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Game Informer®
MAGAZINE

Exclusive First Look At
The Diabolical Adventures of
Tobu

Pg. 20

MISSION: IMPOSSIBLE

C: The Contra Adventure • Abe's Exoddus • Syphon Filter • Street Fighter Alpha 3
Wetrix • Rogue Trip • GameDay '99 • Crash Bandicoot 3: Warped • Blitz • Tomba!

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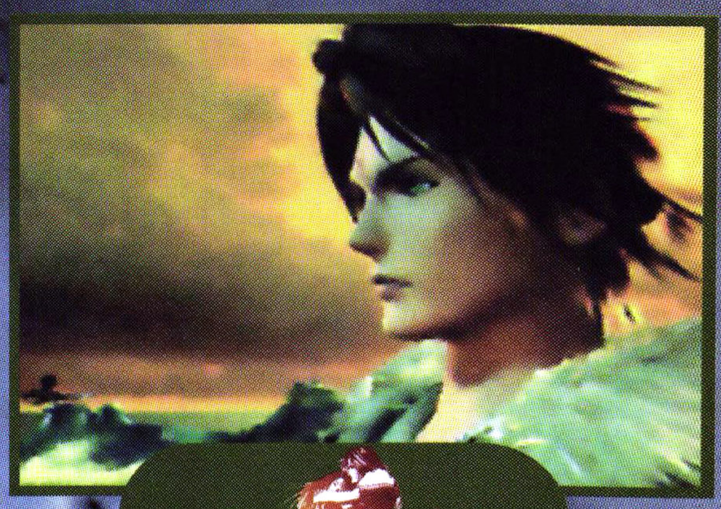

Final Fantasy VIII

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July 1998
Vol. VIII • Issue 07 • #63

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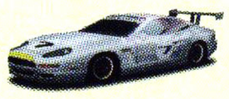
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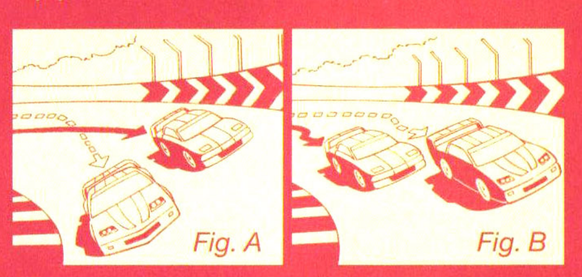

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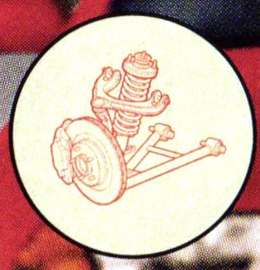

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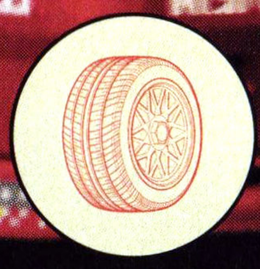

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MIKE PIAZZA
CATCHER, LA DODGERS

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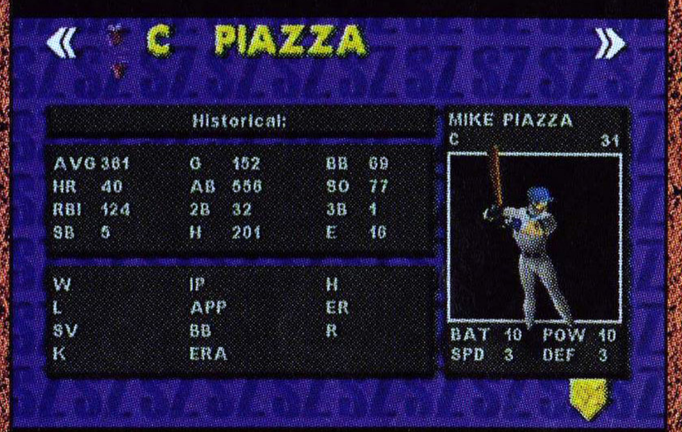

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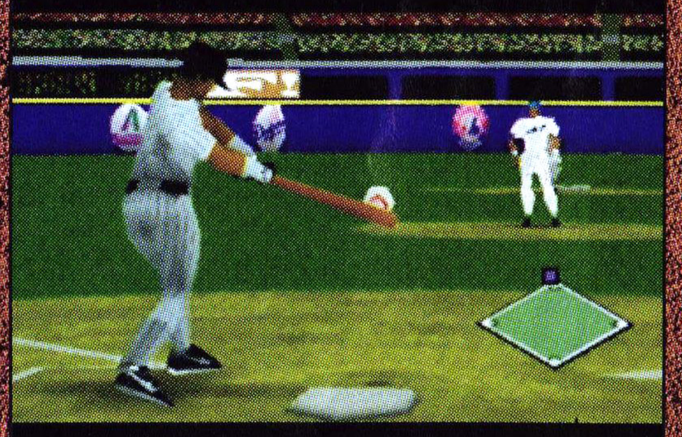

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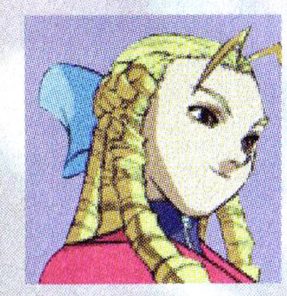
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Your mission, should you decide to accept it, is to take Ethan Hunt on a super spy adventure that brings you from one end of the globe to another. Of course, Game Informer is here to help accomplish the impossible with our 6-page strategy guide and first review of this upcoming N64 cart. This magazine will self destruct!

20 Feature: A Talk with the Talent Behind Tobu
The Diabolical Adventures of Tobu will be the first platform game to come out of the newly created Sony Interactive Studios America (SISA), and with it comes a lot of expectation. But Tobu's creator, Ken Yamada, doesn't seem to care as he lets the cat out of the bag on the PlayStation's upcoming flying adventure.

22 Feature: Ninja Uncovered
Core, the creator of Tomb Raider I & II, has a new game on the block, and it doesn't star everybody's favorite video game babe. Instead, it stars a super-charged Ninja that will face a horde of evil minions on his journey to hell and back. To find out more, Game Informer sat down with the head of product development for Core Design, Adrian Smith.

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Nintendo 64
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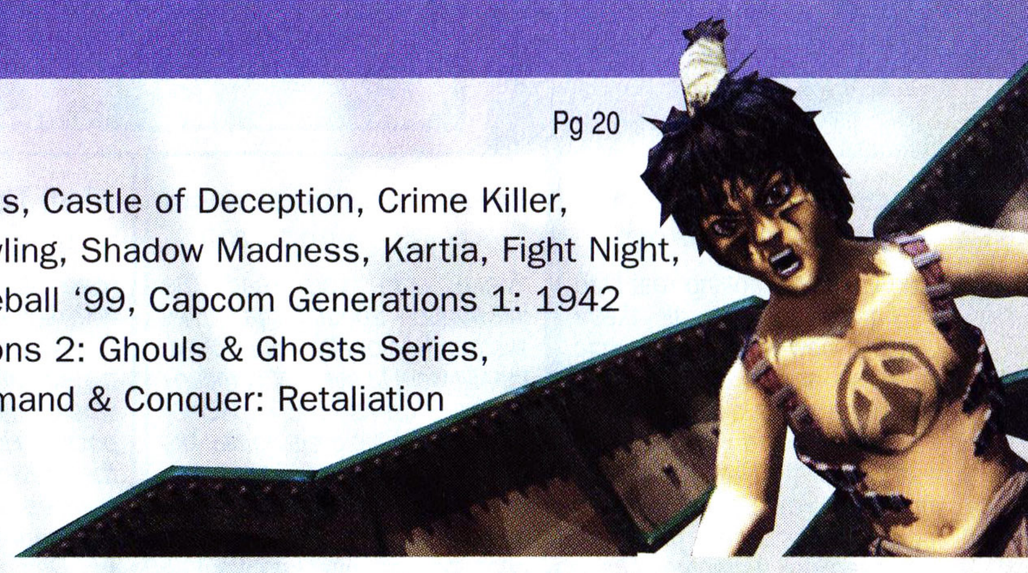
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LETTER FROM THE EDITOR

I Want To Be A Jedi Like My Father Before Me

BY ANDREW McNAMARA

Ahhh, the whining of Luke brings tears to my eyes, just as the wisdom of Yoda brings peace and serenity to my heart. But this letter isn't about Star Wars, it's about Game Informer. But thoughts on Star Wars are a good way to start this Letter from the Editor, as this month I want to tell you guys about the group of young gaming Jedis that work for Game Informer.

In the past, I have talked about how proud I was to discover that, even though I've had a short tenure in video games, I am the longest-running editor in chief at any gaming magazine available in America today. But even more interesting than that, is the staff that creates this book. We are wise old Jedi, in a sea of whining Lukes.

As for me, I've been playing video games since I was 5 years old and first got my hands on Pong. But Game Informer doesn't stop with me. The others are strong in the gaming Force as well: Reiner was playing games before he mastered the potty trainer; Paul was an Apple][gamer before playing Apple was cool; Storm was down 'n disco in the arcades in the 70's even with his bad-boy haircut; Robert has been playing vids since he first got his fingers stuck in the rollerball of Atari football as a young boy; and Bergren, well...he learned it all from his brother.

Then if you look at how long we've been working in the industry, we get some serious numbers. I've been doing this for seven years (where has the time gone?); Reiner and Paul for six; Storm for two; and the newcomers, Bergren and Robert, for just over a year. On average, that's close to four years a person. There aren't too many video game magazines out there today that can claim such a feat.

So when you put it all together, Game Informer has one of the most experienced staffs in the industry. And that's no joke. The gaming Force runs strong in this office. You too can have the power, it's all right in your hands.

The Gamesters (from left): Andy, Paul, Reiner, Jon, Bergren, Robert

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Andy, The Game Hombre
andy@gameinformer.com

"You know, I'm getting real tired of having to see all these fantastic new games early, and not being able to play them for more than an hour. Last month, it was Tomb 3, and just recently it was Spyro the Dragon. And let me tell ya, Spyro is one amazing looking PlayStation game. It may even look better than Crash 3, which also looks awesome. Then there's FF VIII...Wow! Too... many...games...head spinning... can't think straight...video games...eating brain."

Robert, The Game Cassanova
robert@gameinformer.com

"Make sure you read the information about Sega's new system. Personally, I am stoked. I really want to see that company get back on its feet, especially after playing the great games like Panzer Dragoon Saga and Burning Rangers. But, one other game that really gives me the goosebumps, Final Fantasy VIII, has reared its head! Oh yeah!"

Jon, The Greedy Gamer
jon@gameinformer.com

"Been lazing away the summer with serious doses of GT, Hot Shots, and Chrono Trigger on my screen porch. Anyone know where I can get a life-size Marle poster? How 'bout FF VIII! Man, the news has us all totally pumped. Definitely dish out the clams for Brave Fencer and the FF Demo. I also recommend Tomba! It's what quality gaming is all about. And, as always, all hail the mighty Buffalo Sabres!"

Paul, The Game Professor
paul@gameinformer.com

"It's hard to believe that in a few short weeks the NFL will hit the gridiron and a new batch of games will sprout up around it. Not only are we going to see some tough competition between the true sims, but the arcade-style games (Blitz & Xtreme) will also be interesting to compare. I'm also very hyped to see how EA Sports will do with its new batch of N64 games including NHL, NBA Live, and NASCAR. Get ready sports fans."

Reiner, The Raging Gamer
reiner@gameinformer.com

"Rock and roll!!! I tangled with Brett Favre in Florida, made false peace with Paul, had a reoccurring dream in which Obi-Wan was my uncle, and purchased Batman issue #13 for twenty bucks! Can life get much better? Yes. Yes, it can. The happiness in my future begins and ends with Final Fantasy VIII. I plan on playing this game until my eyes bleed and I die from starvation. Now, I just need to figure out a way to make the other RPG fans in the office not want it as bad as I do."

Bergren, The Game Burrito
bergren@gameinformer.com

"Is it just me, or does that guy on the cover look more like Joe Piscopo than Tom Cruise? Talk about a dry spell. Joe hasn't been in a good flick since Johnny Dangerously. I guess that's what happens when a comedian spends more time pumping iron than working on his delivery. Anyway, the PC scene is really starting to cook with a tons of fierce looking games like Unreal. Currently, I'm still spending time playing StarCraft, but when I want something to blow up right in my face, I turn to Forsaken."

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DEAR GI

Email: deargi@gameinformer.com

Game Informer

Letters From Our Readers

The Woes of a Dying System Owner

I'm a Saturn owner and I have a few concerns.

1. I know the Saturn is going, or has already gone down the tubes. It's hard to find any new games! None of the usual places carry Saturn games anymore. Other than overpriced mail order, is there anyplace I can get good new games?

2. I've heard of a new Sega system for 1999. Is construction of the system starting in '99, or is it coming out in '99?

3. Most of the new games are imports, and I want to get some! I know nothing about the Saturn converter. Does it come by itself? About how much does it cost? Does each game need its own converter?

4. How come your Saturn reviews and previews are sinking down to one or two "At A Glances"? Most of these games were highly rated. Don't you think they deserve a better spot? Are you ever going to do a 'Saturn farewell' issue before you let it go completely?

Dan Mrotek
Milwaukee, WI

1. Find a local mom and pop game store. Saturn games have already been dropped in most chains.

2. All signs show that the system will be released in the U.S. in 1999.

3. You can use a Game Shark for most of your conversion needs. However, the games that require the RAM upgrade do not work with this (unless you swap carts, which is RISKY). You can get your system modified to play both Japanese and American games for a small fee at import stores. However, any modification done to a system voids its warranty.

4. When Sega stated that it was not supporting the Saturn anymore, we decided to drop the Saturn to only "At A Glance." Unfortunately, the majority of gamers that read GI don't have a Saturn anymore (or never did). So it made better sense to use the space for other things. There will be no "farewell issue" for the Saturn. In this business there are winners and losers. Hopefully, next time the loser won't be Sega.

RPG Happy

I think you guys are doing a great job with your magazine. I love reading it. I just have a few questions for you, since you always like numbered questions.

1. Why aren't there any PC codes in your magazine?

2. Are there any ways to get extra money in SaGa Frontier?

3. Can you publish the places of the characters in SaGa Frontier?

4. Are there any really new top of the line RPGs out for PS-X?

5. Is there a way to earn extra money in Final Fantasy VII?

6. Are there any sports games out for PS-X that are good?

7. If I had the money to buy a new system, what should it be? I already have a PS-X.

Dan Carlino
Internet

Thanks for the compliments, but let's get this straight – we don't always like numbered questions. So, to infinity and...

1. The Game Burrito has limited space for GI PC, but if you keep bothering him, he may drop some in.

2. Not to our knowledge, unless you consider the Game Shark.

3. No.

4. Breath Of Fire 3 is out, and Xenogears should be out this winter.

5. Sell any excess Materia you have mastered. They command a pretty penny.

6. NHL '98, GameDay '98, MLB '99 and Shoot Out '99 are great.

7. Um, there's only one other system out there that's still supported, but we suggest the Intellivision.

Extra-Sensitive Editors

I owe you an apology. I'm sorry if I hurt anybody's feelings when I called you morons, but I was just really mad when I wrote my first email to you. Now for the questions:

1. What is the best football game available for the Super NES? I haven't found anything better than Tecmo Super Bowl 3: Final Edition on the 16-bit scale, and I was wondering if there was anything better that I could get.

2. I think you goofed with your awards back in February. I think that the N64 game of the year should have been MarioKart 64 (even though I do really like Starfox 64). If I remember correctly, I believe that the review staff scored MarioKart 64 higher than Starfox 64, but I might be mistaken.

3. When are you going to review Madden 98 or NBA Live 98 for SNES?

4. Have you ever broken any of your games, controllers, etc. in a fit of anger (this applies to all at GI), or am I the only one who's broken: 3 games, 2 controllers, and a dual-deck tape player?

5. Are we going to be seeing any lower-priced software for N64 in the near future, or should I take the PS-X route for better deals?

Matthew Jones
Internet

Thanks for the apology, but you did hurt Storm's feelings. He moped around for two weeks, muttering something about 'Master's Degree' and 'Jeopardy.' He is now very relieved, and challenges you to a game of Trivial Pursuit.

1. There were no good football games for the SNES. Buy a Genesis and Madden 94.

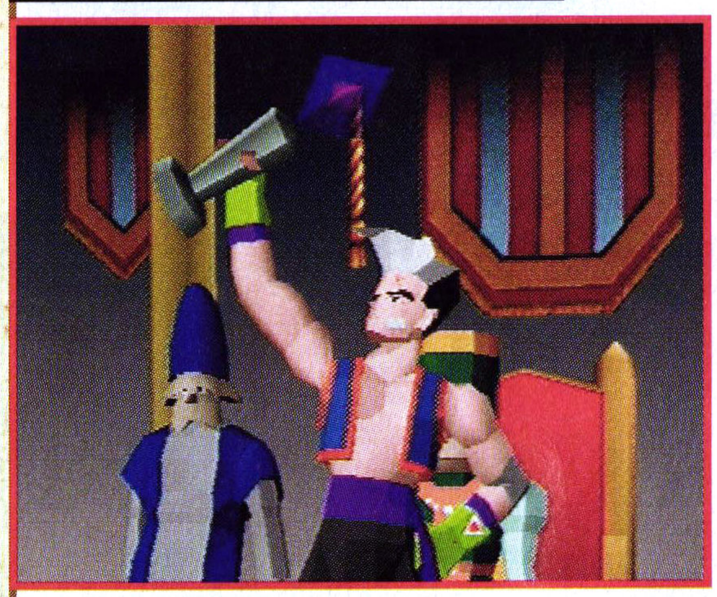
2. When we looked back, Starfox didn't score as well, but when judging the awards almost a year later, we thought StarFox was better.

3. Watch Classic GI. Maybe we'll have a sports round-up.

4. Andy has been known to break a couple of controllers in his time. He especially remembers the time he was playing Ninja Gaiden for the NES. Remember how if you lost to the final boss you were sent back to the beginning of the level...well...Andy lost. Expletives and controllers went flying everywhere! He even broke his NES when he punted it across the room.

5. As for cheaper games, watch the Nintendo Player's Choice Series for cheap titles. However, new titles should continue to be around the same price.

SSSSmokin!!



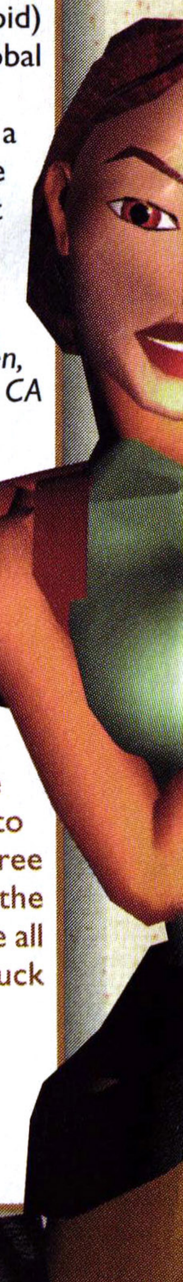
You guys are trippin'. Tobal 2 is the best fighting game ever released for any system, period. The fact that Square refuses to release it in the States is only testament to the game's greatness. If Tobal 2 were available to the masses here, no other game would sell. There would be riots and the Justice Department would probably have to shut Square down. Tekken? HA! Any game where you push down to make your fighter crouch makes me want to puke. Other games use shoulder buttons to sidestep... Feh! Tobal 1 and 2 both have the best grappling system available. The addition of projectile attacks in Tobal 2 initially worried me, thinking it would make the game like MK (yuk!!) or SF (WAS ok, now it's just stupid) but instead it only made Tobal better.

To even think that a Tekken game could achieve a 9.75 in the concept category makes me cringe.

You guys are smokin' crack.

Richard Ericksen,
Orinda, CA

While the staff is split on which is the better game (two for Tekken 3, two for Tobal 2, and two abstaining), Tekken 3 has been released in the U.S., and therefore, gets more press. Tobal 2 was not released here because Square Soft felt it would not sell well enough to warrant the enormous translation necessary to bring the game over. While we agree with your statements about the grappling system, we have to disagree all the way on the projectiles. They suck and so does crack.



Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

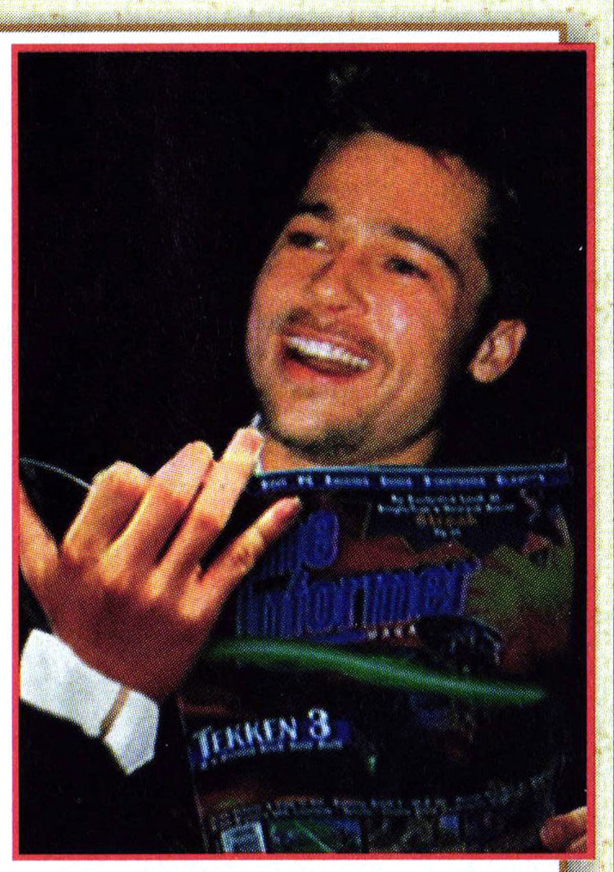
Envelope Art

July Winner

Ivanny Pagan Phila, PA

It looks like Ivanny is buckin' for a job at Capcom.

The Stars Read GI



I am a loyal reader of your magazine. If I can, I try to buy your magazine every month. I am happy that your magazine treats every game system equally. When I read your magazine you always have a little description of games for every system. You help us readers out a lot when you give us codes and strategies on how we could improve our gameplaying skills. Also I would like to compliment you on the way you rate the games on a scale of 0-10, you help me choose the right games for my system.

Bradley Pitt,
Forestville, MD

WOW!! Brad Pitt? Hey, how was Tibet? Is Paltrow a good kisser? Can you get us tickets to the Oscars next year? Please?

It's One or the Other

May I offer effusive accolades on a magazine well done? I've only been reading GI for half a year, but I certainly plan to continue. I think the best things about your publication are your colorful layouts, your frank and thorough reviews of games, and your obviously well-developed sense of humor. What's with these mental sieves who write in and simply don't get it – your altered photos are consistently piss-pants hilarious, and your April "exclusive" joke was a minor riot! – oh, but you must be more SERIOUS, surely gaming is a SERIOUS endeavor. Come on!

Anyway, thanks for your walkthrough of Tomb Raider II. It was extremely helpful through some tough spots (especially when I waited to read solutions as a last resort).

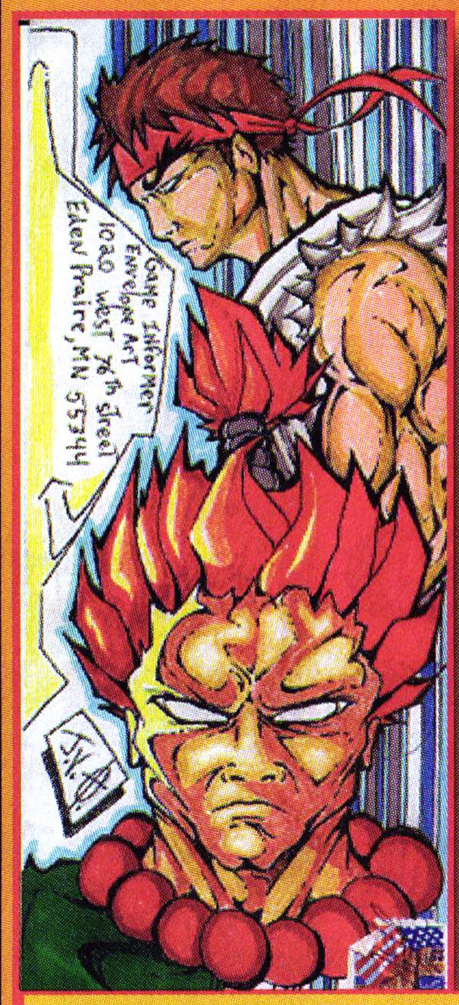
On a more serious note, there are aspects of TR gameplay that left a humble adventurer quite frustrated. At times, some of the jump combinations seemed to be so finicky, and require button combos so precise, it left me with the feeling I was competing with a flawed interface. I knew this couldn't be so, but sometimes a particular spot would become so tedious, I'd literally have to ignore the game for days while my blood pressure returned to normal. My question is this (and keep in mind I know very little about writing code): why does it seem that games either have to be exclusively (ha) graphically awesome – like TR – OR highly playable – like the N64 claims to be – with the exception of maybe Abe's Oddysee and some others? Please respond to this concerning 32 vs. 64 bit, digital vs. analog, and any other insights you may have.

As a final comment, why not make a tiny space in your mag for articulate READER reviews of games once in a while, in addition to the "Dear GI" column. The "man on the street" approach might be refreshing.

Keep up the good work, fellows, and remember that some of us like your light and funny approach. Now how about a free subscription?

Sincerely,
JG
Flagstaff, AZ

Concerning your comments, technology has little to do with the playability of a game. Likewise, we could spout endlessly about titles that look as good as they play. The titles that fit into this category usually have some visionary behind the concept, an awesome artist/animator, and a killer coder putting some gaming TLC into the product. They also usually have an endless supply of time and money. Nintendo falls into this category and the games usually show it. Titles that are burdened by uninspired developers, or rushed by shorter, cheaper development schedules, are likely to pay the price. As for the frustration factor in Tomb Raider II, why do you think you're allowed to save anywhere?



Sigfrido Javier Jr.
Meriden, CT

Whooda thunk Ryu was living in Akuma's head all these years.

Jeffrey Moscaritolo
Randolph, NJ

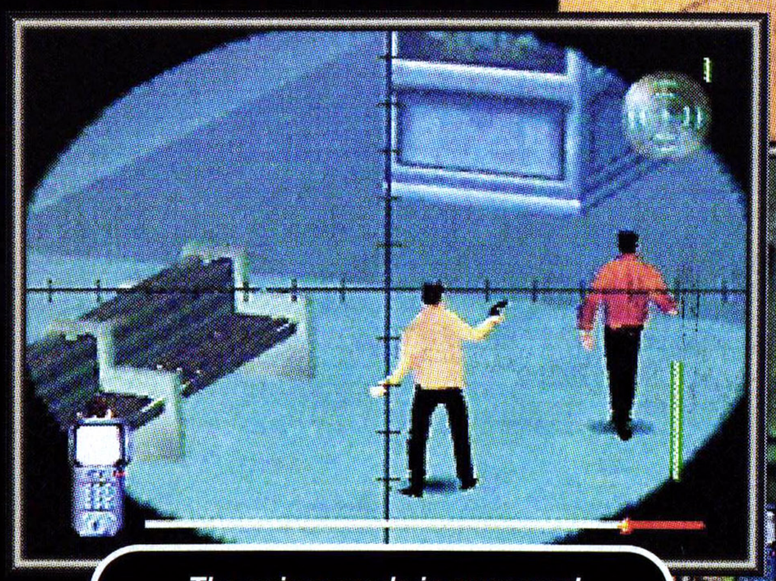
Let me hear you scream... ohhhh!

Chris Williams
Germantown, MD

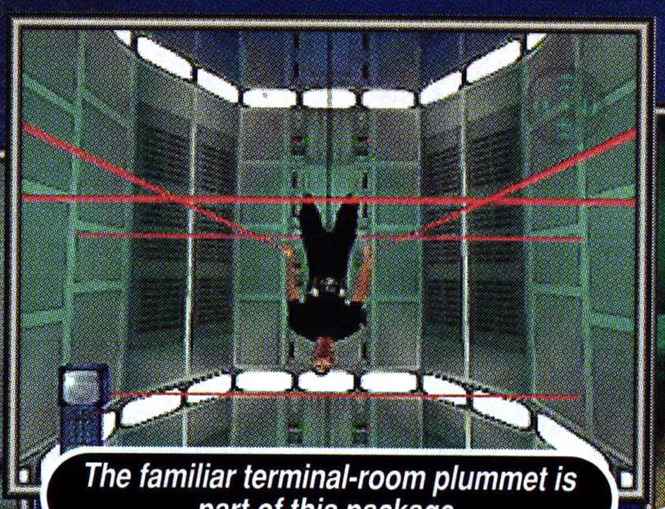
Who is this hot mama?

Tony Varga
Melvindale, MI

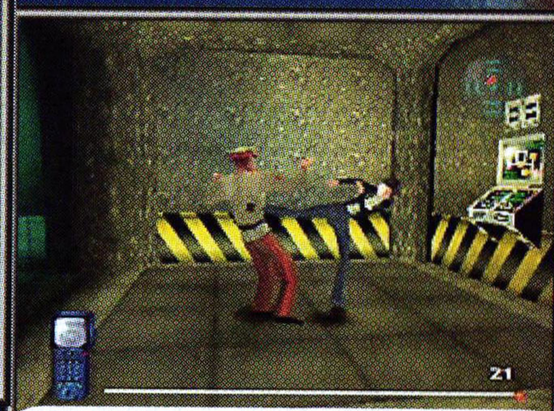
Blasto challenges the Silver Surfer to an interplanetary surf-off.



The sniper mode is awesome!



The familiar terminal-room plummet is part of this package.



Even without Ethan's help, Candice can hold her own.

"Overall, Mission: Impossible is a mixed bag. The game starts out slow and fairly entertaining, and then about halfway through, the levels just get awesome – very unique and extremely entertaining. This lasts for a while, but it seems that every time you think this game is going in the right direction, it goes to a level that is good, but not as good as the one you just completed. Comparisons to GoldenEye are inevitable, so here goes. **Mission definitely doesn't have as much action or gore as GoldenEye, but it certainly has excellent mission objectives that are fun to figure out**. And of course, Mission doesn't have 4-player Deathmatch, but if you are looking for a fun 1-player spy game (and have already played GoldenEye)... Mission: Impossible ain't bad."

ANDY
THE GAME HOMBRE

Concept	8
Graphics	8.25
Sound	8.75
Playability	8.5
Entertainment	8

8.25
OVERALL

"The mission was almost impossible for the development of this game, but the extra time (and a long look at GoldenEye) paid off. This game does have many instances of strange graphic hiccups and the overall look of the game is fairly weak. Even though it doesn't quite follow the film as far as story settings, the added elements such as the sniper levels and the gunboat level are interesting and enjoyable additions. I can't say that this game rivals GoldenEye, but it has plenty to offer the action fan. **Mission: Impossible is rough around the edges, but it is a blast to play.**"

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	8
Sound	6
Playability	7.75
Entertainment	9

8
OVERALL

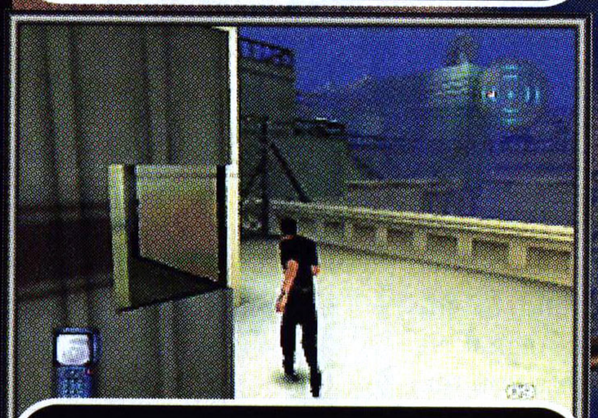
"Mission: Impossible borrowed a few ideas from GoldenEye, but still didn't come close to topping it in look, play, or entertainment. In fact, if I wasn't a such a hardcore gamer I'd think that Mission came out well before GoldenEye. To be fair though, Mission does more than enough to satisfy game players and more so – GoldenEye fans. **The graphics are nothing to holler home about, but the gameplay will tickle you in places you didn't know you had**. The key to this game's success is variety and there's plenty of it. All of the tools, weapons, and mission objectives offer a good time indeed. Some of the levels just plain suck, but along with the bad, Infogrames has thrown in a few levels that you will remember for quite some time."

REINER
THE RAGING GAMER

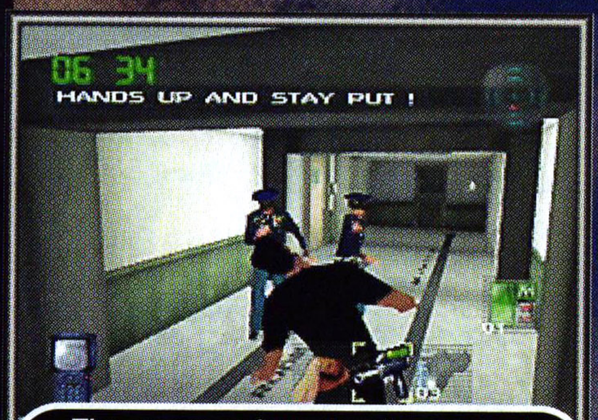
Concept	8.25
Graphics	7.75
Sound	7.75
Playability	8.25
Entertainment	8.5

8
OVERALL

This game is filled with pretty cinematics.



Stealth is the key to success.



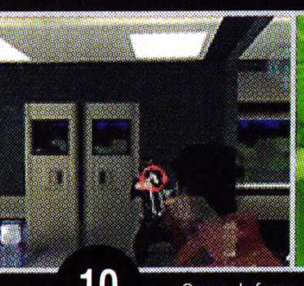
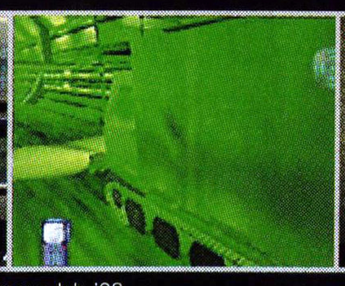
The onscreen inventory is easy and quick to use.

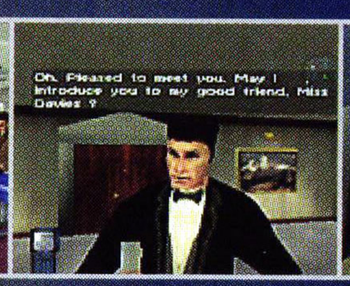
Pressing the Right Button will bring up this targeting display. Then, by hitting Up C, you can zoom in even closer.

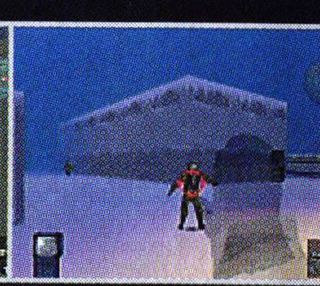
IN this line of work you either die, or come back to die another day. Welcome to the Impossible Mission Force (IMF), the world's most invaluable ally in the quest for peace and justice. Your mission, if you decide to accept it, is to assume the identity of IMF's most prestigious agent, Ethan Hunt, and carry out the orders given by Mr. Phelps and associates. Your incredible talents, coupled with the support of the Force's special weaponry and equipment, can turn even the most impossible mission into an immediate success. However, should you be caught or killed, the Secretary will disavow any knowledge of your existence. This may not be a typical nine-to-fiver, but the benefits are wonderful and the travel is to die for.

Two years ago, Tom Cruise and Paramount Pictures reincarnated the television series Mission: Impossible and transformed it into a blockbuster motion picture. The film had a few holes in the plot, and the surprise ending was almost too big of a shocker, but fans of the television series eventually embraced this redo as the next best thing to the original. Infogrames and Ocean originally planned to release a game that was identical to the film, but numerous delays in the product forced the development team to create a slightly different story that everyone and their dog didn't already know.

Every once in a while though, the game does crossover to the movie, presenting a memorable scene or moment. Thus, the famous dangling act where Ethan plummets from the ceiling to access a top secret computer terminal is part of this





Friends Lies Impossible Odds

Abandon ship!

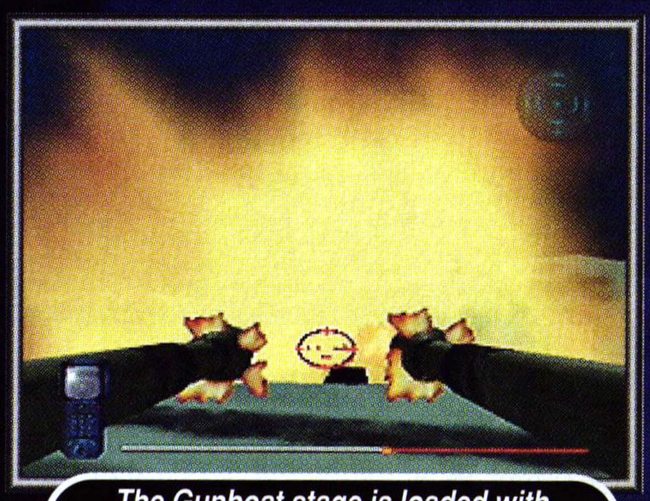
N64 package. Some of the gadgets are also very familiar, like the Facemaker that Ethan uses to transform into any humanoid he sees. But for the most part, the game tries to be original, and with 20 whopping missions, this goal was a success.

Originality can only go so far in the gaming world though, and entertainment and playability must come first. When you first turn this cart on, you will notice that the gameplay is very basic, but the

Nintendo 64 Cover Story

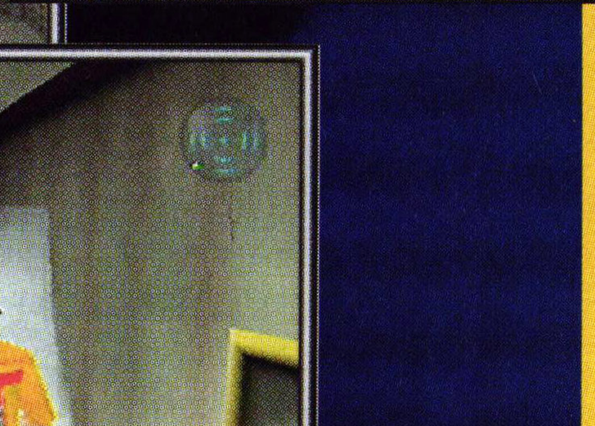
- **Size:** 96 Megabit
- **Style:** 1-Player Action
- **Special Features:** 2 Difficulties; 20 Missions Across 5 Scenarios; Multiple Mission Objectives; Numerous Gadgets; Limited Ammo; Zoom Cam With Distance Targeting; Rumble Pak & Widescreen TV (16/9) Compatible
- **Replay Value:** Moderate
- **Created by:** Infogrames for Ocean
- **Available:** Now for Nintendo 64

Bottom Line: **8**



The Gunboat stage is loaded with explosions and massive firepower.

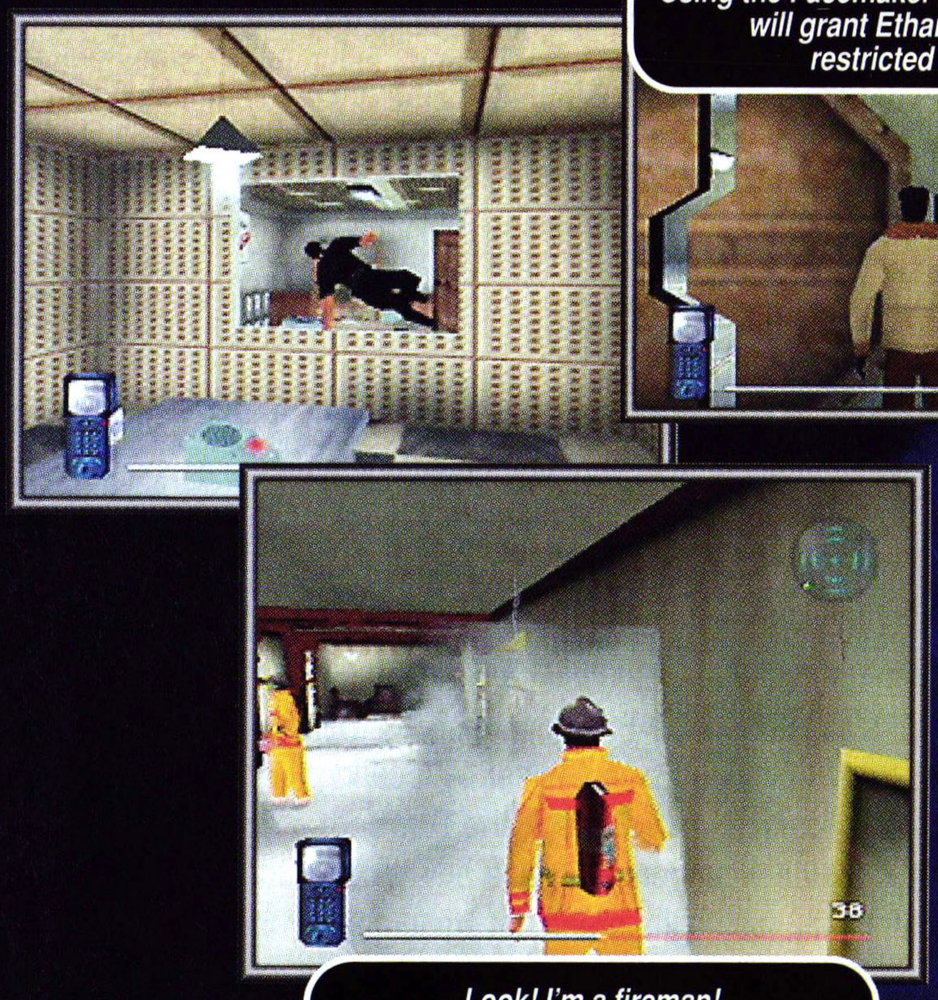
MISSION: IMPOSSIBLE



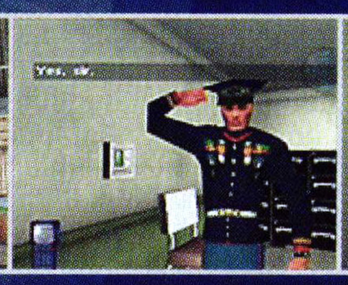
Using the Facemaker to change identity will grant Ethan access to restricted areas.

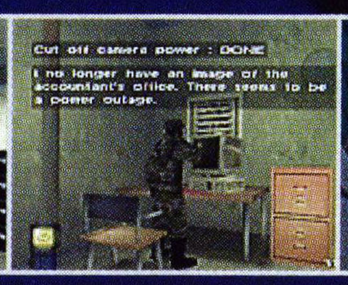
Objectives for level completion are not. Like GoldenEye 007, enemy hit zones and one-hit deaths play a factor, but the main stream of entertainment comes through finding out what to do next. Sometimes you'll be required to plant plastique, wiping out all of the power on a small military base. Other times, you will be forced to rescue allies in distress. You'll never really know what to expect until the Objective is right on top of you. As for the graphic presentation, similarities to GoldenEye are on and off, but everything from the character movement, to the camera angle changes, says Star Wars: Shadows of the Empire.

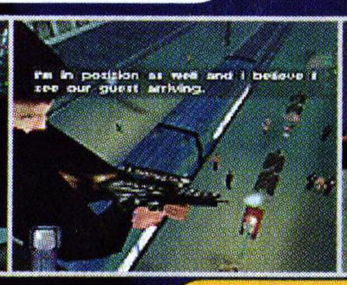
Mission: Impossible is a spy thriller that puts action before everything else, but the other classic movie port, GoldenEye, may be too much for Mission: Impossible to compete with. Check out our honest reviews to see if Infogrames has achieved the impossible.

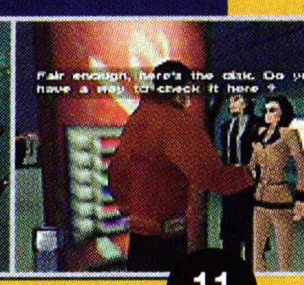


Look! I'm a fireman!







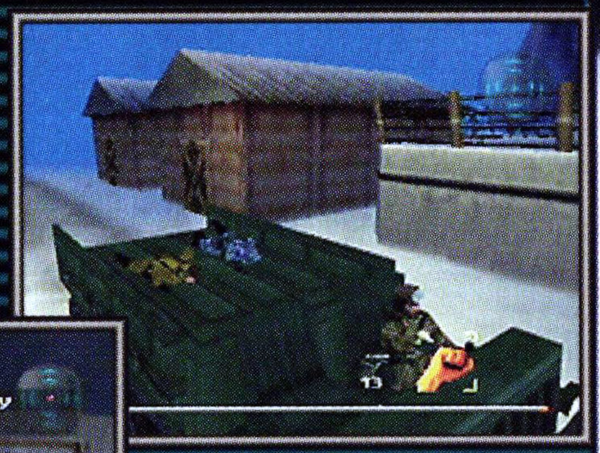


OPERATION ICE HIT

LUNDKWIST BASE (MISSION 1)

OBJECTIVES

- Get to Subpen With Clutter
- Change Identity
- Find Excuse for Errand



To **Change Identity** jump off the pontoon boat and hop over the fence. Walk along the fence to the shack (highlighted with white and red dots on the Field Scanner). Talk to the guard and then shoot him. Drag him into the house and use your Face Maker to morph into the enemy. From here, search the cabinet to **Find Excuse for Errand**. Now that you are masked, locate the transport vehicle and talk to the driver. Hand him the Excuse and walk over to the buildings off to the left. Talk to Clutter and **Get to Subpen With Clutter** by catching a ride on the back of the transport.

SUBPEN (MISSION 2)

OBJECTIVES

- Find Magnetic Bomb
- Give Bomb to Clutter
- Sabotage the Gunboat
- Join Dowey for Getaway

Follow the red dot on the Field Scanner to **Find Magnetic Bomb**. Now, **Give Bomb to Clutter** by locating the green dot on your Scanner. To **Sabotage the Gunboat**, follow the white dot on the Scanner and place a Magnetic Bomb on the boat. Lastly, locate the green dot again and climb down the ladder to the pontoon boat and **Join Dowey for a Grand Getaway**.

Play to Perfe

WARNING!

This guide reveals many of Mission: Impossible's secrets and may spoil your enjoyment of the game. USE AT YOUR OWN RISK!

EMBASSY FUNCTION (MISSION 3)

OBJECTIVES

- Find Facemaker
- Find Score
- Find Nausea Powder
- Find Drink
- Place Smoke Generators
- Assume Ambassador Aide's I.D.
- Access Restricted Area

Place the first Smoke Generator in the hallway to the right, then plant another in the vent nearest to the couple in the entryway. Now, walk to the left and place the third Smoke Generator in the vent next to the chairs. From here, head to the piano player. To his right is a vent. Drop a Generator into it. At this point go to the bar and you will **Find the Drink and Nausea Powder**. To the right of the bar is another vent. Place a Generator in it and return to the hallways. Talk to the people next to the painting, then talk to them again when they sit down. From here head toward the bathroom, and get the Blow Pipe ready. You'll know what to do.

All right, it's time to mingle. Walk around and talk to everyone a few times. The couple who were looking at the painting will stand up from their seats when talked to again. Just after this act takes place reach down and grab the **Score** from the man's seat. To **Find the Facemaker** return to the lobby and talk to the woman until the man leaves. She is actually an ally who will give you the tool you seek. All of the chit chat is now out of the way. Head to the pianist and hand him the score. The Ambassador's Aide will walk down to listen to the great music. Hand him the poisoned drink and have a toast. Follow the Ambassador's Aide to the bathroom and use the Facemaker. You'll now have access to the second level. Walk past the guard and **Place the Last Smoke Generator** in the vent to the left. To finish the level, simply head to the other end of the hall and talk to the guard to **Access the Restricted Area**.

REC

ction a game monger's strategy guide

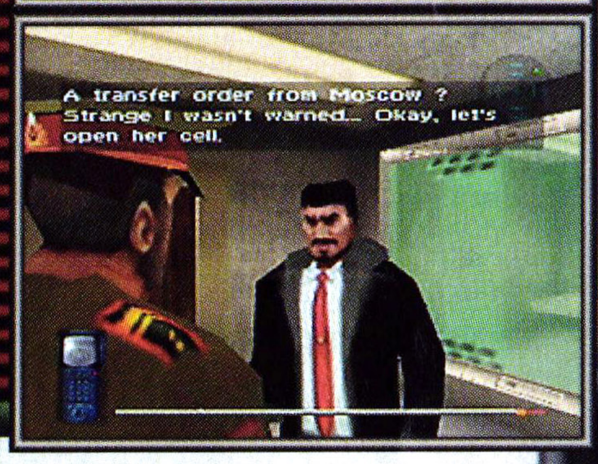
BASIC TRAINING

One-Hit Deaths – Taking out an enemy with one shot is very effective, especially on the later levels. To pull these off, all you have to do is target the enemy's head. Easier yet, sneak up behind them and plug them through the back of the head. This technique will also save you tons of ammo.

Possible/Impossible – Our Play To Perfection was compiled on the Possible difficulty. Impossible is basically the same, but features more Objectives on each level. Impossible also has a different ending.

K.G.B. HQ (MISSION 5)

OBJECTIVES
- Talk To Barnes
- Find Video Freezer
- Find Facemaker Cartridge
- Find Dartgun
- Sabotage Video Link
- Get Transfer Order
- Escape With Candice



After stepping out of the elevator take an immediate left and enter the room at the end of the hall. **Talk to Barnes** and head back out into the hall and go to the left again. Enter the door with the security camera over it and grab the **Facemaker**. Now, head back toward the elevator and enter the head of security's quarters. Talk to the old man, then punch him and drag his body behind the desk. Use your Facemaker to change forms and grab the **Dartgun** off of the desk. Now, press the two switches on the bookcase to gain access to a secret security room. Kill the watchmen and grab the **Exit Passcard**. From here, head to the central hallway and enter the room holding Candice's cell. Grab the **Video Freeze** and leave. Reenter the video room (via these secret switches) and use the Video Freeze to **Sabotage the Video Link**. To **Get the Transfer Order,** enter the room with the white door and talk to the man. With it in hand, return to Candice's room and free her. To finish this mission WALK over to the large security doors and use the Exit Passcard to **Escape With Candice**.

EMBASSY WAREHOUSE (MISSION 4)

OBJECTIVES
- Find Protection Suit
- Find Exit Key
- Access the Embassy HQ

The first objective on this level is to **Find a Protection Suit**. Follow the red dot on the radar and shoot out the lower rightmost box to get this life-saving item. As you run through this hazardous level, keep your eye out for strange-colored crates. There are five in total that must be destroyed. You'll also run into an enemy holding the **Exit Key** near one of the crates. Now, just locate the exit (which happens to be right next to one of the crates) and **Access the Embassy HQ**.

SECURITY HALLWAY (MISSION 6)

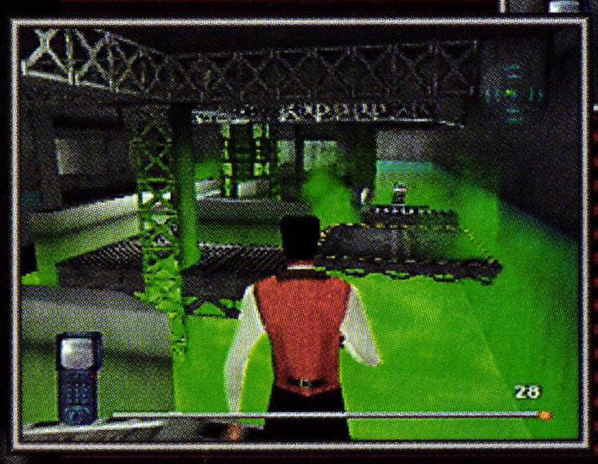
OBJECTIVES
- Secure Passage for Candice
- Activate Master Switch

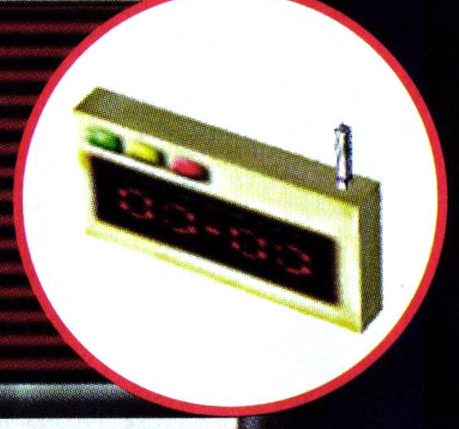
Jump across all of the electrical tile floors and kill all of the enemies so that **Candice has a Secure Passage**. At the end of your jaunt **Activate the Master Switch** and escape.

COVER NOC LIST

SEWAGE CONTROL (MISSION 7)

OBJECTIVES
- Find Super-Computer
- Protect Candice
- Get NOC List
- Escape





From the start, head to the right and cross over the sewage to the activation terminal. Pound some keys then return to Candice and bring her across the newly formed bridge. Now go to the left and pound some more keys to make a second bridge appear. Take this bridge to another terminal that will open a door. You'll have to be quick on this one because the door is set on a 3-minute timer. Through this door you will **Find the Super-Computer** and the **NOC List**. Now, **Escape** through the entrance.

ESCAPE (MISSION 8)

OBJECTIVES
- Secure Passage for Candice
- Find the Mask of Golytsine
- Take Back the NOC List

OBJECTIVES 2
- Unfreeze Video Cameras
- Assume Golytsine's Identity
- Find Exit Key
- Exit into Smoke with Candice

Bring it on!!! The action really starts to heat up here. To **Secure a Passage for Candice** simply blow away all the ceiling-based turrets and don't activate the switch at the end until she is next to you. Enter the next room and grab the **Mask of Golytsine** from the cabinet. Destroy the peculiar panel and run out. Make sure you kill all of the enemies, and **Take Back the NOC List** from one of the fallen. Now, enter the room with Candice's body and head to the double doors to the right of the activation board.

Before you even take a step, **Assume Golytsine's Identity**. Now, quickly run back to the secret room and **Unfreeze the Video Cameras**. Even quicker now, run into the room with the white door and kill the guard. Grab the **Exit Key** and enter the door with smoke streaming out of it to **Escape With Candice**.

FIRE ALARM (MISSION 9)

OBJECTIVES
- Secure Access to the Lift
- Find Jack
- Dress as Fireman
- Give Candice Fireman Outfit
- Escape the Embassy

First, follow Candice to the elevator to **Secure the Lift**. At the bottom of the stairs you will run into **Jack** disguised as a fireman. Follow him to the bathroom and assume the role of a brave **Fireman**. Head back to the elevator and **Give Candice a Fireman Outfit**. Now, run downstairs and **Escape the Embassy** with the other firemen.

INTERROGATION ROOM (MISSION 10)

OBJECTIVES
- Escape From Interrogation
- Pick Up the Equipment
- Get Into Hallway

OBJECTIVES 2
- Get Out of the Interrogation Sector
- Take Free Access Print
- Find Sergeant for SAS Access
- Reach Elevator to Infirmary

OBJECTIVES 3
- Find the Antidote
- Distract Attention
- Find Way to Roof

CIA ROOFTOP (MISSION 11)

OBJECTIVES

- Sabotage Heliport Lights
- Find Bag of Equipment
- Find Zone Digitcards
- Fix Lights
- Install EMS Near Heliport
- Enter Security Level
- Find Security Level Code
- Meet Candice

Kill the first guard to obtain the Security Card. Use this Card to open the doors that block your path, and search each guard post carefully for hidden goodies. Once you reach the other side of the fence, pull yourself up on to the crate next to the house and jump up to the next platform. Here you will **Find the Bag of Equipment**. Use the Bag to transform into a normal repairman, then take the stairs to the rooftop and drop down to the power source located near the fence. Turn the crank and you will **Sabotage the Heliport Lights**. Venture back up to the rooftop and cross the bridge joining the two buildings. Talk to the guard to get in, then take the stairs to the left to **Fix the Lights**. Kill the guard down here to get your hands on the second Security Card.

Now, go back upstairs and **Install the EMS** into the wall-mounted box next to the heliport. Walk down the stairs to the right, enter the door, kill another guard, and you guessed it, pick up his Card to complete the **Find Zone Digitcards** task. Walk around this lower platform and pull yourself up the series of crates. Put on the Infrared Glasses, use the Deflector on the lasers, and **Enter the Security Level**. Climb up the next set of crates and position the Camera on top. Run around for a while then return to the camera to get the **Security Level Code**. Use this to open the guard door and access the roof. Enter the building and you will **Meet Candice**.

TERMINAL ROOM (MISSION 12)

OBJECTIVES

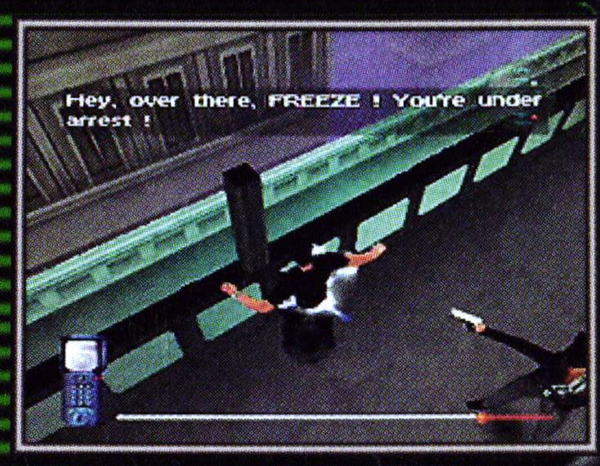
- Switch On the Computer
- Get the NOC List
- Escape

Press Up on the analog to get into the dive-bomb position. Tap the Down C button so that the camera is to the side of Ethan (see pic). Maneuver down so that your head almost touches the yellow lasers. This will make them move out of the way. Plummet down and swing over to the door switch, and then over to the **Computer** to **Get the NOC List**. The game will do the rest for you. All you need to do is pull yourself back up to the top to **Escape**.

ROOFTOP ESCAPE (MISSION 13)

OBJECTIVES

- Join Heliport
- Deactivate EMS
- Escape With Helicopter



Work your way off of the rooftop and plant an explosive on the piping. Run away from the guards and **Join the Heliport**. **Deactivate the EMS** and destroy it. Now, simply **Escape With the Helicopter**.

After Interrogation 101, walk over to the door and the CIA coffee mug and press the action button. Now, walk over to the flashing receiver and listen carefully. You'll receive instructions on how to **Escape From Interrogation**. Grab the gum, but don't set it on the door; instead, search the padded walls and press the somewhat invisible switch. Place the gum on the window and crawl out once it is safe. In the next room, **Pick up Your Equipment** and exit **Into the Hallway**.

Here we go. You have 10 minutes to get out of this joint. Run out of the cell and plug the guard. Use the Fingers Scanner to get the guard's fingerprint. Use his print on the wall and enter the newly opened door to **Get Out of the Interrogation Sector**. Now, run behind the crates and grab the spray paint. Use this paint on the security cameras. Next, trek around the corner and stun the guards and **Take a Free Access Print**. Use this print on the large revolving door twice and snatch up the empty gun from behind. At the next revolving door have the Electro Stunner ready and blast the little twerp behind the desk. Now, enter the normal door with the empty gun armed to accomplish **Find Sergeant SAS Access**. Follow the fat man to the door and then kill him. Exit to the right to **Reach the Infirmary Elevator**.

Walk into the infirmary UNARMED and talk to the nurse to **Find the Antidote**. Now this may seem silly, but hit the button on the sick man's bed to **Distract Attention**. From here sneak away and jump out the window.

MOLE HUNT

STATION (MISSION 14)

OBJECTIVES

- Protect Ethan
- Take the Train

Snipe the two guards walking with Ethan and then pop anyone who is suspicious (meaning with a gun). Sooner or later this hunt will come to an end. If you **Protect Ethan**, he will **Take the Train**, which in turn finishes the first part of this scenario.

TRAIN ROOF (MISSION 16)

OBJECTIVES

- Catch ????

Shoot out the hitmen and use the rockets on the helicopters. Ultimately, make it to the end of the train and blow away the last heli with a rocket to stop the "mysterious" villain.

TRAIN CAR (MISSION 15)

OBJECTIVES

- Neutralize Max's Henchmen
- Meet Candice
- Block the Exits

OBJECTIVES 2

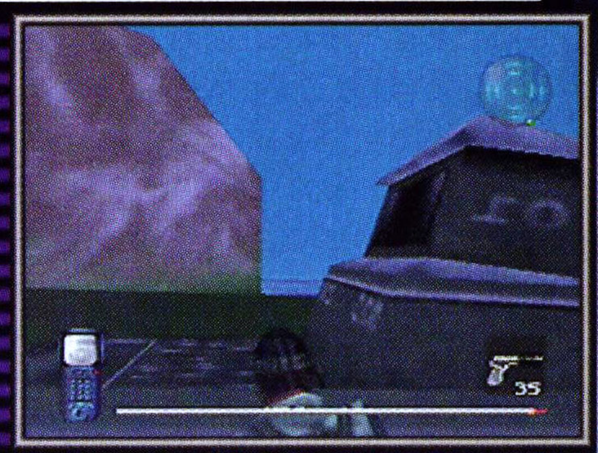
- Neutralize Max's Henchmen
- Find NOC List
- Avoid Bomb Explosion

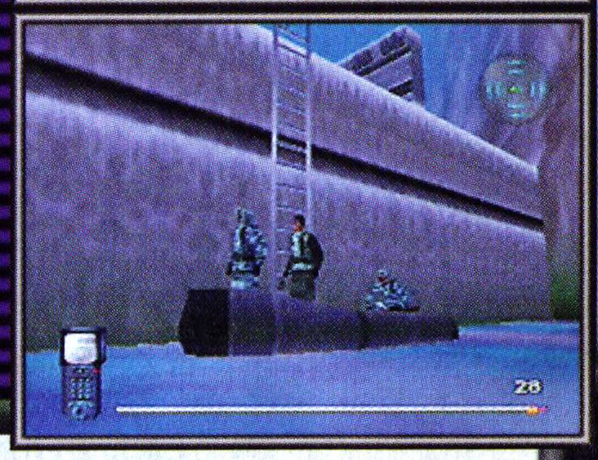
ICE STORM

SUBPEN (MISSION 17)

OBJECTIVES

- Get the A.F. Scrambler
- Get the Mine
- Bring Clutter A.F.S. and Mine
- Get the Gas Injector
- Get the R.C. Detonator
- Get the Explosives
- Find Wirecutters
- Sabotage the Pump House
- Regroup on Com. Building
- Find Night-View Glasses





After leaving your party, walk around the dock over to a stack of crates. Jump up on top to **Get the A.F. Scrambler**. Follow the red dot on your Scanner to the **Mine** and **Explosives**. Now, **Bring the A.F.S. and Mine to Clutter** and head back out into the tundra. Use your Scanner to locate the **Gas Injector** and enter the pump house to **Find the Wirecutters**. From here, walk around the house and hand Clutter the cutters. Again, follow the red dot to a guard house and grab the **R.C. Detonator**. Head back to the pump house and set the Explosives. Hit the Detonator to **Sabotage the Pump House**, then **Regroup on Com. Building**. Look on your Scanner for the whereabouts of the **Night-View Glasses** and head for the tunnel. Lastly, ascend the rooftop again and jump onto the next truck you see.

The second half of this stage has you playing as Ethan again. Take out your gun and shoot the five goons hiding behind and walls of this fancy train. Sniping their heads is the easiest way to **Neutralize Max's Henchmens'** threat. In the second living quarters car you will **Meet Candice** again. Now, go into the next car and **Block the Exits** by placing the item Candice handed you onto the switch in the next car.

At the end of the next car, you will find a train employee. Punch him and use the Facemaker to take on a different identity. Walk down to the bar car and destroy the enemies that take you by surprise. After this enter the baggage car and kill a few more baddies. Search the armored case at the end, then check the other cases to find the items you will need to open the bomb case. First, use the Blowtorch to turn both beams on the case red. Then, use the Liquid Nitrogen to blow them off. Go back to the car you passed with all of the enemies and kill the well dressed woman to **Find the NOC List**. Kill the remaining goons to **Neutralize Max's Henchmen**. Bring the Detonator back to the bomb and defuse it to **Avoid a Nasty Bomb Explosion**.

TUNNEL (MISSION 18)

OBJECTIVES

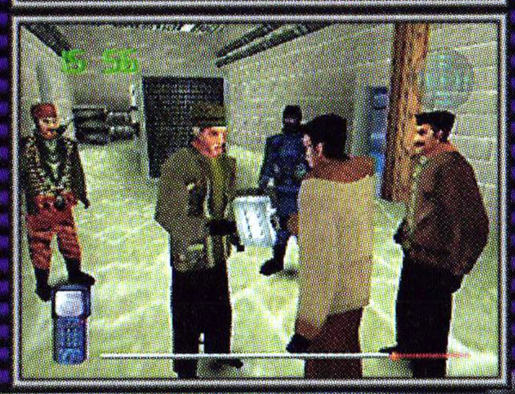
- Find Explosives
- Sabotage Anchor Bolts

Jump over the first beam then hop over onto the walkway to the right. Enter the door and grab the **Explosives**. Place two sets of Explosives on the Anchor Bolts next to the doors, then hop on another truck and repeat this process at the next three stops to **Sabotage the Anchor Bolts**.

MAINLAND (MISSION 19)

OBJECTIVES

- Find Explosives and Plastique
- Sabotage Power Plant
- Cut Off Camera Power
- Take on Accountant's ID
- Get Briefcase from Bunker
- Sabotage Briefcase
- Bring Briefcase to Deal
- Blow Away Helicopter
- Escape on Gunboat with Clutter

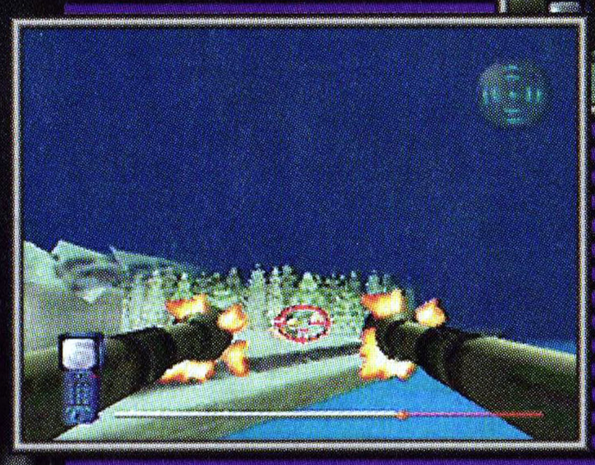


Follow the white dot on your Scanner to the cut fence and you'll receive a message from Clutter saying that he has found the Explosives. Cross over the river and the next building and exit through the fence. Talk to Clutter and he will hand you the **Explosives and Plastique**. Cross back over the river and place the Plastique on the circuit breaker. Next, place the Explosives next to the electrical equipment to **Sabotage the Power Plant**. Shoot the Plastique to **Cut Off the Camera Power** and head to the only building with a video surveillance room. Enter this room and shoot the man behind the desk to **Take on the Accountant's ID**. Grab the Security Card from his desk and head across the river again. Enter the building you just crossed over and use the Security Card on the circular metal doors to **Get the Briefcase**. Next, talk to Clutter to **Sabotage the Briefcase**, then enter the factory and **Bring the Briefcase to Deal**. Switch to the Sniper Rifle and take out the troops next to the Gunboat. Wait in the factory for your partner, then **Escape on the Gunboat with Clutter.**

GUNBOAT (FINAL MISSION)

OBJECTIVES

- Escape Enemy Base
- Destroy Gas Factory.



Just shoot and kill!!!

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WITH A *TOOTHBRUSH*,

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IF YOU WANT TO FLY DEADLY MISSIONS
AND BE A HERO,

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NINTENDO 64

TEEN
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CONTENT RATED BY ESRB

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Eight different choppers to choose from.

Seven types of weaponry, including five types of missiles.

Mission 2: Rescue the hostages.

More than ten different types of enemy aircraft and tons of ground targets.

You don't have time for polishing porcelain. You need to be taking on eight of the deadliest missions ever handed down to a pilot. Rescuing POWs under enemy fire. Protecting Air Force One from being blown out of the sky. Taking out terrorist installations. Tell your recruiter the haircut will have to wait. You're busy.

A DIABOLICA

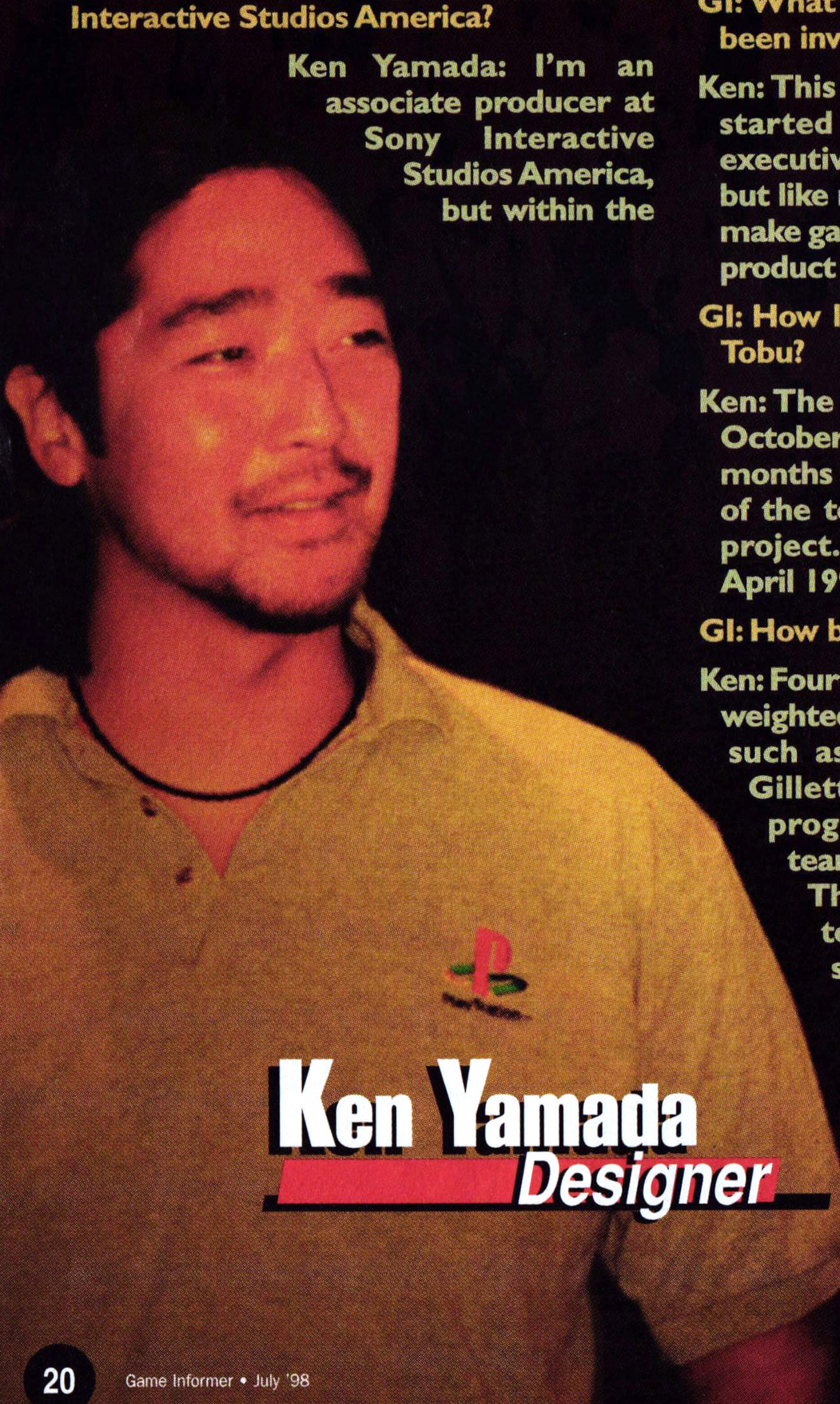
Sony Interactive Studios, a newly formed, wholly-owned division of Sony Computer Entertainment America, is preparing to release its very first action/platform game for the PlayStation this coming winter. Obviously, expectations are high, from gamers as much as from parent-company Sony; but after talking with Ken Yamada of Sony Interactive Studios, it seems that anything is possible. Especially since The Diabolical Adventures of Tobu isn't your average action/platformer.

Tobu features 360° movement through the entire stratosphere. Sure, the public might presume this makes it "Sony's answer to Sega's Nights," but nothing could be farther from the truth. Sporting steam-driven wings, Tobu pushes the boundaries in action/platform control that Nights, or the wealth of other PlayStation platformers, simply can't touch.

Each and every wingflap, be it hover or forward motion, is designated to a button. Players must constantly monitor Tobu's height and airspeed. Flapping, gliding, hovering, exploring, dive bombing, attacking – all are a result of your skill with the controller. Constrained by limited energy, flying Tobu from platform to platform demands pinpoint accuracy in judging distance along with precision timing.

Although Tobu is a game about action, it does have another dimension – an interesting RPG twist, where each level features seeds that Tobu must collect to trade for extra lives, destructive spells, and helpful hints at the local village.

But enough with our babbling, let's get the story straight from Ken Yamada, the talent behind Tobu.



Ken Yamada
Designer

GI: First off, can you tell us a little about yourself, and what you do at Sony Interactive Studios America?

Ken Yamada: I'm an associate producer at Sony Interactive Studios America, but within the team my role is lead designer for Tobu.

GI: What other Sony projects have you been involved with?

Ken: This is my first project for Sony. I started out as an assistant account executive with our third-party group, but like most people who really want to make games, I found a way to transfer to product development.

GI: How long have you been working on Tobu?

Ken: The concept work was started in October 1996 and continued for several months while we were talking the rest of the team members into joining the project. Full production kicked off in April 1997.

GI: How big is the development team?

Ken: Fourteen people. The team is heavily weighted with very experienced people, such as our lead programmer, Troy Gillette, and many of the programmers and artists on the team had worked together before. The result was that we were able to start production with a very solid tech spec, and we've been rolling pretty smoothly ever since.

GI: Ken, could you tell us how you came up with the concept of Tobu? Were you inspired by any books, movies, or comics for instance?

Ken: Once I landed in product development, I was told to make myself busy, and soon. So I sat down for about three weeks and began putting together Tobu and his world. I am a big fan of Japanese anime, especially Hayao Miyazaki's stuff like Nausicaa, and I also drew inspiration from movies by Jeunet and Caro, and previous flight-based games like Joust. So the world of Tobu and the idea of using flight as the means of transportation came about pretty much simultaneously.

GI: Tobu doesn't look like the typical fun-loving game hero. What makes him, or his quest, diabolical?

Ken: Tobu is basically a mischievous kid who is sort of accidentally forced into the role of a hero when his only kin, his uncle, is kidnapped by the evil Nen Hithol. So Tobu starts the game by escaping from the walled city of Nimbus using a pair of prototype wings. At first, no one takes Tobu seriously. But as the player progresses through the game (and coincidentally also becomes more proficient), Tobu has to take on increasingly bizarre, twisted enemies in the form of the minions of Nen Hithol. So out of pure necessity, Tobu's mischievousness turns diabolical.

GI: With so many character-based action games on the market, what will separate Tobu from the rest of the pack?

Ken: The gameplay, look, and feel. To our knowledge, no one else has done a

The Diabolical Adventures of TOBU™

L INTERVIEW

straightforward platformer with flying as the only viable means of travel. And, the Asian art style and steam driven world create a very unique, and we hope engrossing, experience.

GI: Much of Tobu is obviously going to involve flight. Will he use any other means of transportation?

Ken: No, I mean seriously, would you walk if you could fly?

GI: We heard he was originally going to be called Jack. Why the change to Tobu? Do you think gamers might get him confused with Tomba?

Ken: There were trademark conflicts with Jack. Tobu means "to fly" in Japanese, so we thought it was kind of appropriate. As for gamers getting him confused with Tomba, I hope not. I'm not familiar with Tomba, but the names seem pretty distinct to me.

GI: When Tobu first began its development, what was the process? Did you take a character model, give it moves, and design the world around it? Or did you start with a concept of the world, which then affected the character design?

Ken: We knew what would be fun to do in flight, so we built a world around Tobu with many things to interact with: heat vents, air shoots, and a host of characters to attack, steal from, race, etc., and then started putting together combinations of interactions... before you knew it, we had some levels.

GI: We've seen and played just a little of the game. Will there be animated cut-scenes? Will Tobu have a voice?

Ken: I doubt if Tobu will have a voice. The player is supposed to "be" Tobu, so we don't want to interfere with the player's idea of who Tobu is. The game does have a narrator, an old man who decides after a couple pretty severe tests that Tobu might actually have what it takes to survive his adventure. The old man takes on the role of mentor to Tobu, because if Tobu can save his uncle, he may be able to vanquish Nen Hithol and free the rest of the inhabitants of Nimbus. As for cut scenes, no. We don't want the player to break up the game experience. Game saves, level changes, trading seeds for hints, all this business is taken care of in a floating village called Good Folk Shire so that the player never has to leave the adventure.

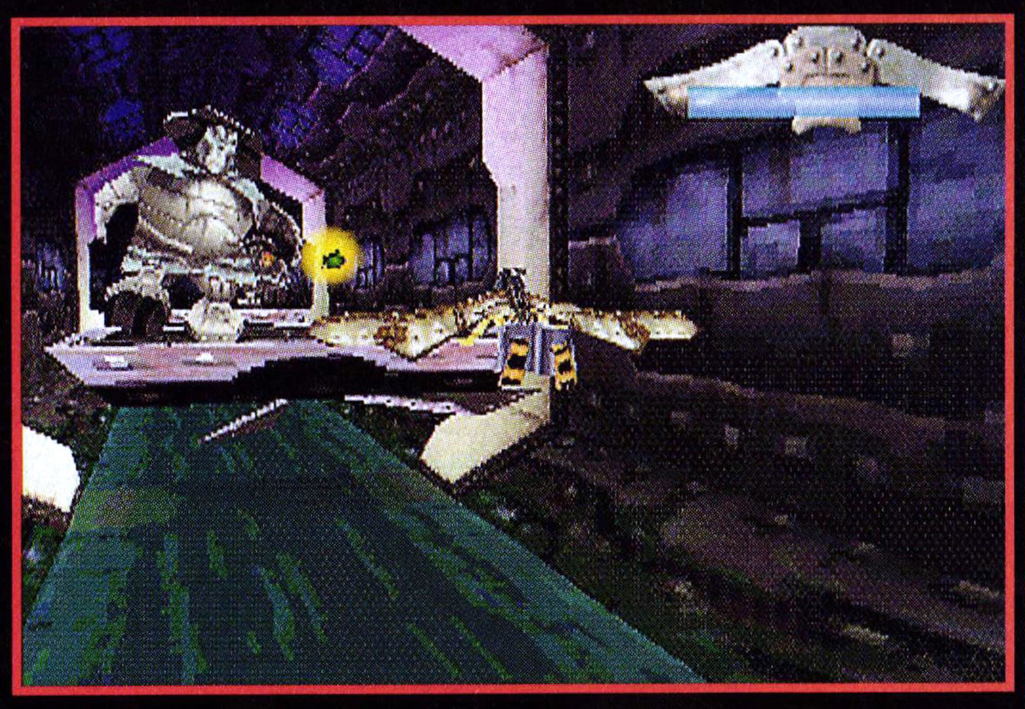
GI: What has been the most difficult aspect of the development so far?

Ken: Since this is our team's first project together, we had to go through that whole phase of learning to trust one another while still keeping to a pretty aggressive development schedule. Now we're practically mindmelded, that has become our strength, we have a great team.

GI: When should we look for Tobu to hit the streets?

Ken: Winter 1998

GI: Thanks Ken. The game looks great, and we hope to see more soon.



NINJA

Recently, Game Informer got a chance to sit down and talk with the head of development for Core Design, Inc., Adrian Smith, about his upcoming action game, Ninja. Based in Derby, England (about an hour outside of London), Core design is nestled in an office building that looks almost like a home. Which is a fairly accurate description since all the design teams for Core Design work there day and night creating the video game classics we all know, such as Tomb Raider for the PlayStation and Soul Star for the Sega CD.

Well, now Core has a new creation in the works called Ninja, which for many months, has been more a theory than reality. Until recently, that is, when all the parts of this action title have fallen together. Here is what Adrian has to say about Ninja as it nears completion.

GI: First off, Adrian, why don't you tell us a little about yourself and what you do at Core Design?

Adrian Smith: Not a great deal to tell, I look after all the internal development that takes place here at Core Design.

GI: How long has Core been working on Ninja?

Adrian: By the time the project will be finished it will be two years. It has been longer in development than we would have hoped for. Originally the game was started on the Sega Saturn, so when we started the PS-X version we had to rewrite almost all of the code – hence we lost a lot of time. All this said, the game is now much better for the longer time spent on it.

GI: How big is the team?

Adrian: The team is currently six people. Three programmers and three artists, it's one of the smallest teams we currently have here at Core.

GI: Who came up with the concept behind Ninja?

Adrian: The original idea for the game came from one of the artists on the project called Joby. However, what we originally started with, and what we have today, is very different.

GI: How many levels and environments are there in Ninja?

Adrian: There are 12 levels in total, ranging from a forest to the inside of a volcano. Each level has a variety of different baddies to fight against as well as end of level bosses. Also, during the adventure you will be transported at certain points to the demon's lair where you will have to prove your worthiness by fighting various bosses.

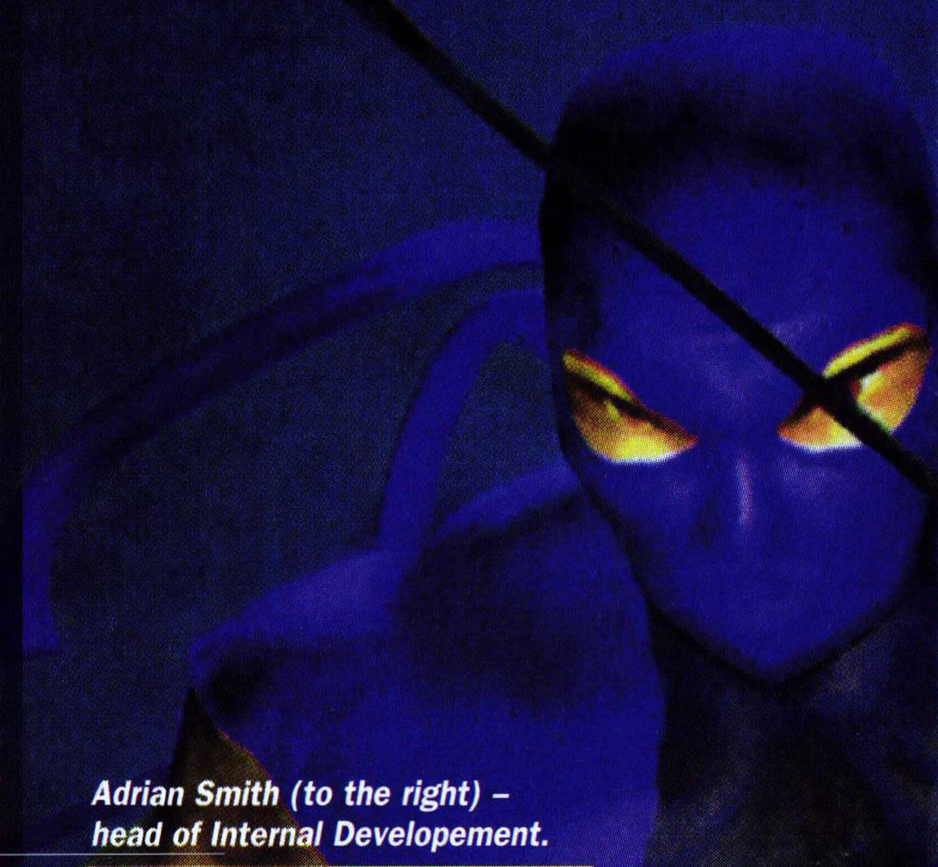
GI: Were there any other ninja games that influenced you on this product (we were always big fans of Ninja Gaiden)?

Adrian: Ninja Gaiden was one of the titles that has influenced our game because it's a classic. You could also say that Shinobi has had some influence, but it's not just ninja games. Ghosts & Goblins also played a part in how we wanted it to play.

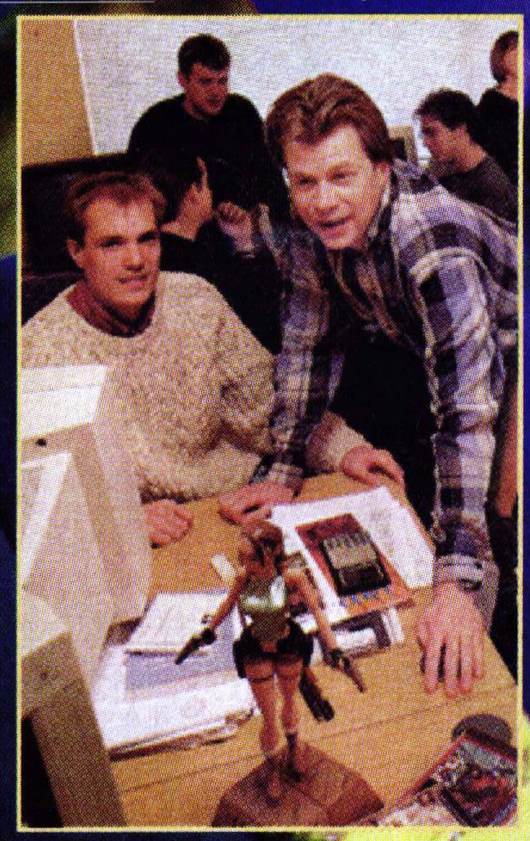
GI: Who is this ninja and where did he come from?

Adrian: Ancient Japan has been split into two distinct regions, each controlled by a powerful warlord. These men caused many years of war and hardship in an effort to gain control of the entire country, and become emperor of all Japan.

Eventually, an uneasy truce was called. The two warlords realized that the war was destined to be an endless and crippling affair. Even so, both leaders remained totally distrustful of the other, which led to one of the warlords, Katasaki, seeking to gain a powerful ally to destroy the whole of Japan in a final effort to beat his opponent, no matter



Adrian Smith (to the right) – head of Internal Developement.



what the cost. His plans clouded his judgment, and foolishly, he turned to Batanaka, the evil demon lord, for help.

While the evil continues to spread, a young inexperienced ninja named Kurosawa, who was traveling through the forest searching for adventure, comes across a castle with magical lights and mist swirling around directly above the castle. Kurosawa decides to have a closer look to find out what magic is causing this spectacle. As he finds a good place to see, he discovers the horrors caused by Batanaka and Katasaki. Kurosawa feels that he must stop this wrongdoing, so he charges forward and attacks the evil creatures using his limited magic to try and destroy the area where all the demons are appearing. Batanaka and Katasaki flee to the demon lord's lair to relative safety. Kurosawa cannot stop the demon's arriving and causing havoc, so he must start his quest to find the demon lord Batanaka and Katasaki to save his beloved country from mass destruction.

GI: What is the goal of Ninja's quest?

Adrian: The aim of the game is to defeat one of the warring factions that turned to evil to defeat the other. This emperor is the second to last boss in the game. Then comes the main evil demon.

GI: The rumors state that at one time this game was going to be like Tomb Raider, but with a ninja. Why the change of heart, if there was a change of heart, and what engine is the game running off of?

Adrian: No, the game was never going to be like Tomb Raider. The game was always intended to be an action arcade game. The team wanted to reproduce some of the classic gameplay found only in the old arcade machines. One big change to how the game looks today is that when it started, the viewpoint was in isometric but as the game development went on, we all felt that it looked more impressive and dynamic by lowering the camera angle down to around 27 degrees as opposed to 45.

GI: What engine are you using for your character models?

Adrian: All the engine and tools that are used on Ninja have been developed by the Ninja team to be used exclusively on the game.

GI: We've seen and played some of the game, but we thought it was rather interesting that you guys decided against giving Ninja a voice. Why is that? The story is interesting when you hear it told, but it doesn't seem to get relayed to the player without any voice-overs. Will there be any text in the final game to keep the player involved?

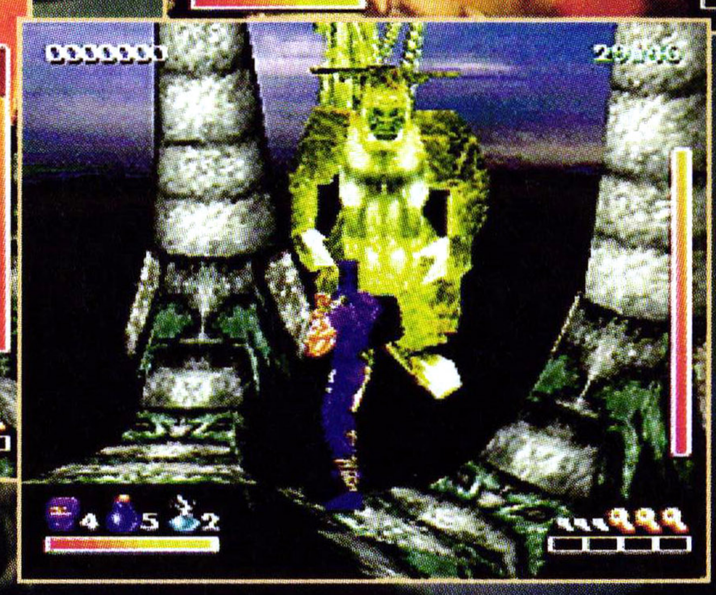
Adrian: There will be quite a few things in the game that keep the player interested in playing it. We did not want to give him a voice because of the style of game. The main theme is action and that is what we want to stick to. The story, however, will be told through an introduction sequence at the start of the game and via cut sequences whilst you are playing the game.

GI: What is your favorite part of the game?

Adrian: I have many favorite parts to the game, but overall I like the attention to detail that the team has put into the environment and the amount of different types of enemies and bosses that you have to face.

GI: When do you expect Ninja to be completed?

Adrian: Ninja will be completed at the end of June and put into submission. This will enable a September release.



game informer's top ten

Editors' Top Ten Games for July

10. *NBA Courtside – N64*
9. *All-Star Baseball '99 – N64*
8. *Wetrix – N64*
7. *MLB '99 – PS-X*
6. *Forsaken – N64*
5. *Tomba! – PS-X*
4. *Gran Turismo – PS-X*
3. *Tekken 3 – PS-X*
2. *Mission: Impossible – N64*
1. *Banjo-Kazooie – N64*

Readers' Top Ten Games for July

10. *Dragon Force – SS*
9. *Need For Speed III – PS-X*
8. *NBA Shoot Out '98 – PS-X*
7. *1080 Snowboarding – N64*
6. *Gran Turismo – PS-X*
5. *GoldenEye 007 – N64*
4. *Resident Evil 2 – PS-X*
3. *Tomb Raider 2 – PS-X*
2. *WCW vs. NWO: World Tour – N64*
1. *Final Fantasy VII – PS-X*

Top Ten Delays for Mission: Impossible

10. *Creators accidentally used the Saturn development kit for the first year.*
9. *Too much partying at the Russian Embassy.*
8. *Someone systematically bumped off all members of the development team.*
7. *Jon Voight sold top secret Infogrames code to Glucklich Geburtstag Software.*
6. *Game testers couldn't get that annoying song out of their heads.*
5. *Final burns kept self-destructing.*
4. *Nintendo denied knowledge of Ocean's game.*
3. *Tom Cruise kept rejecting the game, claiming he looked too short.*
2. *Had to launch another vigorous advertising campaign.*
1. *Early development of Mission: Impossible 2 taking up extra time.*

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Sega Unveils New System

In Japan,.**Sega Enterprises** recently unveiled its next system. Dubbed the **Dreamcast**, the system will be released in Japan on November 20 and in North America in the fall of 1999. While little details were given concerning software, some of the machine's specs were revealed.

- CPU: Custom Hitachi SH4 RISC processor (200 MHz)
- GPU: Custom NEC Power VR2 (Capable of 3 million polygons per sec)
- RAM: 16 MB
- Sound: Yamaha Super Intelligent Sound Processor
- OS: Microsoft Windows CE-based Hybrid
- CD Drive: 12X
- Modem: Internal 33.3 Kb

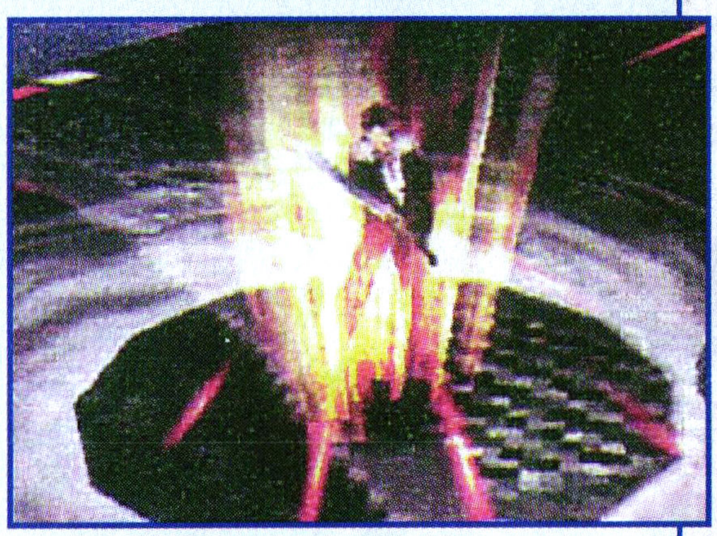
Sega announced that the Dreamcast will also have an external memory card called the **Visual Memory System (VMS)**. This card has a built-in LCD screen and has been dubbed by Sega as the "world's smallest portable game card" (with an LCD screen). The VMS is described as a portable gaming unit that can be used to not only save game data, but to develop secret plays in a football game or set up special moves in a fighting game. Like the **Nintendo 64**, the Dreamcast comes with four built-in controller ports and Sega plans to release a multitude of controller colors. The controller itself is reminiscent of the Saturn's analog controller, but houses a port that accepts the VMS card.

Sega definitely has high hopes for the Dreamcast and expects to sell close to one million units in the machine's first three months of release. Stay tuned to *Game Informer* for more updates on the Dreamcast.

Final Fantasy VIII Rears Its Head

On May 15, **Square** introduced to the world the anticipated title, ***Final Fantasy VIII***, in a huge press conference in Japan. The main character's name is **Squall Leonhart**, and he looks decidedly different from any character in ***VII***. **Hironobu Sakaguchi**, *Final Fantasy's* creator, said Square's aim is to pursue an in-depth storyline, by using more effective storytelling tools such as more expressions, more detailed characters, and new character styling. The characters are much taller and thinner now, in a classic anime fashion such as in ***Devil Summoner*** or ***Speed Racer***. **Tetsuya Nomura**, the character designer, said the overall theme of the game is love, as opposed to the struggle of nature's balance in *FF VII*.

Sakaguchi went on to comment that the game is being developed with overseas markets in mind, and the lag time for an American release will be far less than the six months we had to wait for *FF VII*. Square expects to sell over seven million copies of the game after it is released in Japan at the end of this year. Also noteworthy is the inclusion of a ***Final Fantasy VIII demo*** with the release of Square's ***Brave Fencer Mushashiden***. The game and demo will release in Japan on July 16 and in North America this fall.

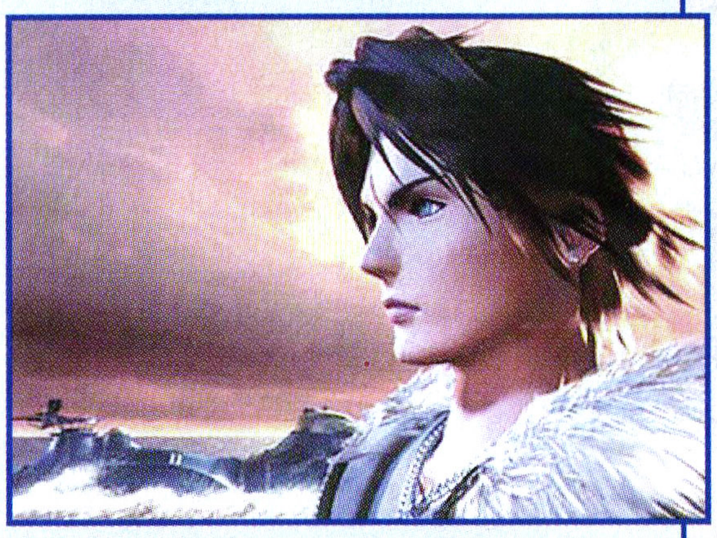


Final Fantasy VIII

What's Hot!

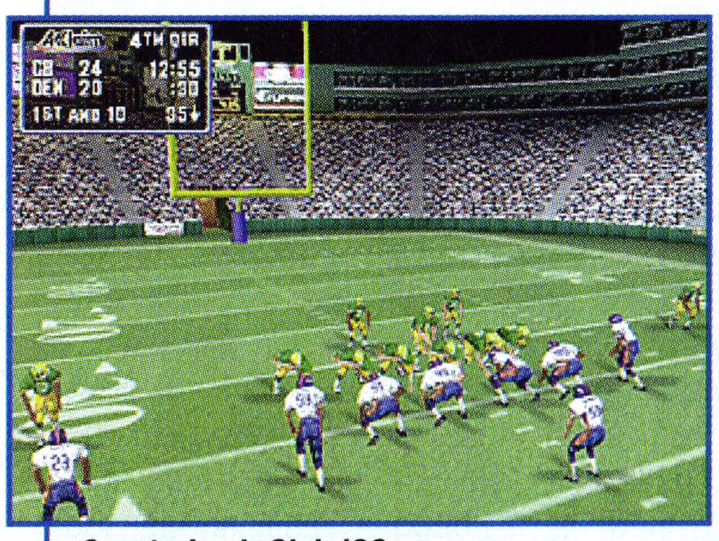
FINAL FANTASY® VIII

SQUARE®

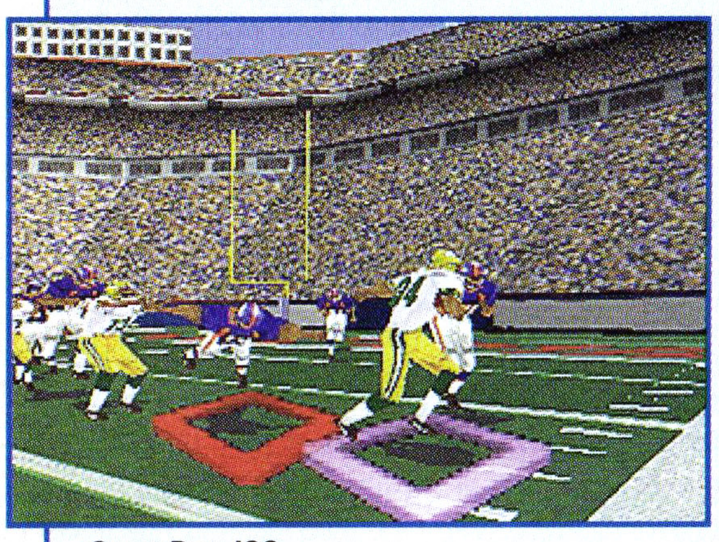


Squall Leonhart

Quarterback Club '99



Quarterback Club '99



GameDay '99

GameDay '99

Let's Get Ready for Some Football!

Once again the NFL players will soon report to training camp and begin preparations for the new gridiron season. Likewise, game developers such as **EA**, **Sony**, and **Acclaim** are diligently putting polish on the newest batch of football games. Here's a look at the ones to watch, and be sure to check the New Releases on page 30 for approximate street dates.

Quarterback Club '99

Nintendo 64 (Acclaim)

A new game engine will allow Acclaim and developer **Iguana** to create a solid flow of animation with their trademarked "Hi-Rez" graphics. Iguana has also told us that revamping computer AI is a top priority. *Quarterback Club '99* introduces a passing system that works with the analog controller. With this, you will not need to remember what button to push to throw to a receiver, just aim and throw. In addition to all 31 NFL teams, the game will have 6 **NFL Europe** teams, and the **Cleveland Browns**. Plus, it will have 250 new animations including the **Terrell Davis** salute, and the **Ken Norton** punching bag. Play-by-play is provided by **Mike Patrick** and color commentary by super-geek, **Randy Cross**.

Madden 99

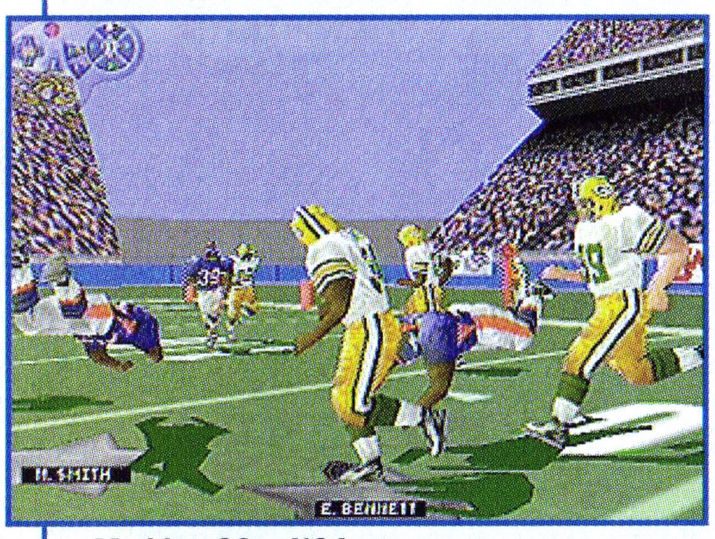
Nintendo 64, PlayStation (EA Sports)

Throughout the years, the *Madden* series is always the one to beat and because of that, **EA Sports** has been fairly quiet about the game. Yet, we do know that the **Nintendo 64** version will have hi-res graphics similar to those introduced by *Quarterback Club '98*. The Nintendo 64 game will also have a full NFL license, so, for example, the Foxboro Patriots are now the New England Patriots (like they should be). The **PlayStation** version will also have a complete graphics update with polygonal players that were sorely missed in last year's game. For simulation fans, both versions of *Madden 99* have a Dynasty Mode that allows the player to play consecutive seasons and build rookies into seasoned veterans.

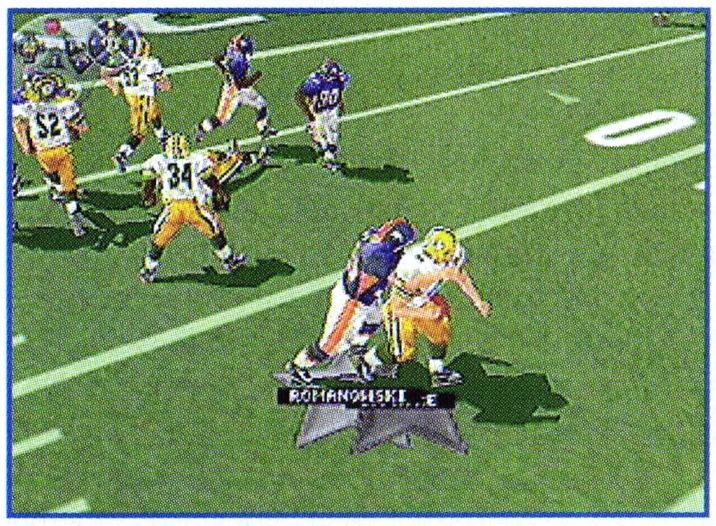
GameDay '99

PlayStation (Sony Interactive Studios America)

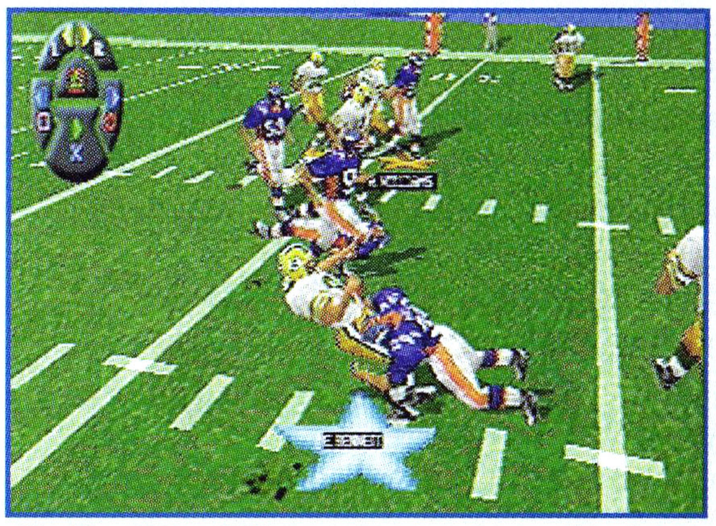
The graphics in last year's version were revolutionary and **Sony** promises a revamped, completely new game engine for ***GameDay '99***. Sony conducted new motion-capture sessions to add to the already realistic animation. Previous *GameDays* have always had a fairly generic announcer, but *GameDay '99* finally goes the TV-presentation route with NBC's **Dick Enberg** and former QB **Phil Simms** bringing you all the action. In terms of computer AI, *GameDay* has always excelled. Sony will up the ante again with the introduction of "Authentic Football Intelligence." Defenses will disguise coverages, receivers will run option routes, and Sony promises the smartest computer opponent ever. Rounding out the new options will be complete Dual Shock compatibility to feel all the rumbling hits.



Madden 99 – N64



Madden 99 – N64



Madden 99 – PSX

Dragon Quest VII Goes to Summer '99

Besides the news and rumors concerning ***Final Fantasy VIII***, another RPG is on the minds of thousands of gamers worldwide. It is **Enix's *Dragon Quest VII*** for **PlayStation**. Reports from Japan have apparently narrowed down the date to an ambiguous "summer 1999" release.

Natsume Reveals Two Big Ones

There is yet another RPG sequel heading our way. Remember the RPG series ***Lufia*** that appeared on the **SNES**? Well, there's a ***Lufia III*** being created as we speak for the **Sony PlayStation**. Expect it out in the early part of 1999. Also hitting the market for **Natsume** is another big series, ***Reel Fishing***. Once again, ***Reel Fishing II*** will also be hitting the PS-X. A release date has not been confirmed, but you should be seeing it sometime in 1999.

Two South Park Games Arriving

South Park fans have a lot to cheer about. Two games have been floating around the rumor mill. One is an adventure game featuring the South Park cast. Hopefully, it will consist of numerous and original ways to kill **Kenny**. Imagine playing as Kenny, cheating death at every turn, until...

The other game is rumored to be a fighting game. The Chef vs. Mr. Hand...what a battle!

Sony Profits Shrinking

The juggernaut that is **Sony Corporation** seems to be slowing down some. After a second consecutive year of record-high profits, spokespersons are saying Sony is expecting growth to slow over the next fiscal year.

Sony's group net profit climbed 59% to 221 billion yen ($1.6 billion), while group sales shot up 19% to 6.76 trillion yen ($50.8 billion). Its current pretax profit soared 38.6% to 118.82 billion yen ($893 million).

Sony's corporate senior vice president, **Masayoshi Morimoto**, claimed the records were due to unexpected strong sales of the **PlayStation**, as well as solid management of its Hollywood film unit.

According to Sony, 19.4 million PlayStations were sold in the global market last year. That's more than double the previous year.

Nintendo To Manufacture Games in U.S., Prices To Drop

Nintendo of America will soon begin producing cartridges at its North Bend, WA warehouse, rather than exclusively in Japan. While the chips for **N64** cartridges will still be created in Japan, burning and cart assembly will take place on U.S. shores. This vastly reduces freight costs for N64 carts, and cuts remanufacture time from 12 weeks down to 4.

All this, of course, is an effort to lower costs of publishing for the N64, and Nintendo hopes its products can match the $39 to $49 pricepoint currently owned by **Sony PlayStation** games.

Nintendo Buys Chunk of Left Field, Boxing Game in the Works

Nintendo Co., Ltd. announced the purchase of a minority interest in **Left Field Productions**, maker of ***Kobe Bryant's NBA Courtside*** for **N64** and ***Slam N Jam*** for **3DO**, **PlayStation**, and **Saturn**.

After completing the development work on **NBA Courtside**, Left Field has been rumored to be working on a boxing title for the Nintendo 64. Although nothing has been officially announced by Nintendo, *Game Informer* speculates that if the game turns out as planned, it could be the next installment in Nintendo's popular ***Punch-Out*** series. Stay tuned.

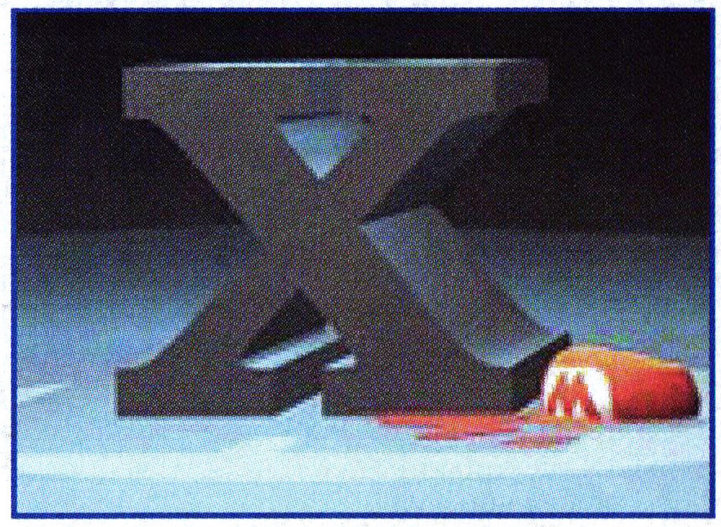
Project X from VM Labs: What the Heck Is It?

Before visions of platforms and ancient swords fill your head, this new technology is, by nature, aimed at the family first – edutainment, reference, infotainment. If and when great (not just "OK") games do find their way to this platform, the first ones will probably be direct ports. It's an experiment that's failed in the past – a substantial gamble – but **VM Labs** holds some pretty good downcards.

The technology, called **Project X,** is basically a console that can be embedded in popular consumer electronic devices. Companies are free to include Project X in their products, such as satellite receivers, set-top boxes, and DVD players. VM Labs claims companies can include the Project X chipset at no further cost to the consumer, because Project X doubles as the standard MPEG decoder already found in these devices, at about the same price. Project X could then play DVDs, CD-ROMs, video games, and access the Net. Only 30 million U.S. homes currently own a console video game system, but VM Labs expects its technology to reach almost every household in America.

The chips clock in at 1.5 billion instructions per second, and perform at speeds between those of a 100 and 500 MHz Pentium II. PC code ports very easily to Project X, but console-only companies, if they want to develop, will have to start from scratch. VM Labs claims to be working with every major developer and publisher in the world, but after you discount **Nintendo**, **Sega**, and **Sony**, the list of developers remains questionable. But development kits have been distributed, and a formal partnership announcement will be made at **E3**.

Unlike consoles, there will be no approval process for games, and companies are free to publish any game they wish. VM Labs promises to open its architecture, and freely license its technology. Although no partnership disclosures have been announced, **Motorola**, and its secret project codenamed **Blackbird**, might be the first Project X product available (sometime in 1999). Watch for a full report next month, after Project X is officially unveiled at E3.



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Data File:

➤ We first brought you news of ***Donkey Kong 64*** last year and although **Rare** is still developing the title, it looks as though we may not see it for the **Nintendo 64** until next year. However, news out of Europe has now tagged the game as ***Donkey Kong World***.

➤ **Paradigm Entertainment**, creator of ***Pilotwings 64***, has announced a new game for the **N64**. So far, not much is known about this title except for the name: ***Harrier Strike Force***. This is the second game of Paradigm's four-game contract with **Nintendo** for N64 games. As with ***Aerofighters Assault***, **Video System** is collaborating with Paradigm for the programming.

➤ **Acclaim** will be bringing ***Extreme G 2*** to the **N64**. Developed by **Probe**, *Extreme G 2* will attempt to improve the animation of the cycles, as well as increase the depth of the horizon view. No release date has been determined.

➤ In a victory for alternative lifestyles everywhere, **Xena the Warrior Princess** is going to star in her first video game. **Universal Studios** is creating this game based on the popular warrior princess. The game will include the well known cries and shrieks from Xena. Maybe there will be a two-player mode where the second player gets to play as Xena's...ahem...counterpart.

➤ **Take Two Interactive Software, Inc.** announced that it has signed an agreement with **Gathering Of Developers, Ltd.** (G.O.D.) to co-publish and distribute ***4x4 Monsters***, its first **N64** title. This is the first product to be developed and marketed by G.O.D. exclusively for a game console. The game is slated as a first quarter release for 1999.

➤ **Rare Co., Ltd., Nintendo's** developer extraordinaire, is currently expanding its development resources to the Nintendo **Color Game Boy**. While the company has made no official announcements concerning specific titles, *Game Informer* speculates that versions of Rare's successful ***GoldenEye*** and upcoming ***Banjo-Kazooie*** and ***Conker's Quest*** are likely candidates. The Color Game Boy is scheduled to arrive in the U.S. late this year.

➤ For all of the people that think the **NES** version of ***Shadowgate*** was better than ***Final Fantasy***, there's a new game coming for you on the **N64**. Called ***Shadowgate: The Trials Of The Four Towers***, it is the newest game from **Kemco**.

➤ The next game to hit the **N64** from the mastermind **Shigeru Miyamoto** is ***F-Zero X***. Set to release on July 14 in Japan, *F-Zero X* looks really cool and plays great. If you can't wait for it to hit the States, call your local importer. Otherwise, look for the U.S. release of *F-Zero X* on August 30.

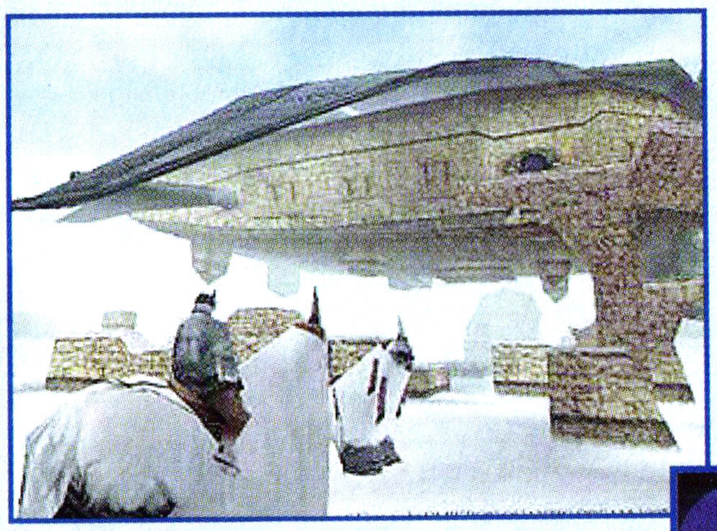
➤ **Working Designs**, the company known for bringing great, yet overlooked, Japanese games to American shores, has picked up another superb game.

Titled ***Thunderforce V***, this awesome shooter received a lot of acclaim from the Japanese press and was a very hot item. Originally for the **Sega Saturn**, this game is being ported to the **Sony PlayStation**, where it will be published under Working Designs' **Spaz** label.

What's Hot!

Eidos Has New Action Star

No, it's not ***Ninja***, but another third-person action game for **PS-X** is coming from **Eidos** called ***Omikron: The Nomad Soul***. Developed by European company **Quantic Dream**, *Omikron* blends fighting, shooting, adventure, and an explorable urban environment into one package. The game is scheduled to release on November 15.



Omikron: The Nomad Soul

Omikron: The Nomad Soul

GI Tangos With Acclaim; Favre Nearly Kills Reiner

Game Informer joined **Acclaim** and the **NFL** at the **NFL Quarterback Challenge** in Orlando, FL. After exchanging choice words (and good-natured banter) with arch-**Packer** rival **Brett Favre**, the quarterback nearly ran *GI* veteran Andy Reiner over with a golf cart. After dusting himself off, Reiner sat down and got some hands-on action with Acclaim's new games.

Brett Farve

Turok 2: Seeds of Evil

There's a new weapon called the **Firestorm Cannon**. This baby is a double-barreled fire cannon that sprays death across the entire plain with amazing lighting effects. The dinoids twitch, they have tons of animation, and if you shoot one between the eyes, it's instant death.

Turok 2: Seeds of Evil

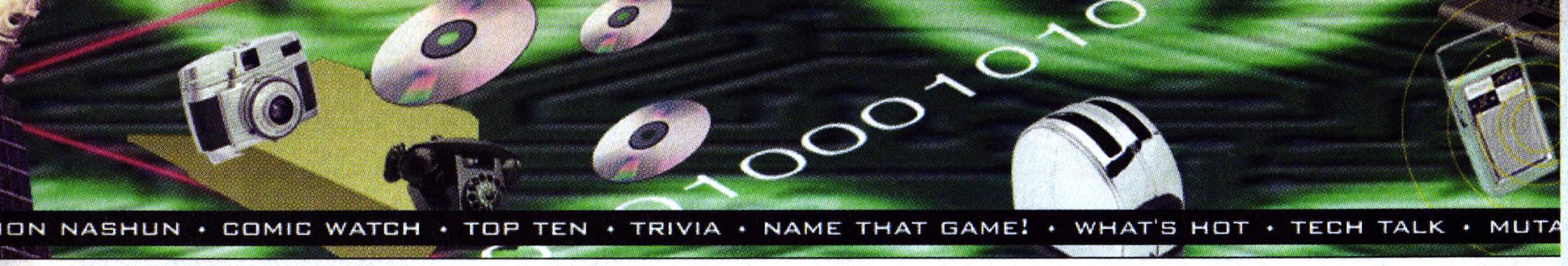
NBA Jam '99

This is the first N64 **Jam**, and rather than lighting up the court with arcade 2-on-2 action, *Jam* will now be a 5-on-5 simulation. The detail in the character models and arenas was present and accounted for. The animation is superb (of course when you use **Stephon Marbury** of the **Minnesota Timberwolves** for motion-capture, your results will be the best) and the ball physics look good in the early stage as well.

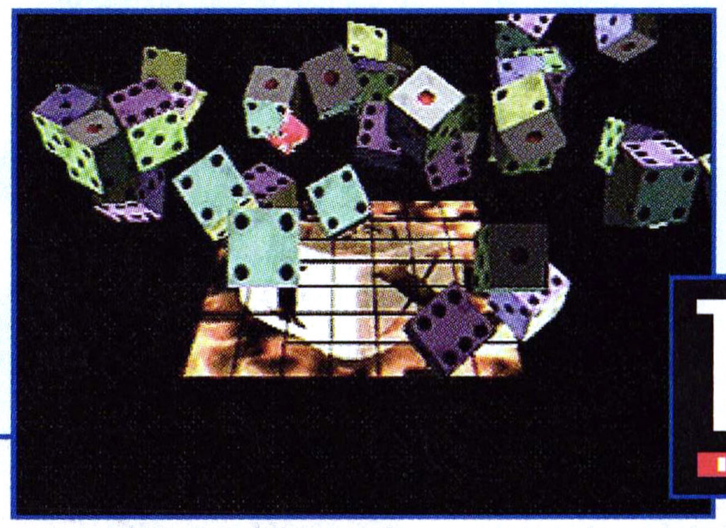
Acclaim has hired some of the NBA's finest to make this game shine. **New Jersey Net**, **Keith Van Horn**, will endorse the game, while **Kevin Harlan** (the former voice of the T-Wolves) and **Bill Walton** (**NBC** analyst) will do the commentary. Jam will be "Hi-Rez" like ***Quarterback Club*** and will feature some great modes like the necessary Season, and a free throw and three-point shoot out. The new *Jam* will also have signature moves like **Allen Iverson's** carry, er, uh – we mean crossover, scouting reports, and stat tracking in over 200 categories.

NBA Jam '99

Acclaim entertainment, inc.



Devil Dice



Devil Dice

THQ Rolls the Dice, Announces Two Games

THQ is continuing its newfound philosophy of filling niche markets. The **PlayStation** puzzle game known as ***XI*** (pronounced 'sigh') in Japan is being brought over by THQ, but with a new name. The game, now called ***Devil Dice***, is a puzzle game that tests your matching skills using dice. Expect *Devil Dice* to hit the States in September.

THQ also announced it will bring ***International Rally Championship*** to the **PC** and **PlayStation**. Developed by the U.K.'s **Europress**, the game is already available in Europe on the PC and the PlayStation. Both versions are scheduled as third-quarter releases in North America.

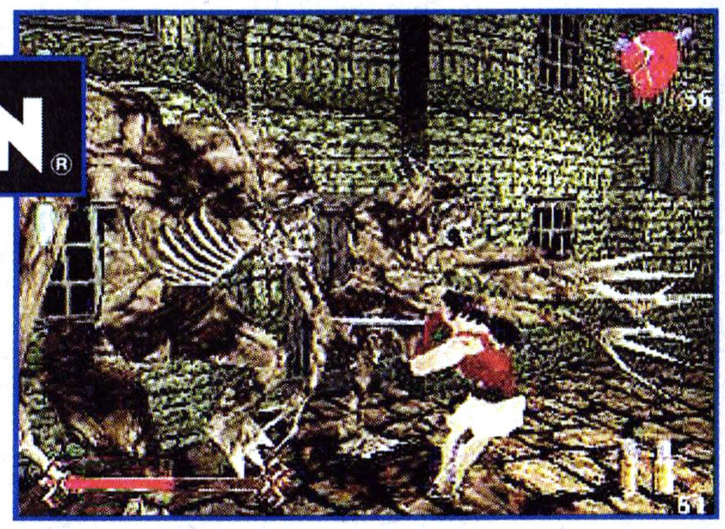
THQ INC.

What's Hot!

Activision Supplying Two Games for N64

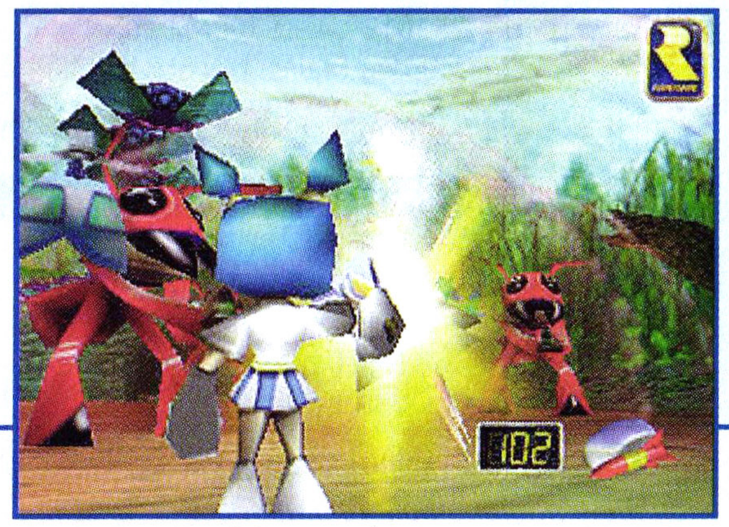
ACTIVISION®

Activision will begin making games for the **Nintendo 64** game console. This is an intriguing development, since the Japanese market is abandoning the N64 ship, while U.S. developers are getting comfortable with the system. The first two games from Activision for the N64 will be ***Nightmare Creatures***, created by **Kalisto Entertainment**, and ***Quake II***, created by **id Software**.



Nightmare Creatures

Jet Force Gemini



Jet Force Gemini

Rare's Mystery Game Revealed

No, this is not the follow-up to ***GoldenEye***. This is ***Jet Force Gemini***, **Rare's** newest game for the **Nintendo 64**. While no real information has been released, we do know that the game will feature big guns, and as Rare says, "what more do you want?" Of course, from the name and the pictures, we can infer that this is a third-person game that will entail lots of adventure elements like ***Tomb Raider***, and that the main character, at one point in time, will use a jetpack. Look for more on this game next month.

JETFORCE GEMINI

Game Informer's Site O' The Month

Smithsonian Institution

Madden Central
http://www.maddencentral.com/

For all that is Madden Football, take a look at Mike Murphy's beautiful website. Remember, tell 'em Game Informer sent you.

VIDEO GAME TRIVIA

1. *What is the name of Eidos' upcoming action title? Hint: It's not Ninja.*
2. *What two characters from Acclaim's old comic line will soon have their own video games?*
3. *Besides Nintendo, what other company briefly sold a version of Tetris for the NES?*
4. *What company filed a $250 million anti-monopoly suit against Nintendo in 1989?*
5. *Don Bluth followed up his Dragon's Lair hit with what other laser-disc game?*

[Answers on the bottom of page 30]

Allen Ludden

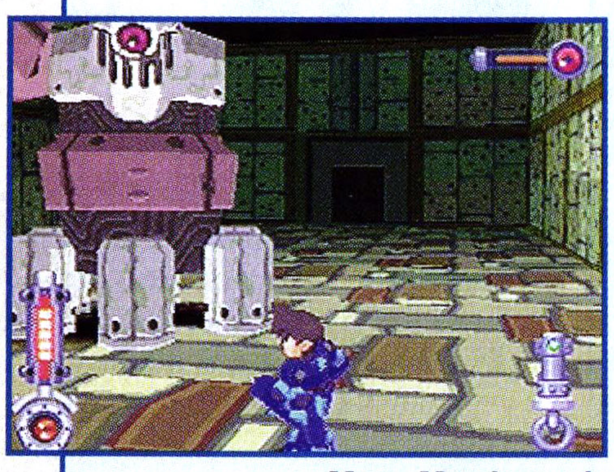
This action/platform game, released in 1993 by Real Time Associates for Electronic Arts, sucked. Appearing on the Sega Genesis, this game sent players on a quest to save bikini-clad women from aliens and featured 29 levels, time travel, and pig bouncing. What game is it?

[Answer on the bottom of page 30]

GI NEWS

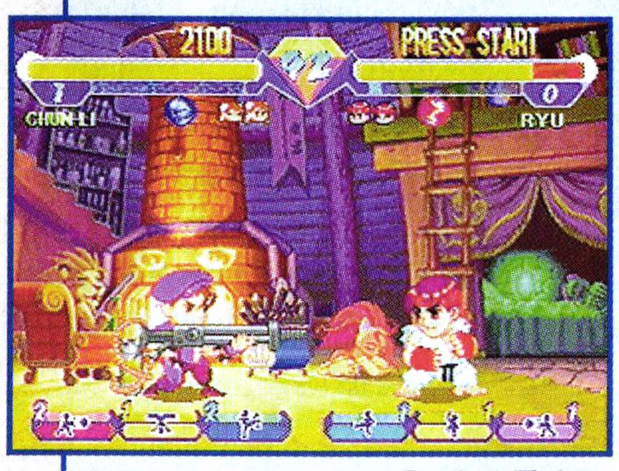
WHAT'S • NASHUN • COMIC WATCH • TOP TEN • TRIVIA • NAME THAT GAME! •

Cruis'n World



Mega Man Legends

NFL Blitz



Pocket Fighter

Redneck Rampage

Duke Nukem: Time To Kill

New Releases

[All dates subject to change. Call your local retailer for more details.]

Release Date	Title	Publisher	System
June			
06.26.98	Harvest Moon	Natsume	GB
06.26.98	Flying Dragon	Natsume	N64
06.26.98	GT Racing	Ocean	N64
06.26.98	Quest 64	THQ	N64
06.26.98	Wetrix	Ocean	N64
06.26.98	Granstream Saga	THQ	PS-X
06.26.98	Silhouette Mirage	Working Designs	PS-X
06.29.98	Banjo-Kazooie	Nintendo	N64
06.30.98	Off-Road Challenge	Midway	N64
06.30.98	Off-Road Challenge	Midway	PS-X
July			
07.10.98	Heart of Darkness	Interplay	PS-X
07.15.98	Mission: Impossible	Ocean	N64
07.15.98	WWF: War Zone	Acclaim	PS-X
07.16.98	NFL Xtreme	Sony	PS-X
07.16.98	Pocket Fighter	Capcom	PS-X
07.16.98	Tomba!	Sony	PS-X
07.16.98	Turbo Prop Racing	Sony	PS-X
07.26.98	Mulan	THQ	GB
07.26.98	Small Soldiers	THQ	GB
07.26.98	Wheel of Fortune	Take 2 Interactive	GB
07.26.98	Deadly Arts: GASP	Konami	N64
07.26.98	Waialae Golf	Nintendo	N64
07.26.98	Dead Unity	THQ	PS-X
07.29.98	WWF: War Zone	Acclaim	N64
August			
08.02.98	Battleship	Hasbro	PS-X
08.02.98	Command & Conquer: Retaliation	Virgin	PS-X
08.12.98	Iggy's Reckin' Balls	Acclaim	N64
08.12.98	Sentinel Returns	Psygnosis	PS-X
08.16.98	International Superstar Soccer '98	Konami	N64
08.16.98	Superman 64	Titus	N64
08.16.98	Cardinal Syn	Sony	PS-X
08.26.98	Montezuma's Return	Take 2 Interactive	GB
08.26.98	Caesar's Palace	Crave	N64
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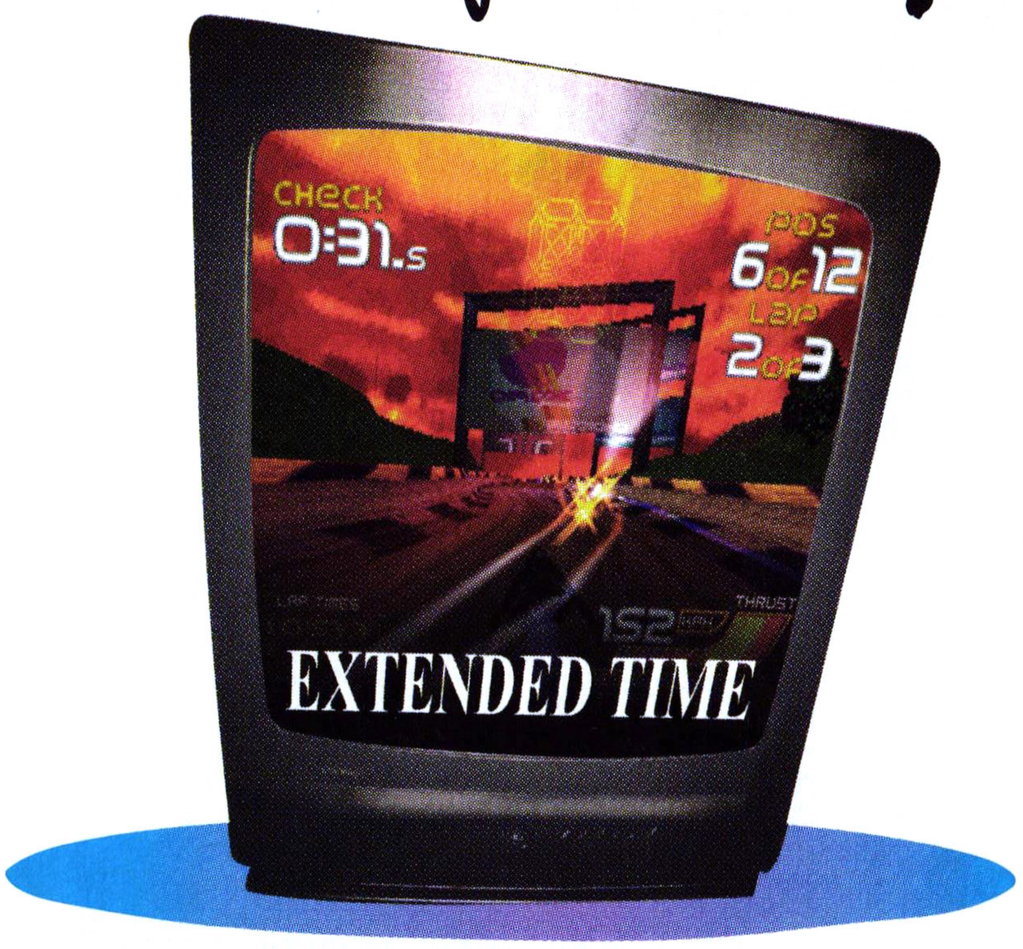
1. *Omikron: The Nomad Soul*
2. *Bloodshot and Shadowman*
3. *Tengen*
4. *Atari Corp.*
5. *Space Ace*

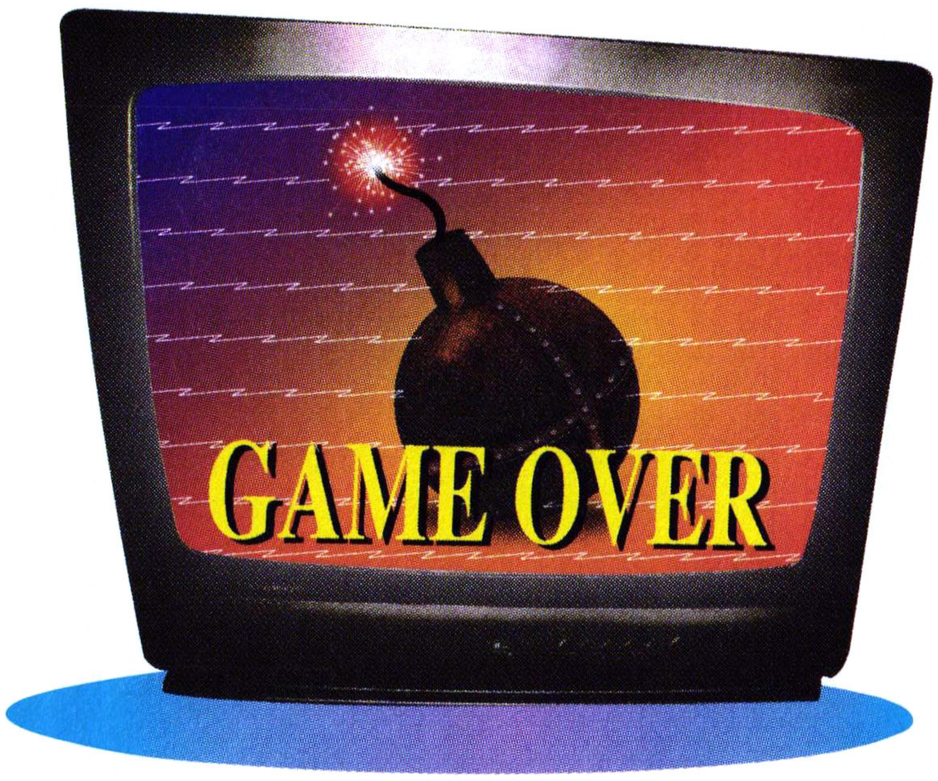
Name That Game Answer:

Normy's Beach Babe-O-Rama

This is your game.



This is your game on the blink.



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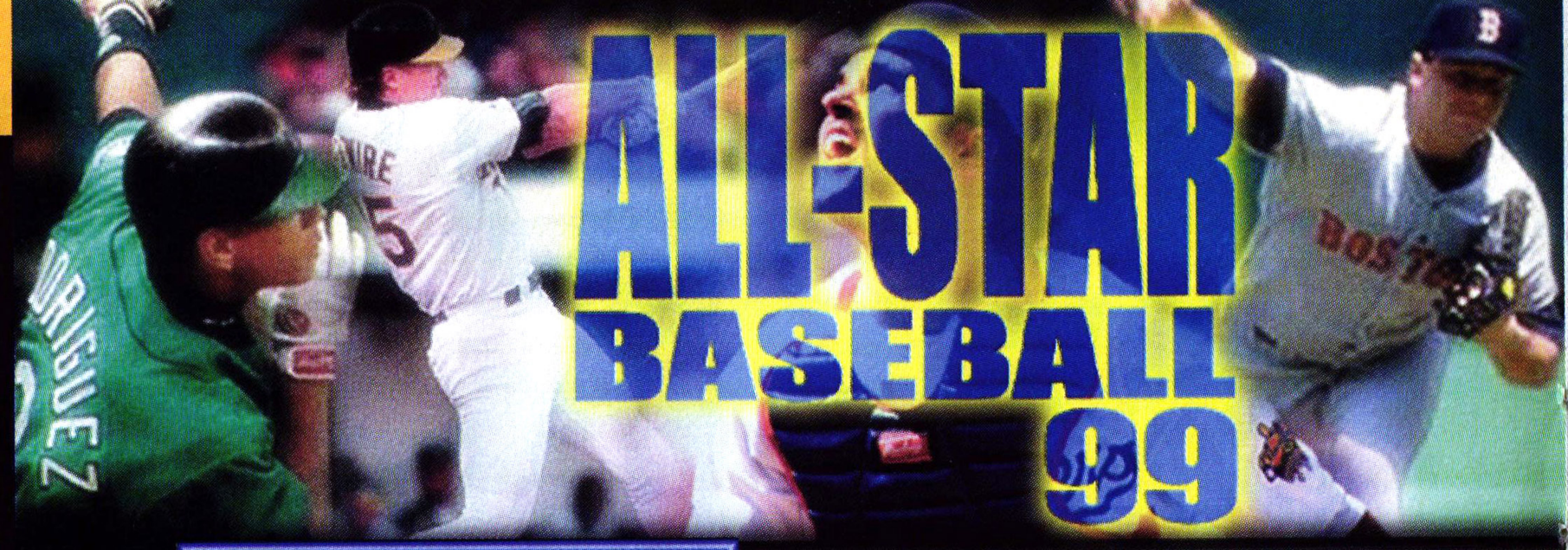
PLAYER'S EDGE™

Nintendo 64

Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Manual Camera; Loads of Stats; Simulation or Arcade Mode; Multiple Batting Stances; Authentic Stadiums; Create Player; Play-By-Play Commentary; Rumble Pak Compatible
- **Created by:** Iguana for Acclaim
- **Replay Value:** Moderate
- **Available:** June for Nintendo 64

Bottom Line: 8.5



ALL-STAR BASEBALL 99

Greater Than the Rest?

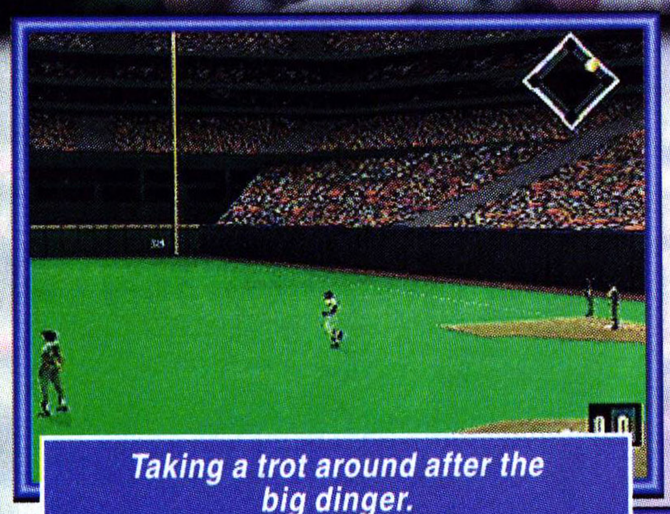
With the three different baseball games coming out this year for N64, the team at Iguana had a serious job cut out for them. Can its patented Hi-Rez mode help it grab a big chunk of another sport, especially with a rival game from Nintendo? Will the gameplay problems that plagued Quarterback Club continue in its new baseball? Now that All-Star Baseball '99 is complete, these questions (and more) can be answered.

Using the same hi-resolution rendering tools created for QB Club, Iguana has created characters that look great with a wide array of animations. The control is fairly intuitive, with each of the C buttons designated to a base. Although this does take some getting used to, it delivers a quick response for those tight situations. All of the ballparks are shown with nice clarity, including even the smallest details to ensure an aesthetically pleasing game. There is play-by-play commentary, with one announcer delivering his two-cents-worth constantly and another announcer who occasionally interjects to state the obvious.

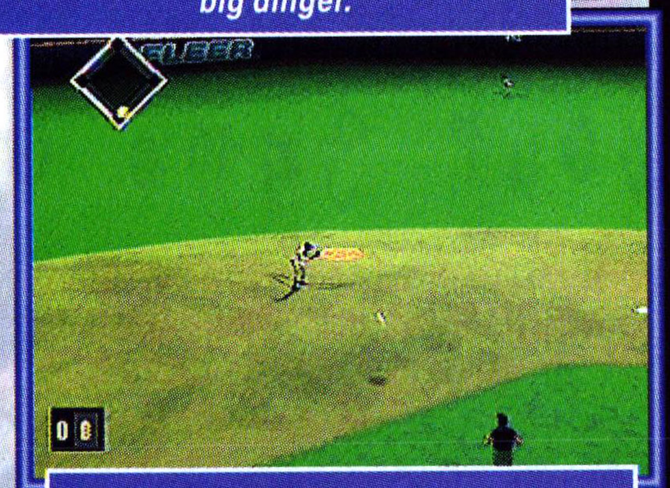
The pitcher/batter interface is similar to World Series Baseball '98, except that when the batter chooses the correct type of pitch, his batting area gets larger. When he chooses wrong, it gets smaller. The batter can also choose between power or contact hitting, which changes the speed, power, and placement of the swing, as well as the targeting area. Also, when a rumble pak is connected to a controller, the pitcher can aim a pitch based on the vibrations of the controller instead of using a cursor. This feature is really nice for heated competition between friends.

Up to four players can get in the game at once, and persons that aren't playing can use the extra controllers to manually move the camera around during play to give better viewpoints. Other options include the ability to create a player, call up minor leaguers, draft all new teams, realign rosters, warmup pitchers in the bullpen, and more. Probably the only thing that's missing is an instant-replay option to check questionable calls by the ump. As pretty as this game is, you'd think that would definitely be in.

With all of these options and gameplay choices, All-Star '99 has the potential to be a serious contender for the crown of best baseball game this year. But is it? Read the reviews, written by the crack team of journalists here at GI and find out for yourself.

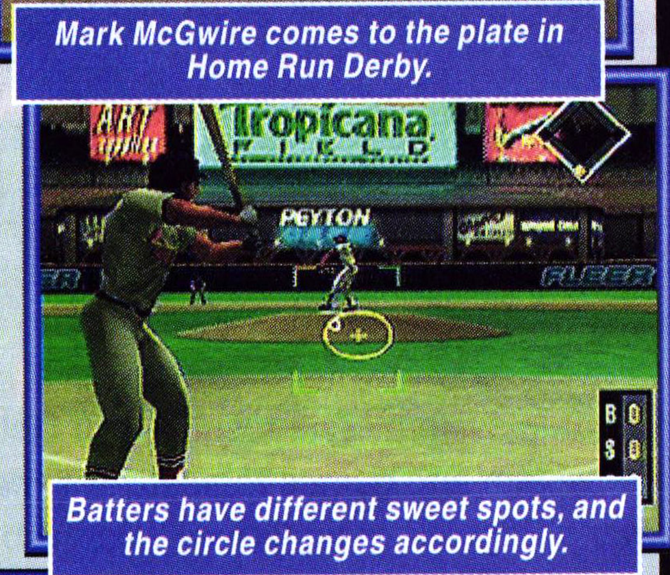


Taking a trot around after the big dinger.

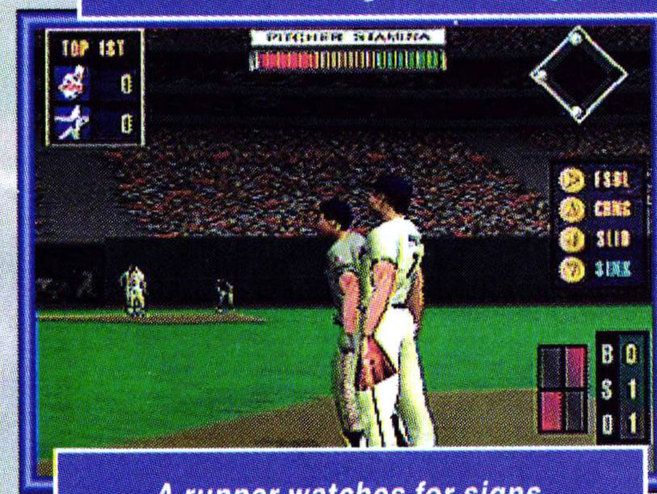


Fielding the line drive.

Mark McGwire comes to the plate in Home Run Derby.



Batters have different sweet spots, and the circle changes accordingly.



A runner watches for signs.

JON
THE GREEDY GAMER

Concept	9
Graphics	8.75
Sound	7.5
Playability	8.75
Entertainment	9
OVERALL	**8.5**

"Griffey took three years. All-Star took one. Astounding, and Iguana delivers as promised. At first, I couldn't stop bumming on the lame swings. But that was soon forgotten in the heat of the duel. I can't say this game works perfectly – my season stats crashed, and the computer is terrible on the bags – but it gives you spring training, a cool create player, and trick pitches for two-player longevity. You can rearrange controllers during each game of the season, which is nice. One big difference I noticed was the analog control for batting. Griffey's floats and All-Star's sticks. Griffey's control seems to create more variation. I hit an awful lot of identical choppers in All-Star. But **I really like this game, and it edges out Griffey for fans of the science.**"

PAUL
THE GAME PROFESSOR

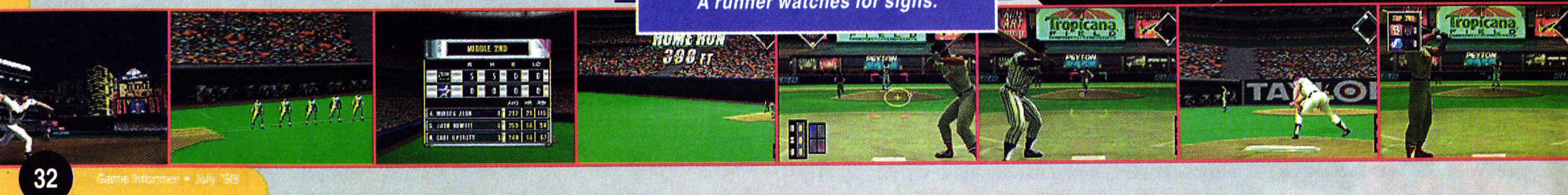
Concept	8.75
Graphics	8.5
Sound	7.5
Playability	8.75
Entertainment	8.5
OVERALL	**8.5**

"After being a little disappointed with some of Griffey's features, I had high expectations for All-Star. You can't help but be pleased with the graphics – that is, until the bat swings. The batting animation defies baseball fundamentals and will make the game's purists laugh. The graphics, although hi-res, are limited when compared to Griffey. The playcontrol is solid with the pitching/batting interface offering some innovative rumble pak features. All-Star blows away Griffey in terms of extra options for the fantasy baseball fans. These fans will also notice some oddities with All-Star's stats engine and CPU base-running, but **on a whole All-Star is an entertaining baseball game.**"

REINER
THE RAGING GAMER

Concept	9
Graphics	8.5
Sound	7.75
Playability	8.25
Entertainment	8.75
OVERALL	**8.5**

"First the bad. All-Star Baseball (ASB) is troubled with unrealistic stat tracking. Simulated seasons end with records broken and multiple players batting over .400. **The batting animations are a real letdown as well. I haven't seen cuts this weak since John Goodman took up his role as The Babe!** Now to the good. The gameplay is tight and true, the players are fluid and lifelike (except for the horrid swings), and the graphics are unbelievable. Heck, even the shadows rock! The best part of the game though (in my opinion) is the frontend. It's loaded with the best fantasy options around. While not perfect, ASB does more than enough to receive my vote for N64 baseball of the year. Just don't expect to win the batting crown in a season."



Limb-Ripping Fun!

Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 18 Characters Plus 3 Hidden; All the Fatalities From the Arcade; Rumble & Controller Pak Compatible; 5 Levels of Difficulty; Weapons
- **Replay Value:** Moderately High
- **Created by:** Eurocom for Midway
- **Available:** Now for Nintendo 64

Bottom Line: 8.5

Mortal Kombat fans are possibly the most insatiable game nuts on the planet (with the exception of Magic: The Gathering fans). Mortal Kombat has sold so well it is a household name throughout America, even for non-gamers. This kind of foothold is something that any company would envy. You know that your game is going to be a blockbuster smash, even if it stinks. However, gaming enthusiasts are different. If they get a bad product, they let people know, and a reputation that took years to build with consumers can be destroyed overnight. So Midway is not just enjoying a cakewalk, it is walking a tightrope. Has Midway put the guys at Eurocom through enough testing to ensure as solid a home port of its biggest franchise as possible? Eurocom developed MK3, so the waters have been throughly tested.

For the record, many consider the second Mortal Kombat to be the best ever. The open-ended gameplay, without predetermined combos, added a larger curve of learning and created possibilities in the game that weren't necessarily prescripted, but worked flawlessly. Although Mortal Kombat 4 does have the preset combos and the Run button, this port stands out with its truly fluid control. The moves come out when you want them to, and players can use preset combos, or string hits together via juggles.

Along with the obvious addition of a 3D engine that allows sidestepping and knocking opponents into the foreground/background, Midway also included weapons. The weapons allow you to take considerable amounts of life from your opponents in one quick swipe. But don't drop the weapons, as the other player can pick them up and bash you with them.

New characters? Mortal Kombat 4 has 'em. Shinnok, Jarek, Quan Chi, Reiko, Tanya, and Meat are all in this new installment. Appearing for the first time since MK is the awesome looking Goro, who is just as brutal as ever. And where there are new characters, there are new Fatalities. The Fatalities are more graphic than ever, thanks to the 3D engine. Watching the Fan Fatality for the first time is awesome. After you have thrown your adversary into the fan, the severed head flies back towards the screen, hitting it, and leaving a big bloodstain. Sound cool? It is.

The Big Day for MK4 has long since passed, and MK fans already know what this game is like. But if you haven't picked up a copy of this arcade smash, and are just waiting for the GI "thumbs up," check the reviews and get your first taste of all that is Mortal Kombat 4.

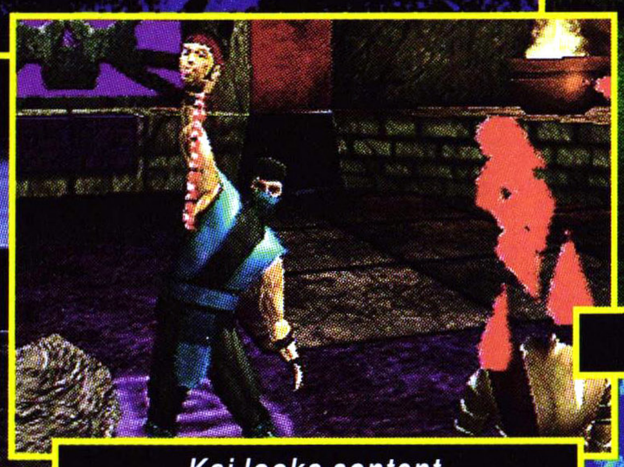
Purple and red stuff everywhere!

Goro delivers a beating.

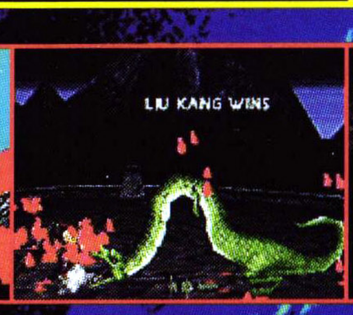
OW...

Remember this one?

Liu Kang enjoys a feast.



Kai looks content.



ANDY
THE GAME HOMBRE

"In the overall scope of things, MK 4 isn't as good as MK 3, which wasn't as good as the greatest MK of all-time – MK 2. However, there are a number of things to like about this game. While there aren't as many Fatalities as I would like to see, **the leg-breaking moves are hilarious, and the polygonal graphics really show their stuff when you see characters and blood flying straight at your TV screen**. Plus, the gameplay, though completely unbalanced, is a blast 2-player. Certainly there are plenty of people who are tired of this series, but fans, like myself, will not be disappointed. Mortal Kombat 4 delivers the same special move, gore-fest we have all come to love, except this time it's in 3D."

Concept	8
Graphics	8
Sound	8.5
Playability	8
Entertainment	8
OVERALL	**8**

PAUL
THE GAME PROFESSOR

"I feel very old when I realize that I have been working here since the first MK game appeared on consoles. While it's easy to say that **this game is very reminiscent of MK II and that it is easily better than any fighter available for N64**, I'm still left with some ill feelings about the game. Many of the attacks and strategies are just too similar to the games of old. The weapons are great for a laugh, but are completely worthless. In addition, the characters are fairly unbalanced with many having an array of cheap moves. Even if the fighting technique is wearing thin, I still get plenty of entertainment from the Fatalities and overall brutality that Mortal Kombat has always offered."

Concept	8.5
Graphics	9
Sound	9
Playability	9
Entertainment	8.75
OVERALL	**9**

REINER
THE RAGING GAMER

"MK 4 is a riot! The Fatalities and endings are the best yet and the new limb breaks and weapons are absolutely hilarious. But this review is not all hype. I have a bone to pick with the development team. First off, spin the MK music and voices around in your brain for awhile and sing along. Scorpion...Sonya Blade...Reptile...Sub-Zero...Reiko. What the heck is up with that?! Reiko? I don't want to play as Reiko! What a chump! Secondly, Goro is an even bigger weenie! He looks horrible! Thankfully though, the rest of this port is excellent. The character models are large and very detailed, and the combat is smooth (although a little hard to master with the N64 controller). This is a worthy MK sequel, but I still like 2 and 3 much more. Bring back the Animalities darn it!!!"

Concept	7.75
Graphics	8.5
Sound	8.5
Playability	8.25
Entertainment	8.5
OVERALL	**8.25**

EVERYONE
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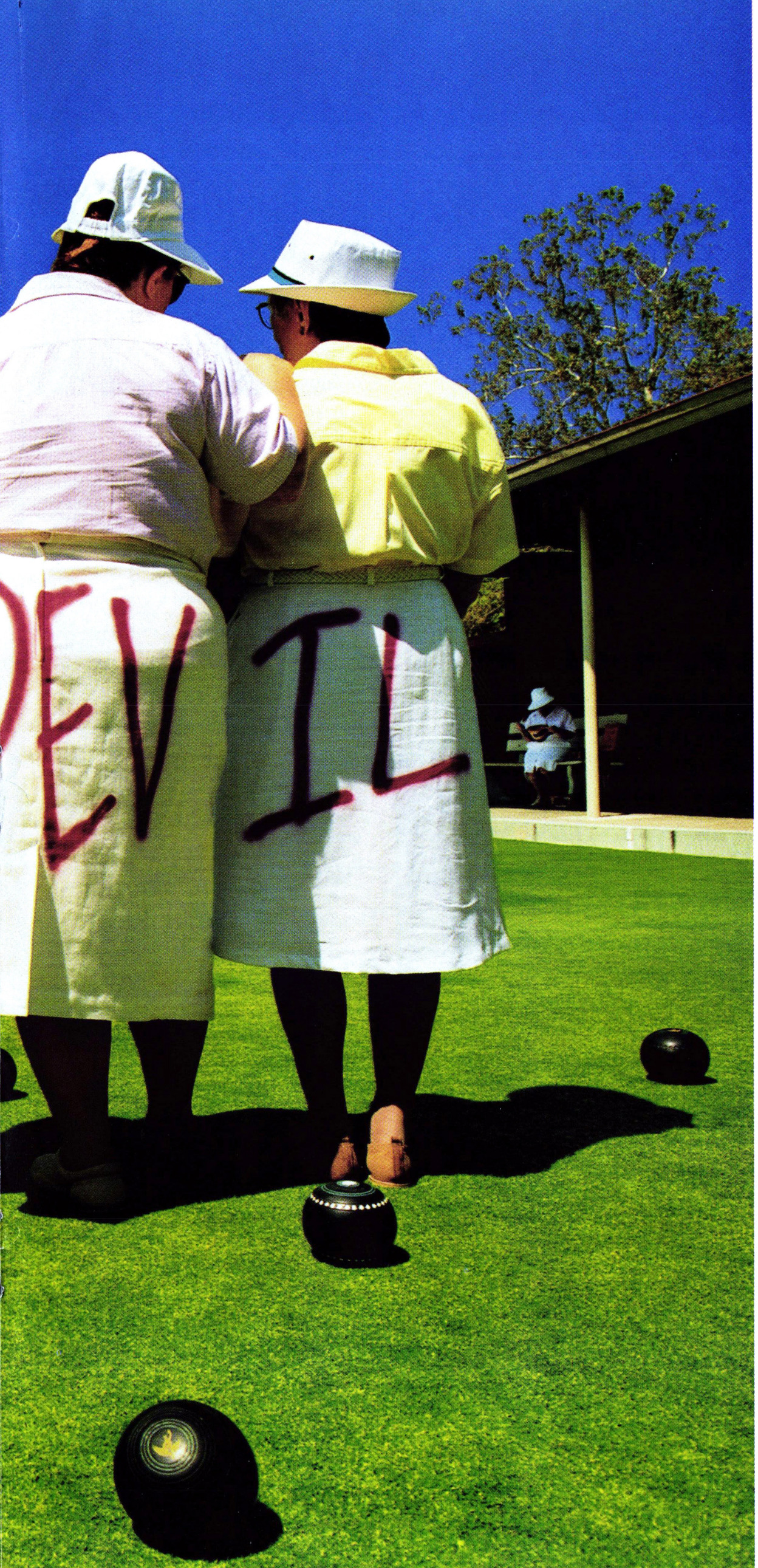

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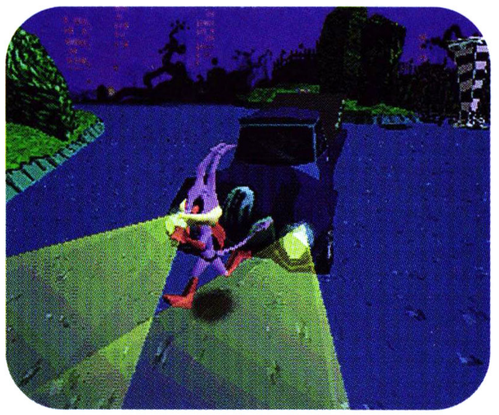

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JERSEY DEVIL™

The evil little tyrant is here.

Nintendo 64

Review

- **Size:** 96 Megabit
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Spells Based on Elemental Combinations; Full 3D Movement & Terrain Exploration; Huge Areas To Explore; Unique Combat System
- **Replay Value:** Moderate
- **Created by:** Imagineer for THQ
- **Available:** Now for Nintendo 64

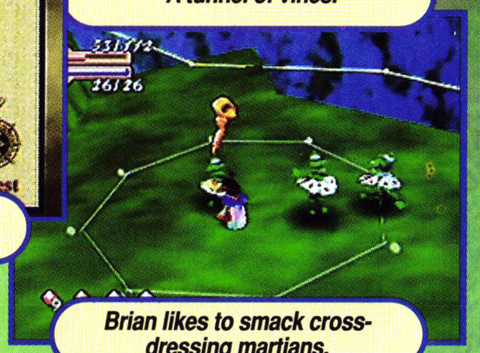
Bottom Line: 6.5

Alfalfa's Hair Is Manageable in Comparison

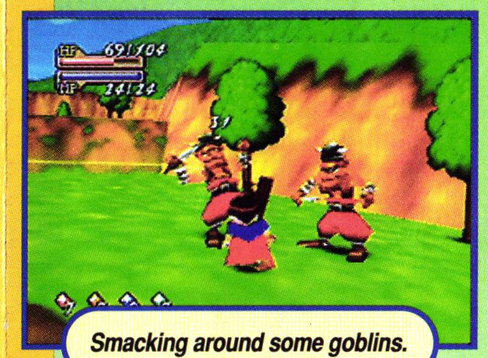
A tunnel of vines.

This excuse for a map helps.

HEALING!!!



Brian likes to smack cross-dressing martians.



Smacking around some goblins.

What a funky-looking dog.

Hey dude, you've got a dog on your head!

There comes a time in every person's life when they wonder what makes their parents tick. For some, it's not a nagging question, just something that they wonder about. But for others, it's a real problem. Couple this with the inability to ask about it (due to the parent's absence for whatever reason), and you have an obsessed child. Our hero of Quest 64, Brian, is just such a child. His father ventured out quite a few years ago in search of the "Eletale Books" and never returned. After years of training at the Melrode Monastery, known for its skills in developing adept sorcerers, our hero Brian seeks to find out what exactly happened to his father and the Eletale Books that hold the fate of the entire world.

Commands in the game are straightforward and make interesting use of the button layout. Pressing the C buttons brings up a spell menu that progressively becomes longer. As you acquire more gems, you receive more spells, each relying on one of four elements (Earth, Wind, Fire, and Water). Usually the spells are useful for hitting multiple enemies at once, but maximum damage usually comes in the form of the staff. Knowing when to get in close, or when to use a spell, is the key to success in Quest 64.

There are a number of huge areas that make up Brian's world. During your journeys you will come across numerous countries and towns, lots of different terrain (which is ineffectual, but pretty), and hordes of beasts ready to take a swipe at Brian's jugular. The areas are large and often confusing, requiring lots of game time to become familiar with them. Even with the compass and the poor map, it is extremely frustrating because combat occurs without any warning. Although interesting, if you get turned around during the fight, it is easy to start heading in the wrong direction without realizing it (even though the game does face you in the right direction after a fight).

But that is only the tip of the iceberg, and with THQ's jump into the unforgiving world of RPG-publishing, you can bet that the GI staff is gonna give it to 'em straight.

ANDY
THE GAME HOMBRE

Concept	6.5
Graphics	7.5
Sound	7
Playability	7.5
Entertainment	4
OVERALL	**6.5**

"I'm glad that THQ went out and finally brought an RPG to the N64, but I wish they would have done a little bit more work on this title before releasing it. First of all, the camera is ridiculous. **Most of the time you can't see where you are going and there are times during battle sequences where you can't even see your character.** Then there's the matter of the game basically not punishing you for dying – you don't lose items or experience. But, it's not like you'd care since a lot of the items and spells in the game aren't that cool. While I'm sure that there are RPG fans that will love this epic (it does have a cool fighting interface), I just can't see myself investing the time in this one. It's just not that exciting to play."

JON
THE GREEDY GAMER

Concept	6
Graphics	7
Sound	6
Playability	5
Entertainment	6
OVERALL	**6**

"An RPG should quickly light your fires with spell branching, sweet items, and some new characters. Not to mention a good story. But Quest 64 did none of this. **The storyline is 100% linear – you go to the forest, then to the castle, then to the next town.** You never have more than one choice and the characters in the towns and castles seem to have absolutely nothing going on, which makes the conversation completely boring. With no humor or clever writing, the story is worthless. The original concept of the four spell elements was a good place to start, but the finished product is so limiting, that I quickly lost interest in learning my next spell. Until Zelda, just play your SNES."

REINER
THE RAGING GAMER

Concept	6
Graphics	7.5
Sound	6
Playability	7.75
Entertainment	6.5
OVERALL	**6.75**

"The plot is dry and emotionless and the graphics are dull and unimaginative. Thus, the fabled RPG combination of splendid storytelling and eye-popping graphics is not found in Quest 64. But somehow or another this game sticks into your head. It reminds me of Lagoon for the SNES. That game didn't do anything for me whatsoever, but before I knew it, I was fifteen hours deep. Likewise for Quest. I can't stand the main character, I have no interest in following the story, the music blows, and the combat scenarios are only amusing for a short while, yet I still play it. **I'm sure you'll play Quest to the end, but will have the same aftertaste as me – a craving for something much more filling.**"

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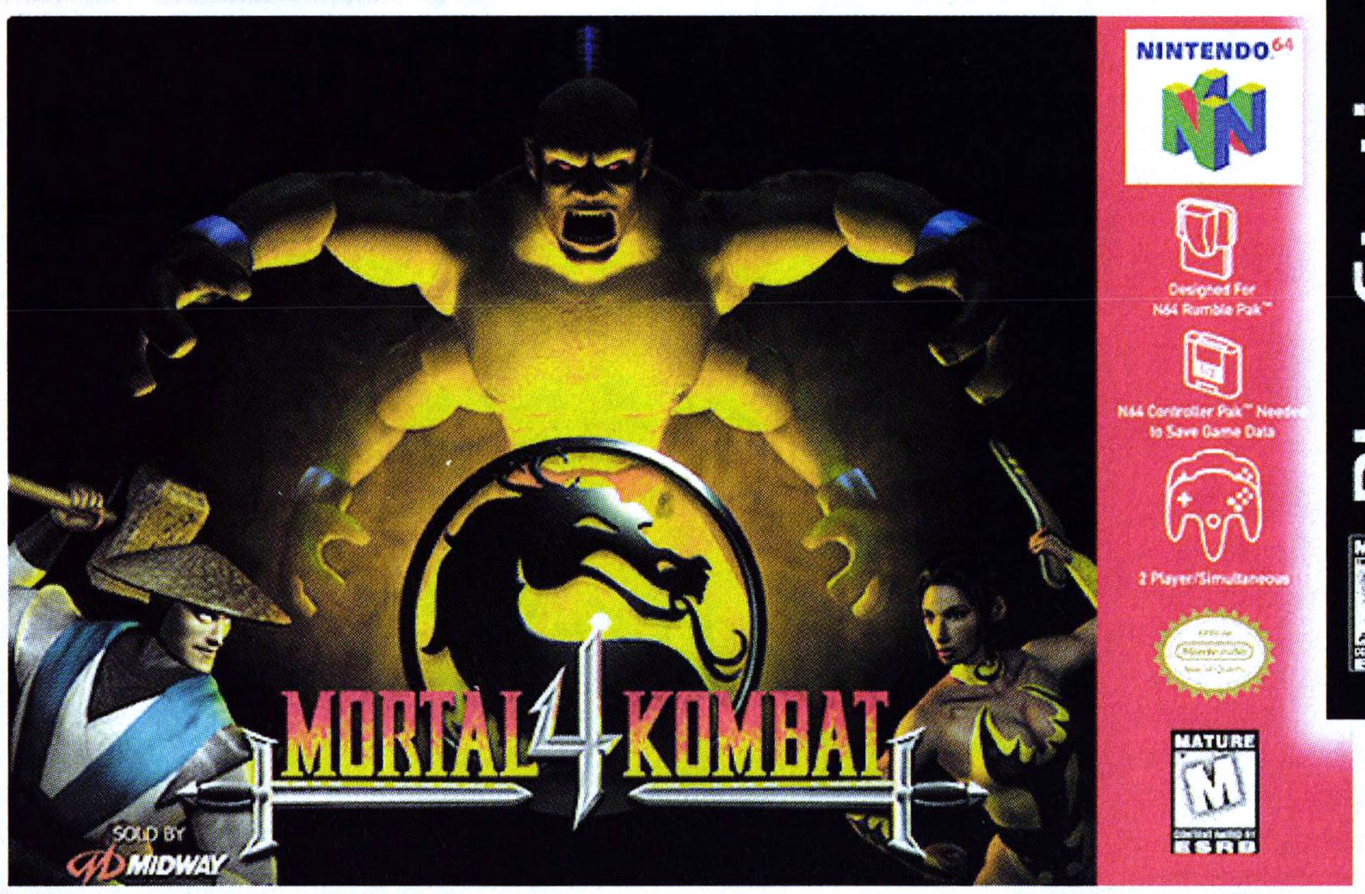

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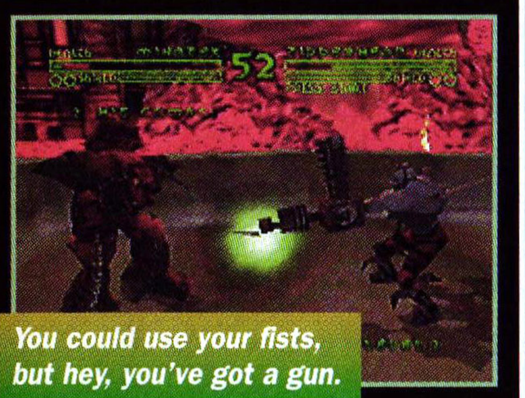
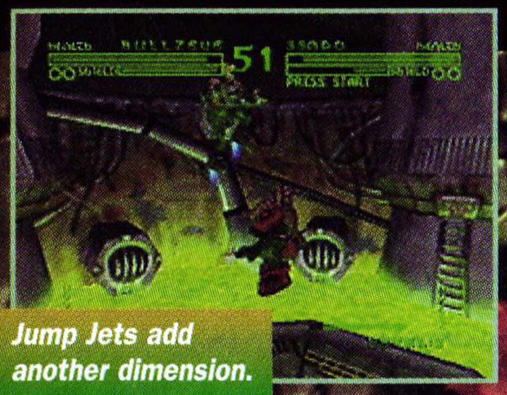
Nintendo 64

Review



You could use your fists, but hey, you've got a gun.



Jump Jets add another dimension.

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 8 Characters Plus More Hidden; Limb & Blood Loss; Fatalities; 5 Modes; Weapons; Jump Jets; 11 Multi-Tiered Arenas With Hazards
- **Replay Value:** Low
- **Created by:** Saffire for Midway Home Entertainment
- **Available:** Now for Nintendo 64

Bottom Line: 4.5

	ANDY	PAUL	REINER
Concept:	3	8.75	2
Graphics:	7	8	7
Sound:	7	6	5.75
Playability:	2	5	1.25
Entertainment:	1	3.5	2
Overall:	4	6.25	3.5

Even without her right arm, Sabotage wins.

The Big, The Buff, and The Ugly

Talk about ugly! There are two female characters in Bio FREAKS that are, not surprisingly, beautiful and physically fit. However, the rest of these mutant creations are like something we haven't seen since venturing into a Packer bar late last January. The difference is that the characters in Bio FREAKS are sober and don't break down in tears when their team loses the Super Bowl.

Within the fighting genre, Bio FREAKS has a couple unique elements. Jump jets let you fly in a variety of multi-tiered 3D environments and projectile weapons are used in combat. With devices like machine guns, saw blades, and missiles, hand-to-hand combat often plays second fiddle.

Overall, the game looks pretty solid. The large characters are laced with plenty of textures and detail, and they move about smoothly, sometimes taking the time to flaunt their perceived superiority in a dance that would make Deion Sanders proud. Plus, the backdrops are pretty sweet and the arenas are filled with added hazards – like meat grinders, lava and acid pits, and whirling blades – that must be avoided during battle.

You may now be wondering, "does this game deserve my money?" With cybernetic characters and multi-tiered environments, Bio FREAKS is relatively unique. However, consult GI's resident fighting experts for the financial wisdom you seek.

Andy, The Game Hombre

"Simply put, Bio FREAKS looks great, and plays horribly. I like the characters in this game a lot, but the overall execution is just unacceptable. For fight fanatics, it may be worth a rental, but everyone else should just steer clear."

Paul, The Game Professor

"It can be said that this game has a great 3D engine and fairly tough AI, but the fact that Midway balked on an arcade release makes me wonder about the overall quality. It is short on characters and the control is not up to par."

Reiner, The Raging Gamer

"Case in point. Graphics do not make a game. Bio FREAKS delivers the goods in character models and arenas, but the gameplay goes beyond pathetic. A big disappointment indeed."

Nintendo 64

Review

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Good Variety of Modes That Help Mix Up the Action; Different Views; 2-Player Split-Screen; Addictive Gameplay
- **Replay Value:** High
- **Created by:** Zed Two for Ocean
- **Available:** Now for Nintendo 64

Bottom Line: 8.25

	ANDY	REINER	JON
Concept:	9	8.5	9.25
Graphics:	7	6.75	9
Sound:	5	7.75	8.5
Playability:	8.5	8.75	8.25
Entertainment:	9	9	9
Overall:	7.75	8.25	8.75

When The Levee Breaks

It's not too often we say this, but Wetrix is an inspired, original, and imaginative puzzle game. No Tetris rip off here. The idea of Wetrix is simple – build a series of enclosures to contain the water that falls from the sky. The more water you can hold, the higher your score. But, if you can't keep the walls high enough, the water will escape. If too much water escapes, the game is over.

Uppers are the tools used to build walls. They come in four different shapes and fall randomly from the sky. The challenge comes in arranging the Uppers into effective walls. If you misplace even one, a large gap can occur through which volumes of water will flow. Lowers are the opposites of Uppers and dissolve your walls. Lowers are not necessarily bad, since they can dissolve haphazard structures allowing you to rebuild a fresh, organized wall.

Other things can fall from the sky – some good, some bad. The best present from the sky is the fireball, which evaporates all water beneath it, buying crucial time to rebuild and repair leaks. The worst thing that falls from the sky is the bomb, which creates a gaping hole in the landscape. If you drop a bomb in the middle of your structure, all the water will escape. Other objects include ice (which freezes lakes) and mines (which explode like bombs when water is evaporated).

If you manage to build your walls high enough, allowing a certain volume of water to be held, a rainbow will appear. When the rainbow is lit, if you evaporate a lake, your bonus will soar into the thousands, depending on how many lakes you've formed. A good variety of modes, practice lessons, and a two-player battle round out this impressive cart.

Andy, The Game Hombre

"Wetrix is a very addicting puzzle game, but it certainly isn't for everybody (due mostly to its high degree of difficulty and frustration). However, if you take the time to master Wetrix's nuances, you'll be rewarded with a unique and entertaining puzzler."

Reiner, The Raging Gamer

"Wetrix is immensely addictive and incredibly inventive. Of course the graphics are lame, and it's often hard to find leaks due to view changes and lack of detail in the trickles, but it's still an A rate game that must be played by all Tetris heads."

Jon, The Greedy Gamer

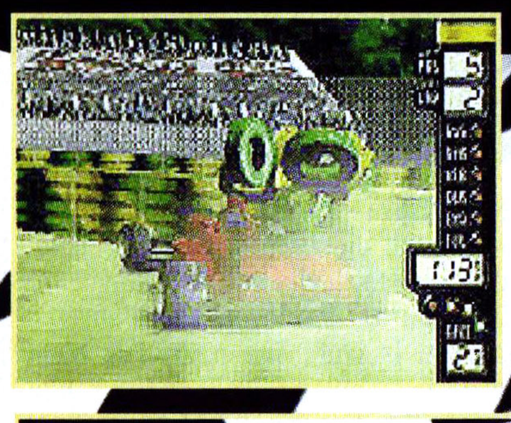
"Wetrix is awesome. It makes Tetrisphere look like 64 megs of crap. I've been playing constantly, and I still want to play more. There is a slight problem with the camera angle, and sometimes it's tough to pinpoint leaks, but it doesn't really matter because Wetrix is totally addictive."

Nintendo 64

Preview

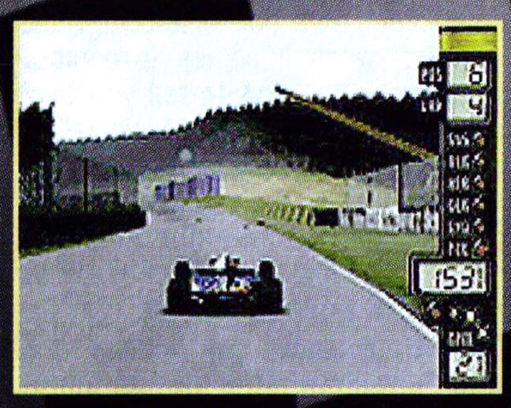
- **Size:** Unknown
- **Style:** 1 or 2-Player Racing
- **Special Features:** F1 License (but no Jacques Villeneuve); 1997 Grand Prix Season; 17 Tracks; 27 Drivers & Cars; 11 Teams; Horizontal & Vertical Split-Screen; 5 Play Modes; Rumble & Controller Pak Compatible
- **Created by:** Paradigm Entertainment for Video System
- **Available:** July for Nintendo 64

80% Complete



Fuel & Rubber Come Together

World Grand Prix



Even though there are tons of N64 racing games, World Grand Prix is different than most. None of the drivers have elongated whiskers, nor do bananas litter the track. No sir, this game has been built with the sim addict in mind. Tires, suspension, gearing, etc. can all be fine-tuned. For shorter races you can even start the race with less fuel, which keeps your car's mass down, and effectively boosts performance.

Followers of the Grand Prix season will be pleased to know that WGP has the F1 license. However, as with F1 Racing Simulation, Jacques Villeneuve is absent. But his rival, Michael Schumacher, is there along with teammate Eddie Irvine and their turbo-charged Ferraris. Twenty-five other racers and their respective teams are included as well, along with 17 tracks from the Grand Prix circuit, including Monte Carlo.

At only 80%, we expected to find some flaws in this version. And wouldn't you know it, we did. During a straight-away the graphics are smooth, but during a turn the display gets choppy. Also, the heads-up display that runs down the right side of the screen gets on our nerves. It provides some helpful information, but in the version we had it wasn't possible to turn it off and get a wider view of the track. It should be noted, though, that the Display menu was not working yet, so we hope this problem will be fixed.

WGP has more sim elements than most racers on the N64, so if you like that kind of thing, or if you just dig F1, then you might want to check this title out. It will be shipping this month.

Nintendo 64

Preview

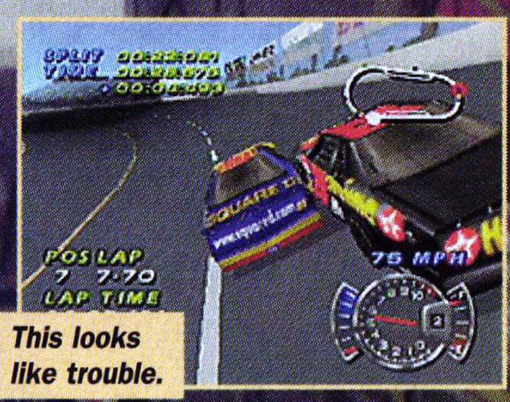
- **Size:** Unknown
- **Style:** 1 or 2-Player Racing
- **Special Features:** 31 Cars & Drivers; 18 Tracks; Commentary by Benny Parsons & Bob Jenkins; Sounds Change With Gameplay View (Crowd Noise Included); Pit Communication; Night Driving at Charlotte, Bristol, & Richmond
- **Created by:** EA Sports
- **Available:** Fall for Nintendo 64 (& PlayStation)

70% Complete

Night races are a huge part of NASCAR 99.

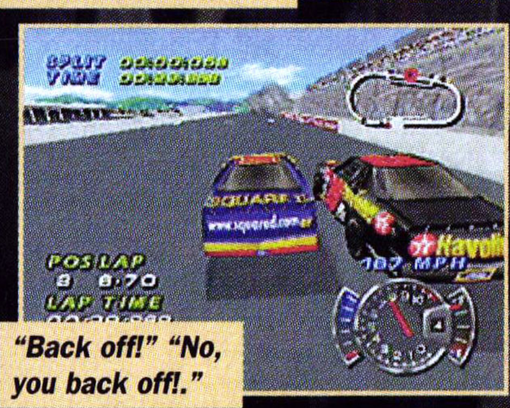
CAN YOU AVOID DEATH ON THE OVALS OF PERIL?

NASCAR 99



This looks like trouble.

NASCAR 99 includes a full replay feature.



"Back off!" "No, you back off!."

The appeal of NASCAR reaches far and wide, and enjoys a cult-following like no other sport. Every year millions of people come to watch the ultimate duel between man and man, man and machine. NASCAR 98 was the top-selling racing game for PlayStation last year, and affirmed the dominance of the NASCAR license. Whooda thought EA would port its colorful cash cow over to N64? Pretty much everyone, that's who.

Many improvements are being made for this cartridge version, as well as the '99 update for PlayStation. First and foremost, classic drivers like Benny Parsons are included. Ever wonder how Gordon would square up against Petty? Now you can find out. Or how about a head-to-head between Bobby Allison and Rusty Wallace? For any fan of NASCAR, these classic drivers are an immense addition to an already authentic experience.

But Parsons isn't just a historical driver, he's actually in the commentary booth, alongside Bob Jenkins, calling the race as it happens. Add to this the realistic engine sounds, crowd roars, and all-new pit/driver communication, and now you're talking NASCAR. All the same elements found in NASCAR 98 will return: pitting, drafting, adjustments, damage, season mode, yellow flags, and yes, a pack of 24 cars. But the driver list has changed with the new season.

In all likelihood, the '99 batch of NASCAR games will be almost identical to NASCAR 98 for PlayStation. For N64 owners, this is their first taste of NASCAR racing. But in a jam-packed crowd, on a platform where a new racing game begets nothing but groans, will the NASCAR license be enough to make fans happy? Probably.

PlayStation Review

JERSEY DEVIL

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Gliding; Tail & Fist Attack; Grab Objects & Throw Them; Two Different Endings; Analog & Dual Shock Compatible
- **Replay Value:** Moderately Low
- **Created by:** Mega Toon Studios for Sony Computer Entertainment America
- **Available:** June 16 for Sony PlayStation

Bottom Line: 6

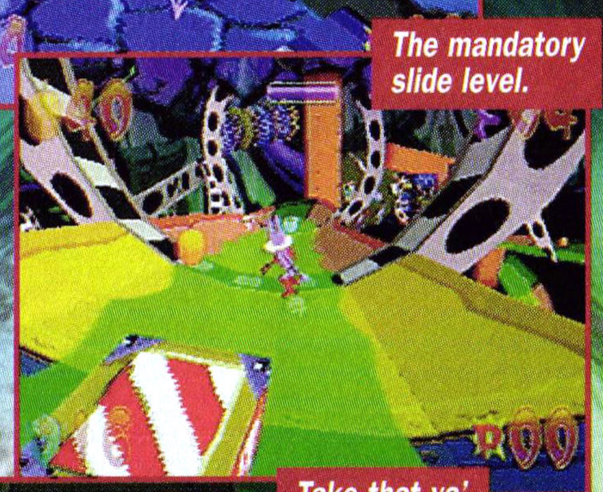
What's a Jersey Devil Anyway?

Last month, we opened up Jersey Devil, dissected his parts, and supplied our initial impressions. This month, we're all the way down to the bare bones, the guts are on the table, and we're ready to dish out the diagnosis on Satan's child – the Jersey Devil. Actually, Jersey's name bears no reference to the Prince of Darkness, nor is he kin to the NHL hockey team that choked out of the playoffs in the first round. Instead, a jersey devil is an animal, part of God's kingdom, and he must square off against Knarf, a dastardly scientist bent on creating an evil empire.

Jersey's gameplay seems to be pulled straight from the basic action/platform guidebook. Right out of page one, Jersey can jump, punch, swipe with his tail, and crouch. But he can glide too, and this offers a unique feeling of 3D exploration. Launching off huge cliffs and slowly descending like a vulture, Jersey gets to inspect dropzones before actually hitting the ground. Next, in classic action/platform style, each of the levels offers various objectives. On each level there are two missions, 60 Nitro Boxes to smash, pumpkins to collect, four hostages to free, and various 1-ups and health pick-ups to discover. Each of the missions ends with a lab. You must collect 30 Nitro Boxes to destroy each lab. Then, after you finish the first mission, you must return again to find the second lab, which is destroyed in the same fashion. But, before you destroy each lab, you must free both hostages. If you rescue all the hostages in the game you will receive the best ending. If you leave even one hostage to die a miserable death, you will receive the lame ending. Why? Because you deserve it!

Finally, Jersey again follows the action/platform guidebook perfectly, and presents an overworld, with access to each and every "open" level, so you can return to the second mission. As you've probably guessed, Jersey Devil doesn't offer any new concepts in gaming, but it's still fun. The 3D engine is very fast and the manual camera control really helps out. The enemies are comical, and the challenge is moderate to hard. It's one of the better 3D platformers for PlayStation, and fans of the genre might find a lot to like in this little devil from Jersey (he lives off exit 27).

Switches open doors.



The mandatory slide level.

Take that ya' dumb bear.

This boss stage stars a big green frog.

Glide you fools! Glide!

Jersey tests all of your platform skills.

ANDY
THE GAME HOMBRE

Concept	5
Graphics	8
Sound	7.5
Playability	7
Entertainment	4

6.25 OVERALL

"Jersey Devil just isn't that cool. I've played a lot of platformers in my time, and Jersey Devil falls into the category of unimaginative. **The levels are blah! The character is blah! The control is blah!** And the enemies...well, they're just annoying. I will say something nice about it though – the cartoon and the real-time cut-scenes are very nice. Hey, if all you do is play platformers, then you just may like this game, but me...I'll look for greener platform pastures from the Tombas and Bandicoots of the world."

JON
THE GREEDY GAMER

Concept	7
Graphics	6.5
Sound	6
Playability	6.5
Entertainment	5

6.25 OVERALL

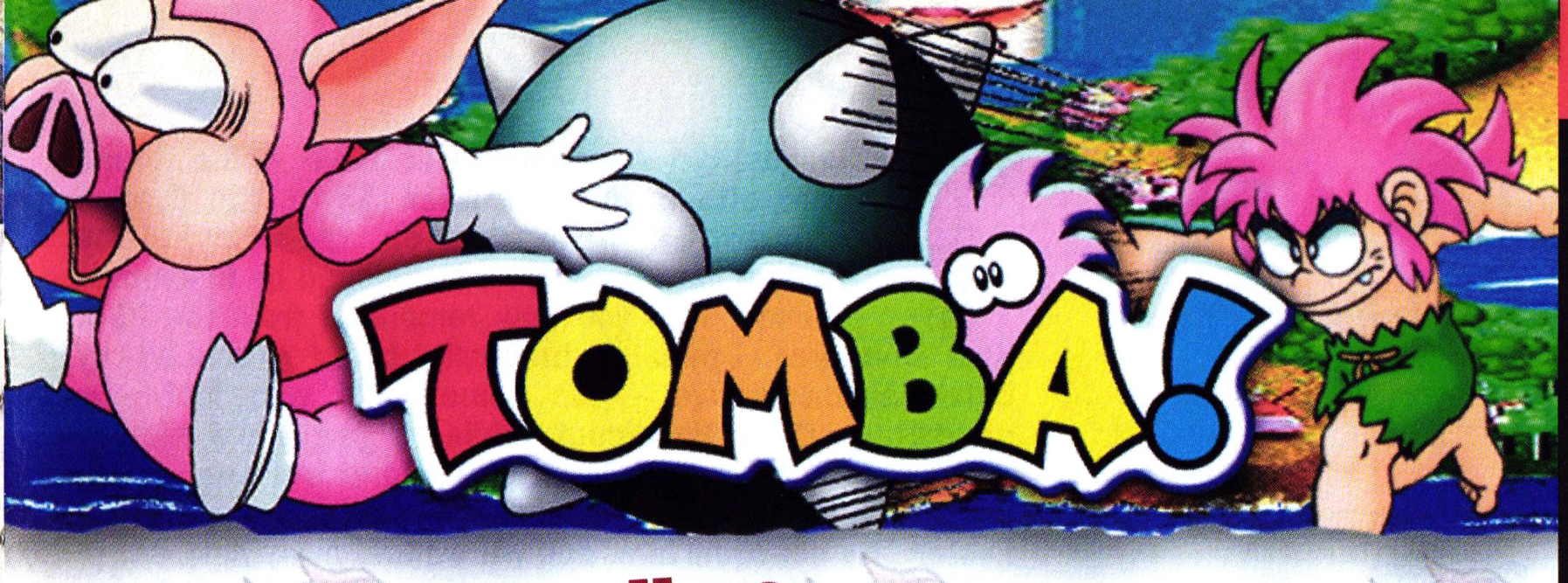
"This is one of those games that plays pretty well, looks okay, but doesn't bring much more to the table. There isn't a single concept in Jersey that's new, or even imaginative. This might not be bad, there's plenty of good platformers that play like "retro" games (Klonoa comes to mind), but Jersey just out and out fails. I got really bored with the lack of moves – a tail whack and punch? C'mon. And the attack control is even lamer since you can't judge your distance from enemies, and half your attacks miss the mark. There aren't too many puzzles, and the ones you come across are cake. I've watched this title since its infancy, and was never impressed. I'm even less impressed now. Stay away."

REINER
THE RAGING GAMER

Concept	5.75
Graphics	6.5
Sound	8
Playability	3
Entertainment	5

5.75 OVERALL

"This character is pretty cool. Then again, I'm a sucker for anyone who resembles Batman in some sort of twisted way. But I'm no fool when it comes to games, and **let me be the first to tell you that Jersey Devil is garbage**. Manipulating this masked marvel to do your bidding is almost impossible. The camera is always a problem and the controls are really sticky. There are plenty of secrets and areas to explore, and the cartoon FMVs are amusing, but without the dynamic gameplay all of this is worthless. The PlayStation has a slew of great platformers on the way. But if you have to pick between the rodents available now, I say go for the orange one and from here on in, remember that the purple ones DO NOT know how to platform."



The Real Action Hero

PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** Array of Platforming Moves; Acquire Skills Through Items & Experience Points; Classic RPG Elements; Wise Dwarf Elder; At Least 128 Different Events; Equip Weapons & Apparel
- **Replay Value:** Moderate
- **Created by:** Whoopee Camp for Sony Computer Entertainment America
- **Available:** July 15 for PlayStation

Bottom Line: 8.25

What would you do if someone stole your grandfather's precious bracelet? What if the thieves were a band of evil pigs, whose demon spawn threatened the entire planet? Well, if it were us, we'd probably call Duke Nukem, but since he's currently on-set in Hollywood, Tomba's in the PlayStation. And hey, Tomba is cooler than Duke. Tomba actually talks to people!

In his game, Tomba converses with all sorts of crazy creatures, but he's most fond of the dwarves. And once Tomba reaches the Dwarf village, his true adventure begins to take shape. Prior to the Dwarf village, the game resembles a classic action/platform – most time is spent tossing enemies, picking up fruit, and unlocking chests. But at the Dwarf Village, you begin to understand that this game is really an RPG. The Dwarf Elder asks you to rescue his villagers. After that you help a boy locate a lost dog, then you visit an insane Mushroom Forest, then it's off to the Phoenix Summit in search of healing herbs.

Players can access a world map only for reference, but warp items, called Charity Wings, let you hop to any zone on the map. However, like any good RPG, players will want to manually travel between zones, collecting valuable experience along the way. But don't get the wrong idea, this is not a game composed of levels. The world map is just that, a map of the world, and during gameplay shortcuts and changing paths develop between zones. We were very surprised when, clear across the other side of the map, a man offered us a ride in a boat, and we arrived back at the mansion, where the game had started. And we have yet to find a key to unlock the many chests we discovered during the first few minutes of gameplay.

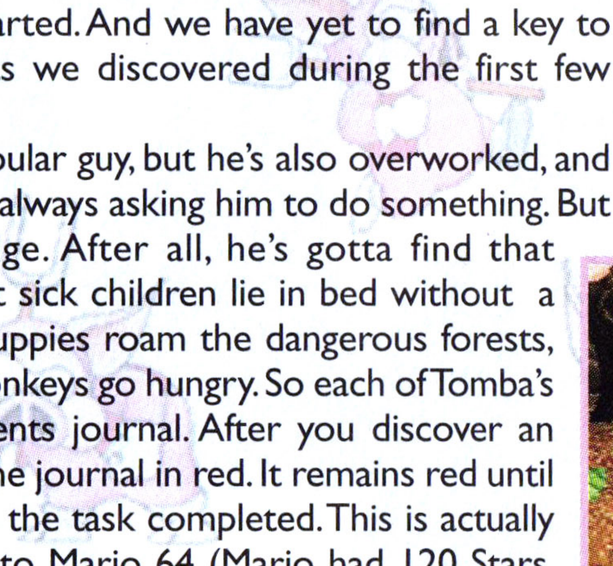
Tomba's a pretty popular guy, but he's also overworked, and it seems like everyone's always asking him to do something. But Tomba's happy to oblige. After all, he's gotta find that bracelet, but he can't let sick children lie in bed without a cure, he can't let lost puppies roam the dangerous forests, and he can't let poor monkeys go hungry. So each of Tomba's tasks is listed in his events journal. After you discover an event, it's entered into the journal in red. It remains red until the puzzle is solved and the task completed. This is actually very similar in concept to Mario 64 (Mario had 120 Stars, Tomba has about 128 "Events"), but the comparisons stop there. Tomba creates for himself, and his game, a separate classification, and it's a perfect title for those long, lazy days of summer gaming.

Hooray!

Some Flowers are happy, some sad.

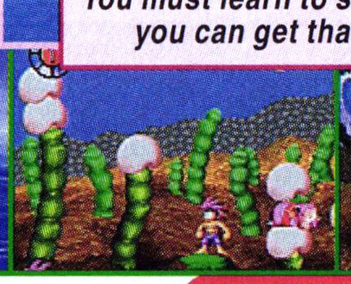
Tomba approaches a dazed enemy.

We've collected 40 leaf butterflies so far.



Yeeouch!

You must learn to swim before you can get that chest.



ANDY
THE GAME HOMBRE

Concept	9
Graphics	6.5
Sound	8
Playability	8.5
Entertainment	9.25
OVERALL	**8.25**

"**This game is way whacked!** It's like Ghosts & Goblins with more quest elements, lots of puzzles, and a truckload of pink pigs. At first I was fairly tentative of Tomba (moving through the environments is weird and knowing what to do next can be a real bear), but as I got more involved with completing the various events, I was hooked. I especially like all the items that you find and the crazy characters you meet. While Tomba may not be for everyone, it is a fun and challenging platformer RPG (that's right, I said RPG) that fans will say is a truly innovative game that finally brings old school graphics and gameplay to the PlayStation."

JON
THE GREEDY GAMER

Concept	9
Graphics	8
Sound	8
Playability	9
Entertainment	9.25
OVERALL	**8.75**

"**Tomba is one of the best times I've had this year. It's what good gaming is all about.** You cruise around and conquer all the platform challenges (which aren't very difficult), you talk to villagers and strange creatures, and you acquire experience points, weapons, and items. Every minute something new, something totally bizarre, is happening. Simply put, the design of the game is ingenious, and sorely missed on the PlayStation. When you pop this game in, it seems like a 2D platformer, but soon enough it becomes an RPG. It's definitely challenging. The puzzles are clever, and it takes a sharp eye to explore properly. Really, there's nothing wrong with this game at all. It will hook you, and keep you playing till the end. Platform and RPG fans will love it."

REINER
THE RAGING GAMER

Concept	7.25
Graphics	7.25
Sound	7.25
Playability	8.25
Entertainment	9.5
OVERALL	**8**

"Even with the most generic platforming techniques known to man, Tomba still comes across as immensely entertaining. Graphically, Tomba doesn't shine either, but here's the key to its success. **This odd platformer throws a mother load of missions and secrets around like Resident Evil does horror and gore.** This in turn keeps you playing, and the basic platforming and dull graphics no longer are a factor. From start to finish you are constantly on your toes, and thinking things like, Where is the Hungry Monkey? How do I solve the 'I Can't Swim' dilemma? or What the heck do Leaf Butterflies do? There's a lot of game in this title and plenty of whackiness on the side. A definite cult classic and a drastically different thrill ride for platform fans."

Move Over Gex, Take a Seat
Crash, Spyro Breathes Fire on the PS-X

The orange bandicoot will have some tough competition this fall when Spyro The Dragon breathes a little fire on the PlayStation action/platform scene. Developed by Insomniac Games, who you may remember from the PS-X title Disruptor, Spyro is ironically being produced by Universal Interactive – the same folks who indirectly brought you Crash Bandicoot. While we gave you a glimpse of the stout little dragon in last month's issue, Game Informer recently had the chance to play Spyro at Sony's Foster City headquarters, and we walked away amazed.

Obviously, the title of the game tips you off to what type of creature you're dealing with – Spyro is a dragon, duh! He's just a kid dragon though – the last of his kind and on a journey to rescue his lineage. Like most dragons that we come across (and that is quite a few), you had better bet that Spyro has fire on his breath. The flaming balls that Spyro horks from his nostrils are used as both a weapon for killing the baddies, and as a tool to uncover hidden collectibles. Likewise, Spyro also has a nice little set of dragon wings that allow him to glide on most levels, or gain full flight on some choice bonus stages. The dragon powers don't stop there as Spyro can also do a charge dash that exposes enemies to his pointy horns.

As you would expect from today's gaming universe of polygons and texture maps, Spyro's world is completely

SPYRO THE DRAGON™

Spyro looks back to see if you're still controlling him.

Wings give Spyro gliding powers.

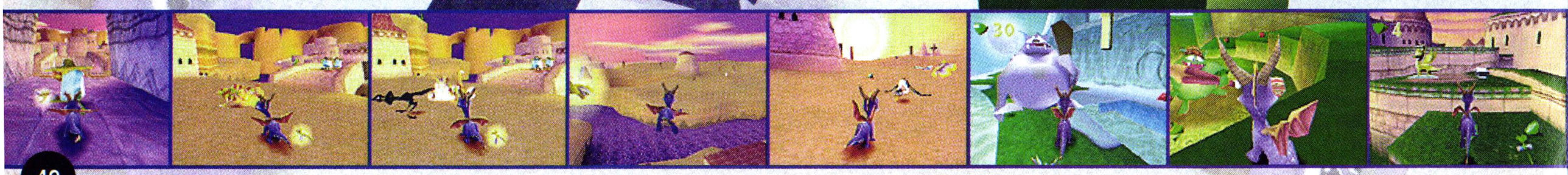
This big enemy has a fireproof belly.

Just a lonely dragon.

Does he bite?

Get out of my way old man!

It's all about collecting treasure.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 Player Action/Platform
- **Special Features:** Free-Roaming 3D Environments; Music by Former Police Drummer Stewart Copeland; Dual Shock & Analog Compatible; Over 30 Levels; Mooning Enemies; Disney-Like Animation
- **Created by:** Insomniac Games/Universal for Sony Computer Entertainment America
- **Available:** September for PlayStation

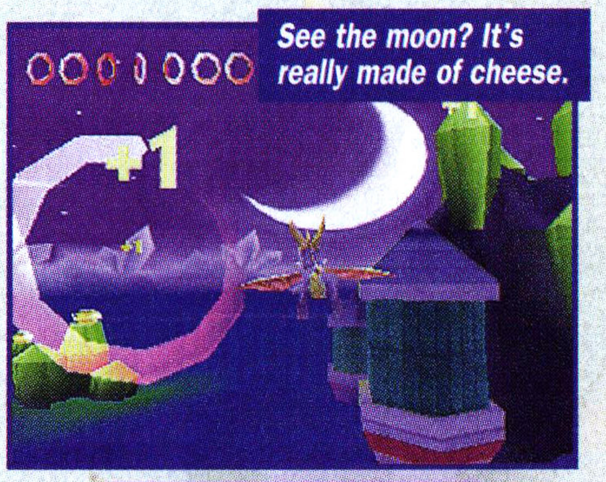
75% Complete

3D. Like Gex, and the groundbreaking Mario 64, the player has total freedom to explore every nook and cranny of each level. To the extent of graphics, Spyro makes Gex look like dragon dung. Every structure, enemy, and platform is amazingly detailed. The screenshots that you see on this page do not do the game justice – Spyro must be seen in motion to really appreciate the 3D playground that Insomniac has built for Spyro to romp in. Spyro will be exposed to all sorts of rotund and offending baddies that are as hilarious as they are deadly. In one instance, Spyro is confronted by misfit soldiers who wheel around cannons and lob inaccurate volleys. As soon as Spyro advances on the soldiers, they are quickly spooked by the site of the dragon's fiery nose and retreat to tents. Attack the tents and the soldiers will moon you in defiance. With a flair for the medieval, Spyro's quest is spread across six worlds each containing five sub-worlds. Huge bosses, tons of collectibles, puzzles, and plenty of madcap humor are just the tip of Spyro's appeal.

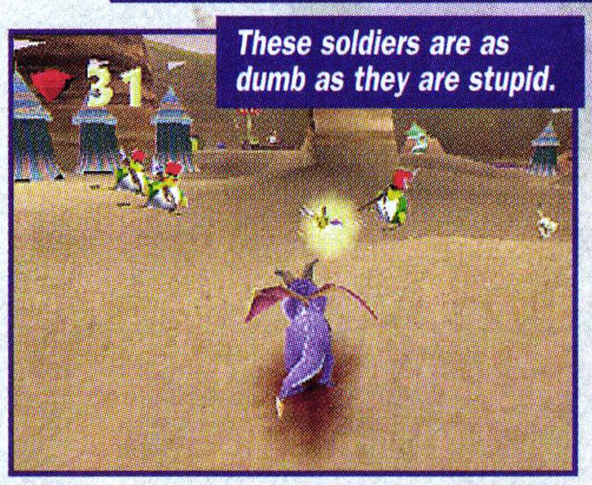
Spyro's major details are still in development, but personality is always a key to any emerging action/platform star, and Spyro will be Mr. Congeniality, thanks to the voice of Carlos Alazarqui. Not a household name by any means, Alazarqui's voice has been heard by millions as the voice of the Taco Bell dog, and as a character in Rocco's Modern Life. It must also be mentioned that percussion genius Stewart Copeland (formerly of The Police) has been enlisted to do the soundtrack for the game. Some in the GI office have vowed that anything recorded by Stewart Copeland is gold, and in a roundabout way, gold may be indicative of the quality of Spyro. You'll definitely see more of Spyro in future issues of Game Informer.

Never mess with a young dragon.

The bonus levels allow Spyro to fly free.

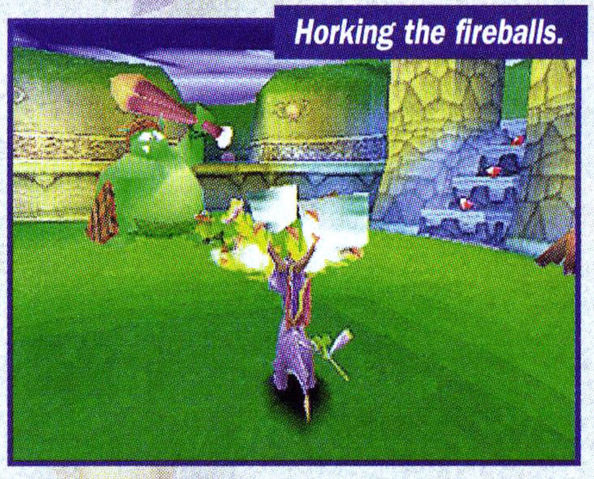

See the moon? It's really made of cheese.

Here chicky, chicky.

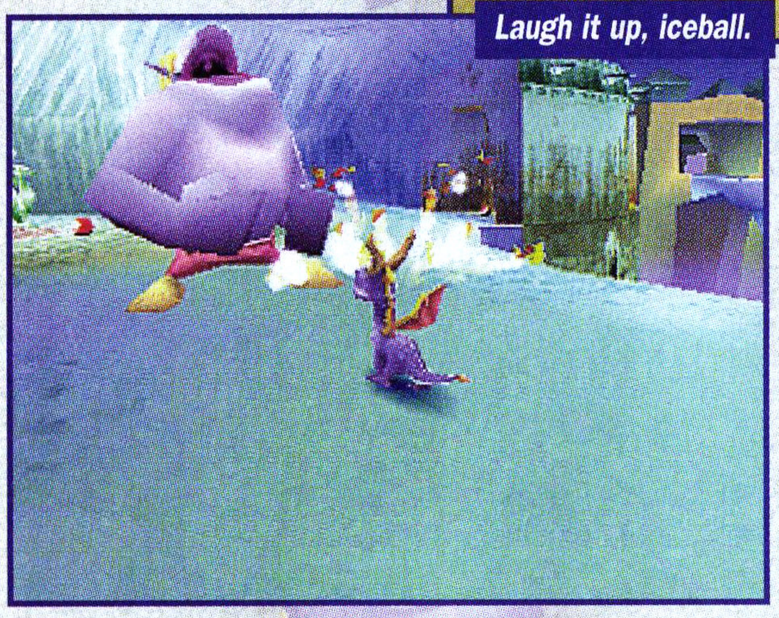

These soldiers are as dumb as they are stupid.

Take that, baddie!

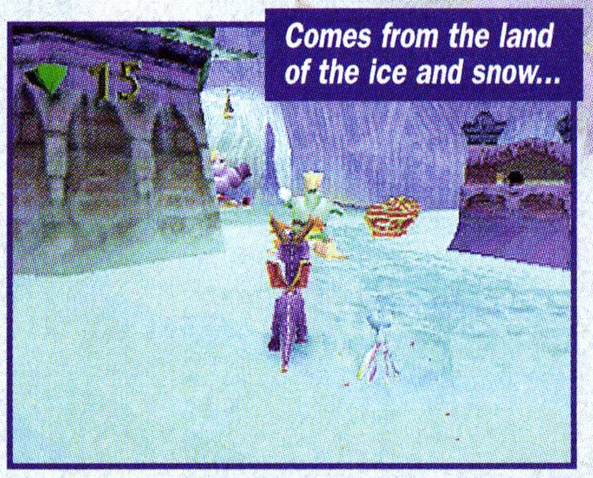
Spyro...the magic dragon, lives by the tents.

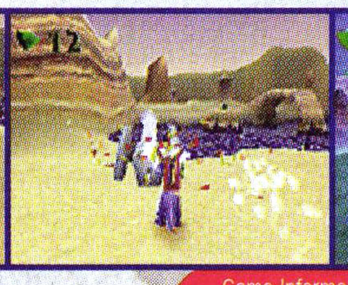

Horking the fireballs.

Run Away!


Laugh it up, iceball.

The glowing firefly is Spyro's health meter.


Comes from the land of the ice and snow...



PlayStation

Preview

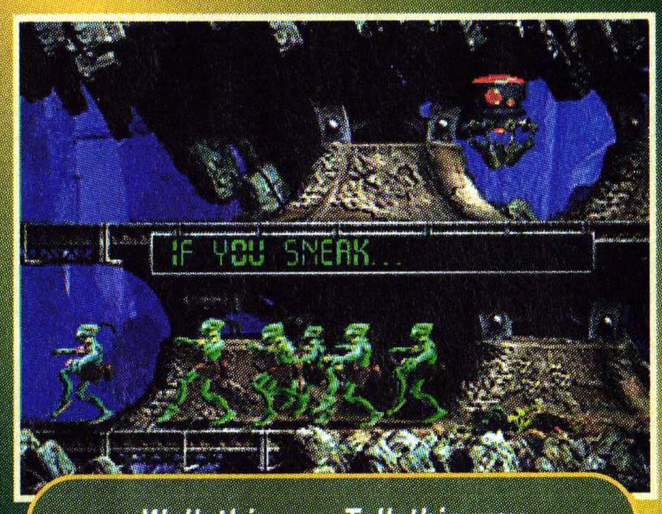
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Game Emotion & Enhanced Gamespeak; Gorgeous Rendered Backgrounds; A Wide Array of Character Skills Including Face Slapping & Item Usage; Sinister New Enemies & Tons of SoulStorm Brew for Everyone
- **Created by:** Oddworld Inhabitants for GT Interactive
- **Available:** 4th Quarter for PlayStation

60% Complete

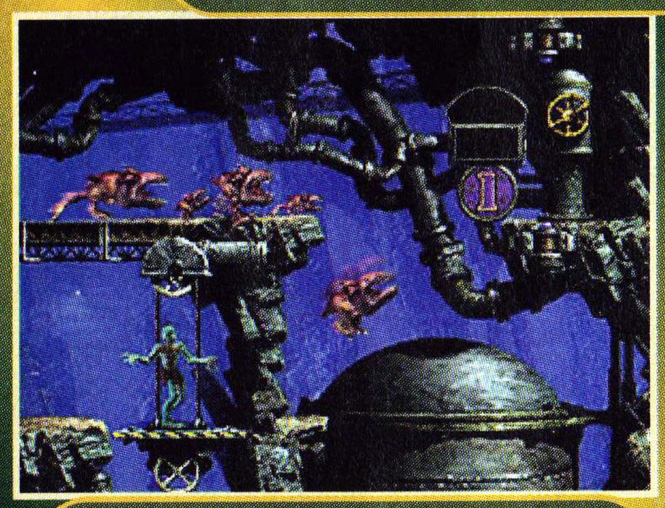
Who Needs Polygons?

Look up in the sky! It's a bird! It's a plane! No! It's just another stupid Mudokon.

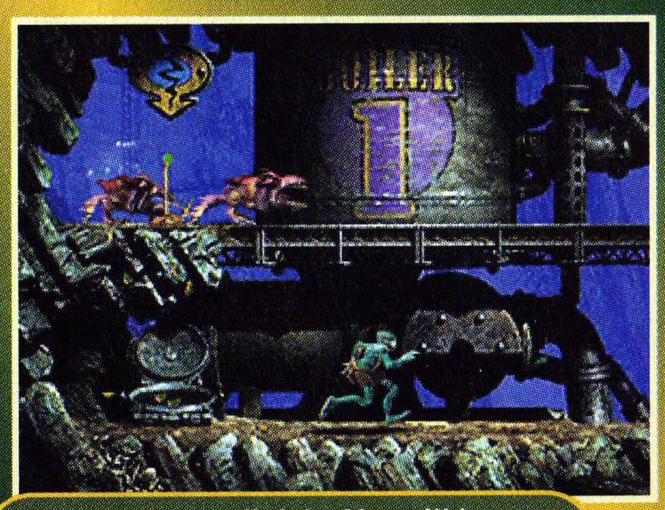
All right Mudokon brothers! To the right on the count of three!!



Walk this way. Talk this way.



They're not too bright are they?



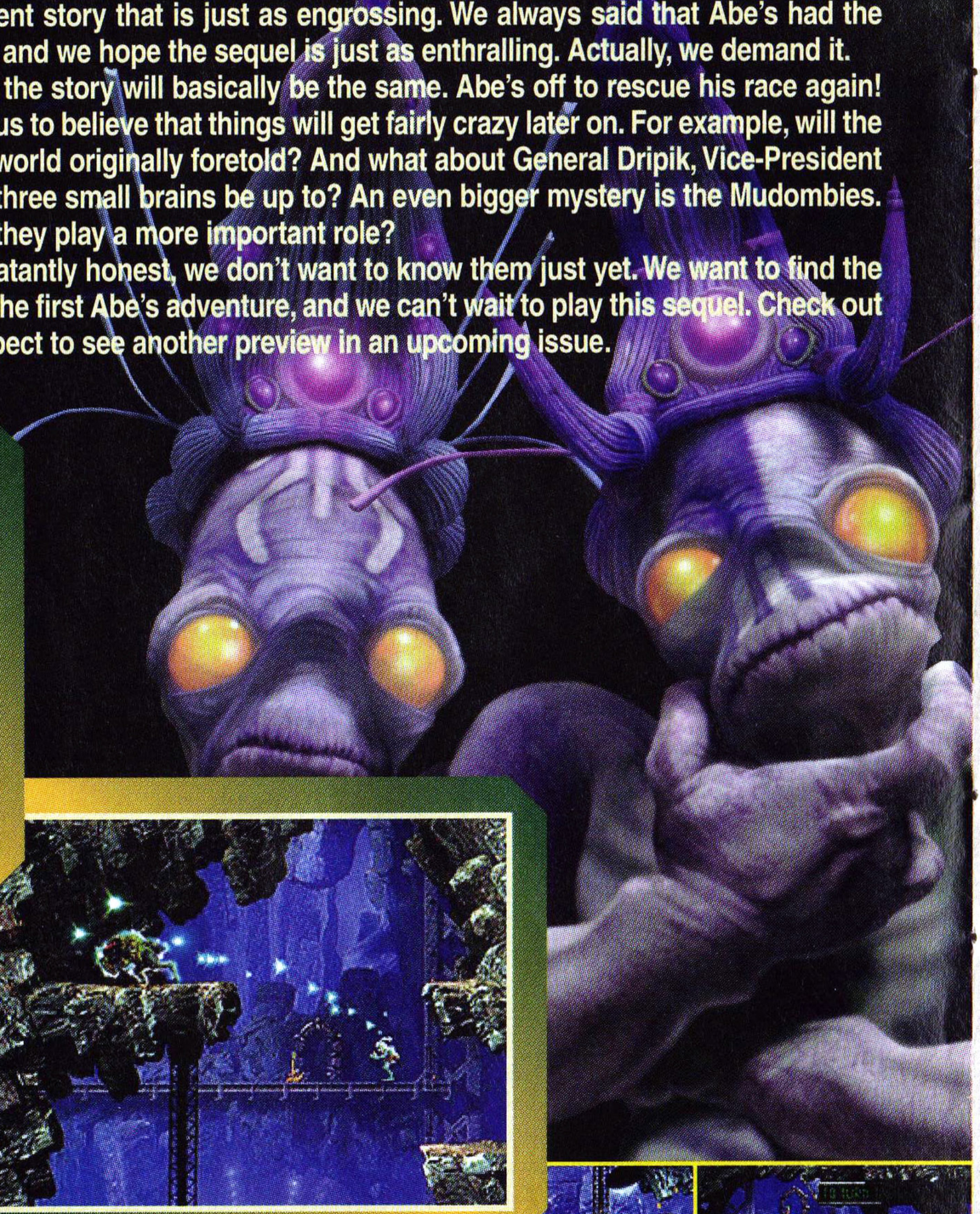
From start to finish, Abe will be on the run.

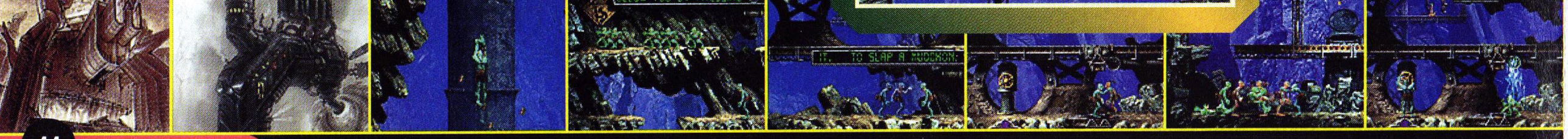
In our interview with Lorne Lanning [GI, 4/98], he touched ground on the future of Oddworld Inhabitants and the Oddworld Quintology. From what was said, expect Exoddus to be the last side-scrolling brain twister for Abe. Lanning expressed his thoughts on the PlayStation and future consoles, and stated that Oddworld's next game, Munch's Oddysee, would take full advantage of real-time 3D. Oddworld would have incorporated 3D gameplay within these first two games, but the PlayStation couldn't handle everything the producers wanted to accomplish. Oddworld's main goal was to create a game that looks and plays perfectly. Lanning stated that he didn't want to sacrifice one for the other, and that's what would have happened if Abe went polygonal. Instead, Oddworld magically combined breathtaking painted backdrops, real-time lighting, and oh so smooth animation to present one of the most realistic looking fantasy games around.

This year the same techniques are being applied, but are amplified and expanded. Oddworld has already captured the look and play of Oddysee, but a taller set of hurdles must be conquered in this sequel. There will have to be trickier puzzles, more perils, and a completely different story that is just as engrossing. We always said that Abe's had the perfect balance of gameplay and storytelling, and we hope the sequel is just as enthralling. Actually, we demand it.

Judging from the info we have right now, the story will basically be the same. Abe's off to rescue his race again! But new elements have been added that lead us to believe that things will get fairly crazy later on. For example, will the Mudokon ghosts play a bigger role than Oddworld originally foretold? And what about General Dripik, Vice-President Aslik, and Director Phleg? What could these three small brains be up to? An even bigger mystery is the Mudombies. Does Abe simply need to avoid them? Or do they play a more important role?

We seek plenty of answers, but to be blatantly honest, we don't want to know them just yet. We want to find the answers through actual gameplay. We love the first Abe's adventure, and we can't wait to play this sequel. Check out the new shots and artwork we have and expect to see another preview in an upcoming issue.



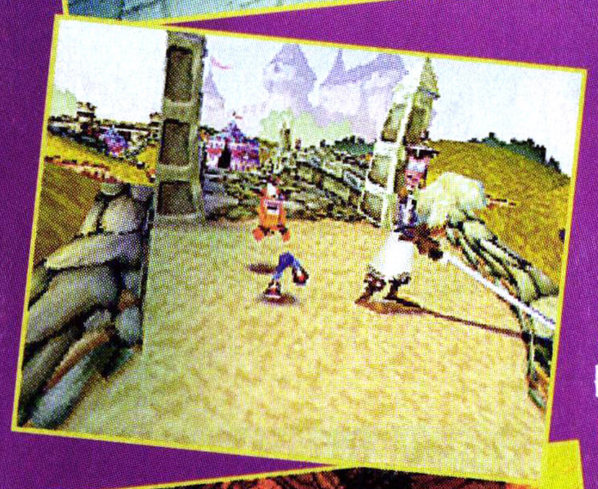


PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 2 Playable Characters (Crash & Coco); 20 to 40 Levels; Time Travel to Atlantis, The Great Wall, & Egypt; Ride a Jet Ski; New Moves Including a Continuous Spin & Double Jump
- **Created by:** Naughty Dog/Universal for Sony Computer Entertainment America
- **Available:** November for PlayStation

69% Complete

Aku Aku Into Uka Uka Ya Buka Buka



Crash Bandicoot has become the global platform star on the PlayStation. The debut release is still selling like mad, and the sequel is ripping up the...Wait a minute! We don't need to go into the formal introduction with this guy anymore! You know who he is. You know what he's capable of. And we're sure you have a fairly good idea of how this third game will play. Yes, good ol' Crash "I'm Orange For No Reason" Bandicoot is coming back for thirds. He's like the Energizer Bunny. He just keeps going and going. Someday though, we're sure he'll figure out that if he really wants some peace and quiet then he'll cap that nasty Cortex right between the eyes.

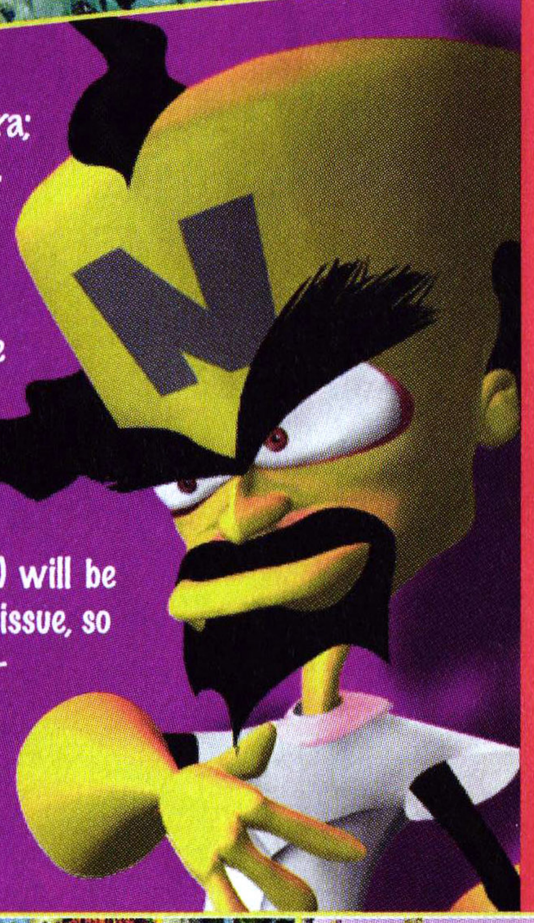
Speaking of which, Dr. Neo Cortex is returning to the platform scene. And guess what? He's evil. He's so sinister that Crash will have to risk orange fur and limb to take him out for the third consecutive time. We predict a sweep for our Bandicoot brother! But get this, Cortex could very well be a back-seat driver. Naughty Dog is currently hinting at the possibility of a new villain. Add in the don we say! Yep, Cortex may not be the guy pulling the strings, but rather it could be Uka Uka. No no! Not Aku Aku, but Uka Uka. Again, guess what? He's evil!!! And he's Aku Aku's diabolical twin brother who has been buried within the nameless island for years and years and a few days on the side.

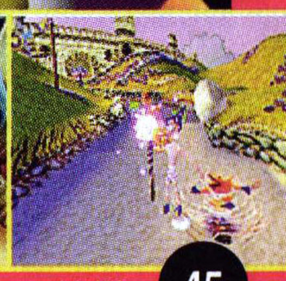
Well, well, well. What will Crash do? Remember Coco? Of course, she's the annoying sister who needed a stinking battery while you were asleep on the beach. Guess what for the third and final time? She's here to help out Crash and will be a new playable character. Wow! We have very little info on what this femme fatale is capable of, but we've heard that she's pretty inventive in what she does. Heck, she even rides a tiger. Go get 'em girlfriend! (ahh – sis!) Yet, a bigger mystery surfaces, regarding character switching. Can you select Crash or Coco at the beginning of the game? Or are they assigned stages? Our money is on the assigned stages. It's gotta be the assigned stages.

As for the story? Who knows. All we know for certain is the ending. Crash wins – end of trilogy. But really now, there will probably be a killer story in this one. Uka Uka or Cortex (or whoever) are sending Crash through time. Since Warped refers to Star Trek and distance traveling, Sony should have called this third sequel Time Bandicoots. (We made that one up ourselves.)

So expect to be wrapped by mummies in Egypt; eaten by a T-rex in the prehistoric era; sliced by a swordsman in the medieval age; shot down by the Red Baron in the something or another era; and, tantalized by the mermaids of Atlantis. With these new zones, Crash 3 also presents some interesting gameplay scenarios. There's a jet ski level that supposedly looks just as nice as Wave Race (on the N64), and complete 3D dogfighting (in planes) against the Red Baron.

We could go on for months about what Crash 3: (insert Star Trek term here) will be like, but we just don't have the space in this issue, so until next month, or the month after that, – suffer and expect the best from Naughty Dog once again.





PlayStation

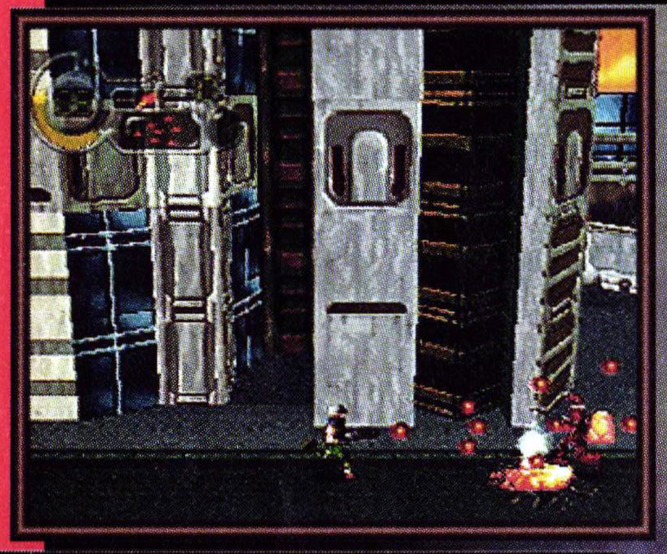
Preview

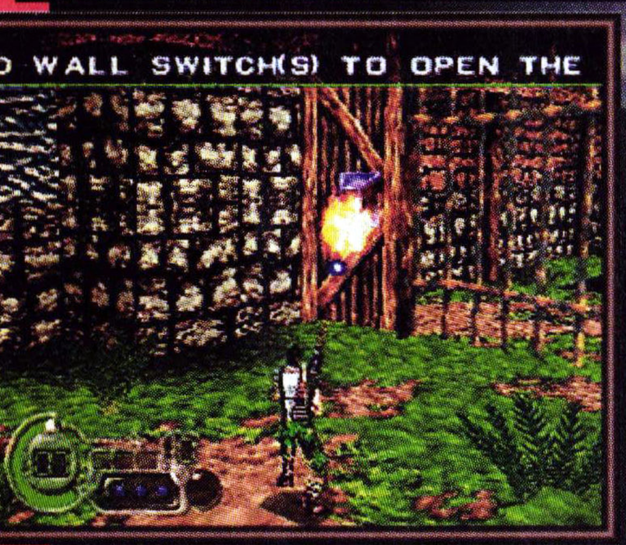
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Many Different Weapons; Gameplay Modes Switch From Classic 2D to Full 3D; Authentic Contra Shooter Feel; New Health Meter; FMV Cut-Scenes
- **Created by:** Appaloosa Software for Konami
- **Available:** August for PlayStation

40% Complete

THE CONTRA ADVENTURE

THE ALIEN BUSTERS ARE BACK





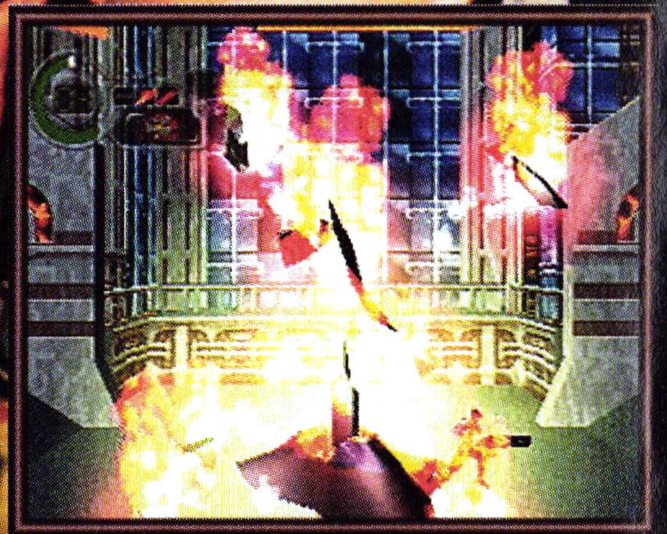
While this game is not complete, it certainly gives us more than enough to dream about. Appaloosa Software apparently has been doing quite a bit of homework in order to create a Contra that is worthy of the 8- and 16-bit games of yore. Back then the gameplay was all that mattered and Konami always came through, giving players an ever-increasing thrill ride into the world of aliens and the big guns that destroy them.

Then, Contra: Legacy of War came out, and it really disappointed fans. The gameplay was hard, as usual, but the control was sloppy, camera angles were disjointed, and the graphics needed some work. Most diehard Contra fans don't even consider Contra: LOW as a sequel to the previous games. But Konami has now gone back to its roots, and this new Contra, simply titled C, pays respect to great Contra games of the past.

C - The Contra Adventure is a back-to-basics shooter. The first level is just like the old Contras: Get through a desolate city and destroy all attackers with extreme prejudice. In the form of eagles, many well-known weapons have returned, and deliver the goods for those with the need to destroy everything. The Spread Shot, the Flamethrower, and the Laser are all here. Even the Super Bomb is added in for that extra large punch when needed.

But there are some new ideas thrown into the mix. Remember the first Contra on the NES? There were successive corridors that had a pseudo-3D effect. These corridors have returned in C, and are now complete 3D. Fighting techniques like strafing and rolling are just a few of the new enhancements to these scenes.

The emphasis of this new Contra is on shooting and destroying, and there is plenty of it, even in the 3D areas. As always, the game is really hard and tests your patience, as you figure out patterns to the hordes of enemies ready to kill your commando. But what would Contra be if it wasn't hard? That's its namesake, and it lives up to it in this one. Lives are eaten with the ferocity of a pregnant alien, and until you figure out the patterns, you will get massacred.



ROGUE TRIP

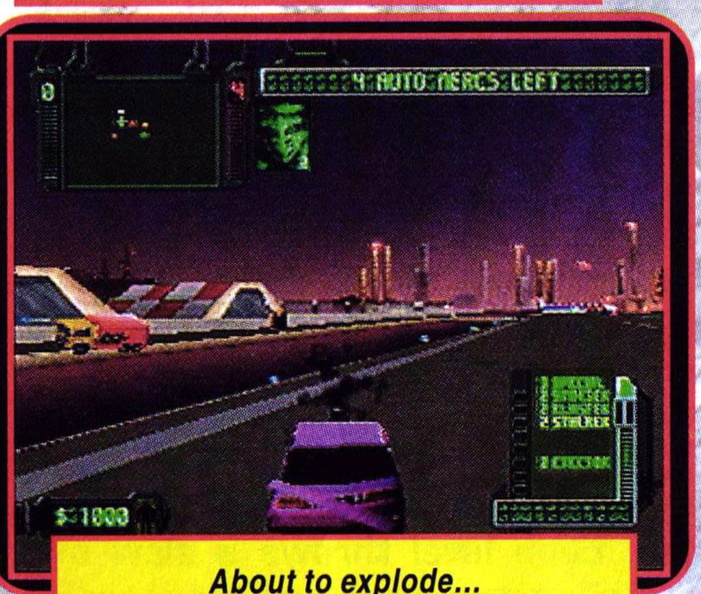
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action (Up to 4-Player Via Link Cable)
- **Special Features:** From The Creators Of Twisted Metal; 9 Power-Ups; 11 Characters; 8 Levels of Destruction (With More Hidden); Memory Card & Link Cable Compatible
- **Created by:** SingleTrac for GT Interactive
- **Available:** September for PlayStation

60% Complete

Onscreen data is helpful.

You just got tanked.



About to explode...

To the moon, Alice!

WILL THE REAL TWISTED METAL PLEASE STAND UP?

Twisted Metal is an underground phenomenon. As new gamers get into the PlayStation, the series continues to pick up sales. We get mail every month asking how to get Dark Tooth in Twisted Metal 2, even though the game has been out for well over a year. So it's no surprise when ex-Twisted Metal developers, SingleTrac says it's got a new vehicular combat game, people take notice.

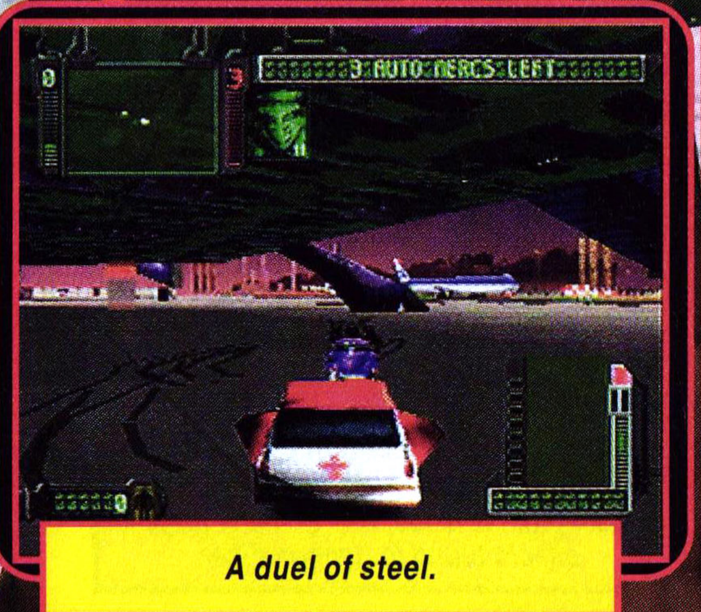
And notice we do. Rogue Trip, from the demented minds at SingleTrac, is a blast. Beautiful graphics combined with all the car-destroying mayhem one can stomach is the essence of Rogue Trip. Choose from 11 characters, each with his or her own background and unique vehicle (sound familiar?). Toss in eight areas, each with its own theme, and you've got a probable hit on your hands. Add a pinch of insanity from the designers, simmer and stir. The result is a delectable smorgasbord of fluffy, yet filling, entertainment that is sure to inspire diabolical feelings from even the purest of souls.

The weird and wacky character creations come out of nowhere, including the school bus driven by a vigilant nun, a swamp buggy on wheels driven by a hot little Cajun betty, a pink caddy driven by an Elvis impersonator (or 'invoker'), and a hot dog wagon driven by a clown. While a clown isn't that weird, you should check out his car's special weapon – Oscar Mayer would never treat his meat like that.

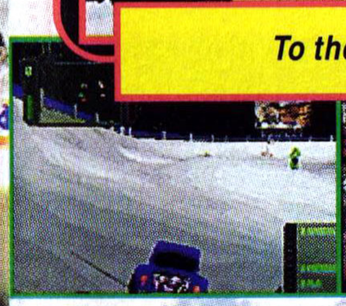
One of the goals on each level is to pick up tourists and drive them around to the photo opportunities scattered throughout each level. There is only one tourist per level, so the game quickly degenerates into a deadly version of tag. Once all the photo ops are finished, then your next goal is to eradicate the competition. Fear not, there is no shortage of special weapons, so you never have to battle empty-handed

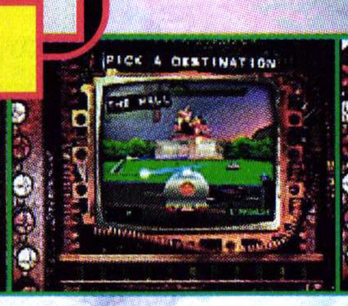
So get ready peeps, Rogue Trip is coming your way. Just remember to hide the car keys if you invite your friends over for some four-player-linked-deathmatch-frenzy.

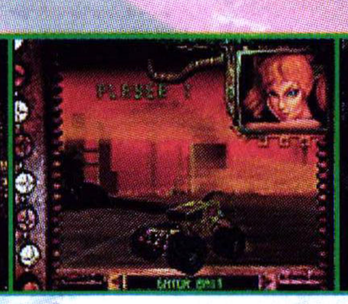
Everyone needs a little fire in their life.



A duel of steel.







PlayStation

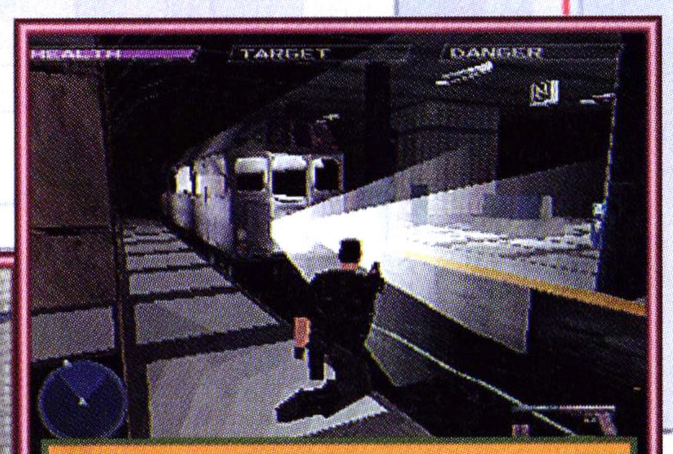
Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 20 Weapons; Heat-Sensitive Sniping Mode; Real-Time Moves & Tons of Text; Streaming Music & Data; Auto-Targeting System; 7 Environments; Timed Levels; Rain Effects; Dual Shock & Memory Card Compatible
- **Created by:** Sony Interactive Studios America (SISA)
- **Available:** 4th Quarter for PlayStation

50% Complete

SYPHON FILTER

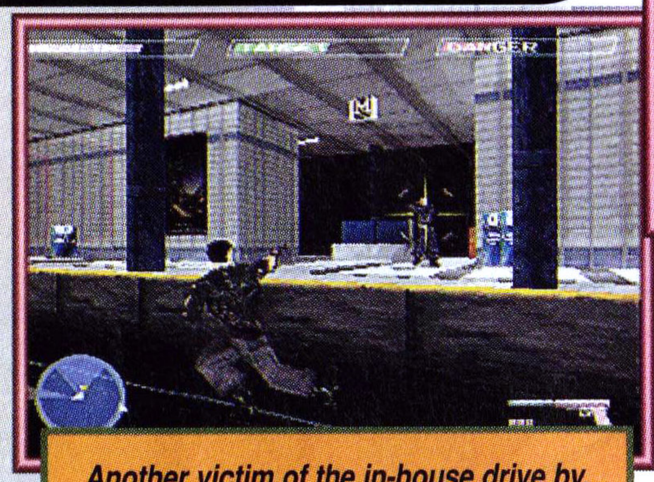
Programmed to Kill



Like any secret agent on a budget, Logan must use mass transit.

Okay, call us stupid! We openly admit that we were wrong when we said that a Syphon Filter was an enema tool. This was a good guess on our part, but we were way off. A Syphon Filter is actually a man-made biological virus that can be programmed to kill select targets. Sounds scary, huh? But get this. An unknown terrorist organization is threatening to destroy the world with this germ unless...Well, there is no unless! They just want to destroy the world!

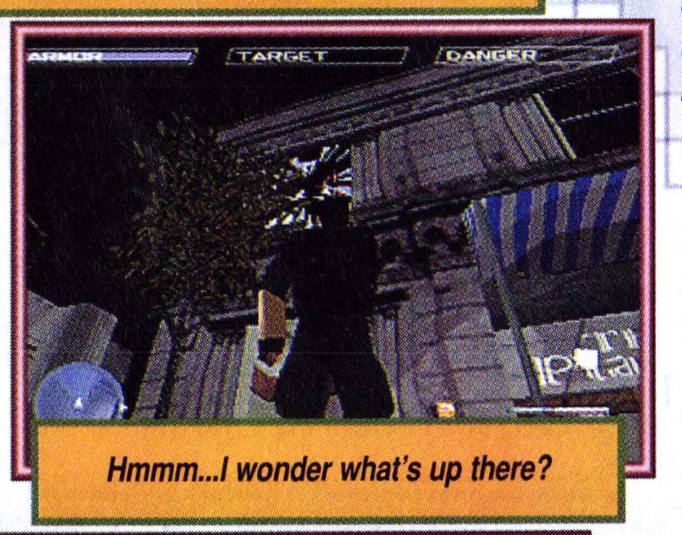
But here comes Gabriel Logan, a horribly-named secret agent who is assigned to stop this viral threat all by himself. If he doesn't succeed, millions will die and he'll probably end up as a janitor (if he doesn't die first). Thankfully though, this kid is well-trained, a great speller, and a master with any kind of firearm. Throughout gameplay, Gabriel will cross paths with 20 different weapons, one of which is a heat-sensitive sniper rifle that can pick off targets from a distance. As with the Nintendo 64 classic, GoldenEye 007, enemies have specific hit zones. Hit them in the head and they'll drop in one shot. Shoot them in the stomach or shoulders and you'll stun them. The better your shot, the better off you'll be.



Another victim of the in-house drive by.

Stay on target!

This one man can cause a lot of damage.

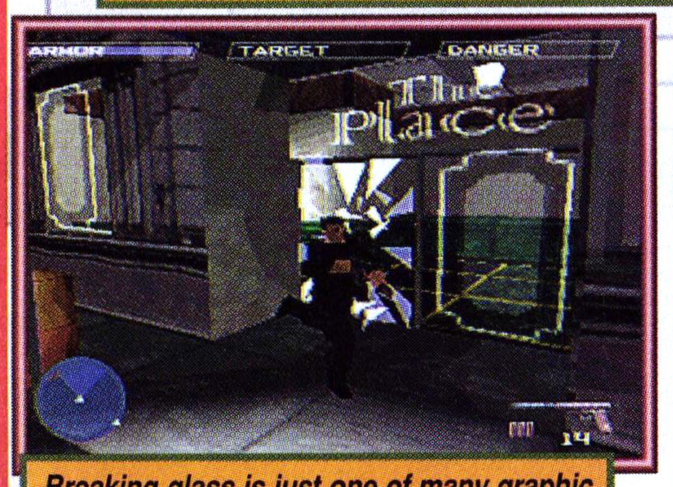


Hmmm...I wonder what's up there?

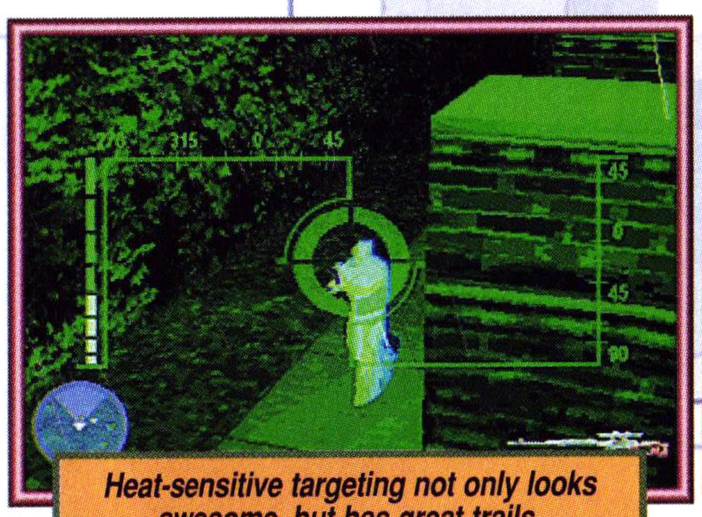
Sniping every enemy from a great distance would be great, but let's face the facts: It ain't gonna happen. More times than not, Gabriel will be on foot running through corridors filled with terrorists. For these situations a pistol, rifle, or any other kind of light firearm will be the best choice. Sony has incorporated a complex, yet user-friendly targeting system that will grant players the ability to pick off tons of enemies on-the-run and not take on too much damage. With the rifle, Gabriel can easily target enemies in front of him, but will be an easy target for enemies that crawl out of the shadows from behind. For this, the pistol works best. With this light firearm, Gabriel can target enemies over the shoulder, and still have the freedom to comfortably move about in 3D space.

You can expect some of the action to take place outside of combat. On one level, Gabriel has to infiltrate a secure complex and search for clues. Other stages could entail recovering secret documents, and rescuing hostages. Each level throws a slew of different objectives at the player, and for "Level Completion" status, each and every task will have to be taken care of. But not every object needs to be tackled in order, as Syphon Filter gives players the freedom to solve riddles in a non-linear fashion.

Syphon Filter is loaded with variety, tons of character moves (like shimmying across poles and the duck and roll), and it will be story intensive. Whether Syphon packs enough to be a blockbuster is unknown, and will remain so until later this year.



Breaking glass is just one of many graphic effects found in Syphon Filter.



Heat-sensitive targeting not only looks awesome, but has great trails.

NFL XTREME

IT'S NEVER TOO EARLY FOR FOOTBALL

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 5-On-5 Gameplay; NFL & NFLPA Licenses; No Penalties; Play With Injuries; Audibles; Weather Effects; Over 50 End Zone Dances; Create & Trade Players; Build Team Mode
- **Created by:** Sony Interactive Studios America
- **Available:** July for PlayStation

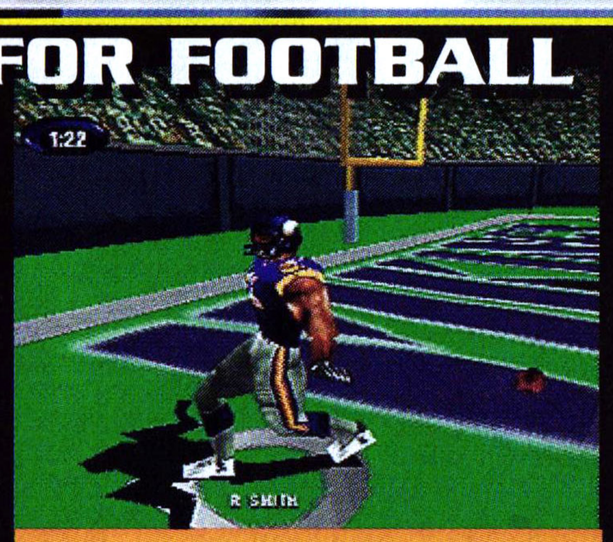
90% Complete

It's summer and that means football. We know it's crazy, but the NFL season, with various training camps and a longer pre-season, seems to begin earlier every year. If your hunger for the pigskin is still not satisfied, game companies will be offering up even more football than usual. Last year, Sony ruled football with GameDay, but Madden 64 was a killer game too, and Acclaim's Quarterback Club was a huge success. This year, those games will be back and looking better than ever, but some developers desire to expand the genre.

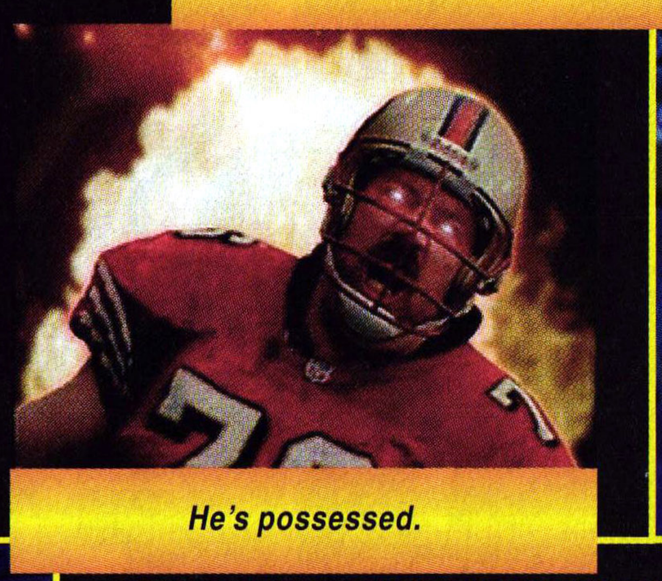
In addition to the games that feature 11 men on the field, Sony, Midway, and maybe even EA will have another line of football titles where teams use five or seven players to open up the field and provide more action. Actually, we're surprised a united movement such as this hasn't happened before, since most pick-up games of football down at the park or on the beach take this same approach.

While good sportsmanship has usually been encouraged (except in Super High Impact), late hits, taunting, excessive celebrations, and overall mayhem are encouraged in this new breed of football. In Xtreme, helmets fly and players talk trash and play while injured (without the use of vicodin). It's a rough and tumble world out there and after playing Xtreme, you may think that Sony used Jimmy Superfly Snuka for its motion capture, in addition to players like Jerome Bettis and Hardy Nickerson.

Xtreme also has the standard features you expect in any football game. All 30 NFL teams are included, as are Season and Playoff modes with Create Player. Plus, there are moves like stiff arm, hurdle, high step, turbo, and even a jump-flip. Xtreme is almost complete and should be out this month, so expect a review from us soon.



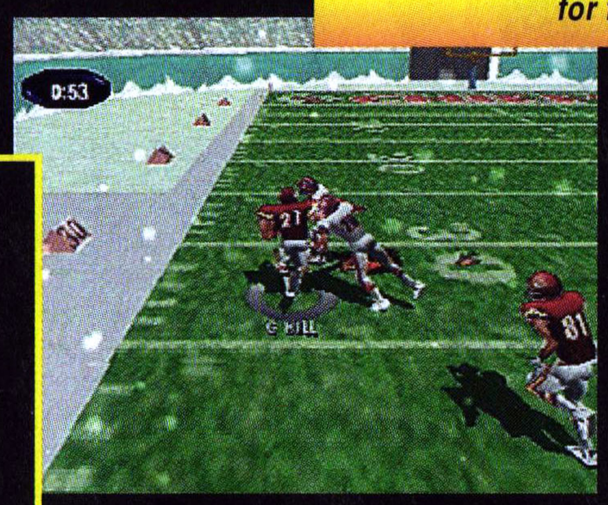
Time to strut.



He's possessed.

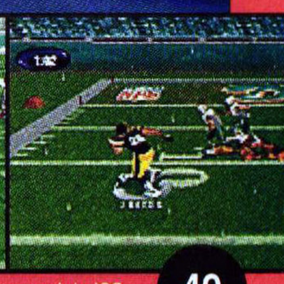
You can flip over players, or just do it for fun.

Pass over the arms of the defense.

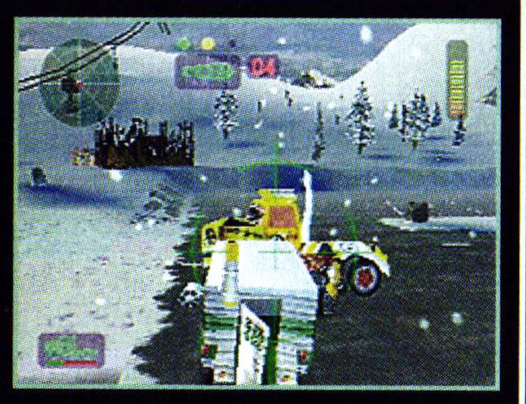


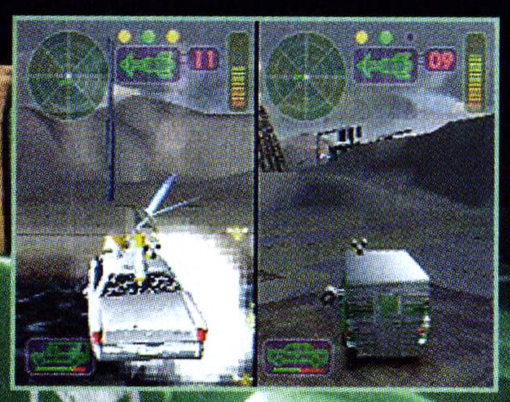
Ouch!!

Check out the snow effects.



PlayStation Review





- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Hidden Special Moves; Bosses; 12 Cars & Characters; Interactive Battlegrounds with Secrets Everywhere; 2-Player Cooperative & Deathmatch
- **Replay Value:** Moderate
- **Created by:** Activision
- **Available:** Now for PlayStation

Bottom Line: 7.5

	ANDY	REINER	JON
Concept:	7	8.75	6
Graphics:	9	9.5	8
Sound:	8	8.25	7
Playability:	7	6.75	7
Entertainment:	7	8	6
Overall:	7.5	8.25	6.75

Andy, The Game Hombre

"The graphics and physics of this game are far out. I really dig crusing around, but the combat, well...it's not as groovy as Twisted 1 or 2. This game is good, but I'd rent it first unless you can't live without a new car combat game."

Reiner, The Raging Gamer

"From the vehicle designs to the effects and detail in environments, V8's look is to drool over, but the gameplay is rather unimpressive. The controls are extremely fidgety, and the computer AI is horrid. "

Jon, The Greedy Gamer

"Don't believe the graphics hype, this game has huge problems. The one-player is decent, especially the first-person view, but the enemies are totally stupid, and the whole Quest mode is way too easy."

Heavy Metal, or Just Twisted?

Vehicular combat calls the PlayStation home, but its roost might be getting a little crowded. Will mama Sony have to ask one of her little birds to leave? Will PlayStation pundits declare one vehicular combat title unworthy to live, and kill it? Activision hopes not, because its title, Vigilante 8, feeds from the same trough as Rogue Trip and Twisted Metal 3. It's not the oldest, nor the middle child; it's the youngest of three very similar titles, and has a lot to prove to everyone.

Well, prove it does. Vigilante 8 looks outstanding. There are tons of things happening in each of the stages – trains, planes, even automobiles – and secrets are hidden everywhere. There's no doubt this game looks great, but it all comes with a price. The Quest mode only has you battling four cars at a time (as opposed to 7 in Twisted Metal). Then, in the two-player modes, it's very difficult to see what's happening onscreen. Certainly, vehicular combat emphasizes two-player action, and Vigilante 8's performance is not up to spec.

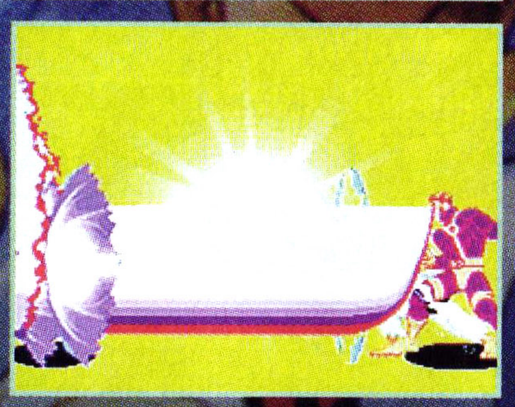
The cars and characters are cleverly designed, and some of the special weapons are hilarious. Once again, however, there is a problem. The enemies are pretty stupid, and most of the time you can destroy them by driving in a tight circle and unleashing your host of rockets. Yes, Vigilante 8 is a close replica of Twisted Metal, we'll even go as far as to say that it's a "Twisted Metal rip off." But that doesn't mean it's a bad game. Let's check the reviews to see how Vigilante 8 measures up.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 17 Characters Including Akuma; Alpha Countering; Partner Intervenes To Counter & Deliver Team Super; Based on the Popular Arcade Game
- **Replay Value:** Moderately High
- **Created by:** Capcom
- **Available:** Now for PlayStation

Bottom Line: 7.5

	ANDY	REINER	JON
Concept:	7.75	7.5	6
Graphics:	8	7	8
Sound:	7.75	7.75	9
Playability:	8.75	8	7
Entertainment:	8.5	7	4
Overall:	8	7.5	6.75



Andy, The Game Hombre

"XMSF EX Edition is definitely better than the horrid version of Children of the Atom, but it doesn't come close to the import Saturn version. While the slowdown in this game is annoying, the animation is smooth and the fighting is frantic. Street Fighter fanatics won't be disappointed."

Reiner, The Raging Gamer

"This epic clash of the mutates is hampered by major slowdown. If there's too much on the screen, then sit back and wait. On the other hand, the framerate in the standard moves is decent and doesn't really detract from the gameplay experience."

Jon, The Greedy Gamer

"XMSF for the Japanese Saturn was one of the best fighters I've ever seen on a console. If I'd never played that version, I'd probably score this higher. But this half-a-game, without the character tagging, and with all the slowdown, is a rental only."

Does It Stack Up?

The question that many non-Saturn owning Street Fighter fanatics have wondered for quite some time will now be answered. Is the Sony PlayStation version of X-Men Vs. Street Fighter good enough to warrant a purchase? By now most of you know that the PS-X incarnate of the smash hit is quite different from its arcade counterpart. Due to RAM limitations, the game can only hold two characters at a time, so there is no tagging, which is the heart and soul of the Vs. Series. Even though that key element is missing, Capcom manages to bring us some great fighting.

Overall, X-Men Vs. Street Fighter EX Edition is pretty solid. The graphics move at a quick pace, the controls are responsive and easy to use, and the colors are all intact. All of your favorite moves can be executed, even Team Supers. There is little to no slowdown of the framerate even when big ol' Juggernaut gets in on the action.

However, the underlying question remains. Is it that much different from the other Street Fighters already on the system? Is there a code to allow player tagging? Is it any good? Is it a buyer, or a renter? Check the reviews to see, Capcom nuts. Unless, of course, you've already imported X-Men Vs. Street Fighter for the Saturn.

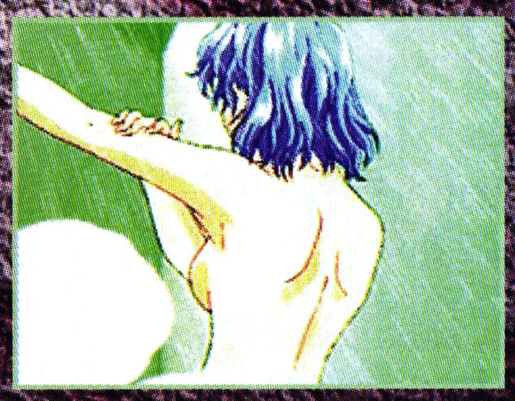
PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Role-Playing Game
- **Special Features:** Real-Time Combat Interface; 4 Continents With Unique Environments; Good Storyline & Music; Exceptional Translation; Anime Cut-Scenes; Memory Card Required
- **Created by:** Shade for THQ
- **Replay Value:** Moderate
- **Available:** Now for PlayStation

Bottom Line: 6.5

	ANDY	PAUL	REINER
Concept:	7	6	7
Graphics:	6.75	5.5	6
Sound:	6.5	6.5	7
Playability:	7	7	5.5
Entertainment:	7	5	6.75
Overall:	6.75	6	6.5

the Granstream Saga



A New RPG Hybrid

More RPGs than ever are crawling out of the woodwork. Surprisingly, the lot of them are not Final Fantasy VII look-a-likes. Rather, each is different in a certain way, and attempts to push the genre forward. Granstream Saga continues the pace – it's unique and entertaining with a fresh look in graphics and combat interface.

The first noticeable thing in this game is the anime cut-scenes. Although we've only witnessed a few movies, they have been used in an exceptional way, emphasizing emotion and foreshadowing in key situations. The second thing you notice is that the translation is well executed – keeping the story entertaining and easy to read.

The graphics are stylized, with the developer Shade choosing to go with high-resolution graphics with limited facial details. Because of this, everything comes in clear and enemies are well drawn with high poly counts. Especially during combat, Granstream Saga keeps the motion fluid and the control crisp. This is extremely important to this game because real-time battles are used to determine the outcome. One false move and expect to get smacked around like you did when you refused to give the bully lunch money back in grade school. The enemies do have patterns, however, and you can use those patterns to your advantage by detecting weaknesses.

Overall, Granstream not be the game that Final Fantasy VII is, but it is yet another entertaining RPG to quell the masses until Xenogears and Parasite Eve are released.

Andy, The Game Hombre

"Granstream Saga isn't a horrible RPG, it just moves incredibly slow. If you can take its turtle-like pace, then you'll be rewarded with an interesting story and a decent, albeit slow, fighting engine."

Paul, The Game Professor

"The battle interface is fairly enjoyable, but the graphics are generally average. Plus, the regenerating enemies are completely annoying."

Reiner, The Raging Gamer

"This game lacks the excitement to back up the mammoth story that it delivers oh so nicely. In addition to this, the graphics are ho hum and lack any kind of detail. So, if you want to read and occasionally lend a hand in this saga then go for it, otherwise, the PlayStation offers much better adventures like Alundra and Legacy of Kain."

PlayStation Preview

Nice grab dude.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing (4-Player Via Multi-Tap)
- **Special Features:** Unique Confidence Meter With Tricks; Intelligent & Adaptive Ghost Mode; 13 Tracks; 10 Characters; Changing Paths & Obstacles; Link Cable Compatible
- **Created by:** SingleTrac for GT Interactive
- **Available:** Fall for PlayStation

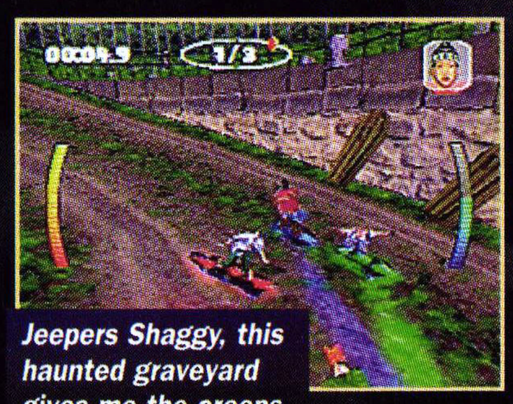
50% Complete

Streak, That's What's Happenin', I Put My Board in Action

streak

We bet there's a secret halfpipe track.

Ride down, into this tunnel of love.



Jeepers Shaggy, this haunted graveyard gives me the creeps.

If you're not into streaking, then you're missing out. If you believe SingleTrac, streaking is the hottest thing going, but it's purely underground. Drag racing was big in the 50's, surfing in the 60's, skateboarding in the 70's, BMX in the 80's, but now streaking defines the 90's. If you ain't streaking, you ain't happenin', and if you ain't got no GEMboard, you can just go on home.

SingleTrac's re-creation of streaking simulates the competition in excellent detail. Your GEMboard provides the power, but you provide the skill, plus the style. Landing tricks throughout each course builds your confidence, and with more confidence you'll get bigger boosts, tighter rolls, and cooler grabs. But tricks aren't just for show (and they're not just for kids either). Learning to bust tricks off walls, bridges, and fences cuts critical seconds off your time, and allows you to continue on your quest for the championship of streaking.

Controlling the GEMboard is actually pretty easy. Like the bikes in Jet Moto, the GEMboard can be leaned, flipped, and rotated. Some of the courses have sections built as a halfpipe, allowing you to soar off each side for some major rotation. But watch out, because the other streakers are very competitive, and will constantly challenge you for the lead. If you build enough confidence, land enough tricks, and clock a fast enough time, you'll become the most famous streaker in the land. But more importantly, you'll learn the sinister truth behind this dangerous, underground sport.

gi pc

Where DOS and Windows Collide

by Bergren, The Game Burrito

This was a pretty good month even though I was disappointed with Sanitarium and, to a lesser extent, Might & Magic. Forsaken was my savior. It rocks. Also, check out Spec if you want some good third-person military action.

6.5 Sanitarium – ASC

Imagine being stuck in a tiny room with a bunch of other crazy freaks. There are no windows and a stale odor emanates from every corner, dominating your olfactory senses. We know it sounds horrifying, but that's what it's like working at Game Informer.

Suddenly you wake up. Everything is dark and damp and it looks like you're in an old, rundown castle. Your entire head is wrapped in gauze and your mind randomly flashes disjointed memories. The stench is nauseating and the company disturbing. To one side, a man moans while banging his head on a brick wall to a steady beat that could only be kept by the most insane band leader the world has ever known. You soon realize that everyone else in this rundown tower is marching to a similar drummer. Congratulations, you're in an asylum. Now figure out who you are and what the heck you're doing locked up in this mold-infested fruit basket.

Sanitarium is a strange experience that will leave you wondering what kind of childhood the creators had. As a fan of all things whacked, I was really drawn in by the demented plot and characters of Sanitarium, even though they sometimes got a little bit goofy and absurd. You'll encounter many different characters like a crazy inmate that jumps to his death, a deformed boy with bluish skin and two mouths, and the mysterious Mother.

Sanitarium is also laced with plenty of challenging and frustrating puzzles. However, even combined with a dark storyline, Sanitarium moves too slow. Some puzzles seem forced as if there was some sort of puzzle quota that had to be met. Plus, moving through the nine different episodes is slow going, making the whole process even more of a drag. If you have the patience and like the deeply disturbed, you might like this game, but otherwise it's not that great.

9 Forsaken – Acclaim

In Forsaken, Acclaim has one of the best first-person shooters on the market. So why do they plaster a beautiful woman on the cover and include a cheesy girlie calendar in the packaging? Sure, she's a looker, but aren't these the kind of marketing tactics reserved for games that totally suck?

A graphics accelerator is not required for Forsaken, but it sure helps. The graphics are sharp and the colors vibrant, but the lighting effects are even better and can also be used to your advantage. Not only can you fire a weapon into a dark corner to illuminate it, but if you are unsure if something is around a corner, fire around it and see if it casts an enemy's shadow.

Forsaken also has a useful picture-in-picture feature. By hitting a button you can bring up a box that displays a rear view. While this is a neat feature, it does not compare to the missile cam. Firing a missile automatically brings up another small screen that provides a first-person view of the projectile in flight. Not only is it useful in determining if your missile hit its target, but it's satisfying to see it slam into the enemy and explode into tiny bits.

Forsaken looks awesome, but it also plays like a dream. It moves fast and smooth and the missions are challenging. To start out, you are trapped in a volcano that is set to erupt. You must navigate through corridors and kill enemies, all while trying to beat the clock.

I like gore and blood in my first-person shooter, and even though Forsaken doesn't have the amount found in Quake II, this game is almost as good. Definitely check Forsaken out, especially if you're sick of mission packs.

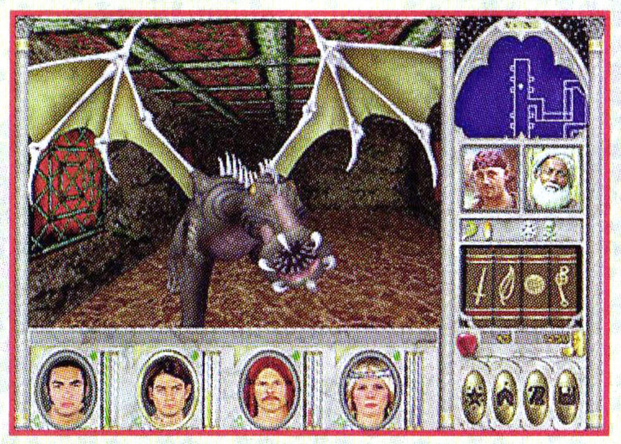
7.75 Might and Magic VI: The Mandate Of Heaven – 3DO

Whether you will like the new Might and Magic (M&M VI) depends on what you want from an RPG. As part of the RPG market for most of this decade, I expected a lot out of M&M VI. After all, it's the sixth installment and the creators should be blowing our minds with all sorts of inspiring advancements.

Unfortunately, this did not happen. Don't get me wrong, M&M VI is a solid game that successfully blends a good story with exploration and character building. On the other hand, the graphics are ho-hum and the combat is lackluster. Could somebody please swing a sword or something? Sure, flair is not necessary for a good game, but like icing on a cake, it would make it that much better.

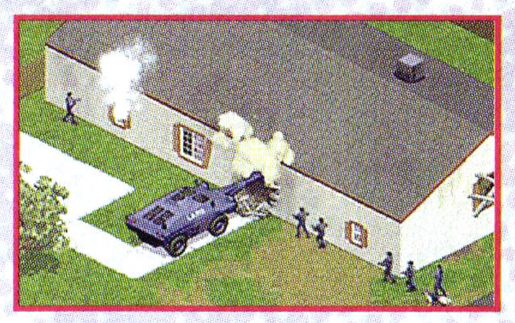
The land of Enroth is huge and the game even comes packaged with a large cloth map for easy reference during play. You and your cohorts can walk from town to town, but that can be time consuming and in Enroth, it can also prove to be rather dangerous. Traveling by horseback or ship is a faster and safer way to get around.

In order to make your party members experts in their chosen fields, traveling is obviously a must. In addition to gaining experience by battling the endless amount of aggressive enemies, you must find people to train you in certain disciplines. However, it's more challenging than you may think. Often, you must find someone to sell you a membership to a specific guild and then travel to it for the training. In other circumstances, you will find a master of a specific skill, but he or she will tell you that you must find another instructor to teach you the basics before beginning the advanced training



In a nutshell, M&M VI has a lot of what makes a good RPG. There are powerful enemies, plenty of magic and skills to obtain, and a whole planet to save from certain destruction. I guess I'm just disappointed that it didn't rock my world like I had hoped.

recent releases



SWAT 2 – Sierra

6 In this game you can create, equip, and train your own units for a SWAT or terrorist campaign. There is a huge pool of officers and terrorists to recruit from, and the terrorists are a bunch of scary-looking weirdoes. Those aspects I liked about SWAT 2, but the gameplay turned me off. Controlling a group is often cumbersome and shooting proved to be very inaccurate.

Outwars – Microsoft

6 Third-person action has never looked so average. The jetpacks are fun to cruise around in, but still, nothing really made me want to keep playing this game. Despite the dull graphics, some of the alien enemies look vicious, but in the end, often prove to be a limited challenge.

Redline Racer – Ubi Soft

7 Not bad, especially compared to Manx TT. Redline doesn't have many tracks or motorcycles at the start, but more can be unlocked. The track designs are solid, filled with decent terrain, crisp detail, and vibrant colors. Redline Racer presents a good challenge too, and sloppy driving will continually send you tumbling end-over-end for hundreds of yards.

Spec Ops – Ripcord

7.5 Tearing through enemy territory with another army ranger at your side is tons of fun in Spec Ops. The environments range from dark jungles to snowy mountains and there are plenty of weapons and equipment to use, including a handy GPS. The downfall is that the game isn't very long, the aiming is a little off, and your ranger partner sometimes jumps into your line of fire.

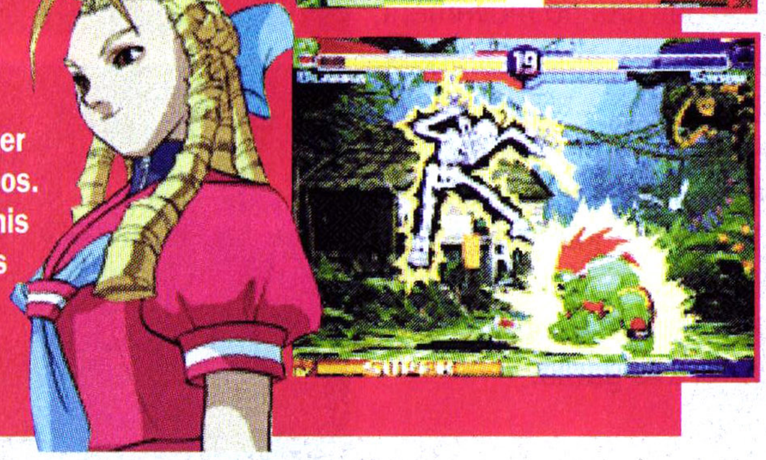
ARCADE BRIGADE

Are You Ready For Another Street Fighter?

It seems as if this game appeared out of thin air. The newest title in Capcom's Alpha Series, *Street Fighter Zero 3*, is out. Along with the returning crew, there will be some old, and new, characters added to the Alpha Series.

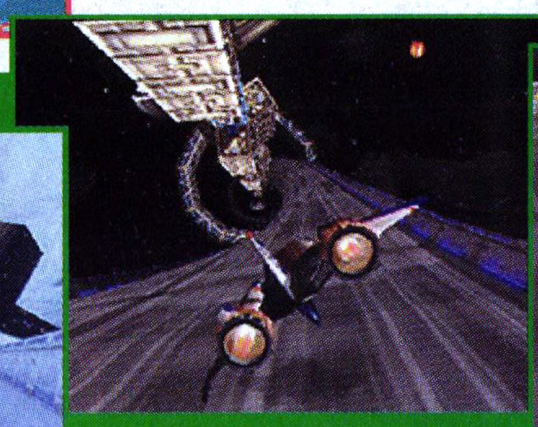
Blanka, Vega, and Honda will all be in the new game, as well as an all-new character – Karin. She is a rival of Sakura and originally appeared in Japan's Gamest Magazine. There are also a couple of new characters from other parts of the Capcom Universe...

Gameplaywise, the most interesting new feature is each player's choice of a Super Bar before a match. One bar charges up three levels, like the normal Alpha bar. Another bar charges up, but can only be used for Custom Combos. The last type of bar can only be used for one huge attack. This will definitely make the matches more interesting, as each player will have to choose one of the bars to suit his or her particular style. Get ready for another round of Street Fighter mania!!



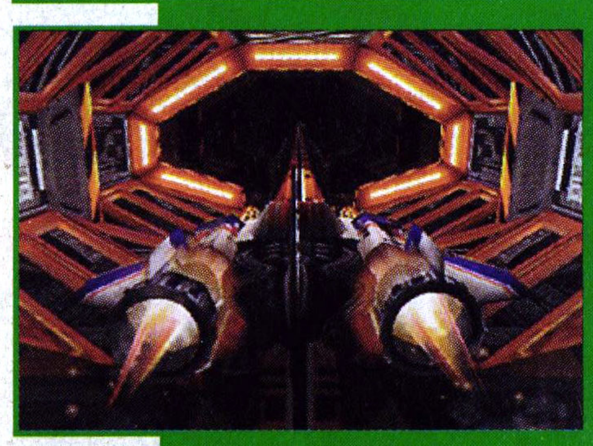
Even More Street Fighter News!

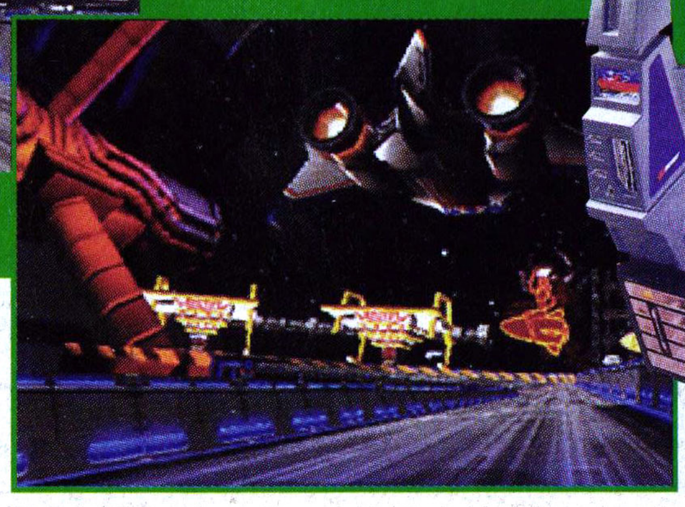
That's right, by the time you read this, *Street Fighter EX2* should be in arcades near you! The characters are basically the same as in *SF EX*, but will include Blanka and Vega! Also, the graphics have taken a major upswing and, as usual, you can expect the control to be as solid as ever. We can't wait to get our hands on some 3D Blanka action!



Midway Pushes The Edge With Hyperdrive

Midway, maker of the ever-so-popular *Cruis'n* Series, has decided to flex its arcade muscle a little more and create another racing game. But this ain't no normal racing game, this is *Hyperdrive*, a futuristic racing game where the players use ships that fly. The ships allow you to cruise over and under the other players, along with the normal passing. Extra strategy is provided in the form of obstacles, sharp turns, other players, and gravity. The farther you get away from the track, the slower you go. This is important to consider since getting past the other opponents is what it's all about. Four- and eight-player link cabinets are available, so you can 'wipeout' with all of your buddies at once. The graphics look sharp and clean, and gameplay is further enhanced by the controller that was uniquely designed for the game (kinda looks like the old Atari arcade controller for *Star Wars*).





Downhill Racer - Bike Racing At Its Finest

From Namco comes another unusual racer, but this time it's on mountain bikes. *Downhill Racer* features two-player racing across huge mountains. Jumping gaps, negotiating the mud, and getting around your opponents are all part of the play, as bikers plummet down the summit as fast as they can pedal. What is really unique in this game is the way jumps are negotiated. Players get big boosts in speed for solid jumps and tricks. The game comes in 50" screen size and four-player link cabinets so everyone can get in on the action.

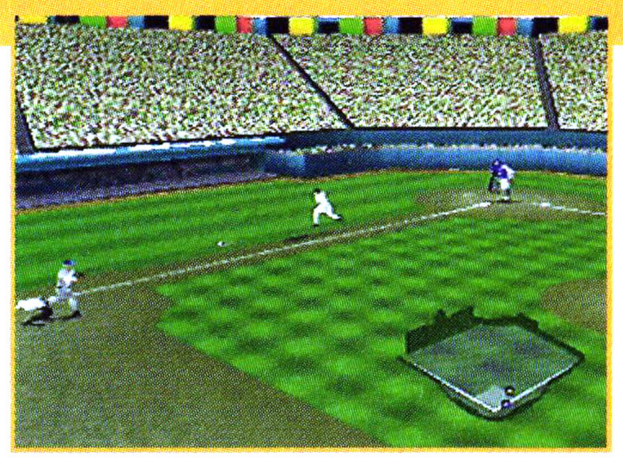
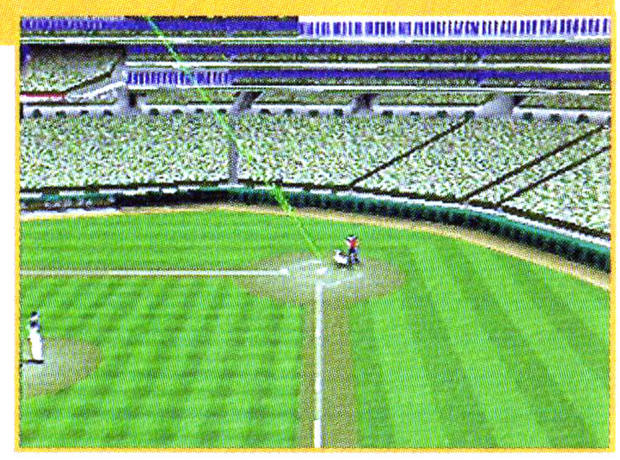
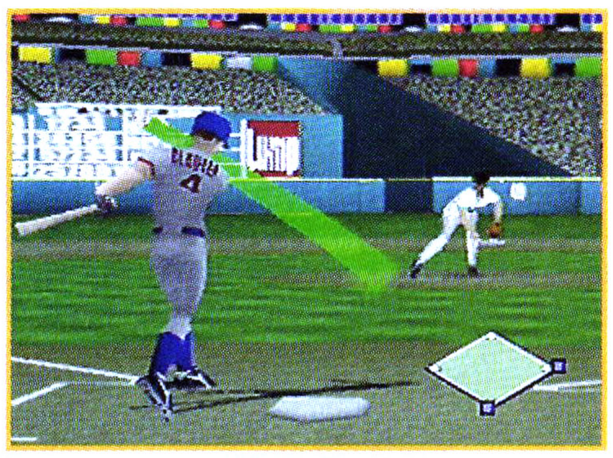
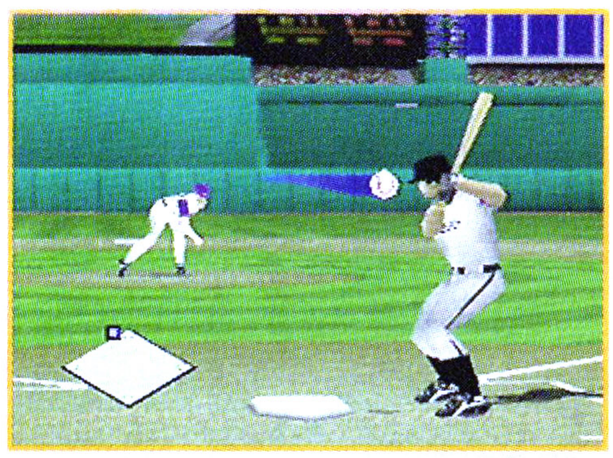
Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** 1998 MLB Rosters; Season & Home Run Derby; Stat Tracking; Create Player & League; Rumble & Controller Pak Compatible; Draft
- **Replay Value:** Low
- **Created by:** Devil's Thumb for GT Interactive
- **Available:** Now for Nintendo 64

Bottom Line: 4.25

Mike Piazza's StrikeZone

When compared to the other N64 baseball titles, Piazza comes up way short. It has all of the necessities like a create player, draft, stat tracking, and 1998 rosters, but the gameplay is light-years behind All-Star Baseball and Griffey. Piazza's flaws are everywhere. The animation is extremely choppy, the ball has no movement, and the trail effects are just plain goofy. In addition to this, the fly ball noises are annoying, and the 900 ft. home runs are impossible (even for McGwire). On the bright side though, the stadiums look nice, the hitting interface is fast and easy to manipulate, and the edit team option is sweet. But let's face the facts, Griffey and All-Star simply crush this game.

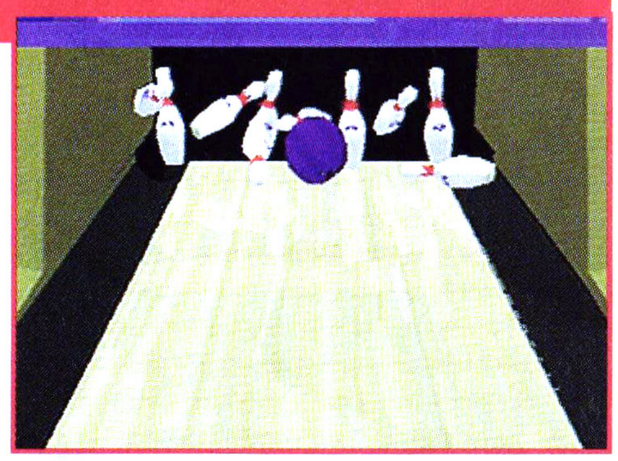
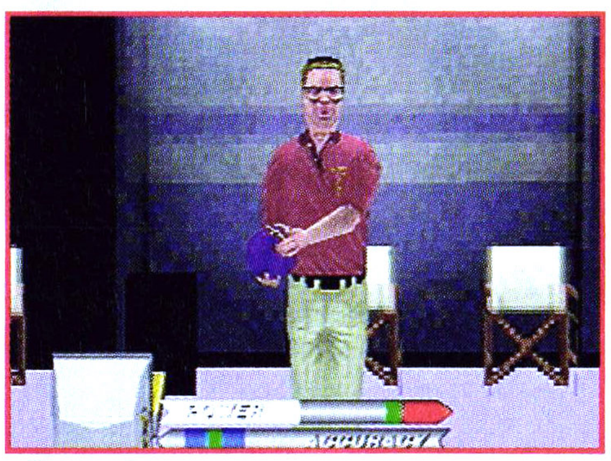
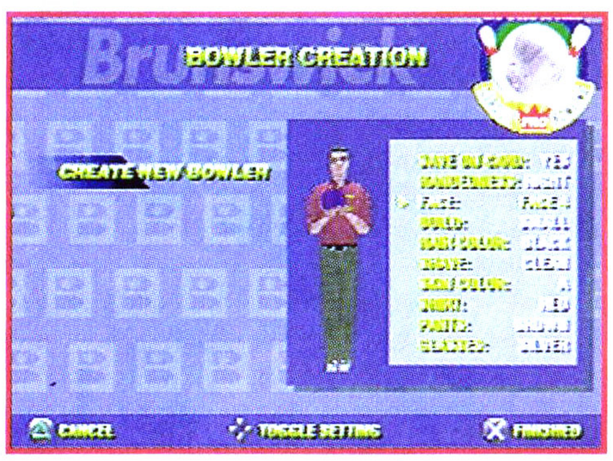
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 6-Player Sports
- **Special Features:** 11 Pro Bowlers; Create Bowler; Tournament & Career Modes; Authentic Equipment & Tournament Sites; Special Lights-Out Cosmic Mode
- **Created by:** THQ
- **Available:** August for PlayStation

75% Complete

Brunswick Circuit Pro Bowling

When it comes to bowling, Ten Pin Alley from ASC Games is hard to beat. But THQ's Brunswick Circuit Pro Bowling brings a lot to the table, including a professional license. You can choose to play as one of 11 different pro bowlers, and compete in authentic tournaments around the States. There's even authentic Brunswick equipment! But if the pro bowlers don't tickle your fancy, you can create your own geeky, overweight, cheesy-mustached bowler. In either case, you can enter your bowler into the career mode, where you qualify for tournaments and compete for purses. Control takes the form of the standard power and accuracy meter, but you can apply spin, and the lanes deteriorate in accurate fashion.

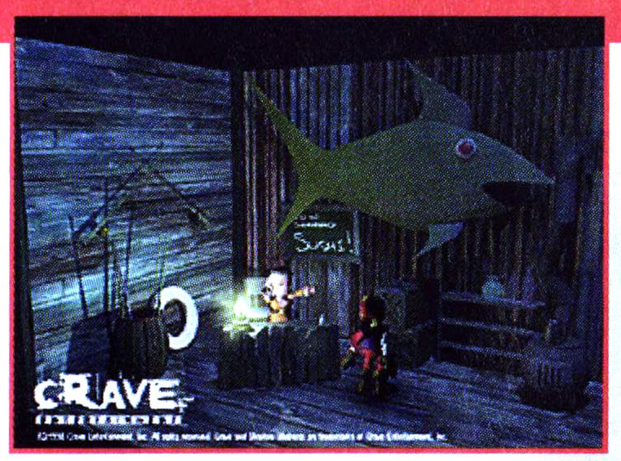
PlayStation Preview

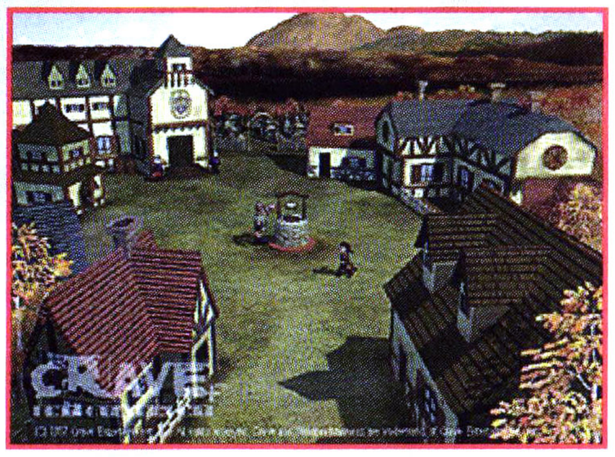
- **Size:** 1 CD-ROM (Possibly More)
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 2 Main Characters; Over 40 Hours of Gameplay; New Rendering Techniques; Puzzles; Emphasis on Story; Battles Featuring Real-Time Cinematography; Multiple Vehicles
- **Created by:** Crave Entertainment
- **Available:** Fall 1998 for PlayStation

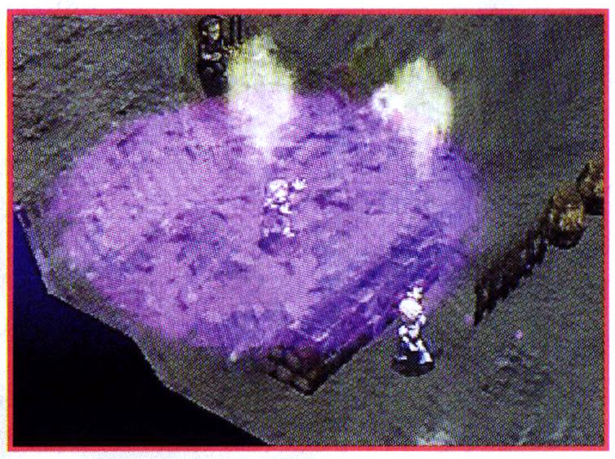
20% Complete

Shadow Madness

Shadow Madness is the newest game from Crave, publishers of Robotron 64. But don't expect any shooting from this game. Rather, it is an RPG that utilizes new graphic technology, as well as a unique interface. There are two main characters, each with a different storyline and subplot. Along the way, more characters can be picked up for the party. Some of the graphics seem similar to FFVII, but are put together in a new way, using cinemas in battles, as well as data streaming to prevent long load times. There are also vehicles to pop into, such as gliders and ships. Watch for this game in the fall, if you're not busy hitting the Square lineup.







Kartia

We don't know much about Kartia, but there are some interesting new concepts that could help this game stand out from the RPG crowd. The first, and most interesting, is the ability to create items. Using a force known as Kartia, players can create anything from small items they find (or later create) which house magic properties. The gameplay itself is similar to that of Final Fantasy Tactics, but has distinguishable differences. For example, two players can pit their troops against one another, as well as trade items they find on their journey. This game looks promising. Check back soon for a better look at this unique title.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Role-Playing Game
- **Special Features:** Trade Items With Other Players Via Memory Card; Create Your Own Weapons, Armor, Magic, & Items; Two Storylines; 2- Player Mode
- **Created by:** Atlus
- **Available:** August for PlayStation

20% Complete

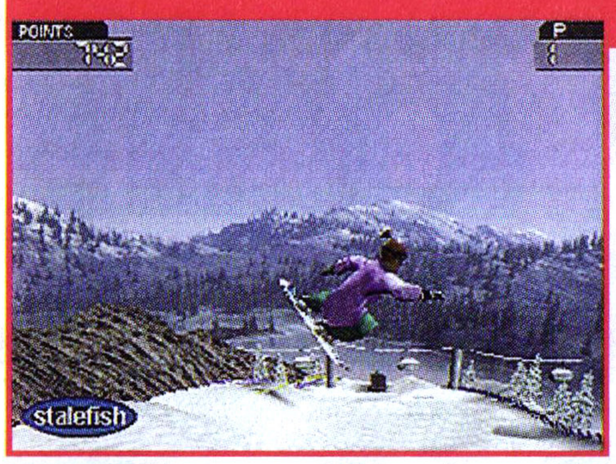
Fight Night

The last "true" boxing game to hit the consoles was Foes of Ali for 3DO. While Foes was a decent game, it certainly wasn't great, but EA's boxing record looks to make a big change with its latest game Fight Night (working title only). Fight Night boasts an impressive list of fighters in three weight classes – light, middle, and heavy. The exclusive Fight Night boxers are Ali, Holyfield, Sugar Ray Leonard, and De La Hoya. But other legendary boxers are included as well. Relive moments from yesteryear, vying for the championship belt against the likes of Patterson, Liston, Mancini, Spinks, Hagler, Holmes, Arguello, Duran, Whitaker, Lewis, Mosley, Norton, and the man himself – Joe Louis. There's no word yet on any "create boxer" options.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Over 30 Legendary Boxers; 3 Weight Classes; Championship Belt Mode; Golden Era Boxers
- **Created by:** EA Sports
- **Available:** Fall for PlayStation

40% Complete



Cool Boarders 3

It's summer and talk of snowboarding is still around us. 1080 Degree Snowboarding was released earlier this spring for N64 and brought with it precise control and the best snow effects in the business. But, the experienced team at UEP Systems is working on its third installment of Cool Boarders for PlayStation. Loyal fans of this game are anxious to see what improvements will be made. Will we finally be able to descend glades of deep, fresh, white goodness? Will the bonus track from the original game be hidden within? For certain, Cool Boarders will have six events including Big Air, Halfpipe, Boarder Cross, and Slope Style, plus new characters and 32 new runs (with two more hidden) spread across five mountains. Currently, Cool Boarders 3 is scheduled for this October.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 6 Events; 5 Mountains With 32 Runs (More Hidden); 2-Player Via Link or Split-Screen; Analog & Dual Shock Compatible; Memory Card Save; Really Big Air
- **Created by:** UEP Systems for Sony Interactive Studios America
- **Available:** October for PlayStation

30% Complete

PlayStation

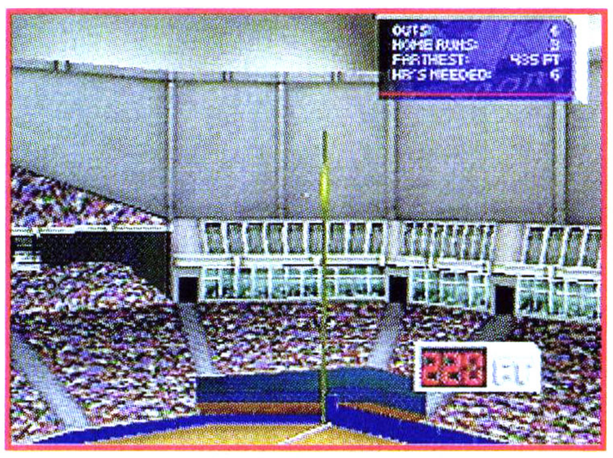
Review

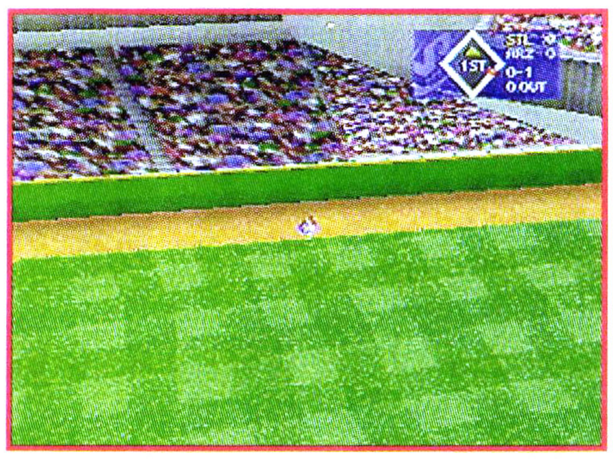
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Stat Tracking; Create-A-Player; Trades & Drafts; Homerun Derby; Fast Gameplay
- **Replay Value:** Moderate
- **Created by:** Interplay
- **Available:** June for PlayStation

Bottom Line:
7

VR Baseball '99

VR Baseball '99 has everything you could want in a baseball game, except for good graphics and animation. The playcontrol is solid, with quick responses and balanced fielding. The pitcher/batter interface is much simpler than the other baseball games released this year. Create-a-player, drafts, and trades are all included. Full stats on all the teams and even a Home run Derby complement the rest of the game. But the graphics are atrocious, and the animation is putrid. If you have to have a nice looking baseball game, then stay away from VR '99. But if you are not concerned with graphics, only gameplay, then check it out, because the game's control is comparable to anything else out there.





PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** All 3 Arcade Versions; Over 50 Levels; Weapon & Ammo Power-Ups; Tons of Firepower; Loop-to-Loops; Dual Shock Compatible; Collection Mode
- **Created by:** Capcom
- **Available:** Fall for PlayStation

90% Complete

Capcom Generations 1: 1942 Series

Capcom will begin its Generations series with two volumes, 1942 and Ghouls & Ghosts. 1942 straps you in a plane and transports you to the skies of WWII. Even though it's the 1940s, the weapons you acquire from different power-ups seem more like they're from a futuristic Xevious. In all, Generations 1 includes 1942, 1943, and 1943 Enhanced, which has never been seen before in North America. The arsenal of 1943 Enhanced has been significantly boosted with even more powerful weapons. And with over 50 levels, fans of this vintage shooter should be excited about its arrival on the PlayStation this Fall. As with Ghouls & Ghosts, 1942 will have a Collection mode that displays posters, illustrations, and other artwork from the series.

PlayStation

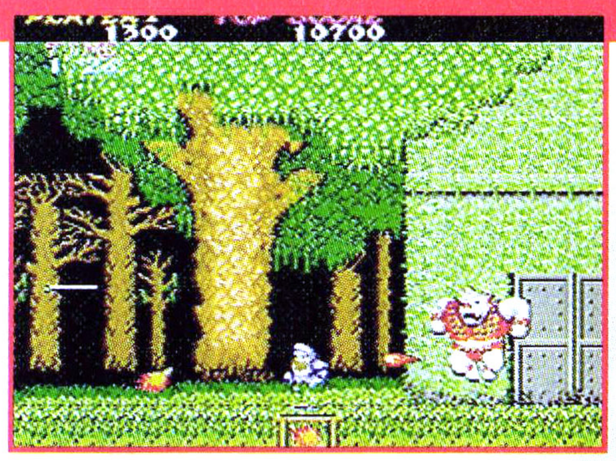
Preview

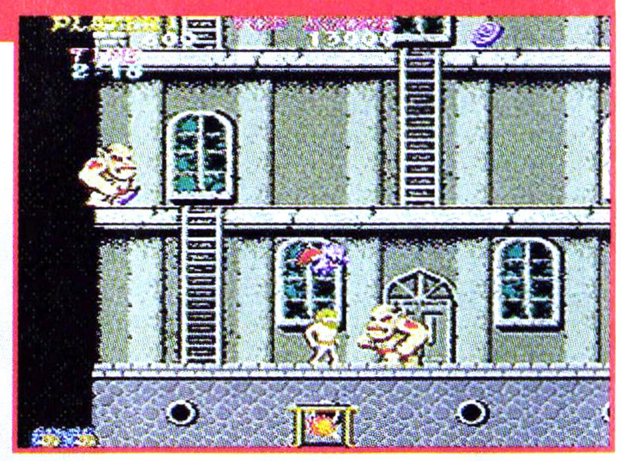
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 20 Levels; All 3 Games From the G & G Series; Multiple Weapons; Armor; Power-Ups; Dual Shock Compatible; Unlimited Continues; Collection Mode
- **Created by:** Capcom
- **Available:** Fall for PlayStation

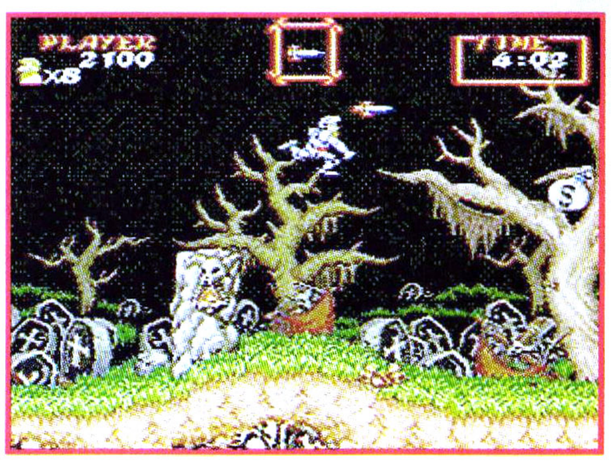
80% Complete

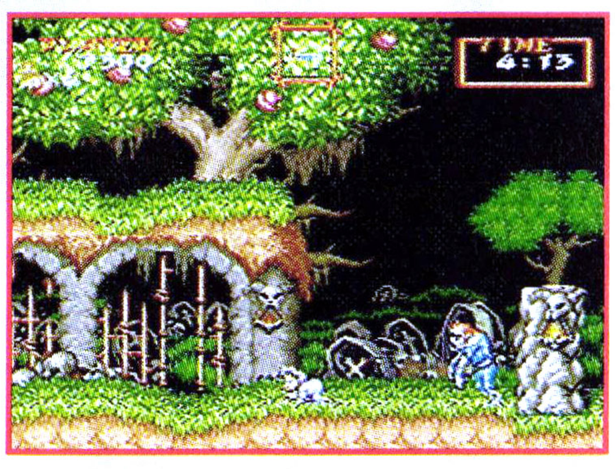
Capcom Generations 2: Ghouls & Ghosts Series

Ghouls & Ghosts has returned for Volume 2 of the Capcom Generations series, and the entire trilogy is included: Ghosts & Goblins and Ghouls & Ghosts from the arcade, as well as the slow-moving Super Ghouls & Ghosts from the Super NES. Armor and underwear have never looked so good together, and with over 20 levels, G & G junkies will want to play the pants off this game. This blast from the past also has a little touch of modern gaming with Dual Shock compatibility. Plus, Capcom included a Collection mode that contains a gallery filled with classic posters, illustrations, and other artwork from the three-part series. The Ghouls & Ghosts series is expected out this Fall.









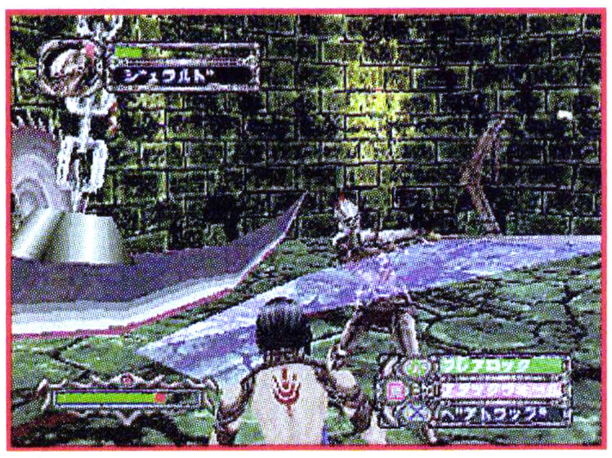
Azure Dreams

Azure Dreams can easily be looked at as Konami's answer to Diablo. The game focuses on two aspects – the town and the tower. As an apprentice monster tamer, your goal is to enter the randomly-generated tower and search for treasure and monster eggs, all while fighting off hordes of enemies and avoiding the pesky traps. However, the monster eggs are the key to the game. They can be hatched to create monster familiars that can help you in the dungeon, or be sold to earn money to help build up your hometown of Monsbaiya. Leaving the question of how do you defeat the game? Is the answer at the summit of the tower, or in creating a prosperous, well-planned town? Sound interesting? Well it is. While the game can be monotonous at times and trying on your patience, there is a lot here to offer RPGers. Rent it first, but definitely check this one out.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 15-Level Dungeon; Tons of Items & Traps; Monster Familiars; Interactive Town That You Build Yourself; Memory Card Required
- **Replay Value:** Moderately Low
- **Created by:** Konami
- **Available:** Now for PlayStation

Bottom Line:
8



Castle of Deception

In September, gamers will be invited to entertain themselves with what Tecmo is calling the 'unsequel' to Deception. Aptly named, this follow-up is nothing like the original and features third-person real-time action, as opposed to first-person turn-based movements. This is a big change indeed. Also new is the ability to brainwash your captives to do your bidding. You can even manipulate them enough to go on a diet, making you a sadistic medieval version of Richard Simmons. All of this originality sounds great, and the character models and environment textures look fantastic. However, screenshots can only say so much. We'll be back soon with some actual gameplay notes. Stay tuned for more very very soon.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Brainwash Captives To Diet, Work, & Battle; New Third-Person Navigation & Battle Engine; Tons of Traps & Secret Caverns To Topple; Multiple Gameplay Routes & Endings
- **Created by:** Tecmo
- **Available:** September for PlayStation

60% Complete

Crime Killers

G-Police did something no other game (save APB) ever managed to do: put a player in a realistic situation to take care of thugs and arrest criminals. But in G-Police you were only allowed to use a helicopter to fly around, and your missions were still rather linear. Crime Killers takes the patrol idea and puts it to solid use with lots of seemingly random occurrences, as well as some preplanned disturbances. Take the wheel of a fast car, a faster motorcycle, or a plane and patrol the city in search of the bad guys and take 'em out, or pacify them with an assortment of weapons. Aspiring officers should check this out.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Password Save; 3 Vehicles To Use; Over 20 Levels; Tons of Death & Destruction; FMV Clips; Many Weapons & Power-Ups
- **Created by:** Pixelogic for Interplay
- **Available:** July for PlayStation

80% Complete

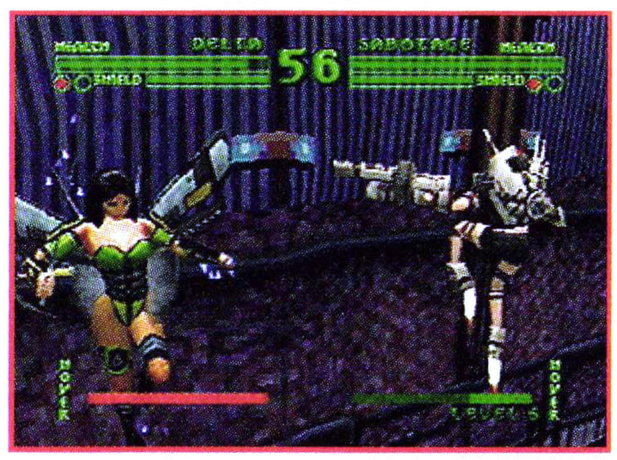
PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 8 Characters (More Hidden); Limb & Blood Loss; Fatalities; Weapons; Jump Jets; 9 Multi-Tiered Arenas With Hazards
- **Replay Value:** Moderately Low
- **Created by:** Midway Home Entertainment
- **Available:** Now for PlayStation

Bottom Line:
3.5

Bio FREAKS

Bio FREAKS stands for Biological Flying Robotic Enhanced Armored Killing Synthoids. Most importantly, it means characters that fly. This is made possible by jump jets, and enhanced by various multi-tiered 3D arenas. Also contributing to Bio FREAKS is a lot of gore and blood that spills as often as a rollerblader on an ice-rink. If excessive blood flow gets under your skin, wait until you see the dismemberments. Characters constantly get something severed, whether it be an arm, leg, or head. Even with both arms missing, however, it's still possible to grasp victory (that's terrible)! Or how about: With both legs missing, you can still rise up and meet the challenge. (That's a stretch. Whoops, there we go again.) Neat concept, but it sucks.



PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 4 Pilotable Ships; 10 Weapons; 13 Bosses; 30 Levels Plus 12 Bonus; Soundtrack By The Crystal Method; Analog & Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** Gremlin for Fox Interactive
- **Available:** Now for PlayStation

Bottom Line:
8.25

N20: Nitrous Oxide

This game packs the most intense visuals since Woodstock. N20 has tons of color, blinding explosions, and swarms of lethal insects – hey, put down those knitting needles. In the cockpit of a hovercraft that circles tubular tracks, you must shoot 18 types of very different insect enemies. For example, ants come at you in groups of five and if you shoot the center ant, all are destroyed. But if you miss, each ant must be shot individually. Beetles must be shot three times before being killed. With each hit, they change color and acquire additional defenses. N2O is highlighted by solid control that leaves you with little doubt as to how that big bug squashed you. Check this game out if you like shooting mayhem.

PlayStation
Preview

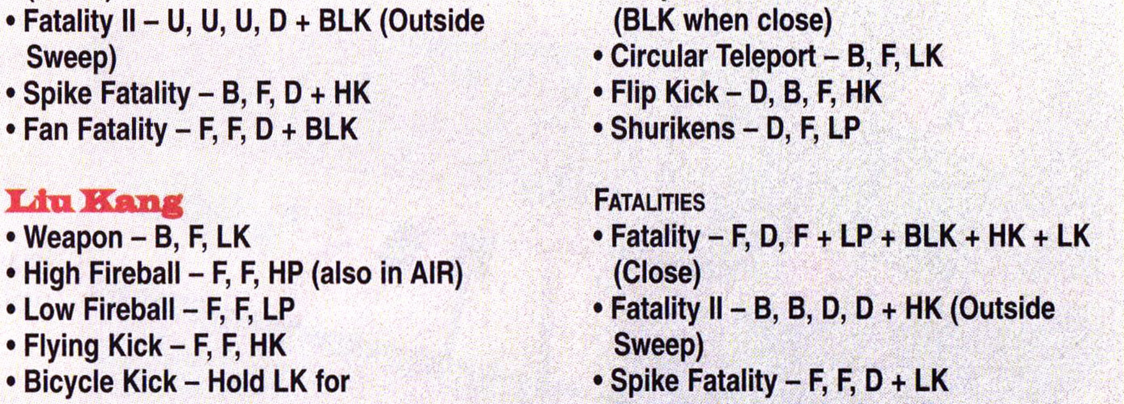
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Strategy
- **Special Features:** New Music & FMV Sequences; 4 Secret Giant Ant Missions From Counterstrike; Link Cable & Mouse Compatible; 105 Multiplayer Maps
- **Created by:** Westwood Studios for Virgin
- **Available:** August for PlayStation

90% Complete

Command & Conquer: Retaliation

The PlayStation already has the original C&C and its sequel Red Alert, but here comes Retaliation. Most PC players have played Retaliation since it's the combination of two expansion packs – Aftermath and Counterstrike. But for the PlayStation game, Westwood has introduced new music, and new FMV sequences. Command & Conquer revolutionized real-time, and is held in the highest regard by GI. If you're strictly a console gamer, and you've missed out on C&C in the past, this might be just the game to get you hooked. There are two sides, the Soviets and the Allies, each with about four different theaters of war. For those who own a Link Cable, C&C packs in 105 different multiplayer maps (10 of which are the Mega Maps from Aftermath). Watch for it in August.

Play to Perfection



Legend

F – Forward
B – Back
U – Up
D – Down
LP – Low Punch
HP – High Punch
LK – Low Kick
HK – High Kick
BLK – Block
RN – Run

Basic Strategies

Pick Up Objects – To pick up a boulder, head, or weapon simply press D + RN together.

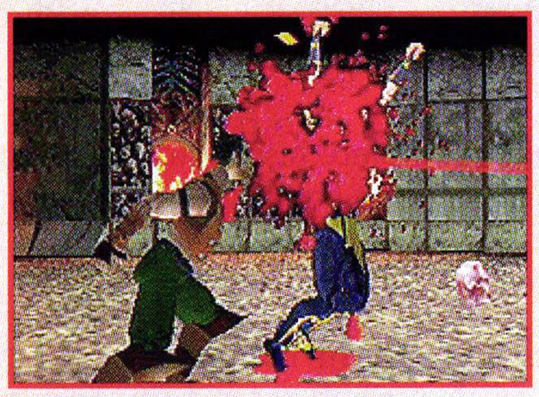
Unlock Meat – Complete the Group Mode (located on the Character Select screen). Meat will imitate any character you pick.

Fujin

- Weapon – B, B, LP
- Whirlwind Spin – F, D (Hold LP)
- Dive Kick – D + LK (in Air)
- Tornado Lift – F, D, F, HP
- Slam – (After Tornado Lift) B, F, D, LK
- Rising Knee – D, F, HK

Fatalities

- Fatality – RN + BLK (5 times) (Sweep)
- Fatality II – D, F, F, U + BLK (Outside Sweep)
- Spike Fatality – B, F, B + HP
- Fan Fatality – D, D, D + HK



Jarek

- Weapon – F, F, HP
- Cannonball Roll – B, F, LK
- Ground Shaker – B, D, B, HK
- Tri-Blade – D, B, LP
- Vertical Roll – F, D, F, HP

Fatalities

- Fatality – F, B, F, F + LK (Close)
- Fatality II – U, U, F, F + BLK (Outside Sweep)
- Spike Fatality – B, F, F + LP
- Fan Fatality – F, D, F + HK

Jax

- Weapon – D, F, HP
- Ground Wave – F, F, D, LK
- Dash Punch – D, B, LP
- Backbreaker – BLK (In Air)
- Fireball – D, F, LP
- Multi-Slam – LP (RN + BLK + HK) (HP + LP + LK) (HP + BLK + LK) (HP + LP + HK + LK)

Fatalities

- Fatality – (Hold LK for 5 seconds) F, F, D, F + Release (Close)
- Fatality II – B, F, F, D + BLK (Close)
- Spike Fatality – F, F, B + HP
- Fan Fatality – F, F, B + LK

Johnny Cage

- Weapon – F, D, F, LK
- Shadow Uppercut – B, D, B, HP
- High Fireball – D, F, HP
- Low Fireball – D, B, LP
- Split Punch – BLK + LP

Fatalities

- Fatality – F, B, D, D + HK (Close)
- Fatality II – D, D, F, D + BLK (Close)
- Spike Fatality – B, F, F + LK
- Fan Fatality – D, F, F + HK

Kai

- Weapon – D, B, LP
- Falling Fireball – B, B, HP
- Rising Fireball – F, F, LP (Also In Air)
- Air Fist – D, F, HP
- Super Roundhouse – D, F, LK
- Handstand – BLK + LK (LP Spin) (LK/HK Kicks)

Fatalities

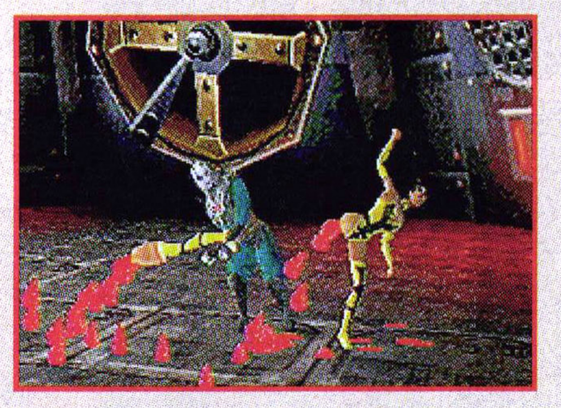
- Fatality – (Hold BLK) U, F, U, B + HK (Close)
- Fatality II – U, U, U, D + BLK (Outside Sweep)
- Spike Fatality – B, F, D + HK
- Fan Fatality – F, F, D + BLK

Liu Kang

- Weapon – B, F, LK
- High Fireball – F, F, HP (also in AIR)
- Low Fireball – F, F, LP
- Flying Kick – F, F, HK
- Bicycle Kick – Hold LK for 3 seconds then release

Fatalities

- Fatality – F, F, F, D + HK + LK + BLK (Sweep)
- Fatality II – F, D, D, U + HP (Close)
- Spike Fatality – F, F, B + HK
- Fan Fatality – F, F, B + LP



Quan Chi

- Weapon – D, B, HK
- Air Throw – BLK (In AIR)
- Tele-Stomp – F, D, LK
- Flying Skull – F, F, LP
- Slide Kick – F, F, HK
- Weapon Steal – F, B, HP

Fatalities

- Fatality – (Hold LK for 5 seconds) F, D, F + Release (Close)
- Fatality II – U, U, D, D + LP (Outside Sweep)
- Spike Fatality – F, F, B + LK
- Fan Fatality – F, F, D + HP

Raiden

Moves

- Weapon – F, B, HP
- Torpedo – F, F, LK (Also In Air)
- Teleport – D, U
- Lightning Bolt – D, B, LP

Fatalities

- Fatality – (Hold BLK) F, B, U, U + HK (Close)
- Fatality II – D, U, U, U + HP (Close)
- Spike Fatality – F, F, D + LP
- Fan Fatality – D, F, B + BLK

Reiko

- Weapon – D, B, HP
- Teleport Slam – D, U (BLK when close)
- Circular Teleport – B, F, LK
- Flip Kick – D, B, F, HK
- Shurikens – D, F, LP

Fatalities

- Fatality – F, D, F + LP + BLK + HK + LK (Close)
- Fatality II – B, B, D, D + HK (Outside Sweep)
- Spike Fatality – F, F, D + LK
- Fan Fatality – D, D, B + LP

Reptile

- Weapon – B, B, LK
- Acid Spit – D, F, HP
- Dashing Punch – B, F, LP
- Invisibility – BLK + HK
- Super Krawl – B, F, LK

Fatalities

- Fatality – (Hold HP + HK + LP + LK) U (Close)
- Fatality II – U, D, D, D + HP (Outside Sweep)
- Spike Fatality – D, D, F + HK
- Fan Fatality – D, F, F + LP

Scorpion

- Weapon – F, F, HK (Sword Spin) D + LP
- Spear – B, B, LP
- Teleport Punch – D, B, HP (Also In Air)
- Air Throw – BLK (In Air)
- Breathe Fire – D, F, LP

Fatalities

- Fatality – B, F, F, B + HP + BLK (Outside Sweep)
- Fatality II – B, F, D, U + HP (Close)
- Spike Fatality – B, F, F + LK
- Fan Fatality – F, D, D + LK

Shinnok

- Weapon – B, F, LP

Imitations

- Jarek – B, B, B, LK
- Sub-Zero – D, B, LP
- Scorpion – F, B, LP
- Reiko – B, B, B, BLK
- Liu Kang – B, B, F, HK
- Sonya – F, D, F, HP
- Quan Chi – B, F, B, F, LK
- Cage – D, D, HP
- Kai – F, F, F, LK
- Fujin – F, F, B, HK
- Raiden – D, F, F, HP
- Reptile – B, B, F, BLK
- Jax – F, D, F, HK
- Tanya – B, F, D, BLK

Fatalities

- Fatality – D, B, F, D + RN (Close)
- Fatality II – D, U, U, D + BLK (Close)
- Spike Fatality – D, F, B + HP
- Fan Fatality – D, D, F + HK

Sonya Blade

- Weapon – F, F, LK
- Fireball – D, F, LP
- Leg Grab – D + LP + BLK
- Square Wave Punch – F, B, HP
- Vertical Bicycle Kick – B, B, D, HK
- Air Throw – BLK (in Air)
- Front Flip Kick – B, D, F, LK

Fatalities

- Fatality – (Hold BLK) D, D, D, U + RN (Sweep)
- Fatality II – U, D, D, U + HK (Outside Sweep)
- Spike Fatality – F, D, F + HP
- Fan Fatality – D, B, B + HK

Sub-Zero

- Weapon – D, F, HK (Wand Freeze) B + LP
- Ice Blast – D, F, LP
- Ice Clone – D, B, LP
- Slide – LP + BLK + LK

Fatalities

- Fatality – F, B, F, D + HP + BLK + RN (Close)
- Fatality II – B, B, D, B + HP (Outside Sweep)
- Spike Fatality – D, D, D + LK
- Fan Fatality – (Hold BLK) D, U, U, U + HK

Tanya

- Weapon – F, F, HK
- Fireball – D, F, HP
- Air Fireball – D, B, LP (in AIR)
- Split Kick – F, D, B, LK
- Corkscrew Kick – F, F, LK

Fatalities

- Fatality – D, D, U, D + HP + BLK (Close)
- Fatality II – D, F, D, F + HK (Close)
- Spike Fatality – F, F, F + LP
- Fan Fatality – B, F, D + HP

Play to Perfection

a game monger's strategy guide

WARNING!

This guide reveals many of Banjo-Kazooie's secrets and may spoil your enjoyment of the game. USE AT YOUR OWN RISK!

BANJO-KAZOOIE

STRATEGY GUIDE
PART TWO OF TWO

LEVEL 7 – MAD MONSTER MANSION

Lair 6 & 7 – In the Witch's Lair, go to the cobweb room and shoot eggs at the webs. Now, backtrack to the Freezeezy Peek's level entrance and use the shoes to hit the Flying Pad that appears. Fly up through the openings and grab the Puzzle Piece. Then, enter the pot room and grab the seventh Piece from the sarcophagus. Enter the 450 Note Door and follow the underwater passages to the Mad Monster Mansion puzzle board. Place your pieces, then walk back to the 350 Note Door. Carefully navigate the tiny path and hop into the cave.

+ + 1

First off, trek behind the house and enter the basement by way of breaking the green door. Use your charge move to break the kegs and you'll find your prizes.

2 +

Travel even further behind the house and enter the tiny shack that is being guarded by skeleton goons. Inside you'll have to move the shot glass around the board to spell Banjo-Kazooie. Complete the task and a Puzzle Piece is yours. You'll find a Mumbo Token on top of the house located near the stairs.

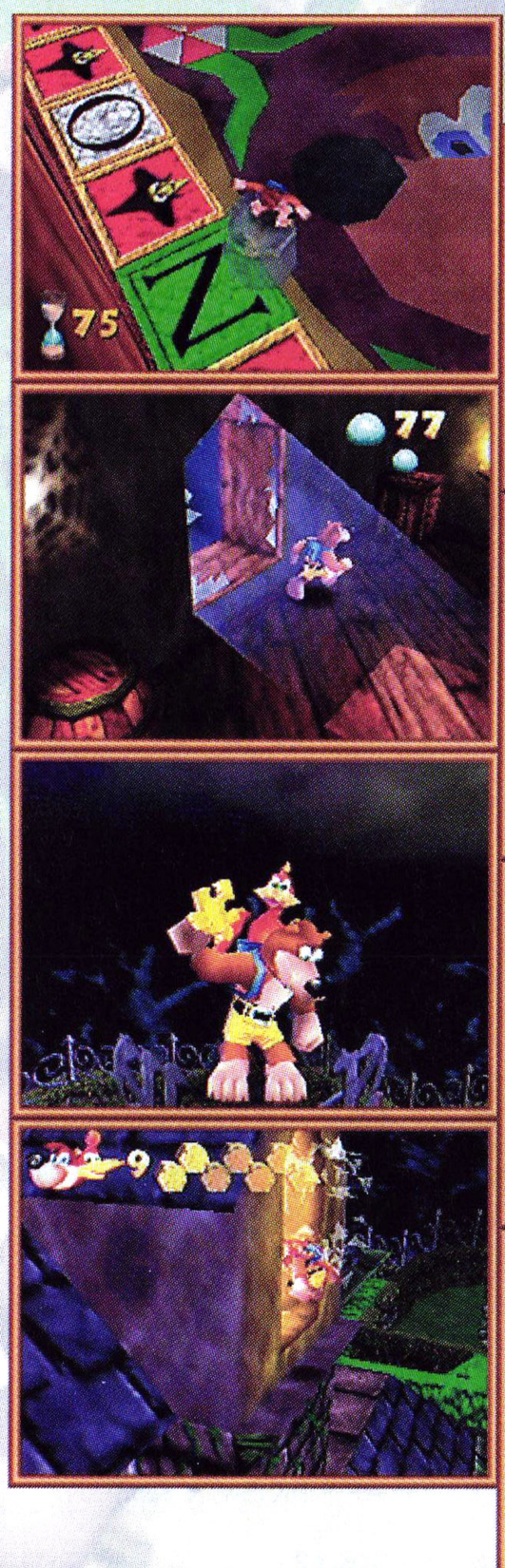
3 +

Follow the path behind the shack to the well. In the bucket you'll find the Puzzle Piece. There is also a Mumbo Token here.

4 – Behind the house there is a church surrounded by numerous vases. Shoot an egg out your arse into every one to get the fourth Puzzle Piece.

+ 5 + + 1+

To the left of the house there are stairs that lead down to a green pool. Go there and use the Shock Pad to reach the Blue Jinjo. To the right of the pool there is a switch that opens a door to the church. Hit it and run to the opened door before time expires. Inside the church you'll need to match playing skills with a ghostly pianist. Complete his musical task and a Puzzle Piece is your reward. Now, take the Flying Pad (on a pedestal) up to the rafters. You'll know what to do from here.



6 – Go to the roof of the Church and then climb around the edge of the steeple until you find a platform leading up. Once on top, climb up the pole to reach the sixth Puzzle Piece.

– Enter the maze and you'll find the Orange Jinjo in the far left corner.

+ 7

Jump up onto the roof of the house and walk around the gutter until you come to a Shock Pad. Use its mystical power to launch you up to the Green Jinjo. Now, go down the chimney, but don't step on the wood (otherwise you'll wake Napper). Use the cushioned seats to keep quiet. Jump on the table and grab the seventh Puzzle Piece out of his butt.

+ 8

As Banjo (and Kazooie), go to the second story of the house and break the large glass window located on the front of the house. Inside you will find the Yellow Jinjo and Puzzle Piece.

9 + + 2

Go to Mumbo Jumbo and let him change you into the fun lovin' pumpkin. Now, travel to the Church entrance. To the right of this entrance is a passage that leads to the top of the house. At the top you can enter a window (which you should already have broken with Banjo). Inside you will find the first Honeycomb. Around the other side of the house is another window that leads to a toilet. Flush yourself down the hole and head out the drainpipe to a Puzzle Piece. There is a Mumbo Token in this room as well.

10 – As the pumpkin, make way for the house's roof and carefully navigate yourself to the largest drainpipe hole. Drop down and the Puzzle Piece is yours.

Check out the June '98 Game Informer for the first six levels of Banjo-Kazooie

Jigsaw Piece

Honeycomb

Mole Hill

Spell Book

Jinjo

Mumbo Token

Witch Switch

Musical Note

Caterpillar

LEVEL 8 – RUSTY BUCKET BAY

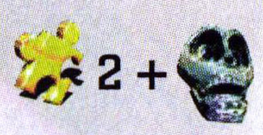
– Take the Pumpkin out of Mad Monster Mansion and ascend the small path on the right. Go through the tiny hole and talk to the Spell Book. Follow its clue to paradise. After completing this task, go into the graveyard and enter the house you couldn't before. In this house have Mumbo change you into Banjo (and the bird). Use the Beak Buster attack to break the sarcophagus in the middle of the room. Jump on the switch and the water in the next area will rise.

Lair 8 – Go back and use the same technique you used for Lair Piece 6. But this time fly over to the Witch Statue with the glass eyes. Beak Bomb her right eye and grab the Piece. Now, onto the next stage. Go through the 450 Note Door and enter the water caverns. Locate the Rare box and destroy it. Raise the water to level 2 and head through the newly reachable entrance (on the right). In this room destroy the gate and fill in the picture. Enter the previous room and get ready for a real challenge.

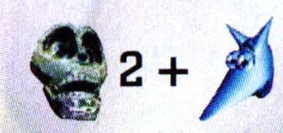
1 – To the left there is a hole with a 2 Egg Toll. Pay the fine then climb the building. On the far side break the glass and grab the first Puzzle Piece.

– After getting the first Puzzle Piece, enter the pool of water to the right and swim over to the Yellow Jinjo.

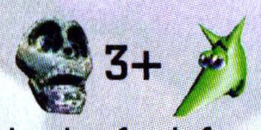
1 – In the same pool of water that holds the Yellow Jinjo, swim down to the opening on the building. Jump on the Honeycomb Switch and fly to your prize.


2 + 1

Climb all the way up the rightmost smokestack and you'll find a Mumbo Token. On the leftmost stack, you will find the second Puzzle Piece.

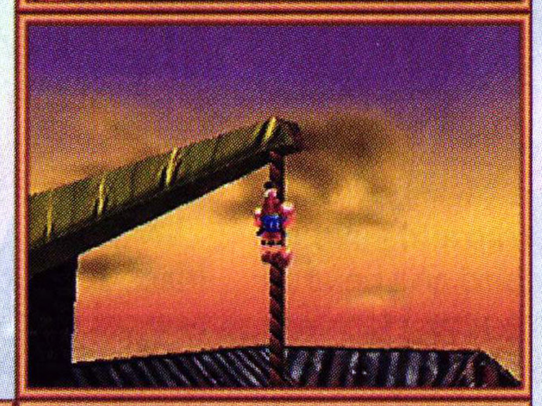

2 +

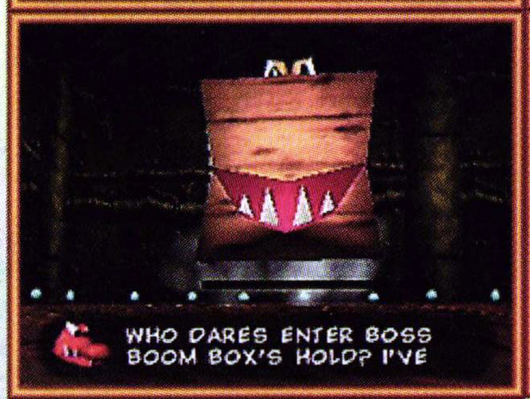
On the far side of the level your blue little friend is hidden within one of the three blue crates. Jump through the opening in the middle crate to get to him. There is also a Mumbo Token in one of the crates.


3+

In the far left corner carefully navigate across the acid pool and grab the Green Jinjo and Mumbo Token.

– This is a tough jump, but you can make it. Go up on top of the crane that holds the TNT box and fly over to the visible Witch Switch.





– Go back to the crane and pay both tolls. Walk across the small path on the right to receive the Orange Jinjo.

3 – Backtrack to the crane and hit the switch to drop the TNT box, which in turn destroys the floor gate. Enter the newly exposed hole on the ship and destroy the boss to receive the third Puzzle Piece.

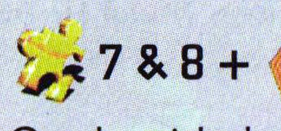
4 – Go to the other crane and press the button to bring up the cage. From here, run as fast as you can and grab the Puzzle Piece.

(5)

Jump down into the polluted water and look on the far side for a broken grate. Enter this little area and grab the Pink Jinjo. Completing this task will also give you the fifth Puzzle Piece.

6 – Make your way to the front of the ship and hit the three horn switches in this order: 3, 1, 2, 1, 1, 1. For this easy task you will receive the much coveted sixth Puzzle Piece.

– Enter the air vents located all about the ship to find a steady helping of Mumbo Tokens.


7 & 8 + 2

On the right-hand side of the ship enter the nearest air vent and hit the Fan Switch. Now, go to the ship's chimney stack and use your charge power to destroy the door. As you drop down, angle yourself into the opening just above the door. Here you will find the well-hidden second Honeycomb. From here, dodge the gears and fans and grab the seventh Puzzle Piece. Also, hit the two Motor Switches in the corners and run like heck to the fans that stopped (on the back of the ship). Jump in the water and grab the eighth Puzzle Piece.

9 – From the last Piece collected, swim down to the dolphin trapped under an anchor. Follow the anchor chain up into the ship. Hit the Anchor Switch and grab your prize that the dolphin leaves behind.

10 – Break the window leading to the Captain's quarters and the Puzzle Piece is waiting in the closet.

LEVEL 9 – CLICK CLOCK WOOD

Lair 9 –After leaving Rusty Bucket Bay head to the previous room and the ninth Lair Piece is just a dog paddle away. Now, go through the 640 Note Door and jump up the leaves on the right. Pass by the 765 Note Door and the next entrance and hit the Green Switch which opens the mural for the next level. This is a pain, but you'll have to do it. Backtrack all the way to the Pirate's Trove Cove entrance and jump into the water. Place the Puzzle Pieces and head all the way back through the 640 Note Door. Ascend the hill and walk into the level entrance.

Be Advised:

This level has four entrances, and in order to find everything, you will have to enter each one and figure out the secrets to the clues given. Pay close attention and we'll do all the work for you.

Spring Entrance

1-4 – From the start, grab the Mumbo Token from the mouth of the Venus's-flytrap and jump up the leaves in front of you. Kill the bird and head to the left up the tiny path connected to the tree. Here you will ascend a cut-out path on the tree. Now, look out toward the wilderness and pass by the Venus's-flytrap to find another Mumbo Token. From here, continue on the path (to the left) and make a stop at the beehive. On top you will find the third Token. Again, stay on the path, jump across the tiny alcoves, and at the house structure walk out and grab the fourth Token.

Summer Switch + 5

From the stripped house drop down and cross the broken bridge. Shortly after, you will run into the Sun Switch. After this, walk into the squirrels' house and grab the fifth Mumbo Token.

6 – Remain on your path to the top of the tree and take a detour at the large egg. Just in front of you awaits a Token. Grab it and go smash the egg. The baby will now sleep. (Aww, isn't that cute!)

+ 1

At the top of the tree you will see a Green Jinjo trapped in a Venus's-flytrap. Free him by using the invincibility shield and enter the door on the tree. Dodge the roots and the first Puzzle Piece is absolute history baby!

+ 2

Drop into the water and talk to the angry beaver. Don't worry about the boulder though, you will take care of it later. From here, head to the dirt and plop three eggs into the hole. Now, move along through the water, snag the Mumbo Token from the trap, and make way to Mumbo's Hut. As the bee, fly up to the hive. Here, you will find the Pink Jinjo. From here, fly out as high as you can and circle the tree. Now, carefully remove the second Puzzle Piece from the iron grip of the trap.

Summer Entrance

From here you won't need to find any more Mumbo Tokens. The bee was the last transformation in the game.

– Head to your immediate left and you'll see his head sticking out of the tall grass.

1 – This guy is right out in front by the two leaves on the tree.

2 – Enter the water section and go behind the large structure to find this second soon-to-be butterfly. Also, move the rock for the poor beaver.

3 – Climb up the tree and head to the left. Look out on the branch and you'll see this little guy on a leaf.

4 + 3

Maneuver up the tree just like you did in the previous season. At the house, locate the Caterpillar out in the open and enter the now almost complete house structure. Jump across the pit and the third Piece is yours.

5 – Head back to the Squirrels' house and the fourth worm awaits just outside. Now, take the worms to the bird and he will grow right before your eyes.

4 – Backtrack to the bridge and look down to your left. You should see the fourth Puzzle Piece. Judge it perfectly and you can flap your way over to it.

5 – Now go up to the beehive and use your invincibility power to take out the swarm. A cheap but worthy victory.

Fall Switch – Fall all the way down to the ground and enter the water segment again. Go all the way to the end and you'll run right into the Fall Switch. From here, maneuver over to the dirt hole and Gobi will water the egg. This concludes the summer experience. Leave and head to Fall.

Fall Entrance

1-4 – Start this level just like all the others by going up the tree. At the first stop (branches), look out to the left and grab the first Caterpillar. The next two 'Pillars are located at the beehive. For Caterpillar number 4, drop down below the house and grab this confused yet fuzzy baby butterfly.

5 + Acorns + 6

Inside the Squirrels' house you will find the first Acorn and the fifth Caterpillar. From here, look straight out and cross the bridge structures to find the remaining Acorns. Now, go up to the squirrel and he will reward you with the fifth Puzzle Piece.

LEVEL 10 – THE FINAL SHOWDOWN

6 & 7 – Drop down to where you began your ascent up the tree and go straight instead of up. Eventually, you will run into 'Pillar number 6. Then, run over to Mumbo's hut and carefully cross over the thorns to find the seventh Caterpillar.

8 +

At the bull, climb one of the many leaf stacks to find the Orange Jingo. Climb another stack and you will find the eighth Caterpillar.

9 – Stay on the outside of the level and search hastily. Sooner or later, you will find the ninth Caterpillar near a bird hole.

Winter Switch + 10

Go up to the bird and the Winter Switch awaits. Directly behind him is the last Caterpillar. Feed the bird and drop down to the ground again.

7 – Enter the beaver's hole and the seventh Puzzle Piece will be waiting for you.

8 – Go to the dirt hole and a flower will grant you the eighth Piece.

Winter Entrance

9 – The first thing you want to do here is fly. Locate one of the two ground-based Flying Pads and soar up to the bird's nest. He'll poop out a Puzzle Piece for you.

1 – Enter the water (via a hole in the ice) and reenter the beaver hut. Here you will find the first Honeycomb.

2 – Get the flying power again and break the window above the Squirrels' home to unlock this priceless gem.

– Hit the nearest Flying Pad and fly around the tree. On a ledge you will see a killer snowman next to the Witch's Switch. Kill him and press the Switch. Use the bee to get the piece.

+ 10

He's sitting on top of Mumbo's Hut. Easy enough. Now try and get all 100 Notes on this stage. Good luck!

Lair 10 – Exit the winter season and go get the Bee power again. Fly with it out of the level and grab the final Lair piece. Now that you have everything (or maybe not), enter the 765 Note Door and jump on the flashing platform. From here, you will need to play a boardgame. Get as many Joker pieces as possible and avoid the Timer and Death pieces. Good luck! Hint: Throughout the entire game, Gruntilda's sister was giving out the answers to the Witch questions. If you avoided the good Witch like we did, then you'll probably struggle with these questions.

The Final Showdown Part Deux: The Witch Strikes Back

Go across the gameboard and ascend the stairs on the right. Now, unlock the Note Doors and kick her butt. The Jinjos will get their revenge!!! This ending is awesome!!!! This concludes the adventures of Banjo and his annoying friend Kazooie!!! Could there be more!!!? Is there another world hidden somewhere!!!? And what exactly does that Key in Freezeezy Peak do!!!? We'll be back in the next month or so with the answers to THE KEY!!!

Here's what all of the Note Doors in this final section unlock.

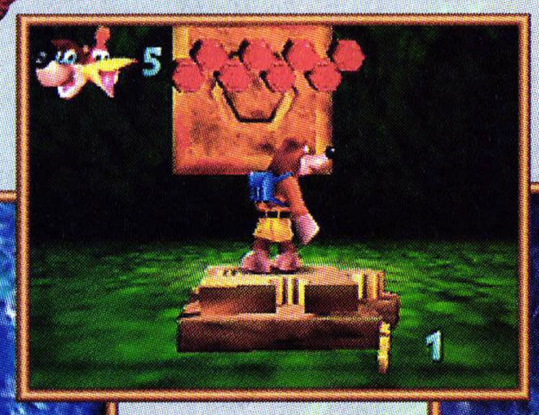
810 Note Door – Unlocks a Pot Warp

828 Note Door – Unlocks 100 Eggs

846 Note Door – Unlocks 50 Red Feathers

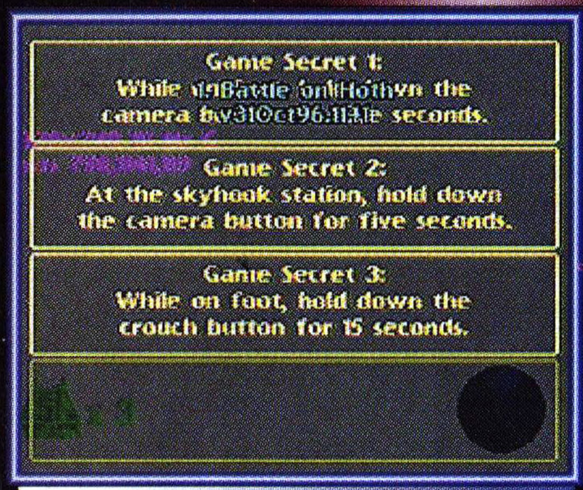
864 Note Door – Unlocks 10 Gold Feathers

882 Note Door – Doubles Your Lifebar



SECRET ACCESS

HELPFUL HINTS - PASSWORDS - CODES



Star Wars: Shadows of the Empire – Nintendo 64

Debug Code – All right! We've been waiting for this code for quite some time. But of course, it's a serious pain to enter. Follow these instructions and you should get it to work on the third or fourth try. Note: If you want to use this code again, you will need to return to the pause menu and reenter it (from step two).

1) At the Name Entry screen input "Wampa Stompa". Note: Make sure that both the W in Wampa and the S in Stompa are capitalized. Also, leave one space before the W and two before the S, and make sure the control setting is set to Traditional.

2) Start any level and pause. Now, press and hold all of the **C Buttons**, **Z**, the **Left** and **Right Button**, and **Left** on the digital pad (not the analog).

3) With this combo held, press the analog stick halfway to the **Left** for about five seconds. If done correctly, you will hear a bell.

4) Repeat this process. But this time hold the analog stick halfway to the **Right**. Again, you will here a bell.

5) Now, here's the annoying part. Repeat this process again to the **Left**, then back over to the **Right**, and then back over to the **Left** for the last time.

6) At this point, red text should appear at the top of the screen. Use the **Left** and **Right** Buttons to change the options. Some of the choices require the analog to be pressed **Up** or **Down** to change. Press **A** to activate your choice.

"The Rhino"
Toledo, OH

1080 Snowboarding – Nintendo 64

Rap On Replay – After a halfpipe race, use the analog stick to add scratching to the replay music.

Big Air – From the start of the halfpipe make an extremely sharp left or right and jump. Doing this will launch your boarder way out into the pipe. Rack up as many points as you can, and most importantly, land safely!

"The Rhino"
Toledo, OH

NHL Breakaway '98 – Nintendo 64

100 Free Points – Enter the Season mode and at the Main Menu press **Left C**, **Left C**, **Right C**, **Right C**, **Left C**, **Left C**, **Right C**, **Right C**, **Right Button**.

Cheat Mode – At the Main Menu press **Left C**, **Right C**, **Left C**, **Right C**, **Right Button**, **Right Button**.

Miniature Mo
Hill Grove, NJ

Cruis'n USA – Nintendo 64

View a Hitchhiker – Pick Iowa as your track, then race up to the second cornfield and locate the pine tree on the left. Keep going and you'll see a lonesome hitchhiker standing in the middle of the field.

Kyle Petty
Austin, TX

Snowboard Kids – Nintendo 64

Unlock It All Baby – At the Title Screen press the **analog Down**, **analog Up**, **digital Down**, **digital Up**, **Down C**, **Up C**, **Left Button**, **Right Button**, **Z**, **digital Left**, **Right C**, **analog Up**, **B**, **digital Right**, **Left C**, **Start**. You'll hear laughter when this code is entered correctly.

Jason Poopiester Jr.
Seattle, WA

Mike Piazza's StrikeZone – Nintendo 64

Enter these codes at the Title Screen.

Love Message – **Up C**, **Right Button**, **B**, **B**
Hidden Teams – **Right C**, **A**, **Down**, **Left**
Credits – **Right Button**, **A**, **Z**, **Right Button**, **Right C**, **A**, **B**

Enter these codes at the Pre-Game Menu.

Note: The Cheat Menu must be entered before any other code can be accessed.

Cheat Menu – **Left Button**, **Right Button**, **Left Button**, **Right Button**
Hidden DTE Stadium – **Right**, **A**, **Up C**, **Left Button**, **A**
All Homers – **Left Button**, **A**, **Down**, **Right**
Aluminum Bats – **Right Button**, **A**, **Z**, **B**, **A**, **Left Button**, **Left Button**
Red Bats – **Right Button**, **Down**, **B**, **A**, **Right**
Blue Bats – **B**, **Left Button**, **B**, **A**, **Right**
Psychedelic Bats – **Z**, **B**, **Right Button**, **A**
All Pitch Types – **Right C**, **A**, **Z**, **Up C**, **Right Button**, **Left Button**
Faster Runners – **Left C**, **A**, **Down**, **Up C**, **Z**
Low Gravity – **Up**, **Right Button**, **A**, **Left Button**
High Gravity – **Up**, **Down**, **Left Button**, **Up**, **Right Button**
Crazy Ball – **Right C**, **A**, **Z**, **B**, **A**, **Left Button**, **Left Button**
Faster Game – **Left Button**, **A**, **Z**, **Right Button**, **B**, **A**, **Left Button**, **Left Button**
Slower Game – **Up**, **Left Button**, **Left Button**, **B**, **A**, **Left Button**, **Left Button**
Different Sky Colors – **Right C**, **A**, **Z**, **Up C**, **Left Button**, **Right Button**, **Z**
Crazy Pitch – **Right C**, **A**, **Z**, **Up C**, **Right Button**, **B**

"Jessup, The Gaming Hick"
Wayneston, KY

Mystical Ninja Starring Goemon – Nintendo 64

Boss Mode – Collect all 45 Fortune Dolls to unlock a special Boss game hidden within the Options screen.

Golden Hair – Die while using Goemon's touch-and-go skills. When you come back, Goemon will have golden hair.

Fun With Impact – Push the analog stick in any direction at the end of Impact's intro sequence to move his head around.

Rumble Pak – This game wasn't designed to work with the Rumble Pak, but for some strange reason, the Rumble Pak works on the boss stages.

Janet Jackson
Seattle, WA

Warhammer: Dark Omen – PlayStation

Note: These codes were tested on a European version and may not work on the North American.
Enter all of these codes at the Main Menu. Then, select the Resume option.
Level Skip – **R2**, **R1**, **L2**, **R2**, **R1**, **R2**
Darkness Falls FMV – **Left**, **L1**, ●, **L2**, ▲, **R2**
The Jewel FMV – **R1**, ▲, **R2**, **R2**, ■, **R1**
Nagash Hands FMV – **R2**, **Left**, **R2**, **Up**, **Down**, **Left**
Death Becomes Us FMV – ●, ▲, ■, **Right**, **R1**, **R2**
Victory Is Ours FMV – **L2**, **Right**, ■, **Right**, **R1**, **R2**
Marching FMV – **R1**, **L2**, ▲, ■, **Left**, **R2**
Credits – **Left**, **Right**, ■, **Right**, **R1**, **R2**
Enter all of these codes at the Deployment screen. Then, select the Resume option.
Battle Skip – **Select**, **R1**, **R1**, **L2**, **L2**, **R1**, **R2**
Extra Cash – **Select**, **R1**, **L1**, **R1**, **L2**, **R1**, **R2**
Instant Loss – **Select**, **R1**, **L1**, **R2**, **R2**, **R1**, **R1**
Faster Reload – **Select**, **R2**, **R1**, **R2**, **R1**, **L2**, **R1**
Select Enemy – **Select**, **L2**, **L2**, **R2**, **L2**, **R1**, **R1**
Tiny Heads – **Select**, **L2**, **L2**, **L2**, **L2**, **R1**, **R2**

"God Complex Hal"
Sierra, NV

Cool Boarders 2 – PlayStation

No Music – During gameplay, press Start rapidly until the music continues to play on the pause screen. At this point, press Start one more time to resume racing with the music missing.

"The VidMan"
Uptown, MN

Need For Speed 3: Hot Pursuit – PlayStation

Destroy the Opposition – Start a game, then quickly press and hold **Start**, **Select**, **R1**, and **L2** before the loading screen appears. Now, honk the horn to make opponents' cars flip.

Hefty Vehicle – Start a game then quickly press and hold **Select**, ■, and ✖ before the loading screen appears. From here, simply run into the opposition to make them wipe out.

Out of Town Cops – Start a game then quickly press and hold **Up**, **R1**, and **L2** before the loading screen appears. All of the cops will now have strange accents.

German Cops – Start a game then quickly press and hold **Up**, **R2**, and **L1** before the loading screen appears.

Spanish Cops – Start a game then quickly press and hold **Down**, **R2**, and **L1** before the loading screen appears.

Italian Cops – Start a game then press and hold **Left**, **R2**, and **L1** before the loading screen appears.

French Cops – Start a game then press and hold **Right**, **R2**, and **L1** before the loading screen appears.

Slow Mo – Start a game then press and hold **Up**, ✖, and ▲ before the loading screen appears.

View the Titanic – Select the Aquatica track (you'll need to unlock it – see last issue for the codes), then turn off night driving and weather. Stop and look out at the water toward the end of the race to see the elegant Titanic pass on by.

Leonardo DiCraprio
Tampa Bay, FL

Turok: Battle of the Bionosaurs – Game Boy

Enter all of these codes at the Password screen.
Level 2 – GRZNNPCRDB
Level 3 – DVZNDPBTNG
Level 4 – GVZNDPBTNG
Level 5 – PCVYGRBTDK
Level 6 – RCVYGRSTDR
Level 7 – VSVYTRSQDG
Level 8 – RSQPTNSQNW

"The Human Torch"
New York, NY

San Francisco Rush – PlayStation

Unlock Taxi Cab – Finish the Circuit Mode, then press **Down** at the Gear Selection screen.
Unlock Police Car – Finish the GP Mode, then press **Down** at the Gear Selection screen.
Unlock Muscle Car – Find 4 Keys on any track, then press **Down** at the Gear Selection screen.
Unlock Hot Rod – Find 12 Keys in total, then press **Down** at the Gear Selection screen.
Unlock Bus – Find all 16 Keys, then press **Down** at the Gear Selection screen.
Unlock Little Truck – After selecting your vehicle hold **L1** until the race begins.
Unlock Buggy – After selecting your vehicle hold **R1** until the race begins.
Unlock UFO – After selecting your vehicle hold ▲ until the race begins.

Billy Zane
Jamestown, OH

Kobe Bryant's NBA Courtside – Nintendo 64

Rim Foul – After performing a two-handed dunk hold **B** to hang on the rim longer. If you hold on long enough you'll receive a technical foul.

Replay Glitch – Use a star player and perform an ultra cool dunk. Now, substitute in a scrub for the star player and watch the instant replay. Weird things happen!

Hidden Teams – At the Pre-Season option hold the **Left Button** and press **A**. Now, scroll through all of the teams and at the end of the list three new Nintendo teams await.

Danny "SBR" Troast
Paramus, NJ

ACCESS + ALLIES

OPERATION: CODE HUNT

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape. Or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

Nintendo 64
Banjo-Kazooie
Chopper Attack
Forsaken
MLB Featuring Ken Griffey Jr.
Kobe Bryant's NBA Courtside

PlayStation
Batman & Robin
Blasto
Breath of Fire III
Cardinal Syn
Forsaken
Gran Turismo
Einhander
Jersey Devil
Judge Dredd
MLB '99
Punky Skunk
Tekken 3
X-Men Vs. Street Fighter EX Edition

Sega Saturn
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Arcade
Star Gladiators 2

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Saturn
ASCII Saturn Stick

Super NES
ASCII Pad SN
Super Advantage
Rhino Pad SN

Genesis
ASCII Specialized Pad
Rhino Pad SG

The runner-up will receive a Game Informer Secret Access T-Shirt to complement his/her wardrobe.

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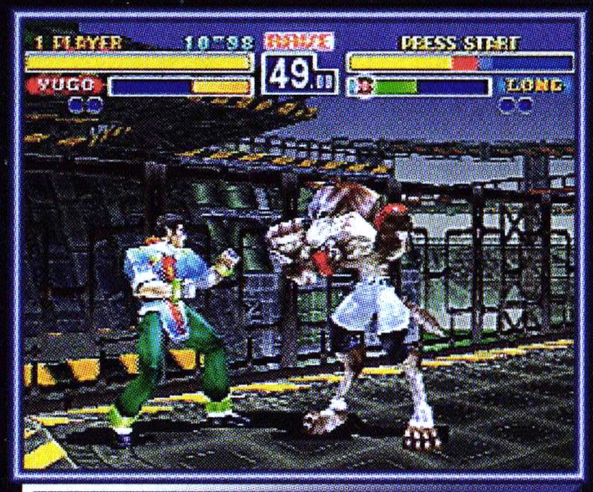
DO NOT ENTER

Hot Shots Golf – PlayStation

Mirror Courses – At the Course Select screen highlight the desired course, hold **L1** and **L2**, then press ✖.
Lefties and Righties – At the Character Selection screen highlight the desired character, hold **L1**, and press ✖.

"Virtua Gap Boy '98"
Minneapolis, MN



Bloody Roar – PlayStation

Big Arms – Hold **L1** and **L2** while selecting a character.
Big Head/Original Costume – Hold **L2** and press ✖ to select a character.
Big Head/Alternate Costume – Hold **L2** and press ● to select a character.
Kids/Original Costume – Hold **R2** and press ✖ to select a character.
Kids/Alternate Costume – Hold **R2** and press ● to select a character.

"Lin Lang Gow Chang"
Honalili, HI

Speed Racer – PlayStation

Bonus Cars – At the Car Select screen press and hold **R1**, **R2**, **L1**, **L2**, **Select**, ▲ and **Down**. Now, release this combo and press **Right** or **Left** to view the new crop.
Night Racing – At the Course Select screen, hold **R1** and **R2**, then press ✖.
Day Racing – At the Course Select screen, hold **L1** and **L2**, then press ✖.
Fog Racing – At the Course Select screen, hold **R1**, **R2**, **L1** and **L2**, then press ✖.
New Cams – During a race tap **Right** five times, then tap **Left** five times to bring up a different view.

Charles Xavier
Orlando, FL

Dead or Alive – PlayStation

More Costumes – Make sure that all of the settings are set to default then complete the Tournament mode with any character. Each time you beat the game you will receive an additional costume.
Unlock Raidou – First unlock all of the costumes for all of the characters. Now, complete the game with all of the settings on default and the difficulty set to Normal.
Unlock Ayane – Defeat the game using Raidou with all of the settings on default and the difficulty set to Normal.
New Victory Views – By pressing **Up**, **Down**, **Left**, or **Right** you can change the angle during a character's victory pose. You can also zoom in and out by pressing **R1** or **L1**.
New Replay – Hold ■ and ●, then press ▲ just after a round comes to an end. Doing this will replay the end of the round.
Unlock the Configs – To unlock the first five options within the Extra Configure menu simply rack up 15 hours of gameplay time. The first is unlocked after 3 hours. The second is hit after 6 hours. And so on.
Unlock Voice Option – Complete all of the moves in Training Mode to unlock this Command List option.
Secret Pictures – Insert this game into a PC CD-ROM and look within the Omake folder for a gallery of artwork shots.

Lou Lou Loufregnetalou
Webville, COM

Powerboat Racing – PlayStation

Enter these codes at the Name Entry screen.
Faster Boats – ZOOOOOM
Tiny Boats – COMPACT
Big Heads – DEFORM
Big Engines – LARGE
Enter these codes at the Password screen.
Championship Mode – CUP
Slalom Courses – L.R
Mine Levels – U.G
Catamarans (Minnow) – MIN
Catamarans (Pike) – IKE
Catamarans (Barracuda) – CUD

Lisa Testia
Fargo, ND

Tomba! – PlayStation

Refill Health – This is kind of a pain, but it does come in handy. When your health gets low, save the game, and quit. Then, reload the game and you will come back with full health.

"The VidMan"
Uptown, MN

Beast Wars: Transformers – PlayStation

Super Firepower – During gameplay quickly tap **Up**, **Down**, **Left**, **Right**, ▲, ✖, ■.
Replenish Weapons – During gameplay pause, then hold **L2** and press **Up**, **Down**, **Left**, **Right**, ▲, ✖, ■. Now, unpause with **L2** still held and your weapons will refill and max out.

"The Rhino"
Toledo, OH

Rascal – PlayStation

Enter this code at the Password screen.
Level Select – HOUSE (Note: Press **R1** during gameplay to select a level. Or press **R2** to choose a new room.)

The Platform Fanatic
Chicago, IL

Blasto – PlayStation

View Babes – Save all of the Babes and beat the game. Then, start up a new game. The View Babes option will be available.

Kerry Wood
Phoenix, AZ

Mortal Kombat 4 – Nintendo 64/PlayStation

Enter all of these Kombat Kodes at the Versus screen.
Free Weapon – 111-111
Different Weapon Draws – 222-222
Randper Kombat – 333-333
Weapons Draw – 444-444
Weapons on Ground – 555-555
No Music – 666-666
No Weapon Draws – 002-002
Red Rain – 020-020
Explosive Kombat – 050-050
One Hit Wins – 123-123
Noob Mode – 012-012
Throwing Disabled – 100-100
MD/Throwing Disabled – 110-110
Unlimited Run – 001-001
Max Damge Disabled – 010-010
Goro's Lair – 011-011
Scorpion Stage – 022-022
Elder Stage – 033-033
Skull Stage – 044-044
Outdoor Stage – 055-055
Reptile Stage – 066-066
Dojo Stage – 101-101
Forest Stage – 202-202
Fan Stage – 303-303

"The Rhino"
Toledo, OH

GameShark Video Game Enhancer

ATTENTION!

The codes below only work with InterAct's GameShark enhancer attachment.

Blasto – PlayStation

Infinite Health –
d000e22a 00ff
801f04d4 1770

Bloody Roar – PlayStation

Enable Bonus Options & Art Gallery –
801c4520 ffff

Infinite Health Player 1 –
301c4508 0002

Infinite Health Player 2 –
301c4509 0002

Dead or Alive – PlayStation

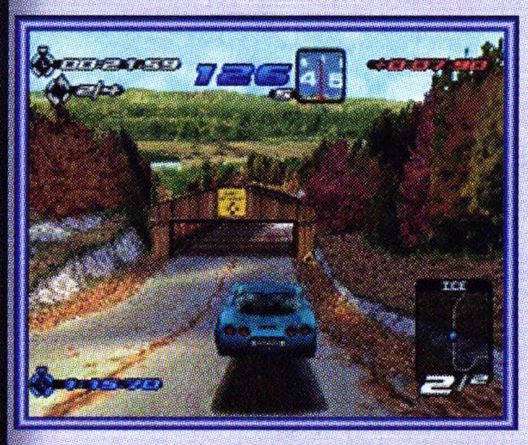
Enable Extra Config Menu –
80092cda 7f40

MLB '99 – PlayStation

Away Team Scores 0 –
80019208 0000

Away Team Scores 50 –
80019208 3232

Need for Speed III: Hot Pursuit – PlayStation



Start On Lap 4 (Tournament) –
d011dd30 0000
8011dd30 0003

Start On Lap 2 (Knock-Out) –
d011dd30 0000
8011dd30 0001

Enable Empire City & El Nino –
800fa9e0 003d

Enable Nazda C2 –
8004392e 0101

Point Blank – PlayStation

Infinite Cash in Quest Mode –
800a3e64 ffff

SaGa Frontier – PlayStation

Infinite LP in Battles –
8001d830 0063

Infinite Magic Points in Battles –
8001d838 03e7

Infinite Attack Points in Battles –
8001d834 03e7

Infinite Credits – 80012808 ffff

San Francisco Rush – PlayStation

Infinite Time –
800b2814 002d

Theme Hospital – PlayStation

Infinite Cash –
8013b33a 0200

High Reputation –
8013c060 0400

GoldenEye 007 – PlayStation

Extra Characters –
8002b197 0040

WCW Vs. the NWO: World Tour

Note: These codes work for version 1.0, not version 1.1.

Start With Aluminum Baseball Bat –
810f1c20 0000
800f1c22 0000
800f080a 0064

Start With Chair –
810f1c20 0202
800f1c22 0000
800f080a 0024

GAMES INDEX

Codes found in this issue:

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Beast Wars: Transformers
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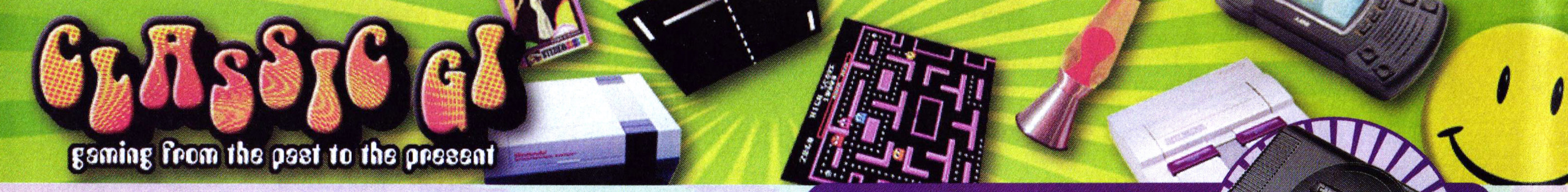
Cruis'n USA
Dead or Alive
GoldenEye 007
Hot Shots Golf
Kobe Bryant's NBA Courtside
Mike Piazza's StrikeZone
MLB '99
Mortal Kombat 4
Mystical Ninja Starring Goemon
Need For Speed 3: Hot Pursuit
NHL Breakaway '98
Point Blank
Powerboat Racing
Rascal
SaGa Frontier
San Francisco Rush
Snowboard Kids
Speed Racer
Star Wars: Shadows of the Empire
Theme Hospital
Tomba!
Turok: Battle of the Dionosaurs
Warhammer: Dark Omen
WCW Vs. The NWO: World Tour

SEGA
Sega Game Play Assistance
900-200-7342 (SEGA)
$.85 per minute for automated assistance and
$1.05 per minute for live help.
Canada 900-451-5252
$1.25 per minute automated

NINTENDO
Game Counseling
900-288-0707
$.95 per minute
Canada 900-451-4400
$1.25 per minute
Nintendo's Automated Power Line!
1-425-885-7529

SONY
900-933-SONY(7669)
$.95 per minute

Note: These lines may not have information for all titles.If you're under 18 be sure to get your parent's permission.



Contra – NES
30 Lives – At the Title Screen press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **Start**.

Life Force – NES
29 Lives – At the Title Screen press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **Start**.

NARC – NES
Continue Screen – At the Title Screen hold **A**, **B**, **Select**, and **Start**. Then, with this combo held, press **Up/Right**. Now, whenever you die, a Continue screen will appear.

Mission: Impossible – NES
Enter all of these codes at the Password screen.
Level 1 – **LRHN**
Level 2 – **HMPR**
Level 3 – **KMVW**
Level 4 – **XDGJ**
Level 5 – **TVJL**
Level 6 – **QBY2**

Killer Instinct – SNES
Play As Eyedol – Select either a 1 or 2-player game and choose Cinder as your character. At the Versus screen press and hold **Right**. Then, with this held, press **Left Button**, **Right Button**, **X**, **B**, **Y**, **A**. You'll know this code worked when you hear the announcer say "Eyedol."

Nosferatu – SNES
Level Select – Enter the Configuration mode and highlight Exit. Now, press **Left Button**, **Left Button**, **Right Button**, **Right Button**, **Right Button**, **Left Button**, **Left Button**, **Left Button**. From here hit **Up** or **Down** to warp to any stage.

Maximize Health – During gameplay, perform a back kick by pressing **Away** and **Y**. At this point, pause the game and press **Up**, **X**, **Right**, **A**, **Down**, **B**, **Left**, **Y**. When you come back, you'll have full health.

Maximum Power Crystals – During gameplay, pause and press **Up**, **X**, **Right**, **A**, **Down**, **B**, **Left**, **Y**.

Valis III – Genesis
Level Select – At the Title Screen hold **A**, **B**, **C**, and **Up**. With this combo held press and hold **Start**. When you release these buttons, press **Up** or **Down** to choose any level.

Cinema Test – At the Title Screen hold **Up**, **Left**, **A**, **B**, and **C**, then press **Start**. This will bring up a display that will allow you to view all of the cinema scenes in the game.

Prince of Persia – Game Boy
Enter all of these codes at the Password screen.
Level 2 – **06769075**
Level 3 – **28611065**
Level 4 – **92117015**
Level 5 – **87019105**
Level 6 – **46308135**
Level 7 – **65903195**
Level 8 – **70914195**
Level 9 – **68813685**
Level 10 – **01414654**
Level 11 – **32710744**
Level 12 – **26614774**
Last Battle – **98119464**
Ending – **89012414**

classic codes

Operation C – Game Boy
10 Lives – At the Title Screen press **Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Left**, **Left**, **Start**.

Level Select – At the Title Screen press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **B**, **A**, **Start**.

Sound Test – At the Title Screen press **Up**, **Down**, **Left**, **Right**, **Start**.

The Lion King – Game Gear
Invincibility – While turning on the game, hold the **I** and **II buttons**.

Level Select – At the Sega screen press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Start**.

Bomberman – NES
Longer Bonus Games – To play the bonus game longer and get more points just hold down the **A** button after your bombs explode, and keep walking around laying bombs in front of the explosions.
Note: If you have the Remote Control power-up you need to hold down the **A** and **B** buttons.

Level Passwords
Level 10 – **DJEFPGGKGLPCGKMFEFEG**
Level 20 – **BADJODAHICDJNMEHIMNF**
Level 30 – **FEABECHCPAFEKGDNMIHJ**
Level 40 – **FEHIMCHPCGJNJDEFECPA**
Level 50 – **JDNMKLGJDJGGCPOLOMNF**

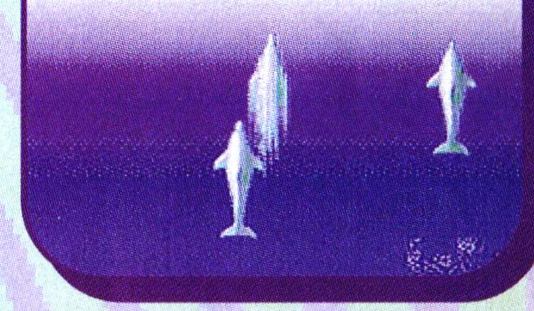
Space Harrier – Game Gear
Easier Game – For an easier game, hold **Button 2** while turning on the Game Gear.

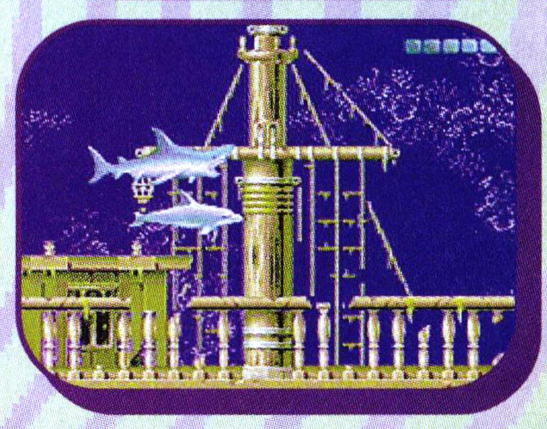
Harder Game – For a greater challenge, hold **Button 1** while turning on the Game Gear.

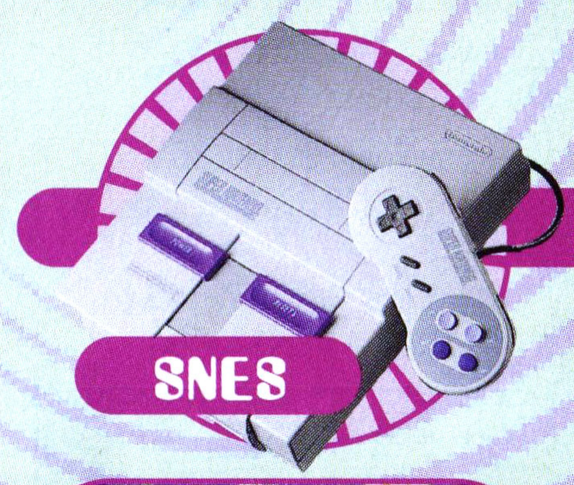
Level Passwords – Feeling harried? Unfrazzle your feathers with this set of passwords.
Level 2 – **EAGF**
Level 3 – **CHFA**
Level 5 – **DGBC**
Level 6 – **HBGA**
Level 7 – **FBHE**
Level 9 – **BFCH**
Level 10 – **HGDA**
Level 11 – **AGEC**

Ecco: The Tides Of Time

Availability: Common
Replay Value: Moderately Low
Similar Games: Ecco the Dolphin (SG), Ecco Jr. (SG), E.V.O. (SNES)
Created by: Sega
Access Tip: Move Ecco left and right, and pause the game while Ecco is facing the screen. Then, press **A**, **B**, **C**, **B**, **C**, **A**, **C**, **A**, **B**. You can now access several options including Level Select, Sound Test, and Invincibility.
Overall: 8
The puzzles in Ecco are challenging, and at times they maybe a little too difficult. Nevertheless, with 40 levels, this second installment provides hours of mind-boggling adventure. Throughout the quest, Ecco will encounter sharks, jellyfish, crabs, and a huge squid. As for the final boss, well, wavy balls never looked so cool, or devious. To battle these monsters of the deep, Sega has given Ecco a few attacks. Ecco's basic nose-dash returns from the original game, and you can gain various attacks for Ecco's sonar as you proceed through the adventure. The graphics are above par. Sega uses more than the Genesis' 64 color maximum, and the characters animate smoothly. Also, the first-person levels are artfully executed. Although the music isn't terrible, if you own a Sega CD, buy that version, your ears will be in for a real treat.

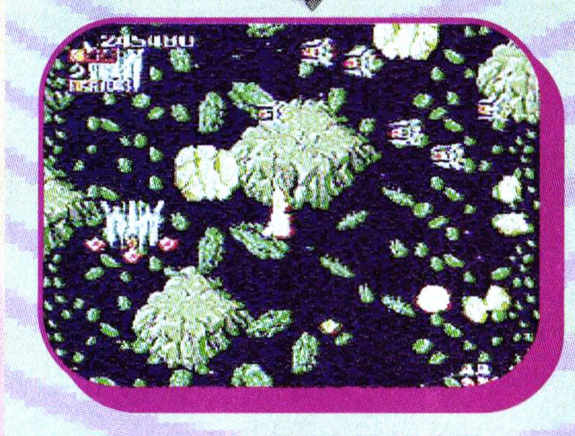


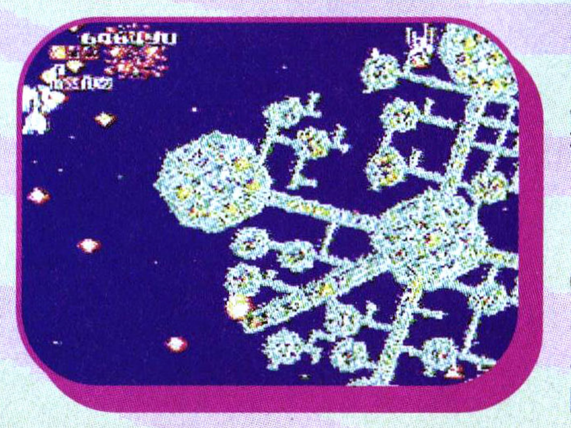




Space Megaforce

Availability: Rare
Replay Value: Moderate
Similar Games: Axelay (SNES), Blazing Lazers (TG16), Star Soldier (TG16), Thunderforce Series (SG)
Created by: Toho
Access Tip: Highlight the options selection. Press and hold **Select** and then press **Start**. During the game, the last digit of the score indicates the level of danger; 0 represents low danger, while 7 represents high danger.
Overall : 9
Space Megaforce is a refreshing dose of old-school shooter action. On Wacky and Hyper modes, enemies unload tons of bullets and lazers everywhere. This makes the game's 11 levels difficult. Don't worry though, this insane shooter isn't a one-hit wonder; your ship can take multiple hits depending on your weapons level. To destroy the opposition, Toho includes eight different weapons with six levels of power, and you can choose variations of a weapon by using the R button. The graphics in Megaforce were ahead of their time. With brightly colored levels, huge bosses, and lots of Mode 7 effects, you may wonder whether you're playing on a next generation system. Toho includes a Short Game option, which allows beginners to warm up before the real challenge. And, in the Break mode, you can listen to the rockin' music while scaling and rotating an enemy ship. If you can find a copy of Megaforce, buy it! You won't be disappointed.





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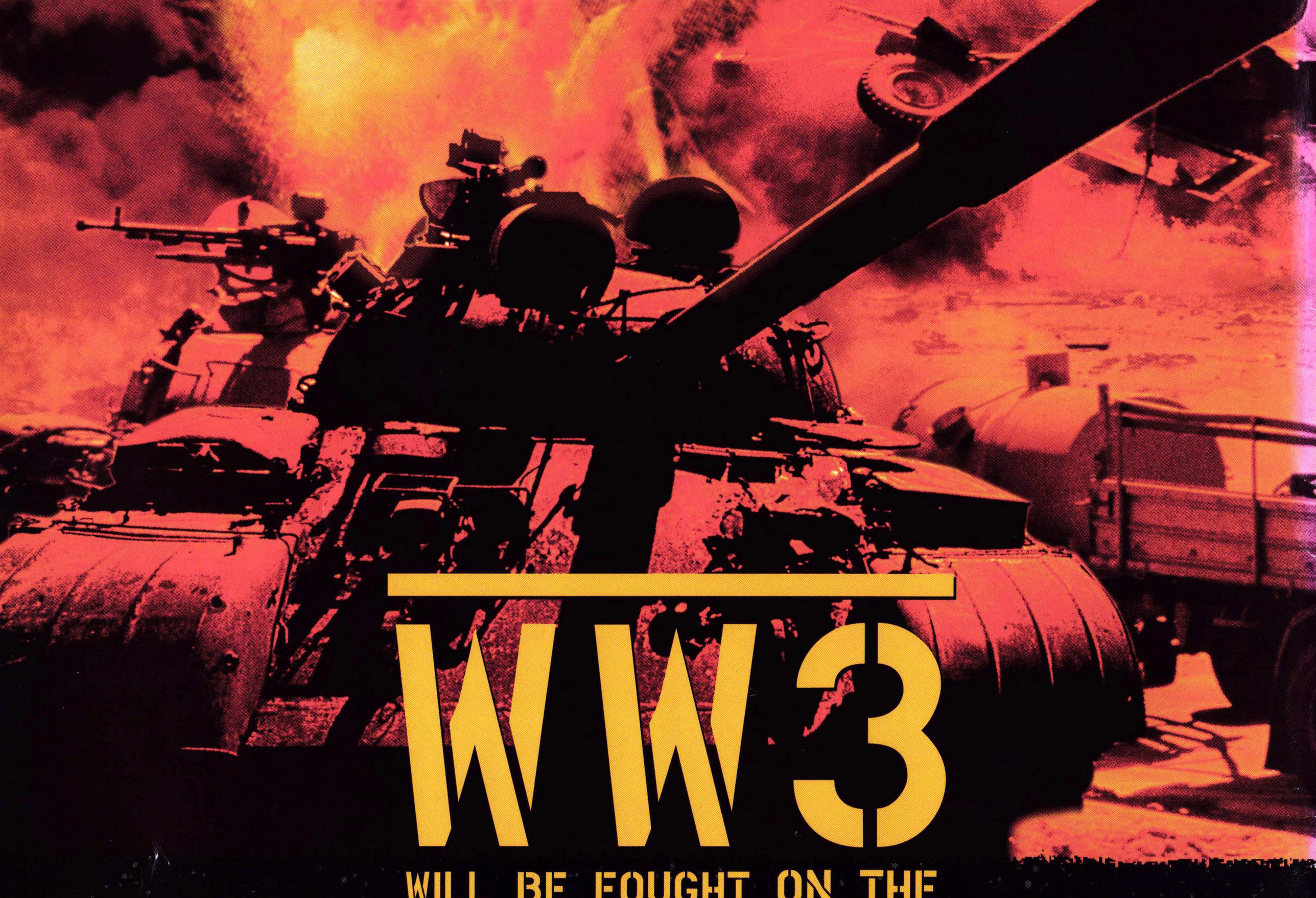

WW3

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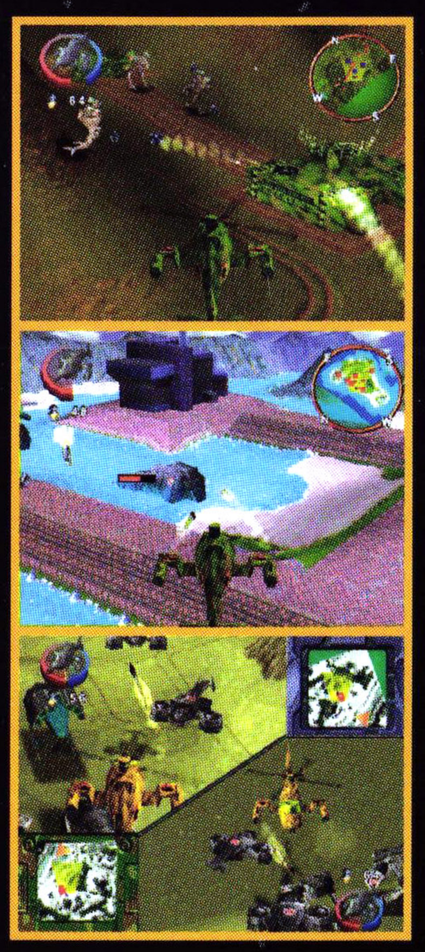
GAME CONSOLE



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PlayStation

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