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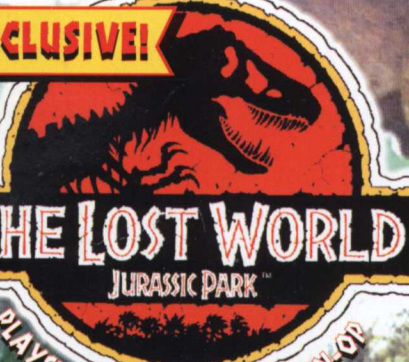
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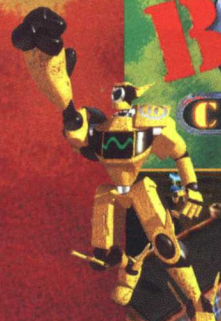
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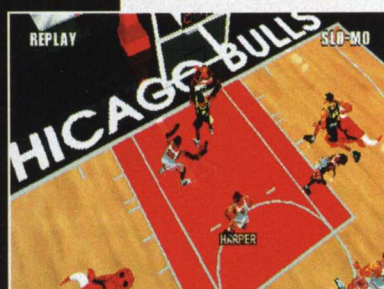
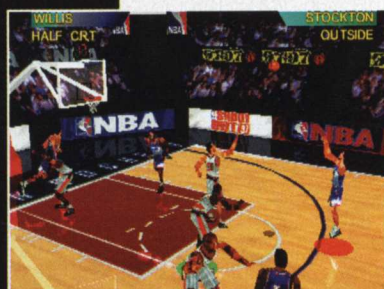
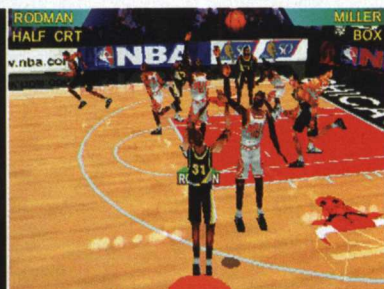
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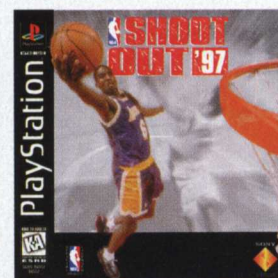


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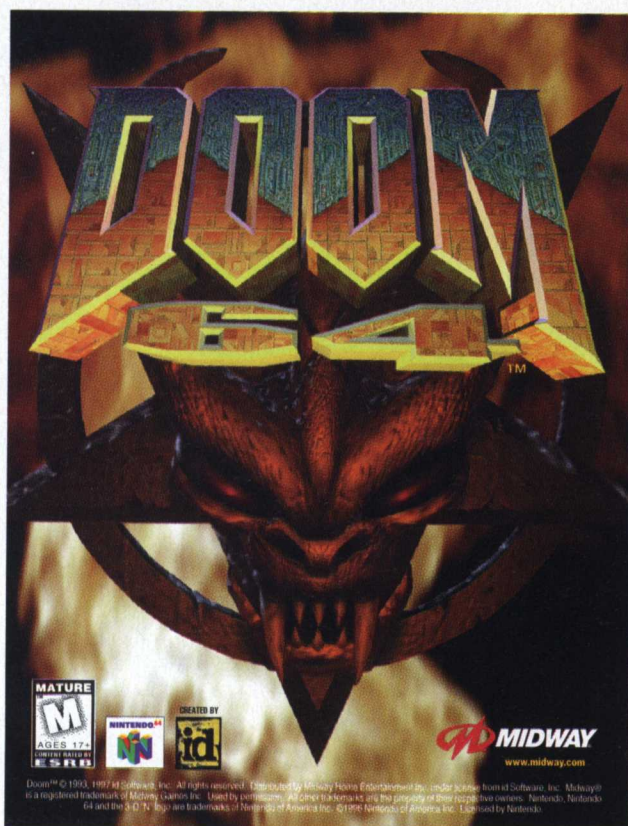
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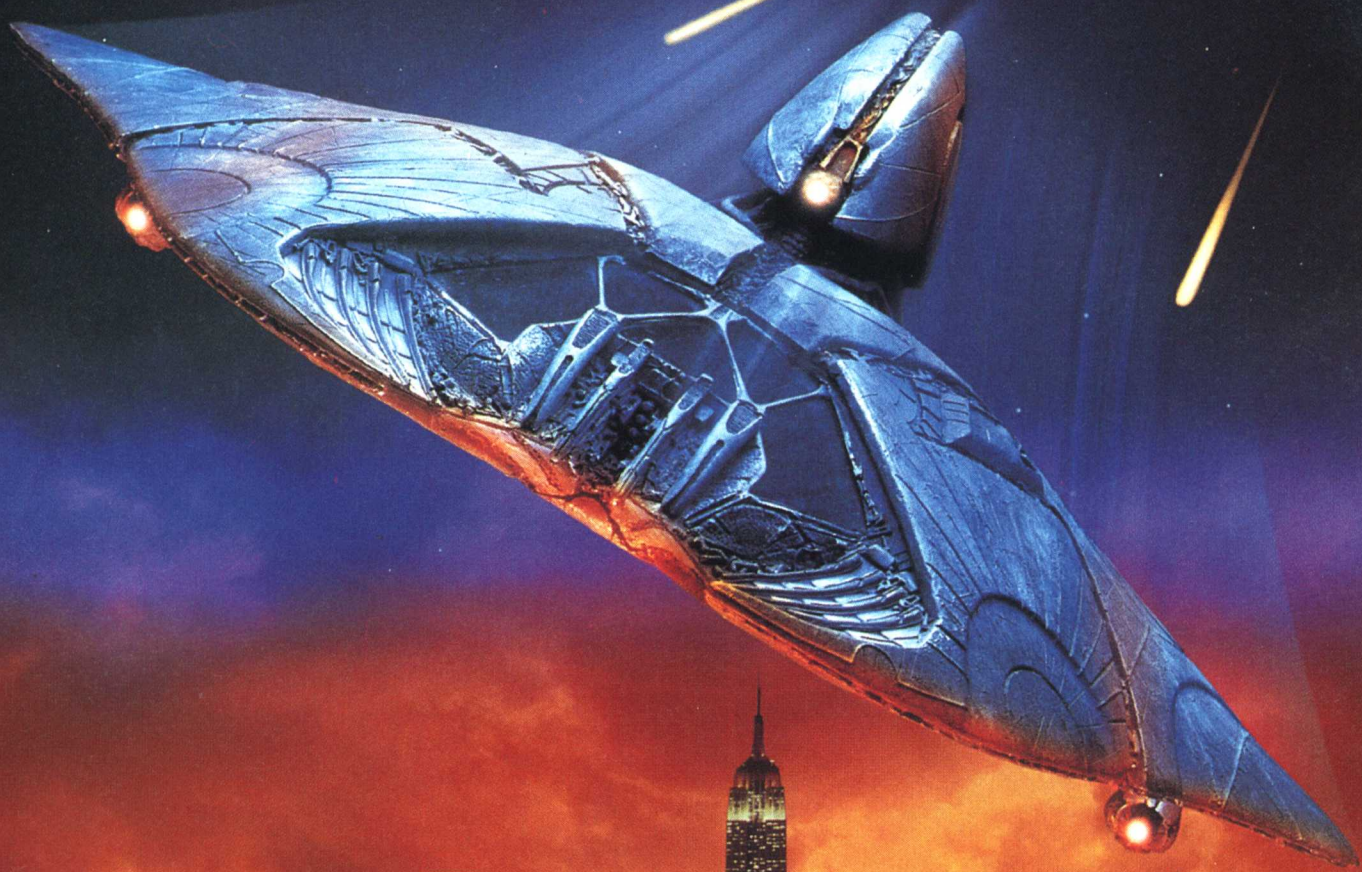
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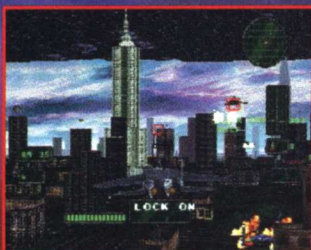
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COVER FEATURE 42 The Lost World: Jurassic Park

This exclusive sneak peek takes you inside the minds and bodies of the dinosaurs lurking inside these PlayStation and Saturn games.



Special Features

32 Final Fantasy VII

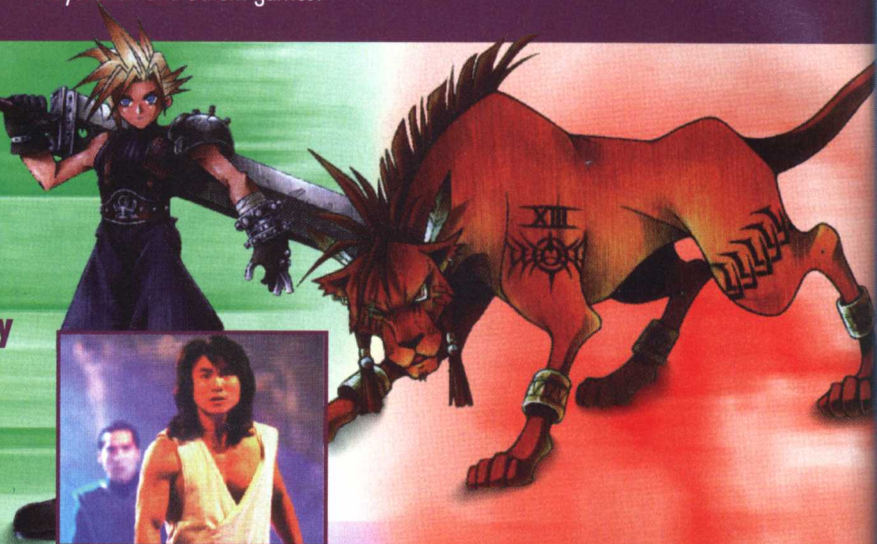
It's no fantasy! If you don't believe the hype, believe this review of the Japanese version.

36 GameWorks: Ready for Gameplay

There's a revolution going on... in the arcades!

37 Mortal Kombat Annihilation!

While you're waiting for Mortal Kombat 4, check out the new movie.



Mortal Kombat Annihilation!
Page 37.

114 SWATPro Strategy Section

Doom 64

Nintendo 64

ProStrategy Guide

Here's how to avoid gloom in Doom by surviving the toughest levels.

The Fighter's Edge Soul Blade (Part 2)

Specials, supers, and combos for the last five fighters—Rock, Sophitia, Siegfried, Seung Mina, and Cervantes. Also, how to activate the time-released hidden fighter, Soul Blade!



SWATPro

Secret codes and tricks for NFL GameDay '97, Pandemonium, Andreotti Racing, and more!

Samurai Shodown IV: Amakusa's Revenge (Neo-Geo)

Complete move list!



Dark Forces cheats! Page 130.

96 The Legend of Zelda: A Link to the Past Super NES ProStrategy Guide (Part 1)

The Light World mapped out for first-time explorers!



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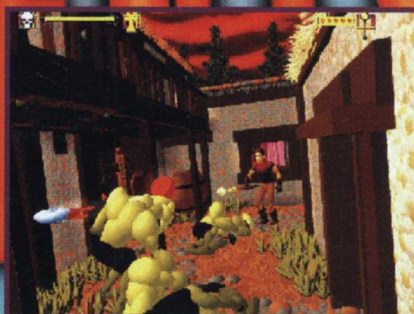
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Triple Play '98!
Page 108.



Ecstastica II! Page 56.



Gambare Goemon 5! Page 38.

ProReviews



PC GamePro
56



Nintendo 64
76



PlayStation
80



Saturn
90



Super NES
96

Sports Pages
100

Role-Player's Realm
112

Clayfighter 63 1/3!
Page 51.



Game Finder (Reviews & Previews)

All-Star Baseball '97 Featuring Frank Thomas	110	Hexen II	57	Quake Mission Pack #1: Scourge of Armagon	60
Battle Arena Toshinden 3	52	The Incredible Hulk: The Pantheon Saga	88	Rally Cross	106
BattleStations	84	K-1: The Arena Fighters	84	Rampage World Tour	72
Blast Corps	76	League of Pain	88	Redneck Rampage	58
Castlevania X	46	The Lost Vikings: Norse by Norsewest	92	Riven: Sequel to Myst	60
Clayfighter 63 1/3	51	The Lost World: Jurassic Park (PlayStation)	42	Sega Super GT	70
Comanche 3	59	The Lost World: Jurassic Park (Saturn and Arcade)	43	Sentient	86
Contra: Legacy of War	94	Lunacy	92	Star Fox 64	50
Darklight Conflict	53	MDK	52	Star Command: Revolution	57
Darkstalkers: Jedah's Damnation	68	Meat Puppet	58	Super Puzzle Fighter II Turbo	95
Dragonheart: Fire & Steel	94	MechWarrior 2	80	Tekken 3	64
Duke Nukem 3D	44	Metal Gear Solid	38	TNIN Motor Sports Hardcore 4X4	95
Ecstastica II	56	Mortal Kombat 4	72	Triple Play '98	108
Extreme Assault	60	Motor Mash	53	Tunnel B1	94
FIFA Soccer 64	102	NBA Jam '98	111	VMX Racing	53
Final Fantasy VII	32	NBA Live '97	101	VR Baseball '97	104
Gambare Goemon 5	38	NBA Shootout '97	100	Vandal Hearts	112
HardBall 6	111	NFL Quarterback Club '98	111	Virtual Pool	88
Heir of Zendor: The Legend and the Land	95	NHL Breakaway '98	110	WCW vs. The World	82
Herc's Adventures	90	Perfect Striker	106	Wing Commander IV: The Price of Freedom	86
Hexen	51			X-COM: Apocalypse	59
				Yoshi's Island 64	50

DEPARTMENTS

16 Head-2-Head: Letter from the GamePros

16 The Mail

17 Art Attack

20 Buyers Beware
The consumer's hotline!

22 ProNews
Sony slashes PlayStation's price, plus hot new games for all systems.

28 NetPro
Successful Internet search techniques!

38 Overseas Prospects
Metal Gear Solid and Gambare Goemon 5!

42 Sneak Previews
The Lost World: Jurassic Park, Duke Nukem 3D (Saturn), Castlevania X, Star Fox 64, Yoshi's Island 64, and more!

56 PC GAMEPRO
Ecstastica II, Star Command: Revolution, Hexen II, and more for your PC pleasure!

64 Hot at the Arcades
Tekken 3, Darkstalkers: Jedah's Damnation, Sega Super GT, Rampage World Tour and... Mortal Kombat 4!



Tekken 3! Page 64.

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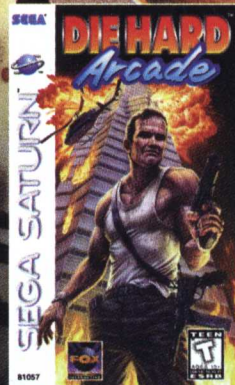
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Evolution has always been the driving force behind the video game industry. Old systems die out, big companies swallow up smaller companies, and on store shelves, it's survival of the coolest. "Sweetwater" wrote the letter to the right that asks about the Philips CD-i. He must've missed our "Hot News" item posted last June on GamePro Online's Website (<http://www.gamepro.com>), which announced that Philips stopped making games for its beleaguered system. We've also had letters about the Neo•Geo system which was announced with much fanfare (see "Neo•Geo CD: The New Kid in Town," October 1995) but is also going the way of other failed systems that never

caught on with the public. Here are the systems that have officially expired since 1995: the Atari Jaguar and Jag CD, the Sega CD, the Sega 32X and 32X CD, the Sega Neptune

(never released), the 3DO Multiplayer, and the Virtual Boy. Systems still on life support but dangerously close to extinction are the Game Gear, the Super NES, and the Genesis. Don't look for big announcements when these systems officially disappear because companies would much rather have you focus on tomorrow's possibilities.

Fortunately, tomorrow does offer lots of possibilities. Evolution doesn't just mean early death for certain systems; it also means renewed hope that better games and systems are just up ahead. Despite seeing some of its hardware plans go up in smoke in the last two years, Sega is loudly announcing a big merger with Bandai that could change the fortunes of these two wobbling companies (see "ProNews," this issue). Perhaps the Next Big Thing will be M2, or digital video disc (DVD), or Nintendo's 64DD, or a new PlayStation. *GamePro* has written about all of these subjects lately, both in the magazine and in GamePro Online's "Hot News" area on the Web (<http://www.gamepro.com>) and AOL (keyword: *GamePro*). And with the Electronic Entertainment Expo coming June 19-21 in Atlanta, Georgia, there's undoubtedly much more news to come. Keep checking with us to see which old systems are struggling and likely to die, and which new systems look like survivors. In today's expensive video games wars, doing your homework really does pay off. It's survival of the smartest.

The GamePros
comments.gamepro@gamepro.com
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VANISHING SYSTEMS

You haven't reviewed a CD-i game since 1995. Why hasn't there been anything else about CD-i games? I've been looking for more.

"Sweetwater"
via Internet

Captain Squideo replies:

We get the same question from angry owners of the 32X, Jaguar, and other defunct systems. See the adjacent editorial for a discussion of vanishing systems.

THE MAGAZINE BIZ

I really like Resident Evil for the PlayStation. Are there any plans for a movie based on this game?

Matt Dean
Byron, GA

The Feature Creature replies:

A European company, Constantine Films, has bought the rights from Capcom, who made the game, and has hired Alan McElroy to write the screenplay (he wrote the screenplay for the upcoming film based on *The Spawn* comic book). The RE flick starts shooting this summer in hopes of a release sometime between winter '97 and spring '98.

GAMES 'N' GEAR

My friend Luke and I were playing Twisted Metal 2 for the PlayStation. During a challenge match in New York, Luke blew up the Statue of Liberty with napalm and the statue turned into a

girl wearing a bikini. Soon afterwards she grew very fat and blew up. Has anyone else written to you about this?

Aaron and Luke
Athens, GA



The Net Nut replies:

Nicely done, but there's no trick to this (other than just keeping enemies at bay so you can fire at the Statue of Liberty). After you light the statue's torch with your gunfire, she does indeed turn into a bikini-clad girl.

ADDRESS CENTRAL

I want to ask Squaresoft why Final Fantasy VII is coming out for the PlayStation and not for any other systems. What's their address?

Dana Liles
Miami, FL

Art Angel replies:

Squaresoft's U.S. office has moved around in the last year, but it's finally settled in California's Orange County. Here's a phone number for taped information (not live counselors):

714/540-8822. Call Monday-Friday, 8 a.m.-5 p.m. PST.

Here's Square's address:

Squaresoft Customer Service
959 South Coast Dr., Suite 400
Costa Mesa, CA 92626

READER REPORT

In February, your faithful Reader Reporter asked you to suggest names for our new ratings guy. Here are some of the entries that came to us, most via the Internet (the nominator is identified in parentheses):

Captain Ratings ("tearle")
 Frank Expressions ("nalfar")
 GameHead ("Robert")
 GameKiller ("diazducc")
 GamePro Jr. ("Kevin")
 Geno the Gameman ("Rhoner4")
 G.P. Think (Zac Cook)
 Jack (Zachary Bader)
 Jojo the Rating Chump ("Daxx412")
 Joy (Jarrod "Ninja Master" Williams)
 Lenny ("U_695375703_19_A")
 Momo the Ratings Pro ("Pzax107")
 Mr. Gaming Judge (Sebastian Torres)
 Ralph the Ratings Guy ("Tiger136")
 The Rating Dude (Christopher Nieto)
 Rob Rater (Robert Preziose)
 Rudy the Rater (Zachariah Hartman)
 Zak ("Cranky45")

CELEBRITY CIRCLE

Joey Reinartz is a Winning Run fan who wants to write to Ken Griffey, Jr. Reach Griffey the Kid through his agent:

Ken Griffey, Jr.
 c/o Nike Sports Management
 One Bowerman Dr.
 Beaverton, OR 97005



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Art Attack

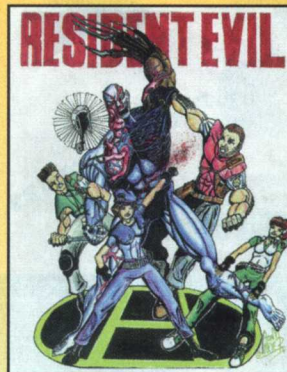
Pick of the Month



Kriss Mizelle, Meridian, MS



PRIZE!
 This month's winning artist will receive a GamePro t-shirt.



Adam Meyer, Eustis, FL

Teal Willingham, Kaneohe, Hawaii



Victor Watts, Sparta, GA



Russell Hardcastle, address unknown

Whaddaya Think?

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

GamePro Magazine
 Dear Editor
 P.O. Box 5828
 San Mateo, CA 94402

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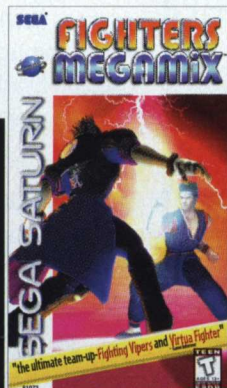
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BUYERS BEWARE



By The Watch Dog

April showers bring May flowers, right? Big deal! Keep the showers and flowers, just bring on summer! While I start planning my three months of chasing sticks at the beach, here are answers for some confused consumers.

Q: Catapult ran an offer for a free XBand modem on page 119 of your September '96 issue. I sent in my coupon, but I never received my modem, nor did any of my friends who sent in the same offer.

"DCCooper7" via Internet

A: Lynn Heublein, vice president of business development at Catapult (makers of the XBand modems), explains:

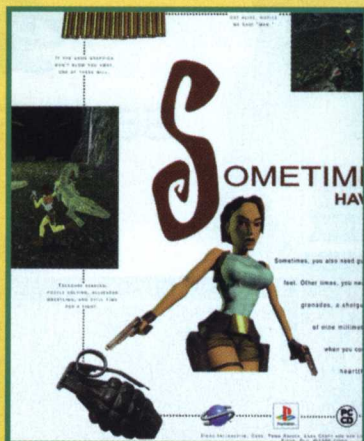
"Catapult was deluged with thousands and thousands of the forms we ran in *GamePro* announcing the offer for a free XBand modem. As it clearly says on that page, it was a first-come, first-serve offer valid while supplies lasted. We shipped out about 600 free modems, which exhausted our inventory."

Q: An ad for Tomb Raider for various systems appears on page 152 of your November '96 issue. The ad prominently shows a grenade, and the text even mentions you'll use a grenade, but I've never found grenades in the PlayStation version. Are they there or not?

Justin, Denver, CO

A: Susan Boshkoff, product manager at Eidos Interactive, replies:

"As a product is developed, certain features are added and others are deleted. Grenades were included in Tomb Raider's original specifications, but they weren't included in the final version. To meet magazine deadlines, the ad was created way before the weaponry for the game was finalized. It's possible that grenades will be included in Tomb Raider 2, which should be out by this fall."



No grenades in Tomb Raider, though they're possible for Tomb Raider 2.

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@gamepro.com

Q: The manual for NHL '97 for the PlayStation describes all the fighting moves you can use, but no matter how hard I try I can't get my guys into a fight. I've been illegally checking all over the place, but all I get is a roughing penalty. Is the manual wrong to mention fighting?

"Gester07" via Internet

A: The Watch Dog replies:

First, make sure you haven't accidentally turned off fighting at the main start-up screen. Then, aggressively go after the other team (not everybody will get in fights—Gretzky won't, for instance). Fights will occur randomly, usually at least once per game.



Roughin' it with NHL '97.

Q: I'm pleased with my Nintendo 64, but I can't understand something about two of the games. Super Mario 64 and Wave Race 64 have options for headphones. I've looked all over my system, and I can't find a headphone jack. Is this false advertising, or is there something I'm missing?

"Ace," Jackson, MS

A: A Nintendo gameplay counselor explains: "It's not false advertising. Using the stereo A/V cable that comes with the system, you can hook up your N64's white and red connections to a stereo system's audio inputs, while still hooking up the yellow video connection to your TV. Then you can listen to your game through your stereo's headphones for a richer, more natural sound."



The sound of 64

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

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PRO NEWS

May 1997

Sony Slashes PlayStation Price to \$149

Launching a pre-emptive strike in the U.S. system wars, in March Sony surprised the video game world by suddenly cutting the price of the **PlayStation** to \$149. Representing a 25 percent price cut from the previous price of \$199, the new \$149 price took effect immediately throughout North America. This follows Nintendo Co. Ltd.'s slashing of the Nintendo 64's price tag in Japan to \$140 U.S., although at press time Nintendo of America had no plans to reduce the \$199 price of its N64 units.

In addition to knocking \$50 off the hardware, Sony also took about \$10 off the software by announcing a new standard price of \$49.95 for all new PlayStation CDs. These games typically are listed as high as \$59 but usually get discounted to under \$50. Sony said that discounts will now take the price of some games below \$40.

What's more, Sony announced that a "Greatest Hits" series of games will be available at \$24.99 per game. To qualify as a greatest hit, games must have sold over 150,000 copies and been on store shelves for at least a year. As of March the games that qualified were the original NFL GameDay, Twisted Metal, NHL Faceoff, Warhawk, and Battle Arena Toshinden.

Announced price cuts like these were expected this year, but not before the Electronic Entertainment Expo (E3) to be held in June. By dropping the price so dramatically so soon after Christmas, Sony got the jump in the U.S. on its two main rivals, Nintendo and Sega, both

of which have systems priced at \$199 (Sega's Saturn includes three free games). Industry insiders expect both Nintendo and Sega to eventually follow Sony's lead and cut the prices of their systems.

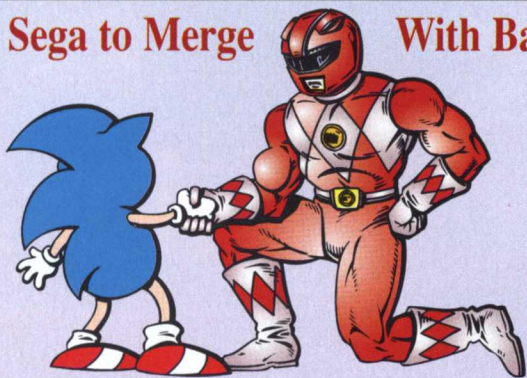
According to Sony, PlayStation sales topped 3.4 million systems in the U.S. and over 11 million sold globally as of February. In response to questions, Sony executives dismissed any talk of a PlayStation 2 as pure speculation, and they also said that there are no immediate plans for an Internet add-on à la the Saturn Net Link.

GIVING BIRTH TO NEW PLAYSTATION PRICES

Approximately every **nine months**, Sony lowers the cost of the PlayStation. If this tradition holds, the next price cut is due in December 1997.



Sega to Merge With Bandai



Two wobbly companies have merged to form...one really big wobbly company? That's what some financial analysts are saying after **Sega** and **Bandai** got together in February and morphed into a huge new company to be called **Sega Bandai**. The deal, worth over \$1 billion, should be finalized October 1.

The merger comes at a time when both companies are struggling for an identity in the video games market. Both Sega and Bandai have taken serious financial hits in recent years after finding success earlier in the decade. Sega, locked in third place in the system wars behind Nintendo and Sony, had already announced that it would lose an in-

credible \$200 million in the fiscal year that ended March 31. Bandai, best known for creating the Mighty Morphin' Power Rangers, has seen that license take a nosedive since 1995. What's more, the Apple Pippin, the game system for kids that Bandai sunk \$130 million into, has been a disaster, according to most analysts.

The new Sega Bandai regime will be headed by familiar names. The chairman will be Sega's current chairman, Isao Okawa. Bandai's president Makoto Yamashina will assume the role of Sega Bandai's president. They'll oversee a company with over \$6 billion in revenue and about 400 U.S. employees working in northern California.

Their mission will be to successfully meld Sega's video game potential, its coin-op titles, and its arcade holdings in Japan and the U.S. with Bandai's toy products. High on Bandai's hot list of products right now is the latest toy addiction in Japan, a key ring with an electronic egg. Called a *tamagocchi*, the gadget features an electronic chick that grows to adulthood if properly nourished.

Sega's long-time rival responded to the news with a big yawn. Nintendo spokespersons said they had "no worries" about the new Sega Bandai; flush with its remarkable Nintendo 64 success in the U.S., Nintendo is plenty busy these days trying to ramp up production of N64s to meet the worldwide demand. The company hopes to ship a

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Offer valid 4/15 to 5/31/97. To receive \$10 certificate you must mail this coupon along with your register receipt showing purchase of your Sony Playstation title at any Babbage's or Software, Etc. store. In order to qualify for the \$10 certificate the product purchased must be \$40 or above. Coupon and receipt must be received by June 30, 1997. Upon receipt, you can redeem certificate to receive \$10 toward the purchase of any Sony Playstaion title priced at \$40 or above at any Babbage's or Software Etc. store. Allow 4-6 weeks for delivery of certificate. Limit 1 coupon per customer. No photocopies of coupon or receipt accepted. Mail this coupon and your register receipt to:

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million N64s around the world every month (up from 700,000 a month) just as the system is about to launch in Europe.

Parade of Popular PC and Arcade Titles Coming to Home Systems This Winter

Less than two months before formal announcements are made at the Electronic Entertainment Expo (E3) in June in Atlanta, game companies are firming up their plans for the winter. The biggest news so far concerns some hot arcade and PC games that will soon be making the jump to the home console systems.

Leading off the parade of ports is **Darkstalkers: Jedah's Damnation**, the newest addition to **Capcom's** hit series of fighting games. After the arcade version hits U.S. shores this fall, a home version will reach store shelves at Christmas. Capcom still won't specify which system the game will be for until it makes an announcement at E3; the original **Darkstalkers** game came out for the PlayStation in March 1996, while the sequel, **Night Warriors: Darkstalkers' Revenge**, was released on the Saturn two months later.

Saturn owners worried about their system's future can worry a little less, thanks to one arcade hit and four hugely popular PC games. The arcade game is **Manx TT Superbike**, a motorcycle racing game that'll utilize the Saturn's analog controller. Additionally, **Sega** has allied with **GT Interactive** to bring two of the biggest PC sellers ever—**Duke Nukem 3D** and **Quake**—to the Saturn this summer. The announcement is a coup for **Sega**, because this will be the first time that **Quake** has appeared on a console system. Some new features will be added to make the games different from their PC versions, and **Duke** will have a multiplayer option using the Net Link, according to a **Sega** spokesperson. Also coming to the Saturn (and the **PlayStation** as well) are two PC strategy games from **Blizzard Entertainment**—**Diablo** and **Warcraft II**—both due at the end of the year.

One of the biggest surprises is the announcement from **Westwood Studios** that it's developing the PC strategy classic **Command & Conquer** for the new **DVD** (digital video disc) systems that debuted last Christmas (see "ProNews," October 1996). The first game made for **DVD**, **Command & Conquer** should be out by summer. Expect more **DVD** games from **Westwood**, according to **Brett Sperry**, the company's president and CEO. "The commitment we are making to **DVD** is significant," he says. "Very few game companies have announced plans to support **DVD**, but we know that this is a next-generation technology that we must help nurture." In additional **DVD** news, computer systems from **Compaq**, **Hewlett-Packard**, **Packard Bell**, and **Gateway 2000** with pre-installed **DVD** drives should be available soon. Other companies working on their own **DVD** players are **Toshiba**, **Phillips**, and **Sony**.

Not all the news is good regarding upcoming games. **GameTek** has cancelled **Jimmy Johnson NFL '97**, its long-awaited football title for the **PlayStation**. After lengthy negotiations collapsed over the sale

of publishing rights to **Konami**, **GameTek** decided to skip the '97 version and concentrate on a '98 version that's already in the works and tentatively scheduled to be released during the upcoming football season. **GameTek** also announced that **Robotech: Crystal Dreams** for the **N64** has been delayed yet again and now looks like it'll come out for Christmas, a year behind the original schedule. Finally, **Capcom** has also cancelled two games that would've been out in 1997—**Major Damage** and **Werewolf: The Apocalypse**, both of which would've appeared on the **PlayStation** and the **Saturn**. **G**

Inside Scoop

- **Sony** has revised its U.S. release plans for **Final Fantasy VII**. The eagerly awaited RPG will be released as a three-disc set on September 7. A pre-sell program will run in July and August to ensure that **FF** fans have a chance to reserve a copy in advance. Such a program is necessary in light of what happened in Japan: When the game was released there in January, it sold 2 million copies in the first week-end, instantly making it one of the most popular games in history.



Now playing for Acclaim...

game that also features **ESPN** announcer **Jon Miller**. Meanwhile, **Super Bowl** hero **Brett Favre** will be the chief spokesperson for **NFL Quarterback Club '98**, a **PlayStation** and **Saturn** game scheduled for a fall release.

- **Fox Interactive** has signed on to publish a couple of new products for late '97. Coming to the **PlayStation**, **Saturn**, and **Windows 95** CD-ROM is **Alien Resurrection** (developed by **Argonaut Software**), and coming to **Windows** and **Mac** CD-ROM is **X-Files Data Files** (developed by **Byron Preiss Multimedia**). Little is known about these titles so far, so stay tuned for more details.

- **Spectrum HoloByte** has filed a lawsuit against **Acclaim** over **Magic: The Gathering: BattleMage**. **Spectrum** claims that **Acclaim** violated an agreement the two companies made last November which established a release schedule for **Magic**, which both companies were releasing for different platforms. **Spectrum** filed its suit when **Acclaim** released its PC version in January ahead of schedule. **Spectrum** also reported record sales and profits for the past holiday season. Its net revenue for the October-November 1996 sales period jumped to almost \$36 million, a 168 percent increase over the same period in 1995.

- When **SWIV 3D** comes out for the **PlayStation**, it'll come out as an **Interplay** game. **Interplay** has bought the U.S. publishing rights for this overhead-view shooter from **Sales Curve** and will bring it out in June, a month after its expected arrival on the PC.

- You'd better hurry if you want to take advantage of **Sega's** "Buy 2 Get 1 Free" promotion for **Saturn** games. Ending mid-April, the deal enables gamers to get one free game if they buy any two games from this list: **Amok**, **Bug Too!**, **Dark Savior**, **Daytona USA CCE**, **Fighting Vipers**, **NFL '97**, **Scorcher**, **Sonic 3D Blast**, **Soviet Strike**, **Tomb Raider**, **Virtua Cop 2**, and **World Series Baseball 2**. The free games available are **Nights**, **Sega Rally Championship**, **Sega Worldwide Soccer '97**, and **Virtual On**.

AOL

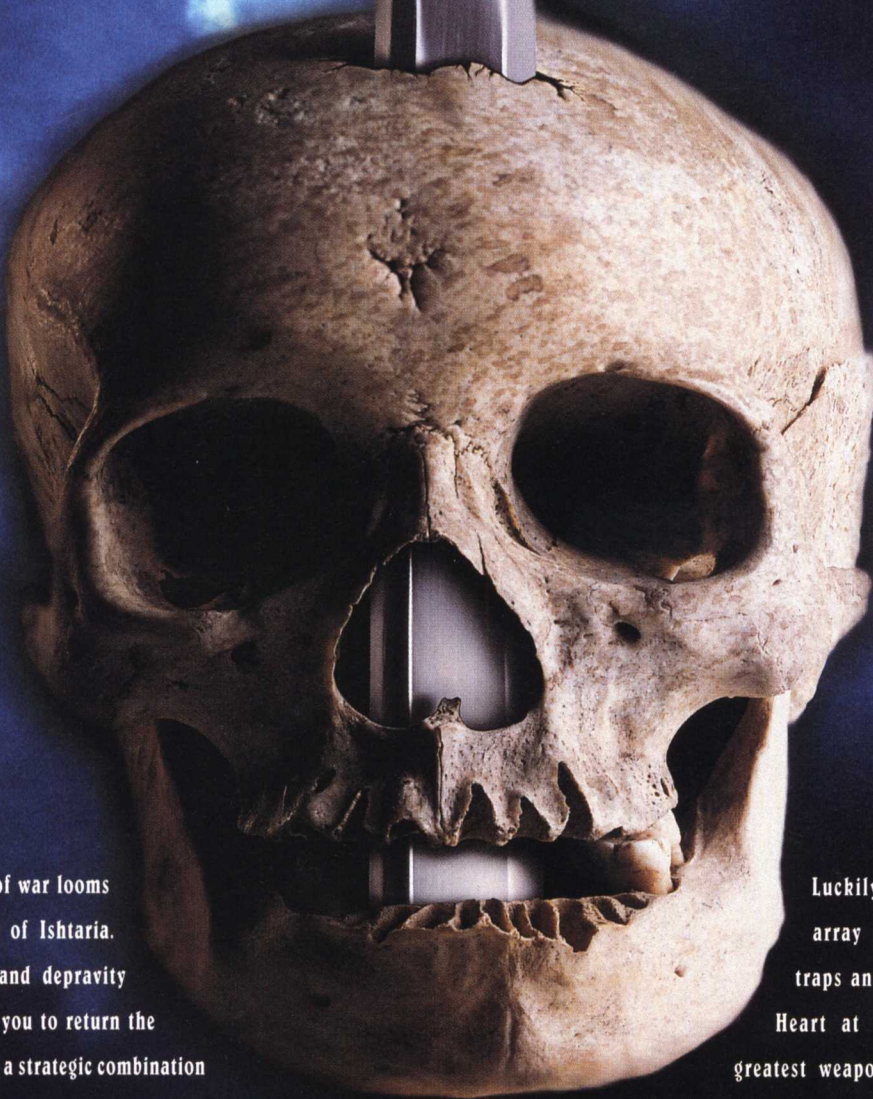
Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access **GamePro Online**, then head straight to the **Hot News** section to get the latest video game news. You can also read daily updates of news in the **GamePro Online** Web site at <http://www.gamepro.com>.

WEB



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The best parts from the original have been super-charged for the latest and final version of Descent for the PlayStation game console. Use upgraded weapons, a faster reaction time and blow through never-before-seen levels and you'll see why this one is called MAXIMUM.

Your newest addiction comes faster and hotter for you gamers who just want to plug-in and play!

But you better hurry – this is the last time Descent is coming to the PlayStation game console. After this, the only thing left will be some incredible memories and a few new craters.



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Tips & Tricks on the Net

Searching for a way to beat your favorite game? Search the Internet.

By Bone

With the thousands of video games out there, no magazine could possibly offer gameplaying info for them all. Fortunately, gamers have a ready resource—the Internet!

The Net is packed with tips, tricks, cheats, and strategies for video games, and it connects video game communities, too. Here's how to do Internet searches so you can get the most out of your games.

Start Your Search Engines!

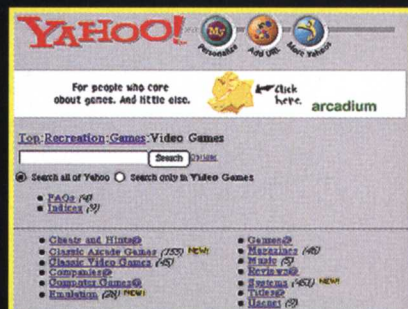
Search engines are the keys to navigating the tangled lines of the Internet. The main search engines—AltaVista, Excite, Infoseek, Lycos, Webcrawler, and Yahoo!—all basically do the same thing. You type in a term, and they list documents on the Internet that use that term. Not only that, but search engines prioritize the results they find, listing first the documents you're most likely to use, and they provide colored hypertext links that will automatically transport you to the pertinent sites. Sounds easy, right?

Unfortunately, search engines do their jobs too well. They'll find literally every Internet use of the words you give them, which means you get thousands of documents you don't want. For example, conduct an Excite search for **quake**, and you'll get 52,000 results, some of them pertaining to earthquakes, not id Software's hot shooter.

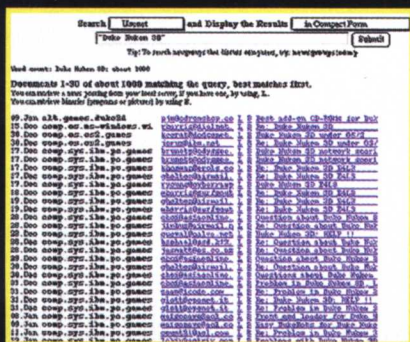
Zero in on Your Search

To shorten the list of possible results, you can make your search terms more precise. For starters, always type game titles with the first letter capitalized, especially if it's a multi-word title. That way, the search engine treats the group of words as a proper noun, and it will find only the documents that use the entire title. Otherwise, if you type a multi-word title in all lowercase letters, like **super mario 64**, the search engine will locate all documents containing the word **super**, all documents with **mario**, and all documents with the number **64** (on Infoseek, that's an overwhelming 675,000 documents).

You should also place quotation marks around multi-word search terms to force the engine to treat all the words as a single term. By adding quotation marks around **"Super Mario 64,"** an Infoseek search pares that list of 675,000 sites down to a more manageable 875.



Yahoo divides Web sites into big categories. One of them is Video Games, with over a dozen subcategories like Companies, Reviews, and Cheats and Hints (http://www.yahoo.com/Recreation/Games/Video_Games/).



With AltaVista, you can get more results to appear on a single page if you switch the Display the Results box to Compact Form.

Narrowing Your Search

Include these terms in your search for game info to shorten the list of results. Join terms with a plus sign to find only documents that use both terms:

- Game name
- Company name (id Software, Midway, and so on)
- Game enhancer you have (Game Genie, Game Shark, and so on)
- Name of a move or weapon
- Name of a character
- If there's a movie of your game (such as *Independence Day* or *Mortal Kombat*), limit your search to just the game by including in your search terms a minus sign and the word **movie**.
- If there are versions of your game for different platforms, include in your search terms a minus sign and the name of the platforms you don't want results for (each platform gets its own minus sign).

Do the Math, Part One

Depending on the search engine, you can narrow your search even more by adding words to your search terms, all joined together by either a plus sign (+) or the word **AND** in all capital letters. Don't put spaces around + or **AND**, just link all the words together.

Here's an example of how to use a plus sign. An Excite search for **tomb raider** generates 51,000 documents, including many that discuss Egyptian tombs.

Tomb Raider narrows the list to 2400; **Tomb Raider+Playstation** cuts the list to 800; **Tomb Raider+PlayStation+cheats** yields 200 documents; and **Tomb Raider+Playstation+cheats+level** brings 99



Instead of plus and minus signs, WebCrawler recognizes the words **AND** and **NOT** (both capitalized). Consult their Search Tips pages for detailed examples (<http://www.webcrawler.com/WebCrawler/SearchTips.html>).

See, in VMX Racing™, both you and your bike have fully articulated bods, which means infinite opportunities to sling soil. And VMX has lapped those other Moto-cross games with the haulingend enduros and stadiums in the country. We've road tested and **totally 3-D repro'd 6 tracks** including San Jose National (watch that radioactive waste), and Tijuana (think of yourself as a Mexican jumping bean on



full throttle). And for the ultimate visceral experience: **4 different points of view.** So when you kick out the ass-end of your 250 and pop it through the hole-shot, you can practically taste exhaust. Trick out your ride with moves like the table-top and the knock-knock, and your competition can taste humility.

So hit the dirt. 'Cause once you rev up VMX, it's sure as hell gonna hit you.



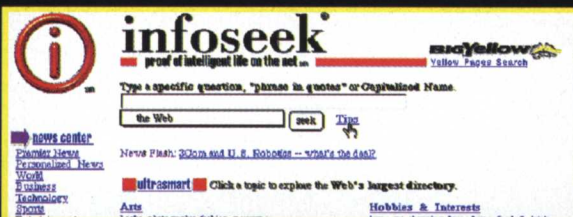
<http://www.playmatestoys.com>



Why go out for mud when you can have it delivered?



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InfoSeek (<http://www.infoseek.com>) uses plus and minus signs to narrow searches. Click on **Tips** next to the Search box for more info.

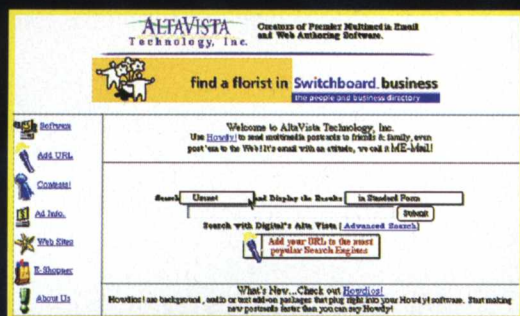
possibilities, with the level-select cheat listed right at the top. Now that's smart searching.

Using Usenet

Usenet is another way to get game information. The term stands for "User Network" and represents a wide collection of ongoing conversations being conducted around the world on almost any topic. These conversations are grouped together as newsgroups based on common themes; there are over 10,000 newsgroups in Usenet.

Using a newsgroup is like sending e-mail to thousands of people at once who can all reply to you or add comments to your message. These aren't chat rooms, where the conversations happen in real-time. Instead, newsgroups offer threads of posted messages from different readers over time. Newsgroups also offer lengthy files (such as strategy guides) and images to download. You need newsreader software to access newsgroups, but every major browser (such as Netscape Navigator and Internet Explorer) has a newsreader.

Newsgroups like *rec.games.video.nintendo* are more than groups of files; they represent the work of gamers who are enthusiastic about a



In the **AltaVista** (<http://www.altavista.digital.com>) and the **Infoseek** (<http://www.infoseek.com>) search engines, click on the word **Search** above the Submit bar to switch your search between the Web and Usenet.

Common Search Engines

These search engines are listed according to their search speed (fastest to slowest), though faster searches may not necessarily be the best ones, because the slower search may yield more info. Check each site for specific help with refining your searches.

AltaVista: <http://www.altavista.digital.com>

Excite: <http://www.excite.com>

Infoseek: <http://www.infoseek.com>

Webcrawler: <http://www.webcrawler.com>

Yahoo: <http://www.yahoo.com>

Lycos: <http://www.lycos.com>

GamePro Online

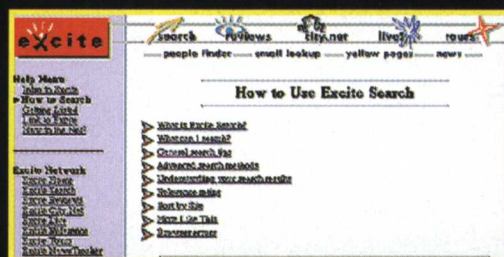
Head to GamePro Online for these areas full of game cheats.

The Web Site (<http://www.gamepro.com>)

- **Back Issues:** A year's worth of back issues filled with tips, tricks, and strategy
- **Special Interest Groups:** Strategies for sports, PC, and fighting games, plus an archive of SWATPro cheats
- **What's New and Current Issue:** Tips, tricks, and strategy from the latest issue of *GamePro*
- **NetPro:** Links to game-related Web sites

On AOL (keyword: *GamePro*)

- **File Vault:** Hundreds of downloadable tips, tricks, and strategy files created by readers
- **SWAT Tips:** Cheats from the *GamePro* editors for hundreds of console and arcade games
- **GamePro Archive:** Two years' worth of back issues filled with tips, tricks, and strategies



All the search engines provide tips to help you refine your searches. Excite's search info is at <http://www.excite.com/Info/searching.html>.

particular game or type of game. You won't find fancy graphics or flawless text, and some of the sites come and go.

Do the Math, Part Two

To find a newsgroup with files you want to download or messages you want to reply to, use the same search techniques described above for documents or Web sites. You can also use minus signs to help narrow your search, though. On AltaVista, "Mortal Kombat" generates about 3000 Usenet sites; "Mortal Kombat"+"Super Nintendo"-Genesis means that you'll find only Mortal Kombat sites concerning the SNES game (about 700 sites). Do the reverse to see the difference: "Mortal Kombat"+Genesis-"Super Nintendo" yields only 22 results.

Searchin' Like a NetPro

If you're not using search engines to look for game-related info, you're not learning everything you can about your games. And if you're not accessing your favorite game's newsgroup, you're not sharing in all the activities created by the community of gamers. Remember: There's so much information on the Internet that doing the math can help you search for only those documents and Web sites that you really want. **G**

E-mail us your comments through America Online
or at this Internet address:
comments.gamepro@gamepro.com

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issue and become a...**

NETPRO
The Ultimate Guide to Internet Entertainment

FINAL FANTASY VII

The first 32-bit Final Fantasy game released in Japan to record sales, but does the game maintain Final Fantasy's tradition of excellence? Find out in this ProReview of the Japanese version.

By Nob Ogasawara

The announcement that Final Fantasy VII would appear for the PlayStation sent shock waves rippling through the Japanese video game community. It marked the end of Square's long-time association with Nintendo and the beginning of a new era with Sony. Upon release, the three-CD RPG shook Japan again by registering sales of over 2 million games in just three days. So does Final Fantasy VII live up to the hype? In a word: Yes!

An Epic Fantasy

The story focuses on Cloud, a former soldier, and his compatriots in a terrorist organization which is fighting the Shinra Company, a monopolistic power company that's draining the very soul of Cloud's planet. Romance, adventure, terror, inspiration, humor, and just about anything else you can think of is woven into the vast story line. FFXVII's probably the most well-defined tale of the Final Fantasy series, thanks to the three-CD-ROM format. The spacious storage media enabled Final Fantasy's designers to flesh out the supporting cast in ways that weren't possible in the past.

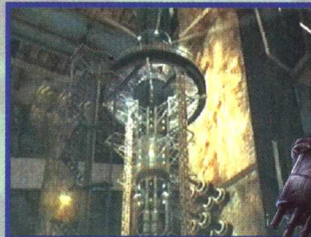
New Gameplay

The basic gameplay design remains true to the FF series' tradition. The big change is in the casting of magic spells, which now require the use of specific Materia crystals that must be fitted in slots on weapons and armor. Otherwise, the game should be easy to get into, especially if you're familiar with preceding FF titles. When necessary, tutorial-like lessons are

provided for special sequences such as a 3D chase scene and a hide-and-seek section.

Fantastic Graphics and Sound

It's rumored Square spent close to \$30 million developing FFXVII. It certainly shows. For the most part,



Shinra blows up the pillar supporting the floating city over Slum #7 to place blame on the ecology-minded terrorists.

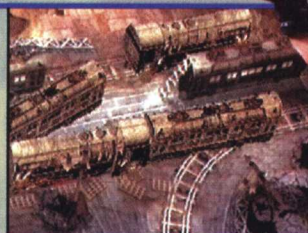


Chocobo and Moglin summon a spell. Boom!

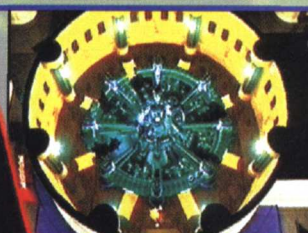




This view of Shinra headquarters represents one of the many awesome computer-generated scenes in Final Fantasy VII.



PROTIP: If you're stuck in the rail junkyard, look for trains that don't quite fit.







PROTIP: Find the missing pieces of the city model to obtain a floor key.

the 3D graphics use gorgeous computer-generated images as backgrounds and polygons for characters. The combination looks a bit odd, but it's surprisingly effective—especially during events in which characters convey subtle emotions with lifelike body language. Battles occur entirely in the blocky polygonal style, but extravagant special effects and freely moving camera angles help keep the action fast and furious.

FFVII's equally fabulous sonic atmosphere resounds with superbly crafted sound effects and a stirring soundtrack by composer Nobuo Uematsu.

Fantasy Come True

Final Fantasy VII doesn't just live up to the expectations of gamers, it surpasses them. This RPG towers over the competition in terms of graphics, sounds, story, and playability. This game defines an entirely new standard—perhaps an insurmountable level of excellence—against which all RPGs must be measured. **G**

Final Fantasy VII by Square of Japan			
Graphics	Sound	Control	Fun Factor
			
5.0	5.0	4.5	5.0
Available now in Japan; available in the U.S. in September		Multiple views	
RPG		Challenge: Intermediate	
1 player		Replay value: Medium	
		ESRB rating: Not yet rated	



PROTIP: Hundred Gunner and Heli Gunner attack the escaping party in an elevator. It's impossible to do physical attacks, so use magic and items. But look! They're mechanical! Zap them!



PROTIP: Enemies usually have specific weaknesses. For example, the first boss, Guard Scorpion, is a mechanical unit. Therefore, it's weak against Thunder spells.

Final Fantasy VII: Made in the U.S.A.

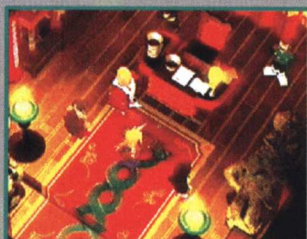
The American version of Final Fantasy VII is currently in the hands of translators. Sony has the U.S. debut slated for September. The American version will feature the same gameplay as in the Japanese original.



PROTIP: The sewer boss is weak against fire.



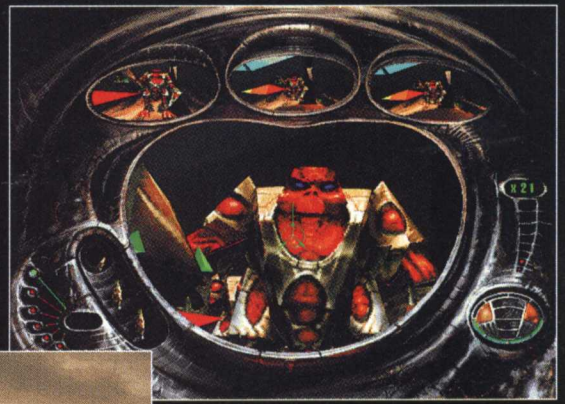
PROTIP: In the train, you must dash to the next car before the countdown stops, or the security system detects you.



PROTIP: Cloud must dress in drag to rescue Tyfa from the lecherous Don Corneo. Get the tailor to make you the dress, and obtain a wig from the guys at the gym.

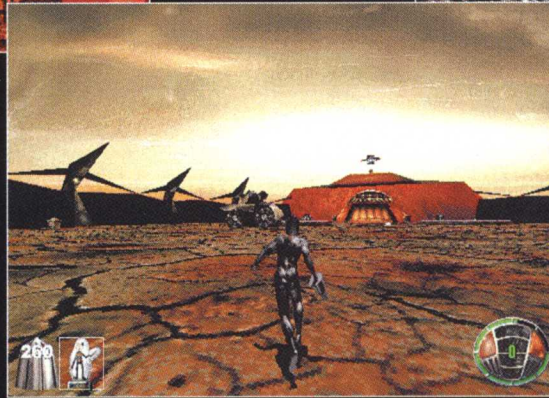


PROTIP: In the 3D bike-escape sequence, you can wipe out enemies by forcing them into the wall.



"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."

— PC GAMER



"The ability to zoom in from a mile away within the sniper mode is remarkable."

— ELECTRONIC GAMING MONTHLY

THE WORLD WILL END IN 1999. THE

"One of the most innovative games ever created."

— GAMEFAN



"...we could be looking at a 1997 Playstation game of the year..."

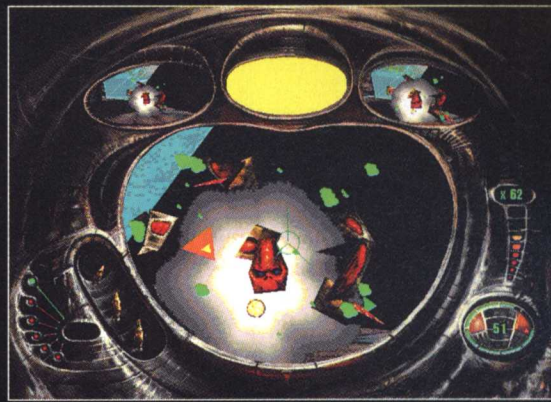
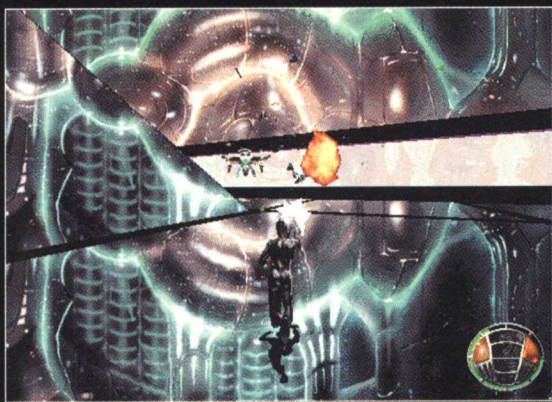
— GAMEFAN



RATING PENDING
RP
ENTERTAINMENT SOFTWARE
RATING BOARD



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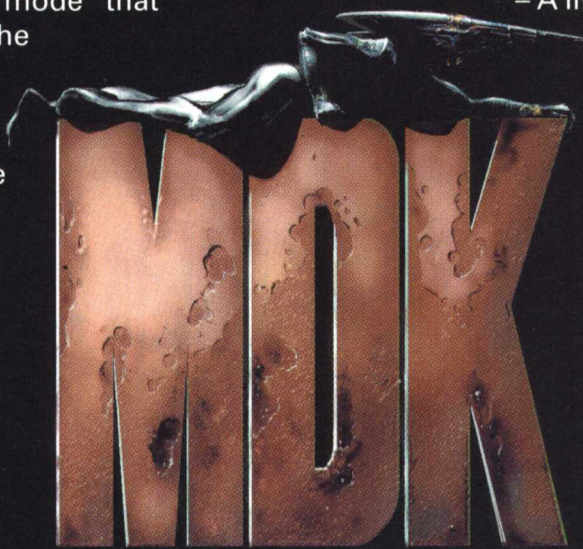
Your planet is being bulldozed by the ton. Alien controlled mobile mining cities are strip-mining the earth's surface overrunning and crushing anything in their path... Unless you can stop them.

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GAMEWORKS

READY FOR GAMEPLAY

A behind-the-scenes look at the new GameWorks arcades

By Bone

Last year, three entertainment powerhouses—Sega, Universal Studios, and DreamWorks SKG—announced that they were teaming up to design GameWorks, a series of state-of-the-art location-based entertainment centers (see “ProNews,” January 1996). A year later, the first GameWorks sites are here.

The Revolution Is Here

The GameWorks team hopes to reinvent arcades, starting with the Seattle, Washington, location and then a targeted expansion of another 100 centers by the year 2002. Typical of future centers, GameWorks Seattle offers top arcade attractions set in an atmosphere that the whole family can enjoy. They’ve even thought of a new way to pay: Instead of quarters, you’ll carry a “smart card” that slides into the games like an ATM card.

To keep each GameWorks entertainment center different from the others, future sites will feature an attraction that is unique to that location. For instance, GameWorks Las Vegas will house a world-record 75-foot

climbing wall with cameras posted to snap photos of you while you climb.

To appeal to all family members, every GameWorks will be divided into areas geared toward different interests. The Loft will feature classic arcade games and computers with Internet access for multiplayer gaming or Web cruising. For cutting-edge players, the Loading Dock will present hot new arcade games for immediate testing. There will also be two separate lounges, one where adults can gather and another where teens can socialize.

Arena. This stadium-like setting is home to games that were created with input from Steven Spielberg, one of DreamWorks’ founders. Three games are currently in operation.

GameWorks’ Gameplay

In the Seattle GameWorks, the center’s main gamesite is the



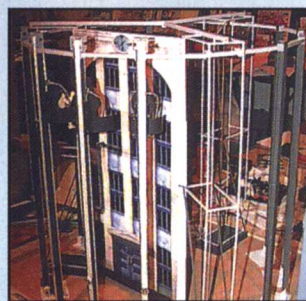
One hundred artists and engineers have joined forces to reinvent arcades with GameWorks.



The 50,000-square-foot Las Vegas site will feature a climbing wall (in the center of this model) and the Arena in the foreground.



The GameWorks offices are located at Universal Studios in southern California. Inspirational art and concept drawings cover the walls.



This model of Vertical Reality shows the four chairs ascending. The villains appear in the windows in front of the chairs.

The most intense is Vertical Reality, in which four players sit in chairs that ascend while they shoot bad guys appearing in the windows of a building in front of them. The seats rise 24 feet, then plummet downward so fast you might actually reach zero Gs and float from your seat.

Descent fans will enjoy the eight-player arcade version of that inside-the-earth vehicle shooter. Special mini-cams will display the faces of your opponents so you can watch them squirm.

If you’re into the dino creeps, there’s also an eerie, dark game in the vein of Jurassic Park. You’ll sit behind the wheel of a jeep-like vehicle, wearing night-vision goggles. The gameplay relies on sound as much as sight while you try to avoid marauding dinosaurs.

In the Works

Having debuted in Seattle, GameWorks hits the Las Vegas Strip in May and then Ontario, California, this summer. These three towns are just the first stops in a wave of GameWorks fun centers that hopes to revolutionize arcades and show America a new way to play. **G**

Check Out GameWorks Online!

<http://www.gameworks.com>

<http://www.sega.com/world/gameworks>

Mortal Kombat Annihilation!

This summer the *Mortal Kombat* movie sequel is coming to a theater near you!

By Bone

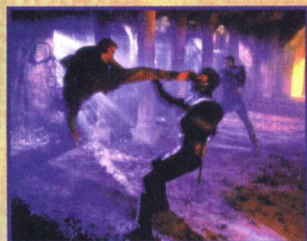
There's no telling when or if *Mortal Kombat 4* will hit the arcades, but *Mortal Kombat Annihilation*, the second movie based on the *Mortal Kombat* games, is definitely punching its way into theaters this August.

Producer Lawrence Kasanoff is trying to make *Mortal Kombat Annihilation* even more spectacular than the first movie, which earned a healthy \$73 million in the U.S. "Annihilation is three times more ambitious than *MK*," says Kasanoff. "Our theme for the sequel is to shoot for more—more fights, more special effects, more Outworld, more everything." More exotic international locations, too, which is why the film was shot in Israel, Thailand, Jordan, and London.



Cyrax

From left: Smoke, Liu Kang, and Kitana. Says Robin Shou (Liu Kang): "As in the first movie, Liu Kang continues to look for his destiny. He has to go through a series of trials to find himself, sort of like Luke in *The Empire Strikes Back*."



Rayden (James Remar) gives the boot to a Raptor.



Characters assemble on the Royal Road in the Outworld.

The Kombat Kontinues

MKA's story continues where the first movie left off, making the two movies one long adventure. "Annihilation" refers to Shao Khan's new attempt to destroy the world with one final strike, but at press time plot details were scarce. "Expect surprises," says Robin Shou, who plays Liu Kang in both movies. "I think fans always expect something new from a sequel, and they definitely get it in *MKA*. For one

thing, they'll learn more about the characters."

Besides Shou, a few other familiar *MK* names are back for *MKA*. Talisa Soto returns as Kitana, and John Leonetti, the director of photography for *MK*, steps up as director of *MKA*.

Other roles have changed. Gone are Christopher Lambert (the original Rayden), Bridgette Wilson (Sonya), and Linden Ashby (Johnny Cage). All are replaced by new cast members, such as James Remar (the villain in *48 Hours*) and Lieke Martens (from *Indian in the Cupboard*).

The fighting, of course, is a hot topic for a movie with "Kombat" in the title. Thanks to fan requests, *MKA* contains a fight between Sub-Zero and Scorpion. Also new to *MKA* is a fight between an actor and a



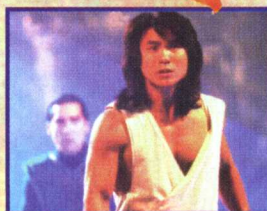
Raptors in the Outworld

digital image. "In *MK*," explains Kasanoff, "we showed a fight between a digital Johnny Cage and a digital Goro, but in *MKA* we'll show a real character going up against a digital Motaro." All the fights, he promises, are going to be "bigger and longer."

Immortal Status?

What's next? Well, Shou's original *MK* contract was a three-picture deal. If *MKA* is a hit, Hollywood could possibly catch sequelitis once again. *MK 3*, anyone? **G**

The Kombat Kast



Sub-Zero (left; played by *MKA* newcomer Keith Cooke Hirasabayashi) backs up Liu Kang (Robin Shou).



Sandra Hess as Sonya



Talisa Soto reprises her role as Princess Kitana.



Jax (Lynn "Red" Williams) takes on Cyrax. Robin Shou choreographed the fights for all the characters in *MKA*.

Mortal Kombat Annihilation

OVERSEAS PROSPECTS

An International
View on Video Games

Konami's readying two big releases for the PlayStation and Nintendo 64.

By Ken Ogasawara



TACTICAL ESPIONAGE ACTION METAL GEAR SOLID



Metal Gear Solid comes from the same development team that produced Policenauts and Snatcher (the latter title was released in the U.S. on the Sega CD). In MG Solid, you play as Snake, a secret agent on an espionage mission. You

creep down hallways, avoiding detection and traps while gathering information. There is some shooting involved, but this game is more focused on strategy than on twitch-style arcade action.

Hey...



See the feature review of the Japanese version of **FINAL FANTASY VII** elsewhere in this issue!

Metal Gear Solid (PlayStation)

Developed and published by Konami
1 player
Action/adventure
Available Fourth Quarter '97 in Japan

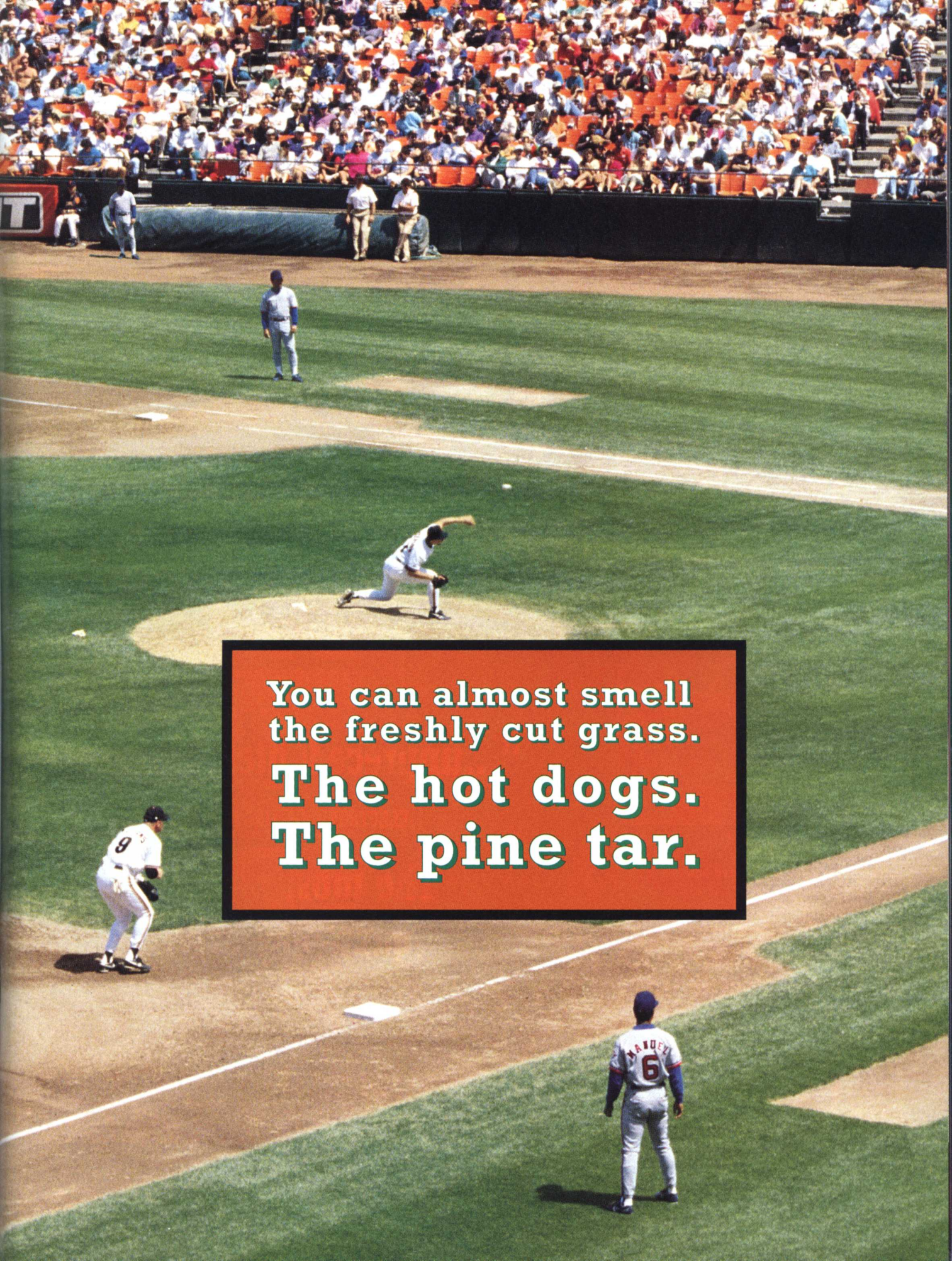
Gambare Goemon 5

Remember Legend of the Mystical Ninja for the Super NES? Now Goemon is going to the Nintendo 64 in Gambare Goemon 5. Instead of the 2D look of the 16-bit title, Gambare puts Goemon in a fully developed 3D world that's reminiscent of the one in Super Mario 64. You guide Goemon, along with three sidekicks, through a series of hop-n-bop item-hunting adventures set in medieval Japan. The jump to the Nintendo 64 adds some polished visual effects, such as detailed surroundings and 3D movements from the Goemon Impactor robot. Could this episode of the Mystical Ninja be legendary? **G**

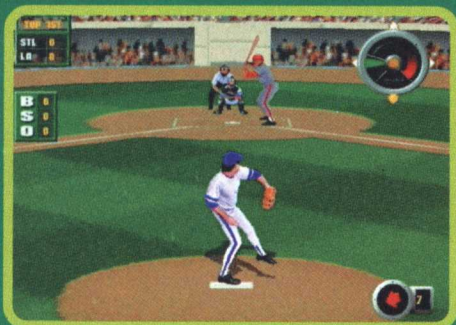


Gambare Goemon 5 (Nintendo 64)

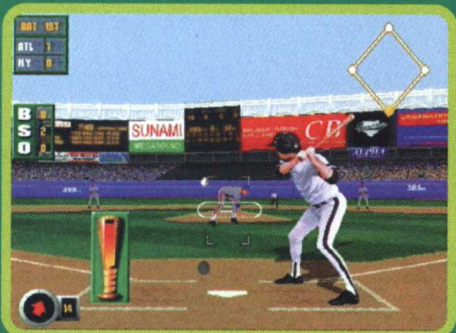
Developed and published by Konami
1 player
Action/adventure
Available Spring '97 in Japan



You can almost smell
the freshly cut grass.
The hot dogs.
The pine tar.



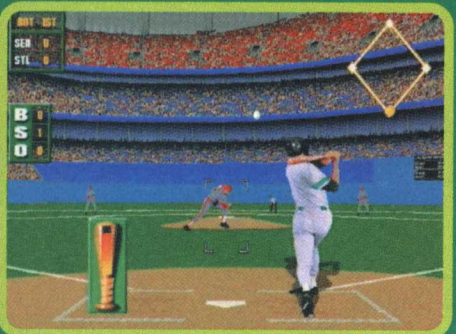
Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



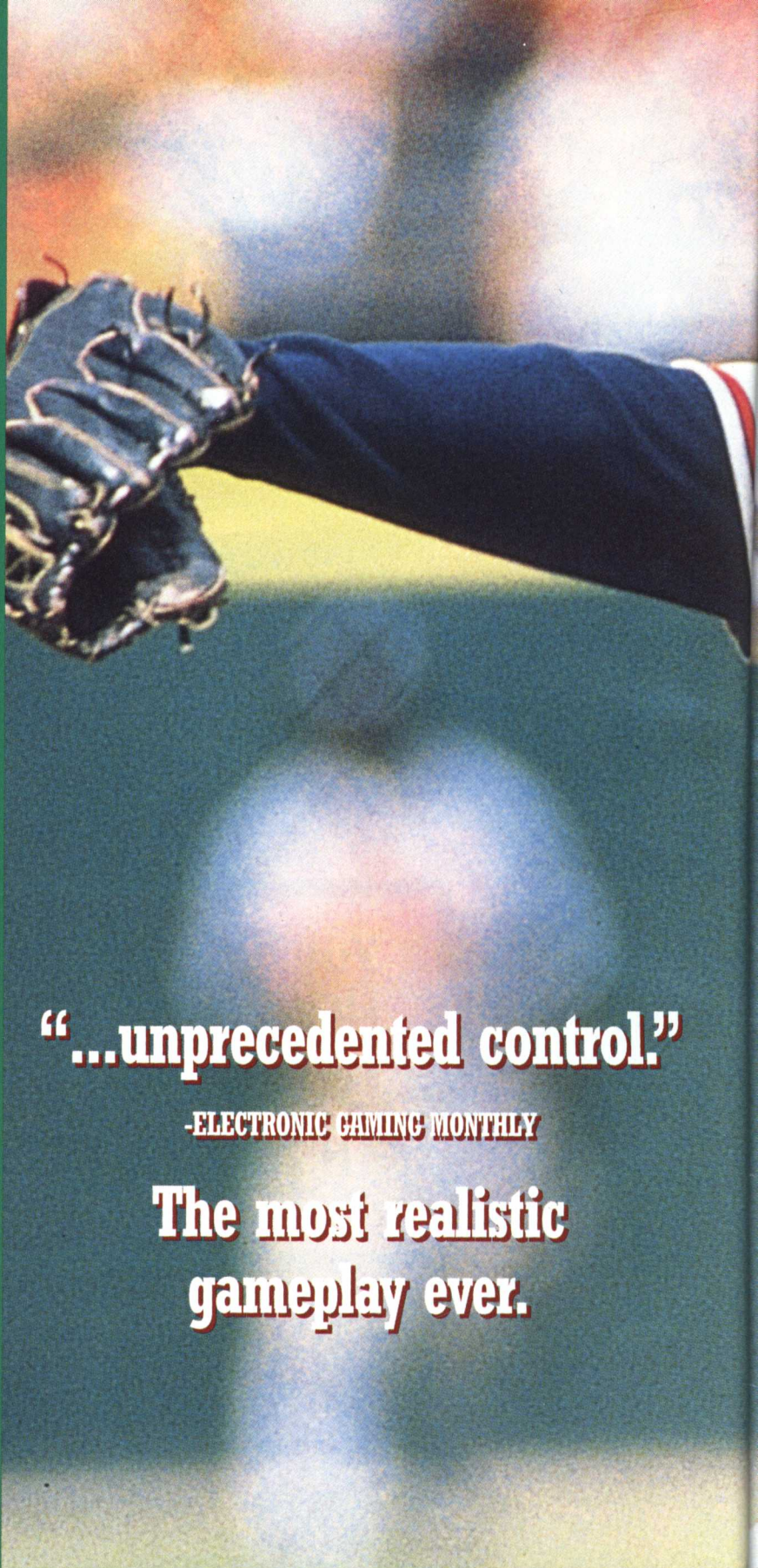
Unique **Batting Meter** lets you keep your eye on the ball and control the power in your swing ...everything it takes to find the sweet spot and "park one."



On-the-fly **3-D environment** and free-moving camera give you the action from field level in 28 authentic stadiums. **Accelerated animation** provides the smoothest, fastest graphics for the most realistic baseball action.



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-ELECTRONIC GAMING MONTHLY

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Sneak Previews



IT'S OUT OF THE PARK!



Here are previews of both the PlayStation and Saturn versions of *The Lost World: Jurassic Park*, just in time for the movie's premiere! Check out these hot exclusive pics, appearing only in *GamePro*!

By Scary Larry: Dinosaur Hunter

Rex Rocks



Incredible sound fills *The Lost World*. Using the film's score, the strong symphonic background music really puts you in the mood for dino huntin'. Other effects, like the squealing Compy and the thunderous approach of Brontosaurus, also lend sonic depth.

Developed and published by
DreamWorks Interactive
Available June

60% COMPLETE



*In this 60 percent beta version, *The Lost World* looks like it will be as big a hit as the movie!*



The Beast Is a Beauty



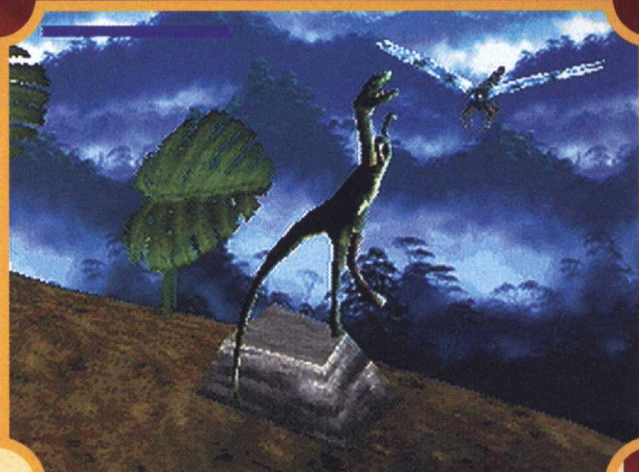
Graphically, *The Lost World* looks impressive! Lush 3D backgrounds accent the fluid, ultra-realistic movements of the characters in this mostly side-scrolling adventure. Cool effects, like reflective pools of water, add stunning touches to the game. Other scenes, such as the fire-ravaged forest level and the eerie underwater stages, make us pant like a hungry Raptor for more!



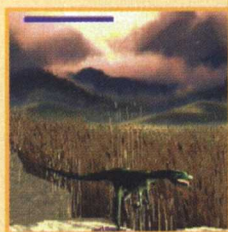
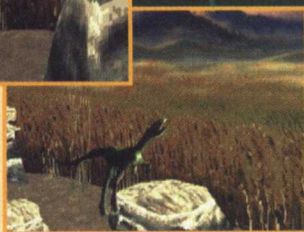
**A World
Above the Rest**



The Lost World has all the earmarks of success: a great movie tie-in, solid graphics, and interesting gameplay (it also doesn't hurt to have a few man-eating monsters thrown in). Look for the review in *GamePro* soon!



Not to be outdone by the PlayStation, Sega also has plans to open up Jurassic Park to the Saturn-owning public. Here are some of the very first screens of The Lost World for the Saturn!



Dino Might



Even though the PlayStation game is about three weeks ahead in development, these pics show how far Appaloosa Interactive (the team behind Ecco the Dolphin and Three Dirty Dwarves) has come with The Lost World for the Saturn. While it looks pretty much like a straight port of the PlayStation title, we anticipate that there may be some subtle changes in the gameplay.

Mirror, Mirror



The Saturn's game engine does a great job of mimicking the PlayStation's advanced sprite movement. The backgrounds in the Sega version have a more hand-drawn look than the PlayStation version's. Although each game's graphics differ slightly, both versions will feature similar story lines that require you to progress through the levels playing as human characters as well as different species of dinosaurs.



Developed by Appaloosa Interactive
Published by Sega
Available June

40% COMPLETE

EXCLUSIVE!

The Lost World—The Arcade Game!

We just got word from Sega that a coin-op version of The Lost World is in the works. The game, which is being developed for the GameWorks arcades (see "GameWorks: Ready for Gameplay," this issue) is extremely early in development. We'll update you as soon as we get more from Sega or DreamWorks.

EXCLUSIVE!



Duke Nukem 3D

Saturn

By Scary Larry

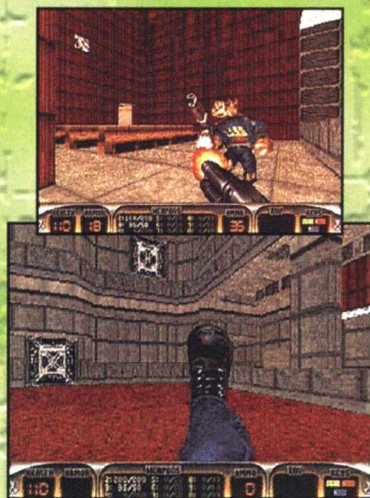


Get ready, Duke-heads! The Saturn version of Duke Nukem impressed the hard-to-impress crew at GamePro, making us wonder why all corridor shooters on this beleaguered system don't look this good! Check out these exclusive pics of Duke, available only in GamePro!

Developed by Lobotomy Software
Published by Sega
Available Summer '97

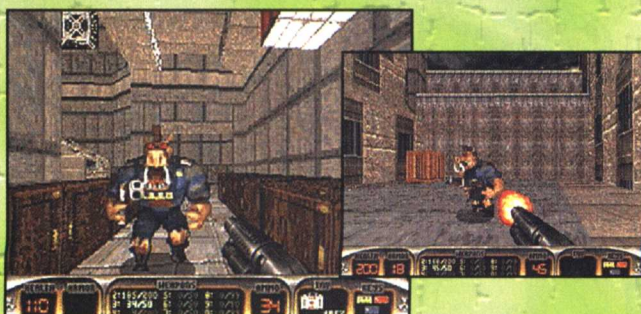
10% COMPLETE

Team Works



The reason Duke looks this good this early is superlative programming. The game is being developed by Lobotomy Software, the awesome team behind Powerslave (the best corridor shooter on the Saturn so far). They will definitely push the envelope on the Saturn.

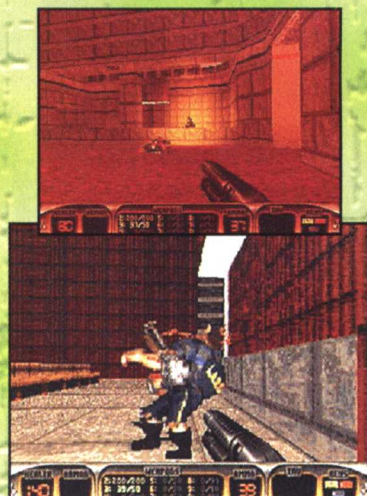
A New Nukem



Although the game will contain the three original Duke Nukem PC episodes, there will also be some Saturn-specific levels. At press time, Sega was deciding whether some of the more risqué scenes (namely the strippers) will be cut. Another cause for joy—Duke Nukem will be Net Link-compatible! Get ready to rumble across the Net in death matches with this promising rev of Duke! Duke Nukem will definitely help Sega score major points with hardcore corridor gamers.



A World of Hurt



Although only 10 percent complete, this version of Duke blew us away! Fast and accurate, the game shows immense promise. As we walked through the very clean first level (set in a post-apocalyptic L.A.), the game moved well, experienced no slowdown, and suffered from absolutely no pixelization when enemies got up close and personal.

They have been born of fire —
hopefully they won't melt.

CLAY FIGHTER 63 1/3™



Developed and published by

Interplay
BY GAMERS. FOR GAMERS.™

www.interplay.com

RATING PENDING
RP
CONTENT RATED BY
ESRB

NINTENDO 64
3-D 'N'

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PlayStation

By Major Mike

Castlevania X

Gameplay to Wake the Dead



The early Japanese version of Castlevania X is a blast! As a non-linear game, it doesn't have levels, so the gameplay areas are massive. The game is overrun with monsters, but Alucard has slick vampiric tricks up his sleeve: He can turn into a bat, a wolf, or a cloud of mist. And a hefty inventory of weapons helps: Alucard can carry a weapon in each hand to use alone or simultaneously for combo attacks!



Graphics & Sounds With Bite



Castlevania X stays true to its stellar heritage, retaining the familiar 2D look that made it an 8-bit and 16-bit classic. The detailed backgrounds look particularly sharp, and the special effects are eye-popping. The dynamite soundtrack resounds with synthesized and orchestrated music.



Drac's back for more bloodletting in Castlevania X, and this time his son, Alucard, is out to undo the undead!

Developed and published by Konami
Available Second Quarter '97

60% COMPLETE

Fearless Vampire Hunting



The controls in the prelim were easy to learn and very responsive. Even awesome advanced attacks, such as fireballs that require complex sweeping motions on the control pad (reminiscent of the fireballs in Street Fighter), were easy to X-ecute.



ATOMIC BOMBERMAN™

**"The Best
Multiplayer Game Ever"**

Next Generation March Cover Story

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Electronic Gaming Monthly

"Editors' Top Ten"

Ultra Game Players

**THE BLAST
IS BACK
& MORE
CHAOTIC
THAN EVER!**

Since 1989 Bomberman has been defined by gamers as the ultimate multiplayer game. Now "the man" is available in an enhanced 10-player multiplayer package complete with 3D rendered graphics, new character animations, and a vast repertoire of spiteful canned and custom taunts. Keeping true to the original addictive gameplay, you better think fast as you vie for deadly power-ups, race against the clock and blow your opponents to smithereens.

IT'S THE BOMB!

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**BLOW
ME!**

**YOU'RE
TOAST!**



HUDSON®



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A lot of people have a problem with the
violence in video games.

We, for example,
feel it hasn't been realistic enough.

CODENAME
TENKA

An evil corporation is threatening to kill off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them from putting man at the top of the extinction list. This is the real deal. This is the baddest-most-realistic-kill-or-be-killed-switching-to-fully-automatic-how'd-you-like-a-nuclear-rocket-up-your-butt?-did-I-just-feel-someone's-brain-splatter-on-my-face?-corridor-shooting game ever built.

CODENAME: TENKA gives you features you just can't get in Dark Forces™ and Final Doom™:

- ▲ Fully 3D playfield and enemies in a smooth non-pixellating environment.
- ▲ Freedom of movement to look up & down, jump and crouch while moving.
- ▲ Laser sighting on your gun to target more effectively.

With terrific light sourcing, fluid controls, non-stop action and superb graphic quality, Tenka will blow you away.



"Makes the flat, pixellated characters in titles like Doom and Alien Trilogy pale by comparison." — *PSExtreme*

"...redefining the state of console shooters as we know them." — *Next Generation*

"This one kicks butt!" — *GamePro*



www.psygnosis.com

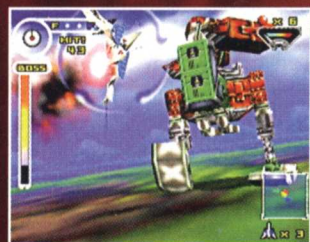


Star Fox 64

Nintendo 64



ローリングを使い
敵のビームを弾くのだ



Nintendo's warming up its classic 16-bit shooter for an N64 debut, and judging from these early screens, Star Fox 64 will live up to its predecessor's stellar reputation. Playing once again as Fox McCloud, you and three wingmen (Falco, Peppy, and Slippy) face challenging space-combat missions from that familiar behind-the-ship perspective. The missions require teamwork with the wingmen, though—if one guy gets dusted, it's game over, man. A four-way split-screen mode also enables up to four pilots

to dogfight in head-to-head combat.

McCloud and his crew do battle from the cockpit of an Arwing, a sleek fighter/bomber that can also morph into a tank, so you can kick butt on the ground as well as in the air. Star Fox will also support the Force Pak, a plug-in that will make the controller shudder and shake when you get hit or fire the big guns.

—Air Hendrix

Developed and published
by Nintendo
Available June

50% COMPLETE



Yoshi's Island 64

Nintendo 64

Details on this adventure are scarce, but Mario's sidekick is getting ready for the limelight again with a game that stays true to its Super NES roots. Yoshi's Island 64 has 60-plus stages loaded with that age-old style of Yoshi platform gameplay. The 2D graphics are souped-up with pre-rendered levels and creatures that greatly resemble the look of Donkey Kong Country, according to Nintendo. Background anima-

tions also keep the visuals lively. —Air Hendrix



Developed and published
by Nintendo
Available Fall '97

50% COMPLETE



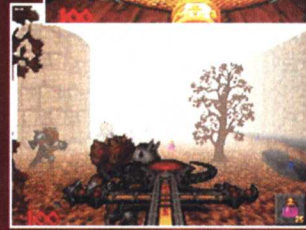
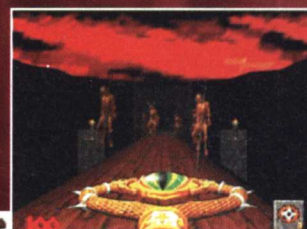
Sneak Previews



Hexen

Nintendo 64

The sword-and-sorcery corridor-shooter Hexen joins Doom as another PC-to-N64 release. Instead of presenting new levels and monsters as Doom 64 does, Hexen casts the same 30 levels as the PC version, but with sharper graphics for the monsters and smoother gameplay. The addition of the four-way split-screen mode where a quartet of players can engage in a death match or in a cooperative game sweetens this Hexen. The preview version controlled adequately, but the frame rate tended to dip, especially during the four-player death match, resulting in choppy visuals. Hopefully, the game will overcome these hexes before it hits in June. —Major Mike



Developed by Software Creations
Published by GT Interactive
Available June

70% COMPLETE



Clayfighter 63 1/3

Nintendo 64

Clayfighter is about to bust onto the N64 with its latest stable of doughboy battlers. Veterans Blob, Taffy Man, and Bonker return to the fray, supplemented by new fighters like pick-and-flick star Boogerman. There are at least 18 claymation combatants, plus some hidden fighters. This time the game has 3D interactive backgrounds, so if you punch an opponent through a wall, you'll continue the fight outside! Can Clayfighter compete with Mortal Kombat Trilogy and Killer Instinct Gold? The clay hits the fan this summer. —Major Mike



Developed and published
by Interplay
Available Second Quarter '97

50% COMPLETE



MDK

PlayStation

You've heard the hype in the pages of "PC GamePro" (see February; watch for the "PC GamePro" review in the June issue). Now PSX owners can also rejoice! MDK for the PlayStation is due in May!

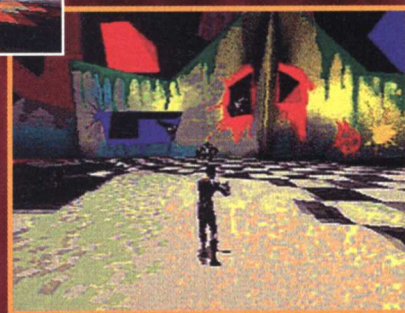
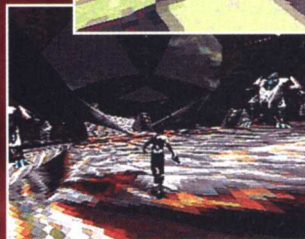
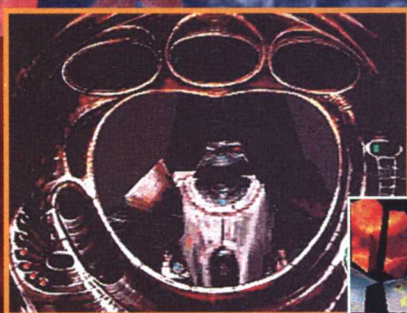
MDK is probably the most innovative, funniest, and original PC port to entertain gamers in a long time. An action game played from multiple views, it combines accurate shooting, quick thinking, and thoughtful strategy. What you get for your trouble is a wild ride from the very creative mind of David Perry (of Earthworm Jim fame), who is overseeing the project with the dictum that if the PlayStation version of MDK isn't as good as the PC original, then heads will roll. Although the Play-

Station game was less than two weeks into production at press time, these early screens show a work in progress that'll certainly come close. —Scary Larry



Developed by Shiny Entertainment
Published by Playmates
Interactive Entertainment
Available May

10% COMPLETE



Developed by Takara
Published by Playmates
Interactive Entertainment
Available April

90% COMPLETE



Battle Arena Toshinden 3

PlayStation

Now that 32-bit fighting games have advanced to the point of near perfection (with stellar titles like Star Gladiator, Soul Blade, and Tekken 2), gamers often forget what the first wave of fighting games looked like. After all, Toshinden, one of those originals, is easily a forgettable game.

Not so with Toshinden 3. This weapons-based fighting game is smoother, with less graphical breakup and cleaner, more detailed fighters. It also features 30 characters, more explosive special moves, and screen-clearing super moves. The U.S. version includes options, such as tournament and practice modes, that aren't available in the Japanese version. Don't pass up this one on name alone. —Scary Larry



Darklight Conflict

PlayStation

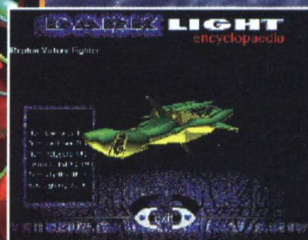
Saturn

DOS

Win 95

Jet jockeys will want to slip into the customized cockpits of Darklight Conflict, EA's sophisticated new space-combat game. Playing in 50 single-player missions or in Tag, Death Match, Cooperative (group vs. group), and Capture the Flag multiplayer modes, you must master an array of 15 weapons and cloaking devices as well as the language and customs of your alien wingmen. Graphically, EA's

promising impressive lighting effects such as multilight sources and lens-flare effects. We'll see.—By Bone



Developed by Rage Software Ltd.
Published by Electronic Arts
Available Winter '97

60% COMPLETE



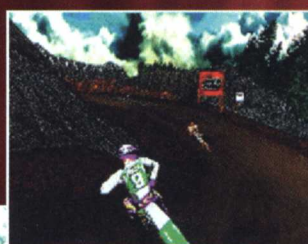
VMX Racing

PlayStation

Saturn

Win 95

Get ready to crank the throttle, VMX looks like it's revving up to take the checkered flag among motorcycle-racing games. You choose from four leather-clad bikers and hit the dirt against seven racers on 10 tracks, including stadium, desert, and beach courses. Multiple views (including first-person and over-the-shoulder), realistic maneuvers (including wheelies, slides, and jumps), and two-player head-to-head competition put high octane in VMX's tank.—By Bone



Developed by Studio E
Published by Playmates
Interactive Entertainment
Available April

90% COMPLETE



Motor Mash

PlayStation

From the people who gave you Micro Machines comes Motor Mash, a cartoony racer that should appeal to younger drivers. A dozen armed characters, including a hippie in a bus and an astronaut in a remodeled space shuttle, race and shoot around themed courses, such as Atlantis, the Jungle,

and Nightmare. The 40-plus levels of racing are viewed from an overhead perspective, with texture-mapped terrain and detailed cars providing the graphical glitz.—By Bone



Developed by Merit Studios
Published by Ocean
Available Summer '97

80% COMPLETE

Y'ALL SHOULD SEE

All The **KILLIN'**
Twice The **HUMOR...**
Half The **INTELLIGENCE.**



Ever fire live rounds at mosquitoes and chickens?!

Ever use a crowbar to **whup** an old coot?

Ever hack down a bunch a good ol' boys with a power saw gone **haywire**?
Ever hit the broadside of a tornado-wrecked trailer park with a .454 Casull Pistol?

Ever launch TNT at **pig-stealin' aliens** and turd minions...
(yep, I said "turd minions")
and watch 'em fry?!

Heck!

Y'all Will Now!



Available for PC-DOS

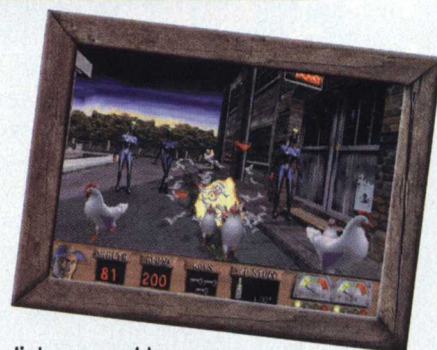
Interplay







By Rednecks. For Rednecks.



XATRIX
entertainment

THE PIG!



-  Gin-u-wine redneck dialogue and humor
-  14 levels of 3D SVGA graphics featuring mortuaries, trailer parks, chicken processing plants and tons more fighting locations
-  10 brutal weapons including crowbars, dynamite, double-barrel shotguns, ripsaws, and an alien arm gun (yank the tendon to fire!)
-  Gas up with pork rinds, whiskey, and beer a-plenty
-  8 player multi-player, death-match action and modem play
-  Rockabilly soundtrack featuring Mojo Nixon, The Beat Farmers, The Reverend Horton Heat, and Cement Pond

Download the
Interactive Preview At:

www.interplay.com

REDNECK RAMPADE

PC GamePro REVIEW

Win 95

By Art Angel

ECSTATICA II

While the appeal of the first Ecstastica faded too quickly, Psygnosis's latest entry may find a home in the brutally crowded PC gaming market. With much improved graphics, an expanded map, increased character movements, and a larger variety of enemies, Ecstastica II has surpassed its predecessor in almost every way.

Our Hero

Since the original adventure, Ecstastica II's hero has fallen on hard times—the Archmage left his castle in ruins and kidnapped his fair lady. With the Elder Sign destroyed and scattered throughout the castle, the player must rescue the damsel-in-distress and retrieve all the pieces of the talisman to restore peace. However, many monsters and puzzles stand between you and victory.

Upon starting the game, the most notable improvement over the original is the beautifully rendered ellipsoid graphics, which are sharp and highly detailed. Everything from the castle to the surrounding flora is rich with substance and color.

While the sound isn't up to par with the graphics, it's still very good, especially the voice-overs. Often, however, there's a lot of dead air between action sequences.

Only a Flesh Wound

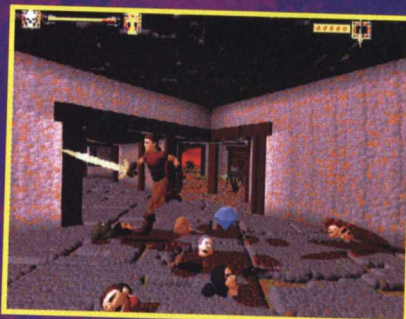
But the biggest disappointment is the control, which really hasn't improved from the original. Although our hero has added new moves to his repertoire, it takes lots of practice to master them. Key configurations for movements



PROTIP: A key's hanging from the mouth of a gargoyle at the stocks near the top of the Guard Tower. Approach it from the side and kick it to get the key that unlocks the main balconies.



PROTIP: When executed consistently, 360-degree low sweeps are an effective attack, especially when many enemies surround you.



PROTIP: After clearing an area of enemies, always look for crystal balls, which give you hints throughout the game.



PROTIP: In the ruins in the wilderness, exterminate a plant to get the third part of the Elder Sign.

and attacks are too complex or don't respond fast enough. For example, while waiting for our hero to decapitate an ogre, other ogres gang up behind him and use his head for batting practice.

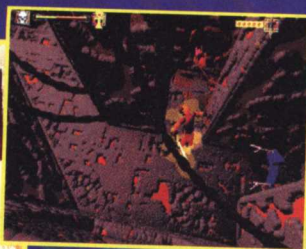
As for the gameplay, patience and nimble fingers are the overall keys to surviving Ecstastica II's engaging mix of monster-bashing and puzzle-solving. Still, a kamikaze approach won't see you through the game's strategic elements. Replenishing health doesn't come easily, and Ecstastica II boasts a diverse lineup of enemies that behave and attack differently even when their appearance is the same.

Noble Quest

Overall, Ecstastica II's a great concept with amazing graphics and a solid story line. While the complex controls kill some of its appeal, Psygnosis has still fashioned a solid RPG/adventure. **G**



PROTIP: Preserve your health meter by isolating enemies one-on-one. Back yourself into a corner or line them up in a corridor.



PROTIP: Make sure you obtain the green shoes so you can get past the green slime in the prison cell.



PROTIP: Killing the Necromancer yields the sixth part of the Elder Sign and opens up access to the ruins in the forest and the final area, the Dark Tower (bring a lantern).

Ecstastica II by Psygnosis			
Graphics	Sound	Control	Fun Factor
			
4.5	4.0	4.0	4.0
Price not available Available April RPG/adventure 1 player Multiple views			
Challenge: Intermediate Replay value: Medium ESRB rating: Not yet rated			
Minimum System Specifications			
• Win 95 • Pentium 60 • 8 MB RAM • 20 MB on hard drive		• SVGA graphics • Double-speed CD-ROM drive	

PC GamePro REVIEW

DOS, Win 95
By Major Mike

Star Command: Revolution hits the PC, surpassing other real-time strategy clones with some intriguing and addictive gameplay.

In Command

Star Command stands apart from the average Command & Conquer clone. First off, the game's nonlinear, so you can return to any previously conquered area, enabling you to escape from hopeless situations. There are also four alien races to choose from, each with different technologies and unique methods of attack. While the play mechanics are point-and-click, occasionally the game will focus more on exploration than on intense

STAR COMMAND REVOLUTION



PROTIP: The switcher ship is one of the most valuable. Build several in each area.

head-to-head battles, which adds welcome depth.

Star Command sports solid graphics and sound. The visuals show fine details on the various spacecraft, along with explosions that fill the screen. The sound effects are rich with excellent voice digitization. The music works well, but sometimes it obscures important sound cues.

All Hands Report In

Flawless controls complement the action. While the maintenance aspects, such as keeping inventories and servicing damaged ships, are confusing at first, they're easily mastered the more you play.

If you've tired of Red Alert, chart a course for Star



PROTIP: Use the switcher ship to move the mother ship near an enemy base. Then use the mother ship to build offensive weapons near your enemy.



PROTIP: Build up an attack squad before assaulting a tough enemy. When you unleash your attack, surround your enemy rather than taking him head on.

Command. This is one galactic battle that kills hours as fast as you kill enemies. **G**

Star Command: Revolution By GT Interactive

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5

\$49.99

Available now

Real-time strategy

4 players

Overhead view

Challenge: Advanced

Replay value: High

ESRB rating: Kids to Adults

Minimum System Specifications

- DOS 5.0 or higher
- SVGA, 256 colors
- 486/66 or higher
- Sound Blaster 16 and compatibles
- 8 MB RAM
- Double-speed CD-ROM drive
- 15 MB on hard drive



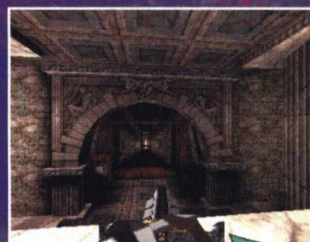
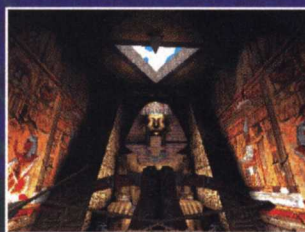
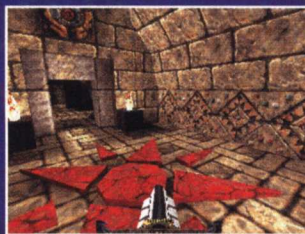
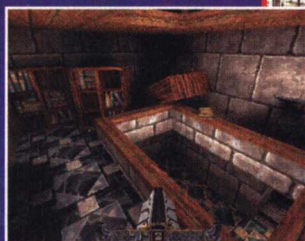
Hexen II

Win 95

Hexen II continues the sword-and-sorcery adventure that started with Heretic. This game, however, uses the Quake engine and polygonal objects for an effect that's more 3D. Gamers can play as four characters: A necromancer, an assassin, a crusader, and a paladin. As usual, each has their own selection of weapons and spells. As the game progresses, characters

can also develop skills, such as immunity to poison and stealth capabilities, and their weapons and spells can also be upgraded. For multiplayer mayhem, Hexen II supports co-op and death-match modes. We'll have a hands-on preview of this promising title in an upcoming issue. —Major Mike

By id Software and Activision
Availability date not yet released





Meat Puppet

Win 95

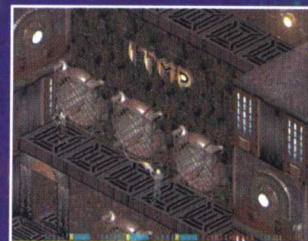
Playmates is courting the Crusader: No Remorse crowd with Meat Puppet, an impressive ¾-overhead shragfest with a delightfully twisted feel. Playing as Lotos Abstraction, a party girl forced to turn assassin, you set out to terminate the leaders of six diabolical corporations. An Aeon Flux look-alike, Lotos is decked out in slick

body armor and blasts away with a killer gun that you aim by sweeping a cursor anywhere onscreen. MP's six huge 3D levels are packed with some of the creepiest enemies ever to grace a game—for instance, the level set in a genetics corporation features toddlers that hunt you down with cleavers. Beautifully detailed graphics bring all the eeriness to life.

MP's charm lies in its macabre yet humorous sensibility, but there's plenty of adrenaline-choked action to keep you bustin' chops, too. If intense Crusader-style mayhem sounds like a recipe for fun, Meat Puppet's

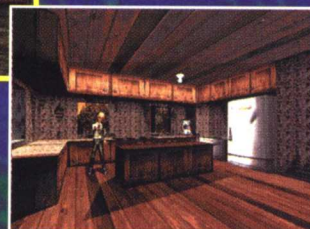
gonna hook you like a side of beef in the meat locker.—*Air Hendrix*

By Playmates Interactive
Available June



Redneck Rampage

DOS



Taking tongue-in-cheek aim at all things rural, Redneck Rampage is a 3D first-person shooter that uses the Duke Nukem engine. The game takes place in the bogus town of Hickston, Arkansas, where aliens have kidnapped the locals and replaced them with killer clones.

Several weapons, including bear traps, double-barreled shotguns, and dynamite, are available to help you battle these invaders. There are 14

levels to blast through, including Stanky's Bar & 'ill, a trailer park, and a mortuary. This humorous rampage gives new meaning to the phrase "Southern hospitality."—*Major Mike*

By Interplay
Available April





Comanche 3

Win 95

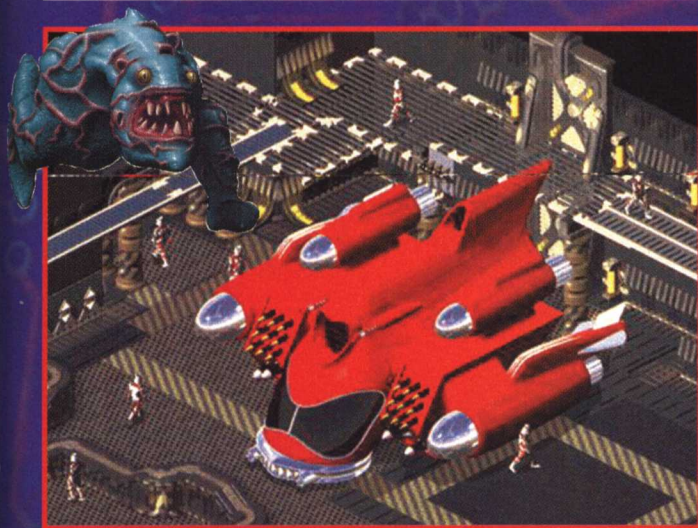
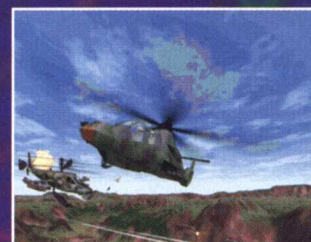
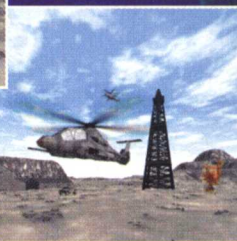
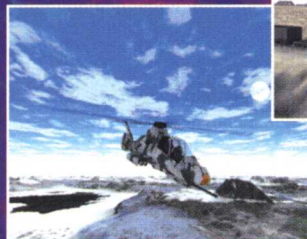
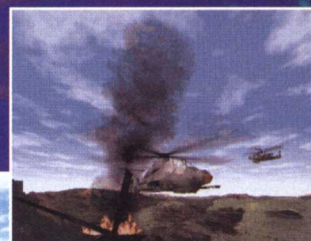
NovaLogic takes to the air for a third time with its latest attack chopper sim, *Comanche 3*. This *Comanche* is armed with the new Voxel Space 2 graphics engine that uses impressive texture-mapped 3D polygons and may deliver unparalleled visual realism.

You grab the stick for 30 real-time missions that send you into some very unfriendly skies where you go head-to-head against Russian Hind choppers, T-80 assault tanks, and even a moving train. A multi-player option enables two to eight pilots to enlist, and you need only one copy of the game.

With other promising flight sims like *Viper* and *Falcon 4.0* crowding the PC tarmac this spring, it'll be interesting to see if *Comanche 3* can really get off the ground.

—Major Mike

By NovaLogic
Available May



X-COM: Apocalypse

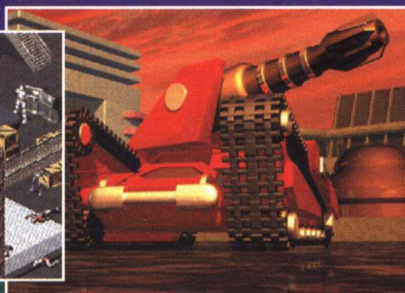
DOS

Win 95

The third in the popular strategy/combat series, *X-COM: Apocalypse* opens as the aliens are once again on the march, this time taking over the bodies and minds of key citizens in the city of MegaPrime.

At the helm of the X-COM forces, you can choose either the turn-based tactical action of the previous X-COMs or a new, more intense real-time combat mode. Gameplay begins in an exploratory mode where you investigate possible alien incidents and research better technology to face the threat. As the invasion proceeds, gamers face tougher battles against larger alien forces, culminating in the invasion of the alien home world. MicroProse reports that its new randomization feature resets the game's parameters so that no two games are alike.

—Air Hendrix





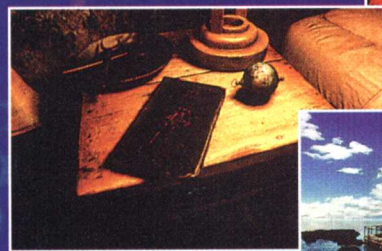
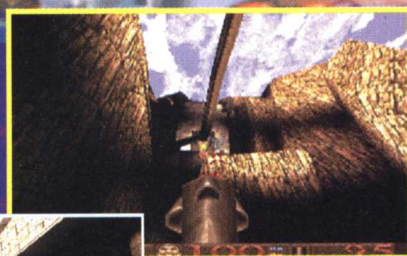
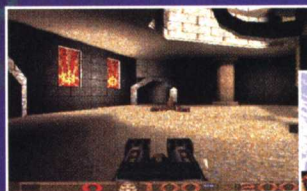
Quake Mission Pack #1: Scourge of Armagon

Win 95

For those of you who played the hell out of Quake, Activision's loading up a new shragfest that serves up more missions, new weapons, and new monsters. Mission Pack piggybacks onto the existing Quake game with three new episodes: Fortress of the Dead, Dominion of Darkness, and The Rift. Quake nuts will find new weapons like a laser gun and lava nails, and new booby traps like razor-sharp pendulums. The game's a lot of fun to play, but it may be too difficult for Quake novices.

—Major Mike

By Activision
Available now

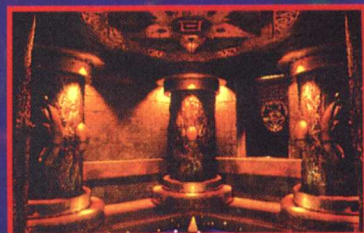


Riven: Sequel to Myst

Win 95

Mac

As anticipation builds for Myst's long-awaited sequel, Broderbund's keeping a tight lid on details about the game so as not to ruin the surprise. But we do know that Riven's set in the future after Myst, and begins as



Atrus returns to ask you for help in freeing his kidnapped wife. As expected, Riven will still be all about exploring a fascinating environment, and the development team's also focusing on enriching the game's interactive, storytelling, and visual sides.—Air Hendrix

By Broderbund Software
Available Summer '97



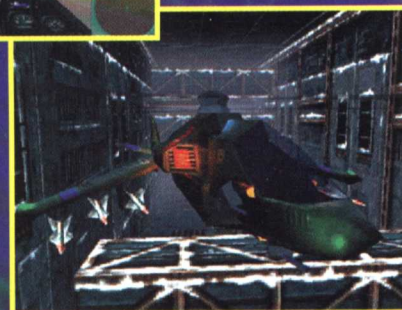
Extreme Assault

Win 95

DOS

Extreme Assault's whirling toward the PC with a healthy dose of arcade-style chopper action. This 3D shooter challenges you to fend off the advancing aliens that want to transform Earth's atmosphere into something that they can breathe—and we can't. Not for the flight-sim crowd, the combat-heavy missions task you with releasing imprisoned scientists and trashing atmospheric converters from the controls of a futuristic chopper and (occasionally) a tank. With MMX-tuned graphics, Extreme's headed for an impressive visual showing.—Air Hendrix

By Blue Byte Software
Available June





T H E N E W E S T

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Drop that remote. Two action-packed *Star Wars* games have arrived - specially enhanced for the PlayStation™ game console. *Dark Forces™* surrounds you with its visceral brand of first-person fire-power, while *Rebel Assault II: The Hidden Empire™* launches its perfect combination of live-action video and intense space combat. Two thrilling *Star Wars* experiences - both designed to take maximum advantage of the power found in Sony's stellar game system. Who said there's nothing good on TV?



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Hot at the Arcades

The bone-crunchin', quarter-munchin', intensity-laced fighting series returns to arcades looking to reclaim its number one spot.



By Johnny Ballgame

Tekken 3's jammed with all the mad maliciousness and fist-flailing fun the series is known for. Judging by the 60 percent test version *GamePro* was able to play, Tekken 3 looks like it will join its predecessors on the list of all-time best arcade fighting games.

Fierce and Fast Fists of Fury

Tekken 3 is the first game to utilize Namco's new System 12 technology, and the improvements are remarkable. The game runs 50 percent faster than Tekken 2, and the increased speed is visible in every move from King's Suplex to Law's Backflip Kicks. System 12 also enables Namco to fill the backgrounds of each stage with more details, to depict each fighter's movements more realistically through motion-capture, and to add new moves and combos for every character.



An unorthodox fighter like Eddy can throw even the most poised fighters off their game.

Long Live the King

Gameplay has always been the Tekken series' strongest selling point and Tekken 3 follows this trend with truly stellar beat-em-up action. The four-button control setup is identical to Tekken 2's, but it's even more responsive, making combos and special moves easier to pull off. Innovative new moves include Lei's Art of the Drunken Fighter, where he tries to rip off his opponent's head, and Xiaoyu's treacherous Crane technique, where her quick, low-to-the-ground strikes are difficult to defend against.



Hwoarang's long reach and kicking strength are a truly fearsome combination.

Rise of the Phoenix

What do you get when you combine the latest technology with traditionally topnotch gameplay? The hottest arcade game



Jin's strong moves and fast fists make him one of the favorites to win the tournament.

of the year! With its graphical improvements and the promise of sub-bosses that will become available on a time-release basis, Tekken 3 will be one of the most talked-about games in '97. Start saving your quarters now—the crowds to play should be the biggest to hit the arcades in quite some time.

Developed and published by
Namco
Available now

60% COMPLETE

Eddy Gordo



This mystery man's athleticism is shown through his unique hand-spring attacks.

SPECIAL MOVES

Barbed Wire

Tap \swarrow , LK

Boomerang

Tap \rightarrow , hold \rightarrow , tap (LK RK)

Satellite Moon

Tap RK, LK

Slippery Kick

Tap LK, RK

Fruit Picker

Tap \swarrow , (LK RK)

Bushwacker

Tap \swarrow , LK, LK

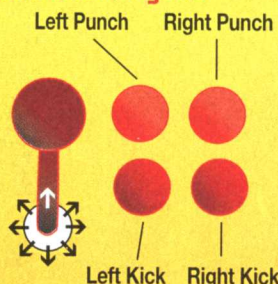
Monkey Trick

Tap \rightarrow , RK

Crying Needle

While crouching, tap (LP RP)

Controller Legend



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

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

Tap = Tap the indicated buttons or directions in sequence.

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

() = Execute commands in parentheses simultaneously.

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

Tekken 3 Move List

Rewinder

Tap (LP RP)

Hot Plate Special

During Rewinder, tap LK

Twister

During Rewinder, tap ↓, RK

Jumping Jacks

During Rewinder, tap ↑, LK



Paul is the essence of bad-boy machismo, and his punches still pack a wallop. Fortunately, he's not quite as cheap as he was in Tekken 2.

SPECIAL MOVES

Phoenix Smasher

Motion ↓ ↘ → RP

Bone Breaker

Tap ↓, RK, RP

Neutron Bomb

Tap →, →, RK

Triple-Kick Combo

Tap →, hold →, tap LK, RK, RK

Hammer Punch to Power Punch

Tap ↓, LP, RP

Hangover

Tap ↓, LP, RK, RP

Gut Buster

Hold ↓, hold ↘, tap RP, LP

Flash Elbow

Tap →, hold →, tap RP

Stone Breaker

Hold ↓, hold ↘, tap RP, RP

Thruster

Motion ↓ ↘ → LP

Push Away

When standing close to an opponent, tap →, hold →, tap (LP RP)

Hammer of the Gods

Tap →, (LP RP)



King's all yoked out and ready to rumble with powerful new moves and throws.

SPECIAL MOVES

Exploder

Tap (LK RK)

Konvict Kick

Tap →, →, RK

Stagger Kick

Tap ↓, (LK RK), RK, RK

Head-First Lunge

Tap →, →, (LP RP)

Frankensteiner

Tap ↘, (LP RP)

Jaguar Lariat

Hold →, tap (LP RP)

Elbow Drop

Tap ↓, (LP RP)

Disgraceful Kick

Hold ←, tap RK

Break Neck Speed

During sidestep, tap (LK RK)

Leg Breaker

Hold ↓, tap ↘, LP

Head Spinner

Tap (LP RP), LP

Moonflip Body-Press

Tap (LP RK)

Lei



Lei learned some new tricks between games, like the Art of the Drunken Fighter. He's definitely one of the coolest characters.

SPECIAL MOVES

Play Dead

Hold ↓, tap (LK RK)

Spring Kick

As you lie down, with your opponent standing near your head, tap (LK RK)

Turn Around

Hold ←, tap (LK RK)

Flit-Flip-Flop

With your back turned to your opponent, tap (LK RK), (LK RK), (LK RK)

Rave Spin

Tap ↙, LK, LK

Tornado Kick

Tap LK, RK

Beating Middle Kick

Hold →, tap RK, RP, LP, RP, RK

Clean Sweep

Tap RK, LK

Cannonball

Hold ←, tap (LP RP)

Snakebite

Tap ←, (LP RK), RP, RP, RP

Kiss My Fist

Tap →, (LK RK), LP

Staggering Slide

Tap →, (LK RK), (LK RK)

Art of the Dragon

Tap ←, (LP RK), (LK LP)



Jin's the son of Jun (from Tekken 2), but his style is more reminiscent of Kazuya, only with added flare and power.

SPECIAL MOVES

Flash-Punch Combo

Tap LP, LP, RP

Demon Scissors

Tap RK, LK

Dragon Uppercut

Tap →, pause, motion ↓ ↘ LP

Spinning Demon

Tap →, pause, tap ↓, hold ↘, tap RK, RK

Lightning-Scream Uppercut

Tap ←, (LK RK)

Roundhouse to Triple-Spin Kick

Hold ↗, tap RK, RK, RK, RK

Twin Lancer

Tap ↘, LP, RP

Shoot the Works

Tap LP, RP, LK, RK

Tooth Fairy

During a sidestep, tap RP

Double Lift Kick

Hold ↓, tap (LK RK)

Demon's Paw

Tap →, →, RP

Stonehead

When in close, tap →, hold (→ RP LP)

Law



Law is the easiest to win with.

SPECIAL MOVES

Catapult High Kick

Hold ↑, tap RK

Rave War Combo

Hold →, tap RP, RP, RP

Rainbow Kick

Hold ↓, hold ↑, tap (LK RK)

Slide Kick

While crouching, motion ↘ ↓, hold ↘, tap LK

Low Kick to Somersault

Tap ↓, RK, LK

Body Blow to Somersault

Tap ↓, RP, LK

Triple Head Kick to Somersault

Tap ↓, LK, LK, LK, LK, RK

Back Flipper

Tap (LK RK), LK

Dragon's Tail

Tap ↙, RK

Junkyard Kick

Tap ←, RP, LK, RK

Elbow Spring Kick

Tap ↙, RP, RK

Poison Arrow

Hold →, tap RP, LP

Xiaoyu



Xiaoyu's crane technique is deadly.

SPECIAL MOVES

Storming Flower

Tap ↙, LP

Art of Phoenix

Tap ↓, (LP RP)

Art of Phoenix to Firecracker

During Art of Phoenix, tap RK, LK

Art of Phoenix to Flower Garden

During Art of Phoenix, tap ↘, RK, RK

Flower Power

During Art of Phoenix, tap ↑, RK, RK

Sunflower

While getting up, tap RP

Hydrangea

Tap ↑, (LP RP), RP

Flapping Wings

Tap ↓, LP

Nutcracker

Hold ↙, tap RK

Raccoon Swing

Tap →, →, LK

Fire Dancer

While crouching tap LK, RP, LP, RK

Butter the Bread

Tap ↘, LP

Nina



Nina's still a nasty brawler, and definitely a character to be reckoned with.

SPECIAL MOVES

Forward Flip Kick

Tap →, hold →, RK

Can Opener

Tap ↗, RK, LK, RK

Jail Crusher

Tap LP, RP, hold ↓, tap LK, RK

Double Explosion

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

Geyser Cannon Combo

Tap ↙, RK, LK

Right Backhand Body Blow

Tap ↙, LP

Assault Bomb

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

Twisted Mind

When opponent is down, tap ↓, (LK RK)

Bad Habit

Tap →, hold →, tap LK

Wipe the Floor

While crouching, hold ↘, tap RK

Panther Claw

Tap →, hold →, tap RP

Left Backhand Body Blow

Hold ←, tap LP

Hwoarang



Hwoarang can fight as either a lefty or a righty. His kicking combos and air juggles are reminiscent of Baek.

SPECIAL MOVES

Motion Switch

Tap (RK LK)

As a Righty

Machine-Gun Kick High

Tap LK, LK, LK, LK

Flying Eagle

Tap LK, RK

Power Blast

Hold →, tap LK, (LP RK)

Hunting Hawk

Tap ↗, LK, RK, LK

Bird Hunter

Tap ↓, RK, RK

Hot Feet

Tap RK, RK, RK, RK

As a Lefty

Chainsaw Kick

Tap RK, LK

Bad Dancer

Tap →, LK, RK

Screw Kick

Tap →, hold →, tap RK, LK

Yoshimitsu



Yoshimitsu's back to slice opponents with his sword and take home the championship. His Harakiri move is still one of the craziest moves in the game.

SPECIAL MOVES

Crouching Spin Kicks

Hold ↙, tap LK, LK, LK, LK, LK

Death Splash

Tap ↙, LP

Knee Cap

While crouching, hold ↘, LK

Slap-U-Silly

Hold ↙, tap RP, RP, RP, RP, RP, RP

Harakiri

Tap (↓ LP RK)

Samurai Cutter

While crouching, tap ↙, ←, LP

Kangaroo Kick

Tap RK, LK

Shark-Attack Blow

Tap →, →, (LK RK), (LP RP), (LK RK)

Door Knocker

Hold ↘, tap LP, LP, LP, LP

Deathcopter Trick

Hold (↗ LP RP), tap ←

Indian Style

Hold (↓ LP RK)

Ants In Your Pants

Tap (↑ LP RP)





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DARKSTALKERS

JEDAH'S DAMNATION

Capcom counts to three twice—first with Street Fighter and now with its latest entry in the Darkstalkers series.

By Major Mike



Fifteen fighters take the stage in Jedah's Damnation—the most ever in a Darkstalkers game!

They're baaaaack! Darkstalkers goes a third round with Darkstalkers: Jedah's Damnation. The cast from Night Warriors: Darkstalkers' Revenge returns with a few omissions—Huitzil, Pyron, and Donovan, namely—but the “?” at the bottom of the fighter-select screen may mean they'll resurface as hidden characters. Joining the lineup are four new characters (see “The New Fighters”) with some awesome powers of their own.

The game is still 2D, but one of the new features is the elimination of fighting rounds, which results in one long, uninterrupted battle. New combat stages add to the visual im-



Newcomer Jedah teaches Demitri the definition of pain.

pect, and some of the old ones have been modified with new background elements.

Ghastly Story

The story line takes place in the Darkrealm. All is chaotic there following the defeat of Huitzil and Pyron in the last tournament. Jedah, one of the ancient Three Lords of Darkrealm, has gathered the Darkstalker fighters for another battle.

Stay tuned to *GamePro* for more on this fighter that's sure to curse arcades with long lines and big crowds. **G**

Developed and published
by Capcom
Available Summer '97



The Frankenstein monster, Victor, smashes Sasquatch on the head.

The New Fighters



B.B. Hood

Q-Bee



Despite her innocent looks, B.B. Hood's a bounty hunter who isn't afraid of the big bad wolf. She packs an Uzi machine gun and a rocket launcher.



This queen bee looks harmless, but she can deliver a nasty sting to opponents that makes them swell up. Here, she stings Hsien-Ko in the face.



Lilith

Jedah



This young succubus looks a lot like Morrigan but has her own distinctive arsenal of attacks.



Jedah is the only new male character. In addition to some projectile attacks, he also uses a large Grim Reapersque scythe.



B. B. Hood and Jon Talbain square off.



Q-Bee unleashes a nasty swarm on Felicia.

NEW ADVENTURE! Escape from Scary Larry's Ghost Town

You're stranded, all alone, in a deserted town. It's getting dark, the wind's picking up, and you hear the distant howl of creatures in the night. To make things worse, the town's rumored to be haunted! Scary Larry had promised to come back for you but he's nowhere in sight. It's up to you and your quick wits to get out of town alive!

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Robert Shockley
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(1 min.16 sec.)

Peter Palestino
Philadelphia, PA
(1 min.16 sec.)

John Stephens
Garland, TX
(1 min.18 sec.)

Tony Chan
Brooklyn, NY
(1 min. 26 sec.)

Jeremy Bowman
Washington, DC
(1 min. 26 sec.)

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SEGA SUPER GT

Sega sizzles the track with its latest high-performance racer.

By Johnny Ballgame



Super GT's behind-the-wheel action really gets your blood pumping!



These classic high-octane cruisers feature both smooth looks and rides.



Pull into the fast lane of driving excitement with Sega Super GT, a road-roaring track burner that will overheat racing fans on sight.

Fearsome Foursome

Super GT features four ferocious roadsters, ranging from a Porsche to a Viper, each with its own strengths and weaknesses in the areas of balance, control, speed, and cornering. Four crazy courses, including the mysterious Aztec ruins and a seaport city at night, test your skill. Controlling your vehicle is both fun and realistic: Super GT is easy to sit down and play, yet difficult to master due to the force-feedback steering system which reacts pretty radically to bumps and potholes in the road.

Processing polygons at the speed of 1 million per second, Sega's Model 3 board does the best job of capturing details of any arcade racer. At one point, you drive through an underwater tunnel that's surrounded by sharks and dolphins — the sight will knock your driving gloves off!

Super Sega

Mind-blowing, lead-foot-convolving graphics coupled with nitro-charged driving should speed Sega to the top of the arcade circuit. Racing fans of all ages, start your engines: Sega Super GT's the most fun you'll have racing without needing an airbag.

Developed by AM2
Published by Sega
Available now

80% COMPLETE



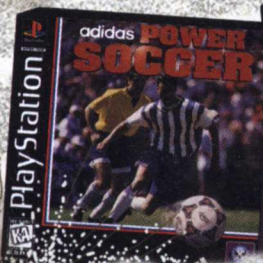
Super GT Track: Twilight Airport





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The Rampage Heard Around the World!

Look out, King of the Monsters! Rampage, the bash-and-smash title of yesteryear, gets a complete graphics facelift with this new version of the arcade classic.

Revamped Rampage

Dubbed Rampage World Tour, the game allows you to pick from one of three former scientists who have mutated into gigantic monsters (see "The Terrible Trio"). Each monster is loaded with special abilities and attacks, like the groin attack, and can also perform secret moves.

The object is simple: Wreck cities and score big points before the air force shows up. If you're low on health, you can eat civilians for an energy

boost. Just watch what you munch because some items make you sick!

Wreckin' Time!

The titanic beasts face 130 levels that each take place in

RAMPAGE WORLD TOUR

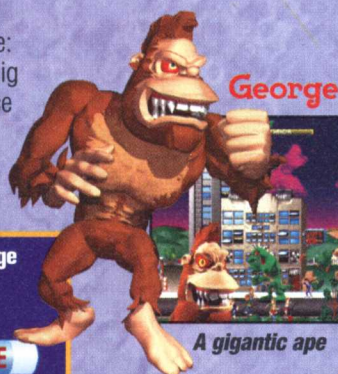


a major international city. There are also several hidden areas, including Area 69 and Hades, to trash for extra points. Not enough for your monster chops? Then find the four bonus levels where players are pitted against each other in a battle to the death!

Can the world survive? Can Rampage survive the test of time and be a hit again? Do you have enough quarters? Find out when Midway unleashes the World Tour this spring.

—Monster Mike

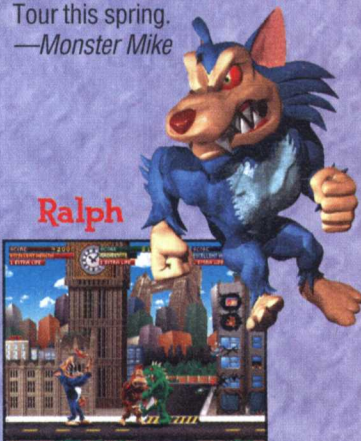
The Terrible Trio



George



Lizzy



Ralph

A gigantic ape

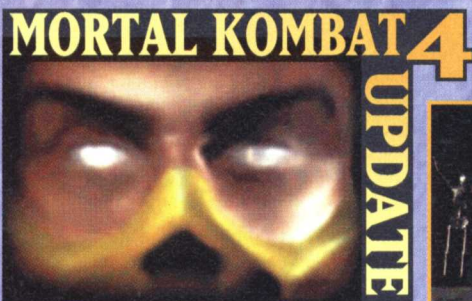
A large leapin' lizard

A whopper of a wolf

Developed by Game Refuge
Published by Midway
Available Spring '97

90% COMPLETE

Bloodthirsty fighting fans have been craving the latest info on Mortal Kombat 4, but there just hasn't been any—until now! MK4 will be the series' first 3D fighting game, featuring the latest Midway hardware that promises a faster-playing game and characters composed of over 3000 polygons each. Both Rayden and Scorpion are set to return. MK4 is seeking a decisively darker



tone, eliminating both Babalities and Friendships. Check out GamePro Online (<http://www.gamepro.com>) for the latest facts, rumors, and pics and watch for more info in future issues of GamePro.—Johnny Ballgame



The wrath of Scorpion!

All the screens shown here seem to be taken from the game's introduction.

Developed and published by Midway
Available August

50% COMPLETE



Sub Zero, Liu Kang, and Sonya look ready to return in MK4.



Rayden's return!

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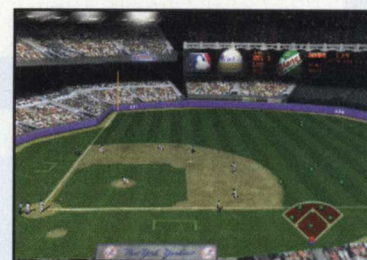
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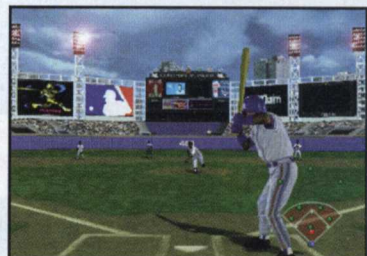


PHOTO REALISTIC PLAYER GRAPHICS



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FROM JON MILLER

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EAST SEASON

BERNIE WILLIAMS

HOMETOWN		SAN JUAN, PR		9/12/68		HEIGHT		POSITION		6'3"	
WEIGHT		205 lbs		BATS		CT		SWITCH			
JERSEY #		51		AB		551		AVG		.305	
		H		160		2B		26			
		R		108		RBI		102			
		CS		4							
FLD%		.986		SLG%		.535		OBP		.391	

PLAYER STATS

FULL SEASON TEAM AND
PLAYER STATS





MARIANO RIVERA

DAVID WELLS


ANDY PETTITTE


DAVID CONE

JEFF NELSON

W	L	PCT
21	8	72.4%
G	SV	IP
15	0	221

PITCHER





MIKE BIELECKI

GREG MADDUX

JOHN MADDUX

TOM GLAVINE

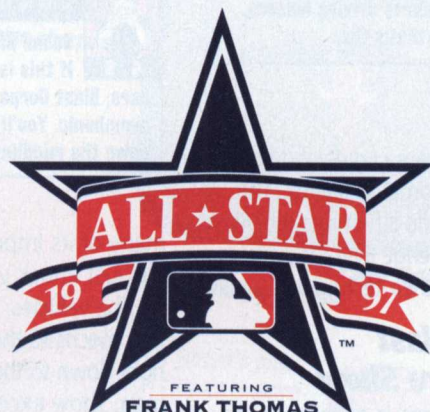
MARA WOHLERS

W	L	PCT
24	9	75.0%
G	SV	IP
15	0	253.1

PITCHER

RESTORE

TRADE PLAYERS BETWEEN TEAMS



A PERFECT GAME

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Nintendo 64

PREVIEW



Blast Corps

(By Capcom)

By Slo Mo



\$69.95

Action/strategy

64 megs

1 player

Available now

60+ levels

Are you the kid who constructs Lego buildings, then pulverizes them with Tonka trucks? Is dynamiting buildings into rubble your idea of "high art?" Any way you cut it, recruit—the Blast Corps wants YOU!

Construction Destruction

Blast Corps is like Pilotwings with a kamikaze twist. It's a multifaceted game that melds a slick vehicle sim and a mind-thumping action/strategy challenge with massive destructive force.

The name of this game is to utterly destroy buildings so as to clear a path for a runaway truck that threatens to turn the world into a radioactive wreck. As you plow through the 60-plus levels, however, you undertake side missions to find six nuclear scientists and assemble a motley fleet of vehicles.

Eventually, you commandeer 12 vehicles, including a bulldozer, a dump truck, a motorcycle, and robots. You even guide a little man.

This mechanical melting pot deepens the multifaceted gameplay. Blast Corps wheels and deals as a vehicle sim, with each piece of equipment producing unique handling characteristics and unique ways of destruction. In some levels you run a lap-based road race against the clock; in others

Every level is packed with a multitude of intricate tasks in a mad race against the clock. Here you drive the truck to the Ram Dozer by the crane. Run the little man to the Ram Dozer. Drive the Ram Dozer onto the platform. Then run the little man to the crane. Lift the Ram Dozer and swing it to the other side of the tracks. Then run the little man across a bridge to drive the Ram Dozer. That's only the start!



Control

5.0

Impressive precision enables you to do a great job of orchestrating the unique movements of a wide variety of machinery. Mastering maneuvers with the analog joystick requires driving lessons, but even that's fun.



Graphics

5.0

The graphics are...well... explosive! The vehicles and the robots rock, and the fine animation endows each one with a distinctive look and feel.



Sound

4.5

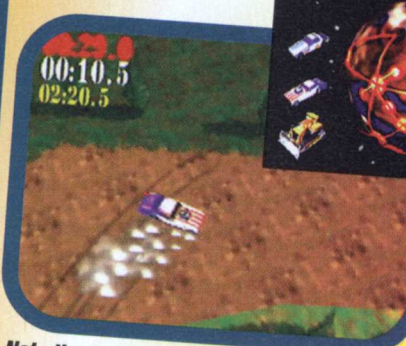
Boom! Blam! Kerrrrunch! If this is music to your ears, Blast Corps is positively symphonic. You'll probably tune down the middling tunes.



Fun Factor

5.0

Clearing a path for the rolling A-bomb is a progressively tough challenge, but running all the hardware is such a kick that you'll have a good time anyway. Over 60 levels and hidden areas within hidden areas give you your money's worth, too.



Note the two sets of skid marks. Dynamic, real-time graphics enable the game to retain the skids the car made on its first lap.



This crisis spans the globe.



you operate cranes and barges to overcome obstacles. The controls do a first-rate job. Blast will challenge average gamers to hone their technique.

The Blast Picture Show

Blast Corps is a visual tour de force. Although it doesn't immediately blow you away,

many of its impressive details will just knock you out.

The vehicles, from the futuristic mechs to the bulldozer right down to the little running man, show excellent details. The awesome-looking explosions whip you into a build-

ing-smashing frenzy. Blowing up stuff never looked so sweet.

Hard Corps

Maybe using a Wrist Rocket to launch Hot Wheels at your sister's Barbie Dreamhouse is more fun, but when it comes to video game destruction for brains and brawn, Blast is definitely the master. **G**



The J-Bomb mech busts a dive-bombing header. The Blast Corps explosion animations look spectacular.



PROTIP: All the autos (even the van) have similar performance characteristics.



PROTIP: The Ram Dozer pushes TNT crates the most efficiently.



The Thunderfist packs major wallop in its massive single arm.



PROTIP: The Thunderfist mech covers territory more quickly if you press A, the attack button, to make him roll.



PROTIP: You must learn to swing the rear end of the Backlash dump truck at targets.



Ballista's the quick, missile-firing motorbike that pumps some explosive firepower.



PROTIP: You don't need all the machinery to play through the game, but you must have them all to ultimately complete this epic blast-a-thon. Scour the bonus areas.



Blast Corps paints gorgeous graphics and primo animations.

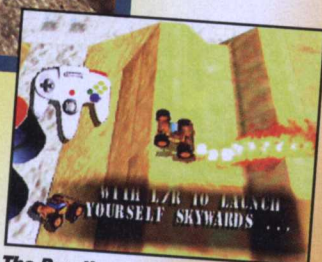
PROTIP: If a structure has absorbed enough blows, you can save time by destroying it with simple "nudging" as opposed to an all-out crash.



PROTIP: Don't skip the cinema sequences that introduce each level. They reveal your path from beginning to end.



PROTIP: To beat the clock during the race-car time trials, learn to power slide through the turns.



The Practice mode helps sharpen your driving skills.



The J-Bomb mech's the only flying machine, and it's waiting for you.

PROTIP: When you reach the end of a level and climb into the Eighteen Wheeler, be sure you don't park it in the nuke truck's path. If they collide, you're toast, even if you've completed every challenge.



PROTIP: It's tough to acquire the racing car in its bonus level. Find the translucent garage, then climb to the top of the cliff to find a hidden mine shaft.



PROTIP: The little man is slow, so give him plenty of time to run to vehicles and other machinery he needs to operate in order to complete the level.

PROTIP: The Side Swipe's side-mounted jackhammers require special Hammer Cartridges. Conserve them, or you'll never finish the level.



EVIL IS IN



Cold, alone, unsure even of your identity. A deadly virus courses through your veins.



A genetic lab holds the key to survival. As you unlock the mystery of your identity, more disturbing questions arise.



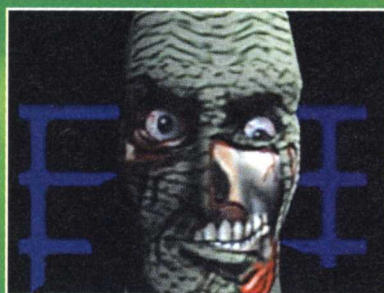
Change characters to master changing circumstances. Raz, the man of action. Millie, the mysterious woman who may be no stranger. And Pipo, the friendly robot.



YOUR BLOOD



Multiple perspectives and compelling cinematics bring the 3-D world to life. Can you find the cure in time to save yourself?



Challenging puzzles.
Intriguing storyline.
No compromises.

OverBlood
A 3-D Sci-Fi Adventure



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MechWarrior 2

(By Activision)

By Air Hendrix

Price not available

Available now

Mech combat

1 player

48 missions

12 mechs

In-the-cockpit view



MECHWARRIOR 2



Graphics

4.0 Mech 2 shines with cleanly detailed mechs, sizzling weapons effects, and nicely textured landscapes. The worlds look a little too polygonal and sterile, but you'll spend most of your time staring down incoming fire anyway.



Sound

3.5 The solid sounds perform just fine. The grinding guitar tunes wear thin, but the raucous roar of the weapons and exploding mechs commands most of your attention.

PROTIP: If you're surrounded in a slow mech, back up into a mountain in order to cover your back while shooting.



PROTIP: Group your weapons tactically to pack the biggest wallop in different situations.

For example, long-range energy weapons, short-range energy weapons, and homing projectiles are a deadly combination.



Control

4.0 With practice, Mech 2's responsive controls enable you to whip through the battlefield with ease. Still, a third-person view would've been real handy in crowded combat, and the mech-maintenance screens are too tricky.



PROTIP: If an enemy flies overhead, target a leg so they're immobile as soon as they land.



PROTIP: If you're armed with long-range lasers or missiles, play it safe by stopping as soon as you're within range of an enemy (the cross hair will turn red) and firing away from a distance.



PROTIP: Use light, speedy mechs to scout missions and plan a course of attack for the heavy-duty mechs.



PROTIP: If you've crippled an enemy by blasting off their leg, circle behind them so they can't pivot and target you, then finish the job.



PROTIP: It's often worth overheating and shutting down if you can tell that one more shot will finish off your opponent.



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WCW vs The World

(By T-HQ)

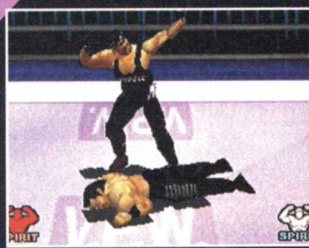
By Johnny Ballgame

\$49.99

Available now

Wrestling

2 players

WCW
VS. THE WORLD

Watch out! Hulkamania's runnin' wild on the PlayStation.



PROTIP: When your opponent is wobbly, go for the kill. Tap R1 to duck behind him, then tap ○ to strike him.



Control

5.0

Whether you're leaping off the top turnbuckle with a Missile Dropkick or pounding opponents with Powerbombs, WCW has the controls that make it easy to pulverize your opponents.



Fun Factor

4.5

From pillar to post, WCW vs The World gives wrestling fans what they've been lacking: A game with real wrestlers and real wrestling holds. WCW's one of the best wrestling titles ever to "walk the aisle" into the home arena. It pins Power Move in almost every respect.

Get ready to butt heads with the big boys of professional wrestling. Some of the WCW's most outrageous characters kick their way onto the PlayStation with the free-for-all fisticuffs and raucous, roughhouse style that's made them the most popular organization in the world of wrestling.

When it comes to options, WCW vs The World pile-drives its competition through the mat. An unprecedented 52 wrestlers from around the world are featured, including 12 of the WCW's top stars,

such as Hulk Hogan and Sting. Combatants compete in League Challenges, Tournaments, Exhibition, and Elimination matches, but it's the detailed mat techniques, barbaric brouhahas, and countless signature wrestling holds (from Lex Luger's Torture Rack to the Ultimo Dragon's Asai Moonsault) that will ultimately crown WCW "Lord of the Rings." **G**



PROTIP: Run at your opponent and tap × to deliver a fierce blow to the head.



Sound

4.0

Finish off an opponent in a submission hold and you'll hear the eerie crack of his bones breaking! The lack of a ringside announcer, though, is disappointing.



PROTIP: A head-butt where it counts is an effective way to injure your opponent.



Graphics

4.0

The polygonal wrestlers capture the authentic looks and attitudes of the real-life brawlers, while the hair-raising holds of havoc are performed with great detail.



PROTIP: When playing with a high-flyer like the Ultimo Dragon, throw your opponent outside the ring and, while pushing against the ropes, tap ○ to pounce on him with a special move.



PROTIP: After whipping your opponent into the turnbuckle tap ○ to hoist him up onto the ropes for a high-risk maneuver.



PROTIP: To perform a reversal, simultaneously tap □ and ○ when your opponent is punching or kicking.

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575G0



By The Rookie

Load the main guns, man the torpedoes, and clear the flight decks—BattleStations invades the PlayStation with seafaring arcade action that has a strategic flair.

This battleship combat sim lets you square off against tyrannical dictators with a fleet of warships. You build a task force from eight types of devastating ships, including aircraft carriers, destroy-



PROTIP: Send planes from the aircraft carrier on kamikaze runs to damage your opponent.

BattleStations



PROTIP: Use hit-and-run tactics to take out your opponent.

PROTIP: In the Campaign mode, use the patrol boat to finish off any severely damaged aircraft carriers.



PROTIP: Watch your ship's damage closely and send out the rescue helicopter at every opportunity.

ers, and even submarines. You can play head-to-head arcade-style against a friend or the computer, or complete strategic missions similar to those in Soviet Strike.

The graphics and sounds are superb. The ships show excellent detail that includes fighter squadrons taking off from the aircraft carrier. Equally well-done and realistic are the explosions and the near-misses that hit the water. The sonic concussions, confirmation from your subordinates, and the driving soundtrack create authentic audio.

will help you hone your navigation skills, though.

BattleStations is a solid combat game. It's tough sailing, but it's worth at least a weekend to see if it floats your boat for intense sea action. **G**

BattleStations by Electronic Arts

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.5	3.5

\$49.95
Available now
Battleship combat
2 players
Overhead view

Challenge: Advanced
Replay value: High
ESRB rating: Kids to Adults

PREVIEW

PLAYSTATION



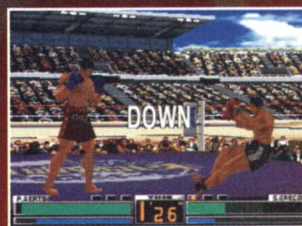
By The Rookie

Fight fans, get ready for a pugilistic party! K-1: The Arena Fighters is an authentic kickboxing game that requires you to use more than your fists to win.

K-1 showcases eight real-life kickboxers from around the world in One Player, Versus, Tournament, and Team Battle modes. As in real kickboxing, your fighter tosses fists and feet, enabling you to string together wicked combos. This game is pure kickboxing, so don't look for fancy fireballs or projectiles. You must analyze your opponent's style, and then fight accordingly.

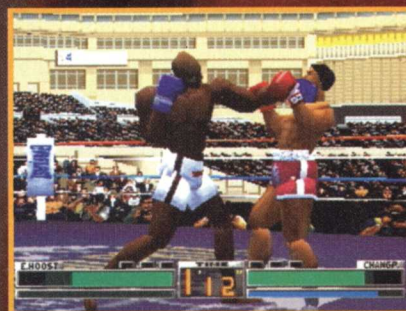
Each fighter exhibits lifelike movement via a well-defined, polygonal look, slick sounds, and excellent controls. A rotating camera brings the action right to you by displaying an awesome ringside panoramic view. The realistic punching and kicking audio effects are enhanced by the crowd chants and a flawless announcer. The ease of the controls enables you to orchestrate your fighter's every move with explosive precision.

Even though it's not a traditional boxing or martial arts sim, K-1 is the most realistic fighting game to date. Because of its limited array of fighters, though, you might want to rent it first to see if it deserves a permanent spot in your arena. **G**



PROTIP: Make your opponent swing and miss, then connect with a right cross.

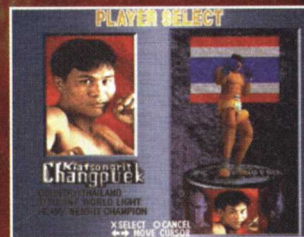
K-1 THE ARENA FIGHTERS



PROTIP: Wear down your opponent by using constant jabs.



PROTIP: When an opponent ducks, grab him by the head and give him a knee to the chops.



PROTIP: For the best success, use a fighter like K. Changpuek that's well balanced in both strength and speed.

K-1: The Arena Fighters by T&HQ

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.0

Price not available
Available now
Fighting
2 players
Rotating view

Challenge: Adjustable
Replay value: Medium
ESRB ratings: Kids to Adults

BRAHMA Force™

The Assault on Beltlogger 9



COMING SOON TO PLAYSTATION

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By Toxic Tommy

Wing Commander IV: The Price of Freedom does a workmanlike job of converting the PC game for PlayStation duty, but it's not for impatient, twitch-o-centric space aces. As you might expect from a four-CD game, Wing's packed with entertaining but lengthy video sequences. Moreover, numerous data loads noticeably break up the action.

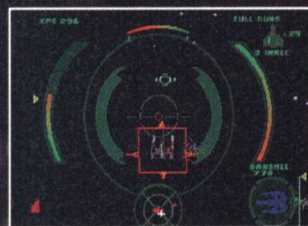
There's a good assortment of missions, which include deploying space commandos, intercepting base ships, and flying spy missions—all the while engaging in good ol' dogfights. It's a grand space epic, but unfortunately the actual combat's dry.

The dogfights feature sweaty chase-and-be-chased intensity, but they're chaotic, even though enemy ships

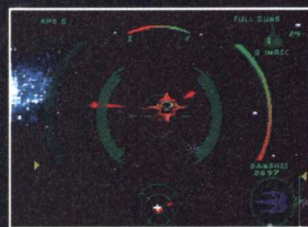


Wing's superb animations star.

Wing Commander IV: The Price of Freedom



PROTIP: Speeds in the green of the Speed Indicator are the most effective in dogfights.



PROTIP: When facing two enemy fighters, attack one, but as soon as red blaster bolts zip past your windshield, veer off.

PROTIP: Save your torpedoes. They're the only ordinance that can take out certain rebel ships.



Stars like Mark Hamill and Malcolm McDowell pump Wing Commander IV's appeal.

are few. Bogeys are as tough to track as runaway meteorites, and you rarely get a good look at them.

The graphics and sounds are a treat. The story cinemas and animated sequences are outstanding, but the gameplay visuals rely a little too much on radar blips. The macho dialogue drives energy into the voices, and with a Prologic sound system, the Dolby Surround is very cool.

Wing Commander IV presents an engaging story. With more interesting enemy encounters, this game could have taken wing. **G**

Wing Commander IV: The Price of Freedom by Origin

Graphics Sound Control Fun Factor



\$55
4 CDs
Available now
Space-combat sim
1 player
Supports analog joystick
Challenge: Advanced
Replay value: Low
ESRB rating: Teen

PREVIEW

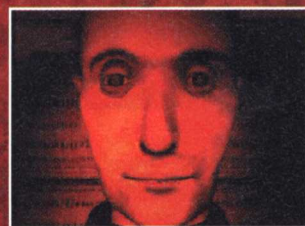
PLAYSTATION



By Bonehead

Sentient is a well-crafted, immersive sci-fi thriller. Fans of complex strategy will enjoy this thoughtful RPG-like adventure.

A careful search for information drives the gameplay. You're a medic who's crash-landed on

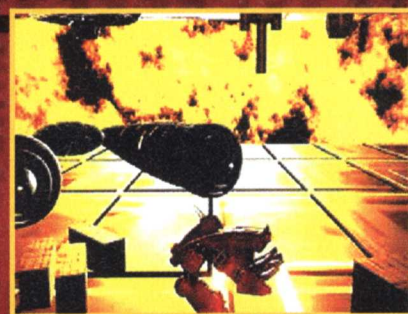


PROTIP: Ask questions using various facial expressions (press L1 or L2 as you speak), and you'll sometimes get different responses.

Sentient

a troubled space station that's not only on a collision course with the sun, but also has a murderer aboard. You conduct a first-person exploration of the station's six levels, interview the crew, and look for items so you can save everyone within 72 hours.

Easy-to-use menus facilitate your hunt for clues. With these effective controls, your character can form long, complete sentences and per-



PROTIP: The intro isn't just for show—it gives you clues you can follow up later.

form a multitude of simple tasks in his search to uncover the info needed to save the station.

The sound is the game's weak link. There are few voices, and the music isn't always appropriate for the slowly building strategy. Conversely, the graphics are strong, especially the detailed rendered 3D environments. The crew's goofy faces, however, are a letdown.

In Sentient you encounter no monsters or mayhem—you use your mind, not your trigger finger. But the intricacy and suspense make the brainwork rewarding (and replayable, too, with six endings). **G**



PROTIP: Eavesdrop on conversations to learn about plot developments and traits of characters you'll soon meet.



PROTIP: In the mazes, use the lighted columns as markers and work your way toward the center until you reach the inner gate.

Sentient by Psygnosis



\$59.95
Available now
Adventure/strategy
1 player
6 endings
First-person view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.

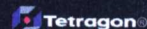


We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



NanoTek Warrior™



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By Johnny Ballgame

League of Pain is a barely above-average cybersports title that combines elements of basket-brawl and hockey in a game full of goals, punches, and horrendous camera angles.

Your team competes in an arena divided into halves with a spherical goal hovering over midfield. The object is to charge the ball in your end of the sta-



PROTIP: When you have an easy shot, take it—if you try to back up for more points, you're liable to lose possession.



dium and shoot it into the goal from distances that are assigned various point values.

Controlling your players is at times difficult, mainly because both the charge and pass options are executed with the same button, causing you to sometimes lose possession.

Graphically, the main problem is the lack of good camera an-

gles. Some of the views are too close, limiting your play perspective, while others are too far removed, making it difficult to see exactly what's going on.

FIFA-style crowd chants add excitement, but the announcers quickly become repetitive.

League of Pain is fun at times, especially with two players, but the camera angles and sometimes frustrating control doom it to strictly rental status. **G**



PROTIP: If the ball is in an area with a neutral color, go after power-ups rather than the ball.



PROTIP: Your opponent can't score if he can't charge the ball. Block his charger at all costs.



PROTIP: Use the forward slide to ram opponents and steal the ball.

League of Pain by Psygnosis

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.0	3.5

Price not available
Available now
Cybersports
2 players
Multiple views
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

PLAYSTATION



By Mister Blister

Marvel Comics' Incredible Hulk sulks onto the PlayStation with a mediocre effort. The Hulk has been captured by The Pantheon, and he must escape while assembling the missing pieces of



PROTIP: Don't destroy the crates! Use them to reach high places.



PROTIP: Cluster enemies together and execute the Floor Smash to take 'em out.



By Gideon

Interplay effectively brings the pool hall

to your PlayStation with Virtual Pool. You can play solo or challenge a friend to 8-Ball, 9-Ball, Straight, and Rotation. A thorough options menu customizes everything from camera angles, stick handling, and shooting the cue ball.

Impressive 3D graphics create a real-time, 360-degree environment that lets you move around and view the table from any angle. The controls are exact and enable you to plan each shot



PROTIP: Apply English by hitting the cue ball off-center and to the left for a left spin (or vice versa). This can also decrease ball speed.

THE INCREDIBLE HULK

The Pantheon Saga

a destructive time machine.

In 14 levels of mazes, enemies, and obstacles, Hulk goes green by punching, kicking, and using limited special moves.

All action is presented in a third-person perspective while you clunk through average-looking 3D environments that are hindered by an overuse of shading that hides details. With animation and sound effects that are as ragged as the Hulk's clothes, the whole incredible experience soon becomes repetitive. This one is a rental for diehard Hulk comics' fans only. **G**

The Incredible Hulk: The Pantheon Saga by Eidos

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.0	2.5

Price not available
Available now
Action
1 player
Third-person view
5 stages
Passwords
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

VIRTUAL POOL

using actual pool-table physics. Mixed tunes and good background sound effects complete the experience. Detailed instructions and a clear interface also make this pool game accessible to all skill levels. **G**



PROTIP: Always keep in mind how your shot affects the 8-ball.

Virtual Pool by Interplay

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

Price not available
Available now
Pool
2 players
Multiple views
4 games
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

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SATURN

PREVIEW



Herc's Adventures

(By LucasArts)

By Major Mike



Price not available
Available now
Action/adventure

2 players
Overhead view

HERC'S ADVENTURES



Greek gods like Zeus make cameo appearances!

Herc's Adventures is a 2D sprite game in a 3D polygonal arena, but so what? It's a blast to play, and a nice relief from the deluge of polygon-infested titles so commonplace for 32-bit systems these days.

You play as one of three heroes—Hercules, Jason, or Atlanta—on a quest to free

an imprisoned goddess. You start with a simple weapon, but you can gather special weapons and other items and power-ups, such as Pandora's Box and inflatable cow decoys, during your adventure.

One of the best things about Herc's Adventures is its epic scope. You travel across a gigantic landscape filled with Roman soldiers, monsters, and hidden areas. Some of the hidden areas are difficult to find and make for many hours of fun exploring.

Another excellent aspect of the game is the fun you'll have spotting famous relics of Greek mythology. Herc's throws in



PROTIP: Atlanta is the best character—her bow and arrow gives her excellent range when she attacks.



PROTIP: Instead of hitting enemies like the soldiers or the skeletons, pick them up and throw them.



PROTIP: Be careful when hunting the evil Medusa; the ground disappears when the lightning bolts strike.

everything from the Hydra to the Minotaur, all done with excellent hand-drawn animation. There's also a clever twist when you die: You're sent to the underworld, and you must fight your way back to the surface. The more you die, the farther back in Hades you start.

Herc's adventures are definitely worth undertaking. This is one of the most enjoyable games to hit the Saturn yet, and that ain't no myth. **G**



PROTIP: Be careful whenever you encounter Cassandra; her predictions often result in deadly results.

The Adventurers

Hercules



Attacks with his trusty club.

Jason



Uses a short sword.

Atlanta



Vanquishes enemies with her bow and arrow.



Graphics

5.0 Wonderful cartoon graphics provide an eye-ful, with huge bosses and superb animation. The cinematic interludes are also a plus.



Sound

5.0 Whimsical music accompanies your every move. The sound effects really shine, from the wimpy "ouch" of your character to the haunting taunts of Medusa.



Control

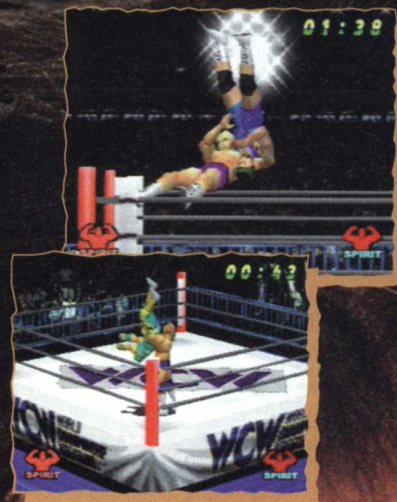
5.0 Moving your character is a breeze, as is maintaining the inventories of special items. The jumps are the only tricky part, but those are easy to master with practice.



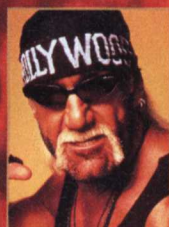
Fun Factor

5.0 Challenging bosses, humorous anecdotes, and gigantic landscapes—Herc's has it all. The gaming gods should be pleased with this Saturn offering.

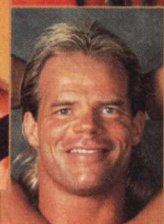
WCW VS THE WORLD



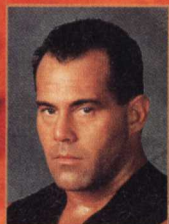
"...sets the standard for next generation
wrestling games..." EGM '97



Hulk Hogan



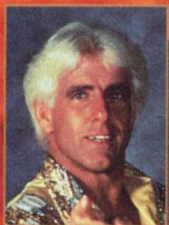
Lex Luger



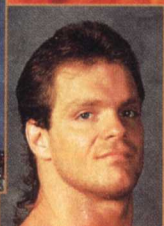
Dean Malenko



Eddy Guerrero



Ric Flair



Chris Benoit

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By Scary Larry

The Lost Vikings: Norse by Norsewest rediscovers the puzzle-solving and teamwork of the Super NES hit, along with new characters and much funnier dialogue. Unfortunately, sparse graphics and brain-teasing gameplay are not hot-sellers.

THE LOST VIKINGS: Norse by Norsewest



PROTIP: Always check overhead for hooks or other areas where Baleog can attach his mace and swing from it.

Vikings is tough, and the path to success is not always clear. Intellectually challenged gamers may give up in frustration early on. You can control either one of three characters or one of two characters, depending on the situation. You climb, swing, bash, and even fart your way through 31 challenging levels to solve puzzles and battle enemies. The otherwise solid controls have but one major hitch: transferring items between characters is a chore.

The graphics are tiny, detailed, and boring. At least the



PROTIP: Olaf's flatulence will propel him across small gaps.



PROTIP: Remember to utilize Olaf's shield as a platform.

challenging puzzles overcome the visual shortcomings.

The sounds, on the other hand, are excellent! Effects, like swords slicing the air, are crystal clear, and the nicely crafted vocals feature some of the funniest dialogue ever.

Lost Vikings will provide an entertaining evening of deep puzzles and fun gameplay. With better graphics, these Vikings might have found a permanent home with you. **G**



PROTIP: Use Scorch's fire to open some switches.

The Lost Vikings: Norse by Norsewest
By Interplay

Graphics	Sound	Control	Fun Factor
3.0	4.0	4.0	4.0

\$59.95
Available now
1 player
Puzzle/adventure
31 levels

Challenge: Advanced
Replay value: Low
ESRB rating: Kids
to Adults

SATURN PREVIEW



By Scary Larry

It's sad that puzzle/adventure games are sometimes written off as too complex by the uninitiated. Lunacy may strike first-timers as "too hard to play" initially, but even those not given to games like D or Myst should try it.

This slick, creepy game combines D's eerie, latent sensuality with Myst's otherworldliness to create a challenging, captivating, movie-like mystery. You're seeking your stolen memories on a



PROTIP: You must try your prison-cell gate three times before you get the key.

quest through two gigantic worlds, the World of Dark and the World of Light. You interrogate denizens to gather clues, and interact with environmental objects—pulling switches, picking up items, and solving puzzles. Lunacy moves at a leisurely pace, but the story line really grabs you.

The clean graphics depict imaginative renderings of people and places, though some objects look fuzzy. The sounds are likewise impressive. The vocals are rich, though some voice-overs don't match lip movements.

Lunacy is a thoughtful game, but be prepared for deliberate pacing and tough problem-solving. Overall, this is a nice little trip to the asylum. **G**



PROTIP: Visit the graveyard, then return to the flower shop for a flower to place on the grave. A man will approach you with some new info.

LUNACY



PROTIP: Picking up a key doesn't always automatically activate the key. If a door remains locked after you pick up a key, select the key from the menu, and try it again.



PROTIP: Look near the red rope for the matches. Later, in the abandoned bar, reach over the counter and grab the lamp.

Lunacy by Atlus

Graphics	Sound	Control	Fun Factor
4.0	5.0	5.0	4.0

Available now
1 player
Puzzle/adventure
2 CDs

Challenge: Advanced
Replay value: Low
ESRB rating: Kids
to Adults

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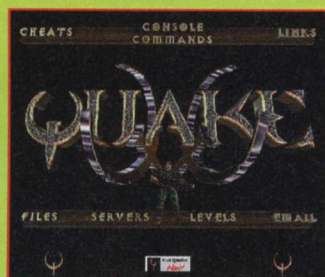
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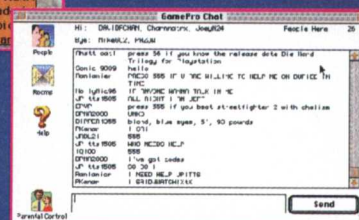
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By The Gun Nut

Konami's Contra games have usually been a cut above other action titles, but this Contra fails to live up to the legacy.

The game is still run-n-gun action, but Legacy sports a new 3D look that hampers the action: Off-screen enemies shoot you before you even see them, and precision jumping is difficult. There are also

CONTRA

Legacy of War

cheap hits galore, and battles with bosses are more wars of attrition than tests of skill.

The graphics are seamless but bland, plagued by occasional slowdown when the action gets intense. Some arresting visuals, such as bosses so large they fill the screen and a cool rendered-cinematic opener, top off the graphics, but these highlights are minimal. The music consists of a few stirring overtures, with almost inaudible sound effects.



PROTIP: Save your bombs to use against the bosses.

The simple jump-and-shoot control scheme is fairly responsive. The main rough spots are the loose jumps, which are especially annoying since one false move can cost you a life. At times, the game is more frustrating than fun.

Contra is worth a rental for the curious, but there are better offerings out there like Loaded and even Spot Goes to Hollywood. The Legacy of this Contra will be short-lived. **G**



PROTIP: Use homing weapons to find hidden areas containing weapon power-ups.



PROTIP: When you drive the pontoon boat, use the radar to find the big bosses and water mines.



PROTIP: When you ride the raft, jump to shore whenever you have the chance; the sea serpent will drop hard-to-shoot baby snakes on the raft.

Contra: Legacy of War by Konami

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.0	2.5

Price not available

Available now

2 players

Action

7 levels

¾-overhead view

Challenge: Advanced

Replay value: Medium

ESRB rating: Teen

PREVIEW

SATURN



By Dr. Zombie

Tunnel B1 combines a high-speed driving sim with a difficult corridor shooter. From a first-person view, you pilot a ship through endless mazes of obstacles, enemies, and dead ends. The easy-to-



PROTIP: Avoid harm to your ship by strafing, punching reverse, then re-engaging with another burst of gunfire.

Tunnel B1 by Acclaim

Graphics	Sound	Control	Fun Factor
3.5	2.5	3.5	3.5

Price not available

Available now

1 player

Corridor shooter

First-person view

Challenge: Adjustable

Replay value: Medium

ESRB rating: Kids

to Adults

Tunnel B1



PROTIP: You need to trigger a light barrier only once to create a response somewhere within the level.

handle ship packs machine guns, and you can acquire power-ups like rockets and smart bombs. The overhead map of each level is your key to victory.

Detailed graphics and smooth scaling create believable motion; however, the average sound effects grow repetitive. Although it doesn't feature groundbreaking gameplay, if you like flying and shooting, Tunnel B1 is captivating enough to be a good weekend rental. **G**

DRAGONHEART

FIRE & STEEL



By Gideon

Dragonheart: Fire and Steel brings last year's movie to 32-bit life.

You're a knight who battles rogues and mercenaries while searching for evil dragons to slay. You wield a sword and bow, but you can also call upon a friendly dragon for fiery support.

Most of the game is side-scrolling action requiring timed movements against obstacles and hack-n-slash swordplay against enemies. An innovative fatigue factor adds a wrinkle to

the combat by preventing you from attacking endlessly. Detailed backgrounds create a movie-like setting, but stiff character animation, average sounds, and a clumsy controller interface deter from Dragonheart's enjoyment. You're probably better off firing up the movie. **G**



PROTIP: Avoid fatigue by making the enemy come to you.

Dragonheart: Fire and Steel by Acclaim

Graphics	Sound	Control	Fun Factor
3.5	3.0	2.5	2.5

Price not available

Available now

1 player

Action

Multiple views

Challenge: Adjustable

Replay value: Low

ESRB rating: Teen



PROTIP: Barrels hide power-ups and items. Beware the ones that blow up!



By Para Noid

Puzzle Fighter combines addictive puzzle strategy with familiar Capcom fighting characters from Darkstalkers and Street Fighter Alpha 2.

You pick from eight characters, each with different puzzle skills, then try to match similarly colored gems to clear them out and drop 'em on your opponent. You can even perform combo moves by eliminating a series of blocks in succession. The one-player modes are entertaining, but the two-player head-



PROTIP: The Super Gem can clear out huge sections and get you out of tight jams—use this valuable item wisely.



PUZZLE FIGHTER II TURBO



PROTIP: Line the same-colored blocks in snakelike trails across the screen, then drop a Crash Gem on the bunch.

to-head mode is where you get intense puzzle action, providing hours of enjoyment.

Street Fighter and puzzle-game fans alike should definitely give this game a look. **G**

Super Puzzle Fighter II Turbo by Capcom

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	4.5

Price not available
Available now
Puzzle
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults



By Bonehead

Hardcore 4X4 is a slow, bouncy, one-player racing game. Racers should go elsewhere for fast, fun two-player action.

4X4 covers a nice range of tracks, non-licensed trucks, and climactic conditions. Unfortunately, the gameplay is slow. Without two-player action, you bounce endlessly with controls so squirrely you can't hit the gas without running into something.

The sound effects are the highlight—you hear your truck's every squeak. Graph-



PROTIP: Bump opponents into walls to get by them.

HARDCORE 4X4



PROTIP: Good suspension and superb traction make the Snow Spider the best truck for the Arctic Inferno.

ically, you can choose four views, but the tracks are too pixelated, the courses are undetailed, and the frame rate's slow.

Hardcore 4X4 is for desperate off-road fans; more demanding racers should steer clear. **G**



TNN Motor Sports Hardcore 4X4
By ASC Games

Graphics	Sound	Control	Fun Factor
3.0	3.5	2.5	2.5

\$54.99
Available now
Off-road racing
1 player
6 trucks
6 tracks

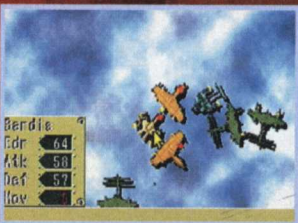
4 views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults



By Bonehead

Heir of Zendor features a deep story line, spartan graphics and sounds, and a strenuous mental challenge.

HOZ puts you in air battles using futuristic aircraft. You assess your ships' strengths, set formations, then watch the shots fly. Your ships have unique move-



HEIR OF ZENDOR

The Legend and The Land

ments and weapons features, and you have detailed control over their performances as you plan your combat strategy (though you have no control over the actual shooting).

The graphics scream 16-bit with low-res ships, identical-look-

ing backgrounds, and ordinary cut-scene animation. The music is fine, but the voices are hokey.

With better graphics, HOZ might have soared. It manages to fly, just not very high. **G**



PROTIP: Be sure to test formations carefully—with the right one, your outnumbered ships can still win battles.



PROTIP: Sometimes it's better to attack distant enemies first; they may be more dangerous.

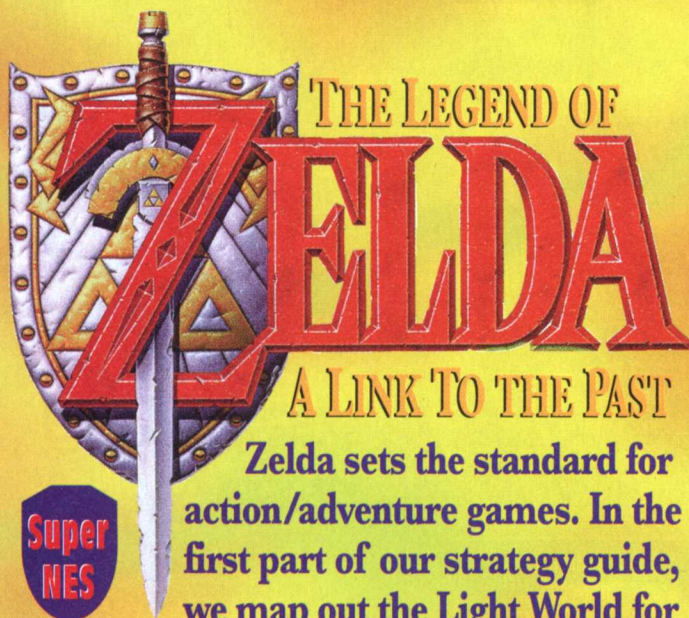
Heir of Zendor: The Legend and the Land by Koei

Graphics	Sound	Control	Fun Factor
2.0	2.5	3.5	3.0

\$59.95
Available now
Strategy
1 player
Multiple views

Challenge: Advanced
Replay value: Medium
ESRB rating: Kids to Adults

THE 16-BIT GAMER'S SURVIVAL GUIDE



Super
NES

Zelda sets the standard for action/adventure games. In the first part of our strategy guide, we map out the Light World for first-time explorers. By Bone

The Legend of Zelda has been enthralling gamers since it made its Super NES debut in April 1992. It has recently been re-issued so that newcomers to 16-bit gaming can share the Zelda experience. One of the first games to receive perfect 5.0 ratings in *GamePro*, Zelda was also selected by Nintendo as one of its top-five SNES games of all time.

Known for its complexity, Zelda's gameplay is measured in months, not hours. The game's adventures cover two huge areas, the Light World, which is the home of the diminutive hero, Link, and the Dark World, where characters show the sinister side of their personalities. Here is a map of the Light World, which hides the key health icons and power-ups needed to reach the Dark World as you search for the kidnapped Princess Zelda. Next month we'll spotlight the Dark World and the items needed to defeat Ganon, the Prince of Darkness, who has brought evil to the land.

The Lineage of Zelda

July 1987: The Legend of Zelda (NES)

December 1988: Zelda II: The Adventures of Link (NES)

April 1992: The Legend of Zelda: A Link to the Past (SNES)

August 1993: The Legend of Zelda: Link's Awakening (Game Boy)

December 1997: The Legend of Zelda 64 (Nintendo 64)

Legend for the Light World Map

Locations in and around Hyrule Castle

1. Link's home and the lamp
2. Faerie Fountain
3. Hidden entrance
4. Fighter's sword and shield
5. Princess Zelda
6. Boomerang
7. Magic cape
8. Hidden entrance

Locations in the Lost Woods

9. The Master Sword
10. Magic mushrooms
11. Den of Thieves
12. Warp tile
13. Hollow tree (faeries)
14. Cave to Death Mountain

Locations in Kakariko Village

15. Bug-catching net
16. Book of Mudora
17. Thieves' treasure
18. Magic bottle
19. Well to hearts
20. Tempered sword
21. Magic bottle
22. Hut with weapons
23. Magic duck

Locations in the Eastern Palace

24. Sahasraha's hideout and Pegasus Shoes
25. Faerie Fountain
26. Warp tile
27. Witch's magic powder
28. Zora's flippers
29. Red boomerang
30. Bow and arrows
31. First pendant

Locations in the Great Swamp

32. Buried flute
33. Warp tile
34. Swamp ruins with hearts

Locations in the Desert of Mystery

35. Faerie Fountain
36. Warp tile
37. Hylian Monolith
38. Palace entrance
39. Power glove and second pendant

Locations in Lake Hylia

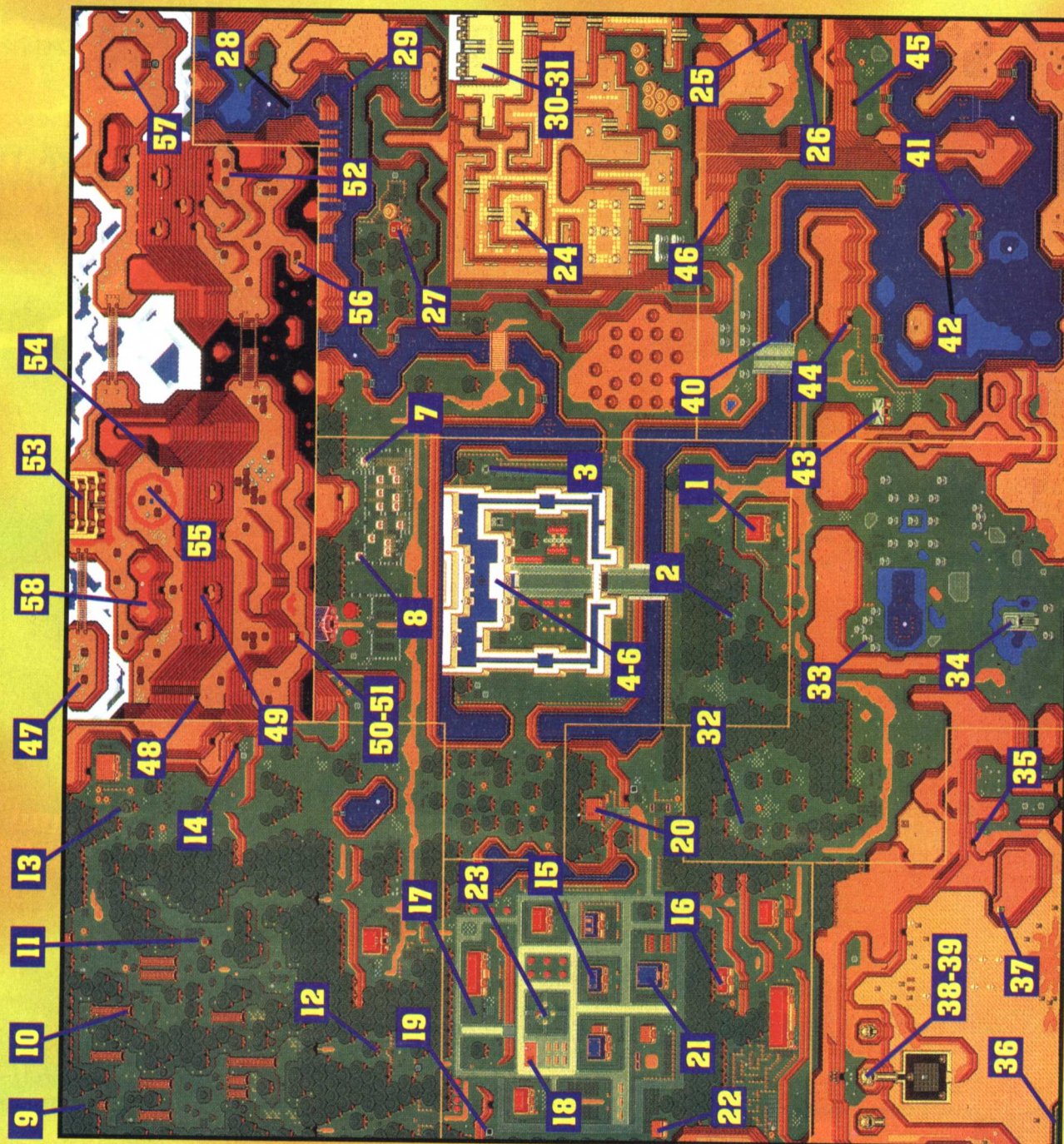
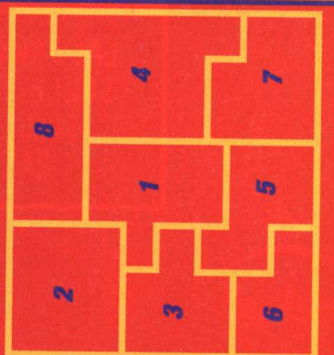
40. Magic bottle
41. Warp tile
42. Fountain of Happiness
43. Fortune teller
44. Shop with weapons and hearts
45. Ice rod
46. Faerie cave

Locations in Death Mountain

47. Hylian Monolith and Ether Medallion
48. Tunnel to Kakariko Village
49. Hearts
50. Cave entrance
51. Magic mirror
52. Faerie Fountain
53. Moon pearl
54. Third pendant
55. Warp tile
56. Warp tile
57. Warp tile
58. Spectacle Rock

Areas Within the Light World

1. Hyrule Castle
2. The Lost Woods
3. Kakariko Village
4. Eastern Palace
5. Great Swamp
6. Desert of Mystery
7. Lake Hylia
8. Death Mountain



Map courtesy of Nintendo Power

VR BASEBALL TIP

9

LAY DOWN THE PERFECT BUNT AND
SQUEEZE THE RUNNER HOME WITH
SIMULTANEOUS BATTER AND
BASERUNNER CONTROL.



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MAINTAIN CONTROL

NEW! VR BASEBALL™ '97.

MORE CONTROL THAN ANY OTHER BASEBALL GAME!

VR Baseball '97 is the next generation baseball game that lets you control both the batter and baserunners simultaneously. Hit and run, tag up, steal, stretch out a double or execute a squeeze play. VR Baseball's completely new, easy-to-use controller design provides total bat control for power, contact, bunt and pull-hitting as well as control over pitch selection and speed with unlimited pitch locations. You can even control a real 3-D camera that lets you play from any position or angle because VR Baseball has a true 3-D engine.

After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:



Virtual FieldVision™ technology creates an immersive, ultra-realistic, gaming environment that lets you play the game from any view or perspective. You can even play from the ball's view if you don't mind getting knocked around.



Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.



Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.

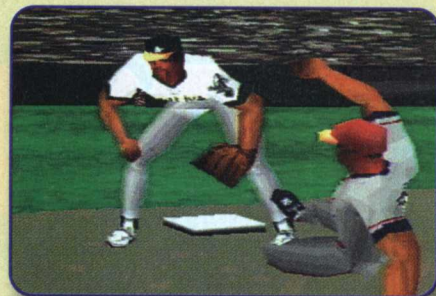
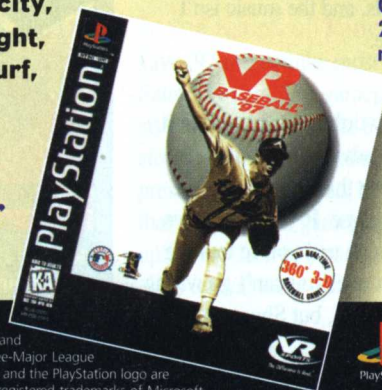


Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.

Plus, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like Astroturf, grass, dirt and fences.

VR Baseball '97

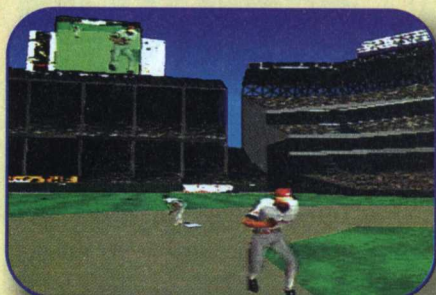
Try it. It's new. It's different. You may never go back to your old game again.



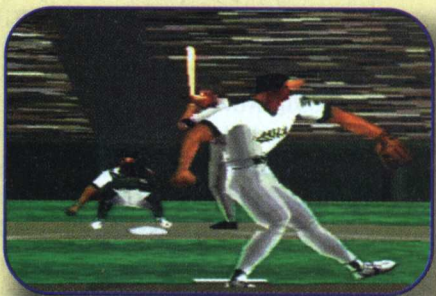
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COMING SOON!!!

SPORTS PAGES

NBA Shootout '97 Sets the Court on Fire



NBA Shootout '97

By Johnny Ballgame

PlayStation

NBA Shootout '97 shakes up the basketball world, cooking the court with spectacular, slam-dunkin' gameplay and the most realistic five-on-five hoops action ever brought to the 32-bit arena.

Zo Diggity, Zo Doubt

Sony Sports continues its commitment to excellence with Shootout '97, providing a dream team of features and play options. All 29 NBA teams are represented, along with three skill levels; Exhibition, Season, and Playoff modes; and the ability to create, trade, release, and sign players. B-ball fans have the option to play Simulation mode where players tire and the stats resemble real life, or Arcade mode where players jump higher and the game plays more like playground run-n-gun basketball.



PROTIP: On a fast break, pass the ball up-court to your quickest player, then go in for an uncontested jam.

you want simply by tapping the button that corresponds to the icon (△, □, ○, or ×) found directly over each player's head. You can call for a cutter, shoot fadeaway jumpers, throw alley-oops, use an array of special shake moves like the killer crossover, and call one of six authentic NBA plays like the Box or Hi-Lo Post.

Knicks at Night

Graphically, Shootout scores with the smoothest, sharpest animations seen to date of players dribbling the ball behind their back and between their legs. Latrell Sprewell was motion-captured to bring his athletic style to the game, and his trademark tomahawk jams appear so lifelike, it's amazing.

The sound is the only bricklayer in Shootout. The announcer grows annoying fast with his over-the-top calls, and the music isn't up to the high standard of the rest of the game.

The Price Is Right

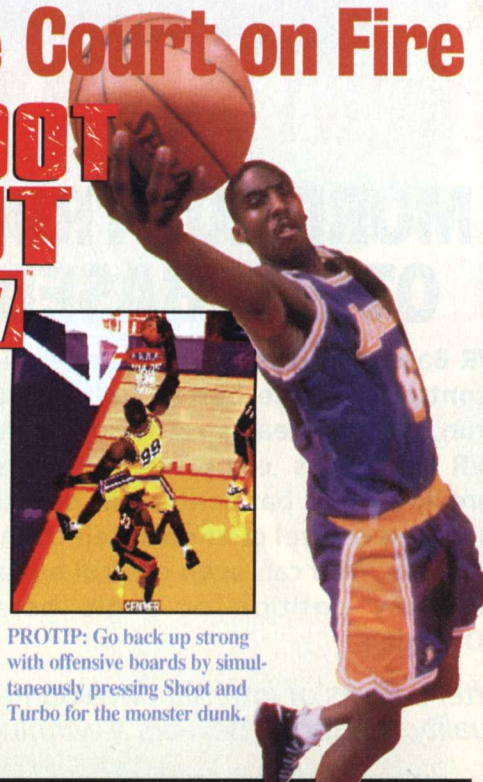
If you already own Live '97, Shootout's still worth buying because it

NBA Shootout '97 by Sony Sports			
Graphics	Sound	Control	Fun Factor
5.0	3.5	5.0	5.0
Price not available			
Available now			
Basketball			
8 players (with adapter)			
Multiple views			
Challenge: Adjustable			
Replay value: High			
ESRB rating: Kids			
to Adults			

offers you advanced controls like icon passing that aren't found in any other game. If you don't own a hoops game and you're looking to buy just one, you can't go wrong with either title, but Shootout's the top pick. **G**



SHOOTOUT '97



PROTIP: Go back up strong with offensive boards by simultaneously pressing Shoot and Turbo for the monster dunk.

Shootout '97 Tips



PROTIP: Use a crossover dribble just above the three-point line to break free from your defender, then drive the lane for two.



PROTIP: When using icon passing, double-tap the icon you're passing to in order to take a quick shot when your man gets the ball.



PROTIP: Use the full-court press to cause turnovers that can lead to easy dunks.



PROTIP: Post up your center and jump-pass the ball inside. If a double-team comes, pass the ball back to your guard for an easy jumper.

Live '97 Knocks Down a Buzzer-Beater on the Saturn



NBA Live '97

By The Rookie

Saturn

Go coast-to-coast with NBA Live '97, the first solid offering of the Saturn season. With only NBA Action in its way, Live '97 is sure to break thumbs in the homes of Saturn owners even though it lacks the graphics superiority of the PlayStation version.

Put Up or Shut Up

Live '97 brings all the action home in Exhibition, Season, and Playoff modes. Be prepared to get your shwerve on with intense five-on-five play, choosing from all 29 NBA teams. Live '97 also features more than 300 real players—including Shaq. Customize your game by selecting either arcade or simulation play, while choosing your skill level and quarter duration. You can even construct your own dream team through trades!

Want strategy? Live '97 provides you with a combination of 52 offensive sets and quick plays as well as 10 defensive sets and quick plays. Go back door for two, or set the screen on a three-point bomb.

From Way Downtown...Bang!

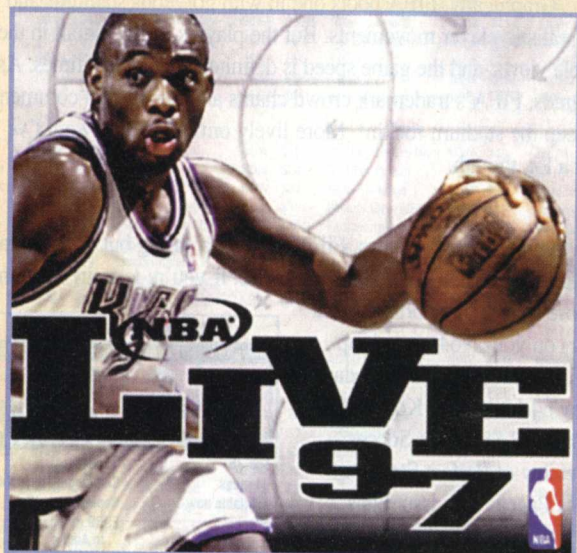
Better camera angles and better motion-captured moves, compliments of Mitch Richmond, separate this game from NBA Action. Although the graphics could have



PROTIP: Watch for the cutter to the basket, then hoist up a lob for an alley-oop.



Use the trade feature to bring the Monster Mash to Miami.



Live '97 Tips



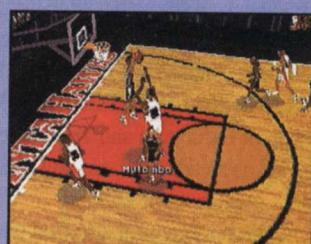
PROTIP: Get quick steals by applying full-court pressure when your guys are fresh.



PROTIP: Take advantage of hot three-point bombers like Legler to rack up points.



PROTIP: Drive to the hole, then kick it to the open man on the wing.







PROTIP: Trade for a good center like Mutombo who can clean the boards effectively and follow up missed shots with a put-back.

been sharper with more vibrant colors and a less hazy appearance, Live is still graced with realistic-looking slams, alley-oops, and lay-ups—even jump saves while falling out of bounds. Even though the control is very responsive, players still tend to glide rather than run down the court. As with NBA Action, Live '97 also features a create-a-player option that enables you to tweak everything from attributes to overall appearance.

Live's sounds work nicely with swishes, rim-dinkers, and the slap of the rock on the hardwood, but there should have been more color commentary by the in-game announcer. Ernie Johnson does, however, lend some superb vocals to pre- and post-game reports.

In the Knick of Time

Live '97 is a definite must-buy for Saturn owners. The gameplay and style are identical to the PSX version, but the graphics aren't as impressive. You will find, however, that the addictive gameplay makes up for any lack of detail in Live '97's overall look. **G**

NBA Live '97 by EA Sports			
Graphics	Sound	Control	Fun Factor
			
3.5	3.5	4.0	4.5
\$59.99			
Available now			
Basketball			
8 players (with adapter)			
Multiple views			
Challenge: Adjustable			
Replay value: High			
ESRB rating: Kids to Adults			

Solid as Always, FIFA Drills One into the N64



FIFA Soccer 64

By Air Hendrix

Nintendo 64

Competing with only arcade-style sports games on the N64, FIFA Soccer 64 immerses sports fans in a fine round of intense, realistic soccer. That said, it lacks the pizzazz and originality of a runaway N64 hit like Wave Race. FIFA's an undeniably strong title, but most gamers will expect more from the first U.S. N64 soccer game.

Teams Galore

As always, FIFA dishes out the largest list of teams and players in soccer gaming. Play in international circles with a huge list of teams from countries that range from Argentina to Zambia, or hit the local circuits in England, the U.S., Italy, France, and Germany. With a great lineup of Exhibition and Tournament modes, as well as arcade- and sim-style action, FIFA packs in huge replayability.

Of course, you'll also find team strategy and formations, as well as two tackles, rainbowbow kicks, bicycle kicks, headers, and the like. But these have been standard FIFA features on 32-bit platforms for a while now. Where are the innovations—cool new kicks and moves, a create-a-player option, indoor action, and so on—that would help it shine as 64-bit soccer?

Those questions aside, FIFA still puts on a solid match, offering gripping games and fun action.

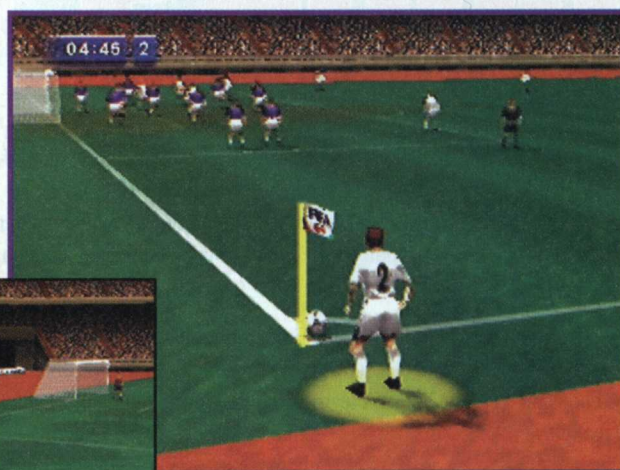
Rainbow Kick

On the control side, FIFA generally responds smoothly. Passing and shooting handle fine, though the quirky player switching can be frustrating as it occasionally leaves you out of the play.

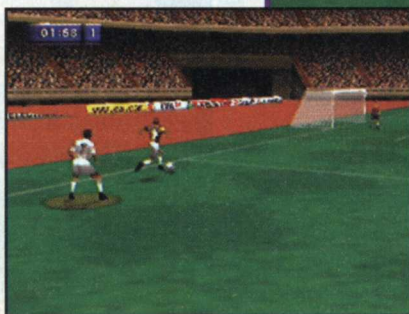
Graphically, FIFA boots one in with gorgeous stadiums and fluid, realistic player movements. But the players are too small in the playable views, and the game speed is definitely sluggish at times. As for sounds, FIFA's trademark crowd chants and on-the-ball commentary keep the stadium rockin'. More lively onfield effects would've added a lot, though.

Bottom Line

When the ref's whistle blows, FIFA ranks as a strong but unremarkable first effort with plenty of room to improve. If you're jonesin' for some hardcore soccer (or sports, for that matter) on your N64, snap it up. But if you want to wait to be dazzled by 64-bit soccer, Konami's International Superstar Soccer (see review of Perfect Striker in "Sports Pages," this issue) has more promise. **G**



PROTIP: Whenever you have a corner kick, lob the ball into the crowd in front of the net and try for a high-percentage header or bicycle kick.



PROTIP: Challenge your opponents fiercely if they move the ball into the far corners at your end. Otherwise, they'll lob it in for a shot that's tough to defend.



PROTIP: Always angle your one-on-one shots; straight-on kicks rarely score.

FIFA Soccer Tips



PROTIP: When facing a penalty kick, it's best to change your formation to Sweeper and your strategy to All-Out Defense for maximum protection.



PROTIP: Use long clearing kicks only when you're relatively close to your own net. From midfield, opponents will almost always recover such kicks.



PROTIP: Team management provides that key edge in tight matches. Play on All-Out Offense or Attack until you earn a lead, then use a strong defense to ensure victory.



PROTIP: On breakaways, shoot just as you cross the first line in front of the net, but before the goalie advances on you too far.

FIFA Soccer 64 by EA Sports

Graphics	Sound	Control	Fun Factor
 4.0	 4.0	 4.0	 4.0
\$55.75	8 views		
64 megs	Challenge: Adjustable		
Available now	Replay value: High		
Soccer	ESRB rating: Kids to Adults		
4 players			

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Electronic Arts
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Namco
Release Date: NOW PSX \$45

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Release Date: NOW N64 \$74

'DRAGON FORCE' The world of Legendra has fallen prey to the frightening reign of Madurk. His unquenchable thirst for power has replaced tranquility with terror and honor with treachery. Alas, the solitary hope for redemption has been reduced to 8 powerful warlords!
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Release Date: NOW SAT \$42

'3D ULTRA PINBALL CREEP NIGHT' Once every 100 years a vortex to the underworld opens and chaos reigns as ghosts, goblins and gargoyle wreak havoc in a haunted castle. If you are good enough to conquer the ghouls, mad scientist's lab and catacombs, you'll have to face the Goblin King.
Sierra
Release Date: NOW CD \$42

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Release Date: NOW \$19

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Swing into Spring with VR Baseball '97



VR Baseball '97

By The Rookie

PlayStation

Leading off the baseball season is VR Baseball '97, a game long on stats but rough around the graphical edges. The gameplay's pretty solid, but with offerings such as Triple Play '98 on the way, fans might want to do a preseason scouting report before they make their final decision.

Opening Day

VR Baseball steps to the plate with Exhibition, Season, and Playoff modes; three skill levels; batting practice; and a Home Run Derby set up like the one used in the All-Star game. VRB keeps the rosters stacked with more than 700 real players and up-to-date trades for the new season.

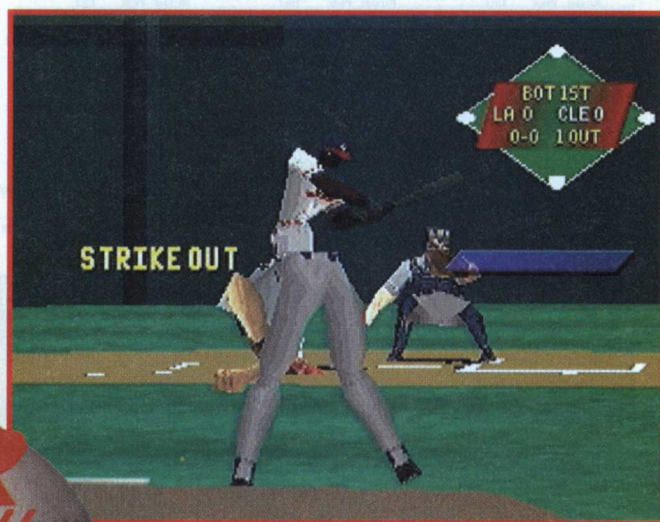
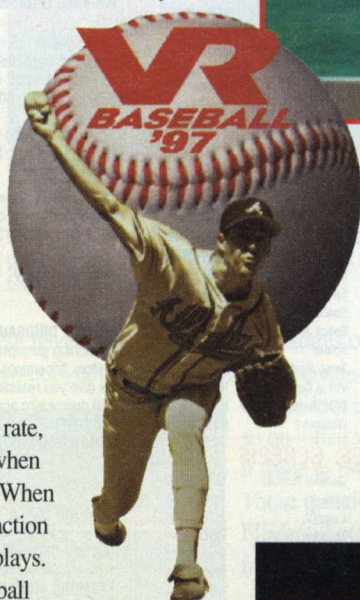
When playing through your own season, VRB keeps accurate stats for each team in 20 categories. VRB also generates All-Star votes based on player performance, which are used to decide who plays in your mid-season classic. Standard options such as create-a-player and instant replay were unfortunately left out.

Swing, Batter, Swing!

VRB features a nice polygonal look. The frame rate, however, is a bit slow, often stilted the action when you're at bat, which can throw off your timing. When you're on the field, redraw problems cause the action to be choppy, creating an uneven flow to most plays.

Those who think commentary during baseball games becomes stagnant after a while will appreciate VRB's minimalist approach. Other nuances, however, such as a stadium vendor and random crowd comments in the background, make it seem like you're actually at the game.

Controlling your players in the field is a breeze, while the pitcher interface makes it easy to throw the heat, curves, and sliders. Even though you can't move your batter around in the box, you can still crush the ball like Belle. Simple base-path control makes it easier to send the correct man to the correct base with less confusion than in other games.



PROTIP: Vary your pitches to keep your opponent out of synch.

Season Statistics		
MAJOR LEAGUE BATTING STATS		
TEAM	LEADERS	AVERAGE
A	SCOTT BRADSHAW	.413
B	B.J. SURANOFF	.411
C	JIM EDMONDS	.406
D	JASON GIAMBI	.405
E	JEFF CIRILLO	.398
← CATEGORY →		
CHANCE LEAGUE PITCHERS GO BACK		

Complete stat-tracking shows you the league leaders.

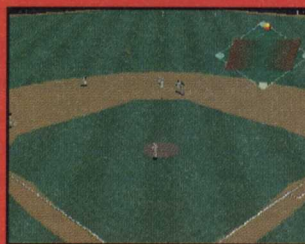
VR Baseball Tips



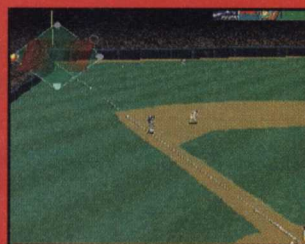
PROTIP: Take at least one crack at the long ball with your power hitter.



PROTIP: Bunting is a good way to get your lead-off hitter on base.



PROTIP: Get in good scoring position by stealing second.



PROTIP: On a ball hit deep, challenge the outfielder's arm and go for home.

VR Baseball '97 by VR Sports			
Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	3.5
Price not available			
Available April			
Baseball			
2 players			
Multiple views			

Humm Billy

While VR Baseball '97 is a good title, keep in mind that it's the first of the new season. With more baseball action due out in the coming months, take this chance to rent it first to get your initial baseball fix. You might find that the others are worth waiting for. **G**

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Iron Warrior 3	TMNT 3 3	Breath of Fire 2 35	NBA Live 96 28	Cap America 25	PGA Tour Golf 3 45	35 NFL Game Day 49	NBA Live 97 55	Dr Mario 17	Solar Striker 9
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Rally Cross

By Dr. Zombie

PlayStation

With Rally Cross, Sony effectively delivers all the excitement of off-road racing—minus the mud, debris, and bruises. Extremely sharp graphics, numerous game options, and good ol' rock 'n' roll racing fun ensure a fine time for 4x4 racing fans.

Hit the Dirt

Up to four players can race in simultaneous split-screen mode, or you can go solo to try and master the tracks. With its solid lineup of 20 cars and trucks, six race locations with three courses each, and single-race or tournament modes, Rally Cross ensures replayability.

The game also features beautifully rendered 3D racing environments with off-road surfaces like sand, dirt, grass, snow, and ice. Subtle touches such as leaves and mud kicked up by wheels, skid marks burning into the pavement, and dents and bruises on the cars enhance the realism. The only graphics drawback is a shortage of directional signs indicating sharp turns. Crisp sound effects, such as gravel spitting up and the squeaks of the vehicle's chassis, complement the sound.

Rally Fun!

High-speed racing fans may be disappointed with Rally Cross as hot doggers will continually find themselves running off embankments and ending up top down. Mastering your ride instead of driving fast is the key. The ability to roll your vehicle is essential when tackling sharp turns or flipping your car back over onto the road.

Although there are plenty of crashes, bumps, and flips, with a little practice and patience, you can rule Rally Cross's roads. Go 4x4 it! **G**

Rally Cross by Sony			
Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0
\$59.99		Multiple views	
Available now		Challenge: Adjustable	
Off-road racing		Replay value: High	
4 players		ESRB rating: Kids to Adults	
18 courses			

Rally Cross Tips



PROTIP: If you're airborne and about to flip over, continually roll in the opposite direction to help your car land on its wheels.



PROTIP: Master the 180-degree hard-reverse turn to spin your car around quickly and face the opposite direction.



PROTIP: Roll into the direction of sharp turns to prevent the car from spinning out.



Japanese
Nintendo 64

Perfect Striker

By Ken Ogasawara

Sports action on the N64 is awfully hard to come by in the U.S. these days, but Japanese gamers have a few more titles to choose from. Since Konami of America has announced that Perfect Striker will be released in the U.S. later this year under the name International Superstar Soccer, this inside look at Konami of Japan's topnotch soccer game will help get you stoked for "football" in the fall.

Kick Off!

Perfect Striker has all the standard features that you would expect from soccer games, such as line combinations and set plays. PS takes it a step further, however, by providing the ability to create your own line

Overseas Review

combinations. Another innovation is that players can be given a specific playing style above and beyond their normal field positions. For example, one defender can be assigned to be the sweeper, while another can be told to overlap into the offense.

The innovations provide added depth, but if the basic game doesn't deliver, there's no point to them. No worries on that front, though, as Perfect Striker delivers fluid graphics and great sound effects with crisp play-by-play announcing. Controlwise, the single-button passing is easy to learn, and by utilizing the various C buttons, gamers can experiment with more advanced passes and plays. Perfect Striker's easy enough

for beginners to pick up and enjoy while veterans will love tinkering with all the options.

Football Fury

Perfect Striker ranks as the best soccer game for the Japanese N64 and quite possibly one of the best soccer titles in Japan. If you own a Japanese N64, Striker's worth a kickoff. **G**

Perfect Striker Tips



PROTIP: Use a one-two pass when breaking down the wing. This will get you in the clear so you can make a centering attempt.



PROTIP: Don't use the Run button too much with the forwards or the midfielders. The longer your best players stay in the game, the better chance you have of winning.



PROTIP: Center the ball from the wing using the left C button, then hold Button B and a directional to get a player to either head or kick.

Perfect Striker by Konami of Japan			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5
\$98		Multiple views	
Available now in Japan		Challenge: Adjustable	
Soccer		Replay value: High	
4 players		ESRB rating: Kids to Adults	
16 teams			

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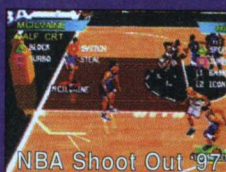


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64

JAPANESE



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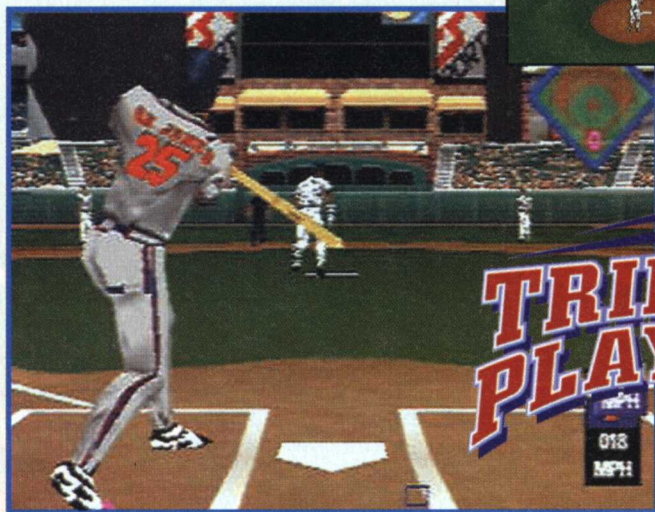
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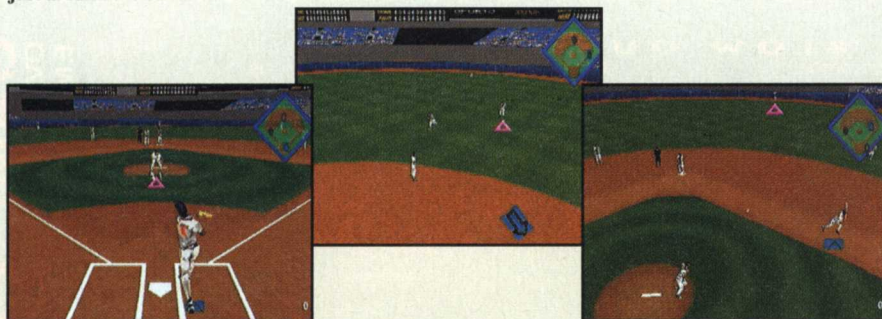
Triple Play '98

PlayStation

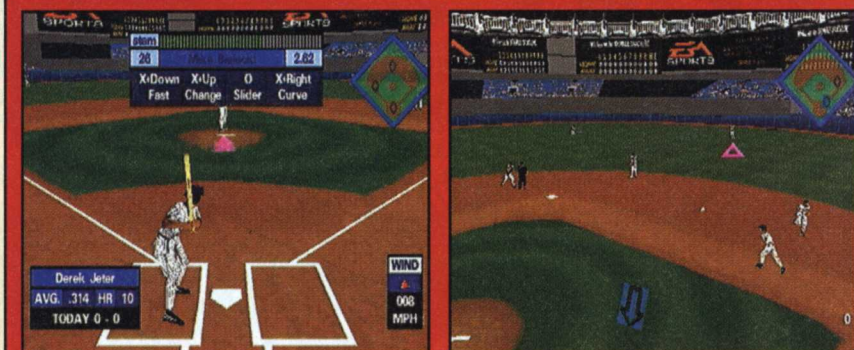
By Air Hendrix



Last year's Triple Play clinched the video game World Series hands-down—but the competition didn't put up much of a fight. Will Triple Play '98 have what it takes to survive the season and retain the top spot? Opening Day's just around the corner....

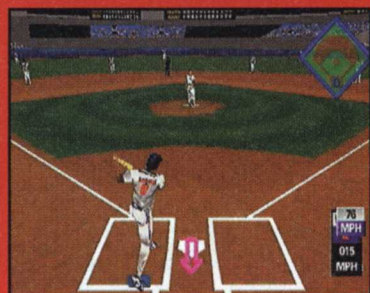


Graphics & Sounds



Visually, TP '98's on its way to a topnotch outing. The frame rate has been cleaned up nicely since the original's sluggish showing, and the new 3D polygonal style definitely catches the eye. Nice touches include authentic uniforms with names and numbers, real-life signature movements for batters and pitchers, a 3D mound and ball, and "intelligent" crowds (if you're having a lousy season, the stands are dead empty). As for sounds, the robust two-man commentary—ESPN's Buck Martinez on color and former Blue Jays announcer Jim Hughson on play-by-play—creates a TV broadcast feel that's really compelling.

Features

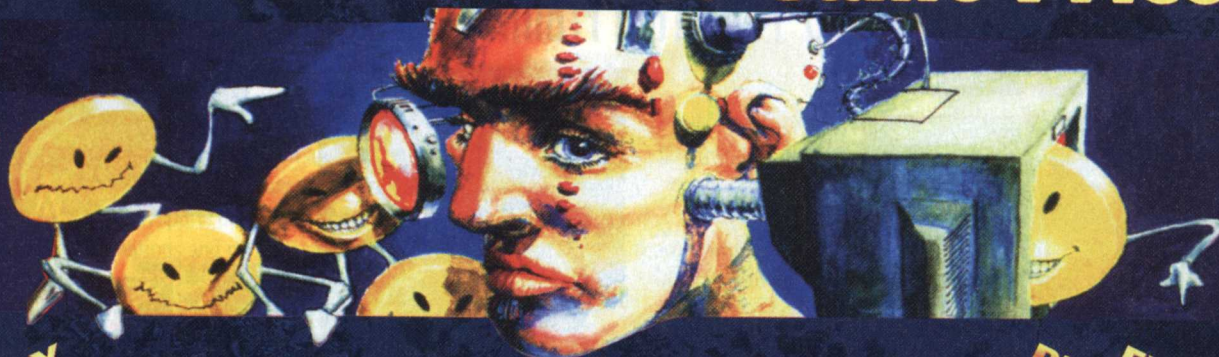


Triple Play '98 hits the diamond with a fresh batch of new features. Players can swing for the fences in Arcade mode or get hip-deep in realism with Sim mode. Of course, you'll find all the major league teams, players, and stadiums, as well as ramped-up stats, interleague play, and a new Practice mode. Disappointingly, one of the coolest features of last year's version—adjusting your batter's stance—was ejected from the game. While this unfinished preview version was still too early to judge definitively, TP '98 already handles well enough that it ranks as one of the spring's leading prospects.

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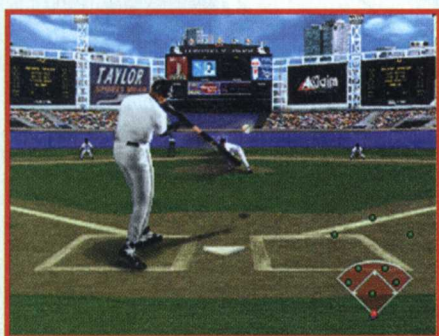
SPORTS INSIDER PREVIEWS



All-Star Baseball '97 Featuring Frank Thomas

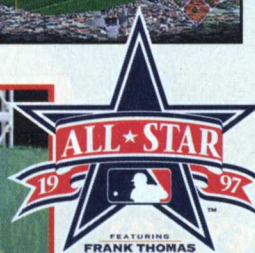
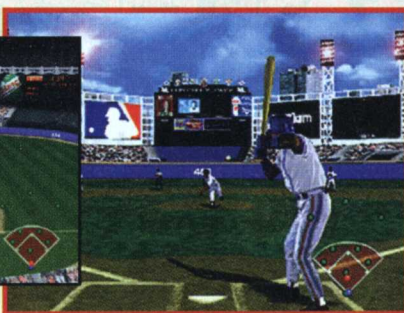
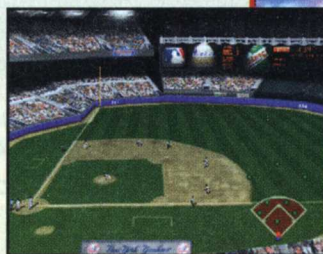
PlayStation

Saturn



Frank Thomas and Acclaim are digging in at the plate once again. This year's at-bat showcases retooled batting, pitching, and fielding controls that Acclaim hopes will make this ballgame more intuitive and realistic. Ac-

claim also scored with the licenses this year, so gamers will find all the major-league teams (including the two expansion teams), players, and stadiums—and you can also make trades. The Show begins in Exhibition, Season (includes interleague play), Playoff, All-Star, Batting Practice, and Home Run Derby modes. Stat hounds will revel in the full-season stat tracking for the entire league, and ESPN's Jon Miller puts on the finishing touch with play-by-play calls.—*Air Hendrix*



Developed by Iguana Entertainment
Published by Acclaim Entertainment
Available April

70% COMPLETE



NHL Breakaway '98

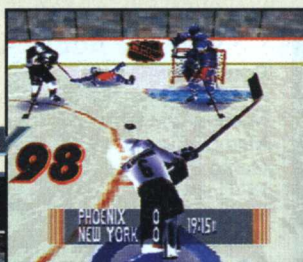
PlayStation

Saturn

Acclaim's getting into the hockey game this fall with NHL Breakaway '98, an already-promising title that sports topnotch features. Beyond the usual NHL players and teams, Breakaway will deliver World Cup teams, trades, player creation, and the ability to sign and release free agents. In-depth coaching lets you order a player to "shadow" an opposing star, plus you can call plays like the neutral-zone trap. But this game stands out from the crowd with "total team management," a point-based system that enables you to hire coaches, develop players, treat injuries, and more. Other killer features include icon passing, switching to players who aren't the puck carrier, and the ability to load custom teams on a memory card. Smooth, snazzy polygonal graphics polish it off with graceful movements and detailed uniforms. —*Air Hendrix*



**NHL
BREAKAWAY**



Developed by Sculptured Software
Published by Acclaim Entertainment
Available August

50% COMPLETE

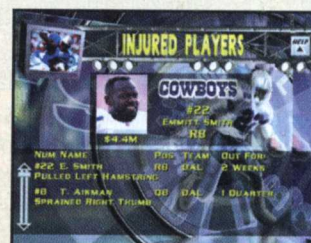
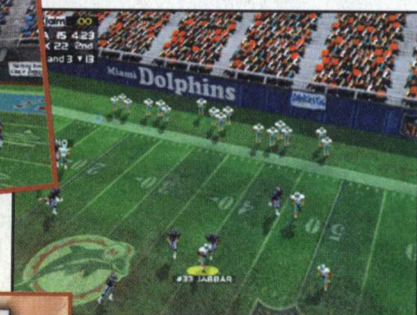
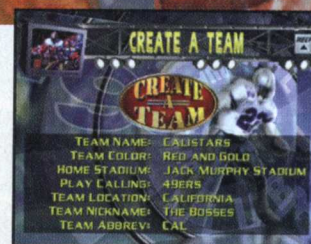
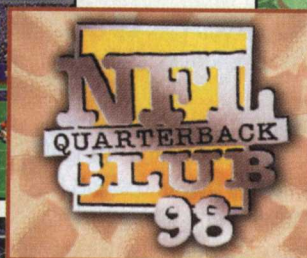
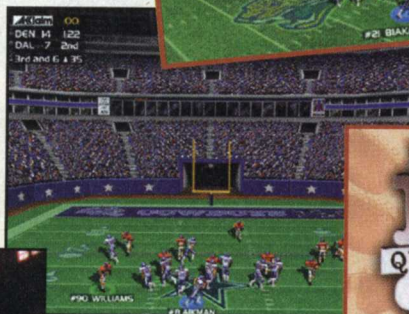
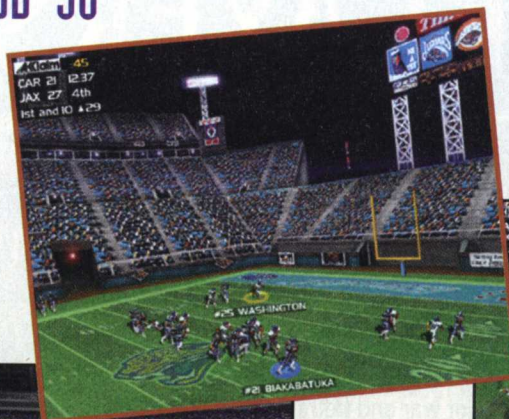
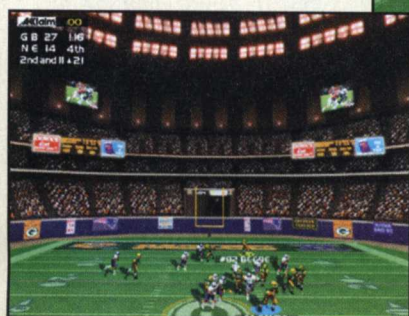
SPORTS INSIDER PREVIEWS



NFL Quarterback Club '98

PlayStation Saturn DOS

With the Packers' Brett Favre as its star, QB Club '98 is setting up for a better season with a newly redesigned A.I. and engine. Its graphics are getting a facelift, too—Acclaim reports that QB Club's new motion-captured animations and revamped camera angles eliminate the pixelization problems that plagued last year's game. Of course, QB Club features all the pro players, teams, and stadiums, and NBC's Marv Albert calls the play-by-play. New bells and whistles for this edition include season-long stats and roster management, which lets you trade, draft, create players and teams, sign and release players, and handle the salary cap.—*Air Hendrix*



Developed by Iguana Entertainment
Published by Acclaim Entertainment
Available August

50% COMPLETE



HardBall 6

PlayStation Win 95



One of the longest-running baseball series will return to the PlayStation after making the jump into 3D with motion-captured, polygonal players and real, fully-detailed stadiums. HardBall 6 also delivers all the big-league players and teams, as

well as player creation and drafts over multiple seasons. Accolade's also working on a new control interface.—*Air Hendrix*



Developed by Mindspan
Published by Accolade
Available July

30% COMPLETE



NBA Jam '98

Nintendo 64 PlayStation Win 95

Above and beyond its N64 debut, the big news with the next round of NBA Jam is five-on-five sim-style hoops. Yup, you read that right—Jam '98 will be two games in one as players can choose either the now-famous two-on-two dunkfest or take it to the hole in realistic five-on-five hoops. Jam '98's other intriguing features include a play editor, on-the-fly play calling, and player creation.—*Air Hendrix*



Developed by Sculptured Software
Published by Acclaim Entertainment
Available Winter '98

10% COMPLETE

ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MAY '97



By Art Angel

Konami releases another strong offering in its growing RPG library. Combining a solid story line, challenging strategy, and original gameplay, Vandal Hearts is close to being as good as Konami's earlier title, Suikoden.

Kick Some Ash

Vandal Hearts is based on the elements of war and betrayal. You play as Ash, a commander in a peaceful kingdom, Ishtaria. When war threatens, you must discover who is wreaking havoc in the kingdom, and why. During your mission, you pick up clues and add members to your party, while fierce enemies and monsters block your path to the truth.

Though the story may seem familiar, Vandal Hearts has some unusual gameplay features. Unlike most RPGs, Vandal Hearts allows strategic movements during battle, making the placement of your party members around enemies as important as using spells correctly. The more you have flanking an enemy, the more offensive and defensive bonuses you'll receive. Strategic positioning is especially important when battling larger, stronger opponents.

Also unique to the game is the advanced control you have over your characters. Unlike most RPGs, Vandal Hearts enables you to determine a character's class (including hawknight, bowman, mage, bishop, and ninja). The controls are further complicated by your many offensive abilities: Not only do you use spells and weapons, you can also set booby traps.

Sights and Sounds

Vandal Hearts' 3D graphics are good, with sharp sprites and special effects for the spells that are reminiscent of Suikoden. The characters' celebrations can become annoying and sometimes distracting, but they're well balanced by creative and flawless full-motion videos (FMV).

The clean, crisp audio will keep your spirits high; the sounds are always on cue no matter how long you've been playing. The voice-overs during the FMVs add intrigue and help deepen the story line.

Hearts of the Matter

Vandal Hearts' original gameplay and strong graphics and sounds should satisfy even the most particular RPGers. It would be a scandal to miss Vandal. **G**

Check out "Final Fantasy VII" elsewhere in this issue for a review of the long-awaited Japanese RPG.



Vandal Hearts by Konami			
Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	4.0
Price not available Available now Strategy/RPG 1 player		Challenge: Intermediate Replay value: Medium ESRB rating: Kids to Adults	

PROTIP: As you enter the map for Sand Dunes of Sea, go as far forward as possible in a tight formation. The Death Ant will resurface in front of you, and then you can launch a mass attack to defeat him.



PROTIP: In any battle, always rid yourself first of troubling magic-users, healers, and missile-using enemies.



PROTIP: After defeating the Death Ant, go to the tavern in Port City Minato and talk to everyone. Before you leave, you'll get a Nova Key, which you use at the Dojo to undergo the first of The Six Trials of Torabah.



PROTIP: In Plain of Sorrow, protect only one of the Mage Towers to guarantee warp travel back to your world. Make sure it's guarded on every side and always heal your comrades-in-arms if they're ailing, or else you'll spend the rest of eternity in limbo.



PROTIP: When fighting Hassan and his crew in the Gadar Sea, split your party in two, cover both gangplanks, and wait for enemies to attack. Make your party members with bows and arrows face the gangplanks, and keep Huxley The Healer between both groups.

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Coming soon...Role-Player's Realm.

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The Dooms and Don'ts of

Nintendo 64

Get ready to fight for your life with Doom 64! This version of Doom has the toughest stages yet. We'll show you a few secrets and how to beat some of the most difficult levels in the game so you won't be doomed to failure.

By Major Mike

Methods to the Madness

The Beastly Bunch



Next to the BFG-9000, confusion and chaos are your two best friends. Why? Because monsters are careless and have little regard for the safety of others. Monsters can easily shoot each other, which leads to a fight that doesn't end until one of them is dead. However, members of the same species don't fight each other, except for Former Sergeants, Shotgunners, and Lost Souls.

Other Dangers and Things to Look For

Flying Darts



New to the Doom lineup are flying darts. Although they're small, they

do sizable damage. You can use them to your advantage by luring monsters into their line of fire.

Crushing Ceilings



These activate when you least expect them. Be leery of long, seemingly clear hallways. Although the ceilings don't always kill you, they can cause a lot of damage.

Illusion Walls



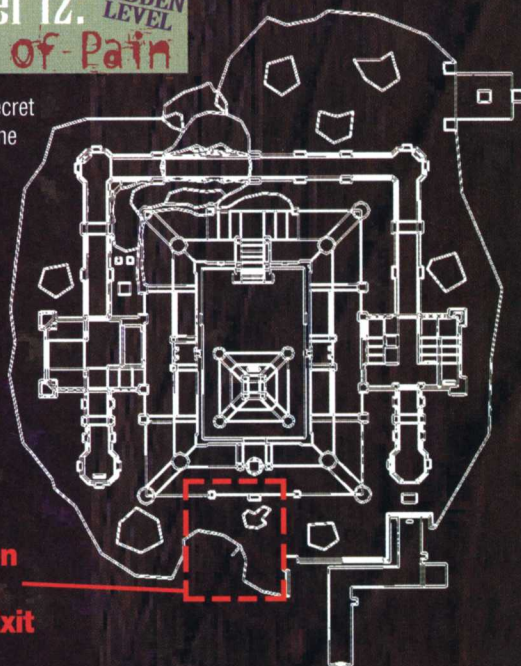
These could answer the question "Who's hitting me?" In some levels, walls aren't really walls, but illusions. To find these, fire a couple of rounds at a wall. If you see the shots impact on the surface, they're real; if you don't, then the wall is probably fake.

Hidden Levels

There are several hidden levels in Doom 64. Here's where you can find two of them.

Level 12: HIDDEN LEVEL Altar of Pain

To reach the secret level, look for the pillar with the Supercharge located on the top.



Location of the Secret Exit

Homing Fireballs



Similar to the guided fireballs the Revenant uses, these suckers chase you until they hit something. They also do serious damage. The only advice here is to run like hell.

The Teleport Factor



Monsters teleport in Doom 64—a lot. Whenever something teleports, it makes a distinctive sound, so listen for the audio cue.



Run toward the top of the tower and keep going. It may seem like you will run into the wall on the opposite tower, but you won't—the wall is actually an illusion, and you'll run right through.

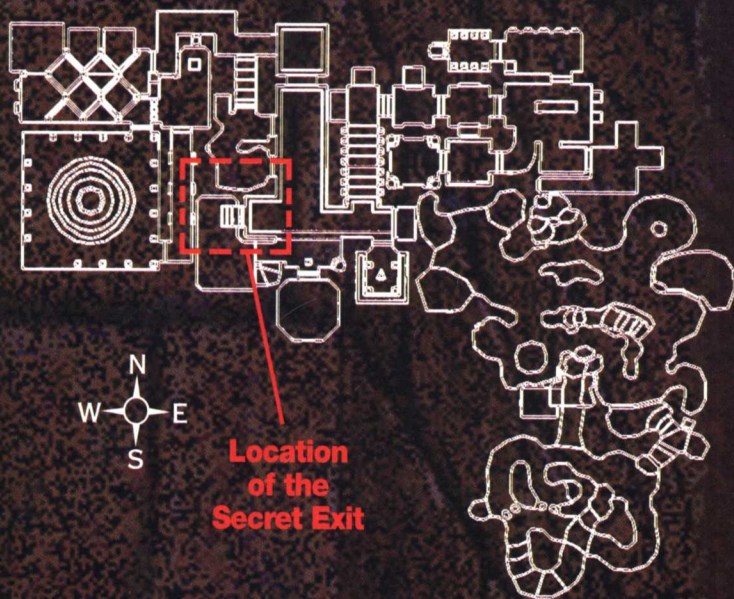


Inside is a narrow corridor with a Knight. Ice him and go to the exit. This takes you to level 30, The Lair.

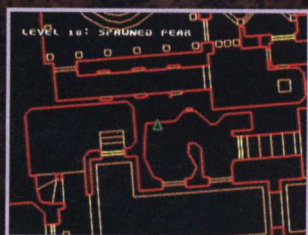


Level 18: Spawned Fear

HIDDEN LEVEL



Location
of the
Secret Exit



The secret exit is at the end of the stage. When you go up the stairs to the exit door, you can hear another door open somewhere.



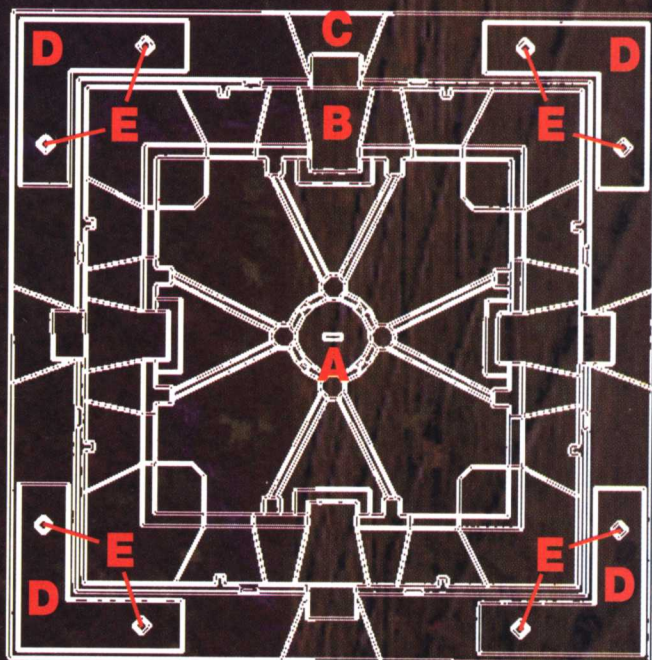
Walk up the steps toward the exit very slowly. When you hear the door open, immediately

backtrack down the stairs, out the door, and to your left. You should then see the secret door.



It is open for only a brief moment, so you must move quickly. It may take a few attempts, but success takes you to level 31, In the Void.

Level 9: Even Simpler



Veterans of the PlayStation version will recognize this variation of Dead Simple, one of the levels in that game. The most important things to remember are that there are three waves of monsters, and that with each passing wave, another part of the level opens up. There are no keys in this stage.



The best way to survive the first wave is to keep moving—if you stop, the Mancubuses will burn you with fireballs. Run in a circle, firing rockets as you move. Limit your rockets to one per monster with each pass.

The First Wave

You start the level in a small room facing a switch (A). Gather all the ammo and items in the room, then press the switch. The wall drops, putting you in a courtyard with five Mancubuses—four on pedestals in each corner and one roaming freely. This one should be facing you, so give it three quick rocket blasts and start running.

The Second Wave

When the first wave finishes, several Knights and Cacodemons appear, but you can now go to the outer perimeter (B). During this phase, change tactics and run around the perimeter, firing at the monsters in the courtyard. Try to bunch the monsters together—it's easier to get them to fight each other.



When two or three monsters are left, head back to the center where you started the level.

The Third Wave



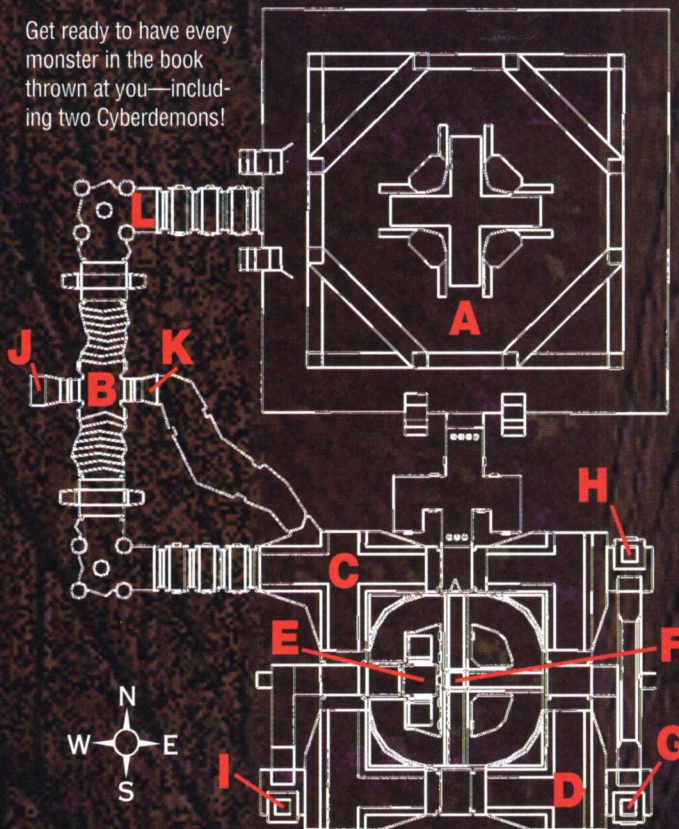
When the last monster dies, the third and final wave begins as Barons, Pain Elementals, and Mancubuses teleport into the level. A Temporary Invincibility Orb also teleports into the level (A), and the farthest perimeter of the level also opens (C). Grab the orb, ready the rocket launcher, and head to the outer perimeter. Mancubuses will be here, so blast them as fast as you can. In the corners are dart blowers (D), which can help you kill the Mancubuses. Trigger them by stepping on the small pedestals near each corner (E).



Stay in the outer perimeter during the third wave and sporadically blast the monsters through the openings. Before leaving the level, do a thorough search for ammo and other items.

Level 17: WATCH YOUR STEP

Get ready to have every monster in the book thrown at you—including two Cyberdemons!



You start in an arena (A). Grab the weapons, then head to the open passageway (B). This leads to another area (C). When you reach the other area, move very slowly—this is where the level gets its name—and listen for teleporting sounds. As you move farther into the stage, more monsters will teleport in. Don't make a mad dash for the Blue Key in the far corner (D)—if you do, monsters will blow the hell out of you. Slow and steady wins this race.



After you get the Blue Key, go to the gate at the main house in the center (E).



A Pain Elemental is inside the gate. Open the gate and blow it to hell. Go to the end of the hall, press the switch, and take the elevator up. There are Imps waiting at the top, so have the shotgun ready.

Take the teleporter in the middle (F). This takes you to (G). Move slowly off the platform and

head north. When you're halfway down the hallway, Marines teleport in front of you.



There is a Berzerker kit halfway down this corridor. If you grab it, an Imp will teleport next to you. Remember—grabbing the Berzerker kit defaults you to your fists, so you must get close to the Imp to kill it. Grabbing the Berzerker kit also triggers a teleport trap of Lost Souls. After polishing them off, go to the teleporter at the end of the hall (H).

This teleporter takes you to (I). When you move off the platform, be prepared to blast the Marines that teleport in. There is Mega Armor in a recess at the end of this hall. Back into it when you collect it—an Imp will teleport next to you, along with a Pain Elemental.

Secret Items



There are two secret areas at the teleporters at (G) and (H). When you teleport to (G), fire a shot down the hall, then move backwards. The panel behind you opens. Once inside, press the wall switch. This opens a secret recess at (J) that contains a Temporary Invincibility Orb. There is a similar secret with the teleporter at (H) that opens a passageway at (K). This passageway leads to a Megasphere.

Now the fun begins. When you go back to (A), Marines and Bulldog Demons teleport in. Then Imps. Then Barons of Hell. You can waste these monsters from the hallway (L). However, if you're low on



health or ammo, sneak back into the arena when the Barons appear.

You have to move fast, so look in corners to find ammo and health items. Make sure you're clear of that first arena when the last Baron dies—you don't want to be stuck there for what's next.



After the last Baron dies, the main arena floods with Arachnotrons, Knights, and Mancubuses. This is to your advantage, however. Go to (C), and then go to the bars. Pump off a few shots to get the monsters' attention. If you do, they'll start shooting each other, saving you time and ammo. Whatever you do, save the plasma rounds for the two Cyberdemons at the end.



When the last monster dies, two Cyberdemons appear. Grab the Temporary Invincibility Orb, and run into the arena with the Cyberdemons. Unload as many rockets or BFG shots as you can at close range until the orb wears off. You should be able to take out one of the Demons. For the other Cyberdemon, go back to the bars in the second arena where you shot at the Arachnotrons and Mancubuses. Don't even think about firing rockets through the bars. Instead, use the chaingun, shotgun, or laser beam to shoot the other Cyberdemon. It requires patience, but with luck you should be able to take it out.

Level 23: UNHOLY TEMPLE

This level is an ugly tale of three switches. You start on the ground level facing an Arachnotron to your right. Immediately move to your left—Barons on a high ledge throw fireballs at you.



The castle ahead has three levels. There are translucent Bulldog Demons on the second ledge and Barons on the third.

Run around the perimeter and blast the Arachnotrons. While you're doing this, the Barons throw fireballs at you, but they mostly hit the Demons. After you kill all the Arachnotrons, two teleporter pads on the ground level open up (A).

Before entering the teleporter, shoot all the Demons on the second ledge and all the Barons on the third ledge.

When you step in the teleporter, you're taken to the second floor. However, there are two stretches to look out for on the west and east sides (B): When you head down these two stretches, homing fireballs fly after you, so always run through these areas. Head to the elevator to the north, take it to the third floor, and press the switch to the south (C).



There is a secret on the third floor. Go to the north and face the red emblem across the way (D). If you shoot the emblem, the ledge will drop. When it does, run forward so you land on the ledge. There

are several items here, including plasma charges.

Go to the doorway on the second floor and run to the stairs at the opposite side (E). Why? There are two Barons on pedestals that flank you as you enter the room. When you get to the stairs, turn and ice the Barons.



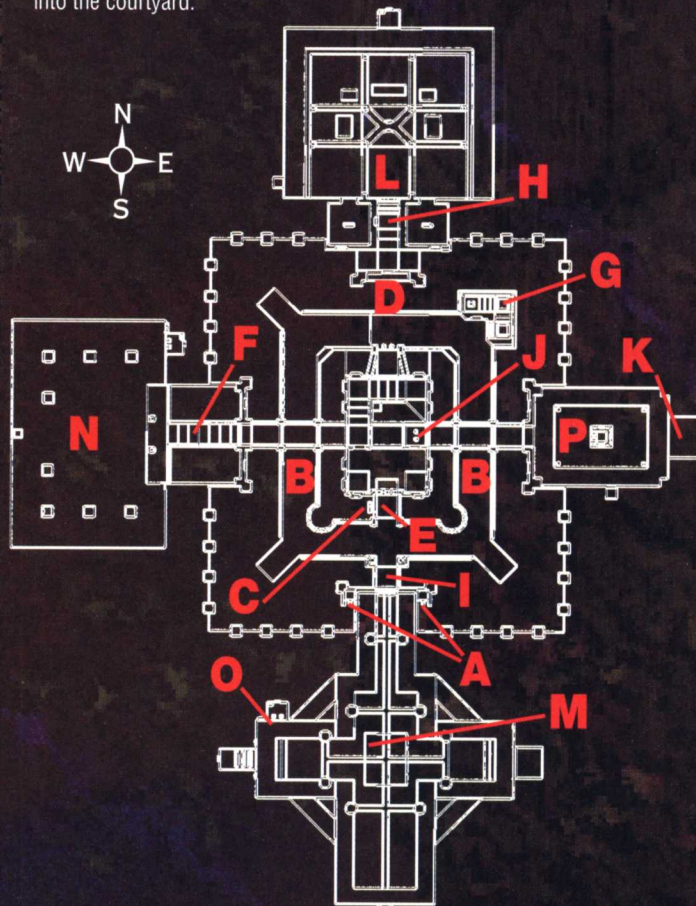
At the top of the stairs, turn right and go toward the armor power-up. Get the BFG ready—this is where Hell gets its name (F). When you grab the armor, the walls on both sides drop, revealing Arachnotrons. Keep going straight into the courtyard with the pillars (N). Once you're in the courtyard, several Bulldog Demons teleport in. Use the BFG to clear them out. After the Demons are gone, a wave of Barons teleports into the courtyard.



The Blue Key is on a pedestal on the far wall. A switch on one of the pillars lowers the pedestal.



There is a gated section in the north-east corner of the courtyard along with three skull key icons embedded in the wall. Note the order of the colors of the icons as they appear from left to right. When exiting the courtyard, don't forget the Arachnotrons in the next room.





Head back down to the second floor and open the blue door. This is a short tower that has a Lost Soul inside (G). At the top of the tower is the Red Key, but when you get the key, you activate two crushing ceilings.

Go down to the ground floor to the north (H) and look at the key-cards embedded in the wall. Make a note of the colors as they appear from left to right.



Return to the second floor, and open the red door to the south (I). Two Knights and two Shotgunners are inside. Use the rocket launcher to clear them out.



The Yellow Key is in this room (M), but you have to play a shell game before you can get it. You see the key, but when you get close it's replaced by a Baron. This happens three times, after which you can grab the key. Before leaving the room, make a note of the three key-cards embedded in the wall (O) as they appear from left to right.



When you leave the room, be careful—Cacodemons have teleported into the courtyard.



Head back to the fourth floor and go to the yellow gate (J). Open the gate and blast the Shotgunners in the room to the east (P). Run to the platform in the center and keep going—there is an illusion wall here with a teleporter behind it. Entering this teleporter takes you to the far east side and puts you on a pedestal with an Arachnotron (K). However, you kill the Arachnotron instantly by teleporting on it. A Supercharge and some rockets are on this ledge.

Go to the pedestal in the center of the room. Remember how

you noted the appearance of the color keys embedded in the walls? Press the colored skulls in the order you saw them. Each time you press a sequence, go back to the corresponding gate where you saw that sequence. The gate should be open, enabling you to press the switch inside.



Go to the ground floor of the last room (L). While you're grabbing some of the items, three Arachnotrons teleport into the room. Blast them, then blast the two Knights in the recesses at the south end of the room. Take the elevator in the center up, and press the switch at the top. This turns the floor to blood and raises a catwalk.

Walk to the recesses where the Knights were and hit the switch inside each room. Then, carefully navigate the platforms to the inside of the center pillar and press the switch facing south. This makes the walls drop, and Cacodemons flood the room. Have the chaingun ready to gun them down.



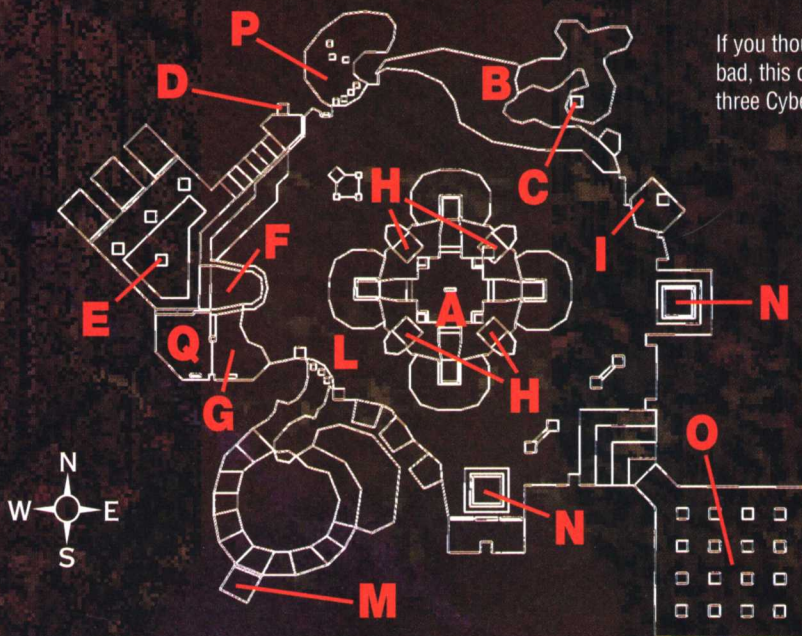
Stand on one of the two platforms in the northeast or northwest corners and run off onto the ledge below. Press the switch on the north wall to open a teleporter. This teleporter takes you back to the center pillar where you can navigate the ledges back to the entrance of the room.



The exit to the stage is in the room to the south where you played the Yellow Key shell game.



Level 24: NO ESCAPE



If you thought Level 17 was bad, this one pits you against three Cyberdemons!



You start in a room with four doors facing a switch. Get the super shotgun ready, press the switch, and enter the door to your left.



When you hit the ground, take off to the left and keep moving—several Nightmare Imps and a Cyberdemon are waiting. Run to the opening on the other side of the blood lake to the north (B). There are some Nightmare Imps in here. Take the teleporter at (C) to get to (D). Get off the teleport pad and run upstairs. There is a pool of toxic waste with an armor power-up on an island in the middle (E). There are also three barrels to your right, and a Mancubus awaits around the corner.



Shoot the Mancubus, then go to the wall opposite the start. Run, get the armor, and go halfway downstairs. When you grab the armor, three doors open to your left, letting Lost Souls into the room. From the stairway, shoot the barrels to help kill the Lost Souls.



When the Lost Souls are gone, it's time to deal with the Cyberdemon. Go to the balcony (F), and ready the super shotgun. You're at head-level with the Cyberdemon, so he can't hit you with his rockets. Blast away at him until he explodes.



When the Cyberdemon's gone, jump to the ledge to the south (G), and press the switch. Head to the tower where you started the level (A). There are four enclaves (H) up high around the tower. Press on the ledges in front of these enclaves to activate the elevator. There is a switch in one of these that opens the gate at (L), and a teleporter that takes you to a platform (I) across the way. When you take the teleporter to (I), you'll see two boxes of rockets and a Mega-Armor. Grab the armor, then retreat back onto the teleporter pad because Shotgunners teleport in front of you.



After wasting the Shotgunners, go to the gate that opened at (L). Three Pain Elementals are inside. Time to use the chaingun.



When they're dead, get the Supercharge. When you do, three Mancubuses appear on the ledge above you. Run back to the entrance and use the rocket launcher to nail them from a distance.



There is a hidden area along the wall that has a plasma rifle and several energy charge packs (M). You're going to need them for what's coming up.



Go back to the main courtyard and blast the two Mancubuses riding the elevators to the south and to the east (N). When the last Mancubus dies, Nightmare Imps, Lost Souls, and more Mancubuses teleport into the area. A great hiding place is in one of the tower recesses. From here, you should be able to pick off the monsters.



Shotgunner Hell



There is a nasty trap in the room in the southeast corner of the level (O). Press the switch on the pillar in the north row, and a pillar in the southeast corner drops with a shotgun on top. When you grab the shotgun, several Shotgunners teleport into the room, and a barrier also seals you in the room. The only way to open the room is to kill all the Shotgunners.



There are two Cyberdemons left. They're in the cage to the north (P). Depending on your ammo supply, you can kill one or both of them through the cracks in the bars, using the shotgun, the chaingun, or the laser beam. Chances are, however, you'll have enough ammo to take out only one, so be sure to kill one, even if you use all your ammo. After killing one Demon, press the switch to the west (Q) to drop the bars on the cage with the Cyberdemons. There are also several boxes of rockets in there. Wait for the Cyberdemon to leave the cave, then double back and collect the rockets. This solves your ammo problem and gives you a fighting chance. The level ends only when the last Cyberdemon is destroyed.

THE FIGHTER'S EDGE

GAME-WINNING COMBOS & STRATEGIES



PlayStation

Conclusion

In the final installment of Soul Blade, we reveal all the special moves and the best combos for the five remaining fighters. Plus—we tell you the secret code to play as the final end boss, Soul Blade, and we toss in all of his moves!

By Bruised Lee

× Basic Skills ×

Here are some basic skills you should use during a fight.

3D Movement

In addition to guard blocking, characters can sidestep incoming moves. Tap ↓, ↑ to sidestep left, or tap ↓, ↓ to sidestep right.

Note: Players can even sidestep and attack. After you sidestep, tap any of the attack buttons.

Knockdown Attack

After you knock down an opponent, you can jump in for an extra hit. Tap (↑ HA) or (↑ VA) to further damage a downed opponent.

Critical Edge

Each fighter can perform a multi-hit super move. Performing this super move, however, drains half your weapon meter. Tap (HA VA K) to do the Critical Edge.

Weapons Clashing

If timed right, weapons can lock together during battle. When weapons are locked, tap any attack button repeatedly to counterattack.

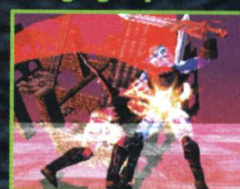
× Play As Soul Blade ×

Soul Blade is a time-release hidden fighter similar to the hidden characters in Tekken 2's arcade version. To activate Soul Blade, leave the game running for approximately 18 hours. Soul Blade will be automatically added to the lineup of fighters. *GamePro*, however, doesn't recommend that you leave your PlayStation on for long periods of time unattended.



Special Moves

Charging Flip



Tap →, hold →, tap (HA VA)

Spinning Uppercut



Motion → ↓ ↘ VA

Power Dive



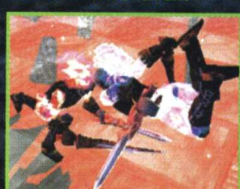
Tap (← HA VA)

Torpedo Charge



Motion ↓ ↙ ← VA, tap VA

Twin-Blade Grab



When in close, tap (HA G)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Super Move



Tap (↙ HA VA)

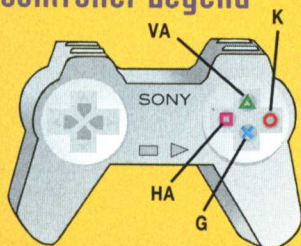
Batter Up

When in close, tap (VA G)

Charging Flip Kick

Tap →, hold →, tap (VA K)

Controller Legend



HA = Horizontal Attack

VA = Vertical Attack

G = Guard

K = Kick

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

Tap = Tap the buttons and directions indicated in sequence.

() = 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.

Special Moves

Leg Sweep



Tap (↓ K)

Overhead Throw



When in close, tap (HA G)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Spinning Axe



Tap (↘ HA)

Head-Butt



Tap (← VA)

Rock Charge



Tap →, hold →, tap K

Rock

Thrust and Jump Attack



When in close, tap (VA G)

Grab Takedown



When in close, tap (← HA VA)

Axe Stab



Tap (→ VA)

Axe Thrust



Tap →, hold →, tap VA

Super Move



Motion ↓ ↘ → (VA K)

Quick Jab



Tap (→ HA)

High Drop



When in close, motion ↓ ↙ ← (VA G)

Overhead Attack



Tap (↓ VA)

Knee Thrust



Tap (→ K)

Killer Combos

Three-Hit Spinning-Takedown Combo



Tap HA



Tap K



Tap (↑ VA)

Three-Hit Standing Combo



Tap HA



Tap K



Tap (↑ HA)

Three-Hit Power-Axe Combo



Tap →, hold →, tap HA



Tap VA



Tap (↑ K)

Three-Hit Low-to-High Combo



Hold ↓, tap HA



Tap VA



Tap (↑ VA)

Three-Hit Juggle Combo



Tap (↘ VA)



Tap →, (→ VA)



Tap (↑ K)

Four-Hit Axe-Sweeper Combo



Tap (→ HA)



Tap HA



Tap HA



Tap (↑ VA)

Special Moves

Charging Knee



When in close, tap (HA G)

Neck Breaker



When in close, tap (VA G)

Neck Breaker to Back Flip



When in close, tap (VA G), (↓ HA VA K)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Super Move



Tap ←, ←, (← HA), VA

Front Flip to Back Flip



Tap (↗ K), K

Charging Stab



Motion ↓ ↘ → VA

Uppercut



Motion → ↓ ↘ HA

Charging Uppercut



Motion → ↓ ↘ VA

Killer Combos

Four-Hit Juggle Combo



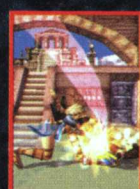
Tap (↘ VA)



Tap HA



Tap HA



Tap (↑ VA)

Power Roundhouse



Tap (HA K)

Sweep Kick



Tap (↓ K)

Backfist Attack



Tap (← HA)

Front Flip



Tap (↗ K)

Five-Hit Standing Combo



Tap HA



Tap HA



Tap HA



Tap K



Tap (↑ VA)

Overhead Swing



Tap (← VA)

Front Flip to Stab



Tap (↗ K), VA

Five-Hit Overhead-Strike Combo



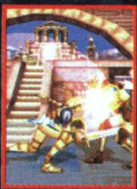
Tap VA



Tap VA



Tap HA



Tap VA



Tap (↑ VA)

Four-Hit Flip-Kick Combo



Tap HA



Tap HA



Tap K



Tap (↑ VA)

Four-Hit Sword-Fury Combo



Tap VA



Tap VA



Tap VA



Tap (↑ HA)

Special Moves

Spinning Knockdown



Tap (← HA)

Charging Stab



Tap (→ VA)

Stab Takedown



Tap (↙ VA)

Head-Butt



Tap (← VA)

Leaping Attack



Tap ←, hold ←, tap VA

Charging Kick



Tap →, hold →, tap K

Snap Kick



Motion ↓ ↘ → K

Power Roundhouse



Tap (HA K)

Forward Flip



Tap →, hold →, tap (HA VA)

Dashing Attack



Tap (↘ VA K)

Headache Grab



When in close, tap (HA G)

Cutting Edge



When in close, tap (VA G)

Acrobatic Enforcer



When in close, tap (↓ HA G)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Super Move



Motion ↓ ↘ → VA

Killer Combos

Three-Hit Charging Combo



Tap ←, hold ←, tap VA



Tap VA



Tap (↑ HA)

Three-Hit Juggle Combo



Tap (↘ VA)



Tap HA



Tap (↑ VA)

Three-Hit Turnaround-Slice Combo



Tap VA



Tap (↓ HA)



Tap (↑ VA)

Four-Hit Slicing Combo



Tap VA



Tap VA



Tap VA



Tap (↑ HA)

Four-Hit Standing Combo



Tap VA



Tap VA



Tap K



Tap (↑ HA)



Tap HA



Tap HA



Tap VA



Tap (↑ HA)

Siegfried



Special Moves

Staff Attack



Tap (→ HA)

Turn-Away Attack



Tap (↖ HA)

Step-In Attack



Tap (← VA)

Snap Kick



Tap (↘ K)

Sweep Kick



Tap (↙ K)

Forward Flip



Tap (↗ VA K)

Leg Takedown



When in close, tap (HA G)

Overhead Throw



When in close, tap (VA G)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Super Move



Tap (↗ HA VA)

Fury Kick



Tap ←, (→ K)

Upward Slice



Tap (↑ HA VA)

Killer Combos

Three-Hit Spinning-Roundhouse Combo



Tap HA



Tap K

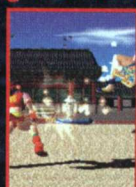


Tap (↑ VA)

Three-Hit Flying-Kick Combo



Tap →, hold →, tap K



Tap K



Tap (↑ VA)

Spinning Roundhouse



Tap (← K)

The Spinner



Tap (HA VA)

Vault Attack



Tap (VA K)

Four-Hit Turnaround Juggle-Combo



Tap HA



Tap HA



Tap VA



Tap (↑ HA)

Four-Hit Juggle Combo



Tap (↘ VA)



Tap (→ HA)



Tap K



Tap (↗ HA)

Three-Hit Knockdown Combo



Tap (→ VA)



Tap VA



Tap (↑ VA)

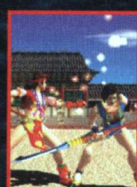
Five-Hit Sweep-Kick Combo



Tap HA



Tap HA



Tap HA



Tap (↓ K)



Tap (↑ VA)



Seung Mina

Special Moves

Low Takedown



Tap (↙ HA)

Torpedo Attack

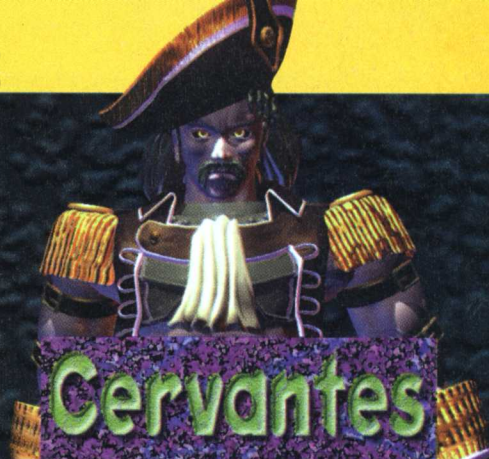


Motion ↓ ↙ ← HA, tap VA

Reverse Upward Attack



Tap ←, hold ←, tap VA



Overhead Swipe



Tap (→ HA VA)

Low Swipe



Tap (↘ HA VA)

Spinning Takedown



Tap (↙ HA K)

Forward-Flip Attack



Tap →, hold →, tap (HA VA)

Charging Roll



Tap →, hold →, tap (VA K)

Windmill Attack



Motion → ↓ ↘ VA

Twin-Blade Grab



When in close, tap (HA G)

Batter Up



When in close, tap (VA G)

Behind Grab



When behind an opponent, tap (HA G) or (VA G)

Super Move



Tap (↙ HA VA)

Dual Stab



Tap →, hold →, tap VA

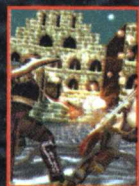
Charging Kick



Tap →, hold →, tap K

Killer Combos

Four-Hit Swinging-Madness Combo



Tap HA



Tap HA



Tap (↓ HA)



Tap (↑ VA)

Four-Hit Reverse-Trip Combo



Tap VA



Tap VA



Tap (↓ HA)



Tap (↑ HA)

Four-Hit Slicing Combo



Tap (→ VA)



Tap VA



Tap VA



Tap (↑ VA)

Five-Hit Juggle Combo



Tap (↘ VA)



Tap HA



Tap HA



Tap HA



Tap (↑ VA)

Three-Hit Kick-Takedown Combo



Tap K



Tap (↘ K)



Tap (↑ VA)

SAMURAI SHODOWN IV AMAKUSA'S REVENGE

By Major Mike

Methods of Mayhem

Rage Explosion

When the POW meter is maxed out and flashing, tap (LS MS SS)

Combo Slash

After the Rage Explosion, tap LS, MS, SS

Flash Attack

After the Rage Explosion, tap (MS SS K)

Taunt

Tap the Start button three times

Dodge Back Attack

Tap (LS MS) when close to opponent

Sidestep Attacks

Tap (LS MS)

Crouch Block Attack

Tap (MS SS)

Combo Slash

Tap (SS K)

Jab Attack

Motion ↓ ↙ ↘ ↠ K

Pounce Jab

When an opponent is down, tap ↘, LS

Slash/Chivalry MOVES

Amakusa

Special Moves

Teleport

Teleport Advance
Motion ↓ ↘ ↠ K

Teleport Retreat
Motion ↓ ↙ ↘ K

Flaming Skull Throw

Motion ↓ ↘ ↠ S

Human Fireball

Hovering Fireball
Motion → ↓ ↘ S

Fireball Attack

During Hovering Fireball, tap any S

Fireball Cancel

During Hovering Fireball, tap K

Orb Throw

Motion ↓ ↙ ↘ S

Orb Shield

Motion → ↓ ↘ K

POW Move

Tap ←, →, ↓, (LS MS)

Basara

Special Moves

Head Stomp

During jump, tap ↓, K

Friendly Rip

Motion → ↓ ↘ S or K

Aerial Blade Attack

Motion ↓ ↘ ↠ S

Teleport

Motion ↓ ↙ ↘ S or K

Aerial Blade Throw

During jump, motion ↓ ↘ ↠ S

Electricity Ball

Motion ← ↙ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

Charlotte

Special Moves

Power Gradation

Motion → ↓ ↘ S

Splash Fount

Press and hold →, and tap any Slash rapidly

Tri-Slash

Motion ↓ ↘ ↠ S

Note: Hold the Slash button to delay the strike.

POW Move

Tap ←, →, ↓, (LS MS)

Gaira

Special Moves

Overhead Smash

During jump, tap ↓, S or K

Dashing Smash

Motion → ↓ ↘ S

Necklace Flail

Motion ↓ ↘ ↠ S

Earthquake Pounce

Tap ↓, ↓, S or K

Takedown

Jumping Takedown

Motion ← ↙ ↘ LS

Mid-Level Takedown

Motion ← ↙ ↘ MS

Low Takedown

Motion ← ↙ ↘ SS

POW Move

Tap ←, →, ↓, (LS MS)

Galford

Special Moves

Plasma Blade

Motion ↓ ↘ ↠ S

Teleport

Away from Opponent

Motion → ← ↙ ↓ ↘ ↠ LS

Near Opponent

Motion → ← ↙ ↓ ↘ ↠ MS

Drop From Above in Front of Opponent

Motion → ↘ ↓ ↙ ← (LS SS)

Drop From Above Behind Opponent

Motion → ↘ ↓ ↙ ← (MS K)

Counterattack

From Above (In Front of Opponent)

When damaged, tap (LS SS)

Counterattack

From Above (Behind Opponent)

When damaged, tap (MS K)

Dog Attacks

Charging Dog

Motion ↓ ↙ ↘ LS

Dog Takedown

Motion ↓ ↙ ↘ MS

Dog Drop From Above

Motion ↓ ↙ ↘ SS

Bouncing Dog

Motion ↓ ↙ ↘ K

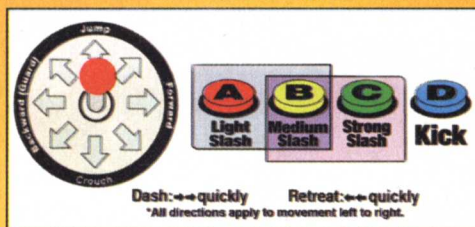
Air Throw

During jump with opponent, tap ↓, SS

POW Move

Tap ←, →, ↓, (LS MS)

Controller Legend



K = Kick S = Slash
LS = Light Slash MS = Medium Slash SS = Strong Slash

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

Tap = Tap the indicated buttons or directions in sequence.

() = Execute commands in parentheses simultaneously.

POW Move = Designates a move that can only be done when your POW bar is maxed out and flashing.

Tap →, → = Dash toward opponent

Tap ←, ← = Retreat quickly from opponent

Special 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.

Genjuro

Special Moves

Toha Kouyokujin

Motion → ↓ ↘ S

Sanrensatsu

(Kiba, Tsuno, Rin)

Motion ↓ ↘ → S

Note: You can repeat this move up to three times consecutively.

Oukazan

Motion ↓ ↘ ← S

Throw and Slash

Motion → ↓ ↘ K

Fierce Card Slash

Motion ← ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

Hanzo

Special Moves

Ground Flame

Motion ↓ ↘ ← S

Teleport

Away From Opponent

Motion → ← ↘ ↓ ↘ → LS

Near Opponent

Motion → ← ↘ ↓ ↘ → MS

Drop Above Opponent

Motion → ↘ ↓ ↘ ← (LS SS)

Ground Slash

Motion → ↘ ↓ ↘ ← (MS K)

Counterattack

Above Opponent

When damaged, tap (LS SS)

Counterattack

Below Opponent

When damaged, tap (MS K)

Jumping Throwing Star

During jump, motion ↓ ↘ → S

Spinning Piledriver

Motion → ↓ ↘ S

Air Throw

During jump with opponent, tap ↓, SS

POW Move

Tap ←, →, ↓, (LS MS)

Haohmaru

Special Moves

Secret Cyclone Slash

Motion ↓ ↘ → S

Shippu Kogetsuzan

Motion → ↓ ↘ S

Secret Earthquake Slice

Motion ← ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

Jubei

Special Moves

Geyser Thrust

Motion ↓ ↘ → S

Tsunami Sabre

Motion → ↓ ↘ S

Sabre Thrash

Press and hold →, and tap any Slash rapidly

POW Move

Tap ←, →, ↓, (LS MS)

Kazuki

Special Moves

Soul Burner

Motion ↓ ↘ → S or K

Exploding Death

Motion → ↓ ↘ S or K

Flames of Disaster

Motion ↓ ↘ ← S or K

Exploding

Flames of Disaster

Motion ← ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

Kyoshiro

Special Moves

Flame Breath

Motion ← ↓ ↘ S

Twirling Blade

Motion → ↓ ↘ S

Frog Attack

Motion ↓ ↘ → K

Ground Water

Motion ↓ ↘ → S

Jumping Twirling Blade

During jump, tap ↓, S

Jumping Lion

Motion ↓ ↘ ← S

POW Move

Tap ←, →, ↓, (LS MS)

Nakoruru

Special Moves

Annu Mutsube

Motion ← ↘ ↓ S

Lela Mutsube

Motion ↓ ↘ → S or
motion → ↓ ↘ S

Kamui Risue

Motion ← ↓ ↘ S

With Mamaha

Mamaha Attack

Motion ↓ ↘ ← S

Hang On to Mamaha

Motion ↓ ↘ ← K

Slash Attack

Tap LS or MS

Downward Attack

Tap (LS MS)

Get Off Mamaha

Tap K

Air Throw

During jump with opponent, tap SS

POW Move

Tap ←, →, ↓, (LS MS)

Rimururu

Special Moves

Ice Blast

Motion ← ↓ ↘ S

Air Iceberg

During jump, tap ↓, S

Ground Ice Blast

Motion ↓ ↘ ← S

Freezing Iceball Throw

Motion ↓ ↘ → S

Rising Ice Flower

Motion → ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

Shizumaru

Special Moves

Umbrella Spin

Motion ↓ ↘ ← S

Umbrella Throw

Motion ↓ ↘ → S

Umbrella Deflect

Motion ↓ ↘ → K

Sword Uppercut

Motion → ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

Sogetsu

Special Moves

Moon Rise

Motion ↓ ↘ → S or K

Moon Glow

Motion → ↓ ↘ S

New Moon

Motion ↓ ↘ ← S

POW Move

Tap ←, →, ↓, (LS MS)

Tam Tam

Special Moves

Paguna Paguna

Press and hold →, and tap any Slash rapidly

Moora Gaboora

Upper Moora Gaboora

Motion ↓ ↘ → LS

Lower Moora Gaboora

Motion ↓ ↘ ← MS

Ahaoh Gaboora

Motion → ↓ ↘ S

Paguna Dios

Motion ← ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

Ukyo

Special Moves

Snowfall Slash

Motion ↓ ↘ ← S

Snowfall Kick

Motion ↓ ↘ ← K

Swallow Swipe

During jump, motion ↘ ↓ ↘ → S

Afterimage Attack

Motion ↓ ↘ → S

POW Move

Tap ←, →, ↓, (LS MS)

BUST/TREACHERY MOVES

AMAKUSA

Special Moves

Teleport

Teleport Advance

Motion ↓ ↘ → K

Teleport Retreat

Motion ↓ ↙ ← K

Black Ball Throw

Motion ↓ ↘ → S

Human Fireball

Hovering Fireball

Motion → ↓ ↘ S

Fireball Attack

During Hovering Fireball, tap any S

Fireball Cancel

During Hovering Fireball, tap K

Ground Teleport Explosion

Motion ↓ ↙ ← S

Spastic Slap

Motion → ↓ ↘ K

POW Move

Tap ←, →, ↓, (LS MS)

BASARA

Special Moves

Head Stomp

During jump, tap ↓, K

Teleport

Teleport Slash

Motion → ↓ ↘ S

Teleport

Motion ↓ ↙ ← S

Blade Air Throw

During jump, motion ↓ ↘ → S

Boomerang Blade Throw

Motion ↓ ↘ → S

Duplication Mirage

Motion ← ↓ ↙ S or K

POW Move

Tap ←, →, ↓, (LS MS)

CHARLOTTE

Special Moves

Power Gradation

Motion → ↓ ↘ S

Lion Lancer

Motion ↓ ↘ → K

Violette Lunge

Motion ↓ ↘ → S

POW Move

Tap ←, →, ↓, (LS MS)

GAIRA

Special Moves

Body Splash

During jump, tap ↓, S or K

Big Shout

Motion ↓ ↘ → S

Grab, Spin & Throw

Motion ↓ ↙ ← → S

POW Move

Tap ←, →, ↓, (LS MS)

GALEFORD

Special Moves

Lightning Sword Strike

Mid Strike

Motion ↓ ↘ → LS

Low Strike

Motion ↓ ↘ → MS

Lightning Fury

Press and hold →, and tap any Slash rapidly

Teleport

Away From Opponent

Motion → ← ↙ ↓ ↘ → LS

Near Opponent

Motion → ← ↙ ↓ ↘ → MS

Drop From Above in Front of Opponent

Motion → ↘ ↓ ↙ ← (LS SS)

Drop From Above Behind Opponent

Motion → ↘ ↓ ↙ ← (MS K)

Counterattack From Above (In Front of Opponent)

When damaged, tap (LS SS)

Counterattack From Above (Behind Opponent)

When damaged, tap (MS K)

Spinning Piledriver

Motion → ↓ ↘ S

Charging Lightning Takedown

Motion ↓ ↘ → SS

Air Throw

During jump with opponent, tap ↓, SS

POW Move

Tap ←, →, ↓, (LS MS)

GENJIRO

Special Moves

Toha Kouyokujin

Motion → ↓ ↘ S

Running Toha Kouyokujin

Motion ↓ ↘ → S

Oukazan

Motion ↓ ↙ ← S

Grab & Stab

Motion ↓ ↙ ← → S

Fierce Card Slash

Motion ← ↓ ↙ S

POW Move

Tap ←, →, ↓, (LS MS)

HANZO

Special Moves

Ground Flame

Motion ↓ ↙ ← S

Teleport

Away From Opponent

Motion → ← ↙ ↓ ↘ → LS

Near Opponent

Motion → ← ↙ ↓ ↘ → MS

Mirror Image

Tap ↓, ↓, S

Screen Teleport

Motion ← ↓ ↙ S or K

Jumping Throwing Star

During jump, motion ↓ ↘ → S

Spinning Piledriver

Motion → ↓ ↘ S

Air Throw

During jump with opponent, tap ↓, SS

POW Move

Tap ←, →, ↓, (LS MS)

HAOHMARU

Special Moves

Cyclone Slash

Motion ↓ ↘ → S



Crescent Moon Slash

Motion → ↓ ↘ S

Running

Crescent-Moon Slash

Motion → ↓ ↘ K

Upper Slash

Motion ↓ ↘ → K

Counter Slash

Motion ← ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

JUBEI

Special Moves

Geyser Thrust

Motion ↓ ↘ → S

Yagyū Shingantō

High Yagyū Shingantō

Motion ↓ ↘ ← SS

Mid Yagyū Shingantō

Motion ↓ ↘ ← MS

Low Yagyū Shingantō

Motion ↓ ↘ ← LS

POW Move

Tap ←, →, ↓, (LS MS)

KAZUKI

Special Moves

Flame Kick

Motion → ↓ ↘ S

Hades' Flame

Hades' Flame

Motion ↓ ↘ → LS

Demon Path

After Hades' Flame, motion
↓ ↘ → MS

Heaven's Glow

After Demon Path, motion
↓ ↘ → SS

Exploding

Flames of Disaster

Motion ← ↓ ↘ S or K

POW Move

Tap ←, →, ↓, (LS MS)

KYOSHIRO

Special Moves

Flaming Dragons

Motion ↓ ↘ → S

Spinning Blade

Motion → ↓ ↘ S

Dashing Slash

Motion ↓ ↘ → K

Jumping Lion

Motion ↓ ↘ ← S

POW Move

Tap ←, →, ↓, (LS MS)

NAKORURU

Special Moves

Cape Smash

Motion ← ↓ ↘ S

Wolf Moves

Get on Wolf

Motion ↓ ↘ ← S

Low Wolf Charge

Motion ← ↓ ↘ S

High Wolf Charge

Motion → ↓ ↘ S

High Blade Attack

During High Wolf Charge,
motion → ↓ ↘ S

Get off Wolf

Tap K

POW Move

Tap ←, →, ↓, (LS MS)

RIMURURU

Special Moves

Ice Sword Stab

Motion → ↓ ↘ S

Ground Ice Blast

Motion ↓ ↘ ← S

Ground Ice Ball

Motion ↓ ↘ → S

Multiple Icicle Blast

Press and hold →, and tap any
Slash rapidly

POW Move

Tap ←, →, ↓, (LS MS)

SHIZUMARU

Special Moves

Pogo Head Stomp

During jump, tap ↓, S

Umbrella Throw

Motion ↓ ↘ → S

Sword Uppercut

Motion → ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

SOGESTU

Special Moves

Moon of Death

During jump, motion ↓ ↘ ← S

Full Moon

During jump, motion → ↓ ↘ S

Water Ball

Motion ↓ ↘ → S

Moon Beam Blast

During jump, motion ↓ ↘ → S

POW Move

Tap ←, →, ↓, (LS MS)

TAM TAM

Special Moves

Gaboora Gaboora

Motion ↓ ↘ → SS

Skull Throw

High Skull Throw

Motion ↓ ↘ → LS

Low Skull Throw

Motion ↓ ↘ → MS

Paguna Dios

Motion ← ↓ ↘ S

POW Move

Tap ←, →, ↓, (LS MS)

UKYO

Special Moves

Power Pole Jab

Motion ↓ ↘ ← K

Snowfall Stab

Motion ↓ ↘ ← S

Swallow Swipe

During jump, motion ↘ ↓ ↘ → S

Power Sword Wave

Motion ↓ ↘ → S

POW Move

Tap ←, →, ↓, (LS MS)



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Video Game Strategies, Weapons, and Tactics

Saturn

Andretti Racing

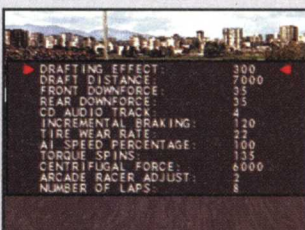
Car Selection, Game Parameters, and Other Cheats



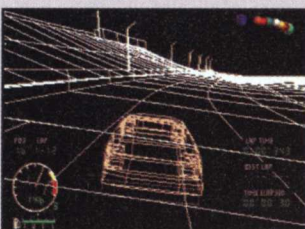
Car Selection Passwords: Start a career and enter the following passwords at the registry screen:

Indy Car selection cheat: **GO BRUINS!**

Stock Car selection cheat: **GO BEARS!**



Game Parameters Cheat: During gameplay, press Pause. Highlight Race Statistics, then **simultaneously press and hold R and C** to bring up the Parameters cheat menu.



Other Cheats: At the registry screen, enter the following passwords:

Wire-frame mode: **WYRED**

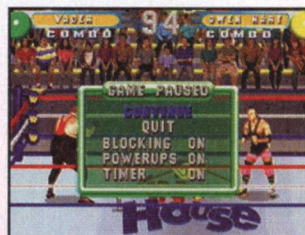
Phat car mode: **PHATCARS**

Press start car: **PRESSSTART**

PlayStation

WWF: In Your House

Turn On Combos, No Damage, and More



During gameplay, press Pause, then enter the following codes:

Turn off computer players: **Press Left, Left, Up, Down, R2.**

Big damage: **Press Up, Up, L1, L2, Down.**

Combos: **Press R1, L2, R2, L2, Right.**

Small human damage: **Press Down, Up, L2, Right, Left.**

No human damage: **Press R2, L2, R2, L2, R1.**

Auto Super Pins: **Press Down, Down, Down, Down, L1.**

Saturn

The Legend of Oasis

Two-Player Mode



During gameplay, **press Z, press and hold X, then press L. Simultaneously release X and L** to access the two-player option.

PlayStation

Dark Forces

Cheat Menu

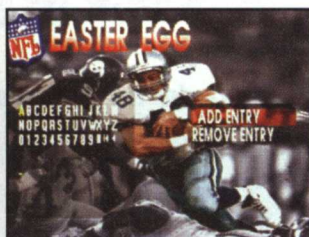


During gameplay, **press Left, O, X, Right, O, X, Down, O, X** to access the cheat menu.

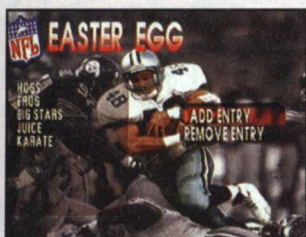
PlayStation

NFL GameDay '97

Easter Eggs



At the Options menu, press **L1, R1, L2, R2** to access the Easter Egg screen.



Enter any of the following passwords for these special abilities:

Receivers have no hands on blast hits, injuries up: **ASSASSIN**

Explosion on severe hits: **ATOMIC BOMB**

Strong passing arm: **BAZOOKA**

Huge cheerleaders: **BIG GIRLS**

Superstars are extra large: **BIG STARS**

More time to pop a receiver and get the ball out: **BLASTERS**

Ref doesn't call pass interference or personal fouls: **BLIND REF**

Strong winds in the snow: **BLIZZARD**

Shoulder charge is juiced: **BO KNOWS**

Frequent injuries: **BRITTLE**

Quarterback has increased accuracy, but slower foot speed: **BROADWAY JOE**

More penalties called: **BUSY REF**

Defensive charge and hits are high: **BUTKAS**

Show credits: **CREDITS**

Louder football noises: **CRUNCHY**

Lights out during night game: **DARK NIGHT**

Better defense: **DEFENSE**

Field-goal range increases: **DEMPSEY**

Spins are more effective: **DERVISH**

Reduces injuries: **DOC**

Players twitch: **ELECTRIC FB**

All players are almost equal: **EQUALIZER**

Tiny players and squeaky sound effects: **FLEA CIRCUS**



Jumbo-sized players: **FRIDGE**

Jump high: **FROG**

Players move faster: **GB SPEED**

Hidden difficulty level: **GD CHALLENGE**

CPU remembers 30 plays: **GENIUS**

Receivers have great hands: **GLOVES**

Huge players and weird sound effects: **GOLIATH**

Punts are slower: **HANG TIME**

Forearm shiver is juiced: **HATCHET**

Offensive line blocks better: **HOGS**

No pass interference or personal fouls called on home team: **HOME COOKING**

Players slide along field: **ICE SKATES**

CPU makes bad decisions: **IDIOT**

Ball pops out of receivers' hands like in original GameDay: **INFAMOUS POP UPS**

One-handed catches tip off a lot: **JUGGLER**

Hyper-speed bursts: **JUICE**

Stiff arm, forearm, and swim juiced with no recharge: **KARATE**

Fumbles are more frequent: **KRAIG**

Dives are farther: **LONG JUMP**

Loud PA announcer: **LOUD MOUTH**

Offensive line at disadvantage: **MANDARICH**

Game clock doesn't run: **NO TIME**

Swim moves juiced: **NYSE**

Defenders dive from far away: **OFFENSE**

Big hits, high flip hits: **OUCH**

Blocks resolve quickly: **PANCAKE**

Jostling increased: **PINBALL**

Jackhammer of a stiff arm: **PISTON**

Defensive jump is higher: **REJECTION**

Defenders dive from very far away: **SAYERS**

QB's get speed boost: **SCRAMBLER**

Loud crowd buzz: **SHOUT**

Game speed is slower: **SLO MO**

Strong winds in the rain: **SQUALL**

Special moves recover faster: **STEROIDS**

High one-handed catches: **STRETCH**

Darkness during rain setting: **TEMPEST**

Receivers are tightly covered: **TIGHT COVER**

Bad pass coverage: **TOAST**

Quarterback lobs passes: **TORRETA**

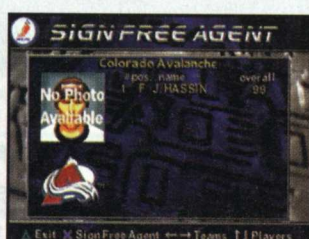
Strong winds during windy conditions: **TWISTER**



PlayStation

NHL Faceoff '97

Hidden Players



At the Create Player screen, enter the following names:

Raja Altenhoff

Tom Braski

Craig Broadbooks

Peter Dille

Josh Hassin

Jody Kelsey

Tawn Kramer

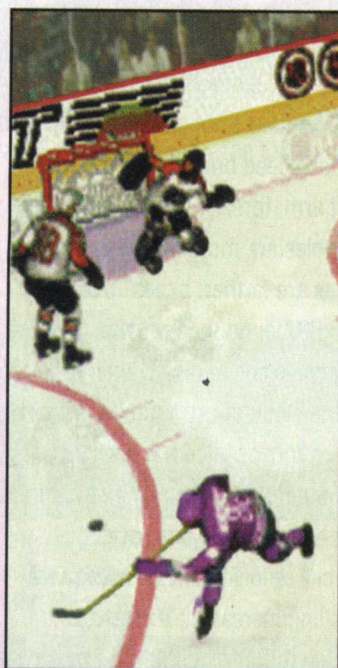
Craig Ostrander

Kelly Ryan

Alan Scales

Chris Whaley

Enter 1 for the player number, F for their position, 150 for their weight, R for their handedness, and leave all the other numbers the same. When you go to the Sign Free Agent screen, you'll notice that their overall abilities are 99.



PlayStation

SlamScape

Hidden Codes and Passwords

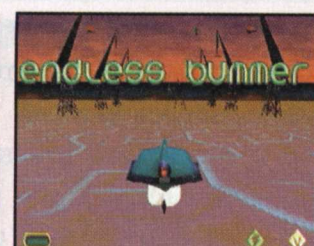


During gameplay, enter the following button presses:

Invincibility: Press and hold Select, then press □, □, ○, ○, □, □, △.

Full weapons power-up: Press and hold Select, then press Left, □, Right, ○, Up, △.

Passwords



Enter the following at the password screen:

Level 2 – Uraniumania: × × × △ ○ × □ △

Level 3 – Repsychler: □ ○ □ □ △ ○ △ △

Level 4 – Endless Bummer: □ ○ □ × △ △ □ ×

Level 5 – Viva Los Vagrantes: ○ △ × △ × □ □ △

Hidden Movie: □ □ × □ □ △ ○ □

Art Level: △ ○ × △ × × △ ○

Credits: ○ ○ ○ □ ○ × × △

Game Over/Win: ○ ○ ○ △ × × △ ○

Game Over/Lose: ○ ○ ○ ○ △ ○ × ○

Quit: ○ ○ ○ △ △ ○ × □

Uraniumania movie: ○ ○ ○ △ △ □ △

Repsychler movie: ○ ○ ○ × △ × □

Endless Bummer movie: ○ ○ ○ □ □ △ △ ×

Viva Los Vagrantes movie: ○ ○ ○ × × × □ □

Genesis

Vectorman 2

Refill Energy



Pause the game at any time and press B, A, B, A, Left, Up, Up to refill Vectorman's energy supply.

PlayStation

Bubble Bobble Also Featuring Rainbow Islands

Debug Menu



At the game-select screen, pick Bubble Bobble. Then, at the Bubble Bobble title screen, **press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. You'll hear a chime. Start a game and **press R2** at any time. This brings up a debug menu that lets you warp to any level and increases your lives. **Press L2** to exit the debug menu.

PlayStation

Crusader: No Remorse

Level Passwords



Level 2: **FWQP**

Level 3: **PLRQ**

Level 4: **SZNF**

Level 5: **TD5S**

Level 6: **J1BT**

Level 7: **K2CV**

Level 8: **N3DW**

Level 9: **4FX**

Level 10: **X5GZ**

Level 11: **C6HO**

Level 12: **D7J1**

Level 13: **F8K2**

Level 14: **FGL3**

Level 15: **JFM4**

Saturn

Command & Conquer

Nuclear Bomb, Ion Cannon, and Air Strike



Enter the following codes during gameplay, not while the game is paused:

Nuclear Bomb: **Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A.**

Ion Cannon: **Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B.**

Air Strike: **Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C.**

PlayStation

Ten Pin Alley

Taunts



In Team Play mode, during your opponent's approach, **simultaneously press and hold L1, L2, R1, and R2**. Keep the buttons held and press any of the following buttons to taunt your opponent:

Choke: **Press Δ .**

Loser: **Press \square .**

You suck: **Press \times .**

Miss: **Press \circ .**



PlayStation/ Saturn

Impact Racing

Passwords for Invincibility, Ammo, and More



Enter the following passwords at the Password screen to access these power-ups:

Invincibility: **I.AM.IMORTAL**

Unlimited ammo: **LOADSOFTUFF**

All weapons: **ALL.TOOLEDUP**

Six bonus tracks: **BONUS.LEVELS**

Final level: **ENDGAMELEVEL**

Level select: **RABBITBADGER**

Weird music: **JOURNEYS.END**



Genesis

Madden '97

Hidden Teams



At the create-a-player screen, create players with the following names to access hidden teams or a special ability:

All-70s team: **DISCO**

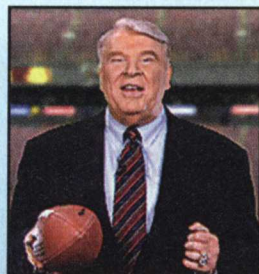
All-50s team: **HAPPY DAYS**

All-80s team: **NEW WAVE**

All-time all-Madden team: **BOOM**

EA Sports team: **ITSINTHEGAME**

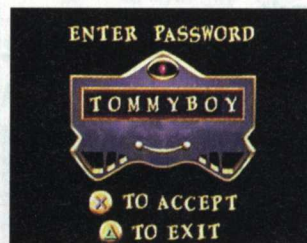
Bypasses salary-cap restriction: **OVERPAID**



PlayStation

Pandemonium

Power-Up Passwords



At the Password screen, enter the following words to access various power-ups:

Enemies come back to life: **EVILDEAD**

Allows you to rotate the screen by **holding L1 and L2**, then moving the directional pad from **right to left**. Press **Down** to re-center screen: **TWISTEYE**

Allows you to quit in the middle of levels and choose to restart, or move on to another level without sending you back to the main screen: **INANDOUT**

Change your body shape by **holding L2 and pressing O**. Turn your body to its original shape by **pressing L2 and X**:

THETHING

Makes you invincible: **HARDBODY**

Change characters in mid-game: **BODYSWAP**

Once you get a weapon you won't lose it unless you switch weapons: **OTTOFIRE**

Gives you 31 lives: **VITAMINS**

Finish a level to play bonus game filled with power-ups: **TOMMYBOY**

Finish a level to visit fast-paced bonus area: **CASHDASH**

Allows you to visit any world you want: **BORNFREE**

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Acclaim Entertainment, Inc. 7, 74, 75	Interact Accessories, Inc. 136, 3rd Cover	Movies and Games 4 Sale 67	T•HQ, Inc. 91
ACT Laboratory Ltd 73	Interplay Productions 26, 27, 45, 47, 54, 55, 98, 99	Nintendo of America, Inc. 2nd Cover, 1	Twentieth Century Fox Home Interactive Entertainment, Inc. 8, 9
Babbages, Etc. 23	Jaleco USA, Inc. 85	Origin Systems, Inc. 14, 15	Video Game Discounters 109
Chips & Bits, Inc. 103	Konami America, Inc. 25	Playmates Interactive Entertainment ... 21, 29, 34, 35	Virgin Interactive Entertainment, Inc. 39, 40, 41, 81, 87
Electronic Arts 78, 79	LucasArts Entertainment Company 61, 62, 63	Psygnosis, Inc. 48, 49, 71	Working Designs 89
Funco, Inc. 105	Midway Home Entertainment, Inc. 4th Cover, 6, 11	Sega of America 13, 18, 19	
Game Express, Inc. 107		Sony Computer Entertainment 2, 3	
GT Interactive Software 4, 5			

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Can't Miss
List**

Nintendo 64

1. Mario Kart 64
2. Turok: Dinosaur Hunter
3. Doom 64
4. FIFA Soccer 64
5. Blast Corps
6. NBA Hang Time
7. Star Wars: Shadows of the Empire
8. Cruis'n USA
9. Wave Race 64
10. Super Mario 64

PlayStation

1. Need for Speed II
2. NBA Shootout '97
3. Soul Blade
4. Independence Day
5. Spider
6. Mega Man 8
7. Test Drive: Off-Road
8. WCW vs The World
9. Wing Commander IV
10. 3D Baseball

Saturn

1. Tomb Raider
2. Die Hard Trilogy
3. NHL '97
4. Road Rash
5. Sonic 3D Blast
6. Daytona USA Championship Circuit Edition
7. World Series Baseball II
8. Virtua Cop 2
9. Nights
10. Fighting Vipers

Genesis

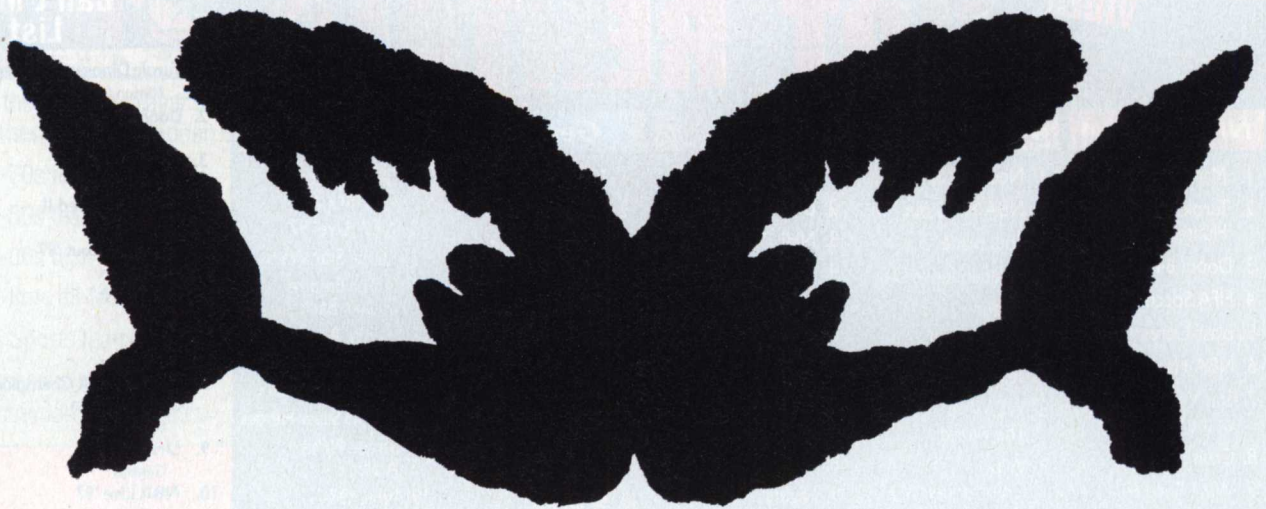
1. NBA Live '97
2. NHL '97
3. Sonic 3D Blast
4. NBA Hang Time
5. Bass Masters Classic Pro Edition
6. Road Rash 3
7. Scooby Doo
8. Urban Strike
9. Separation Anxiety
10. Simpsons' Virtual Bart

Super NES

1. Donkey Kong Country 3
2. NBA Live '97
3. Super Star Wars
4. Super Empire Strikes Back
5. Super Return of the Jedi
6. Super Mario Kart
7. Marvel Super Heroes
8. Street Fighter Alpha 2
9. NHL '97
10. NBA Hang Time

1. Turok: Dinosaur Hunter
Nintendo 64
2. Doom 64
Nintendo 64
3. Blast Corps
Nintendo 64
4. Need for Speed II
PlayStation
5. NBA Shootout '97
PlayStation
6. Soul Blade
PlayStation
7. Nights
Saturn
8. Daytona USA Championship Circuit Edition
Saturn
9. Urban Strike
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10. NBA Live '97
Super NES

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