MORTAL KOMBAT 4
All the Komplete Moves!

60 GAMES
Street Fighter Collection
Crash Bandicoot 2
Rush the Rock
Command & Conquer: Red Alert
NCAA GameBreaker '98

MDK
Strategies: Destroy!

PC GamePro
- Quake II
- River
This is not a game.  
It's a game enhancer.  
Plug it in  
and turn it on.

Reveal the hidden.  
Unleash the fury.  
Feed on weakness.  
Never lose  
and never die.
Crash is back. And he’s all pumped-up and ready to rumble.

This time, Crash will have to work his way through huge, all new 3-D environments. He’ll fly with a jetpack, surf on a jetboard and saddle up a polar bear cub. He’s got new moves, he’ll meet new characters and he’ll face plenty of dangerous new obstacles. It won’t take long to realize: Only the strong survive.
Presenting Masters of Teras Kasi, an all-out fighting frenzy featuring 9 Star Wars characters and introducing a new villain masterfully trained in the ancient martial art of teras kasi. Battle through 9 action-packed arenas. Engage in weapon-to-weapon or hand-to-hand combat. Wield lightsabers, blasters, flame throwers and battle axes to engage in the ultimate conflict. Heck, even the Empire never struck back this hard. www.lucasarts.com
THE GALAXY IS FAR, FAR AWAY.
THE FIGHTING IS UP CLOSE AND PERSONAL.
LAUGH WHILE YOU FRAG, FROM HOLLYWOOD TO OUTERSPACE!

BAG SOME ALIENS WITH OVER A DOZEN HI-TECH WEAPONS!

AN ALL-OUT OVERLOAD OF NON-STOP CARNAGE!

DUKE NUKEM: TOTAL MELTDOWN

Duke's in town. And there's nothing he hates more than an army of alien punks crowding his space. 34 levels of freak-smashing 3D mayhem should see to it. Gigantic guns! Gruesome enemies! Total interaction! And all-out devastation! Don't mess with The Man!

HE'S GOING TO GET
DUKE NUKEM 64

From L.A. to the moon – 32 towering levels of 100% interactive carnage! On film sets, in bars, on moving subways... no butt-ugly alien is safe from the wrath of Duke! Grenade Launchers. Shrink Rays. Hardcore 3D action. And graphics to kill for! Duke's coming to take out the garbage!
Because a new, deadlier Pitfall lies ahead. A Pitfall that enters a mystical, 3-D world, with fully explorable environments. So, get a grip while you still can.

(and he's about to get medieval upside your head.)

Lord Deimos is just one of the vicious warriors you'll go against in Mace - The Dark Age. Each fighter comes with his or her own deadly weapon and so many different moves and combos that inflicting pain will be easier than ever before. And thanks to the arcade development of the "Voodoo Graphics" chipset, you'll get 3-D fighting as you've never seen before. So pick up Mace - The Dark Age today. But watch out for Lord Deimos - he's looking for his next victim.

Mace: The Dark Age
Everything's a weapon.
CONTENTS

GamePro • January 1998

Special Features

40 Castlevania 64: Interview with the Vampire Maker
   The hunt for Dracula continues! The Konami crew in Japan reveals inside info on this highly anticipated title.

44 1997: The Year of Gaming Dangerously
   The GamePros list their favorite games of the year!

46 Spotlight On Road Rash 3D
   Here's a first look at the motorcycle madness that's about to make its return to the PlayStation.

Cover Feature

138 Mortal Kombat 4
   Don't be fooled! MK4 Revision 2 is the complete game, and here are kool moves for all 15 Kombatants!

Road Rash 3D

126 SWATPro Strategy Section

MDK
   PlayStation
   ProStrategy Guide
   Blast your way through MDK from beginning to end with the help of this walk-through. Plus, we give you the location of all the secret areas!

FIGHTER'S EDGE

Mortal Kombat 4 (Arcade)
   Be the master bone-crusher who devastates the competition with this komplete move list—more fatalities and combos than you can shake a spinal cord at!

S.W.A.T. PRO

Tips and tricks for Mortal Kombat Mythologies: Sub-Zero, MDK, Street Fighter EX Plus, Treasures of the Deep, Resident Evil: Director's Cut, Nuclear Strike, and more!
THE GIANT DEMONSTRATES HIS MOST DEVASTATING NEW WRESTLING MOVE.

“One of the Fall’s hottest games!”
— GamePro, July 1997

- Over 40 wrestlers, including more than 20 WCW and NWO superstars: Hollywood Hogan, Sting, The Giant, Lex Luger, Ric Flair, The Outsiders, The Steiner Brothers, Dean Malenko, Syxx, Eddy Guerrero, Chris Benoit, Scott Norton, Rey Mysterio, Jr., Steven Regal, Ultimo Dragon, Buff Bagwell, and many more!
- Each wrestler has 30 to 40 moves, including his own signature moves
- Tag Team and simultaneous four-player action
- Five different play modes

www.thq.com
www.WCWwrestling.com

Visit your local retailer or call 1-818-225-5167 for orders only

WCW vs. NWO World Tour © 1997 World Championship Wrestling/Warner Bros. Inc.

THQ Inc., a registered trademark, and NWO are registered trademarks of THQ Inc.

T for Teen (10+ years old)
Show no mercy in MDK! Page 126.

ProReviews

PC GamePro
62
Nintendo 64
76
PlayStation
82
Saturn
102
Genesis
106
Sports Pages
110
Role-Player's Realm
122

Crash Bandicoot 2: Cortex Strikes Back! Page 66.

Star Wars: Masters of Teräs Käsi! Page 64.

Departments

24 Head-2-Head
1998 is going to be a great year for GamePros!

24 The Mail

27 Art Attack

28 Buyers Beware
The consumer's hotline!

32 ProNews
Nintendo plans to drop its prices on Dr. Bob and Bombman 64.

38 NetPro
Tanarus!

48 Overseas Prospects
The new Dishonored arcade machine makes its debut.

54 Sneak Previews
WWF Warzone, Diablo II, Spawnp: The Eternal, and more!

62 Riven and Quake III

68 Hot at the Arcades
Check out San Francisco Rush the Rock: Alcatraz Edition and Off Road Challenge!

Game Finder (Reviews & Previews)

Aerofighters Assault 78
Alundra 124
Armored Core 92
Automobil Lamborghini 76
Bicycle Racing 96
CART World Series 118
Castlevania 64 40
Command & Conquer: Red Alert 91
Courier Crisis 96
Crash Bandicoot 2: Cortex Strikes Back 86
Critical Depth 94
Croft: Legend of the Gobos 104
Dark Earth 65
Diablo 55
Ehrgeiz (God Bless the Ring) 48
Elric 56
Fighting Force 88
Fighting Wu-Shu 50
Final Fantasy Tactics 122
G Darius Ver. 2 50
Get Bass 48
Intelligent Qube 98
Lost World: Jurassic Park 106
Magic Knight Ray Earth 124
Micro Machines 56
Mischief Makers 78
Motorcross Gold 48
NASCAR '98 118
NBA Action '98 116
NCAA GameBreaker '98 112
NCAA March Madness '98 111
Need for Speed V-Rally 98
NHL All-Star Hockey '98 116
Off Road Challenge 70
Panzer Dragoon Saga 125
Quake II 66
Racing Jam 50
Rapid River 48
Ray Tracers 98
Rival Schools: United by Fate 50
Riven: The Sequel to Myst 62
Road Rash 3D 46
Round Trip RV 50
Samurai Shodown 50
San Francisco Rush the Rock: Alcatraz Edition 68
Soler Assault 50
Spider-Man: The Eternal 58
Star Wars: Masters of Teräs Käsi 84
Street Fighter III: 2nd Impact 50
Street Fighter Collection (PlayStation) 94
Street Fighter Collection (Saturn) 102
Supercross 58
Super GEM Fighter 50
Tomb Raider II 82
Vigilante 8 59
Virtua Fighter 3 TB 48
Virtual On 2 48
WWF Warzone 54
X-Men: The Revenge of Apocalypse 65
Z-Axis Basketball 110

San Francisco Rush does the Rock! Page 68.
too much for you?

Over 20 WCW and NWO superstars with all of their special moves & taunts, awesome tag team action, real ring announcers and theme music, "run-in" match disruptions, hidden characters including managers... It's enough to make your head swim.

Featuring: Hollywood Hogan, "Macho Man" Randy Savage, Lex Luger, Syxx, Ric Flair, Sting, The Giant, Dean Malenko, and many more! Get beaten by the best!
Say hello to life in the fast lane. Sonic R for Sega Saturn is a full-on pedal-to-the-metal hi-speed dash through five 3D courses, each rendered in full 360 degree panoramas. Choose from 5 different Sonic characters to race. Uncover hidden characters and secret shortcuts along the way. Whether you race tag team, relay or split-screen against your buddy is your call. You’ll be flossing bug guts out of your teeth for weeks. Yum.
It's Just Around The Corner. Reserve Your Copy Today.

The Terrifying Sequel To Last Year's "Best PlayStation Game Overall."
January 1998. Will You Survive The Horror?
October 27, 1999

Dear Coach:
I’ll never forget you. The way you told me I was a fat lard. How hard you laughed at my lisp. The way you summed up my potential in two words, marching band. Coach, I can’t thank you enough for telling me I’d never play NFL Football. You were my inspiration. And if you’re ever in town, I’d love to return the favor and kick your hairy butt up and down the gridiron.

Your former fatso,
Hooper
You're never too fat to play NFL Football.

Do you want real NFL action? Real NFL players? Real NFL battles and hard-core intensity? Well, now the NFL gives you eight great ways to Sunday. Including Acclaim's NFL Quarterback Club '98 available on Nintendo 64. So get into the spirit of the season and get your hands on some real NFL Football. 'Cause if you get a game, you can play NFL Football. (No matter what anybody else thinks.)
If this is issue 112, then it's either Merry Christmas or Happy New Year! About this time of year everyone starts casting predictions around, so here's a no-brainer to get the ball rolling: 1998 will be one of the best years for GamePros...ever! That's because absolutely awesome games will raise the bar on the standard of quality just as key hardware begins to push the evolution of game technology. Just check out some of the tough stuff in this issue of GamePro.

Mortal Kombat 4 may be the latest revamp of the hot fighting game series, but it's also a showcase for Midway's new Zeus arcade system which should power up some great 3D coin-ops this year.

Saturn loyalists like Chris Hamilton (see his letter on the right) can finally expect to see solid games like Quake, Street Fighter Collection, and Panzer Dragoon Saga; but the worst-kept secret in video games is Sega's campaign to build a new system. Depending on your attitude, you can probably slam or high-five the official announcement on this one by spring.

On the other hand, the best-kept secret in video games is Sony's new game system; but don't be surprised if revelations about new PlayStation hardware begin seeping through cracks in the Area 51 that is Sony Computer Entertainment this year. (And by the way, Hardware HQ, faithful gamers like Adam Mercer [see his request on the right] deserve to be rewarded for keeping their flames lit and your...err, assets in the hunt. The company that builds a downwardly compatible video game system this next time around gets declared the winner—no contest.)

1998 WILL BE ONE OF THE BEST YEARS FOR GAMEPROS

But until Sony feels like sharing, PlayStation gamers like Herman Martinez (check out his questions on the next page) are right to be excited about the cool stuff ramping up for '98 (like Resident Evil 2) as PlayStation games really start sliding into a groove with excellent discs like Tomb Raider II, Fighting Force, Crash Bandicoot 2, and Breath of Fire III. And it's great to see PSX games like Stunt RC Copter and Road Rash 3D pushing the envelope by trying to go where no disc has gone before.

Nintendo 64 gamers? Yeah, they can talk some smack, too. The capabilities of the 64DD won't be 100 percent clear until playable games are available, but 1998 is the year it debuts—and it sounds tough! With games like Castlevania 64 and The Legend of Zelda 64 ramping up for 1998, you can wait as long as it takes for a disc drive.

Hey, even Clinton Rawls (see his letter on the next page) is excited about gaming in 1998...and he owns a Jaguar! It's time to fire up your systems and hit Start on the New Year.

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

A SATURN FOR THE WORSE

Please help! I am a Sega Saturn owner, and I'm deeply concerned about the future of my game system. With recent disputes between Sega and other third-party companies like 3DFx, I'm beginning to think Sega is going to bail out the Saturn and focus only on some new system now in the making. Also, games being released for the PlayStation aren't crossing over to the Saturn (such as Tomb Raider II). That foretells a dark future. So please help me! Is the Saturn going to die or am I just being paranoid?

Adam Mercer, Paradise, TX

Both. At some point it's inevitable that the Saturn is going to die, and you're just being paranoid. In two years you'll probably be saying sayonara to both the Saturn and the PlayStation. New video game technology is inevitable; it's just that Sega can't keep a secret like Sony can (see "ProNews," September '97 and December '97). Just pray--no, demand—that new systems are downwardly compatible so you can save your investment in Saturn games. Sega's problems with third-party developers and the low number of new Saturn games compounded by its ability to tick off consumers by not sticking with its systems. (Remember the Sega CD? The Sega CDX? The Sega 32X? Now, it's the Dural!). At the same time, there are sure to be great Saturn games from companies like Capcom, Working Designs, and more.

Everyone proclaims that the Saturn is dead—but I say not hardly. I own a Saturn, and I couldn't help but notice that the games you review for Saturn are always the bad ones. Why don't you guys try to review better Saturn games?

Chris Hamilton
Inverness, FL

Let us explain some things to you. "Review" means objectively examining a game and making a call that it's either good, bad, or somewhere in between. We review the games that game companies send us—good and bad. Some of the Saturn titles reviewed recently (Sky Target, Sonic Jam) just weren't that good, but they were all that were available. Other Saturn games reviewed, like Duke Nukem 3D and Resident Evil, were very good, and Marvel Super Heroes was actually much better than its PlayStation counterpart.

DVD AND 64DD

In the September issue, you said that the DVD was as powerful as 26 CDs [see "The Cutting Edge," September '97]. Why doesn't Nintendo delay the 64DD another year and add a DVD drive to it? If the
In Racing There Is Only One Position

"An F1 simulation with no equal!" - GameFan Magazine
"...exceptional frames of animation..." - EGM2

F1 POLE POSITION 64

16 Tracks, 22 Drivers, 11 cars...
Pure Pulse-Pounding Formula One Action!

©1997 Ubi Soft Entertainment. All rights reserved. An official product of FIA Formula One World Championship licensed by Formula One Administration Limited.
DVDs are certainly the hottest thing in video right now. The ability to store and transmit large quantities of information, as developers claim the DVD can, may bring about a revolution in video games—however, as with any new technology, the prohibitive cost of the DVD at this stage will probably keep Nintendo from turning its 64DD into a DVD player.

**ZOMBIE FIXATION**

I have some questions about Resident Evil 2.

1. Will there be a way to fight without weapons?
2. If you're bitten by a zombie and don't die, do you mutate into a zombie?
3. If you do turn into a zombie, do you get to hunt people for food?
4. Will there be cameos by characters from other Capcom games?
5. Will there be cameos by Chris and Jill?
6. Will there be a cameo by Alan B. McElroy?
7. Will the game have a jump button?
8. Can you get your limbs ripped off and get robotic replacements?
9. Finally, when all else fails, can you give up and shoot yourself?

**ATARI, WRONG NUMBER**

I own a Jaguar. I've called Atari, and they've told me that games are still being made for that system. Also, many of my friends own a Jag and we'd really like it if you would preview Jaguar games.

_Clinton Rawls_  
_Orange, TX_

Are you sure you didn't dial a wrong number? Because Atari doesn't exist anymore. Atari Games creates great arcade titles, but there is no more Atari. Give it up. The Jaguar is a great collector's item, but it has less chance of coming back to life than Marv Albert's broadcasting career.

Herman Martinez  
New Jersey

**OUR RESPONSE TO YOUR CALL FOR CASTING HAS BEEN OVERWHELMING!** We received over 1000 letters with some very offbeat casting choices for a number of different games. Your choices for *Resident Evil* in particular should make Hollywood producers stand up and take notice. The nominees include:

- **Chris** — Dean Cain (TV's *Lois and Clark*), George Clooney, Tom Cruise, Johnny Depp, Val Kilmer, Keannu Reeves, Tim Roth, Charlia Sheen, Kevin Sorbo (TV's *Hercules*), John Travolta, Bruce Willis, Billy Zane (*The Phantom*)
- **Jill** — Gillian Anderson (*X-Files*), Drew Barrymore, Sandra Bullock, Neve Campbell, Sarah Michelle Gellar (*Buffy: The Vampire Slayer*), Melissa Gilbert, Salma Hayek, Natasha Henstridge, Demi Moore, Alicia Silverstone, Bridget Wilson
- **Wesker** — Kevin Bacon, Stephen Baldwin (*The Usual Suspects*), Wes Craven, Harrison Ford, John Goodman, Val Kilmer, Gary Oldman, Robert Patrick (the evil Terminator from *Terminator 2*), Sylvester Stallone, John Travolta, Christopher Walken
- **Barry** — Tom Berenger, Bruce Boxleitner, Nicolas Cage, Sean Connery, Robert DeNiro, Charles Dutton (TV's *Rock*), Chris Farley, Stacy Keach, Martin Sheen, Kiefer Sutherland
- **Rebecca** — Christina Applegate, Hallie Berry, Sandra Bullock, Neve Campbell, Claire Danes (*Romeo & Juliet*), Sarah Michelle Gellar, Jennifer Grey, Helen Hunt, Jennifer Love Hewitt (*Party of Five*), Uma Thurman

**HONORABLE MENTIONS FOR OTHER GAMES**

- Law (Tekken 2) — Adam Sandler (*Happy Gilmore*)
- Nina (Tekken 2) — Heather Locklear (*TV's Melrose Place*)
- Paul (Tekken 2) — Jean-Claude Van Damme (*TimeCop*)
- Kain (Blood Omen: Legacy of Kain) — Patrick Stewart (*Star Trek: The Next Generation*)
- Heihachi (Tekken 2) — Arnold Schwarzenegger
- Yoshimitsu (Tekken 2) — Nicolas Cage (*Leaving Las Vegas*)
- Spiderman — John Cusack (*Grosse Point Blank*)
- Green Gobbler — Jim Carrey (*Liar, Liar*)
- Luigi (Super Mario Bros) — Michael Richards (*Kramer from TV's *Seinfeld*)
- Guybrush Threepwood (Monkey Island) — Martin Short (*Jungle 2 Jungle*)
- Link (The Legend of Zelda) — Michael J. Fox (*TV's Spin City*)
- Turok (Turok: Dinosaur Hunter) — Graham Greene (*Dances with Wolves*)
- Storm (X-Men) — Viveca Fox (*Independence Day*)
- Sweet Tooth (Twisted Metal) — Brian Dennehy
- Dash Rendar (Shadows of the Empire) — Kevin Costner (*Waterworld*)
- Zelda (Legend of Zelda) — Jennifer Aniston (*TV's Friends*)
- Duke Nukem (Duke Nukem 3D) — Bruce Willis (*Die Hard*)
**Buyers Beware**

**By The Watch Dog**

As 1998 unfolds, we hope the number-one resolution for game companies to develop problem-free games and peripherals for their customers. Until then, let me clear the air on some final disappointments of 1997.

**Q:** I am writing to complain about Interact’s Mega Memory Card. Every time I save my game after about 20-30 hours of play, it asks me if I want to format my card. I select “No,” but it formats my card anyway. When this happens, my entire memory card page is erased. I called Interact and they said this is not an uncommon problem and that about 10 percent of the Mega Memory Cards shipped are defective. What’s going on?

**Mailing Address**

Melissa George, media & public relations specialist for Interact, responds: “A possible reason for the error may be in its use. First off, you should only insert your memory card into the PlayStation after the power has been turned on to avoid power surges. Secondly, use the PlayStation’s memory manager system to switch pages on the Mega Memory Card. To use the memory manager system, just turn on the PlayStation’s power without loading a game. What customer service told you about the number of defective Mega Memory Cards was completely untrue. We would never ship out any defective cards for sale. But if you do have a Mega Memory Card that is not working, call us at 410/238-1426.”

**Q:** I bought NBA Live ’97 for the SNES, but for some reason, not all my information is saved after I turn off the system. What’s up?

**Theo Fung**

Sacramento, CA

**A:** An Electronic Arts customer service rep explains: “Since this is a known problem for this cart, we have some solutions that should help you save your game:

- Keep your trades to a minimum,
- In Season mode, all created players should be made at the same time (however, you should create only a maximum of five players so there will be enough memory for stats),
- Be sure to save your season to Slot Two only.

If the problem persists, call us at 650/572-2787 for more help.”
REINFORCEMENTS HAVE ARRIVED

COMMAND & CONQUER
RED ALERT
FOR THE
PLAYSTATION™ GAME CONSOLE.

- Over two dozen Allied and Soviet missions on two action-packed CDs.
- Fight over land, sea and air with MiGs, spies, destroyers, submarines and more!
- Take the ultimate challenge by fighting up to 3 AI opponents in SKIRMISH mode.
- Battle maps are up to 2 times larger than those in Command & Conquer.
- Three game difficulty settings.
- Dozens of close-ups and action movies.
- Specially-designed interface with completely reworked graphics for your PlayStation™ Game Console.

SUPPORTS MOUSE AND LINK CABLE!

NOW AVAILABLE AT RETAILERS EVERYWHERE OR CALL 1-800-874-4607
WHICH ONE of these THREE CARS
WOULD YOU RATHER be DRIVING?
AS YOU CAN SEE (SORT OF), NEED FOR SPEED HAS GONE DOWN AND DIRTY.

IN NEED FOR SPEED V-RALLY YOU CHOOSE FROM 11 WORLD RALLY CHAMPIONSHIP CARS.

THEN YOU SLUG IT OUT DAY OR NIGHT OVER 42 PERILOUSLY LIFE-LIKE, Gritty OFF-ROAD TRACKS. SNOW. RAIN. FOG.

AND IF YOU'RE LUCKY, BLISTERING HOT SUN ROUND OUT THIS BRUTALLY RAW JOURNEY. BRING SOAR.

ELECTRONIC ARTS®
www.ea.com
Nintendo Drops Software Costs

New $50-$60 range intended to battle Sony's prices

In an attempt to make the winter just a little warmer for N64 owners, Nintendo's two hot holiday releases, Diddy Kong Racing and Bomberman 64, will sport lower sticker prices—about $10 less than the current $60 to $80 levels.

The company also announced a drop in its licensing fees that, according to a press release, "should probably result" in lower retail prices ($49.95 to $59.95) for third-party games like Madden 64, San Francisco Rush, and WCW vs. NWO: World Tour. The key word is "should"—Nintendo isn't guaranteeing a price drop, merely creating the possibility for one. Ultimately, the decision to pass manufacturing savings on to the consumer belongs to Electronic Arts, Midway, T-HQ, and other independent software companies. Like Sega and Sony, Nintendo charges third parties a fee to produce official games for its system, which helps Nintendo retain quality control and see profit right away. A reduction of these fees means companies like Acclaim and Interplay can lower their overall N64 production costs.

Is this price shift the result of a decrease in the cost of chips, a corporate change of heart, or is Nintendo just afraid of getting bounced by the lower price points of CD-based software? If you're an N64 owner, it doesn't matter—lower prices are always good news.

WCW Nitro Delayed

T-HQ has run into some stiff competition in the PlayStation wrestling arena: itself. According to a company spokes- person, "Our WCW vs. the World is still doing so well that we wanted it to run its course through Christmas." As a result, the company's next WCW game, WCW Nitro, won't debut until January, but the company says it's taking the extra time to make Nitro "the best wrestling game possible."

F1 CE's License Revoked

If you bought a copy of Psygnosis's Formula One Championship Edition when it first came out, congratulations—you have an honest-to-goodness PlayStation collectible. Due to a licensing spat with the Federation Internationale de L'Automobile, Formula One Administration Limited, and Giss Licensing BV (better known to racing fans as FIA and FOA), Psygnosis will repackage and re-release the game without the official logos of the F1 organizations. Look for the new version of the game, retitled and unlicensed but otherwise unchanged in gameplay content, to hit stores soon.

Gumpei Yokoi, ex-Nintendo designer and creator of the phenomenally popular Game Boy, died on October 4, 1997, a victim of a car crash. He was 56.

Mr. Yokoi's innovations include the Virtual Boy and the cross-key directional pad itself, which Nintendo has used on its controllers since the NES. The company later patented the design; in time, directional pads replaced joysticks as the industry standard for home gaming controllers.

Mr. Yokoi joined Nintendo in 1965 but retired last year to start an independent career in game design. He is survived by his wife, Yoko. GamePro joins the rest of the game community in extending our condolences in mourning the loss of a pioneer.
Call the new Team GamePro Adventure Hotline and see if you can survive all the traps and dangers of each month's new phone adventure. Those who survive in the shortest amount of time are eligible to win awesome monthly prizes and get their name printed in GamePro magazine!

(1) GRAND PRIZE Winner
Video Game System of your choice!

(4) RUNNER-UP Winners
An official GamePro T-shirt!

Last Month's Winners

Grand Prize
Kyle Biddy, Marietta, GA, 4 min. 29 sec.

Runner-Ups
Dustin Meadows, Cardington, OH, 6 min.
Greg Nguyen, Mountain View, CA, 8 min. 38 sec.
John Alley, Independence, MO, 8 min. 39 sec.
Michael Kelly, Houston, TX, 8 min. 40 sec.

A New Adventure with a Different GamePro Editor Every Month!

Calls cost $1.29 a minute and average six minutes in length. Available to touchtone and rotary phones. Be sure to get your parents' permission to call Team GamePro Adventures if you are under 18 years of age. Message subject to change without notice. A service of GamePro Media Group, San Mateo, CA. Entries without complete name, address, and phone number will be disqualified.
This is your best weapon.
ESPECIALLY WHEN IT BELONGS TO THE OTHER GUY.
Sony Goes PC with Tanarus's Tank Mayhem

Did you ever think "you'll die trying" could be loads of fun? That's the case with Tanarus. Sony Interactive's melee-style online tank-battle game for the PC. And even though you're going to get popped as often as you pop the other guy, you'll be having too much fun to mind.

Tanks Alot

Even in its beta version, Tanarus looks like a rock-n-rollin' blast-n-run arcade-style tank game. If you've ever played the seat-rattling Tokyo Wars in your local arcade, you'll feel pretty comfortable in these tanks. Sony's aim is to make setting up and playing easy. Once you sign up at the www.tanarus.com Web site, you pop into an easily navigated opening arena. From there, you can drop into chat rooms, go right to a playing arena, or set your control options.

Once you pick an arena, you get to choose and customize one of four tank styles, ranging from the shifty Lightning to the huge Devastator. You'll also find a healthy selection of laser weapons, missiles, and mines to prepare your killing machine for combat. However, you need to be selective when customizing your vehicle because each tank has only seven available slots for you to configure (in addition to your firepower, you'll want to include some defensive options like shields and battery recharging, too). You'll also need to practice tank tactics, such as using your turret keys to direct fire to the sides of your tank as well as distributing your shield power to guard the front or back of your tank. And since the gameplay is team-based, you can link with up to four other commanders and use chats to plan your strikes.

Kill or Be Killed

Your goal in Tanarus is simple: Accumulate as many kills as possible. You start out in a beginner class, but as you amass kill points, you can rise through the ranks of private, lance corporal, and up through captain. The arenas are staggered by ability, including a practice area, so newbies can get their Patton chops down before venturing into hot-n-heavy live play.

Amazingly for an online game, Tanarus supports all the current 3D acceleration cards; we set it up for 3Dfx Voodoo Rush play and received great results. Apart from the occasional lag hiccup, performance was also uniformly smooth—when you fire a missile, it hits where it's supposed to. But you'll need a big machine to play Tanarus (the minimum requirement is a Pentium 120 with 16MB of memory). Just think of your computer as a big tank, though, and you'll be right in the spirit of things.

Tanarus Requirements

URL: http://www.tanarus.com
Available now
$9.95 per month
Minimum System Requirements: Pentium 120, Windows 95, 16 MB RAM, 40 MB on hard drive, 1 MB video RAM, Internet connection
Recommended: Pentium 133, 32 MB RAM, Direct3D video card, joystick
All You Have Is Your Courage, Your Intelligence And Your Tongue.

Chameleon Twist

3-D Action Adventure Game For All Ages!

...GOOD LUCK AND GOOD LICKIN!!!

Caramel with beams of light coming out? It may be time for a tongue high jump!

6 uniquely designed 3-D rendered worlds (levels) to explore
Interview with the Vampire Maker

GamePro visits Konami in Japan to dig up the dirt on the Castlevania 64 series, in this interview with the director.

By Ken Ogasawara

GamePro: What is your background with Konami?

Takeo Yakushiji: I've been in production eight years. Castlevania 64 is my second product as a director. I started off as a character designer, mostly with Super Famicon games. I worked on Gamibare Goemon twice and Tiny Toons for the Super Famicon. This is the first time I've worked on the N64.

GamePro: Have you directed any other Castlevania games?

Takeo Yakushiji: This is the first time I've worked on the Castlevania series, but I've enjoyed playing the games since long before I even joined Konami. People who go to work for Konami generally want to work on Castlevania at least once...[laughs]...or Gradius.

GamePro: Which Castlevania game is your favorite?

Takeo Yakushiji: The third one for the Famicon, Akumajo Dracula [Castlevania III: Dracula's Curse].

GamePro: What's Castlevania 64 about?

Takeo Yakushiji: Here's the story line in a nutshell. It's been a hundred years and Dracula has resurfaced. Each of the four playable characters has their own reasons to seek out Dracula, and they spend the game looking for him.

One of the main features is that gameplay will take place during both the night and the day. We will also focus more on vampires in this version.

Vampires tend to be nocturnal, so they appear at night to attack the player.

Generally, the vampires will be in hiding during the day, but there may be instances where they come out while the sun's up. However, where the vampires can go will be limited. If the player goes to an area where there's sunlight, the vampires cannot follow—but when night falls, the vampires will be able to roam freely, searching for you to drink your blood.

Also, it will be relatively safe to explore the castle in the daytime, but during the hours of darkness, vampires and other monsters increase the risk of exploring.

If a vampire sucks your blood, you'll turn into a vampire. There may also be instances where vampires transform into victims and plead for help, just to lure you into a trap.

Castlevania 64 will be part action game, where you fight enemies and avoid traps, and part exploration game with puzzles you must solve using items and clues. All this must be done to get closer to Dracula.

GamePro: Could you explain a little more about how the day and night cycle works?

Takeo Yakushiji: Within the game, there will be a timer. From 6 in the morning to 6 in the evening will be the daylight hours. Graphically, this will be represented with the light fading or darkening to the night. Your field of view will get shorter as it gets darker. With a smaller field of view, it becomes more difficult for the player. Also, monsters that don't normally roam during the day will start appearing as the light fades.

It will be just the opposite in the daytime sections of the game. For example, during the day, vampires may appear, but if you lure them into direct sunlight, they may be destroyed outright. So, one of the strategies in the game will be to find territory that has direct sunlight and use it to your advantage.

Using night and day cycles, there are ways to involve events and traps. There will be
with the Maker

the latest entry in the Castlevania game’s director, Takeo Yakushiji.

some doors that open only during the day, so you may have to perform some actions during the night, but then head toward that door as it is about to open. If you take longer than you expected, you may be trapped by a door that becomes locked during the night and get stuck in a dangerous section, so there can be traps that are time-dependent.

GP: How much does this game follow the previous games in the series?
TY: Timewise, it takes place about the same time as Richter’s story in Dracula X for the SNES and Symphony of the Night for the PlayStation, around 1792.

A difference is that the older versions took place in medieval-oriented castle settings, but this version will be something closer to the modern age—rooms will have mechanically oriented themes, and there will be enemies that you haven’t seen.

GP: Will Castlevania 64 be similar to the PlayStation’s Symphony of the Night?
TY: Yes. Although Castlevania 64 doesn’t have the same RPG-like feel that the PlayStation version had, we certainly have exploration of the castles and puzzles.

GP: How many characters will there be?
TY: Currently, there are four characters to choose from. Since they have their own motives, each character will have a different ending. There will also be multiple endings for each character. One character, Schneider, is a member of the Belmont family, and of course since he’s a Belmont, his weapon of choice is the whip. The second character’s name hasn’t been finalized yet, but we are calling him “Cornell.” Cornell’s a fighter who uses close-in martial arts kicks and punches.

GP: Do the different characters represent different difficulty levels?
TY: Yes. Schneider is the basic character, and he represents a normal skill level. With Cornell, the game will be marginally more difficult, since Cornell has to get closer to enemies to do damage. But he does have greater speed, which he uses to get closer to enemies before they attack. One of the other characters has a high damage ratio, but a long attack range. This character will be slightly easier to play through the game with than Schneider. The last character has unusual tactics. It’s harder to play with this character because the moves are different from the other three, but basically, that character will be able to change from a power type to a speed type.

GP: Does your character evolve at all?
TY: The player doesn’t develop per se, but there will be techniques that won’t be explained in the manual—although all the abilities are there from the be-
**GP:** How about the camera angle? Is it fixed, or can players control it?

**TY:** The camera angle will change depending on the best perspective for the situation. For example, if the best gameplay view is for the camera to follow the player, it will be that way. Or, if we deem it will be easier in a situation to have the camera looking down at the player, we will do that. Also, players can look around in first-person view in any section, although they will not be able to move in this mode.

**GP:** How large do you think the game will be?

**TY:** About 96 to 128 megs. We don't really know yet. We want to put in as much memory as we can. Already, the sound and N64's sound processor. We can't really reveal anything yet. In the sound section, the biggest problem is the memory limitations.

**GP:** How far along in development is the game?

**TY:** You mean, what percent complete is it? (laughs) Ten percent?

**GP:** When can our readers expect to play the game?

**TY:** Next year some time.

**GP:** Okay, some American gamers are going to want to know this: Since Castlevania 64 deals with vampires, will it be a bloody splatterfest?

**TY:** Since Castlevania has a horror theme, there have been issues raised about turning out a product with a lot of gory gameplay and cruel imagery. However, we envision Castlevania 64 as a gothic horror story—still as scary as other games with horror themes, but with a certain beauty to it. We are trying to use [Francis Ford] Coppola's film *Bram Stoker's Dracula* or [Neil Jordan's] *Interview with a Vampire* to help us with this imagery. We are not planning to make it a bloody horror game.

---

**SNIEDER AS HE APPEARS IN THE GAME SO FAR...**

ially hindered the movement in the game has been the stairs—moving up and down and doing diagonal attacks. In Castlevania 64, all the characters will have diagonal attacks. Using Schnieder as an example, you can perform an attack and hold a button, then move the analog stick around to flail the whip.

**GP:** We've heard that players will be able to battle bosses, much as in a fighting game.

**TY:** Right now, we are trying to think of new ways to use the music to take up a substantial portion of the memory.

**GP:** Music always seems to be an important part of the series, and I was wondering who the composer is and what problems you'll face with the N64's sound capabilities.

---

**Interview with the Vampire Maker**

---

**GAMEMARK**

---

**GAMEPRO 42 January 1998**
For lefties, righties, nose pickers, shark attack survivors, folks with poison oak, avid porn fans, pissed off New York taxi cab drivers, a certain mid-80's hard rock drummer, that clumsy kid in shop class, people who gave their right arm for something, and Sabrina Whitehead, who wrote down absolutely everything Mrs. Dinklemeyer said in History 101.

ASCII Grip™
The ultimate controller for RPG's and other PlayStation® game console software.

ASCII ENTERTAINMENT
Customer Service 650.780.0166
www.ascient.com

ASCIIWARE®
IMAGINE THE POSSIBILITIES

© 1997 ASCII Entertainment Software, Inc. All rights reserved. ASCIIWARE is a registered trademark of ASCII Entertainment Software, Inc. ASCII Entertainment, ASCII Grip™ and the ASCII Grip™ logo are trademarks of ASCII Entertainment Software, Inc. PlayStation® and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All other brand and product names are trademarks and registered trademarks of their respective holders.
Well, it's the start of a new year, and although we gave you some "GamePro's Holiday Shoppers Guide," December 1997), we decided to drag sonic favorites of 1997. In a few months we'll reveal our official Editors' with one hopeful candidate for 1998.

1997: The Year of

**Air Hendrix's Top 10**

1. Colony Wars (PlayStation)
2. NASCAR '98 (PlayStation)
3. MDK (PC & PlayStation)
4. NHL '98 (PlayStation)
5. Crusader: No Remorse (PlayStation)
6. Triple Play '98 (PlayStation)
7. Oddworld: Abe's Oddsee (PlayStation)
8. Nuclear Strike (PlayStation)
10. San Francisco Rush (Nintendo 64)

**Dr. Zombie's Top 10**

1. Tekken 3 (Arcade)
2. GoldenEye 007 (Nintendo 64)
3. Soul Blade (PlayStation)
4. StarFox 64 (Nintendo 64)
5. Tomb Raider II (PlayStation)
6. Madden NFL '98 (PlayStation)
7. Mortal Kombat 4 (Arcade)
8. Mace: The Dark Age (Arcade)
9. Doom 64 (Nintendo 64)
10. Treasures of the Deep (PlayStation)

**Hot Prospect for '98:**

**NHL '98** (Nintendo 64)

**Hot Prospect for '98:**

Resident Evil 2 (PlayStation)

**Bro' Buzz's Top 10**

1. GoldenEye 007 (Nintendo 64)
2. Final Fantasy VII (PlayStation)
3. Diddy Kong Racing (Nintendo 64)
4. StarFox 64 (Nintendo 64)
5. Castlevania: Symphony of the Night (PlayStation)
6. Doom 64 (Nintendo 64)
7. Nuclear Strike (PlayStation)
8. Tomb Raider II (PlayStation)
9. Ace Combat 2 (PlayStation)
10. Scud: The Disposable Assassin (Saturn)

**Hot Prospect for '98:**

**Diablo 2** (PC)

**Hot Prospect for '98:**

**The Legend of Zelda 64** (Nintendo 64)

**Dan Electro's Top 10**

1. Interstate '76 (PC)
2. Rally Cross (PlayStation)
3. Diablo (PC)
4. Mortal Kombat 4 (Arcade)
5. Tetrisphere (Nintendo 64)
6. Fighters Megamix (Saturn)
7. Tempest X³ (PlayStation)
8. Marvel Super Heroes vs. Street Fighter (Arcade)
9. NASCAR '98 (PlayStation)
10. Saturn Bomberman (Saturn)

**Four-Eyed Dragon's Top 10**

1. Tetrisphere (Nintendo 64)
2. Final Fantasy VII (PlayStation)
3. GoldenEye 007 (Nintendo 64)
4. Mace: The Dark Age (Arcade)
5. Tekken 3 (Arcade)
6. Nightmare Creatures (PlayStation)
7. Madden NFL '98 (PlayStation)
8. Marvel Super Heroes vs. Street Fighter (Arcade)
9. Frogger (PlayStation)
10. Soul Blade (PlayStation)

**Hot Prospect for '98:**

**Tekken 3** (PlayStation)
solid advice on hot games for the holidays last issue (see special feature a few editors out of their lairs and squeeze their tiny heads for their per-choice Awards; until then, here are our editors’ top 10 favorite games

Gaming Dangerously

Johnny Ballgame’s Top 10
1. GoldenEye 007 (Nintendo 64)
2. Mortal Kombat 4 (Arcade)
3. Madden 64 (Nintendo 64)
4. Soul Blade (PlayStation)
5. Diddy Kong Racing (Nintendo 64)
6. NBA Live ’98 (PlayStation)
7. NFL Blitz (Arcade)
8. WCW vs. NWO World Tour (Nintendo 64)
9. Final Fantasy VII (PlayStation)
10. Triple Play ’98 (PlayStation)

Hot Prospect for ’98:
WWF Warzone (Nintendo 64)

The Rookie’s Top 10
1. NHL ’98 (PlayStation)
2. Madden 64 (Nintendo 64)
3. GoldenEye 007 (Nintendo 64)
4. Turok: Dinosaur Hunter (Nintendo 64)
5. Castlevania: Symphony of the Night (PlayStation)
6. NBA Live ’98 (PlayStation)
7. FIFA: Road to World Cup ’98 (Nintendo 64)
8. Soul Blade (PlayStation)
9. NHL Open Ice Challenge (PlayStation)
10. Triple Play ’98 (PlayStation)

Hot Prospect for ’98:
NCAA March Madness ’98 (PlayStation)

Major Mike’s Top 10
1. Castlevania: Symphony of the Night (PlayStation)
2. Final Fantasy VII (PlayStation)
3. StarFox 64 (Nintendo 64)
4. Rage Racer (PlayStation)
5. Vampire Savior (Arcade)
6. Oddworld: Abe’s Oddysee (PlayStation)
7. Marvel Super Heroes vs. Street Fighter (Arcade)
8. Blood (PC)
9. Fighters Megamix (Saturn)
10. Doom 64 (Nintendo 64)

Hot Prospect for ’98:
Metal Gear Solid (PlayStation)

Scary Larry’s Top 10
1. Jedi Knight: Dark Forces II (PC)
2. Final Fantasy VII (PlayStation)
3. Blast Corps (Nintendo 64)
4. Star Wars: Masters of Teras Kasi (PlayStation)
5. Star Wars Monopoly: Limited Edition (Board game)
6. Nightmare Creatures (PlayStation)
7. Madden 64 (Nintendo 64)
8. Soul Blade (PlayStation)
9. Fighters Megamix (Saturn)
10. Parappa the Rappa (PlayStation)

Hot Prospect for ’98:
Turok 2 (Nintendo 64)
Spotlight on Road Rash

PlayStation

Although the mere prospect of a new Road Rash game is enough for gamers, EA has some tricks up its sleeve that will take the Rash down.

The Road Rash series has enjoyed runaway success on every platform it’s appeared on, seducing gamers with its taut motorcycle racing and club-thumping combat. As the series nears its second start on the PlayStation with Road Rash 3D, EA’s planned some impressive refinements that should take RR3D to the next level without diminishing the core gameplay of this proven hit.

The Rash Is Back

Tentatively scheduled for a March release, RR3D’s most striking improvement is the creation of a 3D world populated with biker gangs and interconnected tracks. “The whole idea is to make Road Rash more immersive for the player,” says Hunter Smith, the game’s producer. “The player will enter the Road Rash world, meet people, hang out with them, race them.”

Adding in gangs is a key part of accomplishing that. The player will race against—and right—the members of four gangs, each with their own distinctive bike, racing style, and combative attitude (see sidebar “Biker Gangs”).

The 200-plus miles of tracks are all located in one 3D world, where each gang is headquartered in a region that suits their racing style. In previous Rashers, the courses were just long strips, and as you progressed to the next level, a few more miles were added on at the end, so you saw the same scenery over and over again. In RR3D, each course (32 total) will take you over a different sequence of the world’s interconnected roads. Players will come to recognize locations, but this approach will add a great deal of variety to the action…especially with 200 miles to work with.

That’s My Club!

Fortunately, that classic Road Rash gameplay will remain the heart of the game. On the racing side, Smith reports that the physics model is much more sophisticated, which means more realistic racing and more braking. “You’ll be able to see tires slide out in close proximity to your adversary, so that if you’re in combat, you’re vulnerable.”

On the features side, the game will be single-player only, and Rashers will hit the streets in Time Trial mode, Thresh mode (single races), or Big Game mode (a season-like series). Winning earns you the cash to purchase one of 20 bikes with manual or automatic transmis-

Road Rash’s new fully 3D environment and panoramic perspective are displayed well as these two riders head down into a valley.

An in-game menu where riders can buy bikes and parts

One of the in-game menus that takes you into a gang’s headquarters

terms of bringing in weapons like projectiles or guns.” Smith says. “In Road Rash, the whole idea has always been fighting
sions. Once in the race, you’ll be able to look back and to the sides on the fly as you pull wheelies, put cops in their place, and evade obstacles. Other cool features may include owning multiple bikes, stealing bikes from riders you knock down, cops that chase you in other vehicles besides bikes, and analog-controller support—but only if the development team has time to implement them.

Eye-Catching Rash

Smith is careful to point out that everything you see on these pages is unfinished and unpolished, but RR3D’s graphics already shine. Beyond the jump to 3D, the visuals sport much more detailed terrain and much better character animations than previous Rash titles.

But the most impressive development is RR3D’s perspective. At a basic level, it remains the traditional behind-the-biker view, but RR3D streams data off the CD to create a pre-rendered cylinder of graphics that moves with the player. For gamers, this means that RR3D not only eliminates the pop-up problems that plague many PlayStation racers, but it also gives them an unprecedented look down the upcoming road.

“You can see what looks like several kilometers into the distance, which really eliminates things from just popping up like mountains,” Smith explains. “But it also has another cool effect. For example, if you’re up in a high elevation, you can look out and see a city below and the road stretching into it. Then, as you race, you head down the road and into the city. It gives you a sense that you’re really going somewhere.”

Ready to Rock

Smith and his team are off to a fine start with RR3D, balancing innovation with classic RR gameplay. They’re even working to sign some big-name bands to the soundtrack (the first Road Rash rocked to the rhythms of Soundgarden), but nothing was set at press time. But if all the pieces of RR3D come together in the next few months, EA has a winner headed for the finish line.

Biker Gangs

Techgeists: Racing pros. Less into violence, more into tight control and racing. Based in a canyon region because they love tough turns. Will fight, but not as much as others.

Duelies: Sit back and ride big Harley-style cruisers. Have huge acceleration, but don’t handle turns well, so prefer rolling hills. Don’t necessarily start fights, but finish them.

DeSades: Based in the city. Ride tough “rat” bikes that take tons of abuse. Race kamikaze style; just blow through obstacles. Pesky riders—will fight anytime.

Cafe Boys: Into fast, flashy racing bikes; love both the speed and looking good. The bike’s an accessory.
Fewer games were on display at the 35th Annual Amusement Machine Show (AMS) in Tokyo, but Sega, Capcom, Taito, and Namco still featured some strong titles, while Konami and SNK debuted playable titles on new hardware systems.

**Sega's Showing**

Sega featured the best selection of arcade games with Virtual On 2, Virtua Fighter 3 TB, and Water Ski. VO2 drew the biggest crowds with its awesome graphics (unlike Virtual On, which was riddled with breakup), courtesy of the Model 3 arcade board. The controls were also excellent and enabled gamers to easily perform special moves. New for VO2 were three moves and four Virtuaroids.

Virtua Fighter 3 TB didn’t receive the major overhaul some fans were expecting, but it now incorporates a three-player team-battle format as in The King of Fighters where you select any three fighters (you can even select the same character three times). And while you can’t switch characters during a fight (as in SFII), some of your character's energy is restored if you win the round. VF3TB has also been rebalanced so some of the weaker characters are now stronger, and new moves have been added.

Specialized cabinet games made up the rest of Sega's AMS lineup. Ski Champ, Sega Water Ski, Scud Racer Plus, and Sega Touring Car International drew big crowds. The most uniquely designed cab, however, was Get Bass. It featured a fishing pole that you could pick up and move side to side as you played.

**Namco Goes for Nice**

The Namco booth lacked its usual excitement this year, with its best offering being a motorcycle game, Motocross Go! (by the team that created Suzuka 8 Hours and Cybercycles). The controls, however, get gamers into the action as you must lean your bike to the left or right and move the handlebars to turn your ride.

Namco is trying to appeal to the dating crowd with Rapid River, a one- or two-person paddle game where you sit in a rubber dinghy (that moves with the onscreen action) and paddle a double-sided oar. The game's fun to play, but it can get very tiring. For example, when you’re about to get pulled into a whirlpool, you have to paddle like mad to escape it.

Namco’s ballyhooed Ehrgieiz (God Bless the Ring), a title developed by Square and Dream Factory, turned out to be disappointing. While similar to Tobal’s Quest mode, the controls in the show version were definitely awkward: Blocking high attacks required you to do nothing, but blocking low attacks required a button press. Performing special attacks was also awkward: Your opponent could easily be pummeled to death with fireballs, or, if the move was timed right, could even be juggled to death.
GamePro Online has a cool, new design, making it easier and faster for you to get to the nitty-gritty interactive gaming information you’re looking for to help you stay ahead of the pack.

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

Check out www.gamepro.com

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

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

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

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

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

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

Logon again for the first time!
The Cobra Strikes
Konami finally revealed two playable games running off its mega-hyped Cobra arcade hardware. The fighting game Fighting Wu-Shu featured superb graphics that easily rival those of VF3. However, the controls in the show version were imprecise, and the moves weren't much different from those in VF3 or Tekken 3. Hopefully this will be corrected in the final product. However, Wu-Shu had one truly innovative feature—its "learning A.I." The computer records the fighting style of a high-scoring human player and then uses that fighting style at random on other human players.

Konami's Racing Jam also used the Cobra arcade board. Jam features three cars from six different Japanese auto manufacturers, each suited for a particular course. However, advanced drivers can change the car's default setting and tune the car to their liking.

Konami also showed the space-shooter Solar Assault, which uses the same power-up system as the Gradius series, except you play via a behind-the-ship view. And even though you fly in a visually spectacular 3D field, dodging incoming shots is difficult because it's hard to judge your distance to other objects. While Solar's fun to play, it's also frustrating because one hit can destroy your ship.

Second Impact
Capcom's main attraction was Street Fighter III: 2nd Impact. Impact introduces two new characters to the lineup along with redrawn special effects, new fighting stages, and new moves. One of the new characters, Hugo, looks like Andre from the Final Fight series, and the other newcomer, Urien, fights like the boss character Gill.

Super Gem Fighter was Capcom's other 2D fighting title featuring super-deformed versions of certain characters from Street Fighter, Darkstalkers, and WarZard (which wasn't released in the U.S.). The excellent backgrounds featured cameo appearances by popular Capcom characters.

Rival Schools: United by Fate was another fighting game with Street Fighter EX Plus-style graphics. Rival uses a team-battle format, but you're restricted to choosing two or three characters from a unique school. There are five schools to choose from, and each team has unique combo attacks. For example, when the Sports High School Volleyball and Baseball fighters team up, the volleyball fighter throws the opponent into the air and spikes him toward her partner who then hits him for a home run.

Disappointing Shodown
SNK's foray into 3D polygon graphics with its new Hyper Neo Geo 64 arcade board was less than spectacular. SNK's flagship title, Samurai Shodown, which was running on the new board, had excellent computer-generated opening cinematics, but the gameplay graphics were disappointing. Diehard Shodown fans may like the game, but it didn't match up well against other 3D fighting titles.

Round Trip RV was a better effort for the Hyper Neo Geo, featuring smooth graphics with no pop-up problems. Now, if only there weren't so many racing games...

More Taito Shooters
Taito's main attraction was G Darius Ver. 2, another 2D side-scrolling shooter that featured two modes of play: one for experts and one for beginners. In the expert mode, you fly through five stages, and when you die, your power-up rank goes to zero. The beginner mode contains only three stages, but when you die, your power-up level goes down only one in rank.

MK4 and Rampage
The U.S. didn't score well at AMS. Midway's Mortal Kombat 4 and Rampage World Tour were there, but didn't attract much attention. In the past, American games have had trouble cracking the Japanese arcade market (Mortal Kombat and Killer Instinct are almost nonexistent in Japan), so it should be interesting to see if these titles get a foothold.

Wrap-Up
Overall, the show was a disappointment—unlike the AOU Show last spring where Tekken 3 and Street Fighter III made their debut. However, the new hardware platforms from Konami and SNK should hopefully provide some killer titles this year.
THE FINAL FANTASY VII JACKET GIVEAWAY IS:

1. A PHILANTHROPIC GESTURE TO THANK GAMERS FOR MAKING OUR LATEST RELEASE A MONUMENTAL SUCCESS.

2. A SLEAZY MARKETING PLOY TO TURN UNSUSPECTING RECIPIENTS INTO WALKING ADVERTISEMENTS.

3. BOTH.

Here's the drill. Register on our Web site and get the details on how you could become the proud owner of a limited edition Final Fantasy VII varsity jacket. www.squaresoft.com
The Difference Is Real.

INTERACTIVE ENVIRONMENTS

DEATH-DEFYING JUMPS

ADJUST ENGINE TRIM FOR SPEED

REALISTIC WATER PHYSICS CREATE WAKE EFFECTS

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

- Dive under water, crash through waves and careen off jumps.
- Fully interactive 3D environments that continually change during races.
- Race computer opponents or compete with up to eight networked players.
- Light super-intense racetracks from around the world to tear through.
- Can’t find a worthy opponent? Race your “ghost” using your own best time.

Available January ’98!

16815 Von Karman Avenue
Irvine, CA 92606
www.vrSports.com

Check out the tunnels but don’t get too friendly with the walls.

See the sights in New York, but watch out for the cabs!

Split your screen 4 ways and play 3 friends simultaneously.

Use first-person or third-person “fly-cam” to catch all the action!
Acclaim is trying to follow the WWF's motto—"Anything can happen"—in Warzone. Wrestlers will come out of nowhere and burn-rush you during your match, causing you to lose. This forces you into a feud with the weasel who whacked you, setting up a series of gimmick matches with weapons or a ladder, or in a steel cage. The game also includes one- to four-player tag-team battles and Royal Rumble modes for fans looking to kick and clothesline more than one opponent at a time. If Warzone continues this level of development, it could gift WWF fans the kind of Raw wrestling action and realistic ringside rowdiness they've been craving.

**Shamrock and Sharpshooters**

WWF Warzone features 13 of wrestling's best known high-flyers and freaks. Ken Shamrock, the Undertaker, Bret Hart, Owen Hart, Goldust, Ahmed Johnson, Mankind, Faarooq, the British Bulldog, Rocky Maivia, Hunter Hearst-Helmsley, Shawn Michaels, and "Stone Cold" Steve Austin are included, along with over 300 authentic wrestling moves from the Sharpshooter to the Curtain Call.

Warzone also includes a create-a-wrestler mode where you can create and train custom grapplers to compete for the championship. This is an awesome option for wrestling fans because not only can you create yourself, you can also create your favorite wrestlers from the past, like Ricky Steamboat and "Superfly" Snuka, to see how they would fare against today's top stars in the squared circle.
With the PC market conquered, Diablo—one of the most addictive and enjoyable action/RPGs ever created—prepares to possess more than a few PlayStations.

The More the Merrier

The PC game's multiplayer options helped make it a monster hit, so EA has promised to incorporate a two-player split-screen mode for PlayStation dungeon double-teams. Improved lighting effects and larger characters are also on the company's slate of improvements. Characters can be saved and reused in later adventures—and thanks to the game's randomly generated quests, treasures, and level architecture, no two quests will ever be the same.

To Hell and Back...Maybe

If you didn't surrender all your free time to Diablo last year, here's the perfect opportunity to give yourself over to the lord of the underworld. Take on the persona of a warrior, rogue, or sorcerer and explore the city of Tristram's catacombs, caves, and dungeons—some of which go a lot deeper than you might be ready to handle. Skeletons, demons, and 100 other types of belligerent fairy folk await as you merrily hack and slash your way through 16 levels toward the ultimate showdown with Diablo himself.
Elric drops you into a fast, action-filled beat-em-up game where you try to save your beloved girlfriend, Cymoril, armed only with a brute sword and an inventory of spells. Playing as the hero, Elric (who comes straight from the pages of the fantasy novels by Michael Moorcock), you must explore nine worlds in order to find and reconstitute nine parts of a broken cross—it also happens to be the key to unlock the coffin where Cymoril lies in eternal sleep.

Each level houses its own monsters and beasts to fight, along with the usual tricks and traps to distract you from your objective. Hidden areas and secret passages make up a huge part of the game; you'll even get a different ending if you find them all. There’s also the option of two-player cooperative action, which should make this quest deeper in the fun department.

Judging from these early images, Elric bears more than a passing resemblance to Blood Omen: Legacy of Kain. If Psygnosis comes through with the right gameplay, Elric might just wield an unstoppable sword.—Four-Eyed Dragon

Micro Machines

A retro top-down racer, Micro Machines won't be heading to the starting line to take on the latest and greatest racing sims or kart games. Just as the title suggests, you race miniature vehicles ranging from sports cars to boats in a variety of obstacle-laden settings. This upgraded version of MM, which was originally released for the SNES, offers smoother graphics, explosive weapons, and a plethora of multiplayer options. In this early version, the handling was a bit tough, with too much sliding, while the course layouts weren't well defined. If these minor flaws are driven away by the time it's released, Micro Machines could lure race fans with its multiplayer action.—Four-Eyed Dragon
better shred than dead!

one psycho cyclist.
250 extreme errands.
a whole city of hurt.

Catch big air. Earn cash.
Buy better bikes.

EXCLUSIVELY FEATURING

GT Bicycles

GT Interactive
Software
www.gtinteractive.com
**Spawn: The Eternal**

Todd McFarlane’s hero from hell got burned to a crisp at the box office this summer, but his imminent PlayStation appearance could resurrect fan faith—and compensate for that dreadful Super NES cart from a few years back. Spawn: The Eternal has developed into an extremely dark 3D adventure—call it Gloom Raider—where players must travel the nine levels of hell, fighting evil as Savage Spawn, Medieval Spawn, and Street Spawn. At this stage, the detailed art and cool lighting effects look great, but the fighting sequences lack excitement. With the right tweaks, Spawn: The Eternal could make comic fans eternally grateful.—Dan Elektra

**Supercross**

Acclaim’s doin’ it in the dirt with its upcoming off-road racer, Supercross. Jump on a crotch rocket and hit the hills on seven international tracks filled with mud, sand, mud, water, ice, mud, gravel, and mud! Grab a friend for the split-screen mode and get messy on both arena supercross and outdoor motocross tracks. Acclaim promises realistic bike handling as well as death-defying jumps, wicked hairpin turns, and—for the less skilled—spectacular wipeouts. But, hey, isn’t that why people watch motocross in the first place?

—Bad Hare
**Vigilante 8**

No wonder car insurance is so high. Activision is releasing Vigilante 8, yet another game in the densely populated combat/driving genre. Although the company says it isn't Interstate 76 for the PSX, the game has a definite funky '70s feel to it. It will also feature 12 fully 3D battle arenas with completely destructible environments and a dozen pumped-up, ammo-intense cars. Blast a bud in the two-player mode or fight against the game's ramped-up A.I. as you cruise through the Southwest. The game will also feature a new 3D graphics engine, so be prepared for actual environmental scarring, car-crash realism, and heavy-duty 3D explosions. Exercise your right to bear harm this March.

—Scary Larry

---

**The upside: WENCHES. The downside: THE PLANK.**

The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the end?

Welcome to Shipwreckers! Life on the high seas at its swashbuckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step.

The plank is a cruel mistress.

Visit www.pseygoisis.com and enter the Shipwreckers' Treasure Quest Sweepstakes.
This is what they really mean when they talk about totally immersive gameplay. Take a dip in these sub-infested waters for a spot of nuclear fishin'. 12 subaquatic psychos want to send you down and they've got the torpedoes to prove it.

Don't worry. You'll know you're in too deep when the water pressure caves your head in.

Looks like you're in deep shit.

FROM THE DEVELOPERS OF TWISTED METAL™ JET MOTO™ AND WARHAWK.
Riven: The Sequel to Myst

Myst addicts finally get a fix after a four-year withdrawal from compelling puzzles and compulsive gameplay with Riven, its 5-disc sequel. Riven retains the ambience of Myst, but new features, such as increased use of animation and live action footage, create even more believable environments. Does Riven exceed the expectations of the Myst faithful while offering an inviting experience to newbies? Yes!

On the Road Again

You are directed by Atrus (the key protagonist in Myst) to journey to the island of Riven to rescue his wife, Catherine, who has been imprisoned by her evil father, Ghen. You must solve a multitude of in-depth puzzles, in various shapes and formats, to find Catherine before the island destroys itself.

All action is viewed from a first-person perspective in gorgeously rendered illustrations simulating 3D environments. You explore by pointing/clicking on various items in each scene. Riven is a sensory experience heavily dependent upon its very detailed graphics and sound effects. This is a game best enjoyed with the lights off and the speakers cranked up. Although mesmerizing, the static graphics and sporadic animation beg a true 3D environment given current programming technology.

Riven's Riveting

Riven is a submersive, intellectual gaming experience that soothes and frustrates at the same time. Trigger-happy gamers may find Riven monotonous for all its action is conveyed in the thrill of discovery and exploration. The pace is calm, the gameplay has no time restrictions, and you don’t risk dying if you make the wrong move; these, however, don’t detract from Riven’s unique, well-crafted, engrossing gaming experience. For a change of pace from Doom-like PC entertainment, and for fans of the original, this is a game not to be missed.

PROTIP: You should always think three-dimensionally. Door’s locked? Try crawling underneath.

You go for a lot of joyrides in Riven. Does this vehicle remind you of the underground subway in Myst?

The world of Riven is as detailed and complex as its breathtaking graphics.

PROTIP: Not everything you encounter serves a purpose. Some are essential while others are ornamental.

PROTIP: At the first structure of the game, you enter the gold room by pressing the button to rotate the wall twice. Proceed outside and enter through the back door by crawling underneath the locked wooden gate.

PROTIP: To enter the boiler room, work the levers in sequence to turn off the furnace, drain the water, and raise the bridge inside.

PROTIP: The scenic panoramas are full of clues. Study the correlation between various structures and elements such as the pipes in this scene.

Riven: The Sequel to Myst
By Red Orb Entertainment

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.5</td>
<td>5.5</td>
<td>5.5</td>
<td>5.0</td>
</tr>
</tbody>
</table>

Price not available

Available now

Puzzle/exploitation

1 per

5 discs

Minimum System Specifications (PC)

- Windows 95
- Pentium 100
- 16 MB RAM
- CD-ROM

Minimum System Specifications (Mac)

- System 7.5
- 68K Power PC
- 9 MB free RAM
IF YOU’VE GOT A QUICK MIND AND EVEN QUICKER THUMBS, YOU CAN OUTWIT THE GEOMETRIC TERRORS IN THIS 3-D BRAIN TWISTER AND EARN A SCORE THAT’LL HAVE YOUR CHUMS KNEELING AT YOUR GENIUS FEET. OF COURSE, THERE’S ALWAYS A FLIP SIDE: FAILURE EQUALS DEATH. AND ETERNAL DUMBNESS. HAVE FUN.

PlayStation™ Only on PlayStation.

Intelligent Qube™
This total conversion for Quake has a certain novelty by letting you shoot your favorite X-Men. Unfortunately, there's nothing redeeming here beyond that concept.

**Graphical Ravages**

Quake fans will marvel at the plain levels. The X-Man never looked so boring—and the other levels make it look great. The programmers barely used textures, and some areas are uninhabited mazes. When you do encounter the X-Men (they're clones), they always start in the same showdown position. Each character has their trademark weapons, but only Wolverine reflects his character—and it's not much. You'll hoist uninspired weapons like a lightning gun and a flamethrower, while standard Quake control options apply. The sound is okay, but the characters grunt instead of speaking.

**X-treme Disappointment**

If you're going to play X-Men Quake, you'd like to be one of the famed mutants—but for that, you must play multiplayer over a network or the Net, and even then you have to find other people with this conversion installed. Maybe you should just stick with regular Quake.

**Despite some patience-tryling flaws, Microprose's Dark Earth combines an exciting real-time adventure with crisp visuals and strong voice acting to produce a truly engaging quest.**

**Into the Darkness**

It's the 24th century. The planet has just emerged from 400 years of darkness. As Arkhan, you must foil a plot to plunge the world back into eternal night. The combination of polygonal characters with pre-rendered backgrounds results in realistic, gorgeous graphics. You're working against a fixed camera that can hide things, though.

The controls are a bit hard to negotiate: You can't customize the gamepad, and the same button is used to strafe and run, making it hard to turn mid-stride. The obscure icons could use pop-up labels, and this game screams for a mapping system. The save points are also few and far between.

**Earthly Delight**

Dark Earth doesn't push any envelopes—in fact, it doesn't even overcome the common pitfalls of its genre—but the engaging plot proves well worth the effort. Determined adventurers should check out this one, but be prepared to hack 'n slash through a learning curve.

---

**X-Men: The Ravages of Apocalypse**

*By Marvel Interactive*

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.5</td>
<td>3.5</td>
<td>3.5</td>
<td>3.5</td>
</tr>
</tbody>
</table>

$24.99

*Available now*

*Replay value: Medium*

*Corridor shooter*

*ESRB rating: Mature*

*16 players*

*2 episodes*

*Minimum System Specifications*

- Registered version of Quake required
- Double-speed CD-ROM drive or faster
- Pentium 75 or faster
- 16 MB RAM

---

**Dark Earth**

*By Microprose*

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.5</td>
<td>4.5</td>
<td>4.5</td>
<td>4.5</td>
</tr>
</tbody>
</table>

$49.99

*Available now*

*Replay value: Medium*

*Adventure*

*ESRB rating: Teen*

*1 player*

*Minimum System Specifications*

- Windows 95
- Pentium 75
- DirectX 3
- 8 MB RAM
- Quad-speed CD-ROM drive
When is a sequel not a sequel? When the programmers of a zillion-selling PC megahit decide to start over from scratch. Developed by the pioneers at id Software, Quake II has almost nothing in common with the original Quake outside of the sure-to-sell-another-zillion-copies name. A brand-new engine runs brand-new levels covered in brand-new textures inhabited with brand-new enemies that you gleefully mow down with brand-new weapons. Well, okay—some old broomsticks like the chaingun and the BFG have returned, but you've never seen them like this before.

Two Intense
Since this truly is a completely different game, there are tons of new surprises. Graphics accelerators will be supported out of the box; the 3Dfx drivers are already implemented. The 16-bit color palette, transparency, and lighting effects really rock—you'll love the glow of gunfire and see-through surfaces. Machine guns recoil, bodies deteriorate as they accumulate damage, and corpses even attract flies. Just like the baddies from Jedi Knight, Quake II's enemies aren't stupid; if you shoot at them, they'll duck, dodge or throw up shields, then retaliate. This test version didn't have multiplayer capabilities, but the final will support at least—at least—32 players simultaneously.

A Loyal Rumble
Quake II looks like it will retain everything that made the original great while branching out into exciting new territory. Download the latest version of Quake II from www.gamepro.com and try it out for yourself.

Developed by id Software
Published by Activision
Available now
OPEN ALL NIGHT. NO QUARTERS NEEDED.

TOGETHER FOR THE FIRST TIME!
Blaster, BurgerTime, Joust 2, Moon Patrol,
Root Beer Tapper, Splat and Spy Hunter.
The streets of San Francisco have never been so wild! Atari rocks racing fans with a dynamite sequel that blows the wheels off the original Rush.

San Francisco Rush

Adrenaline Rush

Rush explodes into arcades with seven tracks (three original, four new) loaded with high-speed collisions, shortcuts, and stunts. You drive off super jump-ramps, through corkscrews and loops, and even on a stunt course hidden in a mine. Other highlights include the new mirrored-track mode, driving on the painter's walkway on the Golden Gate Bridge, speeding through the cell blocks of Alcatraz, and catching extreme air in the heart of downtown San Francisco. If you thought the original Rush got your heart thumping, wait until you're two-wheel sliding into a jump headed straight through the heart of the legendary Rock.

New courses, cool cars, and unbelievable stunts race Rush the Rock past its driving competition.

Rock the Night Away

Drivers can choose from 12 vehicles (including a taxi, a bus, and a pickup) to raucously rush through San Francisco's best-known streets and landmarks, like the Embarcadero and the Transamerica Pyramid. But where Rush the Rock really thrives is in its multiplayer games. Up to eight machines can be linked, giving driving friends and foes alike the opportunity to slam into each other while performing unbelievable stunts and speeding toward the finish line. If you and your friends want fast-paced, crazy, and exciting times with a racing game, you can't get much better than San Francisco Rush the Rock: Alcatraz Edition.

Published by Atari
Available now
“SAY HELLO TO MY LITTLE FRIENDS”

AEROFIGHTERS
ASSAULT

You want to be a hero? Dogfight bogies and bosses or go head-to-head in two-player combat in stunning graphic environments to save the earth yet again. There are 10 levels of fast action that demand fast reaction. Join the battle in the only game that matters.
Bump and grind your way Off Road for fierce arcade racing fun.

By J. Boogie

As you’re racing through the mud and rocks, you’ll see a host of bonus items along the track that can help you win the championship: Drivers can collect nitro, supernitro, an anti-crush helmet, and cash (which can be used in the speed shop between races to soup up your vehicle’s shocks, acceleration, speed, and tires). Also adding to Off Road’s fun and replay value is the ability to link up as many as four arcade machines for outrageous bump-and-bang multiplayer racing. Fans of four-wheelin’ rowdy rides and the Cruisin’ faithful looking for a little more bounce in their action should definitely line up and take a drive—Ivan Stewart style!

Off Road Challenge takes gamers on an exciting, rough, and rugged ride through six wheel-punishing courses. Each track features appropriate obstacles, like gorges and canyons in the Mojave Desert and snow and an inclined track at Pikes Peak. Racers can choose from eight trucks (four are selectable and four are hidden) ranging from a Toyota Trophy Truck to a Baja Buggy. Each truck has its own independent suspension and power-sliding ability to give drivers an ultra-realistic feel of the road.

Developed and published by Midway
Available now
CRY FREEDOM

COLONY WARS

Blast the chains of slavery straight to Hell. Join the rebellion and fly the hottest ships in the stars. You’ll master six unique craft in your quest, each with different flight characteristics and weaponry. You’ll fly more than 70 unique missions, success or failure determining a destiny that lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?
Officially licensed by PlayStation!

Complete steering wheel, accelerator, brake and stick shift system! 4-way D-pad plus 8 programmable digital action buttons. Incredible 270° wheel rotation.

Also available for Nintendo 64 with built-in Force Pack!
Sometimes, to achieve perfect control, you've got to get a little out of control.

We at Team Mad Catz take pride in going the distance for you and your game.

You want perfect replication of the high-speed driving experience. We got it.

The real wheel — for PlayStation, Saturn and Nintendo 64. By any means necessary.
NAME: Alec Beckett
HOMETOWN: Greshem, OR
RANK IN NET FIGHTER: 1st
DEGREES EARNED: 210,000, traded 27,500 to buy Quake in the HEAT store

"THE DOCTOR SAID I HAD A BI-POLAR PERSONALITY AND I NEEDED TO PRACTICE ANGER MANAGEMENT TECHNIQUES. SO I HURT HIM. NOW THAT I BEAT UP MY FRIENDS IN NET FIGHTER ON HEAT.NET, I DON'T HAVE TO DO THAT ANYMORE. I'M SORRY, DR. KREPLER!"

HEAT USER NAME: Stumpman
TOURNAMENT RECORD: 10-2
FAVORITE SPECIAL MOVE: swinging knife decapitation
TRASH TALK EXCERPT: "Sorry about your head."

OTHER FAVORITE GAMES ON HEAT.NET: Quake, Hexen II," Outlaws," Diablo, "WarCraft II"

LOCALLY—get the HEAT internet game network box at your local computer store! GLOBALLY you can divert your anger off the streets and onto the net against real, live people
GLOBALLY ON HEAT.NET!

NAME: Bill Shultz
HOMETOWN: Portsmouth, VA
RANK IN NET FIGHTER: 2nd
DEGREES EARNED: 197,500, traded
17,500 to buy Scud: Industrial
Evolution in the HEAT store

"I USED TO TAKE OUT MY
BULLETS, AND ON EACH ONE I
WOULD WRITE THE NAME OF EACH
PERSON ON MY BUS. THEN A
FRIEND SHOWED ME I COULD
PURGE MY VIOLENT URGES IN
NET FIGHTER ON HEAT.NET
AGAINST OTHER PEOPLE. THANKS
TO HEAT, THE PEOPLE ON MY BUS
WILL NEVER KNOW HOW CLOSE
THEY CAME!"

HEAT USER NAME: Thunderhammer
TOURNAMENT RECORD: 9-3
FAVORITE SPECIAL MOVE:
forked lightning kick
TRASH TALK EXCERPT: "Stop hitting
like a sissy girl."
OTHER FAVORITE GAMES ON HEAT.NET:
Automobili Lamborghini

By Dan Elestro

$79.95 4 players
Available 6 tracks
now  Racing views

Lamborghinis may be the finest cars Italy has to offer, but several flaws keep the Nintendo 64 version from being truly hot wheels.

Automobili Lamborghini features six cars eager to fly low around six twisting tracks, complete with hidden shortcuts. But since when do cars of any price come without...a reverse gear? That's right—if you hit a wall, you can't back up these bad boys. Plus, even though this is an arcade-style racer, head-on collisions result in no damage. So much for realism.

Cool lighting effects and smooth textures lose out to fair engine sounds and a disposable soundtrack. The hair-trigger analog control proves a hindrance to keeping a solid line; stick with semi-analog mode. Appalling, the buttons can't be reassigned, but the cart does sport one excellent innovation: You can swap between a Rumble Pak and your memory pak, so you can feel feedback during the game and save your records after.

Lamborghinis may be dream machines in the real world, but on the Nintendo 64 track, it's best to keep dreaming. Stick with San Francisco Rush.
Most people enjoy the inferiority of their best friends.

-Lord Chesterfield

Compete head-to-head. Surrender nothing.

The Microsoft ‘SideWinder’ game pad brings the action of video game play to the PC. Now, as many as four of you can play Windows’ 95-based games by daisy-chaining these pads together without losing any functionality. Only SideWinder game pads do this.

Map complicated, hard-to-remember multi-button moves to a single button for execution of lethal maneuvers. And it’s a perfect fit for hands of all sizes, letting you keep a solid grip and making it easier to use any of the buttons or triggers. So, the more SideWinder game pads you own, the more friends you can take advantage of.

www.microsoft.com/sidewinder
Mischief Makers

By Mischief Maker Mike

The Nintendo 64 is finally getting its first 2D action platform game—Mischief Makers. Although it looks like a hop-n-bop Mario clone, MM has its own unique gameplay mechanics and a wide variety of action.

In Mischief Makers, you play as Marina, a robotic maid out to rescue her creator from a hostile planet. Marina's main attacks are grabbing, throwing, and shaking things. Meanwhile, the action's all over the place with stage objectives as diverse as racing, collecting, fighting, and... dodge ball! Marina's controls are frustrating at first, but they're easily mastered after a few stages.

MM's graphics are dazzling, but the audio's a mixed bag. The colorful stages are filled with eye-catching special effects, gigantic (and weird) bosses, and a seamless combination of sprite animation and parallax scrolling. The only mischievous pixelization and some seriously distorted images. The whimsical music goes perfectly with each stage, and the sound effects are excellent, but the voices (especially Marina's) are overly cutesy and will make your teeth grind.

Those who can appreciate Mischief Makers' unique gameplay will be rewarded with an enjoyable 2D romp. It may not merit an immediate purchase, but it's definitely worth a rental.

PROTIP: To defeat Marina's evil clone, keep repeating Teran's Final Blow (simultaneously tap A and B) and juggle her to defeat.

PROTIP: Every time Marina shakes a weapon, it will fire a different projectile.

PROTIP: In Stage 3-11, you can defeat Catancer by crossing the line and throwing her.

PROTIP: In the second stage, there are two Leviathan destroyers with escorts. It's almost impossible to nail the subs when they're submerged, so take out the frigates that are close to the Leviathans first.

Aerofighters Assault

By Captain Scary Larry

Aerofighters Assault is one of those rare games that you root for because it looks great...but ultimately you're more disappointed than a turkey on Thanksgiving when you actually play it. AA isn't a bad game, it's just one that could have been better.

AA actually has cool special effects, including great explosions, varied backgrounds, and nice wreckage on downed ships. But the outside-the-plane view makes your jet look like a toy, and the rest of the background doesn't convey a sense of speed.

A sense of speed is just what this game needs, too—not only is AA's speed slower than Grandma's driving, but the lack of it also severely affects the controls during the heat of battle. Your approach to other craft seems to take forever, and all the while you're getting nailed from behind. Speaking of control, the analog stick is actually a hindrance because turning the plane left or right requires directional-pad button presses.

Sonically, Aerofighters isn't breaking any barriers either. A friendly female voice will guide you through most operations, calling out enemies and informing you when wingmen go down.

Aerofighters Assault is not as fast or as fun as most PlayStation shooters, and it certainly doesn't match the mach speed of StarFox 64 or, for that matter, Pilotwings 64. Unfortunately, if you're a fan of flying games, your choices will be limited to flying the 'Fox or getting assaulted by Aerofighters.
“This could be THE driving game of the year.”
Q64

“Some of the most stunning visuals ever witnessed on the N64!”
GameFan Magazine

GRAB THE BULL BY THE HORYNS.

Get a grip on a 12-cylinder tornado for the redline racing experience that’s gonna shred your N64!
6 tortuous, high-resolution tracks. 5 modes of turbocharged racing perfection.
Ferraris, Porsches, Maseratis. And the Lamborghini Diablo.
Welcome to the velocity convention.
Your bull is waiting.

Visionary lighting effects and revolutionary graphics!

Compatible with N64 Rumble Pak—feel the road in your bones.

Strategic camera angles that catch every hair-raising turn!

1 to 4 player racing with horizontal and split screen options
YOU’RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.

You’ll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won’t be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor’s living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you’re good, real good, you’ll get to drive up to 22 of ’em. Like a limo, a bad-ass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don’t expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.
The time has finally come to stop gawking at Lara Croft and start some serious gameplaying with her. In a season of video game sequels, Tomb Raider II ranks as one of the best...ever!

Now Dr. Croft seeks the fabled Dagger of Xian, an ancient artifact with a monstrous secret. Her epic quest explores 18 danger-filled areas, with exotic locales that include the Great Wall of China, the canals of Venice, and the foothills of the Himalayas.

Digging the Dagger

Of course, Lara’s not the only one who craves the Dagger. TRII easily outdoes the original Tomb Raider in the sheer number of enemies, traps, and physical challenges. Beasts of the animal and human kind dog her every step of the way. Tigers, eagles, and great white sharks are among the creatures who want to maul Lara; baseball-bat-swinging thugs, pistol-packing assassins, and kung-fu monks are among those who just want to brawl with Lara. The robotic enemy A.I. is no evil genius, but it does display singleness of purpose: Attack Lara Croft!

The traps in TRII induce far more panic than those of the original. Boulders chase you between crushing spiked walls and your oxygen threatens to run out when you’re 40 fathoms deep. Lara must run, leap, and ferret out hidden switches to avoid ever-present death.

That’s okay, because Croft gets crafty with an amazing number of moves. In addition to her trademark leaps and jumps and a cool breaststroke, she’s acquired the ability to climb structures and to drive vehicles, too. She still has auto-aiming, but her arsenal received an impressive upgrade, including dual Uzi submachine guns, a harpoon gun, and an M-16 automatic rifle in addition to her regular two-gun rig.

The Way She Moves

All this is ably managed by the workmanlike controls, which do a good job of handling Lara’s massive repertoire of moves. However, TRII is for experts. Unlocking the mechanics of Lara’s physique requires patience, skill, and practice, practice, practice.
Lara possesses so much freedom of movement that making her perform precise moves when time is tight (such as picking up ammo before sliding walls crush you) requires such exact positioning that it can be slow, ponderous, and often fatal. Come armed with a spacious memory card, and save often.

Tomb Raider: The Movie

Lara's look is killer. The impressive animation for her moves is stunningly lifelike. The handy auto-moving game cam enables you to scan the surrounding terrain 180 degrees. And the computer-generated story cinemas between levels are so sweet, they're a true reward for completing a stage.

All is not perfect in graphics city, however. There's noticeable chipping (that is, walls that appear solid from one angle appear pixel-thin from another). Also, as in the first TR, the awkward position of the game cam can force you to fight blind. But the overall visual presentation is so fine, such flaws rightfully qualify as nitpicking.

In the audio department, Tomb II masters the minimalist approach. Effects and voice are used sparingly but well, and music only plays for clues and cues during gameplay. During the story cinemas, however, the audio pumps pure symphonic force.

Raider Power

Tomb Raider II is an awesome adventure game. By the time Lara asks, "Haven't you seen enough?" you'll know the answer... No! Long after you beat TRII, there'll be only one thing on your mind... Tomb Raider III.

PROTIP: Tigers and other land-based foes do not like water.

PROTIP: When you reach 40 fathoms, swim away from the mini sub, follow the wreckage, and enter the sunken sub near the anchor at the tail.

PROTIP: The forward twist jump enables you to jump forward, turn in the air, and land facing the other way. It's great for combat. Press and Up, then immediately tap Down. Reverse the directional presses for a backwards twist jump.

Lara pilots vehicles in her newest adventure outing.

PROTIP: When you escape the rolling boulders, you immediately encounter crushing spiked walls. The wall on the left arrives before the one on the right. Position Lara for escape accordingly.

PROTIP: Since Lara can now climb, keep your eyes peeled for handholds.

PROTIP: Music is a clue... or an early warning!

Tomb Raider II has great gameplay, tough-as-bullets challenge, and cool style.
For years, video game enthusiasts have looked for hit movies to be translated into good games for their home systems. Many times the transition from movie to game has been less than satisfactory (Judge Dredd: The Game was fun, but Judge Dredd: The Movie was torture). The Star Wars films, however, have inspired some of the best games ever (Shadows of the Empire, Rebel Assault 2, X-Wing vs. TIE Fighter, Jedi Knight: Dark Forces II, and more). And now, the game that every fighting-game fan has been waiting for is finally here!

**Teräs Firma**

Star Wars: Masters of Teräs Käsi enlists eight Star Wars characters for serious, personal one-on-one butt-kicking. Apparently, the Emperor is pissed that the Rebel Alliance has destroyed the Death Star. While the Alliance bands together on Hoth, the Emperor searches for a formidable fighter to take down key members of the Alliance one by one. He finds a mysterious woman named Arden Lyn, who has mastered a fighting form known as Teräs Käsi, and he hires her to take out Luke, Leia, Han Solo, and Chewbacca. Just in case she can't do the job, a Gamorrean guard named Thok, a Tusken named Hoar, and even the infamous bounty hunter Boba Fett are called in as backup.

**Fighting with the Force**

Naturally, Teräs Käsi brings more than the Star Wars storyline to the fighting game arena. Your standard best-of-three matches prevail, but you can also battle in a Tournament.
Who is Mara Jade?

If you play through the game as Darth Vader, you'll find yourself fighting a female Jedi named Mara Jade. Who is she? Apparently she's a character from the Timothy Zahn novel Heir to the Empire. Serving as the personal bodyguard of the Emperor, she is a formidable fighter. Unfortunately, she is not selectable.

and a Survival mode. While fighting on the Jedi skill level, you can even unlock additional characters (see sidebar, "Unlocking the Secrets of Teräs Käsi").

Each fighter is capable of two modes of battle, armed and unarmed, which you can easily switch between during combat. This means that you can punch and kick, then lunge with a lightsaber or swipe someone with a staff. You can also bust out three-, five-, and eight-hit combos with and without weapons, which adds up to serious fighting.

But these aren't the only coups in the game. Force Power moves give Teräs Käsi major Star Wars flair. Every character has a Force bar that charges up when you successfully complete a combo or defend against one. Once charged, your fighter's Force Power is ready for action—and these devastating multi-hit attacks drain major energy from your opponent.

Learn, You Must

Despite the powers of the Force, Masters hasn't mastered the fight form perfectly. The action takes place in a ringed area, sometimes cheap, annoying ring-outs prevail. Also, super moves, like Luke's Ranged Jedi Throw, are unblockable—even with half your health gone, you can pull off a super move and destroy an opponent.

The Force Side

Thankfully, these flaws are minor, and Masters of Teräs Käsi is a near-perfect blend of Star Wars imagery and solid fighting-game physics. The Force is with this one—and you should be one with the Force this holiday season.

Unlocking the Secrets of Teräs Käsi

Darth Vader

To play as Darth Vader, you must finish the game on the Jedi level as Luke Skywalker. After beating Vader, you can select him (move to the right of Leia on the player-select screen and you'll see his face).

Slave Leia

To play as Slave Leia, you must finish the game on the Jedi level as Princess Leia. After beating Vader, you can select Slave Leia.

Level Select

To find the level-select option (for two-player matches), you must finish the game on the Jedi level as Chewbacca. After beating Vader, you can choose any level by pressing Select at the player-select screen.

Stormtrooper/Biker Scout

To play as the Stormtrooper, you must finish the game on the Jedi level as Han Solo. After beating Vader, you can select the Stormtrooper. To be the Biker Scout, highlight the Stormtrooper, then press and hold L1 and tap X.
Crash Bandicoot 2: Cortex Strikes Back
(By Sony)
By Major Mike

Five Warp Rooms

Warp Room #1
Stay as far ahead of the pursuing boulder as you can. Not only does this give you more breathing room, it also makes backtracking easier.

Warp Room #2
When riding the polar bear cub, be careful if you jump patches of water. You never know what may jump out!

Warp Room #3
When you ride the surfboard, use the analog controls to easily head upstream.

Warp Room #4
You can still perform the Spin Attack while hanging, but you'll find the flying probes can't be defeated.

Warp Room #5
In the areas where you fly using the rocket pack, avoid the red-hot pipes or they'll burn you to a crisp!

Secret Warp Room
The Secret Warp Room has portals to two levels and can be entered only through this room.

Sonic's mascot returns in his first sequel, Crash Bandicoot 2: Cortex Strikes Back. Crash 2 sports better graphics and more diverse gameplay than the original, and as an action/platform title, Crash 2's as solid as they come. Sequel or not, Crash 2 blows the first game out of the water.

Got Crash?
The story? It's one year after the first game and Crash has been duped into helping his enemy, Dr. Neo Cortex. Crash must collect 25 crystals to save the world from certain doom—or so he thinks.

Crash 2 has bigger levels than the first game and more diverse environments. Crash trudges through icy caves, rain forests, and jungles—he even straps on a jet pack for space flight. The only weak link in the creative chain is the bosses. Although they look awesome, they have easy-to-recognize patterns and present no challenge.

Building a Better Bandicoot
Crash 2's graphics are a quantum leap over the first game. Crash 2 also has a wider camera view of the action that makes it

PROTIP: Don't worry about risking your life to destroy the Nitro boxes. There's usually a Green Box somewhere in the level, which will eliminate all Nitro boxes.

PROTIP: To completely finish the game and get the good ending, you must collect 25 Slave Crystals and 42 other gems.
PROTIP: When you fall into a trench, gophers will soon attack. To defeat these obnoxious varmints, run around and constantly Spin Attack 'em.

Beautiful animation and colorful stages provide a graphic eyeful.

PROTIP: When you flip over a turtle, it's immobilized—you can then use it as a trampoline.

PROTIP: In the Turtle Woods level, belly flop on the scary-looking plate on the ground to fall into a secret area.

PROTIP: When pursuing Cortex in the last level, you must hit the evil doctor three times before reaching the finish line.

CRASH BANDICOOT

Cortex Strikes Back

As for the gameplay, Crash has more moves and techniques than he did before. The core fundamentals are still hop-n-bop, but added abilities like sliding, climbing, and belly flops also come in handy and can be used in a variety of creative and effective ways—like defeating tough enemies and smashing hard-to-reach boxes.

Crash 2 has 3D potential, but the gameplay itself feels more like 2D. Crash can move anywhere he wants, but the levels aren't designed to exploit his freedom of movement. Level objectives are still to get Crash from point A to point B in one piece, with little lateral movement required. Imagine Pandemonium without rails and you get the idea.

Befriend the Bandicoot

With such radical improvements over the first title, Crash 2 is definitely worth a rental. Fans of the original and anyone who appreciates a good action/platform game will find Crash 2 an excellent purchase.

Graphics

5.0
Crash 2 has state-of-the-art graphics, from Crash's detailed animations to stunning level effects like reflections in ice patches. The only problems are occasional breakup and some bulky polygons.

Sound

5.0
Crash 2's music sounds like a cross between the Pulp Fiction soundtrack and the 8-90s, and it's perfect for every stage. The voices are equally good, especially Clancy Brown as the voice of Neo Cortex.

Control

4.5
Precise controls make Crash easy to position, but the lack of custom configuration brings this number down a bit. The analog compatibility is nice, but the directional pad works just as well, if not better.

Fun Factor

4.5
Crash 2 has more of the same hop-n-bop play mechanics as the first title, but its graphic enhancements and added moves catapult it to the top of the PlayStation action/platform heap.

Easier to spot upcoming objects and enemies. Even Crash himself is enhanced with more animation. For example, when Crash runs from a giant snowball, he glances behind him, eyes wide with terror; when he walks across the ice, he grimaces with frustration.
Fighting Force is an old-school Streets of Rage-style beat-em-up that'll have PlayStation thugs bashing punks bloody for months to come. If you're down with blasting bad guys and kicking fools in the head, then Fighting Force is just the violent fix you're looking for.

The story is simple: Some psycho named Doctor Zeng is trying to destroy the world, and it's up to you to battle his henchmen—and ultimately Zeng himself—to ensure the safety of mankind. You choose from four characters (including a femme fatale and a vigilante freedom fighter) for one- or two-player chaotic combat. Brawlers can rip railings off the wall to whack enemies, blow up cars, and smack around scum on the subway system. Unfortunately, the two-player game suffers from severe slowdown, and your fighters sometimes get stuck when they wander too far away from each other.

Fighting Force might not be the most cerebral game, but if martial-arts mayhem and mad beat-downs are what you're after in a game, roll with Fighting Force for some pimp-slapping good times.

**Graphics**
The detailed 3D environments are packed with interactive items, like soda machines that you can smash for health power-ups, but sometimes buildings and vehicles block your view of the action.

**Sound**
Gunshots, groans, and the sounds of smacking fists add audio punch to each fight. The music should've been hyped up more, though, to match the action on the screen.

**Control**
Each character has over 20 moves and plenty of weapons at their disposal. But if you're standing by a weapon and try to throw a punch, you'll be in trouble. Instead of throwing a punch, your character will bend down to pick up the weapon and end up getting pummeled.

**Fun Factor**
Despite its few flaws, Fighting Force delivers the fun and beat-foolishly action that PlayStation gamers are looking for. Take it for a rumble if you have the guts to bash the bad guys and save the world.

**Protip:** While playing as Hawk, if you find yourself surrounded by enemies, floor the whole group using your Spin Kick.

**Protip:** After completing a level, run around the empty stage and collect any power-ups that are still lying around. You'll sometimes find extra health that just might make a difference in the next round.

**Protip:** To take out a bunch of enemies at once, run around, then slide into them as they line up to hit you.

**Protip:** When you see a railing in the elevator or on a door, stand next to it and tap X to pull it off the wall.

**Protip:** When an enemy is on the ground, stand over him and tap D to kick him.

**Protip:** Punch these machines and cans will come out. Drink the sodas for added health.
Basic Moves

These moves work for all the characters.

**Punch**
- Tap X

**Double Punch**
- Tap X, X

**Pick Up Weapon**
- While standing over a weapon, tap X

**Use Weapon**
- With weapon in hand, tap X

**Rip Off Railing**
- While standing next to railing, tap X

**Kick**
- Tap O

**Double Kick**
- Tap O, O

**Stomp Downed Enemy**
- While standing over a fallen enemy, tap △

**Jump**
- Tap □

**Back Fist**
- Tap □

**Double Back-Fist and Punch**
- Tap △, △

**Slide Attack**
- While running, tap X

**Grab**
- While standing next to an enemy, tap △

---

**Hawk**

**Double Punch to Uppercut**
- Tap X, X, X

**Jump Kick**
- Tap O, □

**Flying Kick**
- While running, tap □

**Spin Kick**
- Tap (C, X)

**Jump Stomp**
- When enemy is down, tap O, △

**Grab Moves**

**Shoulder Throw**
- While grabbing an enemy, tap O

**Punch**
- While grabbing an enemy, tap X

**Punch and Head-Butt**
- While grabbing an enemy, tap X, X

**Knee to the Stomach**
- While grabbing an enemy, tap △

**Head-Butt**
- While grabbing an enemy, tap △

**Grab Backflip**
- While grabbing an enemy, tap △, (△)

---

**Smasher**

**Double Punch to Hammer Strike**
- Tap X, X, X

**360-Degree Shockwave**
- Tap (C, X)

**Body Slam**
- When an enemy is on the ground, tap (O, △)

**Snowball Smash**
- While running, tap X

**Flying Body Charge**
- While running, tap □

**Grab Moves**

**Slam**
- While grabbing an enemy, tap △

**Headlock Smash**
- While grabbing an enemy, tap X

**Super Uppercut**
- While grabbing an enemy, tap □

**Pick Up**
- While grabbing an enemy, tap △, (△)

**Knee Snap**
- While grabbing an enemy, tap △, (△), (△)

---

**Alana**

**Double Punch to Double Spin Punch**
- Tap X, X, X

**Handstand Swoop Kick**
- Tap (C, X)

**Jumping Spin Stomp**
- When enemy is down, tap O, △

**Flip Kick**
- Tap □

**Spinning Kick**
- While running, tap □

**Grab Moves**

**Flip Back Kick**
- While grabbing an enemy, tap □

**Knee-Crush Smack**
- While grabbing an enemy, tap X

**Knee in the Face**
- While grabbing an enemy, tap △

**Kick-Flip Back Kick**
- While grabbing an enemy, tap △

---

**Mace**

**Double Punch to Spin Punch**
- Tap X, X, X

**Leg Sweep**
- Tap (C, X)

**Jumping Leg Smash**
- Tap □, △

**Scissors Kick**
- Tap □, □

**Flying Kick**
- While running, tap □

**Grab Moves**

**Flip Throw**
- While grabbing an enemy, tap O

**Slap-Face Combo**
- While grabbing an enemy, tap X

**Leg Squeeze Throw**
- While grabbing an enemy, tap △

**Slam**
- Tap □, (△)
Need a reason to get surround sound? You're about to flip through pages of them.
Strategic fans know that there isn’t a more addictive experience than creating an entire army from a few measly soldiers and setting out to destroy your opposition. With that in mind, this sequel to Command & Conquer storms the PlayStation in magnificent fashion.

This translation loses nothing from its PC predecessor—providing you have a mouse, a link cable, and a friend that owns a PlayStation. No sweat, right?

Red Alert fights on, though, making the best of its situation. The single-player missions have better AI than the PC version, and the sharp gamepad control will become your ally once you get accustomed to it. It’s unfortunate, though, that you still can’t save in mid-mission.

If you own the PC version of Red Alert, the minor AI and graphical improvements aren’t worth another investment, particularly with the hardware constraints. If you’re new to strategy games, however, or if your PC is AWOL, C&C: RA is A-OK. Ten-hut!
Armored Core
(By Sony)

$49.95
Available now
Action/adventure
2 players
45 missions
10 versus levels

Cinemas do nothing for the gameplay, but they sure look cool!

Armored Core’s metal-mashing mechanical mayhem blasts you into a far-flung future where mercenaries and their robot soldiers rule. The 'bot fighting is similar to Virtual On’s, but Core has mission-based action/adventure as well as two-player split-screen fighting.

The missions offer 45 shoot-n-shop hit jobs where you whack enemy mechs to earn cash for hardware upgrades. The challenges vary from the simple zapping of worker droids run amok to knockdown dragout robot warfare as you battle through slick indoor and outdoor 3D environments. Between missions, robot mechanics will have a great time shopping through the detailed onscreen catalogs and fine-tuning their killing machines.

The chinks in Core’s gameplay armor are flighty controls and clunky action. The slow-turning robots and the sharp-shooting A.I. make it tough to avoid enemy shots, which reduces most battles to toe-to-toe heavy-metal slugfests.

Despite these drawbacks, if you’re a hardcore robot fighting fan, you’ll like Armored Core’s balance of 'bot building and combat.

**PROTIP:**
You must learn to dodge and shoot. Press R1 or L1, and when you lock on to a target, press to fire.

**In the early stages, keep the left arm equipped with a Laserblade. It’s deadly during close-up combat.**

**PROTIP:**
The radar reveals enemies hiding behind structures, but you’ll need a clear shot to hit ‘em with homing missiles.

**Fun Factor**
There’s something here for fast-fingered brawlers and robot mechanics alike. The mission-based mode and fighting mode both offer high-quality games.

**Sound**
The effects are the stars of the audio show with great blasts and clanking metal body parts. The fusion music tries hard but quickly gets repetitive.

**Graphics**
The animation works well during combat, and the homing missile effects are especially cool. The mechs feature a sharp, high-tech look, and you can customize them by designing your own logo, painting, and camouflaging.

**Control**
The controls will tie up your fingers during intense inside combat, which can require you to press all four R and L buttons. It’s especially tough to turn around and draw a bead on mobile bad guys attacking from close behind you.
Now's your chance to kick more ass than you've ever imagined possible.
All ASCIIWARE controllers have features that enhance your gameplay. They're faster and tougher, which means you will be too. So if your controller doesn't say ASCIIWARE on it, then maybe you should be kicking yourself.

ASCIIWARE
IMAGINE THE POSSIBILITIES
www.asciiware.com

© 1997 ASCII Entertainment Software, Inc. All rights reserved. ASCIIWARE is a registered trademark of ASCII Entertainment Software, Inc. ASCII Entertainment, ASCII Pad, Specialized ASCII Stick, ASCII Arcade Stick, Enhanced ASCII Pad, ASCII Carrybag, ASCII 1, and ASCII Grip are trademarks of ASCII Entertainment Software, Inc. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All other brands and product names are trademarks or registered trademarks of their respective holders.

Customer service: 650.780.0166
By Scary Larry

It's hard to give a comprehensive score to the whole SF Collection when the only really good element is Street Fighter Alpha 2 Gold. The other two games, Super Street Fighter II and Super Street Fighter II Turbo, are only thrown in for nostalgia's sake. As next-gen fighting games, they couldn't hold a straw to fighters like Tekken 2 or Virtua Fighter 2.

However, SF Alpha 2 Gold, which is actually an improved version of SF Alpha 2, is a very good game in and of itself. Although still stuck in its 2D origins, it's a fast and furious fighter with clean, colorful graphics and great moves.

What truly sets it apart is its depth. There are intricate combos and counters that other flashier fighters have yet to incorporate. And although the game marginally suffers in sound (the taunts are silly and the hits still sound like wet slaps) and control (only if you're not familiar with Street Fighter-style button mashing), SFA 2 Gold will still draw novices and veterans of the genre to its battlefield.

With 18 characters and modes like Survival, Versus, and Akuma (an incredibly tough challenge for calloused SF soldiers), SFA 2 Gold is worth the price of admission. You can show other two games to your younger brothers and sisters to explain what fighting games were like back when you were a kid.

PROTIP: Corner traps work well in all the SF games. Back an opponent into the corner, then unleash a barrage of super moves, regular punches, and low kicks. Don't come in with a jumping combo or your opponent will retaliate and get out of the corner.

PROTIP: The key to success in SF Alpha 2 Gold is to learn the alpha counters. These will break almost any combo.

Critical Depth turned out to be just what it looked like in the preview versions—an underwater Twisted Metal. You pick a sub

PROTIP: In Battle mode, pick subs that can latch onto other subs (like Lockjaw or Le Griffe), and while you have an enemy embraced, fire missiles into them for multiple combo damage.

PROTIP: Sometimes breaching the surface will reveal more power-ups.

Each with a different captain and abilities, then engage other subs in a capture-the-flag game, battle a friend in two-player action, or slowly progress through an area by accomplishing certain tasks in the mission mode. CD also sports a number of hidden areas a la Twisted Metal, but you cannot exceed critical depth.

The graphical details are dim and somewhat bland. The problem is that enemies are usually too far away to see, and when you do gain ground on them, they zip past you.

The sounds could have used some voice overs, giving the ships more personality. eerie underwater sounds like the cries of dolphins echo from the arenas, but for the most part, you're stuck with a blaring, boring pseudo-rock soundtrack.

What sets CD apart from Twisted Metal is the game's slow pace. Even with a sub's turbo kicked on, the game drags as you search out enemies in levels that offer too many hiding places. You also find yourself wasting a lot of missiles as enemy craft avoid lock-ons at the last minute.

Critical Depth isn't a bad game—it just isn't as fast and as frantic as Twisted Metal. Destruction maniacs may find the game an underwater blast, but unless you like your metal twisted and wet, you should rent before you dive in these waters.

Critical Depth by GT Interactive

PROTIP: Use regular torpedoes to blast everything (trees, boxes, and even structures). Most objects hold hidden power-ups.
Hit the road like a ruthless speed demon in all your racing games. The ACT LABS RS breaks all the rules with multi-system compatibility on PlayStation™, N64™, PC and Sega Saturn™. Comes standard with no-slip pedals, a Formula-1 butterfly gear rocker and 12 HYPER Programmable buttons.

ACT-LABS
RACING SYSTEM
http://www.actlab.com/gamegear
1-800-980-9997

© 1997 ACT Laboratory Ltd. All rights reserved. ACT LABS RS and ACT LABS are trademarks of ACT Laboratory Ltd.
PlayStation™ is a trademark of Sony Computer Entertainment Inc. N64™ is a trademark of Nintendo of America Inc. Sega Saturn™ is a trademark of Sega Enterprises, Ltd.
**Intelligent Qube**

By Boba Fett

Intelligent Qube is a wildly challenging and exciting game that manages to provide the perfect mix of reward and frustration. You play as a little guy who's going to be crushed or knocked off the world unless you can capture blocks. It's easy to immerse yourself in this game—especially with its ticking clock. Let's see just that kind of tension in a Rubik's Cube or even Tetris.

IQ's only fault is its camera, which can be a bit confusing, especially when you don't know how much room you have left. It's adjustable, but there's no perfect setting.

The pounding soundtrack, however, perfectly complements this game's intense challenge. Puzzle fans rejoice—Intelligent Qube is here to crush you!

**PROTIP:** Go all the way back toward the top of the puzzle before speeding up the remaining negative cubes, or you'll sacrifice precious rotations.

**Ray Tracers**

By Dr. Zombie

Ray Tracers tries hard, but ultimately ends up like a Twisted Metal wannabe. Choose among four cars to race on six courses in various locales. The sharp graphics have a smooth, fast frame rate. The adequate sound effects feature a standard hard-rock riff. Controls are responsive to onscreen action, but sometimes the fast-moving cars require finesse.

While it is fundamentally fun to just drive fast and ram into everything on the road, the gameplay quickly becomes monotonous after a couple of rounds. A two-player combat mode would have rewired the Fun Factor. For now, just rent Ray Tracers for temporary, destructive stress relief.

**PROTIP:** Line up enemy cars directly in front of you before punching Nitro to smash 'em.

**PROTIP:** Race onto tunnel walls for increased speed to catch up with enemies.

**NEED FOR SPEED**

V-RALLY

By Dr. Zombie

Bring your passport when you play Need for Speed V-Rally. EA takes its popular racing series global on 42 stages in eight locales ranging from Africa to Sweden. Unlike previous editions of Need for Speed, V-Rally is hardcore rally racing that emphasizes vehicle control so you can deal with the inevitable slides, flips, and rolls on the game's winding courses.

Choose from 11 official cars, then play solo or take on a friend for smooth split-screen action. Three game modes and a detailed customization menu ensure an ideal racing experience for all. The new "co-pilot voice-over" feature provides useful warnings of impending twists in the road.

The graphics are exquisite, featuring richly detailed, smooth scrolling environments that effectively convey a sense of depth and distance with only minor occurrences of pop-up. Game control is responsive, but requires patience and practice, so arcade drivers will easily be frustrated. The sound effects are adequate, but the hard-rock music all sounds the same.

Although it may not be the game for speed freaks, rally enthusiasts will immediately appreciate the depth and details of this well-crafted game. It's a worthy addition to the Need for Speed lineage.

**PROTIP:** Slow down while racing at night and stay on the inside of the road as much as possible for guidance.

**PROTIP:** If your car starts to spin out of control, hit reverse and steer hard in the opposite direction of the way you're spinning.

**PROTIP:** For your first time around the track, keep your eyes on the center line while using the lead car as a guide.
Your personal hotline to the 'Pros...

GAMEPRO
Hot-Tips Hotline

1.900.860.TIPS
Canada 1.900.451.5552

NEW FEATURE!

Johnny
Ballgame

and

Major Mike's

HOT VIDEO
GAME PICKS
OF THE WEEK!

Get the inside scoop on
the hottest video games
before they see print!

• HOT GAME TIPS for all your favorite systems
  including Nintendo 64, PlayStation, Saturn, and others!

• CLASSIC GAME TIPS to jumpstart older games
  on Super Nintendo, Genesis, 3DO, and others!

• THE 32-BIT TIP OF THE WEEK
  The hottest new tip for the latest games!

• LEAVE A TIP FOR SCARY LARRY
  Tell Scary your hottest tips, and your voice and
tips may be picked for broadcast to other callers!

NEW FEATURE!

PLAY
GAMEPRO
TRIVIA!

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

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

In Canada:
1-900-451-5552
Only $1.49 CAN per minute
By Boba Fett

You might have thought that Earthworm Jim's flying cows and puppies were the weirdest video game elements ever, but GT Interactive is gunning for the title with this simple concept: bug racing. You know, sitting on a flying insect and crossing the finish line first. But as this game amply proves, weird doesn't always mean good.

BugRiders takes a can of Raid to the Panzer Dragoon formula by making your ride work against you like a spoiled horse. Not only does the bug not want to go where you steer, but, of all things, you have to whipe it to make it fly faster. Infling too much pain and it refuses to fly at all. To add insult to frustration, you're on a rail system, so only a small fraction of the steering is yours to control anyway. You think we're kidding? Fear not—this isn't the April Fools issue, any more than BugRiders is...what's the word?...fun.

In all fairness to the insect kingdom, BugRiders features intense, very fluid visuals on six distinct levels that range from underground caverns to rain forests to beaches. The sound a mixed bag with goofy music on some levels and neatly exciting beats on others. While there are some cool weapons to pick up as well as a good variety of bug steeds, because of bad control, praising these aspects is like toveling off the Titanic. BugRiders' next stop: a roach motel.

PROTIP: The GreenFire's your best weapon for taking out bugs with a single hit. It's limited, though, so wait until you have a sure lock.

PROTIP: In the two-player mode, it's always to your advantage to stay behind your opponent.

PROTIP: You can only carry one special weapon at a time, so be careful not to enter an armament gate if you already have something good.

PROTIP: The first hint that someone's behind you is stray fire. Be sure to keep your finger poised on your shields at all times.

BugRiders: The Race of Kings
By GT Interactive

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>6/10</td>
<td>3/5</td>
<td>1/5</td>
<td>2/5</td>
</tr>
<tr>
<td>$30.95</td>
<td>Available now</td>
<td>Racing shooter</td>
<td>2 players</td>
</tr>
<tr>
<td></td>
<td>22 characters</td>
<td>6 courses</td>
<td>Challenge: Intermediate</td>
</tr>
<tr>
<td></td>
<td>Replay value: Low</td>
<td>ESRB rating: Kids to Adults</td>
<td></td>
</tr>
</tbody>
</table>

PROTIP: After building up your savings, head to the GT Bicycle shop to purchase better equipment like the Rocket Bike.

PROTIP: Use the bunny-hop maneuver to avoid obstacles like oncoming traffic.

PROTIP: Stay on the move in Skid Row or you'll be easy prey for the pack dogs.

PROTIP: Hit the ramps at full speed to get the maximum distance on your jumps.

Courier Crisis by GT Interactive

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
</tr>
</thead>
<tbody>
<tr>
<td>3/5</td>
<td>3/5</td>
<td>3/5</td>
<td>3/5</td>
</tr>
<tr>
<td>Price not available</td>
<td>Available now</td>
<td>1 player</td>
<td>Chase view</td>
</tr>
<tr>
<td></td>
<td>20 Chase</td>
<td>Challenge: Intermediate</td>
<td>Replay value: Medium</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ESRB rating: Kids to Adults</td>
<td></td>
</tr>
</tbody>
</table>
Get the point? This magazine is loaded with reasons why you need the SA-VA7 speakers—a sound system that can rattle your inner organs. It's 17 inches of the most realistic sound projection you'll ever drool over. Bib sold separately.

Call 1-888-625-2876 to purchase the SA-VA7 speakers and you'll receive the Playstation™ Underground™ CD Magazine, a CD carrying case, and a Sony baseball cap.

Jet Moto, Playstation and Underground are trademarks of Sony Computer Entertainment America Inc. Offer expires January 31, 1999. ©1997 Sony Computer Entertainment America Inc. All rights reserved. Sony is a trademark of Sony.
"GOES 0 TO 60 IN 4.5 SECONDS.
DEPENDING ON YOUR ARM."
Ben "Smasher" Jackson
SAVE THE GAS MONEY.

THIS BABY RUNS ON ADRENALINE. YOUR ADRENALINE.

BECAUSE POST-MILLENNIUM MAYHEM HAS STRUCK.
AND IT'S GONNA TAKE MORE THAN A SEMI-AUTOMATIC
TO SURVIVE THESE 3D MEAN STREETS, SUBWAYS AND
SCUM-FILLED CITY PARKS.
WHERE FIGHTING THE CROWDS HAS A
SLIGHTLY DIFFERENT MEANING.

JUST KEEP YOUR EYES PEELED,
BECAUSE ONE GOOD THROW AND
YOU'RE OUT. COLD.

FIGHTING FORCE

www.fightingforce.com
Street Fighter Collection's nostalgic look at some of the most influential fighting games in the history of the genre. However, the overall Collection's mixed bag with two weak Super Street Fighter titles and one very strong SF Alpha 2 Gold title.

The two Super titles really show their age and will appeal only to staunch SF fans. In Super Street Fighter II and Super Street Fighter II Turbo, two-in-one combos, cross-up attacks, and other limited old-school SF techniques reign supreme. Aside from enabling you to play as old SF characters, these titles have little else to offer.

SF Alpha 2 Gold is what makes the Collection collectable. Gold is essentially Alpha 2 with more characters and options. In addition to the entire SFA2 lineup, you can play as several hidden fighters, including Cammy from X-Men vs. Street Fighter. The most striking new option is the Akuma mode, which pits gamers against a super-tough, computer-controlled Akuma. With all these extras, Alpha 2 Gold is easily the best Alpha title to date.

Overall, SF Collection will be worth gold to die-hard SF fans. However, if you're burned out on Street Fighter (or if you're an Alpha-only fan), you'll probably be satisfied by just renting it.

A Tale of Three Street Fighters

Super Street Fighter II
Super Street Fighter II Turbo
Street Fighter Alpha 2 Gold

Graphics

Super Street Fighter II and Super Street Fighter II Turbo's graphics are arcade-perfect, but the choppy background animation and the lack of detail in the fighters date them. Street Fighter Alpha 2 Gold, however, features all the splashy visuals of the arcade version, including the screen-filling Super moves.

Sound

Super Street Fighter II and Super Street Fighter II Turbo's audio tracks are marginal at best because of tinny tunes and muted sound effects. Alpha 2 Gold, on the other hand, resounds with rousing music and arresting sound effects.

Control

Alpha 2 Gold's controls are perfect. On the other hand, while most of the special moves in Super SF II and Super SF II Turbo are easy to execute, performing the Supers in Super SF II Turbo are a hit-and-miss affair—not to mention taxing on the thumbs.

Fun Factor

Time hasn't been kind to Super SF II and Super SF II Turbo, which both pale horribly in comparison to Alpha 2 Gold. Those who like old-school Street Fighter gameplay will find Collection a welcome blast from the past; all those raised on Alpha will only find Alpha 2 Gold of interest.

Protip: To get in a cheap throw Sonic Boom using the Jab Punch, then follow it toward your opponent. While he's busy blocking your projectile, you can suplex him to the pavement.

Protip: In Street Fighter Alpha 2 Gold, to play as Akuma from Street Fighter Alpha, put the cursor over Akuma and press Start once. SFA Akuma is more powerful than his SFA2 Gold incarnation—especially with his Double-Air Fireball.
DO YOU HAVE THE BALLS?
’CAUSE WE’VE GOT THE GAME!

Tennis Arena
Your Racket Is Your Only Weapon

"Racquet-rocking action!"
-GamePro

"It's time for tennis to take center court!"
-EGM
Croc, the coolest newcomer of the year, bounds onto the Saturn in magnificent style, bringing all the platform excitement from his PlayStation debut. Croc: Legend of the Gobbo is easily the best 3D platformer on the Saturn yet, and it will finally appease Saturn owners who have suffered from Mario envy.

As Croc, you're subjected to the usual trials and turmoils of the platform genre: You have plenty of things to jump on and grab, a number of cute buddies to rescue, and the occasional boss to belittle. Croc also smartly pays homage to video game greats, borrowing ideas that range from Lara Croft's backpack to Sonic's adorable pals to Mario's gameplay. The crisp, cartoony visuals and catchy sound effects fit this title perfectly, but unfortunately, Croc's not all peaches and pears. Unlike the PlayStation analog controller, the Saturn controller doesn't enable you to navigate the in-game camera if you get in a jam. Your character's viewpoint isn't always optimal, either (especially when items are above Croc).

Even though the game may be a little frustrating, those who have patience will find the total package is well worth the challenge.

**Protips:**
- On Level 1-2, just walk off the ledge to land on a hidden platform to yet another bonus area.
- When Flibby gets tired, tail-swipe him, and stamp on his belly or bite his ear.
- At the start of Level 1-B2, stamp on the rock to your left to find a bonus area.
- The catchy score sets the mood and perfectly complements Croc's battle cries.
- The best-looking game to grace the Saturn in quite some time, Croc offers a gorgeous 3D environment—it's the first on this system that even compares to Mario 64.
- Croc's a ton of fun—it's the kind of game you want to keep playing just to see what's next. There's challenge galore and plenty of secrets to keep you coming back.
- The Nights analog pad (remember that thing?) works great with this game, but controlling the camera is extremely difficult and often becomes a chore.

**Sound:**
- 5.0

**Graphics:**
- 5.0

**Fun Factor:**
- 4.5

**Control:**
- 3.0

Price: $49.98 | 1 player | Available now | 4 worlds | Action/Adventure | 50 levels
MASS DESTRUCTION

Don't just sit there...

SHOOT!

Mass Destruction™ is a trademark of BMG Interactive International, a unit of BMG Entertainment. ©1997 NMS Software, Ltd. ASC Games™ is a trademark of American Softworks Corporation. ©1997 American Softworks Corporation. Mass Destruction™ is developed by NMS Software, Ltd. The ASC logo is used under license from BMG. BMG is a trademark of BMG Music. PlayStation™ and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. Windows® 95 is a registered trademark of Microsoft Corp. Sega® and the Sega Saturn™ logo are trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.
Just when you thought 16-bit games were facing imminent extinction, along comes Sega with another remnant from that lost world known as Genesis gaming. But this game is no Sega savior—it's just another dinosaur destined for the fossil files.

Tracks of My Fears

Lost World's gameplay is a throwback to the original Jurassic Park for the Super NES by Ocean. You play via a top-down perspective, hunting and capturing small dinosaurs while avoiding bigger dinosaur predators (like Raptors) across five levels. You also help lost dino scientists and fight evil hunters.

Some of the levels give you a break from the weary overhead action, like the chase sequence where you blow up maniacal motorcyclists while shooting at a fleeing dinosaur. Most of the game, though, is straight-up boring.

Controlling your character is simple—you shoot with one button and change weapons with another. However, this extremely slow game could really use a run button to speed things up. The cheesy interface that accesses the map will make you snicker; but remember, if this game had appeared, say, three years ago, it might almost have been cool.

The graphics and sounds won't impress 16-bit die-hards. Don't expect dynamic sprites or flashy cinematic cut scenes here; instead you get muted colors in simple backgrounds and extremely small sprites. The sound, especially the painful motorcycle squealing, will also leave you as flat as a Montana dinosaur dig.

Lost Whirl

The Lost World is just that: A game from a world long gone that seems just plain lost in modern times. It's so old it's new; but Jurassic Park is a place to visit, not to stay.

**Triassic Tips for the 16-Bit Jurassic Park Games**

**Jurassic Park (Genesis)**

**Passwords**

**Dr. Grant**

**Easy**

Level 1: 0VVVVVTO
Level 2: 2VVVVVTO
Level 3: 4VVVVVTO
Level 4: 1VVVVVTO
Level 5: 8VVVVVTO
Level 6: AVVVVTO2
Level 7: CVVVVTO2

**Hard**

Level 1: 0VVVVVTO
Level 2: 2VVVVVTO
Level 3: 4VVVVVTO
Level 4: 1VVVVVTO
Level 5: 8VVVVVTO
Level 6: AVVVVTO2
Level 7: CVVVVTO2

**Normal**

Level 1: 0VVVVVUP
Level 2: 2VVVVVUR

**The Raptor**

**Easy**

Level 1: G21G0014
Level 2: J21G0016
Level 3: K21G0018
Level 4: M21G001A
Level 5: O21G001C

**Normal**

Level 1: G21G0025
Level 2: I21G0027
Level 3: K21G0029
Level 4: M21G002B
Level 5: O21G002D

**Hard**

Level 1: G21G0036
Level 2: J21G0038

**Level Select**

When the title screen appears, press Down, Right, and Left until you hear an explosion. Start a game, pause it, and press Select to skip to the next area. This trick can be repeated indefinitely.

**Jurassic Park 2 (Super NES)**

**Unlimited Continues**

READY TO WEAR
FOR THE PLAYSTATION™ GAME CONSOLE

“Reality Quest’s Glove takes peripherals to a whole new level.”
- Next Generation Online

“The Glove is 1997’s most unique PlayStation™ peripheral.”
- PSExtreme
January 1998

“The coveted Glove is a truly revolutionary controller.”
- PSM
October 1997

- 100% Compatible with the Standard Controller for the PlayStation™ Game Console
- Digital, Analog, and Simulated Analog Modes
- Intuitive, Natural Wrist Motion Controls On Screen Action
- Arcade Style Button Layout

REALITY QUEST

VIDEO GAME CONTROL

GLOVE

AVAILABLE AT FINE RETAILERS EVERYWHERE
FOR MORE INFORMATION AND AVAILABILITY, CHECK OUT
WWW.THEGLOVE.COM
OR CALL 1-888-96-GLOVE

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.
Organ donors have not always been volunteers.

Before the days of stain-free carpets, earplugs and the novelty known as mercy, things were generally quite crimson. What with the slow of wit and the weak of limb spilling their guts on a daily basis, surely you can imagine...
Splatter your way through 10 torturous levels of mazes, corridors, dungeons, and traps.

Send enemies off in a Dragon's bile blaze of gory 3-D detail.

Vex or ventilate 55 contrary denizens including Orcs, Dragons, Mummies and Zombies.

Play online with up to 4 mutually demented peers (pc version only).

Master 13 horrific implements, including swords, hammers, muskets, magic spells and your bloody bare hands.

the grim fun you've missed. Now it's time for your bath. So plunge on in or look away, but make up your mind. While you still have a choice.

www.deathtrapdungeon.com
Anonymous but Deadly

Z-Axis Basketball is not your normal hoops game. Along with the typical season mode, ZAB adds custom tournaments to test gamers' skills. If you want a quick and easy tournament, play "Oh Canada" to take on Vancouver and Toronto. Or if you want something more challenging, try taking on every team in Texas.

Along with the fun and unique tournaments, ZAB offers custom teams that feature players who played together on the same college team or in the same division (the Blue Grass All-Stars combine the talented former players of Kentucky, Kansas, and Louisville, among others). With a fresh take on the NBA scene, Z-Axis Basketball adds excitement to the hoops arena and jazzes up what has become a copycat court of basketball clones that all have the same features.

The best game that no one's ever heard of, Z-Axis Basketball comes out of nowhere to run its competition off the court, but first it needs a publisher.

Deeez Neeets!

Thanks to Z-Axis Basketball's sharp gameplay, every play becomes a battle of skills between offense and defense. The player with the ball can drive to the hoop using a quick first step, but the defender doesn't know whether the dribbler will juggle to the right, the middle, or the left. When the offensive player begins to make his move, the defender can attempt to block or steal in any of the directions. If you choose correctly, you'll strip or steal the ball. Choose wrong, and cover your head—you're about to get dunked on.

Other cool gameplay elements include a trash-talk button that the player winning the game can press to rub it in his opponent's face after a basket or a blocked shot, and the ability for the offensive player to fake everything from passes to first steps. N64 ballers, get ready—Z-Axis Basketball's the truth, and it's (hopefully) headed to stores—as soon as some publisher wakes up and smells the cash they can make by releasing this hot title for the hoops-starved N64 crowd.
Looking Like a Diaper Dandy

EA Sports is expanding its PlayStation lineup with the impressive-looking college hoops game, NCAA March Madness '98.

Jumping into the hallowed halls of today's college hoops arenas comes NCAA March Madness '98. If you were a fan of EA's Coach K College Basketball for the Genesis, it's time to get excited as this PlayStation title looks like a worthy successor.

Not only will there be 108 men's Division I teams, but 8 women's Division I teams as well. As far as the action goes, you can look forward to Exhibition, Season, or Tournament modes; beefed-up polygonal players (like those in the NBA Live series); icon passing; and authentic team uniforms, stadium floors, and logos. A sharp Dynasty mode (much like the one in NCAA Football '98) will enable ballers to fully manage a team by creating, recruiting, and red-shirting players, as well as building a roster from year to year. Most importantly, EA is striving for the total college atmosphere with animated crowds, pep bands, fight songs, and more.

EA's primary goal with March Madness is to create the most realistic sim possible, and it's certainly headed in the right direction by consulting one of the legendary coaching icons of the collegiate basketball world, Lou Carnesecca. Under the coach's tutelage, EA is looking to tune the game's A.I. to reflect how a real college team would play. Gamers can also look for March Madness to feature classic basketball strategies such as traps, zones, press defenses, and post-play offense.

In this early stage, March Madness is shaping up quite nicely. Many of the courts and player logos have yet to be implemented, but the game looked and played very smoothly. Spicing up the intensity of each game, a new Momentum Meter will help swing the balance of a game toward the home team's favor if they get on a hot streak. If all the pieces come together by its release date, March Madness will rule the college courts this winter.
NCAA GameBreaker Scores Another Gridiron Victory

NCAA GameBreaker '98

By Johnny Ballgame

PlayStation

Last year's national champion returns to the PlayStation sporting new Heisman-winning graphics, killer controls, and innovative new features like play creation. The only question is whether football fans will want to shell out money for another gridiron game—even a great one—this late in the season.

Florida Fears Frost

GameBreaker's list of features might not be as long as EA's NCAA Football '98's list, but it provides some cool options that NCAA Football doesn't, most notably the ability to design your own plays. Other features include manipulating your computer opponent's intelligence, creating walk-on players to beef up your squad, and playing seasons and tournaments with over 100 authentic collegiate teams like Florida and Nebraska. Unfortunately, options like the Dynasty and Practice mode, which helped score points for NCAA Football '98, are absent from GameBreaker's lineup.

The exciting gameplay recalls that of GameDay '98 with some college flavor like Wishbone and Flexbone plays mixed in. Controlling your players is also similar to that in GameDay as you can lateral, spin, hurdle, and stiff-arm away from defenders. The only problem is that the stiff-arm works too well, making tackling especially difficult in two-player games.

Championship Graphics

GameBreaker's graphics scorch the field with incredible player details like Buckeye stickers on Ohio State's helmets and crazy one-handed spinning catches. Other replay classics include sharp jukes, players balancing to stay inbounds, and quarterback-crunching wraparound tackles.

Loud crowd chants, fight songs, and the cadence of the quarterback dominate the soundtrack. The crowd's constant cheering (especially when nothing's happening) really gets annoying, though.

Season's End

Although its timing stinks (if you've already purchased Madden, GameDay, and NCAA Football, do you really need another football game?), GameBreaker's superior graphics, fast gameplay, and play-creation option make it one of the better football titles of the year. If you haven't bought a college football game yet, GameBreaker's a great place to start.

PROTIP: Look at which hash mark the ball is being snapped from and run sweeps to the opposite side of the field. This will give you more room to juke defenders.

PROTIP: Use running plays to draw defenders closer to the line of scrimmage, then call audibles to pass the ball down the field.

PROTIP: On defense, make sure you're in range before you dive after the ball carrier or the runner will be off for a big gain.

PROTIP: If the coverage is tight, it's better to throw the ball away than to pass.

PROTIP: While attempting to pass, don't take too long in the pocket or you'll get sacked. If no one is open, run for as many yards as you can.

PROTIP: In multiplayer games, a great way to mess with your opponent's head is to press R1 before each snap to make him think that you're going to pass.

GAMEPRO 112 | January 1998
From the number one authority on PC games comes an offer second to none. Two great issues of PC GAMES. An outstanding CD-ROM. It's all yours and it's RISK FREE. No strings. No asterisks. No balloon payments. Simply a chance to check-out the most complete gaming coverage available and to try-out some of the hottest gaming software going.

From desktop to online and multiplayer, PC GAMES brings you the best in game reviews, timely previews, guided tours, cheats, strategies and expert technical tips. And with a CD-ROM, loaded with 650MB of exciting demos, free Internet connections and links to the top multiplayer gaming sites, and no obligations, this deal needs very little technical advice.

Return the attached card today and get connected with PC GAMES.

To order call 800-444-6506 or return the card.

Offer good to U.S. residents only.
nhl® all-star hockey ’98
The softies don’t get through. Not on NHL All-Star Hockey ’98. To compete on this ice you’d better know how to make a lightning fast glove save. Hook. Fake. Deflect. And endure home-shipping cross checks. It’s all 650 NHL players, all 26 NHL teams, all the stats. If it were any more realistic you’d be chipping your teeth on the boards. You can even custom design the next superstar. Just remember to cover your 5-hole.

SEGA® hard stuff
www.sega.com
NHL All-Star Hockey '98

By The Rookie

Saturn

Hockey is ready to check the Saturn this winter in NHL All-Star Hockey '98. However, if you're familiar with Powerplay '96, you already know this game. Aside from a few minor extras, ASH brings nothing new to the rink.

New Year, Same Sharks

Blue-liners can dump the puck in Exhibition, Season, Playoff, and World Tourney modes while skating with all 26 NHL teams, 16 international teams, and 650 players from Jagr to Friesen. You'll also find 18 NHL coaching strategies to help attack the opposition's zone or to execute a successful power play. ASH offers the same nifty on-the-fly line-changing capability that was so helpful in Powerplay '96. Other options include trades, fighting, and a create-a-player feature.

As far as the graphics, control, and sound go, this game is no better or worse than Powerplay '96. Though the players are depicted in full 3D splendor and move and shoot in a fluid, lifelike manner, they still appear somewhat fuzzy. Unfortunately, the puck disappears once it's shot on goal or when it's among a group of players. ASH also suffers from a lack of speed—it just doesn't progress at a fast enough clip to make it exciting (and with no turbo-boost function, the game is devoid of fast NHL-style breakaways). The overall control is solid, but the sound features the same rinkside noises as PP—even the announcer is the same.

Wide of the Net

All in all, All-Star Hockey isn't a bad title, it's just not the best that it could be. If you can't wait for NHL '98, and you're just itchin' to buy a new hockey game, you might as well give it a shot since the pickings on the Saturn pond are going to be slim this year.

PROTIP: Look for your wingers to post up next to the net, then hit 'em with a pass for a one-timer.

PROTIP: After centering the puck, look to pass to your wingers who may be closing in on the opponent's blue line.

PROTIP: Don't be too aggressive when you forecheck; if the puck is cleared out of the zone, you might get stuck in an odd-man rush.

NBA Action '98

By The Rookie

Saturn

Saturn hoop-heads longing to shake the rim all night long can rejoice—NBA Action '98 delivers with more authority than a Shaq tip-slam! So lace 'em up and get ready to hit the hardwood.

Mercer for Hire

NBA Action '98 comes correct with Exhibition, Season, Playoff, and Practice modes; arcade and simulation play; and three difficulty settings. Ballers will find the rosters stacked with over 340 players, including Sir Charles and Mr. O'Neal, along with this year's rookies. On the features side, you can build your own dream team through trades or construct your own rim-rocker with the create-a-player option. As for strategy, you'll find 16 offensive and 8 defensive sets, all of which can be programmed for on-the-fly play calling. New for this year is the Step Modifier feature, which enables you to back your player into the paint to post up or to help out on defense.

Control and sound for Action are solid, while the 3D graphics have really improved over the original NBA Action. The problems with camera angles and haze that plagued last year's game have been cleared up, giving '98 a cleaner look. The controls enable you to execute a wide variety of offensive moves, from defense-kiying spins and crossovers to calling for an alley-oop. And with the addition of icon passing, you can get the rock to the right guy every time. The sound provides ample in-game effects, and the play-by-play is called by the Lakers' legendary announcer, Chick Hearn.

Duncan on You

Any fan looking for a super hoops title for the Saturn will get a total basketball experience out of NBA Action '98. While you may want to wait to see how Live '98 shapes up, this game is still a solid purchase no matter what.

PROTIP: After a rebound, use icon passing to push the rock ahead to the man streaking downcourt for an easy deuce.

PROTIP: Back up the defense to the paint, then hit Button A while turning in order to drive hard to the hoop for a dunk.

PROTIP: To perform a successful alley-oop, lob your player the ball as you see him cut to the basket.
FLY INTO BIG SAVINGS
DIDDY KONG RACING

Three different vehicles, 4 player mode and over 20 wild adventure courses serve up a high-velocity racing challenge. Don’t be left in the dust, get Diddy Kong Racing at Sears.

A Wild Racing Adventure

$10 OFF
SEARS

$59.99 Retail

Good for $10 off Sears Funtronicz Dept. regular purchase price. Valid 12/15/97 - 1/31/98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢. © 1997 Sears, Roebuck and Co. Satisfaction guaranteed or your money back.
CART World Series

By Air Hendrix

PlayStation

America’s premiere Indy car league peels out on the PlayStation with the solid but not-so-stunning CART World Series. While the licenses and graphics are undeniably cool, the gameplay doesn’t pack the punch for a top finish.

Open Wheels, Open Roads

On the features side, CART places strongly with 25 pro drivers (like Paul Tracy), 10 real-life tracks, a look-back button, a create-a-driver feature, a good two-player split-screen game, and season play. Although basic control options like rear-view mirrors and racing lines were left out, the effective car setup options and responsive handling keep you on the track.

So how does that all come together in gameplay? CART’s a slick ride...just not as slick as it should be. On the oval courses, it handles with a fun, arcade-style feel (even in Sim mode) that’ll definitely broaden the game’s appeal. And while the twisty road courses should present a much steeper challenge, they’re often more frustrating than fun, lacking the addictive allure of F1 Championship Edition.

Visually, CART roars ahead with impressive tracks and cars, zippy game speed, and good sight distance. But the sounds spin out with no announcer, forgettable music, and mediocre in-race effects.

PPG Cup?

For sport racing fans, CART ranks third this season—NASCAR ’98 has better balance, while F1 Championship Edition has deeper sim play. But if you’re an Indy car junkie dying to bust out Zanardi’s famous pass at Laguna Seca, CART’s the ticket.

NASCAR ’98

By Air Hendrix

Saturn

There’s really no reason why Saturn games can’t equal their PlayStation counterparts, but add NASCAR ’98 to the list of Saturn games that fall short of the PSX versions. Still, NASCAR ’98 overcomes some missing features and a graphics downshift to flash past the line as one of the better Saturn racers.

At the Starting Line

NASCAR ’98 qualifies well with strong features like 24 pro drivers (Jeff Gordon, Terry Labonte, and company), 11 real-life tracks like Charlotte and Watkins Glen, and 6 fantasy road courses. Gamers can race seasons or single races, and the game delivers a complete set of options for adjusting both the race AI and your car’s setup.

But inexplicably, two of the most crucial control options of the PSX version—racing lines and rear-view mirrors—were left out. Another serious disappointment is the absence of a create-a-player option. Once you’re past all that, the controls handle tightly, making for addictive sim-style gameplay that’ll engross sport racing fans.

Visually, NASCAR surges ahead with well-detailed, eye-catching cars and courses, then crumples a fender over the serious pop-up problems in the horizon. As for sounds, NASCAR sports a knee-slappin’ Southern rock soundtrack and a decent announcer, but the in-race effects, like the garbled pit radio, don’t pull their weight.

At the Finish

If you have both systems, the PlayStation NASCAR ’98 easily laps the Saturn version. But in a season where Saturn titles are few and far between, NASCAR’s a solid buy for Sega racers looking for new tracks to conquer.

PROTIP: On road courses, rely on the numbered signs and blue arrows to know when to begin braking.

PROTIP: It’s crucial to finish braking before you begin a turn, then accelerate through the turn.

PROTIP: If you start to spin out, lay off the gas. Work the wheel until you’re pointed straight, then immediately gun it.

PROTIP: On road courses like Sears Point, sit tight and draft (the killer draft meter’s a huge help), then pass in turns by outbraking your opponents.

PROTIP: On ovals, bump fenders and crush opponents into the wall to maintain position with little risk of losing control.
The Future Is About To Become History

Excalibur 2555 AD


Featuring over 200 locations, 60 different characters, full speech, and incredible realistic light-sourcing, Excalibur 2555 is an absolute epic.

"...could well do for 3D action adventures what Tomb Raider did for 3D platformers"
— Edge

"Excalibur 2555 is one of the most unique 3D games ever... a really, really cool game"
— Diehard Gamefan
Win Big!

Mortal Kombat® returns to conquer the video gaming world with Mortal Kombat Mythologies: Sub-Zero for the PlayStation and Nintendo 64. Sub-Zero takes on new foes and challenges in this action/adventure/fighting game, creating a totally new Mortal Kombat experience that has to be played to be believed! Also, be sure to check out MK4®, the dynamic new Mortal Kombat arcade game on play now at your local arcades.
Impact the Holidays!

Grand Prize (1 winner)
(1) MK 4® Arcade game

First Prize (10 winners)
(1) Mortal Kombat Mythologies: Sub-Zero game
(Winners choice of game system)

Second Prize (15 winners)
One-year subscription to GamePro Magazine

Enter today at your local KMART store!

Rush to your local K-Mart today to buy Mortal Kombat Mythologies: Sub-Zero and all the latest video game hits of the holiday season! Enter this exclusive Mortal Kombat sweepstakes sponsored by Midway, K-Mart, and GamePro magazine for your chance to win these awesome Mortal Kombat prizes!

Official Rules and Regulations: No purchase necessary. One entry per person. Complete the entry blank found on the displays at KMart stores and mail to Midway Home Entertainment/K-Mart Sweepstakes, PO Box 9960, San Mateo, CA 94402. Or, you can send us a 3x5 card with your name, full address, your age, and complete phone number with area code to the above address for official entry. The sweepstakes runs from November 19, 1997 through February 28, 1998. All entries must be received no later than February 28, 1998. No photocopies, reproductions, or facsimiles will be accepted. All duplicate entries will be voided. GamePro Media Group and Midway Home Entertainment assume no responsibility for late, stolen, misdirected, incomplete, postage due, or illegible entries. Void where prohibited. Awarding of Prize: The following prizes, with corresponding estimated retail values, are guaranteed to be awarded. Grand Prize: 1 Mortal Kombat 4 Arcade Game $4,000 estimated retail value. First Prize: 10 Mortal Kombat Mythologies: Sub-Zero games for the Sony/PlayStation or Nintendo 64 $170 estimated retail value. Second Prize: 15 free one-year subscriptions to GamePro magazine $19.97 estimated retail value. Winners will be randomly selected on March 16, 1998 by GamePro Media Group. Winners will be notified by phone and/or mail. Representatives of winners must complete all affidavit of eligibility and release of liability and publicity release, which must be returned within 5 days of receipt or prize award will be void. If winner is under the age of 18, then that winner must provide signed parent/guardian consent, in a form provided by the sponsor or prize award will be void. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likenesses for purposes of advertising and promotion on behalf of GamePro Media Group and Midway Home Entertainment without further compensation except where prohibited by law. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will be announced in a future issue of GamePro magazine. For a complete winners list, please send a self-addressed stamped envelope to GamePro Media Group, PO Box 9960, San Mateo, CA 94402 by February 28, 1999. Eligibility: Sweepstakes open to residents of the United States, except for residents of Rhode Island, Alaska or Hawaii. Employees of GamePro Media Group and Midway Home Entertainment, Inc., and as participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. Liabilities: This promotion is sponsored by GamePro Media Group, 951 Market's Island Blvd. Suite 700, San Mateo, CA 94402 and Midway Home Entertainment, 1850 S. Baseline, diamond, 92315, which are solely responsible for the conduct, supervision, and judging of the sweepstakes and the awarding of prizes. All decisions of GamePro Media Group and Midway Home Entertainment on all matters relating to this promotion are final. Neither GamePro Media Group nor Midway Home Entertainment assume any liabilities resulting from the use of this prize. Prize restrictions: Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. Unclaimed Prizes: If an individual winner does not claim their prize by May 29, 1998, the prize will be forfeited back to the perspective supplier. Prices as shown.
**Final Fantasy Tactics**

Final Fantasy fans who've finished FFVII and are looking for a new war to wage will rejoice over Tactics. It's more a war sim than an RPG, but it combines the strong story line, spells, and strategy that Final Fantasy fanatics demand in their games.

**Changing Jobs**

One of the key elements in Final Fantasy Tactics is the frequent changing of your characters' jobs and abilities. Only a limited number of characters can be brought with you into battle, so by knowing your situation, you can customize your unit with jobs and abilities that will help you win (for example, knights are good for close combat, but archers are better for long-range defense).

The different jobs include warriors, ninjas, monks, and mages, and you'll be able to use their abilities to move in different terrain and to dodge physical attacks.

With plenty of strategic depth and intriguing gameplay, Final Fantasy Tactics looks like it could entrance gamers for many months to come.

**Fantasy Warfare**

As for its gameplay, Final Fantasy Tactics is more like Tactics Ogre (see "Role-Player's Realm," December 1997) than Final Fantasy VII: You amass an army, equip them for war, then fight opponents while strategically moving on 3D field maps. What's unique about the gridged maps is that they factor in elements like terrain, weather, and each army's tactical position (if your troops are on top of a hill, it's easier for you to defend your position and shoot arrows down at your opponents than it is for your enemies to shoot up at you). For added strategy, you can rotate the maps and zoom in on a particular area to spot soldiers trying to hide behind objects.
WIN! The Ultimate Gaming Rig!!

Now everyone who plays wins a free six month magazine subscription!! You can’t lose!

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

Computer Contest. Win a blazing fast computer with 300 MHz MMX Pentium II, 32 meg RAM, 4 Giga HD, 24x CD-ROM, Windows 95, modems and more!

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

Media Rig Contest. The Ultimate Gaming Environment. 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We’re talkin’ GAMING HEAVEN!

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

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don’t know how many will play but typically 55% will have the highest score possible. To Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

```
<table>
<thead>
<tr>
<th>H</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>P</td>
<td>I</td>
</tr>
<tr>
<td>R</td>
<td>W</td>
</tr>
</tbody>
</table>
```

Word List and Letter Code Chart

- PINCH
- BREAK
- STOMP
- CRUSH
- PRESS
- BLAST
- PUNCH
- STAND
- SCORE
- WRECK
- SPRAY
- TURBO
- DREAM
- L CHASE
- S

Mystery Word Clue:

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ($3.00) Video Game Contest
- ($3.00) Media Rig Contest
- ($3.00) Computer Contest
- ($5.00) SPECIAL! Enter them all (SAVE $4.00)

Name __________ Age ________

Address __________

City __________ State ________ Zip ________

SEND CHECK OR MONEY ORDER TO:

PANDEMONIUM, P.O. BOX 9045
GRESHAM, OR 97030-9045

VOID WHERE PROHIBITED. ENTRY DEADLINE: POSTMARKED BY FEBRUARY 21, 1999. ENTRY FEE MUST BE INCLUDED. Only one entry per person. You must be 18 years of age to win. Employees of Pandemonium and its suppliers are ineligible. Judges' decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Offer not open to residents of Minnesota. You can requestWinner's List and Official Rules by writing Pandemonium Rules, 2616 NE Hogan Dr., AHEC, Gresham, OR 97030. Neither the names and models are representative of their respective companies who, along with this magazine, have no affiliation with this contest. © 1998 Pandemonium Promotions, Inc.
Role-Player's Realm

Alundra

Working Designs' first RPG for the PlayStation takes gamers on a magical quest through the worlds of dream and reality. If the early version we saw is any indication, Alundra could be one of the top RPGs of the new year.

In Alundra, you play as a "dreamwalker," someone with the power to enter people's dreams and save innocent victims from dying in their sleep. As you dream, you see the pain and imminent doom awaiting a town whose king has gone crazy, and you set off on your journey to rescue the town and ultimately the world.

Alundra's controls allow you to pick up items, jump, dash, and slash objects with your sword. Along your adventure, you'll need to solve puzzles, find hidden items, fight monsters, and talk to townspeople to unravel the secrets of your mystical quest.

Role-playing fans searching for an action RPG to get addicted to won't have to wait much longer. Alundra is on its way, and so far, it plays like a dream.—Johnny Ballgame

Magic Knight RayEarth

In RayEarth, you play as three schoolgirls who get transported from Tokyo to the fantasy world of Cefro in order to find their destiny and save the land from the evil that approaches. You can switch between characters at any time, as each girl possesses powers crucial to completing the game. RayEarth also features spoken dialogue and nearly 30 minutes of animation to help move the story along.

While not as action-oriented as Alundra, the anime style is sure to find a niche audience here in the states.—Robinson Hood

Developed by Kodansha
Published by Working Designs
Available December '97

80% COMPLETE

GAMEPRO 124 January 1998
Panzer Dragoon Saga

By Robinson Hood

Panzer Dragoon Saga is a unique RPG that might just rekindle interest in a system desperate for good games. You play as a young hunter named Edge, fighting your way through 12 levels and over 100 hours of gameplay. Unlike past Panzer titles, Saga has no predetermined tracks. Here you can explore the 3D environments with full freedom of movement. Saga also gives you the option to journey on or off your dragon. So whether you're clashing with enemies in the air or killing creatures on the ground, the choice is finally up to you.

Panzer Warfare

Action and warfare have always been a big part of the Panzer series, and Saga looks to attract violence-crazed gamers with its vast array of weapons. Your arsenal for the real-time 3D battles includes a locking pulse gun, lightning strikes, and a tracking dragon laser. Also, throughout your adventure, your dragon will gain experience and grow, enabling it to morph into several forms—enhancing gameplay by adding variety. Panzer Dragoon Saga definitely looks like the most promising Saturn game of the coming year.
MAKE MINCEMEAT OUT OF MDK

This ProStrategy Guide walks you through MDK for the PlayStation, giving you step-by-step instructions on how to make your way through all the levels, find all the secret areas, and beat all the bosses.

By Air Hendrix
General Tips

Combat Basics

When facing stationary targets, shoot continuously while quickly alternating between running toward and away from the target. When you time it correctly, you'll duck underneath the incoming fire.

Alien Generators

Always destroy alien generators as quickly as possible—they create new enemies.

Bombing Runs

Keep the cross hairs near the top of the screen so you can react immediately. Concentrate your fire on large, tough-to-destroy targets.

Flying

When facing crowds of mobile enemies, shoot continuously but use the Strafe button to circle around them and stay ahead of their fire.

Scout First

The parachute is good for more than just descending. Use it to soar over enemies and attack from above, or if you're in hurry, just take a hop and start gliding.

Saves

Always save at the beginning of a room. Why? If, for example, you save at the end of Level 1-2 (right before you enter Level 1-3), the game will return you to the start of Level 1-2 when you load that saved game. Yuck.

Level 1:
LAGUNA BEACH, USA

Descending to the Minecrawler

Don't worry about your health as you make this descent—a 150 percent power-up awaits you at the bottom. Be greedy and grab all the power-ups.

Level 1-1

After you land, turn around and grab the 150 percent power-up. Head out into open space and gun down the aliens. Collect the World's Smallest Nuclear Explosion power-up and use it to open the door.

Level 1-2

Go right to sniper mode and take out the three aliens on the distant rooftop. Then snipe the explosives (marked with a skull and crossbones) that parachute in. A grenade will arrive by parachute; use it to blow open the glass barrier. Collect the mortar rounds on top of the pillar, then switch to sniper mode and fire a round through the hole in the top of the building, which blows open the other glass wall.

SECRET AREA!

After you open the door in Level 1-1, return to your landing point and jump into the red ball of light. Gun down 20 aliens to score a Twister power-up.
Level 1-3
Grab the Bones Airstrike power-up to the right of the door and aim it at one of the alien generators in the distance. Stay in sniper mode to target the explosives along the rooftop of the distant building. Watch out for the running aliens who carry bombs—sometimes you can snipe them down, especially with homing bullets.

Level 1-4
Head down the subway tunnel, but beware of the bomb-carrying kamikaze alien—peak cautiously around each corner in the subway station. It's shootin' time. Try to snipe the alert drone and the aliens, but as soon as they spot you, take out the two alien generators.

Level 1-5
Briefly shoot the metallic control panel just inside the door to summon a plane for a bomber run. Focus your bombs on the buildings and alien generators that you pass over—if you don't trash them now, getting them later is a real hassle. After landing, gun your way across the open space. If necessary, finish taking out the alien generators positioned on the far left, right, and center. If you didn't level the buildings, you have to shoot an explosive-carrying bomber at just the right moment so that it drops a bomb on a building. Collect the nuke to unlock the door and head out.

Level 1-6
After you enter, you'll be attacked by flying fighters. Gun them down and run right. Weave around and take out the cannon that's firing at you.

Level 1-7
Platform time! First, glide to the bottom and shoot the target, which opens up an upward-blowing fan. If you open your parachute over the fan, you'll get a free lift.

Level 1-8
Don't go through the door in front of you, or you'll get whipped. Instead, head left, briefly shoot the alert drone, climb inside it, and return to that room. Since you're disguised, you'll sneak right past all the robots. At the end, you'll be thrown out of the drone. Grab The World's Most Interesting Bomb and use it right away. When the robots all surround the bomb (since it's so interesting...), tap O again to detonate the bomb and take them all out. Use the nuke to unlock the door and move on.

Level 1-9
The end boss is waiting for you in the small pod across the huge gap. Go to sniper mode, zoom in, and fire a few rounds to start the fight. He'll return fire, shoot back as much as you can (sniper grenades and homing bullets work nicely), then dodge to a new sniper perch before you're damaged. Occasionally, he'll send planes carrying aliens to attack you. Dispose of the aliens, collect the sniper grenades you're rewarded with, and fire them off at the boss. Repeat until he's dead.

Level 2:
LINDFIELD, ENGLAND

Level 2-1
Be careful descending this time because there's no health-up waiting for you at the bottom. Once you land, head for the tunnel, but peek cautiously around the corner and try to snipe the alert drone.
that, keep moving as you battle the robot and some flying fighters. When they're toast, use the nuke to open the door and head out.

**Level 2-2**

Next, you'll land in the firing range. Face the guns and sidestep across to dodge the incoming fire. If you need health, jump into the trench first and run to the end to grab the 100 percent power-up.

**Level 2-3**

Run to the top of the ramp and launch a mortar through the hole in the glass, which frees up the nuke you need to unlock the door. In the next room, position yourself just inside the door and go sniper to smoke the alien with the cigar.

Jump into a corner, gun down the remaining bomb-toting aliens, then drop through the hole in the floor.

**Level 2-4**

Now you're on the other side of the firing range. Take out the two aliens lurking between the guns, then jump on the third gun down from the door (the one with the health-up on it). Shoot until you're blown back through the glass, then parachute into the maze below. Before you use the fan to rise up to the platforms, chase down the 150 percent health-up and other goodies. Be sure to take out the alien generator on this level, too.

**Level 2-5**

Pause for a moment before you dive into this room to check things out. Killing the alien that's in constant motion opens the door on the other side, but he hops continually, making it a footrace as much as a battle. Homing sniper grenades do the trick if you have any. Watch for the swinging pendulum that can knock you off the platforms, if you fall, boulders will roll after you as you make your way to the updraft vent for a lift back to the platforms.

**Level 2-6**

Then it's just a matter of timing as you dodge incoming cannon fire and weave across the platforms to the exit.

**Level 2-7**

When you enter this room, head straight to the top of the ramp and wait for the flying platform to land. Hop on the platform and take out the two aliens. Then enjoy the view as you ride to the boss room.

When you first enter, the boss will be waiting behind the glass window, sipping a cocktail. Go sniper and blast away until he gets irritated and hops in his airplane. The plane will fly into the room and start circling you; blast it with a vengeance until it's destroyed.

Out pops the boss, a scrappy little twerp with a big head. He'll dart around the room trying to open the windows and let in more aliens. Chase him and take him out as quickly as possible before you're swarmed by the aliens he lets in. When the boss is dead, you're off to Level 3.

**SECRET AREA!**

Head to the last cannon on the firing range and jump into the ball of light. You'll teleport to a room with three aliens, which you should (naturally) kill. Jump into the teleporter on the right and you'll appear back in the same room. Repeat this sequence, but this time jump in the left teleporter. Jump in the right teleporter the next two times and you'll end up in a room with some goodies and the way out.
Level 3: Livingston, Scotland

Level 3-1

After landing on top of this high perch, go straight to sniper mode and gun for the large robot (aim for the eyes) and accompanying turrets. As soon as the enemy returns fire, hop down and weave between the cubbyholes, taking out the minor aliens as you go. Turn into the cubbyhole on the right and go up the ramp; you'll reach a platform that provides a fine sniper position from which to clear out the open space in front of the door.

When you've killed everyone, grab the load of power-ups at the top of the ramp. Face the exit, jump left, and climb up the ramp. Glide straight across to a Super Chain Gun power-up, then glide across to the other side for a Bones Airstrike.

To exit this area, return to the top of the ramp and snipe the blocks on either side of the door. Watch out for the bomb-carrying kamikaze aliens that rush out.

Level 3-2

Snipe the alert drone covering the entrance and the two turrets overhead. There are two aliens on either side of the door, out of sight. After you waste them (sniping's best if you're good enough), a bunch more parachute into the pool. Once they're all toast, collect the power-ups in every corner. Head down to the room past the diving board, gun down the aliens, and then drop down the hole to the exit. The only way to score the World's Most Interesting Bomb power-up is to snipe the alien that floats in on the hover platform, then use the platform to rise up... but it's awfully tough to pull off.

Level 3-3

Snipe the alien at the end of the transparent tunnel, then run down it and drop into the room. Dogs swarm you, so gun them down and race into the room in the back, where three aliens float suspended in water tanks.

Shoot all three tanks until they turn green, then head back out into the main room. Jump onto the spinning top-shaped platform, which rises to the exit.

Level 3-4

You arrive in a room with startlingly bright crayon-like color schemes. Snap up the heap of power-ups, then shoot the walls until they collapse. Ahead is one of the game's tougher run-n-gun battles.

A score of aliens and a huge robot stand between you and the door, but to unlock the door you need to shoot the alien generators, which look different than usual (see above). Focus your fire on the generators—use sniper grenades and all the other goodies you have—then worry about the enemies in the room.

Level 3-5

Don't jump into this brightly colored room (it's the aliens' insane asylum) right away—snipe the two turrets and other visible enemies first.

Focus on taking out the alien generator, which is just barely visible between the blue arch and the green ramp. Glide to the outcroppings on the wall to the right, collect the power-ups, and continue sniping. When you can no longer avoid it, jump to the floor, where you'll face two large aliens who keep running you over and taking huge chunks off your health. If you have the health for a run-n-gun battle, go for...
it: if you're short, sprint for the repainted hole in the wall on the left and jump in.

Ascend through the innards and you come out on the green ledge where the alien generator was (or is, if you didn't snipe it).

Snipe the alien on the hover platform with homing bullets, then use his ride to reach the cool power-up that floats tantalizingly above the entrance. Race along the ledge until you're above the entrance, hop onto the next and highest ledge, and run back to the exit.

When they're dead, blast the large rock at the bottom center of that wall, which uncovers the exit.

When the dogs die down, the boss's glass wheel stops spinning. Quickly go sniper and target the four orange rivets around the perimeter of the glass. It'll take a couple rounds to nail them all, but when you do, it's his funeral.

Level 3-6
Blast the gun in the doorway, then go sniper and take out the two small turrets and the large turret guarded by an alien (sniper grenades and other big guns are nice here). Run down to the bottom of the crevice in front of you, pop your chute, and ride the updraft to the top.

Jump down and head for the hole in the back right that doesn't have any bars over it.

Jump inside and shoot the propeller until it explodes, which winches open the huge door. Once you're through the door, keep moving as you contend with a wall full of stationary aliens.

Blast the surrounding aliens, then head back along the ledge you just landed on toward the entrance. Watch out for flying fighters, turrets, and random aliens.

Level 3-7
Shoot the glass that covers the entrance, then snipe as many enemies as you can see—you should find a few turrets and aliens.

Climb up to where the arrow points out, and glide across to the narrow yellow ledge high up in the middle of the room. The exit's in the blue box in the upper right of the room; be sure to snipe the robot (eye shot) before you make the jump.

Hop on the platform and it takes you on a ride above the minecrawler, where you're swarmed by flying fighters. After you take them out, you'll land in front of the boss, who's located behind a spinning glass wall.

Level 4:
KIRKCALDY, SCOTLAND
Level 4-1
Leap from the ledge and glide to the bottom.

Don't bother shooting the boss; instead, deal with the packs of dogs that attack you.

Break the glass barrier and glide in shooting because a robot and pack of aliens will be blazing away at you. You can gun down most of the aliens while slowly descending.
Grab the power-ups and hop on the snowboard to ride to the next room.

**Level 4-2**

As soon as you land, briefly shoot the control panel to summon a plane for a bombing run.

Focus your bombs on the large gunnery towers, the turrets, and the alien generator. When you land, shoot the nearby shack to score a Dummy Decoy, then snipe away at any turrets and towers you missed (use sniper grenades). If you missed the alien generator, head straight for that and take it out—you’ll face only minor resistance.

If you nailed everything on the bombing run, you should have a quiet journey across the ice to the exit, collecting a plethora of power-ups along the way.

**Level 4-3**

If you have a good supply of health and Super Chain Gun ammo when you land, go after the two large aliens right away. If you’re in bad shape, head for the pile of crates. You can use the crates for cover and jump on them to avoid the aliens’ ramming attacks.

Once the two aliens are dead, a plane drops off a huge tank. Upload your best ammo on it to take it out, then collect the nuke and head for the exit at the rear of the submarine. Don’t forget to blow open all the crates—most of them contain power-ups.

**Level 4-4**

Shoot the alien inside the door, then approach the alien in the glass capsule above the updraft vent. He’s invulnerable inside the capsule, but if you lob enough grenades into the updraft, they’ll float up and blast his ass. Keep a careful eye out for the exploding mines that he rolls at you during all this. Exit by floating up the draft.

Next, take out the plane overhead that’s spewing bombs, which should calm things down a lot.

**Level 4-5**

Four alien generators are in the corners of this room; ignore everything else until you take them out. Next, clear out any remaining aliens on foot, then snipe the alien in the turret above the vent—eye shots work great. Trash all the crates for power-ups, then float up the updraft and head to the exit. Hop onto the snowboard for the run to the next room.

Collect the grenades and you’ll face a boss like the alien you took out in Level 4-4. Lob the grenades into the updraft and dodge his bouncing bombs. As soon as you’ve hit the boss with enough grenades, you’re off to the next level.

**SECRET AREA!**

After you blow up the alien in the capsule in Level 4-4, turn around and head back to the entrance, where you’ll see a teleporter that leads to a secret area. To score the power-ups in this easy room, just ride the updraft to the top and gun down the aliens as you go. Remember that you can shoot while gliding.
4 A.M., TALLAHASSEE, FL—

Two drunks battle it out down the hall. The 38 Express squeals to a halt every half hour on the street below. Sleep doesn't come easy in room 23. But for 19-year-old Ray Cooper, it has nothing to do with the noise. As he says, "It's because every time I close my eyes, all I see is Lara Croft."
LEVEL 5: SPARROW PIT, ENGLAND

Level 5-1
As soon as you land in this level, go sniper and target the gunnery pods on the huge ship floating in the distance. Eventually they'll start shooting back, so dodge around to new sniping positions.

When the incoming fire becomes too intense, head out into the main room and start blazing away at the crowd of aliens and alert drones and the plane overhead. A robot guards the exit, which is to the left of the entrance, so try to use your powerful ammo like sniper grenades. Grab the nuke and use it to unlock the door.

Level 5-2
A couple of aliens and an alert drone await you just inside the entrance, so be as sneaky as you can. Once you're inside, it's another epic run-n-gun battle. Two robots and a huge plane lurk around the corner, but there are plenty of ramps and such to use as cover, so keep moving, stopping only briefly to blast away.

When all's quiet, go sniper and take out the alien who's busy typing away behind the glass.

When the plane is down, the alien spills a spiky forklift-type vehicle.

Shoot it until you kill the alien driving it.

When the forklift is just an inanimate object, use a steady stream of fire to move it. Position the forklift on the yellow square in front of the shield that blocks the exit. When it's on the yellow square, the shield drops and you can fall through in the floor to the next room.

Level 5-3
Take out the aliens at the top of the ramp you arrive on, then head up and clear out any stragglers in the room where the big ship hangs from the crane.

When they're all dead, shoot the alien who knocks the ship loose from the crane, and it attacks you. The gunnery pods on its underbelly are a real pain, but keep moving until you've knocked them all off.

Level 5-4
Snipe the ship's pilot and the ship will crash into the wall and burn, releasing a final torrent of aliens.

A robot appears to guard the exit, so take him out and move on.

You've arrived at the aliens' main control room. Gun down the big-headed aliens; they'll flee into the pit beneath the spinning globe.

When they're all dead, shoot the globe until it falls and breaks through the glass in the bottom of the pit.

Level 5-5
This room's sniper-intensive—everyone's asleep, so if you're sneaky, you'll preserve a lot of health. Snipe the alert drone and the two aliens along the wall across from the entrance, then head to that wall and turn right. Snipe the floating robot in the eye.

Snipe the two sleeping aliens and collect the nuke. Snipe them as they sleep if you can, but they're easy to waste if you just run in. Then head back to the room on the left.

Head up the ramp and go after the alert drone at the top right away, then focus your fire on the three alien generators (grenades are good here). Snipe the alert drone on the ledge across the gap, then jump over there yourself.
Draw your favorite character(s) or scenes from Crash Bandicoot™ or Crash Bandicoot 2: Cortex Strikes Back™ on a standard size envelope. All entries are to be judged by a panel including members of Universal Interactive Studios and Naughty Dog, on behalf of Sony Computer Entertainment America on neatness, artistic ability, and creativity. All contest entries must be received by Feb. 27, 1998, and winners will be notified on or about April 1, 1998.

Send in your Envelope Art!

Send your drawings on a standard size envelope 10 1/2 x 14 1/4. Include your name, address, city, state, zip code, phone number, and your answer to the following questions:

A: Do you own a PlayStation™ game console?
B: How many PlayStation games do you intend to purchase this year?

Send to GamePro C/oLICENSE INTERNATIONAL
1306 Old County Road
Belmont, CA 94002

Entries must be received no later than February 27, 1998.
A robot’s waiting for you in the hole with the green striping. If you grab the mortars and position yourself just right (with your back against the same wall that the entrance is in), you can lob mortars into the hole and take it out in complete safety. If you have good health, you can just drop in and go for it.

Level 5-6

No strategy in this half-pipe—just shootin’. Target the two alien generators right away and ignore the aliens as much as possible because planes continually drop more. Blast the robot guarding the exit, use the nuke to unlock it, and get out as quickly as possible.

Level 5-7

Once the robot’s dead, head up the ramp at the bottom of the hole, and you’ll find another robot. If you have a Dummy Decoy, this is a great time to use it, since fighting robots in close quarters is extremely tough. After you dispose of the second robot, use the nuke to unlock the exit and head out.

Level 5-8

Shoot the dog that charges up the ramp, then go sniper and take out the alien in the tunnel in the distance (if you don’t have sniper grenades, a bullet through the gap in the glass and into its head will work). Descend and take out the aliens and the other two turrets. Then climb back up the ramp.

When you shoot off all the gunnery pods, the boss escapes with Bones to the next and final level.

SECRET AREA!

After you nuke open the exit, you’ll see a secret area teleporter to the left. Hop into it to go to an extremely tough secret area where alert drones charge you and explode upon contact. You can only kill them in sniper mode, so stay in it as much as possible and use strafing to navigate. You’re rewarded with some nice power-ups at the end.

Level 5-9

When everything’s dead, push one of the dormant forklifts up to the first ledge just to the right of the entrance. Use it as a stepping stone to climb the ledge, then leap across to the narrow span stretching overhead. Inch your way cautiously across to the tall ledge with the ramp atop it, then use that as a perch to hop to the span that circles the entire room. A forklift rolls around this span; shoot it so it stops just below the ledge you need to hop onto to reach the exit.

Level 6: CONCLUSION

Level 6-1

You’re about to be swarmed, so grab the Dummy Decoy and use it right away while you take out the pack of aliens and robots. When they’re dead, a ramp opens up; follow it up, but watch out for the rolling aliens. Shoot the alien generator at the top and drop through the hole.

Jump to the platform below and find the narrow window. A huge ship will periodically appear in it, quickly go sniper, zoom across, and target the gunnery pods. A steady supply of homing sniper grenades and health will parachute in to help you out.
Level 6-2
The boss is circling the room with a pack of dogs. Attack immediately, and the dogs will break off and hunt you down. Keep moving and shooting until you kill them all, then go after the boss.

After taking a little damage, the boss will head for the center of the room and drop through a hole in the floor. Follow him....

Level 6-3
The key to this room is to run as much as possible and fight as little as possible because you'll always be outnumbered. Shoot the alert drone outside the entrance to the left, then head straight across to the slanted platform next to the pillar. Complete the series of tricky jumps along the chain of platforms to the top.

Level 6-4
This room's chock-full of power-ups, and you'll need 'em. The boss awaits atop the ledge in the center.
Load up on sniper grenades and Dummy Decoys, then lay the bar...

Level 6-5
Snipe the turret at the top of the pillar, then jump into the pillar and descend to the next room.

SECRET AREA!
After you blast the turret at the top of the pillar, descend back to the ledge above the entrance and hop into the teleporter. Two aliens are behind glass tubs in the center of the room. Jump down and collect the grenades, then return to the ledge by the entrance. Repeatedly jump and throw grenades in midair until you kill both the aliens in the tubs. When they're dead, cool power-ups and the exit will appear.

This tricky room involves no shooting. The boss is parked in the middle of the room on top of a nuke. Bones is suspended in midair from three cords that are connected to nuclear locks.

Run to the snack dispenser and step on the trigger plate that's next to it. A seal emerges. Grab it, run up to the boss, and throw it in front of him.

While he's chowing on the seal, grab the nuke and run over to the updraft, float up, and use the nuke to unlock one of the cords. Wait until the next nuke parachutes in, then repeat until all the cords are unlocked. Bones jumps down, runs over, and disguises himself as a seal snack.

Feed Bones to the boss, and the boss explodes!
Now sit back and watch the weird MTV-style ending....
**The Fighter's Edge**

**Game-Winning Combos and Strategies**

**Mortal Kombat 4 Kombat**

**Arcade**

**Revision 2**

In this strategy guide, we give you all the special moves and techniques as well as a healthy dose of finishing moves and combos for Mortal Kombat 4 Revision 2.

By Bruised Lee, Major Mike, and Johnny Ballgame

(Special thanks to Ed Boon and the fine folks at Midway)

---

**General Skills**

**Weapons**

**Draw Weapons**

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

**Throw Weapons**

To throw your weapon, repeat the move you used to draw your weapon. For example, if you're playing as Scorpion, tap → (→ HK) to draw his sword, then tap →, (→ HK) to throw it at your opponent.

**Weapon Attacks**

Your character can perform several attacks while holding a weapon.

- **High Slash**: Tap HP
- **Low Slash**: Tap LP
- **Overhead Slash**: Tap (→ HP)
- **Uppercut Slash**: Tap (← LP)

**Pick Up Weapons**

Stand over a weapon, hold ↓, and tap RN to pick up your opponent's weapon.

**Weapon Screen Smash**

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

---

**Dodge**

The MK series adds a new feature: Fighters can now dodge attacks by moving into the foreground or background.

- **Dodge into the Foreground**
  - Hold ↓, tap RN, RN
- **Dodge into the Background**
  - Tap RN, RN

**Other Items to Throw**

**Rocks and Skulls**

Some stages have items you can throw at an opponent. To throw these items, stand over them, hold ↓, and tap RN.

---

**Throws and Bone Breakers**

The following moves are done when in close to an opponent and are universal for each character.

**Throws**

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

**Bone Breakers**

The Bone Breaker is another new feature in MK4. You can use this bone-shattering move to briefly stun your opponent.

- **When in close, tap (→ LK)**

---

*GAMEPRO 138 January 1998*
Alternate Fighter Colors

Press any of the following at the fighter-select screen to choose a fighter's alternate color:

Kai: Press and hold Start, tap (HP BL LK)
Raiden: Press and hold Start, tap (LP BL HK)
Shinnok: Press and hold Start, tap (HP BL LP)
Liu Kang: Press and hold Start, tap (HK BL BK)
Reptile: Press and hold Start, tap (LP BL BK)
Scorpion: Press and hold Start, tap (HP BL BK)
Jax: Press and hold Start, tap (RN LP BL)
Reiko: Press and hold Start, tap (RN HP LK)
Johnny Cage: Press and hold Start, tap (RN LP LK)
Jarek: Press and hold Start, tap (HK HP RN)
Tanya: Press and hold Start, tap (HK LK HP)
Fujin: Press and hold Start, tap (LP HP HK)
Sub-Zero: Press and hold Start, tap (RN BL HP)
Quan Chi: Press and hold Start, tap (HP RN HK)
Sonya: Press and hold Start, tap (LK HP RN)

CONTROLLER LEGEND

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.

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.

Kombat Kodes

Like in MK3 and Ultimate MK3, you can enter Kombat Kodes before a two-player battle. At the Vs. screen right before the match, you'll find a row of six boxes. Of these six boxes, each player can change three: To change the left box, use LP; to change the middle box, use BL; to change the right box, use LK. For example, to enter Code 123 123 for no power, Player One should tap LP once, BL twice, and LK three times. Player Two should tap LP once, BL twice, and LK three times.

These are all the known Kodes as of press time. Please e-mail or send any new Kodes you find to swat.gamepro@gamepro.com or GamePro Magazine Secret Weapons, P.O. Box 5828, San Mateo, CA 94402.

1. Free Weapon: 111 111 A random weapon falls from the sky
2. Throwing Disabled: 100 100 No throwing during fights
3. Armed and Dangerous: 444 444 Start the fight with weapons drawn
4. Silent Kombat: 666 666 No music during fights
5. Explosive Kombat: 050 050 Your opponent explodes on your last hit
6. Random Weapons: 222 222 Start the fight with random weapons
7. No Power: 123 123 Both fighters start on the final round and with very little energy
8. Many Weapons: 555 555 Every character's weapon is dropped at the start of a fight
9. Randoper Kombat: 333 333 Fighters change into other characters at random during a fight
11. Weapon Kombat: 002 002 Fighters start the fight with weapons drawn and weapons can't be knocked away
13. Noob Sabot Mode: 012 012 At press time, this Kode was unknown—Ed.
14. Red Rain: 020 020 Mountaintop stage rains blood

Shinnok

Impersonations

Reptile
Tap ←, (→ BL)
Scorpion
Tap →, (← LP)
Sonya
Tap →, (↓ HP)
Sub-Zero
Tap ↓, (→ LP)
Tanya
Tap ←, (→ BL)
Johnny Cage
Tap ↓, (→ HP)
Reiko
Tap ←, (← LK)
Raiden
Tap ↓, (→ HP)
Jax
Tap →, (← HK)
Quan Chi
Tap ←, (← HK)
Jarek
Tap ←, (→ LP)
Liu Kang
Tap ←, (→ HK)
Kai
Tap →, (→ LK)
Fujin
Tap →, (→ HK)

Special Moves

Hand of Death Fatality

When in close, tap ↓, ←, →, RN

Prison Stage Fatality

When in close, tap ↓, →, HK

Weapon: Bladed Staff

Draw Weapon

Tap ←, (→ LP)
**Scorpion**

**Weapon: Broadsword**

**Devastating Combos**

**Three-Hit Kick-Spear Combo**
- 23% DAMAGE
- Description: Jump in deep, tap HK
- Inputs: Tap \(\uparrow\) (\(\uparrow\) LP) Tap (\(\downarrow\) HP)

**Four-Hit Teleport-Spear Combo**
- 28% DAMAGE
- Description: Jump in deep, tap HK
- Inputs: Tap \(\downarrow\), (\(\uparrow\) HP) Tap \(\rightarrow\), (\(\rightarrow\) LP) Tap (\(\downarrow\) HP)

**Five-Hit Spear-Uppercut Combo**
- 31% DAMAGE
- Inputs: Tap HK Tap HK Tap (\(\downarrow\) HP) Tap \(\leftarrow\), (\(\leftarrow\) LP) Tap (\(\downarrow\) HP)

**Six-Hit Weapon-Finish Combo**
- 38% DAMAGE
- Inputs: Tap HK Tap HK Tap (\(\downarrow\) HP) Tap \(\leftarrow\), (\(\leftarrow\) LP) Tap HK Tap \(\rightarrow\), (\(\rightarrow\) HK)

**Seven-Hit Teleport Juggle Combo**
- 42% DAMAGE
- Description: Jump in deep, tap HK
- Inputs: Tap \(\uparrow\) HK Tap \(\downarrow\), (\(\leftarrow\) HP) Tap \(\rightarrow\), (\(\rightarrow\) LP) Tap HK Tap HK Tap (\(\downarrow\) HP)

**Special Moves**

**Spear**
- Description: While in the air with an opponent, tap BL
- Inputs: Tap \(\downarrow\), (\(\leftarrow\) LP)

**Flame Spit**
- Description: Note: This move can be done in the air.
- Inputs: Tap \(\downarrow\), (\(\leftarrow\) LP)

**Air Throw**

**Teleport Punch**

**Finishing Moves**

**Fiery Death Fatality**
- Description: From outside sweep distance, tap \(\leftarrow\), \(\rightarrow\), \(\rightarrow\), (\(\leftarrow\) BL)

**Prison Stage Fatality**
- Description: When in close, tap \(\rightarrow\), \(\uparrow\), \(\downarrow\), \(\rightarrow\), LK
**Devastating Combos**

**Two-Hit Basic Combo 23% DAMAGE**
- Tap ↓, (→ LP)
- Tap (↓ HP)

**Three-Hit Uppercut Combo 18% DAMAGE**
- Tap (↓ HK)
- Tap ↓, (→ LP)
- Tap (↓ HP)

**Five-Hit Icy Wand Combo 27% DAMAGE**
- Tap HK
- Tap HK
- Tap ↓, (→ HK)
- Tap (← LP)
- Tap (↓ HP)

**Five-Hit Slider Combo 26% DAMAGE**
- Tap HP
- Tap HK
- Tap (↓ HP)
- Hold (RN →), tap HP
- Tap (LP BL LK)

**Six-Hit Freezer Combo 34% DAMAGE**
- Tap HP
- Tap HK
- Tap ↓, (→ LP)
- Tap HP
- Tap HK
- Tap (↓ HP)

**Nine-Hit Re-Freezer Combo 41% DAMAGE**
- Tap ↓, (→ LP)
- Jump in deep, tap HP
- Tap ↓, (→ LP)
- Tap HP
- Tap HK
- Tap (↓ HP)
- Hold (RN →), tap HP
- Tap HP
- Tap (↑ HK)

**Special Moves**

**Ice Clone**
- Tap ↓, (→ LP)

**Freeze**
- Tap ↓, (→ LP)

**Slide**
- Tap (LP BL LK)

*Note: This move can be done in the air.*

**Weapon: Icy Wand**

**Draw Weapon**
- Tap ↓, (→ HK)

**Club Freeze**
- Tap (← LP)

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

**Finishing Move**

**Head-Rip Fatality**
- When in close, tap →, ←, →, ↓, (HP BL RN)
**Special Moves**

- **Circular Teleport**
  - Tap ↵, (→ LK)

- **Teleport Throw**
  - Tap ↓, ↑, BL
  - Note: Tap BL when in close to your opponent during the teleport to throw the opponent. This move can also be done while in the air.

- **Shurikens**
  - Tap ↓, (→ LP)

- **Bloody Flip Kick**
  - Tap ↵, ↓, (→ HK)

**Weapon: Spiked Club**

- **Draw Weapon**
  - Tap ↓, (→ HP)

**Devastating Combos**

- **Two-Hit Slammer Combo**
  - 15% DAMAGE
  - Jump in deep, tap HK
  - Tap ↓, ↑, BL

- **Three-Hit Screen-Smash Combo**
  - 24% DAMAGE
  - Jump in deep, tap HK
  - Tap ↵, ↓, (→ HK)
  - Tap LP

- **Seven-Hit Juggle Insanity Combo**
  - 44% DAMAGE
  - Jump in deep, tap HP
  - Tap HK
  - Tap (↓ HP)
  - Hold (RN →), tap HP
  - Tap ↵, ↓, (→ HK)
  - Tap (↑ HK)
  - Tap ↓, ↑, BL

- **Four-Hit Weapon-Finish Combo**
  - 38% DAMAGE
  - Jump in deep, tap HP
  - Tap HK
  - Tap HK
  - Tap ↓, (← HP)

- **Three-Hit Kick Combo**
  - 25% DAMAGE
  - Tap HK
  - Tap HK
  - Tap ←, ↓, (→ HK)

- **Five-Hit Juggle Combo**
  - 30% DAMAGE
  - Tap ←, ↓, (→ HK)
  - Hold (RN →), tap HP
  - Tap HK
  - Tap (↑ HK)
  - Tap ↓, ↑, BL

- **Three-Hit Juggle Combo**
  - 25% DAMAGE
  - Tap ←, ↓, (→ HK)
  - Tap HP
  - Tap ↓, (→ LP)
THE FIGHTER'S EDGE

**Special Moves**

**Shadow Kick**
Tap ←, (→ LK)

**Nut Punch**
Tap (BL LP)

**Shadow Upper Cut**
Tap ←, ↓, (← HP)

**Low Fireball**
Tap ↓, (← LP)

**High Fireball**
Tap ↓, (→ HP)

**Seven-Hit "Hollywood Special" Combo**
Jump in deep, tap HP

---

**Devastating Combos**

**Three-Hit Shadow-Kick Combo**
Tap HK, Tap LK, Tap ←, (→ LK)

**Three-Hit Low-Blow Combo**
Tap HP, Tap HK, Tap (BL LP)

**Three-Hit Weapon-Finish Combo**
Tap HK, Tap HK, Tap →, ↓, (← HP)

**Four-Hit Shadow-Uppercut Combo**
Tap HP, Tap HK, Tap (→ HP), Tap ←, ↓, (← HP)

**Four-Hit Uppercut-Fireball Combo**
Tap HP, Tap HK, Tap (→ HP), Tap ↓, (← LP)

**Three-Hit Kicker Combo**
Jump in deep, tap HK

**Two-Hit Kick Combo**
Jump in deep, tap HK

---

**Weapon: Sword**

**Draw Weapon**
Tap →, ↓, (→ LK)

---

**Finishing Moves**

**Torso-Rip Fatality**
When in close, tap →, ←, ↓, ↓, HK

**Prison Stage Fatality**
When in close, tap ↓, ↓, →, →, HK
**Reptile**

### Special Moves

**Acid Spit**
- Tap ↓, (→ HP)

**Invisibility**
- Tap (BL HK)

**Dash Punch**
- Tap ←, (→ LP)

**Super Crawl**
- Tap ←, (→ LK)

**Six-Hit Crawling Punch Combo**
- Tap HP
- Tap HK
- Tap (↓ HP)
- Hold (RN →), tap HP
- Tap ←, (→ LK)
- Tap →, (→ LP)

**Four-Hit Kick-Crawl Combo**
- Tap HK
- Tap HK
- Tap ←, (→ LK)
- Tap →, (→ LP)

**Three-Hit Axe Fury Combo**
- Jump in deep, tap HP
- Tap HK
- Tap ←, (→ LK)

**Three-Hit Weapon Combo**
- Jump in deep, tap HP
- Tap HK
- Tap →, (→ LP)

**Five-Hit Juggle Combo**
- Tap HK
- Tap (↓ HP)
- Hold (RN →), tap HP
- Tap ←, (→ LP)

**Two-Hit Dash Combo**
- Jump in deep, tap HK
- Tap ←, (→ LK)

**Three-Hit Crawl Combo**
- Tap HK
- Tap HK
- Tap ←, (→ LK)

### Finishing Moves

**Face-Shred Fatality**
- Hold (HP LP HK LK), move in close, tap ↑

**Prison Stage Fatality**
- When in close, tap ↓, →, (→ LP)
Special Moves

**Skull Throw**
Tap →, (→ LP)

**Tap Dance**
Tap →, (↓ LK)

**Draw Weapon**
Tap ↓, (← HK)

**Steal Weapon**
Tap →, (← HP)

**Slide**
Tap →, (→ HK)

**Air Throw**
While in the air with an opponent, tap BL

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

Devastating Combos

Two-Hit Combo #1
Jump in deep, tap HK
Tap →, (→ HK)

**Four-Hit Weapon-Finish Combo**
Jump in deep, tap HP
Tap HK
Tap HK
Tap ↓, (← HK)

**Four-Hit Slide Combo**
Tap HP
Tap HK
Tap (↓ HP)
Tap →, (→ HK)

**Five-Hit Tap Dance Combo**
Tap HP
Tap HK
Tap (↓ HP)
Hold (RN →), tap HP
Tap →, (↓ LK)

Three-Hit Skull Combo
Tap HK
Tap HK
Tap →, (→ LP)

**Six-Hit Slam Combo**
Tap HP
Tap HK
Tap (↓ HP)
Hold (RN →), tap HP
Tap (↑ HK)
Tap BL

Six-Hit Juggle Dance Combo
Jump in deep, tap HP
Tap HK
Tap (↓ HP)
Hold (RN →), tap HP
Tap HP
Tap →, (↓ LK)

**Two-Hit Easy Combo**
Tap (↓ HK)
Tap →, (→ LP)

**Two-Hit Combo #2**
Jump in deep, tap HK
Tap →, BL

Weapon: Kali Dagger

**Quan Chi**

Finishing Move
Prison Stage Fatality
When in close, tap →, →,
(↑ HP)
**Weapon: Blade Wheel**

**Draw Weapon**

Tap →, (→ LK)

---

**Special Moves**

- **Fireball**
  - Tap ↓, (→ LP)

- **Leg Throw**
  - Tap ↓, (→ HK)

- **Cartwheel**
  - Tap →, (→ HK)

- **Air Throw**
  - While in the air with an opponent, tap BL

---

**Devastating Combos**

- **Four-Hit Weapon-Finish Combo**
  - 29% DAMAGE
  - Tap HP, Tap HK, Tap HK, Tap →, (→ LK)

- **Three-Hit Leg-Grab Combo**
  - 17% DAMAGE
  - Tap ←, ↓, (→ LK) for two hits
  - Hold ↓, tap (BL LP)

- **Five-Hit Square Wave Punch Combo**
  - 31% DAMAGE
  - Tap HK, Tap HK, Tap ←, ↓, (→ LK) for two hits
  - Tap →, (→ HP)

- **Seven-Hit Juggle Fury Combo**
  - 47% DAMAGE
  - Tap HP, Tap HK, Tap (↓ HP), Hold (RN →), tap HP, Tap HP, Tap ←, ↓, (→ LK) for two hits
  - Tap (↑ HK)

- **Three-Hit Fireball Combo**
  - 25% DAMAGE
  - Tap HK, Tap HK, Tap ↓, (→ LP)

- **Six-Hit Cartwheel-Kick Combo**
  - 32% DAMAGE
  - Tap HK, Tap HK, Tap HK, Tap HK, Tap HK, Tap HK, Tap HK, Hold ↓, tap (BL LP)

---

**Finishing Moves**

- **Slicing Kiss Fatality**
  - From outside sweep distance, hold BL, tap ↓, ↓, ↓, (→ RN)

- **Prison Stage Fatality**
  - When in close, tap ↓, ↓, ←, ←, HK
**Special Moves**

- **Fireball**
  - Tap ↓, (→ HP)

- **Split Kick**
  - Tap →, (→ LK)

- **Spinning Kick**
  - Tap →, (→ LK)

- **Downward Fireball**
  - While in the air, tap ↓, (← LP)

- **Four-Hit Fireball Combo 24% DAMAGE**
  - Tap HP
  - Tap HK
  - Tap HK
  - Tap ↓, (→ HP)

- **Three-Hit Kick Combo 25% DAMAGE**
  - Tap HK
  - Tap HK
  - Tap →, (→ LK)

- **Seven-Hit “Tanya Terror” Combo 42% DAMAGE**
  - Jump in deep, tap HP
  - Hold (RN →), tap HP
  - Tap →, (→ HK)

- **Five-Hit Uppercut Combo 20% DAMAGE**
  - Tap HP
  - Tap HK
  - Tap ↓, (→ HP)

- **Five-Hit Corkscrew Combo 27% DAMAGE**
  - Tap HP
  - Tap HK
  - Tap HK

**Weapon: Boomerang**

- **Draw Weapon**
  - Tap →, (→ HK)

**Devastating Combos**

- **Two-Hit Weapon Combo 25% DAMAGE**
  - Jump in deep, tap HK

**Note:** Your weapon must be drawn to do this combo.

- **Throw Boomerang (Long)**
  - Tap (← LP)

- **Throw Boomerang (Short)**
  - Tap (→ LP)

**Finishing Move**

- **Kiss Fatality**
  - When in close, tap ↓, ↓, ↑, (← HP BL)

**Tanya**
**Raiden**

**Weapon: Mighty Mallet**

**Draw Weapon**

Tap \( \rightarrow \), (\( \leftarrow \) HP)

---

**Special Moves**

**Lightning Bolt**

Tap \( \downarrow \), (\( \leftarrow \) LP)

**Teleport**

Tap \( \downarrow \), \( \uparrow \)

**Torpedo Attack**

Tap \( \rightarrow \), (\( \rightarrow \) LK)

*Note: This move can be done in the air.*

---

**Devastating Combos**

**Two-Hit Kick Combo** 20% DAMAGE

Jump in deep, tap HK, \( \rightarrow \), (\( \rightarrow \) LK)

**Two-Hit Torpedo Combo** 18% DAMAGE

Tap (\( \downarrow \) HK), \( \rightarrow \), (\( \rightarrow \) LK)

**Three-Hit Mallet Combo** 27% DAMAGE

Note: Your weapon must be drawn to perform this combo.

Tap (\( \leftarrow \) LP), (\( \uparrow \) HK), \( \rightarrow \), (\( \rightarrow \) LK)

**Five-Hit Uppercut Combo** 33% DAMAGE

Tap HP, HK, HK, (\( \downarrow \) HK), \( \rightarrow \), (\( \rightarrow \) LK)

**Seven-Hit Torpedo Combo** 45% DAMAGE

Jump in deep, tap HP, HK, (\( \downarrow \) HK), (\( \uparrow \) HK), (\( \rightarrow \) HP), (\( \rightarrow \) LK)

**Two-Hit Weapon Combo** 25% DAMAGE

Note: Your weapon must be drawn to perform this combo.

Tap (\( \leftarrow \) LP), \( \rightarrow \), (\( \leftarrow \) HP)

---

**Liu Kang**

**Weapon: Flamberge Sword**

**Draw Weapon**

Tap \( \leftarrow \), (\( \rightarrow \) LK)

---

**Special Moves**

**Low Fireball**

Tap \( \rightarrow \), (\( \leftarrow \) LP)

**Flying Kick**

Tap \( \rightarrow \), (\( \rightarrow \) HK)

**Fireball**

Tap \( \rightarrow \), (\( \leftarrow \) HK)

**Bicycle Kick**

Charge LK five seconds, release LK

---

**Finishing Moves**

**Prison Stage Fatality**

When in close, tap \( \rightarrow \), \( \rightarrow \), \( \leftarrow \), BL

**Dragon Fatality**

From outside sweep distance, tap \( \rightarrow \), \( \rightarrow \), (\( \downarrow \) BL LK HK)
**THE FIGHTER’S EDGE**

*Weapon: Spiked Club*

**Special Moves**

- **Ground Wave**
  - Tap ↘, ↘ (↓ LK)

- **Missile Attack**
  - Tap ↓, (→ LP)

- **Dashing Punch**
  - Tap ↓, (→ LP)

- **Backbreaker**
  - While in the air with an opponent, tap BL

**Draw Weapon**

**Finishing Move**

*Prison Stage Fatality*

When in close, tap ⏎, (← LK)

**Devastating Combos**

- **Two-Hit Quick Punch Combo**
  - 20% DAMAGE
  - Jump in deep, tap HK, ↓, (← LP)

- **Four-Hit Club Combo**
  - 26% DAMAGE
  - Tap HP, HK, HK, ↓, (→ HP)

- **Four-Hit Punch Combo**
  - 28% DAMAGE
  - Tap HP, HK, (↓ HP), ↓, (← LP)

- **Four-Hit Missile Combo**
  - 28% DAMAGE
  - Tap HP, HK, HK, ↓, (→ LP)

- **Five-Hit Missile Combo**
  - 32% DAMAGE
  - Tap HP, HK, (↓ HP), hold (RN →), tap HP, ↓, (→ LP)

- **Six-Hit Juggle Combo**
  - 42% DAMAGE
  - Jump in deep, tap HP, HK, (↓ HP), hold (RN →), tap HP, tap (↑ HK), ↓, (← LP)

---

**Weapon: Crossbow**

**Fujin**

- **Draw Weapon**
  - Tap ↓, (← LP)

- **Whirlwind**
  - Tap →, (↓ LP)

- **Levitate Opponent**
  - Tap →, ↓, (→ HP)

- **Dive Kick**
  - While in the air, tap (↓ LK)

- **Slam Opponent**
  - After Levitate Opponent, tap ↓, (→ LK)

- **Flying Knee**
  - Tap ↓, (→ HK)

**Special Moves**

- **Three-Hit Levitate-Kick Combo**
  - 16% DAMAGE
  - Jump in deep, tap HK, →, ↓, (→ HP), (↑ HK)

- **Three-Hit Levitate-Slam Combo**
  - 24% DAMAGE
  - Tap →, ↓, (→ HP), ←, (↓ LK), (↑ HK)

- **Three-Hit Flying-Knee Kick Combo**
  - 29% DAMAGE
  - Tap HK, HK, ↓, (→ HK)

- **Three-Hit Crossbow-Shot Combo**
  - 21% DAMAGE
  - Note: Your weapon must be drawn to do this combo.
  - Tap HK, HK, LP

- **Three-Hit Corner-Trap Kick Combo**
  - 32% DAMAGE
  - Note: Your opponent must be in the corner to do this combo.
  - While in the air, tap (↓ LK), (↓ LK), (↓ HP)

- **Four-Hit Diving-Kick Combo**
  - 28% DAMAGE
  - Tap HP, HK, (↓ HK), (↓ HP)

- **Five-Hit Flying-Knee Juggle Combo**
  - 28% DAMAGE
  - Jump in deep, tap HK, →, ↓, (→ HP), ←, (↓ LK), HP, ↓, (→ HK)

- **Five-Hit Uppercut Juggle Combo**
  - 41% DAMAGE
  - Jump in deep, tap HP, HK, (↓ HP), HK, ↓, (↑ HK)

**Finishing Moves**

*Whirlwind Fatality*

From outside sweep distance, tap (RN BL), (RN BL), (RN BL)

*Prison Stage Fatality*

When in close, tap ↓, ↓, (↓ HK)

---

*GAME PRO 149 January 1998*
**THE FIGHTER’S EDGE**

**Weapon: Bladed Staff**

**Draw Weapon**

**Prison Stage Fatality**
When in close, tap →, (→ BL)

**Devastating Combos**

- **Two-Hit Uppercut Combo**
  - 18% DAMAGE
  - Tap →, (→ LP), (↓ HP)

- **Three-Hit Fireball Combo**
  - 24% DAMAGE
  - Tap →, (→ LP), HP, (↑ HK)

- **Three-Hit Weapon Combo**
  - 23% DAMAGE
  - Jump in deep, tap HP, HK, ↓, (← LP)

- **Four-Hit Weapon Combo**
  - 30% DAMAGE
  - Tap HP, HK, HK, ↓, (← LP)

- **Seven-Hit Air Punch Combo**
  - 38% DAMAGE
  - Tap HP, HK, (↓ HP), hold (→ RN), tap HP, HP, (↑ HK), ↓, (→ HP)

- **Eight-Hit Juggle Combo**
  - 44% DAMAGE
  - Tap HP, HK, (↓ HP), →, (→ LP), hold (→ RN), tap HP, HP, (↑ HK), ↓, (→ HP)

**Special Moves**

- **Jarek**
  - **Cannonball**
    - Tap ←, (→ LK)
  - **Body Slam**
    - Tap ←, ↓, (← HK)
  - **Triblade**
    - Tap ↓, (← LP)
  - **Upward Cannonball**
    - Tap →, ↓, (→ HP)

**Finishing Move**

- **Heart-Rip Fatality**
  - When in close, tap →, ←, →, (→ LK)

**Special Moves**

- **Kai**
  - **Draw Weapon**

- **Hands Walk**
  - Tap (BL LK)
  - Note: Tap BL to stand up again.

- **Hand Spin**
  - During the Hands Walk, hold LP

- **Low Fireball**
  - While in the air, tap →, (→ LP)

- **Leg Kick**
  - During the Hands Walk, tap HK or LK

- **High Fireball**
  - Tap ←, (← HP)

**Weapon: Scimitar**

- **Draw Weapon**

**Devastating Combos**

- **Two-Hit Cannonball Combo**
  - 18% DAMAGE
  - Tap HK, ←, (→ LK)

- **Two-Hit Slam Combo**
  - 20% DAMAGE
  - Jump in deep, tap HK, ←, (← HK)

- **Three-Hit Kick Combo**
  - 26% DAMAGE
  - Tap HK, HK, ←, (→ LK)

- **Four-Hit Weapon Combo**
  - 35% DAMAGE
  - Note: Your weapon must be drawn to do this combo.
  - Tap HK, HP, LP, ←, (→ LK)

- **Four-Hit Triblade Combo**
  - 25% DAMAGE
  - Tap HP, HK, HK, ↓, (← LP)

- **Four-Hit Cannonball Combo**
  - 25% DAMAGE
  - Tap HP, HK, (↓ HP), →, ↓, (→ HP)

- **Six-Hit Juggle Combo**
  - 33% DAMAGE
  - Tap HP, HK, (↓ HP), hold (RN →), tap HP, HP, ←, (→ LK)

- **Six-Hit Body-Slam Combo**
  - 44% DAMAGE
  - Jump in deep, tap HP, HK, (↓ HP), hold (RN →), tap HP, HP, (↑ HK), ←, (→ HK)
WIN IN "THE RACING WITH A VENGEANCE" SWEEPSTAKES!

**Grand Prize (1) winner**
- (1) Framed Red Asphalt Art signed by the developers, Team Rock-n-Roll
- (1) Red Asphalt for the Sony PlayStation™ with the manual signed by Team Rock-n-Roll
- (1) Sony PlayStation console
- (1) Sony Link Cable

**First Prize (5) winners**
- (1) Red Asphalt for the Sony PlayStation™
- (1) Red Asphalt Bumper Sticker

**Second Prize (10) winners**
- (1) Red Asphalt Bumper Sticker
- (1) One-year subscription to GamePro magazine
- (1) GamePro T-shirt

---

To Enter

On 3x5 card, send your name, full address, age, and complete phone number with area code to:

The Racing with a Vengeance Sweepstakes
P.O. Box 5960
San Mateo, CA 94402

© 1997 Interplay Productions. All rights reserved. Red Asphalt and Interplay, the Interplay logo, and GamePro are all trademarks of Interplay Productions. All rights reserved. The Interplay logo and the PlayStation logo are trademarks of Sony Computer Entertainment America. All rights reserved.
PlayStation

Street Fighter EX Plus
Hidden Fighters and Play with Cracker Jack's Aluminum Bat

Hidden Fighters: Highlight Practice mode in the Options menu and press Select, Up, Right, Down, Right, and Select. If you entered the cheat correctly, the words “Here Comes a New Challenger” will appear at the bottom of the screen. Now you can play as Evil Ryu, Evil Hokuto, Cycloid Beta, and Cycloid Gamma in any game mode.

Play with Cracker Jack’s Aluminum Bat: Select Cracker Jack, then immediately simultaneously press and hold Up, □, ◯, R1, and R2 until the fight starts. When the match begins, Cracker Jack fights with an aluminum bat.

PlayStation

Nuclear Strike
Passwords

Level 2—Islands: Cutthroats
Level 3—Peace: Countdown
Level 3—Peace (after nuclear blast): Plutonium
Level 4—DMZ: Pusan
Level 5—Fortress: Armageddon

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

PlayStation

MDK*
Level Select

At the title screen, press Left, ◯, △, Up, □ to make a level-select option appear.
Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it (or a copy) back to GamePro by January 31, 1998. You'll be entered into a contest to win the prizes listed.

Name ____________________________________________ Age ______
Address ____________________________________________
City ___________________________ State __________
Zip ___________________________ Phone ( ) __________________________

1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of GamePro. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful."

The Cover ...................................................... All / Some / None A B C D F
Head2Head: Letter from the GamePros .................. All / Some / None A B C D F
The Mail ......................................................... All / Some / None A B C D F
Buyers Beware .............................................. All / Some / None A B C D F
ProNews ......................................................... All / Some / None A B C D F
NetPro .......................................................... All / Some / None A B C D F
Interview with the Vampire Maker ....................... All / Some / None A B C D F

1997: The Year of Gaming Dangerously ................. All / Some / None A B C D F
Spotlight on Road Rash 3D ................................. All / Some / None A B C D F
Overseas Prospects ........................................ All / Some / None A B C D F
Sneak Previews .............................................. All / Some / None A B C D F
PC GamePro ..................................................... All / Some / None A B C D F
Hot at the Arcades ........................................... All / Some / None A B C D F
Nintendo 64 ProReviews ................................. All / Some / None A B C D F
PlayStation ProReviews .................................... All / Some / None A B C D F
Saturn ProReviews .......................................... All / Some / None A B C D F
The 16-Bit Gamer's Survival Guide ...................... All / Some / None A B C D F
Sports Pages ................................................... All / Some / None A B C D F
Role-Player's Realm ........................................ All / Some / None A B C D F
MDK ProStrategy Guide .................................... All / Some / None A B C D F
The Fighter's Edge: Mortal Kombat 4 ................... All / Some / None A B C D F
SWATPro ......................................................... All / Some / None A B C D F

2. What game systems do you currently own?
   - Game Boy
   - Genesis
   - Macintosh computer
   - Nintendo 64
   - Windows 95
   - Windows 3.1
   - CD-ROM
   - PlayStation
   - Saturn
   - Super NES

3. Please indicate which of the following publications you purchase or read at least 6 times per year:
   - Die Hard Game Fan
   - Electronic Gaming Monthly
   - Electronic Gaming Monthly 2
   - GamePro
   - Next Generation
   - Nintendo Power
   - PlayStation Magazine
   - Tips & Tricks
   - Ultra Game Players
   - PSX
   - PS Extreme

4. Have you ever visited the GamePro Online Website? (http://www.gamepro.com)
   - Yes
   - No

If yes, how useful was it? Circle "A" for "very useful" to "F" for "not at all useful." .................. A B C D F

5. On average, how much time in a week do you spend playing interactive games at home or elsewhere?

<table>
<thead>
<tr>
<th>Game Type</th>
<th>Less than 1 hr</th>
<th>1–5 hrs</th>
<th>5–10 hrs</th>
<th>10–15 hrs</th>
<th>15–20 hrs</th>
<th>20 hrs or more</th>
</tr>
</thead>
<tbody>
<tr>
<td>Console Games</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PC Games</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Online Games</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arcade Games</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

6. Would you like to see more editorial on:
   - Console games
   - PC games
   - Online games
   - Arcade games
   - Yes
   - No

7. How did you get this copy of GamePro?
   - Subscribed
   - Purchased at the newsstand
   - Other

Tell us what you think!

HOW TO ENTER:
To be eligible to win, please mail, e-mail, or fax your completed survey (or a copy) to:

Mail: January GamePro Survey
      P.O. Box 5959
      San Mateo, CA 94402

E-mail: comments.gamepro@gamepro.com

(Please enter "GamePro Survey" in the subject line.)

Fax: 650/349-7482
Or enter online:
      Online: www.gamepro.com
PlayStation

Oddworld: Abe’s Oddysee
Level Select, Movie Player, Green Fart, and Voice Cheat

Level Select: At the title screen where Abe says “hello,” press and hold R1, and press Down, Right, Left, Right, □,△, □, △, □, Right, Left. If you entered the cheat correctly, Abe will say “okay” and a level-select option will appear.

Movie Player: At the title screen where Abe says “hello,” press and hold R1, and press Up, Left, Right, □, ○, △, □, Right, Left, Up, Right. If you did the cheat correctly, Abe will say “okay” and a movie player will appear.

Green Fart: Press and hold R1, and press Up, Left, Right, □, ○, × any time during gameplay. After you enter the code, Abe toots a green air mine each time he farts.

Voice Cheat: Press and hold R1, and press △, Up, ○, Left, ×, Down, □, Right any time during gameplay. After you enter the code, Abe can solve voice puzzles with any single sound.

PlayStation

Madden NFL ’98
Hidden Teams and Stadiums

Hidden Teams: At the Create Player screen, enter the following names to gain access to cool hidden teams:

- EA Sports Team: ORRS HEROBS
- Tiburon Team: LOIN CLOTH
- All-Time Leaders: LEADERS
- All-Time All Madden: COACH
- All ’60s Team: PAC ATTACK
- All ’70s Team: STEELCURTAIN
- All ’80s Team: GOLD RUSH
- NFC Pro Bowl: ALOHA
- AFC Pro Bowl: LUAI

Hidden Stadiums: At the Create Player screen, enter the following names to access hidden stadiums. After entering the code, go to the Stadium Select screen and scroll down until you find the stadium.

- Astrodome: JETSONS
- Cleveland Municipal Stadium: DAWGPOUND
- Oakland Coliseum: SNAKE
- Tampa Bay Stadium: BIG SOMBRERO
- Orange Bowl: DANDAMAN
- RFK Stadium: OLDCC
- Tiburon Stadium: SHRISFIN
- Old West: GHOST TOWN
- Ramon E. Cheesewitte, M.D.
  Winthrop, ME
FuncoLand SuperStore

1000’s More Titles Available!

Want Something? Can’t Find It?
WE’VE GOT IT!

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

We also Sell New Products!

612-946-8101

Nintendo

SNES

Aerobiz $29
Battletoads $19
Donkey Kong City $19
Earthbound $35
Griffey Baseball $19
Home Alone $9
Jungle Book $18
Kirby Superstar $45
Lion King $19
Mario Kart $25
NBA Jam $9
Ogre Battle $16
PGA Golf $35
Rom 3 Kings 2 $25
Star Wars All Stars $19
TNT4 $9
Vegas Stake $17
WWF Raw $15
X-Men $25
Yorkshark Island $29

Sega CD

Afterburner $5
Batman Returns $5
Chuck Rock $3
Dakota $2
Final Champions $3
Ground Zero Texas $4
Joe Montana $1
Monkey Island $3
NHL Hockey 94 $3
Lethal Enforcers $2
Out of This World $2
Power Factory $3
Road Rash $2
SideWinder $3
Shenmue $13
Third World War $13
Terrorist Tisky $3
Time Gall $2
Wolf Child $2
Wonder Dog $3

PlayStation

Alien Trilogy $39
Biff the Bio-Technic Bodybuilder $6
Crash Bandicoot $29
Doom $20
Entropy Pinball $25
Independence Day $29
Jet Moto $19
John Madden 97 $19
Killzone $9
Launched $19
Mortal Kombat Trilogy $35
Nascar $30
Octane $19
Pack Rat $19
Rallycross $39
Sonic Adventure $39
V-Max $35
Wipeout $19

SEGA

Aladdin $13
Beyond Oasis $15
Cassus Palace $20
Desert Strike $19
Earthworm Jim $18
Flashback $7
Golden Axe $7
Immortal $7
John Madden 96 $7
Kid Chameleon $7
Laker/Celtics $1
Mickey Mouse Club $19
NHL Hockey 96 $4
Operation Europe $39
Phantasy Star II $29
Road Rash 3 $39
Shining Force $35
Ultimate MK3 $35
Vector Man $9
Zombie Alien Nap $18

GameBoy

Alien Trilogy $39
Biff the Bio-Technic Bodybuilder $6
Crash Bandicoot $29
Doom $20
Entropy Pinball $25
Independence Day $29
Jet Moto $19
John Madden 97 $19
Killzone $9
Launched $19
Mortal Kombat Trilogy $35
Nascar $30
Octane $19
Pack Rat $19
Rallycross $39
Sonic Adventure $39
V-Max $35
Wipeout $19

Saturn

Andret Racing $25
Baku Baku $25
Bug $19
Daytona USA $15
Golden Axe 2 $17
Iron Storm $45
Legend of Oasis $25
Myth $9
NFL GLB97 $19
Off World Extreme $13
Paranoid Dragon $13
Road Rash $17
Sega Rally Champ $17
Sartre Wisdom $37
Temple of the Sun $29
Ultimate MK3 $35
Virtua Cop $5
World Series Baseball $17
WWF Arcade $24
X-Men & X-Men $29

Game Gear

Ax Battler $7
Batman Forever $12
Cheesemaster $17
Def of Oasis $13
Earthworm Jim $30
Hook $17
Incredible Hulk $9
Jurassic Park $17
Leaderboard Golf $7
Mortal Kombat $15
NBA Jam Town $17
PGA Tour Golf $12
Road Rash $25
Shinobi 2 $9
Sonic Hedgehog 2 $4
Street of Rage $13
Tazmania $15
Wheel of Fortune $24
World Series $7
X-Men $1

Nintend064

Mortal Kombat Myth $45
Golden Eye 007 $55
Wave Race $55
Blitz Corps $25
Crash 99 USA $55
Doom 64 $35
FIFA World Cup 95 $35
Grisby 64 $45
Hellas $39
Ino-Sparta Soccer $41
Killer Instinct Gold $30
Mario Kart 64 $45
Mortal Kombat 1 $39
NBA Hang Time $55
Pitfall 64 $45
Star Fox 64 $34
Star Wars Shadows $46
Super Mario 64 $49
Turric $45
War Gods $35

NEW!

For the Hottest Tips & The Hottest Games at the Hottest Prices
Check us out! http://www.funcoland.com

Online Ordering!!

All Games Come With A 90 Day Warranty!
ONE YEAR Warranties are Available

Hours: Mon-Fri 9:00am to 7:00pm Central
612-946-8101

We Accept:

Personal Checks and Money Orders Are Also Accepted.

In purchase. Call for Current Prices, send check, money order or credit card number to FuncoLand, Inc./13250 W 38th Street, Min 
MN 55432. [Credit card orders require a $5.00 handling charge. For 
Canada, Guam, Puerto Rico, and Virgin Islands please add the pentamount charges. Please call for all 
international orders. CA, CT, IE, IN, KS, MA, MD, MI, MN, MO, NJ, NY, OH, PA, RI, SC, VT, VA, WA, WY, Alaskan residents please add applicable 
sales tax. All prices based on US funds. Games delayed without 
in 7-10 business days. Generally games don’t come with boxes or 
manuals. We are sorry but we can’t accept requests for them. Rush 
delivery is available. All sales are final. Defectives replaced with 
same item. All prices are subject to change. We reserve the right to 
refuse any purchase or sale. PR]

Holiday Hours: Mon-Fri Oct 27 thru Dec 19 9am to 9pm. Saturdays: Nov 1 thru Jan 3 10am to 4pm. Sunday: Nov 30 thru Dec 28 10am to 4pm. Closed: Oct 31, Nov 27, Dec 24-25, Dec 31, Jan 1.

Holiday Deadline: Be sure to place your orders by Dec 22, 12 pm.
**PlayStation**

### Mortal Kombat Mythologies: Sub-Zero

**Passwords**

- Mission 2: THWMSB
- Mission 3: CNSZDG
- Mission 4: ZVRKDM
- Mission 5: JYPPHD
- Mission 6: RGTKCS
- Mission 7: QPTLWN
- Mission 8: XJKNZT

**Saturn**

### Street Fighter Collection*

**Play as Cammy in Street Fighter Alpha 2 Gold and Play as Akuma in Super Street Fighter II Turbo**

Play as Cammy in Street Fighter Alpha 2 Gold: Finish the game in Arcade mode as M. Bison on Level 4 difficulty or higher and with the highest score. Enter the initials CAM at the high-score screen and save the data. Load the saved data, then at the Player Select screen, put the cursor over M. Bison and press Start twice. Now you can play as Cammy from X-Men vs. Street Fighter.

*Note: You can only play as Cammy in the Vs and Training modes.*

Play as Akuma in Super Street Fighter II Turbo: At the Player Select screen, put the cursor over Ryu, then simultaneously press L and R to make Akuma appear.

### CART World Series

**Password Cheats**

Enter the following passwords for these cheats at the Create Driver screen:

- ¾ Gravity: FEATHER
- Half Gravity on Tracks: FLOAT
- More Gravity on Tracks: RADBRAD
- No Collision on Cars: BANZAI
- Cars Have Only Wheels: WHEELS
- Cars Have Fat Tires: FAT TIRES
- Win Season: WTPIN
- Invincible in Sim Mode: IMMORTAL
- Race Two Laps in Season Mode: GEK
- Sunset Tracks: SUNNYSKY
- Night Tracks: NIGHTRID
- Space Tracks: SPACERID

### PlayStation

### Steel Harbinger

**All Weapons, Full Ammo, and Full Health**

Enter the following cheats while the game is paused.

*Note: You can do these cheats a limited number of times.*

All Weapons: Press ×, △, R2, △, ×, L2, R2, Down, L2, □, Right.

Full Ammo: Press Left, Left, L1, R2, □, R1, Right, Right.

Full Health: Press L2, L2, R2, R2, Up, L1, Up, R1.

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

Treasures of the Deep
Banana Bombs, Overhead View, and More

Enter the following cheats while the game is paused:
Banana Bombs: Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, ×, Up, △, Down.
No Currents: Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, L1, L2, R2, ×.
Overhead Camera View: Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, ×, □.
Reveal the Entire Map: Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, ×, □.
Sharks Are Harder to Destroy: Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, R1.
Speed Up the Deep Rover: Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2, R1.
Turn Off All Cross Hairs: Press Down, ×, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ×, Up, Down.

Justin Moomjian
Oyster Bay, NY

PlayStation

Marvel Super Heroes
Play as Thanos

To play as Thanos, finish the game in any skill level (using as many continues as it takes), then save the data. At the Player Select screen, quickly press Up. Then press and hold Up, and press and hold L1, △, and □ in this order. Thanos's face should appear in the character window.

Note: The Short Cut mode must be off for this cheat to work.
**Saturn**

**Saturn Bomberman**

Extra Lives, Various Cheats, and Extra Characters

Extra Lives: Set the Saturn clock to 10:30 a.m. to start the game with six lives.

Various Cheats

Enter the following codes at the title screen:

All Weapons: Simultaneously press and hold L, R, A, and Up-Left on the control pad. A beep will sound if you entered the code correctly.

Skip to Stage 2: Simultaneously press and hold L, R, B, and Up-Left on the control pad.

Skip to Stage 3: Simultaneously press and hold L, R, C, and Up-Right on the control pad.

Skip to Stage 4: Simultaneously press and hold L, R, X, and Up-Right on the control pad.

Skip to Stage 5: Simultaneously press and hold L, R, Y, and Up-Left on the control pad.

Watch the Ending: At the title screen, simultaneously press and hold L, R, Z, and Down.

Extra Characters: Highlight the word “Match” in the Battle Game option, and simultaneously press and hold L and R. After you hear a beep, enter the Character Select screen to find different characters.

---

**PlayStation**

**Machine Hunter**

Cheats

Enter the following passwords for these cheats:

- Cheat Menu: 1111HOST1111
- Exit Is Always Open: NO MISSION
- Invincibility: INVINCIBLE
- One Shot Kills Any Enemy: GRIMREAPER
- Player Has All Items Within a Mission: LAZYPLAYER
- Player Has Unlimited Continues: **URANUS**
- Show Game Credits: SHOWCREDIT
- Watch the Final Cinema: **SATURN**
- Watch the Old Opening Cinema: SHOWDROIDS
- Weapon Upgrades Never Expire: 2UNLIMITED

---

**PlayStation**

**Street Fighter Collection**

Play as Akuma in Street Fighter II Turbo

At the Player Select screen, put the cursor over Ryu, then simultaneously press L1 and R1 to make Akuma appear. Now you can play as Akuma.

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

---

**Do You Have a Secret Weapon?**

If so, send it to SWAT and, if we publish it, we’ll send you a free GamePro T-shirt! Send your best tips and secrets to:

**GamePro Magazine**

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

---

E-mail us your tips and tricks through America Online at Keyword: GamePro or at this Internet address:

swat.gamepro@gamepro.com
Adverting Sales Offices

Numbers listed below are for advertising sales calls only, please.

List Rentals:
American List Counsel
1-800-644-LIST

Reprints:
Erik Gaffaney
(650) 286-2598

Subscription Questions:
Please Write or call:
P.O. Box 55227
Boulder, CO
80322-5527
(303) 678-0439

VP/Associate Publisher
Cynthia Sander
Tel: (650) 349-4300
csander@gampro.com

Gwen Rambis
Executive Assistant
Tel: (650) 286-2523
Fax: (650) 349-1598
grambis@gampro.com

Marketing Director
Elaine Sterling
Tel: (650) 286-2590
estirling@gampro.com

Erik Gaffaney
Marketing Manager
Tel: (650) 286-2598
egaffaney@gampro.com

Kevin Burt
Advertising Coordinator
Tel: (650) 286-2516
Fax: (650) 349-1598
kburt@gampro.com

West Coast
Craig D. Lee
West Coast Sales Manager
Tel: (650) 286-2583
Fax: (650) 349-1598
clee@gampro.com

Christopher M. Kobran
Account Executive
Tel: (650) 286-2524
Fax: (650) 349-1598
ckobran@gampro.com

Deep Dhillon
West Coast Sales Associate
Tel: (650) 286-2591
Fax: (650) 349-1598
ddhillon@gampro.com

Midwest/East Coast
Karen T. Keevey
East/Midwest Regional Manager
100 Park Avenue
16th Floor
New York, NY 10017
Tel: (212) 880-6470
Fax: (212) 880-6442
kkevey@gampro.com

Abbie Feibusch
East/Midwest Sales Associate
Tel: (212) 880-6470
Fax: (212) 880-6442
afeibusch@gampro.com

Nintendo 64
1. Diddy Kong Racing
2. Madden 64
3. NFL Quarterback Club '98
4. San Francisco Rush Extreme
5. WCW vs. NWO World Tour
7. Duke Nukem 64
8. Top Gear Rally
9. Bomberman 64
10. MRC Multi Racing Championship
11. Extreme G
12. Clayfighter 63 1/2
13. Mace: The Dark Age
14. Automobilí 4-1 Lamborghini
15. F-1 Pole Position
16. Wayne Gretzky's 3D Hockey '98
17. Aerofighters Assault
18. Mischief Makers
19. Wheel of Fortune
20. Jeopardy!

PlayStation
1. Crash Bandicoot 2: Cortex Strikes Back
2. Tomb Raider 2
3. Jet Moto 2
4. Need for Speed V-Rally
5. NBA Live '98
6. Final Fantasy VII
7. Madden NFL '98
8. NFL GameDay '98
9. Cool Boarders 2
10. Test Drive 4
11. Mortal Kombat Mythologies: Sub-Zero
12. Moto Racer
13. Duke Nukem: Total Meltdown
14. MDK
15. Critical Depth
16. Courier Crisis
17. Star Wars: Masters of Teräs Käsi
18. INN Motorsports Hardcore 2
19. Fighting Force
20. Resident Evil: Director's Cut

The Rookie's Can't Miss List
1. NHL '98
2. GoldenEye 007
3. Star Wars: Masters of Teräs Käsi
4. Madden 64
5. Tomb Raider 2
6. Castlevania: Symphony of the Night
7. NFL GameDay '98
8. Wayne Gretzky's 3D Hockey '98
9. NBA Live '98
10. Mega Man X3
BARRACUDA™
For use with the PlayStation™ game console.

The Total Con

Dual control sticks for pin-point accuracy

Programmable buttons and direction pad for

in analog and digital games.

You're in control.

So whip it out.

Grab it with both hands.

And watch your opponents soil themselves.
trol: Controller.
5 discs deep.
A universe wide.
Say goodbye.
You're going to be away a long time.