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Issue
127

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

Soul-Eating  Adventure!

Legacy of Kain: Soul Reaver

OVER
60
GAMES!

- Quake II
- Silent Hill
- Vigilante 8
- California Speed
- Legend of Legaia
- Gauntlet Legends

PC GAMEPRO

- Baldur's Gate
- Starsiege Tribes

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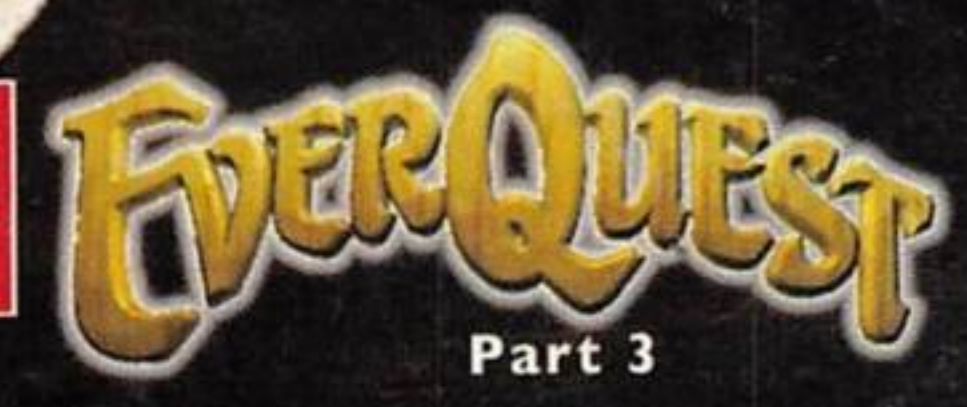
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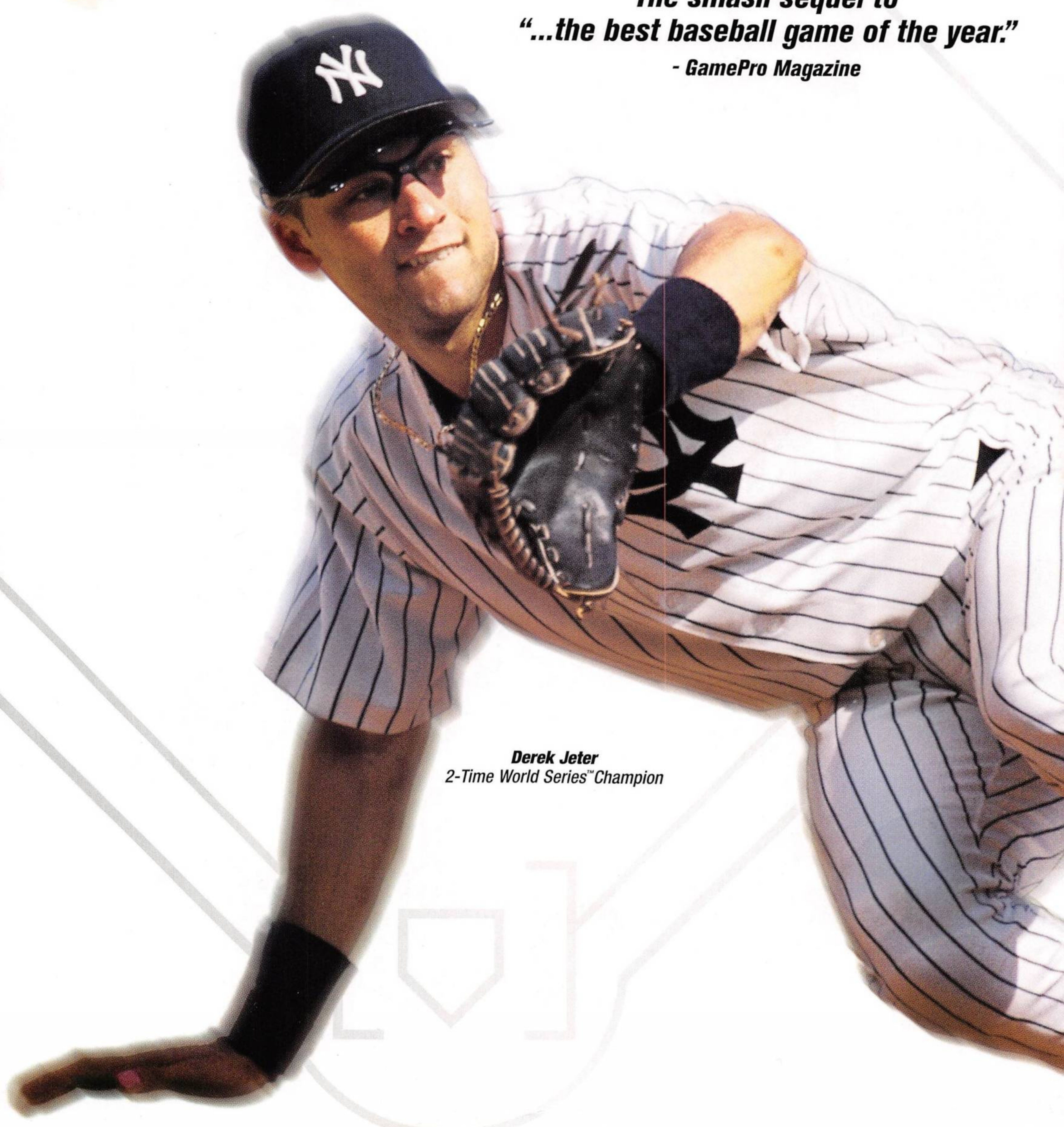
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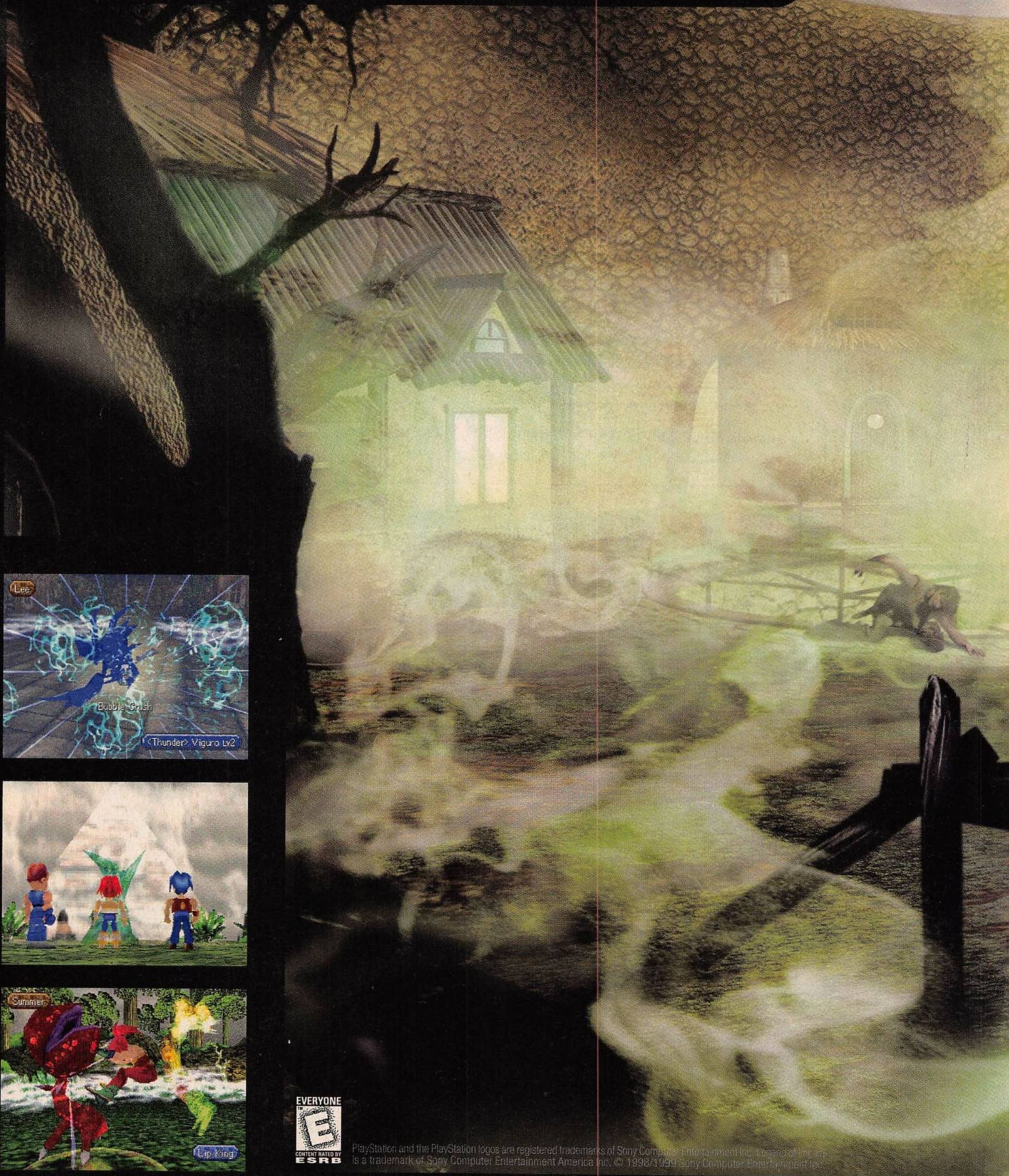
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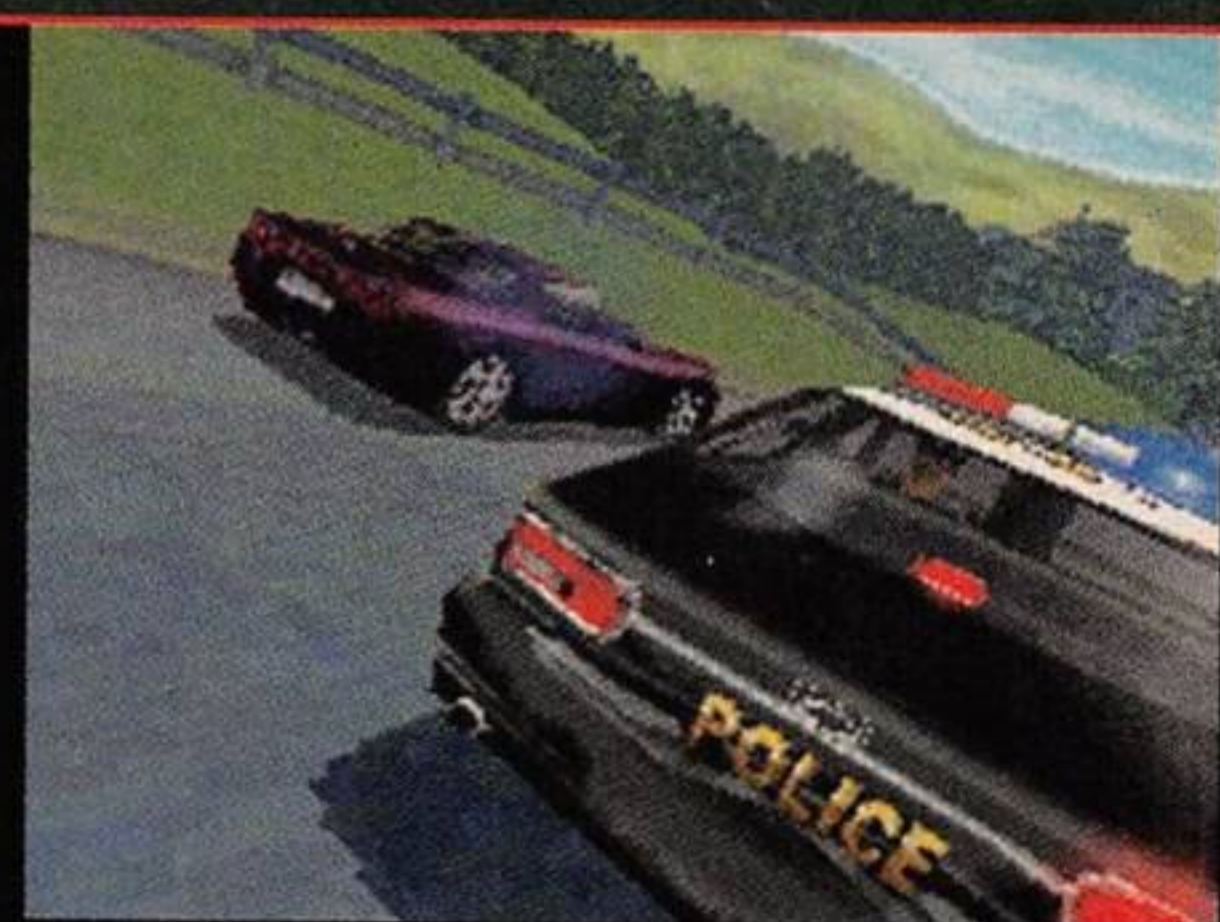
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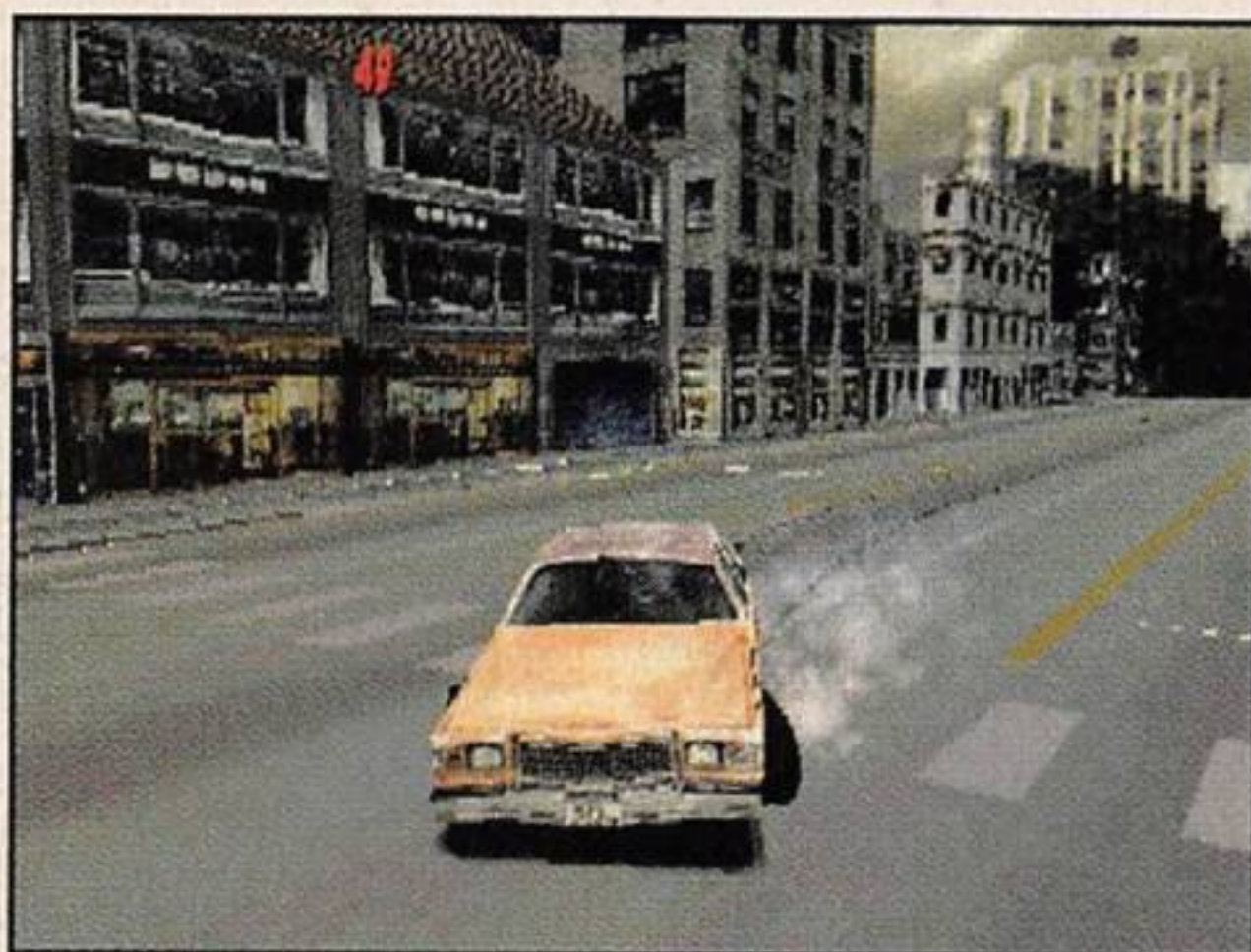
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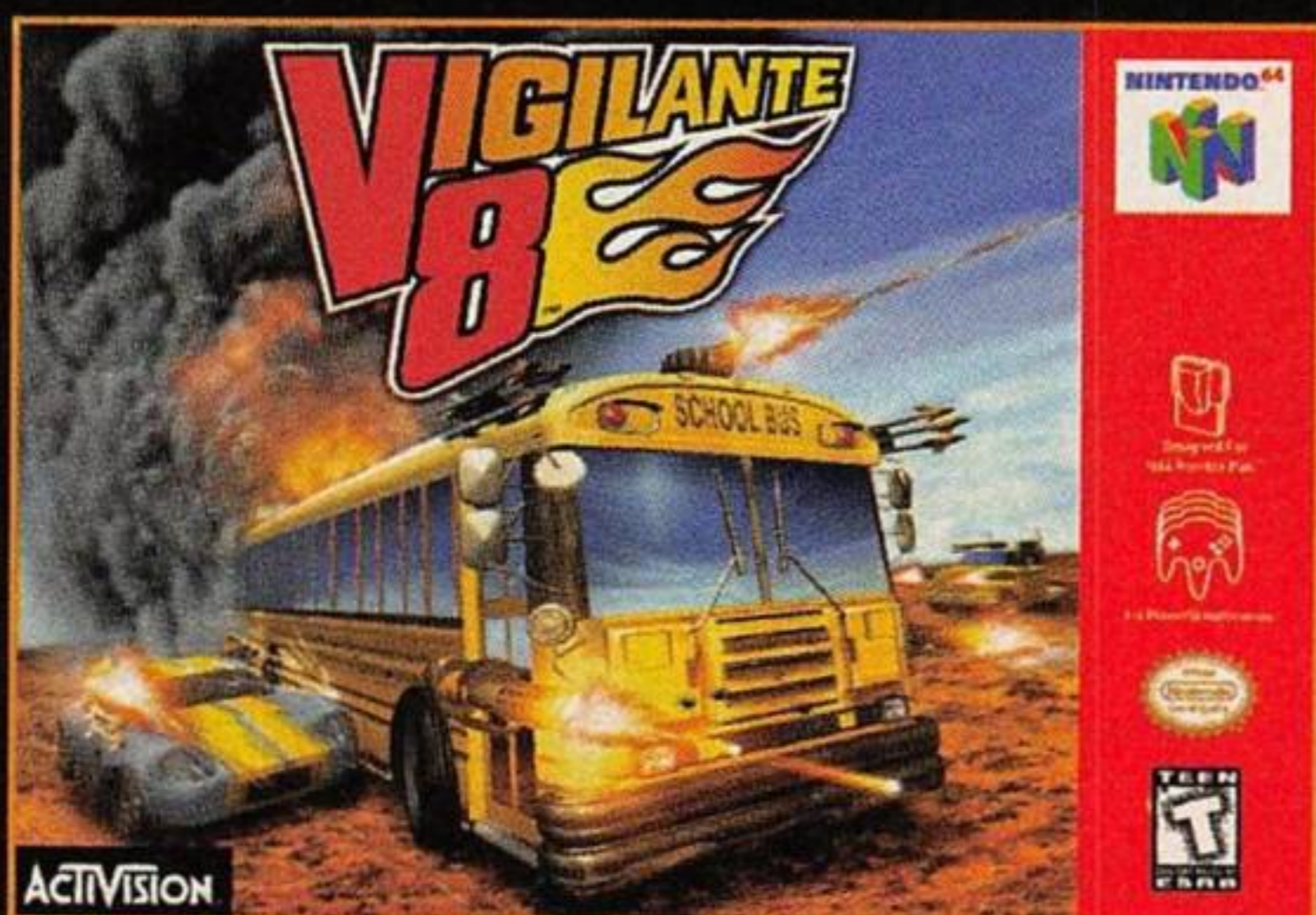
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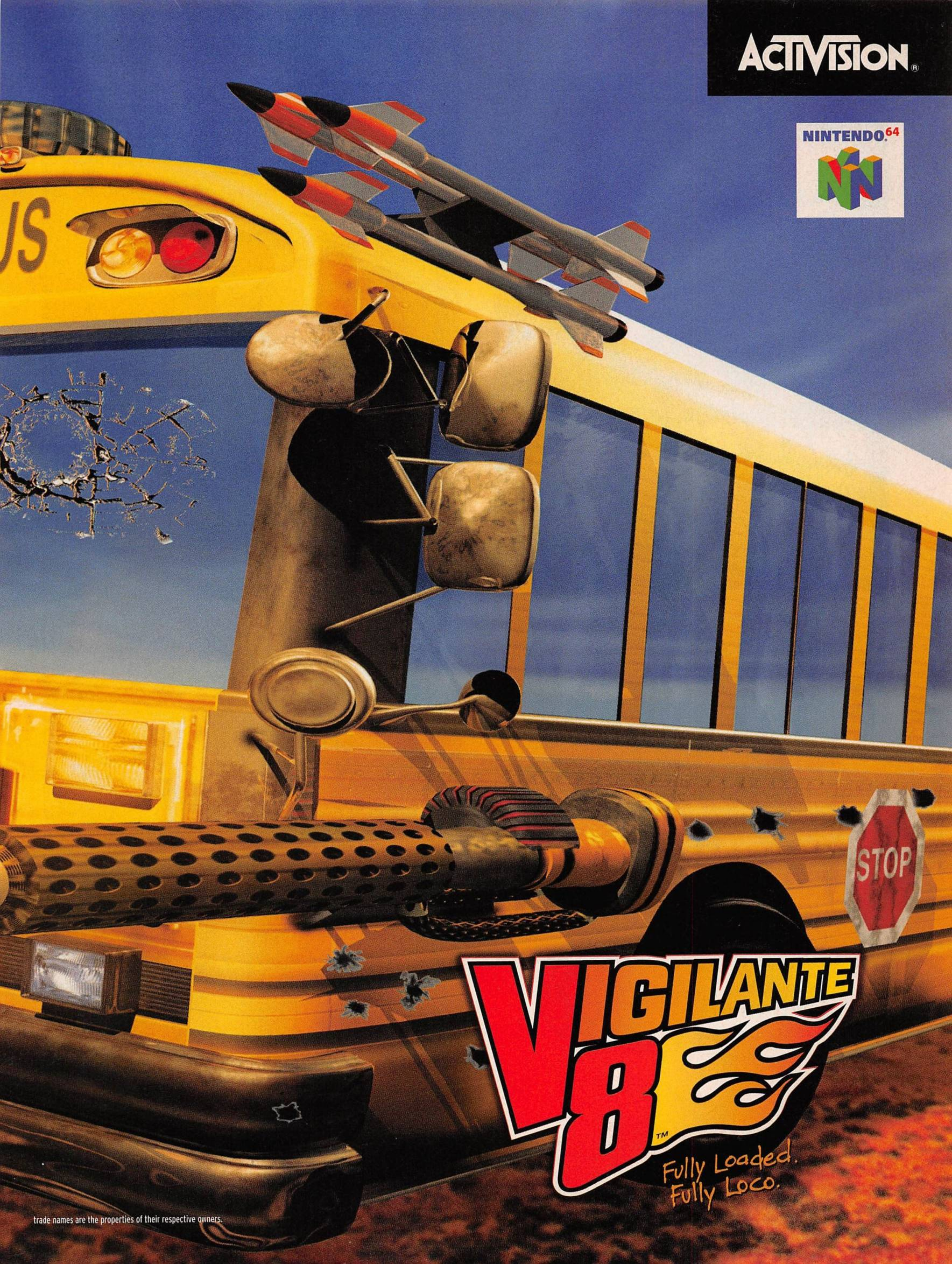


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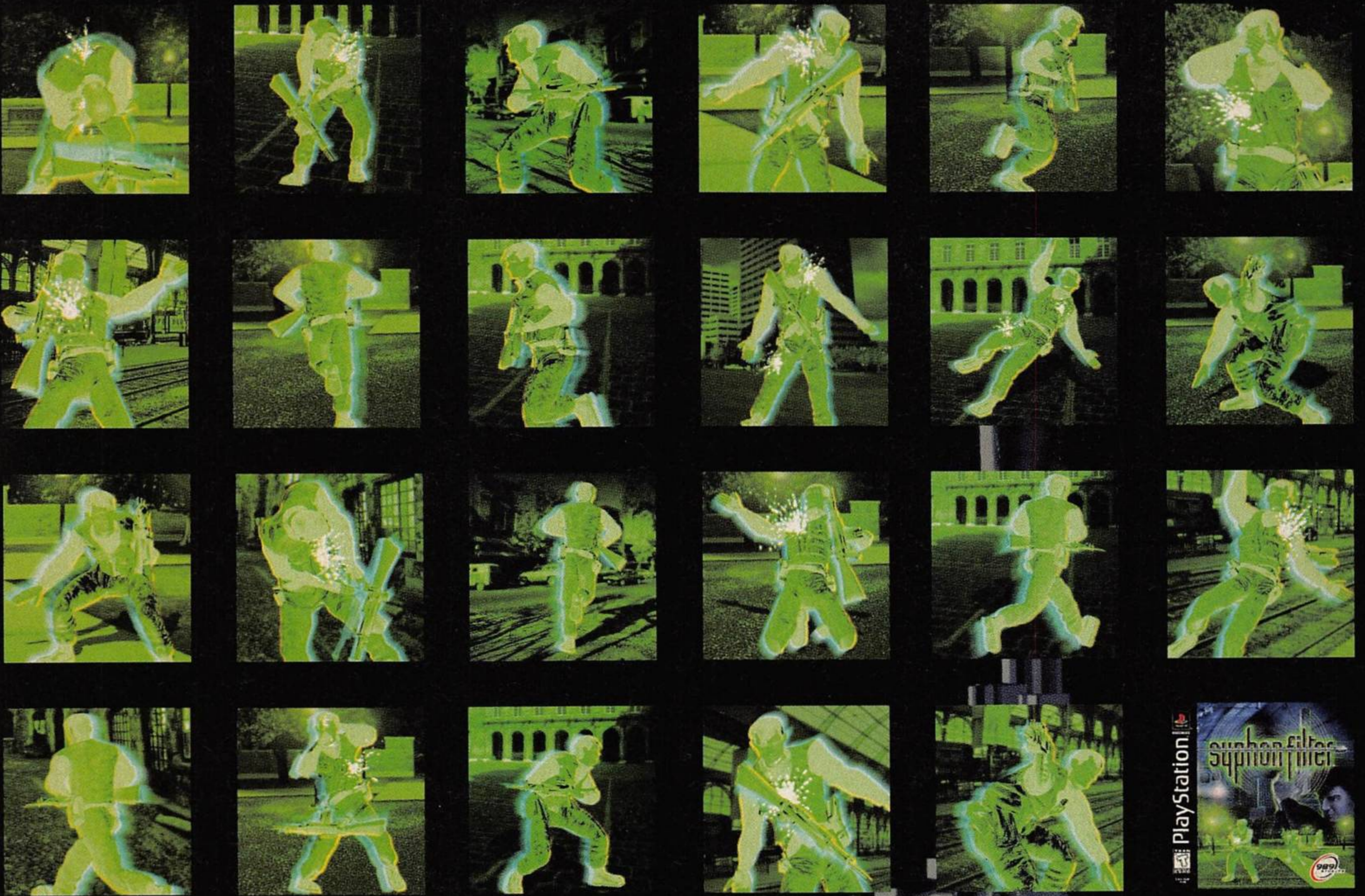


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FEATURES

40 Soul Reaver: Kain's Legacy

PlayStation

When last we left our hero, Kain, in *Blood Omen: Legacy of Kain*, he was...dead. Here's Crystal Dynamics' plan to bring Kain's game back to life with a new hero, Raziel, in *Legacy of Kain: Soul Reaver*.

43 LamePro!

The editors of *GamePro* regret to inform you that *LamePro* will appear in this issue. However, they are happy to announce that this will be the last *LamePro* ever! Too many lame companies are ripping off *LamePro* ideas and turning them into lame games. The *LamePro* editors refuse to continue publication until they receive just compensation.

PROSTRATEGY SECTION

NET PRO PROSTRATEGY

34 The Beginner's Guide to EverQuest, Part III

By now, you should be able to survive in *EverQuest*, but to thrive, you'll need to learn the basics of magic. The last part in our three-part guide gets you up and running—or levitating, or teleporting!

ROLE-PLAYER'S REALM PROSTRATEGY

98 Brave Fencer Musashi, Part 3 PlayStation

You've battled long and hard through the first three chapters of *Musashi*. Here's the last half of the game beginning at Chapter Four and ending in Chapter Six. Dark Lumina awaits!

PROSTRATEGY GUIDE

104 Drac's Back in Castlevania Nintendo 64

Dracula has risen again, but here's how you can put the Count down for the...er, count! Take Reinhardt Belmont from the Villa's Hedgemaze to the Castle Keep to attack Drac.

THE FIGHTER'S EDGE

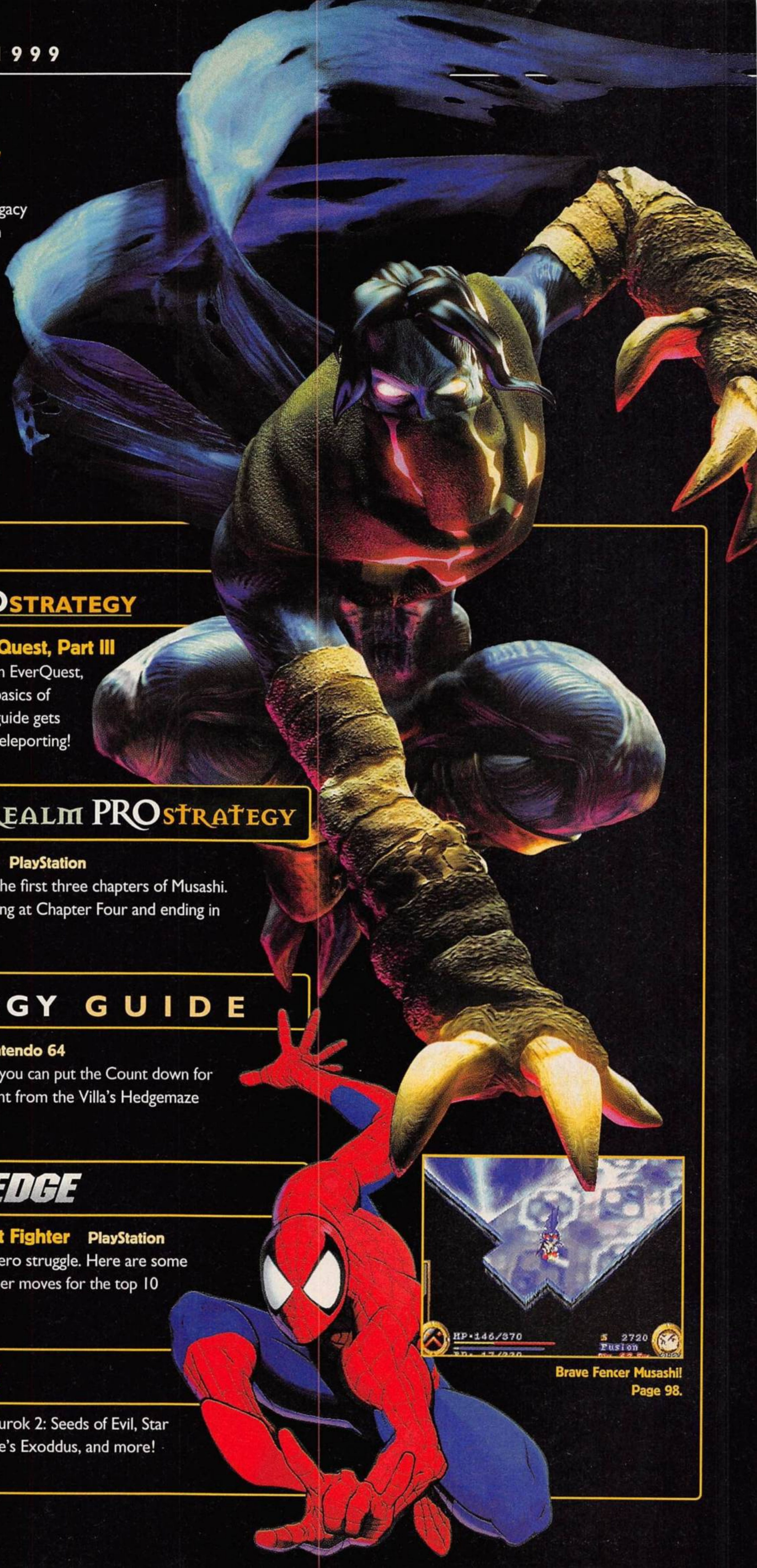
114 Marvel Super Heroes vs. Street Fighter PlayStation

Emerge the victor in this titanic superhero struggle. Here are some combos as well as all the special and super moves for the top 10 Marvel and Street Fighter combatants.


S.W.A.T.-PRO

120 Passwords, codes, tips, and tricks for Turok 2: Seeds of Evil, Star Wars: Rogue Squadron, Oddworld: Abe's Exoddus, and more!

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Brave Fencer Musashi!
Page 98.



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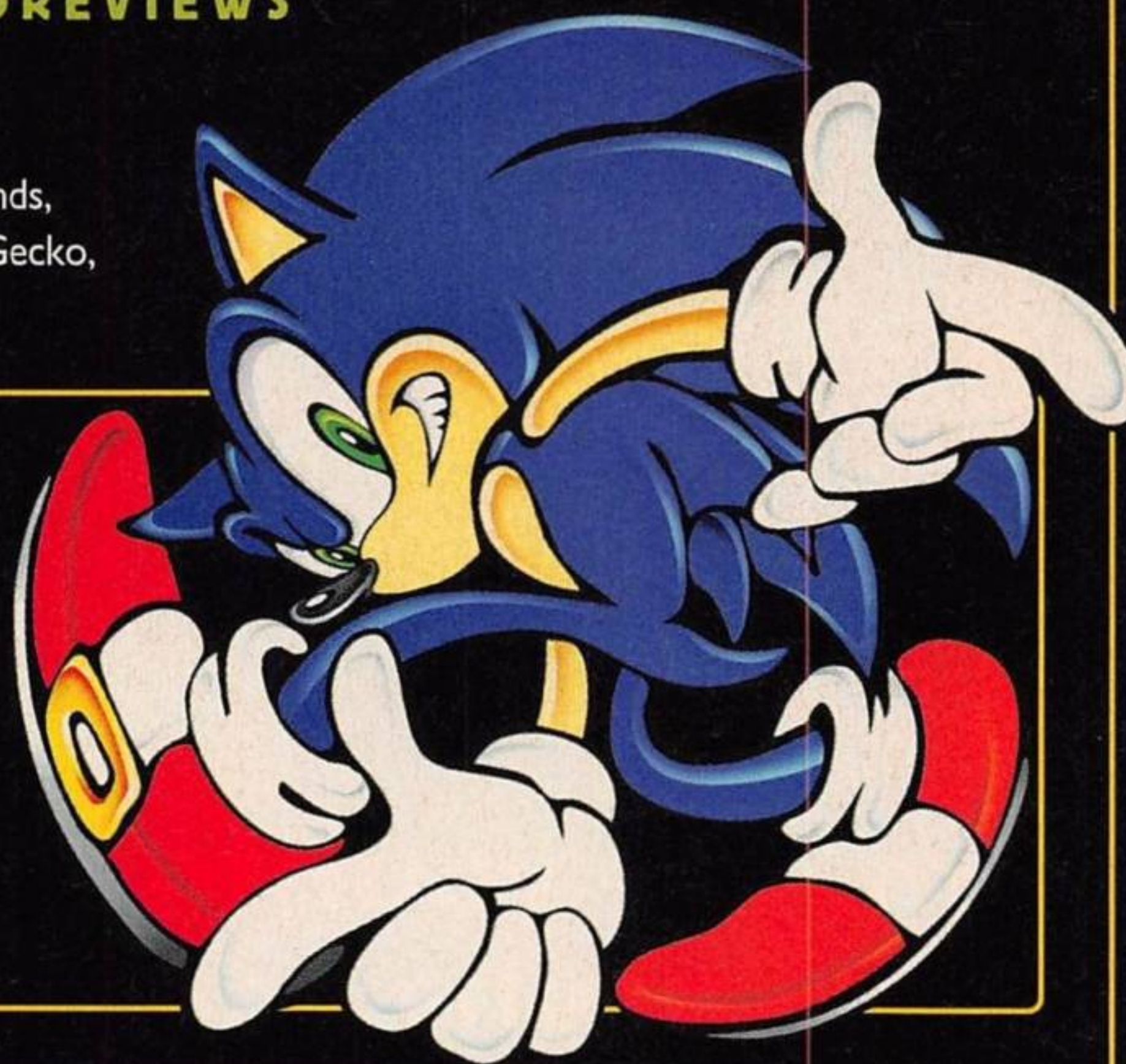
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SNEAK PREVIEWS & PROREVIEWS

54 Sneak Previews

Street Fighter Alpha 3, Quake II, Gauntlet Legends, Beetle Adventure Racing, Gex 3: Deep Cover Gecko, and more!



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84  **Dreamcast ProReviews**

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48 At last! Baldur's Gate and Starsiege Tribes! Also, Myth II: Soulblighter—is it worth it?



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88 It's baseball season! Stepping up to the plate are All-Star Baseball 2000, Triple Play 2000, MLB 2000, Baseball 2000, and a spring-training Scouting Report.



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96 Legend of Legaia, the newest role-playing game for the PlayStation, and the final chapter of the Brave Fencer Musashi ProStrategy Guide.



Legend of Legaia! Page 96.

DEPARTMENTS

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What do Pong and Quake have in common? Look at the screens of arcade games past, and you may find...the truth!

24 Art Attack

Readers send in their art!

26 Buyers Beware

The Watch Dog sniffs out "chipped" PlayStations. Is "chipping" illegal or not?

30 ProNews

Some say Steven Spielberg made the combat realism too lifelike in *Saving Private Ryan*. Can he do the same for Medal of Honor, DreamWorks' World War II PlayStation game?

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To get the rest of this poster, look us up on the Web at www.oh-boy.com

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16 California tracks.

3 California girls.

Wow.



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MIDWAY



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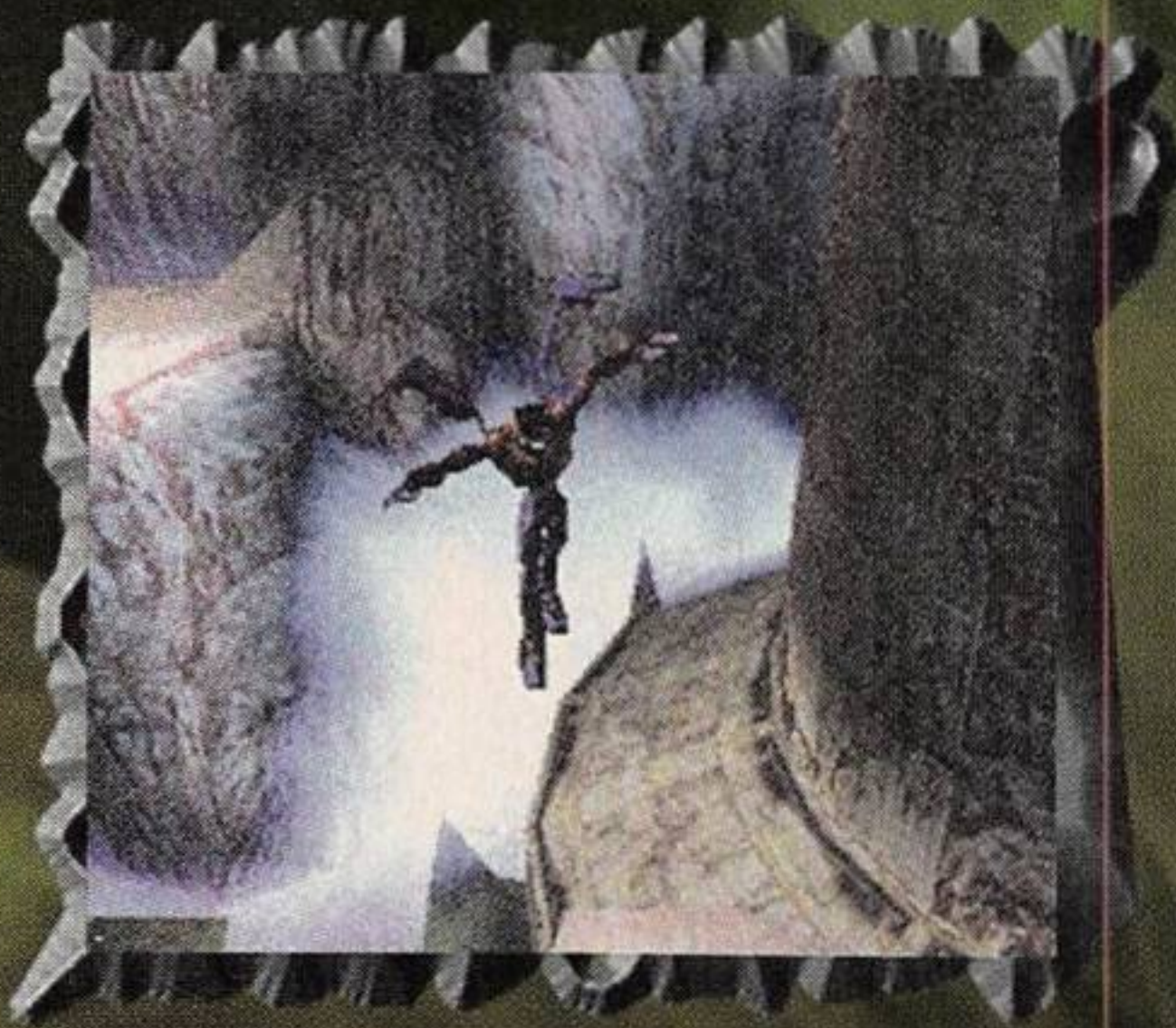
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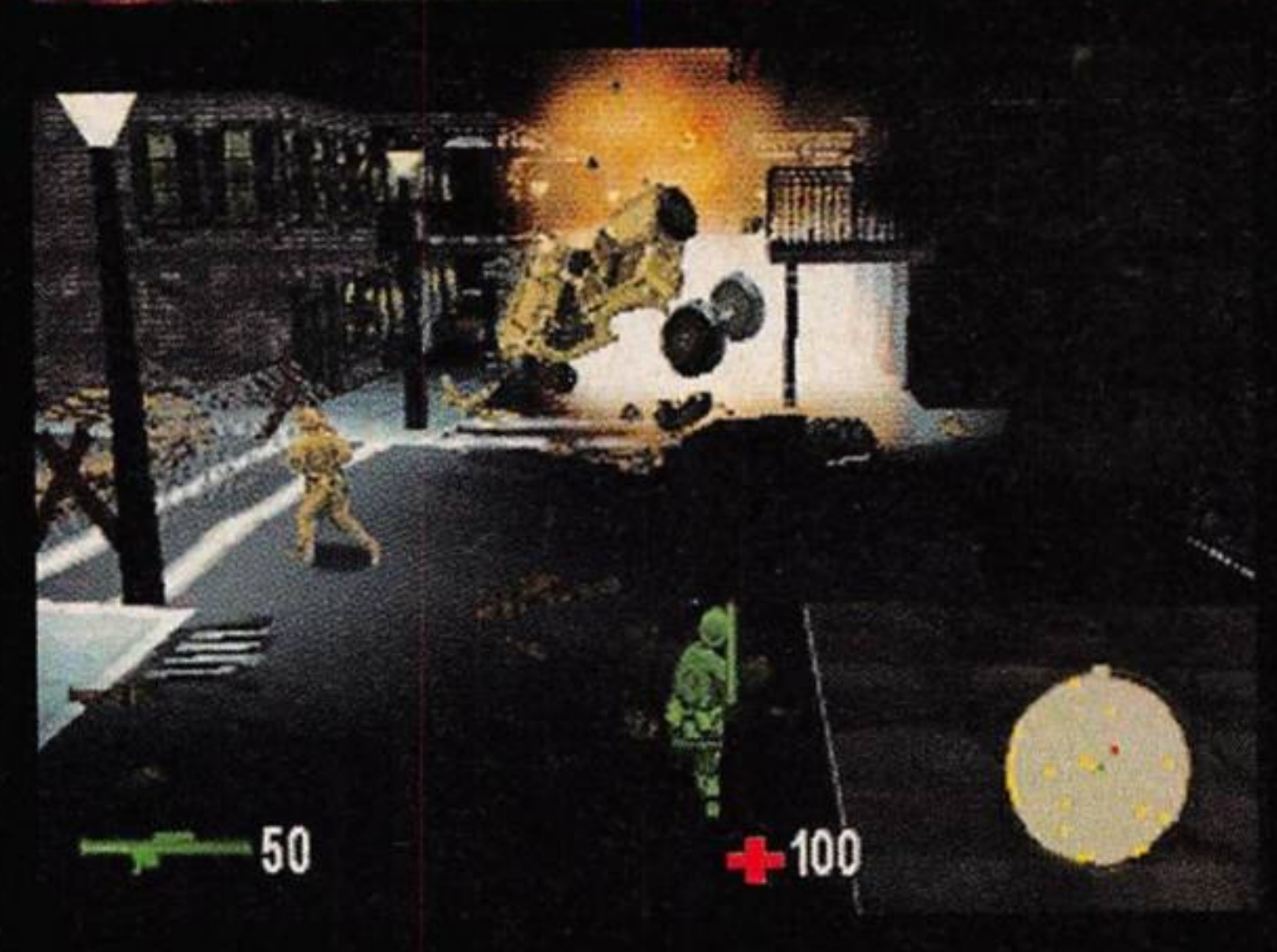
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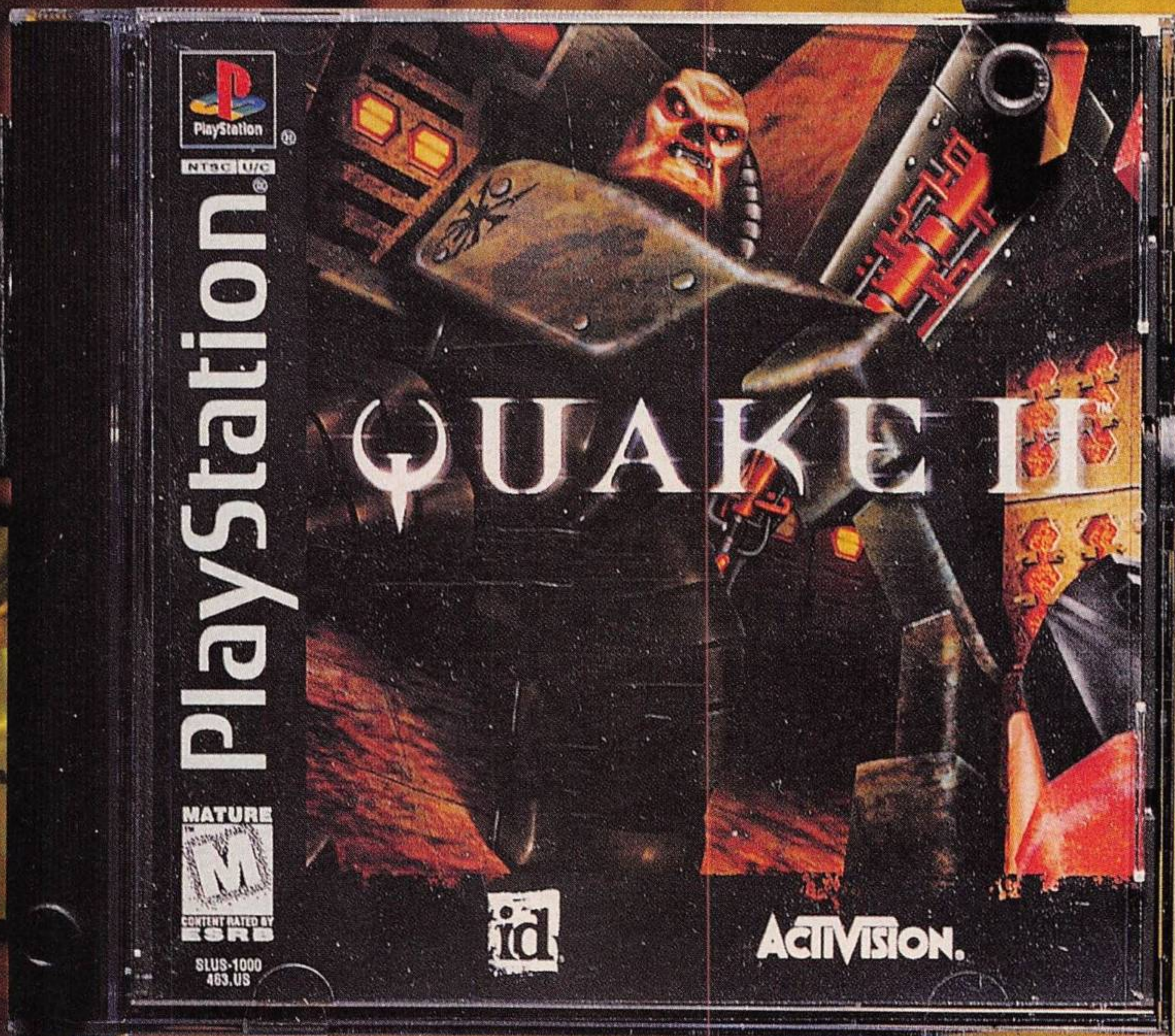
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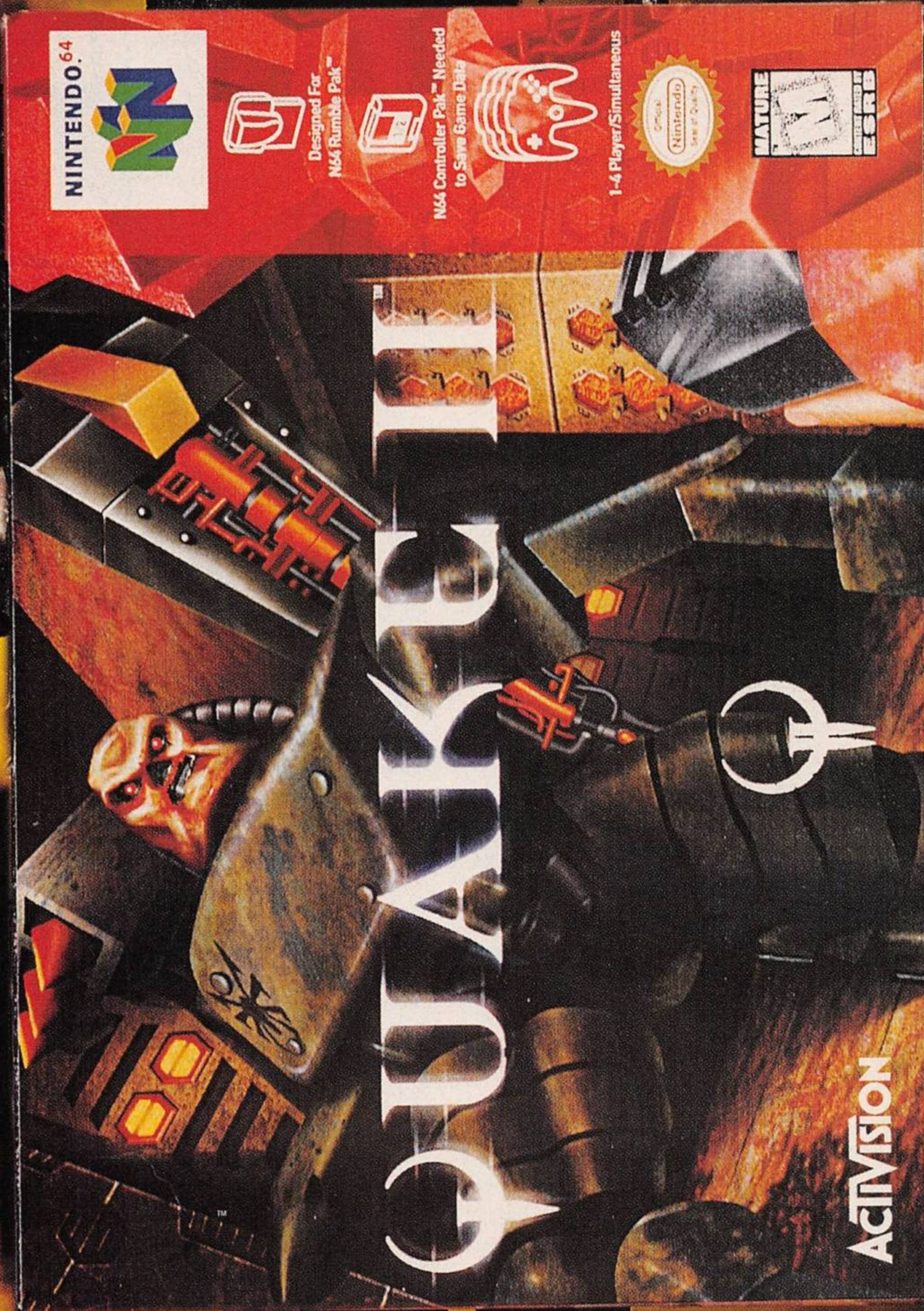


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EDITOR'S LETTER

You Ought To Be Having Fun

The letter featured in this month's "Scary Gets Nostalgic" (see sidebar) reminds us that over the past 10 years, as we've slogged through zillions of your letters, one thing has always been clear (though we've sometimes forgotten): Playing games is only about having fun.

Meanwhile, wrasler04 clears the bases with a tremendous swing, reminding us of another truth: The only thing that's important for any game system is cool games—and the bottom line for any cool game is fun. That fact even drives bozos like Anonymous in their wrong-headed pursuit of the late Thrill Kill.

And then there's old-fashioned fun. The other day a retro video-game exhibit blew into town. The hip-but-shabby art gallery resembled a video game graveyard, an eerie dark carnival of slumping pre-token quarter-crunchers. Most of the antique arcade systems looked like they'd been stored in a cage full of gorillas.

Pong, Pac-Man, Asteroids, and Sea Wolf put the "old" into old school, but after a couple of rounds of Boot Hill, we were hooked! Boot Hill's 2D cowboys are laughable by today's standards, and the flat 'boys fire mere flashing dots that flicker across the background—yet, pretty soon our imagination and adrenaline took over. As any retro-gamer can tell you, despite our 1999-high-tech-gaming selves, we were having fun.

Yep, sometimes technology clouds the issue. In a world of 128-bit CPUs, multiplayer gaming, and 3D accelerators, it's easy to forget that at the heart of every round of Turok 2 and Quake lies the pure fun of a gunfight in good ol' Boot Hill.

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



DON'T STRIP YOUR GEARS

I was shocked to see your low ratings for Xenogears [see "Role-Player's Realm," December '98]. True, it isn't Final Fantasy VII, but it is one of the best RPGs I've ever played. I'm sure there are people who, like Boba Fatt, thought the game and story moved too slowly, but different people like different types of games.

► Emmett Schneider via Internet

Well, Emmett, you hit on a very good point: Different people like different games. Say that to yourself 10 times. It's true Boba Fatt didn't like Xenogears as much as you did, but that doesn't mean his review's totally wrong. At *GamePro*, every game is examined by at least two editors besides the reviewer. Although some editors liked Xenogears more than Boba did, Xenogears didn't score highly overall with RPG gamers here.



A TRUCE TO THE SYSTEM WARS

I'm sick and tired of people arguing about system superiority and company loyalty. I bought a Nintendo 64 because it had cool games. I bought a PlayStation because it had cool games. People aren't going to buy a Dreamcast based on Sega's success or failure in the past, they're going to buy a Dreamcast for its cool games. Nintendo, Sony, and Sega should quit focusing on each other and concentrate on making classic titles (backward compatibility would be nice, too).

► wrasler04 via Internet

Great point, wrasler04! You're right—American consumers are notorious for forgetting past mistakes (remember New Coke?), so Sega just needs to focus on the quality of its Dreamcast games. And if Sonic Adventure is any indication, Sega seems to be doing just that (see our ProReview of the Japanese game in the new Dreamcast section, which we introduce this issue). Dreamcast is starting out with at least one exciting game, so Sony and Nintendo better get to work. But cool games and backward compatibility?

EVE'S PAIR OF SIGHTS

I'm the parent of a 12-year-old who wants to own Parasite Eve. He showed me *GamePro's* September issue, and the game seemed acceptable by my standards,

especially as it was rated "Teen" by the ESRB [see "Role-Player's Realm"]. At the store, however, we found that it was actually rated "Mature" for "animated violence" and "mature sexual themes." Now my son's upset because I went back on my word. Any information you have on the game's "Mature" rating would be appreciated.

► alice vollmer via Internet

It's great to see you're keeping tabs on your kid's video games, Mom. Sorry to disappoint your gamer. "Teen" was the preliminary rating for Parasite Eve when we received the game to review, and we were as surprised as you to see the rating change to "Mature." As for what's "mature" about Eve, that's a judgment call. Do you allow your 12-year-old to watch scary R-rated movies like *The Thing* or *Aliens*? If so, he won't see much worse violence in this game. Does he watch *Silk Stalkings* or *Pacific Blue* on cable? If he does, he's seeing more skin there than he will in Eve.



MORE SWILL ABOUT THRILL KILL

I was so ready to be the first in line to purchase Thrill Kill. When I heard it was canceled, I almost blew my top. Electronic Arts should have thought more about consumers and less about the potential parental outcry over the game's violence. Companies can't keep good games away from avid gamers, though. I own an almost complete version of Thrill Kill that was leaked to me by a beta tester.

► Anonymous via Internet

EA owns Thrill Kill, so it can do with the game what it wants. What you did by obtaining the game through your "beta tester" source is illegal. Plus, by trading in pirated games, you make it easier for EA or any company that might consider buying Thrill Kill to say, "Forget that noise. There's no sense in releasing this game." Nice going. And here's a news flash: There are better fighting games out there that you can obtain without committing a crime.

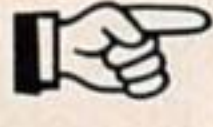
WHAT DO YOU WANT? A COOKIE?

I've been reading *GamePro* for years, and although there are many imitators who try to copy your style, you are definitely the best. My questions aren't too long. I was wondering how much the Nintendo 64 Expansion Pak helps the system. Does it work with all games or only a few? How much does it cost? Basically, what's the deal?

► Sammy Graul
Takoma Park, MD

P.S. I'm really sorry if this sounds like a list!

No, you're not. It's a list. We can tell; we see them all the time. Your letter began with some horrible brown-nosing

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followed by genuine indecisiveness, and then...a list! But you asked, so you shall receive:

- 1) The N64 Expansion Pak adds 4 megabytes of memory that game designers can use to enhance any aspect of their games.
- 2) To date, the Pak works only with Turok 2: Seeds of Evil, South Park, NFL Quarterback Club '99, and Star Wars: Rogue Squadron.
- 3) It retails for about \$29.99.
- 4) Here's the deal: The Pak is an extra cost, but really makes the games that support it look good.

Now That's A GamePro!

I was looking through my vast collection of *GamePros* one day and noticed that I'm missing issues 94, 95, 98, 101, 102, 103, 115, and 122. I was wondering if there's any way to purchase those issues. I'm one of

those crazy perfectionists who absolutely has to have every issue of *GamePro*. Please don't let me suffer the constant agony of imperfection.

► Ian
Detroit, MI

You should get help for your compulsive behavior, Ian. In the meantime, there's a back issue order form on our Web site (www.gamepro.com/past_order2.html) that can be printed and mailed in. The price is \$6 per issue plus \$3 shipping per issue for domestic shipments. Or you can write directly to:

Back Issues
GamePro Magazine
501 Second Street, Suite 500
San Francisco, CA 94107

We have a limited inventory of some issues, so be sure to write first to find out what's available.

Congratulations to the winners of the "Where's Scary Larry? Part 5" contest, Jeremy Hansen and David Polus, and to the winner of Part 6, Juan Villasenor!

Look who won a
Pocket Game Boy!

Scary Gets Nostalgic



What were you doing when *GamePro's* April 1990 issue came out?

license or student ID—plus your name, address, and telephone number. We'll feature you in an upcoming "Head2Head" as part of our yearlong 10th Anniversary celebration!

Scary Gets Nostalgic
GamePro Magazine
P. O. Box 193709
San Francisco, CA 94119-3709

Are you the author of this letter we published 10 years ago in *GamePro*? If you are, drop us a line telling us what you've been up to, along with some sort of proof that you're the letter-writer—for example, a photocopy of your driver's

It's All in the Family

I've been an avid game-player since the day I played my first Atari. I received my first video game when my parents gave my brothers and me Pong. That game was worn out after a year! Pong seems boring now, but it was the biggest thing in our house for two years. Next, my older brother bought an Atari game system and we played it day and night. I was hooked! Now I have three different systems...the first Atari and both the Sega Master and the Genesis systems, along with about 120 video games. I'm planning on playing video games and reading *GamePro* for years to come. Who knows what's next—how about an interactive hologram video game?

Larry Kallas
Milwaukee, WI

A not-so-dated 1999 response:

Yo, Larry, you must be that old weird dude whose house is packed with empty soda cans, potato chip bags, ratty TVs, and stacks and stacks of video games. So give us a holler, we "Larrys" have to stick together.



Tell Us What You Think!

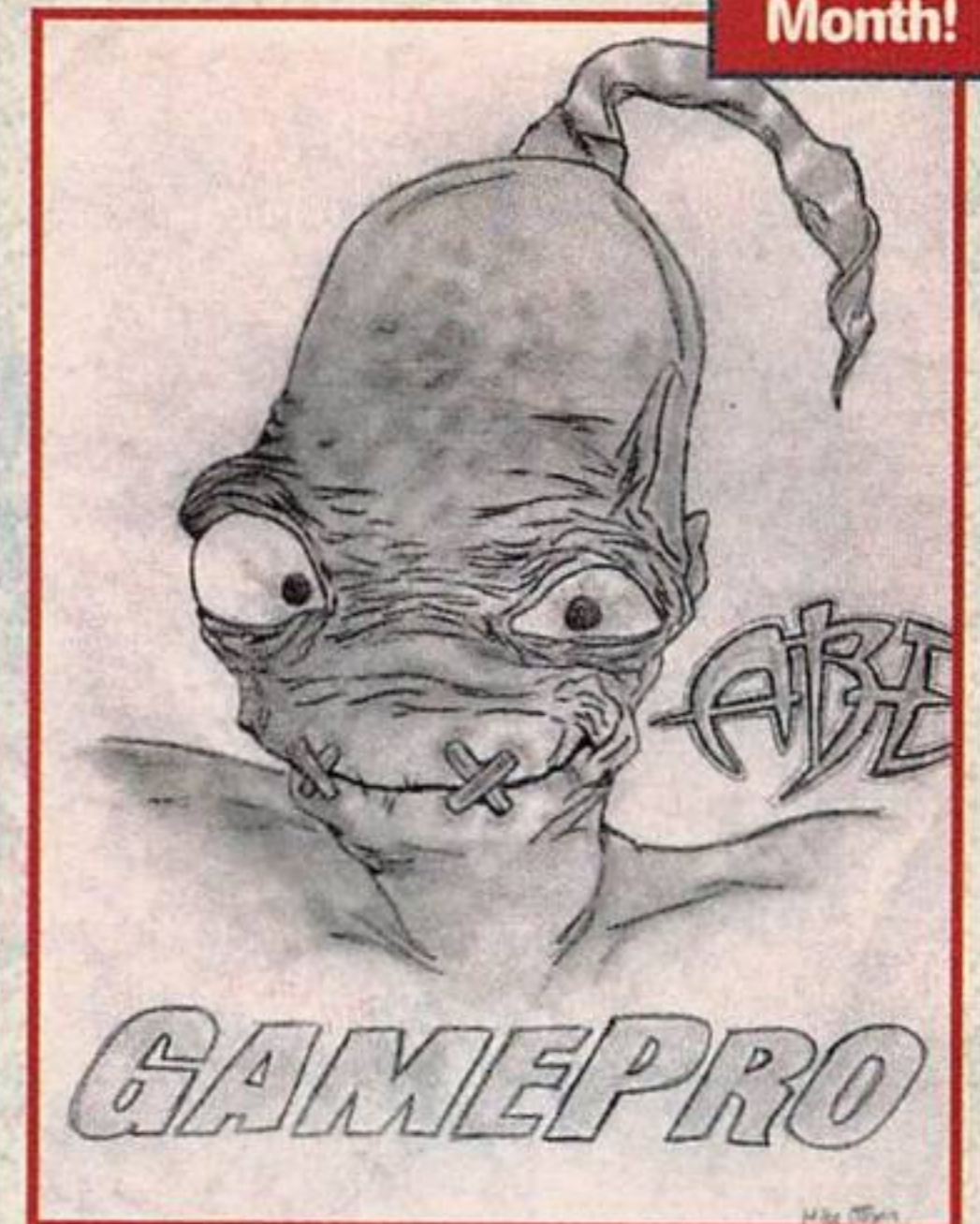
This is your magazine, so tell us what you'd like to see in it. Send your letters to:

GamePro Magazine
Dear Editor
P. O. Box 193709
San Francisco, CA 94119-3709

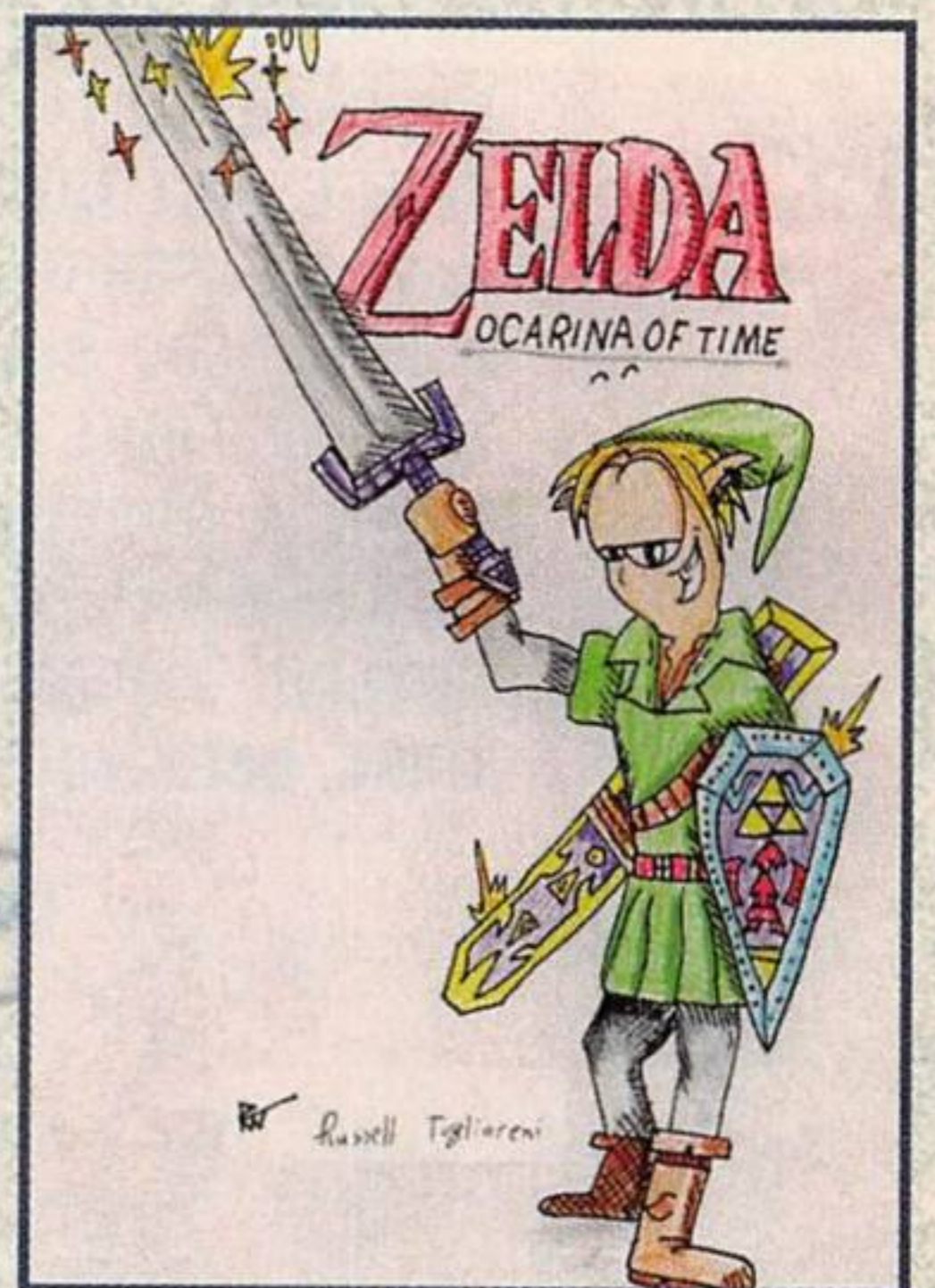
We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

ART ATTACK

Pick of the Month!



Mike O'Brien, Hagerstown, MD



Russell Tagliareni, Lafayette, NJ



Dan Nguyen, San Jose, CA

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Art Attack
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Winners Receive a Free *GamePro* T-Shirt!!

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Wild game, baby.

Next party, lose the piñata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.



namco
www.namco.com



Guncon for use with software that displays the Guncon icon.
Point Blank™ 2 sold with Guncon and without.

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BY THE WATCH DOG

Being misinformed is awful, but being uninformed is even worse—that sets you up to be misinformed. If you doubt the wisdom of my words, read on.



SUBMISSIONS

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

Or e-mail us at:

buyers_beware.gamepro@gamepro.com

YOU MAKE THE CALL

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

Sony: 800/345-7669

Nintendo: 800/255-3700

Sega: 800/872-7342

Q Does "chipping" a PlayStation harm the console? Also, is having your PlayStation chipped illegal? If not, why is Sony so against it?

WATER DRAGON
VIA INTERNET

A The Watch Dog answers: "Chipping" a PlayStation refers to having an additional microchip wired into an American PlayStation in order to play Japanese PlayStation games. According to a Sony customer service rep, chipping or modifying your PlayStation in any way is not only potentially harmful to your system, but also voids your warranty. If for some reason your PlayStation stops functioning correctly after you've had it chipped or otherwise modified, you won't be able to have it fixed at an official Sony repair facility.

But, no, it's not illegal to chip your PlayStation. When you buy a PlayStation, it becomes your property, which means you can do whatever you want with it. The reason Sony's "so against" gamers chipping their PlayStations is because it enables you to play illegal or "pirated" games, not just import games. The result: Sony loses big money each year. Consequently, Sony (as well as Nintendo) is making a major effort to eliminate illegal software by bringing down the full might of the law on game pirates and their customers.

If after reading the above, you still decide to take your PlayStation to a service facility that installs such microchips, make sure the place has had prior experience with this kind of procedure. An inexperienced technician can easily damage your system by burning out its electronics.

But whatever you do: Never purchase illegal or pirated games.

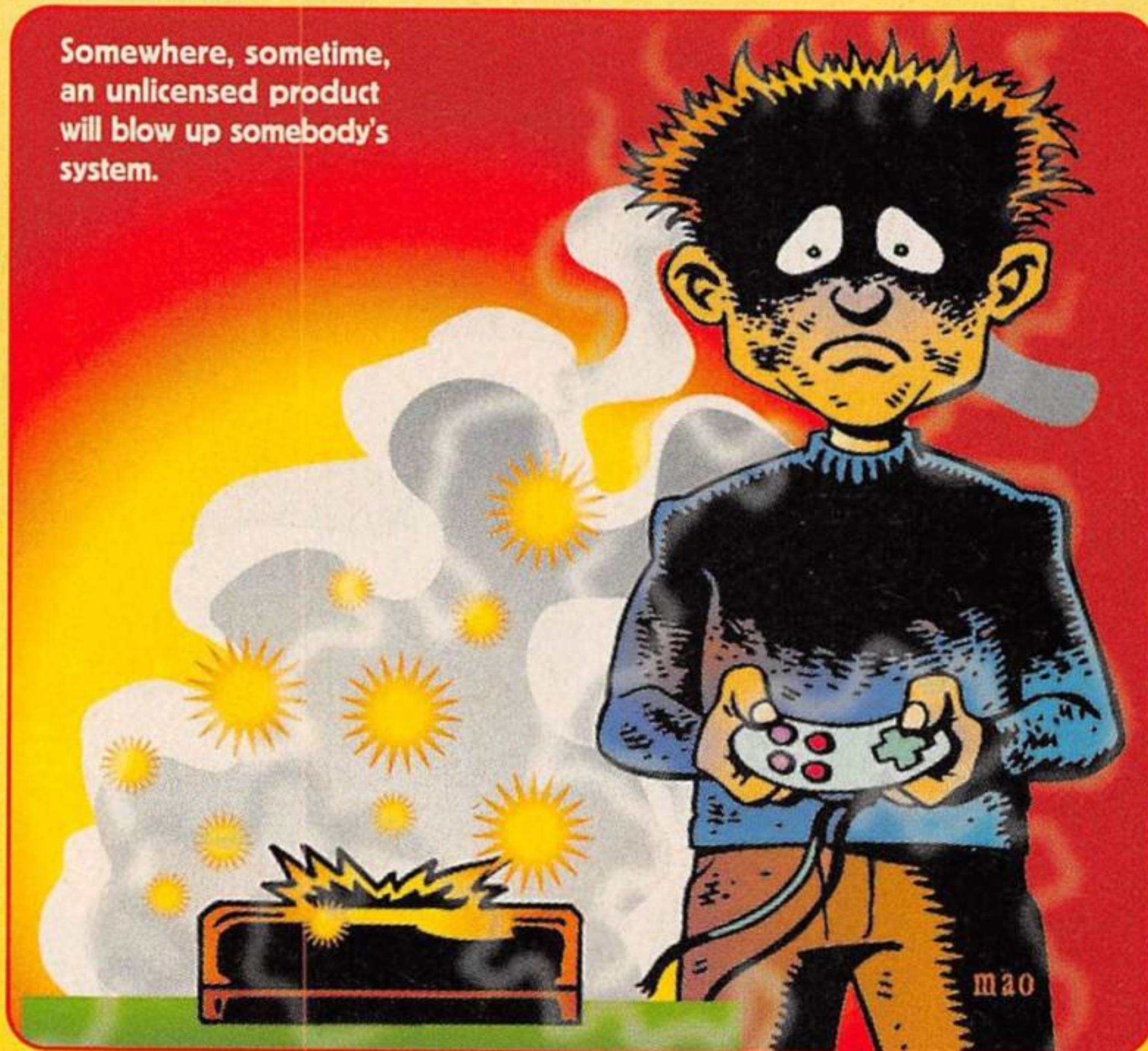


Amazing that something this small can create such a huge controversy.

Q In your November '98 issue (see "Buyers Beware"), you reported that Mad Catz Inc. would send customers who currently own one of its PlayStation Mad Catz steering wheels a Wrist Rumbler feedback device free of charge. Well, I recently received one of those Wrist Rumlbers and promptly connected it and my steering wheel to my PlayStation. A few hours later, both the wheel and the Wrist Rumbler became unresponsive and stopped working. Now I can't even get my regular PlayStation controllers to work. I read through the Wrist Rumbler instruction manual, but for some reason there's no warning saying that this could occur. I'm completely outraged by the whole situation and feel that Mad Catz should take responsibility and repair my system. It has yet to respond to my complaint.

THOMAS KENT
VIA INTERNET

Somewhere, sometime, an unlicensed product will blow up somebody's system.



Q I recently purchased an Expansion Pak for the Nintendo 64 and noticed that the console now heats up during gameplay. Is this normal?

PAUL HOSAKA
VIA INTERNET

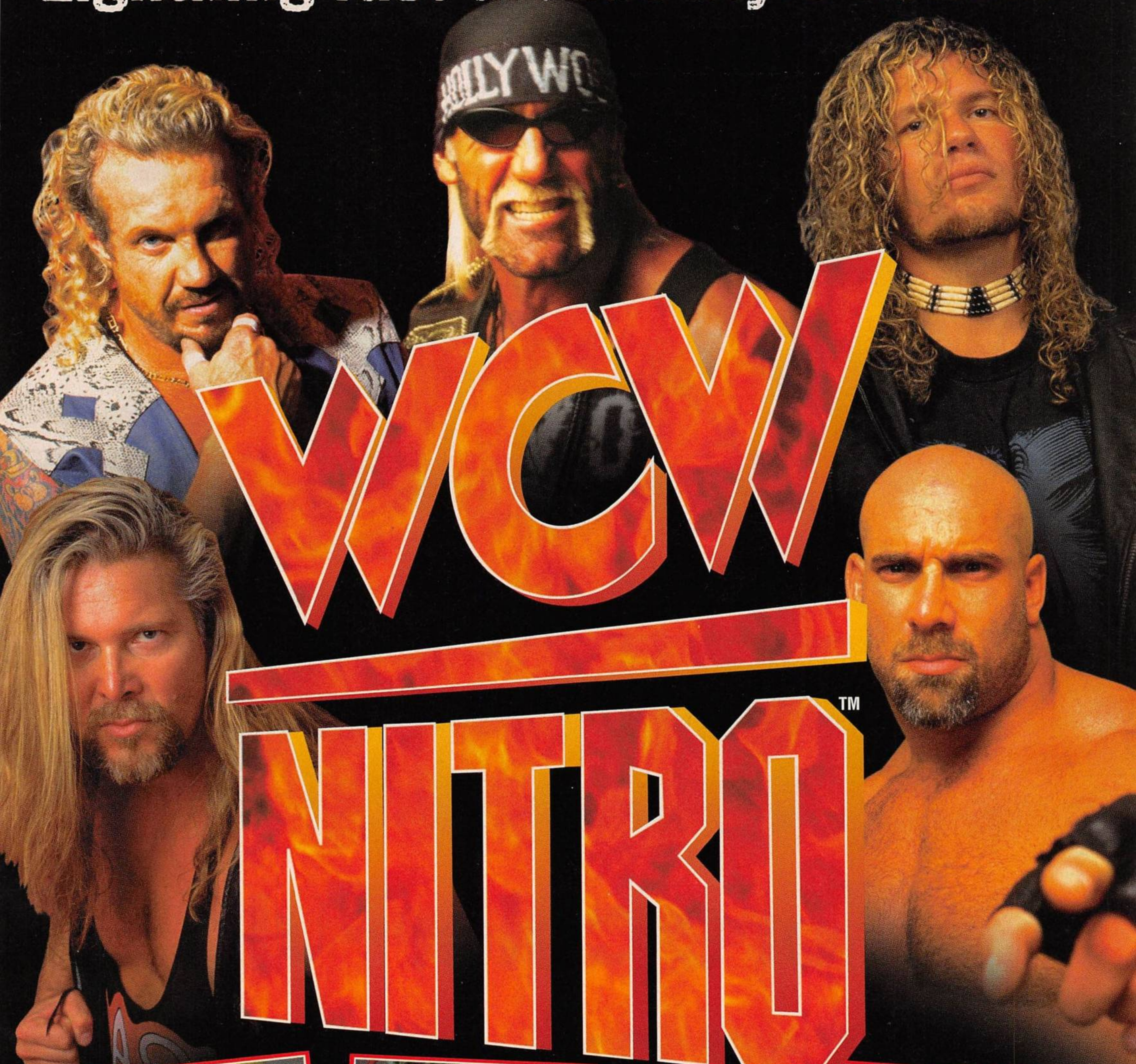
A A Nintendo customer service rep replies: "We haven't heard of this happening before, but as long as the Pak isn't affecting gameplay, it's all right. More likely than not, the Pak is venting extra heat that is coming from inside the N64. If you find that the Pak is having an adverse effect on gameplay, however, call us immediately and we'll try to solve the dilemma. Nintendo will cover any damages that might be caused from the use of the Expansion Pak within the prescribed one-year warranty."



A The Watch Dog replies: Unfortunately, your problem is pretty common. Using products that are not officially licensed by Sony or Nintendo is always a risk. There's always a possibility that somebody's system will be severely damaged by using non-licensed third-party peripherals. However, even though few companies would knowingly put you or your console at risk, no company is going to warn you against buying their product. The best way to find out if a product could potentially harm your video game system is to ask a knowledgeable retail clerk, or call Sony and Nintendo directly. Remember, all you need is one defective product to ruin your system.

As far as getting your PlayStation repairs paid for by Mad Catz, it's up to the company. Unless its instruction manual explicitly states that Mad Catz will pay for any damage caused by its product, you're out of luck.

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The fastest wrestling game available!



Over 60 of the top WCW and NWO superstars!

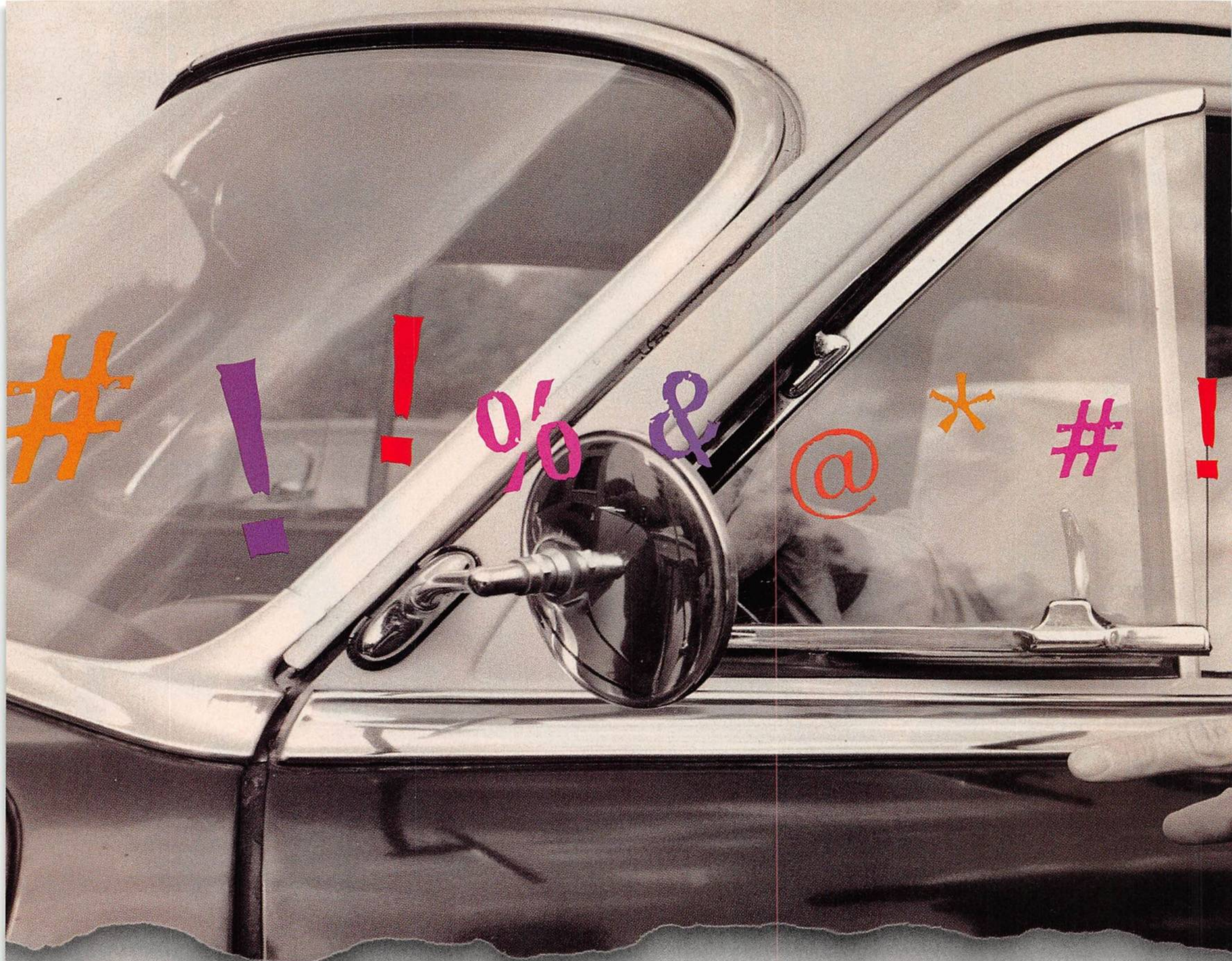


All your favorite signature moves, finishing moves, and taunts!

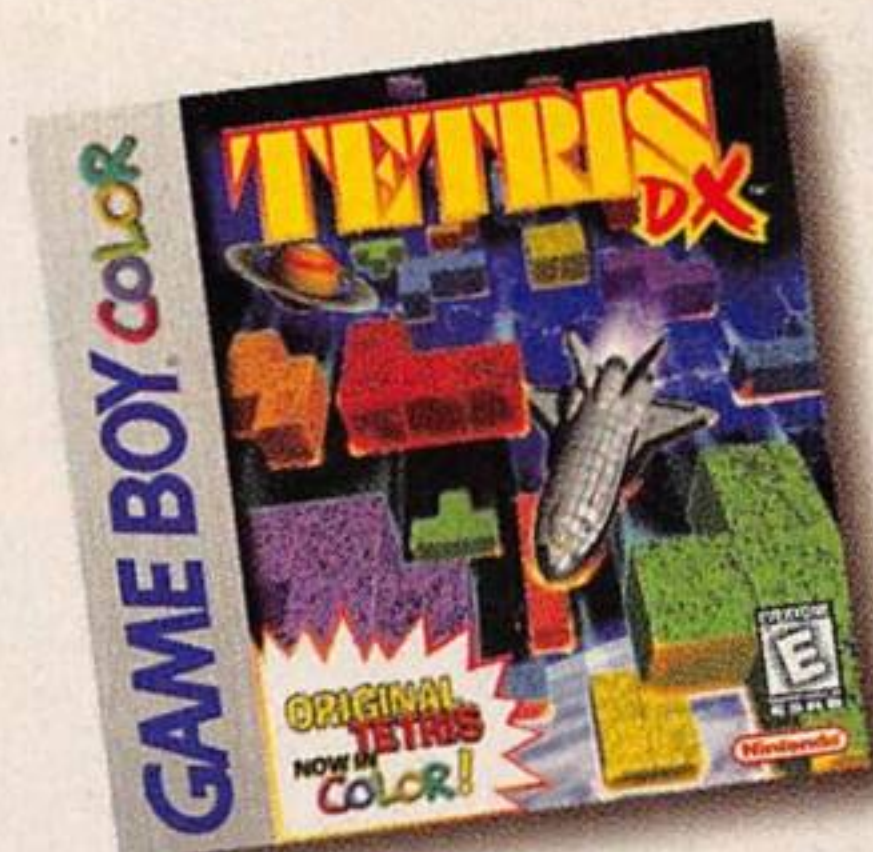
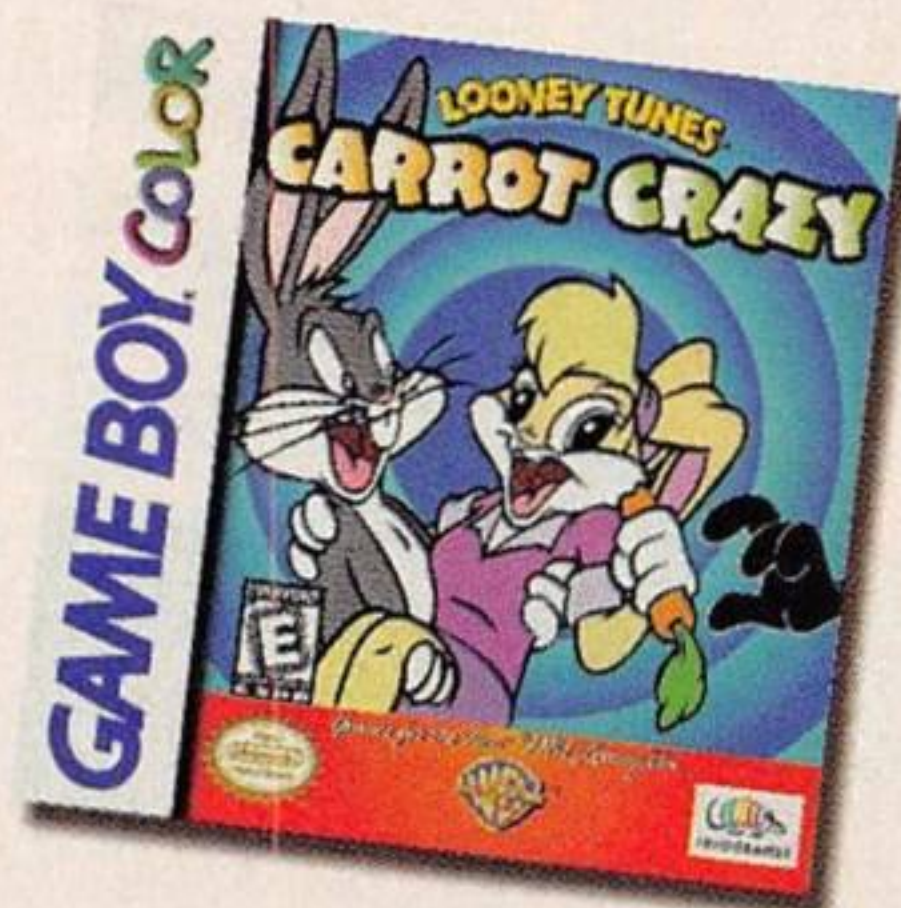


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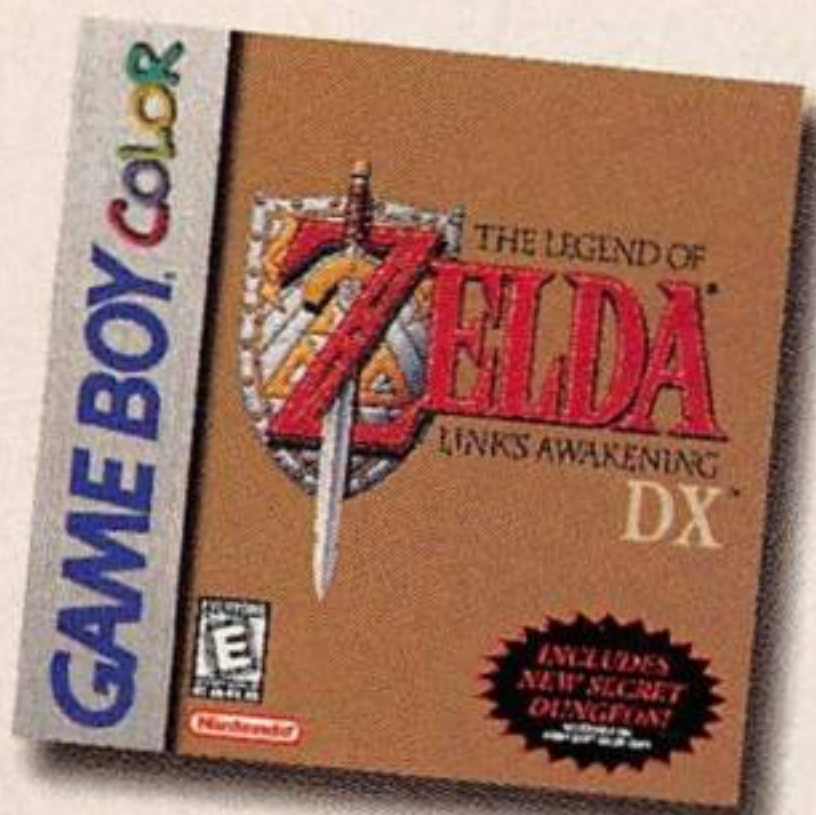
More colorful than
on the expressway.



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the language



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Game Boy® Color.
Escape to Color.

EA Earns Medal of Honor Spielberg, DreamWorks Join Forces for World War II Shooter

Ever think *Saving Private Ryan* would make a cool GoldenEye-style shooter? Not gonna happen, but DreamWorks is deep in development on the next best thing, Medal of Honor for the PlayStation. Inspired by Steven Spielberg, director of the award-winning *Private Ryan*, Medal of Honor's World War II-based first-person action already has the game industry abuzz with anticipation.

Targeted for a September release by Electronic Arts, the game will combine espionage-themed combat and exploration with meticulous attention to historical accuracy. Playing as

Jimmy Patterson, the pilot of a cargo plane that crashes while parachuting in troops over Normandy, gamers will battle through 10 missions and become more and more involved with the operations of the OSS (the CIA's predecessor) as the game progresses. In the second mission, for example, you're sent back into France to sabotage a rail gun that's sinking ships in the English Channel—based on an authentic OSS mission from WWII.

DreamWorks is focusing a lot of attention on delivering the kind of pulse-pounding first-person combat that GoldenEye does so well. "Enemies have a huge range of actions," explains Peter Hirschmann, the game's producer. "If they're hit in the arm, they'll shake it off, but if they're badly wounded, they'll crawl away bleeding."

While Spielberg isn't involved in the day-to-day work on Medal of Honor, he is the creative force behind the game, keeping tabs on its development to ensure it'll meet his standards. He also recommended that the development team bring in Dale Dye, the military consultant on *Saving Private Ryan*, to keep the game historically accurate—and the results were impressive, Hirschmann says. Dye played a big role in developing creative but realistic missions and other game elements.

Given that work has been under way on Medal of Honor since November '97, it seems likely that the game will ship this fall as planned. Stay tuned for more details.

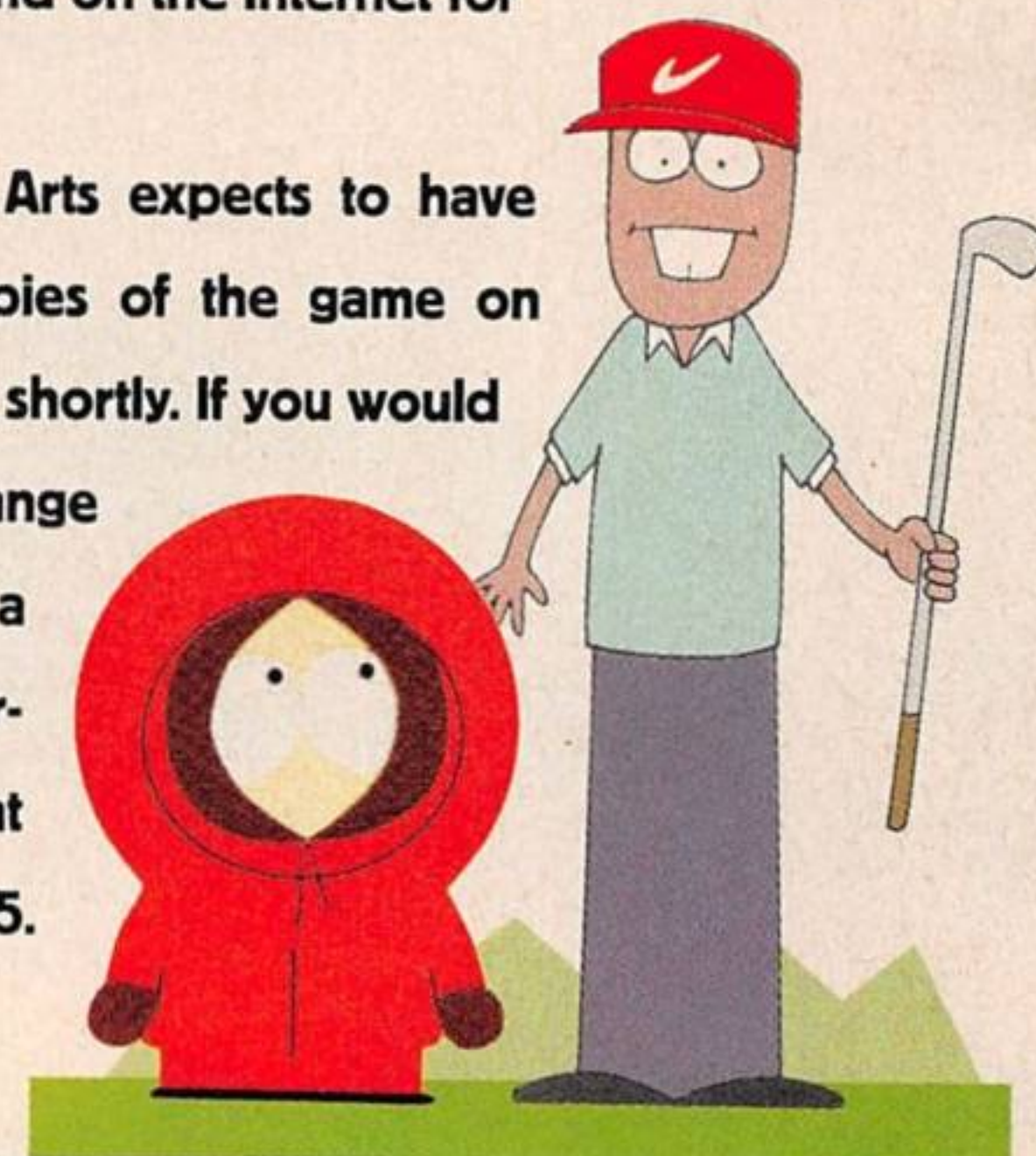
Tiger Woods '99 Recalled

"Oh my God—they killed Tiger!"

Just weeks after releasing Tiger Woods '99 for the PlayStation, EA Sports announced a hasty recall of the product due to the presence of "unauthorized material" on the disc. That's a nice way of saying that someone included a huge QuickTime file of *The Spirit of Christmas*, the underground cartoon short that launched *South Park*, the hit Comedy Central show. Unlike the TV show, though, the original short features lots of vulgarity—but without the censors' bleeps.

You can't see the cartoon on your PlayStation, but it's easy to access on your PC. The Tiger CD contains a 51 MB file called ZZDUMMY.DAT, which is actually a five-minute QuickTime movie starring Stan, Kyle, Cartman, Kenny, Jesus, Santa Claus, and Brian Boitano. The QuickTime file of the short has been floating around on the Internet for months.

Electronic Arts expects to have corrected copies of the game on store shelves shortly. If you would like to exchange your disc for a corrected version, call EA at 800/245-4525.



NEWS BITS

Midway Reveals Dreamcast Lineup

Midway has gone public with some of its upcoming home titles. The company will support Dreamcast at launch with NFL Blitz 2000, a port of the arcade racer Hydro Thunder, and a Mortal Kombat fighting game that won't be a straight port of MK4. N64 and PlayStation owners will also get the new Blitz game as well as Mortal Kombat: Special Forces, a new adventure title starring Sonya and Jax. Also on deck are a number of retro reissues, including a modern update of Paperboy for the Nintendo 64; direct ports of Smash T.V., Satan's Hollow, and Toobin' for the PlayStation; and 720, Moon Patrol, and Spy Hunter for the Game Boy Color.



MORTAL KOMBAT SPECIAL FORCES

Flashbacks from 10 Years of GamePro

All About April

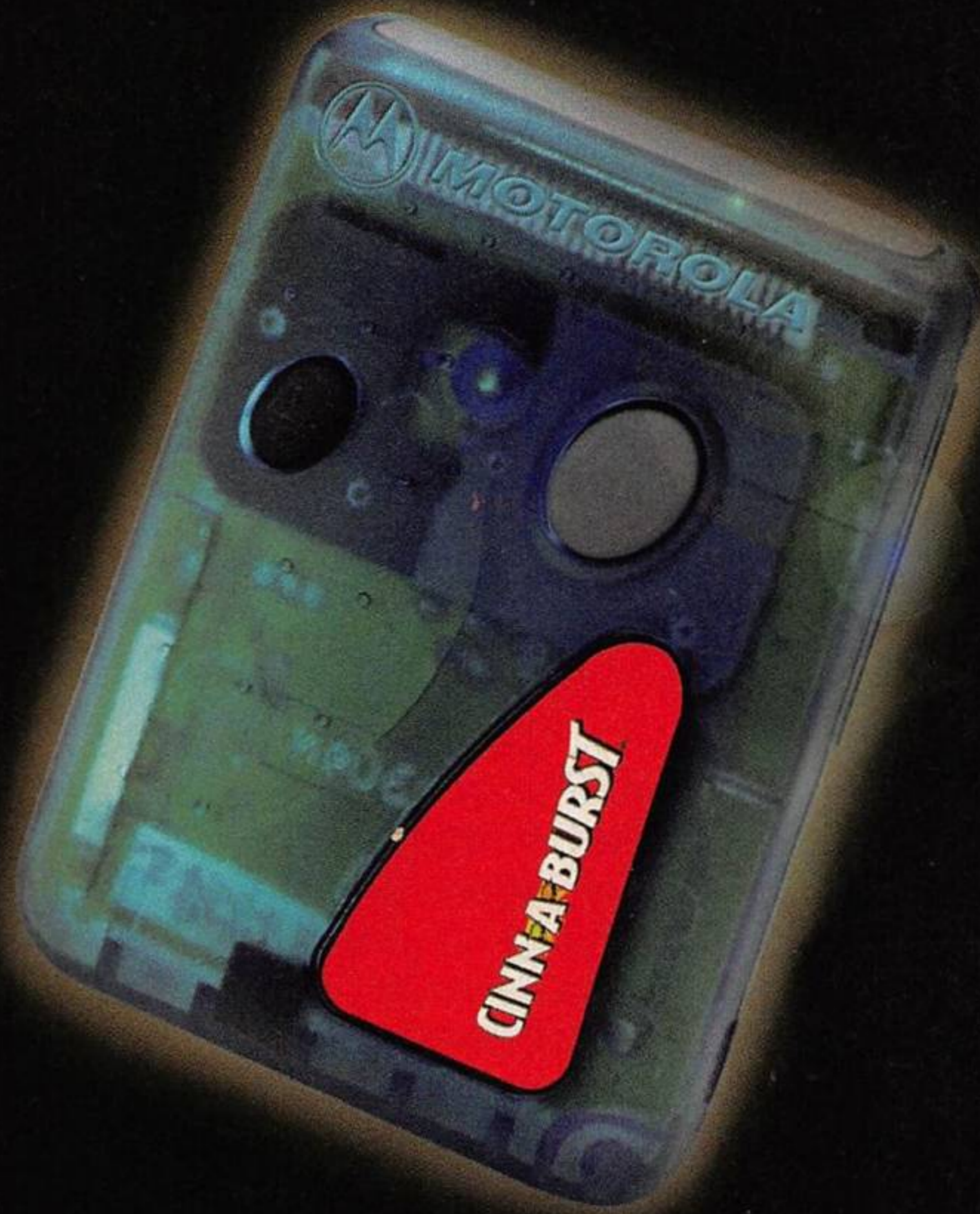
- 1990:** "ProNews" announces that Super Mario Bros. 3 is in development for the NES.
- 1991:** "Overseas ProSpects" previews a promising Japanese game called Pilotwings.
- 1992:** GamePro runs the first arcade screens of Street Fighter II: Championship Edition, the first of many SFII overhauls.
- 1993:** Bubonic the Blowfrog 2 graces the cover of the very first issue of GamePro's April Fool's spoof, LamePro.
- 1994:** Tempest 2000 is released for the Atari Jaguar while Ridge Racer burns up arcades.
- 1995:** Nintendo buys 25 percent ownership of UK-based developer Rare (creator of such games as Donkey Kong Country and Killer Instinct).
- 1996:** GamePro gives Resident Evil a 5.0 Fun Factor—and the cover.
- 1997:** "The Cutting Edge" looks at the programmable PlayStation, the Net Yaroze.
- 1998:** Nintendo announces more delays for the 64DD peripheral.

Next Month: May, Maybe



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Macintosh: The Next Great Game Machine?

Quake 3, PlayStation emulator to run on Macintosh

"We are totally committed to making the Macintosh the best gaming platform in the world."

With those words, Steve Jobs, co-founder and interim CEO of Apple Computer, wowed the crowd at this year's Macworld Expo, addressing one of the Macintosh's most oft-repeated criticisms: its lack of decent games. Fueled by the company's new super-fast G3 line and several strategic partnerships, Apple looks eager to stake its claim in the profitable world of computer gaming.

Jobs' 90-minute presentation detailed the technical aspects of the new gamer-friendly series of G3 computers, but the biggest surprises came in the form of special guests. John Carmack, co-founder and lead programmer at id Software, gave the first public display of Quake 3: Arena, which, thanks to Apple's support of the 3D graphics language OpenGL, will ship simultaneously on the Mac and the PC later this year. A strong OpenGL supporter for some time, Carmack announced that he was at Macworld "because Apple finally has its act together" and added that "there's no reason Macintosh won't be an absolutely perfect gaming platform for anything that you want to do."

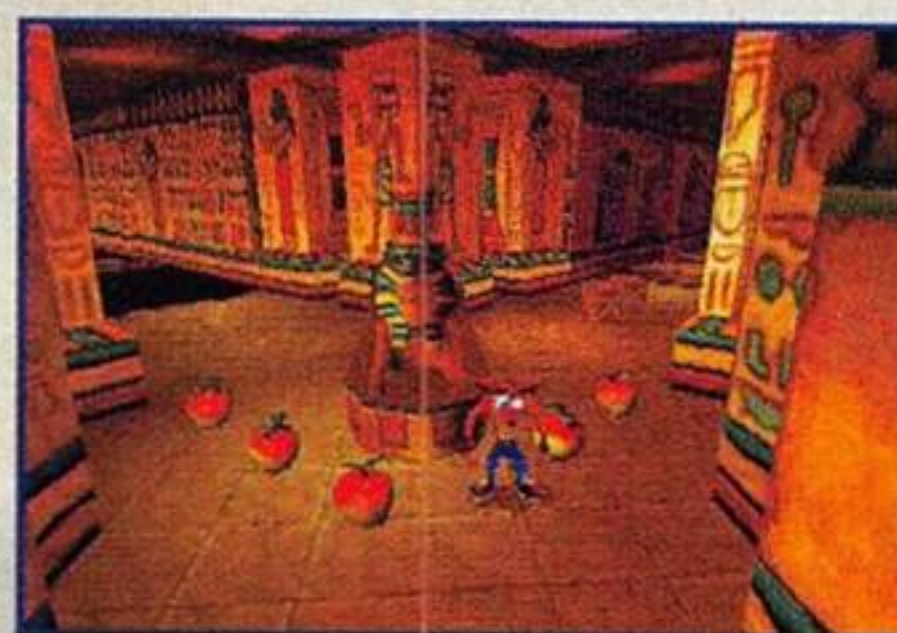
Shortly thereafter, a representative from Connectix joined Jobs onstage and showed

the Virtual Game Station, a software emulator that lets Macintosh G3 owners run nearly 100 PlayStation games, including hits like Parasite Eve, NFL GameDay

'98, Twisted Metal III, and X-Men vs. Street Fighter. Crash Bandicoot: Warped was also demonstrated using the software, and its performance equaled that of a console.

Connectix was selling copies of the Virtual Game Station on the show floor for \$49. In late January, Sony filed a copyright infringement suit against Connectix, but the VGS was still on sale at press time.

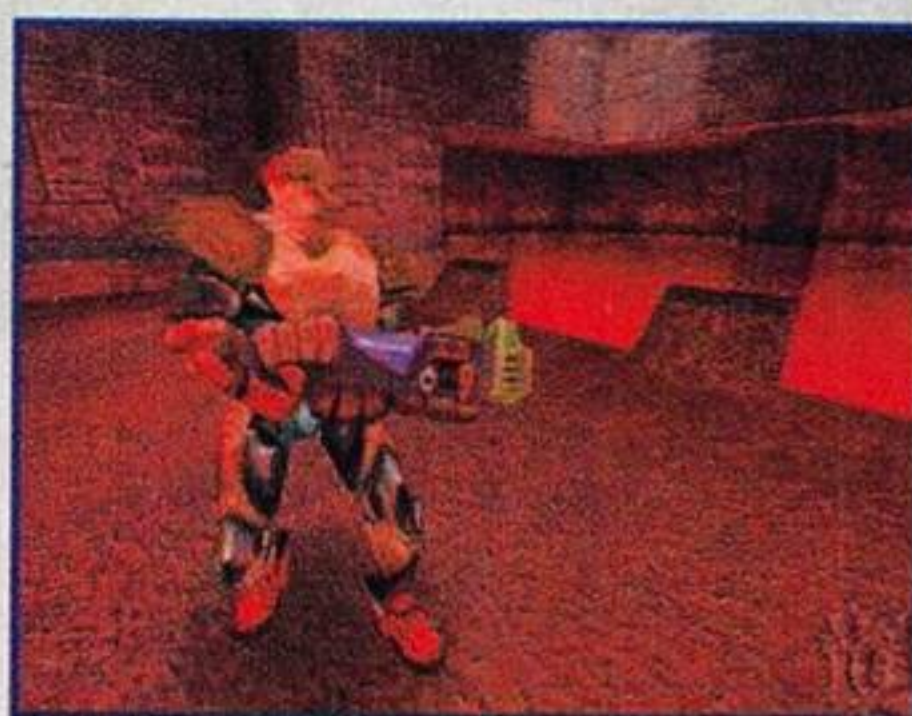
Macintosh versions of Tomb Raider III, StarCraft, Age of Empires, SimCity 3000, Rainbow Six, BattleZone, and Heretic II are all due out by summer, giving Mac owners plenty to look forward to.



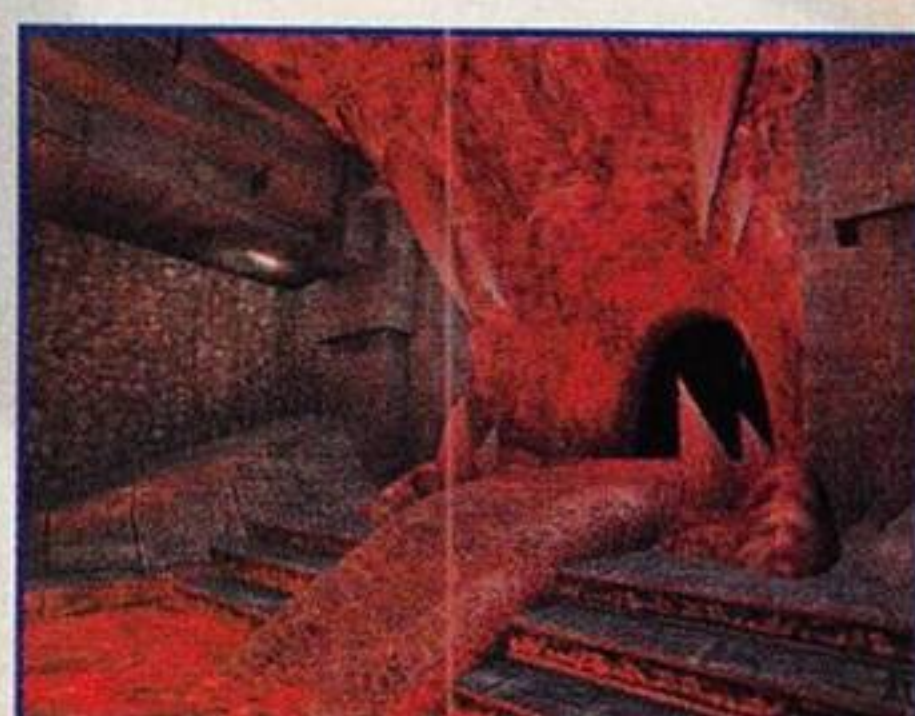
With Virtual Game Station, Mac G3 owners can now play Crash Bandicoot: Warped and about 70 other PlayStation hits.



Will the Macintosh G3 be "the best game machine in the world," as Apple hopes?



The Mac demo of Quake 3: Arena looked spectacular.



Static

Yes, Johnny Ballgame finished Soul Calibur in 1'37"70—faster than the best time at Namco America. Think you can take him? Send us a picture showing your best score. • Please direct your attention to this shiny new 4 MB memory pak while Nintendo sweeps those pesky 64DD remnants under the rug. • Marriott hotels pipe video games directly into your room as part of its video-on-demand service. The bad part? The service costs \$6 an hour—and the games are old 3DO titles. Seriously. • Speaking of which... 3DO CEO Trip Hawkins scores our Quote of the Month with this quip about the Nuon (née Project X; see "ProNews," February): "They don't know the license of the truck that's about to hit them. I know I didn't know the license of the one that hit me." • If you play only one game starring a cowboy wielding an electric octopus fighting a tiny dog who pees in his opponent's face this year, make it Jojo's Venture from Capcom. • For the record, we still miss Thrill Kill. • There's a huge public transportation vehicle driving around San Francisco, custom-painted to promote Tomb Raider III. Is this what they mean when they talk about how big Lara's bus is? • If we're lucky, by the time you read this, Four-Eyed Dragon will have recovered from counting this year's Reader's Choice Awards ballots. If not...wanna work at GamePro? • Wait until you see some of the stuff you can win in our upcoming 10th Anniversary contest. You simply won't believe it. • Beetle Adventure Racing...Beetle Adv

Top 10 Best-Selling Video Game Titles: December 1998

RANK	TITLE	PLATFORM	PUBLISHER
1	The Legend of Zelda: Ocarina of Time	Nintendo 64	Nintendo
2	Star Wars: Rogue Squadron	Nintendo 64	Nintendo
3	Crash Bandicoot: Warped	PlayStation	Sony
4	GoldenEye 007	Nintendo 64	Nintendo
5	WCW/NWO Revenge	Nintendo 64	THQ
6	Tomb Raider III: Adventures of Lara Croft	PlayStation	Eidos
7	Metal Gear Solid	PlayStation	Konami
8	Turok 2: Seeds of Evil	Nintendo 64	Acclaim
9	Twisted Metal III	PlayStation	989 Studios
10	NASCAR '99	PlayStation	Electronic Arts

Source: NPD TRSTS Video Game Tracking Service

Innovation Super Game Converter

Rating: 5.0

Import fans, your troubles are over. The Super Game Converter lets you load Japanese games on your American PlayStation without a risky chip modification.

Just plug the unit into the I/O port in the back of your 'Station, stick a small spring on the underside of the lid, and you're done. Japanese games load without a hitch, and you can remove the converter at any time. Did we mention that the Super Game Converter also handles GameShark-style cheat codes? For import fans, this sucker's worth every cent.

Price: \$39.99

Contact: Innovation, 860/395-3090,

<http://www.innovation1.com>

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The Beginner's Guide to EVERQUEST

(Part III)

What would a fantasy world be without wizards and warlocks? The final part of our EverQuest newbie's guide gets you up and running—or levitating, or teleporting—in the basics of magic. Eureka!

By Big Brother

Some eye of newt, some frog's wart, a sprinkle of magic beans—okay, so that's more like the recipe for a stomachache at El Torito. If you want to succeed in your quest to conquer Norrath wearing only the robes (or, in the case of a druid, the vines) of a magic-user, you'll need to understand some basic concepts about magic and its place in the world of EverQuest, 989 Studios' on-line game. Hint: Leave the eye of newt in the cupboard.

Go to school

You must first decide what type of spellcaster your character is going to be and which school they will attend. (Yes, you have to go to school for magic.)



Hey, whoever said dwarves hate magic?

Clerics, druids, enchanters, magicians, necromancers (yuck), shaman, and wizards can all cast spells (Shadow Knights will have some magical powers, but aren't considered magic-users as a rule). The schools of magic break down into the offensive, defensive, healing, transportation, and enchantment disciplines.

Clerics are devoted primarily to healing, which makes them a vital and necessary member of any adventuring party. Wizards and magicians are able to take up much of the offensive slack, crafting area attacks and projectile spells aimed at knocking your enemy silly. Shaman and druids are masters of defensive spells, which will help make your party a tough nut to crack. Enchanters take normal everyday items and imbue them with magical power. Necromancers control



Just because your mage stands at the rear of the party doesn't mean you have to let your guard down. Frequently check your six while in combat.



What are the benefits of area-effect spells? Three ice goblins can get beat down by a single spell from a well-prepared wizard.

the dead (and the undead), which makes them an intriguing—if somewhat disgusting—factor in Norrath's magical hierarchy.

Divvy It Up

An important thing to remember is that your magic-using character should not be the only one in the party with mystic powers. In fact, the presence of just one mage in any party is usually a bad sign. The key is to divvy up the magical chores between a few characters with different spellcasting specialties.

As mentioned before, clerics are a must for your party. Position them at the back of the pack, out of harm's way, and use them to heal wounded fighters. This is a tried-and-true strategy that's worked since Gary Gygax first scribbled down the Dungeons & Dragons rule books—so adhere to it. As a rule of thumb, you should also have a wizard or a magician in your party who can cast offensive spells. They have the ability to learn excellent spells, such as a single-target fireball or a super attack, like area-affecting lightning bolts.



Be advised—some of the beasts in Norrath are also magic-users.

If you feel the need for a third spellcaster, an enchanter is your next logical choice. Why? Because they can turn a common, worthless dagger into a magical weapon of considerable power. Enchanters can perform this feat for almost anyone in the party, and they're only restricted by the amount of mana they have available.

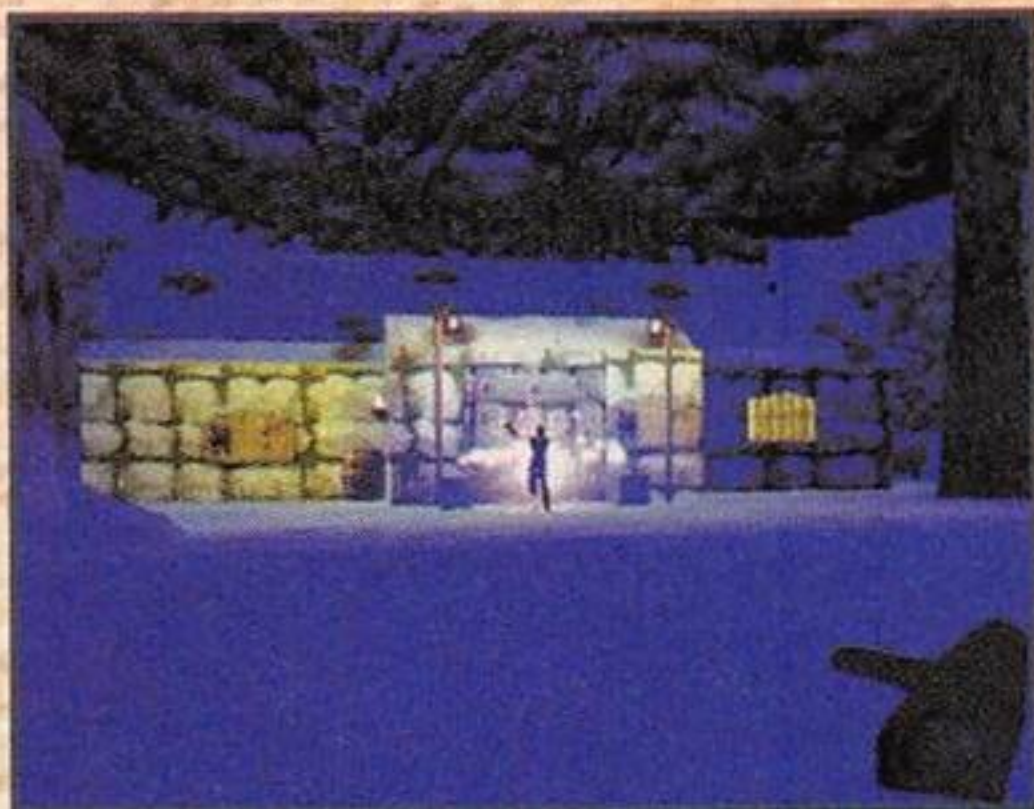
It's About Mana, Man

Speaking of which, mana must become a part of your vocabulary (if it isn't already). Norrath's magical currents are dictated by the flow of a force called mana, which magic-users draw from to cast their spells. Mana is represented on your character sheet as a finite amount of spellcasting energy that you have stored up. Each spell your magic-user casts will deplete that reserve by a specified amount. Beware: When your spellcaster's mana level dips too low, it's kaput for their spellcasting abilities—they'll be just another person with a pointy hat and a stick.

Keep in mind that magic-users are to be used as a weapon of last resort during combat—think of them as the atom bomb in your party's arsenal. If the grunts can handle a pair of giant rats, there's no reason for Otto the Obscure to waste mana by casting fireballs at them. Besides, you'll wish you had that extra mana when you stumble onto the path of some genuinely tough opponent. It's very important that your magic-user has his or her chambers loaded when such a situation presents itself.



Take no guff from these skeletal swine. Even a physically outmatched spellcasting elf can handle the minions of death when she has a fireball to cook up.



Cure your comrades' wounds before entering a new location where trouble is likely to be waiting.



In danger! Try magically charming hostile NPCs.

So Where Do I Get My Spells?

Ah, yes, ever-acquisitive is the mage. Your spellcaster begins the game with only a few common spells—the rest they'll have to learn as you go. Adding spells to their spell book is an easy process; the hard part is finding the darn things. Most spells that come your way during your early adventures come in the form of scrolls, which you will find from time to time after wasting monsters or finding treasure. You must then read the scroll and "scribe" it (or transfer the scroll) into your spell book. Once that's been done, the scroll disappears from your inventory and reappears as a new spell in your magic-user's spell book.

As your spellcasters progress, it's possible for them to join a mage's guild to learn new spells through study (and tuition). Once they've gained some knowledge, they can then be taught advanced spells that aren't typically found drifting around on loose scrolls.

Remember: Your magic-user can keep only eight spells "loaded" in their spell book at any given time. They have to memorize the spells prior to using them, which limits the choices they'll have in combat—it's important to always have your favorite ones handy. Happy casting! ⚡



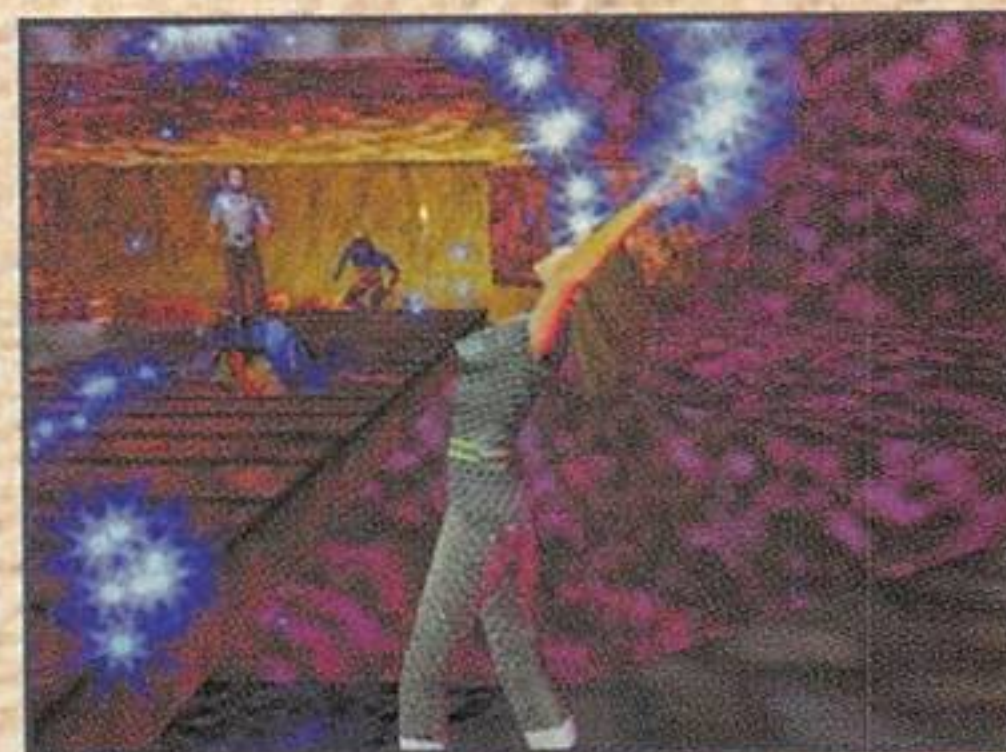
It's pitch dark and you don't have a lantern! Lucky you memorized that Cast Light spell.



You'll need to reach deep in your bag for help in a crunch like this!



Turn Undead is a vital spell that provides the best weapon against skeletons like these.



Spells with area-effect range are particularly effective in closed-in places like dungeons and tunnels.

DEAD IN THE WATER

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"This is a remarkable game."
Chicago Tribune Online
July 1998

"This game isn't a mere Twisted Metal clone,
it takes the genre in a whole new direction - THE WATER."
GameFan Online
July 1998

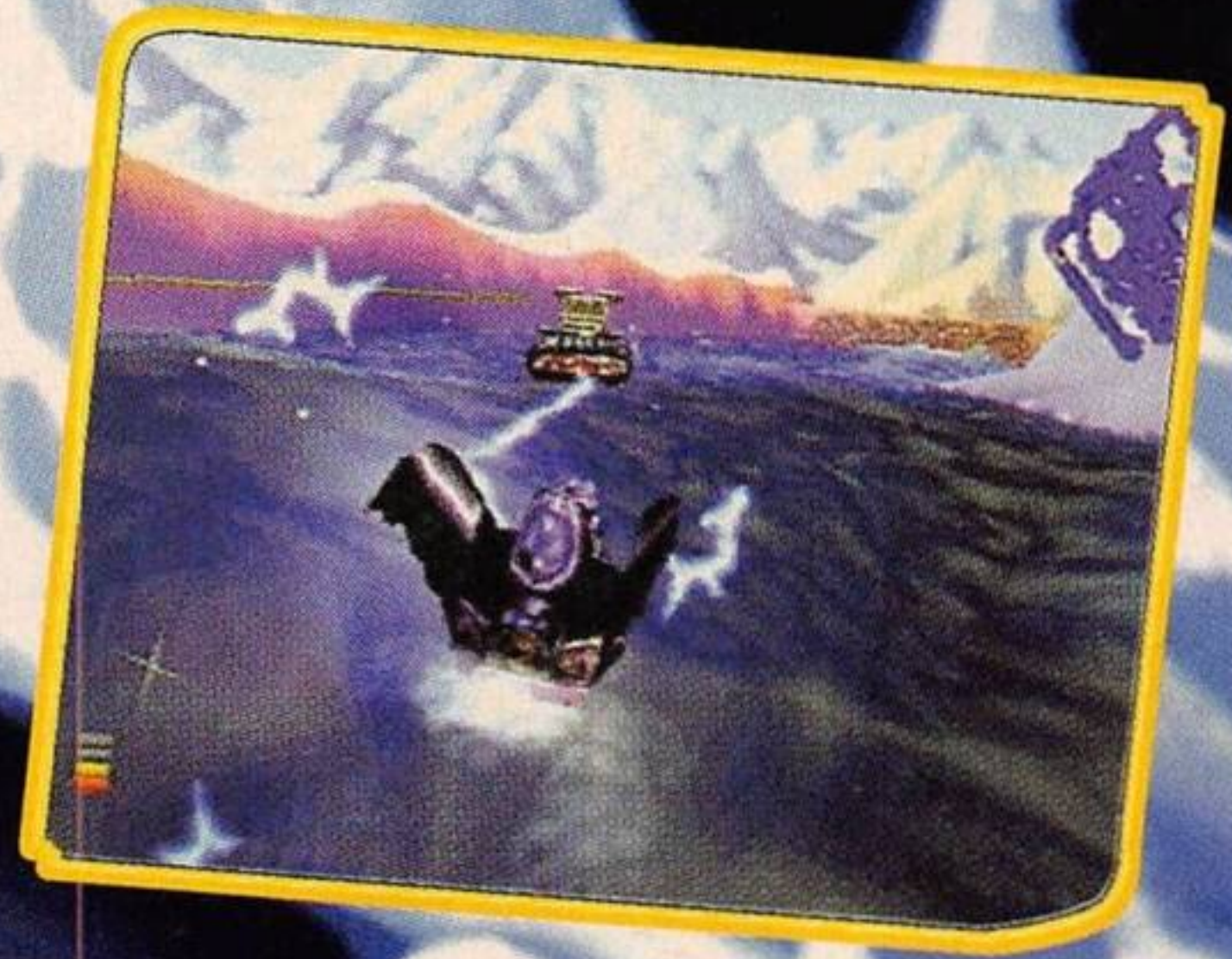
"The character design in this game is fabulous."
GameFan Online
July 1998

"Placing the emphasis squarely on action,
it's kill or be killed."
GameWeek
July 1998

"Explosions are quite wonderful."
Official U.S. PlayStation Magazine
August 1998

"In addition to the action-packed game play,
DITW is packed full of special effects and eye candy."
PS Extreme
August 1998

"Where the game really kicks though,
is in its battle mode."
PSM
August 1998



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SOUL REAVER: KAIN'S LEGACY

Here's how Crystal Dynamics plans to breathe life into the vampire legend!

By Scary Larry

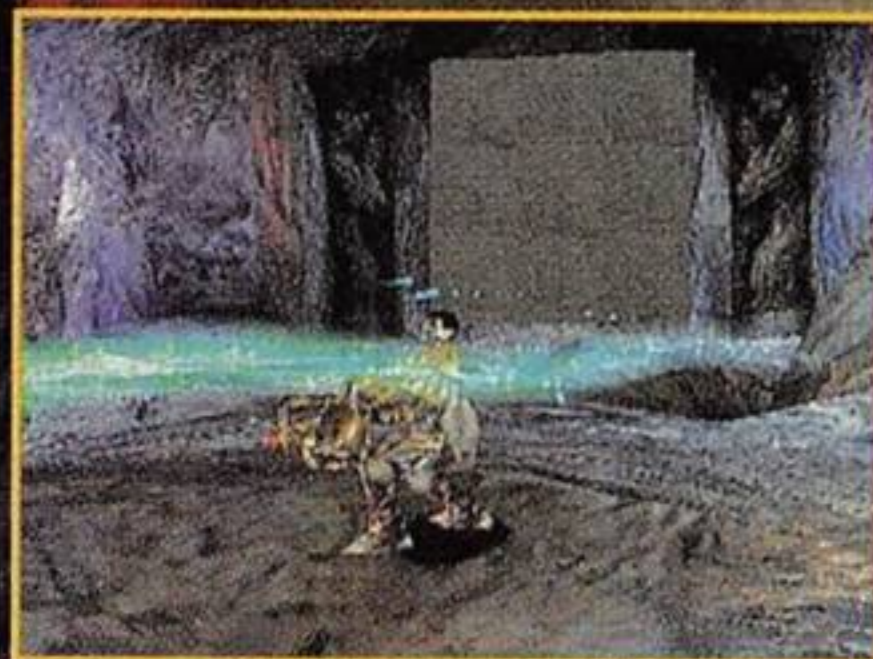
LEGACY of KAIN SOUL REAVER

CRYSTAL DYNAMICS knows you can't keep a good vampire down. Blood Omen: Legacy of Kain was a dark sleeper hit for the PlayStation, a Gothic classic that mesmerized players with its vampiric tale of revenge, epic-length action/RPG gameplay, and foreboding, open-ended conclusion. But how do you build upon the Kain legacy and still serve gamers well? With Soul Reaver: Legacy of Kain for the PlayStation, Crystal literally goes to Hell and back.

UNEARTHING THE PLOT

One of the first things that had to be done was to continue the Legacy of Kain story line. Blood Omen fans will recall that at game's end, the vampire anti-hero Kain faced a choice: either sacrifice his undead self for the good of all or rule the world as lord of the vampires. Soul Reaver finds Kain taking the latter course of action (see sidebar, "Honor and Gory: The Legacy of Pain"). You'll play as Raziel, a vampire seeking to overthrow Kain's vicious rule.

While developing this story line, Crystal Dynamics added more Gothic touches than you'll find in a Nine Inch Nails video. Kain's vampire empire is dark, dank, and creepy. The intricate plot is one of the game's bright spots. In Soul



Raziel's battle with the armies of Hell will have you lusting for blood!

HONOR AND GORY: THE LEGACY OF PAIN

In the first game, *Blood Omen: Legacy of Kain*, Kain is unjustly murdered. In the land of the dead, he vows revenge, but returns to the material world as a vampire, killing the helpless humans and drinking their blood. At the end of *Blood Omen*, he must choose between returning to the dead for the good of the many or remaining in the world of the living as head bloodsucker.

In *Soul Reaver*, Kain's decision becomes painfully clear. Kain has set up a vampire city in Nosgoth, the underworld realm, and humans everywhere have consequently become walking liquid refreshment. Kain has also created a legion of vampires with six lieutenants drafted to help him rule. Raziel and his boys, who sit on Kain's high council, watch the lesser lads with bored vampires' eyes, hoping for a savage battle to break out just so they can have some fun. Purgatory sounds a lot like Iowa.

But soon Kain has a new passion. He takes his trusted upper-crust vampires, including Raziel, to a distant place where their bodies evolve into higher forms. Raziel sprouts wings, but makes the mistake of showing them off to Kain. In a fit of jealous rage, Kain rips them off and casts Raziel into a magic vortex of water—and H₂O is the only thing that hurts a vampire more than a root canal. Raziel loses face (literally watching his jaw disintegrate), dons a cowl and a scowl, and meets up with the mysterious Elder to plot the demise of Lord Kain. What Raziel doesn't realize, however, is that while he took his mystic dunking, several thousand years have gone by in Nosgoth. And as anyone will tell you, things change with the passage of time.

Being a vampire can be such a pain in the neck.



Reaver, you're totally hooked the minute the beautifully crafted computer-generated scenes start running. You soon become familiar with 10 classes of vampires who are out to rid the underworld of Raziel, along with almost a dozen grim and feral bosses. In their design stages, these bosses looked more frightening than Congressional impeachment prosecutors.

Additionally, 20 different types of enemies will haunt your world. Not surprisingly, throughout the dark and sinister levels, you'll engage in extensive hand-to-hand combat using a variety of weapons to slice, dice, torch, and, of course, impale your foes.

MORE FANG FOR THE BUCK

To bring all this vampire vamping to...er, life, Crystal decided to imbue *Soul Reaver* with a revamped look. It went Lara Croft's route, using a super-charged version of the Gex 3 game engine to give Raziel a 3D playing field. The game's visual tour de force, however, is based on Raziel's ability to shift between two realities: the material realm and the spectral realm.

If you imagine the light and dark worlds of *The Legend of Zelda: Link's Awakening*, you'll get the idea. When Raziel shifts from one realm to the other, the environments are physically changed so that solutions to otherwise dead-end puzzles may be revealed. For example, if a chasm appears to be too far to jump across in the spectral realm, morphing to the material realm may reveal a helpful stone


ledge. This terrain morphing is an innovative and spectacular-looking visual effect that brings depth and nuance to *Soul Reaver's* gameplay.

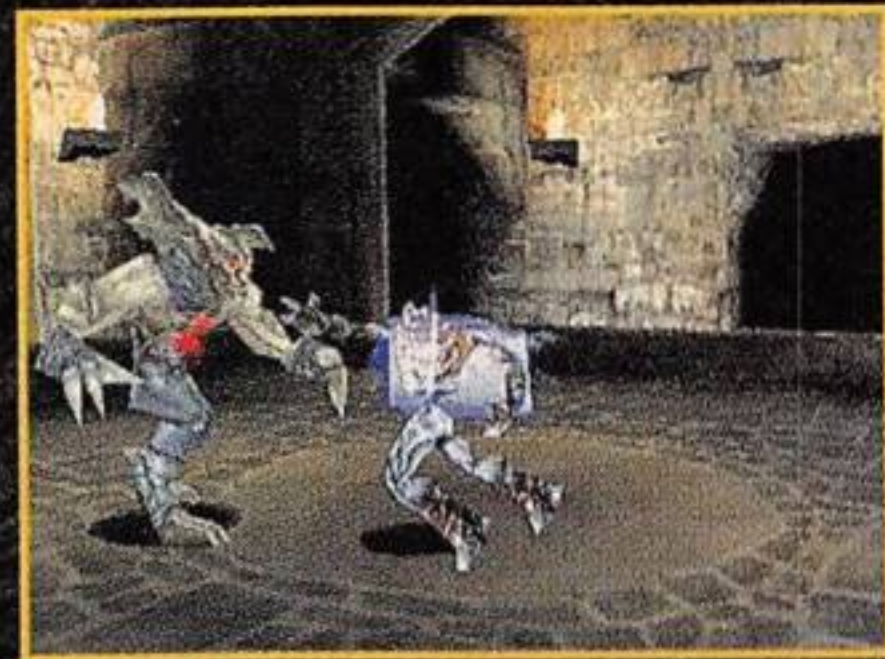
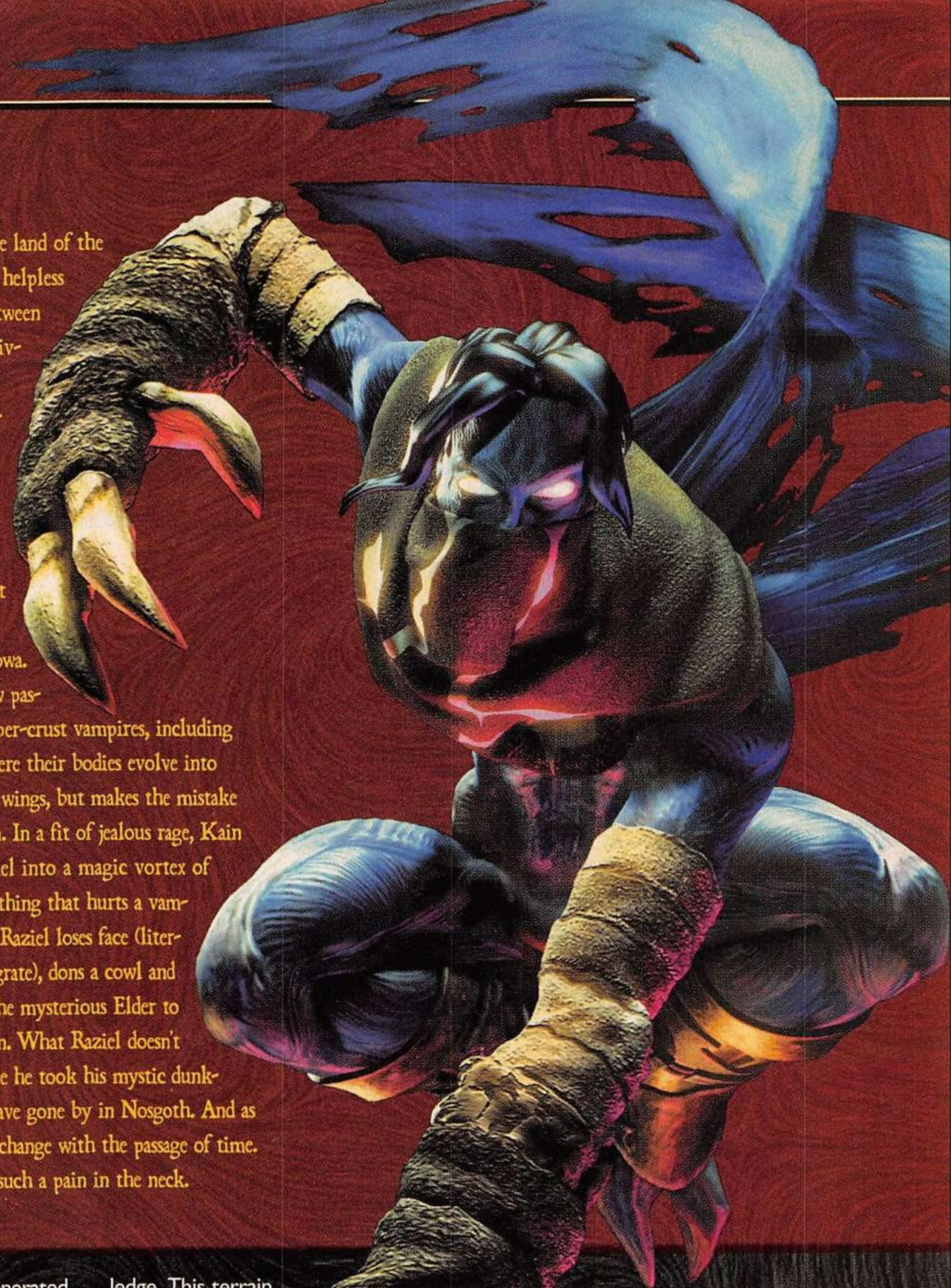
BEATING THE BLOODSUCKERS

Of course, when it comes to vampire slaying, it's good to be prepared. After Raziel steals the awesome *Soul Reaver* weapon from Kain, he's more than up to the task. The *Reaver* actually attaches to Raziel's arm like an organic lightsaber, and when he finds special forges, he can upgrade the *Soul Reaver's* potency.

Raziel also will be able to build up other powers in several ways. In some locations, he'll find magic Glyphs. These mystic stones serve as power-ups that enable him to command potent forces such as earthquakes and rings of fire. He'll also steal powers from boss vampires. For example, if a boss climbs up walls or swims underwater as a tactic against you, you'll acquire that ability if you defeat him.

Will THE DEAD RISE AGAIN?

If you're wondering what's going down (or rising again) in Kain's world, you'll definitely want to play *Soul Reaver* when it hits the streets in late March. *Blood Omen* fans and newbies should get ready for a vampire's feast that definitely does not suck. 



Meet the inhabitants of hell and try to get out—before you become a permanent tenant.

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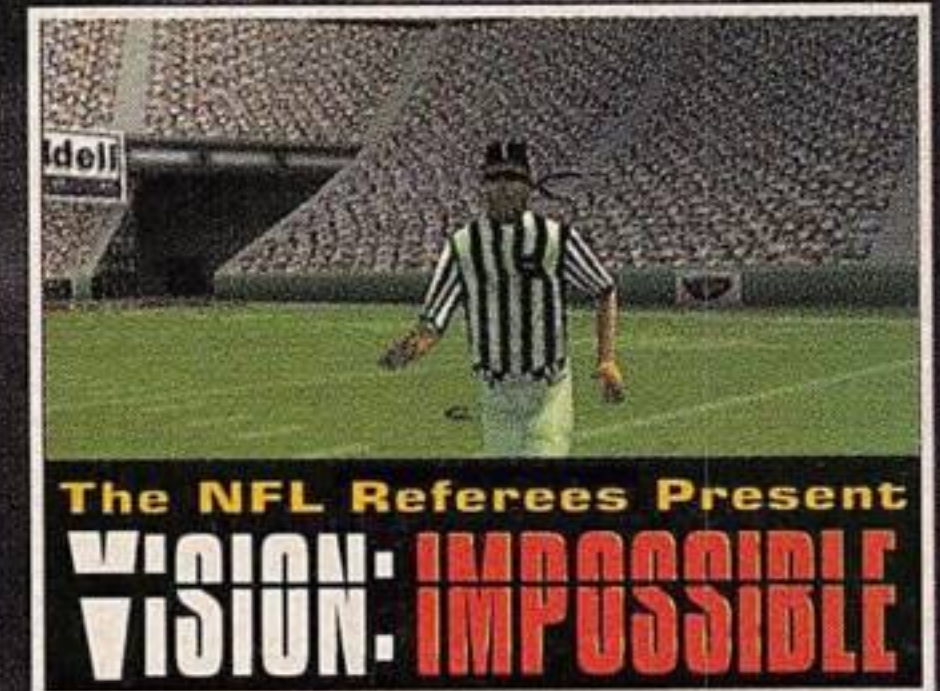
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WEDGIE ANTILLES

There's few drag queens that would fly right into the fray while still doing their makeup. Wedgie's one of the good ones. He'd rip the face off the first Stormtrooper he came across, as long as he didn't break a nail.

BACK >>>

Rouge Squadron
Transvestites Attack!

OVER **3000** LAME GAMES!

- Thrill Killed • Lockout Kings
- Titanic 2: @#\$\$ The Iceberg!
- Kenneth Starr/Bill Clinton: Rival Fools
- Metal Gear Soiled • Godawfulzilla
- Dorkstalkers • Smacked by an Angel
- Gary Coleman in Half Life • Eve's Parasites
- Sonic VIII: Enough with the Running
- Paula Jones and the Infernal Political Machine
- South Pork starring Roseanne and Rosie O'Donnell
- Saddam's Command and Cower • Magic: Gathering Dust

SEE NO GEARS

Xenogears sucks. It sucks, sucks, sucks, sucks, sucks, sucks, sucks. I hated it, and I don't care what you say. Sticks and stones may break my bones, but words can never hurt me. Unless you make fun of my weight.

► Boba Fatt via Internet

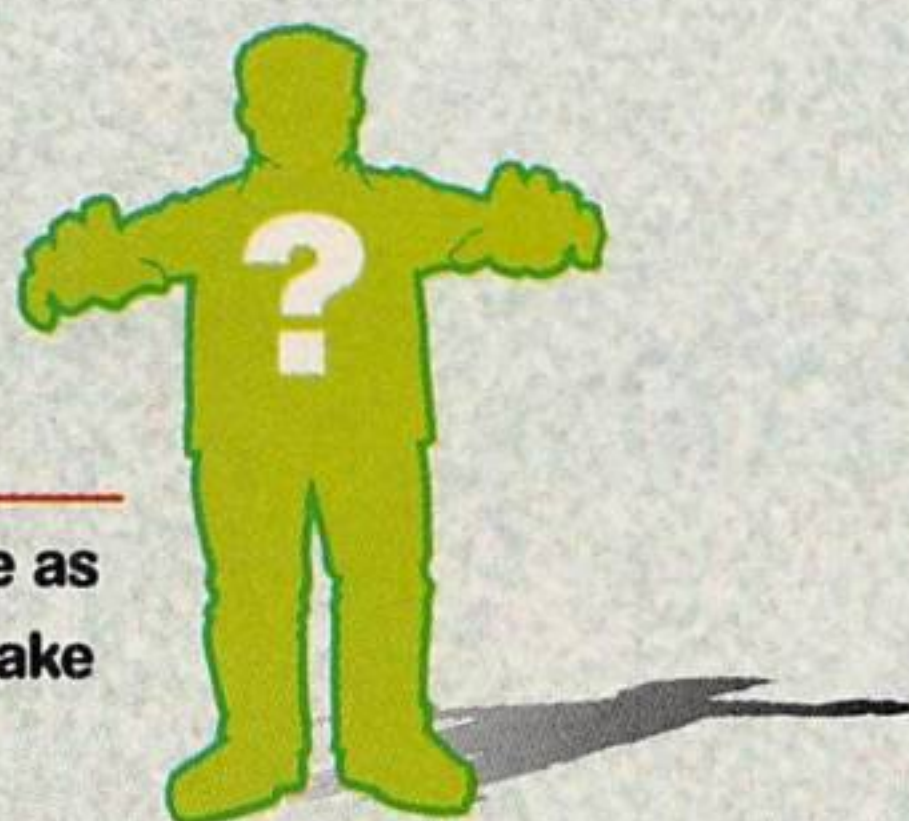
Thanks for the input. We at *LamePro* really appreciate it when an editor acts responsibly and acknowledges the fans. Especially a Teletubby like Boba.

GET YOUR HANDS ON A COPY

I love Tomb Raider III. I love everything about it. I love its soft, luscious, curvaceous gameplay. I love its tender, yielding, passionate controls. I love the way it feels against my hands, gently weighted like two firm, ripe...sorry. I love Tomb Raider III.

► Ellen DeGeneres via Hollywood

Whoa, relax there. Does Anne Heche know about this?



SCARY IS MISSING

I don't care who Scary Larry is—and I sure as hell don't care *where* he is. And you can take that to the bank, buddy.

► Waldo via Storyland

Scary is in the library, stunned by Professor Plum with the candlestick. He then proceeds to Waldo's house where he lets the freak have it with a well-timed burst from his flamethrower.

PRESIDENTIAL PRIVILEGES

February 29, 1999

From: William Jefferson Clinton, President of the United States



To: *LamePro Magazine*

RE: Video Game Violence

Gentlemen,
I am very concerned about the recent wave of violent video games. Hillary and I are both appalled at the level of anti-social behavior in games such as *Thrill Kill* and *Mortal Kombat 4*. I am hoping to meet with you soon to discuss this problem—and I was wondering if you could possibly bring Ms. Lara Croft with you. I hear the girl has tremendous assets. Thank you.

Bill Clinton via Monica via Paula via Gennifer

Sure thing, Bubba.

THRILL KILLED

You ever watch *The Simpsons*? You know when that obnoxious kid named Nelson does something mean and stupid and then goes "Ha Ha"? You've seen that before, right? Well...*Thrill Kill*. Ha Ha.

► EA via Its High Horse

Advertisement

GP

be



When you want to smell just like a sweaty game editor. And who doesn't?



BY THE FIRED FREELANCER

- Developed by IOU
- Published by Electronic Farts
- Target release date: The new millennium

PLAGUESTATION



FIRST HANDS-ON OVERSEAS LOOK

Thrill Killed

IT'S FINALLY HERE—or at least part of it is. Featuring at least three players from the original game that was banned last year, Thrill Killed is back in a censored, watered-down version that's sure to please no one.

Will you enjoy this toned-down game that's finally being brought to us by Electronic Farts? You will if you're a panty-wearing sissy-boy fighter who can brawl with only two opponents and no A.I. If you slap people more than you punch 'em, the dreary Thrill Killed is for you.



THRILL KILLED



BY THE LITTLE OLD LADY WITH A BIG-ASS WEAPON

- Developed by GI'm Interactive
- Published by Eastwood Studios
- Target release date: Right...NOW!

RIN-TIN-TENDO 64

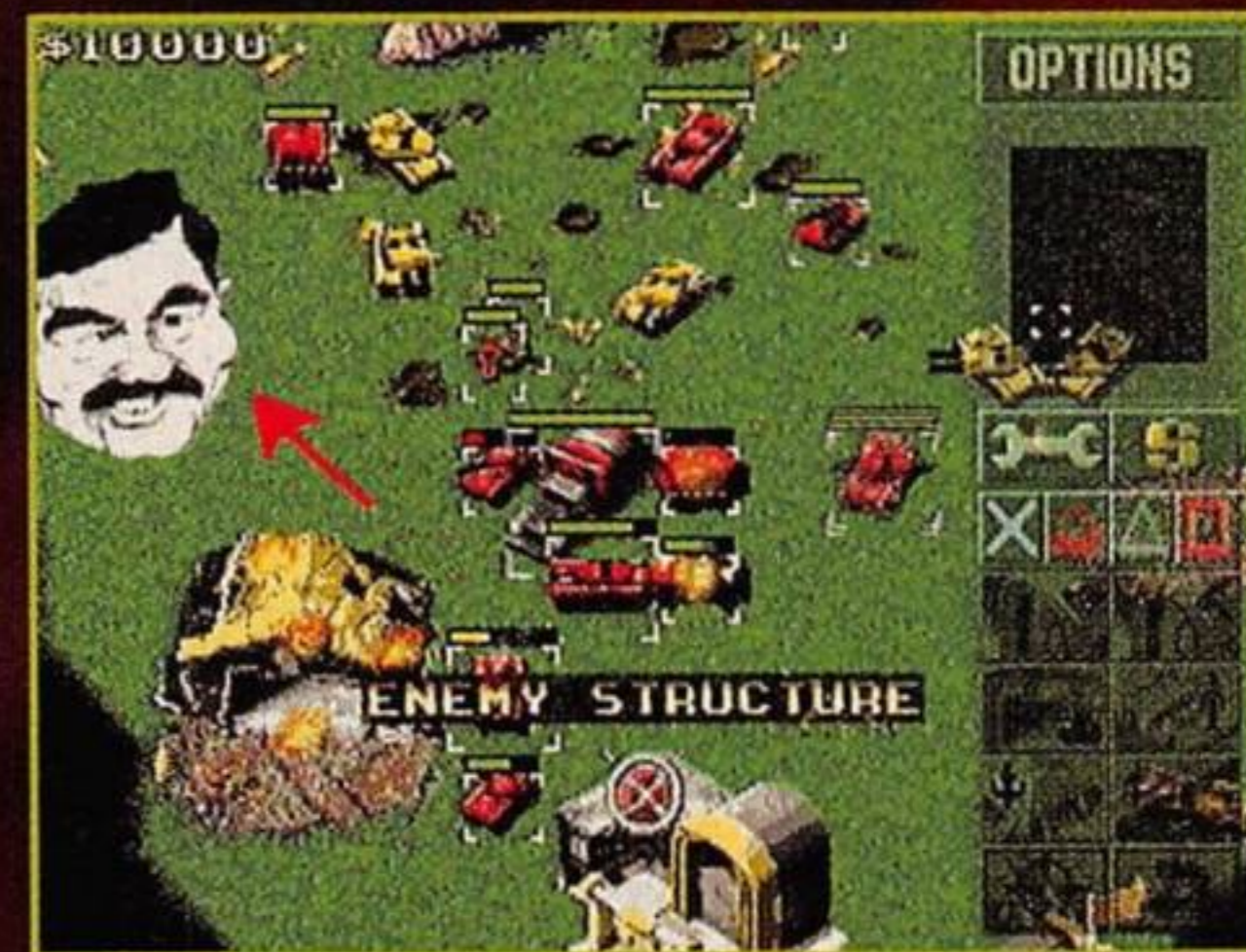


THIRD LOOK HANDS-OFF

Saddam's Command and Cower

SCUD-BUSTING WAS never this much fun! Old Saddam Hussein better watch out for the newest in fake-time strategy. Command and Cower puts you at the helm of the mightiest warships in the U.S. fleet—all of which have one purpose in mind: Find that whack-a-mole named Saddam Hussein and light his Christmas tree up nice and purty!

When you're done with your primary objectives, you can head over to the United Nations and give them the gift that keeps on giving—nuclear war! Sound sadistic? The Kurds don't think so.



BY I-AM-I-2

- Developed by Ko-mommy of America
- Published by My Name Is Luca Arts
- Target release date: A long, long time ago

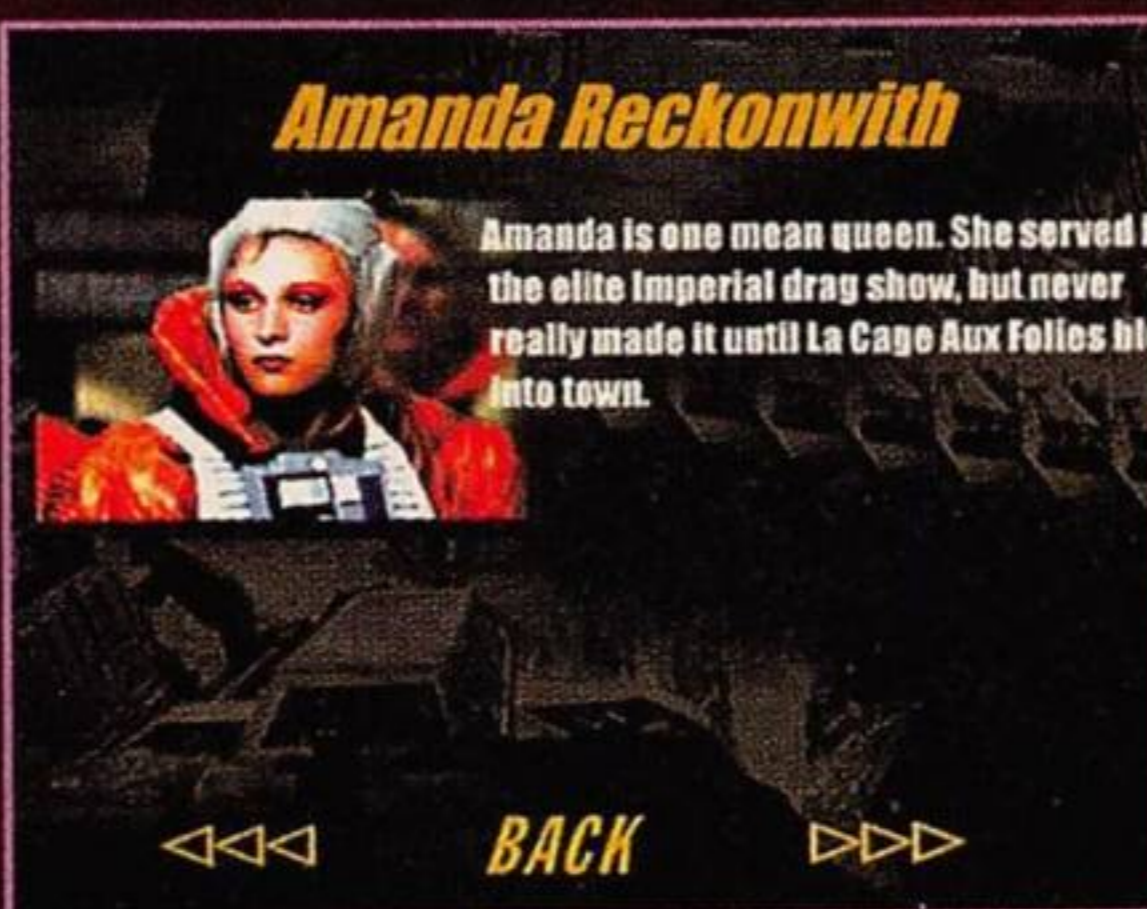
DREAMCRAP



LAST LOOK

Rouge Squadron

"GOLD LEADER, COME in, you witch!" Ooooh, this is just the cutest little flying game with tons of macho Rebel butts and some nice pec work from the Blue Squadron leaders. Rouge Squadron takes you on some lusciously dangerous voyages with some of the best-dressed drag queens around, including Wedgie Antilles, Real Biggs, and, of course, Luke Pursewinger. We fly the X-Wing, the Y-Wing, and the dreaded TV-Wing as Rouge leads you into forbidden territory for the ride of your life.



BY LEONARDO DAVINCIO

- Developed by Midwife Home Entertainment
- Published by Numbco
- Target release date: Pfft...whenever

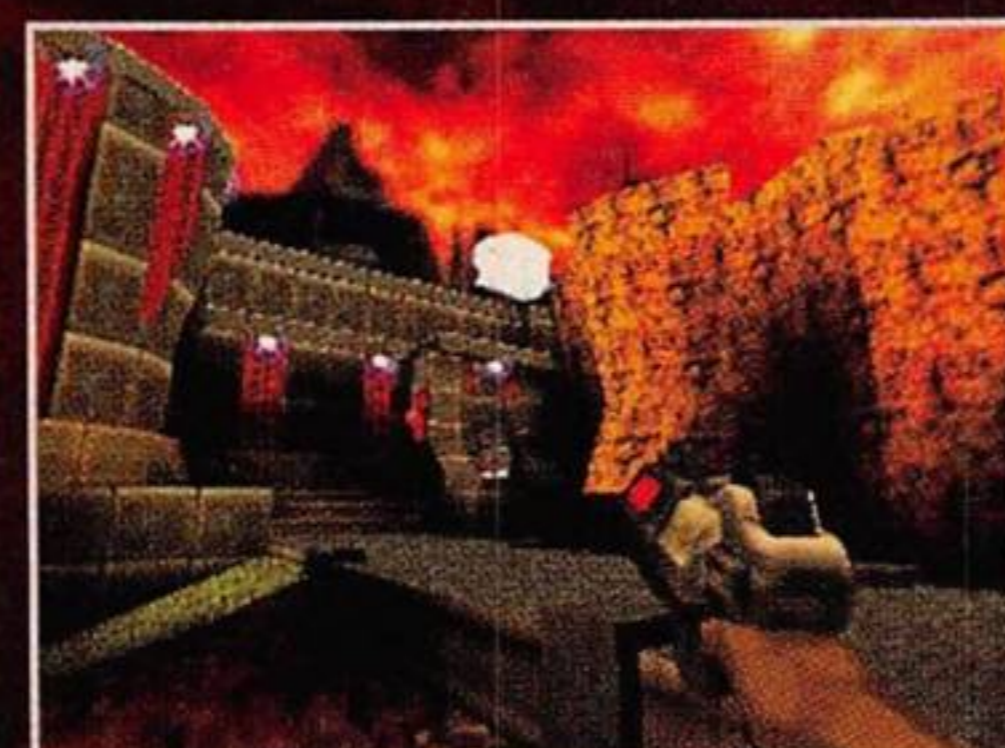
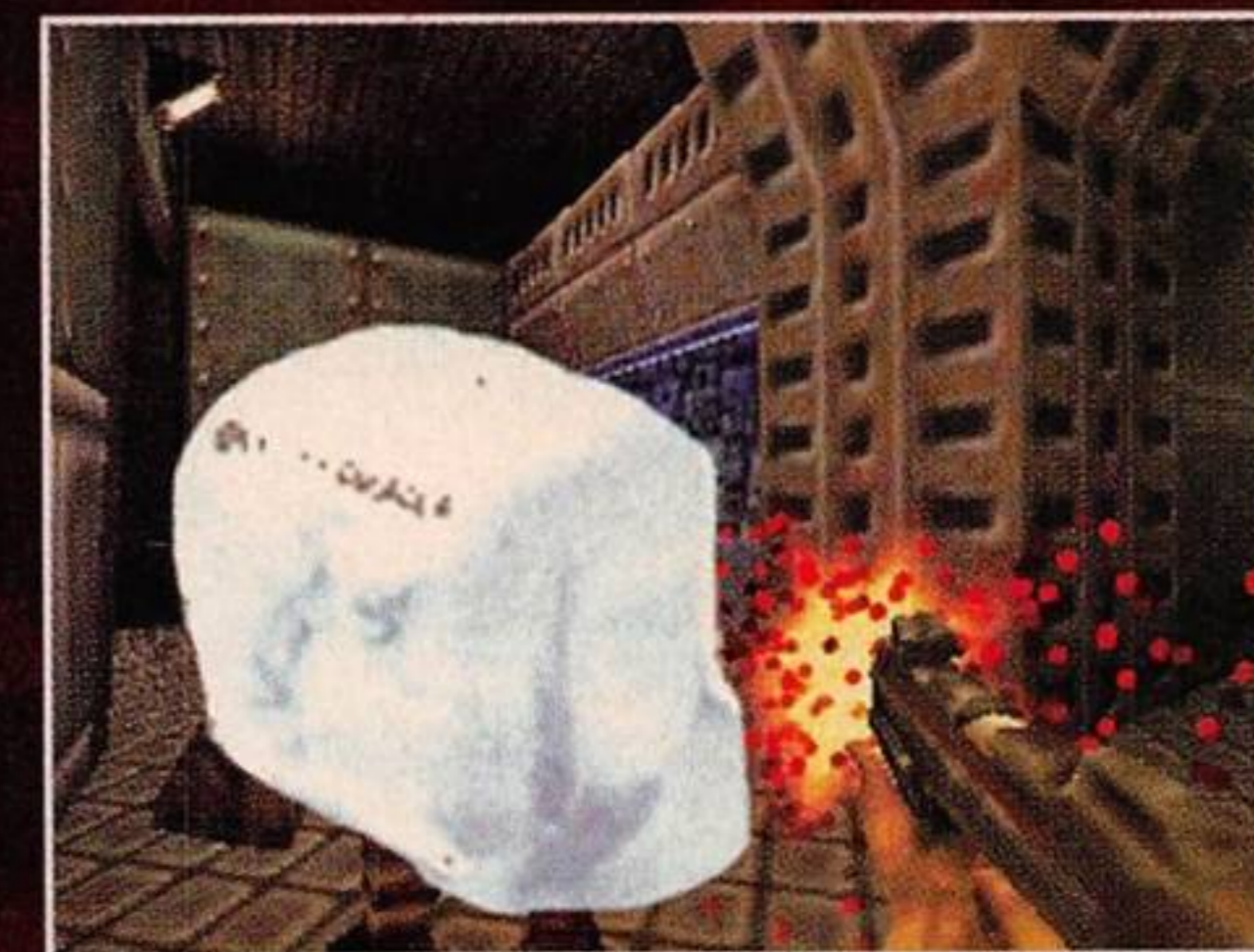
SOLAR



WHY BOTHER LOOKING?

Titanic 2: @#\$\$% the Iceberg!

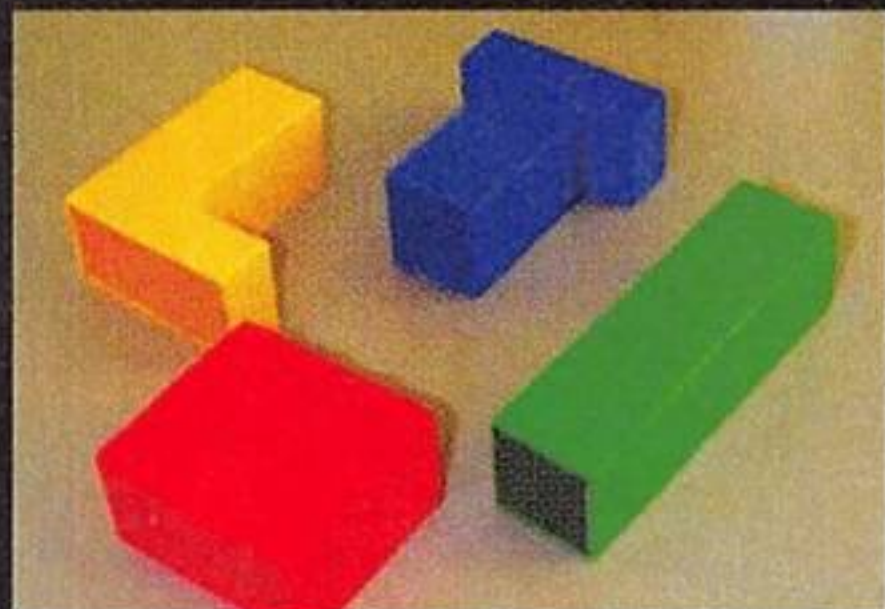
STEER THE WORLD'S grandest luxury liner through one hellish level after another as you travel thousands of miles avoiding the big white hopeless. Feel a little like a drowning man? So were we when we saw this stupid game. But there's a twist—you now get to blast apart the ice blocks with twin ion cannons and then pick off the surviving passengers with a harpoon as you try to fill the lifeboats with all your friends. A cool bonus level lets you harpoon Celine Dion. Très bien.



Rouge Squadron

Action Figure Update

Yep, you asked for them and they're here! Hoping to cash in on the Beanie Babies craze, a Russian toy company has come up with new action figures and soft toys based on the hit game Tetris. You can now own and collect the Square, T-Block, and dreaded Long Skinny Block to display or to trade. The company has also scored the license to Bubble Bobble.



Sega Reveals New System Better Than Dreamcast

Nintendo and Sony respond, "Pffffffftttt!!!!!"

SEGA ANNOUNCED TODAY that its developers and software team have been hard at work on a brand-new next-generation console system that will blow away all competitors and even outshine the brand-new Dreamcast.

Retailing for an industry-setting \$499.99, the new system is tentatively called the Master System and is reportedly able to handle a whopping 8 bits of information at a time. "We were approached by the Jaguar and game.com people early on, but we wanted something with style and substance," an unnamed source

at Sega commented. "We also wanted something that would not be able to play anything fancy like CDs, which would put our manufacturing costs through the roof."

Sega is reportedly hard at work on an add-on to the Master System, using a brand-new X-technology. Rumors have it that "4x8=32X" is the working title.

Stickit

Mark McGwire is producing his own series of PlayStation memory cards. Expect the new Steroid Rumlbers, which are legal in 15 states, to be sold in health-food stores everywhere. • The Rookie checked me in a way no man has ever checked me before. • PlayStations don't heat up, and Jiminy Cricket was right: I am made of wood. • Sunday, Sunday, Sunday! Then Monday, Monday, Monday. Pretty soon comes Tuesday, Tuesday, Tuesday. • One PR rep is so good at kissing our butt that we chipped in and bought him kneepads. We call him Smithers. • Tossed salad, anyone? • There's a funny smell coming from Scary's office—and not ha-ha funny, either. • My cat's name is Mittens. • CD-ROM copying is illegal, right up there with tearing the tags off mattresses. Ask Game Hole. • Rouge Squadron...Rouge Squadron...Rog

\$ BUYERS BEWEIRD

BY THE WATCH DOG

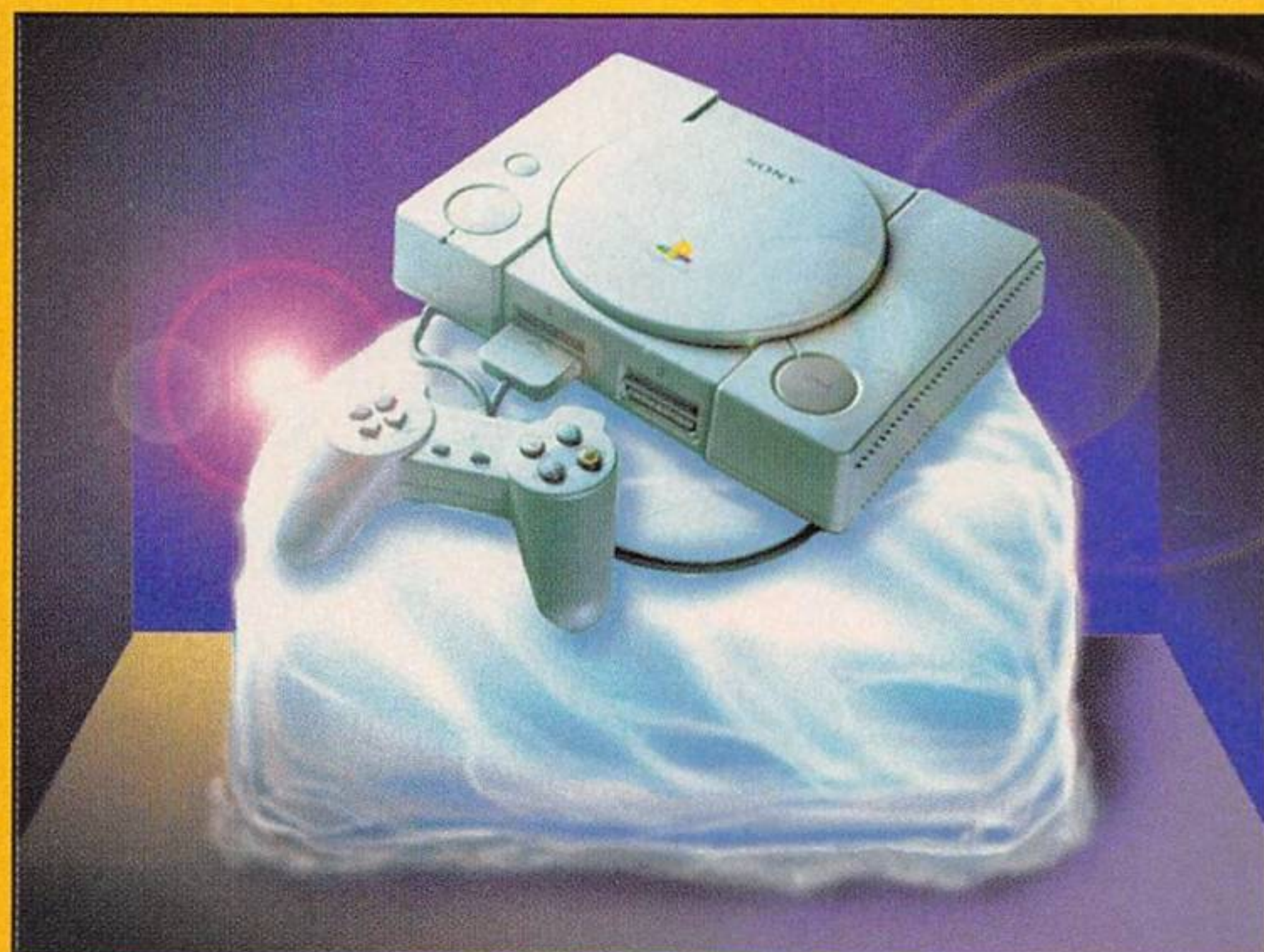
It's April, fools, and I'm too cool to handle those who don't go to school. Breakdown!



Pretty fly for a Watch Dog, and the ladies think so.

Q I bought a cooling system for my PlayStation from a new 7-11 store that opened up down the street, and now my PlayStation doesn't work. Where can I get my money back? The initials on the packaging were "ICE" What can I do?

A You're screwed.

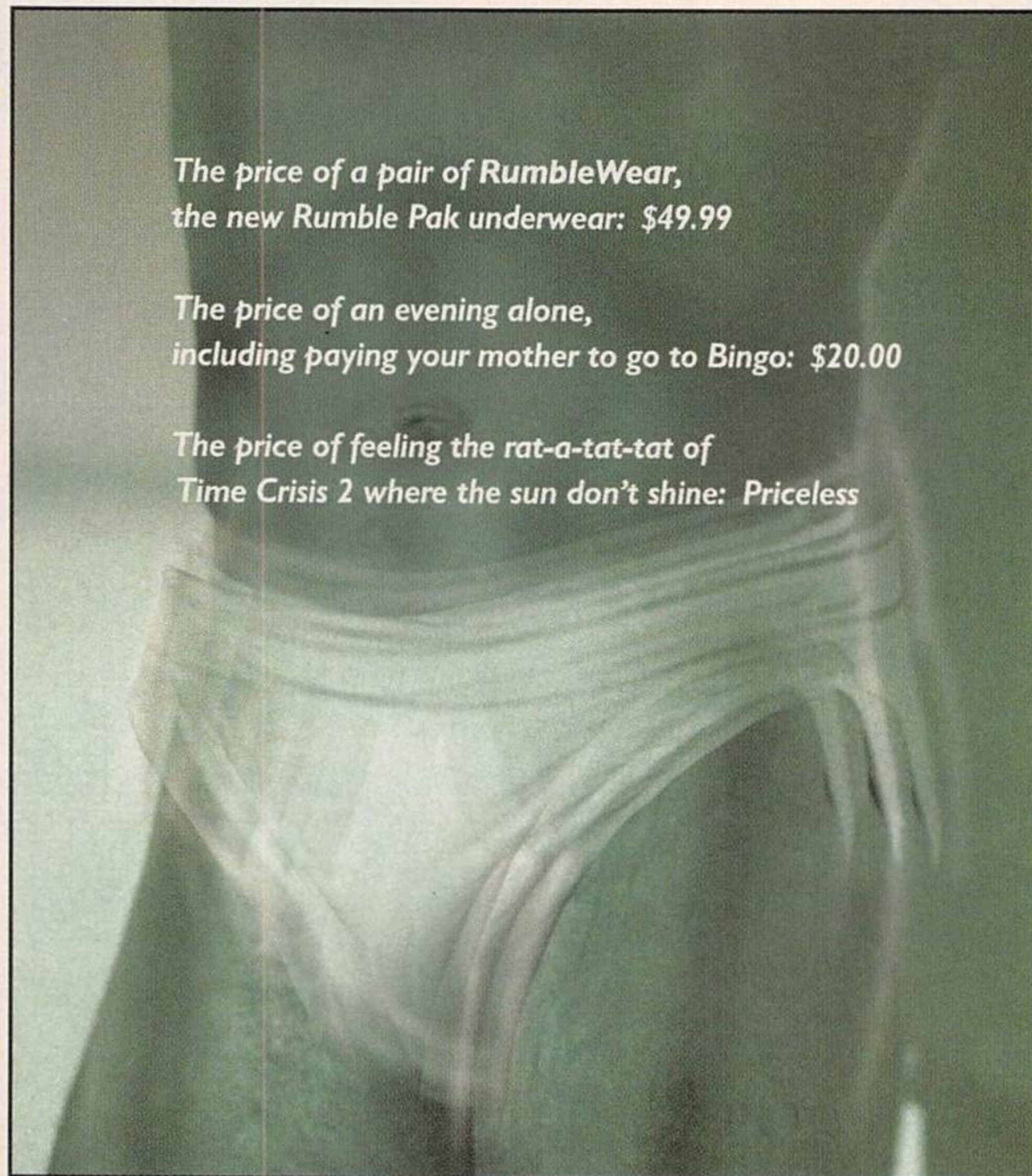


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www.iydkydg.com



BY BOBA FATT

- Published by Black Isle/Interplay
- \$49.95
- Available now
- RPG
- 6 players
- ESRB rating: Teen
- Advanced Dungeons & Dragons license, Forgotten Realms campaign, 7 chapters, 5 CDs

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.0

Baldur's Gate

- Recommended System Requirements
- Pentium MMX 200
 - 32 MB RAM
 - 600 MB on HD
 - 8X CD-ROM
 - 4 MB SVGA video

THE FIRST NAME in paper-and-dice RPGs finally makes a worthy splash into video gaming with Baldur's Gate, a shrewd mixture of Diablo and Advanced Dungeons & Dragons. However, AD&D is a highly complicated world, and with such a wealth of games in the role-playing genre, it remains to be seen if BG can stand on its own.

Everybody Was Real-Time Fighting

Set in the Forgotten Realms world of AD&D, BG lets you build characters and take them into a fantasy setting to battle monsters and scavenge the land for all-important experience points and gold pieces. Staying true to both the Diablo and AD&D formulas, BG blends a unique system of real-time fighting with turn-based strategy. You can also alter your attacks during battle by pausing the game at any time (just like calling a time-out).



◀ **PROTIP:** Thoroughly search Gorion and the Ogres after finishing your battle—there's gold in them thar corpses.

Unfortunately, you must constantly pause when you have more than two characters in your party, and before long you'll wish for an option to take care of this automatically. Other downsides include the archaic practice of rolling dice to pace the action (if you don't know what "1D6" means, you're out of luck), the lack of a tutorial campaign, and little guidance throughout the adventure.

Surprisingly, BG's best feature is its strong multiplayer game, which enables you and your friends to create a party of up to six characters and play as a cooperative group through the game's main story line. Aside from the chaos that many human players bring to the battle system, it's excellent.

Fantastic Realms

BG's graphics mimic Diablo's, but give you a slightly closer character view for greater detail. The highly immersive environments feature superb lighting and weather effects such as the transition from day to night and lightning that temporarily illuminates dangerously dark areas.

Although the cinematic soundtrack nicely complements the game's fantastic world, BG's crisp sound design is poorly implemented. Each character says only one or two lines of vigorously repeated dialogue, and the orchestral score doesn't dynamically shift into danger mode when beasts are near.



PROTIP: Always identify mysterious items before you equip them. Otherwise, you may fall under a diabolical curse.

GRAPHICS 4.5

Baldur's Gate presents a crisper, cleaner version of Diablo's isometric gothfest. Realistic lighting and weather effects support the well-detailed characters and haunting interior designs—this is what RPG fans have always dreamed AD&D worlds would look like. It's a pity the cut-scenes are so bland.

SOUND 4.0

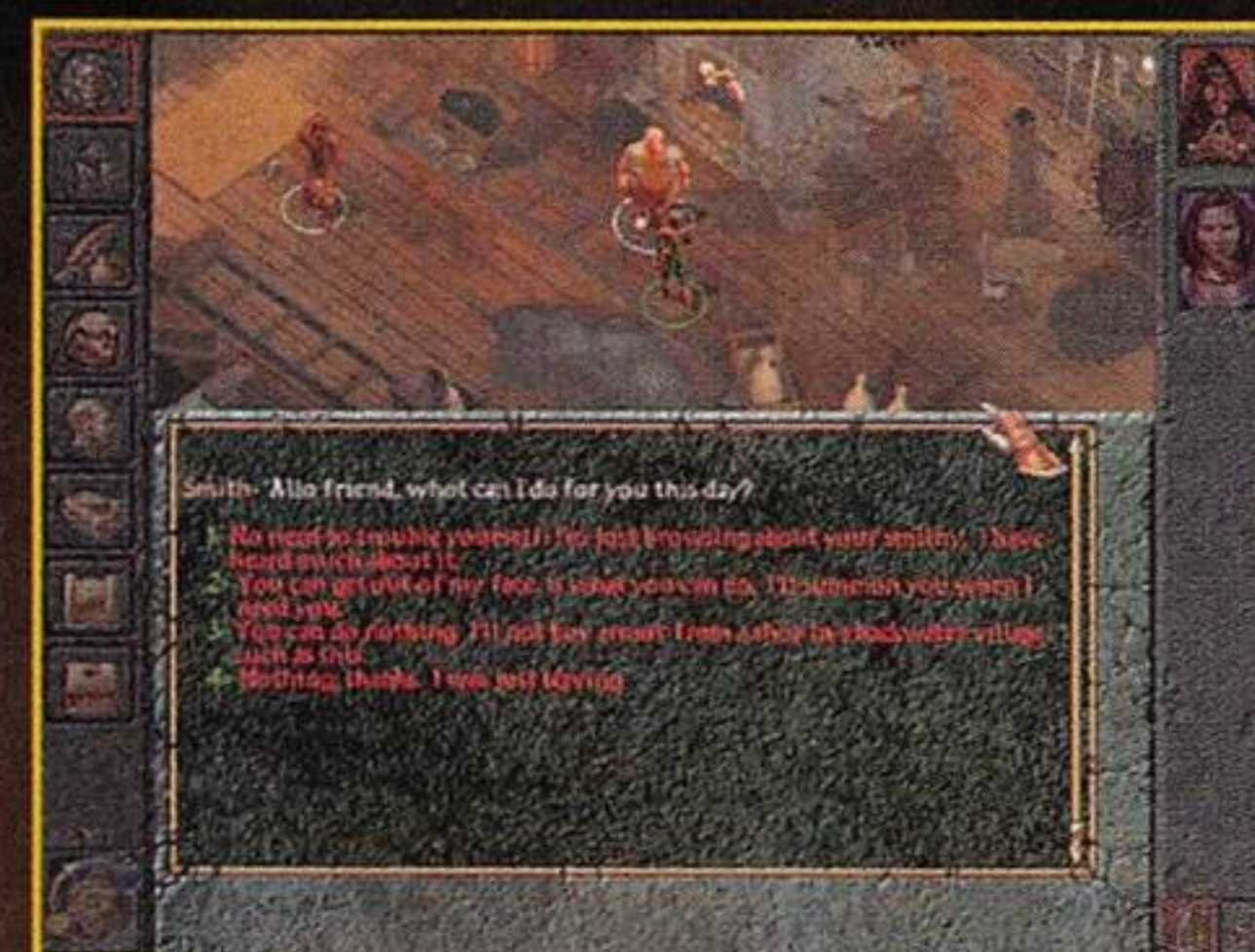
Swirling spell sounds and compelling character voices immerse you in the action. Unfortunately, the characters say very little and most conversations take place through subtext. Why go halfway? Luckily, the cinematic score picks up the slack.

CONTROL 4.5

Learning BG's controls takes time, but it's well worth the effort when you realize how much power they give you over your characters' inventory, appearance, fighting style, and positioning. The fighting interface offers gamers the best of both worlds by nicely blending real-time and turn-based strategy.

FUN FACTOR 4.0

The game's steep learning curve and lack of a tutorial may steer away newbies, but fans of AD&D will embrace Baldur's Gate wholeheartedly. In either case, give it a chance—underneath all its complexity, Baldur's Gate is a fun adventure that deserves a look from the RPG faithful.



PROTIP: Pick up all the weapons you find—even if you can't equip them. You can sell them later.



PROTIP: Journey to two areas South of Friendly Arms to reach Nashkel, where a mysterious iron shortage keeps the folk struggling.



PROTIP: Candlekeep is littered with people who will teach you the ways of the land. Make sure to cover the entire map and enter the battle training area in the south.

Dungeons & Polygons

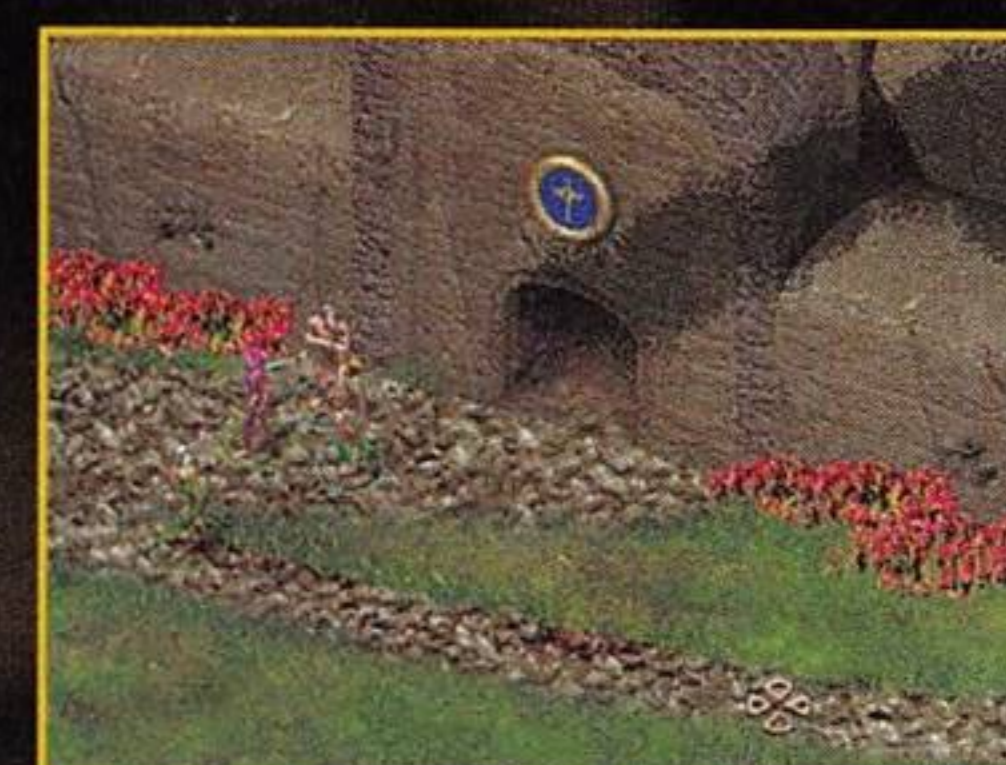
Baldur's Gate beautifully infuses the AD&D experience into its virtual world, but the dice-based action will prove too excessive for newbies. Hardcore role-playing enthusiasts, fans of AD&D, and those desperate for Diablo II will consider BG as the answer to their prayers. However, casual gamers looking for a story-based RPG won't be swayed by this complicated behemoth.



PROTIP: You can't return to Candlekeep until later in the game, so complete all the assignments in your journal before leaving with Gorion.



PROTIP: When you're ready to take on Tarnesh, lead him down into the courtyard to gain assistance from the guards during your battle.



PROTIP: In the courtyard of the Friendly Arms Inn, make your way around the stairs to the Temple to heal your wounds before confronting Tarnesh.

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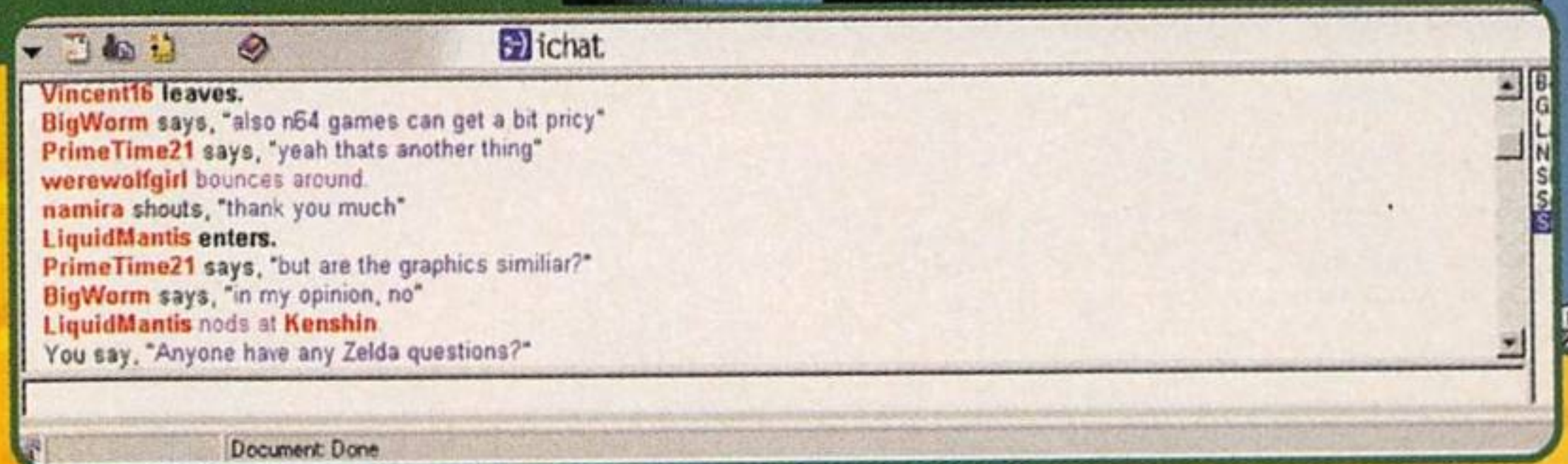
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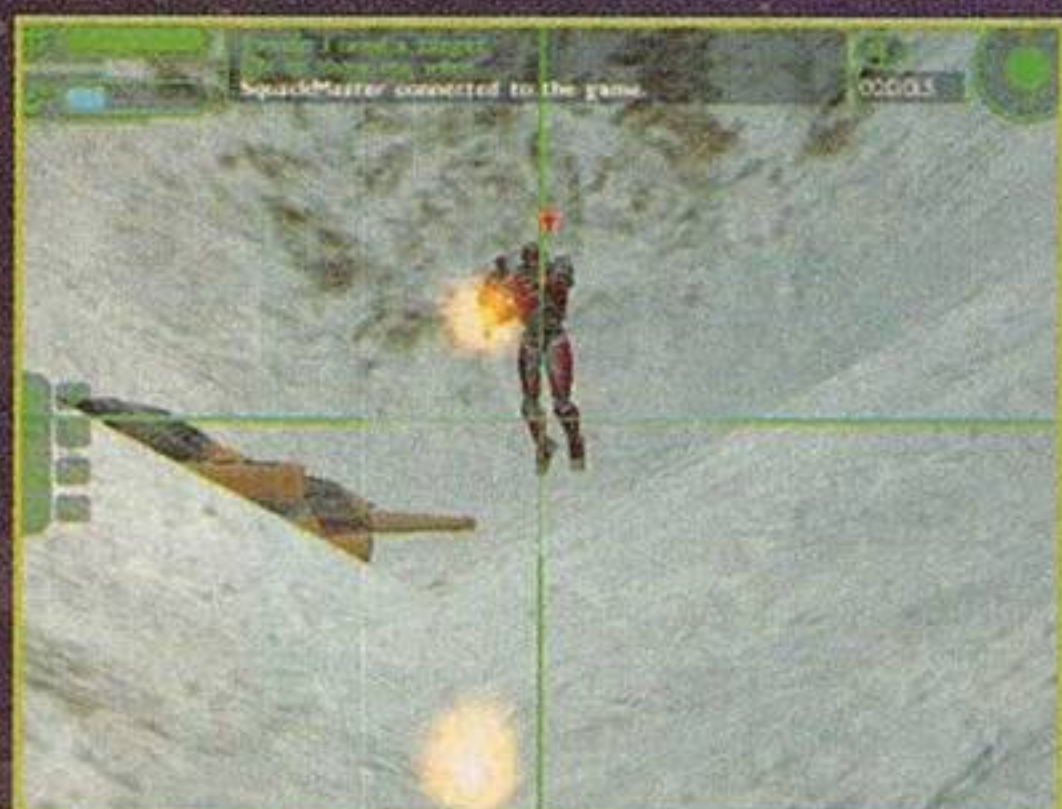
STAR SIEGE

THE NEXT GENERATION of action shooters has arrived. Starsiege Tribes brilliantly blends the action elements of Quake II with the squad-based strategies of Rainbow Six.

TEAM SPIRIT

Tribes was built exclusively for multiplayer gaming. Up to 32 players battle as a member of one of four futuristic clans fighting to keep their homelands. Tribes' gameplay options range from standard Capture the Flag contests to funky variations like Find and Retrieve.

Everyone can suit up with a custom array of armor and weaponry, but it's the role you choose that counts. You may want to be Mr. Fixit and repair



PROTIP: You can zoom in with any gun, but it's crucial to do so with the laser rifle and slow, long-distance projectiles like mortars and disc launchers.

busted generators for a while, or you may want to be the leader of a strike-force team. Each tribe can select a commander to run the show, or players can band together like rabid wolves.

LOOK OF THE FUTURE

Tribes' glitch-free graphics are awesome with seamless integration of the indoor and outdoor worlds, excellent weather effects, switchable on-the-fly first- and third-person



BY DAN ELEKTRO

- Published by Dynamix
- \$39.99
- Available now
- Online shooter
- 32 players
- ESRB rating: Teen
- Windows 95/98
- 4 tribes, 5 games

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

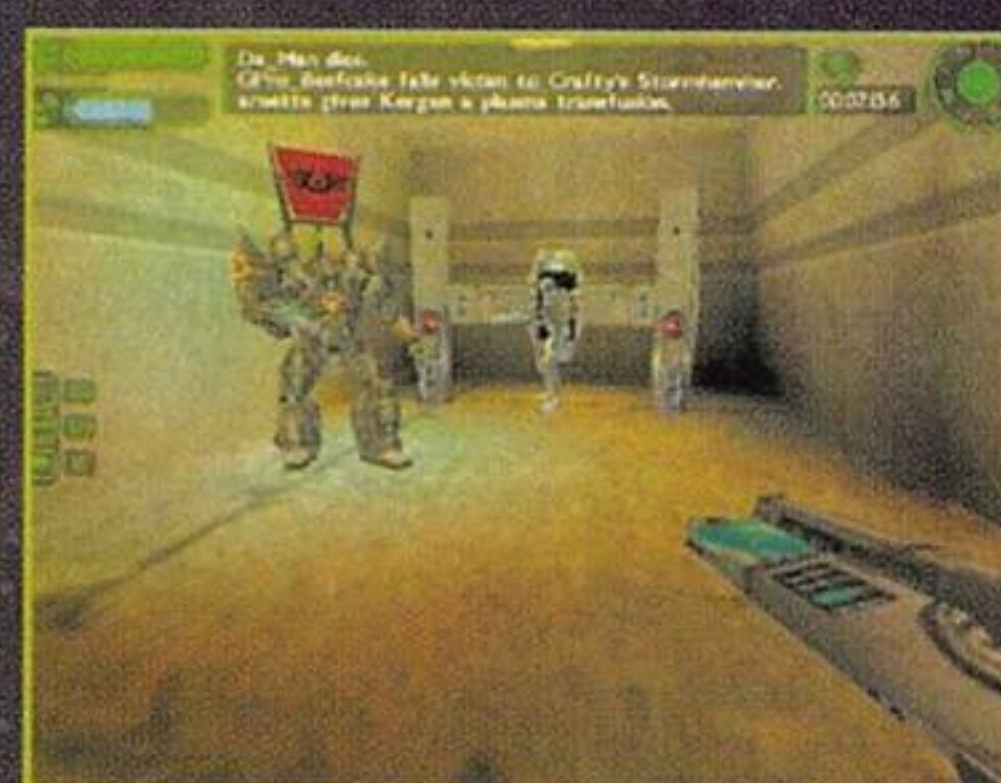
views, and surprising compatibility with low-end, non-3Dfx systems. The explosion effects roar, while hot keys enable you to chat with your teammates through pre-recorded sound clips. Quakers will immediately ease into the responsive, customizable controls.

Tribes' seemingly effortless balance between structure and mayhem makes it instantly accessible, yet satisfyingly deep. This is squad combat action at its best. **G**

PROTIP: Repair backpacks can be used on ailing teammates as well as on busted equipment and vehicles.



PROTIP: Assign one team member to buy and install turrets around your base (and your flag) at the beginning of every match.



PROTIP: Always use the Favorites system at the inventory stations. It lets you equip specific gear setups in one click, which saves precious load time for other teammates.

Recommended System Requirements

- Pentium 200
- 32 MB RAM
- 150 MB on HD
- 4X CD-ROM
- SVGA video
- 3D accelerator

MYTH II

SOULBLIGHTER

SOULBLIGHTER SEEKS REVENGE in Myth II, a strategic sequel that outdoes its predecessor at every turn.

MYTHIC PROPORTIONS

Graphically, Myth II's environments outdo Myth's with the inclusion of buildings, structures, and sweeping 3D fire that toasts your enemies. The well-designed polygonal characters maintain the same stunning realism from the previous game, while a new Command & Conquer-style health meter lets you instantly view their status.

Myth II's sound, however, is a mixed bag. The characters' voices lend them personality and the in-game effects and crisp ambient sounds are excellent, but there's no music during battle. What gives?



PROTIP: Spend a good amount of time with the tutorial program to brush up on the art of war.



PROTIP: In "Down the Broken Path," march toward each contingent of the undead, or they'll flank and converge on you.

DWARVEN MANIACS

The game's best improvement is its interface. Bungie (the developer) delegated more command to the mouse by including a control bar, which makes most options just a click away. Leaving no town unpillaged, it also expanded the game's multiplayer options, featuring new scenarios and improved performance on Bungie's free online service. Unfortunately, though, Myth II's single-



BY BOBA FATT

- Published by Bungie
- \$44.99
- Available now
- Real-time strategy
- 16 players
- ESRB rating: Mature
- Windows 95/98
- 25 solo missions, free online service (<http://www.bungie.net>)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	4.5



PROTIP: Keep injured warriors out of the fray so they live to fight again—experienced characters are smarter and stronger.

player game is lacking: Why isn't there an Undead campaign?

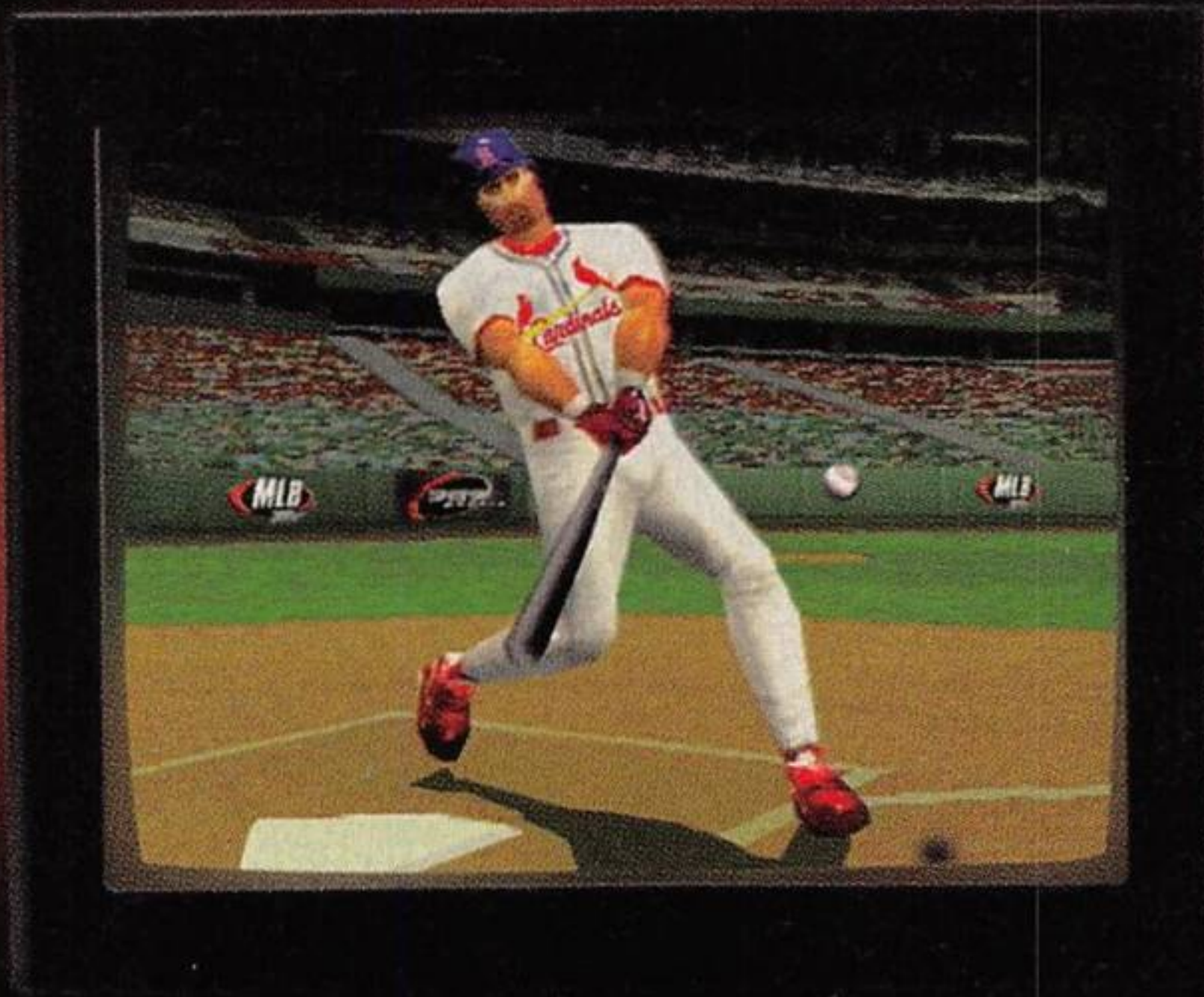
Myth II's simpler controls, helpful tutorial, and difficulty adjustment setting make it very user-friendly for such a complicated title. Still, the easily frustrated should beware—Myth II is definitely a difficult game to master. Fans of the franchise and most real-time strategy buffs, however, will love this vastly improved sequel. **G**



PROTIP: Keep your bowmen and dwarves spread out in a loose line so they have a clear path to the enemy.

Recommended System Requirements

- Pentium 200
- 32 MB RAM
- 150 MB on HD
- 4X CD-ROM
- SVGA video
- 3D accelerator



First pitch, March 31.



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FIGHTING FORCE 64™



Hitting the Mean Streets April '99.

The year is 2001 and the Evil Dr. Dex Zeng is expecting the apocalypse. When nothing happens at midnight on the first day of the new millennium, Dr. Zeng decides a cosmic mistake has occurred and it is now his job to end the world at any cost. The scary part is ...he knows how!

Fighting Force delivers unparalleled action and tons of attacks in a fully progressive 3D environment to bring you the next level in fighting games. Defeat the evil forces of Dr. Zeng as one of four different characters or in 2-player co-op mode.

Seven intense levels take you through office buildings, secret islands, submarines, shopping malls and more! Never before has a fighting game offered so much depth and diversity; Fighting Force is truly the next generation of fighting games.



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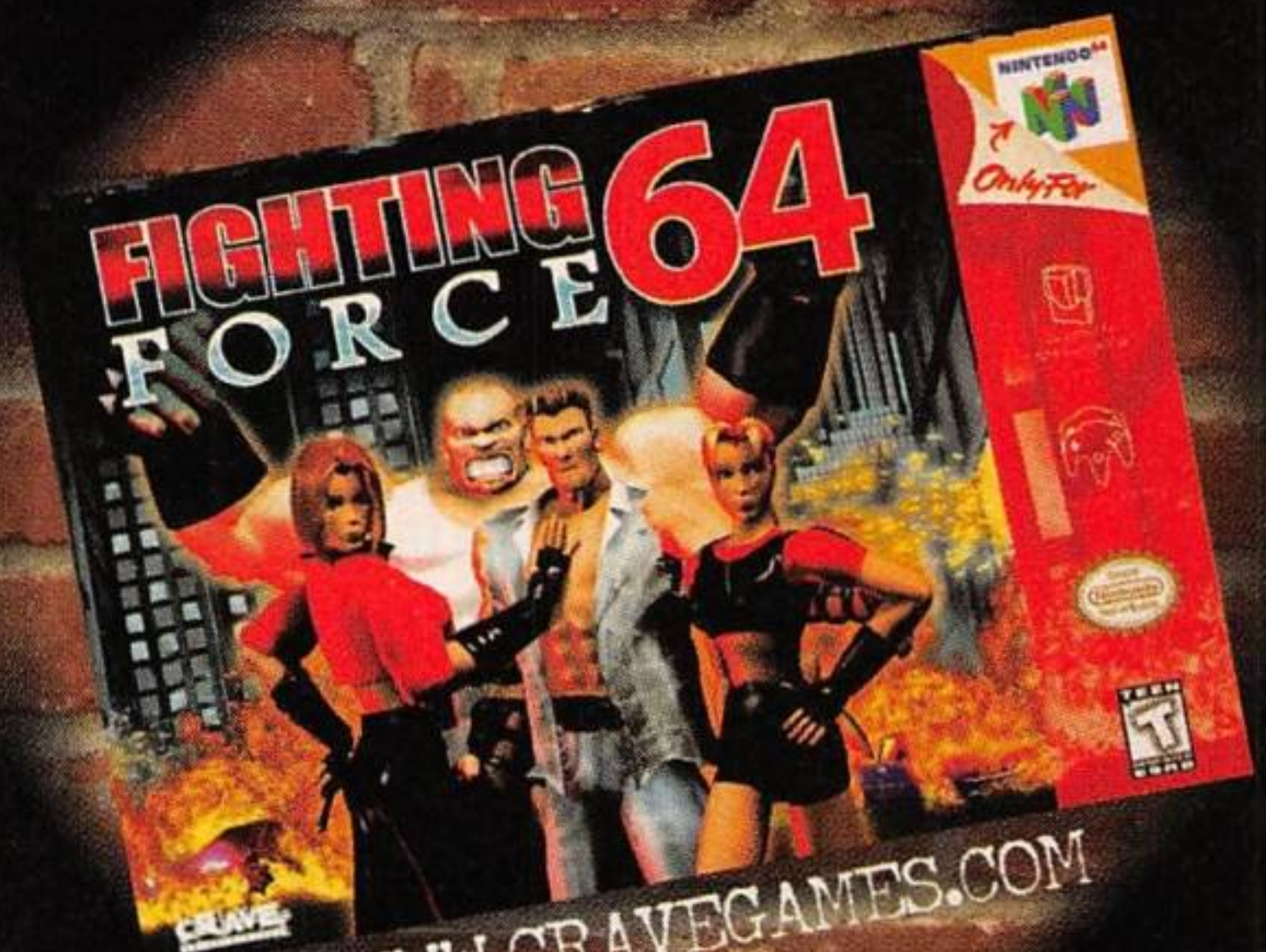
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BY MAJOR MIKE

Developed and published by Capcom
Target release date: April



PLAYSTATION

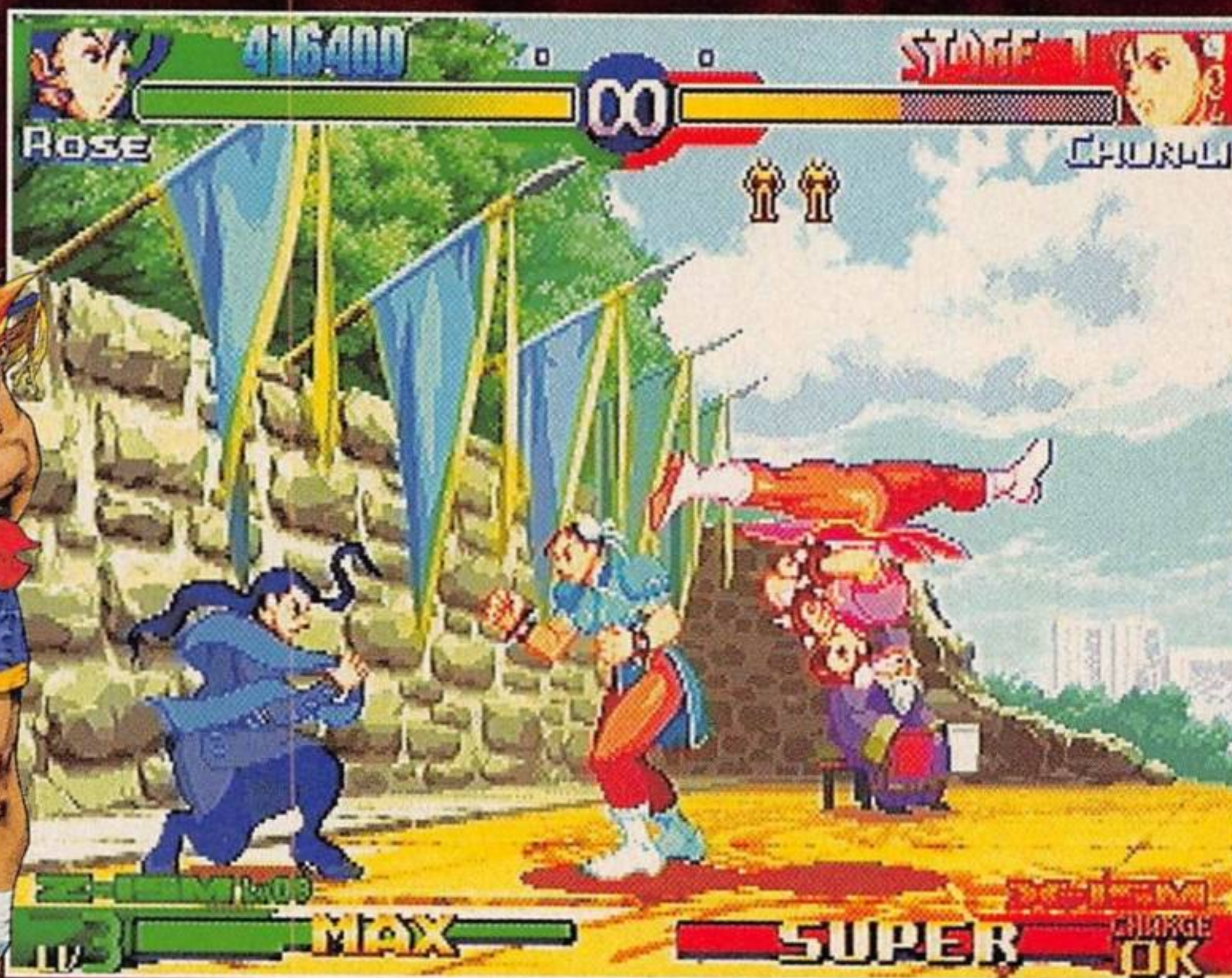
HANDS-ON

Street Fighter Alpha 3

Familiar Fighting



Street Fighter Alpha 3 has all the fun elements of its predecessors, but adds a few wrinkles to the tried-and-true gameplay. The most striking new ingredient is the addition of three fighting styles, called “-isms,” for each character. Each “-ism” is a different set of special moves you can select before each fight. Other new features include new throws, Alpha Counters, and midair recoveries. As with other Alpha games on the PlayStation, the controls hold up beautifully, making the various special attacks and techniques a breeze to execute.

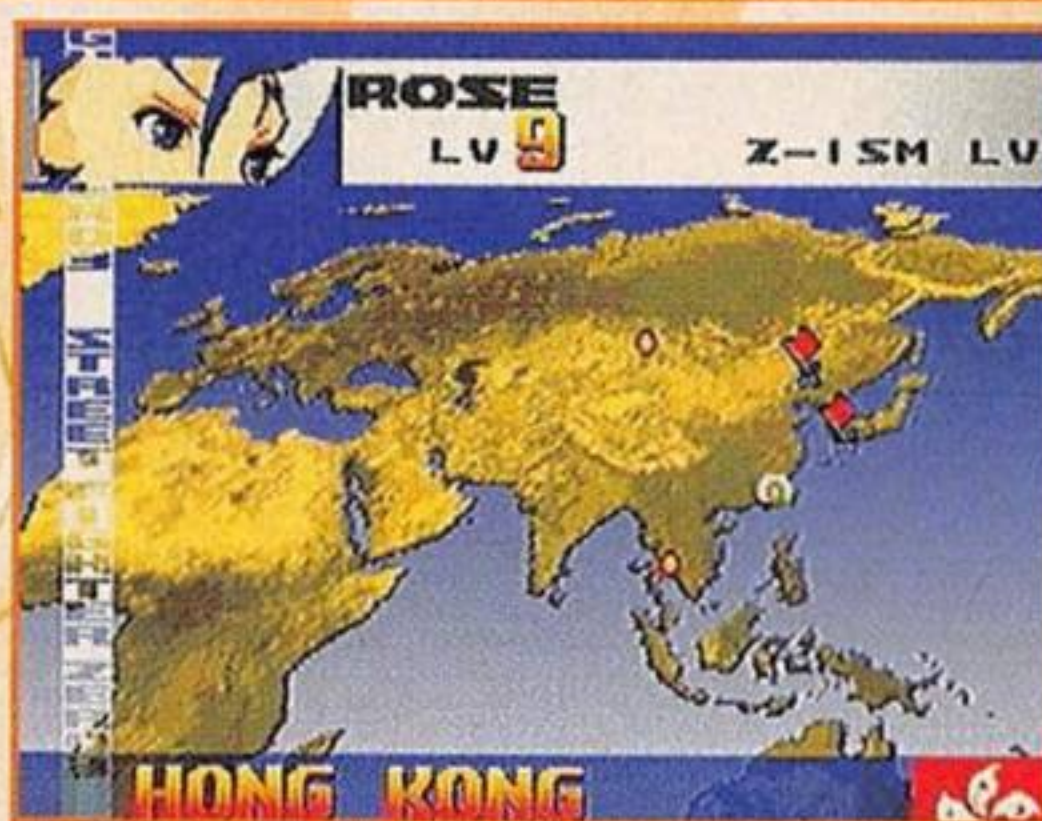


The Street Fighter series counts to “three” for a second time with Street Fighter Alpha 3. The PlayStation version is loaded with features and extra fighters not found in its arcade parent.

More Modes

Alpha 3 brings home features in addition to those found in the arcade version. Over and above the one- and two-player games are several modes: Training, where you practice special moves and combos; World Tour, where you battle around the globe and earn special attacks with each win; Team Battle, which lets you choose four characters and fight four opponents consecutively; Final Battle, where you fight only the boss characters; and Dramatic Battle, where two players control two fighters at once and take on a single opponent.

Some of these special modes are immediately selectable; others are unlocked via time release and other codes. We’ve seen plenty of Street Fighter recently, but Alpha looks like it’s not just “more of the same.” Find out the real score when GamePro takes Alpha 3 to the ProReview ring in an upcoming issue.



New and Old Faces

With 31 fighters, Alpha 3 has the biggest lineup in the Alpha series yet. Joining series’ veterans such as Ken and Ryu are old Street Fighter characters Vega, Blanka, Balrog, E. Honda, and Cammy, who make their Alpha series debuts. The PlayStation version also has three characters not in the arcade game: Fei Long, Dee Jay, and T. Hawk. Three hidden fighters—Evil Ryu, Shin Akuma, and Guile—round out the PlayStation-exclusive roster.



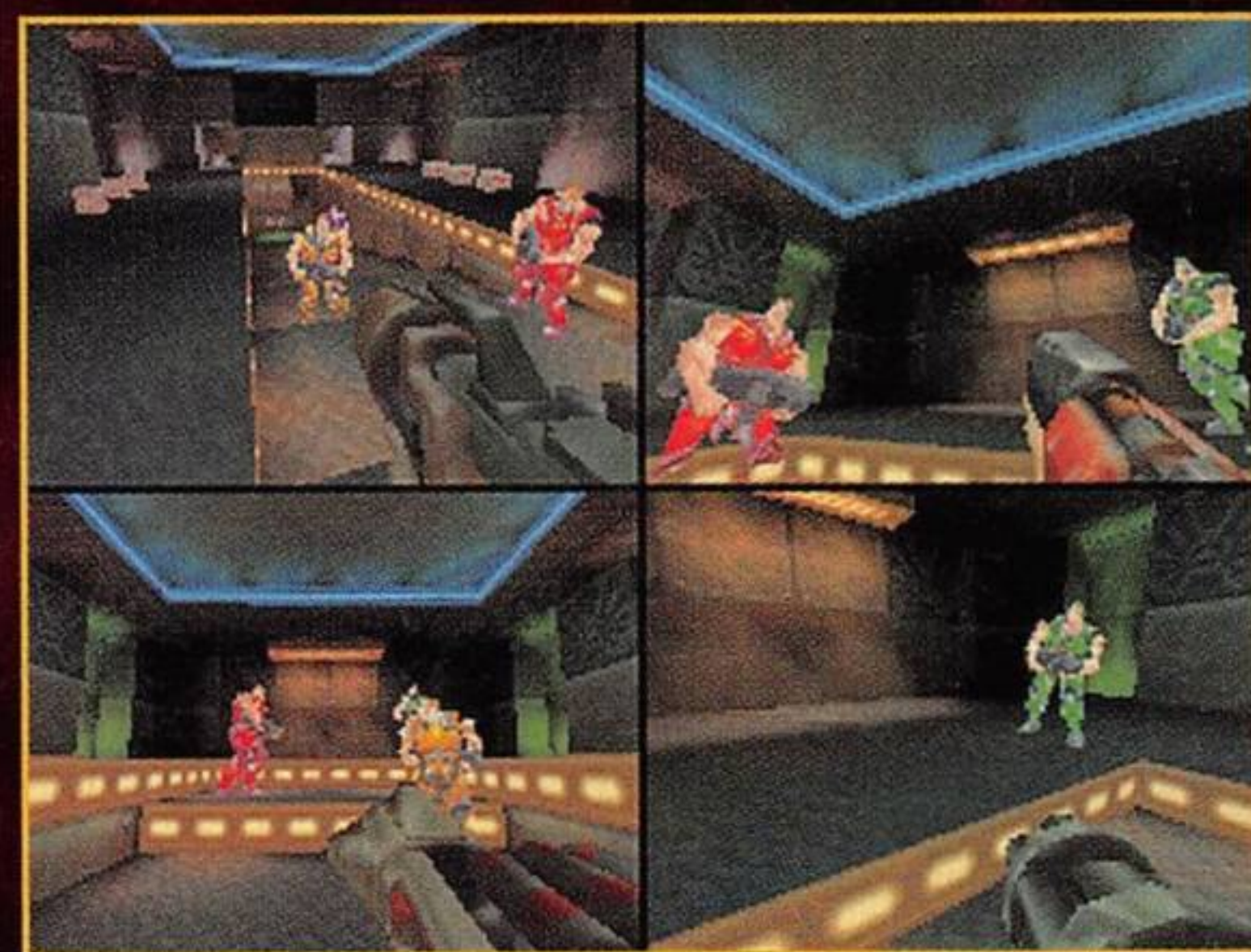
Quake II

THE KING OF PC shooters is coming to the N64 and packing more than heat—it's packing light! Activision has created some great color lighting and graphic effects by utilizing the N64's 4 MB Expansion Pak, which gives the game a look that rivals its



3D-accelerated PC version. Nintendo owners will also be impressed by the super-smooth textures (each of which has been thoroughly overhauled for the N64's wide color palette) and the high environmental frame rate. Only the enemies seemed to suffer from choppy animations in the preview version we played, but Activision is still tweaking the final elements.

With Quake's all-new levels, PC veterans won't have an edge over console newbies. Four players can go head-to-head in deathmatches as well as in Capture the Flag (CTF) and new custom contests; plus, the two-player CTF mode is more fun than you might immediately assume. With lush graphics, booming sounds, flexible controls, a save game feature, and Rumble Pak support, QII stands ready to thoroughly outgun its predecessor. **G**



BY DAN ELEKTRO

- Developed and published by Activision
- Target release date: March



NINTENDO 64

HANDS-ON

Gauntlet Legends

MIDWAY ISN'T WASTING any time bringing Atari's latest quarter-muncher to the home arena. When the medieval role-playing action of Gauntlet Legends hits the Nintendo 64 and the PlayStation, you can expect everything you loved about the arcade hit plus more, more, more! There's hardly an element of the arcade version that won't be enhanced.

For starters, the game's original four characters will be joined by three new ones. Four players can battle their way through the N64 dungeons together, while two can team up to tackle the PlayStation. Not that catacombs are all you'll



see—six realms with six levels each are planned for plenty of long-term questing. Midway's also adding more enemies and new bosses as well as a 3D map to help you out. Most intriguing is the Gauntlet Deathmatch where players duke it out with each other for both glory and gold. But does this classic action-oriented franchise have a sharp enough blade to cut through the RPG-laden home market? Watch for a future Hands-On preview for more information. **G**

Note: Screens shown are from the Nintendo 64 version.



BY DAN ELEKTRO

- Developed by Atari Games
- Published by Midway Home Entertainment
- Target release date: July



NINTENDO 64 PLAYSTATION

FIRST LOOK

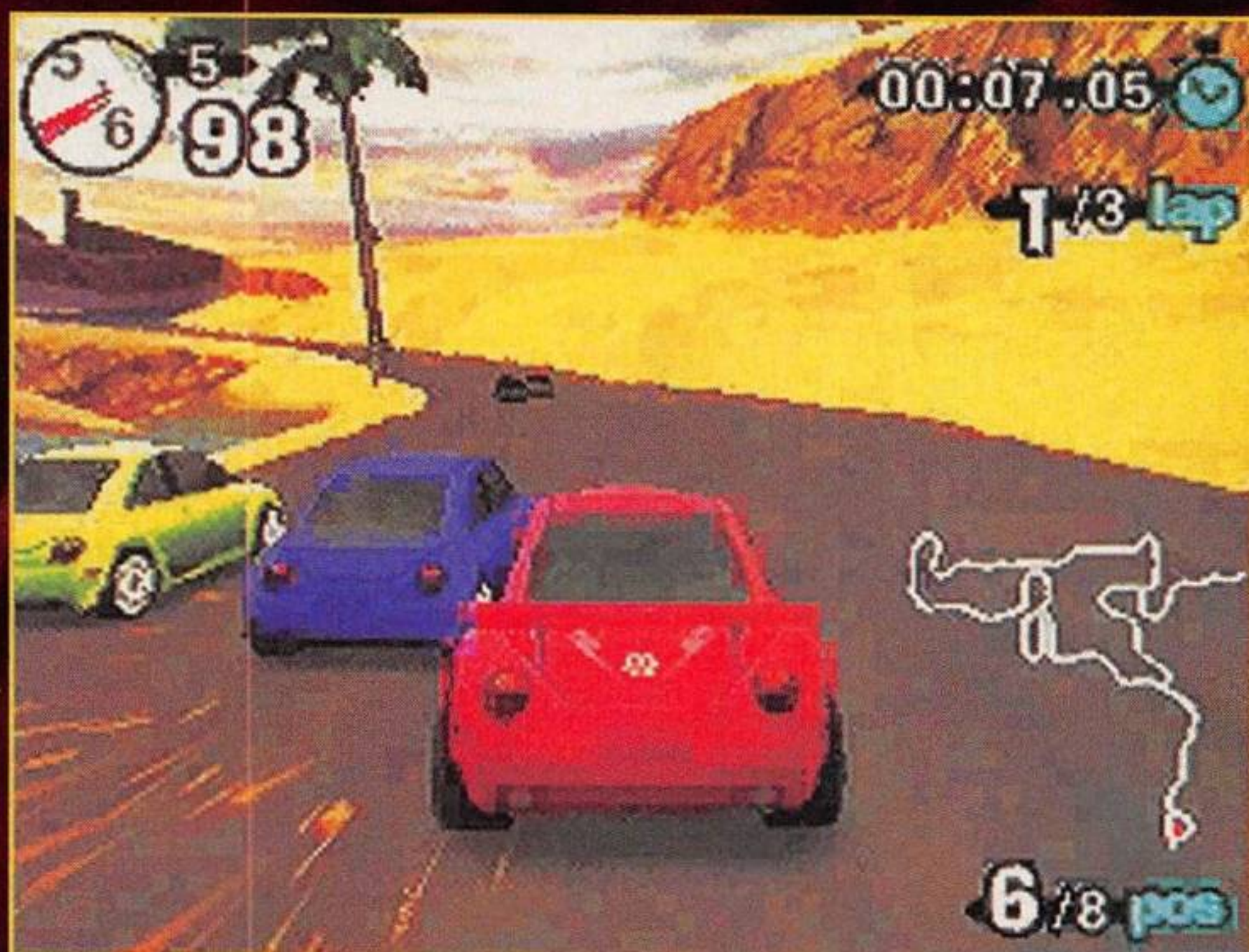
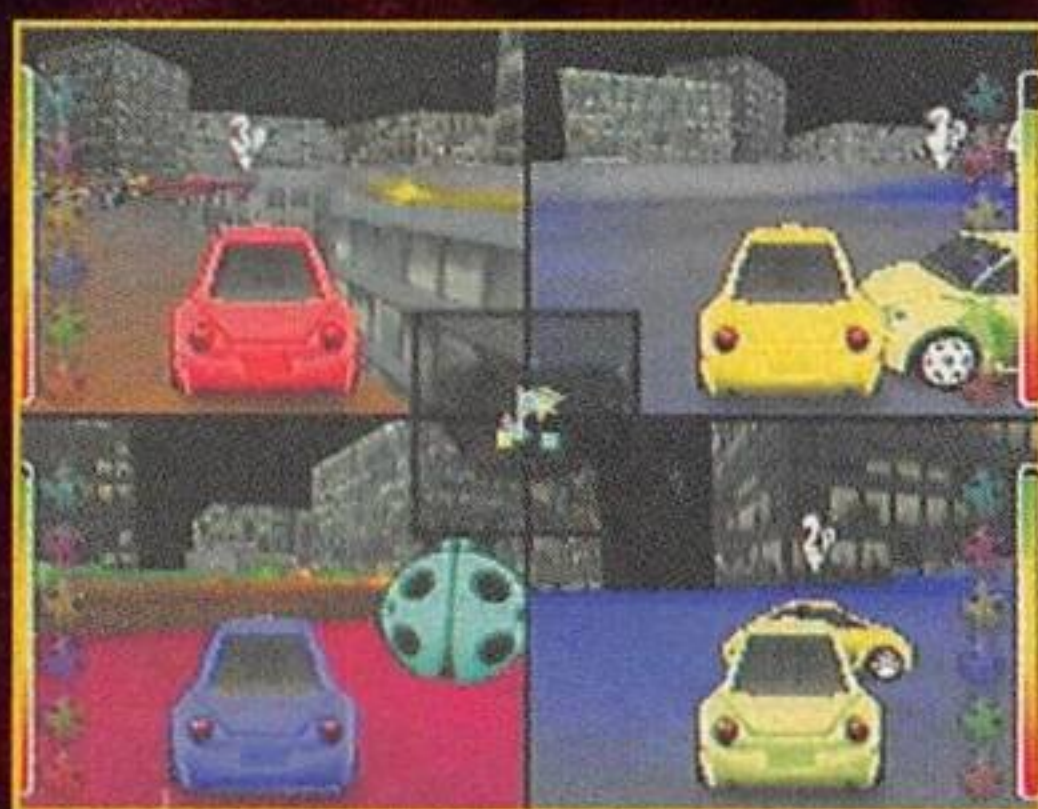




Beetle Adventure Racing

NO, THIS ISN'T the N64 version of Antz, it's a killer arcade racing game starring the latest cutesy car on the block: the Volkswagen New Beetle. Racers blast around six long fantasy tracks, taking advantage of the huge number of cool shortcuts; you'll streak down back alleys, through secret tunnels, over hidden jumps, and so on. Mixing in a touch of platform gameplay, Beetle Adventure Racing lets you collect points to unlock secrets by ramming roadside crates.

Even in the preview version, Beetle's already exciting. Finding all the slick shortcuts is loads of fun, and the racing performs well with colorful graphics, good handling, a clean frame rate, and, best of all, almost no fog or pop-up. Beetle has the multiplayer side covered with two-player split-screen racing and an interesting four-player death-match mode. Barring mishaps, Beetle might rush past Rush into the N64 lead. **G**



BY AIR HENDRIX

- Developed by Paradigm and EA Canada
- Published by Electronic Arts
- Target release date: March

HANDS-ON

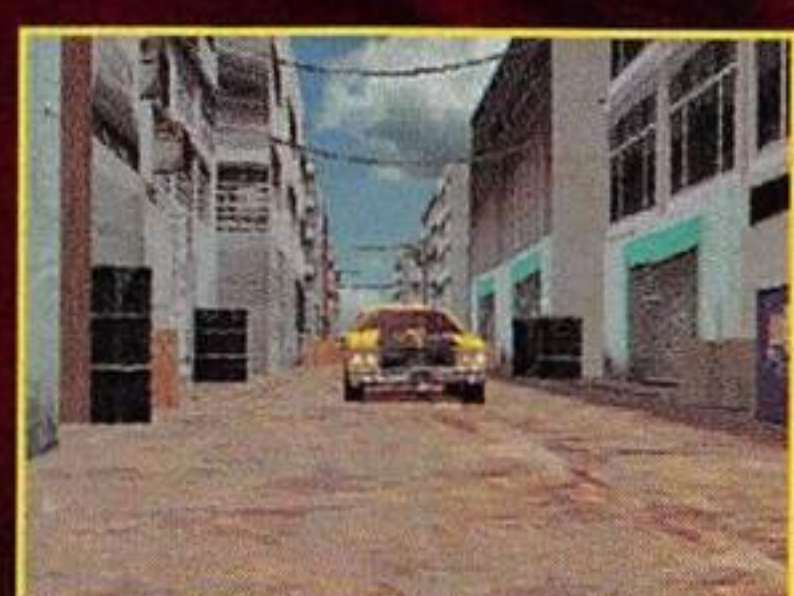
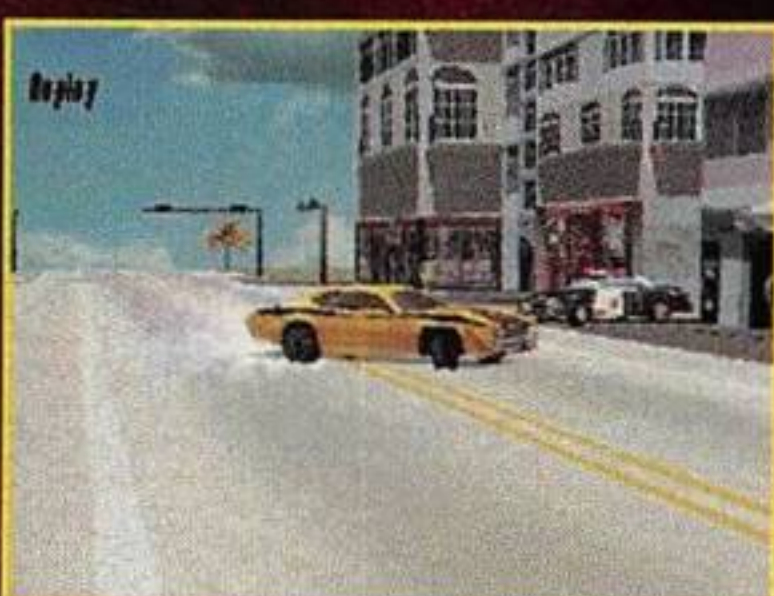


NINTENDO 64

Driver

NOW THIS IS a cool new idea for a racing game: As the driver of a getaway car, you have to haul ass from the scene of the crime, dodging pedestrians, running red lights, and, naturally, ditching those pesky cops. The catch is that you're actually an undercover officer named Tanner who's working to infiltrate a crime ring that's active in New York, L.A., Miami, and San Francisco. All four cities have been carefully reproduced in the game, so you'll recognize prominent landmarks or even back alleys (if you frequent them).

The game's set in the '70s, replete with a retro soundtrack and muscle cars that, GT says, handle realistically, take damage as you rub fenders, and even drop hubcaps when you rip around a corner. And because Reflections, the developer of the Destruction Derby series, is also behind Driver, this intriguing video game version of the classic movie chase scene has the potential to be a thrilling new racing experience. **G**



BY AIR HENDRIX

- Developed by Reflections
- Published by GT Interactive
- Target release date: July

FIRST LOOK



PLAYSTATION



Smash Brothers

SAMUS FROM METROID was one of the coolest Nintendo characters ever. No, actually, Link from The Legend of Zelda was probably cooler. Let's not forget Mario, though he's the old man from Nintendo's lineup. You may think cutesy Pikachu or cartoony Yoshi rules, but don't forget the venerable Fox McCloud

from StarFox. What's that you say? You can't decide which one is the better character? Let's fight it out...in Smash Brothers, the new game being developed for the Nintendo 64—and the first tournament fighting game to feature all these characters! It already sounds like fun.

Want to see who the superior...er, fox is? Where else will you see Fox McCloud whup on Samus? In Smash, if you can't win a fight with your fists, you can try Link's bomb attack or Yoshi's slurp-burp fighting style. You can also take advantage of flower bombs or Yoshi eggs throughout the stages, which include backgrounds from the characters' signature games. The screens look unbelievable, and we're

looking forward to some hands-on action. Smash Brothers looks to be hilarious fun with Nintendo's heaviest hitters.



BY SCARY LARRY

- Developed by HAL Laboratories
- Published by Nintendo
- Target release date: Summer '99



NINTENDO 64

FIRST LOOK



SILVERCHAIR

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Soul of the Samurai

SOUL OF THE SAMURAI, formerly called Shogun Assassin (see "Sneak Previews," February), may be a cut above other games in the 3D action genre.

Actually, the soul of this Samurai comes from Bushido Blade 2, Tenchu, and Resident Evil 2. As in those three, Samurai's compelling RPG-style story line (with plenty of character interaction) coexists with combat. You play as either Kotaru, who swings the long-bladed katana, or Hyaku, a government spy who uses two ninja knives. You're out to track down missing persons and missing corpses in ancient Japan with separate-but-concurrent story lines as in RE2.



Samurai utilizes the Dual Shock analog joystick and a single action button to bust cool-looking weapons combos. As with Bushido Blade 2 and Tenchu, the single-button action places limits on the fighting, but great character graphics and excellent stylized combat animations bring the fighting to life. In Japanese, the "soul of the samurai" refers to a samurai's sword—and the gameplay in this preview version was definitely sharp.



BY BROTHER BUZZ

- Developed and published by Konami
- Target release date: February



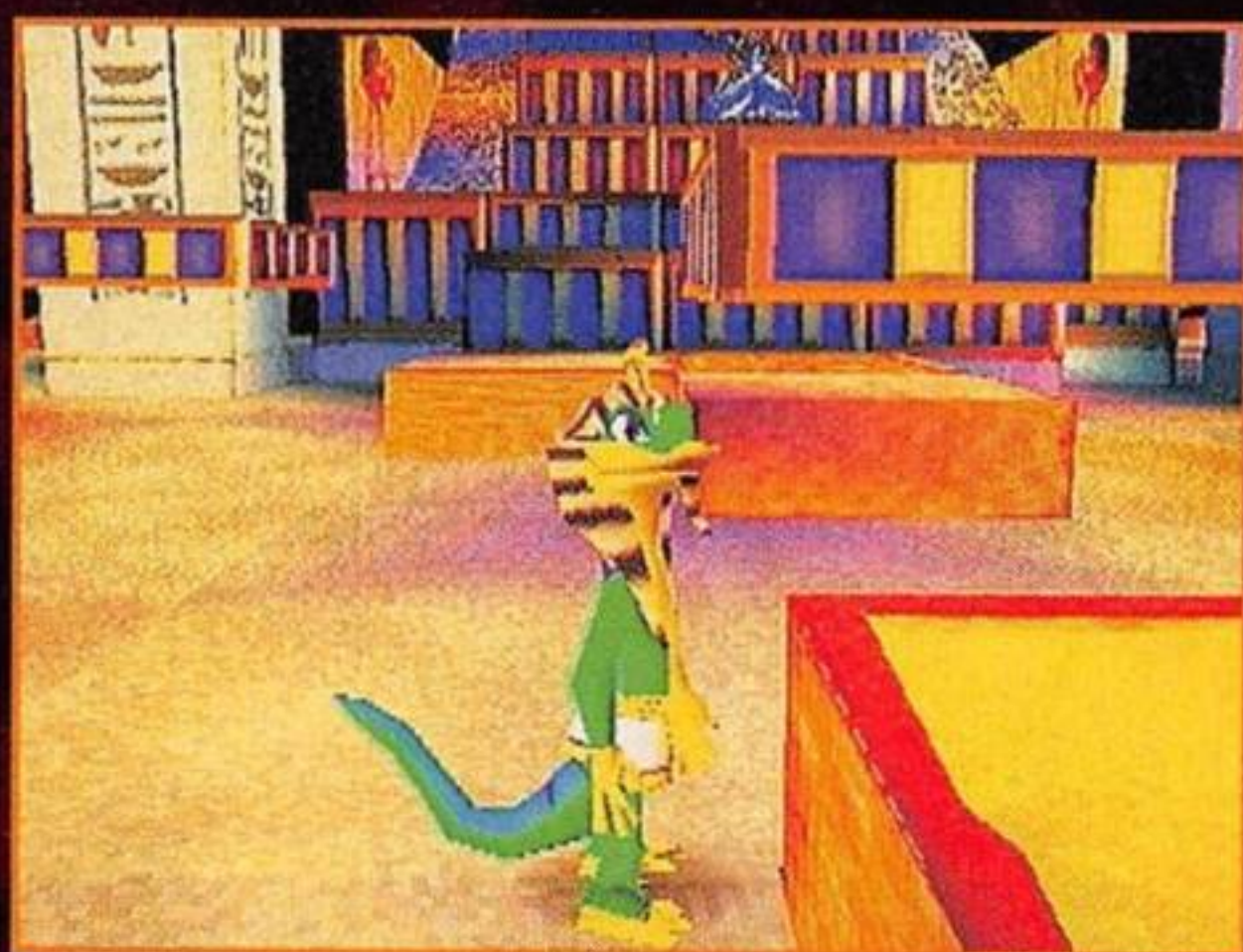
PLAYSTATION

HANDS-ON

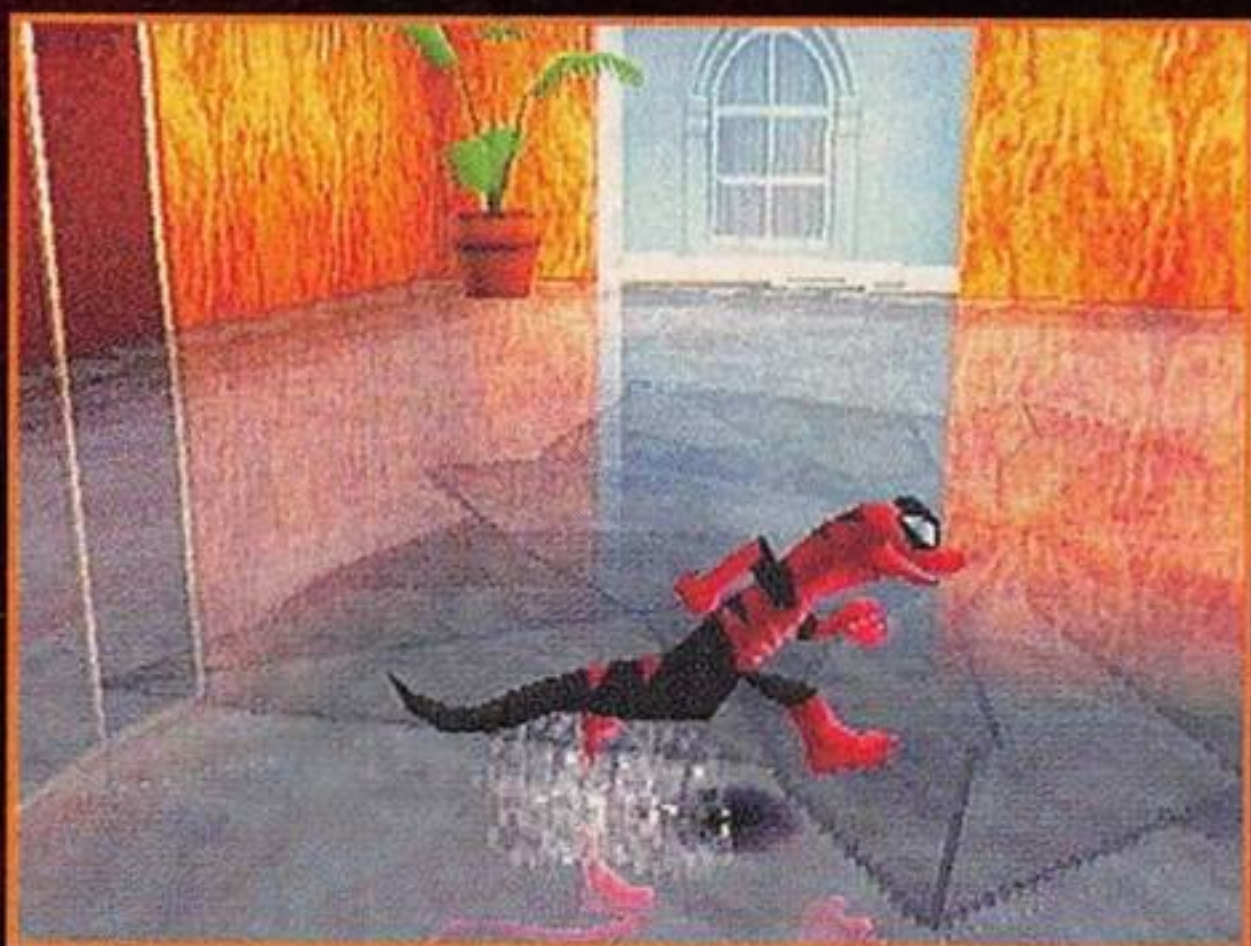
Gex 3: Deep Cover Gecko

GEX 3: DEEP COVER GECKO finds the indomitable reptile hero working his now-familiar tail-whomping platform-stomping formula with a few interesting gameplay bows to GoldenEye 007.

The GoldenEye homages will come in the form of first-person weapons views and vehicle driving. Gex's control skills will cover such rides as a tank, a snowboard, and even animals such as a camel and a burro. In some levels, you'll have to fire weapons, including a pirate's cannon or a Gatling gun from a first-person view.



The prelim version ushered Gex through various TV and movie take-offs with his usual flair. Even at this early stage, the tried-and-true Gex game engine handled the jumps, wall-crawling, sticky-tonguing, and baddie-whipping with aplomb. Plus, as is natural, Gex dresses for all occasions. The 14 preview levels (25 are planned for the final) found Gex mimicking Spider-Man, *The Wizard of Oz's* Tin Man, Jack from Jack and the Beanstalk, and even a wrestling superstar. It looks as though Gex has it going again!



BY BROTHER BUZZ

- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: March



PLAYSTATION

HANDS-ON

Ace Combat 3 Electrosphere

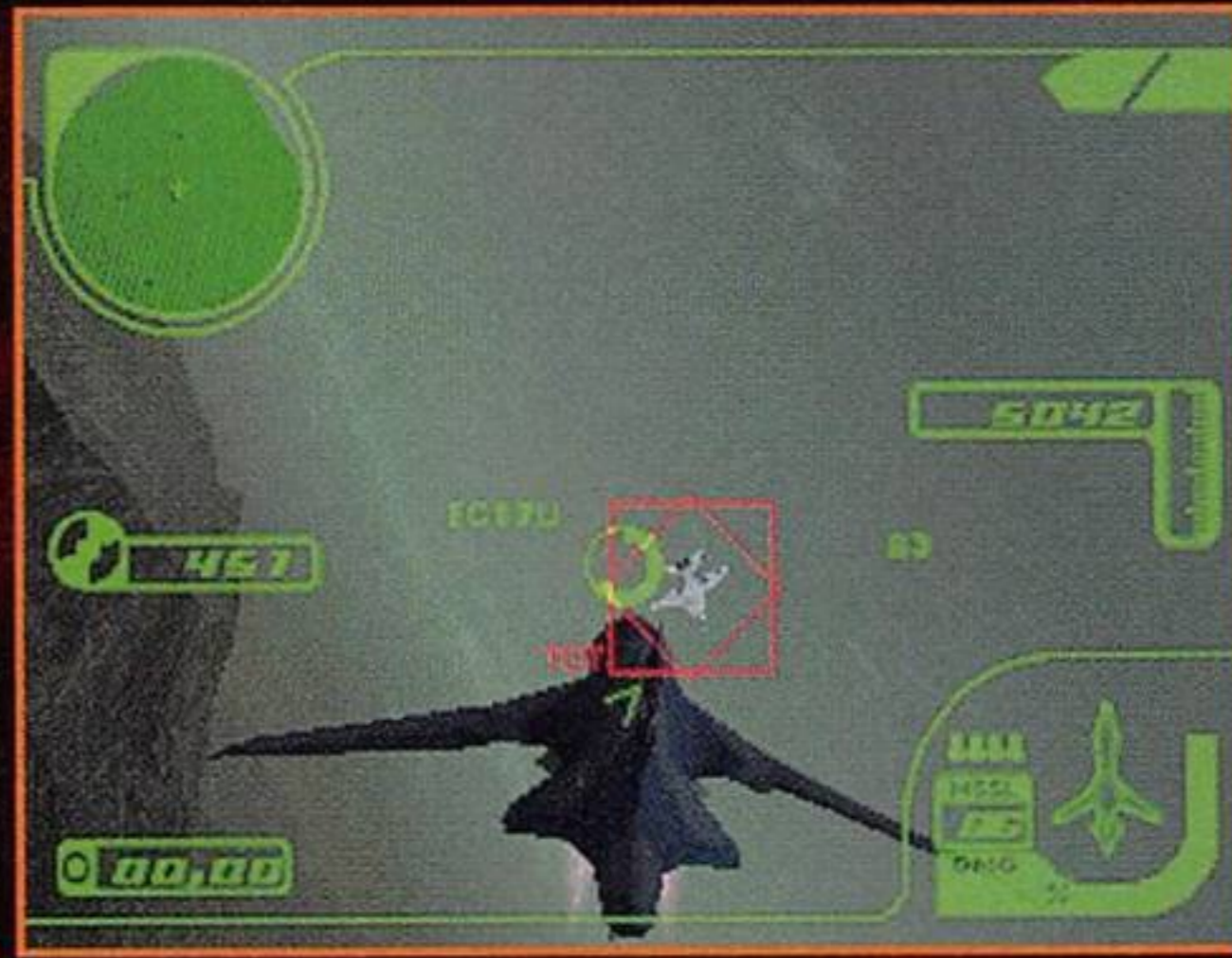
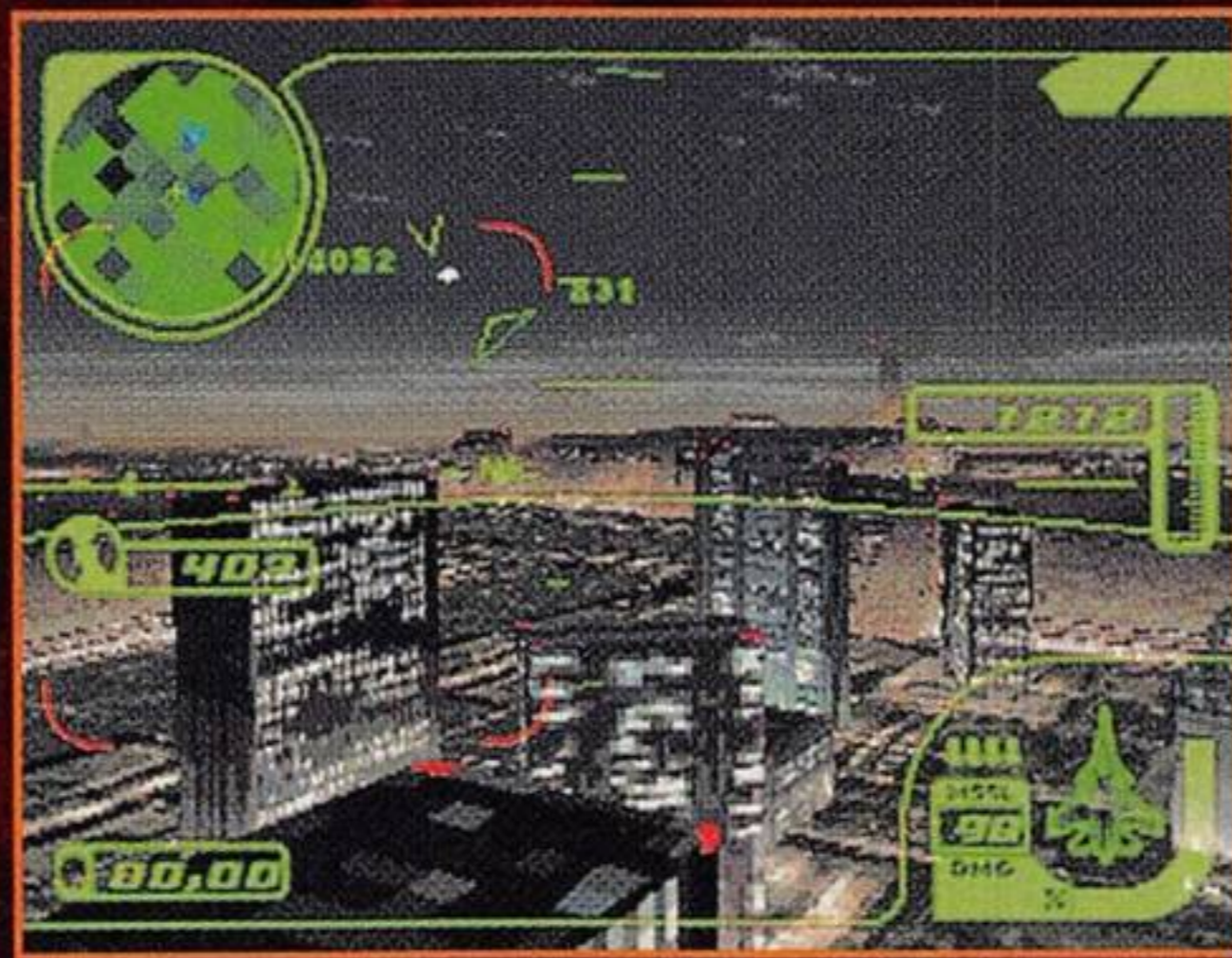
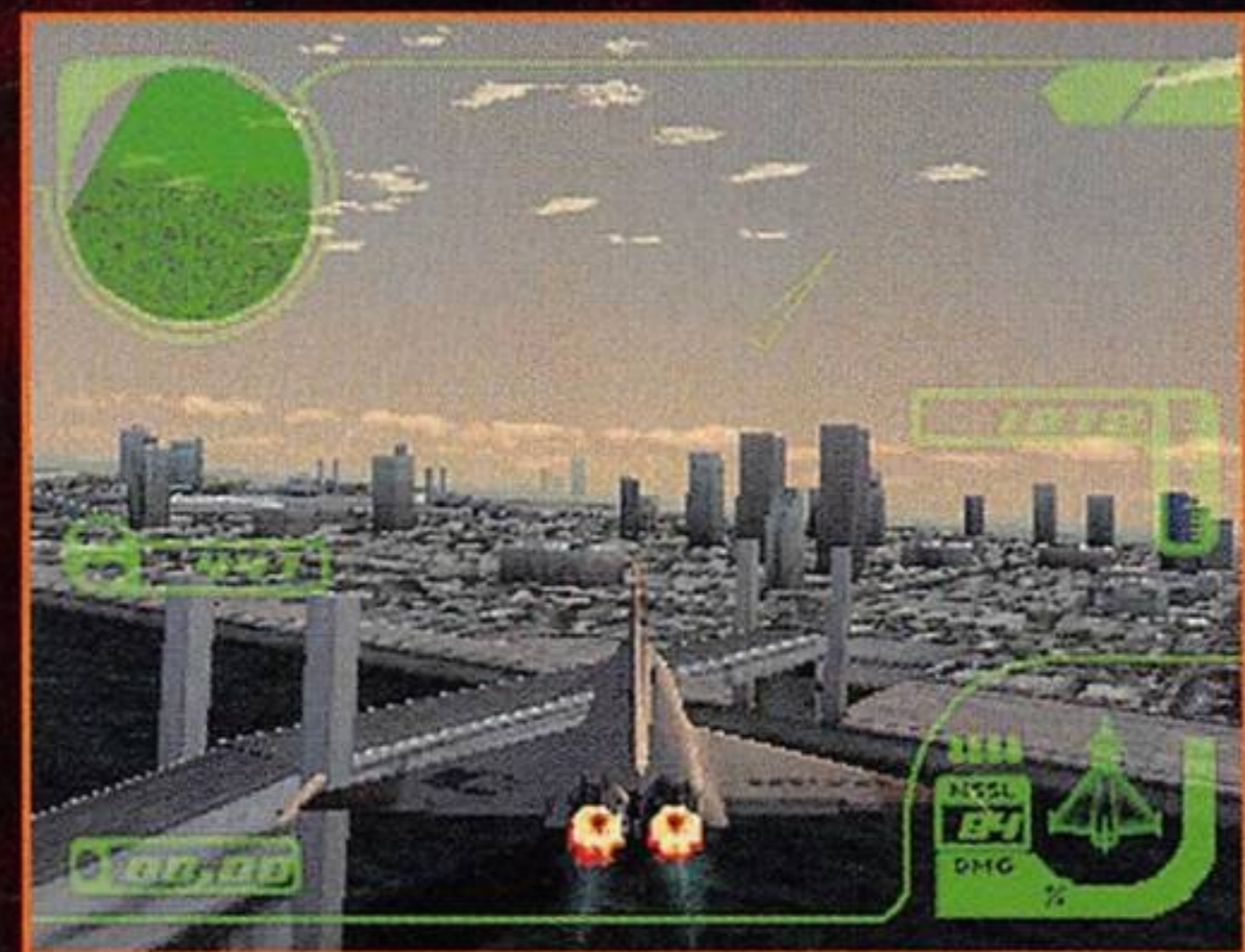
GET READY, JET JOCKEYS! Namco's taken its best-selling flight sim and added a few fuel tanks' worth of fun to ramp up the action with Ace Combat 3 Electrosphere.

With one of the strongest flight franchises to hit console systems, Namco looks set to blow away any competition this year with the gorgeously rendered AC3E. The screens in this early preview version show visuals that are much more clearly defined than the graphics in the first two Ace Combats, featuring battles that range from skirmishes in steamy jungles to stealthy night missions.

Plus, the quantity of planes in AC3E has nearly doubled from the previous games. You'll use your planes in a near-future setting—as opposed to the “small country” settings of the previous two—where a new world order has come to power.

You'll be able to tackle the challenge with your new craft and various topnotch weapons like guided missiles and machine guns. Unlike Ace Combat 2 where you were allowed to choose a different path only once during the game, AC3E allows you to choose multiple paths, each of which will affect the game's outcome.

Will you soar with the eagles or flounder with the turkeys? Ace Combat 3 will be looking for a few good pilots this summer. **G**



BY SCARY LARRY
 ■ Developed and published by Namco
 ■ Target release date: Summer '99

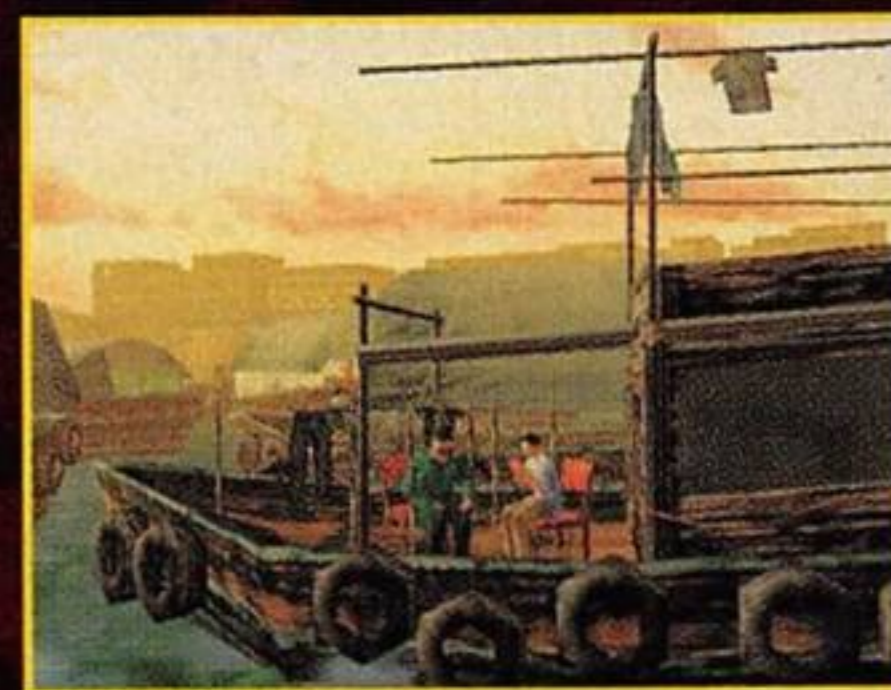
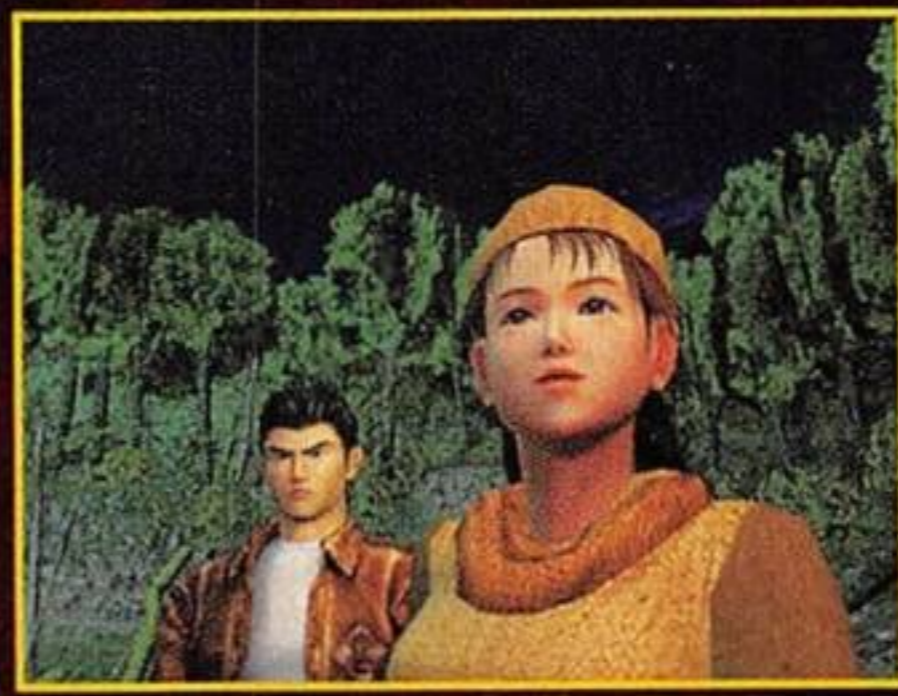
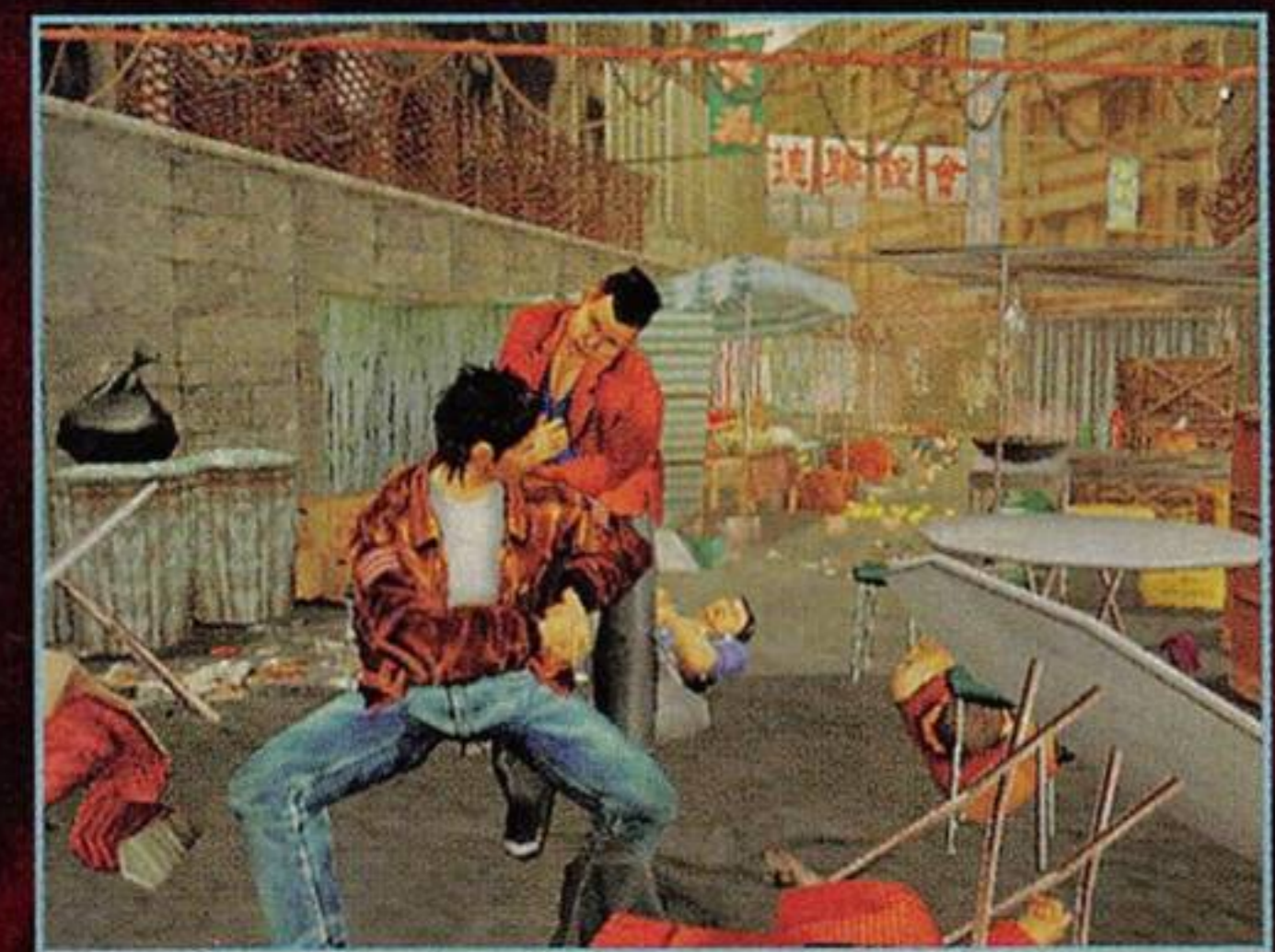


FIRST LOOK

Shen Mue

LITTLE IS KNOWN about this epic from Yu Suzuki, the creative mind behind Sega's developing powerhouse, AM2. Responsible for such hits as the Virtua Fighter and Daytona games, Suzuki and his team have taken this title (formerly known as Project Berkeley on the Japanese Dreamcast pack-in disc) and created a complete virtual world.

You play as one of four characters utilizing day-to-day living features like money—if you run out, you have to find a part-time job or have to gamble—and a real-time clock, so if you sit down at night to play Shen Mue, it's nighttime in Shen Mue's world. There's also a Quick Timer Events interface where yellow arrows point toward what's next. If you don't follow them, you alter the game's ending. Shen Mue could be great fun from the master at AM2. **G**



BY SCARY LARRY
 ■ Developed by AM2
 ■ Published by Sega
 ■ Target release date: Spring '99



FIRST LOOK



By
not
taking
from others,
you are
accepting
your
own
limitations.

By
not
giving
to others,
you
shall be
lonely
at the
top.

By
creating
new places
to roam,
and
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with those
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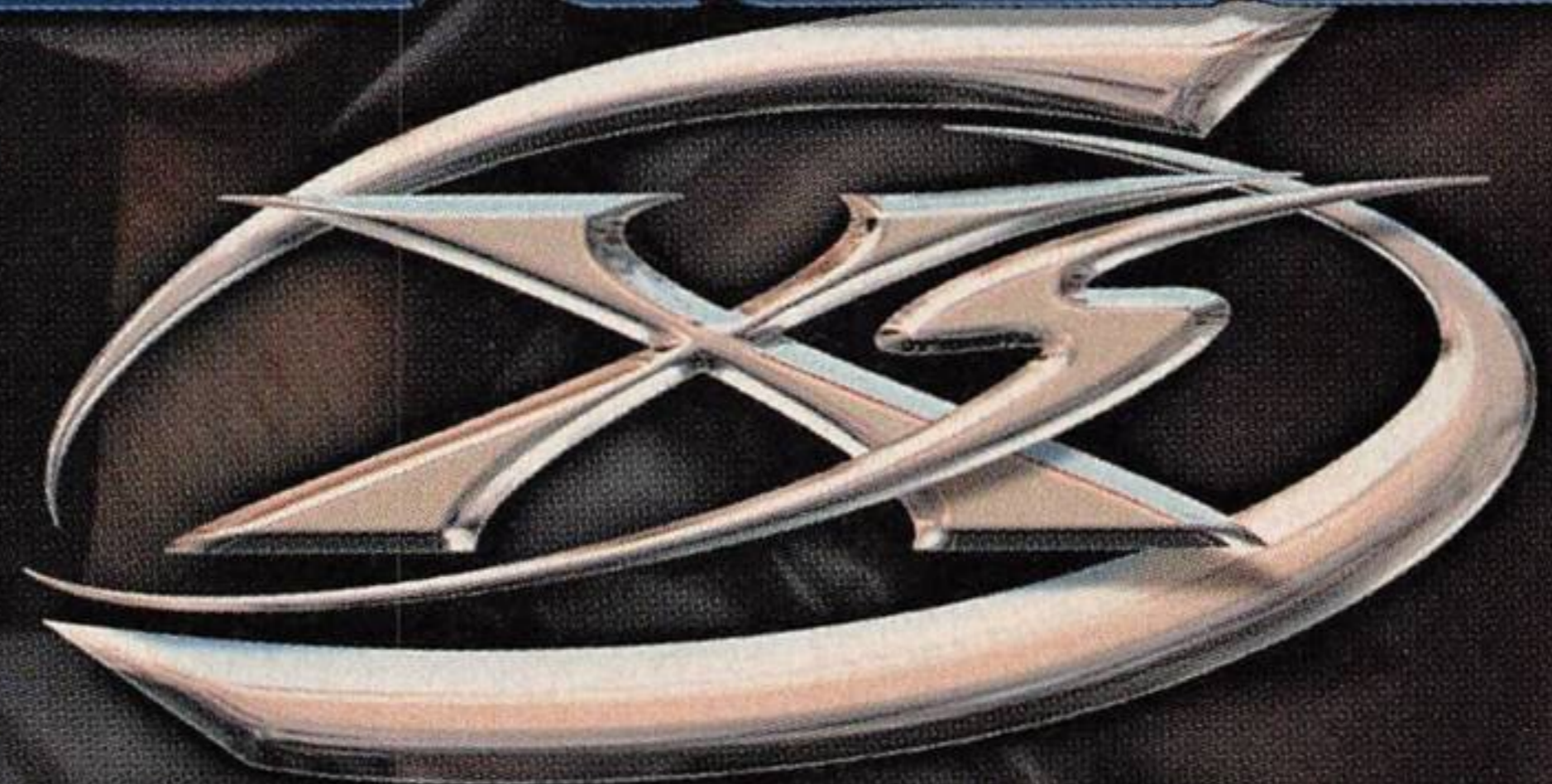
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SILENT HILL



BY BOBA FATT

- Published by Konami
- \$49.99
- Available now
- Adventure
- 1 player
- ESRB rating: Mature
- Real-time rendering with camera control, 4 endings

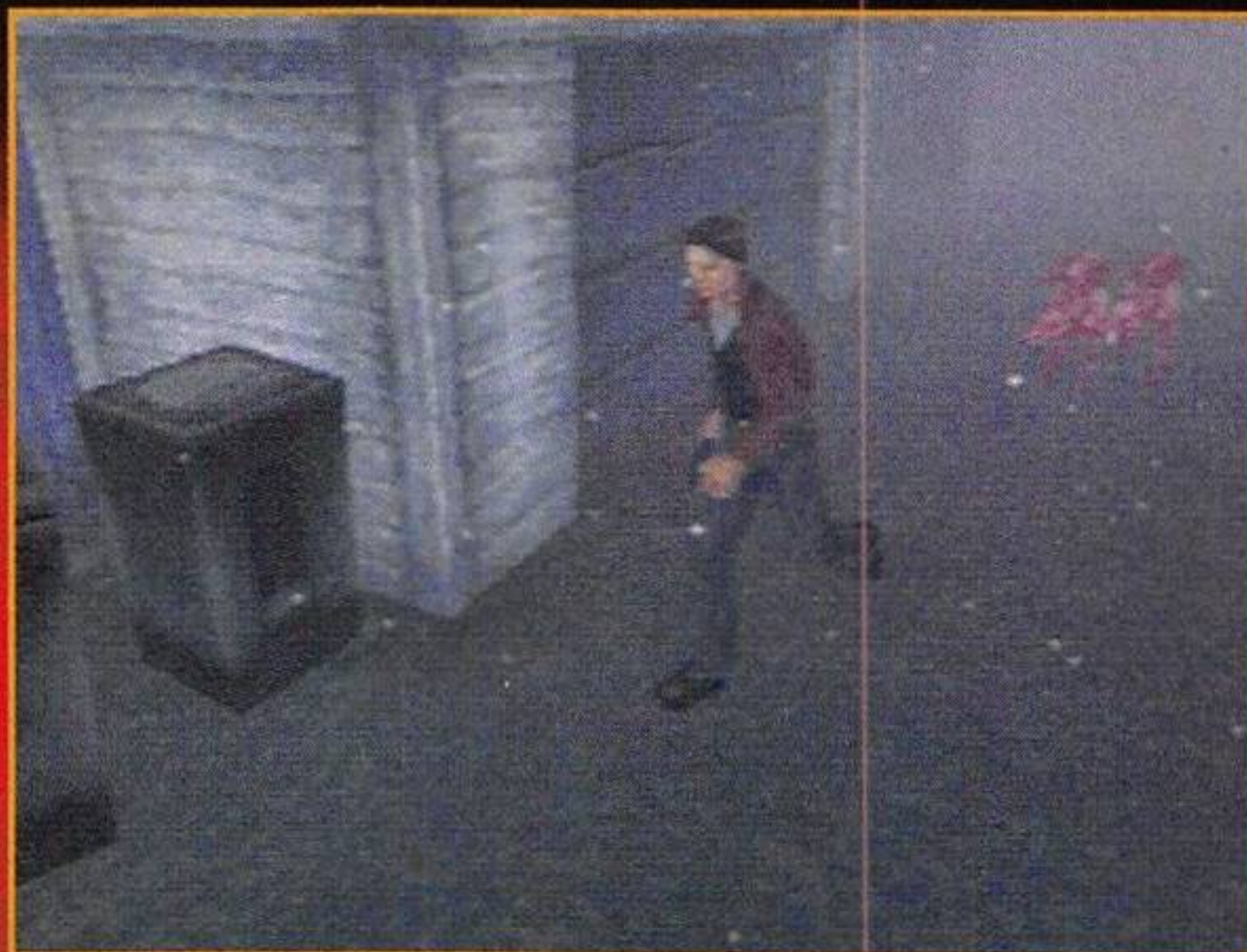
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.5

IF IMITATION IS the sincerest form of flattery, the developers of Resident Evil should be blushing after playing Konami's Silent Hill. But, hell, with so much time between new RE games, someone has to take up the gaming slack, right? And Silent Hill's bloody adventure is that game.

A Foggy Day in Silent Town

In Silent Hill, you've crashed your car and lost your daughter in a mysterious, deserted town infested with strange monsters. Playing as Harry Mason, you'll comb the streets and pick up clues to her whereabouts. The well-designed quest is difficult but intuitive, resulting in a challenging but gripping adventure.

The biggest difference between SH and RE is that Silent Hill lacks pre-rendered environments. The developers attempt to compensate with thick fog, pitch darkness, or weak lighting—but five feet of visibility just isn't enough. Fortunately, tight camera control lets you peek around corners or study a room from Harry's point of view, while SH's blood-filled battles and disgusting cadavers strewn everywhere set the mood



PROTIP: Look for a house key outside the dog house on Levin Street and go inside for some much-needed ammo stockpiling.

stylishly—and will definitely freak you out.

Shocking Beat

One of SH's coolest features is its excellent Dual Shock support: The controller beats like a heart, thumping harder when you're close to death, and its responsiveness keeps you in command. The screen display, however, is flat-lined: You have to access a menu to check your health bar, which can cost you your life if you aren't paying attention. Otherwise, you'll have a blast mowing down zombies with everything from a knife to a shotgun.



PROTIP: The map on the left marks the location of the three keys needed for this door. So thoughtful of them!

Silent Evil

SH's voice acting doesn't approach RE's depth of craptitude, although each spoken line is separated by a strange dramatic pause that effectively undermines the tension and drama. Luckily, the conversations are fairly sparse. What's cool are the sound effects like the spine-curdling radio static that warns of incoming monsters and the heavy tread of your boots as you run for your life down a hall.

SH's scares are everywhere. The tension is high throughout the game and gets creepier as you delve deeper and face winged beasts, bald freaks, and devil dogs. The gothic story line and intuitive puzzles are also compelling, which makes SH a nice bridge for RE fans waiting for their next fix. Just a few flaws short of a masterpiece, Silent Hill is definitely worth a look from horror and adventure fans. **G**



PROTIP: To deal with the ghouls in the school, shoot them until they fall, then run up and kick them in the head (of course).

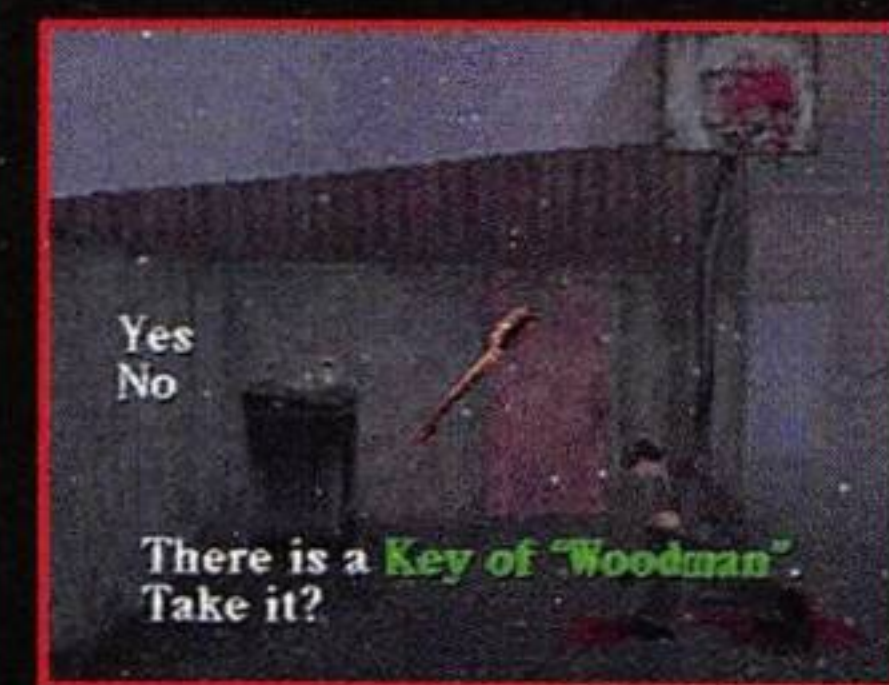


PROTIP: In the town, it's usually preferable to elude the monster than to stop and fight, though you'll have to kill some of them to proceed.



PROTIP: Look for a health drink on the sill near the entrance to Queen Burger, south of Cafe 52.

The Three Eclipse Keys



Go down the alley that's marked on the map inside the house on Levin Street and look for the gate to a park. Inside is one of the three Eclipse keys.



You'll find the second Eclipse key in the trunk of this police car located in the northeast section of Silent Hill.



Look for the last Eclipse key at the southeast tip of Silent Hill, just around the corner of the southwest side of the street.

GRAPHICS 4.0

Fog: Moody atmospheric effect or aggravating, blinding, pop-up-hiding annoyance? You make the call. Luckily, the graphics score big with a high gore factor while the creepy environments set just the right mood for this gothic horror adventure.

SOUND 4.0

The shrill radio warning of incoming nasties and other terrifying sound effects keep you on edge throughout the game. The voice acting is better than the depths charted by Resident Evil's, but those dramatic pauses are just plain silly.

CONTROL 4.0

A thumping heartbeat to signify low health—you can't get any cooler than that. Precise movement, analog support...it's all fun and games until you forget to check your health bar in the heat of battle and pay the price...in blood.

FUN FACTOR 4.5

A shameless but slick Resident Evil clone, Silent Hill serves up scare after scare, delivering a challenging, nicely designed adventure game with engaging puzzles. If Resident Evil captivated you, you'll want some quality time with this thriller.



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Rollcage



BY DAN ELEKTRO

Published by Psygnosis

\$49.99

Available now

Racing

2 players

ESRB rating: Everyone

11 tracks with secret shortcuts, 6 vehicles plus hidden ones, Mirror mode, 2 difficulty modes, time-trial mode, deathmatch arena

GRAPHICS SOUND CONTROL FUN FACTOR



4.0



4.0



4.5



4.5

AFTER TAKING THE PlayStation pole position with Wipeout, Destruction Derby, and Formula 1, Psygnosis returns to the racetrack with Rollcage, a futuristic romp filled with chills, thrills, and plenty of nasty spills.

Wacky Races

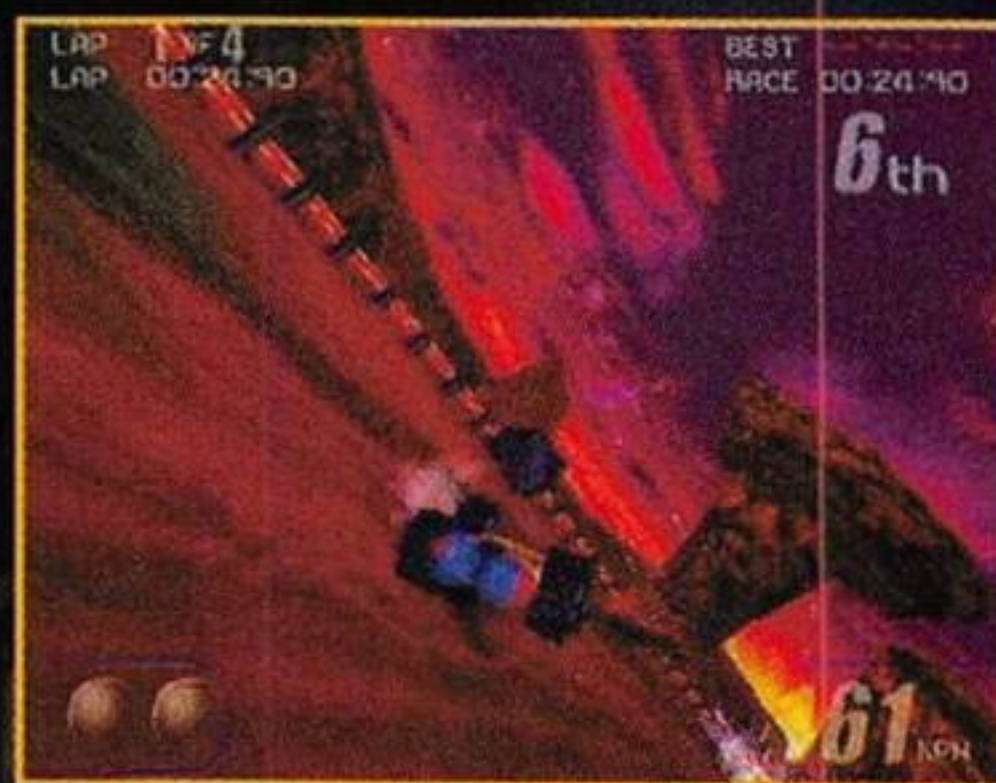
The cars in Rollcage bring new meaning to the word "extreme." Not only are they compact and wickedly fast (picture a futuristic Ferrari with monster-truck tires), but they're also built for major abuse



PROTIP: Hit power-ups dead center to collect them—tagging the blue spheres that orbit the core won't do it.

and crazy stunts, like driving on the ceiling or pulling a corkscrew flip off a curved wall. Land the car upside down? No problem—as with those "unstoppable" remote control cars, you can just gun it and go. Each vehicle is armed to the teeth, too; if you can't beat your opponent, you can clobber

them into a gnarled mess with rockets or just blow up nearby buildings and litter the track with some deadly debris.



PROTIP: Use reverse when you get jammed; it's too easy to flail around using just the accelerator.



PROTIP: On the second Gemini track, slide up to the roof to take advantage of the speed arrows. Drive straight off the roof for a perfect landing.



PROTIP: Those blue arrows on the wall of the second Scorpio track aren't just ornaments—they're speed boosters and worth using.



Rollcage: High-flying racer or low-tech flight sim? You be the judge.

While combat racers are nothing new, Rollcage earns special mention for the sheer inventiveness of its power-ups. One missile targets only the leader for elimination, while another special weapon sends a portable black hole ahead to suck one unlucky opponent to the back of the pack. Obstacles like boulders, wrecked buildings, and incoming meteors don't make things any easier.

Which Way Is Up?

Rollcage suffers from one main problem: confusion. It's thrilling to be able to zoom up a wall at blinding speeds, but once you wreck, it's hard to get your bearings and drive forward instead of looping in place. You'll get good mileage out of an analog controller; however, which offers finer accuracy than the standard directional pad. The weapons triggers are a joy to use.

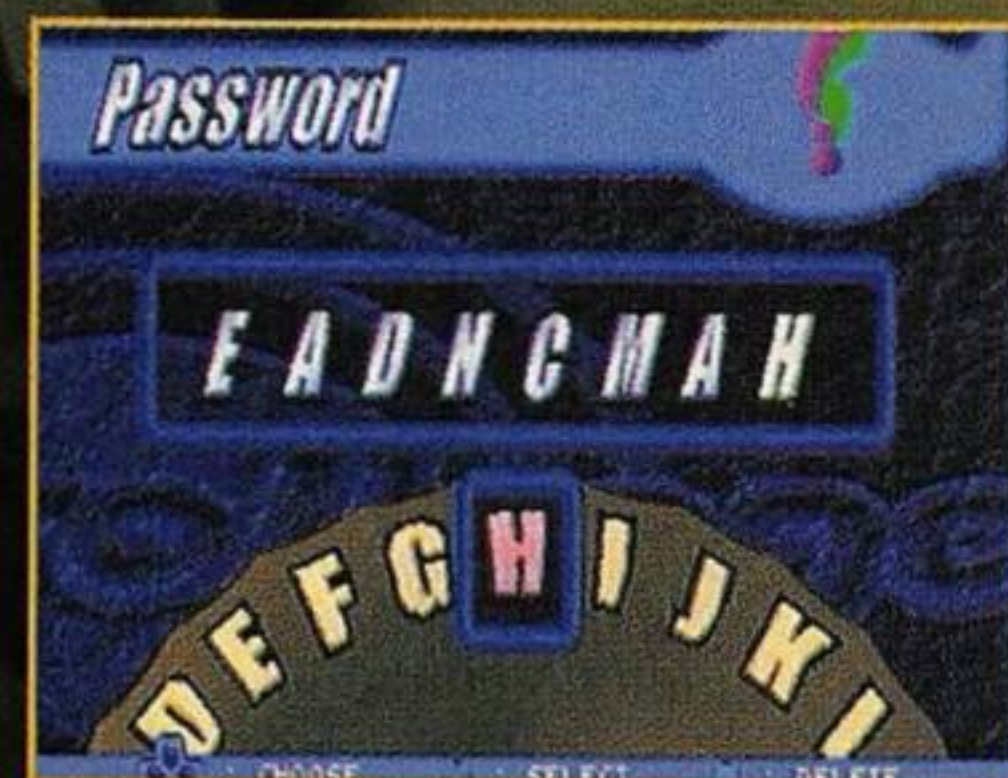
As for the game's visuals, though the super-fast graphics avoid both slowdown and pop-up (no mean feat), they still have a bit-mapped checkerboard look to them that can be distracting—even in two-player mode. Luckily, the sample-riddled dance soundtrack sounds zippier than most.

Rollcage = Road Rage

You could call Rollcage "Wipeout on Wheels," and it wouldn't be an insult. The whiplash gameplay and intense combat feel familiar, but comfortably so. With so much style and substance, Rollcage ranks among the PlayStation's best fantasy racers.



PROTIP: When you fly out of control, it's crucial to let up on the gas or you'll keep spinning when you hit the ground.



PROTIP: To immediately unlock Hard and Mirror modes, use the password EADNCMAH.



PROTIP: Gun the engine at the starting line for an acceleration burst.

GRAPHICS 4.0

The latticed patterns on the graphics are par for the course for many PlayStation games, but they're still distracting here. What you won't find is pop-up or slowdown—hallelujah!

SOUND 4.0

Rollcage offers the usual techno fare, but with some funky sampling thrown in, it's more enjoyable than what you might expect. The sound effects don't dazzle, but they're up to standards.

CONTROL 4.5

The directional pad is a bit stiff, but steering smoothes out with the use of an analog stick, which offers the precision needed to navigate the tricky tracks.

FUN FACTOR 4.5

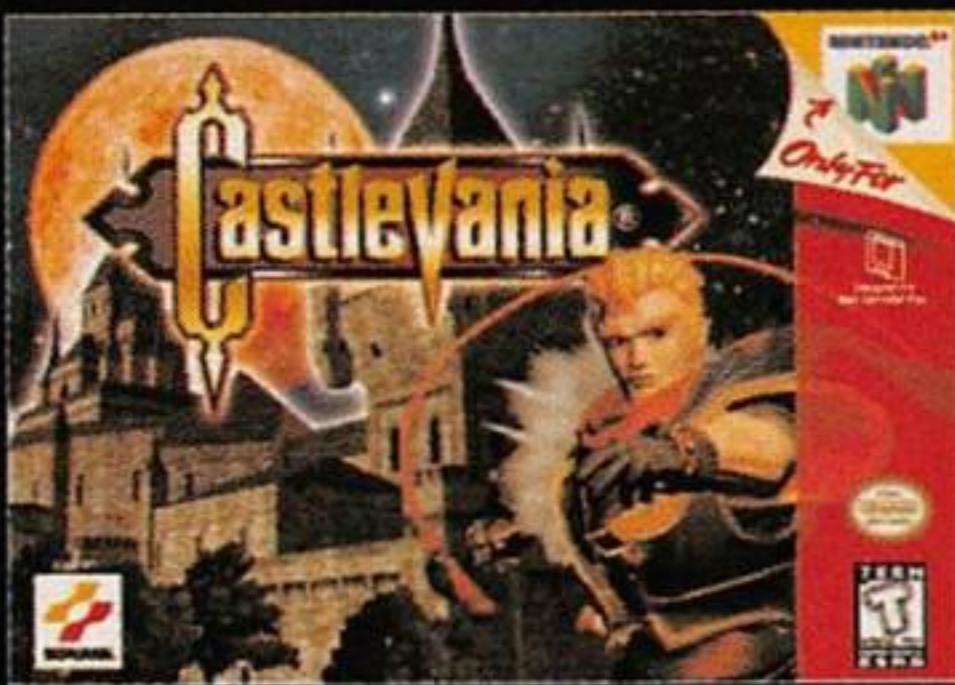
Although it may not be everybody's idea of a wild ride, Rollcage won't disappoint those racing fans who are looking for speed, combat, and a healthy dose of vertigo all in one package.

play games?

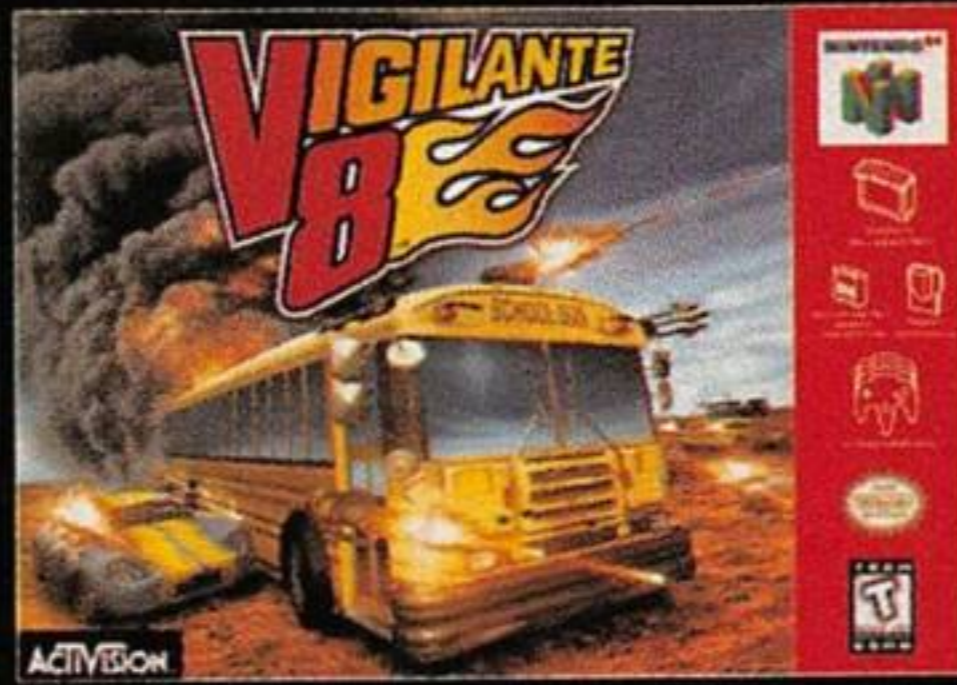
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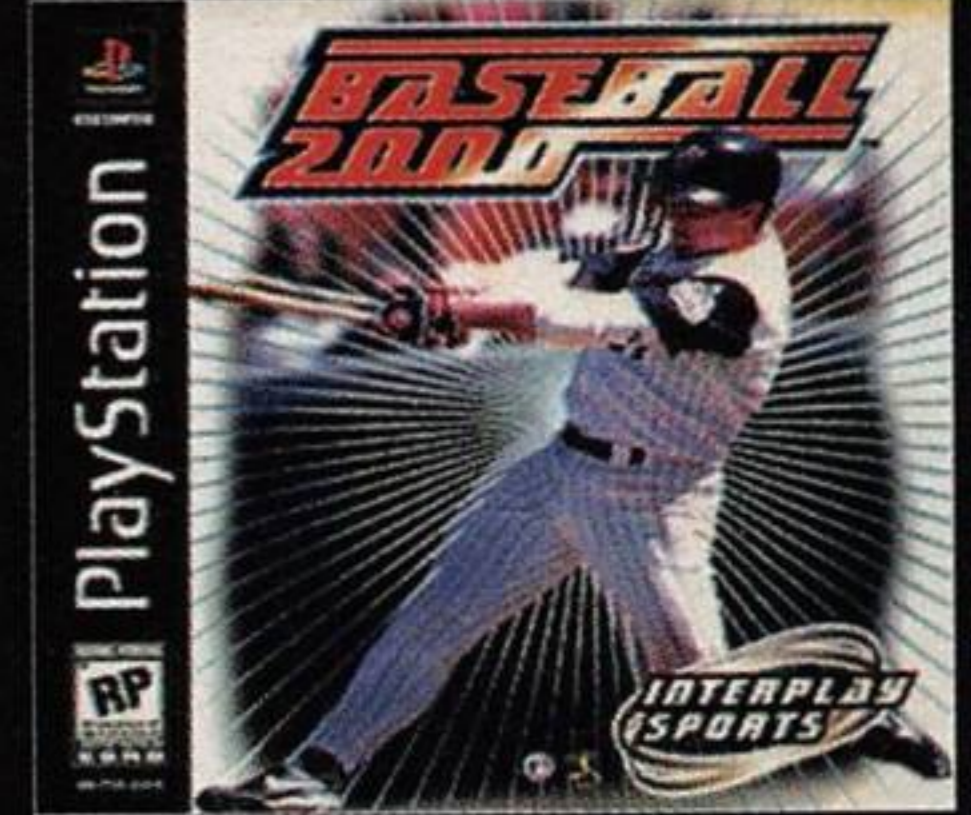
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VIP CODE: GPR6

CAPCOM'S SECOND "CROSSOVER" fighting game hits the PlayStation with more muscle than its dismal predecessor, X-Men vs. Street Fighter (see ProReview, May '98). Although not an arcade-perfect port, Marvel Super Heroes vs. Street Fighter does enough things right to keep fighting fans satisfied.

MARVEL SUPER HEROES VS. STREET FIGHTER

vs. Street Fighter does enough things right to keep fighting fans satisfied.

MARVEL-OUS VISUALS

Marvel vs. SF has all the trademark elements: intense action, easy-to-learn controls, cool visuals, and appealing characters. The game even retains the "tag-team" feature of its arcade forefather...kind of. You can switch between two preselected characters in the

middle of a fight, but only if you're fighting against the same two characters. Other features include training mode, Hero Battle (the Street Fighter team takes on the Marvel Super Heroes team), and Gallery mode.



PROTIP: As Spider-Man in Cross Over mode, stand in the middle of the screen after defeating your first opponent. As their partner jumps onscreen, immediately motion → ↘ ↓ ↙ ← and press Strong Punch.



PROTIP: Marvel vs. Street Fighter has six hidden fighters: Mecha Zangief, Armor Spider-Man, Shadow, U.S. Agent, Mephisto, and Dark Sakura. For info on how to play as these characters, see SWATPro.

ADDING TO A whole slew of sports games that feature heavy-hitting action (like Contender and Knockout Kings), K-1 Revenge packs in the element of extra limbs along with its martial arts influence. But is kickboxing more fun to play now that K-1 Revenge is here?

K-1 REVENGE

The Agony of Their Feet

Although Jaleco's last kickboxing game, K-1 Arena Fighters, wasn't the breakthrough success some kickboxing enthusiasts were hoping for, its new game puts all the bells and whistles into the ring. You fight one of fifteen fighters with specialized moves like killer right hooks, spinning backfists, and knee facials—all within the parameters of your standard three-knockdown boxing match. There are also some limited combos and special moves, but don't expect to find anything flashy like burning uppercuts or fireballs. K-1 keeps it real by employing more realism than glamour.



PROTIP: Watch your opponent when he ducks. If you throw an uppercut, you could score big.



PROTIP: Keep the action in the center—you can't sidestep near the ropes.

All Toe Up

Will your hardcore fighting fan want to step into the ring? Probably not. The game's embargo on style and its emphasis on real kickboxing substance make the gameplay one-sided. And although the graphics seem like honest



BY MAJOR MIKE

- Published by Capcom
- \$39.99
- Available now
- Fighting
- 2 players
- ESRB rating: Teen
- 23 fighters (17 regular, 6 hidden), 5 play modes, Dual Shock compatible

GRAPHICS SOUND CONTROL FUN FACTOR

4.0	4.5	3.5	4.0

Street fighters and super heroes are brought to life by fluid sprite visuals, while the various super and special attacks fill the screen with eye-popping effects. The audio is straight from the arcade. Rousing music sets the tone for each battle, and the sound effects are clean and audible right down to the annoying game-show announcer.

COMIC CONTROLS

Unfortunately, due to overloaded graphics, the game's controls are stiff and unresponsive when you're performing certain special and super moves. This slowdown simply ruins your timing. Against a human opponent, it's a level playing-field; against the incredibly cheap computer A.I., it's agonizingly futile.

Marvel Super Heroes vs. Street Fighter still delivers enough fighting fun to make it worth the average gamer's time. Rabid Capcom fighting fans, however, should be satisfied with a week-end rental. **G**



PROTIP: Switching characters in mid-fight knocks down your opponent, but don't rely too much on this technique; if your opponent blocks the incoming character, the latter will be briefly vulnerable when they jump onscreen.



PROTIP: Each character has a pop-up move that catapults your opponent. Use it to set up a high-hitting air combo.



BY SCARY LARRY

- Published by Jaleco
- \$49.99
- Available now
- Fighting
- 2 players
- ESRB rating: Teen
- 16 fighters (15 regular, 1 hidden), 5 play modes

GRAPHICS SOUND CONTROL FUN FACTOR

3.5	4.0	3.5	4.0

representations of the popular fighters in this sport, the blocky polygons and one-dimensional crowd don't stand up against more polished games like Knockout Kings.

Standard fight sounds and sluggish controls, especially when counterattacking, don't help raise the bar for the genre. Still, Revenge is a definite improvement over last year's title and is a lot of fun to play once you master the moves, which aren't as deep as in other games. In fact, any pug can make it to the top with the right combos.

K-1's revenge isn't as sweet as it could be, but it certainly will buck up fans of kickboxing who want a cool fighting game to showcase their passion for the sport. **G**



PROTIP: Backing up during a fight is nothing to be ashamed of. It's a great way to recharge your Stamina Gauge.



PROTIP: When your opponent's life bar is flashing red, one well-timed combo should do him in. Sidestep to get your bearings and make your opponent throw a desperation punch, then zoom in for the kill.



CURRENT HIGH SCORE



Can you land a lunker? There's no need to exaggerate the size of your skill, with Fisherman's Bait you can prove it! Number One Rated arcade game now on PlayStation® Two player versus mode - fish against a friend. Dual Shock function lets you feel the bass biting

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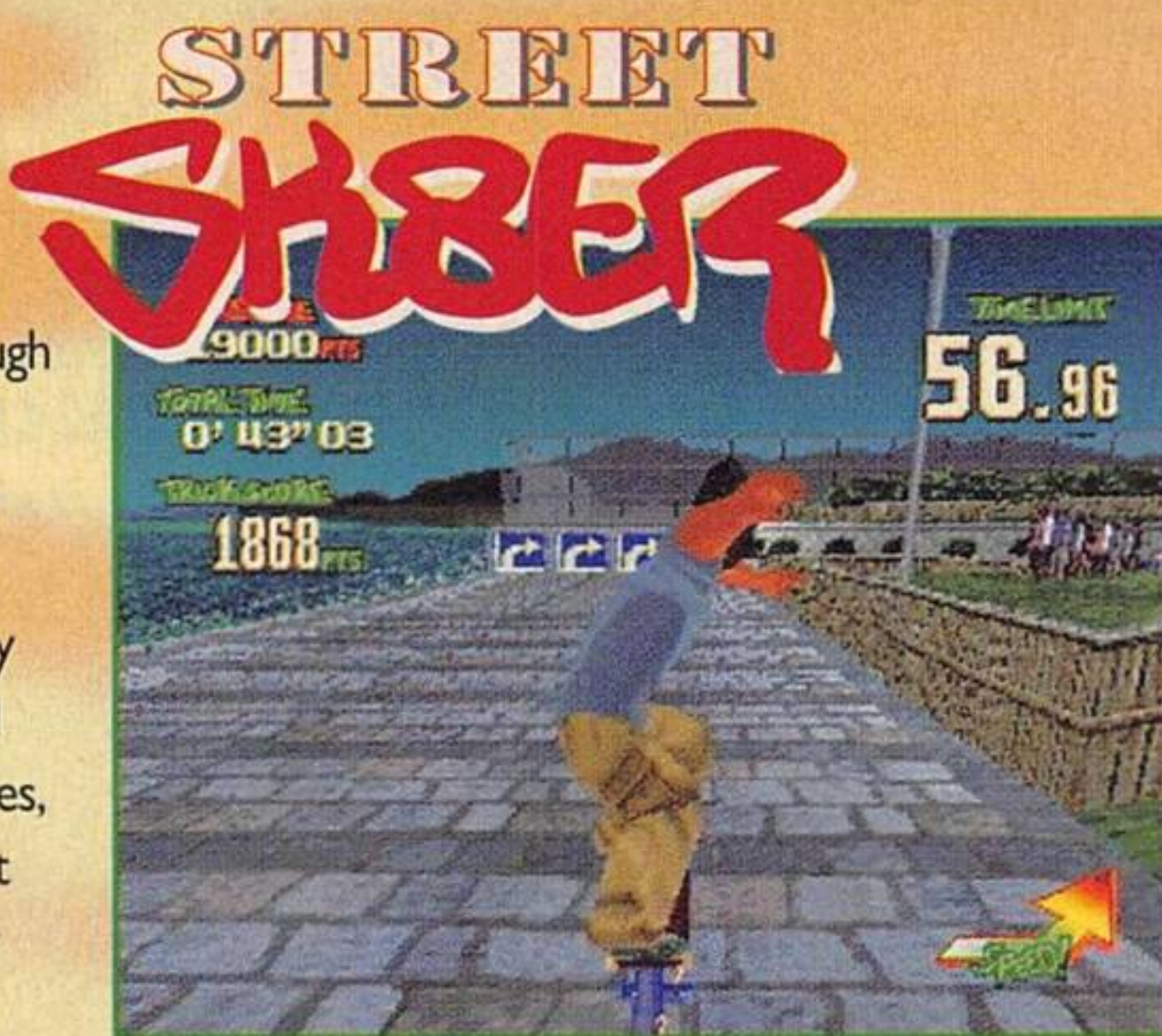
THE FIRST EVER skateboarding game to rush the PlayStation, Street Sk8er busts enough wild moves that fans of the genre will definitely want to check it out. Because Sk8er is basically a tricks-only game and provides but a few courses, non-skateboarders might find the game a better rental than a purchase.

Skate or Die!

Street Sk8er features three courses that thrashers can compete on, catching crazy air and grinding rails for points. The gameplay's both fun and addicting as you learn the intricacies of each route. Unfortunately, the courses are empty ramp areas—there are no people to run over, no competing skaters, and not enough obstacles.



PROTIP: Building up your skater's cornering points will let you cut around the track without slowing down.



PROTIP: For maximum points in Los Angeles, jump the two ramps in the beginning of the stage and grind the rail when you land.

On the positive side, as you beat the Street Tour mode, you unlock hidden areas in each course, secret skaters, and new boards. There's also a two-player option, but you don't skate at the same time; you take turns skating the same course to see who can score the most points.



BY JOHNNY BALLGAME

- Published by Electronic Arts
- \$44.95
- Available March
- Skateboarding
- 2 players
- ESRB rating: Everyone
- 8 skaters, 20 skateboards, Dual Shock compatible, over 200 moves

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

The game's control is effortless as simple button presses enable you to perform over 200 tricks from spinning handstands to indys. The only control downer is that all the tricks are performed by basically tapping the same buttons, so there's not much in the way of skill building.

Graphically, Sk8er's colorful streets and graffiti-sprayed ramps look awesome, although there are some collision detection problems throughout each course. On the audio side, Sk8er's slammin' soundtrack fits the fast-paced action perfectly and really gets you pumped to play.

Gleaming the Cube

Street Sk8er scores with its raucous, tricks-heavy gameplay and is a must-buy for skateboarders who're sick of playing all those damn snowboarding games. Gamers who aren't into skating will also find the gameplay fun, but will be able to see and do everything during a weekend rental. **G**



PROTIP: To beat the Tokyo course, you'll not only need big trick points, but a fast time. Be sure to jump on the red pipe toward the end of the course or you'll be slowed down by the water.



PROTIP: To switch your stance while skating, tap R1 or L1. This also enables you to perform more tricks.

RUSH DOWN LIVES up to its name with blazingly fast downhill racing. While it's a little too flawed to achieve greatness, it's a wild ride worth checking out.

Xtreme Speed

Rush Down sends you bombing down the longest hills in the world on snowboards, mountain bikes, and kayaks. The game's coolest feature is its rocketlike frame rate, which delivers heart-pounding speed as you blast over jumps, hop obstacles, and even bust off a trick or two.

Each of the three sports presents an intense challenge (kayaking rocks, believe it or not), and the resulting arcade-style combo's pretty cool as you race either against the clock, in a tournament against a CPU racer, or on split screens against a friend. With the directional pad, strong controls let you push your limits the whole ride down. Surprisingly, the analog controls aren't too hot, responding less smoothly than their digital counterparts.

RUSH DOWN



BY AIR HENDRIX

- Published by Electronic Arts
- \$44.95
- Available March
- Downhill racing
- 2 players
- ESRB rating: Everyone
- Kayaks, snowboards, and mountain bikes; 5 tracks per sport (15 total); two-player split-screen racing, Dual Shock compatible

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.0	4.0	4.0



PROTIP: If you can't dodge an obstacle in time, tap \square to jump it.



PROTIP: For a slightly tighter turn, lay off the acceleration. You'll cut sharper turns and won't kill as much speed as when you use L1 or R1.



PROTIP: In Championship mode, box out your opponent when they try to pass. If you set it up so they rear-end you, they'll wipe out.

Xtreme Rental

Rush Down suffers from a few other problems. Racing against only one opponent gets kind of boring after a while, and many gamers will be able to conquer each sport's five tracks—and essentially, the game—in short order. The sounds wipe out, too, with feeble in-race effects, terrible crowd noise, and mediocre announcing.

Graphically, the game's solid with interesting but limited racing animations and clean but repetitive terrain. Some pop-up occasionally interferes, but not badly.

At the finish line, Rush Down's an awesome weekend rental—you'll love every second of it. But only serious race fans and extreme sports junkies should consider a purchase. The game runs out of steam too soon. **G**



PROTIP: If you catch air and see that you'll crash, briefly tap L1 or R1 just as you land. You'll quickly change direction without killing much speed.



Ok Pops, one more time: kiss off

the 5-Ball, bounce off the pacemaker, around the dentures,

down the walker, **over** the adult diapers, across Martha's cat, back on the table to the 9-Ball

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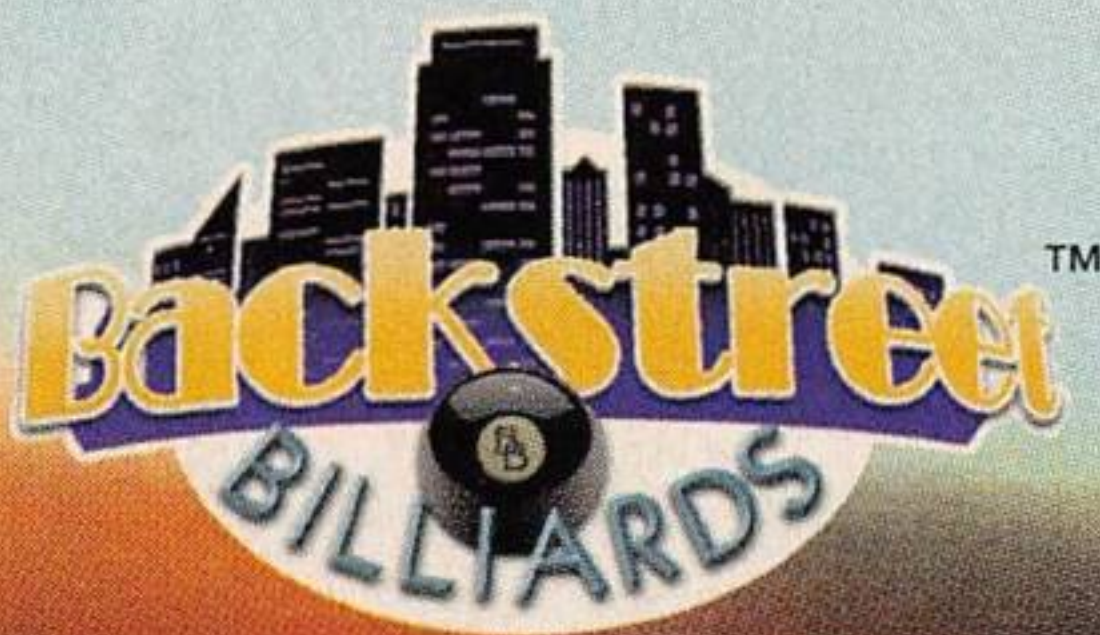
- 5 Carom games including: 4Balls, 3Balls, Free, 1 Cushion, 3 Cushion

- Grand Total of 14 different games

- Music CD Option: insert an audio CD of your choosing to enjoy your favorite tunes while chalk'in up the old cue

- Seven unique modes to choose from: Story, Pocket game, Carom game, Practice, Trick shot, Speed, Technical

- Vibration function compatible



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WCW/NWO THUNDER

ALL STYLE, NO substance, WCW/NWO Thunder is the worst-playing wrestling game to hit the ring in years. It may have all the features of a champ, but the gameplay's strictly for chumps.

Although the game sports Singles, Tag Team, Steel Cage, and Battle Royal modes and features 128 wrestlers from Goldberg to a horse (no joke, you really play as a horse), its control is so atrocious that there's absolutely no reason to play. Not only are the moves awkward to execute, but by using the new Test of Strength maneuver, you can drain all of your opponent's energy and pin him in under a minute every match.

Graphically, Thunder's wrestler models are years behind WWF War Zone's and the mutant-looking fans are simply pitiful. The sound is also a far cry from War Zone's as the lackluster crowd chatter and sparse two-man commentary add nothing to the action.

◀ PROTIP: Simultaneously tap **↑** and **○** to grab your opponent in a test of strength, then rapidly pound all the buttons to drain his energy.

You deserve to feel the bang...in the head if you actually pay money for this jobber title. Stick to War Zone if you want to play a real wrestling game. **G**



BY JABRONI BALLGAME

- Published by THQ
- \$44.99
- Available now
- Wrestling
- 2 players
- ESRB rating: Everyone
- 128 wrestlers, Singles, Tag Team, Battle Royal, and Steel Cage modes, Dual Shock compatible

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.5	1.0	2.0



PROTIP: To perform DDP's Diamond Cutter, tap **↑**, **X**, **X**, **○** when your opponent's health meter flashes red.

SPORTS CAR GT revs its engines to take on the king of PlayStation racers, Gran Turismo. Unfortunately, Sports Car's car selection and gameplay fall way behind the leader's.

Sports Car GT

Sports Car rolls to the starting line sporting three standard modes and a moderate selection of cars ranging from sturdy Mustangs to awesome Vector M-12s. The vehicle variety, however, isn't nearly as impressive as Gran Turismo's kick-ass lineup. As for tracks, Sports Car delivers popular raceways such as Laguna Seca Raceway and Sebring International.

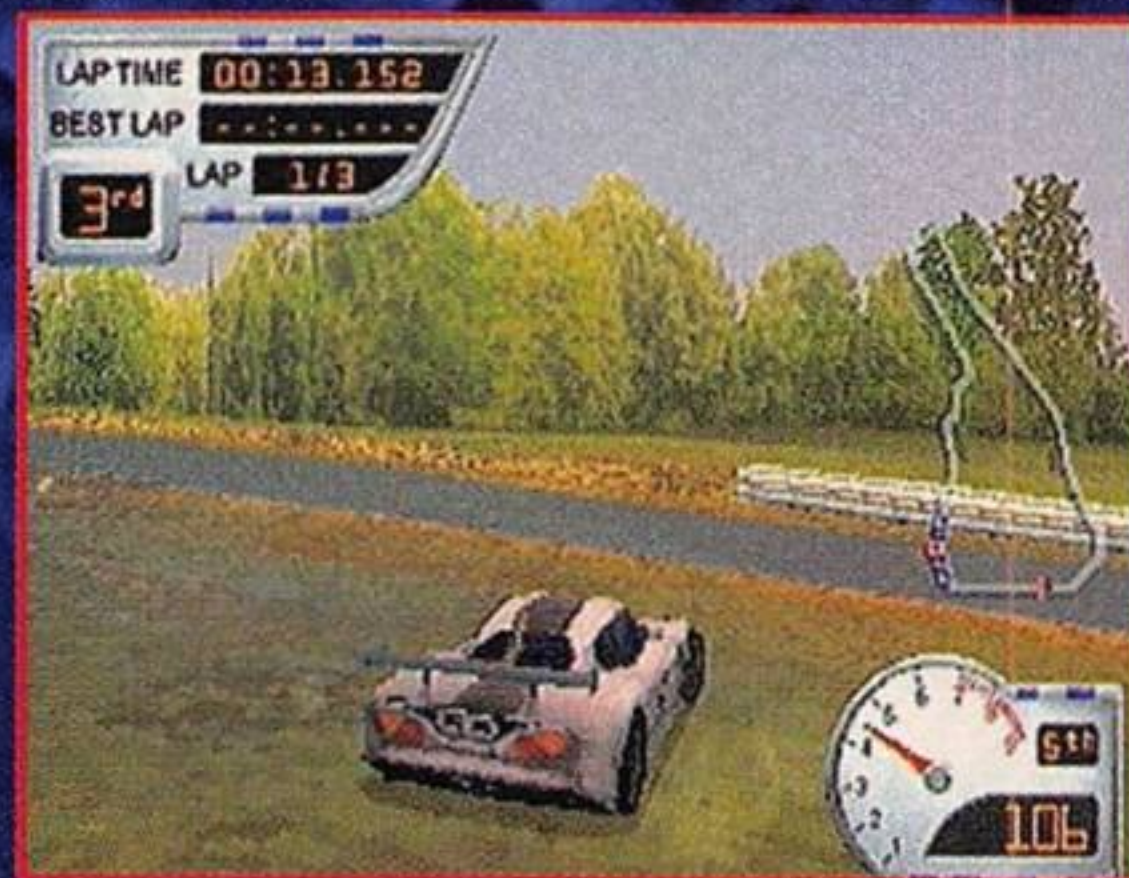
Graphically, Sports Car's rides and environments aren't as smooth or detailed as Gran Turismo's, and the frame rate's also a few paces slow. The game control is pretty tight, but the cars handle too similarly—unlike Gran Turismo where each model handles like its real-life counterpart. Sports Car's sound is also your basic racing fare, including pumping techno beats and standard race-car effects. All told, this game is rental material all the way. **G**



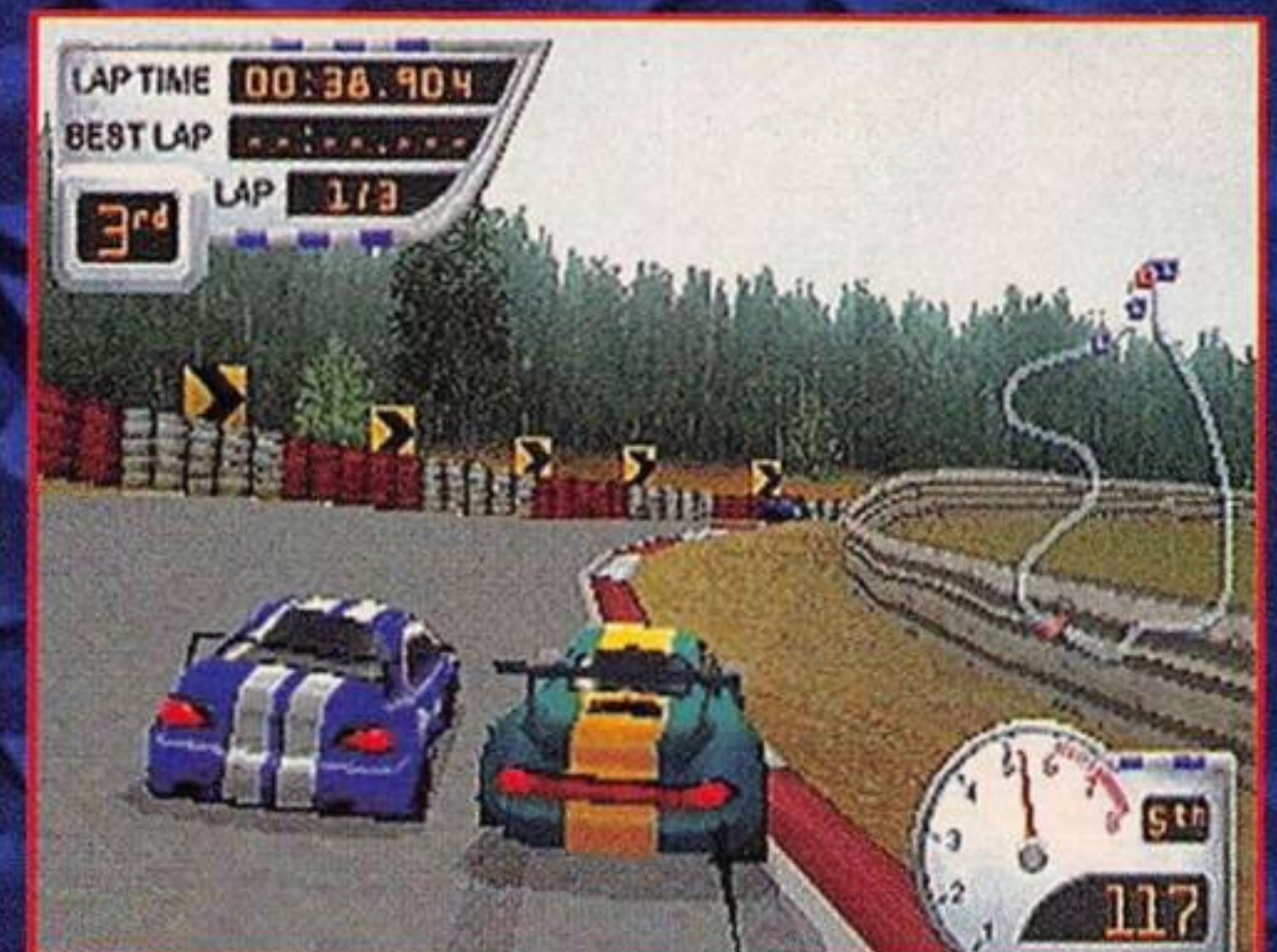
BY THE ROOKIE

- Published by Electronic Arts
- \$44.99
- Available now
- Racing
- 2 players
- ESRB rating: Everyone
- Season, Arcade, and Time Trial modes, Dual Shock compatible

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	3.5	3.0



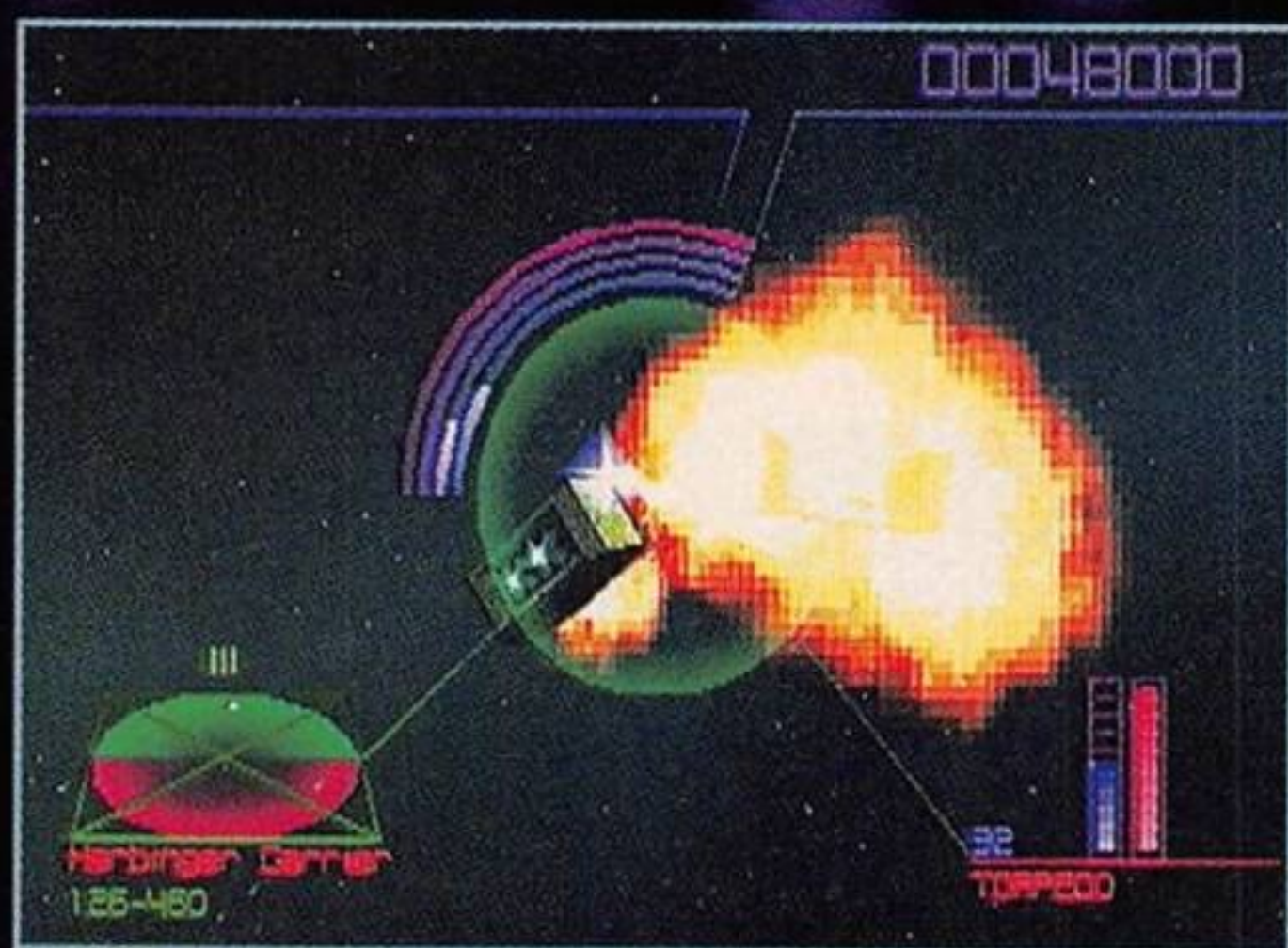
PROTIP: Don't overcompensate while taking a tight turn or you'll spin out.



PROTIP: You can take turns faster if you bump into your opponents who already occupy the inside line.

BLAST RADIUS

BLAST RADIUS is Colony Wars "Lite." It's a visually interesting space shooter that's heavy on firepower, but short on the multiple objectives and the engaging story line that were so crucial to Colony Wars' success. Decimating everything in your path is your only occupation, and the repetition really harms the gameplay.



PROTIP: Don't get too close to big ships and bases that are about to explode. You may go up in flames.

From the start, Blast Radius shines with strong visuals. Exploding aircraft and intense gun battles fill the screen with color and depth. Add in the music's upbeat tempo and tight controls, and this shooter could've been a battle to remember. The missions all feel alike, however, merely requiring you to shoot anything that moves. Flying in a technologically advanced spaceship never felt so boring so quickly.

If you want a quick fix in space shooting, rent Blast Radius; it's easy to learn and sports impressive visual and audio effects. But Blast Radius won't be such a blast to those who want something more than just repetitive gameplay. **G**



BY FOUR-EYED DRAGON

- Published by Psygnosis
- \$39.99
- Available now
- Space shooter
- 2 players
- ESRB rating: Everyone
- 40 missions, 4 ships using 13 different weapons, over 30 enemy craft, two-player game with Link Cable

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.5	2.5



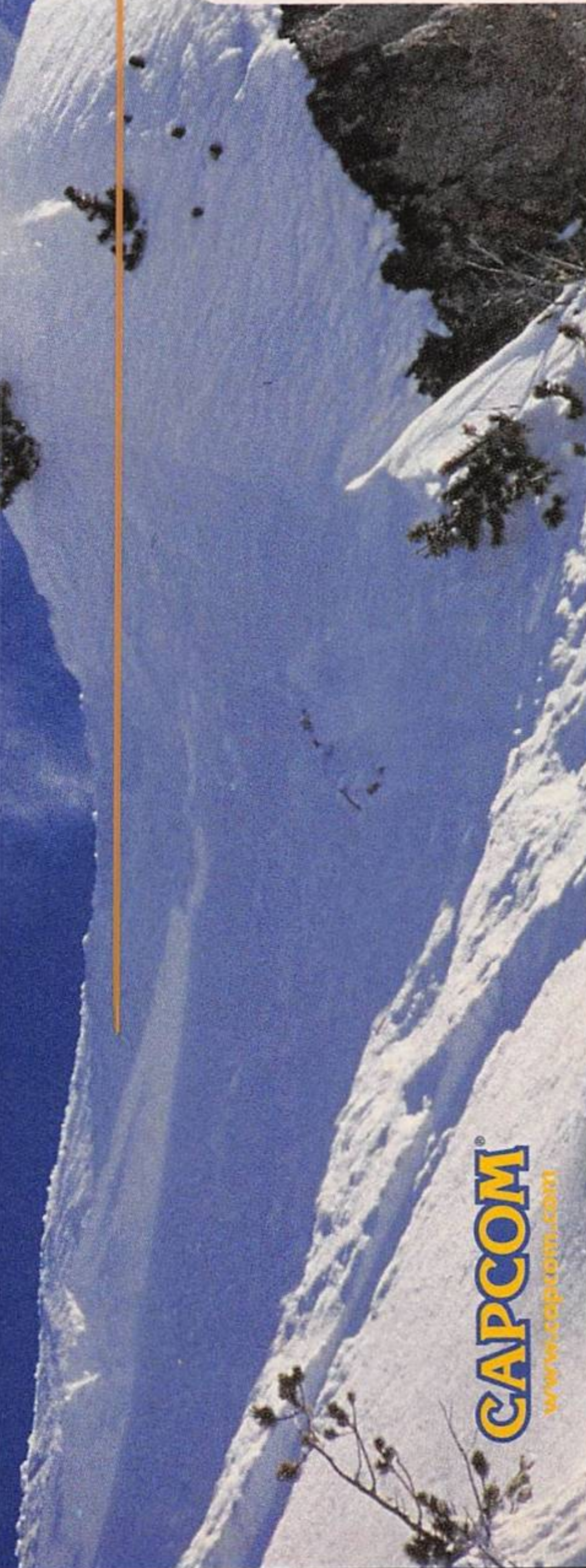
PROTIP: When convoys are under fire, hit the attacking gunships first. They do more damage than the smaller ships.



RIDERS IN THE SKY

RULE THE SLOPES IN THE INTENSE AERIAL STYLINGS OF
FREESTYLE BOARDIN'™ '99

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BY DAN ELEKTRO

- Published by Activision
- \$59.95
- Available March
- Car combat
- 4 players
- ESRB rating: Teen
- 12 cars (including 4 hidden vehicles), 10 levels (including 2 hidden arenas), 9 gameplay modes, Rumble Pak compatible

GRAPHICS SOUND CONTROL FUN FACTOR

4.5	4.5	4.5	4.5
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VIGILANTE 8

VIGILANTE 8 BRINGS car combat to the Nintendo 64 at last—and what an explosive 64-bit debut for the genre! This baby's had a tune-up since it hit the PlayStation roadways, making this year's model worth more than just a test drive.

Ridin' Shotgun

V8 takes place in an alternate 1975 where rival automotive gangs rule the Southwest in the midst of an oil shortage. Each gang member has a unique car, weapon, and quest, but they all share the same tools of the trade: rockets, mortars, mines, and lead-pumping machine guns!

The gameplay hasn't strayed from its PlayStation incarnation—there's plenty of chaotic

blasting in airport graveyards, through casinos, and on the slopes of a ski resort. The bad guys' goals (destroy stuff!) are easier to achieve than the good guys' (defend stuff!), but you'll want to play through every character's quest to unlock the game's goodies. Up to four players can battle it out in cooperative quests, head-to-head battles, team games, and the three-on-one Smear mode. Through it all, the controls feel instantly comfortable and quite responsive.

What a Wonderful World

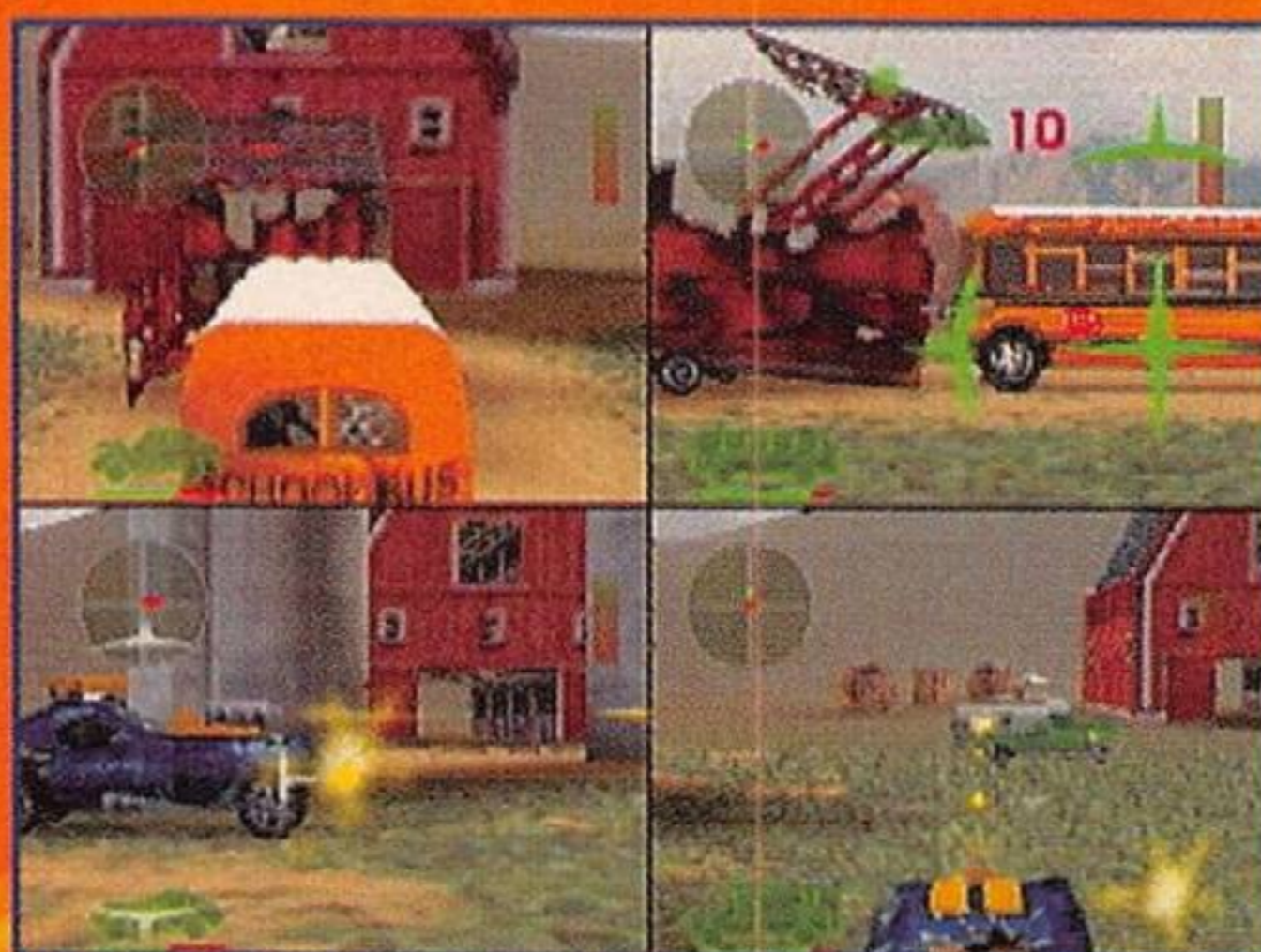
V8's interactive stages make the game much more enjoyable and its world more engrossing. While you whale away on punks and fools, you can catch a ride in a blimp, knock around boulders, dodge exploding manhole covers, trigger avalanches, and destroy buildings to reveal power-ups. The terrain's a veritable treasure trove, and it's worth exploring.

And what a nice-looking world you have to explore. The Nintendo 64's graphical power really comes into play here; the levels are filled with crisp objects and coated with smooth textures. Plus, Luxoflux (the developers) put the pedal to the metal to get a fine frame rate.

The PlayStation game's '70s soundtrack returns, this time adding some pompous art rock to its established mix of funk and disco. The characters' melodramatic taunts sound a bit silly, but at least they're clear.

High Caliber

Vigilante 8 could have been a hack-job port of the PlayStation code, but instead, the game's been retooled and tweaked for its new platform—and the effort shows. N64 car-combat fans, start your engines! **G**



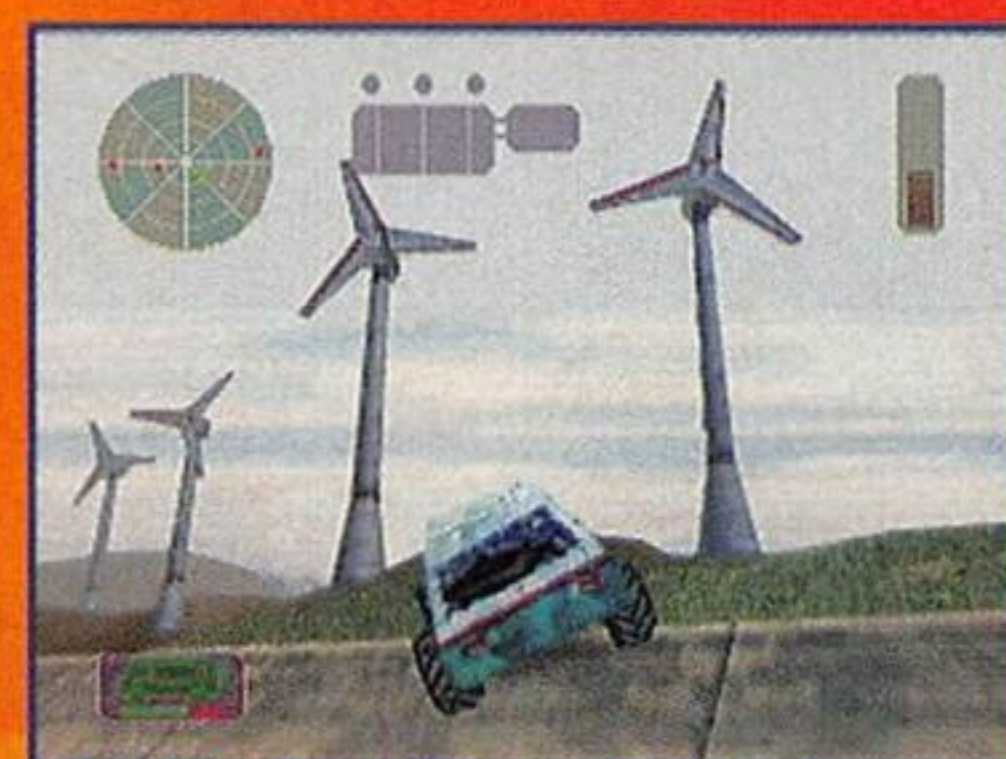
PROTIP: Fire your machine gun in short bursts to keep it from overheating.



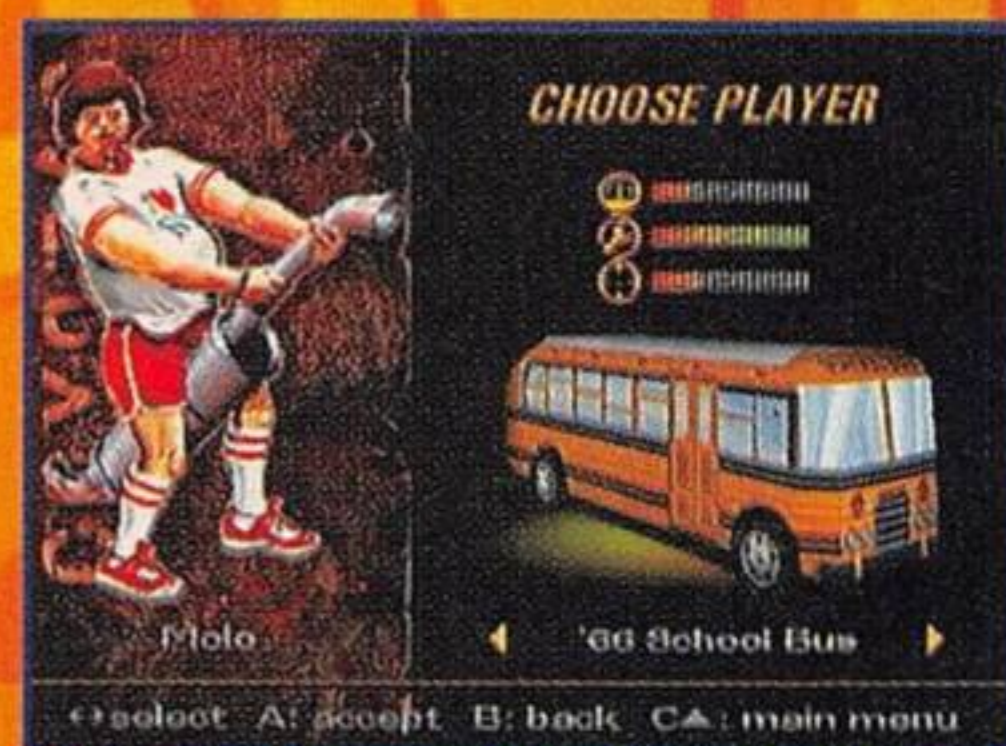
PROTIP: Sometimes it's easier to protect an area as a Vigilante by leading the enemies away from it.



PROTIP: For a quick turn, hold B and turn the joystick.



PROTIP: Double-tap the accelerator to get a speed boost; it can help you make jumps or climb inclines.



PROTIP: Molo and his '66 school bus appear once you've completed all of Houston 3 and Loki's missions.



PROTIP: As a Coyote, the first thing to do is to complete your mission objectives. Finishing these unlocks hidden characters and levels.



PROTIP: Target Beeswax for elimination first—his Swarm special weapon is more annoying than most.



PROTIP: Big cars can (and should) ram small cars. The little guys, however, are better off using distance weapons to take out the behemoths.

GRAPHICS 4.5

The N64 game clearly delivers crisper goods than the PlayStation version, even with the standard fog and minor pop-up problems. Those few flaws don't dull an otherwise gorgeous game.

SOUND 4.5

Booming explosions, clear (if somewhat goofy) voices, and time-warp tunes ranging from funk to art rock add up to a positively groovy soundtrack.

CONTROL 4.5

None of the control problems that some users experienced on the PlayStation crop up here—handling is smooth, responsive, and very arcade-like.

FUN FACTOR 4.5

With a four-player mode as well as expanded two-player options, the fun of blowing stuff to smithereens goes on and on. Vigilante 8 sets a great example for other N64 car combatants to follow.



COLOR ON THE GO

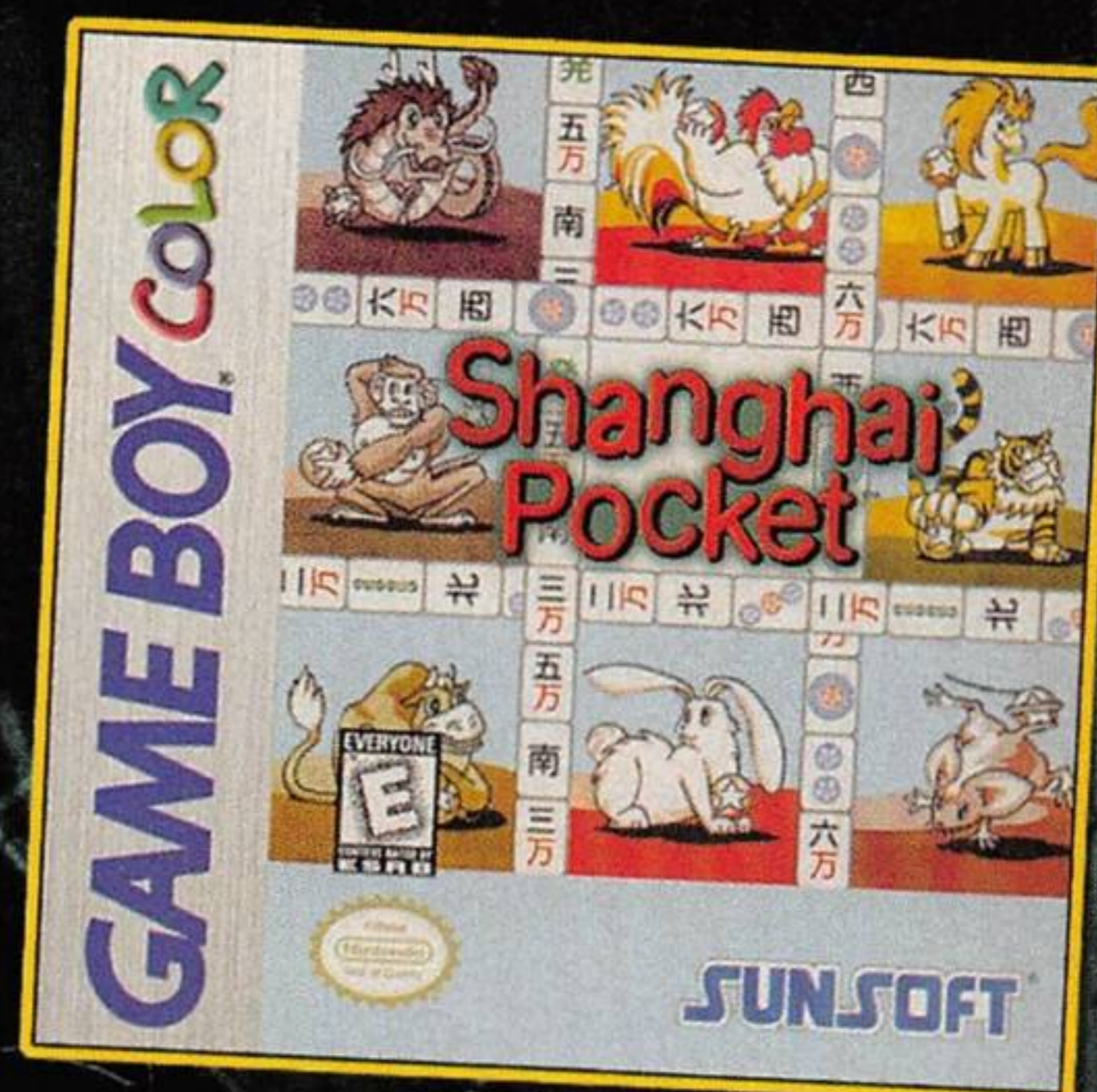


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GUESS WHO'S COMING TO PLAY?

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Mario's back on board for the N64...literally! Mario Party soups up the board-game concept with inspired multiplayer action that's loads of fun.

ALL A BOARD

Mario Party is like any traditional board game or board-game video game. Each player chooses from six recognizable characters—Mario, Luigi, Wario, Princess Peach, Yoshi, and Donkey Kong—then takes turns rolling...er, pressing a die in order to move their character around one of six Party boards. But the similarities with traditional board games end here.

Party's action really amps up each time a player completes their turn—that's when one of the 56 randomly selected mini-games begins. These hilarious side-games feature four-against-four, two-against-two, or one-against-three action, enabling each contestant to win (or steal) precious gold coins. And you better believe the coins are well worth the fight—they enable you to purchase the all-important Gold Stars. If you don't know it already, whoever has the most stars at the end of the game wins.

The excellently crafted, brainteasing (and sometimes offbeat) challenges cover a dizzying array of gameplay styles, including white-water rafting, slot-car racing, deep-sea treasure diving, Concentration-style puzzles, and a dancing Limbo contest. And that's just for starters!

MARIO PARTY



BY BROTHER BUZZ

- Published by Nintendo
- \$59.95
- Available now
- Puzzle/strategy
- 4 players
- ESRB rating: Everyone
- 56 mini-games, 6 boards, 2 hidden boards, one-player Quest Mode, 256 megs, Rumble Pak compatible

GRAPHICS SOUND CONTROL FUN FACTOR



PROTIP: In Bumper Balls, it pays to gang up on another player; just don't let them gang up on you.



PROTIP: In Tightrope Treachery, occasionally step backward to throw off the timing of your cannon-shooting competitors.

◀ Mario Party takes place on six character-themed boards, such as Donkey Kong's Jungle Adventure.



PROTIP: Collect as many coins as possible: Not only are they necessary for purchasing Gold Stars, but they can also be used to employ the Ghost to steal Gold Stars from your fellow partygoers.



PROTIP: In Treasure Divers, you can knock your opponents into the sharks or the octopi and steal their chests.

PARTY HEARTY

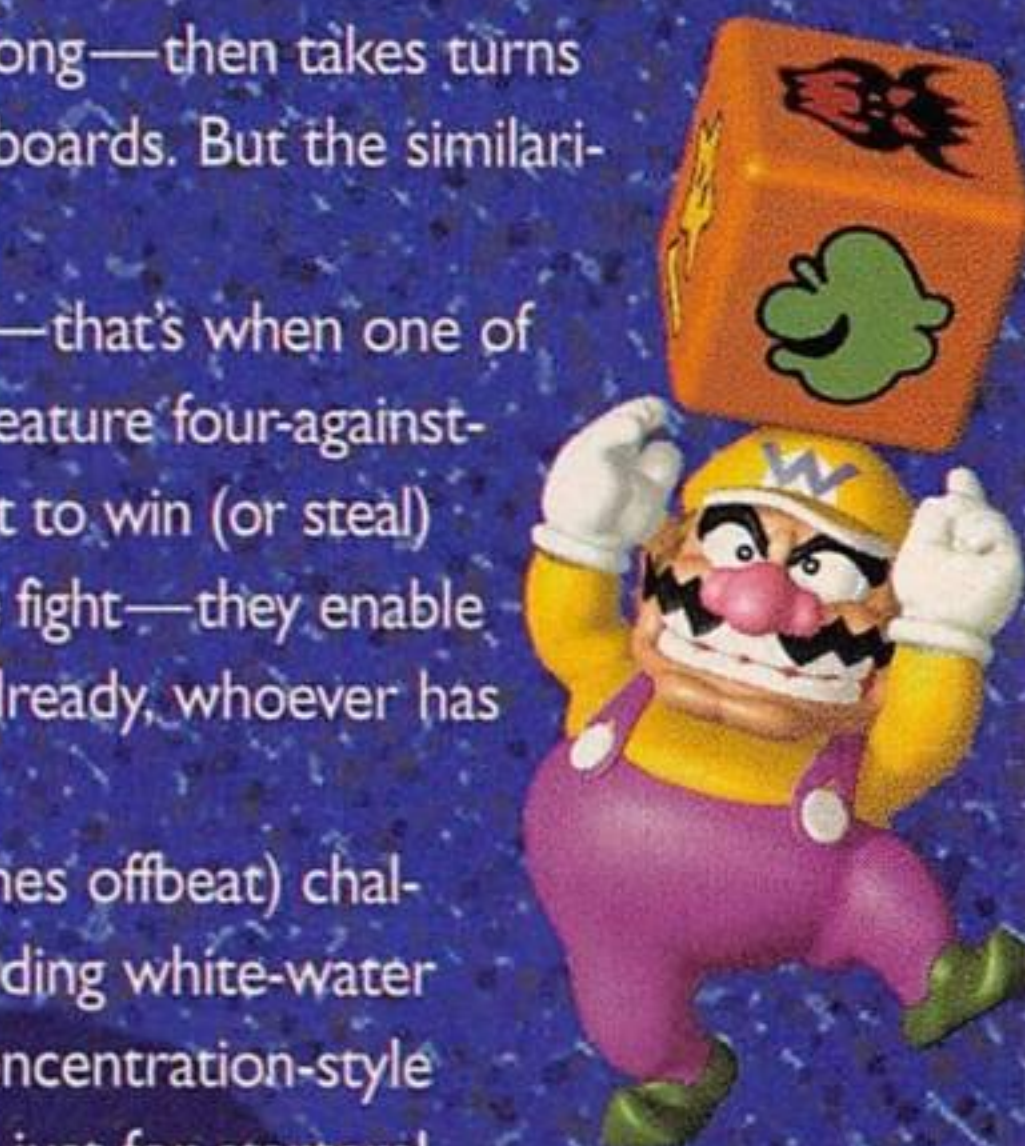
Party sports the nicely crafted, now-classic look of the Mario game family. If you're familiar with Mario 64 and Yoshi's Island, you know what we're talking about. The game's tunes and audio effects are also classically cute and perfectly fit Party's jovial action. Nintendo fans will instantly recognize these nostalgic notes.

The controls, which range from precise stick-movements to wild button-mashing insanity, are well implemented, enabling you to manage easily all the diverse action. Some mini-games, such as the rafting event, even require you to rotate the joystick frantically in a 360-degree motion—a guaranteed blister-busting workout.

YOU'RE RIGHT TO PARTY

Mario Party is fun, even if you're playing alone. But like any good party, it's definitely better to play with a group of friends—you can cheer 'em on, cap on 'em, or try to jinx 'em. This game's a blast, no matter how you play it.

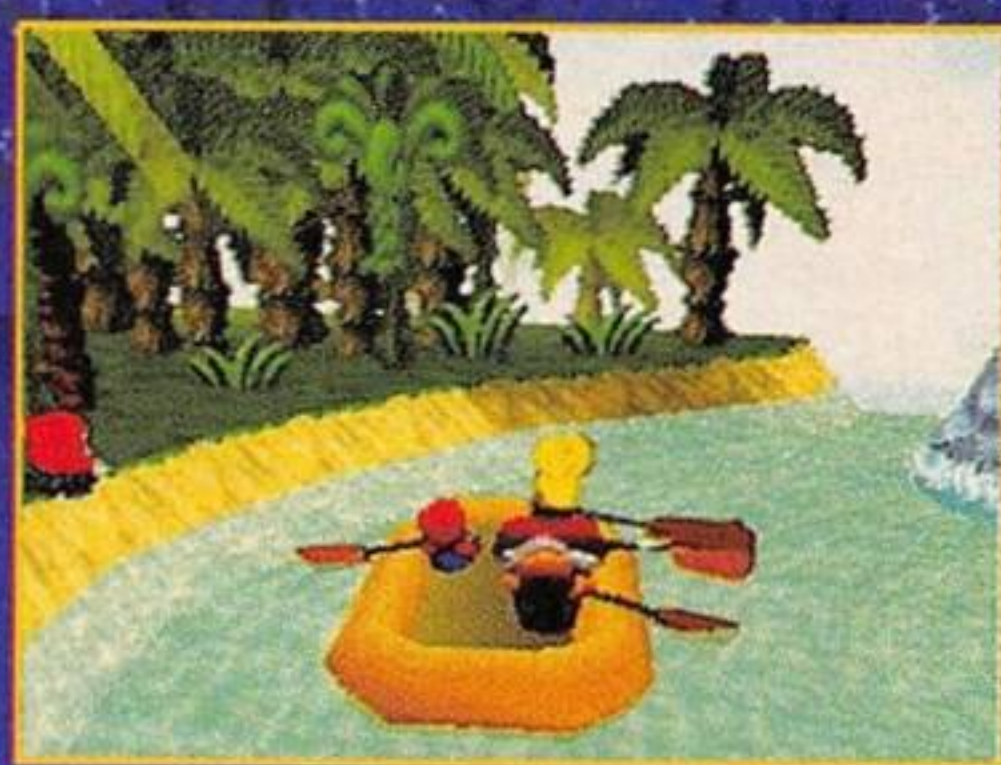
▶ **PROTIP:** In Paddle Battle, always reach the rock first. If you lose, the imp steals your coins.



PROTIP: To finish first in Balloon Burst, quickly and rhythmically tap your buttons in order to blow up your inflatable Bowser.



PROTIP: Bowser's Face Lift has a time limit, so pull the face into the general shape as quickly as possible, then work on the details.



GRAPHICS 4.0

Mario Party's characters look great—you'll instantly recognize each one. The six imaginatively drawn board-game environments and the 56 mini-games are also well designed.

SOUND 4.0

Just like its graphics, Mario Party's sounds and effects are very Mario-esque: They're sweet and petite. The game's full of funny voices and quirky boinks, bonks, and bleeps—it even contains some audio cues that were in the first Mario title on the 8-bit NES.

CONTROL 4.5

Once again, Nintendo's just showing off the versatility and the durability of the N64 controller. The facile controls easily handle the diverse gameplay of the mini-games while introducing new ways to use the joystick.

FUN FACTOR 5.0

This is a nicely crafted multiplayer game that's great for people of all ages and skill levels. Even the single-player mode is fun, but the Party really starts when the players interact with each other while competing in this hilarious game.



KONAMI XXL SPORTS SERIES™

if
you were
me

Could you stand up to the
pressure of being
named team captain?

stick handle, wearing a
225 lb. defenseman on your
back like a sweater?

stop blowing kisses
to the **pretty** girls
in the arena?

it's not so easy, **is it?**

JAROMIR JAGR
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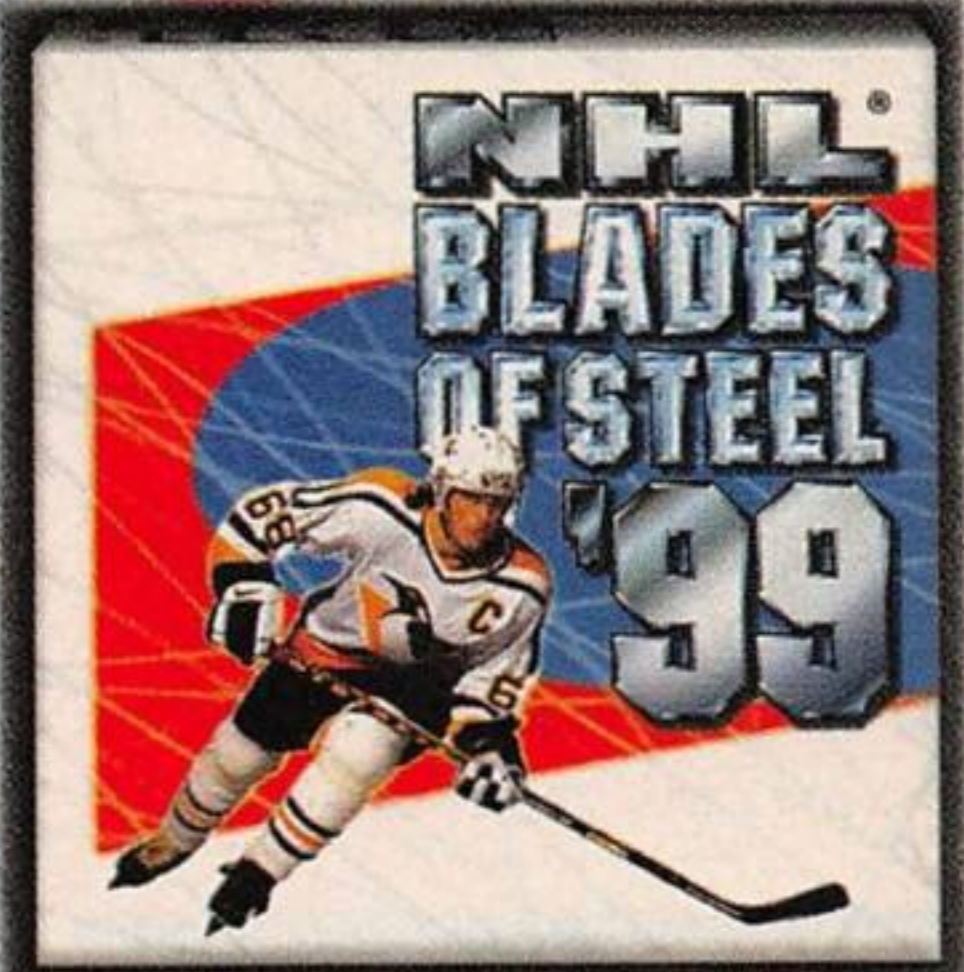
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◀ **PROTIP:** Anticipate the turns on Santa Cruz's roller-coaster track to keep your speed maxed out.



◀ **PROTIP:** The golf cart isn't as puny as it looks. Use its surprise power and extra lift to humiliate opponents!

▶ **PROTIP:** Always stay in the middle of wide roads to have the best shot at making upcoming turns.



PROTIP: On the L.A. track, stay to the right of each fork—it's always faster.

California SPEED



There's something sinister waiting for you in the Mojave Desert—keep your eyes on the road!

GRAPHICS 4.0

Speed's got the feed for those in need of a graphics stampede. This game looks slick thanks to its 14 gorgeously designed, uniquely detailed tracks. Racers will also be stoked that there's little pop-up and that the fog is unobtrusive.

SOUND 4.5

With a separate, equally electric score for each track and crisp, thrashing wheels, squeals, and peels, Speed sounds like it's a CD-based game.

CONTROL 4.0

Speed's tight, responsive controls will keep you on the road and in the thick of each race. Unfortunately, all the cars handle the same—the trucks drive just like the golf carts. Where's the variety?

FUN FACTOR 4.0

California Speed's a gushing graphics feast that plays like you're taking a scenic tour through the Quaking State, but the handling trips on the line between sim and arcade. Furthermore, the replay value tanks once you've seen all the sights.

CALIFORNIA SPEED IS an adrenaline-blitzed arcade-style sonic-boom tour from the makers of SF Rush that serves up surprises and excitement through every stunning track. Unfortunately, like any scenic tour, it grows wearier with each pass.

California Dreamin'

Speed offers 14 eye-catching tracks through some hair-raising locales such as the urban jungle of L.A., the belly of an alien spacecraft, and a winding roller coaster. Aside from some very distant fog and light pop-up, the lightning-paced graphical action comes on strong—fans of the arcade version will be pleased at how smooth and clean Speed's ride is on the N64. However, the crashes could be a lot more spectacular considering the velocity the game's roadsters achieve.

Sounds and Skids

Speed offers a unique song for each track, matching techno-thrash beats with the game's furious roadway action in fine style. The sound effects are also dead-on: Your tires shriek perfectly during skids and are nicely complemented by the resisting force of the Rumble Pak.

Speed's control interface is intuitive enough for racing vets, who will be in the hunt for the top spot on their first run-through, but may be too loose initially for sim vets (don't worry, SF Rushers—you'll feel right at home). Inexplicably, all the cars handle the same: When was the last time you saw a golf cart hold its own against a high-performance racer?

And what happened to the horsepower? True to its arcade nature, Speed is a one-trick pony—you're here to see

the sights. Despite its mirrored tracks, some hidden shortcuts, and a variety of race circuits, the only real replay value lies in the game's two-player contests. And although Speed's flawless split-screen racing is impressive (considering its heavy environmental detail), it's no more so than SF Rush's, which is actually far more exciting thanks to the aerial acrobatics you can perform.

Rental Car?

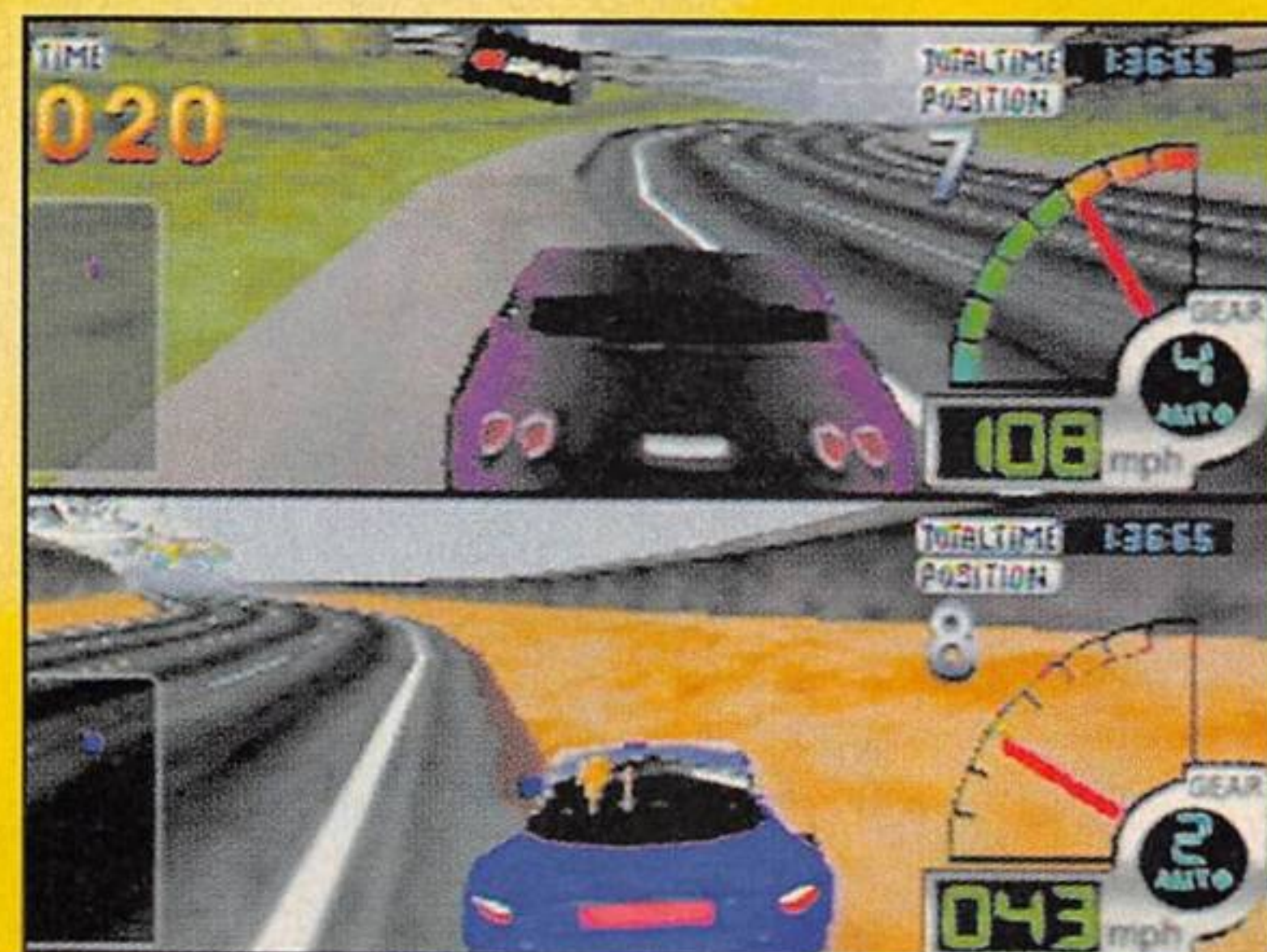
Fans of California Speed's arcade counterpart will bask in this sharp N64 port, but serious racing fans may be disappointed by the game's lack of replay depth. Consider this a rental title—lease with an option to buy.



PROTIP: Skidding won't slow down your car—only collisions will. Avoid touching obstacles or barriers.



◀ **PROTIP:** You'll maintain better speed on the lower level of the mall. Watch out for the center islands—or you're toast.



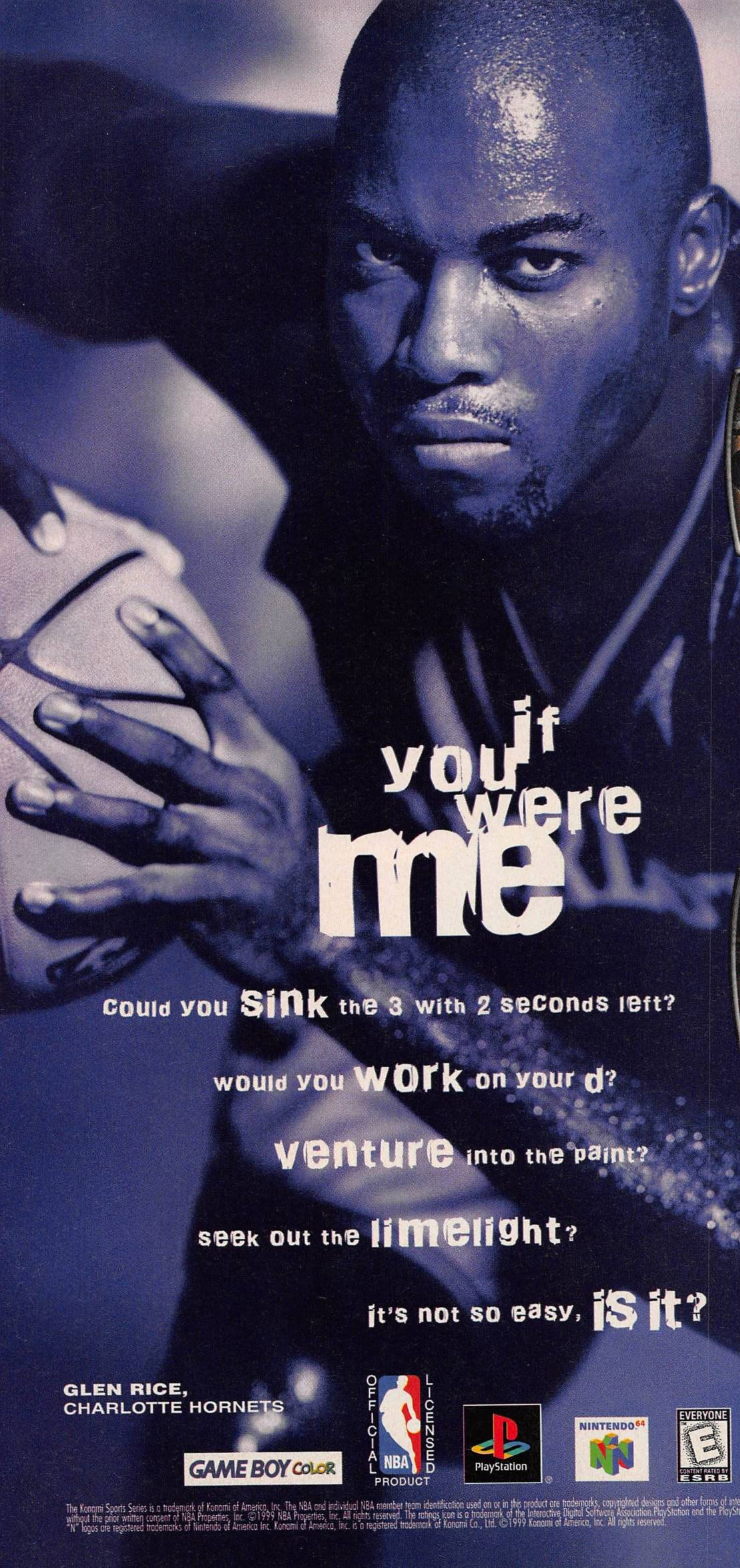
California Speed's split-screen two-player matchup provides the game's only real replay value.



BY BOBA FATT

- Published by Midway Home Entertainment
- \$59.99
- Available now
- Racing
- 2 players
- ESRB rating: Everyone
- 14 tracks with unique soundtracks, 12 cars, Rumble Pak compatible

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0



KONAMI XXL SPORTS SERIES™



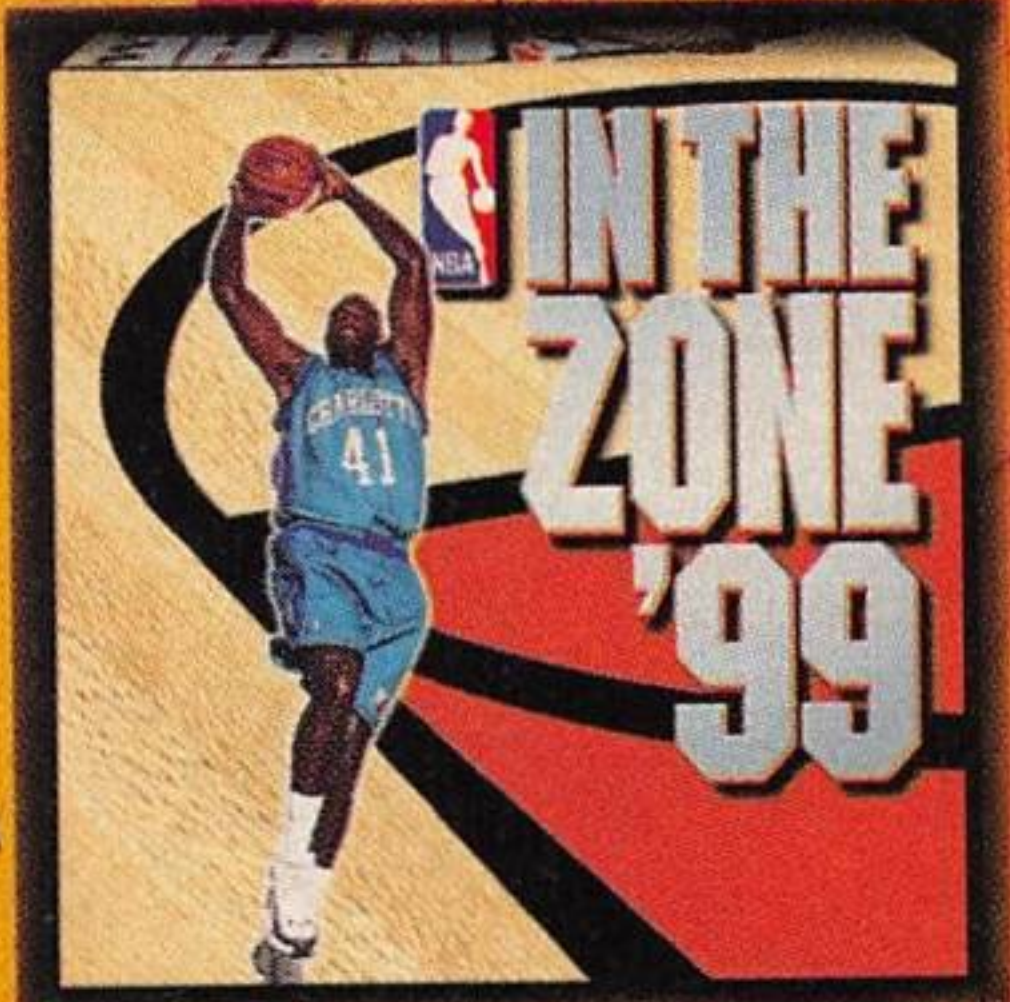
Move like the pros. Swish, dish, drain it for the 3.



Take it to the paint with dunks that'll rock the rim.



New totally realistic motion-capture graphics. It's hardwood heaven.



you if were me

could you **sink** the 3 with 2 seconds left?

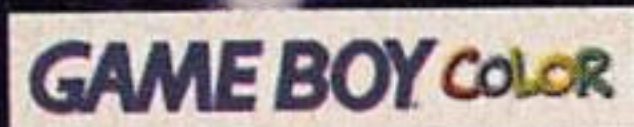
would you **work** on your d?

venture into the paint?

seek out the **limelight**?

it's not so easy, **is it?**

GLEN RICE,
CHARLOTTE HORNETS



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Who you
callin'
a pussy?



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IN STORES MARCH 1999

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Wrath of the Tiger

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D

PROREVIEWS

THE DREAMCAST IS COMING TO AMERICA THIS FALL!
HERE'S A LOOK AT WHAT'S PLAYING IN JAPAN.

SONIC ADVENTURE

DON'T COUNT THE Dreamcast out just yet—especially if you're a Sonic fan. Sonic Adventure may just change your mind entirely, perhaps inspiring you to start saving up for a Dreamcast purchase come this fall.

OUT OF THE BLUE

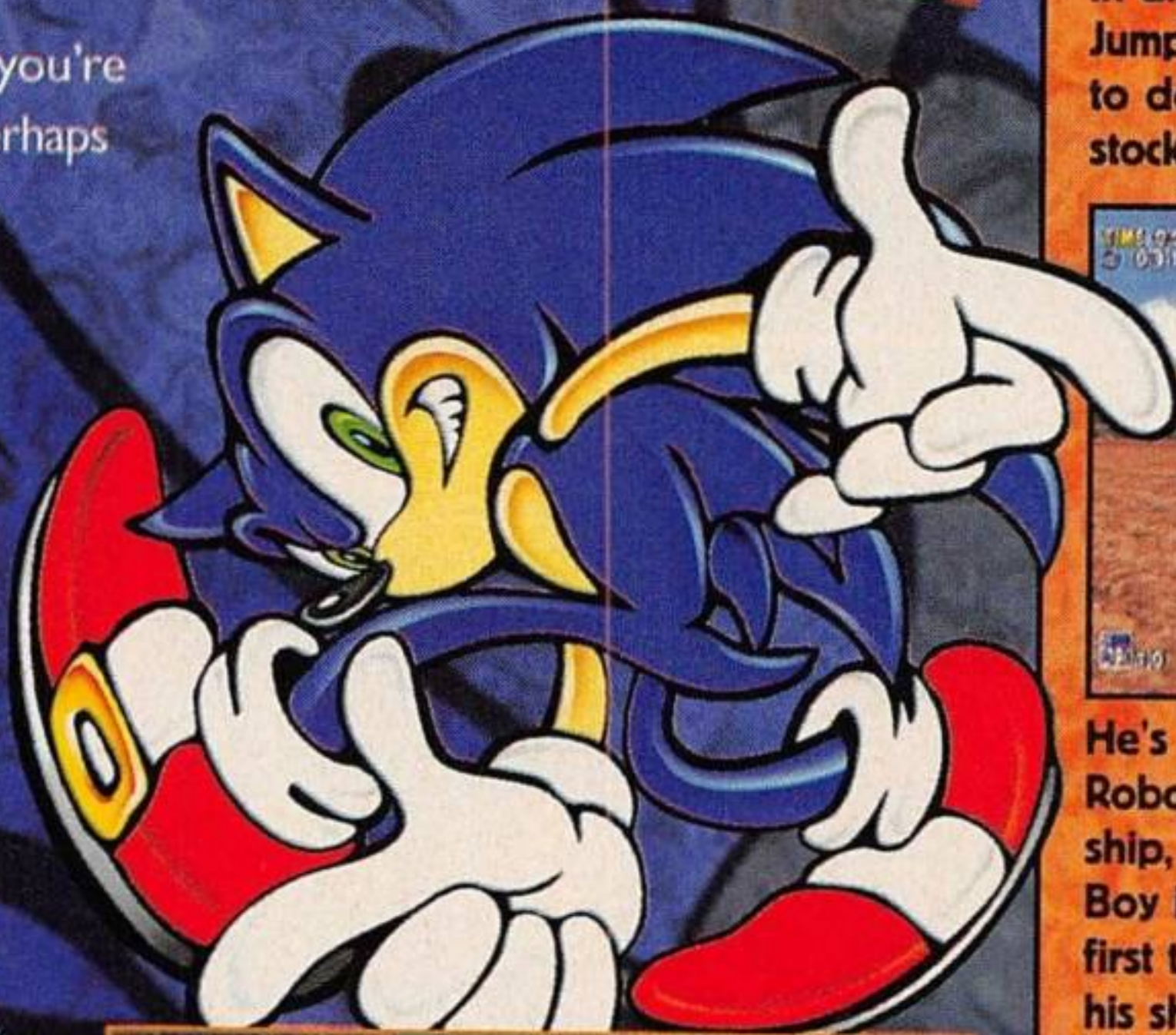
Once you plug in this game, you're immediately swarmed by some of the best graphics you'll ever see on a home console system. Gone are the clipping, fogging, and bad polygon-meshing evident in the last Sonic game, Sonic R for the Saturn. From the smooth, seamless Sonic and enemies (like the massive killer whale that chases you in the first level) to the incredibly detailed, breathtaking environments (such as the tornado from the Mystic Ruins), Sonic Adventure takes you away from the normal humdrum of everyday gaming and seats you front row and center for the thrill ride of your life.

The gameplay is fundamental Sonic ring-gathering with a tremendous amount of interaction with both the virtual Sonic city (and all the citizens you must talk to) that serves as the background, and with other elements of the system like the save cards that are housed in the controller. In fact, everywhere you turn, there's something to do.

You can also play as one of five Sonic characters: Knuckles, Tails, Amy, the robot E-102, and a mysterious fellow known as Big the Cat. You scurry through the levels looking for various objects such as Chaos



Sonic has to get out of the way in this thrilling do-Orca-die sequence!



All the running, jumping, and camera switching may make you spin like a twister, but don't worry! You can still snatch a moment here and there to enjoy the scenery—and check out any hidden items, like extra Sonics!

A BEVY OF BAD BOSSES



This gelatinous foe wastes no time in drawing first blood with Sonic. Jump and Spin Dash into his head to do him in. Make sure you're stocked with at least one ring!



He's back and as rotund as ever. Robotnik still pilots his trademark ship, and he means to do ol' Blue Boy in! To get rid of Robotnik the first time, wait until he crash-lands his ship into the ground, then Spin Dash into him.



You see the gel monster one more time, but he's waterborne and more dangerous than ever. Wait until he surfaces, then Spin Dash into the crystals in his head. A couple of turns should do.

STAGE 1: EMERALD COAST

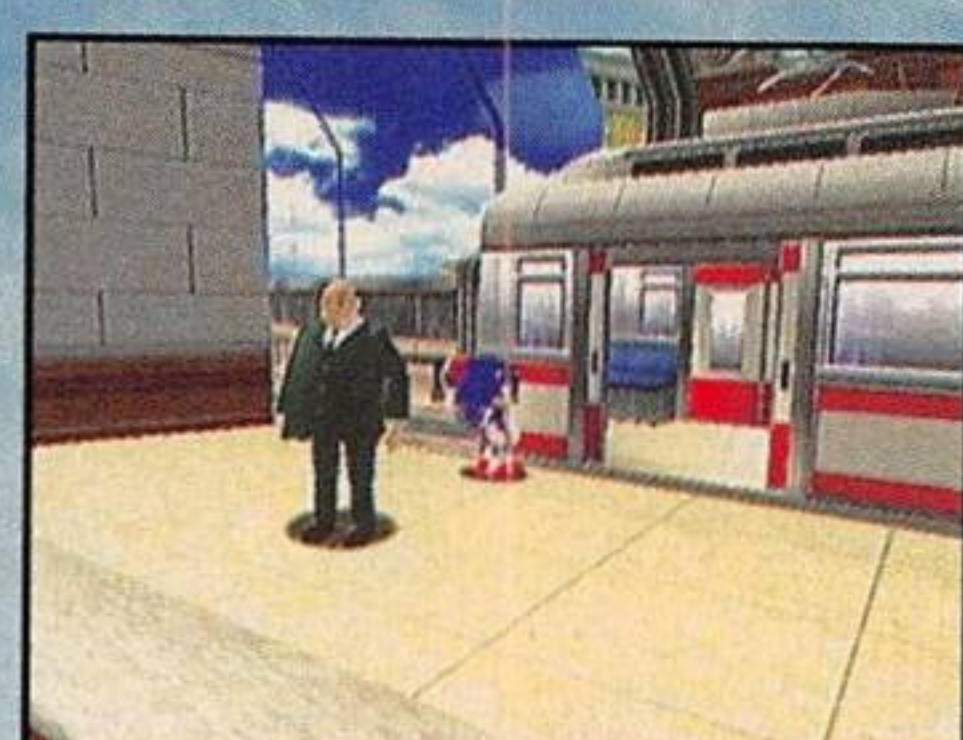


Sonic loops and jumps throughout the level. Pay attention when Sonic is helplessly bouncing off bumpers. Hidden strategic areas are often revealed only during these sequences.



Jump with the dolphins and avoid the monkeys, but whatever you do, don't slow down!

STAGE 2: WINDY VALLEY



After you're done with the Emerald Coast, head toward the subway station next to the building with the pool. Catch the train to the Mystic Ruins to face your next adventure.



To activate the whirlwind in the next ring level in the Mystic Ruins, find the Green Egg and place it on the switch. Now ride the wind into the middle of the twister that forms.



BY SCARY LARRY

- Published by Sega Enterprises
- Price not available
- Available now in Japan
- Action/adventure
- 4 players
- ESRB rating: Not rated
- 6 characters

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	5.0



Sonic blasts away in his high-tech 3D wonderland. Sign us up for a Dreamcast!

Emeralds and Dr. Robotnik's animal-changing machines, dashing through loops and racing across bridges with so much speed that your eyeballs will need some pre-game conditioning.

SONG SONG BLUE

Sonic's sonics aren't as topnotch as the visuals in this Japanese version, strictly because of the abysmal caterwauling of the singer on the CD, who at one point warbles, "I'm looking for someone blue like you." Try the morgue, sweetheart. The other effects, however, are right on target, including the comfortably familiar ring-snagging ping from past Sonic games.



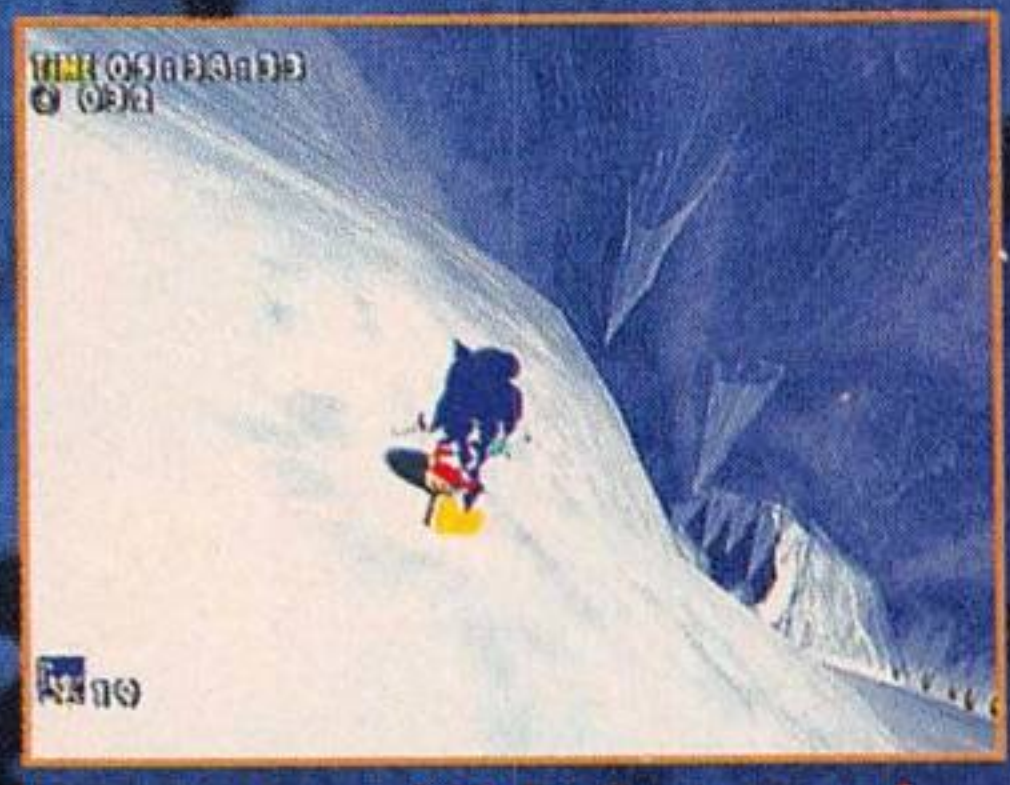
The control is just as solid as in other Sonic games, although with the game's new 3D look, you may want to slow Sonic to a trot occasionally in order to see what's going on. Spinning and Spin Dashing are back, along with new trampolines and bumpers, one of which actually lets you hang from the button until you decide where you want to go.

RUN FOR YOUR MONEY

The real joy of Sonic Adventure is that you can't put down the controller. The adventure draws you into the chaotic, expansive world of Sonic and his friends, perhaps even bringing a nostalgic tear of joy to an old-schooler's eye. Sonic is fun, fast, and a great reason to purchase a Dreamcast. Run, don't walk, and jump into Sonic's new Adventure. **F**



Go out the small door in the lobby and you'll be on the street with the Casino! Power up the shoes and ride the rings inside! Once inside, play one of the two pinball games (Nights or Sonic) to gather coins for the bank. When the bank vault is full, grab the Chaos Emerald!



Wooooohoooo! Ride the wave of snow. Jump over minor obstacles, ride the fences and halfpipes, and smash through any ice blocks. Don't slow down or it's an eternal White Christmas for you!

GRAPHICS 5.0

From the very first level through the tornado ride and into the wild Blue's yonder, there isn't one part in the game that doesn't dazzle. Sonic Adventure is a spellbinding showcase for the new Dreamcast engine.

SOUND 4.5

Yoko Ono couldn't have performed the music any better—and that's not a compliment. However, the pain of the awful singing is offset somewhat by the crystal-clear effects along with the familiar Sonic bells and whistles from past games.

CONTROL 5.0

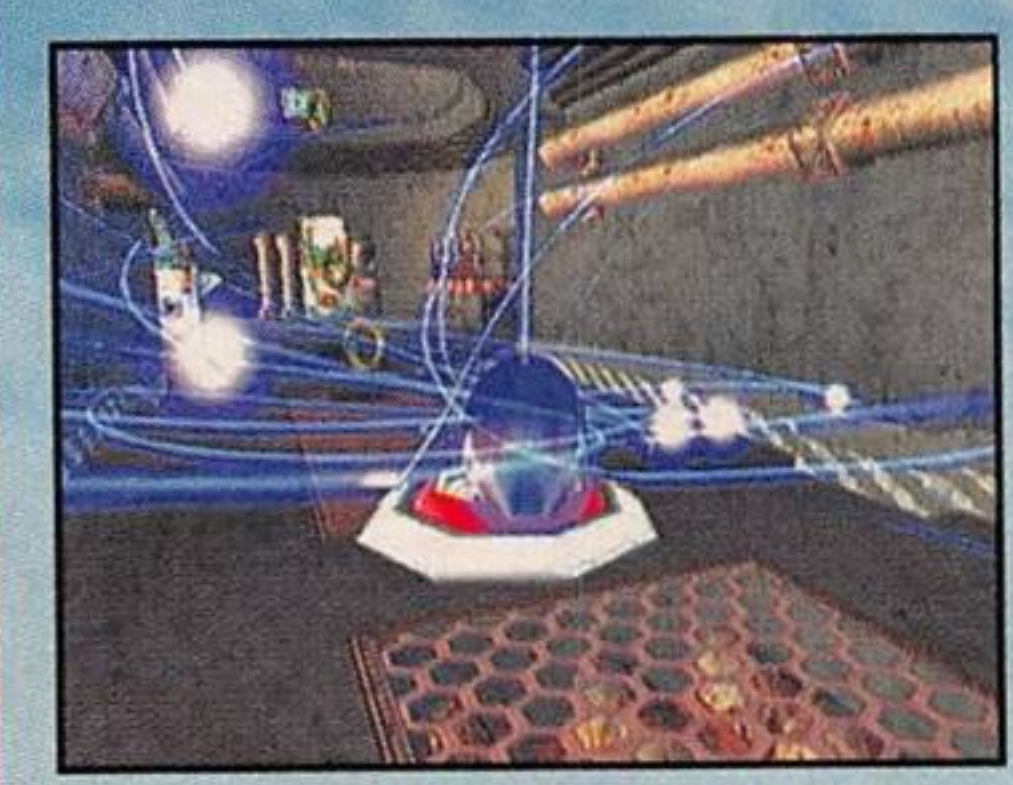
With just a couple of buttons for jumping and Spin Dashing, it doesn't get much easier than this. You may find yourself struggling with some of the dizzying perspectives in Sonic's new 3D world.

FUN FACTOR 5.0

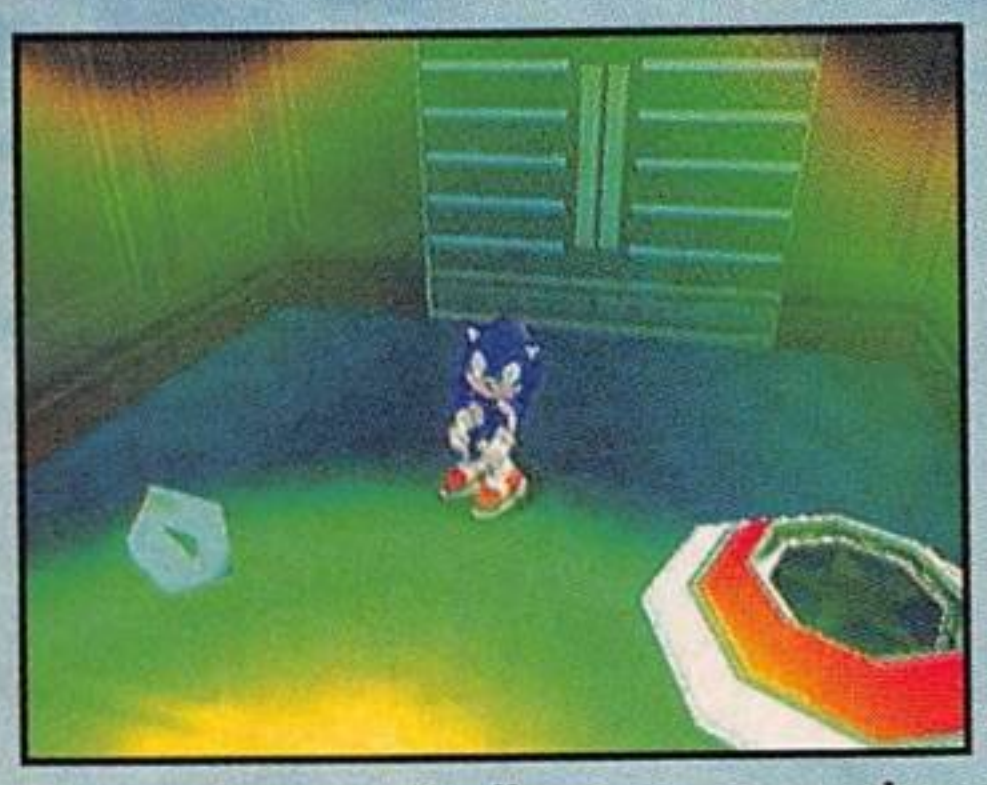
Whether you slow down to search for hidden areas or just barrel through the game at lightning speed, you'll find this the best Sonic game ever. An adventure like this comes about once in a lifetime.



STAGE 3: CASINOPOLIS

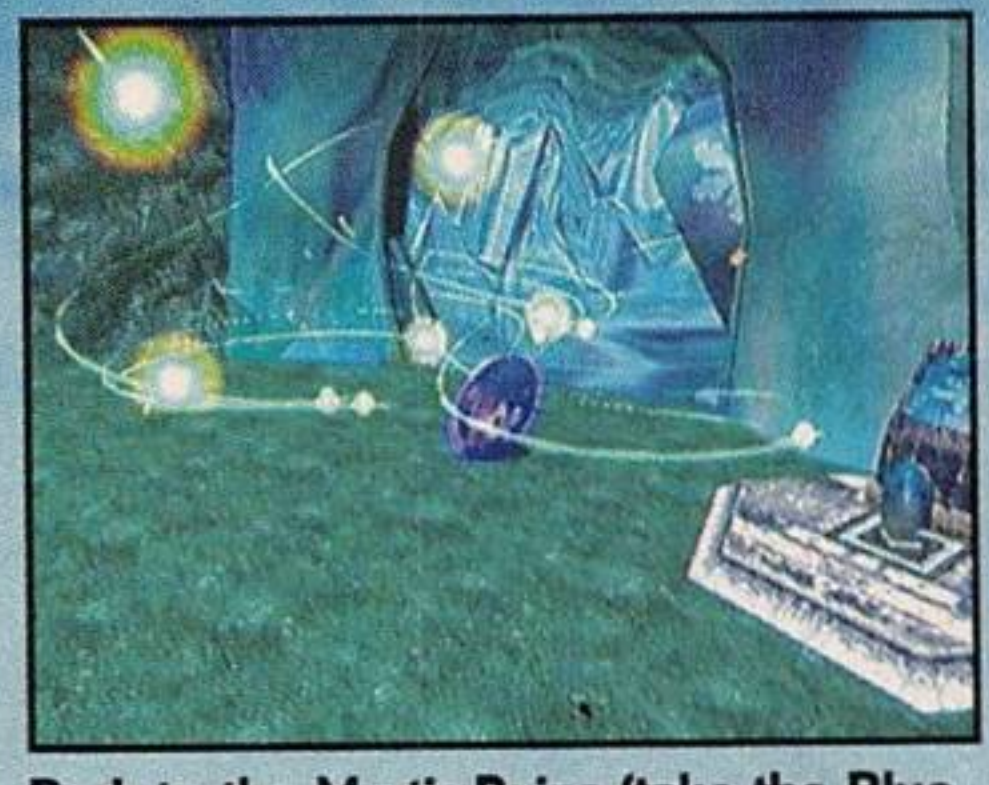


There are hidden items everywhere in Sonic Adventure. Locate the sewer opening in the second part of Square Station and jump in. Leap to the ledge behind you, and you'll learn how to power up your shoes.



These shoes will allow you to grab another item in the hotel lobby: The power bracelet that lets you move heavy items!

STAGE 4: ICE CAP



Back to the Mystic Ruins (take the Blue Egg you found in the casino alley) and into the Ice World! Ride the yellow springs to hidden areas!



Walking across the ice bridge is no easy feat...er, feat! Go slow and steady and don't dash or Spin Dash.



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BLOWS UP

IN YOUR FACE.



You want to play with fire? Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the Pentium® II, tuned for the PlayStation® game console and the Nintendo® 64, and approved by the masters of the Automobile Club de Monaco. Feel the burn.



GRAND PRIX™



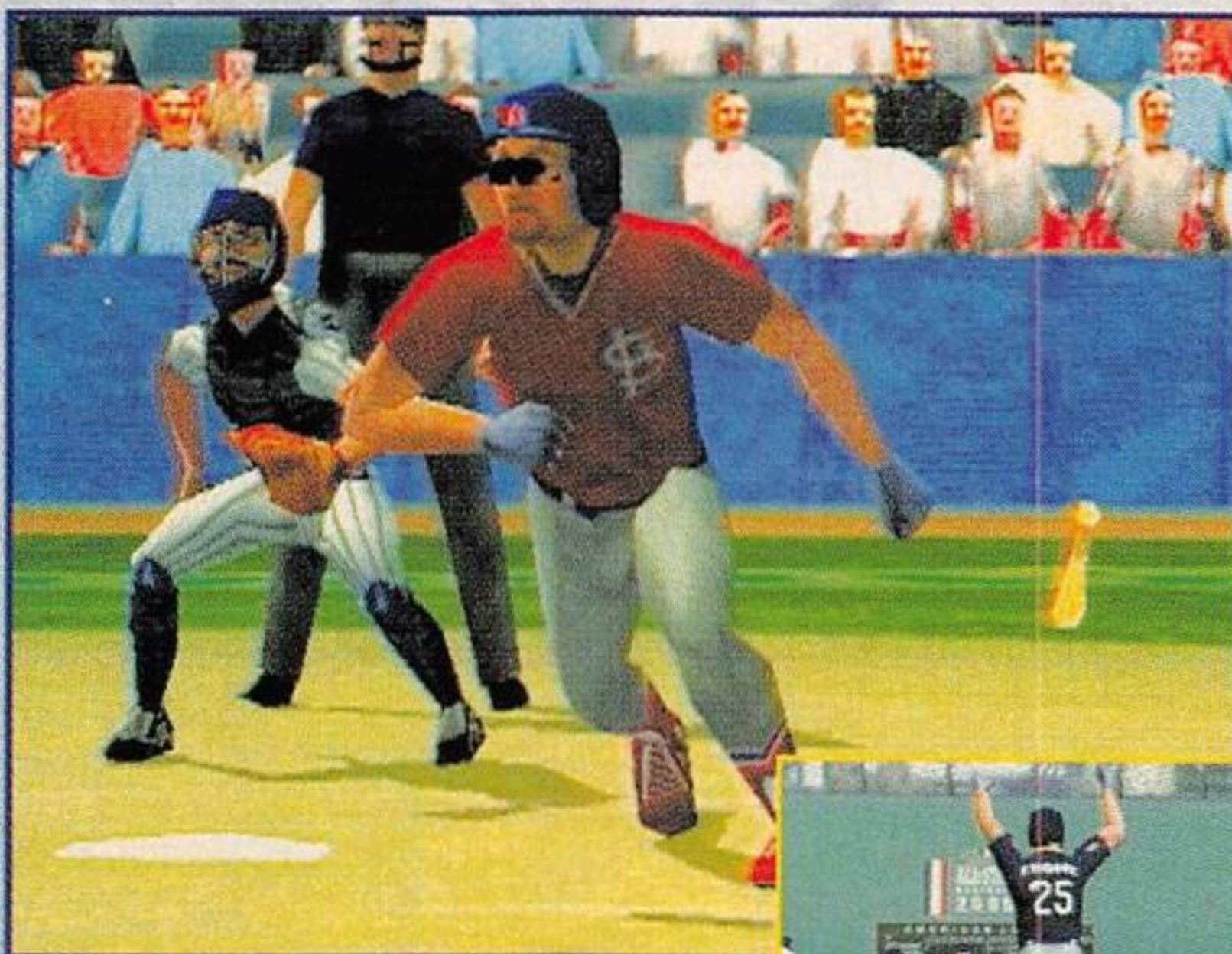
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All-Star Baseball 2000

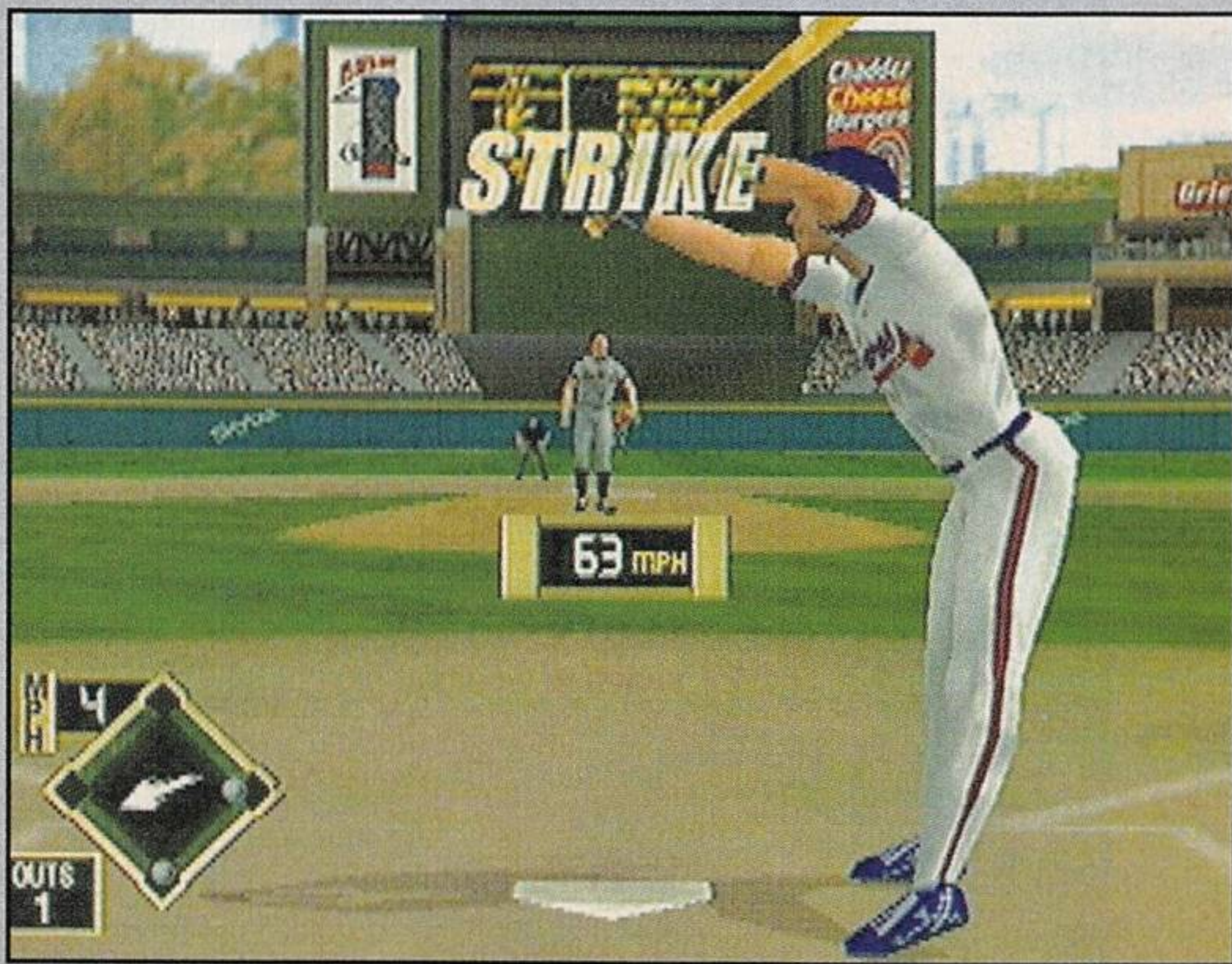
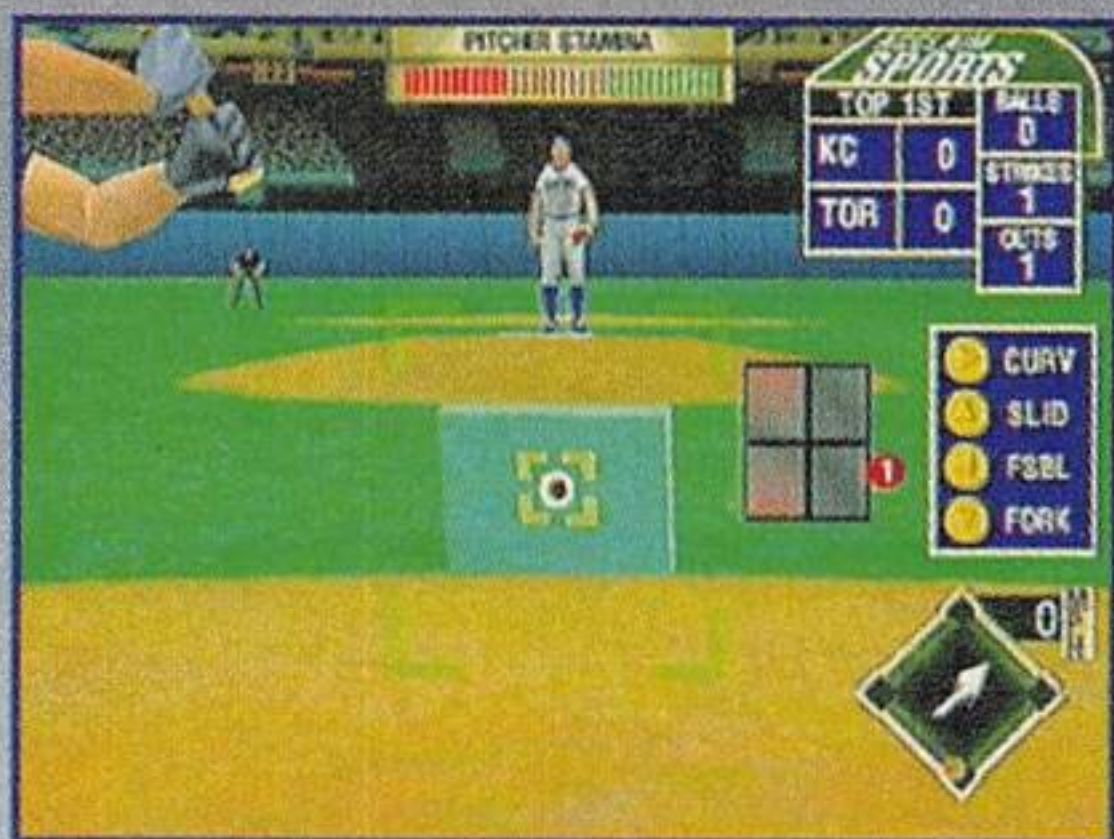
Pennant Fever

Last season, All-Star Baseball '99 was the overwhelming winner of the N64 diamond wars, and this year, Acclaim's pounding its cleats with even more features and gameplay improvements. The most awesome innovation is All-Star's new 3D batting cursor. You can now aim your swing by rotating the cursor in any direction, including toward and away from the pitch. This enables batters who correctly time their swings to hit the ball to



the opposite field with more accuracy, or to pop it up on purpose, or even to poke it through an open spot in the infield.

Other gameplay additions include a pitch-location box for batters, which enables you to hit the ball with extra pop if you guess the correct spot of the throw; a detailed pitch history for every batter in the game; and more speed control for pitchers. There's also an evasive-sliding feature, which enables base runners to slide on either side of the bag to avoid the tag. You can even run over the catcher to score the winning run!

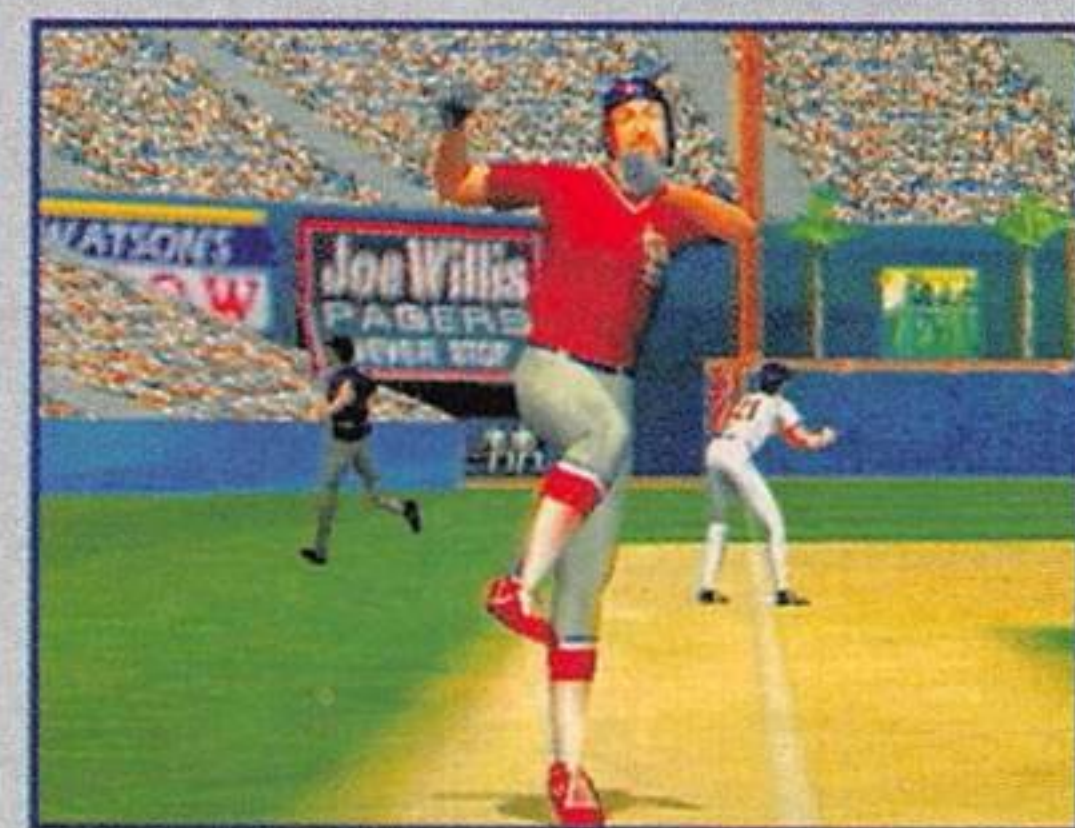


Acclaim's swinging for the fences with All-Star Baseball 2000, the fierce-slugging sequel to the N64's most fun hardball game of 1998.



Perennial All-Star

Graphically, All-Star Baseball 2000 looks to smash its competition out of the park with crisper-looking fields, improved animations, and the most detailed athletes of any sports game to date. Players will have realistic head and body sizes (you'll be able to distinguish Mark McGwire from Omar Vizquel), and some will wear sunglasses during day games while others will even have their socks pulled up high for added flair, like Delino DeShields. The game also features weather effects like snow and rain, instant replays, and more action cameras to compete with the cool style of Ken Griffey Jr. Baseball.



New animations include authentic home-run swings from feared hitters like Sosa and Belle, as well as pitchers who celebrate sizzling strikeouts by walking off the mound pumping their fists. If the gameplay comes together as promised, look for All-Star Baseball 2000 to exceed last year's World Series performance.





BY AIR HENDRIX

Developed and published by EA Sports
Target release date: March



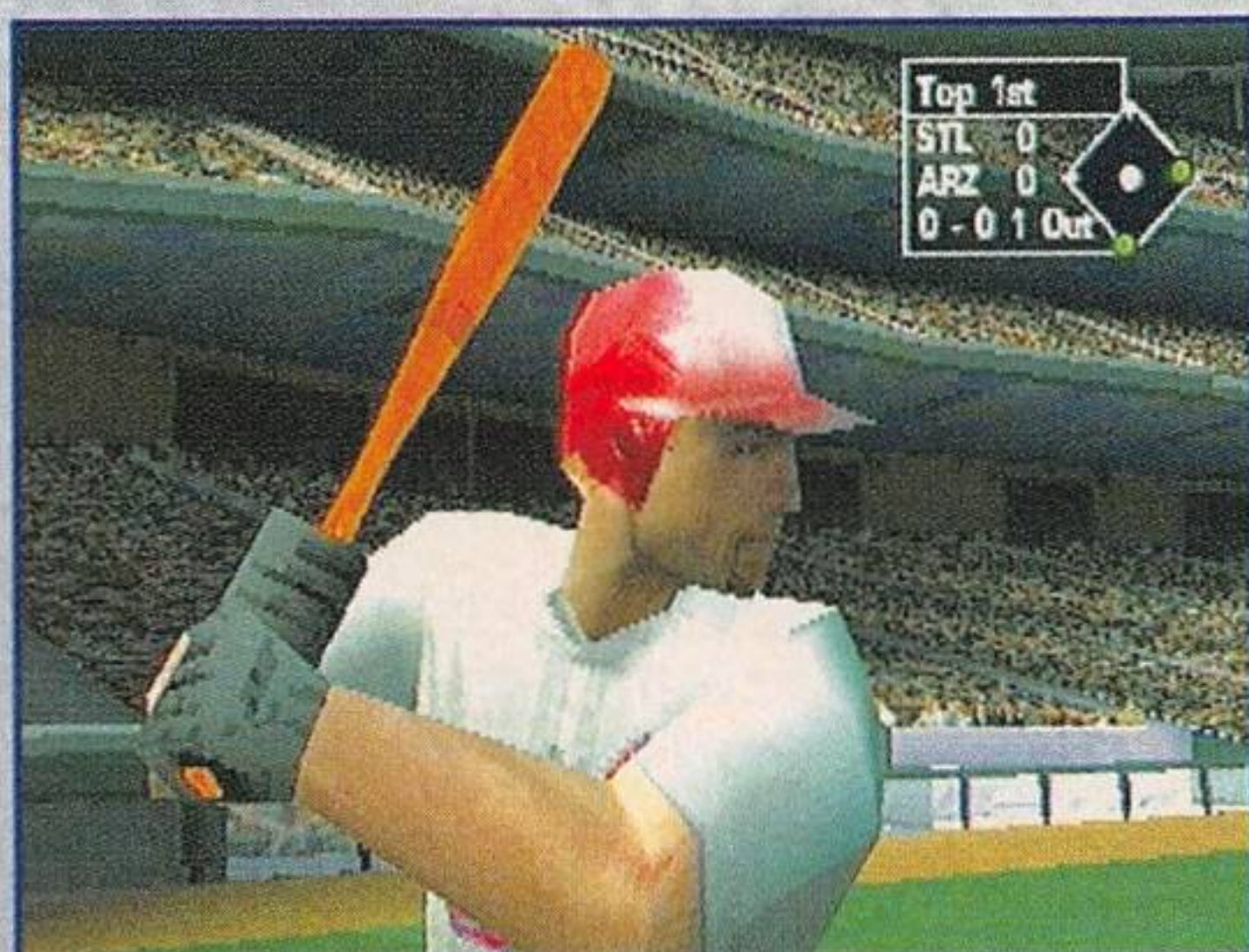
PLAYSTATION

HANDS-ON

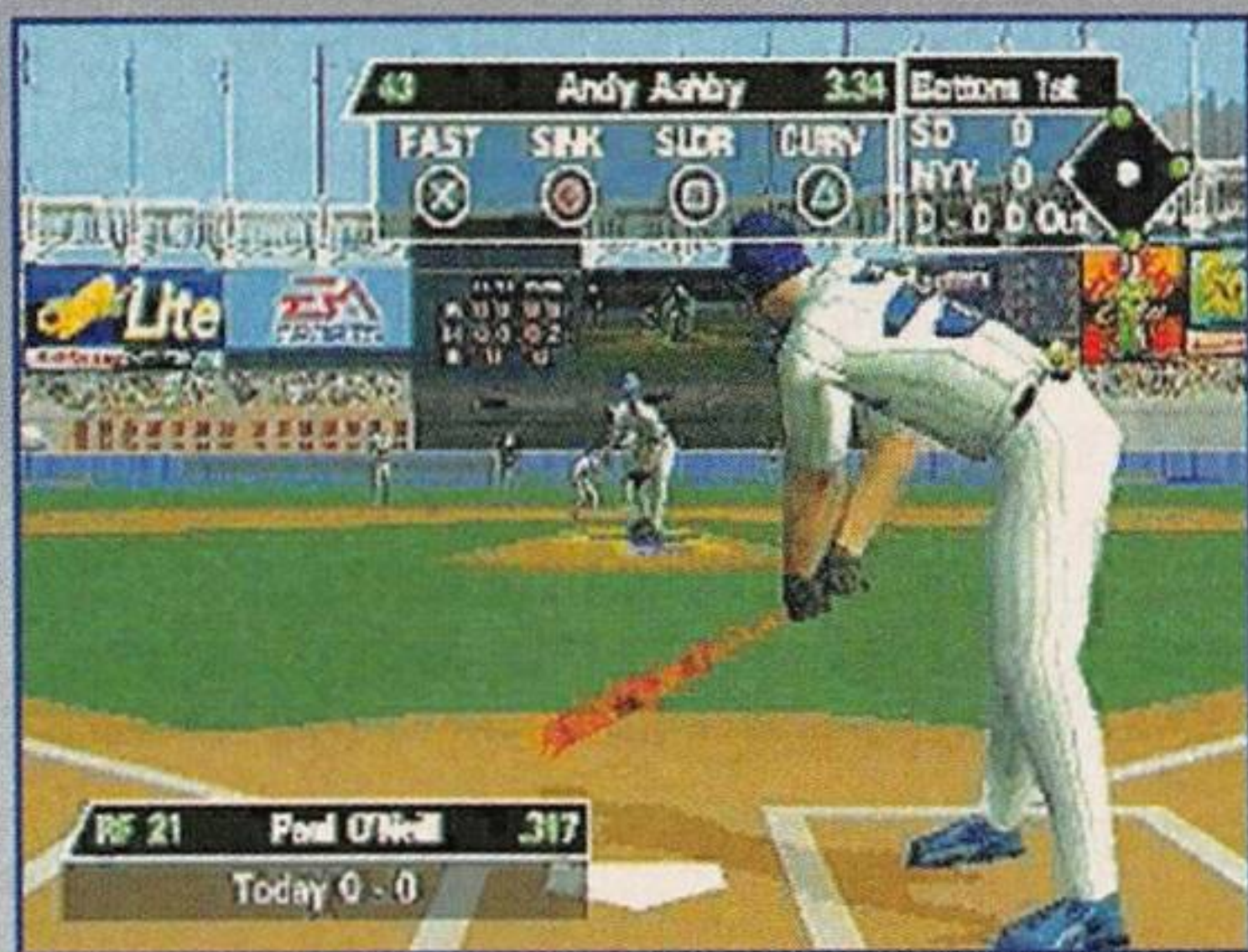
Triple Play 2000

At the Ballpark

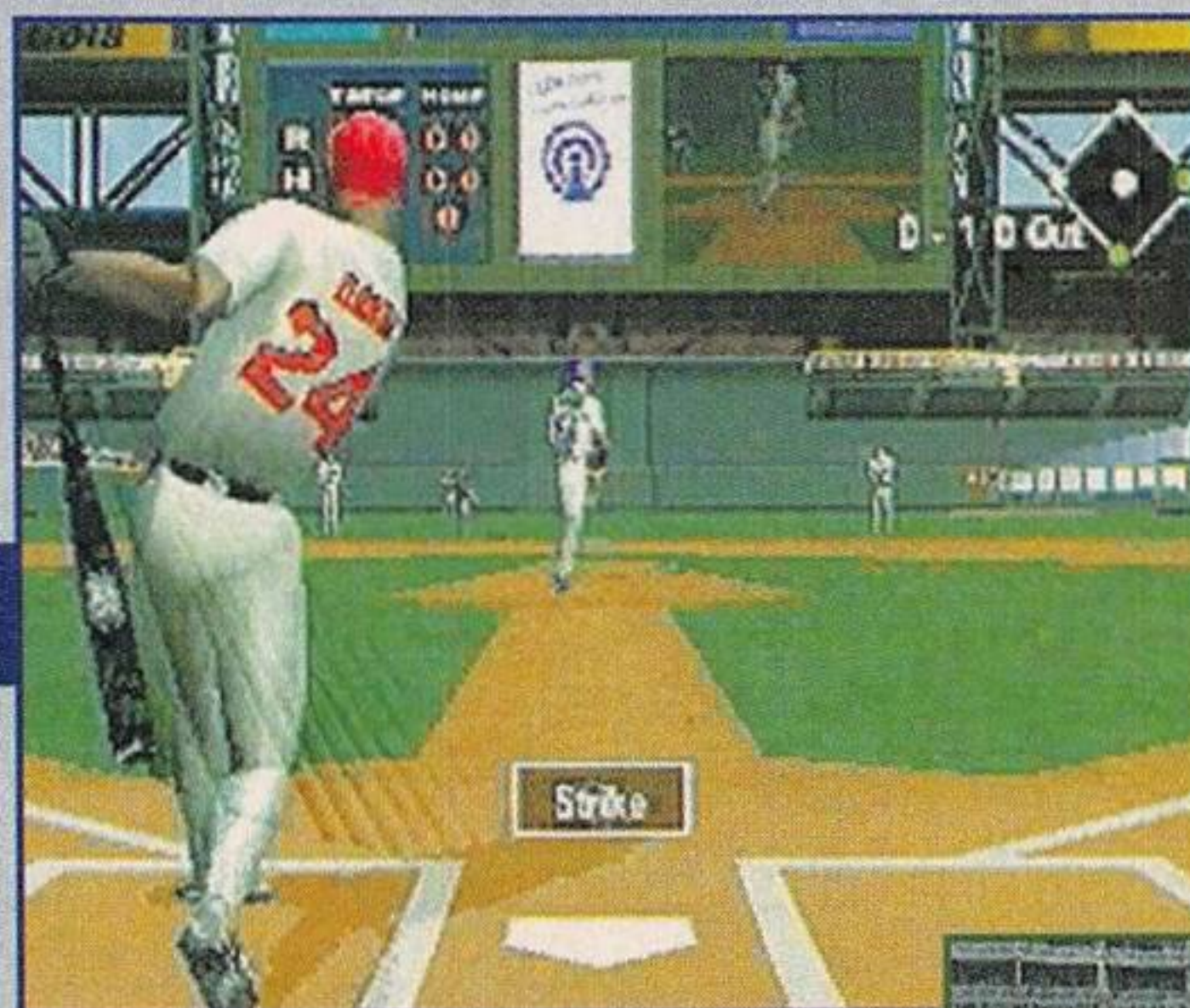
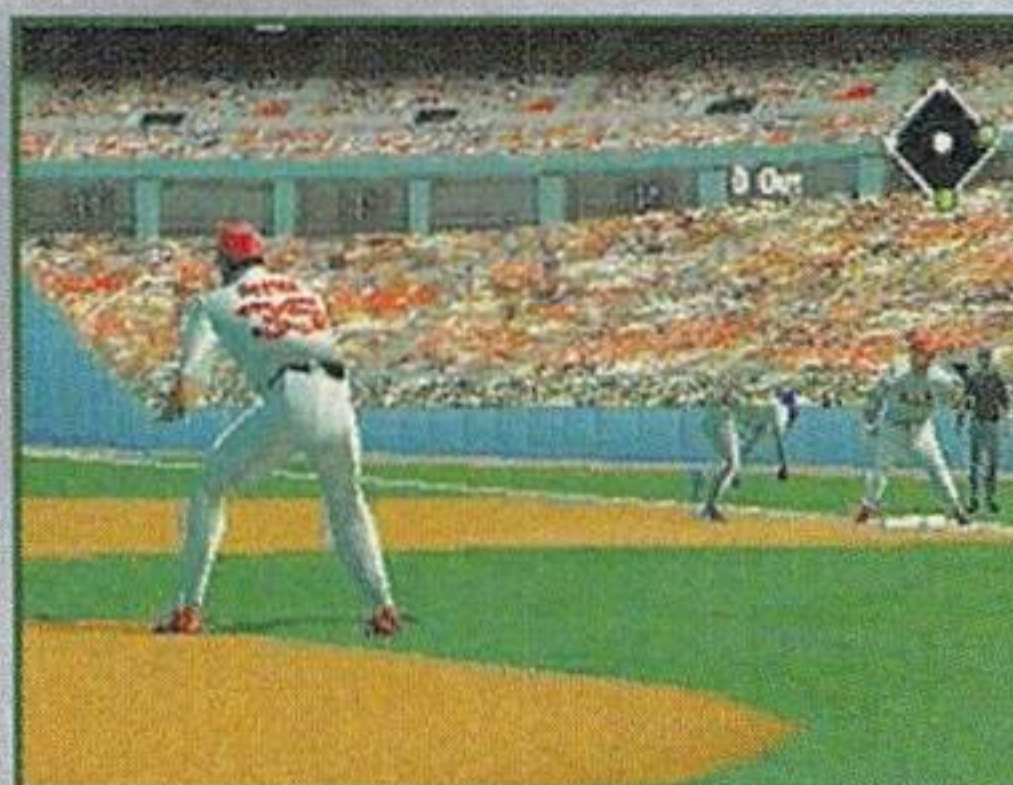
Triple Play's always wowed the crowd with its awesome graphics, and this year's version will be no exception. The coolest additions are the detailed facial expressions (made popular in NBA Live '99): Pitchers lean in and squint to read the catchers' signs while batters focus on the mound and track the ball as it travels. EA also added TV-style camera angles that zoom in on the play, plenty of new animations, and some solid lighting effects to ramp up the razzle-dazzle.



As for features, gamers can expect the return of the series' awesome two-man commentary starring Jim Hughson and Buck Martinez. There's also a much more intuitive front end that gets you into the game faster, where you'll find all the pro teams, players, and stadiums; a multiple-season Career mode; trades, drafts, and player creation; and Season, Exhibition, and Home Run Derby modes.

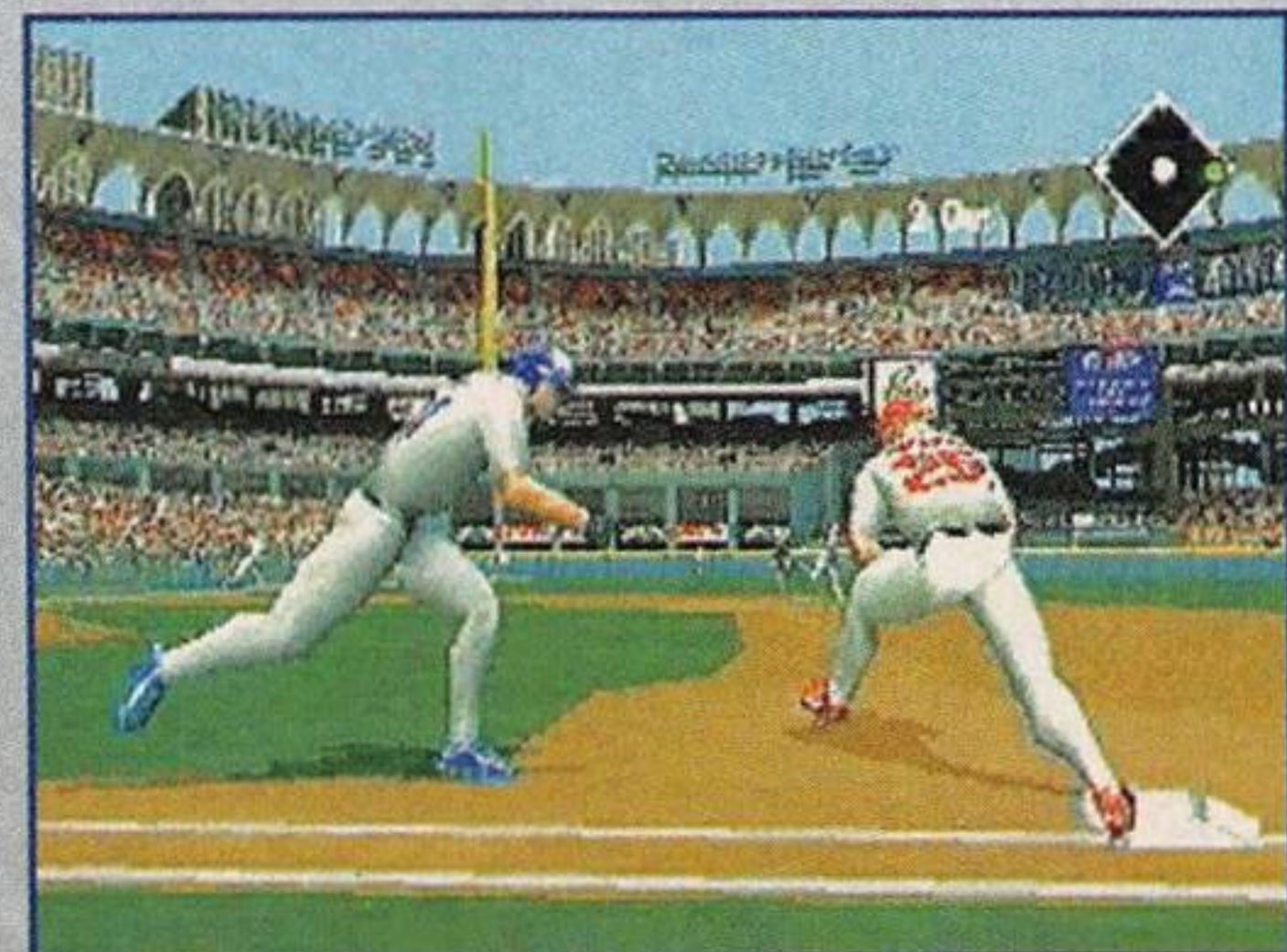


After slumping to third in the PlayStation standings last year, Triple Play seems to be back on track with tuned-up A.I., frame rate, controls, and more.

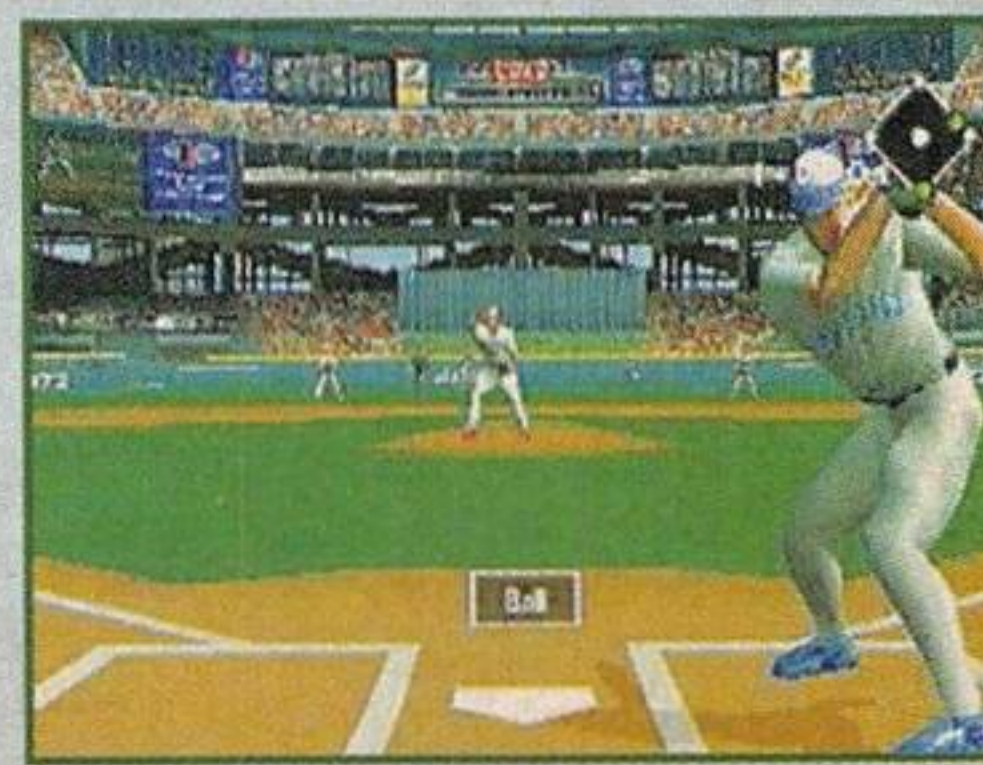
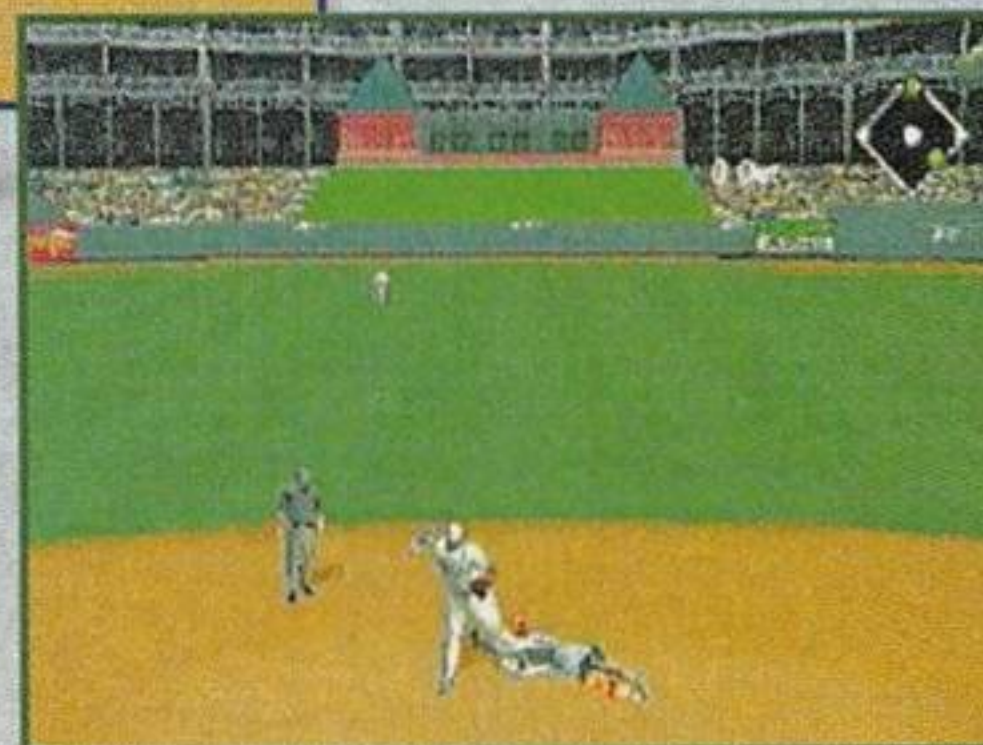
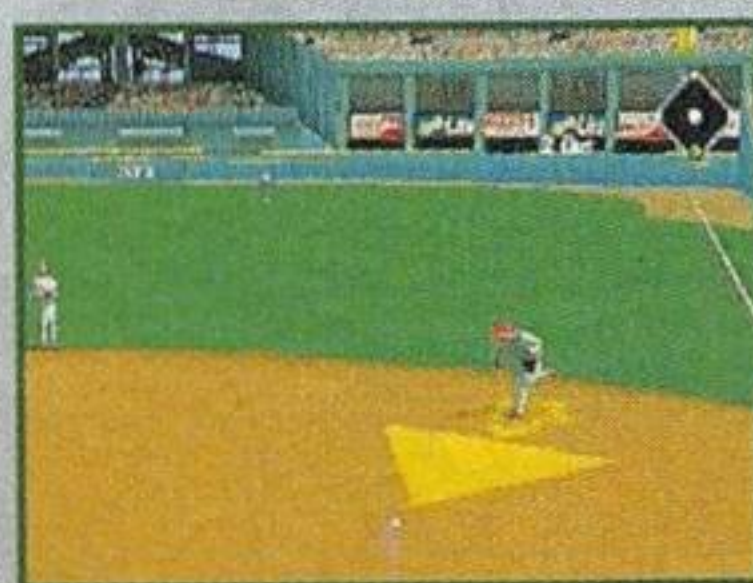


On the Diamond

Following last year's disappointing season, baseball fans will be pleased to hear that Triple Play 2000's developers focused less on graphics and features and more on frame rate, controls, and A.I. In the unfinished preview version we played, the frame rate was markedly improved, and EA promised to deliver a consistent 30 frames per second in the final version. The pace of the action's much faster, too, as batters step right up and start swinging. Triple Play 2000 retains the series' hallmark arcade-style gameplay, packing in plenty of action and challenge.



The controls were easier to manage, particularly the base-running, which demanded less finger gymnastics. Better yet, the ability to open or close your batting stance has finally returned, adding some depth at the plate. As long as EA Sports doesn't bobble the ball while implementing the final tweaks to the frame rate and A.I., Triple Play 2000 has a good shot at regaining the PlayStation title.



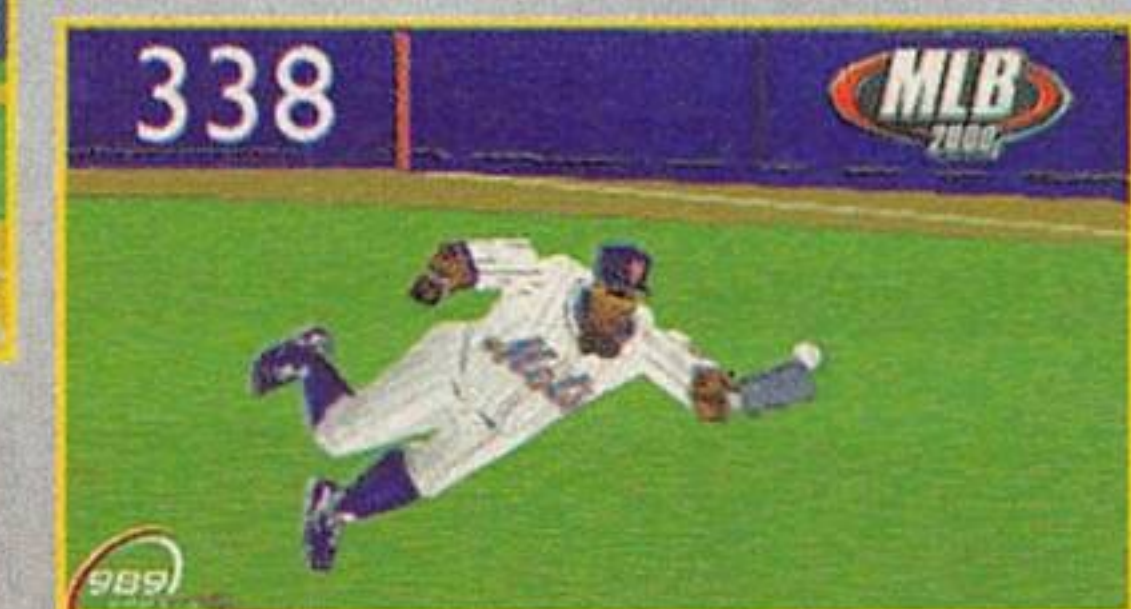
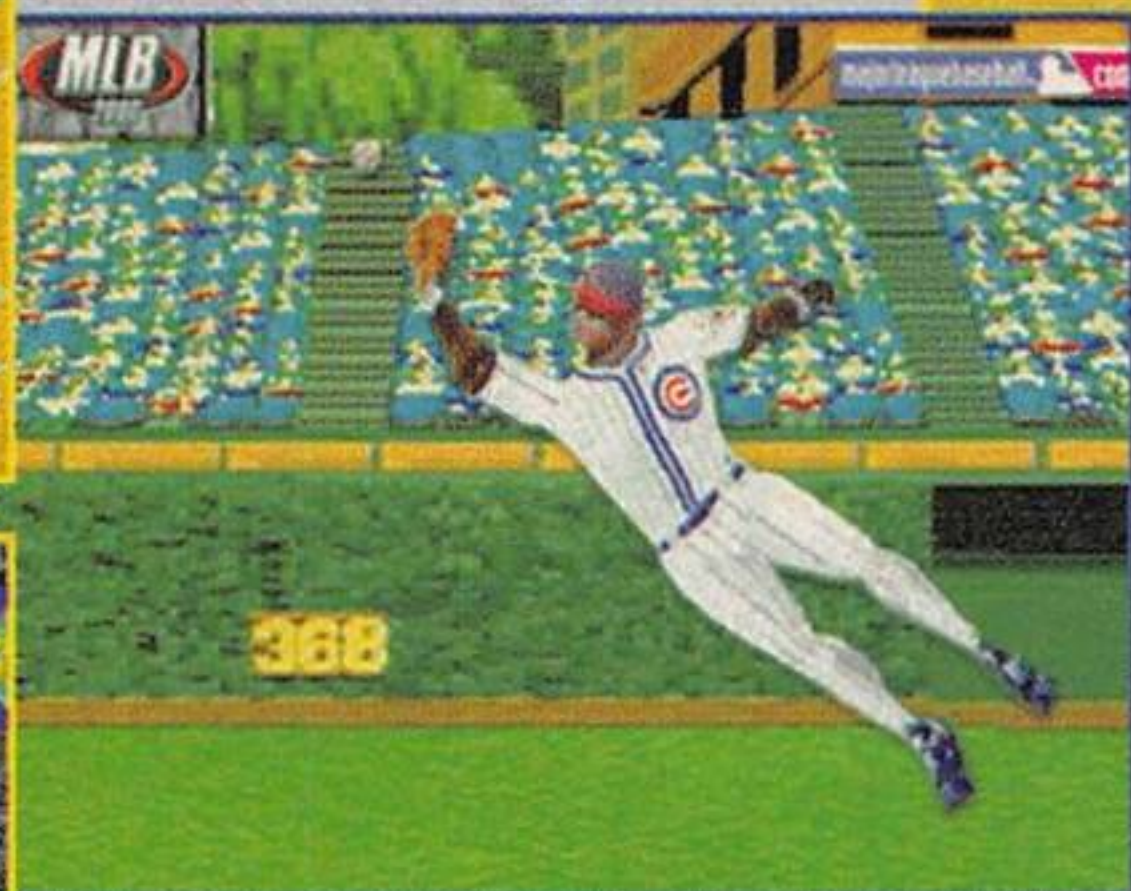
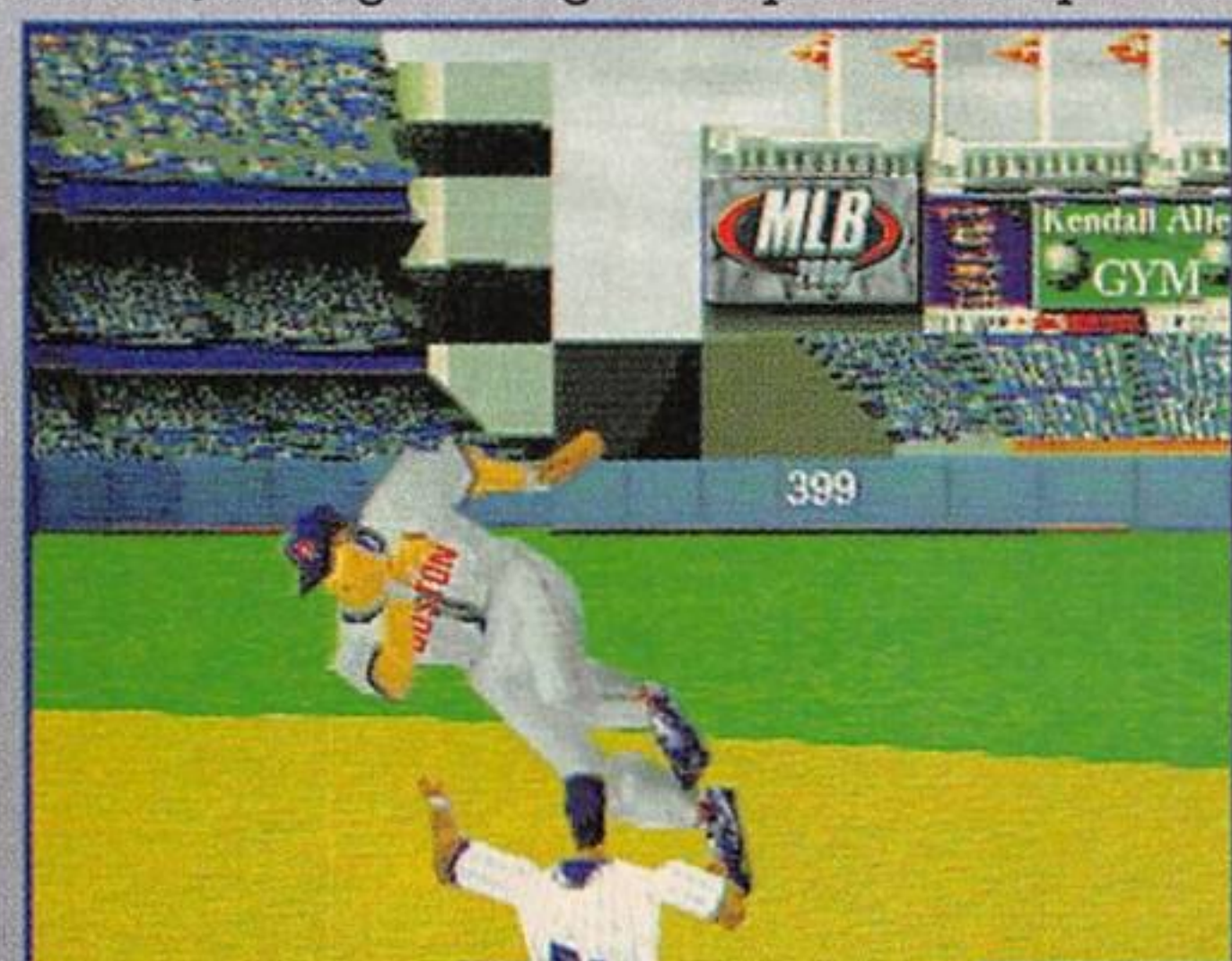


MLB 2000

The Sounds of Spring

As the new season approaches, 989 Sports is getting ready to release the next title in its excellent baseball series, MLB 2000. While the game expands its already hot features lineup, 989 is also looking to match Triple Play's audio intensity by adding two-man commentary. If you've played GameDay '99, you already know how awesome its commentary is, and MLB 2000 is taking the same route. Joining the legendary Vin Scully is ESPN's baseball analyst,

Dave Campbell. Together they'll make the call for every ball, strike, and out, while contributing in-depth player descriptions, stats, opinions, and extra tidbits to bring home the ultimate baseball experience.



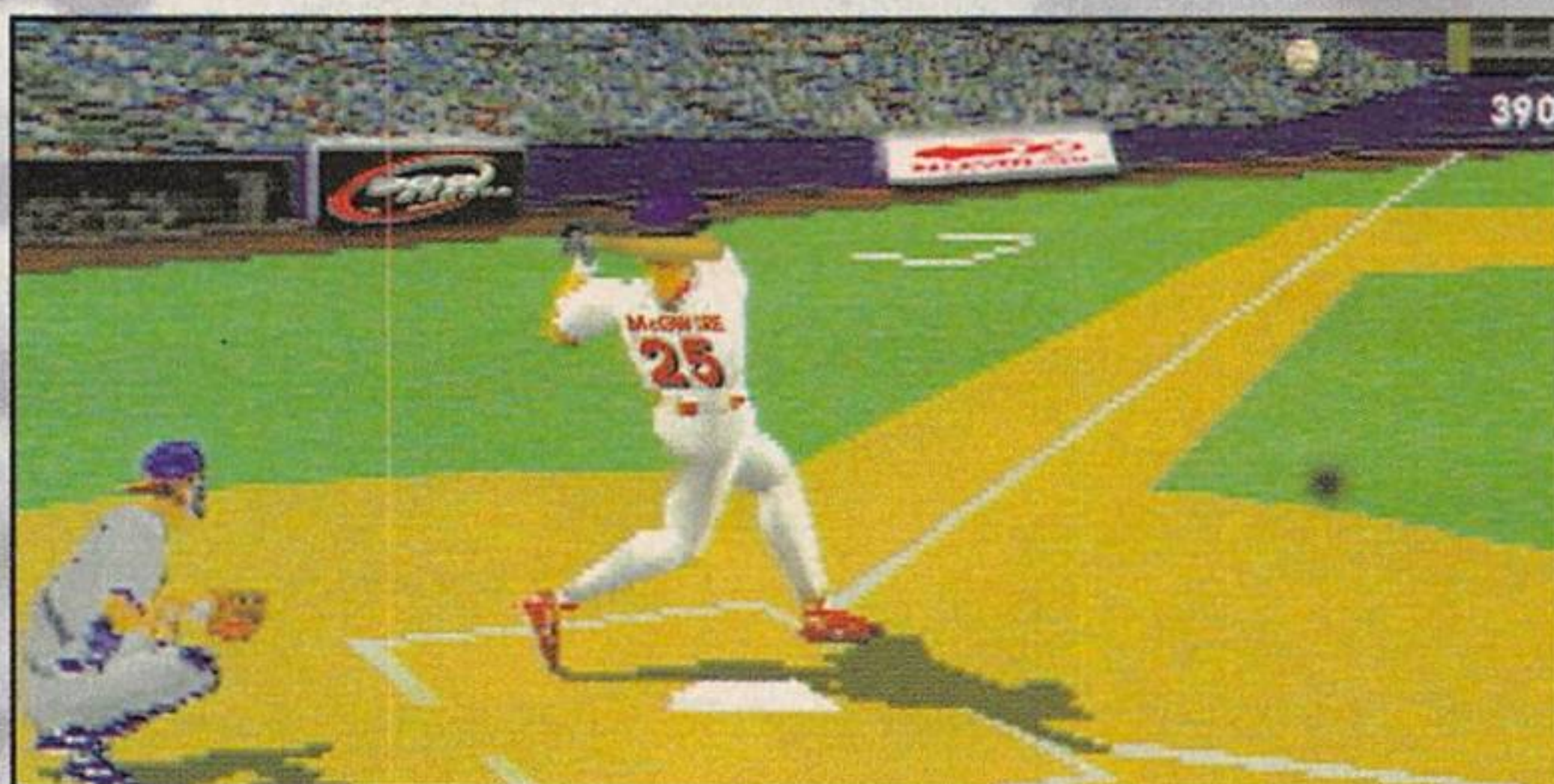
BY THE ROOKIE

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

FIRST LOOK



PLAYSTATION



989 Sports looks to go yard with MLB 2000 by expanding its excellent Spring Training mode and adding more player animations!

Big Mac Attack

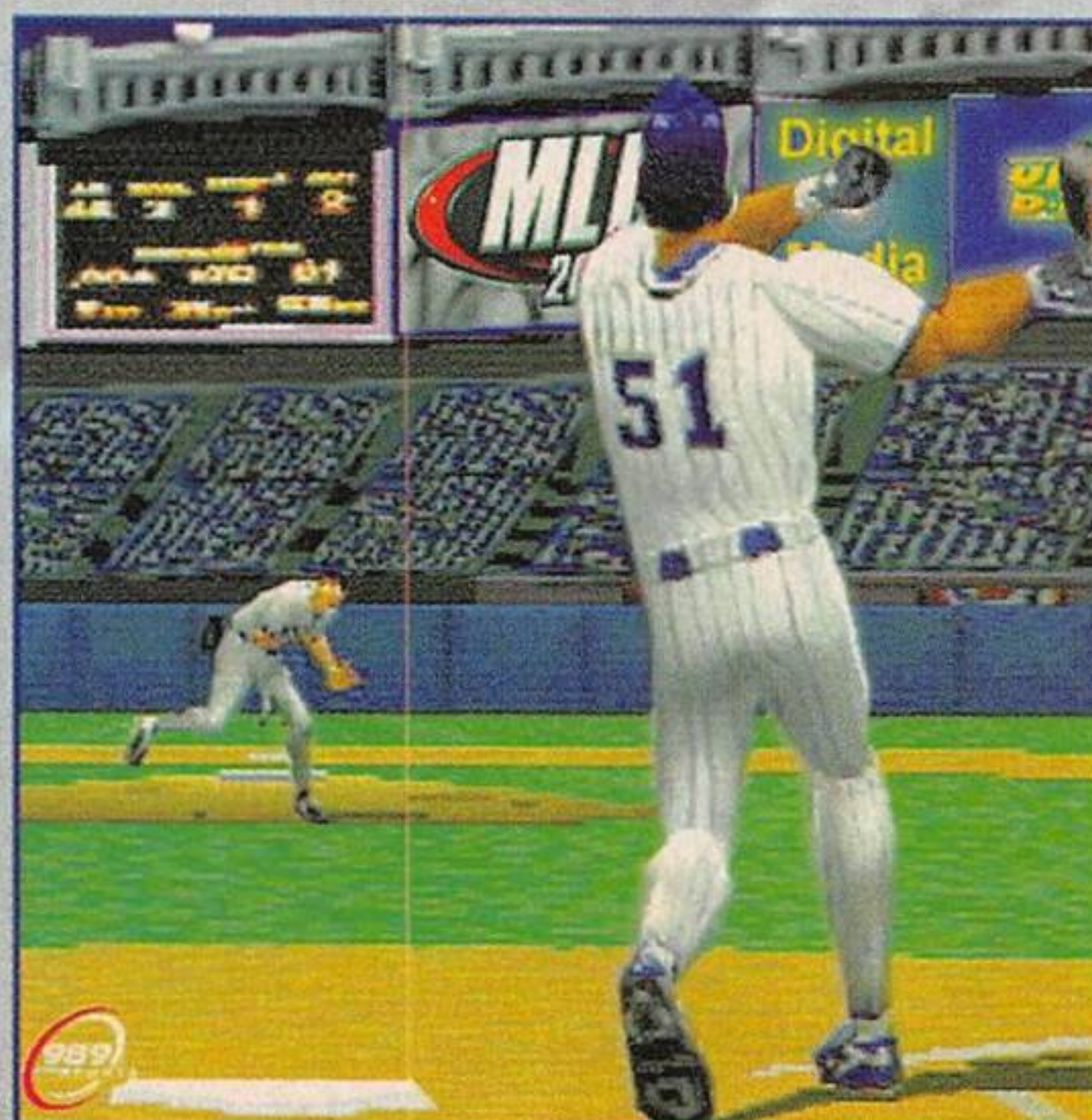
For additional gameplay depth, MLB 2000 delivers an expanded Spring Training mode that allows you to take your created player through more than six games in the minor leagues in hopes of making the team. There's also a new General Manager mode that enables you to build a baseball dynasty by making trades, signing free agents, and calling up hot prospects from the bush league.

989 is also promising improved player models featuring impeccable details like the faces of the actual athletes. You can also look forward to new



motion-captured animations, including over 175 individual batting stances, infielders who make sliding nabs and throw from their knees, and old favorites like outfielders who climb walls to spoil home runs—you can even fall into the pool in the

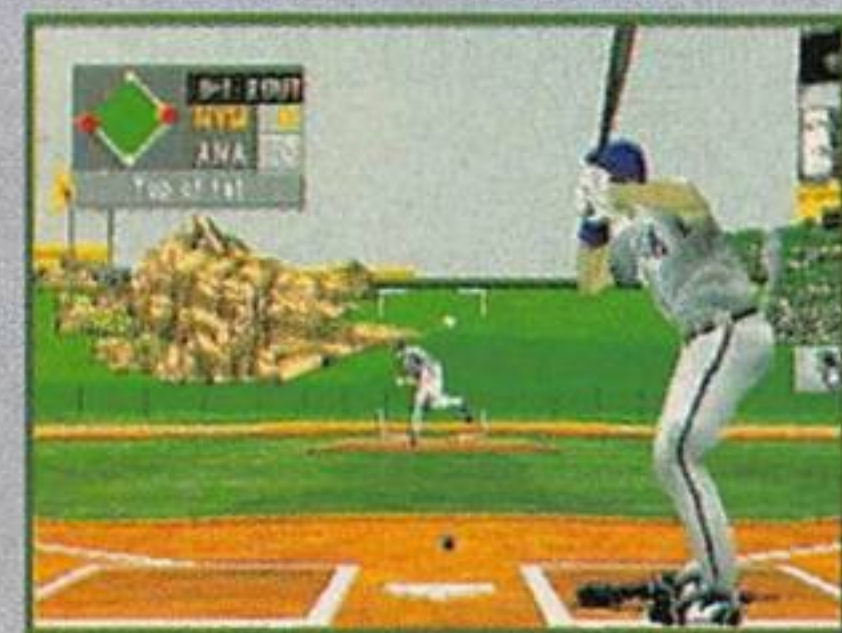
Diamondbacks' stadium. We have yet to get ahold of a playable version, but these game screens definitely show off some sweet stuff. Stay tuned to the "Sports Pages" for further updates on this hot hardball prospect.





Baseball 2000

After a decent season last year, Baseball 2000 (formerly known as VR Baseball) has made some big strides...but so have Triple Play and MLB. To its credit, Baseball 2000 delivers realistic, accessible



gameplay and some much-needed new features (including player creation, play-by-play announcing, and fantasy drafts) to back up the game's standard roster of pro players, season play, trades, and so on.

The most obvious upgrade, though, is the graphics, which feature a clean frame rate, motion-captured stances, and signature moves. In the unfinished preview version, however, Baseball 2000 still lacked the glitz power and exhaustive features of MLB and Triple Play, which will likely emerge as the PlayStation leaders unless Interplay pours on the heat in the home stretch.



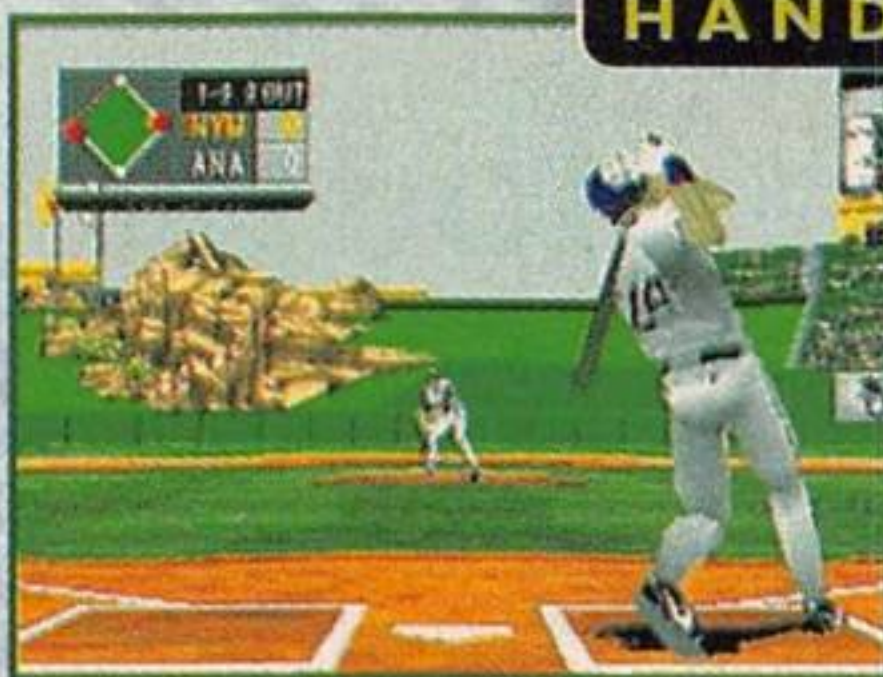
BY SCARY LARRY

- Developed and published by Interplay Sports
- Target release date: March



PLAYSTATION

HANDS-ON



2B	DEREK JETER	2						
AVG	HR	RBI	SO	BB	SB	OBP	SLG	
.291	10	70	126	74	23	.363	.405	

Triple Play 2000

While N64 baseball's getting a boost with the debut of Triple Play 2000 this spring, the less exciting news is that the game's basically a tuned-up port of last season's flawed Triple Play '99 for the PlayStation. Baseball fans can expect Triple Play's action-packed, challenging gameplay to keep the excitement level high, but the features look fairly standard: all the pro teams and players, season action, commentary by Jim Hughson only, and so on.

Unfortunately, a lot of the innovations of Triple Play 2000 for the PlayStation didn't make the cut, including adjustable



batting stances, facial expressions, snappy camera angles, and more. Factor in decent graphics that will have a tough time competing with Acclaim's starring title, All-Star Baseball 2000, and Triple Play 2000 has a tough N64 season ahead.



BY AIR HENDRIX

- Developed by Trey Arch
- Published by EA Sports
- Target release date: March



NINTENDO 64

HANDS-ON



Scouting Report

As usual, a slew of baseball games weren't quite ready to preview in time for this issue, but we have the skinny on what else you can expect this season. Leading off with the best of the rest, Nintendo's announced that Ken Griffey Jr. Baseball 2 will be released on the N64 this May. While info was scarce at press time, gamers can expect souped-up animations, hi-res graphics, new sound effects, and a create-a-player feature.

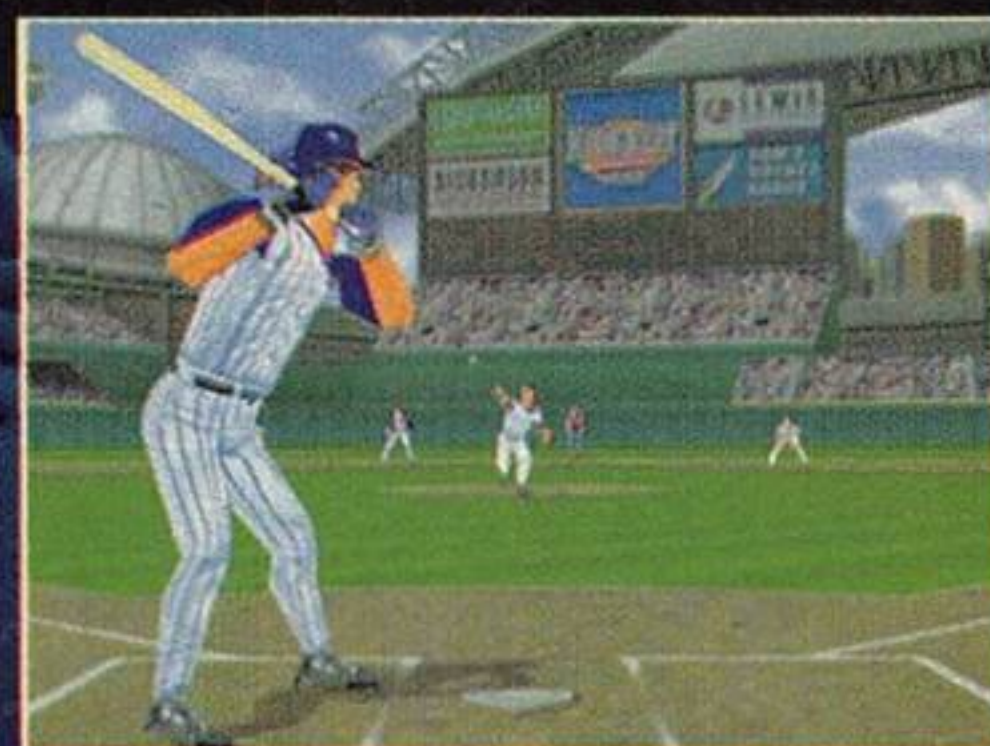


Ken Griffey Jr. Baseball 2 (Nintendo 64)

On the rumor mill side, Sega's reportedly working on a Dreamcast version of World Series Baseball, but since the system doesn't debut in the U.S. until September, smart money says that title won't appear until spring 2000.

3DO's stepping up to the PlayStation plate with the spring release of High Heat Baseball 2000. According to 3DO, it's striving to balance realism with action in its rookie year, delivering all the pro players, five stadiums, as well as the option to trade and create players. 3DO also stated High Heat's A.I. will provide "true-to-life base running, fielding, and managing."

Finally, Konami's announced that its troubled Bottom of the 9th franchise will make the jump to the N64 this season, but had no other details ready for release. And HardBall fans face some bad news as Accolade reports that it has no plans for HardBall 2000.



High Heat Baseball 2000 (PlayStation)
Note: This screen is from the PC version.



Bottom of the 9th (Nintendo 64)



BY THE ROOKIE

- Published by 989 Sports
- \$39.99
- Available now
- College basketball
- 8 players (with multi-tap)
- ESRB rating: Everyone
- Exhibition, Season, and Tournament modes, 290 teams, Dual Shock compatible

GRAPHICS SOUND CONTROL FUN FACTOR

4.5	3.5	4.0	4.5

The New College Hoops Champ!

PLATFORM
PlayStation



SPORT
College Basketball



9 89 SPORTS IS stepping onto the hardwood with NCAA Final Four '99, the most fast-paced collegiate hoops game around. While EA's NCAA March Madness may be loaded with all the features a baller could want, Final Four delivers the gameplay goods that ultimately secure the national championship.

Bluegrass Bomb

Final Four laces up the Chucks for play in three standard game modes and four difficulty levels...with a lineup of over 290 Division I teams! Yep, you read correctly. Powerhouses like the SEC's UK Wildcats and the PAC 10's Stanford Cardinals can now mix it up with the likes of the OVC's Tennessee State Tigers and the Big Sky's Sacramento State Hornets. With such a wealth of teams available, there's almost no end to the Cinderella stories that can be created on these courts.

Unfortunately, while Final Four overpowers March Madness with such a huge selection of teams, it doesn't eclipse MM's features. For starters, Final Four is devoid of any kind of Dynasty mode (which means no recruiting). You also won't find an end-of-year conference tournament, a Practice mode, or a three-point shootout. And, disappointing as it seems, there are no women's or historical teams. Lastly, Final Four is missing a create-a-player feature (although you can tweak the names and numbers of the players on your squad).

The Heart of a Champ

Fortunately for Final Four, whatever it lacks in features, it more than makes up for with killer gameplay, awesome graphics, and straightforward controls. Final Four jumps out the gym with its bomb-ass player models—dangerously fast point guards and hulked-out power forwards run these courts with lethal quickness, delivering ankle-breaking crossovers and in-your-face rim-rockin' slams. Final Four's motion-capture is second to none—you'll be amazed at how fast and lifelike these virtual athletes move.

The game's controls are solid and easy to get used to—the analog stick is a dream, and the juke moves work great—but they contain one major shortcoming: You can't perform a jump-pass. This is extremely frustrating, especially if your opponent's small forward flies through the lane at the last minute to block your seemingly uncontested shot. Once you get used to this control quirk, though, you'll find that Final Four's awesome gameplay compensates for it.

Last-Shot Heroics

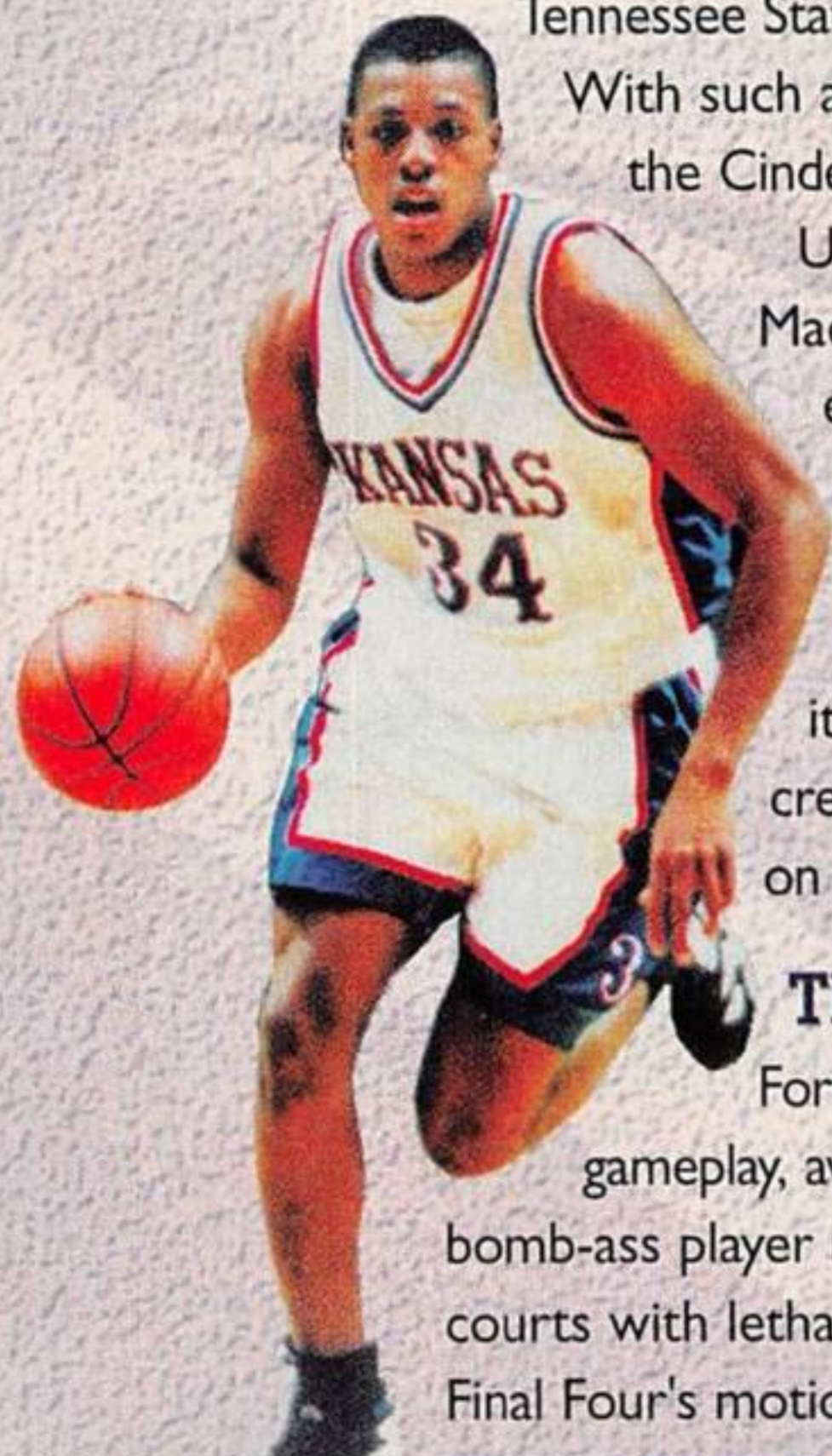
When the final buzzer sounds, Final Four's fast action outlasts March Madness's features to take the title. If you must decide on one game this season, you can't go wrong with NCAA Final Four '99—it's a diaper-dandy, baby!

NCAA FINAL FOUR 99

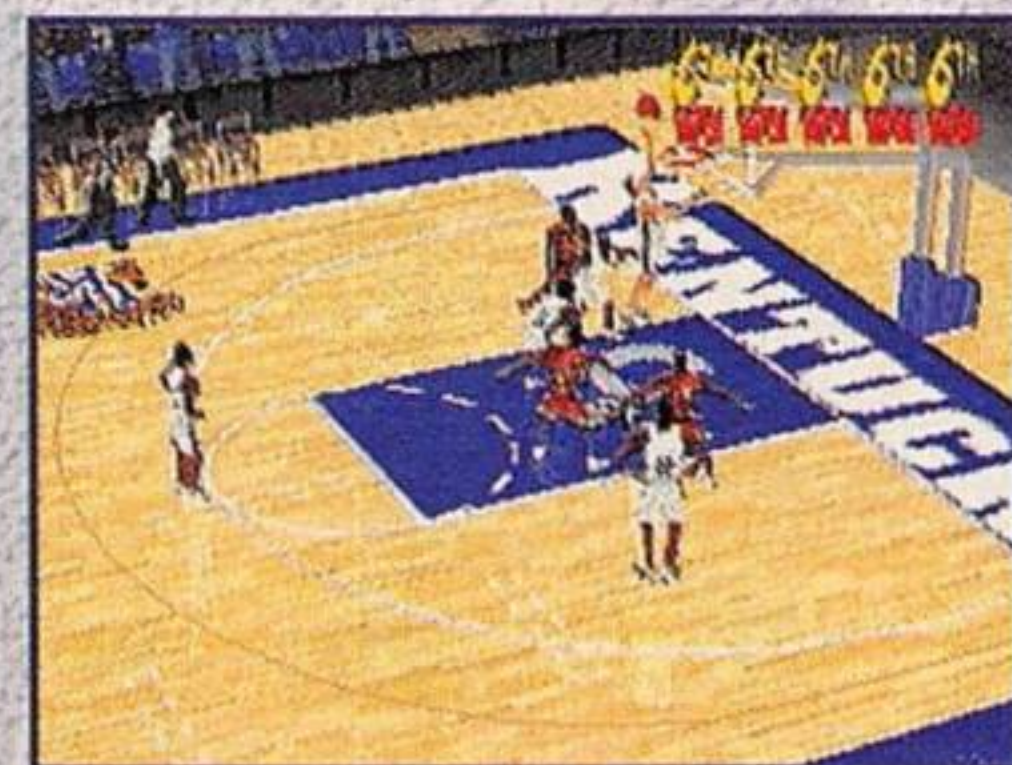


NCAA Final Four '99 sports the best dunks on any PlayStation college court.

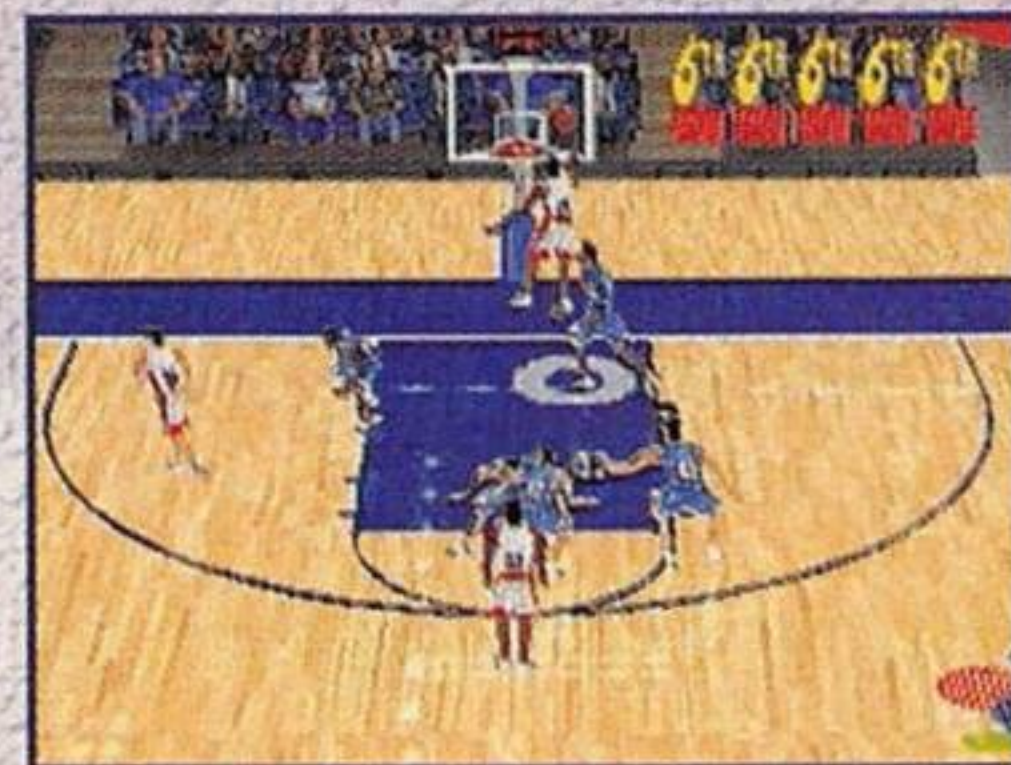
◀ **PROTIP:** Don't get burned by a speedy point guard—hold down Δ as your opponent brings the ball upcourt to keep him in front of you.



PROTIP: Penetrate into the paint with your point guard, then kick the rock out to your shooting guard for an open jumper when the defense collapses on the ball handler.



PROTIP: When grabbing rebounds, wait until the ball rims out and is on its way down before you start to jump.



PROTIP: Get behind a 2-3 zone by calling for a cutter to the hoop.



The quest for Kentucky's repeat is on.

GRAPHICS 4.5

Without a doubt, NCAA Final Four '99 is the fastest-playing hoops game on the PlayStation so far—the frame rate sizzles, and there's never, ever a hint of slow-down. Furthermore, the player models and motion-capture animations are simply "fan-tastic."

SOUND 3.5

You'll find that all the right bells and whistles are here—from the energetic crowd to the snapping of the twine when you bury a three-point bomb. However, Quinn Buckner's commentary is less than inspiring. Good thing it can be turned off.

CONTROL 4.0

Final Four's control is tight and straightforward (except that you can't perform a jump-pass). The Dual Shock controller works great, and FF's juke moves are definitely more effective than March Madness's. If you can ace the in-game Shot Meter feature, you'll dominate any fool who wants a game.

FUN FACTOR 4.5

While the depth of features is missing from Final Four, the gameplay isn't—and that's what counts. If you can live without a Dynasty mode, a three-point shootout, and the women's teams, NCAA Final Four '99 is the game for you.

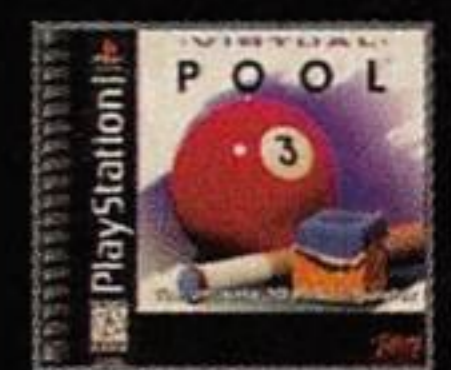
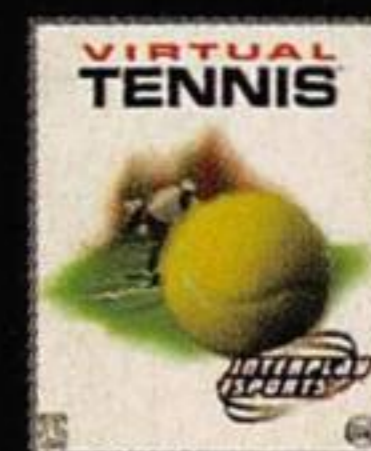
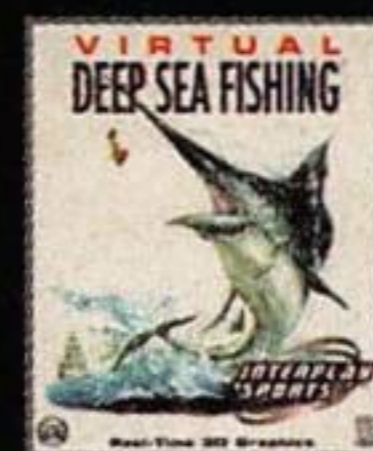
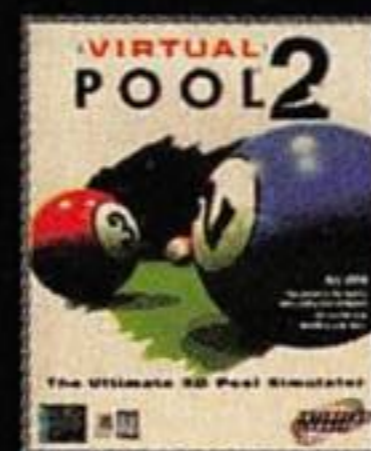
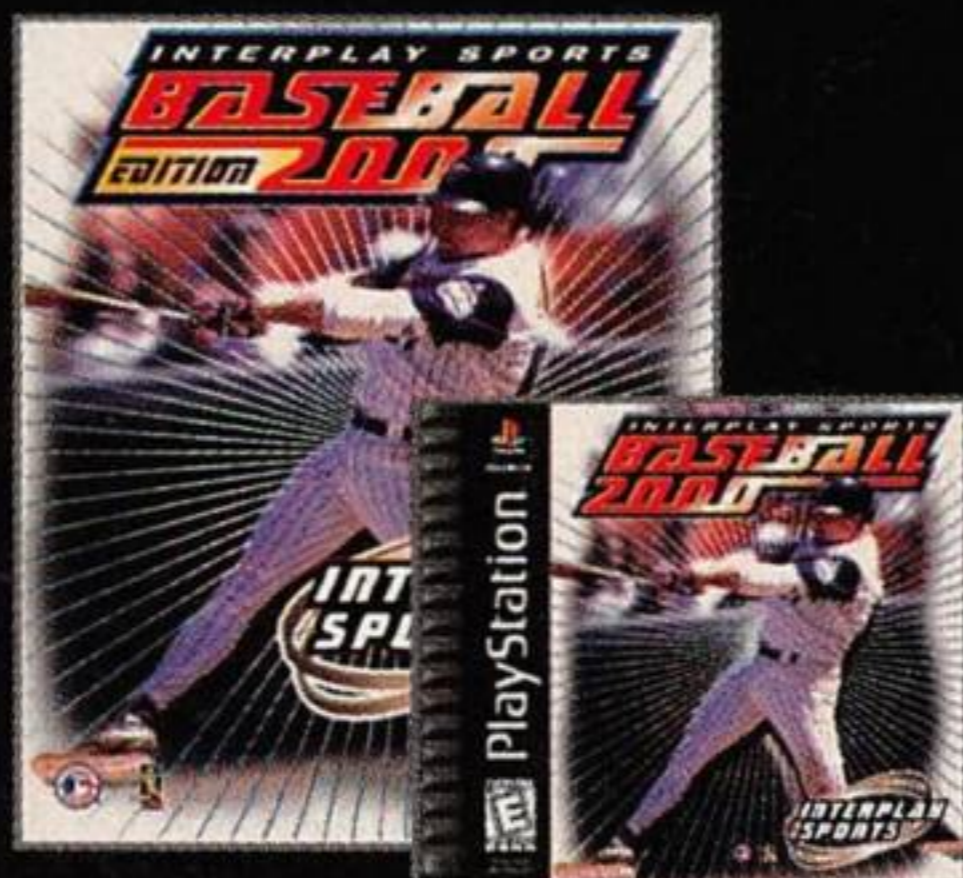
NO FLY ZONE.

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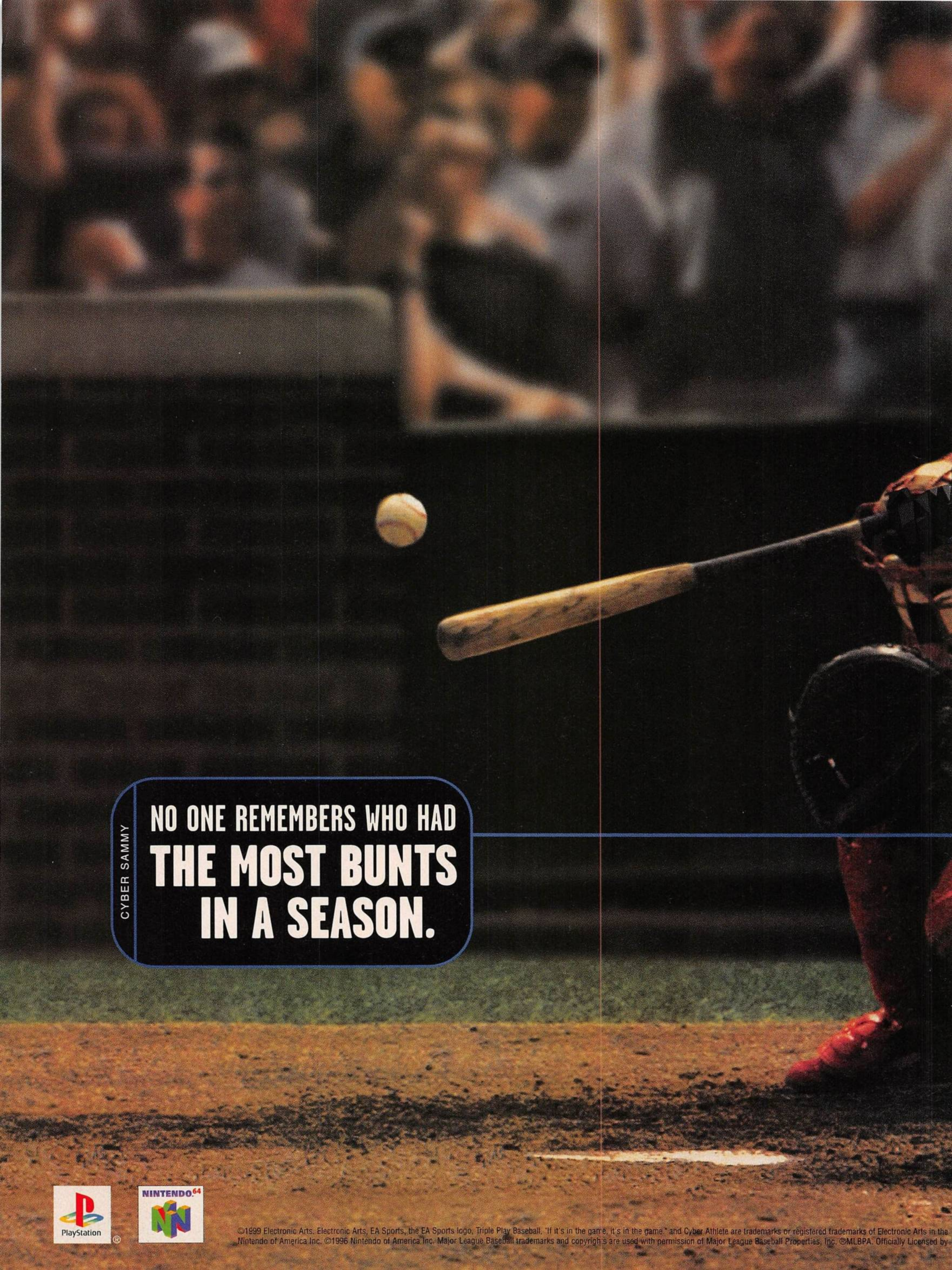
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www.majorleaguebaseball.com

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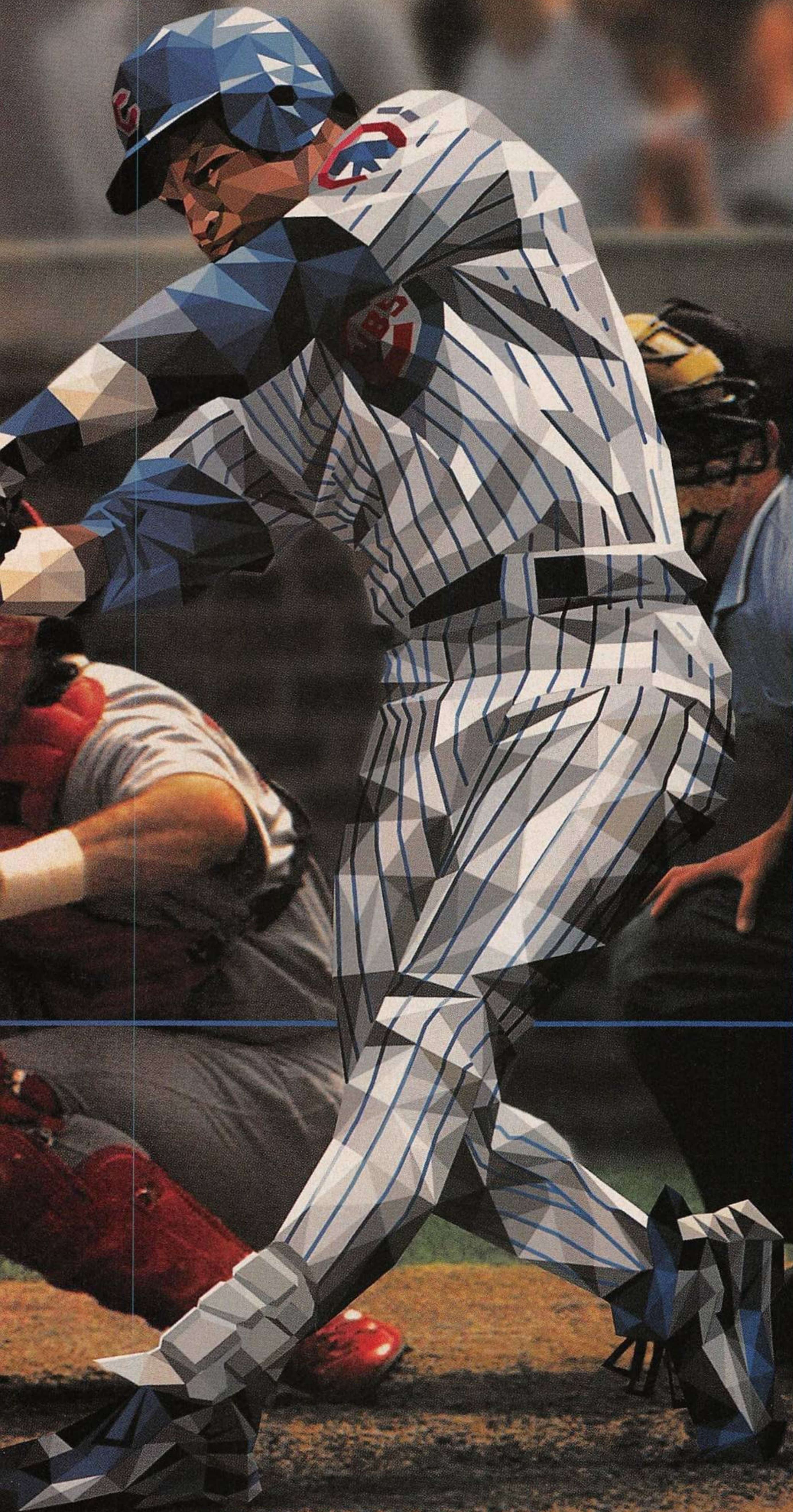


CYBER SAMMY

NO ONE REMEMBERS WHO HAD
THE MOST BUNTS
IN A SEASON.



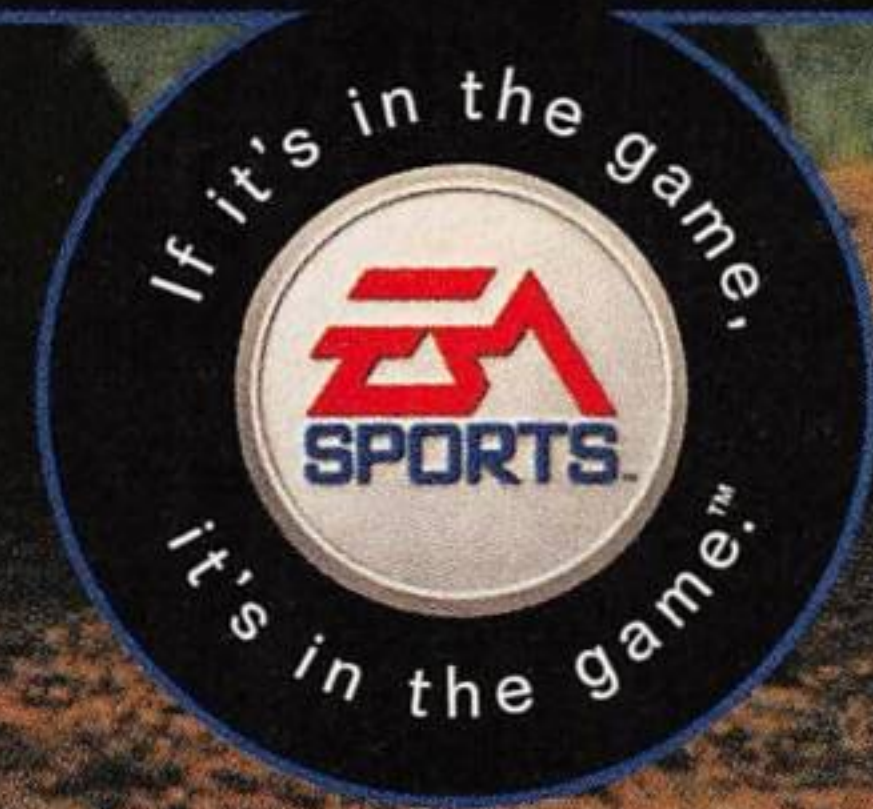
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www.easports.com

TRIPLE PLAY 2000





BY ROBINSON HOOD

Developed by Contrail
Published by Sony Computer Entertainment America
Available March



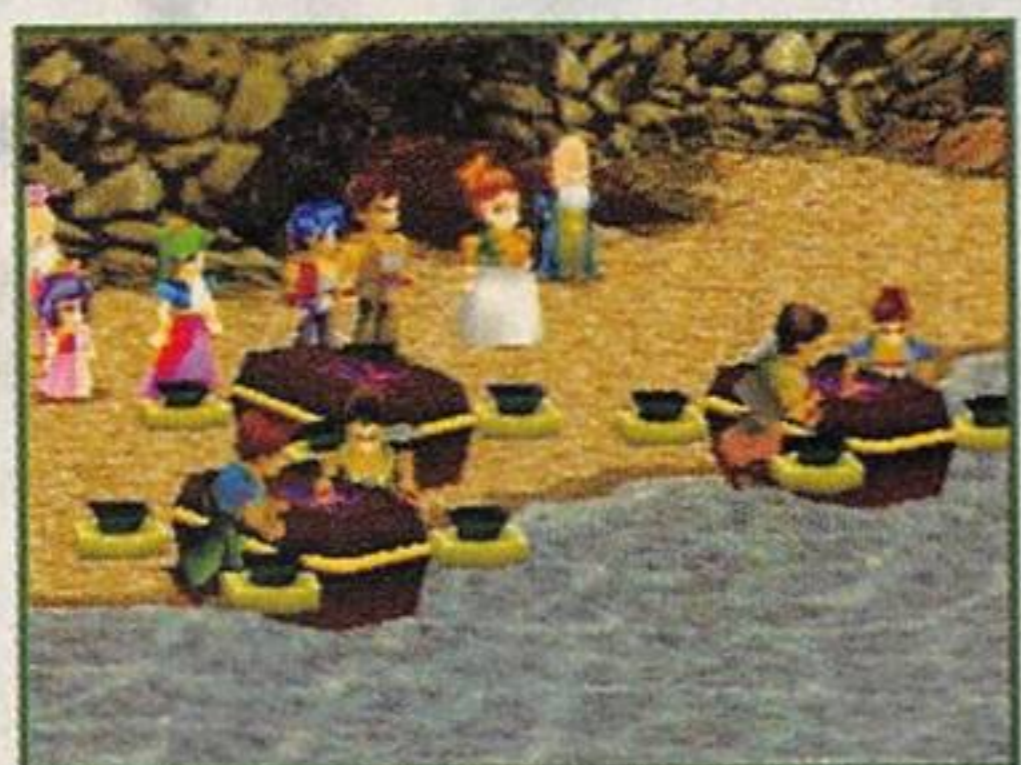
HANDS-ON

Legend of Legaia

Mist Off



The world of Legaia would be a beautiful place...if it wasn't for all the damn mist. And it's not just the scenery that's affected by it—the mist brings madness and death to whatever it touches! It's even turning a once-friendly substance, Seru, into a ruthless killer. The only thing capable of stopping the vile water vapor is the life-giving Genesis Tree. Playing as the game's hero, Vahn, it's your job to find the seven dying Genesis Trees, revive them, and evaporate the evil mist.

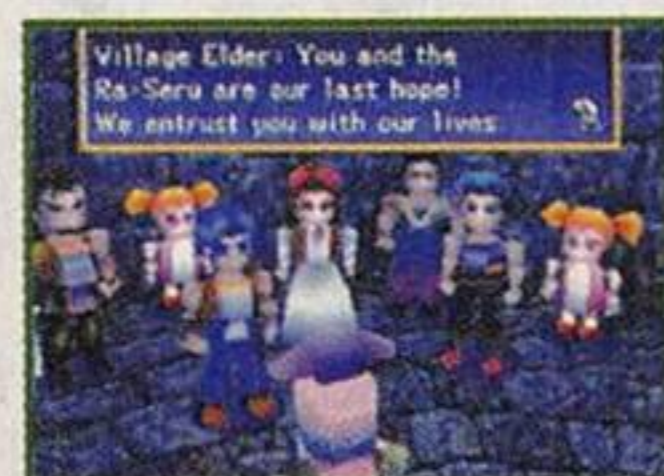
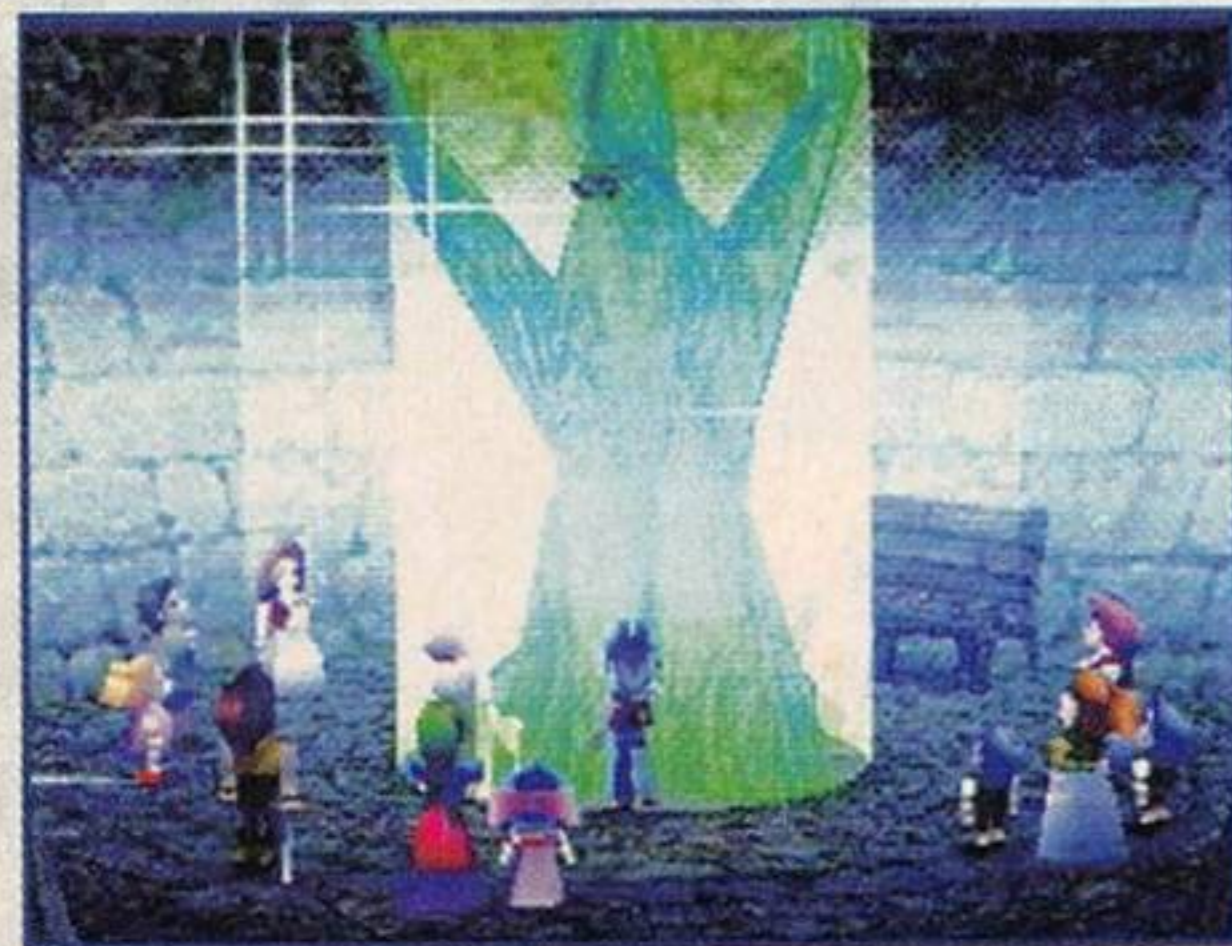


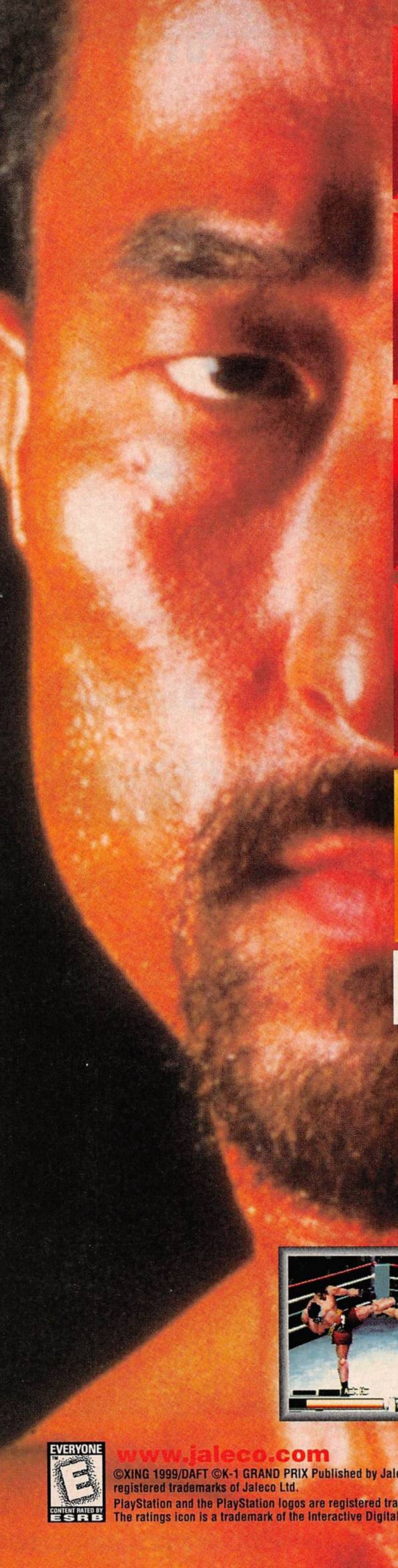
From the creators of Wild Arms storms Legend of Legaia, an impressively innovative RPG that features a compelling story line, a unique combat system, and 3D polygonal graphics.

Kung-Fu Fighting

Legend of Legaia features a new twist to traditional turn-based RPG combat called the Tactical Arts System. When it's your turn to attack, you choose where you want your punches and kicks to hit your opponent. For example, if you select High, Low, High, you will strike your opponent in the head, the body, then the head again. As you learn new combos, your attacks become stronger and more spectacular. Plus, you can buy new weapons and armor at the town store, and acquire the deadly art of magic as you progress through the game.

Legaia's 3D martial-arts combat graphics are intense: As you watch your enemies get smacked around, you'd swear you were playing a fighting game rather than an RPG. The game also sports splashy fisticuffs effects, visible weapons and armor, facial expressions on the characters, and hundreds of ugly monsters to battle. Legend of Legaia is shaping up to be a hot RPG prospect for 1999. Look for it to hit stores in March.





KARATE

KENPO

KICKBOXING

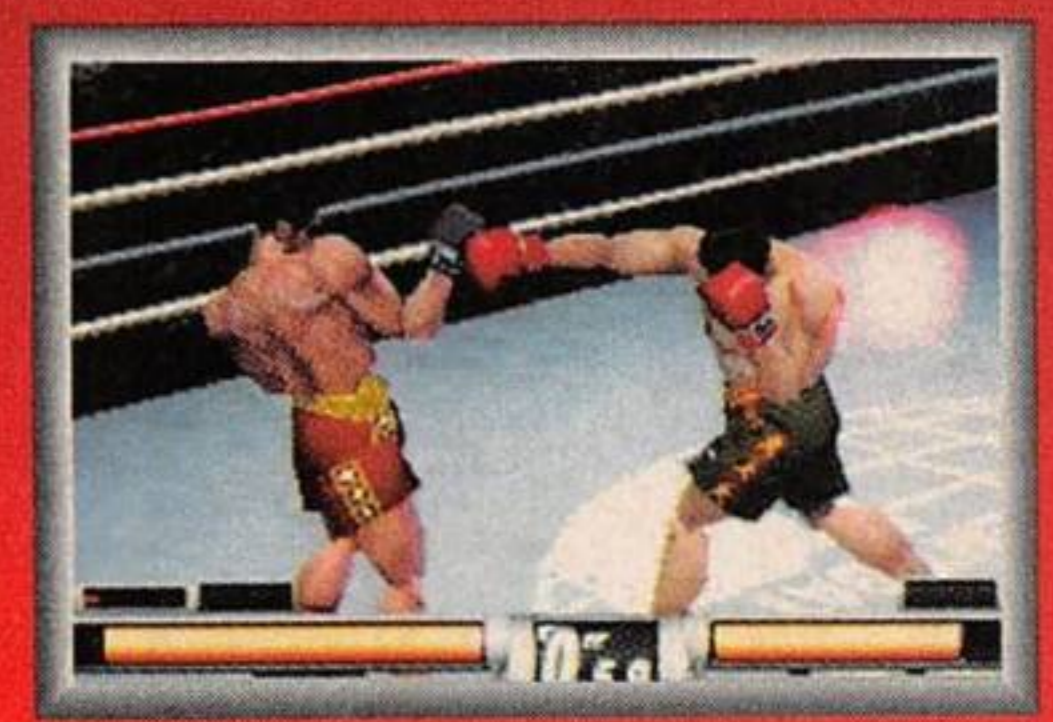
KUNG-FU

K-1

REVENGE

K-1 REVENGE combines all forms of **MARTIAL ARTS** in a raucus type of fighting simulation that combines the special moves and combos of the best fighting games with the gritty realism only possible when the action is based on the true life capabilities of **ACTUAL K-1 FIGHTERS.**

The "K" of K-1 refers to the main disciplines that are represented in K-1: Karate, Kickboxing, Kung-Fu & Kenpo. The "1" represents the fact that this is an open weight-class fighting sport and also the champion is truly #1, the best.



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BRAVE FENCER

MUSASHI



PlayStation

Part Three

You've battled hard through the first three chapters of Musashi—now get ready for a real fight! This ProStrategy Guide helps you defeat the last half of the game starting at Chapter Four and concluding with the last boss in Chapter Six.

By Robinson Hood

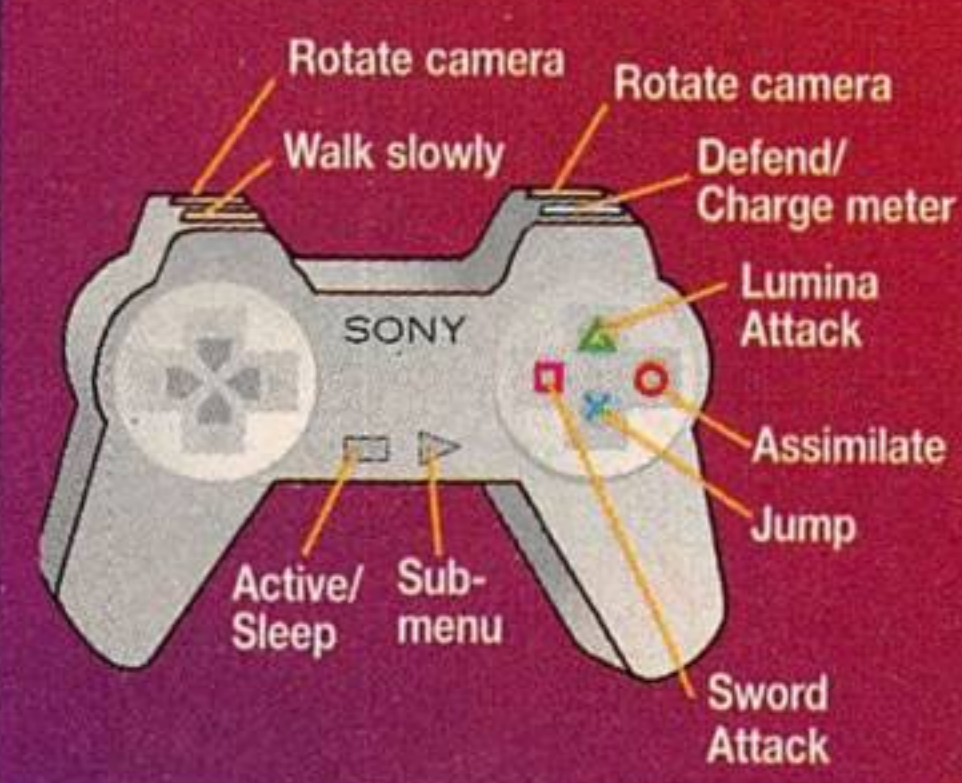
Chapter Four: The Duel at Dragon Island

time to explore



When Chapter Four begins, save your game at the inn, then return to the healing mountain. Toward the top of the mountain, just past the rotating orange machines and the three fossils, you'll find a large brown pole. Climb to the top of the pole, then double-jump to the right to land on a hidden platform with a Bincho Field. Free the Bincho slave and return to town. Rest up at the inn, then take the path south of the farmer's house, which is located next to the stocks where the man was imprisoned earlier.

controller legend



Follow the path to the left to find a Water Crest. Stand on the crest, hold R1 to charge your meter, then tap Δ . Grab the glasses from the treasure chest, then take the top-most path to the right. Use Hop to jump across the spiked vines, then take the southern path. When you come to the small bridge, use your Water attack to cross the river and reach the platform to your right. Double-jump onto the platform, catch the moogle creature, and return to town. Save your game at the inn.

DA MAYOR

Speak to the mayor's wife, agree to become the new mayor, then go down the well that's by the church. Follow the path until you reach the Water emblem on the floor. Hold R1 to charge your meter, then tap Δ to raise the water level. Talk to the thieves, then walk south (past the stairs) to find a treasure chest. Use your Water attack to cross the water. You'll return to the area where the bell was located earlier in the game and find another moogle creature.



From there, use your Water attack to run as far south as possible. Here you'll discover a treasure chest. You may need to double-jump across the water to make it in time. Run through the mine, then return to town and speak to the mayor's wife. It's time to fix the gondola. Talk to the geezer at the castle to find out how to repair the machine. (He'll also tell you that you need to save three carpenters from Bincho Fields, but if you've been following this strategy guide from Part One, you've already saved them.) Speak to the three carpenters, then head back to the coal mines.



Follow the path to the right, past the falling rocks. Jump through the fan, then take the path to the right. Use Assimilation on the falling snake to acquire the Antidote ability, then continue right along the path. Jump across the Ferris wheel platforms and continue

to the right until you enter the scrap yard. You'll see four gear in front of you. Grab the gold-plated gear with the four holes, one of which is in the center.

FIRE! FIRE! FIRE!



Return to town, then head to the palace and talk to the geezer. Take a nap, and when you're rested, run to town. Oh, no! The entire village is engulfed in flames! Use your Water attack (hold R1 to charge your meter, tap and hold Δ) to put out the eight major fires at the right and left sides of the church door, the Mayor's house, the bread shop, the window to the right of the bread shop, the item shop with the cup and bottle sign, and the north and south sides of the farmer's house.



Get some rest at the inn and save your game. The next day, go to the mayor's house. After speaking to the mayor and

his wife, take the path to the right of the windmill. Follow the path to the left, through the pipe, and past the three mushroom enemies. Run to your left and between the two huge rocks, and you'll encounter a huge snail-shaped rock formation. Touch it, then use the rock salt to shrink it down to size. Follow the path to the left to find a Bincho Field.



Walk south to discover an area filled with water, which you can cross only at low tide. If the sea is still at high tide, simply fall asleep to speed up time. When it's safe to cross, use your Water attack to traverse the water, then run to your left to find a treasure chest. Grab the treasure, then run south until you reach the Water emblem. Activate it to access the black column beneath you. Break the black column to uncover the Fire Ring.



After grabbing the Fire Ring, your old nemesis, Kojiro, challenges you to a fight. He blocks every frontal attack, so maneuver behind him and strike him several times in the back. After taking care of Kojiro, leave the area and return to the castle. Talk to the three mercenaries, the weaver, and the artisan, then visit the library and ask Scribe Shanky about Shoji. Go to sleep in your room, then head to the inn and save your game. While you're in town, stock up on supplies before embarking on your next big adventure.



to catch a thief



Enter the path to Somnolent Forest, then follow the signs to Meandering Forest. When you reach Meandering Forest (it has a purple color), you'll see a wood sign at the first screen. Follow these directions beginning at that screen: Left, Up, Up, Right, Up, Up, Right, Up, Up, Left, Up, Up, Up. If you make a mistake, simply walk down one screen to start the maze over.



Enter the hideout and save your game at the memory box. Use Assimilation to acquire the Map ability from the enemy in the lobby, then enter the door to the left. Run through the room and exit through the door in the top-right corner. In the next room, instead of killing the penguin, jump on the ice cube and wait for the penguin to push it forward. While flying forward, double-jump over the pit to the other side. Enter the door at the top.



Destroy all the penguins in the next room, and a treasure chest will appear over the red eye. Grab the Red Stone, exit the room, and enter the door to your right. Free the Bincho Field, double-jump over the blocks, then run through the next couple of rooms to return to the lobby.



Use the Red Stone to unlock the red door in the west part of the lobby. Walk through the door, then avoid the enemies along the path to the next room. Walk to the northwest corner of the room, then let the giant monkey toss you to the walkway above. Exit through the door located at the top.



The next room is a maze with a Bincho Field in the southwest part of the room. After freeing the slave, run back to the northwest corner of the room to find the exit. The next room has a blue eye on the ground. Use your Fire attack to fry the enemies without getting hurt (if you're touched, you can't get the treasure!), then open the treasure chest that appears on the eye. Snag the Blue Stone, then leave the room.



Run to the right of the maze until you see a huge robot fall from the ceiling. Use Assimilation to acquire the Steel ability, then exit the maze through the door in the east. In the next room, tap \circ to crash through the spikes, then run through the door at the end of the path. Proceed through the next few doors to find a Bincho Field, then jump off the balcony in the lobby to reach the floor below.



Run through the door at the top, which is located on the left side of the room (the first door you entered when you started this mess), then use the Blue Stone in the next room to unlock the door with the blue eye. To your left is another Bincho Field. Free it, then double-jump to the top of the room to reach the door. In the next room, double-jump your way across the ice platforms to the right and exit through the door to find a much-needed treasure.



Double-jump over the balcony and run through the bottom door to the right. Climb the pole, then leap onto the icy ramp. Jump down to find a treasure, then climb up the next ramp and exit through the door at the top. Run to the southeast corner of the maze and use Assimilation on the samurai enemy to acquire the Clone ability. Exit the maze through the door located in the bottom corner of the room, then use Clone to obliterate the enemy inside. Grab the Green Stone, then return to the maze.



Run back to the southwest part of the maze and double-jump onto the ice block with the heart on it. Jump across the ice blocks to the east to find a Bincho Field and a treasure. Jump back to the southwest side of the room to find the exit hidden under a lowered ice block.



Walk south while avoiding the enemies to reach the main entrance. Run up the stairs to the multicolored door at the top, then use your Fire attack to defrost the door. Run to the back of the room, grab the treasure, then jump up the spiral ramp and save your game at the memory box. Use Fire attack to light the two torches, then enter the door and strike the Yellow Crystal with Lumina to fall through a trap door. Run up the path in the next room and use your Fire attack to melt the icicles. Get ready—it's time to fight the boss!

CHAPTER FOUR BOSS: FROST DRAGON



The Frost Dragon attacks by lunging at you with its head. Jump to the side and shoot it with your Fire attack. After a few hits, the floor will start to drop from under your feet. Jump to your right while melting the icicles on the floor with your Fire attack. Melt those suckers quick, though, or you'll fall to your death.



When you reach the next solid area, the dragon charges at you with its

head while shooting crystals. Jump to the side to avoid the crystals, then burn the dragon with your Fire attack. When the serpent rears back and begins blasting you with an icy spray, run to either side of its head and stand as close as possible to the ice blocks underneath it. Then, as the dragon becomes tired and lays its head on the ground, burn it with your Fire attack until it lays sideways, exposing the crystal in its neck. Hit the crystal three times with Lumina to defeat the Frost Dragon. Now return to the village.

Chapter Five: The One That Nests Underground

WHERE'S MY MONEY?!



When you return to town, speak to the mayor; then talk to all the shopkeepers. After learning the latest town tragedy (you'd think these people would find a new place to live!), go speak to the geezer at the palace. Leave using the gondola, then return to the Steam Factory. When you reach the factory, talk to the engineer, confront the princess (or is it the princess?), and pick up the money. You have to shut off all the valves like you did earlier in the game, but this time you must also find the three missing valve handles in order to perform the task in time. Walk around the column to the opposite side of the elevator to find handle #1. Ride the elevator to the third level, then run right until you reach valve #8. Jump off the ledge to fall straight down to valve #1. Use the handle to shut off the valve. Run to your right and shut off valve #2. Run to your right, jump on the red pipe, and shut off valve #3. Run to the right and take the elevator up one floor. Jump on one of the red pipes to the side, then run to the left to find handle #4 on a red pipe near valve #4. Shut off valve #4, then run to the left again to find valve #5.



Valve #5 is blocked by steam, so double-jump from the main walkway onto the valve platform to shut it off. Then run to the left, shut off valve #6, and go back to the right to ride the elevator up to the last floor. Run to the left, jump on the red pipe, and shut off valve #7. Run back to the right, go past valve #8, then double-jump from the main walkway onto the platform with handle #8. Run back to valve #8 and shut it off to complete the mission. Phew! Return to town, get some rest, and save your game at the inn.

BACK TO THE MINES



Enter the coal mine, take two left turns, then when you reach the area where you found the Water Ring, head left into the cave. Follow the path, grab the treasure, and continue running right until you see the Fire emblem. Use your Fire attack on the emblem to cause lava to shoot up and open a hole in the ceiling. Next, use your rock-scaling skills to climb through the hole.



If it's after midnight, a mooglee creature will be waiting for you when you climb through the hole. After grabbing it, jump up the steps, then climb up the rock to reach a black column. Hit the column with Lumina to obtain the Wind Ring. Activate your new wind

powers in the Items menu, then stand on the big circle in the ground and hold R1 to charge your meter. Now hold Δ to dig a hole that makes you fall to the forest below. Tap Δ to break free from the Bincho Field, then return to town, stock up on supplies (especially antidote and Ex-Drink), and save your game at the inn.



Walk up the path to the area above town. After talking to the man, go to the palace and ride the gondola to hurt the giant red ant. As the ant crawls away in pain, follow it into the air vent. Run to the left to find another mooglee creature. Run back to the right and use your Wind attack to spin through the poisonous gas. Leap across the platforms to the right to find a treasure, then double-jump onto the pathway in the background and run left to find a Bincho Field.



Run back to the right and use your Earthquake attack to drop boulders over the hole in the ground. Double-jump onto the ropes in the next area to open the pathway, then use your Earthquake attack again to drop more boulders onto the ground. Jump across the platforms to the right and exit the area. Leap to the bottom of the cave to find a treasure, then jump up the platforms to the top of the room and head right to exit the area. Use your Wind attack to spin through the wind tunnel, then use Assimilation to acquire the Hop ability from the flower enemy. Hop up the steep slope and across the spikes.



When you reach the next flower enemy, double-jump across the gap, then use Assimilation on it from the other side of the gap to acquire the Hop ability. Now hop up the steep slope and through the exit. Grab the moogle creature, then climb up the side of the vent. Activate the console, exit the room to your left, and follow the path. Avoid the red ants (you can only kill the purple ants), free the Bincho Field, then run out the door to your left. In the next room, free the Bincho Field to your left, then use your Wind attack to dig a hole in the middle of the room. Jump across the moving platforms to reach the bottom of the room, then head right to reach the exit. Follow the path to the right, then jump into the basket for a wild roller-coaster ride! To avoid enemies during the ride, press the directional pad Right and Left (you can move twice in any direction). Beware—if you get hit four times, you have to start the ride over. Jump out of the basket and grab all the power-ups in the room. Save your game at the treasure chest, then dig a hole in the ground using your Wind attack to reach the Queen Ant boss.

CHAPTER FIVE BOSS: QUEEN ANT



The Queen Ant is a serious pain in the ass to beat. When it attacks, wait for it to reach out, then whack it in the head. Dodge the larvae it spits, and repeat this attack pattern about four or five times to expose the crystal on its tail (across the body from the head). Use your Wind attack to clear out all the poisonous air, then hit the crystal with Lumina.



The Queen Ant then blasts you with some wind of its own. Run toward its head and use your Wind attack to keep from falling off its body, then leap for safety when you see the spikes popping up. Whatever you do, avoid the Queen's claw—if it grabs you, you're finished. Continue to strike the Queen's head to expose the crystal. Strike the boss three times with Lumina to destroy it.



Chapter Six: The Sword of Luminescence

the sky ring



When you return to town, stock up on as many health items as you can, save your game at the inn, then explore the world for more hidden moogle creatures (when you find all 13, look for the Minku mother in Meandering Forest). Save your game again, talk to the farmers, then take the path by the windmill to head toward Steamwood Forest. Walk along the gray pipe to your left. At the end of the pipe, jump off, then walk along the pipe above and to the left of it to find an Earth Crest on the ground.



Use your Earth attack to crumble the mountain, then climb to the top of the cliff to find a moogle creature and a Wind Crest on the ground. Use your Wind attack (which you can do only when it's raining on Friday starting at 7:00 a.m.) to whirlwind your way up to the Sky Fortress. Stand on each of the three blocks with the Earth Crest emblems and use your Earth attack multiple times to lower them into the water. When the last block is lowered, use your Water attack to walk across the water and enter the door.



Use your Fire attack to light the three torches, then break the black column to obtain the Sky Ring. Simply hold X to charge your meter to hover over any area. Save your game at the memory box, then hover over the electric field to safely go from platform to platform. Grab the treasure along the way and exit through the door at the end of the hall.

sub boss: ben



Pick up the treasure in the next room, run through the cylinder while dodging the spikes (very important!), then use your Hover ability to glide over the holes at the end of the pipe. Run through the door at the end of the pipe to confront the dumb-ass pirate you met earlier (Leader's Force Ben).



Ben begins his attack by tossing bombs at you while hovering in the air. When he's out of bombs, he'll land on the ground. Beat him down with Lumina, but watch out for his weapon attacks. Double-jump over his weapon strikes, then while in the air, tap Δ to hit him with a combo. Repeat the combo to defeat him, then walk through the gray door and save your game.



You're now in a huge maze of doors that you must navigate through without making a mistake—select the wrong door, and you'll have to start the puzzle over. In the first room, wait for a flash, then exit out the door you just entered. After falling, run to the right and choose the door with the Earth Crest on it. In the next room, use your Earth attack on the yellow-and-black box on the ground to trigger a walkway to the right. Run to the right, double-jump up the platforms, and use your Earth attack four times on the yellow-and-black box by the wall. Run to the right and enter the door with the circle on it.



Use your Hover ability to fly over the spikes to the right. Continue right, hover over the next set of spikes, then fall down the opening and enter the door with the "D" inscribed on it. Swing your way up the pipes sticking out the side of the wall, and make

your way to the platform in the top-right part of the room. Choose the door with the Fire Crest on it. In the next room, light the two posts with your Fire attack, then use the elevating block to double-jump onto the platform to the top-left corner of the room. Exit through the door with the Wind Crest on it. In the next room, use your Water attack to extinguish the four flames. Drop down the opening, then use your Water attack to run to the right. Enter the door with the Wind Crest on it.



Don't be fooled when you enter the next room—you didn't start over. Simply choose the door to the left. Use your Wind attack to run to the left in this room—but don't let the wind force you off the platform or you'll have to start this whole crazed maze over! In the next room, switch your sword to Sky, and run to the edge of the pit on the left while charging your meter. Jump off the edge, activate the Hover ability, and fly over the spikes to the right. Fly over the next set of spikes and across the water, then enter the door to the left to battle the next big boss, Ed.

sub boss: ed



Ed is probably the easiest boss you'll face in this chapter. Run circles around him to avoid his laser attack, or deflect his shot with your Water attack, then hit him with your □, △ combo when he drops his guard. Double-jump away from his exploding balls, strike him with Lumina on your way down, then get ready for his laser-attack phase to begin again. Keep using the same attack strategy to defeat Ed. Step on the platform to save your game.



Run straight ahead past the enemies and statues (you can destroy the statues for power-ups) until you reach the security gate. Smash the gate with your sword while avoiding the laser beams and make your way to the next area. Run to the right to reach the next gate. Smash it, then walk straight ahead to enter a maze. The maze is simple to navigate through and contains various power-ups and treasure—make sure you explore every available path.



After exiting the maze, destroy the statues in the next area to uncover hidden power-ups, then break through the security gates to reach a rock wall you can climb. Avoid the laser beams by jumping from side to side, then quickly climb to the top. Destroy the four laser guns on the cliff, then strike the fountain with Lumina. The fountain turns into an elevator that raises two enemies to the surface. Destroy them, then hop on the elevator and travel into the core of the mountain. Once in the core, run straight ahead, then use the Hover ability to fly over the areas with the three narrow bridges. Bust through the steel doors, then break open all the green machines and computers in the next room to find various power-ups and hidden enemies.



Run up the ramp, destroy the enemy robots, and break through the second steel door to reach the next area. Run

up the ramps to the left, then use your Fire attack to blast the black panel on the circular object shooting lasers at you. After it blows up, run to the left and ride the moving platform up to the next level to find a third steel door. Break through it and destroy the robots in the next room to encounter Topo, the mouse enemy who impersonated the princess earlier.

sub boss: topo



Instead of fighting Topo, you must defeat her in a dance contest. These jiggy moves will lead you to victory:

During the first song, tap □, △, ○, ×, □, △, ×, ○, □, △, ○, ×, □, △, ○, ×, □.

During the second song, tap ×, ○, △, □, ×, ○, △, ○, ×, ○, △, □, ×, ×, ○, ○, □.

During the third song, tap ×, △, ○, □, ×, △, ○, ×, ×, △, ○, □, ×, ×, △, △, □.

After beating her, jump on the blue circular area to go to the next level. Grab the treasure, run through the doorway, and save your game.

sub boss: tower of death



Run up the spiral walkway and into the yellow beam at the top. You'll automatically begin to hover (hold × to elevate higher and release × to descend). You must fly around and find the blue eyes hidden on the tower. When you find one, strike it with Lumina. After avoiding the electric walls and beams, locate the next blue eye. Strike it with Lumina. After repeating this a few more times, the tower's eyes will open up and attempt to blast you with an energy

beam that reverses all of Musashi's controls if he's hit. Dodge the open eyes by hiding next to one that's shut to avoid taking damage. Hit the remaining blue eyes to defeat the tower. Grab the blue ball on the ground, then stand on the Sky Crest.

CHAPTER SIX BOSS: DARK LUMINA



After a surprising story sequence, get ready to run. Go quickly to the left, double-jumping up the path to move faster while avoiding Dark Lumina's attacks from behind. After reaching the center, another smack-talk session begins. When it ends, run as fast as you can along the path. Double-jump across the small platforms to reach the top of the tower. Here you'll battle an enraged Dark Lumina. Stand to the right of the monster and wait for it to try to burn you with its various flame attacks. After dodging its fire, strike the gem on its forehead with Lumina. You can also use your Hover ability or double-jumps to fly into the air and whack the gem as Dark Lumina takes a swipe at you.



Don't get too pleased with yourself—Dark Lumina returns for a final showdown. During this last battle, Dark Lumina changes colors. When he turns white, charge your meter and tap □ to throw your sword (just like you were trying to Assimilate an ability). When the sword connects, rapidly tap □ to turn him into a ball. Strike the ball with Lumina to severely damage the boss. Repeat this sequence several times to win the game and restore peace to Thirstquencher.

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Drac's Back in

Castlevania

Dracula haunts the Nintendo 64 in the latest Castlevania game! In our ProStrategy Guide, we take Reinhardt from the Villa's Hedgemaze to the Castle Keep—for the final showdown with Dracula. *By Major Mike*

BASICS

Vampire-Killing Skills

Here are some important techniques every vampire killer should know:

Climb



To climb up a ledge, stand underneath it and press and hold Jump. When you grab the ledge, keep holding Jump, then hold Up on the analog stick.

The Sword



Although it appears to be a flimsy weapon, Reinhardt's short sword is very effective for in-close fighting. It's also handy for killing pesky bats that latch on to you.

Important Items

Sun and Moon Cards



Sun and Moon Cards aren't used only to open doors; they can also help you during boss battles. For an easier fight against a boss, use the Sun Card to fight during daylight hours.

Whip It



In addition to buying items from Renon, the demon shopkeeper, you can find various collectibles scattered throughout the levels. Also be sure to whip torches hanging from the walls.

Special Jewels



Reinhardt and Claire each have two Special Jewels to collect during their quests. These gems unlock secrets that are revealed after you finish the game. After you defeat Dracula and the final credits roll, you'll be asked to save the game data. For Reinhardt, Special Jewel 1 unlocks the Hard difficulty setting; Special Jewel 2 lets you play as Reinhardt in the "traditional" Belmont attire. To access this alternate costume, start a new game with the data you saved, highlight Reinhardt at the Select screen, press and hold Up on the analog stick, and press A.

KEY ITEMS

The following key lists the most important items located on the level maps.

- C = Contract
- CA = Cure Ampoule
- MC = Moon Card
- P = Purifying
- PU = Power-Up
- RB = Roast Beef
- RC = Roast Chicken
- SC = Sun Card
- SJ = Special Jewel
- WJ = White Jewel (Save Game)



STAGE 3: Villa

The Hedgemaze



You enter the maze at (1). However, before you start the race through the Hedgemaze, pay a visit to Frankenstein (2). Whip him repeatedly until he falls to the ground and leaves you a Roast Chicken. After a few seconds, he gets up; whip him down again and repeat the cycle until you max out your Roast Chicken supply.



Exit the maze, then re-enter and go to (3) where you meet Malus, an important character who you see again later in the game.



Get ready to move. Remember the two dog statues flanking the Hedgemaze entrance? Now they're alive! The dogs can outrun you, and their paralyzing bite will hold you still until Frankenstein gives you a nasty swipe with his chainsaw. You can't kill the dogs, but you can slow them down with a snap of your whip. Listen for the dogs' approach while you run, then turn and whip them.



Use the dotted red line on the map as a reference for this next part. After you go through the door at (4), stop

at (5) and wait for the dogs to approach. Whip them down and continue along the escape route. The finish line for this race is at (6) where Malus can escape from the maze. Once Malus is safe, go toward (8) and on the way, get the Copper Key from the recess near the end of the passage (7). Go through the door at the end of the passageway (8). You are now back in the Villa.

The Villa



From the Villa's lobby, head out to the fountain. A small pedestal rises in front of the fountain at midnight and lowers at 1:00 a.m. Use the pedestal to jump to the fountain.

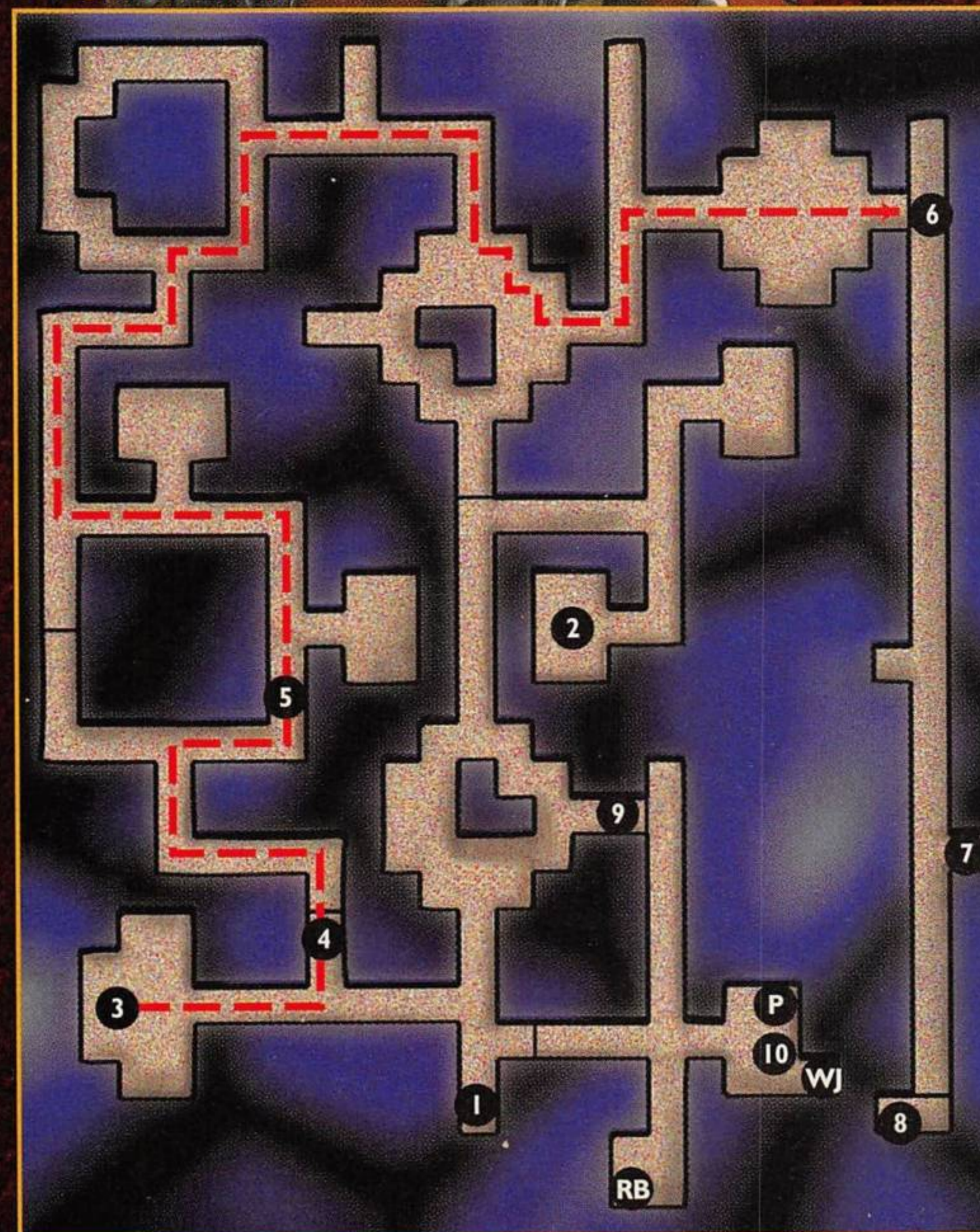


Climb to the top of the fountain and collect the items. You can also whip the big chandelier in the Villa's lobby for items. Now return to the Hedgemaze entrance (1).



Once back inside the maze, whip the two dogs that approach you head-on, then go to the copper door (9). Use the Copper Key to open the door (10), and exit the Hedgemaze.

Hedgemaze Map



VILLA BOSS: Vampire



At the bottom of the stairs, slash the torches flanking the staircase and collect the items. Whip the other two torches in the room as well. Now walk up to the casket against the far wall to start the battle.



If the vampire chases you, turn and whip him. If you can't see the vampire onscreen, he's climbing on the ceiling. When he does this, run in a circle and look for a shadow that follows you. When the vampire drops from the ceiling, turn and snap your whip at him.



If the vampire gets close, he'll grab you and suck your blood, replenishing his health. If he bites you enough times, you'll become a vampire!



Once the vampire is defeated, you must fight a female vampire. She attacks by throwing bats at you, crawling on the floor, and turning into mist. When she becomes mist, use the camera lock-on to track her position, and whip her when she materializes.

After the battle, inspect the coffin to find a hidden path to the next stage.

STAGE 4: Tunnel

Level 1



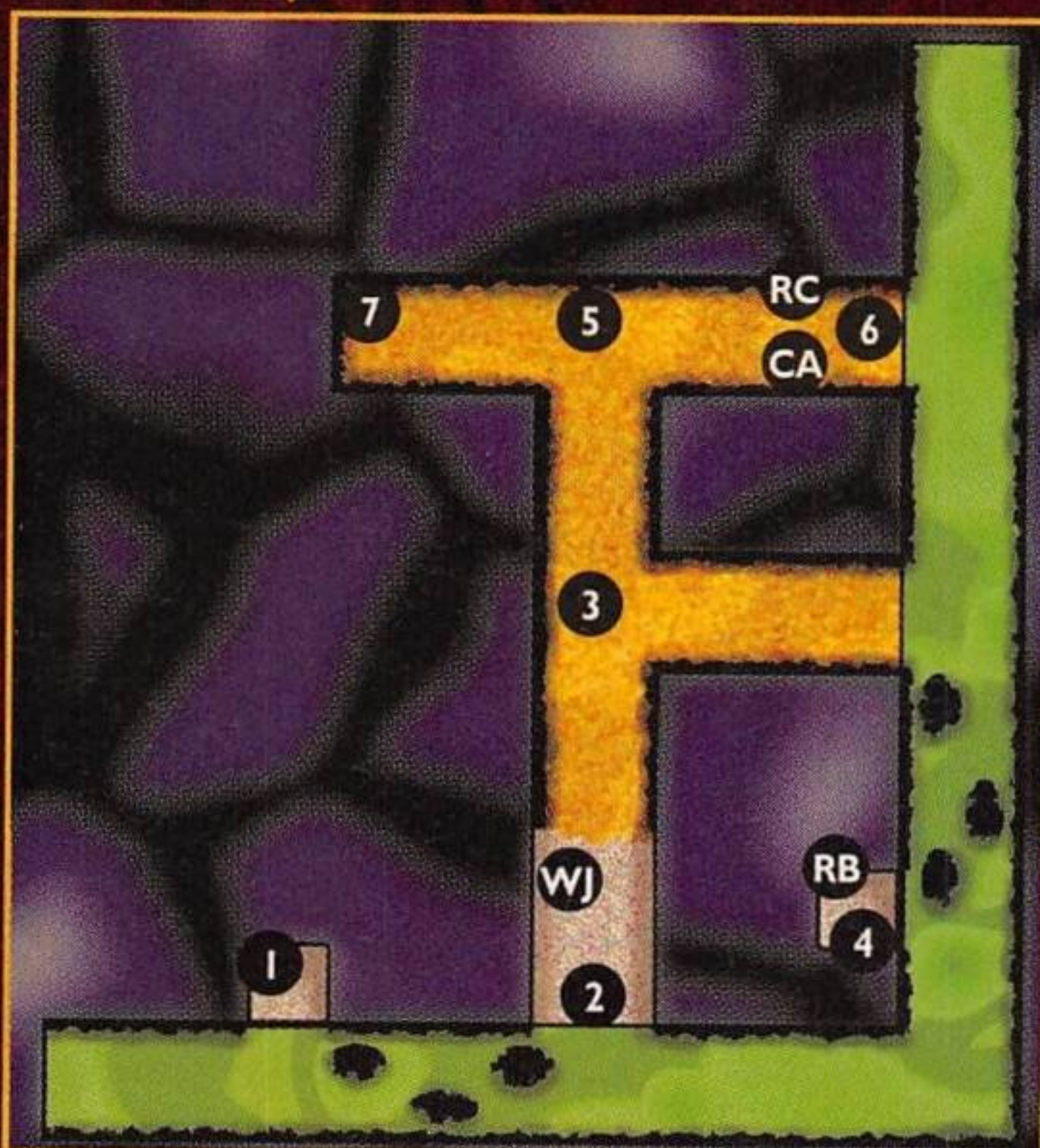
The Tunnel is divided into four levels. The first level is a simple horizontal stretch. Avoid the crusher's blades that quickly descend when you get close to them. At the end of the passage is an elevator that takes you down to Level 2 (see Level 2 Map below).

Level 2



When you get off the elevator (1), walk forward and battle the spider women. After the battle, jump the rocks until you reach the passage downstream (2). At the fork in the passage (3), turn to your right (toward the fire) and jump the rocks until you reach the recess (4). Get the items and return to the fork in the passage (3). Turn to your right and, at the next fork (5), search the two signs. Turn to your right again and go to the rock at the water's edge (6). Whip the rock and collect the items.

Level 2 Map



Turn around, go to the end of the passage (7), and take the elevator to the level above (see Level 3 Map below).

Level 3

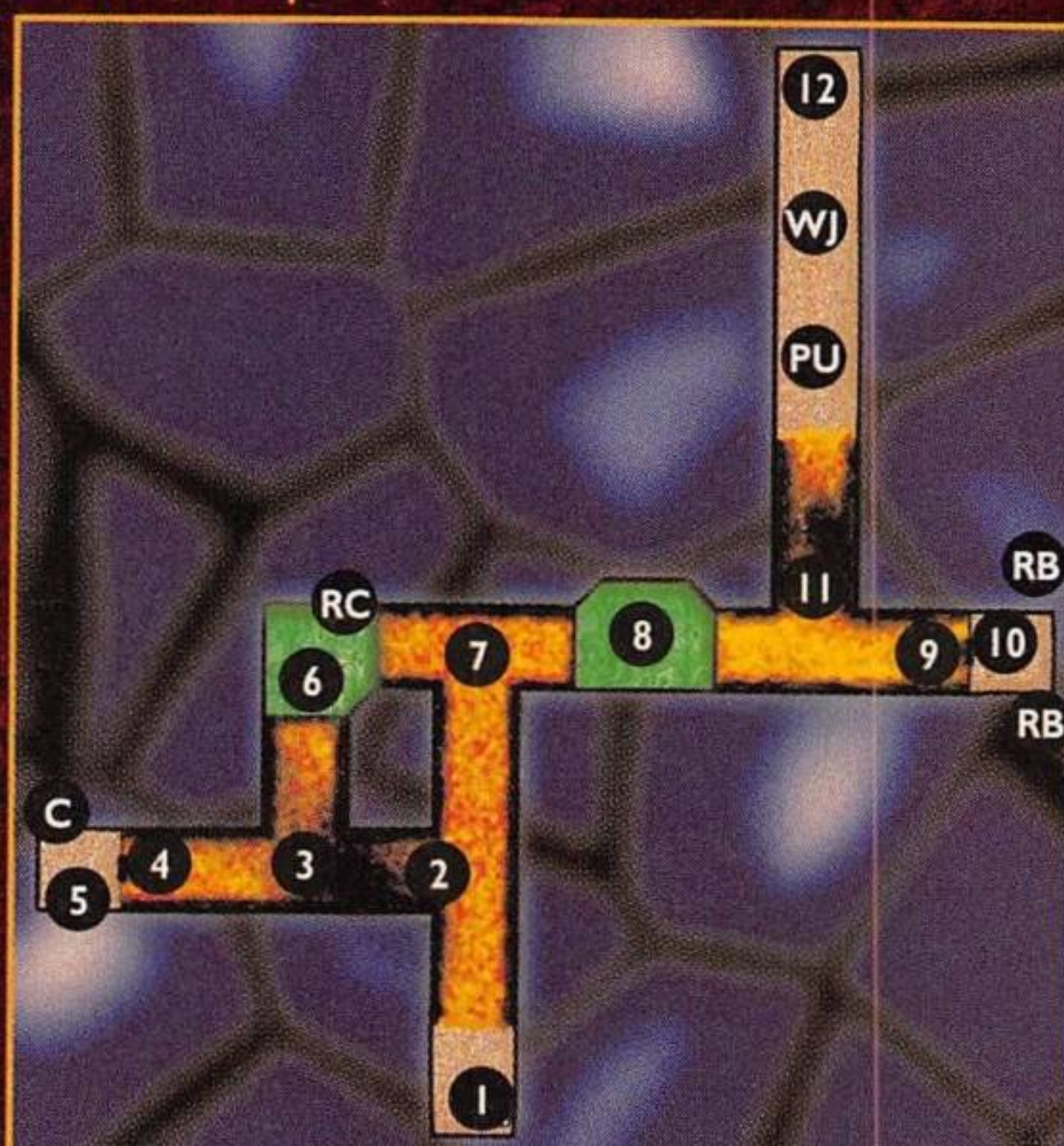


You start the level at (1). Go straight until you reach the first passage to the left (2). Go to the end of that passage; you'll see a bucket to your left (3) as you travel. Open the Moon Door (4) and use the Contract on the floor (5). Head to the pit of poison water (6) and jump across the two stones to reach the other side. On the second stone is a small rock. Whip the rock, and you'll find three Roast Chickens.



Once on the other side, go straight past the two campfires and the sign (7). Cross the poison lake (8), go straight, and open the Sun Door (9).

Level 3 Map



Collect the items from the room (10), then backtrack down the passage and turn to your right (11). Avoid the crushing blades, and get ready for bats that descend from the ceiling. At the end of the passageway is a red lift (12) with a "1" on it. To set it in motion, jump on it.



While standing on the lift, crouch near the edge next to the rail that attaches the lift to the ceiling. Whip any enemies that come into range.



Get off the red lift at the transfer point (it's the first platform) and wait for the blue lift to arrive (it has a "11" on it). Ride the blue lift until you reach the platform with a "11" on the wall above it. When the lift slows down, jump onto the platform to your right. Take the elevator to the level above (see Level 4 Map below).

Level 4



Start at (1) and cross the pool of poison water (2). When you get to the other side, you'll see a bucket and a sign (3). Turn to your left and open the Moon Door at the end of the passage (4). Collect the items inside the room (5). You could exit the level through the east passage (10), but you'd miss several useful items.



Jump over the pools of poison water (6). (It doesn't matter which pool you hop over; they lead to the same areas.) Search for the shovel on the other side of the pools (7). Behind the Moon Door (8) is a Contract and a Sun Card, and behind the Sun Door (9) is a Moon Card and a Roast Chicken. Collect all these items, then exit the level through the Sun Door at the end of the east passage (10).

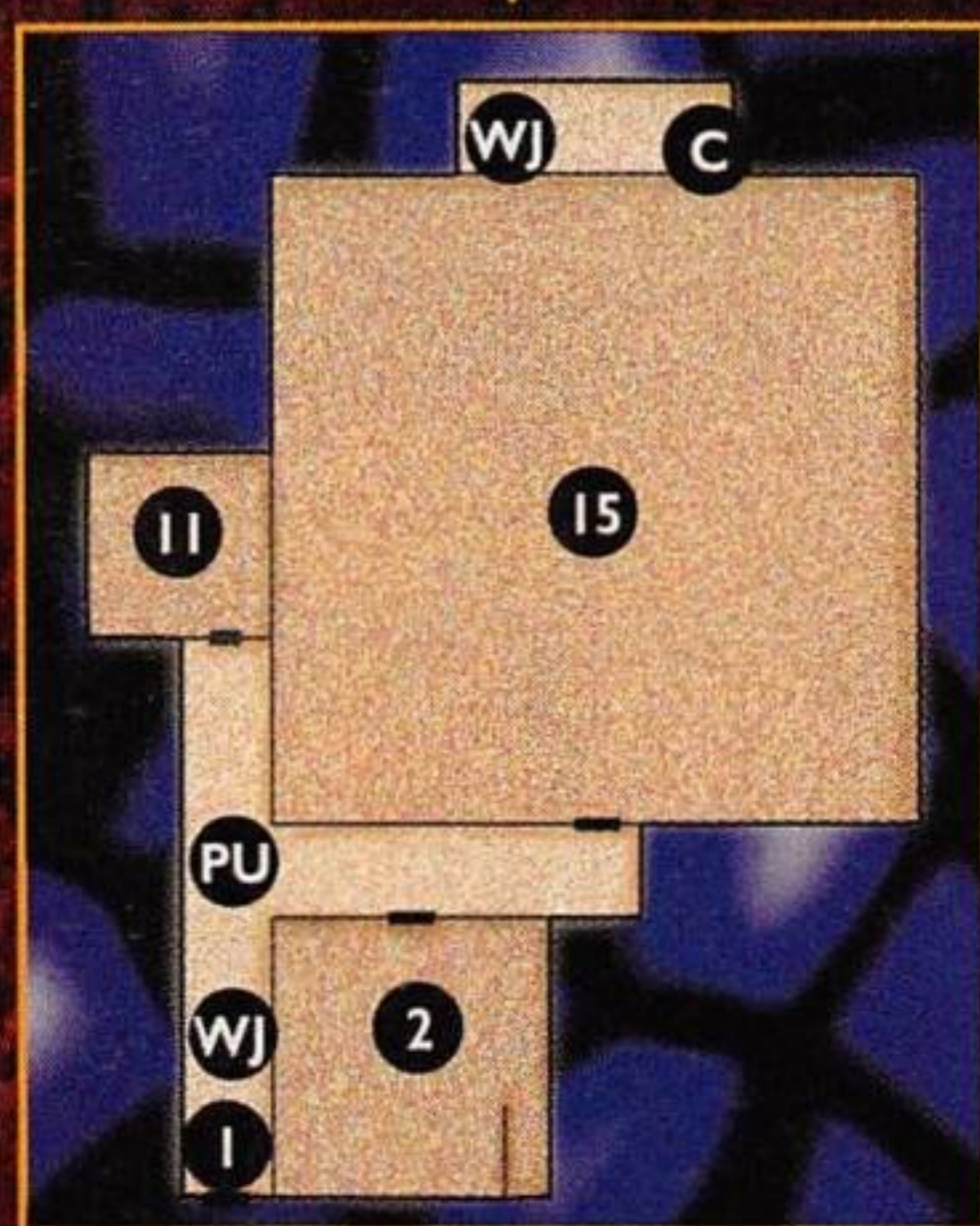
Level 4 Map



STAGE 5: Castle Center

First Floor

First Floor Map



Two motorcycle-riding skeletons are waiting for you when you enter the First Floor (1). Use your whip to snap the skeletons into roadkill, then whip the candles on the wall. Waiting in the next room (2) are three vampires—a butler, a maid, and a maiden similar to the one you battled at the end of the Villa stage.



After killing the vampires, go upstairs.

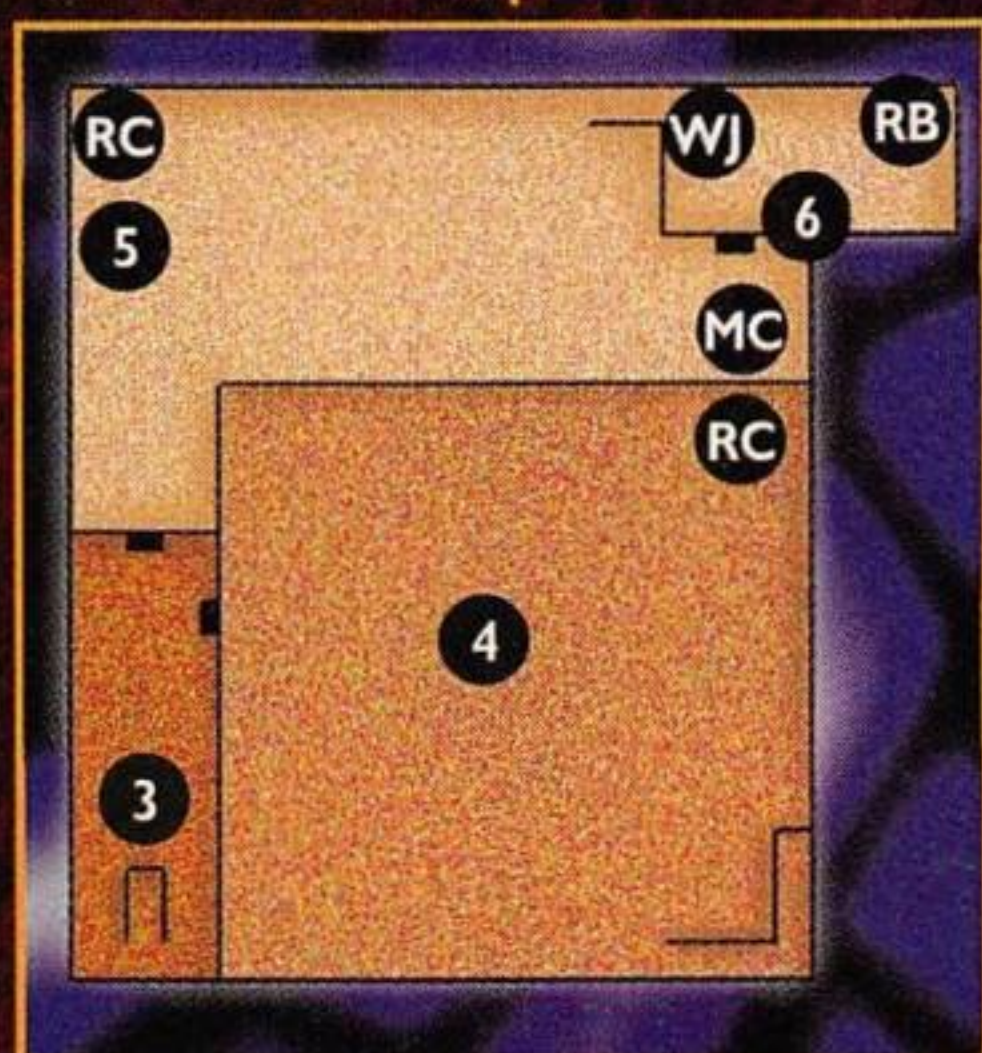
Second Floor



On the next floor, look at the statue and fight the monster that bleeds from it. He's easy to defeat: Two snaps of the whip should do the trick. Read the inscription on the statue and make a note of what it says. Go upstairs to the room above.

Third Floor

Third Floor Map



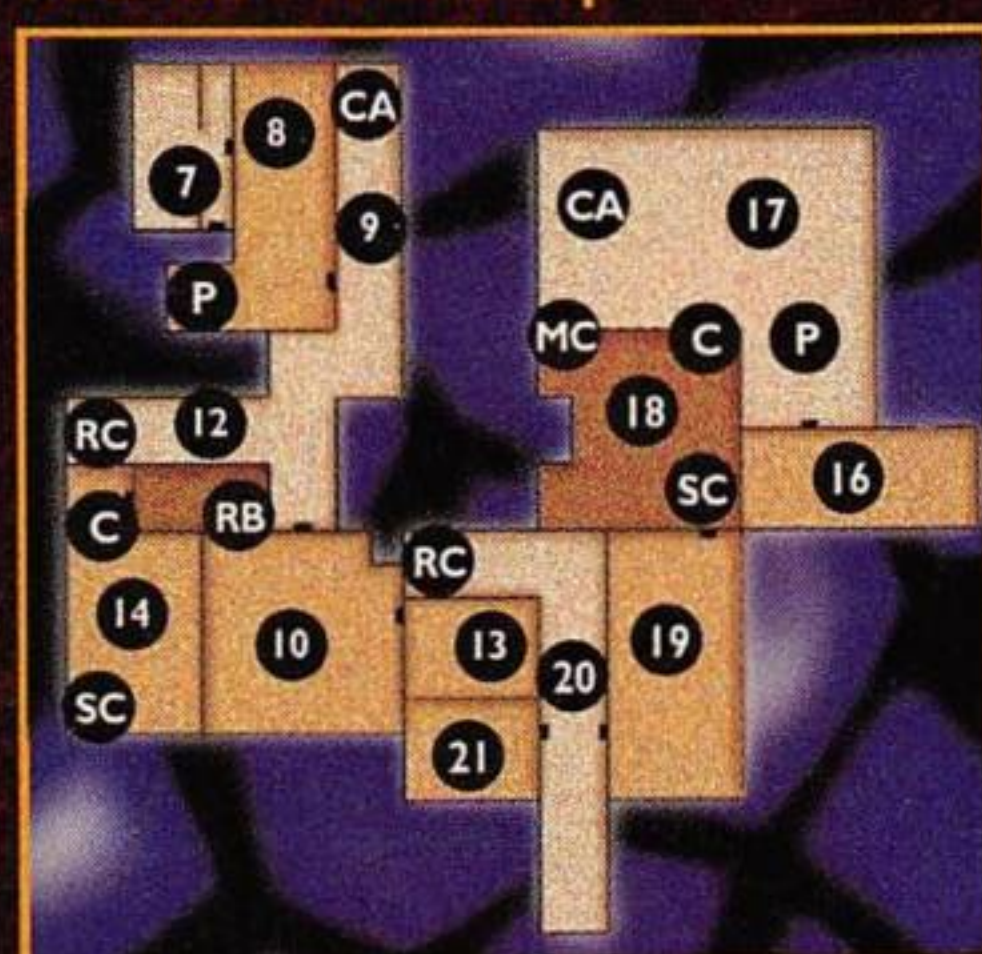
Search the statue in the corner of the entrance room (3). Enter (4), read the inscription on the angel statue, and exit the room. When you run through the next room (5), you'll be attacked by several lizard men—and you can't leave the room until they're all dead! To fight the lizard men, circle around each and attack relentlessly; if you stand still, he spits poison at you that will put you in poison status.



In the next room (6), search the statue. Go up the broken staircase.

Fourth Floor

Fourth Floor Map



Whip the two stained-glass knights that approach to your left (7). In the next room (8) are two butler vampires, and the following corridor is a narrow twisting hallway (9). Don't attack the lizard man in the big room (10). Instead, talk to the creature, and he'll give you a key to the torture chamber on the First Floor (11 on First Floor Map). Go to the torture chamber, dispatch the two vampires inside, and get the Mandragora off the shelf along the north wall. Before you leave the room, climb to the rafters and get the Roast Beef.



Return to the Fourth Floor and set the Mandragora in front of the crumbling wall (12). Enter (13), get the Nitro, and place it in front of the crumbling wall (12) next to the Mandragora. After the blast, go into the Library (14), read the angel statue's inscription and make a note of it. Climb up the bookcases to the room above. Stand on top of the pedestal and climb through the passage that opens above you.



In the next room, stand on the pedestal and climb through the passage that opens above you.



You're now in the Observatory Room. Solve the statue-arranging puzzle (you did make notes, right?). If you solve the puzzle, the seal in the arena on the First Floor (15 on First Floor Map) will dissolve.



Return to the Third Floor (4 on Third Floor Map) and climb the stairs in the corner to the floor above. Don't waste any time with the fire-breathing lizard men in this room; you can't kill them. Once up the stairs (16), kill the knight, then search the statues for items. Two maid vampires are waiting in the next room (17). In the next room (18), get the Roast Beef from on top of the zepelin suspended from the ceiling.



Spikes drop from the ceiling of the next room (19). Avoid the spikes and make it to the next room. Once in the following hallway (20), go through the door directly across from you.



Time to get some Nitro (21)! Now you have to carry the volatile liquid all the way down to the arena (15 on First Floor Map). Easy, huh? Not really, considering that you can't jump or take a hit!

STAGE 5 (continued)



The hardest part of this trip is the big room (4 on Third Floor Map) with the fire-breathing lizard men. Carefully navigate the catwalks, then quickly run through the giant wheels set in the floor.



When you arrive in the arena, set the Nitro against the crack in the wall. Return to the torture chamber (11 on First Floor Map), get some Mandragora, then return to (15 on First Floor Map) and set it next to the Nitro. After the explosion, whip the torches in the arena and collect the items. You can also destroy the crate in the far right corner for more items.



Inspect the giant crystal and release its magic.

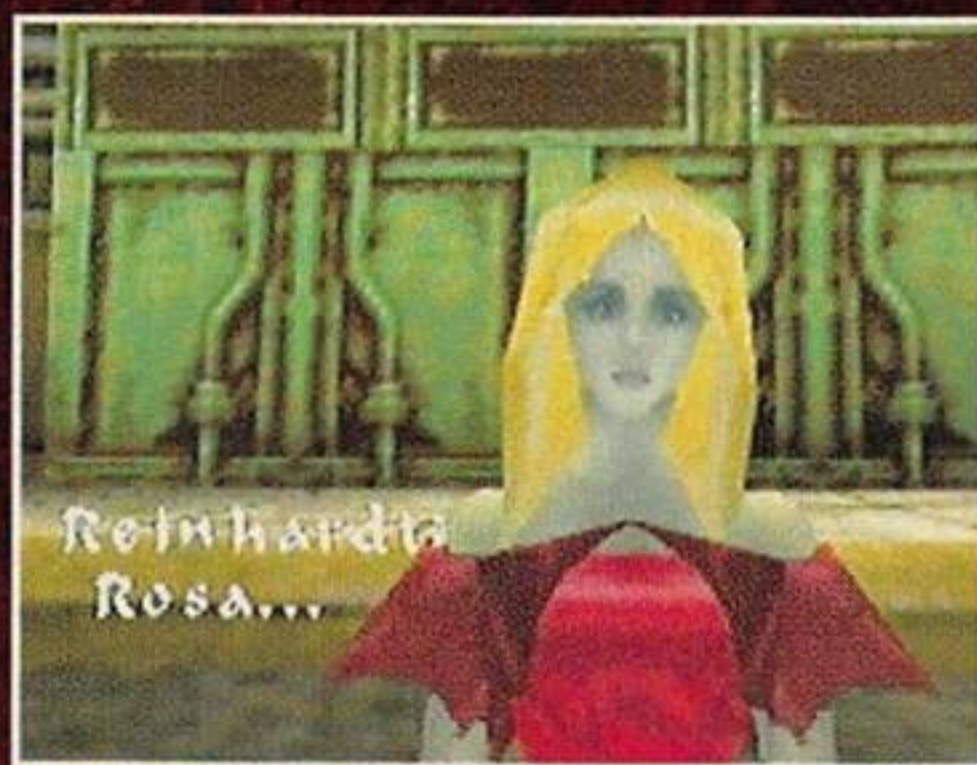
CASTLE CENTER BOSS 1: Giant Bull



Now you must fight a giant bull! The bull is easy to defeat thanks to his

attack pattern. First the bull rears up on two legs and fires a flame blast. Jump over the blast and the bull runs away, turns, and charges. Avoid the charge by jumping to the side, then whip the bull once. He'll rear up and fire another blast. Jump over the blast and whip him again. Repeat the pattern until the bull is defeated. Your prize for beating the bull? Roast Beef!

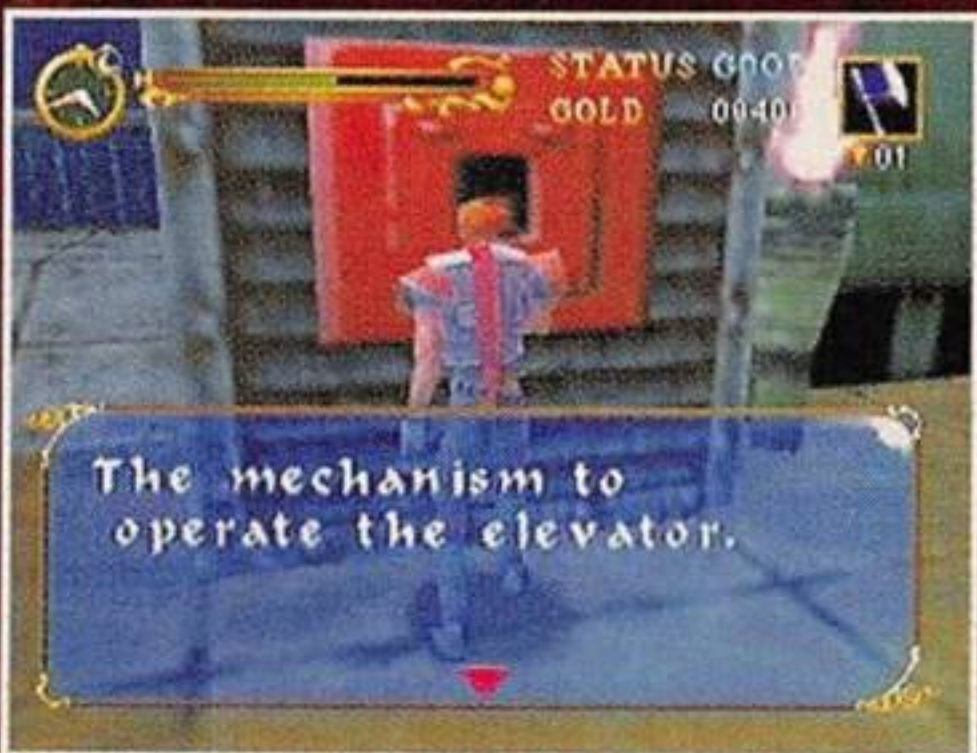
CASTLE CENTER BOSS 2: Rosa



Now you can operate the elevator on the Second Floor. However, when you enter (2 on First Floor Map), you must fight Rosa, the woman vampire you met earlier.



Get in close, whip her, then quickly retreat. Keep moving after you attack: She summons fireballs that'll finish you off if you stand still.



After you defeat Rosa, go to the elevator on the Second Floor and pull the lever. Take the elevator up and at the top, cross the bridge. Have the whip ready for the medusa heads that materialize on the bridge.

STAGE 6: Duel Tower

Duel Tower is actually 12 towers (see Duel Tower Map below). There are also four bosses to fight. You enter at (1) and your first battle is against a green golem (2).



Use hit-and-run tactics to defeat the golem, but don't dawdle; the ceiling drops slowly while you're fighting (as it does for all fights). When you kill the green golem, jump on the platforms that sprout from the wall. After the ceiling descends completely, jump on top of it and hop over to the next fight area (4).

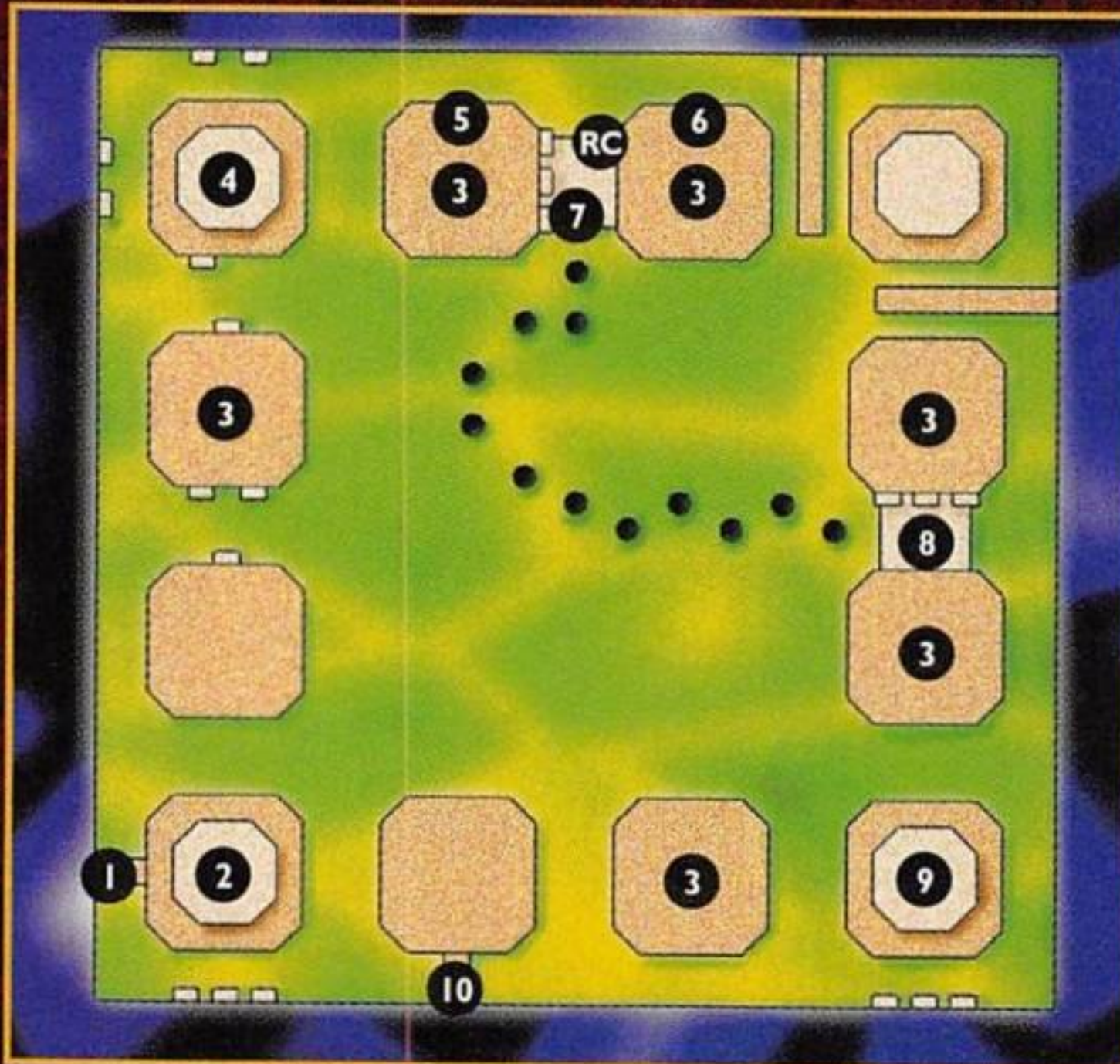


Be careful while platform-hopping because some towers are capped with rotating spikes (3).



The werewolf is your next opponent (4). He attacks just like the green

Duel Tower Map



golem, but he's much faster. Again, hit-and-run tactics are the key to winning this fight.



After the werewolf, you can take a shortcut to the last boss, skipping the third boss. Jump down the platforms between the towers (5) and (6). At the bottom (7), jump on the stones to cross the poison water. Each one sinks when you stand on it, so move fast.



At the end of the path (8), climb up the tower and jump over to your last challenge (9).



Tiger Man is your final opponent. Use hit-and-run tactics, but don't get overly careless; his long arms give him excellent range. The exit is at (10).

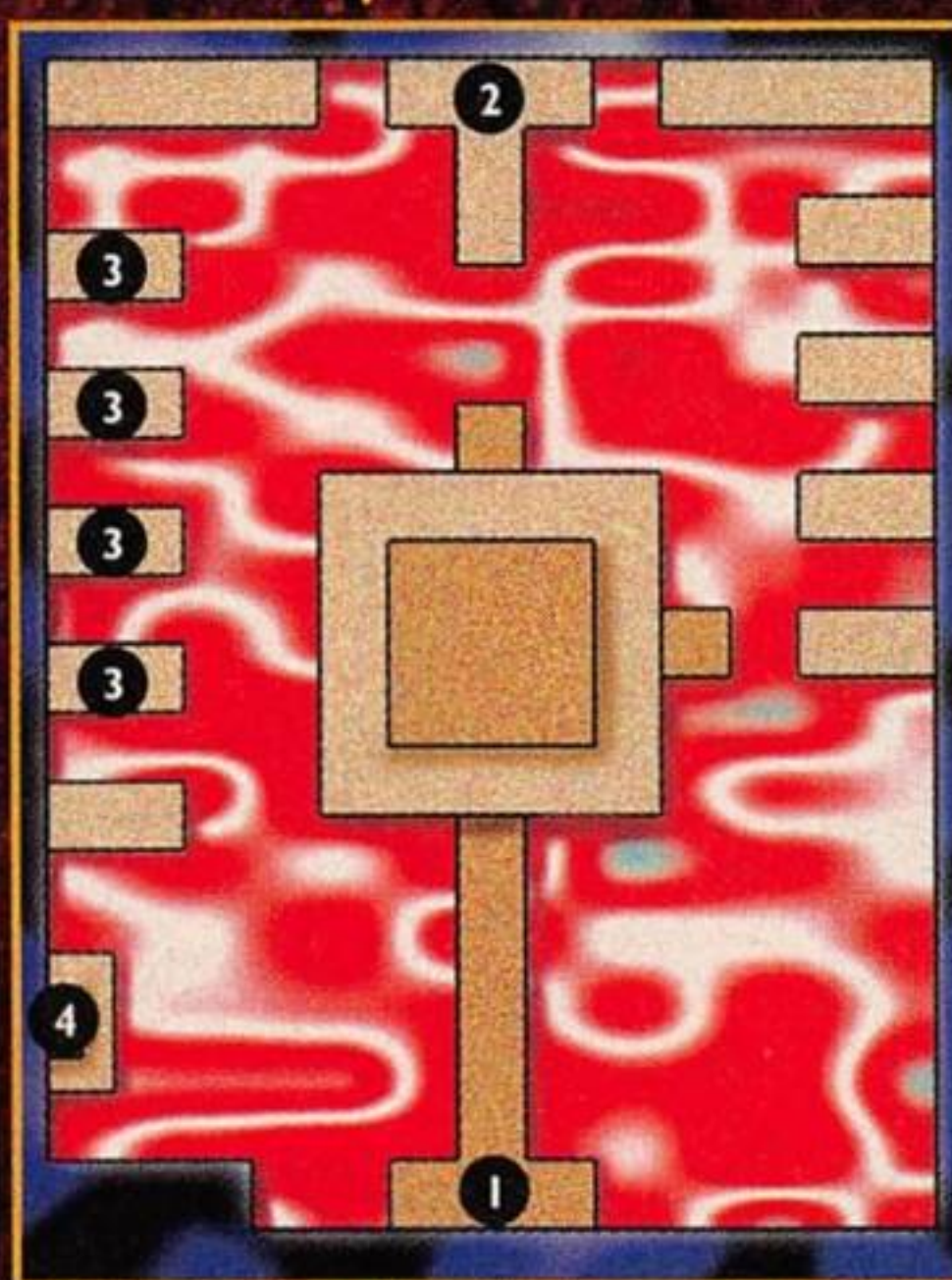


STAGE 7: Tower of Execution



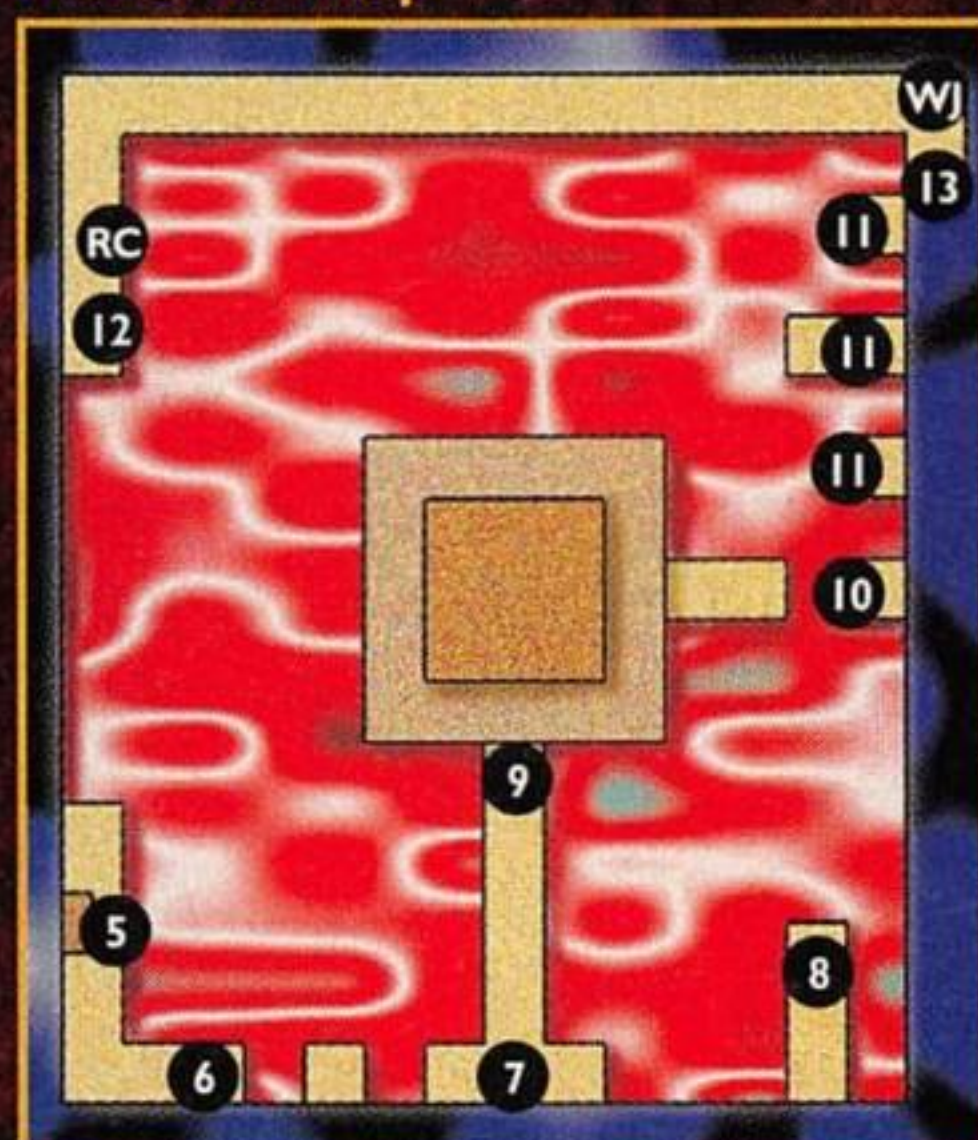
The Tower of Execution is four stories high. Four blades move vertically at all four corners of the main tower of each level, so keep an eye out for them. And, yes, falling into the lava lake below means instant death.

Level 1 Level 1 Map



You enter the level (1). This first level is a no-brainer: Simply hop around the perimeter to the exit. The biggest trouble spots are the dragon skulls (2) and the moving platforms (3). When you reach the end of the stretch of moving platforms (4), climb to the level above.

Level 2 Level 2 Map



You arrive at Level 4 (5). When you go around the corner, you'll be confronted by a new menace: fire-breathing bats (6). When you reach the platform (7), stop and look at the platform just ahead. An invisible walkway leads to it. Whip the iron maiden on the platform (8) and get the Special Jewel 2. More dragon skulls await you (9, 10).

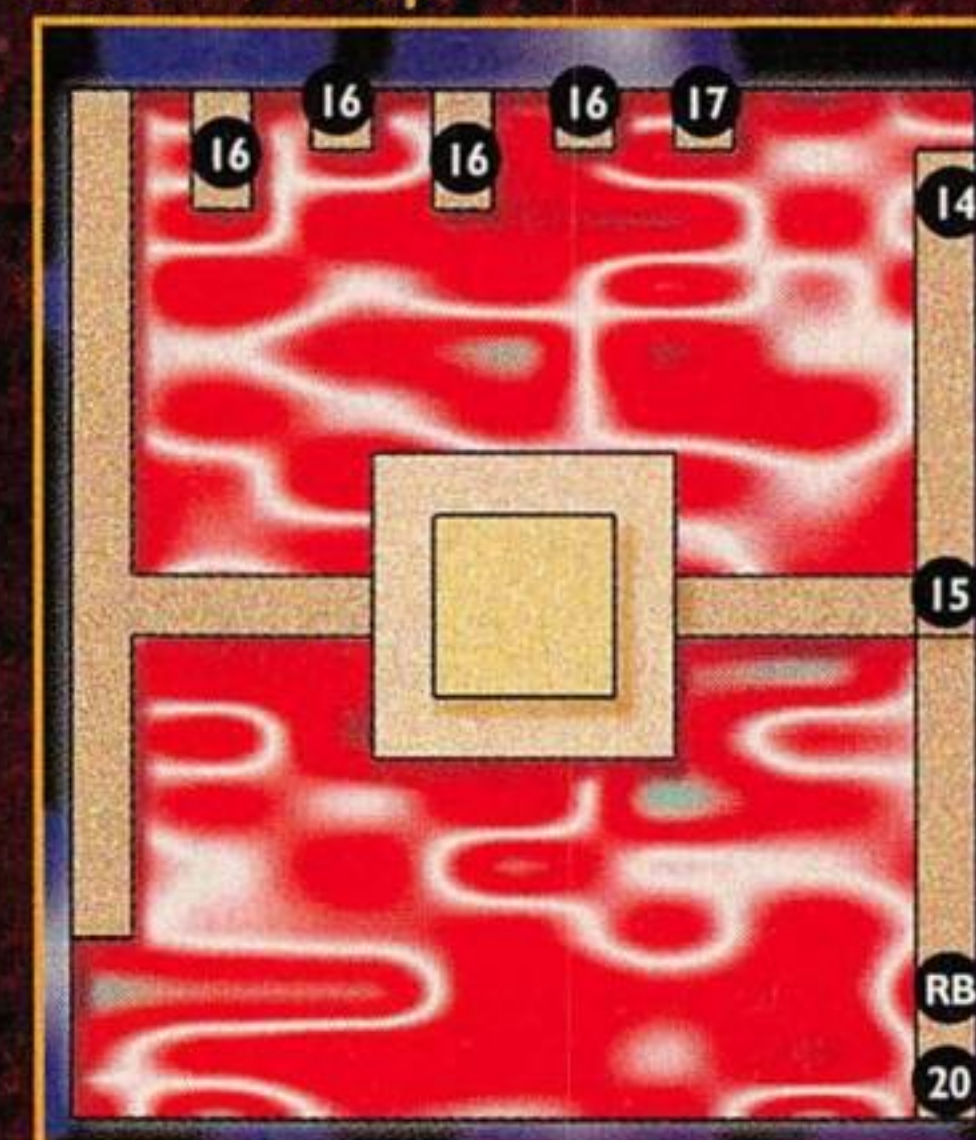


Jump across the moving platforms (11), and at the end, turn to your left and head down the long corridor. Be careful of the spike traps located at the creases in the ground in this corridor. Whip the iron maiden at the end of the corridor (12) to get the Roast Chicken.



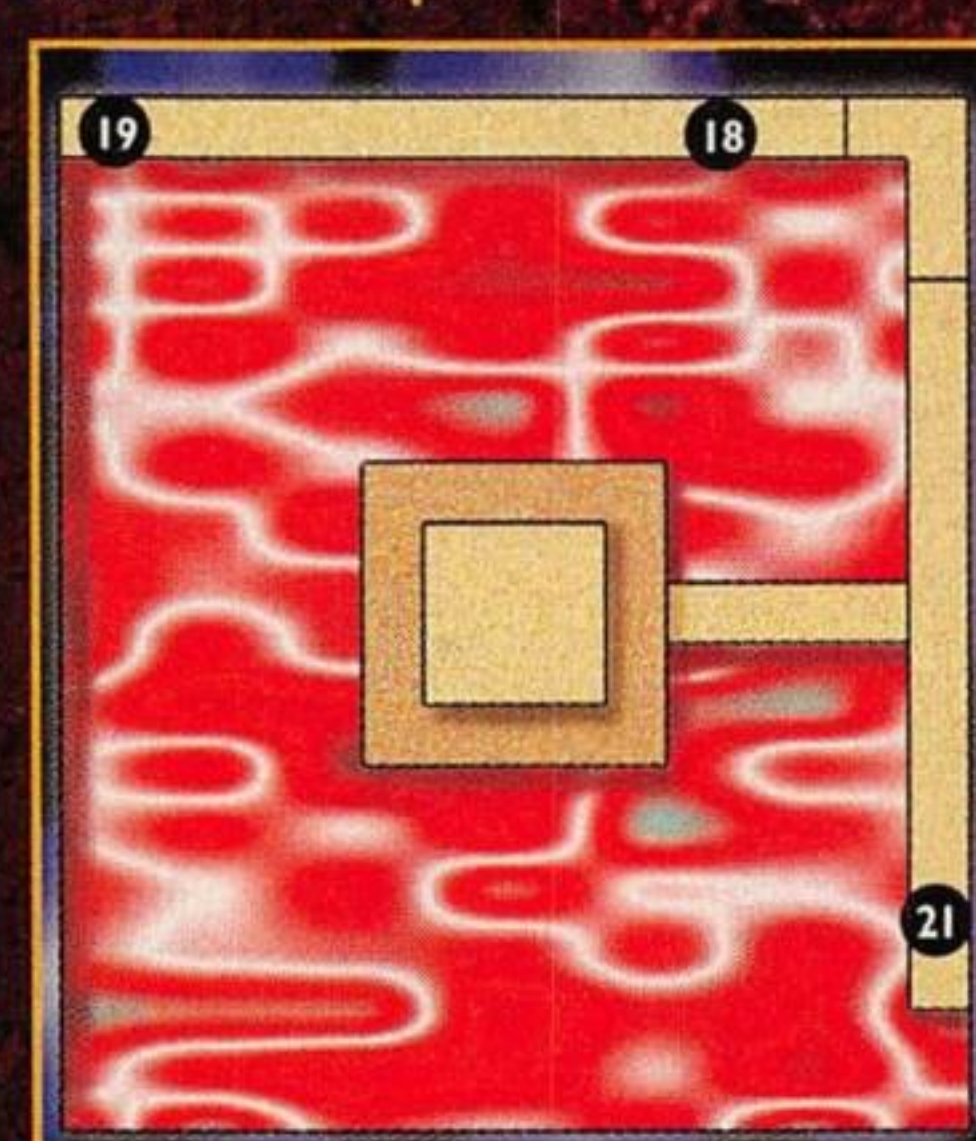
To exit the level, simply climb the platform (13).

Level 3 Level 3 Map



You enter the floor (14). Forget about the locked door directly ahead of you (15). Proceed to the moving platforms (16), jump them, and climb to the level above (17).

Level 4 Level 4 Map



Once on Level 4 (18), get the Execution Key from the iron maiden (19). Return to Level 3 and open the locked gate (15 on Level 3 Map). Get the Roast Beef from the iron maiden (20 on Level 3 Map), then return to Level 4. Exit the floor (21).

STAGE 8: Room of Clocks



Go to the golden statue and turn right. At the end of the passage, take the elevator to the roof. Time to fight the Grim Reaper!

STAGE 8 BOSS: Grim Reaper



Track Grim as he flies around the screen and whip the blades he throws at you. When Grim flies directly toward you, crouch to avoid his incoming sickle slash and whip him.



After a few snaps, Grim hovers high in the air and whips his sickle around. Start running in a circle; Grim summons a giant demon that flies across the screen from several directions. The demon's point of origin is a giant pentagram symbol that precedes his entrance.



After the demon attacks, Grim flies around the screen and throws more blades. Track his movement and whip him to defeat.



Take the elevator back down to the Room of Clocks and go through the open doorway to the left of the golden statue.

STAGE 9: Clock Tower



Climb to the top of the room. At the top, slowly walk across the spinning rod and cross over to the other side.



Climb down to the torch. Whip it, get Clocktower Key 1, then climb back to the top of the tower.



Use the key on the lock to your right.



In the next room is a White Jewel.



When you enter the next room, jump to the other side. Get Clocktower Key 2 from the recess to the right of the door. Jump to the locked door and open it with the key you just collected.



In the next room, turn to your left and whip the steel pillar. Grab the items. While still facing the now-dissolved pillar, jump off the ledge. You should land on a platform below.



Whip the torch on the platform you landed on and get Clocktower Key 3. Jump to the bottom of the tower.



Go to the right corner of the room and climb all the way to the top of the tower. Look for the door with a White Jewel next to it. Use Clocktower Key 3 on that door.



Go upstairs and through the door at the top.

STAGE 9 BOSS 1: Renon



It's too bad you can't read ancient Demonese because there's a clause in the contract that says you must fight Renon if you've purchased too many items during the game!

Renon attacks just like the Grim Reaper, except Renon uses blue fireballs (instead of flying blades), which inflict more damage. Also, as Renon gets weaker, his attacks get stronger. Make sure to collect several health items before taking him on.

STAGE 9 BOSS 2: Vincent



Go through the doors and up the stairs. Now you'll fight Vincent, the vampire hunter you met at the beginning of the game. Fortunately, Vincent isn't much of a challenge. Circle around him and stay out of his direct line of sight. If you're directly in front of him, he'll throw poison water on you that causes damage and induces poison status if you get hit. There's only one boss left: Dracula.

STAGE 10: Castle Keep

Climb the stairs and go through the double doors. There's a White Jewel to your right just inside the doors.

STAGE 10 BOSS: Dracula



Dracula's a real pain in the neck. The only way to inflict damage is by jumping and snapping the whip. Unfortunately, Dracula's a slippery bloodsucker: He teleports around the room and strikes with any one of several attacks. His most devastating attack draws you in so he can grab you and suck your blood (thus reducing your life meter and increasing his). Too many bites, and you'll revert to Vampire status. To avoid his dangerous grasp, duck as he tries to grab you. If he misses, immediately turn around and do a jump-attack.



Another Dracula attack that works to your advantage is his fireball. If you whip the fireball it could turn into a valuable health item. Ultimately, the easiest way to defeat Dracula is to move in a circle, then jump and snap your whip when he appears.



After you defeat Dracula, the nightmare should be over...but is it?



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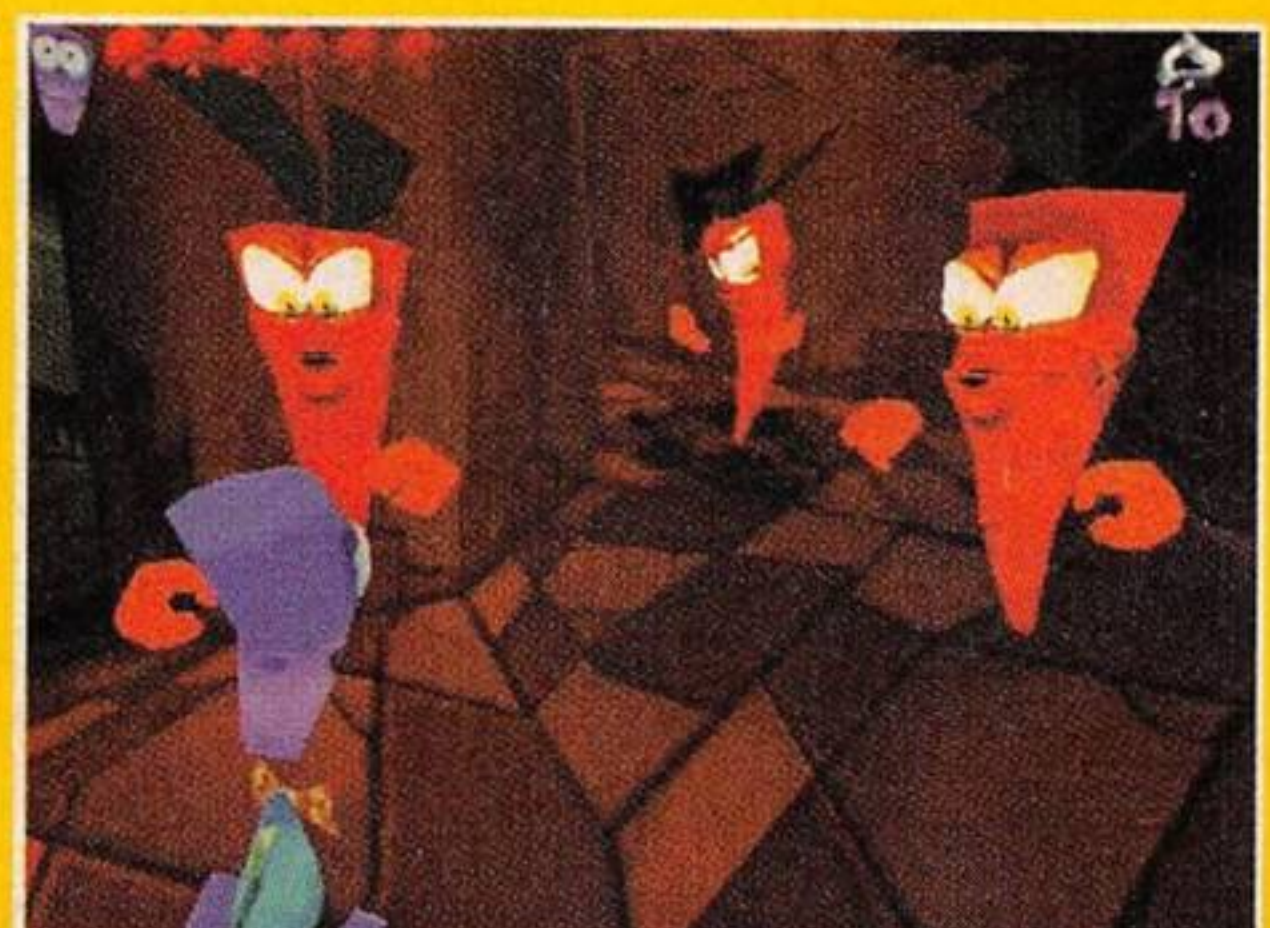
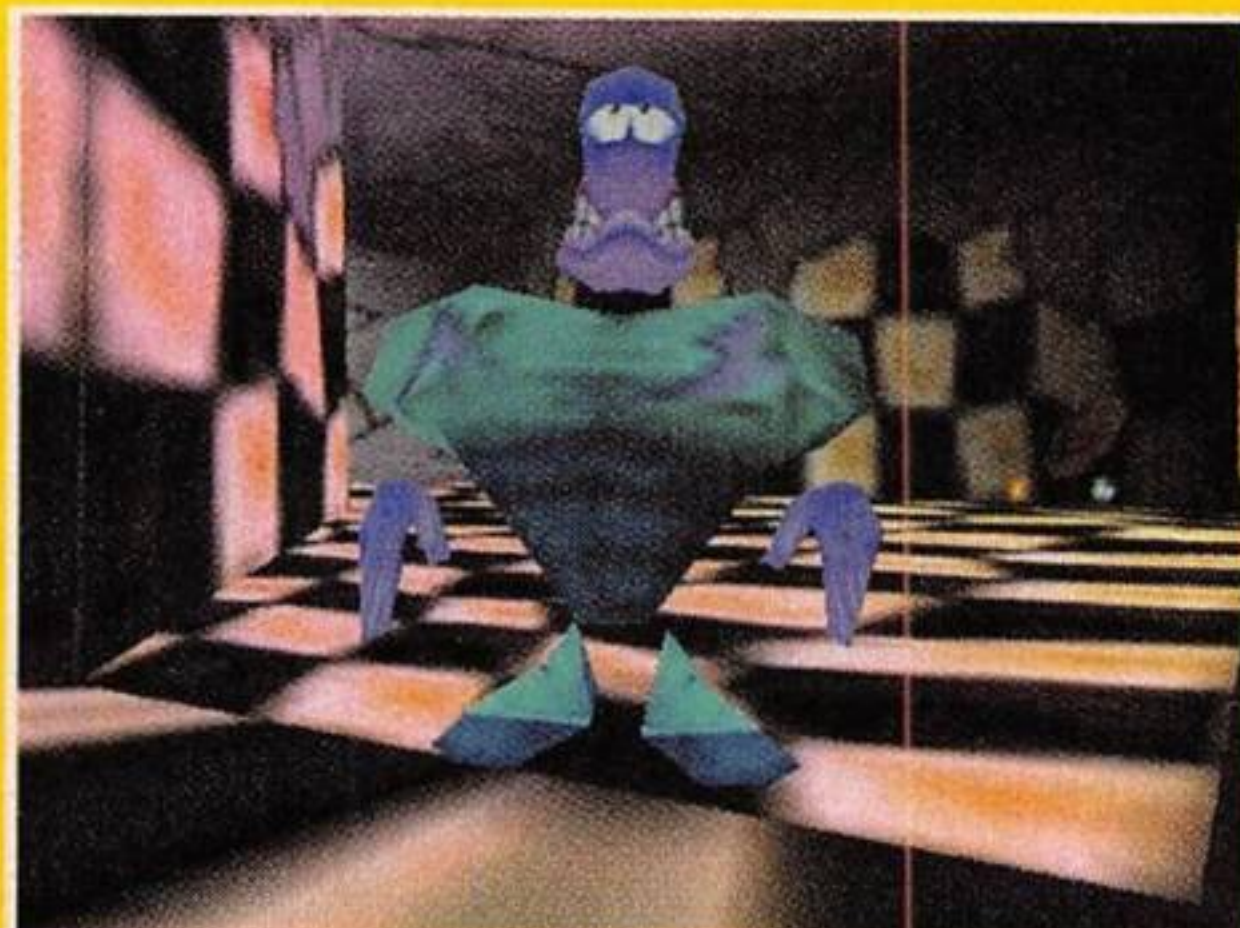
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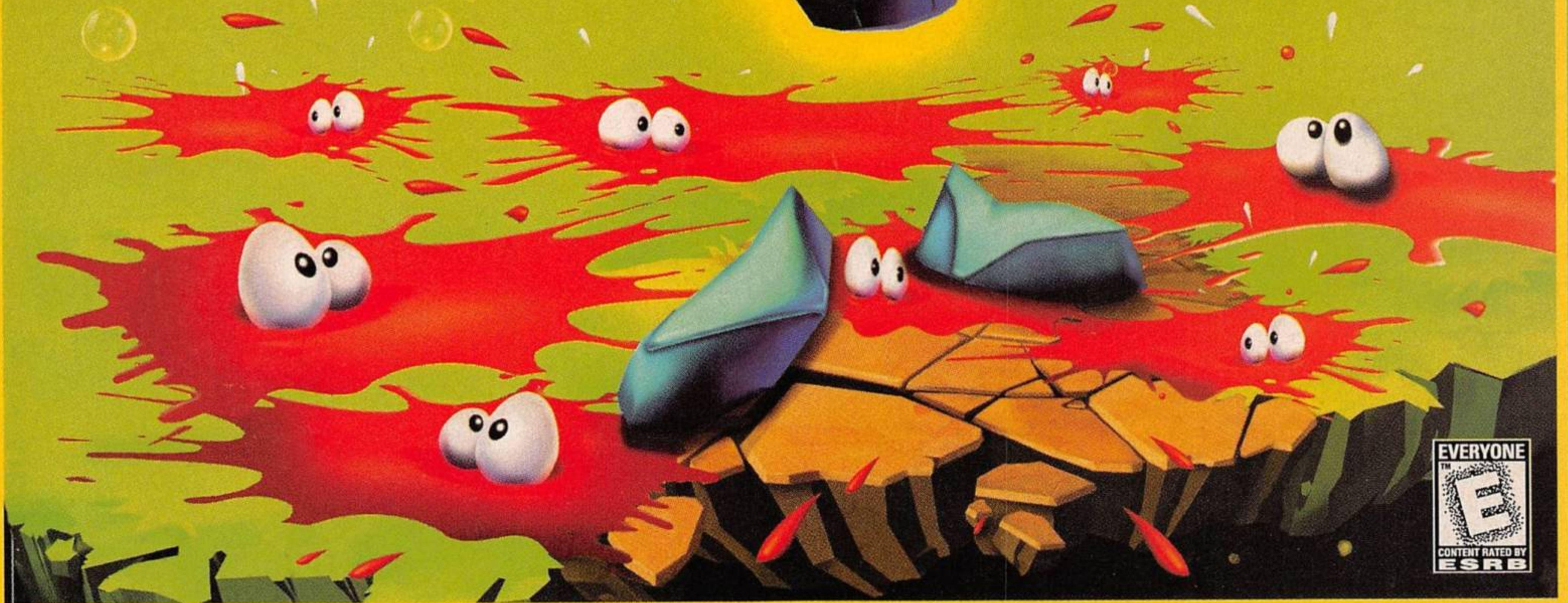
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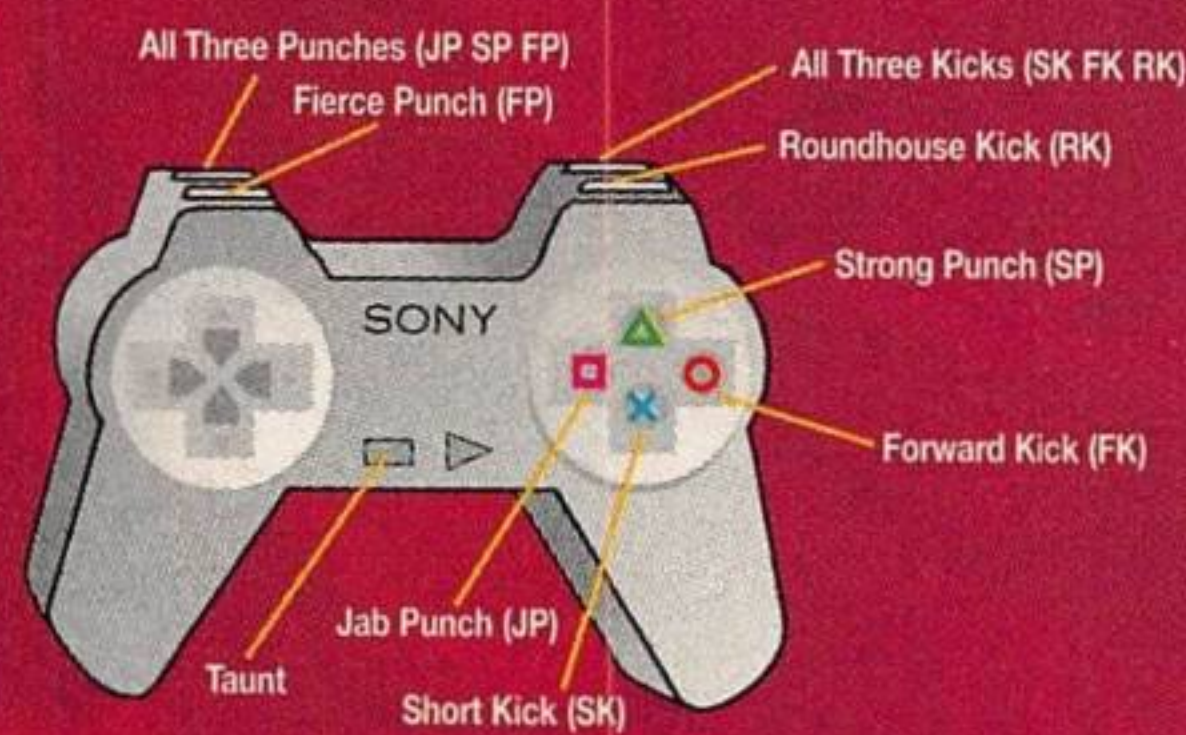
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Controller Legend



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

- K = Any Kick button
- P = Any Punch button
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- Charge = Hold the direction or button indicated for the time indicated.
- () = Execute commands in parentheses simultaneously.
- * = Designates a move that can also be performed in the air.

Basic Skills

Team Skills

Player Switch

Tap (FP RK) to change fighters during a fight.
Note: This move can only be performed in Cross Over Mode.

Sideline Attack

Tap (SP FK) to briefly call your partner onscreen to perform a special move.

Team Super Move

Motion ↓ ↘ → (FP RK) to combine powers with your partner to unleash a team super move.
Note: You can perform a team super move when your Super Bar is at Level Two or higher.

Offensive Techniques

Super Moves

As in X-Men vs. Street Fighter, each fighter has a Super Bar made up of three levels. You can increase your Super Bar by getting hit, by hitting your opponent, and by performing special moves. When the Super Bar reaches one of three levels, you can perform a super move. The Super Bar maxes out at Level Three.

Hyper Cancel Combos

The PlayStation version of Marvel Super Heroes vs. Street Fighter has a brand-new feature, the Hyper Cancel. This enables you to chain up to three super moves together for a serious high-hitting combo.

A Hyper Cancel Combo in Action: Chun-Li vs. Spider-Man



Wait until your Super Bar is at Level Three. Motion ↓ ↘ → (P P)...



...then while Spidey is being hit from the first super move, immediately motion ↓ ↘ → (K K)...



...and finally, while Spidey is taking hits from the second super move, motion → ↓ ↘ (K K).

Defense & Counter Moves

Team Counter

Motion ← ↙ ↓ (FP RK) when your opponent comes in for an attack and your character starts their blocking animation. If done correctly, your partner will briefly jump onscreen and knock your opponent flat.

Parrying

Tap (→ JP SP FP) against a relentlessly attacking opponent to deflect their attack and leave them momentarily stunned. Parrying doesn't drain your Super Bar.

Air Blocking

Hold ← while in the air to perform an air block.



Two-in-One Combos

To perform a two-in-one combo, start one move, then immediately begin your second move. If you time the combo correctly, and your opponent doesn't block your first move, you can score two hits.

A Two-in-One Combo in Action:

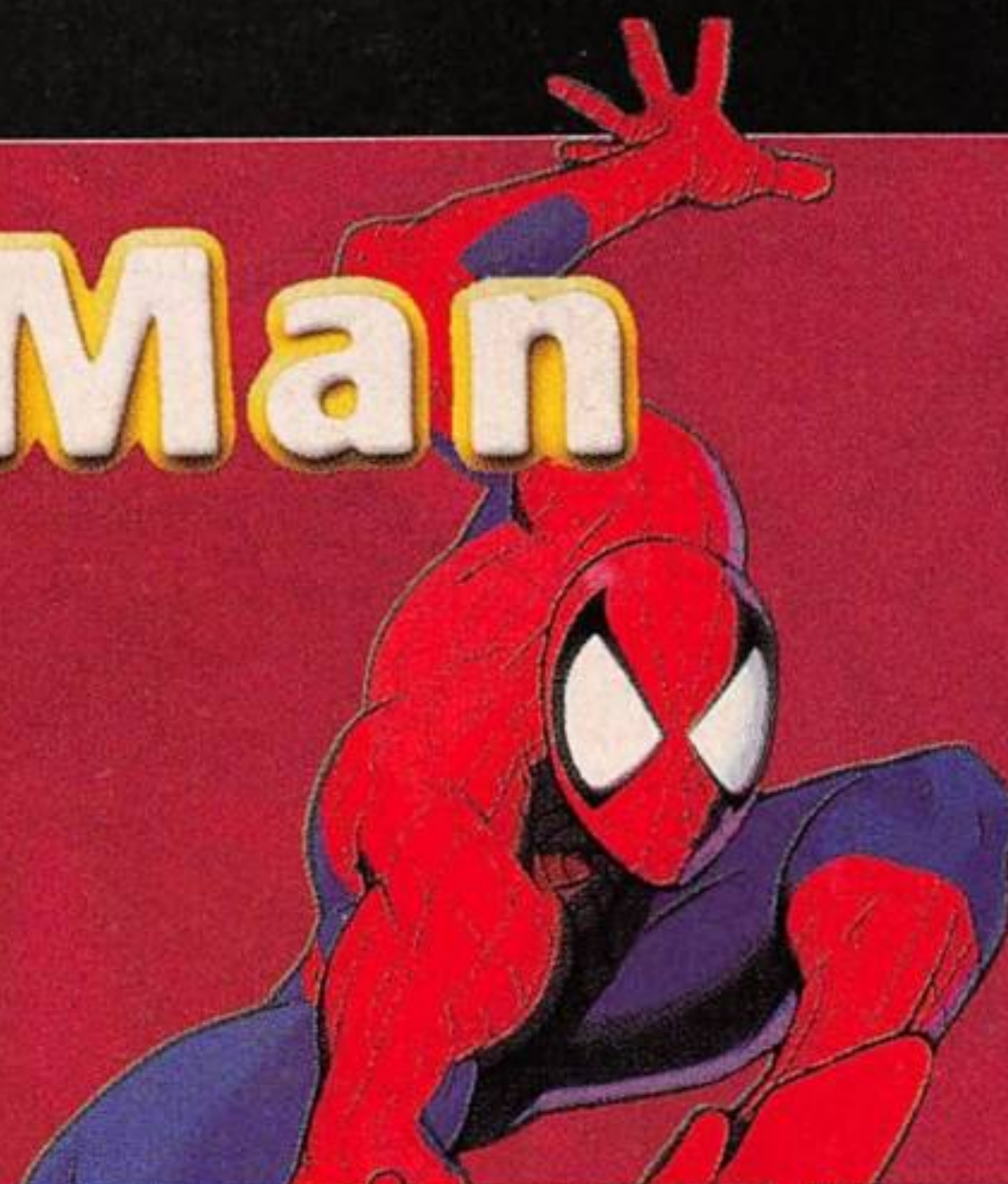


As Spider-Man, hold ↓, tap SP. As soon as Spidey starts to perform the first move, motion ↘ → P immediately to two-in-one into his second move.



Normally, to perform Spidey's Web Ball, you'd motion ↓ ↘ → P. But since you were holding ↓ from the previous move, you only have to motion ↘ → P to execute the two-in-one.

Spider-Man



Deadly Combos

Seven-Hit Jump-In



Jump in deep, tap JP



While still in the air, tap JP



While still in the air, tap SP



Tap SP



Tap (↑ SK)



Tap FK



Tap RK

Ten-Hit Crawler Assault

Note: Your Super Bar must be at Level One to perform this combo.



Tap JP



Tap JP



Tap FK



Motion ↓ ↘ → (K K) for seven hits

Three-Hit Web Throw



Tap JP



Tap SP



Motion ↓ ↘ ← SP

Special Moves

Web Ball*
Motion ↓ ↘ → P

Web Swing*
Motion ↓ ↙ ← P

Web Throw
Motion → ↘ ↓ ↙ ← P

Super Moves

Maximum Spider*
Motion ↓ ↘ → (P P)

Web Crawler Assault
Motion ↓ ↘ → (K K)

More Deadly Combos

Four-Hit Web-Swing Combo
Hold ↓, tap SK, FK, RK, motion ↓ ↙ ← SK

Four-Hit Basic-Air Combo
Tap JP, SP, (↑ SP), FP

Ryu

Special Moves

Dragon Punch
Motion → ↓ ↘ P

Fireball*
Motion ↓ ↘ → P

Hurricane Kick*
Motion ↓ ↙ ← K

Super Moves

Shinkuu Hadou-Ken*
Motion ↓ ↘ → (P P)

Shin Shoryuu-Ken
Motion → ↓ ↘ (P P)

Shinkuu Tatsumaki Senpoo-Kyaku
Motion ↓ ↙ ← (K K)

More Deadly Combos

Thirty-Four-Hit Hyper Cancel
Motion ↓ ↘ → (P P) for 11 hits, motion ↓ ↙ ← (K K) for nine hits, motion ↓ ↘ → (P P) for 14 hits
Note: Your Super Bar must be at Level Three to perform this combo.

Six-Hit Jump-In
Jump in deep, tap SP, while still in the air, tap FP, hold ↓, tap SK, hold ↓, tap FK, two-in-one, motion ↙ ← FK for two hits

Deadly Combos

Twenty-Four-Hit Air Super

Note: Your Super Bar must be at Level One to perform this combo.



Jump in deep, tap RK



Hold ↓, tap SK



Hold ↓, tap FP



Tap (↑ JP)



Tap SK



Tap SP



Tap FK



Motion ↓ ↘ → (P P) for 17 hits

Nine-Hit Air Combo



Jump in deep, tap JP



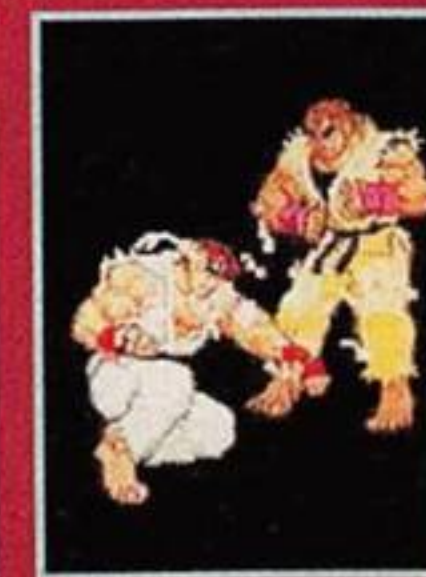
While still in the air, tap SP



Tap JP



Hold ↓, tap FP



Tap (↑ JP)



Tap SK



Tap SP



Tap FK



Tap RK



Chun-Li



Deadly Combos

Seven-Hit Air Combo



Tap RK Tap (↑ JP) Tap SK Tap SP Tap FK Tap RK, RK

Twelve-Hit Corner Trap

Note: Your Super Bar must be at Level One and your opponent must be in the corner to perform this combo.



Jump in deep, tap RK Hold →, tap JP Hold →, tap SK Hold →, tap FK, two-in-one Motion ↓ ↘ (K K) for eight hits

Twenty-Two-Hit Hyper Cancel

Note: Your Super Bar must be at Level Three to perform this combo.



Motion ↓ ↘ (P P) for five hits Motion ↓ ↘ (K K) for nine hits Motion → ↓ ↘ (K K) for eight hits

Another Deadly Combo

Four-Hit Basic

Tap JP, SK, FK, hold ↓, tap RK

Special Moves

Fireball

Motion ← ↙ ↓ ↘ → P

Flip Kick

Motion → ↘ ↓ ↙ ← K

Head Stomp

While in the air, hold ↓, tap FK

Overhead Stomp

Hold ↘, tap RK

Rapid Kicks*

Tap K rapidly

Rising Spin Kick

Motion → ↓ ↘ K

Super Moves

Hazan Tenshou-Kyaku

Motion → ↓ ↘ (K K)

Senretsu Kyaku

Motion ↓ ↘ → (K K)

Kikou-Shou

Motion ↓ ↘ → (P P)

Deadly Combos

Four-Hit Basic

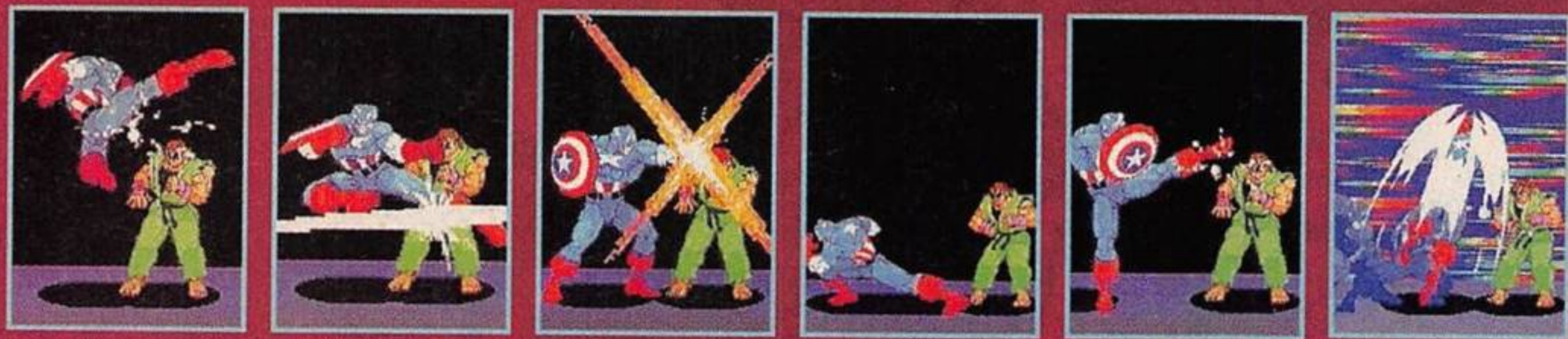
Note: Captain America must have his shield to perform this combo.



Hold ↓, tap SK Hold ↓, tap FK Hold ↓, tap RK, two-in-one Motion ↘ → JP

Fourteen-Hit Hyper Stars and Stripes

Note: Your Super Bar must be at Level One to perform this combo.



Jump in deep, tap SK While still in the air, tap FK Tap JP Hold ↓, tap SK Hold →, tap FK, two-in-one Motion ↓ ↘ (P P) for nine hits

Seven-Hit Air Combo



Hold ↓, tap SK Hold ↓, tap FP Tap (↑ JP) Tap SK Tap SP Tap FK Tap FP

Captain America

Special Moves

Shield Slash*

Motion ↓ ↘ → P

Note: Captain America must have his shield to perform this move.

Charging Star

Motion ↓ ↘ → K

Stars and Stripes

Motion → ↓ ↘ P

Cartwheel

Motion → ↘ ↓ ↙ ← P

Super Moves

Final Justice

Motion ↓ ↘ → (P P)

Hyper Charging Star

Motion ↓ ↘ → (K K)

Hyper Stars and Stripes

Motion → ↓ ↘ (P P)



Another Deadly Combo

Five-Hit Basic-Air Combo

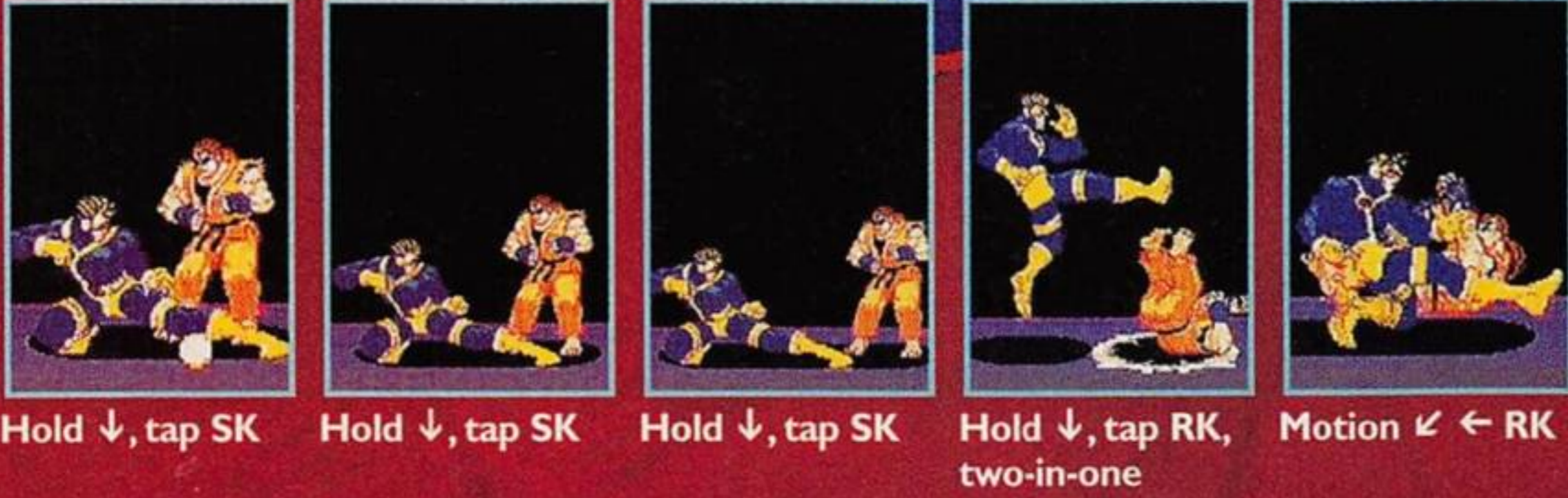
Jump in deep, tap SP, JP, hold ↓, tap FP, (↑ JP), FP

Cyclops



Deadly Combos

Five-Hit Cyclone Kick



Hold ↓, tap SK Hold ↓, tap SK Hold ↓, tap SK Hold ↓, tap RK, two-in-one Motion ↙ ← RK

Six-Hit Air Combo



Tap SP Tap (↑ JP) Tap SK Tap SP Tap FK Tap RK

Special Moves

Cyclone Kick
Motion ↓ ↙ ← K

Gene Splice
Motion → ↓ ↘ P
Note: If you connect, continue tapping P to chain the move into multiple hits.

Optic Blast*
Motion ↓ ↘ → P

Optic Sweep
Motion → ↘ ↓ ↙ ← P

Running Tackle
Charge ← two seconds, tap (→ K)

Super Moves

Mega Optic Blast
Motion ↓ ↘ → (P P)

Super Optic Blast*
Motion → ↘ ↓ (P P)

Eight-Hit Corner Trap

Note: Your opponent must be in the corner to perform this combo.



Hold →, tap JP Hold →, tap SK Hold →, tap SK, two-in-one Motion ↓ ↘ FP, rapidly tap FP for five hits

Another Deadly Combo

Six-Hit Optic Sweep

Hold →, tap JP, hold →, tap SK, hold →, tap FK, hold →, tap RK, two-in-one, motion ↘ ↓ ↙ ← JP for two hits

Deadly Combos

Thirty-Three-Hit Corner Trap

Note: Your Super Bar must be at Level Three and your opponent must be in the corner to perform this combo.



Motion ↓ ↘ → (K K) for nine hits Motion ↓ ↘ → (P P) for nine hits Motion ↓ ↙ ← (K K) for fifteen hits

Six-Hit Jump-In



Jump in deep, tap FK While still in the air, tap RK Hold ↓, tap SK Hold ↓, tap FK Tap RK Motion ↓ ↘ → FP

Seven-Hit Air Combo



Hold ↓, tap FP Tap (↑ JP) Tap SK Tap SP Tap FK Tap RK Tap FP

Dark Sakura

Hidden Character!

At the fighter-select screen, press and hold Select and put the cursor on Wolverine. While holding Select, press and hold Right so the cursor is on the Hulk. Hold Right on the directional pad for at least 10 seconds, then simultaneously press JP and FP to make Dark Sakura appear.

Super Moves

Super Fireball
Motion ↓ ↘ → (P P)

Super Hurricane Kick
Motion ↓ ↙ ← (K K)

The Beating
Motion ↓ ↘ → (K K)

Sakura Raging Demon
Tap JP, JP, →, SK, FP
Note: Your Super Bar must be at Level Three to do this move.

Special Moves

Dragon Punch
Motion → ↓ ↘ P

Fireball*
Motion ↓ ↘ → P

Hurricane Kick*
Motion ↓ ↙ ← K

Overhead Kick
Tap (→ FK)

Teleport
Motion → ↓ ↘ (JP SP RP) or (SK FK RK), or motion ← ↓ ↙ (JP SP RP) or (SK FK RK)

More Deadly Combos

Ten-Hit Basic
Hold →, tap SK, hold →, tap SP, hold →, tap RK, two-in-one, motion ↓ ↘ FP for seven hits

Thirty-Three-Hit Corner Trap
Jump in deep, tap FP, JP, JP, two-in-one, tap JP, →, SK, FP for 16 hits
Note: Your Super Bar must be at Level Three to perform this combo.



Wolverine



Special Moves

Berserker Barrage

Motion ↓ ↘ → P

Drill Claw

Tap (SP SK)

Tornado Claw

Motion → ↓ ↘ P

Super Moves

Berserker Barrage X

Motion ↓ ↘ → (P P)

Berserker Rage

Motion ↓ ↙ ← (P P)

Fatal Claw

Motion → ↓ ↘ (K K)

Weapon X

Motion → ↓ ↘ (P P)

Deadly Combos

Thirteen-Hit Berserker Barrage



Tap JP



Tap JP



Tap SK



Tap SK



Tap (↘ FP)



Motion ↓ ↘ → FP, tap FP rapidly for eight hits

Eight-Hit Air Combo



Tap JP



Tap SK



Tap RK



Tap (↑ JP)



Tap SK



Tap SP



Tap SP



Tap FK

More Deadly Combos

Seven-Hit Tornado Claw

Tap JP, SK, hold →, tap JP, hold →, tap SP, two-in-one, motion ↓ ↘ FP, tap FP rapidly for three hits

Thirty-Hit Hyper Cancel

Motion → ↓ ↘ (P P) for seven hits, motion ↓ ↘ → (P P) for 11 hits, motion → ↓ ↘ (K K) for 12 hits
Note: Your Super Bar must be at Level Three to perform this combo.

Akuma

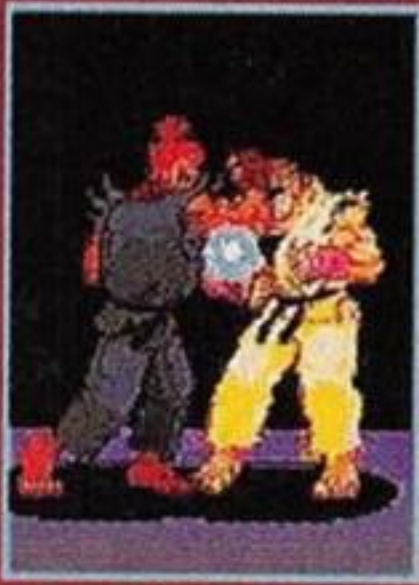


Deadly Combos

Six-Hit Air Combo



Jump in deep, tap FK



Hold ↓, tap FP



Tap (↑ JP)



Tap SK



Tap SP



Tap FK

Twenty-Hit Double Super

Note: Your Super Bar must be at Level Two to perform this combo.



Jump in deep, tap SP



While still in the air, tap FP



Hold ↓, tap SK



Hold ↓, tap FK, two-in-one



Motion ↘ → (P P) for nine hits



Motion ↓ ↙ ← (P P) for seven hits

Sixteen-Hit Super-Air Fireball

Note: Your Super Bar must be at Level One to perform this combo.



Jump in deep, tap RK



Hold ↓, tap SK



Hold ↓, tap FP



Tap (↑ JP)



Tap SK



Tap SP



Tap FK



Motion ↓ ↘ → (P P) for nine hits

Special Moves

Diving Kick

While in the air, motion ↓ ↘ → FK

Hurricane Kick*

Motion ↓ ↙ ← K

Dragon Punch

Motion → ↓ ↘ P

Teleport

Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Fireball*

Motion ↓ ↘ → P

Super Moves

Messatsu Gou-Hado

Motion ↓ ↙ ← (P P)

Tenma Gou-Zankuu

While in the air, motion ↓ ↘ → (P P)

Messatsu Gou-Shouryuu

Motion ↓ ↘ → (P P)

Shun-Goku-Satsu

Tap JP, JP, →, SK, FP
Note: your Super Bar must be at Level Three to perform this move.

Another Deadly Combo

Nineteen-Hit Raging Demon

Jump in deep, tap SP, hold ↓, tap JP, JP, two-in-one, tap JP, →, SK, FP for 16 hits
Note: Your Super Bar must be at Level Three to perform this combo.

Omega Red



Special Moves

Omega Strike

Motion ↓ ↘ → K

Carbonadium Grab*

Motion ↓ ↘ → P

Note: Tap P after the Grab to drain your opponent's life bar, or tap K to drain their Super Bar.

Super Moves

Omega Destroyer

Motion ↓ ↘ → (P P)

Carbonadium Smasher

While in the air, motion ↓ ↘ → (P P)

Deadly Combos

Six-Hit Jump-In



Jump in deep, tap SK



While still in the air, tap FK



Hold ↓, tap SK



Hold ↓, tap FK



Hold ↓, tap RK, two-in-one



Motion ↘ → SK

More Deadly Combos

Sixteen-Hit Air Super

Tap JP, SP, (↑ JP), SK, motion ↓ ↘ → (P P) for 12 hits

Note: Your Super Bar must be at Level One to perform this combo.

Twenty-Four-Hit Ultra Cheap

While in the air, motion ↓ ↘ → (P P) for eight hits, motion ↓ ↘ → (P P) for eight hits, motion ↓ ↘ → (P P) for eight hits

Note: Your Super Bar must be at Level Three to perform this combo.

Eight-Hit Air Combo



Jump in deep, tap JP



Tap JP



Tap SP



Tap (↑ JP)



Tap SK



Tap SP



Tap FK



Motion ↓ ↘ → FK

Deadly Combos

Four-Hit Basic



Hold ↓, tap JP



Hold ↓, tap SK



Hold ↓, tap FK, two-in-one



Tap (↑ RK)

Four-Hit Basic Blade



Hold ←, tap JP



Hold ←, tap SP



Hold ←, tap FP, two-in-one



Tap (→ FP)

Eight-Hit Air Combo



Jump in deep, tap RK



Hold ↓, tap SK



Hold ↓, tap FP



Tap (↑ JP)



Tap SK



Tap SP



Tap FK



Motion ↑ ↗ → RK

Hidden Character!

Shadow

At the fighter-select screen, press and hold Select and put the cursor on Chun-Li. While holding Select, press and hold Up so the cursor is on Dhalsim. Hold Up on the directional pad for at least 10 seconds, then simultaneously press JP and FP to make Shadow appear.

Special Moves

Blade Slice

While in the air, motion ↑ ↗ → K

Flash Kick

Charge ↓ two seconds, tap (↑ K)

Power Backhand

Tap (→ FP)

Sonic Boom

Charge ← two seconds, tap (→ P)

Spin Kick

Tap (→ FK) or (← FK)

Super Moves

Crossfire Blitz

Motion ↓ ↘ → (K K)

Final Mission

Charge ← two seconds, tap →, ←, (→ P P)

Note: Your Super Bar must be at Level Three to perform this move.

Somersault Justice

Motion ↓ ↙ ← (K K)

Sonic Blade

Motion ↓ ↘ → (P P)

Another Deadly Combo

Twenty-Four-Hit Hyper Cancel

Motion ↓ ↘ → (K K) for eight hits, motion ↓ ↙ ← (K K) for seven hits, motion ↓ ↘ → (P P) for nine hits

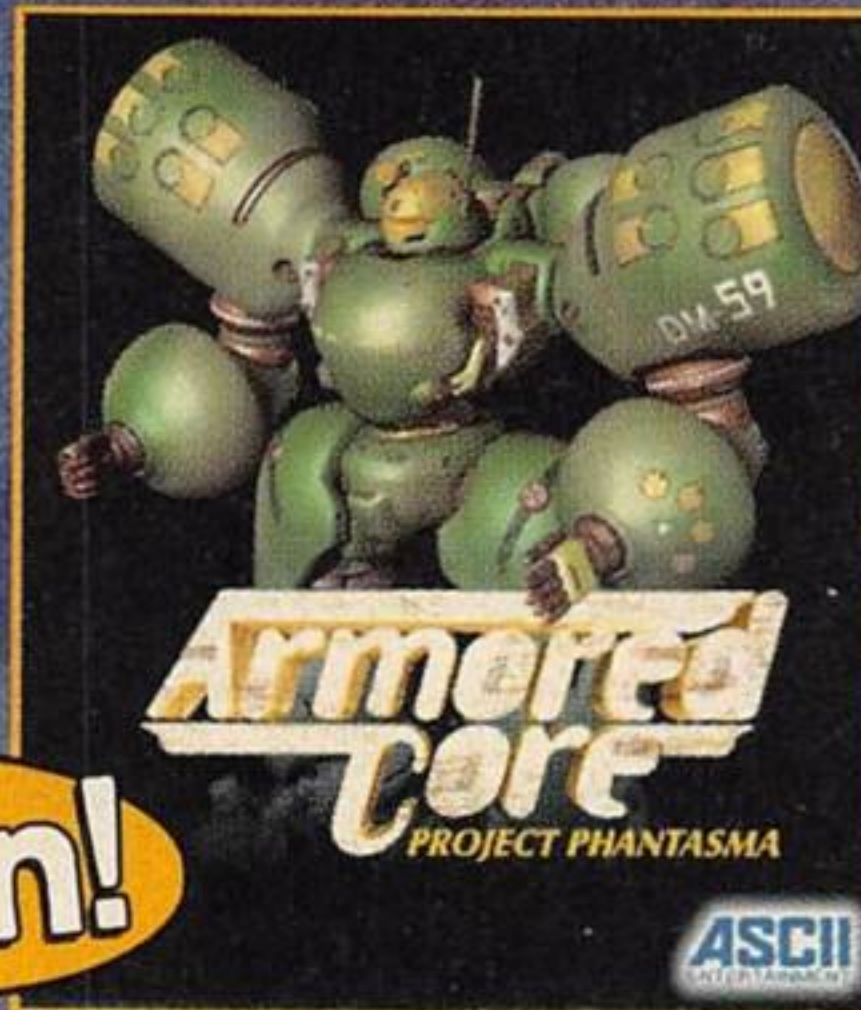
Note: Your Super Bar must be at Level Three to perform this combo.



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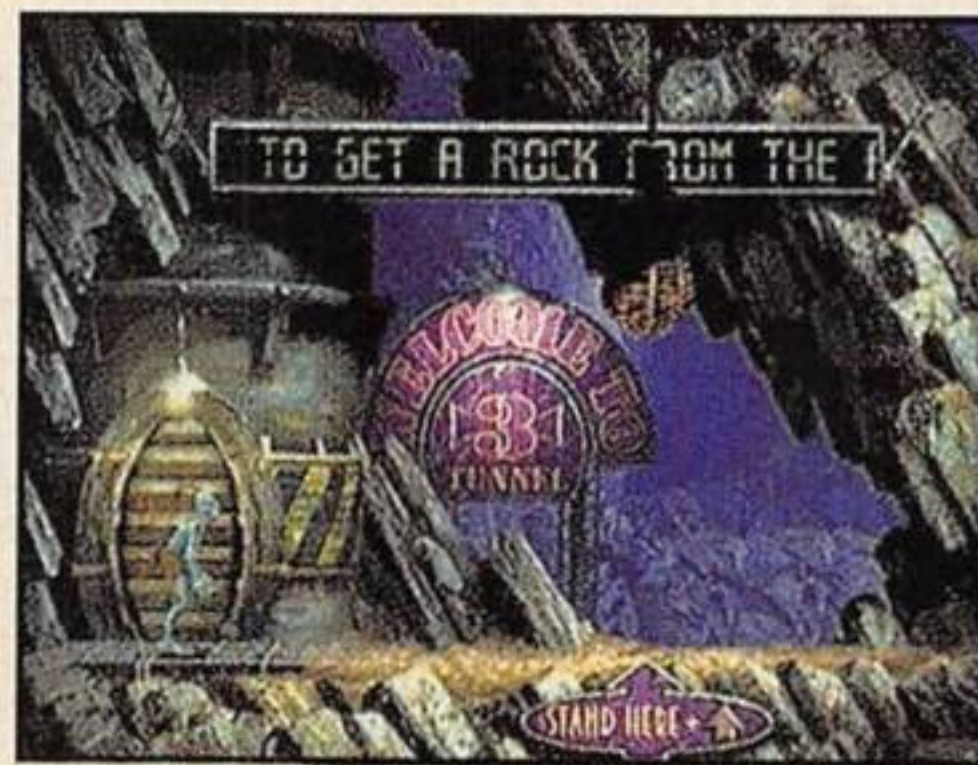
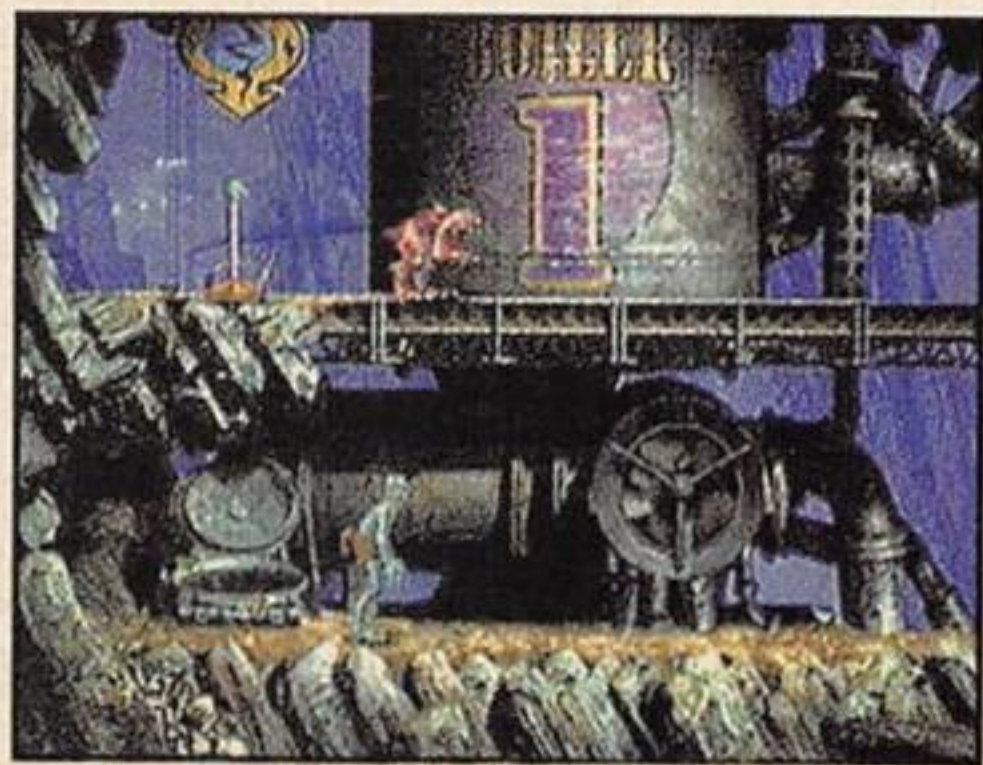
Please include your name, address, and phone number so we can award you your prize.

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PlayStation

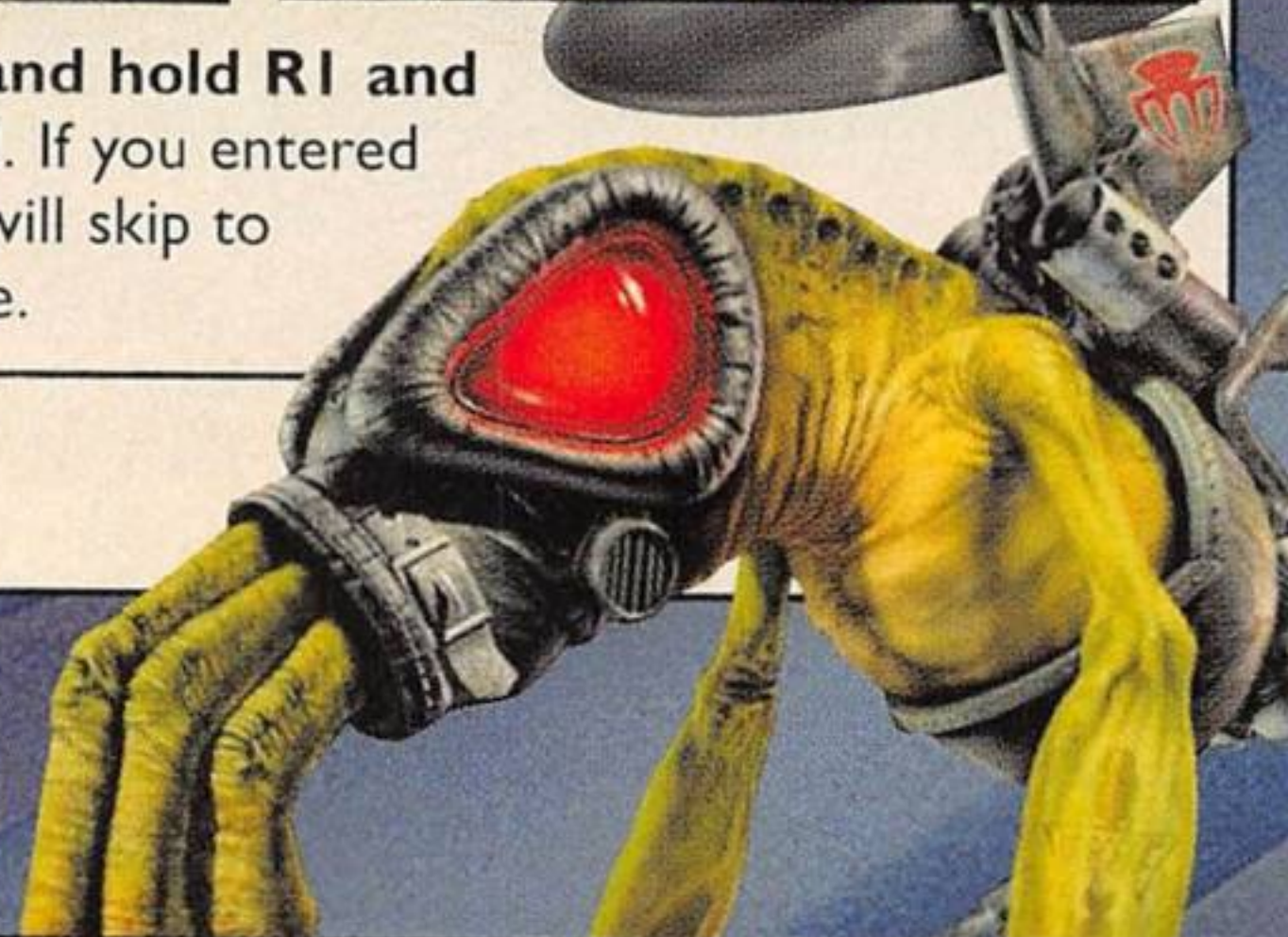
Oddworld: Abe's Exoddus

Skip to Next Path



During gameplay, press and hold R1 and press O, O, X, X, □, □. If you entered the code correctly, Abe will skip to the next path in the game.

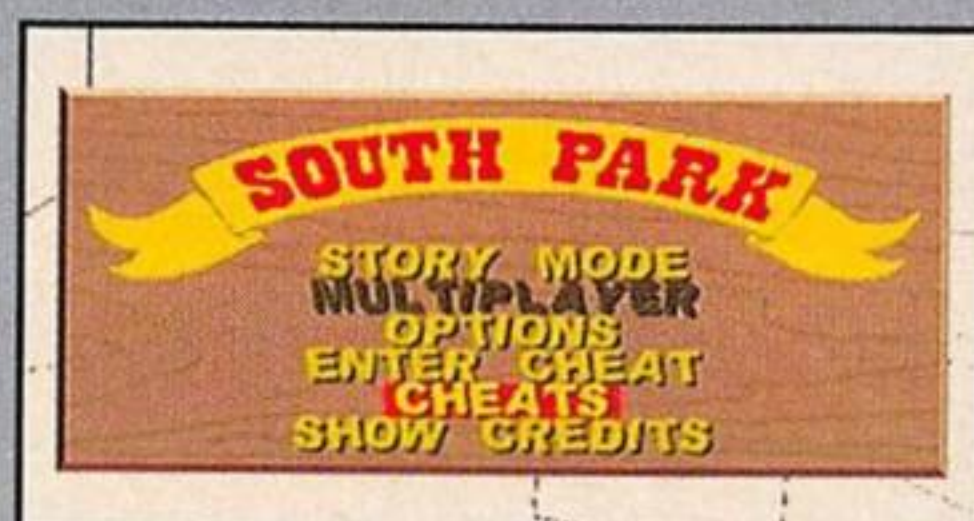
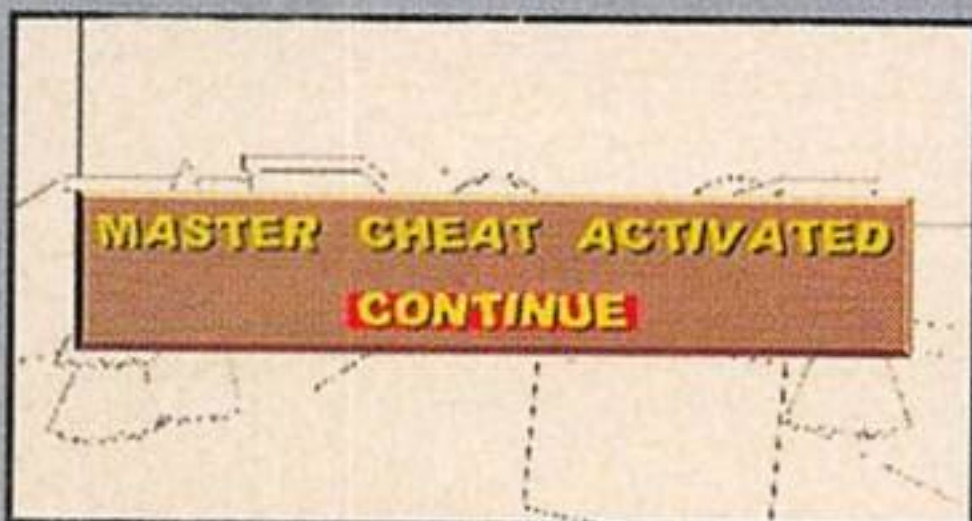
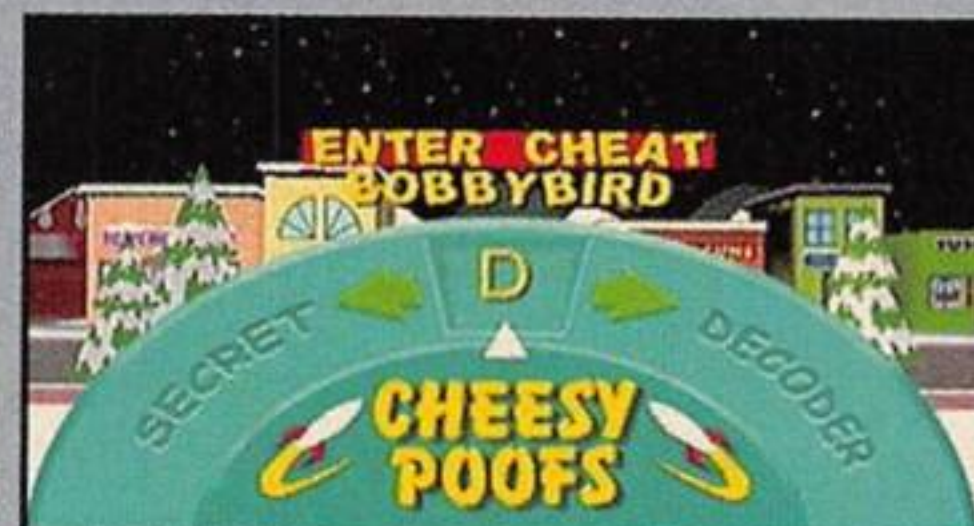
Will Dull
 Mechanicsburg, PA



Nintendo 64

South Park

Password Cheats



From the main menu, select the Enter Cheat option and input the password:

BOBBYBIRD

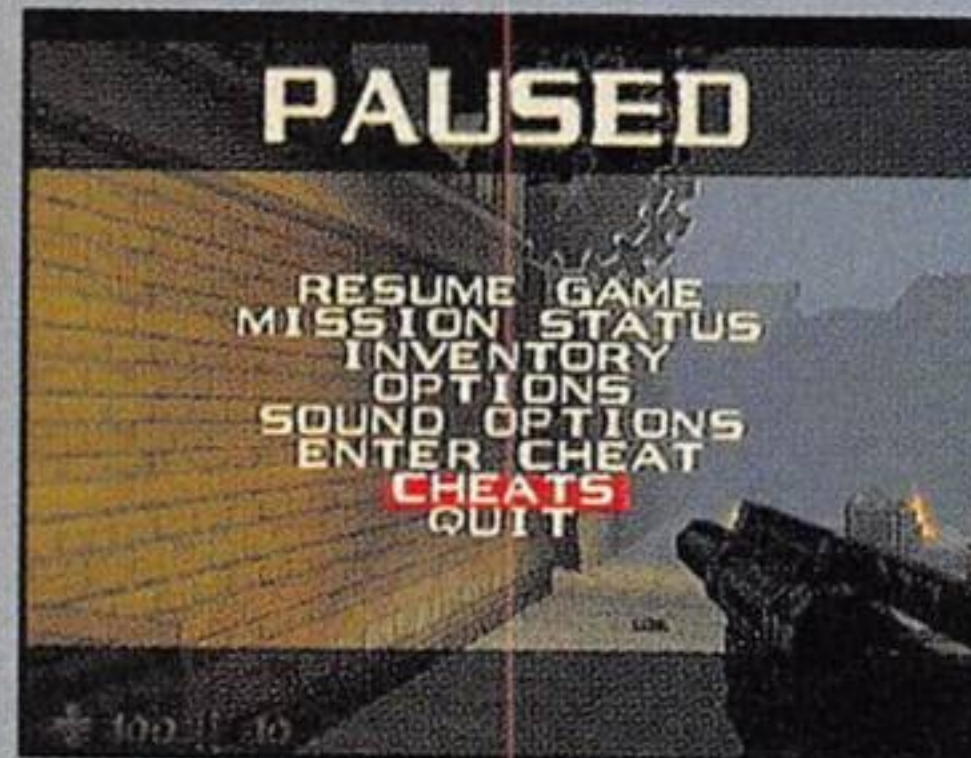
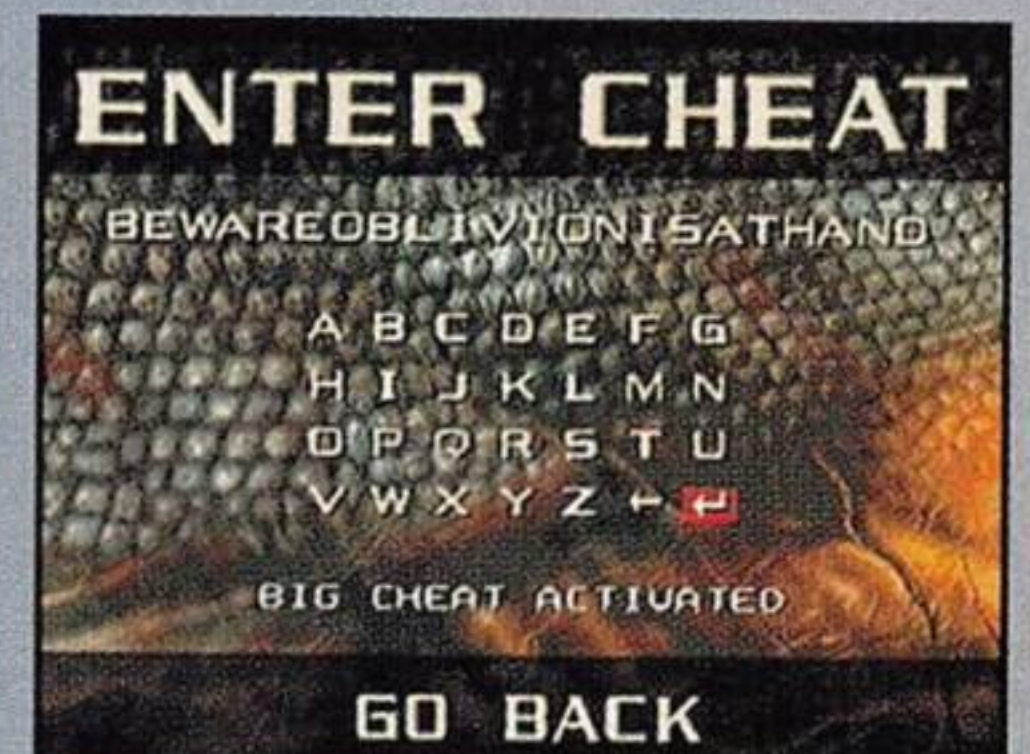
Return to the main menu and enter the Cheats option. You can now play as all the characters in Multiplayer mode, view the credits, and activate several other cheats.

Zach Diaber
 Georgetown, TX

Nintendo 64

Turok 2: Seeds of Evil

Big Cheat (Access to All Cheats)



From the main menu, select the Enter Cheat option and enter the following password:

BEWAREOBLIVIONISATHAND

To activate this cheat, which opens up all the cheats in the game, select the Cheats option.

David Dieterich
 Maple Heights, OH

Nintendo 64

Kobe Bryant in NBA Courtside

Kid Players and Alien Heads for the Left-Field Team



Enter the following codes at the Main Menu:

Kid Players: Press right-C, right-C, B, R, R, bottom-C, Up, Down, top-C, A, Z. Start a game and all players will be pintsized.

Alien Heads for the Left-Field Team: Press top-C, bottom-C, left-C, right-C, Start, Start, A, B, A, R, Z. Press B until you return to the Main Menu. Press and hold L and press A to enter Pre-Season mode. Select Special Teams, then select Left Field, and start a game. When the game begins, all players on the Left-Field team will have alien heads.

California SPEED™

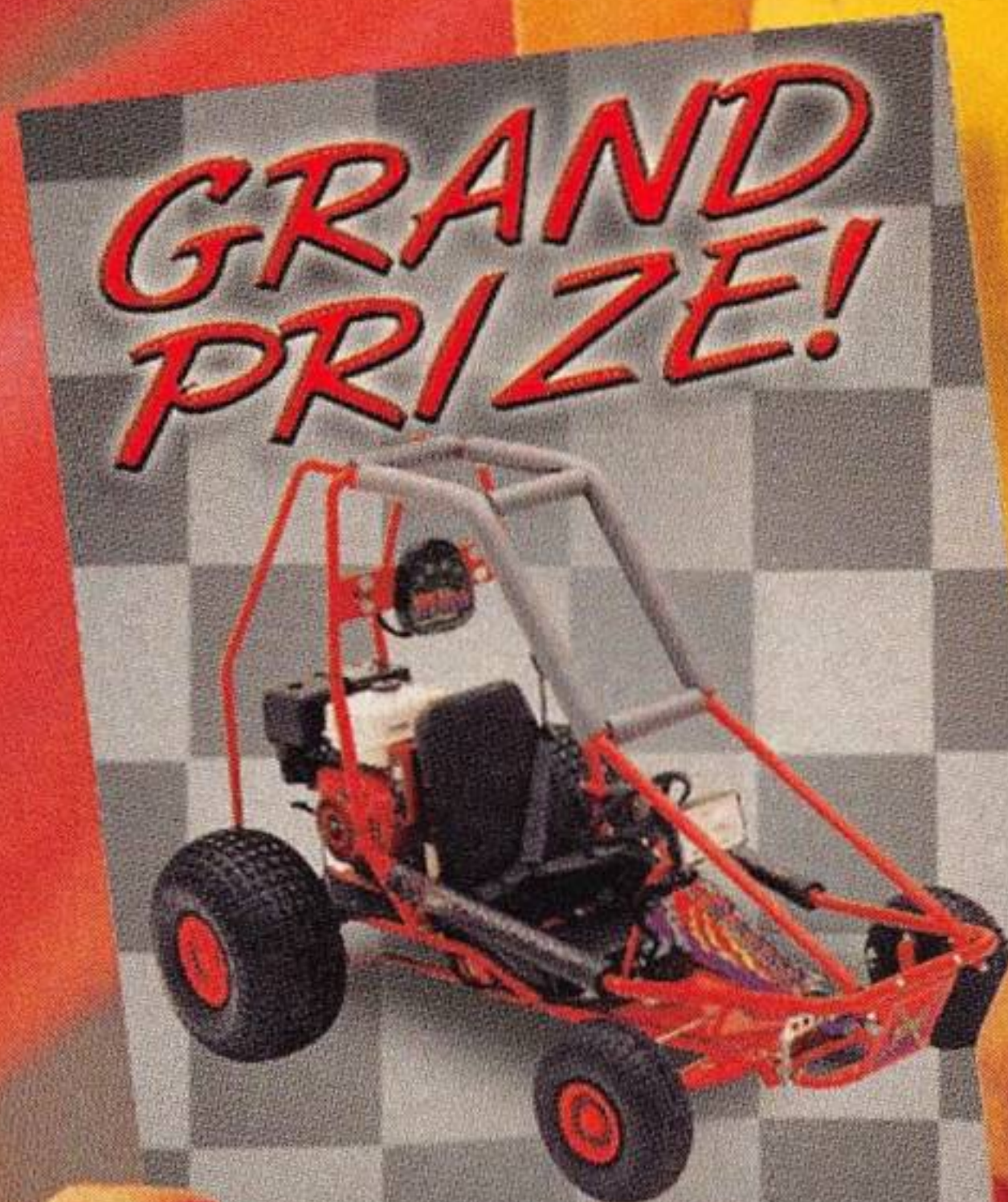
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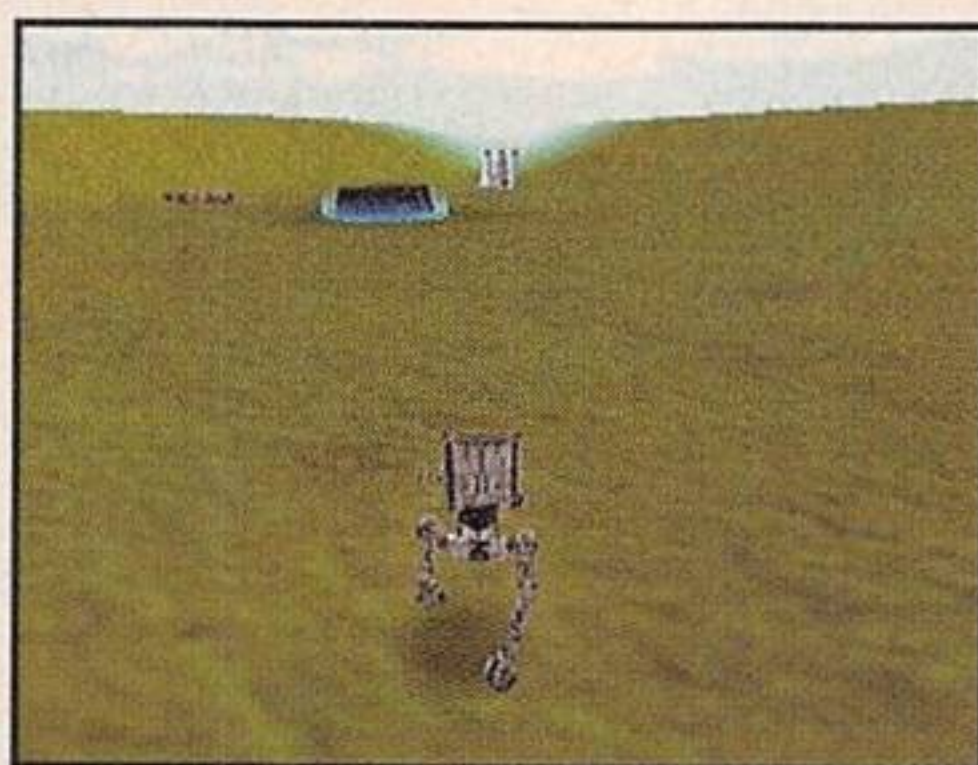
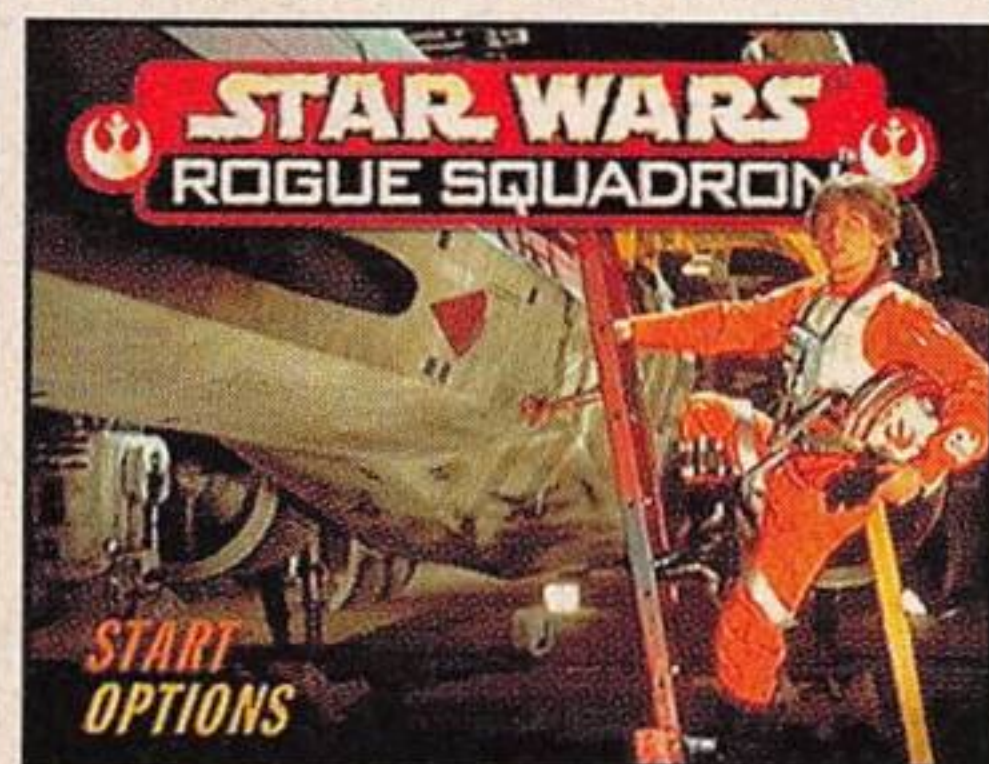
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Nintendo 64



Star Wars: Rogue Squadron

Fly Different Craft, Infinite Lives, and More



From the title screen, select Options, then choose Passcodes. Enter any of the passwords listed below to activate the cheats:

Fly the Millennium Falcon: FARMBOY

Fly the TIE Interceptor: Enter the password FARMBOY, then enter the password TIEDUP. At the Select Your Craft screen, highlight the Millennium Falcon and press Up.

Infinite Lives: IGIVEUP

All Power-Ups: TOUGHGUY

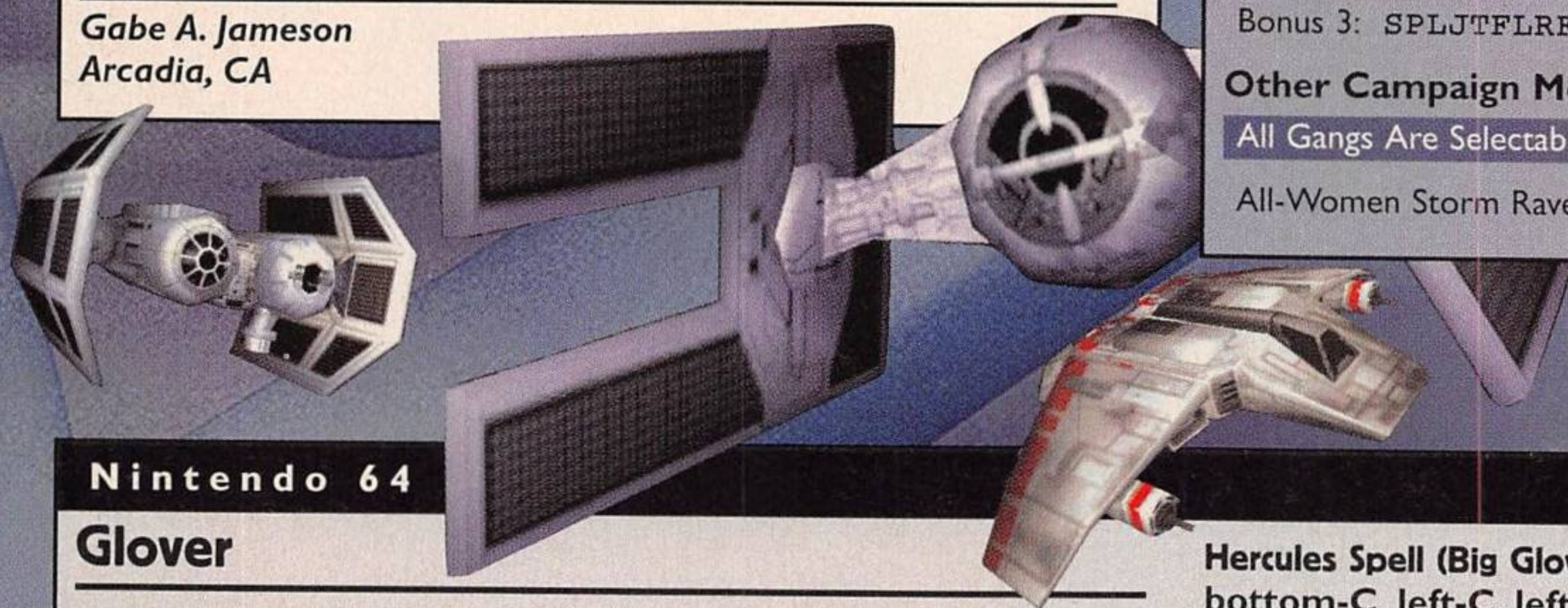
Secret AT-ST Bonus Game: CHICKEN

Harder Difficulty Setting: ACE

Watch All Cut-Scenes: DIRECTOR

Music Player: Enter the password MAESTRO and in the Options menu, you'll find a new option, Showroom.

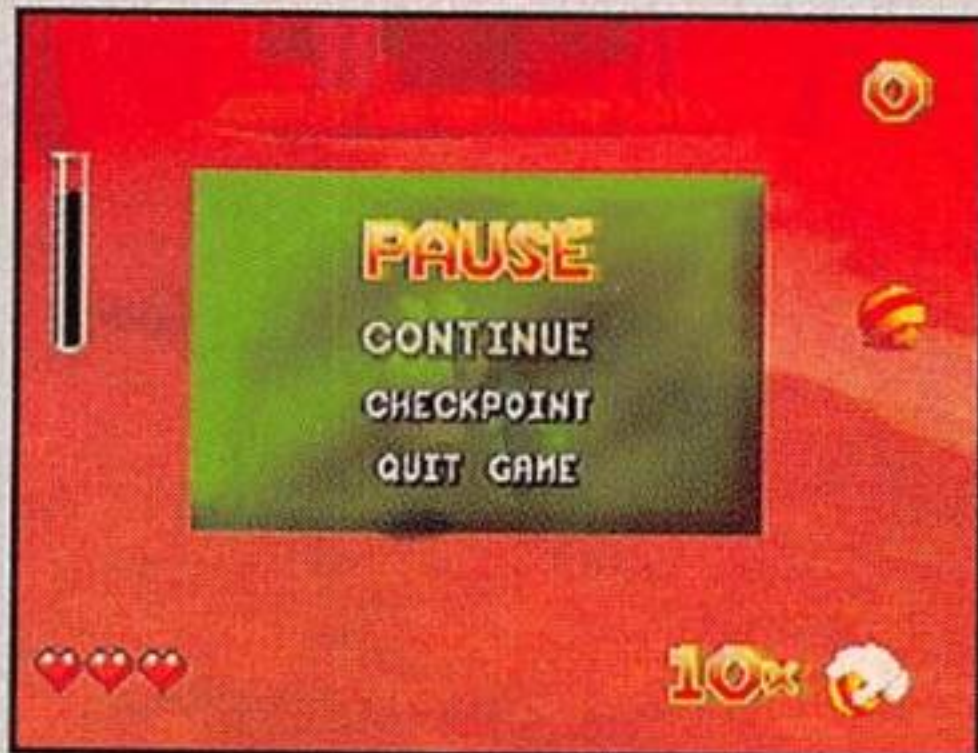
Gabe A. Jameson
Arcadia, CA



Nintendo 64

Glover

Different Spells, Infinite Lives, Turn into a Frog, and More



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

Call Ball: Press top-C, left-C, left-C, top-C, right-C, left-C, bottom-C, top-C.

Checkpoints: Press bottom-C, bottom-C, right-C, left-C, top-C, top-C, bottom-C, left-C.

Death Spell: Press top-C, left-C, left-C, left-C, left-C, top-C, right-C, top-C.

Frog Spell: Press bottom-C, left-C, bottom-C, bottom-C, left-C, bottom-C, top-C, left-C.

Nintendo 64



BattleTanx

Passwords



At the Game Setup screen, highlight Input Code and press A. Enter the following passwords to activate these cheats:

Campaign Mode Stage Passwords

Times Square: LHTTTBKRLS

Stranglehold Bridge: RCJRWPCCLGM

Lake Shore Drive: LPFFLNHJJF

State St.: CTMGPRWGBH

Bonus 1: HPJMKGMCJV

Area 51: WHSNKNFRGS

Fremont St.: CRFPHGCTKP

Bonus 2: HHRBKPVWGB

The Wharf: WFHMKCFWLB

Bonus 3: SPLJTFLRFS

Other Campaign Mode Passwords

All Gangs Are Selectable: LTSLTSGNGS

All-Women Storm Ravens Gang: WMNRSMRTR



Hercules Spell (Big Glover): Press bottom-C, bottom-C, bottom-C, left-C, left-C, bottom-C, right-C, left-C.

Infinite Lives: Press top-C, top-C, top-C, top-C, top-C, right-C, bottom-C, right-C.

Locate Garibs: Press left-C, top-C, right-C, bottom-C, left-C, top-C, left-C, left-C.

Low Gravity: Press left-C, left-C, top-C, left-C, right-C, top-C, top-C, top-C.

Open Portals: Press top-C, right-C, right-C, bottom-C, left-C, bottom-C, top-C, right-C.

Rotate Camera 45 Degrees Counterclockwise: Press right-C, bottom-C, right-C, bottom-C, top-C, top-C, right-C, left-C.

Speed-Up Spell: Press left-C, left-C, right-C, top-C, right-C, left-C, bottom-C, bottom-C.

Secret Cheat: Press bottom-C, top-C, right-C, right-C, bottom-C, left-C, right-C, right-C.

Turn Off All Cheats: Press bottom-C, bottom-C, bottom-C, bottom-C, bottom-C, bottom-C, bottom-C.

Turn into a Frog: Press top-C, right-C, bottom-C, right-C, top-C, left-C, left-C, top-C.

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PlayStation

Marvel Super Heroes vs. Street Fighter



Hidden Fighters



Enter the following codes at the fighter-select screen. Remember to **press and hold the Select button while entering the entire code.**

Note: These codes are the same for both players.

Armored Spider-Man: Press and hold **Select** and put the cursor on Ryu. **While holding Select, press and hold Down** so the cursor is on Spider-Man. **Hold Down** for at least 10 seconds. After 10 seconds, **simultaneously press Jab and Fierce Punch** to select Armored Spider-Man.

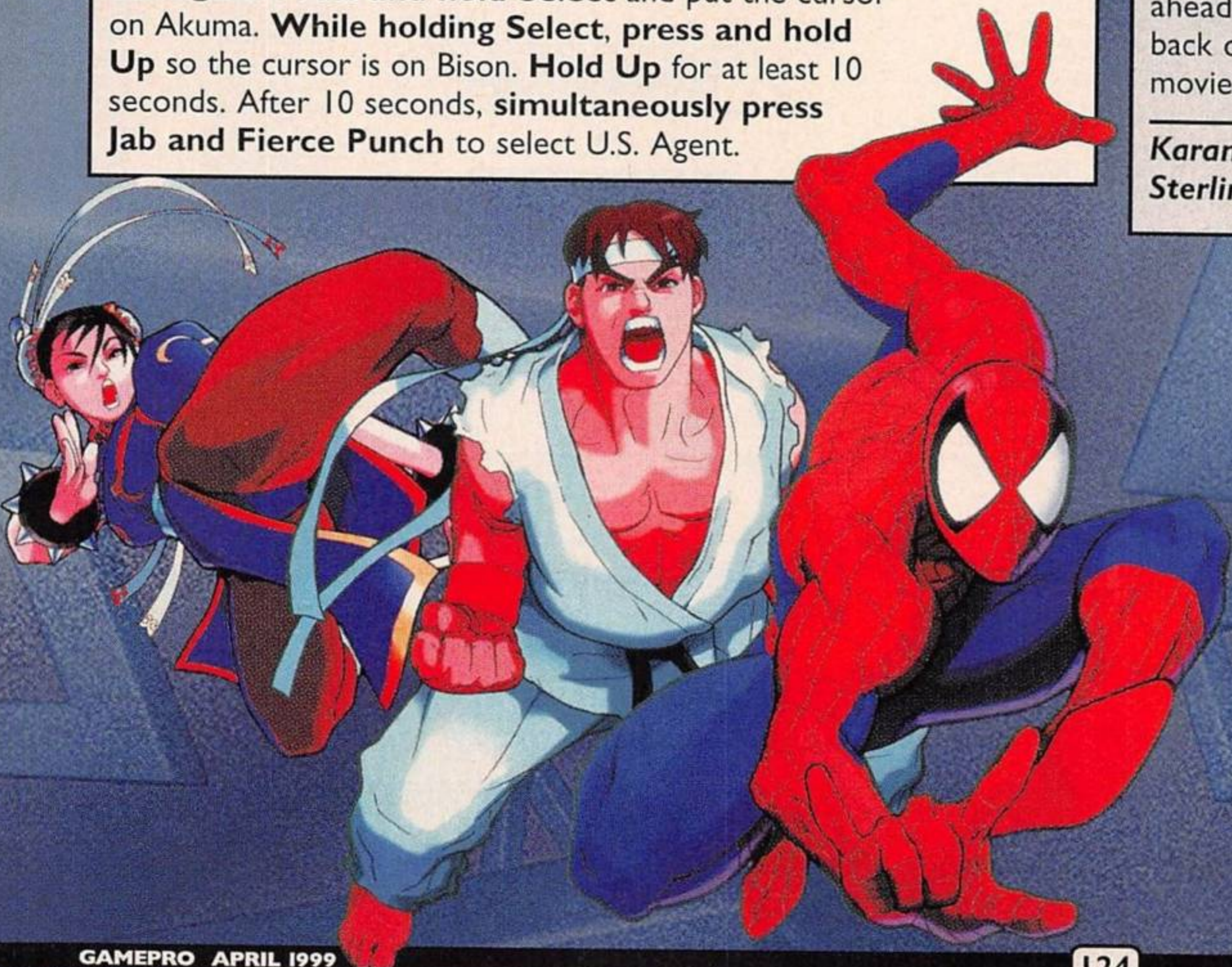
Mecha Zangief: Press and hold **Select** and put the cursor on Omega Red. **While holding Select, press and hold Left** so the cursor is on Blackheart. **Hold Left** for at least 10 seconds. After 10 seconds, **simultaneously press Jab and Fierce Punch** to select Mecha Zangief.

Dark Sakura: Press and hold **Select** and put the cursor on Wolverine. **While holding Select, press and hold Right** so the cursor is on Hulk. **Hold Right** for at least 10 seconds. After 10 seconds, **simultaneously press Jab and Fierce Punch** to select Dark Sakura.

Mephisto: Press and hold **Select** and put the cursor on Hulk. **While holding Select, press and hold Down** so the cursor is on Omega Red. **Hold Down** for at least 10 seconds. After 10 seconds, **simultaneously press Jab and Fierce Punch** to select Mephisto.

Shadow: Press and hold **Select** and put the cursor on Chun-Li. **While holding Select, press and hold Up** so the cursor is on Dhalsim. **Hold Up** for at least 10 seconds. After 10 seconds, **simultaneously press Jab and Fierce Punch** to select Shadow.

U.S. Agent: Press and hold **Select** and put the cursor on Akuma. **While holding Select, press and hold Up** so the cursor is on Bison. **Hold Up** for at least 10 seconds. After 10 seconds, **simultaneously press Jab and Fierce Punch** to select U.S. Agent.



PlayStation

WCW/NWO Thunder



Big-Head Mode, Hidden Characters, and More

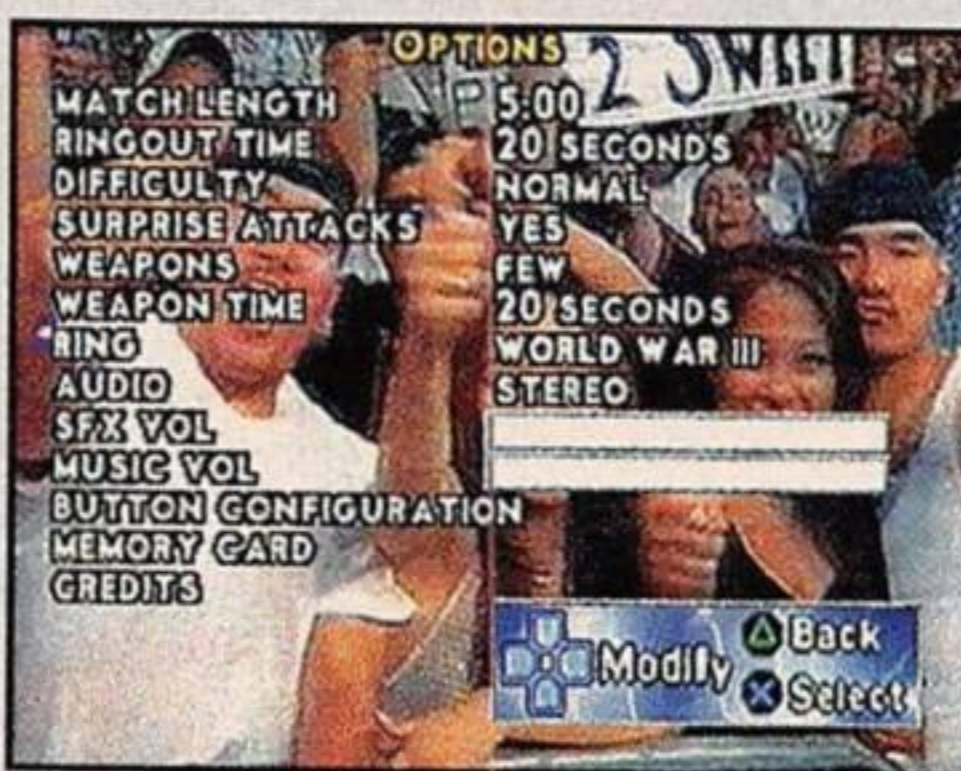


Enter the following codes at the title screen. You'll hear a sound to confirm that each code was entered correctly.

Big-Head Mode: Press **R1, R1, R1, R1, R1, R1, R1, Select.**

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

Hidden Characters: Press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select.** Now you can choose from any of the 96 hidden characters.



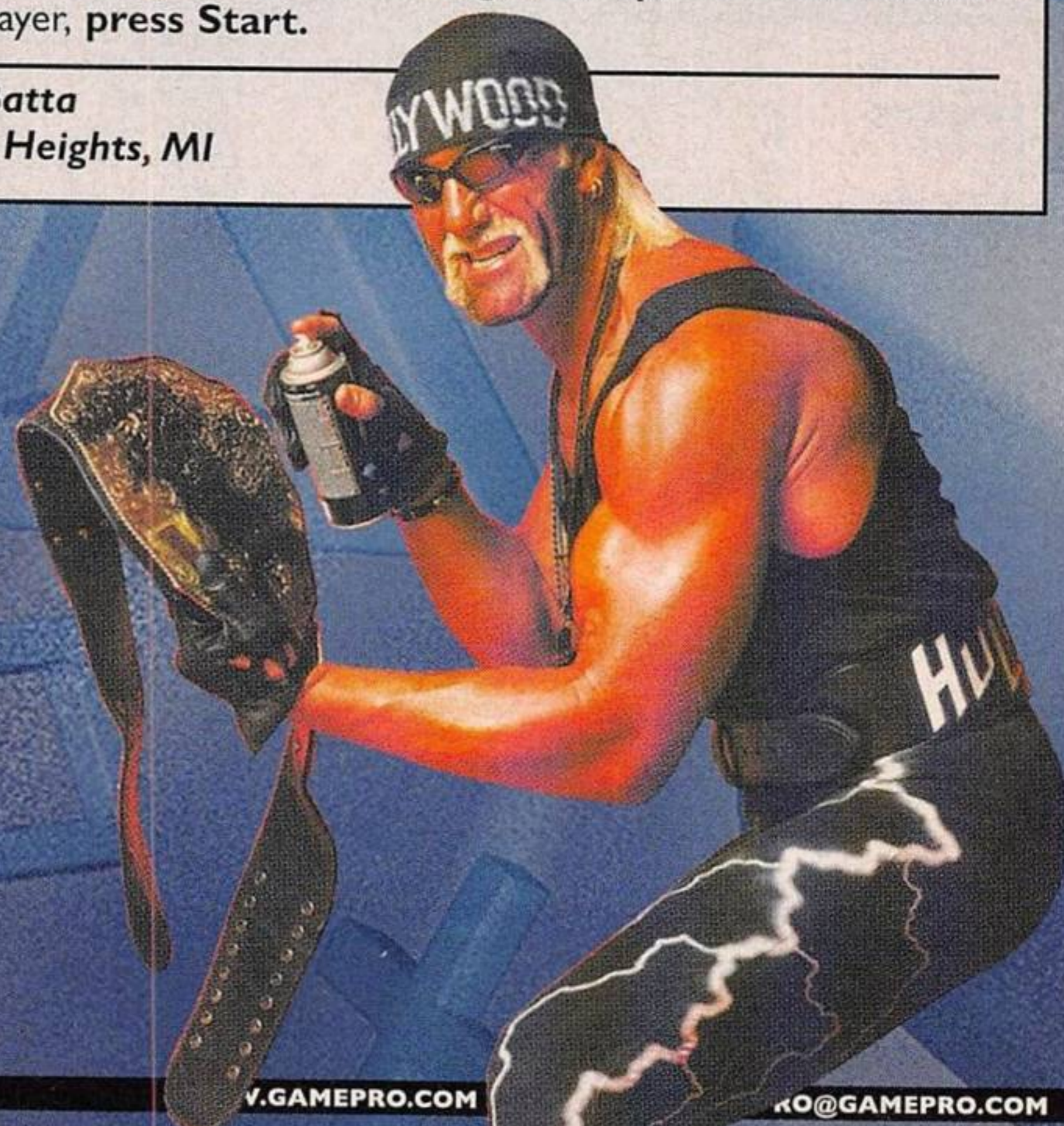
Enter the following codes at the Options menu. You'll hear a sound to confirm that each code was entered correctly.

Cage Ring: Select Ring, then highlight Random and **press R1, R2, R1, R2, Select.** If you entered the code correctly, the word "Cage" will appear next to the word "Ring."

Extra Rings: Press **R1, R2, R1, R2, Select.** Highlight Ring and **press Left or Right** to select the ring of your choice.

View Full-Motion Video Sequences: Press **R1, R1, R1, R1, L1, L1, L1, L1, Select.** If you entered the code correctly, you'll start a movie player of every full-motion video in the game. To advance ahead one movie, **press and hold Left and press X**; to skip back one movie, **press and hold Right and press X**. To exit the movie player, **press Start.**

Karan Batta
Sterling Heights, MI

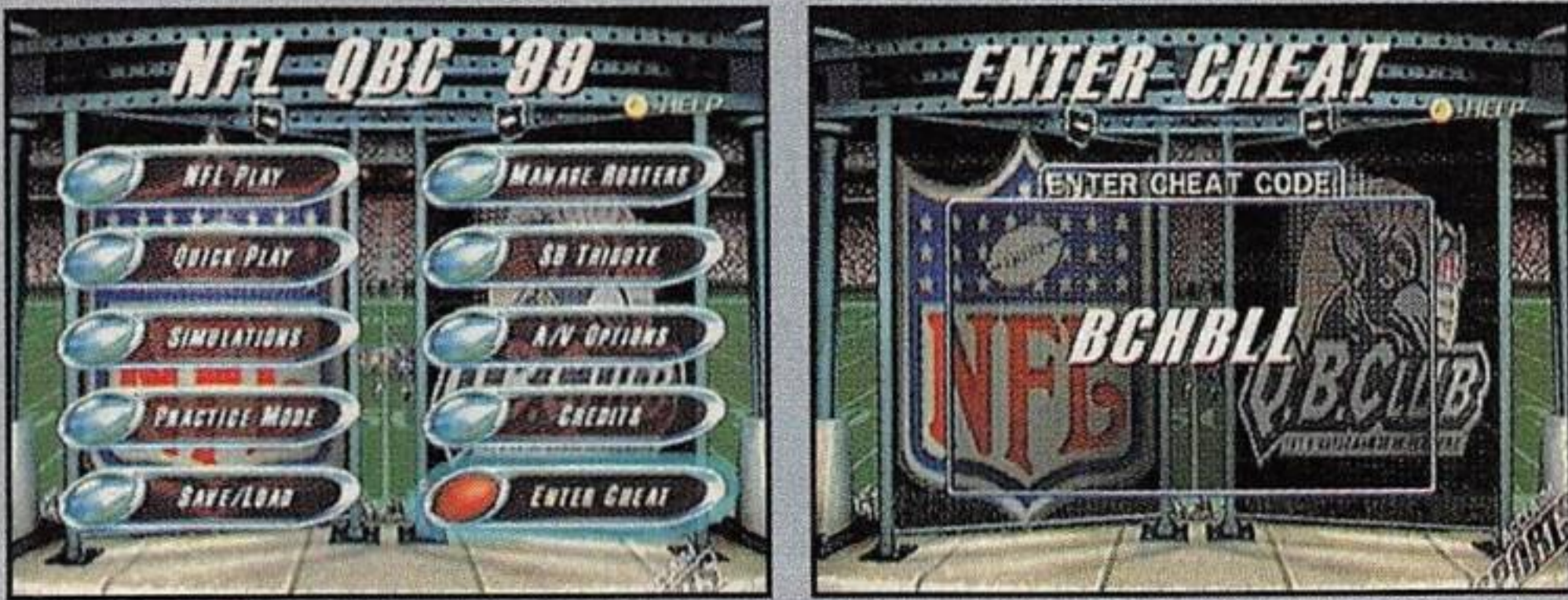


Nintendo 64



NFL Quarterback Club '99

Big Players, Cheat Teams, Unlimited Turbo, and More



From the main menu, select the Enter Cheat option and enter the following passwords:

Alien Stadium: SCLLYMLDR

Always Fumble: BTTRFNRS

Big Coin in the Coin Toss: BGMNY

Big Players: MRSHMLLW

Cheat Teams: XTRTMS

Eight Downs: DBLDWNS

Electric Football Mode: XTRVLTG

Football Is Made of Flubber: FLBRR

Huge Pylons: PWRPYLNS

Land-Mine Mode: PPCRNRTNS

Mega Injuries: HSPTL

No Fumbles: STCKYBLL

Players Bounce Like Pinballs: PNBLL

Racquetball Mode: RCQTBL

Rugby Mode: RGBY

Slow-Motion Mode: FRRSTGMP

Smoking Football: HSNFR

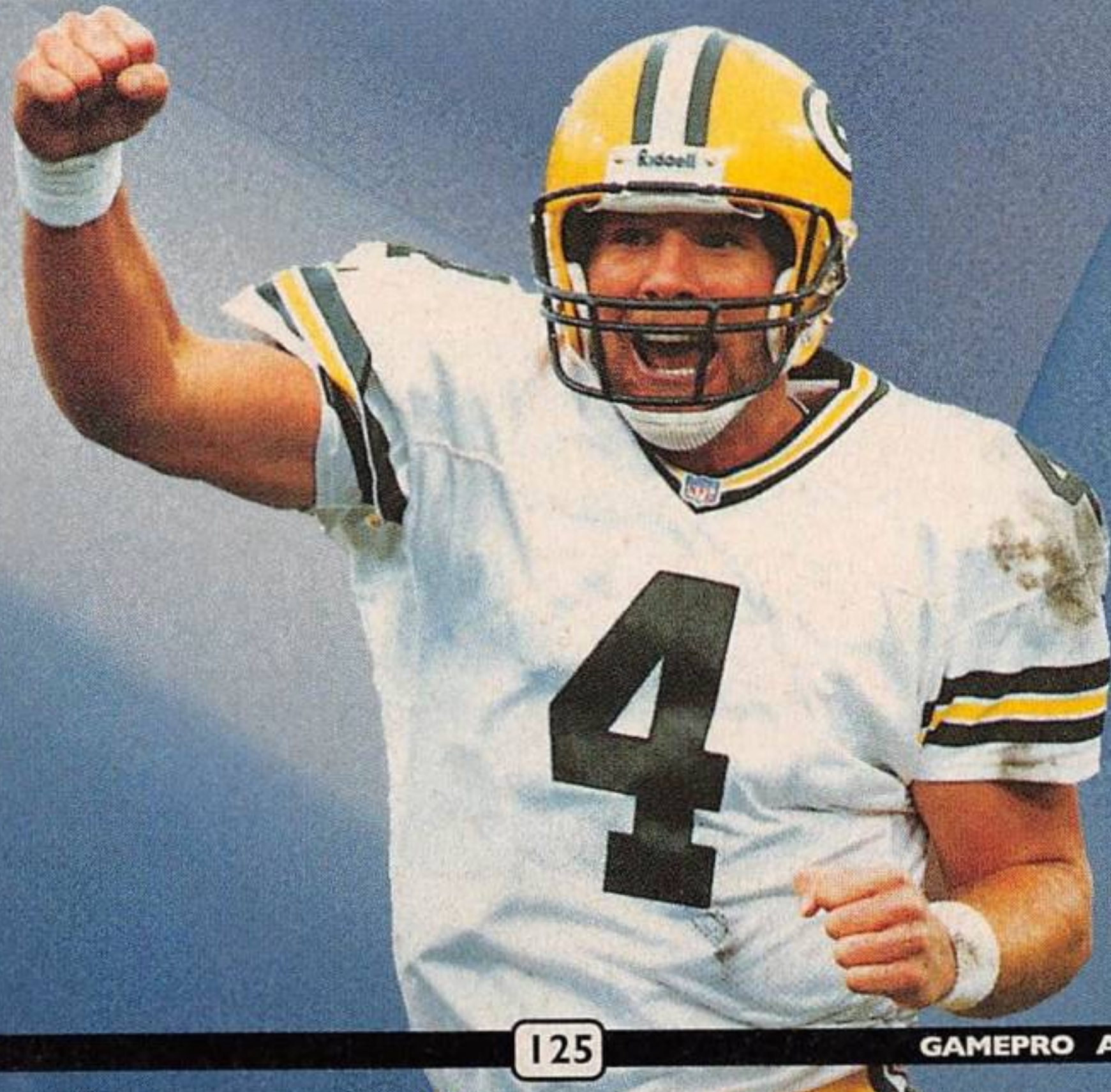
Super Kickers: PWRKCKR

Super-Size Football: BCHBLL

Super-Slippery Mode: SLPNSLD

Toothpick Players: TTHPCK

Unlimited Turbo: TRBMN



PlayStation



Wild 9

Full Health, Level Select, Red Beam Mode, 10 Additional Missiles, and 10 Additional Grenades



Pause the game and enter any of the following codes. You'll hear a confirming sound when each code is entered correctly.

Full Health: Pause the game and press **R1, Δ, L1, Left, Δ, O, X**.

Level Select: Pause the game and press **Up, Left, Down, R2, Right, □, X**. Quit the game, start a new game, and, at the title screen, you'll find a new option, Continue Current Game. Select this new option and you can go to any level in the game.

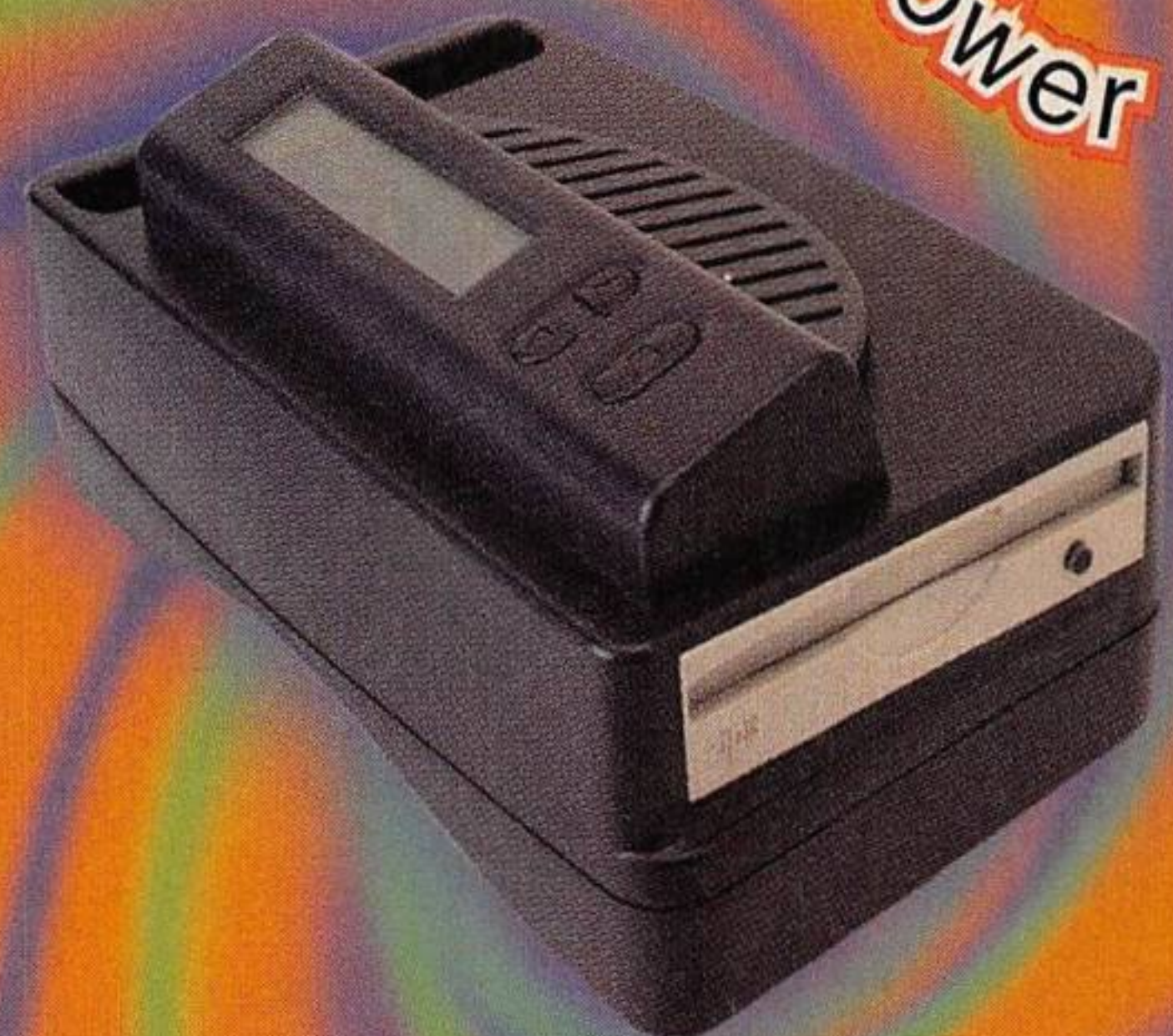
Red Beam Mode: Pause the game and press **Right, Up, Left, O, Up, O, O**.

10 Additional Grenades: Pause the game and press **R1, X, R1, Right, □, Right, □**.

10 Additional Missiles: Pause the game and press **X, O, R1, Right, Δ, X, Δ**.

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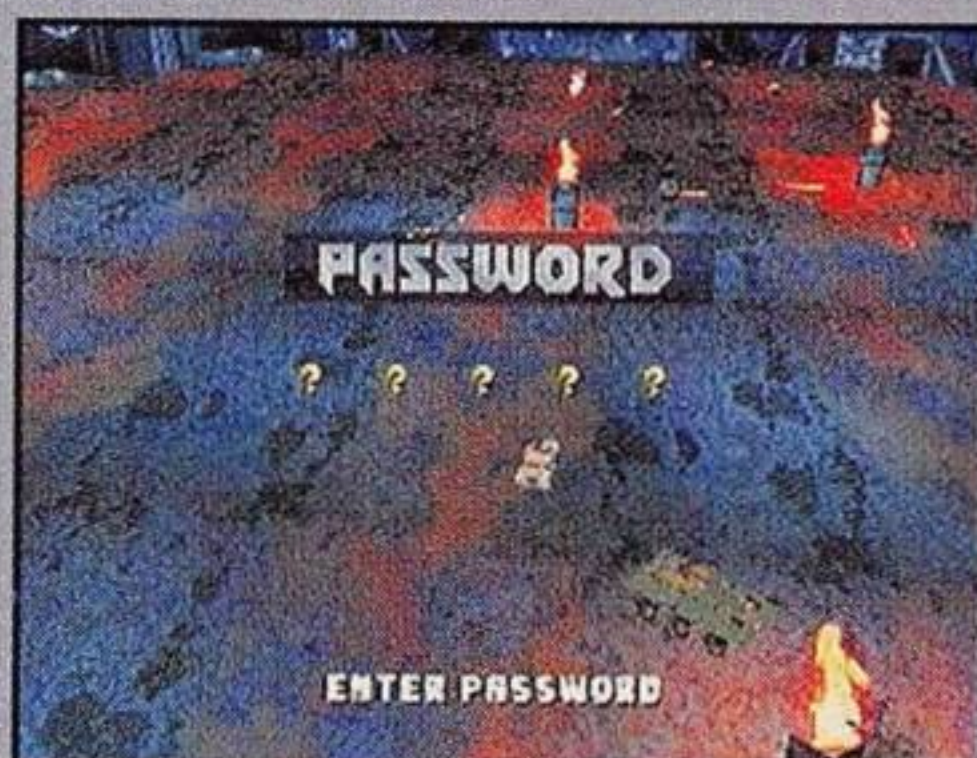
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PlayStation



Twisted Metal III

Freeze Missile, Slippery Road, and More



From the main menu, enter the Password option and input any of the following codes:

All Weapon Pick-Ups
Are Homing Missiles: Start R1 L1 Start Start

CPU Cars Ignore
Health Pick-Ups: Down L1 Down Start Δ

Freeze Missile: Δ Up ○ Right Start

Giant Ricochet Bombs: Left Right Left Right Up

Massive-Force Mode: Δ ○ Down Left Up

No Health Pick-Ups: Select L1 Select Start

No Full-Health
Restore Pick-Ups: L1 Start Start Start R1

No Pick-Ups: Select Select R2 L2 Start

Slippery Road: Up Up × × Up

PlayStation



Circuit Breakers

Open All Tracks and Race on Backward Tracks



Open All Tracks: Pause the race, select Options, then choose Sound. Highlight FX Volume and simultaneously press L1 and L2. Quit the race, and when you return to the track-select screen, you can choose any track.

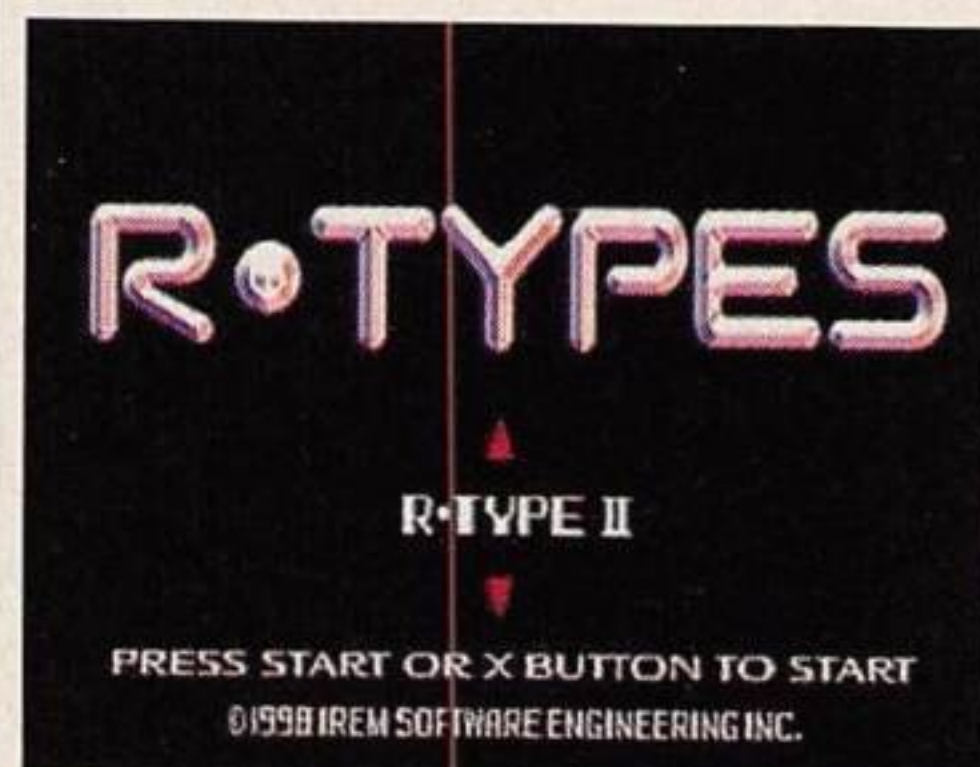
Race on Backward Tracks: At the track-select screen, before you choose a track, simultaneously press L2, R2, ×, and Down. If you entered the code correctly, an arrow will appear onscreen. You will now race backward on any track you select.

PlayStation



R-Types

Stage Select



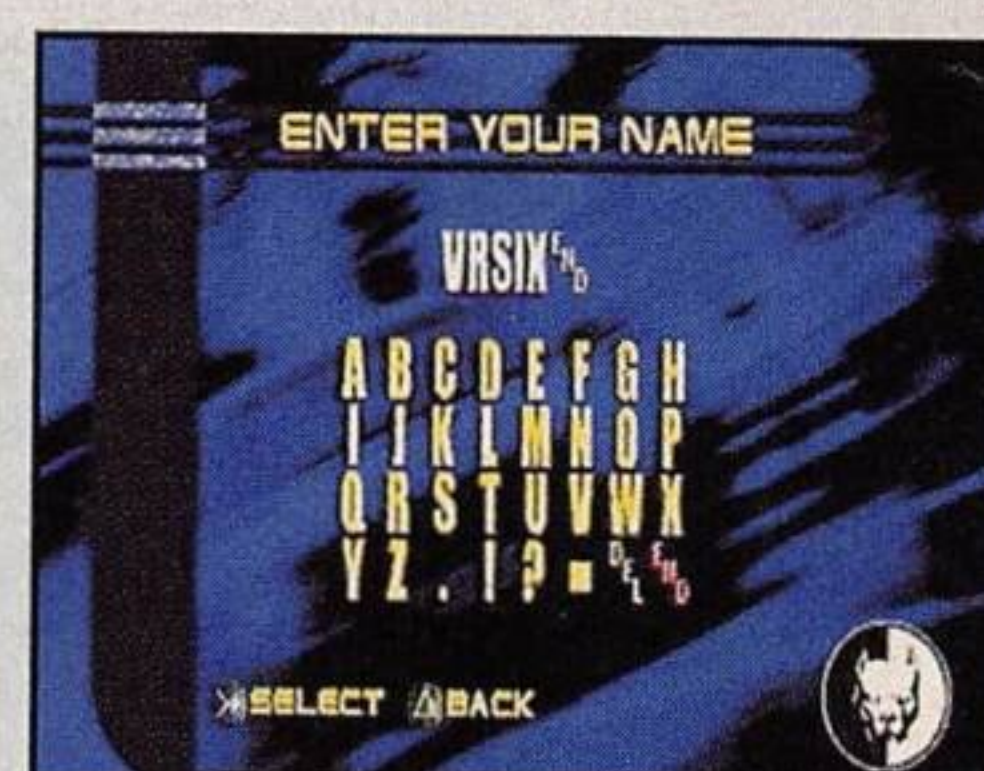
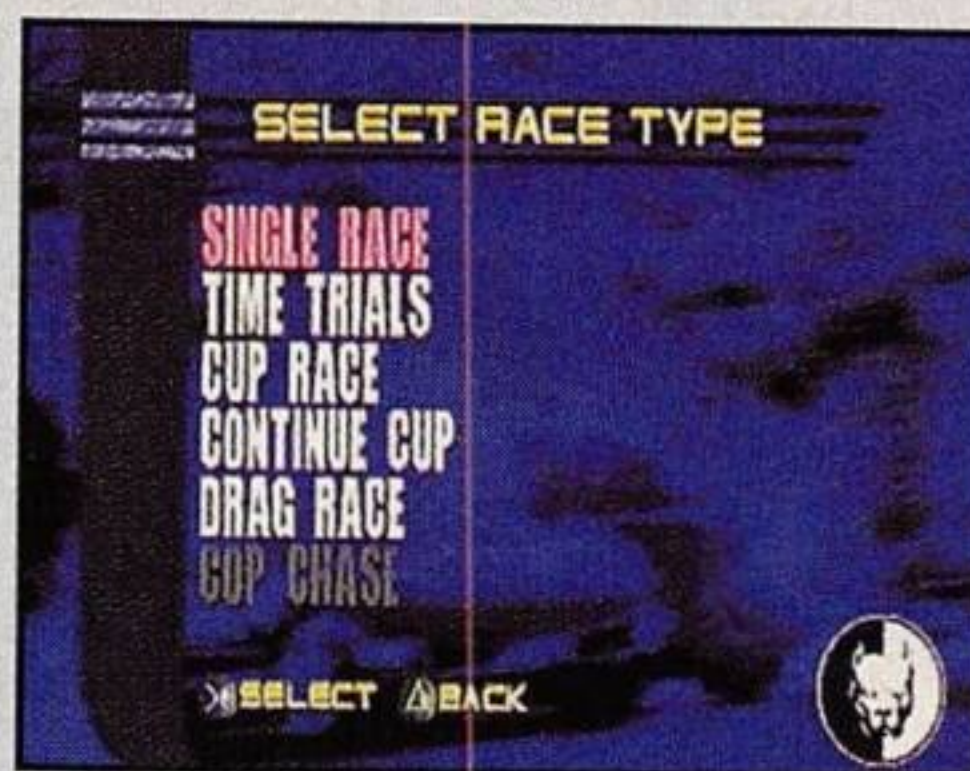
At the title screen, highlight R-Type or highlight R-Type II and quickly press L2, L2, L2, L2, L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, R2, R2, R2. If you entered the code correctly, you'll hear a confirming sound. Pause the game and you'll find a Stage Select option.

PlayStation



Test Drive 5

Cop Chase Mode, Fear Factory Video, and Three Bonus Cars



Cop Chase Mode: From the main menu, enter Full Race. Then, at the Select Race Type screen, enter Time Trials and input the password VRSIX. Return to the Select Race Type screen, and at the bottom is a new option, Cop Chase.

Fear Factory Video: From the main menu, enter Full Race. Then, at the Select Race Type screen, enter Time Trials and input the password AUXYRAY. Return to the main menu, and at the bottom is a new option, Fear Factory Video (a music video).

Three Bonus Cars: From the main menu, enter Full Race. Then, at the Select Race Type screen, enter Time Trials and input the password NOLIFE. Return to the Select Race Type screen and start a race. You can now choose from three additional cars: Chris's Beast, Mighty Maul, and Pitbull Special.

TEST DRIVE 5

Daryl Shull
New Philadelphia, OH



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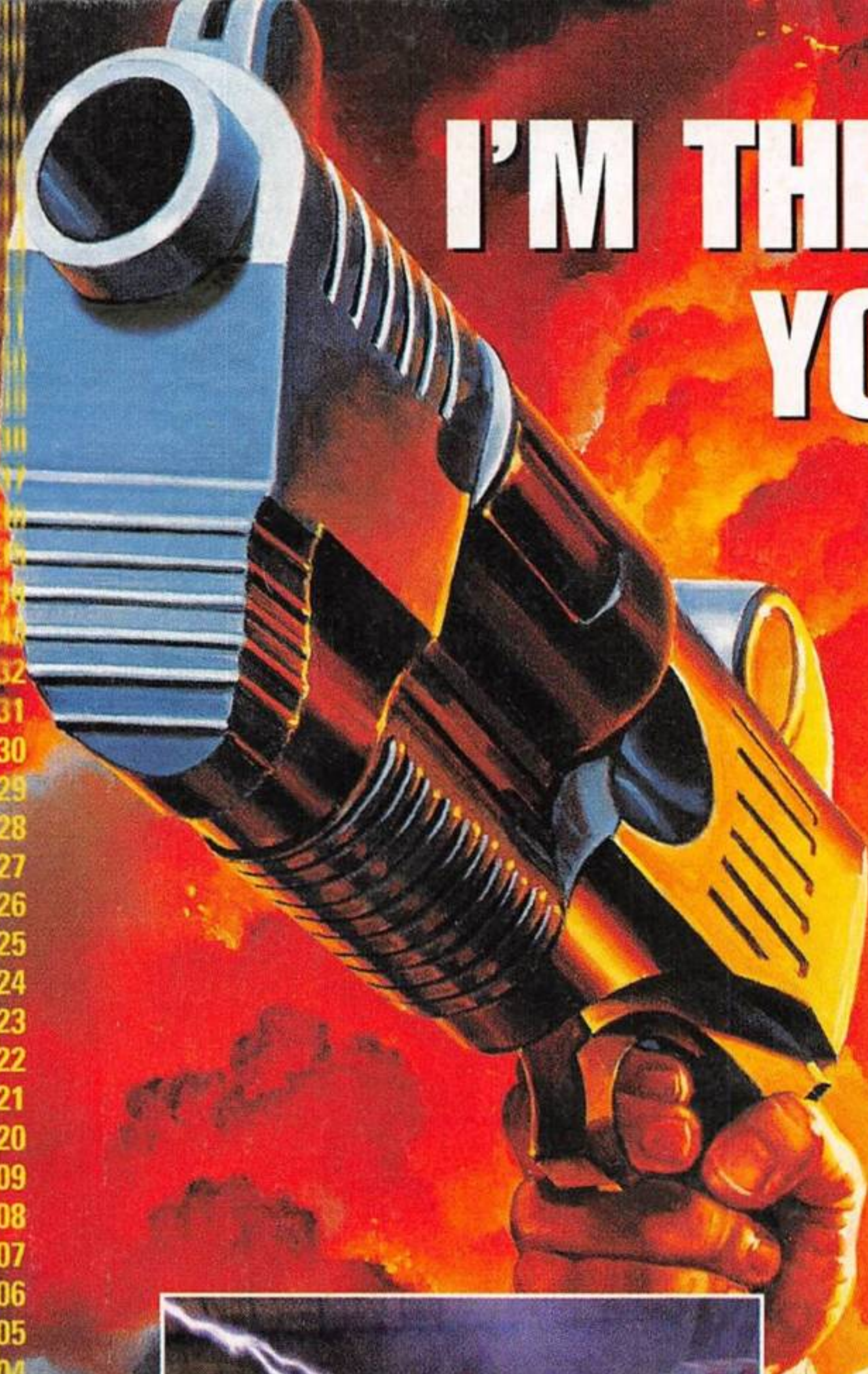
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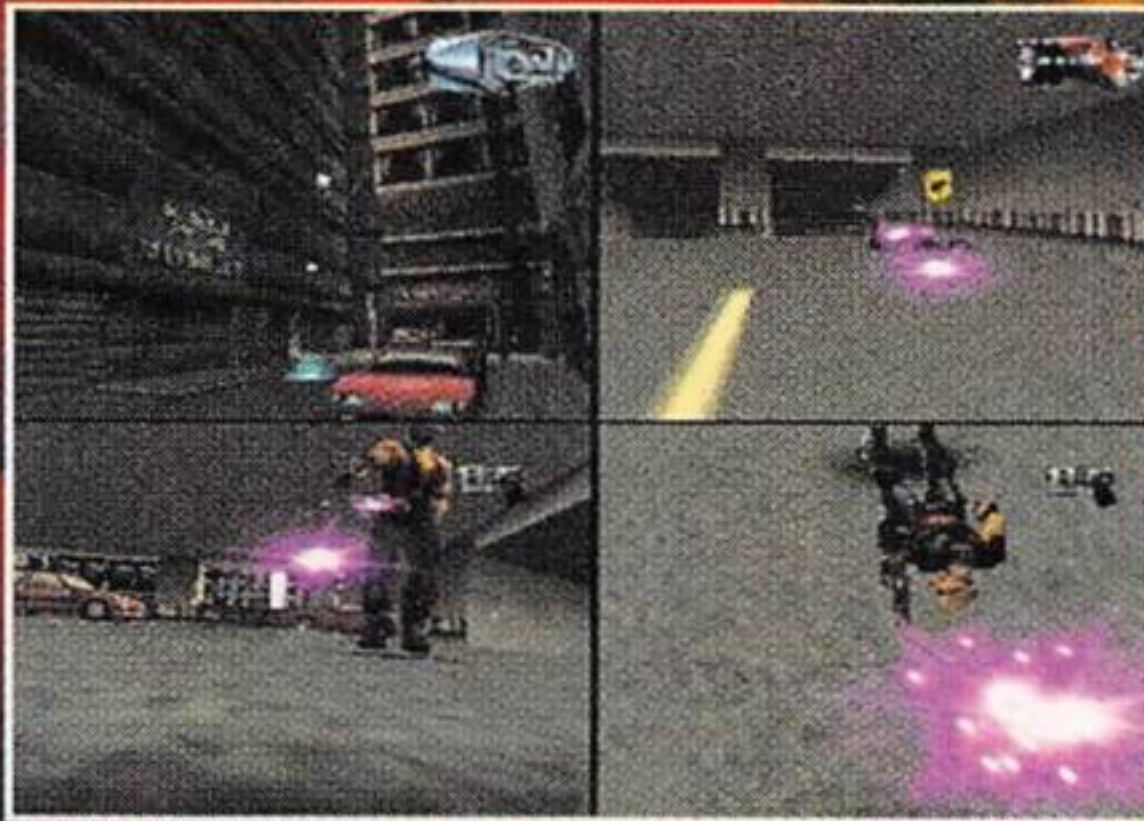
I'M THE GOOD AND THE BAD.
YOU'RE JUST UGLY.™



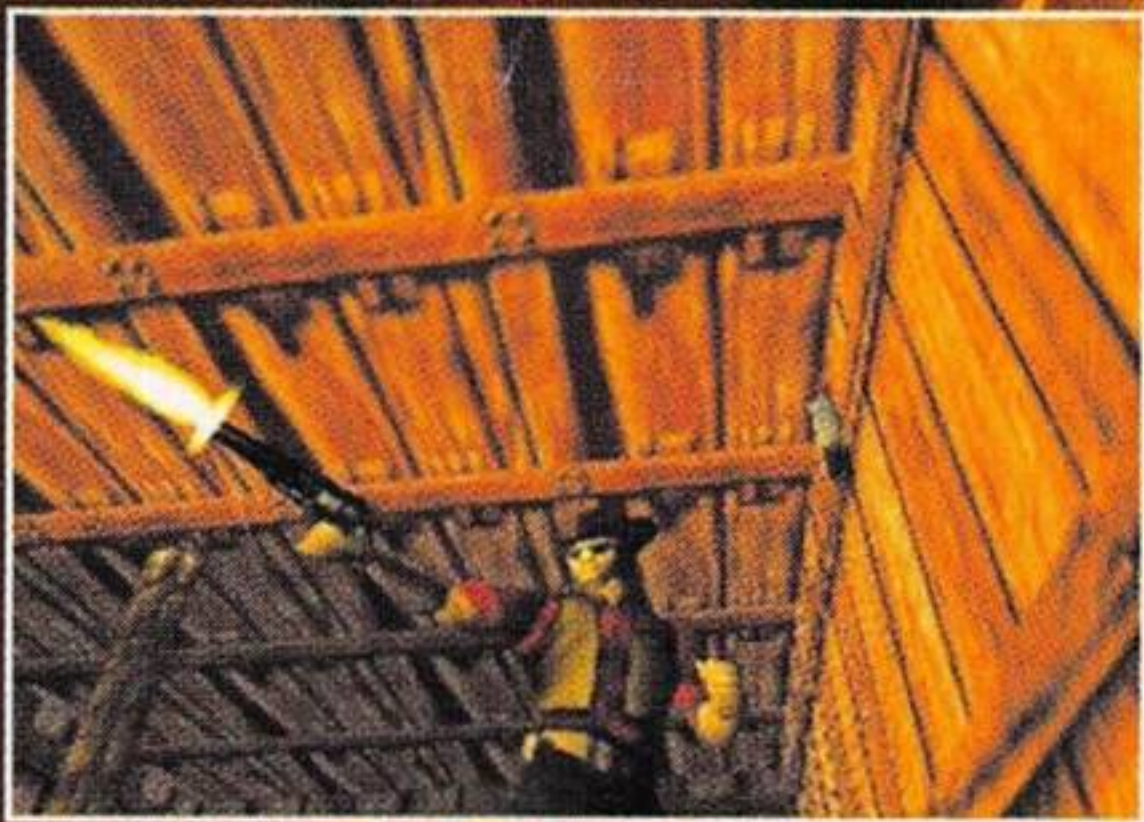
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LEGACY of KAIN™ SOUL REAVER

Legacy of Kain: Soul Reaver is one of the most anticipated titles of the year and the countdown is almost over. In the dark and gothic world of Kain you'll need more than the blood of your enemies to survive. . . You must devour their souls! Find out what all of the buzz is about in the following pages.



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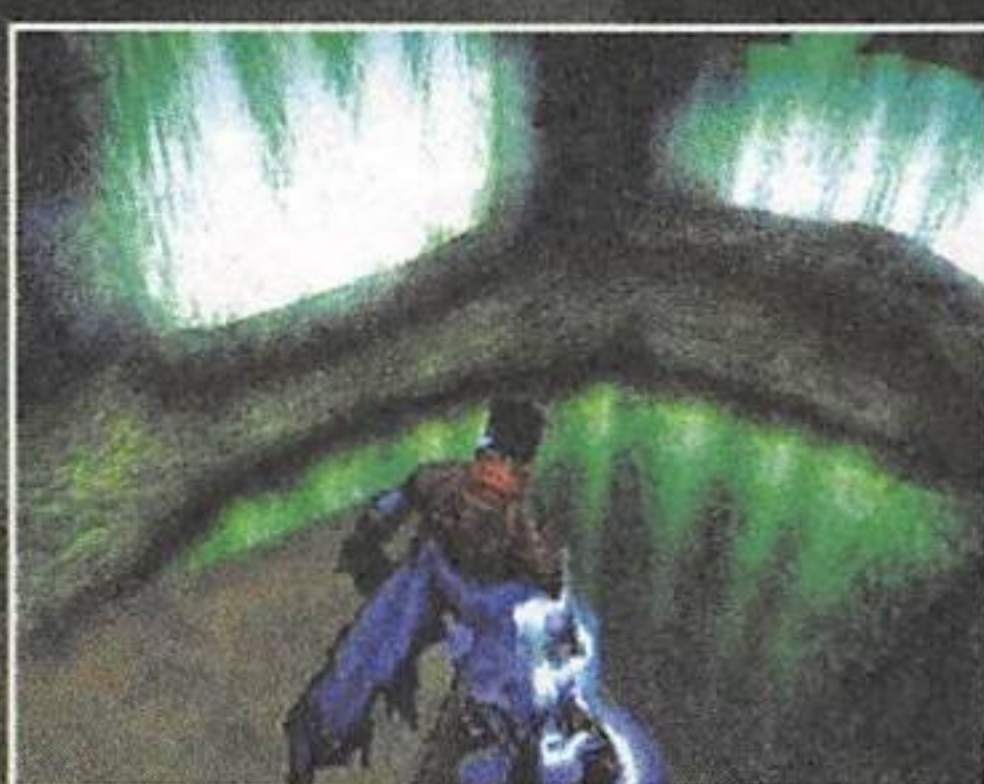
SOUL REAVER

Legacy of Kain: Soul Reaver, developed by Crystal Dynamics, has the potential to be the hottest PlayStation adventure game of the year.



The game is set in the grim gothic 3D world of Nosgoth, a land tainted by the rule of a vampire dynasty. Kain is the leader of this vampire empire. In his conquest of Nosgoth, Kain created five lieutenants to forge his legions. First born of these lieutenants was Raziel, the anti-hero of this game. When the game begins, vampires are

clearly in control of the land. They've destroyed most of the human kingdoms and are experiencing a renaissance. Huge furnaces were built to



blot out the sun with smoke. Each vampire legion overseen by a lieutenant was granted land. Kain held court in a vast palace built on the ruins of the Pillars of Nosgoth, an ancient seat of power in the land. All was well until Raziel had the audacity to evolve beyond his master.

Vampires in Nosgoth become more powerful as they age. They mutate, becoming less humanoid and more monstrous. Raziel received a 'dark gift' - wings. With this gift his abilities surpassed Kain's. Kain would suffer no challenges to his supremacy. For his transgression, Raziel was executed; cast into the Lake of Dead Souls - a fate reserved for traitors and weaklings. As Raziel fell into the

vortex his body was devastated. Flesh melted, wings in tatters, Raziel left the material plane. He became a creature of the spectral realm. In the spectral plane Raziel encountered the Elder. The Elder and Raziel struck a bargain; Raziel would have his vengeance against Kain for the souls of his



brethren. Thus, the first Soul Reaver was created. Now Raziel must stalk the ruins of Nosgoth feeding on the souls of his enemies as he hunts for Kain.

THE GAME

Gameplay consists of three different elements; exploration, puzzle solving, and combat. Raziel begins the game in the spectral plane. This is where you learn how to feed on the



souls of creatures to get energy. After you fill your energy bar, you'll be able to find a gate that will allow you to shift onto the material plane. When you return to the material plane, you'll find that things have changed. Much time has passed from your execution to your return. This exploration is one of the compelling aspects of the game as is Raziel's journey of self discovery.

Puzzle solving ranges from the simple "where do I go next" to complex multiple step brain busters. All the puzzles solutions are shown real-time i.e. if you solve something you get to see the results, you don't have to search for the solution.

Combat is very slick. To

overcome hand-to-hand in a 3D environment, Crystal Dynamics created an autoface button. When autoface is engaged Raziel faces the closest enemy. Very simple and intuitive. To defeat his vampire enemies, Raziel must use items he finds in the environment. He can rip stakes off of fences to impale his foe or grab a torch off of the wall to burn them. After defeating an enemy, Raziel must feed on their souls to survive.

Another nice concept is immortality. Raziel can't be killed. If he loses his energy on the material plane, he is 'shunted'



back to the spectral plane. This gives the game a real organic feeling. You don't spend all of your time 'dying'



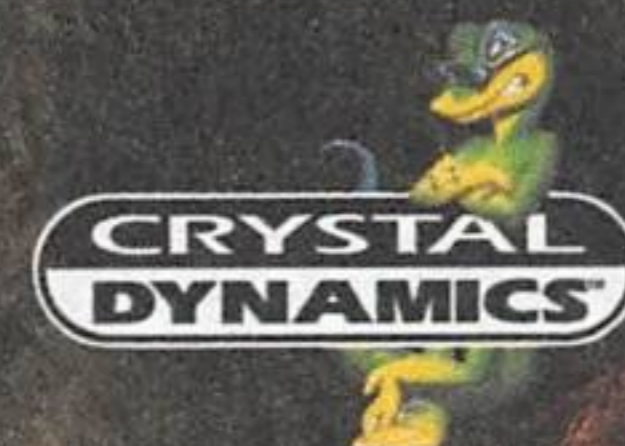
and going back to your last save. All your time is spent in the game.

Character development is much the same. Raziel gains abilities by feeding on the souls of the vampire clan leaders (lieutenants). This gives him new innate powers that alleviate the need for inventory screens. Scattered throughout the game are glyphs. These are area affect spells based on elemental powers like fire or water. Visually powerful.

THE GRAPHICS

Stunning! Fantastic textures and environments. It seems that several of the artists creating the game were former architects. It shows. Definitely some influences from Gaudi and Bauhaus. The environments are great, but the effect of shifting from the spectral to the material planes is incredible. The backgrounds morph real-time. Unbelievable!

This game is a must play for 3D adventure fans. You have to experience to believe it.



EIDOS
INTERACTIVE

All Hail the Lizard King!

GEX makes his triumphant return in GEX 3: Deep Cover Gecko.

As an international secret agent for hire, GEX's latest adventure involves rescuing the BEAUTIFUL Agent Xtra who has been kidnapped by who else but GEX's arch nemesis Rez. And if there were ever a secret agent to rescue - Agent Xtra certainly qualifies! Agent Xtra, played

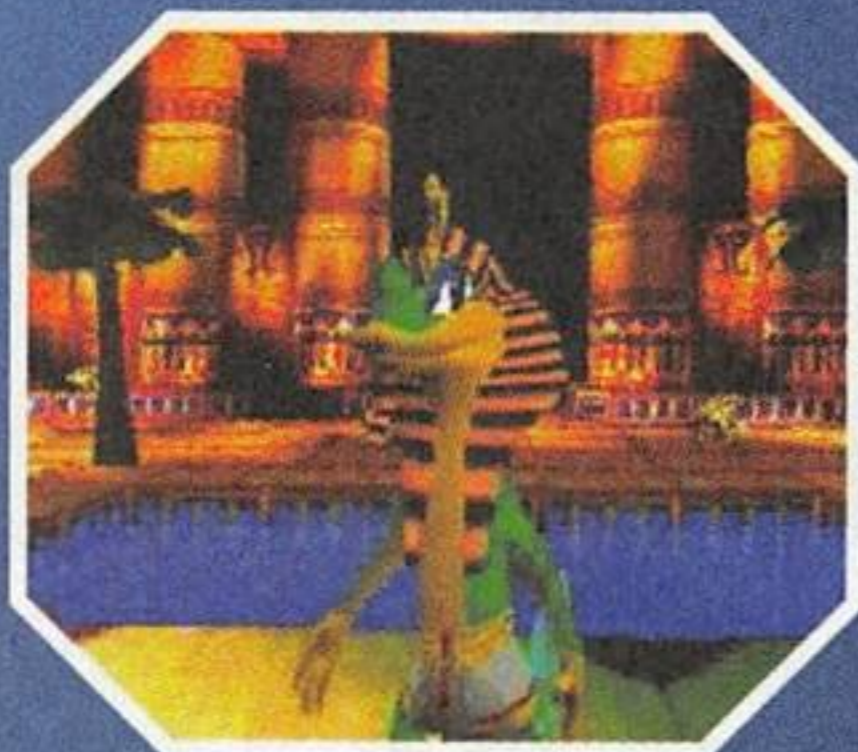
by Marliece Andrada (of Baywatch and Playboy fame), appears throughout the game in technology that combines 3D compositing with full motion video.

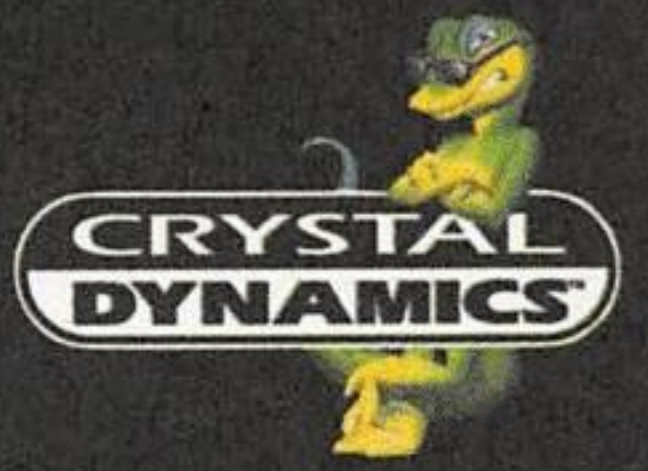


All-new Gameplay

Beyond GEX 3's Baywatch vixen is ALL-NEW gameplay and that's really where GEX 3 shines. GEX 3 has plenty of gameplay depth and is designed to reward the player at every turn. A variety of cool character disguises with designated gameplay mechanics are just one source of that reward. One example of this is the Clue level where GEX, while dressed as a certain 'Inspector Holmes' fellow, uses his trusty magnifying glass to uncover secret time-

based mini-games. Later in the same level GEX solves a puzzle that allows him to turn into 'Count GEXcula'. As The 'Count', GEX uses





his cape as a flying device to glide to areas previously unreachable as 'Sherlock GEX'. There are over 25 costumes in all and not a dud in the bunch.

The hilarious Media Dimension levels are once again designed as sarcastic parodies of pop culture, movies and television. Including such levels as Saving Private GEX, Twisted North Pole with an evil Santa, Jock GEXsteau's H2O



The collectible system is equally as rewarding. There are 3 types of collectibles: Gold Flies provide your life's blood (free lives) and are necessary for survival, Paw Coins add extra hit points to your health base and help you in later levels and finally, precious Bonus Coins that give you access to play over 15 vehicular based Bonus levels. These twitch-based Bonus levels are not accessible without a set number of Bonus Coins but are well worth their price! Ride bucking burros, slithering crocodiles and jump-happy kangaroos. Then fight evil elves while riding a snowboard, blow up just about



everything while controlling a military tank and scuba dive to your hearts content.

In addition, new abilities like shooting

gatling guns, spitting fireballs, freezing enemies, discovering secret playable characters and an all-new intuitive camera system make GEX3 one hell of a sequel!

As usual, the graphics in GEX 3: Deep Cover Gecko are simply stunning with not one ounce of detail overlooked. Crystal Dynamics has another graphical masterpiece on their hands.

One smashing sequel, baby!



adventure, GEX and the Beanstalk and others.

GEX 3: Deep Cover Gecko is an all-new and

compelling platform experience. From Baywatch's Marlice Andrada to the all-new character mechanics, cool costumes, secret playable characters and twitch-based vehicular gameplay, GEX3 is an engaging experience from start to finish.

Coming soon to the PlayStation® game console and Nintendo®64

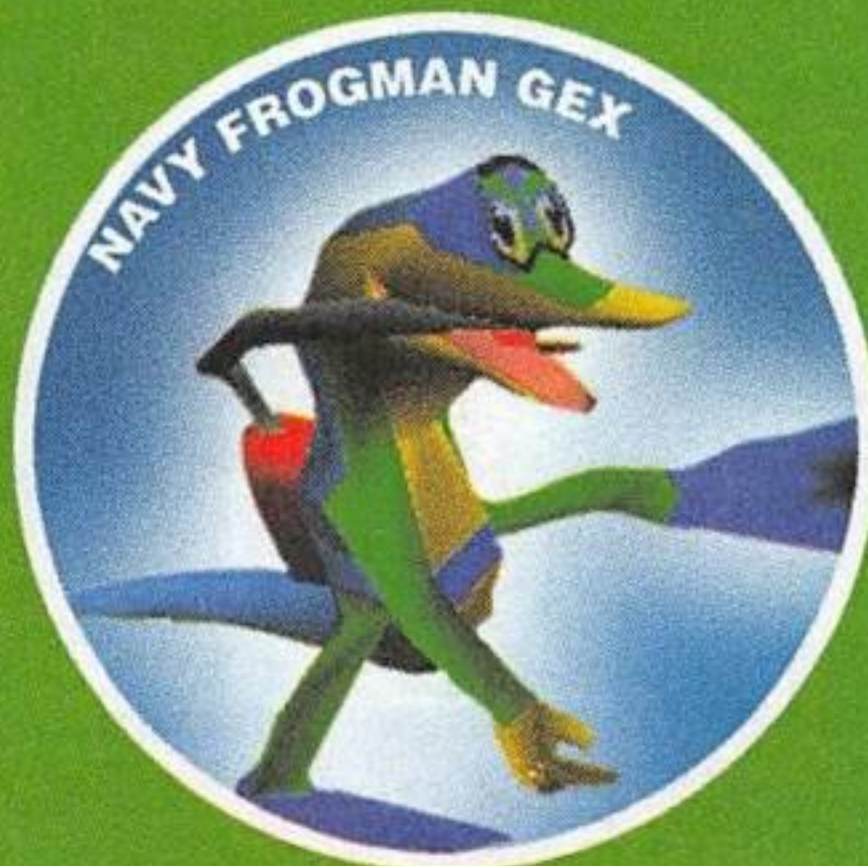
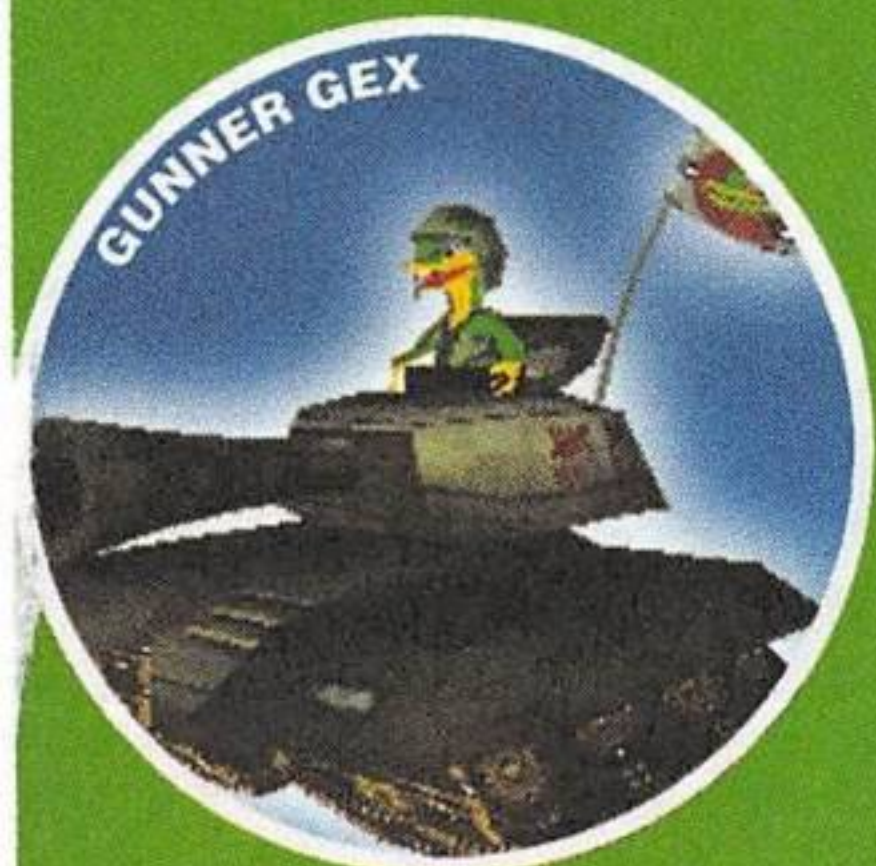


www.eidosinteractive.com/gex/index.html

THE On-Line Source for NEW GEX Info:

- Free GEX & Agent Xtra Wallpaper!
- Updated GEX news and Contest Info!
- New screenshots, character art & downloadable movies

EIDOS INTERACTIVE



GEX 3

DEEP COVER GECKO

HINTS AND TIPS FOR PUMPKIN STUDIOS WARZONE 2100

ESTABLISHING YOUR BASE

To increase productivity, make sure to build multiple buildings of the same kind. By having more than one factory, for example, you can build more units to create a bigger army much faster. To really cut down on research time, it is a good idea to have at least two research facilities to expedite your technology level.

UPGRADING VEHICLES

It is also possible for you to actually change the design of a vehicle when you get new technology. This helps save time in the design window, and at times can mean the difference between victory and defeat. When you get a new technology simply select an existing vehicle (instead of designing a new one) and select the component that you want to change. If that vehicle is currently being manufactured, when you exit the design window, the changes will automatically be sent to the factory and the next unit to roll off the production line will have the changes made to it.

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DESIGNATE A COMMANDER

By having a Commander leading a group, he can direct units to specific locations and choose the appropriate target to attack. Like other units, Commanders gain in experience. As a Commander becomes more experienced, he can control a larger group and his accuracy becomes much better. Commanders can also be set as mobile regrouping points. When a commander loses a unit, the factory assigned to him will replace that unit.

DESIGNING UNIQUE UNITS

Design units as soon as the research is complete. Warzone 2100 uses a 3-part sequence to design vehicles: turret, body, and propulsion. The outcome – over 2000 different unit types. The latest technology can help in the success of that particular mission.

REPAIRING YOUR UNITS

Don't forget to repair units. Make sure a mobile repair unit is with the group. The benefit - it does not use any power and

their attributes are carried over to the next unit that is created. This is one way to keep your army at the technological forefront while retaining battle experience.



prolongs the life of your army. Repair units will move around an area and fix wounded units automatically.

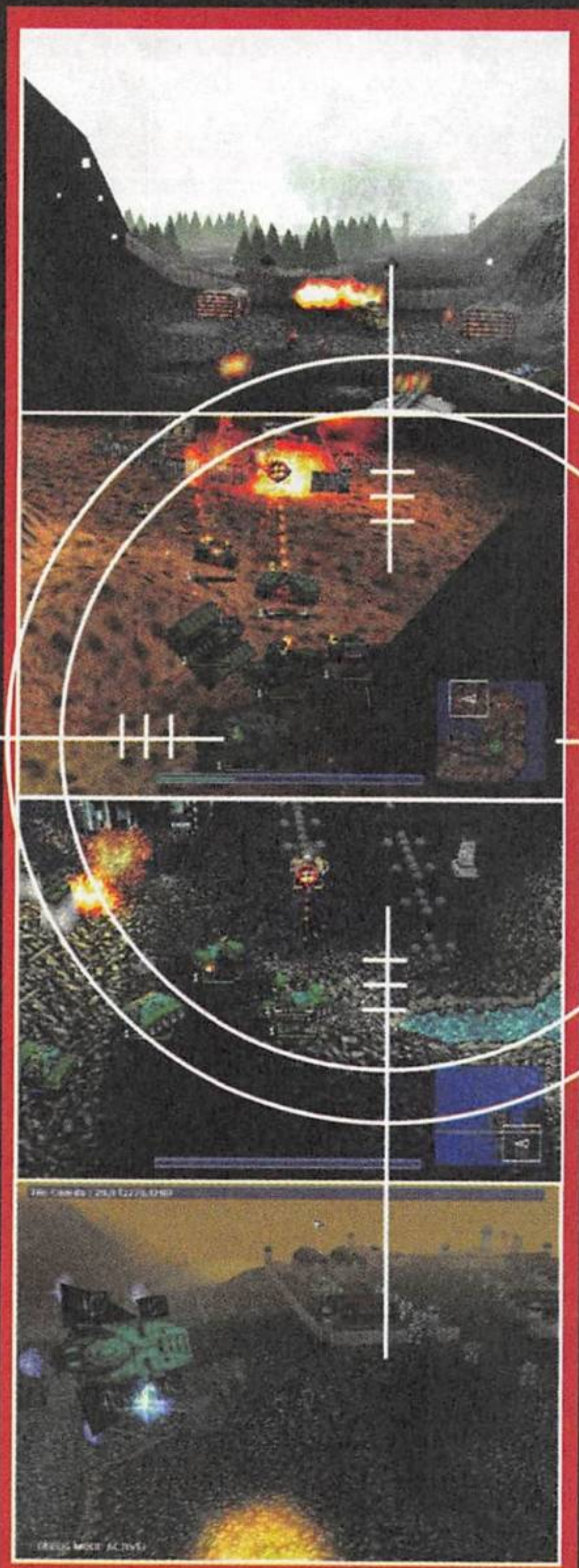
EXPERIENCE IS A PLUS

Unit skill levels increase depending on the amount of enemy units they destroy. Make sure to keep the higher ranked units healthy as you progress in levels. One way to preserve a unit's skill level is to recycle the unit. When recycling units,

UTILIZING SENSOR UNITS

Mortars lob shells over friendly troops, structures, and even over hills and valleys. However, they must be able to see what they are firing at. When attached to a sensor, mortars can shoot at targets that the sensor can see. To attach mortars to a sensor select the mortar, then select the sensor. A sensor lock box appears to show that you are successful.

HINTS AND TIPS WARZONE 2100 CONTINUED.



You can also assign Flying units and ground units to sensor towers. When they detect a mortar attack, they will scramble the units to search out and destroy the offending unit. This tactic works very well with flying units.

RESEARCH HINTS

Any time you get the option to upgrade a vehicle body, make that your top priority. The new vehicle body represents a better armored chassis that can withstand more damage and stay in the fight longer.

GROUP YOUR UNITS

A good tactic is keeping all of the same types of units grouped together. A prime example is to group flamers together to perform a hit and run attack and then have the

machine-gun units protect the flamers. To group units, select the units to be grouped, press and hold the L2 button, then press either the square, triangle, X, or circle button to assign that group.

BASE CONSTRUCTION

It is important that you find a defensible area and start your base there. The smaller the entrance into your base the harder it will be for the enemy to penetrate your defense. The use of walls in the entrance can work very well in an assault situation. If you

is hit with Flame, they will burn to death before they get all the way into your base.

Another good tip on base construction, is to build mortar pits deep into your base, so that they can rain down shells on the enemy the whole time they are attempting an assault. Mortars combined with flame units are a very deadly combination, only the most hardened units can withstand.

ORDER. RETURN TO BASE

Once you have grouped some vehicles together, select the unit order icon. One of the options is to return to base at medium or heavy damage. Depending on the conflict, set this option to medium or heavy and the vehicles will return to the HQ (where you can have repair units waiting) or to a repair yard if you have built one, where they will automatically repaired.

WARZONE 2100

leave only one small opening for enemies to get in, it takes them longer to get through that hole. The whole time you can have flaming bunkers light them on fire, they will continue to burn for 30 seconds. In the beginning of the game, If a unit