics are clean and distortion free, while the cinematics are second to none. RPGers and FF fans, get ready: FFXIII could easily surpass your highest expectations. **G**



METAL GEAR SOLID VR MISSIONS

BY MAJOR MIKE

Developed and published by Konami

Target release date: Fourth Quarter '98



FOR THOSE OF you who couldn't quite get enough VR, Training in Metal Gear Solid, VR Missions has over 300 additional training scenarios in which to hone your stealth skills. Not only will your sneaking ability be put to the test, but your wits will also come under fire, especially when you're trying to solve murder mysteries and other puzzles. Some missions even put you in the role of the Cyborg Ninja, complete with stealth camouflage—and just wait until you tackle the 50-foot Arctic-warfare trooper! **G**

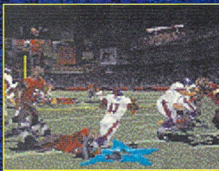
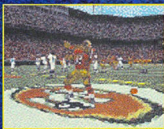


MADDEN NFL 2000

BY THE ROOKIE

Developed and published by EA Sports

Target release date: September



THE GRANDDADDY of the gridiron is back for more football action in Madden NFL 2000. This year, EA Sports is speeding up the frame rate and gameplay, while also adding a few more treats. In addition to Madden's great graphics, gamers can expect a more intuitive running game, the option to create and play any scenario, improved animations, player height and weight differentials (your quarterbacks won't look the same as your linemen, and so on), and an expanded Franchise mode. **G**

TONY HAWK'S PRO SKATER

BY THE ROOKIE

Developed by Neversoft

Published by Activision

Target release date: October



IT'S BEEN A long time since Skate or Die, 720°, and Skitchin' hit home consoles—and gamers have been waiting for a comparable title to gleam the cube on their 32-bit systems. Never fear; ye thrash-happy gamers: Tony Hawk's Pro Skater is already shredding up the virtual skate park—and it's not even finished. Unlike EA's Street Sk8er and the current crop of snowboarding titles, Tony Hawk isn't about competing for race position—it's all about pulling wicked stunts in 3D. Look for more info on this hot title in future issues. **G**

E³ SHOWSTOPPERS

NHL 2000

BY AIR HOBBIER

Developed and published
by EA Sports

Target release date: September



ALTHOUGH IT'S TOO early to say for sure, it looks like the glory years of video game hockey will return with NHL 2000. EA Sports' goal was to return to the fun, playable style of the series' Genesis heyday, and at E³, NHL 2000 sizzled with a fluid frame rate, comfortable passing and skating controls, and an action-packed pace that dedicates buttons to "big hit" and "big deke" moves. Depth of play wasn't neglected, either—the designers are adding a Dynasty mode for multiple-season play. With these enormous improvements on NHL '99, NHL 2000 ranks as one of the fall's top sports prospects. **B**



PAC-MAN WORLD

BY SCARY LARRY

Developed and published
by Namco

Target release date: Fall '99



WHAT'S YELLOW AND round and was solely responsible for the video game craze in the '80s? No, not Prozac, it's Pac-Man—and he's back in fine form with tons of features. Pac-Man now gobbles pellets and spits them out at enemies, creates devastating pellet bombs, and even scoots around via a powered-up run much like Sonic's. As if that weren't enough fun (and it is), Namco is also releasing a Dual Shock version of the classic Pac-Man game on the same disc. The Pac attack is back, Jack! **A**



DIE HARD TRILOGY 2

BY SCARY LARRY

Developed by n-Space
Published by Fox Interactive

Target release date: Fall '99



JOHN MCCLANE IS ON vacation in Vegas—and as usual, the odds are against him! If you're a fan of the Die Hard movies or the original PlayStation game, you'll love the improved graphics and advanced AI that DHT2 has to offer. You can once



again play in a third-person 3D platform game, a first-person shooter, or a driving game, or you can opt to play in the "movie" mode, which combines all three styles. It looked like an action-packed winner at the show. **B**

HONORABLE MENTIONS



Spider-Man

by Activision
Target release date: 2000



The Misadventures of Tron Bonne

by Capcom
Target release date: Fall '99



Sulkoden II

by Konami
Target release date: August

Ace Combat 3: Electrosphere

by Namco
Target release date: Fall '99

Crash Team Racing

by Sony Computer Entertainment America
Target release date: Fall '99

Planet of the Apes

by Fox Interactive
Target release date: 2000

Spyro the Dragon 2

by Sony Computer Entertainment America
Target release date: November

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GIANTS:
CITIZEN
KABUTO

BY DAN EKIKTIO

Developed by Planet Moon

Published by Interplay

Target release date: Fall '98

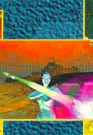
Windows 95/98

THIS YEAR'S PC crop at E3 was particularly fertile with dozens of A-list games on display from every major manufacturer. But tucked away in a dark, private room, Interplay's oddball action/strategy hybrid *Giants: Citizen Kabuto* stole the show.

There's been no shortage of hype on *Giants*, a product of the core MDK creative team. Three factions are fighting for control of an island: the magical (water nymphs called Sea Reapers), the military squad of Meccaryns, and Kabuto—a big beastie about 10 times as big as anybody else. Each side has its strengths, whether it be the Meccaryns' technology and weaponry, the Sea Reapers' clairvoyance and tornadoes, or Kabuto's habit of swallowing opponents whole. Everyone can use or abuse the island's natural resources and inhabitants to further their goals, too. The eye candy is apparent, but it looks like *Giants'* strongest asset will be its addictive gameplay. **G**



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VAMPIRE:
THE
MASQUERADE-
REDEMPTION

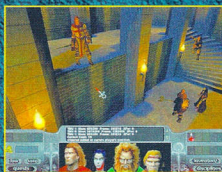
BY DAN EKIKTIO

Developed by Nihilistic Software

Published by Activision

Target release date: Winter '98

Windows 95/98



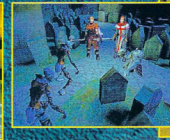
THE COMPUTER VERSION OF White Wolf's popular paper-and-pencil RPG series drew only slightly less crowds at E3 than Activision's biggest gun, *Quake III*. Then again, *Quake III* doesn't let you drag villagers into a dark alley and drink their blood.

Developed by programmers who have worked on hits such as *Dark Forces II*, *Jedi Knight*, *Descent*, and *StarCraft*, *Vampire* centers around Christo Romauld, a knight battling the bloodsucking Kindred. The game's action/RPG quest spans medieval Prague and Vienna to modern-day London and New York, all re-created via the game's impressive 3D engine. The mouse-only interface should keep things simple, and characters from other White Wolf games will make guest appearances.

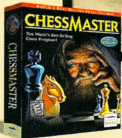
In fact, Nihilistic is being careful to preserve the paper-and-pencil version's appeal and flexibility; the in-development multiplayer component should reflect this, too. If the preview version is any indication, fans of the traditional game and folks sick of waiting for *Legacy of Kain's* sequel will want to sink their teeth into *Vampire*. Heh. **G**



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SOMEWHERE, GEORGE HAD MADE A MISTAKE. His Catalan opening had been flawless. Yet, somehow, his opponent had forced his retreat and now held him in check. With his only remaining rook lured out of position and pinned, the situation appeared hopeless. This isn't Chessmaster, he thought, there is no replay option in this game. His mind raced back to the magnificent chess sets of Chessmaster. The lessons learned. The gambits and endgame strategies. The Chessmaster opponents against whom he had matched wits and sharpened his game, as he progressed through tutorials in various levels. The voice of the Chessmaster, coaching him. And suddenly, in his hour of need, he heard the voice again: "Counterattack in the center... N-Q4." Why hadn't he seen it before?

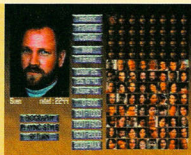


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E³ SHOWSTOPPERS

FREESPACE 2

BY DAN ELKIND

Developed by Vertigo

Published by Interplay

Target release date: Winter '99

Windows 95/98

DRIPPING THE DESCENT name, Freespace 2 is ready to fly on its own merits, which is completely warranted considering last year's stunning space shooter. And if you thought the capital ships were huge before, wait until you see 'em this time—they're 10 times the size of the Lucifer superdestroyer from the first game.

New elements include beam weapons and flak cannons on the capital ships, lightning-laden, radar-jamming nebulae, and improved dogfighting. Stiff competition looms from Microsoft's Starlancer and Sierra's Babylon 5, however, so expect an interstellar shootout. **G**



NOX

BY BAD HARE

Developed and published by Westwood Studios

Target release date: Winter '99

Windows 95/98

GAHERS WHO LIKE their medieval combat chock full of creativity will want to check out Nox. With its 3/4-isometric view, fantasy elements, and epic single-player quest, it's not unfair to say the game recalls Diablo—but Nox offers much more freedom and flexibility. Clever players can create nasty traps and spell/weapon combos that, for example, stun your opponent and then crush them with a huge stone Fist of Vengeance from the sky. If you're looking for a fun, funny alternative to shooters this fall, Nox could be it. **G**



DUAL STRIKE, INTELIMOUSE EXPLORER

BY THE LAB RAT

Developed and published by Microsoft

Target release date: October (both)

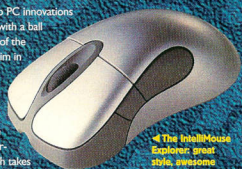
Windows 95/98

CONTROLLERS AREN'T USUALLY the stars of E³, but Microsoft's two PC innovations deserve special mention. The Dual Strike combines a traditional gamepad with a ball joint—just swivel the right half of the controller to look around and aim in first-person shooters. It's intuitive, accurate, and adjustable.



The Dual Strike: the answer for first-person shooters!

The five-button Intelli-Mouse Explorer, meanwhile, could well make ball-based mice obsolete. The glowing red underside hides a digital camera, which takes 1500 pictures a second for unparalleled accuracy—and no mousepad is needed. Upgrade your hardware this October. **G**



The Intelli-Mouse Explorer: great, great, awesome, accurate, and five buttons!

HONORABLE MENTIONS



Command & Conquer: Tiberian Sun

by Westwood
Target release date: Summer '99



SWAT 3

by Sierra
Target release date: Summer '99

KISS: Psycho Circus

by Gathering of Developers
Target release date: Winter 2000

Star Wars: Force Commander

by LucasArts
Target release date: Fall '99



Messiah

by Interplay
Target release date: Fall '99

The Wheel of Time

by GT Interactive
Target release date: Summer '99

Quake III: Arena

by Activision
Target release date: Summer '99

Star Wars: Obi-Wan

by LucasArts
Target release date: First Quarter 2000

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E³ SHOWSTOPPERS

AT E³, POKÉMON power made the little of Game Boy stand toe-to-toe with the big boys. Pokémon Yellow (available now in Japan) will cross the Pacific with more turn-based creature battles. This time, characters from the TV show will star, so you'll play the hero, Gary, with Pikachu as your constant Poké-pal. Together, you'll match Pokémon with the villainous Team Rocket, including the city Meowth. All 151 Pokémon will return, but some will evolve at different levels. You'll also be able to print Pokémon stickers with the Game Boy Printer. This fall, Yellow may become your favorite color. **G**



POKÉMON YELLOW

BY POKÉMAXX

Developed by Game Freak

Published by Nintendo

Target release date: September

RESIDENT EVIL

BY BROTHER BUZZ

Developed by HotGen Studios

Published by Capcom

Target release date: Fall '99

RESIDENT EVIL 2 may be coming to the N64 (finally!), but Nintendo zombie zappers who want to check out the original house of horrors will find it terrorizing the Game Boy Color. Resident Evil GBC looks like an impressive piece of work with all the



original 32-bit gameplay, all the original pre-rendered backgrounds, and even all the original characters squeezed onto a monstrous 4-meg cart. The action takes place in an old mansion filled with creepy, lethal creatures and, of course, plenty of zombies; your job will be to figure out why. Evil lurks this fall. **G**



GHOSTS 'N GOBLINS

BY BROTHER BUZZ

Developed by Digital Eclipse

Published by Capcom

Target release date: Fall '99

SIR ARTHUR RETURNS! Ghosts 'N Goblins began its Game Boy run at the so-old-it's-new category at E³. Goblins for the GB will be a direct translation of the classic side-scrolling NES action/adventure game: You'll have to battle all manner of beasts and bad guys across seven levels to save Princess Guinevere, one of the original video game kidnap victims. Will Arthur lose his armor with each hit he takes? You bet! But this time you also get alternating two-player gameplay and passwords to save your game. Old Ghosts never die, they just fade in and out with new systems. **G**



HONORABLE MENTIONS



Street Fighter Alpha
by Capcom
Target release date: Fall '99



Pokémon Pinball
by Nintendo
Target release date: July



Blonic Commando
by Nintendo
Target release date: Fall '99

San Francisco Rush
by Midway Home Entertainment
Target release date: Fall '99

Metal Gear Solid
by Konami
Target release date: Fall '99

Castlevania II
by Konami
Target release date: Fall '99

Crystals
by Nintendo
Target release date: Fall '99

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episode
twice.

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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends—well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

In short, the maniacal gods are poised to kill every single living creature with a great meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten

at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having

an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious combat moves.

And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, song-writing, and even cooking.

You will find yourself braving

the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing—no detail, no clue, no conversation, no skill—can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

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BY SCARY LARRY

- Published by LucasArts
- Price: \$59.99
- Available Now
- Action/Adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.5	4.0

STAR WARS

EPISODE I

THE PHANTOM MENACE

Recommended System Requirements

Pentium III 333

64 MB RAM

185 MB on HD

4X CD-ROM

DirectX video card

3D accelerator

CAN YOU FEEL the fourth? The newest chapter in Star Wars history has a pretty decent, albeit high-maintenance, game to go with it. Star Wars Episode I: The Phantom Menace is snazzy, action-packed, and follows the movie story line so that the cinematic experience is re-created—but like the film, it's also a little dull in the middle.

Menace II the Galaxy

Menace is a 3D platform action/adventure game. Think Metal Gear: Solid without the stealth. You play as Obi-Wan Kenobi, Qui-Gon Jinn, Captain Panaka, and Queen Amidala (as Padmé), so there's plenty of variety. When you play as the Jedi, Menace really soars—it's lightsaber slashing and droid bashing at its very best. Playing as the two non-Jedi, the game turns into your basic run-n-gun action with lots of switches to trigger, droids to shoot, and people to converse with.

In the fully accelerated version, the graphics shine like the Naboo moon, but only those few blessed with maxed-out high-end PCs will fully appreciate all the lighting effects, reflective surfaces, and subtle transparencies. The other 90 percent of us will see an easily crashable, poorly constructed game flawed by slow-down and mediocre camera angles.

Of Mice and Menace

Phantom Menace's saving grace is its music and sound effects. The game contains excellent voice characterizations and fantastic sound effects (especially those subtle ones, like the sound Destroyer Droids make rolling down the halls, or the ambient effects in the Naboo swamps), but, again, delicate sound-card management is required.

The developers of Phantom Menace also made the controls fairly manageable: Simply assign some directional commands to your keyboard, and you're ready to swing the saber (you can also use your mouse), open doors, trigger switches, and fight off the Dark Side.

Leaps of Faith

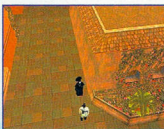
Speaking of the Dark Side, the game has a few. Because much of the game requires patient leaping and jumping, frustration may tear away at your Jedi soul—by the time you meet Jar Jar and the Gungans, you're in no mood for their silly patois. Another problem is the large amount of bartering when you get to Tatooine: You have to constantly trade just to get off the damn sand planet. Consequently, as in the movie, you start to feel weighed down by a plot that feels thicker than Bantha crap. Two words would have fixed that: more Maul.

Force to Reckon With

Yet Menace stands as a testament to fan loyalty. Those Star Warsians who must have everything from *Phantom Menace* tucked between illustrated toilet paper will definitely need to feel this force. Others tired of the hype will feel nothing but the Force with this game. **F**



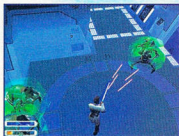
PROTIP: In Tatooine, hanging from overhead cables can be hazardous. Scan the street for henchmen and blast them with a grenade or laser shot.



PROTIP: Watch the Queen closely. If she gives you the option to scout ahead, do so; if she doesn't, keep her close, or she'll be killed.



PROTIP: Shields can take lots of damage and appear when a ton of trouble is headed your way. If shielded, get to your next objective and save your game.



PROTIP: Forget the Destroyer Droids. Outrun them at all costs.



PROTIP: Some switches can be triggered only by using the Force Push.



PROTIP: Check carefully amongst the foliage in the Naboo swamps for hidden health power-ups.

GRAPHICS 4.0

If you've got the muscle, Menace has the means. A powered-up computer will definitely showcase the game's impressive graphics—without it, you have a standard action game with a cool lightsaber.

SOUND 4.5

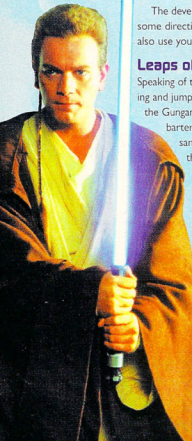
Great sound, awesome music, and really annoying Gungans. All that's missing is a deafening THX logo.

CONTROL 4.5

Minimal fuss rewards you with maximal achievement. But those frustrating leaps of faith between platforms will ride your patience like a Tusken Raider on a Bantha.

FUN FACTOR 4.0

You've got to be a fan to enjoy this game, which re-creates the movie experience perfectly. Then again, if you can't stand Star Wars, why are you even reading this?



SIZE MATTERS



SIZE REALLY MATTERS. When you're looking for the biggest fishing game on any system, look no further than **IN-FISHERMAN BASS HUNTER 64**. **IN-FISHERMAN BASS HUNTER 64** lets anglers of all ages experience all the action from the first strike of the day to the hunt for a monster, tournament-winning bass! Blending In-Fisherman's expertise with state-of-the-art technology, you'll never get skunked. **HEAD FOR THE GREAT INDOORS!**
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Monster bass await your next move!



MECH WARRIOR 3

THE CLASH of the giant robot titans continues in MechWarrior 3... but upstarts Heavy Gear II and Starsiege are looking to blast this Mech into the salvage yard.

Blow Craters

Meching maniacs won't be disappointed by Mech 3's improved audio/visual package. Superb details like fizzling steam from laser-heated water and crater-making explosions combine with brutally realistic weather and synapse-bursting lighting effects to make this a mega Mech. Consistently realistic voice acting and cinema-worthy sound effects in stereo make the missions feel like true military ops, though the bland score will bring your adrenaline down to milder levels.

Manning the Mech

True to MechWarrior 2's legacy, Mech3 puts virtually every element of your Mech's design and control at your fingertips—and the highly responsive controls with rocking force feedback put you right in the cockpit. By necessity, this is a very complicated game—but a difficult interface with your A.I.-controlled lancemates and some obtuse campaign-mission instructions needlessly add to the confusion. Plus, the training exercise works only with the game's default control scheme (which is tailored to one specific joystick, the Microsoft Force Feedback Pro) and doesn't explain mech design, weapon theory, or even mid-level attack strategies. Mech 3 doesn't have a learning curve—it has a steep cliff that you'll probably plummet over.

Bottom line: Mech 3 will please fans of the franchise, but it's not the envelope-pusher its predecessor was. This is superior to Starsiege's goofy control structure, but Heavy Gear II is eminent. There are chinks in this Mech's armor. **G**



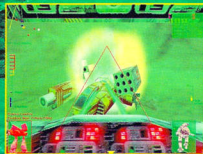
PROTIP: Attack from the water to pound your foe!



BY BOBA FATT

- Published by Microprose
- \$39.95
- Available now
- Giant robot action/sim
- 8 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	PLAY ACTION
4.5	4.0	3.5	4.0



PROTIP: When engaging multiple bogies, destroy one at a time—even a damaged mech can level you with a good shot.



PROTIP: To cripple a mech, concentrate your fire on their legs.

Recommended System Requirements

- Pentium 200
- 64 MB RAM
- 90 MB on HD
- 4X CD-ROM
- 16-bit video card
- 3D accelerator

NEED FOR SPEED HIGH STAKES

EA'S FOURTH LAP with Need for Speed sure is a stunner, sizzling with enough super cars and superior graphics to floor even the most jaded hot-rodder.

Live to Drive, Drive to Live

High Stakes offers 19 impressively diverse tracks and 19 licensed cars (including the Porsche 911), plus free downloadable vehicles from the NFS Web site. Tons of gameplay options await brave drivers, including the return of the cop-infested Hot Pursuit mode (now with a helicopter!). Plus, Career mode lets you build a reputation and a garage full of cars, and then put them on the line in winner-take-all showdowns.

Each car can be tuned to your driving style, from precise response to powersliding frenzy. Damage affects your car's performance, not to mention its paint job. And with a nod to the console crowd, two players can now race split-screen on one machine.

The Look of Luxury

Once again, NFS delivers graphics that will spoil you for good. Reflective cars, detailed textures, leaves that swirl in your wake—only the pixelated trees look jagged. Be warned: Unless you're sporting a Pentium III with a hot 3D card, you'll need to bring the beauty down a notch.

The fantastic engine sounds and regionally accented speech samples only draw you further into the race. Totally configurable controls and full force-feedback support put every nuance of the cars at your fingertips.

Stakes Alive!

With tons of details and a killer look, Need for Speed: High Stakes offers just what gamers have come to expect: high-energy, high-octane, high-class road racing. **G**



PROTIP: There's an off-road shortcut right before the first lit tunnel on Dolphin Cove.



BY DAN ELEKTRO

- Published by Electronic Arts
- \$42.99
- Available now
- Racing
- 8 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	PLAY ACTION
4.5	5.0	4.5	4.5



PROTIP: You can cut through these trees toward the end of Celtic Ruins.

Recommended System Requirements

- Pentium II 246
- 32 MB RAM
- 350 MB on HD
- 4X CD-ROM
- 4 MB video card
- 3D accelerator



PROTIP: As the fuzz, stop speeders by forcing them to ram into your door, perpendicular-like.

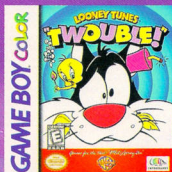
Put Some Color
Back In Your Life!

LOONEY TUNES™
TWOUBLE

LOONEY TUNES™
CARROT CRAZY



Bugs Bunny and Lola Bunny wake up to find their carrot patch is empty! You can bet your crunchy carrots that other Looney Tunes characters are involved too. Enjoy classic side-scrolling game play throughout 16 colorful and challenging levels!



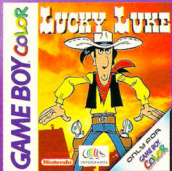
Sylvester's on the prowl again, spelling "TWOUBLE" for little Tweety. "TWOUBLE" is a colorful combination of side-scrolling and isometric game play. Meet other Looney Tunes characters as you collect, combine, and push objects throughout Granny's neighborhood!

LUCKY LUKE

**THE SMURFS!
NIGHTMARE**



What a smurfin' catastrophur! Gargamel cast a terrible spell on the Smurfs' village. All the Smurfs, except for Hefty, are trapped inside their worst nightmares. So quick! Help him rescue his friends in more than 16 stages of fun designed only for Game Boy Color!



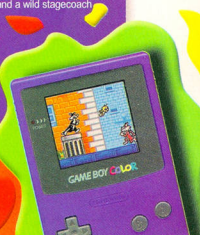
A dangerous band of outlaws has escaped from jail. It's up to you, as Lucky Luke, to capture them! In this western-style, cartoon-like journey, you have to experience 12 major oppositions - a buffalo stampede, some raging rapids and a wild stagecoach ride - to save the Wild West.



GAME BOY COLOR



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BY DAN ELEKTRY

- Developed by id Software
- Published by Activision
- Target release date: Summer '99

HANDS-ON



Windows 9x/NT Macintosh G3

Quake III Arena

This Is Only a Test

To iron out bugs in the networking code, id released a test version of Quake III Arena—not an official demo, mind you, but a tech tool that was already brimming with solid multiplayer action.

The test release came with one human player model, two levels, and a handful of weapons. Spruced-up versions of the shotgun, machine gun, rocket launcher (with slower projectiles than before), railgun, and plasma gun were joined by a new base weapon, the gauntlet—an electrically charged glove



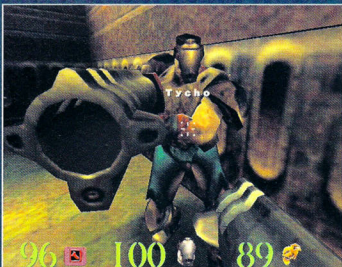
that does major damage up close. There's also a personal teleporter power-up to help you get out of tough spots (like lava) in a flash—literally!



Little Touches, Big Impact

Arena's engine can do all kinds of neat tricks:

curved surfaces, fog effects, reflections, and transparencies, all with blazing gameplay speed. Just as impressive, however, are minor gameplay touches, proving that id is listening to players and learning from the past. When a character is busy typing, a blue word balloon appears over their head to let you know they're mid-chat and unprepared for combat. Player names appear on screen when you put your crosshairs over them, and those crosshairs also offer a health update by their color: White is hale and hearty, but as the reticle fades to red, you're getting closer to death's door. Also, an announcer tells you when you're in the lead (and when you're lost it). These are hardly revolutions, but they're certainly welcome additions.



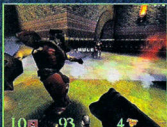
While far from complete, a test version of Quake III Arena proves that id still has the magic touch.



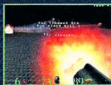
Squish Splash

The test release ran beautifully on a 400 MHz G3; a high frame rate and smoke trails that cloud the battlefield made the experience quite immersive. While there were some fantastic squishing noises to accompany the gory action, great blasting effects, and booming voice-overs, about half the samples were recycled from Quake II. Hopefully, the old ones will be replaced before release—it's just a tech test, after all.

Ultimately, much will depend on how Quake III Arena's single-player bot A.I. stacks up, given that many gamers lack a great Internet connection or access to a LAN. If id and John Carmack can offer a solid package on all fronts, they'll easily continue their reign.



Note: All screens shown here are from the Madnosh G3 version.





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Kingpin: Life of Crime

LIFE ON THE streets ain't easy—or pretty. The world of Kingpin is filled with dilapidated buildings, trash-can fires, rumbling city trains, hallways filled with garbage, and streets drenched in blood. It's a world where business meetings are held in men's rooms instead of board rooms and you're only as strong as the weapon you carry. And don't expect honor among thieves; they'll shoot you in the back for a dollar, so don't be afraid to sneak up behind an enemy and knock them out—then search the body for loose change.



Mean Streets

As you travel the streets on a quest for gangland revenge, the tattooed punks of Kingpin will converse with you, fight amongst themselves, seek cover behind nearby debris, attack immediately if you come at them with a raised weapon, and, if hired, work as your personal bodyguards. Injured characters leave a trail of blood behind as they walk, and the less-than-polite folks you meet pick wedgies out of their butts in the middle of a conversation.

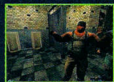
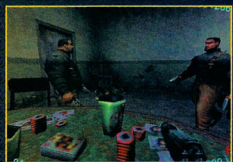


If the game's gore doesn't shock you, the profanity sure will. The street thugs are fluent in four-letter words and will utter them at every possible occasion. If *Pulp Fiction* singed your ears, you won't last five minutes with these raunchy ruffians. It's murder most foul-mouthed.

Gangsta's Paradise?

The demo featured a few infectious beat loops by Cypress Hill and the tight, customizable controls that gamers have come to expect from the Quake II engine.

Like *Half-Life*, Kingpin offers a complete, palpable atmosphere in which to get lost. The game's unique look and controversial content are sure to make it one of the year's most talked-about games. **G**



BY DAN ELEKTRIO

- Developed by Xatrix
- Published by Interplay
- Target release date: June

HANDS-ON



Win95/98



Darkstone



EVEN IN ITS early stages, Darkstone is poised to make a run at Blizzard's *Diablo II* by outdoing the latter's formula with larger, more lifelike visuals, an improved inventory interface, and more options.

Thanks to a highly intuitive control system, Darkstone allows you to control two characters simultaneously and share their inventory, while still offering the hands-on combat of *Diablo*. Phenomenal light sourcing, impressive dungeon design, and a



BY BORA FATT

- Developed by DSI
- Published by Gathering of Developers
- Target release date: Summer '99

HANDS-ON



Win95/98



If you lose
there's always the
reset button.

Get into the game
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GAME BOY COLOR



\$29.99



\$79.99

Available July 22, 1999.
Date subject to change.



NBA SHOWTIME

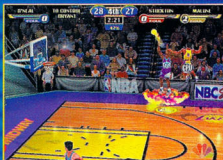
NBA on NBC



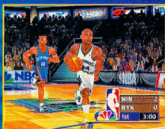
MIDWAY SCORES WITH another arcade rim rocker, NBA Showtime: NBA on NBC. This game is more refinement than revolution, but it's still a great quarter-cruncher packed with high-adrenaline sports action.

Midway Got Game

NBA Showtime builds on the NBA Jam/Hangtime high-flying dunks legacy with two-on-two basketball, complete with pushing, shoving, and flaming three-pointers—powered by a new 3D engine. All 29 NBA teams are represented, with rosters current as of March '99 (including Paul Pierce, but not Dennis Rodman). Some secret characters are NBA team mascots, such as Kerri "Sonya" Hoskins, or classic Universal Monsters like the Wolfman and the Mummy. Plus, you



PRO TIP: A great place for your hotspot is where the perimeter line begins to arc on the sides.



PRO TIP: Big guys take less damage, but small guys (like Sprewell) tend to be better shooters and stealers.



PRO TIP: Cooperate! Perform three alley-oops or double-dunks in a row for team fire (note the blue flames).



can "draft" any player from the regular roster onto any other team. Wanna banish Pippen back to the Bulls? It's as simple as entering his team code and jersey number.

If you're a do-it-yourself kind of gamer, you'll find that creating a custom player is no longer merely a matter of vanity. As you win, more secret characters become available, and your attributes (power, height, accuracy, and plenty more) may be increased. You can choose custom jerseys, select the secret outdoor and island courts, and even choose the location of your hotspot—and knowing that can dramatically alter the course of a game.



PRO TIP: When a shot goes up, shove your opponent waiting for the rebound. Injuries detract from overall performance, and you won't get penalized.

NBA Inside Stuff

Codes

Enter the following codes at the Tonight's Match-Up screen before the tip-off. Press each button the number of times indicated, then move the joystick in the direction indicated. You can activate more than one code per game.



	Turbo	Shoot	Pass	Direction
Big Head:	1	2	2	Right
No Tip-Offs:	4	4	4	Up
<i>Note: Both players must enter the No Tip-Offs code.</i>				
No Replays:	3	3	1	Left
Red, White, and Blue ABA Ball:	2	3	2	Right
Show Shot Percentage:			1	Down
Show Hotspot:		1		Down
Tournament Mode:	1	1	1	Down
Team Uniforms:	4			Right
<i>Note: Both players must enter the Team Uniforms code.</i>				
Alternate Courts (Island, Street, Midway, NBC):	Hold Turbo and press the joystick in one of the four directions when selecting your teammate.			
Blizzard (Outdoor Courts Only):	1	3	1	Left
Fog (Outdoor Courts Only):	1	2	3	Up
Night Fog (Outdoor Courts Only):	1	2	3	Left
Swamp Fog (Outdoor Courts Only):	1	2	3	Right
Rain (Outdoor Courts Only):	1	4	1	Left

Slick Grooves, Sick Moves

Showtime's got plenty of flash to go with its substance. Even casual onlookers will gasp at the game's stunning 3Dfx-powered graphics. Players look just like their real-life counterparts, and move even better. The smooth animation and creative, wild dunks crank the excitement (as does the big-beat soundtrack), while the new foul system holds you accountable for your strong-arm tactics without spoiling the fun. Computer-controlled drones, however, still do stupid things like shooting behind the backboard or standing idly as a loose ball bounces by. Why isn't the A.I. tighter?

Hoops, There It Is

Midway's NBA games have come a long, long way since NBA Jam's debut a mere six years ago. While the graphics, mechanics, and tides have changed, the spirit—and the Fun Factor—remain as strong as ever. **G**

► **PROTIP:** Fire isn't foolproof—your shots can still be blocked and your dunks can still fail.

GRAPHICS

5.0

SOUND

5.0

Chances are you'll never get to meet Kobe Bryant or Patrick Ewing face to face—but Showtime's photorealistic textures offer the next best thing. Nice touches include animated crowds and court-floor reflections.

An emotionally charged announcer keeps things exciting, and there are nice little trash-talking asides after particularly tasty dunks. The shoe squeaks, ambient sounds, and fire swooshes all sound great too.

CONTROL

5.0

FUN FACTOR

4.5

If it ain't broke, don't fix it. Veterans of earlier arcade sports hits such as NBA Jam and NFL Blitz will find the same familiar, responsive controls at their fingertips.

With killer graphics, sweet sounds, tight gameplay, loads of custom options, and four-player basketbrawls, NBA Showtime lives up to its name. Only the brain-dead A.I. keeps Showtime from a perfect score.



BY DAN ELKTRIO

- Published by Midway
- Available now
- Fantasy basketball
- 4 players
- Mild physical violence

GRAPHICS

5.0

SOUND

5.0

CONTROL

5.0

FUN FACTOR

4.5



PROTIP: If your opponent starts bombing threats, it's almost impossible to beat him with dunks. Match their play style or suffer!



PROTIP: Save your boost button for key shots and dunks, and huge dunks.



PROTIP: The A.I. won't guard as aggressively as a human will, so do your part on defense.

NBA Mascot Players

Enter the following names and PIN numbers to play as these NBA mascots:

	Name	Pin
Atlanta Hawks:	HAWK	0322
Chicago Bulls:	BENNY	0503
Charlotte Hornets:	HORNET	1105
Denver Nuggets:	ROCKY	0201
Houston Rockets:	TURBO	1111
Indiana Pacers:	BOOMER	0604
Minnesota Timberwolves:	CRUNCH	0503
New Jersey Nets:	SLY	6765
Phoenix Suns:	GORILA	0314
Seattle Sonics:	SASQUA	7785
Toronto Raptors:	RAPTOR	1020
Utah Jazz:	BEAR	1228



Hidden Players

Enter the following names and PIN numbers to play as these hidden characters:



	Name	Pin
Brian LeBaron (Mohawk):	GRINCH	0222
Bride of Frankenstein:	BRIDE	1935
Creature from the Black Lagoon:	CREATOR	1954
Crispy the Clown:	CRISPY	2084
Dennis Rodman:	RODMAN	9676
Frankenstein:	FRANK	1931
Kerri Hoskins (Female Player):	KERRI	0220
Kerri in Alternate Uniform:	KERRI	1111
Lia (Female Player):	LIA	0712
Lia in Alternate Uniform:	LIA	1111
The Mummy:	MUMMY	1932
The Old Man:	OLDMAN	2001
Pinto Horse:	PINTO	1966
The Referee:	THEREF	7777
Retro Rob:	RETRO	1970
White Horse:	HORSE	1966
The Wiz:	THEWIZ	1136
The Wolfman:	WOLFMAN	1941





BY MAJOR MIKE

■ Developed and published by Capcom
 ■ Target release date: Fall '99

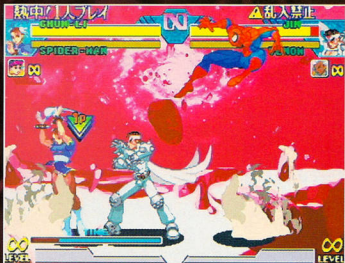


HANDS-ON

Marvel vs. Capcom: Clash of Super Heroes

Marvel-ous Lineup

Fifteen fighters fill Marvel vs. Capcom's roster. The Capcom lineup features a nostalgic collection of eight characters with fighting-game vets (such as Ryu) joined by sentimental favorites Strider and even Mega Man. The seven-fighter Marvel bench also has some new faces—most notably, War Machine and Venom. As in X-Men vs. Street Fighter, you choose two fighters and can switch between them at any time during a fight. You can also choose from 20 third partners, someone that can jump on-screen briefly for a single attack. Third partner fighters include Arctur (Ghouls 'N Ghosts), Ton-Pu (Strider), and Psylocke (Marvel Super Heroes).



Chun-Li and Spider-Man team up to pulverize Cyberbots pilot, Jin, in Marvel vs. Capcom—the biggest 2D cross-over fighting game yet.



Tag-Team Mayhem



Although it uses a familiar tried-and-true gameplay engine, Marvel vs. Capcom has some notable new features. First and foremost is the Cross-Over Combination. When your Super Bar reaches level two or higher, you can call your partner into the brawl for a little two-on-one beat-down. However, if your opponent is charged up, he can execute his own Combination move. The result: All four characters onscreen battling it out simultaneously!

So Far, So Good

So far, the Dreamcast version of Marvel vs. Capcom can be summed up in two words: arcade perfect. All animation frames appear intact, the controls are dead-on, and the sound is crystal clear. In addition to Arcade and Versus modes, the Dreamcast version has Training, Survival (where you fight several opponents consecutively with one life bar), and Cross Fever modes. Cross Fever is especially cool—it enables four to play simultaneously for true tag-team action (each controls a character).



Earthworm Jim 3D

EARTHWORM JIM, everyone's favorite super segmented hero, is preparing to jump from 2D to 3D, after making the leap from Interplay to Rockstar Games. This N64 cart re-created the wacky outer space world according to Jim for 360-degree action/adventure gameplay. In the preview version, E3D showed off Jim's classic wormy head-whip and demonstrated a new floating jump in which his noggin twirls like a helicopter blade.



The game will cover just four levels, but Jim will face his old enemies, Pscrow and Evil the Cat. No word on Princess What's-Her-Name, but that's how the worm turns. **G**



BY ATOMIC DAWG

- Developed by Vis Interactive
- Published by Rockstar Games
- Target release date: September



PlayStation Nintendo 64

HANDS-ON



Sled Storm



SNOW-SLIDIN' STRAIGHT into the why-didn't-I-think-of-that arena comes Sled Storm, the first-ever snowmobile racing game. S-Storm introduces the pacing and insanity of driving snowmobiles across extreme alpine terrain. Even the slow-loading preview CD was a blast-and-a-half as you rocked and rolled through the white stuff covering eight open mountain courses and six tracks. The smooth Dual Analog joystick held its own against the twisting, turning terrain where you could catch major air at any moment. The forecast for this summer is that snow conditions will be kicking up a Sled Storm. **G**



BY BROTHER BUZZ

- Developed and published by Electronic Arts
- Target release date: Summer '99



PlayStation

HANDS-ON



Hot Wheels



HOT WHEELS POSES the question: Can you get a rush from driving a little toy car? The answer: It could happen. This game should push all the Hot buttons for Wheel fans. You can drive 40 cool Hot Wheels cars, including classics like the Twin Mill, the Mongoose, the Jet Threat, and the Cat-A-Pult. Moreover, you can even race on four tracks that feature famous



Hot Wheels constructions like loop-d-loops, danger changers, and, of course, the ramps. Plus, the game's environments include the Wild West and the Haunted Highway. This game...well, it sounds Hot! **G**



BY BROTHER BUZZ

- Developed by Stormfront
- Published by Electronic Arts
- Target release date: Fall '99



PlayStation Nintendo 64

FIRST LOOK

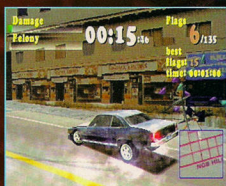
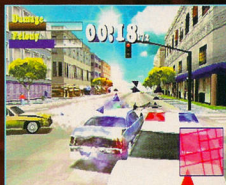
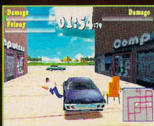
Driver

IF YOU THINK Gran Turismo's action is too sim-oriented or Need for Speed's is too high class, then GT Interactive has a gutsy bad-ass thrill ride for you. Driver is the latest V8 monster to rev up on the PlayStation, bringing Hollywood-style car chases to life. Set in the '70s,

Driver puts you in the role of an undercover cop, Tanner, who is posing as a driver-for-hire in order to bust up a crime ring. Your assignment spans 44 missions through New York, Los Angeles, Miami, and San Francisco. Your goal in each is to make your appointed pickup successful. Arrive too early, and the cops'll nab you; arrive too late...well, then you'll have to deal with the mob.

The preview of Driver played smoothly, each car handled realistically, and the action was intense.

Graphically, the cars looked outrageous—vintage '70s muscle all the way—and showed appropriate damage when bashed up. The controls and sound were also right on track: You can go Dual Shock or digital, and the frenetic music and police sirens were already in full effect. Unless the final rev takes a nose-dive off the Golden Gate, look for Driver to crash home in fine fashion this July. **G**



BY BOBA FATT

- Developed and published by Midway Home Entertainment
- Target release date: First Quarter 2000



Mortal Kombat Special Forces

IF YOU'RE LAMENTING the downfall of the Mortal Kombat franchise, Midway has your pill: Mortal Kombat Special Forces hopes to revitalize the series by taking a new direction. Similar in design to MK Mythologies: Sub Zero, MKSF will focus on two classic characters: Sonya and Jax.

Prequels are all the rage this year, so MKSF will offer Tomb Raider-style third-person action in a story line that takes place before the sinister Outworld denizens attacked in the first MK tournament. Boasting role-playing and puzzle elements with intense fighting action, MKSF will span seven 3D worlds, each with multiple levels. Plus, the story's path can twist depending on which character you use and how events unfold during each level, leaving the potential replay value.



Jax and Sonya will move courtesy of new motion-captured animation (hey, this is Mortal Kombat, after all). They'll also be armed with new techniques and a full array of power-ups and weapons so they can bust some rump in classic krunching fashion. The MK franchise may be down, but MKSF hopes to prove that it's not out! **G**

FIRST LOOK





BY AIR HENDRIX

Developed and published by
Electronic Arts
Target release date: Fall '99



FIRST LOOK

Road Rash Unleashed

ROAD RASH 3D was an awesome racing game, but many fans complained that it neglected the series' tradition of helmet-rocking combat. With Road Rash Unleashed, Electronic Arts is looking to correct all that with some promising tweaks and additions to the action. The gameplay's been tuned to let racers focus more on brawling, while new attacks like super punches (which take down opponents when they connect) and combos should ratchet up the excitement. Electronic Arts has also reduced the number of gangs from four to two to make it clear who's on your side—and who isn't.



Unleashed will also add some cool multi-player action to the mix as two racers will be able to battle in a split-screen mode. Even more intriguing is the sidicar mode, which puts one racer behind the controls of the bike and



the other in a sidicar with all the weapons. The driver handles the steering, while the guy in the sidicar handles the fighting—and if they get on each other's nerves, they can settle things with their fists.



Following the lead of Need for Speed, Unleashed will now allow you to play as the cop, where you'll try to take down as many racers as possible before the finish line appears. Unleashed will also retain the interconnected world of tracks that debuted last year, but this time the action will go down in all new urban, desert, and alpine locales. If Unleashed stays on track, it should deliver that sweet mix of racing and combat that thrilled players in its Genesis days. **G**



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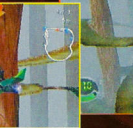
Jet Moto 3



AFTER A TWO-YEAR hiatus, one of the PlayStation's original racing series is heading for the starting line once again. While Jet Moto's never been a classic, it's always had a devoted legion of followers, and early peeks at Jet Moto 3 revealed a game with enough potential to please fans and attract a new crowd of racing devotees.

The game's hoverbike racing goes down on 11 courses, which already shine with slick detail and bright colors—graphically, it'll be an eye-catching improvement over the previous Jet Motos. As far as gameplay goes, the tracks will pack in plenty of jumps, shortcuts, and other cool challenges, while the intense expert tracks will rattle even the most experienced racer.

989 has also built in a Stunt mode where gamers can bust off tricks on five tracks (including a skateboard park-style arena) to rack up points. Other improvements include using the magnetic grapple to swing across jumps in addition to sliding through turns, an eject button that helps you recover from wipeouts more quickly, and, according to 989, a brisk 30-frames-per-second game speed. The game will also provide a two-player split-screen mode for battling it out with friends. Barring a last-minute stumble, Jet Moto 3 looks like a promising high-octane ride. **G**



BY AIR HENDRIX

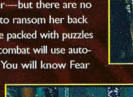
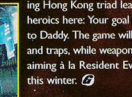
- Developed and published by 989 Studios
- Target release date: September



FIRST LOOK

Fear Factor

FEAR FACTOR SEEKS to serve action/adventure gamers with eye candy of the first order. The preview revealed 3D gameplay melded seamlessly with full-motion animation that nicely mimicked the Japanese anime-style. You'll control three near-future mercenaries as they track the missing daughter of a menacing Hong Kong triad leader—but there are no heroics here: Your goal is to ransom her back to Daddy. The game will be packed with puzzles and traps, while weapons combat will use auto-aiming à la Resident Evil. You will know Fear this winter. **G**



BY MAJOR MIKE

- Developed by Kronos Digital Interactive
- Published by Eidos Interactive
- Target release date: December



FIRST LOOK

Duke Nukem: Zero Hour

That bad boy of barrel-blastin' fame is back, and he's brought his foul-mouthed style of alien-zapping with him in this latest shooter from GT Interactive. Duke Nukem: Zero Hour places

Duke in four time periods: present day New York City, the Old West, Victorian England, and post-apocalyptic N.Y.C. You romp through the levels, rescuing scantily clad buxom beauties and shooting everything in sight. It's a hedonistic, annihilistic fantasy gun game, but it works on every primal-instinct you possess.

The game plays like Turok in third-person mode as the dynamic Duke strafes, fires, rolls, and climbs. There's also a barrage of weapons, such as sniper guns, grenade launchers, radium cyanide canisters, and more. Even though Zero Hour has a simplistic gutter mentality, you can't help but hope that some improvements will be made to the game. Plus, there's some serious frame dropout when the screen gets crowded (Eurocom promises that flaw will be addressed and corrected), and, despite the many different control sets that are being offered, you can't customize the controls independently. The countdown to Zero begins in August. **G**



BY SCARY LARRY

- Developed by Eurocom
- Published by GT Interactive
- Target release date: August



NINTENDO 64

HANDS-ON



loading_

wipeout™ 3

WWW.WIPEOUT3.COM

Fighting Force 2



FIGHTING FORCE BROUGHT beat-em-up action to the PlayStation, and now Eidos is hoping to rejuvenate this neglected genre with Fighting Force 2. Because Dr. Zeng died in the first game, Hawk Manson now faces the secret cyborg soldiers that Zeng left behind. The graphics already look stronger than the original's, and Eidos is promising that the real-time lighting, pre-rendered backgrounds, new cameras, and new 3D engine will ramp up the eye candy for these fistcuffs. FF2's new A.I. means the enemies should put up a better fight as they'll be able to take cover behind obstacles and more. As soon as Eidos releases a playable version, we'll fill you in on how this prospect's shaping up. **F**



BY AIR HENDRIX

- Developed by Core Design
- Published by Eidos
- Target Release Date: November

FIRST LOOK



Army Men: Air Attack



CONTINUING ITS POPULAR invasion of the consoles, the Army Men saga is now ready for an all-out Air Attack. As in its predecessors, this next installment of Army Men puts you on the side of the Green as you take control of four different helicopters to win the war against the evil Tan plastic soldiers. Air Attack includes a total of 18 missions, taking place in areas such as jungles, sand castles, and ice-cream stands, with objectives ranging from rescuing POWs to destroying enemy bases. You can also duke it out against friends or work as a team in Air Attack's multiplayer mode. Get ready to Attack this fall. **F**



BY FOUR-EYED DRAGON

- Developed and published by 3DO
- Target release date: Fall '99

FIRST LOOK



Knights of Carnage



FIGHTING FORCE'S BADSTREET brawling joins a Gauntlet Legends-style adventure in the dark action/fantasy game, Knights of Carnage. During the medieval era, you take control of either a king's daughter or her trusting bodyguard to fight the evil that has conquered their homeland. This simple hack-n-slash game will have upgradeable weaponry and magic to aid your fight against a plethora of monsters, warlocks, and demons. The action sounds intense—but will the rest of the game be as interesting? **F**



BY FOUR-EYED DRAGON

- Developed by Toka
- Published by THQ
- Target release date: Summer '99

FIRST LOOK



Command & Conquer



BASED ON THE PC hit from 1995, *Command & Conquer* was one of the first real-time strategy games—and it's still one of the best. In this N64 port, you'll command troops, assign duties, build units, and more as you defend yourself against the enemy: the Brotherhood of Nod. To pay for this war, you'll need to mine and harvest a material known as Tiberium. C&C probably won't be for the casual gamer—only serious strategists need apply. **F**



BY SCARY LARRY

- Developed by Westwood Studios
- Published by Nintendo
- Target release date: Summer '99



FIRST LOOK



Supreme Snowboarding

INFOGRAMS IS LOOKING for a piece of that big-mountain gold with *Supreme Snowboarding*. And if these beautiful screens are an indication, it's got a chance at cracking the market. *Supreme* features three environments—



alpine, forest, and ski resort—each of which contains three tracks. Real-time lighting effects, wind, rain, snow, as well as single race, championship, and arcade modes round out this possible slope killer. **F**



BY SCARY LARRY

- Developed by Housemarque
- Published by Infogrames
- Target release date: Fall '99



FIRST LOOK



Duck Dodgers in the 23½ Century

INFOGRAMS IS ABOUT to take you into a new mil-Looney-um with a wealth of Looney Tunes games. *Duck Dodgers* stars that web-footed wonder, Daffy, as a space case attempting to foil Marvin the Martian's plans. Daffy's



sidekick, Porky the Pig, comes along for the journey as they try to find Marvin's PU-36 space modulator. ("I'm going to blow up the Earth!") on seven planets. Nostalgic for some cartoon fun? Bet on the Dodger this winter. **F**



BY SCARY LARRY

- Developed by Paradigm
- Published by Infogrames
- Target release date: Winter '99



FIRST LOOK



Taz Express



NOT TO BE OUTDONE by pals Bugs Bunny and Daffy Duck, the Tasmanian Devil now has his own game. *Taz Express* finds our ferocious furball



working as a delivery boy for an overnight courier service, delivering Acme boxes to recipients all over the Looney Tunes universe. He's beset by weather, obstacles, and all the craziness of his Toon compadres, who make cameo appearances throughout the game. You can look for *Taz Express* whirling toward ya this fall. **F**



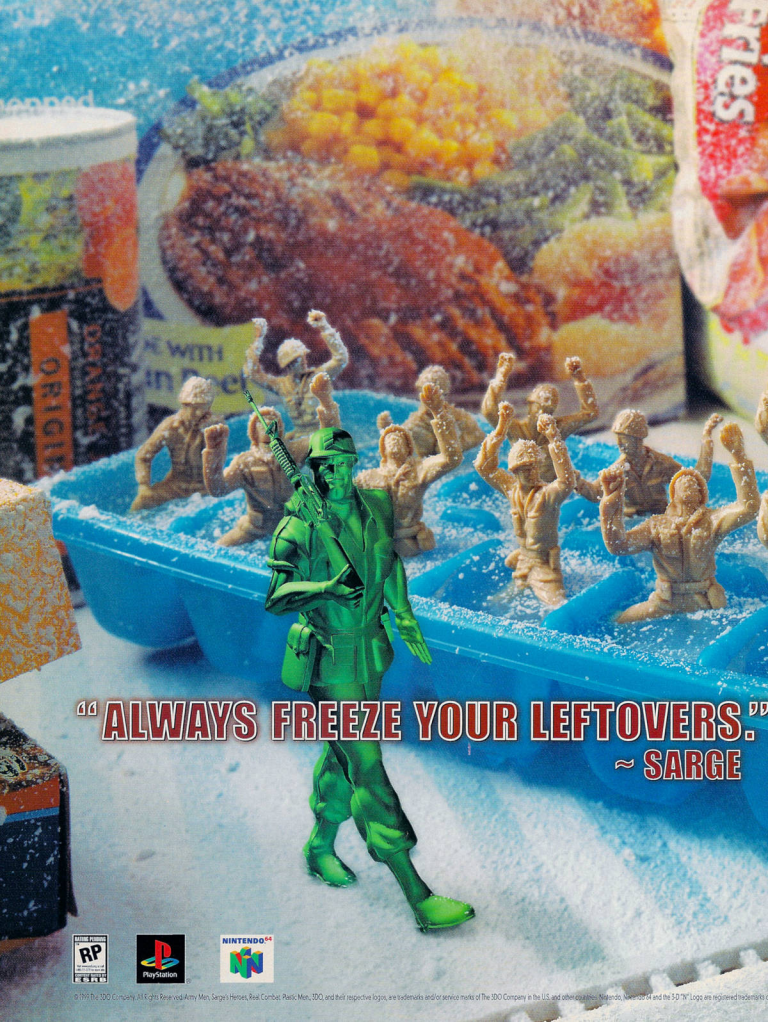
BY SCARY LARRY

- Developed by Zed Two
- Published by Infogrames
- Target release date: Fall '99



FIRST LOOK





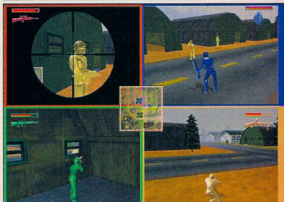
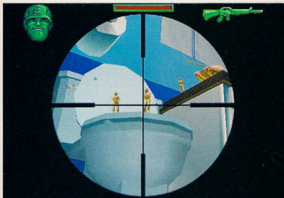
“ALWAYS FREEZE YOUR LEFTOVERS.”
~ SARGE





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Heads up, nature boy





Sledneck (above) spoils summit conquest:

Make tracks, not apologies. Rip across ice, snow, water, mud and the bodies of whoever gets in your way. Nail over 50 insane tricks. Slam to Rob Zombie, Econoline Crush, Dom & Roland, Uberzone, and E-Z Rollers. Slow down to admire the landscape and you'll be buried in it.



ELECTRONIC ARTS



**SLED
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www.sledstorm.com



BY SCARY LARRY

Published by Sony Computer Entertainment America
\$44.99
Available August
Music

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	5.0	3.5	4.5

Um Jammer LAMMY

PARAPPA THE RAPPER's underground success a couple of years ago guaranteed a sequel for beat-happy fans looking for a little musical diversion on the PlayStation. Since then, Bust-a-Groove, Beatmania, and even (ugh!) the Spice Girls have challenged our ears and thumbs. But Um Jammer Lammy, a guitar-pounding musical mishmash from the people who brought you PaRappa, takes things in a slightly fresher direction.

Cuein' the Chord

Using the same icon-based interface as PaRappa, you guide the hapless Lammy through seven psychedelic levels as she tries to learn the Zen of guitar thwomping. Electric-guitar chords take



PROTIP: Try to kick butt on the easier sets, usually at the beginning of a song, to create a buffer for when you inevitably screw up later.



PROTIP: The best way to practice the rhythm of the timing is to play with the sound turned off for a set.



PROTIP: After finishing the game, you get to reclo the mix with PaRappa as the main character.



PROTIP: When you hear the backbeat falling or chugging off key, it means that you're headed for an awful rating.



PROTIP: An easy way to tell when your cue is coming—without looking for Lammy's face—is to watch for icons that are outlined and not filled in with color.

You get a sometimes strange, yet completely absorbing, variety of rhythms, too, from classic '50s Chuck Berry-style twanging to Metallica-inspired thrash metal. You'll also hear some of the most ridiculous lyrics in the history of video games, topping PaRappa's goofy stylings.

Unfortunately, PaRappa's influence also shows in Lammy's graphics, which are the same two-dimensional cutouts. Although trippy effects and wild characters keep things fresh, the plain graphics are in no way indicative of the game's fun. In fact, you'll probably overlook the visuals because you'll be so intent on watching the icon interface at the top of the screen.

Twisted Metal

As for the control, Um Jammer basically follows in PaRappa's footsteps...but at a much more aggressive pace. If you have no previous experience with PaRappa, you may want to practice extensively and completely memorize the button layout of the PlayStation controller. With Lammy, you may find yourself wrapping your fingers into pretzels while tackling the button-based commands.

No Silence for the Lanny

Finger aerobics aside, fans with an ear for music will find the game a stone cold blast. Although you won't be able to play the guitar any better than before, air guitarists will certainly give their fingers a workout. **B**



PROTIP: Lammy's face will squeeze into the icon box in the upper-left hand corner when it's her turn to play. Don't hit a chord before she appears.



PROTIP: There are bars after an icon to indicate a pause or a hold while pressing a key, which draws a chord out and makes it last into the next one. If you simply press and release a button, you'll never make the song play right.

GRAPHICS 3.5

Nothing new, nothing innovative—just the same 2D cutout graphics from over a year ago. The imagery has certainly evolved into something more disturbing though (especially during the dream sequences).

SOUND 5.0

Crystal clear chords and some funny backbeats will have you listening more than playing. The voice effects also strike gold with funny caricatures and wacky sounds.

CONTROL 3.5

You'll miss lots of beats unless you improve, but the unfairness of being penalized for missing a chord by a millisecond wears thin in the later rounds.

FUN FACTOR 4.5

You've got to be a music fan (or at least a PaRappa disciple) to get any joy from Lammy. If you are, it's a raw, ear-pounding experience that's worth every chord.

GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePro,

It's a good idea to scrutinize the content in the video games we play, particularly if we're concerned that the content may be violent in nature and inappropriate for some gamers. In keeping with our mission to be a responsible consumer-oriented games publication, GamePro presents our ESRB (Entertainment Software Rating Board) Ratings Review, which lists the ratings for all ProReviews in the August issue along with explanations of the ratings. We hope you will use the ESRB ratings to have fun and to be a responsible gamer.

GamePro remains your magazine.

Sincerely,



Wes Nihei, Editor in Chief

GamePro magazine

ESRB RATINGS REVIEW

Much like the movie industry, the interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in GamePro includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at <http://www.esrb.org> or call 800/771-3772 for more information.



Games rated **EVERYONE** are fine for ages 6 and up. Like a G-rated film, they may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.



Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes similar to what may be in a PG or PG-13 movie. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.



Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Much like an R-rated film, Mature-rated games may contain more intense depictions of violence, stronger language, and on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.



Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted



on our Web site lists the ESRB rating. Above, we've circled this rating in a sample review box to help readers locate it throughout GamePro. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

AUGUST 1999

Below is a list of games reviewed in the August issue of GamePro along with their respective ESRB rating:

All-Star Tennis.....	E
Ape Escape.....	E
Bugs Bunny: Lost in Time.....	E
Echo Night.....	T
Ken Griffey Jr.'s Slugfest.....	E
MechWarrior 3.....	T
NCAA Football 2000.....	E
Need for Speed: High Stakes.....	E
Pokémon Snap.....	E
R-Type Δ.....	E
Star Wars Episode I: The Phantom Menace.....	T
Um Jammer Lammy.....	E

E=everyone, T=teen, M=mature, RP=rating pending

Note: Reviewed games subject to change without notice.



INNOVATIONS IN 32-BIT games are tough to come by nowadays, but Sony's new Ape Escape squeezes some freshness out of 3D platformers with a unique interface. Unfortunately, some twists are better left, er, untwist!



PLANET OF THE APES

Ape Escape hurtles you through time on a quest to trap the super-intelligent monkey henchmen of Specter, who plans to use the simian smart-asses to take over the world. Ape's large levels feature portals with minimal loading time, yet, despite impressive lighting effects and realistic textures, this monkey's visuals are spanked by frequent clipping and frustrating camera movement.

Ape's shrieking monkeys are the highlight of the stereo sound; they also help you locate danger and prey. Otherwise, Ape's minimal dialogue, been-there, heard-that sound effects, and mildly energetic score are all adequate.



PROTIP: When riding Spike, jump off the bottom of sliding platforms to avoid skidding to a halt.

MONKEY BUSINESS

Ape's coolest feature—an interface that fully utilizes both analog sticks on the Dual Shock controller—is also its Achilles' heel. When used in concert, the dual sticks allow you to attack in any direction, spin or swipe your weapons, and realistically maneuver rowboats, tanks, or skis. Unfortunately, the game control is cumbersome and frustrating thanks to diabolical synchronization chores and the aforementioned camera problems.

Ape has some features—particularly the unlockable mini-games, like skiing and boxing—that put it above the average 32-bit platformers, but its unique interface is more frustrating than refreshing. Unless you're ambidextrous, Ape Escape will be a monkey on your back. **B**



BY BOBA FATT

- Published by Sony Computer Entertainment America
- \$44.99
- Available now
- Platform
- player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	3.5



PROTIP: In Cryptic Relics, smash this platform to bring that monkey down.



PROTIP: In the Dark Ruins, climb up this peak for a Specter Coin.



PROTIP: Use your sky flyer on this ice bridge—first float over the balls, then jump the last few big blocks!

BUGS BUNNY™ Lost in Time



BY SCARY LARRY

- Published by Infogrames
- \$49.99
- Available now
- Action
- player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.5



PROTIP: To sink Sam, jump from platform to platform until he fires his third shot. He'll then throw a bag of dynamite your way, which you'll pick up and throw back at him. Three times should do it.



PROTIP: In Mugsy's world, place an explosive charge near a golden carrot door. Kick it to start the timer. After the explosion, there is a fried gangster and a golden carrot.

FANS OF THE Brothers Warner have a new 3D action game featuring the world's most famous rabbit and a host of his animated cel-mates. Unfortunately, awkward camera angles and jumping controls mire this wabbit in mediocrity.

The Mel-Looney-um's End

Bunny features Bugs as a time-traveler,

splitting hares with other famous friends such as Elmer Fudd, Yosemite Sam, Merlin, Witch Hazel, and others. In the 3D standard made famous by Gex and Mario, you follow Bugs around as he collects golden carrots and magic clocks, which he uses to unlock worlds that you've seen only on Saturday morning TV. Apparently, Bugs is stuck in a nowhere time warp and must travel through seven levels of mayhem—including a medieval period, pirate years, and a gangster era—before finding his way back home.

Frustration at Every Turn

Big blocky backgrounds, large-scale color washes, and simple detail make the game seem more blandly cartoony than most. With the addition of hot and cold sounds (great vocal talent, annoying repetition) and uncontrollable camera angles, Bugs doesn't really get a bite on the carrot as well as he should.

When you add frustrating leap-of-faith jumps and big-time clipping problems to the mix, the fun gets watered down another notch. Still, Warner Bros. fans and cartoon junkies will find enough surprises to keep their interest ticking for a time. **B**



PROTIP: Try knocking off some of the henchmen. They usually net a carrot when dobbled.



PROTIP: To knock off Fudd at the end of the Stone Age, jump into a hole and burrow your way to the next nearest hole. Jump out and boot him. Three times ought to do the trick.



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Data subject to change.



Echo Night

WITH ECHO NIGHT, Agetec delivers the spookiest, cleverest suspense/adventure game since *The 7th Guest*. Its topnotch, addictive story line and dazzling environments will get the adrenaline pumping in any die-hard adventure gamer.



BY E. COLL

- Published by Agetec
- Price not available
- Available July
- Adventure
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5



PRO TIP: Upon entering each cabin or corridor, you must always first find the light switch. Light keeps the evil souls at bay.

Ship of Ghosts

In this first-person saga, you play as Richard Osmond, who finds himself aboard a ghost ship that mysteriously disappeared in 1913. While exploring the ship, Richard realizes that the passengers' tortured souls are still on board and that each one needs help finding eternal peace. For each pacified soul, you're rewarded with a glowing orb that can be exchanged for antidotes, a key, or other items that will get you ever closer to the bowels of the ship.



PRO TIP: Give this evil girl her doll, which you'll find after you warp to the mine.

Maritime Mystery

Clever puzzles abound in this creepy journey. Each shadowy figure presents Richard with an enigma that he must solve in order to progress in his quest. In one instance, you're warped back in time to an abandoned amusement park where you must find an engagement ring lost among the rides. You will also be warped to an abandoned mine, a family cemetery, a medieval castle, and a series of other eerie locations in search of items. Because there is no combat in *Echo Night*, only puzzle-loving fiends should get on board this game's ship.



PRO TIP: The secret light switch is the burned-out bulb on the constellation mural.



PRO TIP: To reunite mother and son, play the record you found in the proscenium room.

Easy-to-use controls and a simple inventory system won't distract players from the main action, while stunning graphics and soulful voice-overs will deeply immerse the player in the game. Couch sleuths thirsting for a logical yet complex adventure will find *Echo Night* to be an irresistible, must-have addition to their collection. **G**



R-TYPE

A TASTEFUL 3D upgrade of the classic space shooter, *R-Type Δ* helps scratch even the itchiest trigger-finger. It's repetitive and brain-dead—but fun.

The Bydo Are Back

R-Type Δ recalls the mind-numbing blastfests of the golden age of scrolling shooters, including *Gradius* and, of course, the original *R-Type*. Serpentine robotic bosses, huge motherships, and other assorted technobaddies stand in your way as you try to dispatch eight levels of the Bydo, those pesky ambassadors of evil. Oodles of bullets fill the screen, and unexpected obstacles—from boss ships to falling structures—challenge you at every turn. If *R-Type Δ* ate quarters, you'd feed it plenty.

This time, you've got your choice of three ships (plus one hidden), each with their own force module—an extremely useful detachable helper that can do neat things like auto-target opponents or latch onto enemy ships' hulls. Visual effects, such as rippling water when shots get near sea level, highlight the crisp, futuristic 3D graphics, while explosions and jaunty, tense music rock the speakers.

The configurable controls feature excellent Dual Shock feedback—you'll feel every forceful shot through an orchestra of rumbles. An autosave feature keeps your character stat on a memory card, but not your progress through the game, which is a major drawback. A two-player, *Raiden*-style option would've been nice, too.

Rent 'N Wreck

Because the enemies are restricted to patterns, they ultimately become predictable, making *R-Type Δ* (Delta, in Greek) a renter with limited replayability. Nevertheless, this game is an excellent time-waster, full of tasty eye-candy and time-tested blasting goodness. **G**



BY DAN ELEKTRO

- Published by Agetec
- Price Not Available
- Available July
- Side-scrolling shooter
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.0



PRO TIP: In vertical scenarios, detach your force module and let it handle mounted turrets on its own.



PRO TIP: Watch your back for shots that sneak up from behind or that lob in from arcing angles.



PRO TIP: To nail targets behind you, mount your force module to the rear of your ship, then eject it into your foes.



PRO TIP: Use the blue tether on the R13's force module to lasso and destroy enemies.

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NINTENDO 64 PROReviews



BY POKÉMAXX

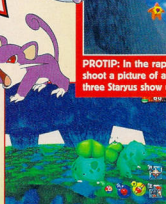
- Published by Nintendo
- \$69.95
- Available July
- Action
- 1 player
- ESRB: Everyone

GRAPHICS SOUND CONTROL FINE FACTOR

4.0	3.5	4.0	4.5



PROTIP: Pokémon like to hide. In the river level, for example, keep an eye on the right bank; you should find a Wileplume, a Pokémon Landmark, and three Porygons.



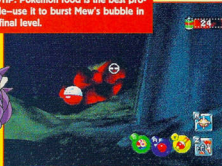
PROTIP: Some Pokémon are in disguise; these Bulbasaur at the entrance of the cave level are not what they seem.



PROTIP: In the rapids level, if you shoot a picture of all three Starjars, three Starjars show up later on.



PROTIP: Pokémon food is the best projectile—use it to burst Mew's bubble in the final level.



PROTIP: Hitting a Pokémon like this Electrode at the end of the tunnel level can open up a special area.

POKÉMON ARE BUSTING out all over—they've even busted out of the Game Boy onto the Nintendo 64. Pokémon Snap busts you on a Pokémon photo-safari for an imaginative round of monster-stalking.

POKÉMON ON PARADE

Snap is not the standard Pokémon hunting-and-gathering that's been driving the Game Boy epidemic. Instead, it's the first N64 game to put you behind the lens of a camera, and it's pretty cool. You play as Todd, the shutterbug from the Pokémon cartoon show, who's photographing Pokémon for Dr. Oak's never-ending Pokémon Report.

Snap's gameplay is deceptively simple. You play from a first-person perspective "shooter's" view, looking through your camera's viewfinder. Your Pokémon hunt spans seven areas, from a beach to the upper stratosphere, and you ride through them in an all-terrain Pokémobile on autopilot.

Each area is overrun by Pokémon, and your goal is to take perfect pictures of the 60-plus creatures. It ain't easy, given that the Pokémobile is continuously moving and that some Pokémon only become "photogenic" for a brief instant. Plus, nit-picky Dr. Oak critiques all your photos and grades them for quality.

SNAP SHOTS

Snap's straightforward, easy-to-master controls make taking pictures a...uhh, snap. A few quick button presses enable you to swiftly swing the cam 360

degrees and take rapid-fire shots. You can also try to set up Pokémon poses by pitching Pokéballs filled with knock-out gas, flinging Pokémon food, or playing a Pokéflute.

Pokémon fans will go nuts when they see and hear their favorite creatures in the wild probably for the first time ever. Snap's top-notch 3D visuals bring the Pokémon to life with sharp character graphics and nicely animated antics. Unfortunately, the sounds are uneven. Environmental audio like rushing water and jungle noises is great, but Pokémon voices are scarce.

PICTURE PERFECT

Pokémon Snap puts a nicely crafted spin on the classic rail shooter—style game. It's too bad you don't get all 151 Pokémon, but just trying to capture the creatures on hand in that perfect pose is a compelling task. If you haven't given in to Pokémon power yet, Snap may do the trick. **B**

GRAPHICS 4.0

Sharp visuals bring the usually black-and-white Game Boy Pokémon to life. Seeing Pokémon in their natural habitat will be a kick for fans, who'll freak when they see Pokémon bust their special moves.

SOUND 3.5

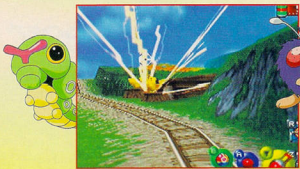
Incidental happy-go-lucky music and cutesy Pokémon sounds fit right in with the laid-back tone of Snap, allowing you to concentrate on your photography. Environmental sound effects tuned to each level are cool, but more voices would've been nice.

CONTROL 4.0

Controls put almost every button into play and respond quickly to enable you to catch the elusive Pokémon. Tossing Pokéballs, playing the Pokéflute, and heaving Pokémon food to position monsters for photos adds a nice touch.

FUN FACTOR 4.5

Pokémon trainers and video shutterbugs will have a field day taking snapshots of their favorites, while the compelling quest to take the perfect picture amps the game's replay value. Snap provides an entertaining new meaning to the terms "hunting" and "shooting."



PROTIP: Using the Pokéflute (press bottom-C) makes some Pokémon, like these beach level Pikachu, perform special moves.



PROTIP: When you see Pokémon near a pit—such as this Charizard in the volcano level—always try to knock it in.

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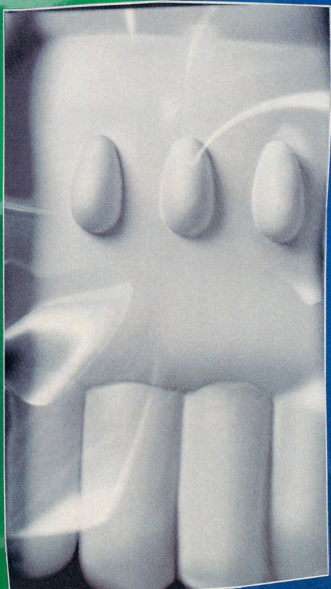
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BY THE BOOKIE

- Published by EA Sports
- \$39.99
- Available July
- College football
- 8 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	5.0

NCAA Football 2000 Sets Sights on Perfect Season

PLATFORM
PlayStation



SPORT
College
football



EVEN THOUGH IT'S the middle of summer, the crushing sounds on the collegiate gridiron can be heard from Tennessee to the Bay as EA Sports sets its sights on creating the most intense college football game ever. Until now, you could only dream of owning the most complete pigskin title—with NCAA Football 2000, that dream has become a reality.

Heisman Hopeful

Contained within NCAA 2000's war room are a host of gridiron gameplay goodies that would make even Bear Bryant proud. For starters, this game has more teams to choose from (a whopping 220, counting 140 Division I-A and I-AA teams and 80 classic match-up teams), six game modes, the ability to create your own players and plays, and all 23 Bowl games, including the Orange, Sugar, and Fiesta Bowls. The features that send this year's game over the top, however, are its expanded Dynasty mode and the ability to create your own school.

The Dynasty mode is huge. Not only can you play unlimited seasons, but you also get increased control over your roster with a more in-depth recruiting process. At the end of the season, you engage in a five-week recruiting binge that, depending on your school and record, will enable you to score the best players in the country. Equally impressive is NCAA 2000's create-a-school feature, which enables you to name your school and team, choose your uniform colors and logo, select what type of stadium you'll play in, and more. You can then place your school in any conference for season and Dynasty mode play.

Win or Go Home

NCAA Football also has the graphics, control, and sound to match its excellent features. EA Sports has successfully sped up its game with a faster, smoother frame rate to match GameBreaker's. Plus, it has incorporated more motion-captured moves, used three player-models instead of one, and added impact-related tackles.

As for control, NCAA Football is tight. This year, the running game and the juke moves are more effective, while the kicking and passing remain just as solid. The sound is also great, featuring more commentary from Chuck White, more interactive and timely rally and fight songs, and some of the most bone-jarring effects around.

It Don't Mean a Thing Without the Ring

NCAA Football 2000 comes out of the locker room looking to sink any takers on the college field with its in-depth Dynasty mode, create-a-school feature, and awesome gameplay. You can even transfer your outgoing seniors onto a memory card and play with them in Madden NFL 2000. Even though gamers still have to wait and see how NCAA GameBreaker 2000 shapes up (see the Hands-On preview this issue), you may just want to spend your cash now on NCAA Football. You can't go wrong.



PROTIP: Use the 5-2 defense if unsure about your opponent's intentions. Most plays are well balanced, enabling you to guard against sweeps, screens, and passes over the middle and deep.



PROTIP: To get the most out of your created team, choose a balanced running and passing attack.



PROTIP: Aim your kick-offs at the sideline to get your opponent bunched up with no space to maneuver.

GRAPHICS

4.5

This year's graphics are awesome. The frame rate has been optimized for faster, smoother gameplay, the player animations are so lifelike you'd swear you were watching a televised contest, and the impact-related tackles create the ultimate visual spectacle.

SOUND

4.5

To get sound this inspiring, you'll have to go to the nearest stadium. The hitting effects are bone-crunching, the commentary is accurate, and the fight and rally songs play at the right moments.

CONTROL

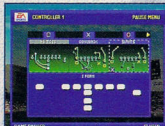
4.5

Control is on the money. Plus, EA Sports has tuned up the running game this year to make it more effective—welcome news if you like to dominate the line of scrimmage. The awesome juke moves and excellent trajectory kicking make triumphant returns.

FUN FACTOR

5.0

If you're nuts about college football, you have to have NCAA Football 2000. Its expanded Dynasty mode, awesome create-a-school feature, and optimized frame rate make it the most complete college football game ever.



PROTIP: When choosing your offensive audibles, make sure to choose one running play, one mid-range pass play, and one deep route.



PROTIP: On second and third downs, call plays that offer multiple passing routes. It's important to be able to throw to your backs in swing patterns or deep to your receivers downfield.

All-Star Tennis

PLATFORM
Nintendo 64



SPORT
Tennis



ALL-STAR TENNIS is the N64's first video tennis game...and fortunately, it performs well with great controls and exciting gameplay. With a little more depth and pizzazz, it could've actually been an all-star.

Opening Volley

All-Star lets you choose from 12 players for singles or doubles play on clay, grass, or hard courts. Eight of the players are real-life pros, like Michael Chang and Jana Novotna, but none of today's biggest stars (such as Andre Agassi, Pete Sampras, or Venus Williams) are available.



PROTIP: For better control, run to the spot before the ball gets there and get set before swinging.



PROTIP: To unleash a powerful serve, jam the joystick all the way up as soon as you toss the ball.



PROTIP: Hold **↑** while swinging for a hard shot; hold **↓** for a lighter touch.

Beyond single games or the limited World Tour mode, which pits you against the other 11 players in succession, the game's unique Bomb Tennis mode provides a fun, lighthearted take on the game. Each time the ball touches the court, it leaves behind a bomb; if you're caught in an explosion, your opponent takes the point. It's definitely amusing, but what All-Star really needs is some depth. More top-name players, an actual season mode in which you play through a series of tournaments, and a create-a-player feature would've added a lot.

Fortunately, the gameplay's a blast. Excellent controls let you easily manage the power, direction, and spin of every shot, and, on the Hard setting, the A.I. plays a challenging game.

Advantage Server

Visually, All-Star's serviceable graphics won't make you flinch in pain or jump for joy, but the game provides one key visual feature: a view that lets you remain at the bottom of the screen for the entire match, sparing you from having to squint at a tiny player at the top of the screen. As for sounds, the distracting music is saved by solid oncourt effects and an entertaining announcer.

All told, if you have any interest in tennis, All-Star's worth checking out. It's definitely not destined to be a classic, but it does deliver fun, solid tennis. **C**



BY AIR HENDRIX

- Published by Ubi Soft
- \$49.95
- Available July
- Tennis
- 4 players
- ESRB: Everyone

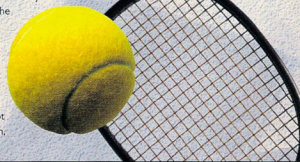
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.5	4.0



PROTIP: The trick to surviving Bomb Tennis is to stay near the baseline of the court—all the bombs will explode in front of you.



PROTIP: Keep mixing up your spins so your opponent can't anticipate the next shot.



Ken Griffey Jr.'s Slugfest

PLATFORM
Nintendo 64



SPORT
Baseball



EARLIER THIS YEAR, All-Star Baseball 2000 rocked the hardball scene with its excellent sim-style action. Now The Kid's stepping up to the plate to take his hacks in true arcade fashion in Ken Griffey Jr.'s Slugfest.

Slugfest contains the standard options, including all the players and teams. Its gameplay captures the essence of Griffey's 16-bit days in fine fashion, so don't expect it to compete on the same level as All-Star. Graphically, Slugfest looks sharp, but the player models aren't quite as lifelike as All-Star's. The controls are easy to get used to—but there's no button to enable you to hit for power or explode in a speedburst while in the field. Lastly, slugfest's sound is simple yet effective, containing all the recognizable ballpark effects.

PROTIP: Utilize your team's speed merchants by bunting when your opponent least expects it.



BY THE ROOKIE

- Published by Nintendo
- \$54.99
- Available now
- Baseball
- 2 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.0	3.5



PROTIP: If you're a right-handed pitcher throwing to a left-handed batter, start your curve ball on the outside corner, middle of the plate, to drop it in for a strike.

If you're a younger gamer or new to baseball, give Slugfest a whirl. It's more arcade than the sim-intensive All-Star 2000 and will appeal to those who want a quick baseball fix rather than a game filled with intense pitcher/batter confrontations. **C**



BY BOA FATT

- Developed and published by 989 Sports
- Target release date: September

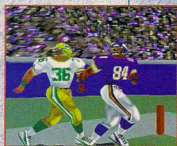


FIRST LOOK

NFL GameDay 2000

Refining the Giant

989 Sports is hoping to push the limits of 32-bit graphics in NFL GameDay 2000 by improving the player models and stadiums of its predecessor. Each player will be built according to their real-life physical specifications and move with the assistance of even more motion-captured animation from the likes of Jerome Bettis, Tim Brown, and Mike Alstott. GameDay 2000's new moves will include gang-tackles, drag downs, upended flips, shoe-string catches, sideline "tip-toe" snags, and chop blocks. Players will even be able to break ankle-grabbers and drag those puny punks during second and third efforts!



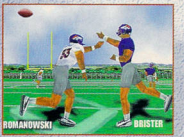
The clash of the gridiron titans continues this fall as 989 Sports fires a Y2K volley across Madden's bow with its honed and toned NFL GameDay 2000.

Something for Everyone

989 reports that newbies will find GameDay 2000 more accessible thanks to the inclusion of MLB-style in-game help menus. On the other sticky-gloved hands, vets who've played this formula to death (or, even worse, with the Philadelphia Eagles) will take interest in the new "play as any skill" mode, which allows you to focus on one individual position—quarterback,

running back, wide receiver, or tight end—to perfect your virtual craft. If

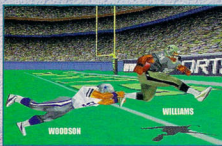
you're looking for an excuse to upgrade a previous version of GameDay, this cool new mode may be the high-cholesterol feast at your tailgater.



Stickin' It to the Competition

If the standard goods are what you want, GameDay 2000's got 'em: Check out all 31 NFL teams with their 1999 rosters, including the new Cleveland Browns and Tennessee Titans. You can also import senior college players from NCAA GameBreaker 2000 and let them take on the pros.

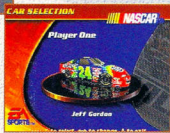
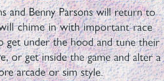
Stat demons will enjoy GameDay's new GM mode, which enables you to track squads over multiple seasons and operate under the restrictions of a salary cap. If you're still hungry, GameDay 2000 promises improvements to its playbooks, practice mode, A.I. play editor, and player creation, along with play-by-play commentary by Dick Enberg and Phil Simms. With such a potentially huge showing from GameDay 2000, it looks like this fall will bring another epic battle between GameDay and Madden on the PlayStation gridiron.



NASCAR 2000

Redlined Engines

NASCAR 2000 is peeling out with its usual strong lineup of tracks and drivers, featuring 18 real-life courses that range from Atlanta to Watkins Glen. Gamers will be able to choose from 33 pros, including stars like Jeff Gordon, Mark Martin, and Terry Labonte, as well as rookies such as Dale Earnhardt Jr. Well-known racing commentators Bob Jenkins and Benny Parsons will return to call the action, while your crew chief will chime in with important race updates. Grease monkeys will be able to get under the hood and tune their car's wedge, downforce, gears, and more, or get inside the game and alter a variety of factors to make the action more arcade or sim style.



PlayStation's in First

There's some bad news for N64 racers, though—EA Sports is focusing primarily on the PlayStation version, and NASCAR 2000 for the N64 will largely be a port of NASCAR '99 for the PlayStation. This year's PlayStation version should definitely benefit from the attention, sporting a host of exciting new features. Without a doubt, the best of the bunch is the create-a-driver option, which will finally enable you to compete against NASCAR's stars. A cool two-player season mode will allow two drivers to race through a season together, and the game will also provide interactive pit stops that let you have a hand in how fast your crew gets you back in the race.

Other cool additions to the PlayStation version include five additional fantasy road courses to keep the variety strong, a Ghost mode that lets you race against your best time while mastering the track, new hi-res car models, and a short-pit option that allows you to include pit stops in short races. As the finish line nears, NASCAR 2000 looks like another hot racing prospect, but you'll definitely want the PlayStation version if you have a choice.

Note: All screens shown here are from the PlayStation version.



BY AIR HENDRIX

- Developed by Stormfront Studios
- Published by EA Sports
- Target release date: September



FIRST LOOK



NASCAR's surging popularity continues to be reflected in the gaming world as NASCAR '99 was one of last year's top-selling sports games. With NASCAR 2000, EA Sports is looking to keep its place in victory lane with some sharp new features and graphics.

SO REALISTIC, YOU'LL BE PICKING
YOUR TEETH OUT OF THE DIRT.



Championship Motocross™

featuring **Ricky Carmichael**



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COMING THIS SUMMER

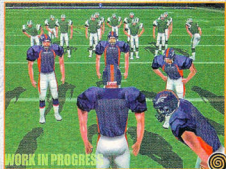


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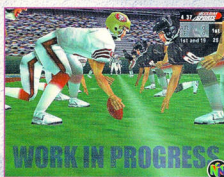
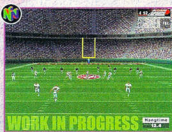
www.thq.com

NFL Quarterback Club 2000

THE LAUNCH OF the Dreamcast is right around the corner. And this time around, Sega is receiving product support right from the start, including Acclaim Sports' graphical gridiron dynamo, NFL Quarterback Club 2000. Iguana (the developer) claims that the Dreamcast version, much like its Nintendo 64 counterpart, will be the most spectacular-looking pignis title available for the system (but has Iguana seen NFL 2000 yet!).



QB Club for both the N64 and the Dreamcast will feature Acclaim's trademark Ultra Hi-Rez graphics, and each player will be treated with special nuances such as eye-black paint, breathe-right strips, elbow pads, and so on. Plus, the virtual athletes will be the most realistic looking of any QB Club yet. Iguana has collected over 1200 new motion-captured animations, including wrap-around tackles and player celebrations like the Falcons' "Dirty Bird" dance. You can also expect the usual game-play options: all the pro teams and players; team-specific playbooks (you can even create your own); total team management, trades, player creation, etc.; five play modes, and more. Of course, none of this matters if the gameplay isn't there—so check out GamePro in the coming months for more details.



BY THE ROOKIE

- Developed by Iguana
- Published by Acclaim Sports
- Target release date: September

FIRST LOOK



NINTENDO 64 DREAMCAST

NCAA GameBreaker 2000



989 SPORTS IS charging the field with some gridiron action of its own in NCAA GameBreaker 2000. While it isn't as steeped in features as EA Sports' NCAA Football 2000, Game Breaker offers options that should appeal to diehard simsters. For starters, you can participate in the game's Career mode, assuming the role of one of the team's coaches. You must then do a good job if you want to be promoted to one of the higher-level coaching positions—you may even get offered a shot at coaching a national powerhouse. Other features include a play editor, the ability to save seniors onto a memory card and draft them into NFL GameDay 2000, a new Pummel button that enables you to deliver bone-jarring tackles, and more.

The preview version played smoothly, featuring some excellent player models and animations—this year, athletes will react differently depending on where they're hit, reach for the ground while stumbling a few extra yards, and so on. However, unless GameBreaker's final rev is totally mind-blowing, it's going to have a tough time dethroning the current national champ, NCAA Football 2000 (see our "Sports Pages" ProReview this issue).



BY THE ROOKIE

- Developed and published by 989 Sports
- Target release date: September

HANDS-ON



PLAYSTATION



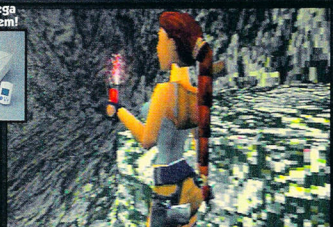
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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 500 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, cash, accessories and more!

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We're talkin' GAMING HEAVEN!

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

In the future. For each contest there will be four more puzzles at \$2.00 each and one much tougher final at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				M Y S T E R Y W O R D
		E			
P	I	N	C	H	
	R				
S					

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

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CLIP AND MAIL

Verifiable retail value of the prize packages as follows: Media Rig Contest package \$7,012.00 core components shown, bonus options \$3,448.00, cash options \$1,250.00. Computer Contest package \$2,500.00 for computer, bonus options \$2,337.00, cash options \$1,250.00. Video Game Contest \$1,000.00 for systems shown, \$3,549.00 bonus options, \$1,250.00 cash options.

NFL Xtreme 2

BOMBASTIC FOOTBALL ACTION

returns to the PlayStation in NFL Xtreme 2. First and foremost, 989 has greatly improved the speed of this year's title—the pace of the preview version was simply mind-blowing. 989 has also made passing simpler: In addition to traditional icon passing, there's now a fast-pass option that enables the CPU to throw to the receiver that's most open. Plus, you can now complete multiple passes during one play, just like in Blitz.

As far as gameplay features, Xtreme 2 contains four play modes as well as multiple roster options such as trades, create-a-player, drafts, and the ability to build your own dream team. As you would expect, all the attitude of last year's title is here, including more outrageous juke moves, trash-talking, onfield celebrations, and taunts—players will even rip off their helmets and mug for the camera after wicked hits. While some minor tweaking is still necessary, you can rest assured that NFL Xtreme 2 is well on track to becoming the ultimate fantasy football game on the PlayStation. **G**



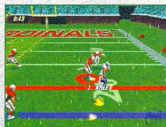
BY THE ROOKIE

- Developed and published by 989 Sports
- Target release date: July

HANDS-ON

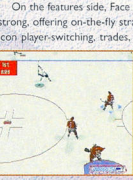
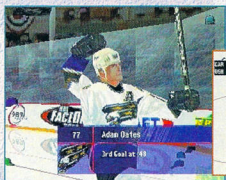


PlayStation



NHL Face Off 2000

AFTER A FEW flat seasons, 989 Sports is hoping to resuscitate its flagging hockey franchise with NHL Face Off 2000. For starters, the spastic, unmanageable pace of Face Off '99 has been mellowed to a comfortable yet exciting gameplay speed. 989 is also focusing on ramping up the game's A.I. and graphics. The camera now zooms in on the action when appropriate (during breakaways, for example), and goalies sprawl and twist to make secondary saves. The crowd will even litter the ice with hats after a hat trick is scored.



BY AIR MENDRIX

- Developed and published by 989 Sports
- Target release date: October

FIRST LOOK



PlayStation

On the features side, Face Off looks to remain strong, offering on-the-fly strategy, icon passing, icon player-switching, trades, and the ability to create players and teams. In the sound department, the Devils' Mike Emrick and ESPN's Darren Pang call the action.

It sounds like a promising overhaul, but with NHL 2000 revving up for what could be its best season ever, the real question this fall is whether Face Off will be able to keep up. **G**



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NINTENDO 64



GAME BOY



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Daily Planet Re
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r. Utilizing his super

*Man of Steel
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r strength, super speed
Superman is predicted
conquer Lex Luthor's
and bring Lois Lane and
ck to Metropolis safely.
an has decided to enter
search of Lois and
an believes that once on





BY E. COLI

- Developed by Genki
- Published by Crave Entertainment
- Target release date: July



PlayStation

HANDS-ON

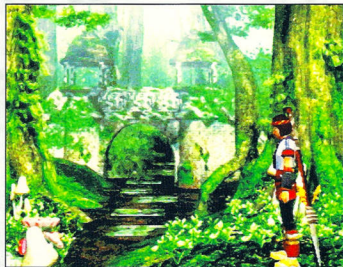
Jade Cocoon: Story of the Tamamayu

Hear This...

Jade Cocoon, the latest RPG on the PlayStation block, is shaping up nicely, promising to live up to the buzz surrounding it. Even though the copy we played wasn't finished, it was obvious that the game had all the elements of a solid RPG quest—and then some. The preview version already delivered a story line shrouded in rituals and mysticism, an engaging soundtrack that complemented the action, and a beautifully rendered world that was a joy to behold and explore. Promising at least 60 hours of gameplay, Jade Cocoon has the makings of such epic favorites as Legend of Zelda, Final Fantasy VII, and Legend of Legaia.



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Crave Entertainment, the maker of Shadow Madness, is getting ready to unleash Jade Cocoon onto the RPG scene. Judging from early indications, RPG fans will not be disappointed with Jade's impressive graphics and dynamic gameplay.



Fireflies	Min	Max	Eggs	Weight
None	Lowest	5		
10	02/188	Fireflies	12	
Current Level	12			
Experience	0	#Ofmonst	25	
Bank Items	Money	732 Yen		
Weapon	Wings Bark	Attack	26	
Armor	Plain Mail Vest	Defense	29	
Headset	Silver Crown	Magi D	28	
		Saved	21	



Fix This...

Jade Cocoon still needs tuning before its release, though. Items scattered throughout the four forests are all but invisible to the naked eye, which makes finding them often a matter of pure luck. Plus, some characters' dialogue is unnecessarily repetitive, turning simple trips to the town shop into a real chore, while voice-overs are muddled and hard to understand, making reading the dialogue a must. Control-wise, character navigation would improve considerably with analog compatibility. Hopefully, Crave Entertainment will fix these problems before boxing this potential gem.

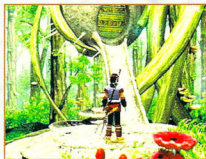


Cocoon This...



While the game's puzzles aren't brain-busters, they will require extensive item searching, constant character interaction, and some serious legwork.

Jade's distinguishing feature is its intuitive and well-laid-out monster-mixing system, which allows you to capture the monsters you battle instead of just killing them. Once you've caught enough monsters, you can begin to merge them into bizarre and powerful hybrids that can then be summoned to fight in your place, or spun into silk and sold at the town shop.



Lunar 2: Eternal Blue



LUNAR FANS WHO are currently buried in Lunar: Silver Star Story Complete will be happy to know that the sequel, Eternal Blue, is on schedule for an end-of-year release. Lunar 2 originally appeared on the Sega CD, but the game is now being enhanced with better graphics to take advantage of the PlayStation's hardware. Eternal Blue will be a five-CD (!) set. The game takes up three discs, while the other two are for the soundtrack and a "making-of" documentary feature. (For the "ProReview" of Eternal Blue for the Sega CD, see the November '95 issue of GamePro.)

BY MAJOR MIKE

- Developed by Game Arts
- Published by Working Designs
- Target release date: Fourth Quarter '99

FIRST LOOK

SaGa Frontier II

SAGA FRONTIER II is radically different from its predecessor in several key aspects. It ditches the multiple story lines, focusing instead on two characters and their respective adventures. Taking place on a world called Sandhail in the 13th century, the two main scenarios follow the exploits of a treasure



hunter searching for his father and an exiled prince who returns to his homeland. Another key change involves the visuals: Plush 2D hand-painted watercolor environments are replacing the sharp, pre-rendered backgrounds of the first game. It'll be interesting to see how fans of the multipath original take to the sequel's streamlined style.

Chocobo's Dungeon 2



BY MAJOR MIKE

- Developed by Square Soft
- Published by Square EA
- Target release date: First Quarter 2000

FIRST LOOK



BY MAJOR MIKE

- Developed by Square Soft
- Published by Square EA
- Target release date: First Quarter 2000

FIRST LOOK

CHOCOBO'S DUNGEON 2 is an action/RPG game featuring popular characters from the Final Fantasy universe. You play as a treasure-hunting Chocobo, who, together with his wise-cracking Moogle buddy, Mog, explores several gigantic dungeons in search of loot and valuable items. Chocobo's Dungeon 2 isn't your traditional RPG, though: The battles aren't turn-based, and the various menu systems are basic and easy to navigate. One of Chocobo's other notable features is the Random Dungeon Generator that switches the dungeon layout each time you re-enter a previously explored area.



We finish up our two-part *Battle Royal* coverage of *WWF Attitude* with a heapin' helpin' of devastating moves that'll send your opponent away with a ringing head. Get in the ring with Triple H, The Undertaker, and six other fisticuffin' pros to take home the championship belt! By The Rookie

BASIC SKILLS

ARM TWISTERS

Chicken Wing



Tap TU to grab your opponent, then tap K

Arm Ringer



Tap TU to grab your opponent, then tap P

Forearm Bend



Tap TU to grab your opponent, then tap TU

GRAB AND SLAMS

Hip Toss



While standing near your opponent, tap →, →, K or tap ←, ←, K

Body Slam



While standing near your opponent, tap →, →, P or tap ←, ←, P

Inverted Back Body Slam



While standing near your opponent, tap →, →, TU or tap ←, ←, TU

STUNNERS AND SMACK DOWNS

Finishers and Trademarks



Each wrestler has one finisher move (called a Finisher) and one Trademark move. Finishers can be performed only when your opponent's health meter is in the red. Trademarks can be performed only when your opponent's health meter is in the yellow.

SECRETS OF WRESTLING REVEALED

WWF Attitude contains a number of hidden wrestlers and cheats. If you find any, e-mail how you got them to therookie@gamepro.com and your name might appear in an upcoming issue of *GamePro*.

CONTROLLER LEGEND

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
() = Execute commands in parentheses simultaneously.

BLK = Block
K = Kick
P = Punch
TU = Tie Up

PLAYSTATION



NINTENDO 64



Note: Moves are based on an unfinished version of the game and are subject to change.

TRIPLE H

READY MOVES

PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Running Knee-Hit

Tap →, ↓, P or tap ←, ↓, P

FINISHER

Pedigree

When your opponent's health meter is in the red, tap ↑, ↓, ↑, TU or tap ↓, ↑, ↓, TU

Knee to Face

Tap →, ↓, K or tap ←, ↓, K

Front Back Breaker

Tap →, ↓, TU or tap ←, ↓, TU

Sidewalk Slam

Tap ↑, ↓, K or tap ↓, ↑, K

Overhead Belly-to-Belly Suplex

Tap →, ←, K or tap ←, →, K

TIE-UP MOVES

PERFORM THESE MOVES WHEN YOU'RE IN THE TIE-UP POSITION WITH YOUR OPPONENT.

Seated Gut-Wrench Powerbomb

Tap →, ←, ↓, TU or tap ←, →, ↓, TU

Northern Lights Suplex

Tap →, TU or tap ←, TU

Inverted Atomic Drop

Tap →, P or tap ←, P

Back Breaker

Tap →, K or tap ←, K

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

German Suplex

Tap →, TU or tap ←, TU

Sleeper

Tap →, P or tap ←, P

Low Blow

Tap →, K or tap ←, K

GROUND ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER YOUR DOWNED OPPONENT.

Painkiller

When standing near your opponent's head, tap →, ↑, P or tap ←, ↑, P

Reverse Chin-Lock

When standing near your opponent's head, tap →, ←, TU or tap ←, →, TU

Biatant Choke

When standing near your opponent's head, tap ↑, ↓, P or tap ↓, ↑, P

Wishbone Leg-Splitter

When standing near your opponent's feet, tap ↑, ↓, K or tap ↓, ↑, K

Fist to Groin

When standing near your opponent's feet, tap →, ↓, K or tap ←, ↓, K

RUNNING OPPONENT

PERFORM THIS MOVE WHEN YOUR OPPONENT IS RUNNING AT YOU.

Tilt-a-Whirl Slam

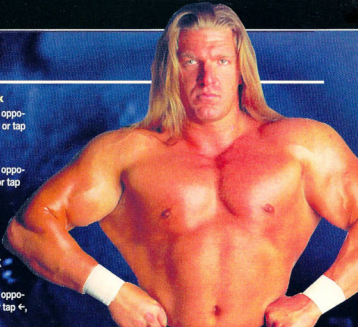
Tap TU

CHARGING ATTACK

PERFORM THIS MOVE WHILE RUNNING AT YOUR OPPONENT.

Running Head-Scissors

Tap TU



COMIN' TOP ROPE

PERFORM THESE MOVES OFF THE TOP ROPE.

Shoulder Tackle

When your opponent is standing, tap (K B)

TRADEMARK

Knee Drop

When your opponent is on the ground and their health meter is in the yellow, tap (P TU)

TURNBUCKLE ATTACK

PERFORM THESE MOVES WHEN YOUR OPPONENT IS STUNNED IN A CORNER TURNBUCKLE.

Kick-Choke with Boot

Tap ↑, ↑, K or tap ↓, ↓, K

Belly-Back Suplex

Tap ↑, ↑, TU or tap ↓, ↓, TU

UNDERTAKER

READY MOVES

PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Choke Slam

Tap ↑, ↓, ↑, P or tap ↓, ↑, ↓, P

Throat Toss

Tap →, ←, K or tap ←, →, K

Front Back Breaker

Tap →, ↑, TU or tap ←, ↑, TU

Short-Arm Clothesline

Tap →, ↑, P or tap ←, ↑, P

Knee to Face

Tap →, ↑, K or tap ←, ↑, K

FINISHER

Tombstone Piledriver

When your opponent's health meter is in the red, tap ↑, ↓, ↑, TU or tap ↓, ↑, ↓, TU

TIE-UP MOVES

PERFORM THESE MOVES WHEN YOU'RE IN THE TIE-UP POSITION WITH YOUR OPPONENT.

Side Back Breaker

Tap →, TU or tap ←, TU

Side Slam

Tap →, P or tap ←, P

Chest Breaker

Tap →, K or tap ←, K

TRADEMARK

Choke Slam

When your opponent's health meter is in the yellow, tap ↑, ↓, P or tap ↓, ↑, P

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

Reverse Brainbuster

Tap ↑, ↓, TU or tap ↓, ↑, TU

Bulldog

Tap →, TU or tap ←, TU

Sleeper

Tap →, P or tap ←, P

Russian Leg-Sweep

Tap →, K or tap ←, K

GROUND ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER A DOWNED OPPONENT.

Elbow Drop

When near your opponent's side, tap ↑, ↓, P or tap ↓, ↑, P

Leg-Lock Chokehold

When near your opponent's head, tap →, ←, P or tap ←, →, P

Leg Grapevine

When near your opponent's feet, tap ↑, →, ↑, K or tap ↓, →, ↓, K

RUNNING OPPONENT

PERFORM THIS MOVE WHEN YOUR OPPONENT IS RUNNING AT YOU.

Boot to Face

Tap K

TURNBUCKLE ATTACKS

PERFORM THESE MOVES WHEN YOUR OPPONENT IS STUNNED IN A CORNER TURNBUCKLE.

Overhead Press

Tap ↑, ↑, P or tap ↓, ↓, P

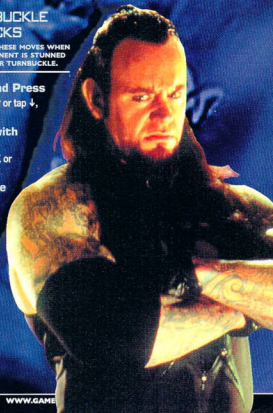
Choke with Boot

Tap ↑, ↑, K or tap ↓, ↓, K

Walk the Ropes

Arm-Wrench

Tap ↑, ↑, K or tap ↓, ↓, K



AL SNOW

READY MOVES

PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Reverse Tiger Suplex

Tap →, ←, K or tap ←, →, K

Leg Scissor Stamp

Tap ↑, ↓, P or tap ↓, ↑, P

Front Face DDT

Tap ↑, ↓, TU or tap ↓, ↑, TU

Double-Underhook Suplex

Tap →, ↓, P or tap ←, ↓, P

Arm Drag

Tap ↑, ↓, K or tap ↓, ↑, K

FINISHER

Snowplow

When your opponent's health meter is in the red, tap →, ↑, P or tap ←, ↑, P

TIE-UP MOVES

PERFORM THESE MOVES WHEN YOU'RE IN THE TEAM POSITION WITH YOUR OPPONENT.

Midairbar

Tap ↑, ↓, ↑, TU or tap ↓, ↑, ↓, TU

Double Underhook Suplex

Tap →, P or tap ←, P

Side Slam

Tap →, K or tap ←, K

TRADEMARK

Underhook Headbutts

When your opponent's health meter is in the yellow, tap →, TU or tap ←, TU

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

Rolling German Suplex

Tap →, ↑, K or tap ←, ↑, K

Reverse ODT

Tap →, P or tap ←, P

Schwalby Pin

Tap →, K or tap ←, K

GROUND ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER A DOWNED OPPONENT.

Crossface Punches

When near your opponent's head, tap ↑, ↓, P or tap ↓, ↑, P

Elbow Drop to Leg

When near your opponent's feet, tap ↑, ↓, K or tap ↓, ↑, K

RUNNING OPPONENT

PERFORM THESE MOVES WHEN YOUR OPPONENT IS RUNNING TOWARD YOU.

High-Leg Clothesline

Tap K

COMIN' TOP ROPE

PERFORM THESE MOVES ON THE TOP ROPE.

Sky-Twister Press

When your opponent is standing, tap (TU B)

Moonsault

When your opponent is on the ground, tap (TU B)



KEN SHAMROCK

READY MOVES

PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Leg Drag

Tap →, ←, K or tap ←, →, K

Hurricanrana

Tap →, ↓, TU or tap ←, ↓, TU

Side Belly-to-Belly Suplex

Tap →, ↑, P or tap ←, ↑, P

Arm-Drags

Tap →, ↑, K or tap ←, ↑, K

Reverse Painkiller

Tap →, ↓, K or tap ←, ↓, K

TIE-UP MOVES

PERFORM THESE MOVES WHEN YOU'RE IN THE TEAM POSITION WITH YOUR OPPONENT.

Three-Knee Combo

Tap →, ↓, P or tap ←, ↓, P

Leg Stretch

Tap →, ↑, K or tap ←, ↑, K

Side Belly-to-Belly Suplex

Tap →, ↑, ←, K or tap ←, ↑, →, K

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

German Suplex

Tap →, TU or tap ←, TU

Beast Choker

Tap →, P or tap ←, P

Victory Roll

Tap →, K or tap ←, K

TRADEMARK

High Angle Belly-to-Belly Suplex

When your opponent's health is in the yellow, tap →, ↑, TU or tap ←, ↑, TU

FINISHER

Shamrock Lock

When your opponent's health is in the red, stand near their feet and tap →, ↓, ←, K or tap ←, ↓, →, K

GROUND ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER A DOWNED OPPONENT.

Bow-and-Arrow Back Breaker

When standing near your opponent's side, tap →, ←, ↓, TU or tap ←, →, ↓, TU

Short-Arm Scissor

When standing near your opponent's head, tap ↑, ↓, P or tap ↓, ↑, P

Knee to Shoulder

When standing near your opponent's head, tap →, ↓, P or tap ←, ↓, P

Elbow-Drop to Leg

When standing near your opponent's feet, tap ↑, ↓, K or tap ↓, ↑, K

RUNNING OPPONENT

PERFORM THESE MOVES WHEN AN OPPONENT IS RUNNING AT YOU.

High-Leg Clothesline

Tap K

Power Slam

Tap TU

CHARGING ATTACK

PERFORM THIS MOVE WHILE RUNNING AT YOUR OPPONENT.

Flying Back Elbow

Tap K

COMIN' TOP ROPE

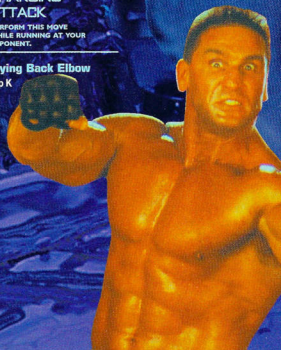
PERFORM THESE MOVES FROM OFF THE TOP ROPE.

Hurricanrana

When your opponent is standing, tap (TU B)

Kamikazi Headbutt

When your opponent is on the ground, tap (K B)

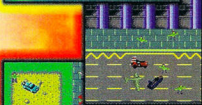


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GANGREL

READY MOVES

PERFORM THESE MOVES WHEN YOU'RE IN CLOSE TO AND FACING YOUR OPPONENT.

FINISHER

Giant DDT

When your opponent's health meter is in the red, tap \uparrow , \downarrow , K or tap \downarrow , \uparrow , K

High Angle

Belly-to-Belly Suplex

Tap \leftarrow , \leftarrow , TU or tap \leftarrow , \rightarrow , TU

Snapmare

Tap \uparrow , \downarrow , P or tap \downarrow , \uparrow , P

Crucifix

Tap \rightarrow , \uparrow , K or tap \leftarrow , \uparrow , K

Overhead

Belly-to-Belly Suplex

Tap \rightarrow , \downarrow , K or tap \leftarrow , \downarrow , K

TRADEMARK

Float-Over Vertical Suplex

When your opponent's health meter is in the yellow, tap \rightarrow , TU or \leftarrow , TU

TIE-UP MOVES

PERFORM THESE MOVES WHEN YOU'RE IN THE TIE-UP POSITION WITH YOUR OPPONENT.

Powerbomb

Tap \rightarrow , \downarrow , P or tap \leftarrow , \downarrow , P

T-Bone Suplex

Tap \rightarrow , \uparrow , K or tap \leftarrow , \uparrow , K

Fisherman's Suplex

Tap \rightarrow , P or tap \leftarrow , P

Chest Breaker

Tap \rightarrow , K or tap \leftarrow , K

Brain Buster

Tap \rightarrow , TU or tap \leftarrow , TU

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

Reverse

Vertical Suplex

Tap \uparrow , \downarrow , K or tap \downarrow , \uparrow , K

Sleeping Neck-Breaker

Tap \rightarrow , TU or tap \leftarrow , TU

Neck Breaker

Tap \rightarrow , P or tap \leftarrow , P

Rolling Prawn-Hold

Tap \rightarrow , K or tap \leftarrow , K

GROUND ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER A DOWNED OPPONENT.

Toe-Hold Half Crab

When standing near your opponent's head, tap \uparrow , \downarrow , \uparrow , P or tap \downarrow , \uparrow , \downarrow , P

Elevated Crab

When standing near your opponent's feet, tap \rightarrow , \leftarrow , \leftarrow , K or tap \leftarrow , \rightarrow , \rightarrow , K

COMIN' TOP ROPE

PERFORM THESE MOVES OFF THE TOP ROPE.

Kamikazi Headbutt

When your opponent is on the ground, tap (P TU)

Dropkick

When your opponent is standing, tap (P TU)

TURNBUCKLE ATTACK

PERFORM THIS MOVE WHEN YOUR OPPONENT IS STUNNED IN A CORNER TURNBUCKLE.

Tree of Woe

Tap \uparrow , \uparrow , P or tap \downarrow , \downarrow , P



CHRISTIAN

READY MOVES

PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Chain Crusher

Tap \rightarrow , \leftarrow , P or tap \leftarrow , \rightarrow , P

Enziguri

Tap \uparrow , \downarrow , K or tap \downarrow , \uparrow , K

Fisherman's Suplex

Tap \rightarrow , \uparrow , TU or tap \leftarrow , \uparrow , TU

DDT

Tap \uparrow , \downarrow , P or tap \downarrow , \uparrow , P

Japanese Arm-Drum

Tap \rightarrow , \downarrow , K or tap \leftarrow , \downarrow , K

FINISHER

Gothic Face-Drop

When your opponent's health meter is in the red, tap \uparrow , \downarrow , \uparrow , TU or tap \downarrow , \uparrow , \downarrow , TU

TIE-UP MOVES

PERFORM THESE MOVES WHEN YOU'RE IN THE TIE-UP POSITION WITH YOUR OPPONENT.

Float-Over Vertical Suplex

Tap \rightarrow , TU or tap \leftarrow , TU

DDT

Tap \rightarrow , P or tap \leftarrow , P

Back Breaker

Tap \rightarrow , K or tap \leftarrow , K

TRADEMARK

Front Brainbuster

When your opponent's health meter is in the yellow, tap \rightarrow , \uparrow , K or tap \leftarrow , \uparrow , K

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

German Suplex

Tap \rightarrow , TU or tap \leftarrow , TU

Victory Roll

Tap \rightarrow , K or tap \leftarrow , K

Octopus Hold

Tap \rightarrow , P or tap \leftarrow , P

GROUND

ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER A DOWNED OPPONENT.

Toe-Hold Half Crab

When standing near your opponent's head, tap \uparrow , \downarrow , \downarrow , P or tap \downarrow , \uparrow , \uparrow , P

Leg Grapevine

When standing near your opponent's feet, tap \uparrow , \downarrow , K or tap \downarrow , \uparrow , K

RUNNING OPPONENT

PERFORM THIS MOVE WHEN YOUR OPPONENT IS RUNNING TOWARD YOU.

High-Leg Clothesline

Tap K

CHARGING ATTACK

PERFORM THIS MOVE WHILE RUNNING TOWARD YOUR OPPONENT.

Running Head-Scissors

Tap K

COMIN' TOP ROPE

PERFORM THESE MOVES OFF THE TOP ROPE.

450 Splash

When your opponent is on the ground, tap (K P)

Dropkick

When your opponent is standing, tap (K B)





SHADOWGATE 64[®]

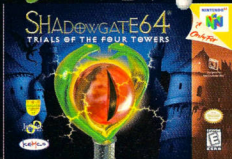


TRIALS OF THE FOUR TOWERS

June 1999 A.D.



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JEFF JARRETT

READY MOVES

PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Fall-Away Slam

Tap →, ←, P or tap ←, →, P

TRADEMARK

Single-Arm DDT

When your opponent's health meter is in the yellow, tap ↑, ↓, P or tap ↓, ↑, P

Spine Buster

Tap ↑, ↓, TU or tap ↓, ↑, TU

Spinning Neck Breaker

Tap →, ↑, P or tap ←, ↑, P

Japanese Arm-Drag

Tap ↑, ↓, K or tap ↓, ↑, K

Small Package

Tap →, ←, K or tap ←, →, K

TIE-UP MOVES

PERFORM THESE MOVES WHILE IN THE TIE-UP POSITION WITH YOUR OPPONENT.

Piledriver

Tap ↑, ↓, ↑, TU or tap ↓, ↑, ↓, TU

Front Suplex

Tap →, TU or tap ←, TU

Shoulder Breaker

Tap →, P or tap ←, P

Inverted Atomic Drop

Tap →, K or tap ←, K

RUNNING OPPONENT

PERFORM THIS MOVE WHEN YOUR OPPONENT IS RUNNING TOWARD YOU.

Dropkick

Tap K

CHARGING ATTACK

PERFORM THIS MOVE WHILE RUNNING AT YOUR OPPONENT.

Dropkick Thunder

Tap K

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

Bridging German Suplex

Tap →, TU or tap ←, TU

Schoolboy Pin

Tap →, K or tap ←, K

FINISHER

Front Russian Leg-Sweep

When your opponent's health meter is in the red, tap →, P or tap ←, P

GROUND ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER A DOWNED OPPONENT.

Spinning Arm-Hold

When near your opponent's side; tap →, ←, TU or tap ←, →, TU

Head-Stump Puller

When near your opponent's head; tap ↑, ↓, ↑, P or tap ↓, ↑, ↓, P

Figure Four Leg-Lock

When near your opponent's feet; tap →, ←, ↓, K or tap ←, →, ↓, K

COMIN' TOP ROPE

PERFORM THESE MOVES FROM OFF THE TOP ROPE.

Body Press

When your opponent is standing; tap (K B)

Kamikazi Headbutt

When your opponent is on the ground; tap (K B)

TURNBUCKLE ATTACK

PERFORM THIS MOVE WHEN YOUR OPPONENT IS STUNNED IN A CORNER TURNBUCKLE.

Oklahoma Stampede

Tap ↑, ↑, P or tap ↓, ↓, P

MARK HENRY

READY MOVES

PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Fall Forward Powerbomb

Tap →, ←, ↓, P or tap ←, →, ↓, P

Bear Hug

Tap →, ←, K or tap ←, →, K

Choke

Tap →, ↑, K or tap ←, ↑, K

Press Slam

Tap →, ←, K or tap ←, →, K

Short-Arm Clothesline

Tap →, ↓, P or tap ←, ↓, P

Spine Buster

Tap →, ↑, P or tap ←, ↑, P

TRADEMARK

Gorilla-Press Slam

When your opponent's health is in the yellow, tap ↑, ↓, ↑, P or tap ↓, ↑, ↓, P

TIE-UP MOVES

PERFORM THESE MOVES WHEN YOU'RE IN THE TIE-UP POSITION WITH YOUR OPPONENT.

Hanging Vertical Suplex

Tap →, ↑, P or tap ←, ↑, P

Side Belly-to-Belly Suplex

Tap →, TU or tap ←, TU

Shoulder Breaker

Tap →, P or tap ←, P

Back Breaker

Tap →, K or tap ←, K

JACKED IN THE BACK

PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

Full Nelson Slam

Tap →, TU or tap ←, TU

Atomic Drop

Tap →, P or tap ←, P

Schoolboy Pin

Tap →, K or tap ←, K

GROUND ATTACKS

PERFORM THESE MOVES WHILE STANDING OVER A DOWNED OPPONENT.

FINISHER

Death From Above

While standing near your opponent's side, and when their health meter is in the red, tap →, ←, ↑, TU or tap ←, →, ↑, TU

The Big Squeeze

When standing near your opponent's head; tap ↑, ↓, P or tap ↓, ↑, P

Half Crab

When standing near your opponent's feet; tap ↑, ↓, K or tap ↓, ↑, K

RUNNING OPPONENT

PERFORM THIS MOVE WHEN YOUR OPPONENT IS RUNNING TOWARD YOU.

Power Slam

Tap TU

TURNBUCKLE ATTACKS

PERFORM THESE MOVES WHEN YOUR OPPONENT IS STUNNED IN A CORNER TURNBUCKLE.

Belly-to-Belly Suplex

Tap ↑, ↑, K or tap ↓, ↓, K

Vader Splash

When running toward your opponent; tap K



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GET POCKET POWER

TEKKEN TAG TOURNAMENT

Tekken Tag Tournament is ready to smash into arcades with the most fighters of any Tekken game to date! Plus, there's an awesome new option that lets you switch between two fighters at will during a match. In this first of two installments, we give you all the moves for eight of the game's top brawlers.

By Major Mike

Basic Arts

Here are some important basic moves to help you win the tag tournament.

Tag System



The biggest innovation in Tekken Tag Tournament is its new "tag" system that lets you switch between two different fighters on the fly. To change brawlers in the middle of a match, press the Change Fighter button. You can swap fighters only when your active character has both of his feet on the ground. The fighter who sits on the sidelines will regain some health while resting.

Tag Combos



You can alternate between characters in the middle of a combo without interrupting the action. Simply switch fighters while you're performing an air juggle on your opponent.

Fun with Linking Moves

Example of a Linking Move:

Nina vs. King

Linking moves require you to perform a series of button presses quickly and without interruption. Not all characters have linking moves, however, but those that do (King, Nina, and Anna for instance) can execute some pretty nasty multimove attacks. For example, to successfully execute Nina's three-hit Over-the-Shoulder Toss through to the Arm Snapper linking move, input all the button presses immediately after you perform the Over-the-Shoulder Toss.

Sidestep

Quickly tap \uparrow to sidestep into the background; or quickly tap \downarrow to sidestep into the foreground.

Ankle Kick

After being knocked down, tap (\downarrow RK) to ankle-kick your opponent while you're still on the ground.

Supercharger

To inflict more damage on your opponent for about five seconds, tap (LP RP LK RK) to charge your fighter.

Counter Moves

Counter your opponent's throw with a throw of your own. If timed correctly, the throws will cancel each other out. You can then perform another throw, combo, or Special Attack.

Run

Tap \rightarrow , hold \rightarrow to make your fighter run.

Run Over

You can inflict damage on your opponent who's on the ground by running over them.

Knockdown

To tackle your opponent and knock them off their feet, simply run at them.

Tackle Punch

After tackling your opponent, tap LP, RP, LP, RP to smack 'em around.

Tackle-Punch Counter

If you're the one on the ground getting pummeled, repeatedly tap the Punch buttons to escape the fist barrage.

Arcade Part I

Controller Legend

Left Punch	Right Punch	LP = Left Punch	RP = Right Punch
Left Kick	Right Kick	LK = Left Kick	RK = Right Kick

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

Tap = Tap the indicated buttons or directions in sequence.

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

() = Execute commands in parentheses simultaneously.

Change Fighter

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.



When Nina is in close to King, tap (RK RP) for the Over-the-Shoulder Toss...



...then, just as Nina grabs King to perform the Over-the-Shoulder Toss, quickly tap LP, RP, LP to link the Over-the-Shoulder Toss to the Shoulder Buster...



...then, immediately after you enter the button presses for the Shoulder Buster, quickly tap RP, LP, LK to do the Arm Snapper.

Yoshimitsu

Throws

Jumping Body-Slam

When in close to your opponent, tap (LP LK)

Sword Hit to Face

When in close to your opponent, tap (RP RK)

Wheels of Hell

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

Spiritual Division

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

Tornado Drop

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

Reverse Throw

When in close with your back to your opponent, tap (LP LK) or (RP RK)

Special Attacks

Rainbow Drop

Motion ↓, hold ←, tap (LP RP)

Back Blow

Tap (→ RP)

Avoiding the Puddle

Tap (↑ RK), or tap (↖ RK), or tap (↗ RK)

Moonault Slayer

Motion ↓ ↘ → LP

Yoshimitsu Flash #1

Tap (← LP RK)

Yoshimitsu Blade #1

Tap →, hold →, tap RP

Samurai Cutter

While crouching, tap ←, (← LP)

Shark-Attack Blow

Tap →, (→ LK RK), (LP RP), (LK RK)

Harakiri Dance

Tap (↓ LP RK), (← LP), (LP, LP)

Back Flipper

With your back to your opponent, tap RP

Wood Chopper

Tap →, (→ LK), LP

Deathopter Trick

Hold ↘, tap (LP RP), ←

Door Knocker

Tap (↘ LP), LP, LP, LP

Door Knocker to Back Knuckle

Tap (↘ LP), RP

Slap-U-Silly

Tap (→ RP), hold ←, tap RP

Slap-U-Crazy

Tap (↘ LP), RP, hold ←, tap RP

Energy Charge

During a sidestep, tap (LK RK)

Energy Field

During the Energy Charge, tap →

Lower Dodge

Tap (↖ LP LK), or tap (↖ RP RK), or tap (↓ RP RK)

Solar Kick

Tap →, hold →, tap (LP RP)

Note: Perform the following moves during the Solar Kick.

Lifesucker

Tap (LP RK)

Energy Drain

Hold →, tap (LP RK)

Flea

Tap (↑ LP RP)

Note: Tap ↓ to cancel.

Note: Perform the following moves during the Flea.

Running Flea

Tap →, hold →, or hold ←, tap ←

Jumping Flea

Tap ↖, or tap ↑, or tap ↗

Ants in Your Pants to Kangeroo Kick

Tap (LK RK)

Linking Move

Bad Stomach through to Gold Fist

Bad Stomach

Hold ←, tap (LP RP)

Note: Perform the following moves in succession.

Poison Breath

During the Bad Stomach, tap any button

Bronze Fist

During Poison Breath, tap (LP)

Steel Fist

During Bronze Fist, tap (LK RK)

Silver Fist

During Steel Fist, tap LK

Gold Fist

During Silver Fist, hold ←, tap LP

10-Hit Combos

10-Hit Combo #1

Tap LP, RP, LP, RK, RK, RK, LP, LP, LP

10-Hit Combo #2

Tap LP, RP, LP, RK, RP, RP, RP, RK, LP, LP

Nina Williams

Throws

Arm-Grab Flip

When in close to your opponent, tap (LP LK)

Over-the-Back Toss

When in close to your opponent, tap (RP RK)

Elbow Smash

When in close to your opponent, tap ↗, hold ↗, tap LP

Jumping Flip

When in close to your opponent, hold ↗, tap (RP LP)

Triangle Hold

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

Hammer Throw

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

Reverse Throw

When in close with your back to your opponent, tap (RP RK), or tap (LP LK)

Leaping Triangle Hold

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

Special Attacks

Helping Hand

Tap (← LP)

Shut Up

Motion ← ↘ ↓, hold ↘, tap RP

Wipe the Floor

Hold ↓, tap (↘ RK)

Evil Mist

Motion ↓ ↘ →, hold ←, tap (LK RP)

Bad Habit

Tap →, (→ LK), or motion ↓ ↘, hold →, tap LK

Quick Panther Claw

Tap → (→ RP)

Assassin Dagger

Tap →, hold →, tap LP

Neel Slicer

During side step, tap RK

Left Backhand Body Blow

Hold ←, tap LP

Forward Flip-Kick

Motion ↓ ↘ → RK, or tap →, (→ LK)

Panther Claw

Tap →, hold →, tap RP

Lower Dodge

Tap (↖ LP LK), or tap (↓ LP LK), or tap (↖ RP RK), or tap (↓ RP RK)

Right Low-Kick to Back Spin Chop

Tap (↓ RK), LP, or hold ↓, tap RK, LP

Right High to Left Spin Low-Kick

Tap RK, LK

Left Spin Low-Kick to Right Uppercut

Tap (↓ LK), RP, or hold ↓, tap LK, RP

PKK Combo to Right Uppercut

Tap RP, hold ↓, tap LK, RP

PKK Combo to Right High-Kick

Tap RP, hold ↓, tap LK, RK

Slap

Hold ←, tap RP

Double Slap

Tap (← RP), RP

Assault Bomb

Tap (↘ LK), LP, RP, hold →, tap (LP RP)

Twisted Mind

While your opponent's on the ground, tap (↓ LK RK), or tap (↘ LK RK)

Left-Right Combo

Tap LP, RP

Bermuda Triangle

Tap LP, RP, RK

Flash Kick to Blonde Bomb

Tap (↘ LK), LK, LK, LP, RP, hold →, tap (RP LP)

Blonde Bomb

Hold →, tap (RP LP)

Blonde to Right Uppercut

Tap RK, LK, RP

Blonde to Right Low-Kick

Tap RK, LK, hold ↓, tap RK

Blonde to Right High-Kick

Tap RK, LK, RK

Hopping Low-Kick to Right Uppercut

Tap ↗, (pause), hold ↓, tap LK, RP

Hopping Low-Kick to Left Mid-Kick

Tap ↗, (pause), hold ↓, tap LK, LK

Hopping Low-Kick to Right High-Kick

Tap ↗, (pause), hold ↓, tap LK, RK

Left Middle-Kick to Right High-Kick

Tap (↘ LK), RK

Left Middle-Kick to Right High-Kick

Tap (↘ LK), RK

Left Middle-Kick to Right High-Kick

Tap (↘ LK), RK

Left Middle-Kick to Right High-Kick

Tap (↘ LK), RK

Left Middle-Kick to Right High-Kick

Tap (↘ LK), RK

Job-Roundhouse

Tap RP, RK

Job-Sweep

Tap RP, hold ↓, tap LK

Double Smash

Tap RP, LK

Leg-Slicer Combo

Tap (↘ LK), LP, RP

Flash Kicks

Tap (↘ LK), LK, LK, RK

Uppercut-Jab

Tap (↘ LP), RP

Can Opener

Tap (↗ RK), LK, RK

Jab to Mid-Kick

Tap (↓ LP), (pause), RK

Ramming Jump-Kick

Tap →, →, (→ LK)

Power Charge

Tap (↙ RP LP)

Note: Tap ↑, ↑ to cancel.

Left High to Right

High-Kick

Tap LK, RK

Sit Spin to Right

High-Kick

Hold ↓, tap LK, (pause), RK, or tap (↓ LK), (pause), RK

Jail Crusher

Tap LP, RP, hold ↓, tap LK, RK

Jail Crusher to Uppercut

Tap LP, RP, hold ↓, tap LK, RK

Double Explosion

Tap LP, RP, LP, RP, hold →, tap (RP LP)

L&R Low-Kick

Tap (↓ LK), hold ↓, tap RK

Geyser Cannon

Tap ↓, hold ↓, tap LK

Geyser-Cannon Combo

Tap (↙ RK), LK

Slicer

Tap (↙ RK)

Right-Backhand Body

Blow

Tap (↙ RP)

Spike Combo to Right

High-Kick

Tap LK, LK, RK

Spike Combo to Right

Uppercut

Tap LK, LK, RP

Spike Combo to Right

Low-Kick

Tap LK, LK, hold ↓, tap RK

Counter Move

Counter-Attack

When your opponent attacks, tap (← LP LK), or tap (← RP RK)

Linking Moves

Over-the-Shoulder Toss through to Arm Snapper

Note: Perform the following moves in succession.

Over-the-Shoulder Toss

When in close to your opponent, tap (RK RP)

Shoulder Buster

During the Over-the-Shoulder Toss, tap LP, RP, LP

Arm Snapper

During the Shoulder Buster, tap RP, LP, LK

Betrayer through to Falling Arm-Break

Note: Perform the following moves in succession.

Betrayer

When in close to your opponent, motion ↓ ↘, hold ↙, tap (LP RK)

Twisted Nightmare

During the Betrayer, tap RP, LP, (RP LP), (RP LP LK)

Leg-Stretch Arm-Lock Hold

During the Twisted Nightmare, tap LP, RP, RK, LK, (LK RP LP)

Back Crusher

During the Twisted Nightmare, tap LP, (RK LK), LP, RP, (RP LP)

Arm Breaker

During the Betrayer, tap LP, LK, RP, LP

Double Arm-Break

During the Arm Breaker, tap LK, LP, RK, (RP LP), (RP LP)

Falling Arm-Break

During the Arm Breaker, tap RP, LP, LK, RK, (RP LP)

Backhand Slap through to Falling Arm Break

Note: Perform the following moves in succession.

Backhand Slap

When in close to your opponent, motion ↓ ↘ → (LP RP)

Triple Slaps

During the Backhand Slap, tap RP, LK, RK, RP, RP

Rock Crusher

During the Triple Slaps, tap LP, (LK RK), LP, RP, (RP LP)

Leg-Stretch Arm-Lock Hold

During the Triple Slaps, tap LP, RP, RK, LK, (RP LP LK)

Arm Break

During the Backhand Slap, tap LP, LK, RP, LP

Double Arm Break

During the Arm Break, tap LK, LP, RK, (RP LP), (RP LP)

Falling Arm Break

During Arm Break, tap RP, LP, LK, RK, (RP LP)

Arm Snap

During Backhand Slap, tap LK, RK, LK, (LP RP)

Crab Hold through to Commando Arm-Lock

Note: Perform the following moves in succession.

Crab Hold

When in close to your opponent, motion ↓ ↘ → (RK LK)

Commando Arm-Lock

During the Crab Hold, tap (RK LK), LK, RK, (RP LP)

Heel Hold

During the Crab Hold, tap (RK LK), RK, RP, (RP LP)

Leg Cross-Hold

During the Heel Hold, tap LK, LP, RK, (RK RP)



Throws

Judo

When in close to your opponent, tap (LP LK)

Ruby

When in close to your opponent, tap (RP RK)

Dislocator

When in close to your opponent, motion ↓ ↘, hold ↙, tap RP

Crank Up

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

Arm Flip

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

Dump the Bucket

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

Reverse Throw A

When in close with your back to your opponent, tap (LP LK), or tap (RP RK)

Reverse Throw B

When in close with your back to your opponent, tap →, hold →, tap (LK LP), or tap →, hold →, tap (RP RK)

Special Attacks

Great Wall (Left)

Tap (← LP)

Great Wall (Right)

Tap (← RP)

Butter the Bread

Tap (↘ RP)

Belly Chop (Backward)

Tap (↘ LP)

Double Heel-Hold

During the Heel Hold, tap LP, LK, RP, RK, (LK RK), (LP RP)

10 Hit Combos

10-Hit Combo #1

Tap LP, RP, LP, RP, LK, LP, LK, RP, RP, RK

10-Hit Combo #2

Tap LP, RP, LP, RP, LK, LK, RP, LP, RK, LK

10-Hit Combo #3

Tap (↘ LP), RP, LP, RP, RK, LK, RK, RP, RK, LK

Flow Garden

(Double-Map Sweep) While crouching, tap (↘ RK), RK

Low Back-Turn

While crouching, hold ↘, tap (RK LK)

Cloud Kick

Tap (→ LK)

Raccoon Swing

Tap →, hold →, tap LK

Step Kick

Tap →, hold →, tap RK

Cyanide

Tap (↗ RK)

"X" Marks the Spot

Tap →, hold →, tap (RP LP), (RP LP)

Left Spinner

Tap (RK LK)

Right Spinner

Tap (↔ RP RK)

Storming Flower

Tap (← LP)

Bayonet

Tap LP, RP

Bayonet McWitz

Tap LP, (↓ RP)

Nutcracker

Tap (← RK)

Front Layout

Tap →, hold →, tap (RK LK)

Knee Crusher

Tap (← LK)

Cartwheel

Tap (→ RP LP), or tap (→ RK LK)

So Shoe Me

Hold →, tap RP, LP

Back Layout

With your back to your opponent, tap →, hold →, tap (RK LK)

Upper Dodge

Tap (← LP RK)

Lower Dodge

Tap (↓ LP RK) or (← LP RK)

Reverse Upper Dodge

When in close with your back to your opponent, tap (LP RK)

Reverse Lower Dodge

When in close with your back to your opponent, tap (↓ LP RK)

Hypnotist

Tap (→ LP RP)

Note: Perform the following moves during the Hypnotist.

Thunder Strike

Tap (← LP RK)

Spin Striker

Tap RP

Rain Dance

Tap (← LK RK)

Note: Perform the following moves during the Rain Dance.

Mistrust

Tap RK

Back Circle Breaker

(Forward)

Tap (↓ LK)

Back Circle Breaker (Away)

Hold ↓, tap LK

Dark & Stormy

Tap RP, LP, RK

Cyclone (Left)

Tap (→ RK LK), (RK LK)

Back Layout

Tap →, hold →, tap LK

Ultra Phoenix

Tap (↓ LP RP)

California Roll

Tap (→ LK RK)

Spin Tornado (Far)

Tap (LK RK)

Spin Tornado (Close)

Tap (↓ LK RK)

Art of Phoenix

Tap (↓ RP LP), or hold ↓, tap (RP LP)

Note: Perform the following moves during the Art of Phoenix.

Wave Crest (Power)

Tap (RP LP)

Wave Crest (Heavy)

Tap (↓ RP LP)

Wave Crest (Quick)

Tap (↓ RP LP), (RP LP)

Back Kick

Tap RK

Knee Stabber

Tap LK

Roll Ball

Tap (→ RK LK)

Left Handful

Tap LP

Right Handful

Tap RP

Double-Barrel Shotgun

Tap (↖ LK, LK, or tap (↑ LK), LK, or tap (↗ LK), LK

Double Scissor Kick

Tap (↖ LK, RK, or tap (↑ LK), RK, or tap (↗ LK), RK

Jumping Pirouette

Tap ↖, (pause), LK, or tap ↑, (pause), LK, or tap ↗, (pause), LK

Flower Scissors

Tap RK, ←

Firecracker

Tap RK, LK

Firecracker Side Step

Tap RK, LK, ↑

Flower Garden

Tap (→ RK), RK

Flower Power

Tap (↑ RK), RK

Crane Kick

Tap ↖, (pause), RK, or tap ↑, (pause), LK, or tap ↗, (pause), RK

Butterfly

Tap ↓

Jump

Tap ↑

Back Turn

Tap (→ RP LP)

Cradle Throw

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

Sky Kick

Tap ↖, or tap ↑, or tap ↗

10-Hit Combos

10-Hit Combo #1

Tap (↑ RK), LP, RP, (RP LP), LP, LK, RK, RK, RK, LP

10-Hit Combo #2

Tap (↑ RK), LP, RP, RK, RK, RP, (RP LP), LP, RK, RP



Lei Wulong

THROWS

Double Foot Stamp

When in close to your opponent, tap (LP LK)

Sleeper Hold

When in close to your opponent, tap (RP RK)

Falling Tree

When in close to your opponent, tap (↗ RP), or tap (↖ RP)

Sailboat Stretch

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

Closing Fan

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

Booby Trap

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

Reverse Throw

When in close with your back to your opponent, tap (LK LP), or tap (RK RP)

Special Attacks

Sidewind

Hold ↓, tap (RP LP)

Cannonball

Hold ←, tap (RP LP)

Dragon Falls

Hold ↗, tap (RP LP)

Jumping Kick

Tap →, →, (→ LK)

Falling Tree

Tap (↗ RP), or tap (↖ RP)

Spiral Upper

Tap (RP LP), RP

Drunken Master

Hold →, tap (RK LK)

Tripping

When in close to your opponent, tap →, hold →, tap (RP LP)

High and Low Kick

Tap LK, LK

Defense Breaker

Tap →, pause, RP, LP, RP, LP

Tornado Kick

Tap LP, RP

Hook and Spinning Back Blow

Tap (RP LP), LP

Rave Spin

Tap (↖ RK), RK

Clean Sweep

Tap RK, LK

Reverse Double Slicer

Hold ↓, tap LK, LK, or tap (↓ RK), RK

Lower Dodge

Tap (↖ LK LP), or tap (↓ LK LP), or tap (↖ RP RK), or tap (↓ RP RK)

Play Dead

Hold ↓, tap (RK LK), or tap (↓ LK RK)

Note: Perform the following moves while Playing Dead.

Spring Kick

With your head toward your opponent, tap (LK RK)

Leaping Double Slicer

With your head toward your opponent, tap LK, RK

Hop Up

With your feet toward your opponent, tap (LK RK)

Lie Face-down

While Playing Dead, tap (↓ LP)

Note: Perform the following moves while face-down on the ground.

Go to Sleep

With your feet toward your opponent, tap RK, LK

Deep Sleep

With your feet toward your opponent, tap LK, RK

Sleep to Sliding Kick

With your head toward your opponent, tap LK, LK

Turn Face-Up

Tap LP

Turn Around

Hold ←, tap (RK LK), or tap (↖ LK RK)

Note: Perform the following moves while turning around.

Spinning Back Blow

Tap LP

Low Back Spin

Hold ↓, tap LP, or tap (↓ LP)

Reverse Uppercut

Tap RP

Reverse Kick

Tap RK

Flit-Flip-Flap

Tap (LK RK), (LK RK), (LK RK)

DrunK Master

Tap (→ RK LK)

Note: Perform the following moves during the Drunk Master.

Staggering Slide

Tap (LK RK)

Kiss My Fist

Tap LP

Phoenix Illusion

Hold ←, tap (LP RK)

Note: Perform the following moves during the Phoenix Illusion.

Phoenix Striker

Tap RK

Hopping Phoenix

Tap LK, LK, LK, LK

Art of Snake

During a sidestep, tap (LP RK), or tap (→ LK RP)

Note: Perform the following moves while in the Art of Snake stance.

Battlesnake

Tap LK

Low Kick

Tap RK

Out of Control

Tap (LP LK)

Snakebite

Tap RP, RP, RP

Rushing Snake

Tap LP, LP, LP, LP, LP, LP

Art of the Dragon

While in Art of Snake stance, tap ↑

Note: Perform the following moves while in the Art of the Dragon stance.

Dragon Roar

Tap RP

Dragon Spark

Tap (RP LP)

Dragon Blast

Tap LK

Out of Control

Tap LP

Dragon Rush Combo

Tap RK, LP, RP, LK

Dragon Rush Combo to Low Kick

Tap RK, LP, RP, LK, RK

Dragon Rush Combo to Blind Kick

Tap RK, LP, RP, LK, hold ↓, tap RK

Art of Panther

While in Art of the Dragon stance, tap ↓

Note: Perform the following moves while in the Art of Panther stance.

Panther's Paw

Tap RP

Panther's Scratch

Tap LP, RP

Panther's Tail

Tap LK

Art of Panther to Beating Low Kick

Tap RK, RP, LP, RP, LK

Art of Panther to Beating Middle Kick

Tap RK, RP, LP, RP, RK

Art of Crane

While in Art of Panther stance, tap ↓

Note: Perform the following moves while in the Art of Crane stance.

Crane Kick

Tap RK

Crane's Bill

Tap LP

Wing of Crane

Tap RP
Crane Dance
Tap LK, RK, RP, LK

Art of Tiger

While in Art of the Dragon stance, tap ↑
Note: Perform the following moves while in the Art of Tiger stance.

Tiger's Tail

Tap RK
Tiger's Strike
Tap RP

Tiger's Claw

Tap RP

Tiger Kick

Tap LK
Tiger Kick to Razor Rush
Tap LK, LP, RP, LP, RP, LK

Tiger Kick to Razor Rush Kick

Tap LK, LP, RP, LP, RP, RK

Razor Rush

Tap →, (pause), LP, RP, LP, RP, LK

Razor Rush and High Kick

Tap →, (pause), LP, RP, LP, RP, RK

Razor Rush to Art of Snake

Tap →, (pause), LP, ↑, or tap →, (pause), LP, ↓

Razor Rush to Art of the Dragon

Tap →, (pause), LP, RP, ↑, or tap →, (pause), LP, ↓

Razor Rush to Art of Panther

Tap →, (pause), LP, RP, LP, ↑, or tap →, (pause), LP, RP, ↓

King

Throws

Winding Nut

When in close to your opponent, tap (LP LK)

Suplex

When in close to your opponent, tap (RP RK)

Figure-Four Leg-Lock

When in close to your opponent, hold ←, tap (LP RP)

Tomestone Pile Driver

When in close to your opponent, tap ←, hold →, tap RP

Knee Bash

When in close to your opponent, hold ↓, tap (LK RP)

Spinning Throw

When in close to your opponent, tap →, motion ← ↓ ↘, hold →, tap LP

Razor Rush to Art of Tiger

Tap →, (pause), LP, RP, LP, RP, ↑, or tap →, (pause), LP, RP, LP, RP, ↓

Razor Rush to Art of Crane

Tap →, (pause), LP, RP, LP, RP, RK, ↑, or tap →, (pause), LP, RP, LP, RP, RK, ↓

Rush Combo

Tap →, (pause), RK, LP, RP, LK, RK

Rush Combo and Low Kick

Tap →, (pause), RK, LP, RP, LK, hold ↓, tap RK

1, 2 Kick

Tap →, (pause), LK, RK

1, 2 Kick and Low Kick

Tap →, (pause), LK, hold ↓, tap RK

Beating Low Kick

Hold →, tap RK, RP, LP, RP, LK

Beating Middle Kick

Hold →, tap RK, RP, LP, RP, RK

Beating Kick to Art of Crane

Tap (→ RK), RP, LP, RP, RK, ↑, or tap (→ RK), RP, LP, RP, RK, ↓

10-Hit Combos

10-Hit Combo #1

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

10-Hit Combo #2

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

Reverse Throw

When in close with your back to your opponent, tap (LP LK), or tap (RP RK)

Falling Headlock

When in close to your opponent, hold ↓, motion ← ↓, hold ←, tap (LP RP)

Jumping Power Bomb

When in close to a crouching opponent, tap (↓ LP LK), or tap (↓ RP RK)

Half Boston Crab

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

Note: Perform the following moves when your opponent is lying face down.

Wing Yearner

When in close to your opponent's upper half, tap (← LP LK), or tap (← RP RK)

Half Boston Crab

When in close to your opponent's lower half, tap (← LP LK), or tap (← RP RK)

Camel Clutch

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

Bow & Arrow Stretch

Hold

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

Note: Perform the following moves when your opponent is lying on his back.

Shoulder Cracker

When in close to your opponent's upper half, tap (← LP LK) or (← RP RK)

Swing Away

When in close to your opponent's lower half, tap (← LP LK)

Head Bomber

When in close to your opponent's lower half, tap (← RP RK)

Figure Four Leg Lock

When in close to your opponent's lower half, tap (← RP RK)

Over Turning (Left)

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

Over Turning (Right)

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

Pile Driver

When in close to your opponent, motion ↓ ↘, hold →, tap LP

Note: Perform the following moves during the Pile Driver.

Boston Club

Pause, tap (LP RP), LK, RK, (LP RP)

Double-Arm Face Buster

Tap (LP RP)

Throw Away

When in close to your opponent, hold ←, tap (LP RP)

Throw Away Faint

When in close to your opponent, hold ←, tap (LP RP), (LP LK)

Throw Away Knock Down

When in close to your opponent, hold ←, tap (LP RP), (RP RK)

Throw & Destroy

When in close to your opponent, hold ←, tap (LP RP), (LK RK)

Turn Around

When in close to your opponent, hold ←, tap (LP RP), (LP RP)

Special Attacks

Leg Breaker

Hold ↓, tap (↘ LP)

Shoulder Tackle

Tap (→ LK RP)

Black Bomb

Motion → ↓ ↘, (pause), (LP RP)

Head-First Lunge

Tap →, (→ RP)

Moonsault Body Press

Tap (LP RK)

Jaguar Iariat

Hold →, tap (LP RP)

Elbow Drop

Tap (↓ LP RP)

Disgraceful Kick

Tap (← RK)

Frankensteiner

Tap (↘ LK RK)

Muscle Buster

Motion ↓ ←, hold ←, tap (LP RP)

Capital Punishment

Tap (↗ LP RP)

K's Flicker

Tap →, (→ RP)

Chickenface Winglock

Tap RP, LP, (LP RP LK)

Note: Perform the following moves when your opponent tries to counter the Stomach Smash.

Hi-Jack Back Breaker

Tap (LP RP)

Jaguar Driver

Tap (LP RP), ↑, (↓ LK RK)

Counter Moves

Leg Screw

When your opponent attacks with a right kick, tap (← LP LK), or tap (← RP RK)

Rolling-Cradle Finish

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

Lower Dodge

Tap (← LP RK) or (↓ LP RK), or tap (← RP RK), or tap (↓ RP LK)

Palm Attack

Tap LP, RP

Palm Attack to Attack

Tap LP, RP

Exploder

Tap (LK RK), or tap →, (→ LK RK)

Running Exploder

Tap →, (→ LK RK)

Convict Kick

Tap →, (→ RK)

Stagger Kick 1

Tap (↓ LK RK), RK, RK, or hold ↓, hold ↓, tap RK, RK, RK

Stagger Kick 2

Tap (↓ LK RK), RK, RK, RK, RK, or hold ↓, hold ↓, tap RK, RK, RK, RK

Spinning Uppercut

After first hit of Stagger Kick 1 or Stage Kick 2, tap RP

Elbow Drop

Tap (↓ RP LP), or tap (↑ RP RK), or tap (↖ RP RK), or tap (↗ RP RK)

Crouching Uppercut

Tap ↓, hold ↓, tap RP

Job Uppercut 1

Tap RP, LP

Job Uppercut 2

While crouching, tap LP, RP

Head Spinner

Tap (LP RP), LP

Atomic Blaster

With your back to your opponent, tap (LP RP)

Knockout Punch

During a sidestep, tap RP

Deadly Boomerang

During a sidestep, tap (LK RK)

Stomach Smash

Tap →, →, pause, RP

Counter Moves

Note: Perform the following moves when your opponent tries to counter the Stomach Smash.

Hi-Jack Back Breaker

Tap (LP RP)

Jaguar Driver

Tap (LP RP), ↑, (↓ LK RK)

Counter Moves

Leg Screw

When your opponent attacks with a right kick, tap (← LP LK), or tap (← RP RK)

Rolling-Cradle Finish

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

Double Heel-Hold

When your opponent attacks with a left kick, tap (← LP LK), or tap (← RP RK)

Linking Moves

Ultimate Tackle through to Stretch Combo

Ultimate Tackle
Hold ↓, tap (LP RP), or hold ↙, tap (LP RP), or tap →, ↓, hold ↘, tap (LP RP)

Note: Perform the following moves in succession.

Ultimate Punch
During the Ultimate Tackle, tap RP, LP, RP, LP, RP

Cross Arm-Lock
During the Ultimate Tackle, tap (LP RP)

Arm Twist
During the Cross Arm-Lock, tap (LP RP)

Leg-Cross Hold
During the Ultimate Tackle, tap (LK RK)

Stretch Combo
During the Leg-Cross Hold, tap (LP RP)

Standing Heel-Hold through to King's Bridge

Standing Heel-Hold
When in close to your opponent, tap →, ↓, hold ↘, tap (LK RP)

Note: Perform the following moves during the Standing Heel Hold.

S.T.F.
During the Standing Heel-Hold, tap LP, RP, LK, (LP RP)

Scorpion Death Lock
During the Standing Heel-Hold, tap (LP RP), LK, LP, (LP LK)

Indian Death Lock
During the Standing Heel-Hold, tap (LP RP), LP, LK, (LP RP)

King's Bridge
During the Indian Death Lock, tap LP, LK, RK, (LP RP), (LK RK)

Arm Breaker through to Struggle Combination

Arm Breaker
When in close to your opponent, tap →, ↓, hold ↘, tap (LP RK)

Note: Perform the following moves during the Arm Breaker.

Triple Arm Breaker
During the Arm Breaker, tap (LP RP), (LP RP)

Head Jammer
During the Arm Breaker, tap (LP RP), RK, (RP RK)

Struggle Combination
During the Head Jammer, tap RK, LK, RK, (LK RK), (LP RP)

Reverse Arm-Slam through to Muscle Buster

Reverse Arm-Slam
When in close to your opponent, tap →, hold ↘, tap (LP LK), or tap →, hold ↘, tap (RP RK)

Note: Perform the following moves in succession.

Back Drop
During the Reverse Arm-Slam, tap RP, LP, (LP RP)

German Suplex
During the Back Drop, tap (LK RK), (LP RP)

Power Bomb
During the German Suplex, tap LP, RP, (LK RK)

Note: Perform the following moves during the Power Bomb.

Giant Swing
Tap RP, LP, LK, RK

Muscle Buster
Tap LK, LP, RK, (LK RK), (LP RP LK RK)

Reverse Stretch Special Bomb through to Muscle Buster

Note: Perform the following moves in succession.

Reverse Stretch Special Bomb

When in close to your opponent, tap →, hold ↘, tap (LP RP), or tap →, hold ↘, tap (RP RK)

Cannonball Buster
During the Reverse Stretch Special Bomb, tap RP, RP, (LP RP), or during a sidestep, when grabbing an opponent's back from the left or right side, tap (RP RK)

Manhattan Drop
During the Cannonball Buster, tap (LK RK), (LP RP), (LP RP RK)

Victory Bomb
During the Manhattan Drop, tap LP, RP, (LK RK), (LP RP)

Note: Perform the following moves during the Victory Bomb

Giant Swing
During the Victory Bomb, tap RP, LP, LK, RK

Muscle Buster
During the Victory Bomb, tap LK, LP, RK, (LK RK), (LP RP LK RK)

10 Hit Combos

10-Hit Combo #1
Tap LP, RP, LP, LP, RP, RK, RK, RK, LP, RK

10-Hit Combo #2
Tap LP, RP, LP, LP, RP, RK, RK, RK, LP, LP

10-Hit Combo #3
Tap LP, RP, LP, LP, LK, LK, RK, LK, LP, (LP RP)

10-Hit Combo #4
Tap LP, RP, LP, LP, LK, LK, RK, RK, LP, RK

10-Hit Combo #5
Tap LP, RP, LP, LP, LK, LK, RK, RK, LP, LP



Throws

Double High-Sweep
When in close to your opponent, tap (LP LK)

Over the Shoulder Reverse
When in close to your opponent, tap (RP RK)

Stonehead
When in close to your opponent, tap →, hold ↘, tap (RP RK)

Wrist Chuck-Slam
When in close to your opponent, hold ↘, tap (LK RP)

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

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

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

Reverse Throw
When in close with your back to your opponent, tap (LP LK), tap (RP RK)

Special Attacks

Ultimate Tackle
Tap (↓ LP RP), or hold ↙, tap (LP RP)

Note: Perform the following moves during the Ultimate Tackle.

Ultimate Punch
Tap RP, LP, RP, LP, RP

Cross-Arm Lock
Tap (LP RP)

Ultimate Punch to Cross-Arm Lock
Tap RP, LP, RP, LP, RP, (LP RP), (LP RP), (LP RP)

Dragon Uppercut
Tap →, (pause), motion ↓ ↘ LP

Dragon Uppercut to Spinning Middle-Kick
Tap →, (pause), tap ↓, hold ↘, tap LP, LK

Dragon Uppercut to Spinning Low-Kick
Tap →, (pause), tap ↓, hold ↘, tap LP, RK

Leaping Side Kick
Tap →, →, (→ LK)

Left Splits Kick
Tap →, (→ LK)

Lightning Uppercut
Tap (← LP RK)

Lightning-Screw Uppercut
Hold ←, tap (LP RK)

893P
Tap (→ RP)

Clampered Wire
Motion ↓ ↙, hold ←, tap (LP LK)

Knee Kick
Tap (→ RK)

1-2 Knee Kick
Tap LP, RP, RK

Three-Ring Circus
Tap (LP RK), RP, RK

Three-Ring Circus Combo
Tap (LP RK), RP, (↓ RK)

Tooth Fairy
During a sidestep, tap RP

Spinning High-Kick
Tap (→ LK)

Back-Spin Kick
Tap RK

Double-Lift Kick
Hold ↓, tap (LK RK)

Force
Tap (← LP RP)

Left-Right Combo
Tap LP, RP

Flash-Punch Combo
Tap LP, LP, RP

Demon's Paw
Tap →, (→ RP)

Demon Scissors
Tap RK, LK

Demon Slayer
Tap LP, RP, RP

Spinning Demon
Tap →, (pause), tap ↓, hold ↘, tap RK, RK

Rising Uppercut
Tap →, (pause), tap ↓, hold ↘, tap RP

Roundhouse to Triple Spin Kick
Tap (↻ RK), RK, RK, RK

Wheel Drop
Tap (↻ RK), RK

Twin Lancer
Tap (↻ LP), RP

Heavy Body Blow
Tap ←, hold →, tap RP

Laser Cannon
Tap ←, hold →, tap RP, LP, RP

Laser Scrapper
Tap ←, hold →, tap RP, LP, hold ↘, tap RP

Shoot the Works
Tap LP, RP, LK, RK

Shoot the Works Uppercut
Tap LP, RP, LK, (→ LK)

Counter Move

Counter-Attack
When your opponent attacks, tap (← LP LK), or tap (← RP RK)

10 Hit Combos

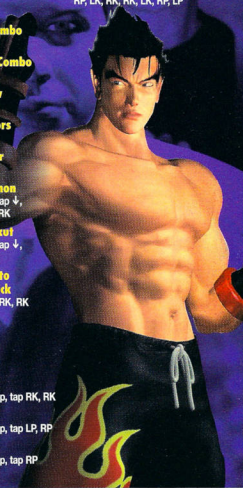
10-Hit Combo #1
Tap LK, RP, RK, LK, (LP RK), RP, RP, LP, RP

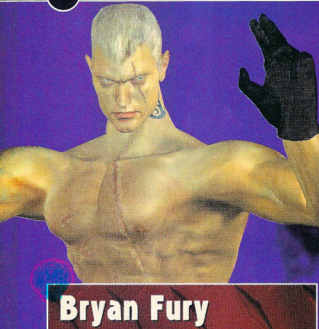
10-Hit Combo #2
Tap (← RP), RK, RK, RK, RK, RP, (LP RK), RP, LP

10-Hit Combo #3
Tap (← RP), RK, RK, RK, RK, RP, (LP RK), RP, (↓ LK RK)

10-Hit Combo #4
Tap →, hold →, tap RP, LP, RP, LP, RK, RK, LP, LP

10-Hit Combo #5
Tap →, hold →, tap RP, LP, RP, LP, RK, RK, RK, LK, RP, LP





Bryan Fury

Throws

DDT

When in close to your opponent, tap (LP LK)

Snaps

When in close to your opponent, tap (RP RK)

Jerked-Up

When in close to your opponent, hold ↓, tap ↘, ↓, hold ↘, tap (LP RP)

Spinning Side-Slam

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

Knee Blast

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

Neck Twist

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

Special Attacks

Lower Dodge

Tap (↙ LP LK) or (↓ LP LK), or tap (↙ RP RK) or (↓ RP RK)

One-Two

During a sidestep, tap LP, RP

Head Smash

During a sidestep, tap LP

Right Uppercut

During a sidestep, tap RP

Smoke Punch

Tap →, (→ RP)

Jawbreaker

Motion ↓ ↙ ←, (pause), tap RP

Foot Sweep

Tap (↘ LK)

Tornado Kick

Tap →, → LK

Sidestep Elbow

Tap (→ LP RP)

Stance Flare

Tap (← RP), LP, RP

Stance Flare to Kick

Tap (← RP), LP, RK

Twist Kick

Tap ←, hold ←, tap RK

Head Kick

Tap (↑ RK), or tap (↗ RK)

Kick to Kick Kick

Tap LP, RP, LP, RK

Shin Kick

Tap (↓ RK)

Knee Kick

Tap (← RK)

Knee Strike

Tap (↓ LK RK)

Jumping Spin Kick

Tap (↗ LK), or tap (↑ LK)

Spin Kick to Side-Kick

Tap LK, LK

Side-Kick to Knee Strike

Tap (← LK), RK

Punk Move

Tap LK, RP, LP, RP

Body Blow

Hold ↘, tap LP, LP, LP, LP, RP

Head Sting

Tap (← LK), RP, LP, RP

Final Heel

Tap (↓ LP RP), (↓ LP RP)

Lightning Orbit Smash

Tap (→ LP RK)

10-Hit Combo

10-Hit Combo

Tap (← LK), RK, LP, RP, LP, RK, RP, LP, RK, RP

Anna Williams

Throws

Arm Flip

When in close to your opponent, tap (LP LK)

Throw Over

When in close to your opponent, tap (RP RK)

Heel Throw

When in close to your opponent, tap (↗ LP RP)

Elbow Chop

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

Arm Snap

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

Leg Snapper

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

Special Attacks

Crane Smash

Tap (↙ LP RP)

Note: Tap 1, ↑ to cancel.

Low Crane Smash

Tap (↓ LP RP)

Crane Stance

(← RK)

Heel Job

During the Crane stance, tap RK

Heel Grind

While standing over your downed opponent, tap (↓ LK RK)

Jaw Breaker

Tap (↘ RP)

Power Strike

Hold ↘, tap (→ LP)

Leg Roll

Tap →, (→ RK)

Leg Takedown

Tap →, →, (→ LK), or tap →, → (↗ LK)

Jumping Spin Kick

Tap (↗ RK), LK, RK

Face Smack

When in close to your opponent, motion ↓ ↘ → (LP RP)

Kick Flip

Hold ↑, tap LK

Turnaround Snap

Tap →, (→ RP)

Double High-Slaps

Hold ←, tap RP, RP

Triple B. Slaps

Tap (← LP), LP, LP

Slap Push

Tap →, (LP RP)

High to Low

Tap LP, RK

Throat Crusher

Tap ↘, hold ↘, tap RP

Diagonal Strike

Hold ↘, tap (→ RP)

Double Palm-Strike

Tap →, (→ LP RP)

Punch and Strike

Tap RP, (→ LP RP)

Leg to Launch

Tap (↓ LK), RP

Leg to Kick

Tap (↓ LK) RK

Flip Retreat

Motion ↖ ←

Arm Swipe

Hold ↓, tap (↘ LP RP)

Roundhouse

Tap LK, RK

Counter Move

Arm Throw

When your opponent attacks, tap (← LP LK), or tap (← RP RK)

Linking Moves

Face Smack through to Ground Arm-Snap

Note: Perform the following moves in succession.

Face Smack

When in close to your opponent, motion ↓ ↘ → (LP RP)

Ground Arm-Snap

During the Face Smack, tap LK, RK, LK, (LP RP)

Face Smack through to Double Arm-Breaker

Note: Perform the following moves in succession.

Face Smack

When in close to your opponent, motion ↓ ↘ → (LP RP)

Arm Breaker

During the Face Smack, tap LP, LK, RP, LP

Double Arm-Breaker

During the Arm Breaker, tap LK, LP, RK, (LP RP), (LP RP)

Face Smack through to Arm-Break Drop

Note: Perform the following moves in succession.

Face Smack

When in close to your opponent, motion ↓ ↘ → (LP RP)

Arm Breaker

During the Face Smack, tap LP, LK, RP, LP

Arm-Break Drop

During the Arm Breaker, tap RP, LP, LK, RK, (LP RP)

Face Smack through to Double Arm-Throw

Note: Perform the following moves in succession.

Face Smack

When in close to your opponent, motion ↓ ↘ → (LP RP)

Arm Breaker

During the Face Smack, tap LP, LK, RP, LP

Double Arm Throw

During the Arm Breaker, tap RP, LK, (LP RP), (LK RK), (LP RP)

Face Smack through to Arm-Break Drop

Note: Perform the following moves in succession.

Face Smack

When in close to your opponent, motion ↓ ↘ → (LP RP)

Reverse Arm-Snap

During the Face Smack, tap (LK LP), RK, (LP RP)

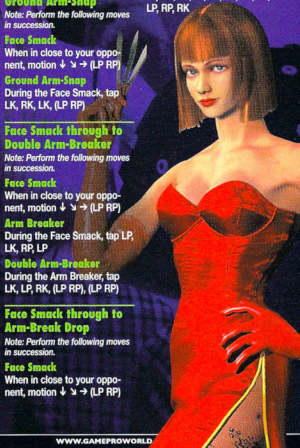
Arm-Break Drop

During the Reverse Arm-Snap, tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)

10-Hit Combo

10-Hit Combo

Tap LP, RP, LP, LP, LK, LP, RK, LP, RP, RK



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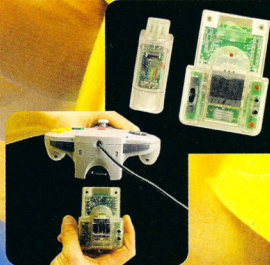
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READER TIP OF THE MONTH

Nintendo 64

Super Smash Bros.

Hidden Characters



Play as Jigglypuff: Finish a one-player game as any character on any difficulty setting, using any number of continues.

Play as Captain Falcon: Finish a one-player game in less than 23 minutes. You can use any number of continues on any difficulty setting.

Play as Luigi: Finish the Bonus Practice 1 round with all of the original eight characters (Mario, Yoshi, Link, Donkey Kong, Kirby, Fox, Sansus, and Pikachu). After you beat it the eighth time, Luigi challenges you. If you defeat Luigi, he will be added to the regular character lineup.

Play as Ness: Finish a one-player game on the Normal skill setting without using any continues and with the number of lives set to three. When you finish the game, and after the credits roll, Ness will challenge you to a fight. If you beat Ness, he will be added to the regular character lineup.

William Doviv
Bronx, New York

PlayStation

Street Fighter Alpha 3

Hidden Fighters



Play as Evil Ryu: Start a World Tour game and build your fighter to Level 32. At the Select Player screen, Evil Ryu is now a selectable character (he's under Dhalsim and to the left of Rolento).

Play as Guile: Start a World Tour game and build up your fighter to level 32. At the Select Player screen, Guile is now a selectable character (he's under Zangief and to the right of Gen).

Play as Powerful Akuma: Start a World Tour game and build up your fighter to Level 32. At the Select Player screen, highlight Akuma and press L2 to select Powerful Akuma as your fighter.

STREET FIGHTER ALPHA 3



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PlayStation



3Xtreme

Hidden Players and Vehicles, and More



Hidden Players and Vehicles: At the main menu, highlight Memory Card and press Right to access a hidden option. Codes Press X and input any of the following passwords to activate these cheats:

Race as Bink:	bink
Race as Dominique:	dominique
Race as Geep:	geep
Race as Lugnut:	lugnut
Race as Nyub:	nyub
Race as the Red Car:	redline
Race as the Blue Car:	blueline
Race as the White Car:	whiteline
Race as TP:	tp
Access All Aliens:	astromen
Access All Exhibition Tracks:	vouyeur



Watch the Ultraspank Hidden Video: At the main menu, highlight Memory Card and press Right to access a hidden option. Codes Press X, input the password ultraspank and press X. Highlight options, press Right, and an Ultraspank Video option appears. Press X to watch the video.

Nintendo 64



Rush 2 Extreme Racing USA

Cheats Menu and Stunt Mode



Cheats Menu: At the Start Game menu, highlight Setup and press A. At the Setup menu, simultaneously press L, R, Z, top-C, bottom-C, left-C, right-C. If you entered the code correctly a new option, Cheats, will appear at the bottom of the screen. Highlight Cheats and press A to enter the Cheats menu.

Note: You must access the Cheats menu (see above) before entering the following code.

Stunt Mode: Select Stunts, then simultaneously press and hold top-C, bottom-C, left-C, right-C, and press R, A, Z, L.

Saturn



Dragon Force

Debug Menu



Turn the power on, and while the game is loading, simultaneously press and hold L, R, X, Z, and Start. Keep the buttons held until the title screen appears. When the title screen appears, press Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right, release Start, press Start. A Debug mode option should appear at the bottom of the screen. Start a New Game and select a country. During gameplay, you'll find additional cheat options in the various menus.

3Xtreme

PlayStation

Uprising X

Levels and All Weapons Passwords



From the Main Menu, go into the Password option and input any of the following passwords:

All Weapons:	Left, O, Right, □, Down, △, Down, X
Level 2:	Left, Left, Up, △, △, X, □, O
Level 3:	Down, Down, □, △, Down, △, Down, △
Level 4:	O, O, O, X, X, Down, X, O
Level 5:	Right, Right, △, □, △, Left, Right, △
Level 6:	Up, Down, △, □, X, O, Left, Left
Level 7:	△, □, Left, Left, Right, Up, Down, O
Level 8:	△, △, □, O, Up, Up, □, O
Level 9:	Left, Left, Right, Up, Up, □, □, O
Level 10:	□, □, Left, X, □, □, △, X
Level 11:	□, △, △, □, Up, Up, Right, Up
Level 12:	Down, Down, Right, □, X, X, □, X

Michael Neville-O'Neill
Rowley, MA

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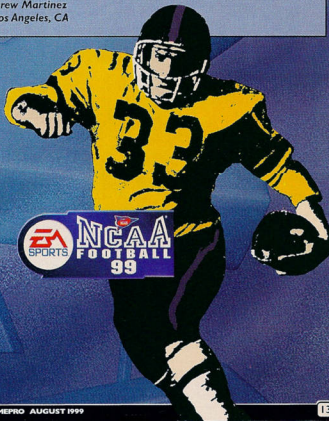
Cheat Codes



From the main menu, choose User Profiles, then select New User Profile. Enter the following codes at the user profile screen to access these cheats. If you entered the code correctly, you'll hear, "It's in the game." After entering the code, press Δ to return to the main menu. Select Exhibition mode, and the cheats will be active when you start a game.

15-Second Quarters:	FASTNPUNKY
25-Second Clock Will Not Start Until the Referee Puts the Ball on the Line of Scrimage:	WATCHDOG
Access All Stadiums:	OHAMISORE
Players Are Faster:	CMONGUY
Reveal the CPU's Plays:	PLAY WIZ
Watch Full-Motion Video Sequences:	ILUVMOVIES

Drew Martinez
Los Angeles, CA



Nintendo 64

Rampage 2: Universal Tour

Play as George, Lizzy, and Ralph



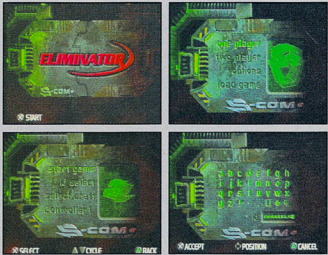
At the title screen, press **Start**, then go into the Password option. Enter the following passwords to play as these hidden monsters:

George:	SM14N
Lizzy:	S4VRS
Ralph:	LVPVS

PlayStation

Eliminator

Invincibility, Access the Bonus Level, and More



Press \times at the title screen and at the following screen, highlight One Player and press \times . Highlight ID Select, press \times , and enter any of the following IDs to activate these cheats:

Access the Bonus Level:	WAKYLEVL
Access the "Mean Machine" Ship:	NEWWHEELS
Full Primary Weapons:	GUNCRAZY
Full Secondary Weapons:	MAXMEOUT
Invincibility:	CLEVALAD
Time Pick-Ups Are Worth 10 Minutes:	WAITABIT



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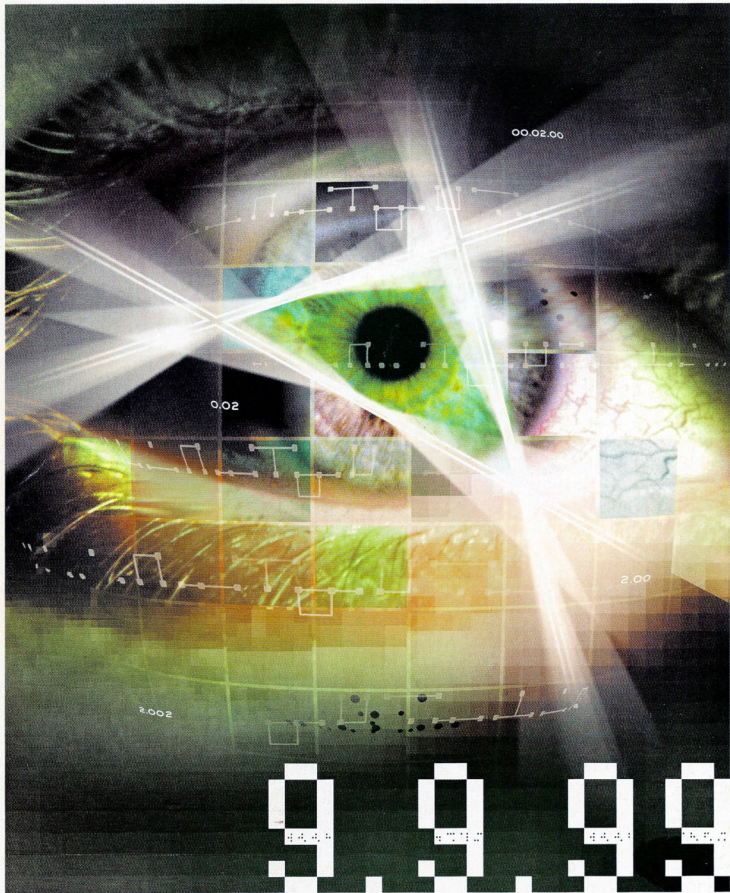


abuse the power





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