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December 1998
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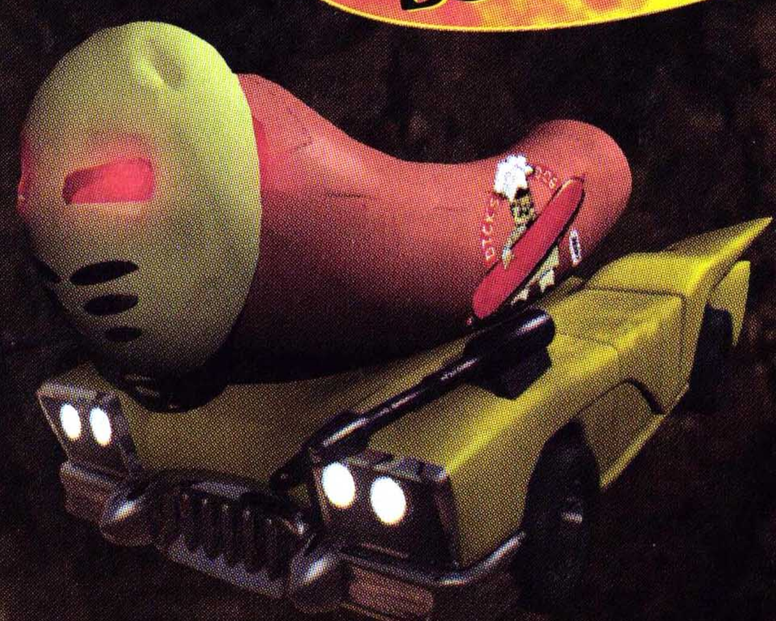

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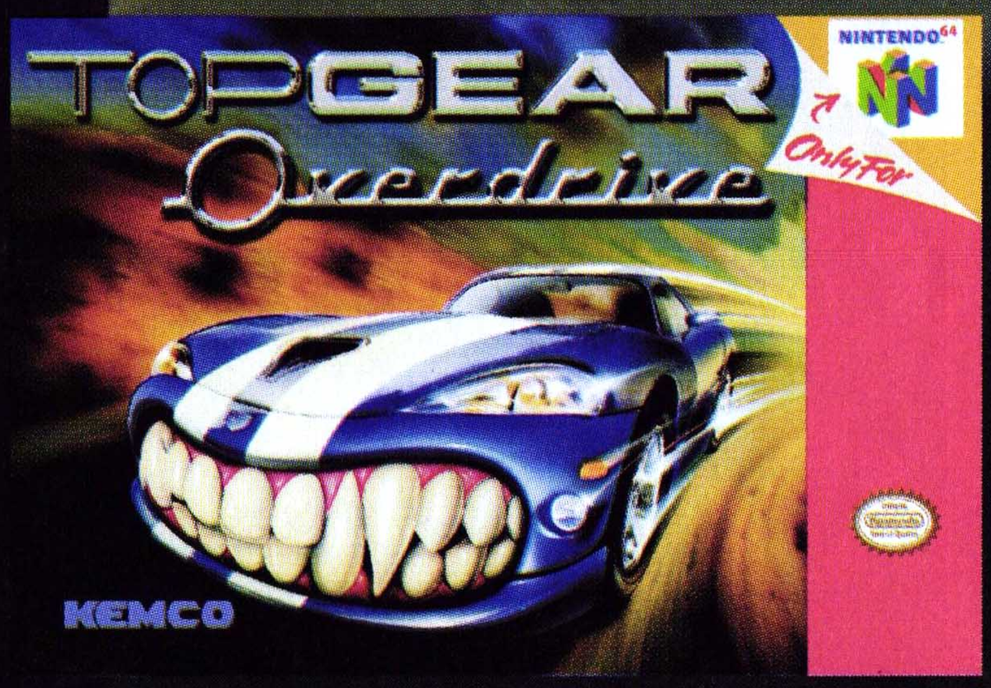

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Over 60 Games Reviewed & Previewed!

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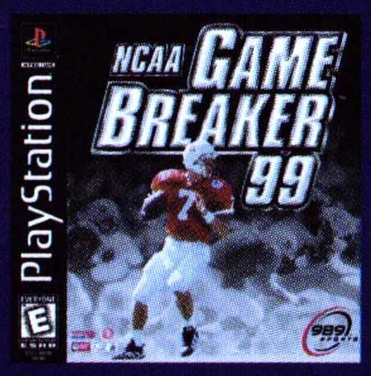

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Richard A. Cihak
Publisher

Andrew McNamara
Editor

Paul Anderson
Andrew Reiner
Senior Associate Editors

Jon Storm
Paul Bergren
Robert Stoute
Associate Editors

Thomas Blustin
Art Director

Curtis Fung
Production Director
Web/Graphic Design

Rachel Gilles
Production Assistant

Ryan MacDonald
West Coast Correspondent

Chet Barber
Japan Correspondent

Matt Helgeson
Intern

Gabrielle Dane
Copy Editor

Advertising Sales
Kimberley Thompson-Benike
National Advertising Sales Director
10120 W. 76th Street
Eden Prairie, MN 55344-3728
(612) 946-8159
Fax (612) 946-8155

Vicky Valley
Circulation / Marketing Manager
(612) 946-7274
Customer Service Manager
(612) 946-7266

Customer Service Department
For change of address
or subscription inquiry only:
(612) 946-7266 Fax (612) 946-8155
or send correspondance to:
10120 W. 76th Street
Eden Prairie, MN 55344-3728
Attn: CIS Dept

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LETTER FROM THE EDITOR

Hi-Diddley-Ho Neighbor!

BY ANDREW McNAMARA

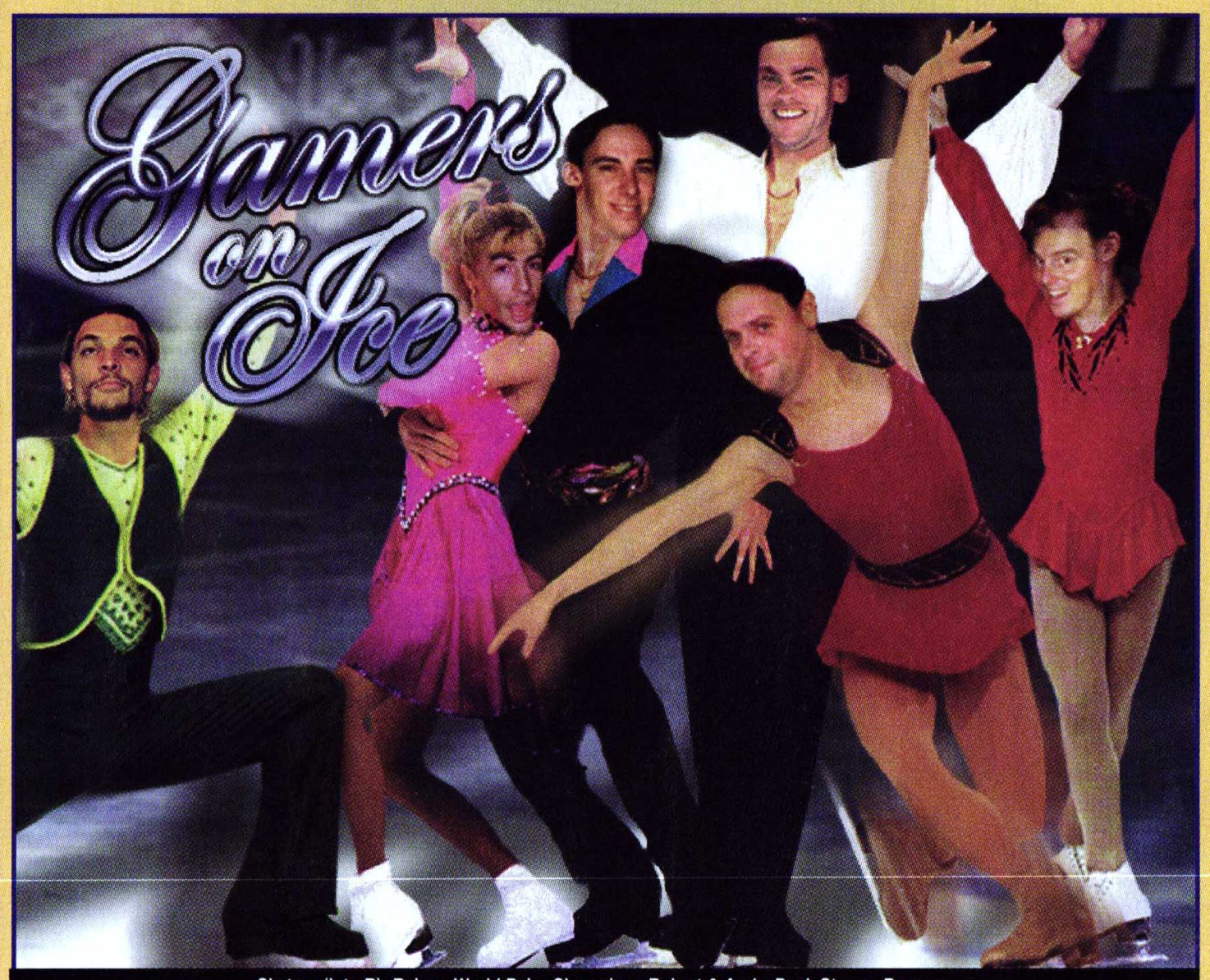
There are few things in this world as exciting as being successful. Of course, Game Informer has been a leader in the world of video game magazines for years, but we've never had the validation of newsstand. Well, this month marks the first (of hopefully many) Game Informers on the stands. While we may not be in every mom-n-pop store in the nation yet, we will be...someday.

Of course, you don't care about us being on the newsstand, but hopefully if things go well, Game Informer will finally get some of the respect I think we deserve. Our 200,000 plus subscribers have always stood behind us, but now maybe the rest of the gaming world will learn the power of Game Informer.

Now I know that some of our new readers are already complaining that Game Informer is too small. But I think there is no doubt that page-for-page, Game Informer offers more for your gaming buck. Every month we bring you an in-depth cover story that gives you all you need to know about a game, plus a strategy guide to help you beat it. Most strategy guides cost $10 (or more) and they don't give you features, codes, previews, or reviews. Game Informer has all that and more.

Now I have to admit it would be pretty sweet if every issue of Game Informer was five-gajillion pages. But let me tell you, it takes a lot of time to review all the games that come out in a single month. While some magazines may be content in playing the first level of a game, the editors of Game Informer spend as much time on a game as humanly possible. We can't quite beat every game, but we usually get pretty close, and we beat most of the good ones. If Game Informer was much bigger, we'd never sleep (or do anything else for that matter).

Well...anyway. I'll stop rambling. Sorry about the rather boring letter, but I thought it was appropriate. Next month I'll be back with yet another one of my infamously cynical and scathing editorials on the industry.



Skaters (L to R): Reiner, World Pairs Champions Robert & Andy, Paul, Storm , Bergren.

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Andy, The Game Hombre
andy@gameinformer.com

"I'm POed! For the last two and a half years I have traveled all over the world to play Zelda – sacrificing anything and everything to get a chance to see it. Of course, the second it finally comes to our office, I have to leave town. I went to see the Dreamcast, however, so I guess I can't complain too much. But it was a bummer anyway. The guys tell me Zelda is awesome, but I refuse to listen. I guess I have to wait and play the game when it comes out like everybody else."

Robert, The Game Casanova
robert@gameinformer.com

"This month I am a little mad. There are too many titles coming out right now that are must-buys. It will break the average gamer! Who can afford all the great games? Personally, I think that the game companies need a swift kick in the butt for making us suffer through a boring summer. Remember those companies that put out nothing to play all year and now, suddenly, want you to buy the five games they've been sitting on? Make them pay for their arrogance!"

Jon, The Greedy Gamer
jon@gameinformer.com

"As you read this, it will be a few short days until Zelda releases. It's going to change your life. I look around at the other awesome games we have, games like Abe's, Crash 3, Xenogears, Tomb 3, but Zelda stands head and shoulders above them all. History is filled with huge game releases – Mario 64, Final Fantasy VII are recent memories – but Zelda could be the most important one of all. It's unbelievable."

Paul, The Game Professor
paul@gameinformer.com

"Believe all the hype about Zelda. What a busy and tiring month! We put in some serious OT to get this issue out the door. Good thing we brought the couch into the office. It provides the optimal reviewing environment and is perfect for short naps. Now I just have to figure out how to do all my work in the prone position. Before I hit the couch again, I don't want to forget to mention Abe's Exoddus and Crash 3. These games are a blast."

Reiner, The Raging Gamer
reiner@gameinformer.com

"I am absolutely exhausted. I just finished writing the massive PTP for Ocarina of Time, and the second I finished, I received a call from Nintendo and LucasArts. Guess what? They're inviting me to go play Rogue Squadron at LucasArts HQ, which happens to be a few feet away from Skywalker Ranch. Phantom Menace here I come! What an opportunity! Everything Star Wars baby!"

Bergren, The Game Burrito
bergren@gameinformer.com

"Since I write for a national publication, I will not miss this opportunity to gloat about the Vikings' shredding of the Green Bay Packers on Monday Night Football. The Lambeau faithful love to put on airs about what great fans they are and how they never leave a game early, but after three quarters of the Minnesota Vikings scoring at will, most of the cheese oozed out of the stadium. Rest assured, on November 22 the Purple will provide another lesson in pigskin dominance."

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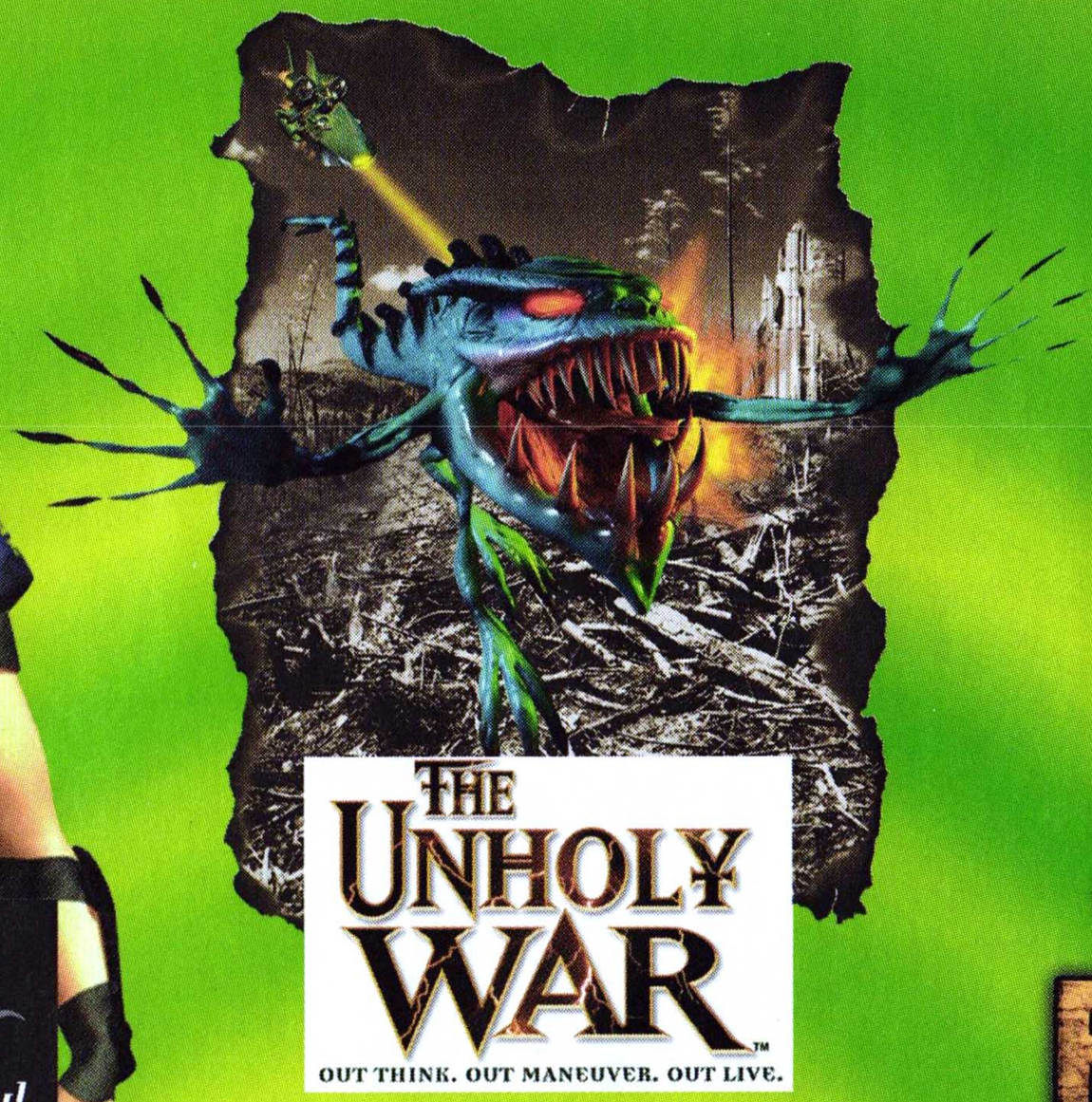

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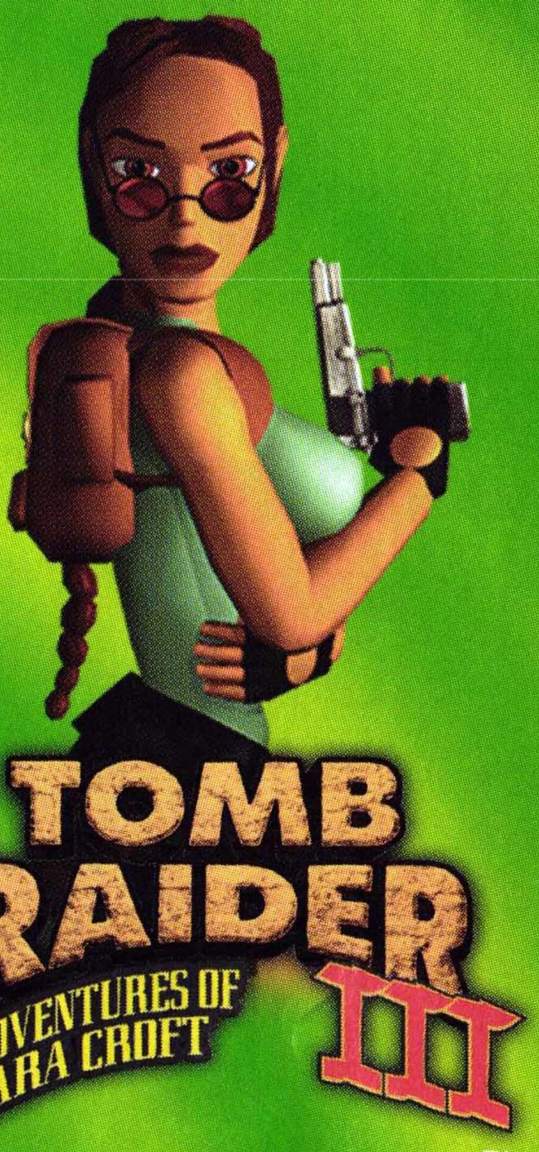

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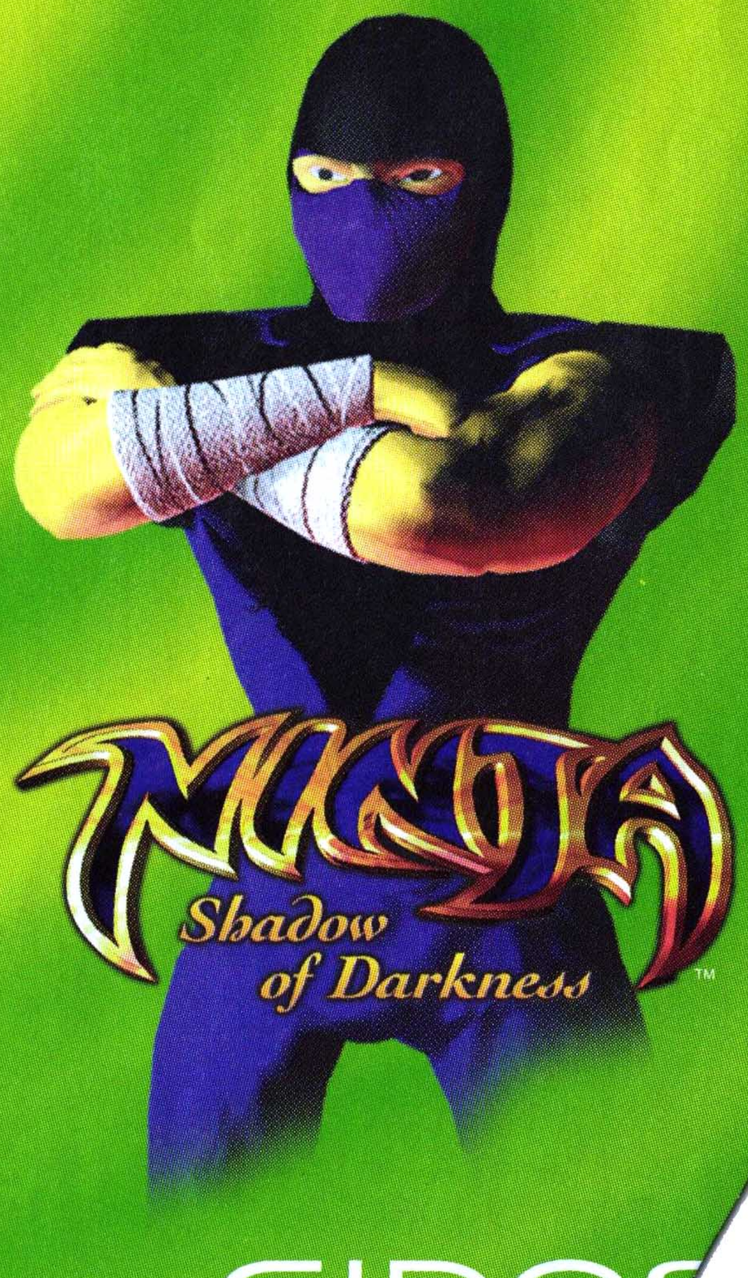

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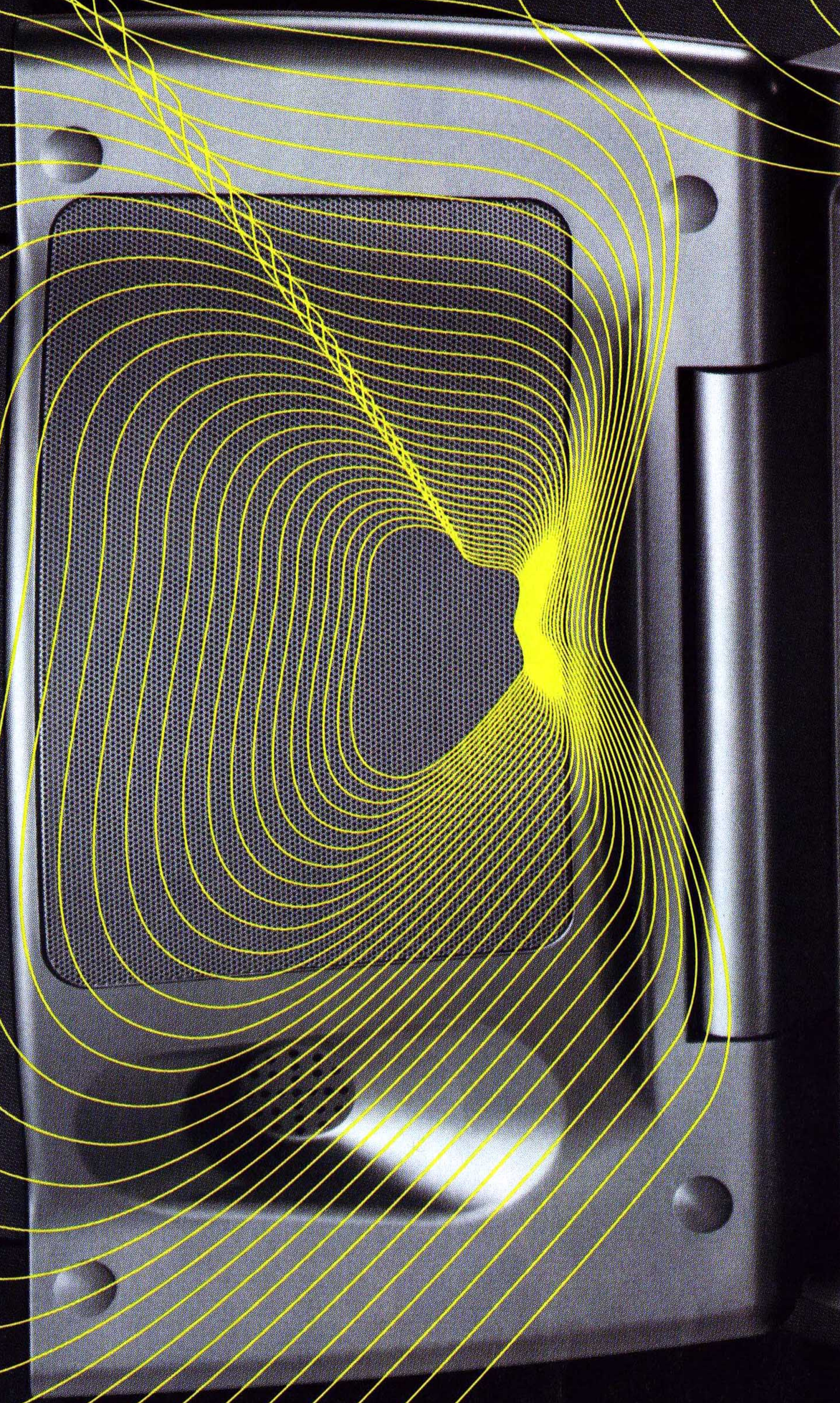

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Game Informer

Letters From Our Readers

"No New Taxes...Er...Changes"

I'm just writing to tell u that the October issue is totally rockin'...wait a minute, every issue is rockin'. But this one is mad phat. In it u asked us, the readers, if Game Informer should put previews of games on your upcoming covers. My reaction: HELL NOOOO! #1. Ok first off, you don't want to put a game on your cover if you're not gonna review it. Leave that worthless crap to the bad video game mags. U know what I mean.

#2. If it ain't broke don't fix it!!! Every time I get a new issue I know an awesome game is gonna be on the cover (your Nov. issue should have Metal Gear or Xenogears for the cover HINT HINT!!). I also look forward to the review and the massive screenshots for the specific games like Rogue Trip. So ya gotta keep original and don't jump on the "let's get all of our readers excited by putting a game on your cover that's not coming out for another decade like freakin' ZELDA or some other game that's getting tons of hype bandwagon." We all know it's gonna be a hot game! We all live in the present not the future so don't waste your time on getting all of the information on the game for some 20 pages of specs and other bull__!!! Ya feeling me???

#3. The previews are for your preview section, that's why it's called previews not reviews. Ok that's about all the ideas I got for ya fellas in Minnesota home of the Vikings and where the awesome wide receiver Cris Carter resides. So I hope u read what I wrote and stick with your present format that is outstandingly superb. That's why your mag is the best reading material out there. It's 99.9% quality and .1% advertisements. I'm glad to be one of your readers.

Thanks a lot and keep up the quality work. Reiner is gonna kick Jon's @$$ in your Game Informer rumble. Andy why did you go out and dis Leia and Han like that ??????!!! Crazy boy!

Hieu Nguyen

No changes!!! We received a truckload of email and letters that all held the same message – change anything and die!!! We agree, our current format is the best on the market and doesn't need any kind of major overhaul. We did spice up the cover a tad to have more of a newsstand glow, but again, we're sticking to our morals and foundation and will not put preview games in the cover spotlight, unless, of course, all the games we review blow. Don't expect any gigantic editorial changes for about a year or two. Just subtle improvements.

Place your bets folks!!! Reiner is a young go-getter just like the Vikings. And Jon is an old washed-up hopeful like the Bills. Our guess? Jon puts up a good fight that's entertaining for three rounds, then chokes at the very end. The result is a bloodbath more gruesome than Nightmare on Elm Street, Dead Alive, Pink Flamingo, and the thought of Clinton, a cigar, and Monica all mixed together.

Why Create? Why Buy?

What's the deal with sequels? I know this has been said many times before...but I put a slightly different spin on it. Why do they make sequels for BAD (or mediocre) games like Extreme G, when they could be making sequels to "must buy" games like Mario Kart 64?

Now I'm not stupid (don't answer that), but I do know that Mario Kart and Extreme G are made by completely different teams. And that the team responsible for Mario Kart is very busy. But they could have an easy #1 on their hands if they'd just lay off whatever the hell they're doing, and think about games like Metroid 64 and Mario Kart 64 2.

Some food for thought from the king of griping...

Jalthi

Nintendo could create a game that sells 10 million units, and the company would just say, "That's nice." Nintendo has always been like this – stubborn with sequels. It creates a blockbuster franchise and then completely ignores it for five years. Yes, this does suck royally, but you gotta live with it.

Acclaim works quite differently, more like every other video game company out there. If a game makes some kind of profit, then it releases a sequel about a year later. Basically, Nintendo creates a timeless classic and waits until the time is right, which is usually when new technology or at least a significant change in software quality comes about. Most other companies create a timeless classic, then create another and another until the franchise dies or loses too much steam. Hmmm. It's kind of like comparing Star Wars to Star Trek.

Hell Ya!!!

Let's face it. It is clear to me that all you guys are WCW fans. Warzone is the greatest wrestling game in the world, and the WCW game sux. The wrestlers don't look like the real life ones. There is probably clipping. And WCW (World's Crappiest Wrestling) is a copy of WWF. That Goldberg idiot is a copy of the Sultan of Whoop Ass STONE COLD STEVE AUSTIN AND THE WORLD'S MOST DANGEROUS MAN KEN SHAMROCK!!! You guys got some problems. In WCW they are trying to make the Warrior like the Undertaker! Wolf Pac's a copy of DX! I got two words for the WCW fans out there!! [censored]

Bob

You miserable little twerp!!! You're just jealous of the WCW... because...well...um...Sting!!! Yeah, you're jealous of Sting!!! You want Sting in the WWF don't you?!!! Don't deny it, otherwise we'll shove your face into the pavement and hang you by your Pokeballs!!! Then, we'll apply the Scorpion Deathlock to your scrawny little legs and...we'll...uh... Jackhammer!!! Yeah!!! We'll Jackhammer you to the ground and beat your face to a pulp!!! (pant...) Sorry folks. We can't continue talking like big buff wrestlers. It hurts the lungs and brain. Anyway, we like both leagues, but you are correct big Bob. We took a vote to see which was more popular, and WCW came out on top as the office favorite. Snap into a Game Informer!!!

The Gaming Gods

1. How can it be humanly possible to beat games like Blasto and Tomb Raider II in under a month AND write strategy guides for them?

2. Before I was introduced to the 32-bit realm, I played a game called "Rock N' Roll Racing" for the Sega Genesis. Could you review it in Classic GI?

3. In the March issue of this year you said to look for a review of Deathtrap Dungeon in the April issue, but no review. Did I miss it? Or am I just stupid?

Andrew Rivera
Waukesha, WI

1. Imagine this: It's Tuesday, Final Fantasy VIII shows up on your desk and the boss walks over to you and says that you MUST write a review, cover story, and complete strategy guide by Thursday. No later. What do you do? Here's how it usually works at GI. First, call home and say good-bye to your wife, husband, or special friend...because you won't being seeing them for a while. The next step is to hit the local convenience store to stock up on snacks and refreshing liquids. When you get back to work, pop the game in and vigorously slap yourself until you actually believe that you are a gaming god named Bahamut. Then, dive deep into the project and write as you play. And play as you write. Get this. For Tomb II we literally worked 48 hours straight. No lie. At times, we thought that Lara was real. You should have seen all the fingerprints on the TV screen.

2. Yes, we sure can!!! See page 94.

3. Eidos pushed back the release of Deathtrap by a few months, so the review moved back as well and fell into the June issue instead. It scored miserably with a 6.5.

Hey Everybody!!! It's Party Time!!!

I think your magazine is great. You have more information and less crap. You do an excellent job of voicing your opinion, if a game sucks you tell it like it is. Since you love numbered questions, here are two.

1. When is Street Fighter III coming out for PlayStation?

2. Is it true? My friend claims if you beat Resident Evil 2 (both discs) within two hours Akuma is a playable character.

P.S. I just celebrated my first anniversary of Game Informer by having a massive party of games with the Sega Master, Nintendo, Super Nintendo, Jaguar, Super Nintendo, Sega Genesis, Sega Saturn, Virtual Boy, PlayStation, Nintendo 64, Game Boy, and all 12 of my Game Informer issues. Party!!!!

Dennis Herron

We hope your party was a smashing success...but next time be careful. We don't know if you noticed or not, but the September issue of GI is a smooth talker. We'd be quite surprised if it didn't make a pass at you, trying to get you to insert your Spyro CD so that it could work you over with its big PTP. Be careful!

To the questions. We talked to a Capcom representative and he had this

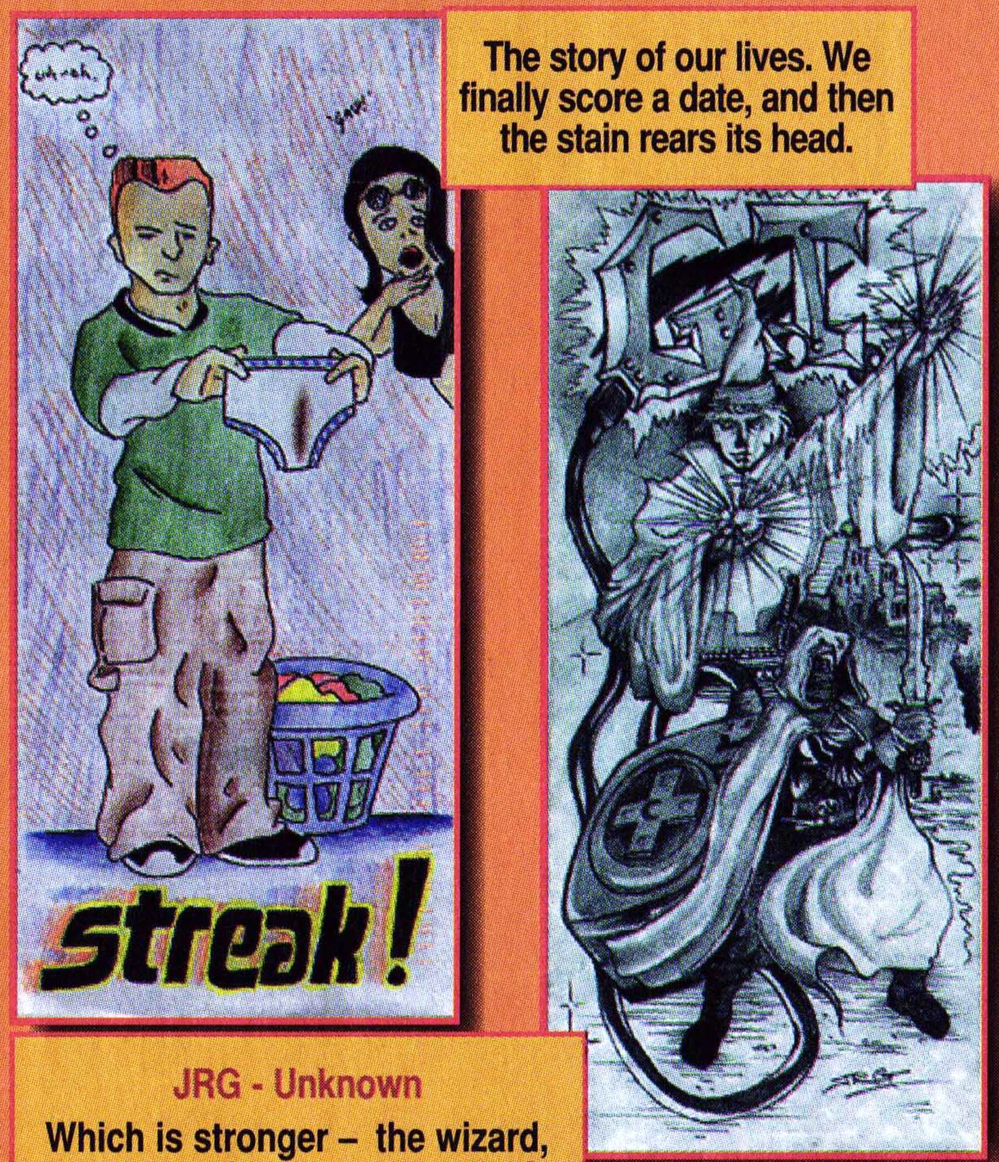
to say: "There are no current plans to bring SF III or SF III: Second Impact to the PlayStation. But stay tuned. As for Alpha 3? The chances are very good." Lastly, Akuma is not in Resident Evil 2. That rumor is nothing more than pure viciousness. It has been floating around since RE 2 hit retail shelves. Tell your friend that he or she is a big fat liar!!! Or, simply correct the mistake...and hang him or her by their Pokeballs!!!

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

December Winner

James Poirier, Tiverton, RI



The story of our lives. We finally score a date, and then the stain rears its head.

Game Boy Swings Both Ways

1. I read on the Internet that the Game Boy Color will have more RAM and more processor speed than the current Game Boy. Will this make slow black and white games faster? Also, will games that use the extra power on Game Boy Color be able to run on the older Game Boy?

2. Will you be able to use the original link cable in addition to the infrared port to connect Game Boys, or will Color owners only be able to link to other Color owners?

3. Do monkeys like to eat burritos?

4. Do any of the GI staff ever run out of change on the highway because they used it all at the arcade?

5. Will the Game Boy Color screen make most games clearer? i.e. Will you actually be able to distinguish characters from one another in Donkey Kong Land?

6. Are you going to make the Dreamcast a cover story like you did with the N64?

Hungrily,
The Monkey Gamer

1. Game Boy Color is compatible with all Game Boy games and all Game Boy Color games are compatible with the Game Boy. It will even apply to the Super Game Boy color enhancements.

2. Yes, you can use the standard link cable and infrared. The Game Boy Color is equipped with both.

3. Our monkey ran away before we could feed him a burrito. Do a search on gameinformer.com. Keyword: monkey.

4. It hasn't happened. We don't have tolls in Minnesota.

5. Yes. It's a drastic difference. Donkey Kong Land looks great.

6. Who knows? We'd like to cover as much Dreamcast as possible, but right now, there isn't too much info that concerns the U.S. launch. Most of the games that have been surfacing won't make it to the States. In addition to this, U.S. developers have been deadly silent. When the news does break, we'll definitely be right on top of it. You won't miss a thing.

JRG - Unknown

Which is stronger – the wizard, warrior, or big-arse controller?

Christopher Wessels
San Fran, CA

Please don't see me!
Please don't see me!
Please don't see me!

The Male Stops Here

I've been reading your zine for about a year now and I have no complaints. I'm just an angry gaming girl. Enough with the male-dominated games. I love role-playing games and wish that more would come out over here in the U.S. But now I have some questions.

1. Will Chrono Trigger and Secret of Mana ever come out for PlayStation???

2. Could you put an anime page in your zine? That would be cool.

3. Well not really a question, just a statement. Reiner is the coolest and I can't stand Paul.

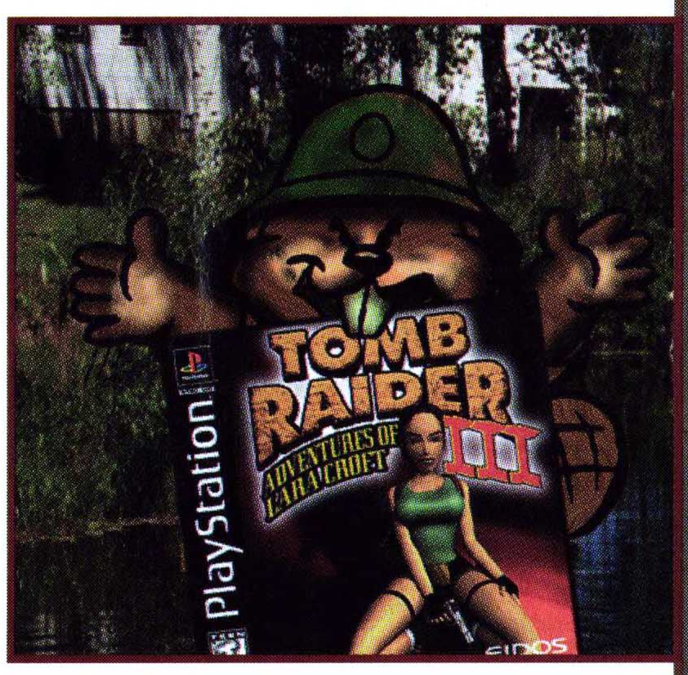
Charlene "Game Girl" Deyoe

We've fought long and hard over the lack of RPGs in the States, especially on the Nintendo 64 front. But from what we've seen in Japan, it's a good thing that we don't get most of the RPGs. There are some real, real, real stinkers over there. But then again, it sucks that we didn't get all of the Final Fantasy titles. Would we succumb to buying junk just to ensure that we get all the FFs? Hmmm. Sure. End male dominance? Hmmm. Sure.

1. Don't bet your left pinky on it. But then again, don't count these games out completely. Chrono Trigger is undoubtedly the one game that every RPG fanatic would love to see in sequel form, but there may be some copyright issues with that character creator Akira Torisomethingoranother. Secret of Mana is an even bigger mystery. It had a good run on the Super Famicom, so it would seem likely that a sequel would be in the works. Right now though, it appears as though Square is more interested in creating new titles like Xenogears and Brave Fencer. If these new games don't take off, Square definitely has some good soil to fall on.

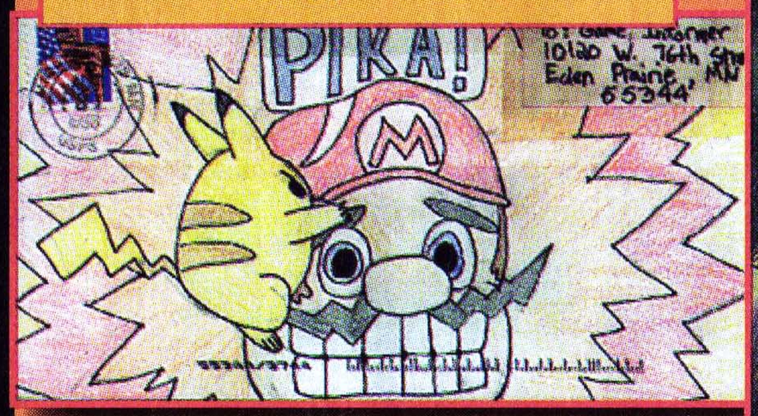
2. No. Not yet. If we get another 100 pages of editorial, then maybe. We're more concerned with covering games and producing killer strategy guides, releasing the latest codes, and breaking all the latest gossip. However, we have thrown around the idea of dedicating two pages a month to the greatest gimp gymnastic gypsies (G4 for short). Of course, we'd be sued, shut down, hog-tied, and...well you know the rest. Go gypsy!!! Go gypsy!!!

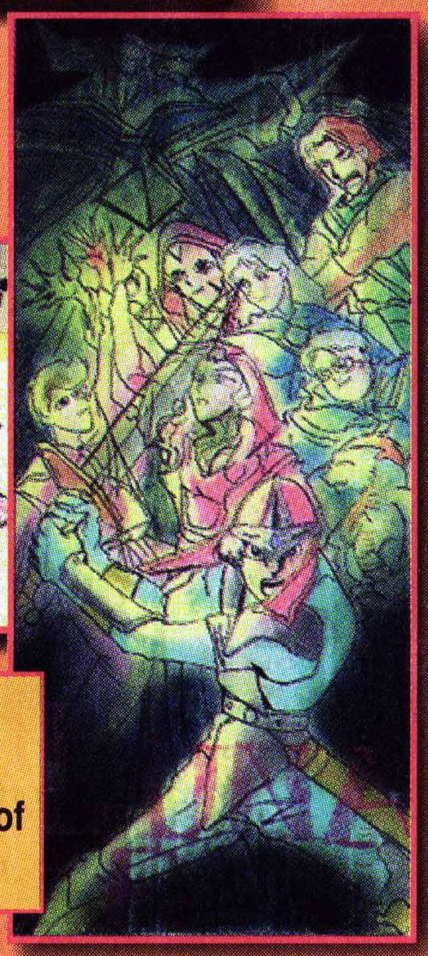
3. Interesting. Do our personalities shine that brightly? Strangely enough, Paul is not very fond of RPGs. In fact he just made an announcement that he doesn't want to review them. Andy made a similar remark about not wanting to review sports games. For RPG reviews see Reiner, Andy, and Jon.



Bryn Chambers St. Paul, MN

"This one's for Miyamoto," exclaimed Pikachu after he found out he made an unknown appearance in Zelda.





Miguel Sotelo
Duncanville, TX

Gotta push! Come on out baby! Push harder!!! Argh!!!

Soonmin Chung
Scarsdale, NY

Lunar III: The World of Pastels.

Reject the tyranny of gravity with the power of the GEMBlade! Presenting the latest in hoverboard technology. The tool by which you will defy all laws... including the law of gravity! This is racing in the pursuit of pure adrenaline. No authority. No rules. No limits. Just Streak.

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cut your umbilical cord to mother earth

streak

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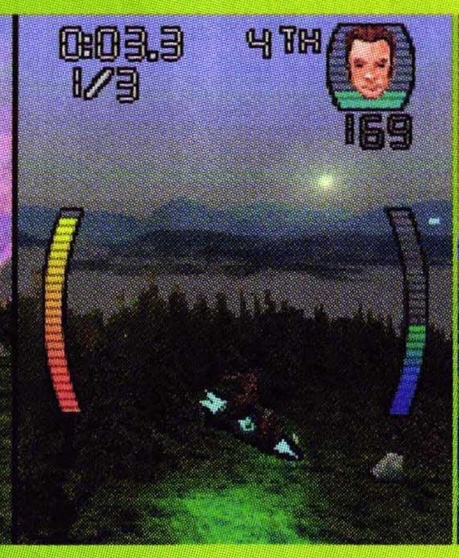
Pull off wicked stunts: stoke your confidence & boost your power!

Head-to-head racing with split screen & cable link!

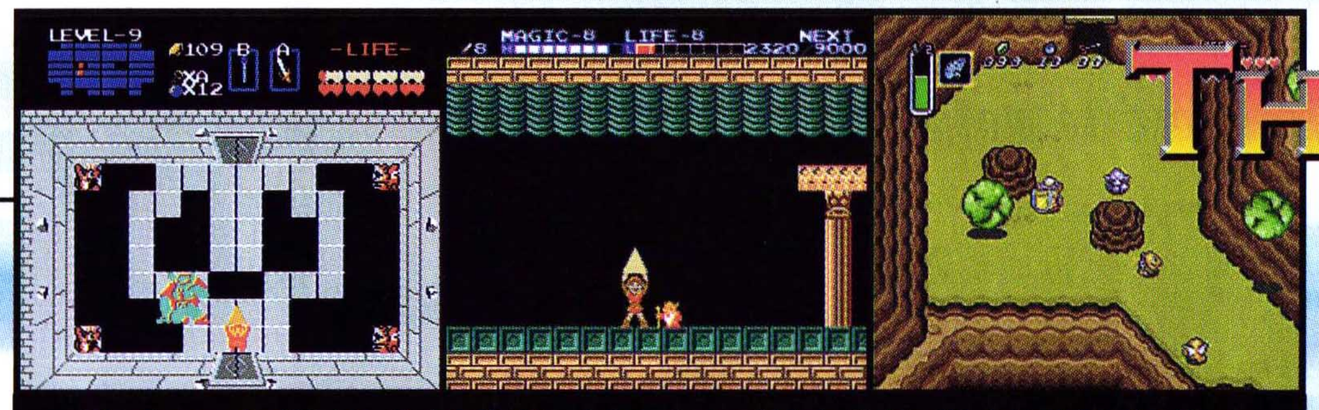


12 maverick Streakers. 12 bad attitudes.

THE LEGEN

"Video games are bad for you? That's what they said about rock'n'roll."

– Shigeru Miyamoto



The Legend of Zelda, Zelda II: The Adventure of Link, Zelda III: A Link To the Past

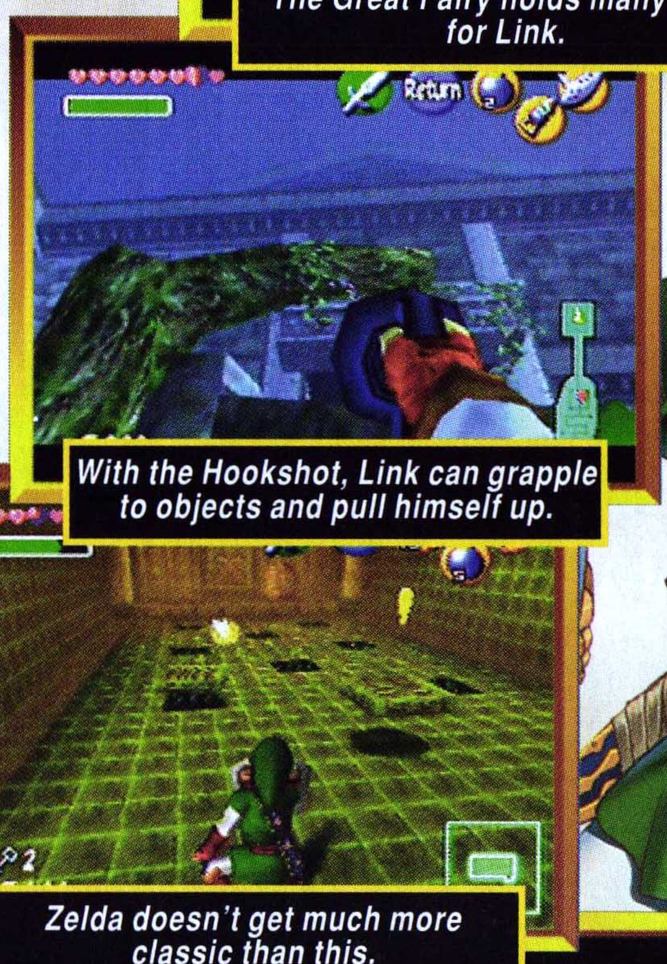
THE MAN

Much as The Beatles revolutionized rock'n'roll, Shigeru Miyamoto revolutionized video games. The impact of Miyamoto's work started with a little arcade game known as Donkey Kong. Here the legendary gaming figure, Mario, took his first steps toward greatness. As Mario accelerated to a run, the gaming nation took its first jump, and never looked back. Mario is now one of the most recognized cultural figures in the world, and in video games, he is the grandfather of all we know and love. Mr. Mario has been the focus of every system launch by Nintendo, and has literally created an empire. If you think Disney, you say Mickey Mouse. Nintendo? Well, it's Mario. But according to Miyamoto, Mario is not a character in the best game he has ever designed, or produced.

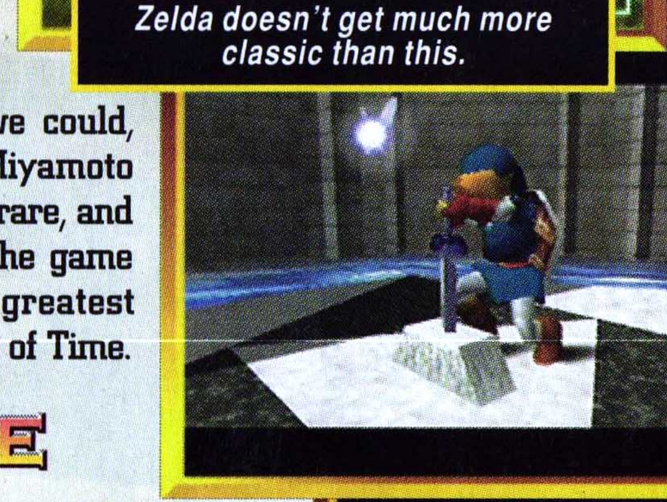
Just like the Mario games, Zelda burst onto the scene and found instant success. The Legend of Zelda for the NES was brilliant. It embodied a spirit of action, adventure, and intelligent design that became a standard by which all other adventure games were judged. Through the years, a Zelda title has accompanied each and every Nintendo console (except the Virtual Boy), but new Zelda games are the rarest of breeds. Each game has been slow in coming, but all have been worth the wait.

Miyamoto's achievements are staggering, the envy of every aspiring designer. His list of credits is an index of the greatest games ever made. He is the first to receive a Lifetime Achievement Award from the Academy of Interactive Arts and Sciences. He has been raised to a level of god-like proportions, and is recognized across the globe. He is the only game designer who could say, "The next Zelda will release in 2004" (which it very well might), and we, the legions of devoted fans, would simply accept the news and pass the time as best we could, always looking forward to that fateful day. Miyamoto never fails to amaze, and on the eve of this very rare, and very important, Zelda release, let us celebrate the game that Miyamoto claims to be his single greatest accomplishment – The Legend of Zelda: Ocarina of Time.

The Great Fairy holds many gifts for Link.



With the Hookshot, Link can grapple to objects and pull himself up.



Zelda doesn't get much more classic than this.

THE MASTERPIECE

We originally thought we'd see lines that stretched to the moon, herds of Nintendo followers stampeding through freshly opened store doors, and frenzied shoppers clashing like bloodthirsty barbarians just to secure a copy of The Legend of Zelda: Ocarina of Time. But strangely enough, the marketplace has been surprisingly quiet. We've witnessed mass hysteria over stuffed toys that can be tickled, or dolls that feature unique dimples, but we've never really seen gamers freak out over a new product. Two years ago, the

Mysterious new encounters await.

JON
THE GREEDY GAMER

Concept	10
Graphics	9.75
Sound	9.5
Playability	10
Entertainment	10

9.75 OVERALL

"Later on, when you talk about the most memorable times in your gaming lifetime, you will remember Zelda 64. Everything. The day you bought the game, what the weather was like, what you ate for breakfast that morning. The long wait, the unbearable wait, was worth it. The design of Zelda is truly art in its highest form. Miyamoto takes all of his ideas from the past, then creates ideas for the future, and marries the two into the most potent and lasting fantasy experience since Tolkien's Middle Earth. **Zelda's not like a game, it's like living inside an adventure: it will consume you, imprison you, and shackle you in awe**, up until it finally ends and you just sit back, unable to speak."

PAUL
THE GAME PROFESSOR

Concept	10
Graphics	9.75
Sound	9.25
Playability	10
Entertainment	10

9.75 OVERALL

"Wake the pizza guy and call the paramedics, Zelda is completely amazing. Just as Link travels through time in this adventure, Miyamoto also goes into his past and includes a ton of classic elements from his other Zelda creations. The solid playcontrol (with a killer combat mode) and incredibly challenging (and entertaining) puzzles are enough for me, but the phenomenal size of this game is spectacular. Not only is it huge in playtime, the environment is big, massive, gi-normous...I'm talking huge. **I could see a leisurely player spending a few weeks just conquering one dungeon.** Miyamoto and Nintendo have again created a masterpiece. Even if you don't own an N64, rent one and at least try this game."

REINER
THE RAGING GAMER

Concept	9.75
Graphics	9.5
Sound	9.75
Playability	10
Entertainment	9.75

9.75 OVERALL

"Ocarina of Time is a masterpiece that will live on for years to come. It's a classic, and quite possibly the best action/adventure that will ever land on the Nintendo 64. Miyamoto and his team have really outdone themselves this time, and I marvel at almost every inch of the game. The graphics are nothing short of mind-blowing. The play is true to the originals and severely innovative. The sound features great ambiance and a thumping soundtrack. The story is actually very cinematic and filled with great suspense and mystery. And the overall experience is one heck of a ride that will consume your days and nights for months upon end. **Ocarina of Time spurs a game revolution, reaching a mark of excellence that won't be topped for quite some time.**"

D CONTINUES

THE LEGEND OF
ELDA®
OCARINA OF TIME™

Nintendo 64
Cover Story

- **Size:** 256 Megabit (With 3-Slot Battery Backup)
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Time Periods (Featuring Child & Teen Link); Day & Night Changes; Fishing; Classic Soundtrack & Characters; Tons of Secrets; Innovative Puzzles; Rumble Pak Compatible
- **Replay Value:** High
- **Created by:** Nintendo
- **Available:** November 23 for Nintendo 64

Bottom Line: 9.75

Nintendo 64 was in high demand and short quantity, but nobody really went to any extreme to get one. So with Zelda, the most anticipated game in years, we expected to see mothers tossed into stacks of clearance Godzilla action figures, 5-ft. Zelda nuts knocked out third-story windows, and fathers climbing over shelves and leaping like running backs over checkout lines. Strangely, this is not happening. So what gives? Do gamers really want Zelda?

Oh they most certainly do. They want it more than anything in the world. We've completed some highly scientific research on the subject of Zeldacraveaitis, and it turns out that everybody has preordered or reserved a copy of the limited gold version of The Legend of Zelda: Ocarina of Time in advance, which totally eliminates the chance of parents and hardcore Zelda nuts locking horns or running rampant like dogs in heat. It also appears there is a strange vibe of uncertainty floating around the industry. Everybody is biting their cheeks just waiting for a friend or magazine to give the game a big whopping thumbs up. We don't blame you for being a little skeptical. Adding gameplay dimensions to Zelda is like waking up for the first day of high school. You don't know what to expect. We're sure you've heard it all: "Zelda is nothing more than a Mario 64 clone," or "Nintendo started working on Zelda before the Nintendo 64 hardware was finished, so it's seriously outdated." Well, don't believe these rumors.

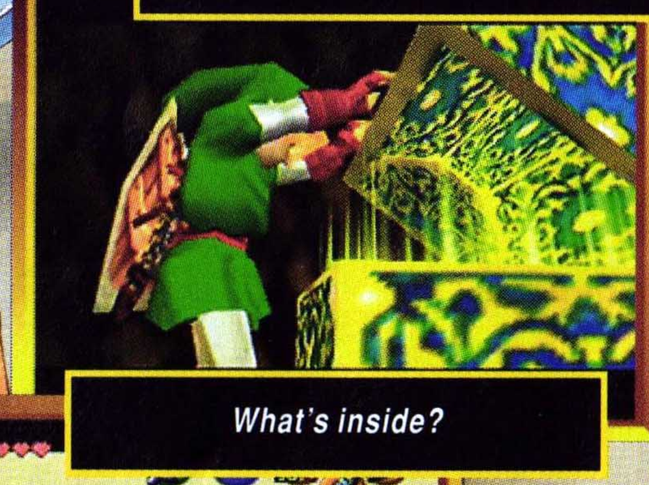
All of these rumors about Zelda playing just like Mario are just that, rumors. The only comparison to Mario 64 is the fact that the game utilizes a similar three-dimensional engine. That's it. If Ocarina of Time should be compared to any game, then let it be compared to its predecessor, The Legend of Zelda: A Link to the Past. Miyamoto and his team have done a remarkable job of making this new Zelda adventure an extension of the others in the series. The expansion into the third dimension doesn't hinder the game at all. The camera is self-adjusting and very seldom troublesome, allowing gamers to fully submerge themselves in the world of Hyrule, never panicking when the angle turns to a fuzzy texture. The gameplay is also outstanding and presents one of the greatest three-dimensional combat engines to date. The sword fights and distance targeting are intense and lifelike. Take a minute and think about it...Zelda in 3D. Makes you shake, doesn't it?

We could go on and on about what the game contains, and how items work, but you can find all this in our Play To Perfection, which follows. The story, the control, the songs, the secrets – these are things you will want to discover at your own pace. In closing, let it be known: The Legend of Zelda: Ocarina of Time is a masterpiece that cannot be missed. It's the next evolution in gaming. You must play this game.

The power of light and dark are contained within.

Link can equip three items to the C buttons. Some, like the Bow, bring up a killer first-person view.

Epona is Link's faithful horse.



What's inside?

Sometimes, the sword can only do so much. Magic is a must.

Music plays a large role in Link's quest. He can play 12 distinctly different songs to warp to new zones, open secret doors, and impress certain characters.

A young adventurer...

...an evil menace...

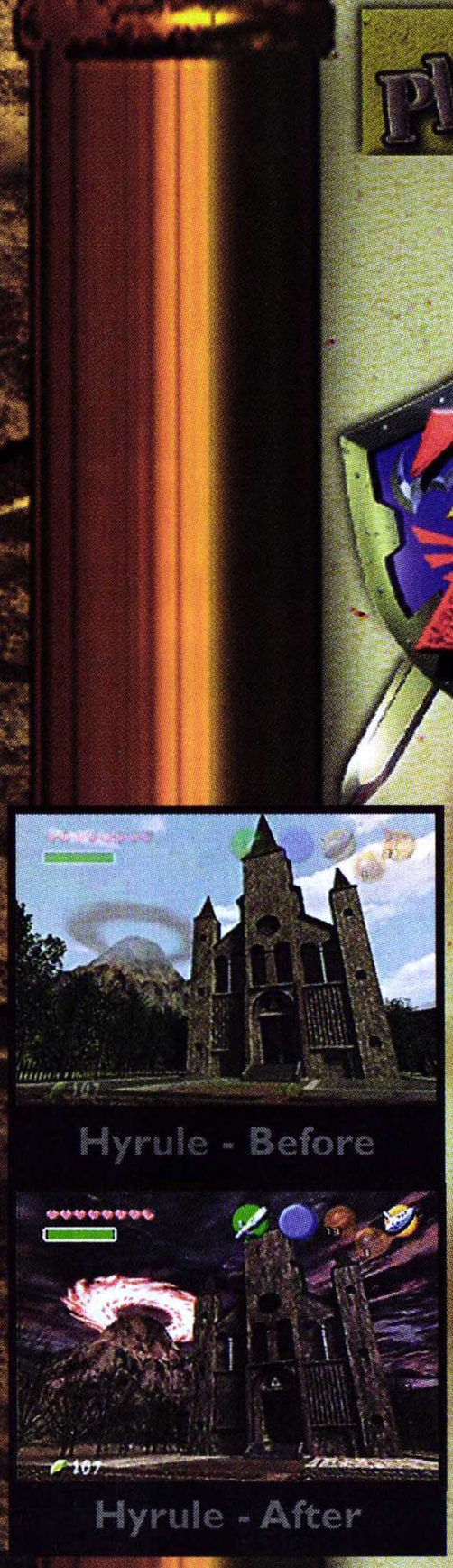
...a princess in trouble.

Play to Perfection — a game mongers strategy guide

Basic T

The World of Hyrule

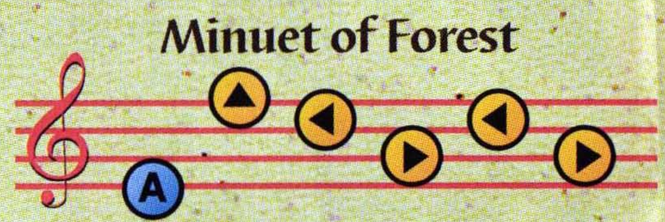
THE LEGEND OF ZELDA OCARINA OF TIME

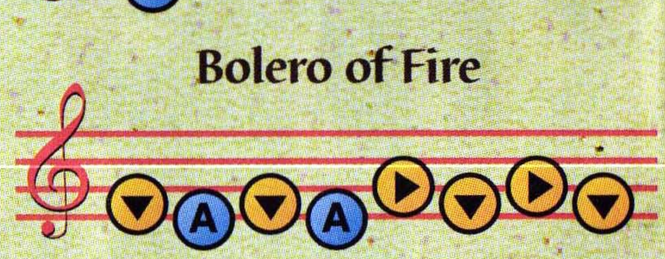


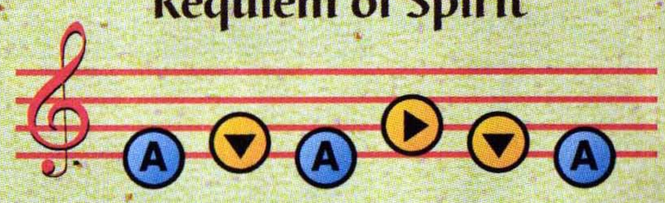
N

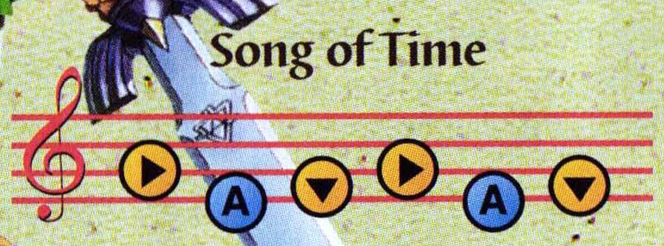
HOW HELPFUL IS THIS LIST? VERY. YOU WON'T HAVE TO CHECK THE MENU EACH AND EVERY TIME YOU USE A TUNE. DON'T WORRY, WE DON'T CONSIDER USING THIS LIST AS CHEATING SINCE TABLATURE IS A VERY HELPFUL TOOL.

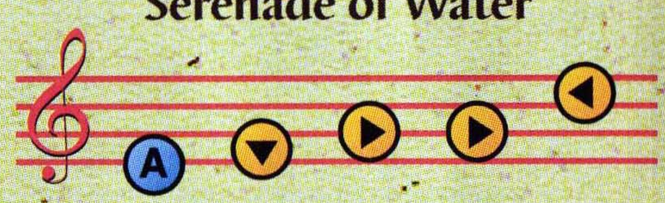
THE OCARINA OF SHEET MUSIC

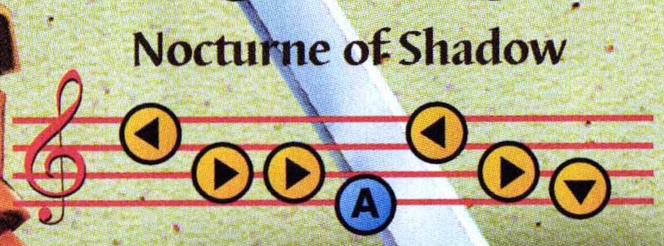


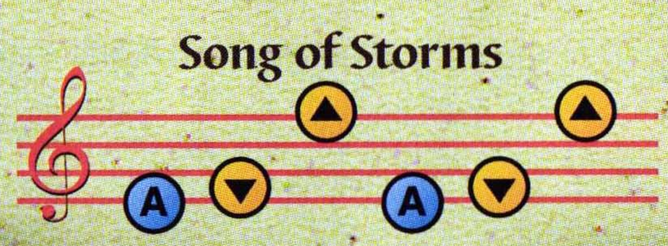


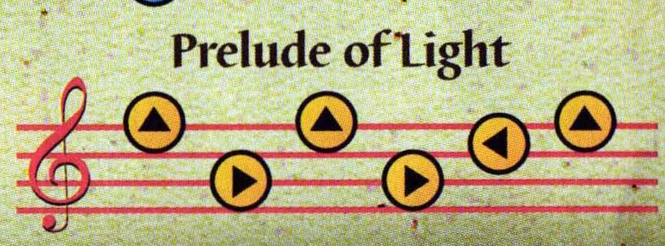












raining

EXAMINATION

All of the Zelda games require the basic tactic of "check everything." This time though, you have to deal with another dimension. Examine ceilings, floors, walls, behind objects...everywhere. You won't believe where some of the secrets are hidden.

IDENTIFICATION

When Navi targets a critter or object, hit Z to lock on, then press Up C to identify what you are looking at. Sometimes helpful clues for solving puzzles, and techniques for defeating enemies, can be found this way. Use it often.

COMBAT LINKS

It doesn't matter whether he's a child or a teen. Link is extremely versatile and deadly in both forms. The cool thing is, even after seven years, he uses the same moves and combat tactics. Don't be afraid of the lock-on. Several different combat maneuvers like the sidestep and backflip are only available when the Z trigger is held. Block a lot as well. It'll save your hide.

HEARTS

Keep an eye on your health. If you hear a strange beep, then hunt vigorously for a Heart or two. Hearts are also randomly inserted within plants, rocks, and enemies. Then, if you have Bottles, you can capture stray Fairies as well. Lastly, throughout the world, Fairy Fountains – the ultimate Heart stations – are hidden. Hunt them down and use them as often as you like. Link can acquire a total of 20 hearts.

ITEMS

There aren't as many items in this game as there are in RPGs like Lufia, Final Fantasy, and Dragon Warrior. However, the small list of items gets a lot of use. Try anything, as even the most obscure ideas could get you out of a jam.

SKULLTULA

There are 100 of these little curse-lifting masks in the game. Look everywhere for them. Most of the time you'll find them on spiders hidden in Temples, or out in Hyrule at night. But putting bugs on a plant that you seeded might yield a few as well. Check your map in dungeons to see if you have them all. An icon will appear next to the dungeon name signifying that all the Skulltula have been removed from this area. The Skulltula are kind of like the Stars in Mario 64: You don't need to get all of them, but it would be a whole lot cooler if you did. Here's what you get for lifting all of the curses.

- Receive a Wallet
- Receive the Stone of Agony
- Receive a Piece of Heart
- Receive Bombchus
- Receive the Giant's Wallet
- Receive a Piece of Heart

WARNING!!!

This guide reveals elements and secrets that you may want to discover yourself, thereby possibly reducing your enjoyment of the game. Also, some strategies or techniques may change since this guide was compiled using an incomplete version.

USE AT YOUR OWN RISK!!!

MAGIC

Don't be gung ho with the magic. It's limited and hard to replenish. Use it only if you are stuck or surrounded.

PLANT 'EM HERE

Just outside Zora's Domain, buy the Magic Beans from the merchant. What do they do? In the Dark Age, they turn into flying saucer-like things that fly you around the land and usually deliver a Piece of Heart along the way. Also, if you empty a bottle of bugs on a plant, a well-hidden Skulltula will appear; and if you water the little roots by playing Song of Storms, Fairies come out. Below we list a few of the locales for seeding. Who would have thought planting a little seed could be so exciting...and time-consuming?

Hole 1 – Right next to the Bean vendor at Zora's Domain.

Hole 2 – Next to the chemist's house at Lake Hylia.

Hole 3 – In Gerudo's Valley. Use the chicken to float to the right, down to the platform. The hole is next to the cow.

Hole 4 – In Kokiri Village next to the Shop where you bought the Deku Shield.

Hole 5 – Death Mountain Trail right in front of Dodongo's Cavern.

Hole 6 – In the Graveyard off to the left.

Hole 7 – In the Light Age, just outside the gates of the Spirit Temple.

THE MASKED MARVELS

This puzzle took us hours to figure out. Who gets these strange masks??? Here's who.

Pikachu (aka Fox) – Bring the mask to the guard in front of the Death Mountain gate.

Skull – Enter the Lost Woods and give it to the flute player on the tree stump.

Spooky – The kid at The Graveyard sure seems excited about it. Give it to him.

Bunny Hood – The jogger in the overworld has fantasies about rabbits. He deserves 'em.

Mask of Truth – It's yours. It gives clues. Good clues. And lots of bad, worthless clues.

Gerudo Mask – Only for fun. Talk to someone of the same race for a different response.

Zoro Mask – Again, only for fun.

Goron Mask – Fun! Fun! Fun!

STRATEGY

Note: Be sure to follow the numbers for each section!

(1) The Light Age

This is where it all begins. The next chapter in the life of courageous Link and the virtuous Zelda starts right here. In the next few pages we've documented Link's entire journey. We didn't catch everything, or unlock all of the secrets, but we have most of it. To use this guide you have to do one little thing for us – only refer to it when you are really, really, REALLY stuck. Don't look at it when you come across a new Temple, or complete a task. The best times to use this guide are: when you are about to throw your controller down in disgust. When you start pointing at your TV screen. When you start pulling out your hair. And when you start yelling at your annoying Fairy friend Navi. Never before...Now let's begin.

(2) Kokiri Forest – A Boy and His Dreams

Before heading to the great Deku Tree, get to know your hometown by exploring every nook and cranny. Your first goal is to gain a sufficient wallet-full of Rupees. Explore the tall grass, and throw any item that can be picked up to find a handful of loose change. For a big red Rupee, successfully jump across the three tan blocks in the water. And for a gigantic reward, enter the house of the great Midas and steal his treasure. After talking to everybody and reading every sign, enter the Kokiri Shop. Run around the corner of the counter and you'll find an ultra-secret hidden blue Rupee. Now, purchase that handsome wood Deku Shield. Equip it, then head to the southwest corner of town.

Jump up to the grassy platform and hop over one of the numerous fences. Crawl into the pint-sized hole and you'll run into your new best friend – the Kokiri Sword. Backtrack out of the hole, slash all of the plants (for fun), and hop around the fencing to find hidden coins. One last thing: maneuver your cool self up to the top of town and ascend the vines on the wall. At the topmost platform jump out of the opening between the wall and fence and land on top of the shop. Way up here you will find a Piece of Heart. Lastly, wait until night, then bring your super-stud body behind the big tree-shaped house. Look on the wall and pulverize the spider. What's this? You just found your first Skulltula. This town is history. With weapon and shield in hand, make way to the Deku Tree.

(3) Deku Tree – The Death & Betrayal

Before you enter the Tree, slash the plant enemies hanging around near Deku's roots and accumulate 10 Deku Sticks. Now, enter. Once inside, ascend the ladder, then get the Dungeon Map from the chest. Continue right and enter the door. Squat down and use your shield to deflect the Deku Nut back at the critter. When he runs away, run to his leaf bed and be prepared to talk to this strange enemy when it returns. In the next room quickly hop across the loose rocks and get the Fairy Slingshot. Yes!!! Before you drop down to the pit below, bring out the Slingshot and look across the room. Shoot the ladder to make it drop and reveal an exit. If you are low on Hearts ascend the vines on the right. Otherwise, use the ladder to get back to the main room.

Sometimes the enemies just want to talk your ear off.

An unforgettable moment.

Use the Deku Stick to remove the webbing.

Go back to the chest and climb the vines. Walk around this circular platform until you come to a new door. Step on the switch, and leap across to the alcove on the left. Kill the spider on the wall to get a Skulltula. Hit the switch again and leap across all three platforms. At the end lies a chest holding the Compass. Return to the door you came from and ignite a Deku Stick. Use this blazing wood to light the unlit torch and open the door.

Now, get ready to launch! This part is fun, but you gotta be fearless. Destroy the spiders in all three alcoves and find the safest plummet zone. Then, when you are ready and focused, jump off the side and smash through the cobweb floor.

After a brief dip, climb out of the water and step on the switch. Use a Deku Stick on the newly-lit flame and hop back into the shallow water. Quickly maneuver over to the other platform and set the cobwebs ablaze. Don't leave this cavern just yet. Take out the spiders to get the second and third Skulltula. From here, go through the door and uproot the enemy. This feisty little foe will tell you the order to a puzzle in an upcoming room. Blast the eye above the door with a Deku Nut to get through. Drop down into the water and dive to the timed switch. Move with haste and ride the platform to the other side before time expires.

Push the block and enter the door. Use the flame/Deku Stick to remove the bars from the next door. In this circular room, destroy the cobwebs, but don't enter the door. You'll need to come back later in the game with the Boomerang to retrieve the Skulltula within this room. Instead, crawl through the cave. Push the block into the water, then jump across to the flame you used to remove the cobwebs. Apply the hint you learned before (middle, right, left) to open the next door. Get ready to brawl.

(4) Parasitic Armored Arachnid – Gohma

Hit Gohma in the eye over and over again.

This boss has a frightening appearance, but he's really a big wussy. When Gohma's eye is open, use Deku Nuts to stun him. Then, aggressively approach and hit it with a three-hit combo. When it flees to the ceiling, use your Slingshot to pop it in the eye. This will really stun it, allowing you to initiate swift and brutal justice. After a few rounds Gohma will melt like a wicked witch. Grab the Heart Container and flee like the confused boy you are. Deku Tree will reward you with a Spiritual Stone (Kokiri's Jade), then he will depart (frown). Leave the village and Saria will graciously give you the Fairy Ocarina. Hey Ocarina!!!

(5) Hyrule Castle – Sneaking for a Song

There's plenty to do in this marketplace. To the left, a slew of green Rupees await. Run up the stairs and walk out to the balcony to get them. You can also enter the Shooting Gallery and win a Piece of Heart. There are several other games you can play as well. The prizes equal the Shooting Gallery's generosity. In the Bazaar you can purchase the Hylian Shield. Next door, the Potion Shop has a Green and Red Potion available. If you need more cash, go out to the drawbridge and climb the chains. Jump out from the top of each to get red Rupees. Here's another great secret. Wait on top of the drawbridge, or in front of the castle until night. Enter the market and make the white dog off to the left follow you. Enter the Back Alley and bring the dog to the woman in the second door (straight ahead). She'll give you a Piece of Heart. Also, head back up the stairs in the courtyard to get more Rupees. Complete all of this, then move toward the Castle.

On the outskirts of this field you will find a vine. Climb it to the plateau and sneak to the left. Drop down through the square hole on top of the gate and exit through the door. Be careful now. If a guard spots your tiny green form, then you'll have to try all of this again. At the crossing (with the path to the left and rock straight ahead) sneak up the hill to the left. At this point, carefully make way to the center of the grassland. Now, walk to the far right and use the hidden bricks on the dirt wall to get to higher ground. Drop down, and swim through the moat. Jump out of the ice-cold water and talk to Mario...er...Talon. Now, get caught and go back to the vine you used before. Talk to Malon to get the Weird Egg. Head back to Talon and use the Chicken (that hatched from the egg) to wake him up. When he leaves, push the crates into the water, then jump on top of them. Leap to the tiny opening, and duck down and crawl to the castle grounds.

Sneak past all of the guards, and you'll eventually get to the end and confront Zelda. After a lengthy cutscene talk to Impa and she will teach you Zelda's Lullaby.

(6) Lost Woods – The Sound of Music

Jammin' with the forest inhabitants.

From Hyrule return to Kokiri Village and head to the Lost Woods (located to the north). Enter through the hollow tree and listen closely for music. Go to the left, and pass by the goon on a stick. Pass through another door to the left, then drop to the lower level. Run behind the trees and block the plant creature's attack. For this he will enable you to carry more Deku Sticks for the low fee of 40 Rupees. Now, backtrack to where you started and enter the hollow to the right (the one with the louder music). Shoot the target with your Slingshot so that you land 3 consecutive 100-point shots and you'll receive a Deku Seeds Bullet Bag. Head to the left through another door that produces louder music. Enter to the right, then move to the left. From here, enter the hollows that emit the loudest music. Navigate correctly and you'll come to the Sacred Forest Meadow.

Battle the wolf. The best strategy to defeat this evil creature is to use the Z trigger to keep it in front of you. In the hedgemaze, search the grass for a hidden hole that brings you to a battle against two wolves. The reward is a purple Rupee – if you are low on health you may want to pass this fight up. Now, use the map to get to the stairs that lead to Saria and her famous Saria's Song. After the cutscene, go back to the beginning of Lost Woods. Locate the goon on a stick again and play Saria's Song on the tree stump to get a Piece of Heart. Also, go back to the target and drop below. Play the same song on the stump for these two goons to get another Piece of Heart. The Woods are conquered, so proceed forward to Lon Lon Ranch.

(7) Lon Lon Ranch – Stroking the Milky Mane

Play Epona.

Push the crates away from the hidden hole.

Ahhh...now this is peaceful. Move your tiny elfin butt to the center of the Ranch and talk to Malon. She will teach you Epona's Song. Play it next to the horse with the white mane (Epona) and it will take a liking to you. Excellent. Now, enter the brick house located at the rear of the ranch. Step lively and avoid the cows. Maneuver the blocks and crawl though the tiny opening to get a Piece of Heart. Scurry back out and play Epona's Song to the cows to bring forth fresh Milk. You'll need an Empty Bottle to secure this warm healing fluid. Say good-bye to your barnyard buddies and make way to Kakariko Village. Hey Kakariko!!!

(8) Kakariko Village & Return to Hyrule

It's Pikachu!!!

This quaint mountain village is hopping. Mosey on up to the top of town (to the left) and talk to the guard in front of the gate. Show him Zelda's fancy letter, and he'll open the gate for ya'. Don't enter just yet. First, grab a chicken and ascend the brick structure in the middle of town. Use the chicken to fly out over to the beam. Quickly run around the narrow structure before the man sharing the beam knocks you off. Line up your jump so that you land on top of the chicken coop. Enter the tiny door, and grab the Piece of Heart. What a great secret!

Also, walk around town and collect all the chickens you see and throw them in the coop. You'll receive another Piece of Heart for this. Mingle with the village folk and sit back and wait for nightfall. Why? Because the Skulltula only come out when it's dark. There are four of them to find.

This event is optional, but you might want to do it. Head back to Hyrule and enter the Happy Mask Shop. Borrow the Keaton Mask (aka Pikachu) and bring it to Kakariko Village. Put the Mask on and talk to the guard who read Zelda's letter. Give him the cute little Mask (don't worry, you can get another if you want). If you return to the Happy Mask Shop you'll see that there are plenty of other masks to hand out (see pg. 18 for "Basic Training" and more exciting Mask information). Otherwise, enter The Graveyard.

(10) Death Mountain Trail – Rock Men!!! Rock Men!!! Rock Men!!!

Run from the Plant Bomb roots when the pot begins to turn the corner. Then chuck it!

Work your way along the winding path leading up to Death Mountain and enter the cave leading to Goron City. Talk to the Goron sitting on the floating platform where the Red Stone once was. Then, drop down to the pit below. Pull out your snazzy Ocarina (snicker) and play Zelda's Lullaby on the mat in front of the closed door to make it open. Talk to Darunia. Play Saria's Song for him and he'll flip out and dance like a maniac.

For making him a freak, he'll give you Goron's Bracelet. Before you leave, use a Deku Stick on the flames in his room, then light the unlit torches outside of his room to make a pot appear. Also, just outside Darunia's room, grab a Bomb and drop it in place to blow away the wall revealing a Goron Shop. Buy some Bombs if you have the cash, otherwise go up a floor and bomb the shortcut linking this city to Lost Woods. Then, head over to the room with red stripes on the poles. Grab the Bomb and throw it into the moving pot. Repeat this process until it coughs up some Rupees and a Piece of Heart.

Head up another flight of stairs and blow away the series of brown doors. The Goron in this room is huge! Check him out!!! You won't get anything from him except a crucial hint. Now, leave Goron City from whence you came and never once question the odd fact: there were no women in this town. Hmmm...Curl around the rock face up to a sleeping Goron and a Plant Bomb next to a fence. Throw the Plant Bomb over the side of the cliff so it blows away the boulder blocking the entrance to Dodongo's Cavern.

(9) The Graveyard – Diggin' for Gold

Make sure he digs in the dirt, otherwise you might waste a ton of Rupees solving this riddle.

Talk to the gravedigger and he'll break the law and dig up dead people for ya'. Well...not really. For a steep price of 10 Rupees he'll unearth secrets. Lead him around the graveyard and have him dig in the dirt. Sometimes he'll find Rupees, and on one special occasion, a Piece of Heart. There's also a Skulltula on the wall, but you cannot get it just yet. You'll need the Boomerang. Now, head to the top of the Graveyard and move the second grave to the left to find a secret hole. Drop down and start flailing your sword. This enemy really wants to choke you, so make sure you kick his rear. Your reward for slaying the unknown entity is a Piece of Heart. Rockin'!!! There's another grave that can be pulled, but don't bother just yet. You'll need Bombs. Soooo...walk back to Kakariko and go up to Death Mountain.

(11) Dodongo's Cavern – Big Beasts...Easy Feats

Drop down from the fence, and enter the cave. Use a Plant Bomb to destroy the wall. Run out onto the bridge and launch onto one of the sinking platforms. Don't fear, it won't sink all the way. Wait until the time is right and athletically leap to the planted center-stone. Oh no! Dodge the robotic laser thing, and hop to the sinking pillar to the right. Again, hop like a rabbit to the right and onto the outer brim. Use a Plant Bomb to destroy the laser eye, then use another Bomb to destroy the door on the right. Enter.

You could use the enemies to blow away the wall on the right, but you might not want to. The only thing inside is an enemy who wants to sell you Deku Seeds. Lameola!! Either way, continue forward, up the tiny inclines. Move the stone statue onto the switch to open the door. Inside this room, watch out for the bats. They really suck! Put up your shield and the bats will run into it and stun themselves, creating the perfect opportunity for a killing. Isn't echolocation cool?! Beware of the next room though. Get as many Hearts as you can before you enter; two tough enemies await. Use the Z trigger lock-on and kick reptilian rear! Get your tail moving and enter the door that opens after the lizards suck in their last breath. Use a Plant Bomb to destroy the wall on the right. But don't enter the room. It contains an enemy salesman who is dealing a Deku Shield. You don't need it now, but you may later. Okay, back on track. In the next blue-tinted room, hit the lizards on the backside with a sword swipe or simply huck a Bomb down their throats to kill 'em off. Use the flame in the corner to fuel all the torches and remove the bars from the door. In you go, stud.

This door links to the second half of the level. Step on the switch, then skip to the other side. Blow open the wall on the left to get the Map. The door further down holds yet another worthless enemy salesman dealing Deku Seeds. Gahhh!!! Now, take a breather, and when fully composed, enter the steel door. Behind the wall sits the Compass. Head back out. What to do? Hmmm. Pick up the same Plant Bomb you used to destroy the wall. Set it in the gap between all of the other Plant Bombs. KRAKABOOM!!! Go up the stairs that you created, and chuck a Seed at the spider who happens to be wearing a Skulltula.

Drop Bombs into both Dodongo eyes to open the door.

What an awesome trick.

The next room is tricky. If the bats touch you, they'll burn your Deku Shield! No!!! And you'll lose it!!! No!!! So tread carefully. Blast all the statues, then climb the ladder and hit the switch to unlock the door. Sneak across the bridge, then drop down. Carefully, look around the corners, then proceed straight. Pull out the stone, and climb the ladder. Use the Slingshot to shoot the eye and extinguish the flames. Uh oh! They're baaaack! Those stinkin' hopping lizards are back for more. Defeat 'em. Rejoice!!! Dance a little dance, then move on.

Use the Slingshot again to hit both eyes (in front and to the left). Quickly hop across the platforms. In the next room the Bomb Bag awaits. Drop down to the left and Bomb the door. A Skulltula is inside. Now, backtrack to where you found the Bomb. Go through the hallway and step on the switch to get the platform moving. Step around to the right and stand on the bridge. Go to the hump on the bridge and throw a Bomb so that it lands in the Dodongo's empty eye. Repeat this for the other side as well to open the Dodongo's mouth. Drop down, make like a dentist, and fearlessly enter its mouth. Go to the right, and all the way to the back of the next room. Bomb the wall to get a Skulltula. Head back a few short clicks to the crate. Ascend them to the top of the walls, and follow the path to the crate. Go on through and push the crate off the side. Pull it to the center of the room, and drop it down so it lands on the switch. Finally, get the Bombs out of the chest, then lay one in the middle of the floor. JOCKABOOM!!! It's Dodongo time!!!

(12) Infernal Dinosaur – King Dodongo

Stay away from this guy. When he opens up to show you his molars, throw a Bomb in his mouth. Then, slash him when his gut explodes. Move as close as you can to the corner, or central, lava pit when he rolls around. Run after him when he passes by and repeat the bombing process. Get ready to be crowned the victor. He's really easy. Really, really easy. Grab the Heart Container and run away like the champ you are. Darunia will drop in after you warp out of the Cavern and will give you a Spiritual Stone (Goron's Ruby).

Before you leave, head up the Mountain Trail and blow away the rock on the left to access a Great Fairy Fountain. Continue up and past the hot zone (use your Hylain Shield to block the molten air raid). When you come to the owl, bomb the door on the left to enter a Great Fairy Fountain. The well-dressed Fairy will grant you a new sword technique – the Spin Attack. After learning this helpful technique and dropping a liter of drool, go through the opening to the right. Death Mountain Crater is a hot zone, so move those itsy bitsy feet as quickly as you can. Check it out and exit before time expires. Have the owl bring you back to the world of the sane.

(13) Return to Kakariko Village – A Royal Pain

Drop down and enter the House of Skulltula. Talk to the only human and he'll reward you with the Adult's Wallet if you have collected enough Skulltula. From here, go back to Death Mountain Trail and bomb the first rock you see on the right. Behind the rubble awaits several Rupees and another Skulltula. Now, go back to the Graveyard. Go all the way to the back and read the two Royal Family tombstones.

After a lengthy conversation with the ghosts you just killed, stand on the Triforce and play Zelda's Lullaby. Enter the hole, kill the bats, then move to the back room. Here, you'll learn the Sun's Song. Return to the Graveyard and move down to the lowest row of graves. Pull the grave that's second to the left and Bomb the wall below to unveil another snazzy Fairy Fountain. As the triumphant warrior you are, leave the city and jump into the water. Fight the current and pull yourself up to the platform on the left. Run straight and you'll end up at Zora's Domain.

(14) Fire At Will

With the new addition of Bombs to your inventory, we recommend that you take a brief story break and return to Hyrule. Sneak past the gate again, and bomb the rock straight ahead. Crawl in through the tiny hole and converse with the marvelous Great Fairy. She'll give you Din's Fire. Wahoo! Also, if you enter Hyrule market at night you can purchase a new kind of Bomb, Bombchu, from one of the shops.

(15) Zora's Domain – Of Bean Boys & Lullabies

Frogs are cool.

Run around the corner and use a Bomb to remove any obstacles blocking your path. Talk to the Bean Boy. Rightfully so, he'll give you Magic Beans. Plant them in the tiny hole right next to him, then buy some more Beans (if you want to). We recommend buying as many as you can as they'll come in handy later and he's the only Bean Boy in all of Hyrule.

Back up a few steps and jump across the river. Walk around the bend, and use the Sun's Song to turn day to night. On the wall next to the series of winding platforms a Skulltula awaits. Blast it! Then jump to your reward. There's also another Skulltula hiding below one of the platforms. You'll need the Boomerang to retrieve it. Now, follow the path to the log sitting in the river. Walk out to the red arrow and play a few songs for the frogs. Start with Zelda's Lullaby, and then the rest of the songs you have in the same order that they appear in your index. Nice crowd, huh? Eventually in your quest, you'll need to come back and play a rain song to get a Piece of Heart. Continue on the path to the Sleepless Waterfall. Play Zelda's Lullaby and fearlessly plunge behind the falls.

Go talk to King Zora. To get to him, simply walk all the way up the path. This conversation is not very informative, but it's short and sweet. From the King, go to the left and play the diving game. Collect all of the Rupees and you'll win the Silver Scale. Drop down to the water again and use the Scale to dive low enough to enter the water cave. This will bring you to the Lake.

(16) Lake Hylia – Fishy Business

This fish looks like a hippo.

Whoa! It's a lunker.

Whoa! The water here is crystal clear! Swim to the shore and grab the submerged Empty Bottle behind the second pillar on the left. Now, head over to the Fishin' Pond. Please note: You may never return to the rest of the game if you get too hooked on fishin'. Talk to the pond owner to get a pole, then bring it to the pond. Most of the big fish are hanging out next to the posts and junk in the lake. Drop your line there and you may snag one weighing in at 10 or 11 pounds. Bring your fish to the pond owner and you'll get another Empty Bottle.

Leave the Fishin' Pond (with a tear in eye), and dive next to the pillars down to the entrance leading back to Zora's Domain. Head down to the shallow water (next to the Shop) and use the Empty Bottle to capture a fish. From here, show King Zora the Letter in the Bottle. He'll move out of the way and open the entrance to your next destination – Zora's Fountain. Take an immediate right, past the fallen tree, and back to the small clump of dry land. Lay a Bomb next to the boulder and the wall will crumble. Inside you will find a Great Fairy Fountain. The Great Fairy and her great duds will give you Farore's Wind. Retreat back out and return to the entrance to this area. Approach the big two-ton Jabu Jabu and pull out your fish in a Bottle. Use the Bottle and Jabu Jabu will show you his gums. Check 'em out.

(17) Inside Jabu Jabu's Belly

Don't leave Ruto behind or she'll regenerate in her original room.

Heroic, mighty, no wonder she's all over you.

Run through the lungs over to the first sealed door. Shoot the white sores on the ceiling to open the door. Follow the path past the boxes, over to the left, and through the door. In the next room you will find Ruto. Of course, she gets lost and you have to find her. If you search this area, you'll find two Skulltula sitting on the walls just waiting to be added to your collection. Fall into the same hole Ruto so wrongfully plummeted into. Ruto is waiting for you. Carry her through the door to the right. Avoid the bubbles and jump into the shallow water. Don't hit the switch. First, throw her to the other side. Then, hit the switch. There's also a Skulltula in this room.

In the next room dodge the enemy fire until the ledge appears. Leap to it and ride to the second floor. Enter the door with the boxes to the left of it. Dodge all of the mayhem and slip into the room straight ahead. Make way to the right and stand on the switch. Enter the room and destroy all the flying fish. For this easy feat you get the Boomerang. Yes!!! Now, go back out into the hallway, and walk straight ahead. Step on the blue switch and drop Ruto straight down on top of it. After losing the excess baggage, maneuver through the door. Use your Boomerang and a Z lock to take down the tongue creature. Don't get too close to it or it'll whack ya' good. Win, and you'll get the Map.

From here you have to fill in the blank holes on the Map. Exit the room that held the tongue-like creature and go to your immediate left. Pop all of the bubbles to get the Compass. After this, direct your path all the way to the rightmost area you haven't been to yet. Destroy the tongue beast and enter the centermost chamber. Destroy the green tongue and return to the room with the quicksand-like holes (Ruto fell in one earlier).

The big electrical cylinder in this room is noticeably missing. Pick up Ruto again, and drop in the hole that took the large cylinder's place. Maneuver through the only available door and Ruto's sorrowful mood will turn giddy. Throw her up to the Spiritual Stone. Surprise! Surprise! A mini-boss is here.

Shoot him with the Boomerang, then slap him in the rear with your sword. Repeat this about five times and this odd creature will die horribly. Jump on the central platform and up ya' go. Exit the room and be prepared for another surprise. Use your Boomerang on the red things, then bounce across. Head in the direction of the boss, then use a box that you passed by earlier to prop the door open. In this next room two Skulltula await. Look at the ceiling and use the Boomerang to tickle the sore. To do this you'll need to get to the highest point, lock on, and throw your 'Rang around the glass. What a trick! Unfortunately, the reward for this miraculous feat is a battle to the death against a gigantic anemone.

(18) Bio-Electric Anemone – Barinade

Lock on, baby! That's all you gotta do. Lock on and move. When it throws its children at you, quickly kill 'em all. Then, stick and move. This boss is somewhat tiring, but isn't too difficult once you master its patterns and behaviors. Win and you'll be greeted by a great deathscene. Get the Heart Container and teleport back to solid ground. At this time, Ruto will give you a Spiritual Stone (Zora's Sapphire).

(19) Gerudo Valley – Straying From the Path

The excitement surrounding the three Stones is enormous, bigger than life, and the next objective on your mind. Chill for a moment, and take a side tour before you hit the Temple of Time. Enter Hyrule's overworld and head due west to the Gerudo Valley sector. Enter this area at night and you can snag a Skulltula from the bridge. Grab the chicken that is running amok and use its wing power to float across the river. Maneuver so that you land on top of the tiny ledge holding a Piece of Heart. Go back and grab the chicken again. This time float to the right of the bridge. Walk behind the waterfall to get another Piece of Heart.

This brief break from the action is also a good time to collect all of the Skulltula that you passed earlier, and plant all of the Magic Beans that you can. If you bring 20 Skulltula to the wrongfully cursed humans one of them will reward you with the Stone of Agony. Kick rocks!!!

(20) Growing Up Is Easy To Do

Go to the drawbridge in front of Hyrule Castle and a cinema will take place. Jump into the moat and grab the Ocarina of Time. During a cutscene you will learn the Song of Time. Now, head into the market and streak to the Temple of Time. Walk onto the red carpet and play the Song of Time. Enter the room and grab ahold of your future.

(21) The Dark Age

After awakening you will receive the Light Medallion, and you will also run into your mysterious friend Sheik. Run through the drastically altered world and head to Kakariko Village. Talk to the lady who was collecting chickens and she'll give you a Pocket Egg. Play the Sun's Song to make the Egg hatch. Go hunt down Mario again, who happens to be in the first door facing the entrance to town. Bring back the chicken to the woman to receive Cojiro – the strange blue chicken. Don't worry about your blue friend yet. We'll cover his worth later.

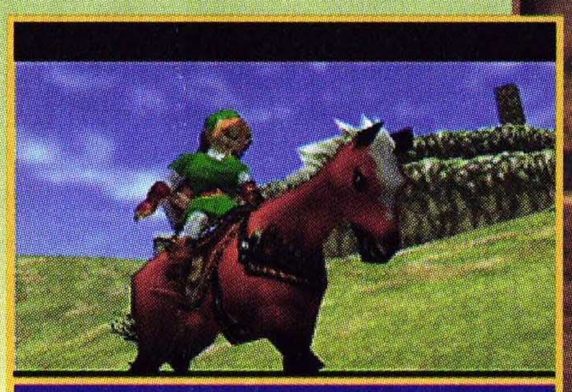
Cojiro!!! Cojiro!!! Cojiro!!!

(22) The Graveyard – Death & Competition

Enter the Graveyard and pull the tombstone with flowers in front of it. Drop down and race the old man's ghost. Try to roll to his side before you talk to him to cut off his lead by a few seconds. Keep up with him and you'll receive the Hookshot at the end of the race. Exit out and ride the spinning platform to the right and jump out to the Piece of Heart. Talk to the old man and he'll teach you the Song of Storms. Go out at nightfall and snatch up the Skulltula from the right side of the Graveyard.

(23) Lon Lon Ranch – Get on Your Horse

Return to Lon Lon Ranch and talk to the creepy new ranch keeper. Pay him to enter the field. Play Epona's Song and embrace your old buddy. Get on her (yeah, baby!!!) and trot over to the ranch keeper. Converse, and he'll challenge you to a race. Win and he'll bet you the horse. Win again and Epona is yours to keep for ever and ever and ever. To leave the ranch, hop over the outer wall. Get this! You can summon Epona at any time while walking in the overworld by playing her song.



World exploration will be much quicker now.

(24) Goron City – Decisions & Hot Hits

Go back to Goron's City and talk to the big lug. He wants to sell you a new sword. Cool. But do you really want it? It breaks very easily and you'll have pay to replace it. We say, don't spend the cash. Make your decision, then drop down to Darunia's hut and pull the statue away from the wall. Inside you will find a new entrance to Death Mountain Crater. Grapple across the broken bridge and Sheik will show up. He will teach you the Bolero of Fire song. There's nothing else you can do here now, so dash out of the hot zone and return back to your hometown – Kokiri Forest.

(25) Kokiri Forest – Homecoming

Ah...home. What a sight. But don't stick around too long. Head back into the Lost Woods. When you run into the boy blocking your path play Saria's Song, he'll let you slip by. In the Meadow, watch your step. The enemies are ferocious as all heck. Use Bombs to kill 'em. There's a Fairy Fountain in the center of this maze. Use it if your health is low. Otherwise, make way for the stairs. Up top, you'll be greeted by a mystery guest who will teach you the Minuet of Forest. Use your Hookshot on the tree branch to get inside the Temple.

The enemies here are very deadly.

(26) Forest Temple – Who Ya' Gonna Call?

Destroy the wolves and ascend the vines on the right. Use your Hookshot to nail the Skulltula, then use the Hookshot again on the chest to get the Small Key. Enter the door and proceed forward to the ghost room. Go to the left and open the unlocked door. Use the vines on the right, then jump up into the alcove holding the Dungeon Map. Exit through the other door and use the Hookshot on the vines to get to the other balcony.

This Temple is haunted. Expect the impossible.

Step on the switch to lower the water level. Descend the well to get the second Small Key. Go back to the ghost room and journey up the stairs that lead to another unlocked door. Enter it and defeat the two skeletons to get the third Small Key. Retreat to the ghost room again, and use a Small Key on the door atop the small stairway. Here you will walk up two stairways, and Navi will talk to you when you walk around the corner. Follow the arrows on the ground, then push the blue block into the hole to the right. Scale the ladder and push the brown block all the way in. Backtrack to the green block, hop up on it and jump up to the right. Use the brown block as a step and go up as high as you can. Use the second Small Key, and look out! Don't question a thing, just use your last Small Key. This next room really sucks. Defeat the hordes of skeletons and you'll get the Fairy Bow, which happens to be one of the best weapons in the game.

Lock on to the spinning ghost and send an Arrow its way.

Don't move forward just yet. Backtrack to the freaky ghost-painting stairway and shoot your bow at the picture currently holding the ghost. Do this again, and then again. When the ghost no longer appears in a portrait, head down the stairs and get ready to battle. Slay the ghost and you'll win a Small Key. Keep going backward through this Temple just past the twisty hallway. Turn around and shoot the silver eye over the door to straighten things out. Run through the hall and drop down. Grab the Boss Key. Plummet down the hole and destroy the bats. Enter the door and shoot the Skulltula. Jump out to the Hearts to retrieve it.

From here, use the door on the right and destroy the hand to get a Small Key. Now, go back to the room where you found the Bow and exit through the other door. Use the Bow on the pictures and defeat the second ghost to get the Compass. Trek up the stairs and open the locked door. Make way to the opening on the right and use another Small Key. Jump out onto the moving platforms, but don't shoot the eye from close range. Wait until you spin around the flame. You'll need to shoot a flaming Arrow to melt the ice. Good luck.

Go back and drop into the new hole. Stay away from the tiles and run straight through the hallway. Enter the door then drop down and collect the Skulltula. Now be careful. Destroy the spiders from a distance, then run to the switch. Exit through the door. Shoot the painting, then piece together the puzzle. Note: The dark piece is not used, it's just there to throw you off. After this tedious task, kick the slime out of the ghost's butt and exit through the adjoining hallway. Drop down and confront the ghosts. Stand in the center of this area and don't move. Simply shoot an Arrow at the single ghost that spins. Do this a few times and an elevator will appear. Press the down button and plunge to the basement. This room contains a great trick. Push the protruding wall to spin the room. Stop pushing when a room holding a Skulltula is revealed. Push the ledge again to reveal a switch. Now here's the trick: push the wall from the opposite side so the room spins the other way. Doing this is the only way to keep the gate open. It's boss time.

(27) Evil Spirit From Beyond – Phantom Ganon

Find the painting he'll emerge from, then fire!

When he lands, volley his shots back.

Wow! This boss is definitely inventive. Ganon's spirit will enter the pictures spread all across the room. Quickly search the other pictures to see which one he will reappear in. If you locate him, send an Arrow his way. Sometimes you'll run into a decoy and Ganon will actually emerge from somewhere else. If you stand in the middle of the room you can shoot an Arrow straight up as he gallops by. His next phase is tough. Block all the blasts until he backs away. Use your sword to volley his shots back and forth. When he misses and falls, go wail on him with a combo. Kick his phantom rear and Saria will give you the Forest Medallion.

(28) Fire Temple – The Rescue

From any point in the game, simply play the Bolero of Fire to get to this Temple's entrance. Aren't you glad you went down and snagged this song earlier in the quest? Enter the door at the top of the stairs and talk to Darunia. Head across the platforms to the left and free the Goron. Carefully step into his cell and snatch up the Small Key. Backtrack out to the first room and open the door with the Key. Run all the way across the bridge and head over to the brick wall on the right. Use a Bomb and hit the switch inside. In this cell another Small Key awaits.

Return to the bridge room and direct your attention straight ahead. Enter the door, climb the rock, and look out! It's a Like Like, or in other words, an item-eater. Also, don't forget to get the Skulltula. Leave this room, and pull the rock away from beneath you to reveal a secret door. Inside you'll find a Small Key. Exit, and stick to the left wall. Doing this will allow you to cross the lava untouched. With the sides complete, open the door with a Key. Slide down the ramp and climb the fence. Stick to the left side and pull yourself up onto the flat fencing. Fall to the smiling block and push it into the gap. Jump down onto the smiling block and get ready for a wild crazy ride. Wheeeee!

Pull the knob on the door and jump up to the left. Hop across the gap and push the block off the side. Pull it onto the happy face tile, then climb one floor above the crystal and use an Arrow to activate it. Ascend one more floor and plant yourself on the fence to get to the next section.

Go to the right, then take a hard left. Free the Goron, and steal the Small Key. Go all the way to the other side of this maze-like room and enter a door leading to the now common routine of freeing a Goron to obtain a Small Key. There's also a Skulltula hidden behind the wall holding an unlit torch. Use a Bomb on the wall.

At this time you can head up to levels 4 and 5 (it's not required though) by using a Hookshot to snag the elevator. The only reward up on these levels is 200 Rupees. Boring! Otherwise, enter the locked door straight ahead and a little to the right. Oh no! Run like mad! Jump up on the side and run past the door on the left. Hop up onto the fence and drop down to the chest to get the Map. Now, go back and enter the door you just passed up (the one to the right, not the left). This door will bring you atop the platforms in the maze room. Bomb the crack on the next platform and climb down the fence. Free the Goron and get the Small Key. Return to the surface and hop around until you hit a switch, which frees a Goron and grants you yet another Small Key. Return to the Map room with the moving flames. Jump from the corner of a metal platform to the locked door (on the left).

When its defenses fall, make it feel pain.

The Hammer can destroy many things.

Drop down and run to the left. Dodge the flames and enter the locked door. Exit through the other end of this short hallway and locate the switch along the wall. Step on it to lower the defenses and run to the door. Bomb the first fake door, then enter the real second door. In this room a mini-boss eagerly awaits your presence. It's really easy to kill. Just leave a bomb in its path, then smack it when it's reduced to its normal non-god-like form. After it dies, jump on the platform and up ya' go.

Use the same trick you did before to activate the crystal, but this time, drop a Bomb off the side. Climb up the fencing and open the door. Pull yourself up onto the left ledge and step on the switch. Run around the path and up to the chest before time expires. Accomplishing this task rewards you with the Megaton Hammer. Now, circle back to the platform where you hit the switch and use the Hammer to knock the block down. Remove the totem with your new toy, then use it in the next room to lower a staircase. Place a box on the switch and exit. Smack the next block and fall. Across the tiny gap, hammer the rusted switch and block. Enter the door. Use your Hookshot to launch across the room, and then pound the rusted switch to get another Small Key. Exit out to this large circular room and get the Compass from the only unexplored portion on the Map.

At this point, go back to the beginning and use the Hammer to destroy the totem. Insert a Key into the door to make it open, then destroy all the fire critters to open the next door. Block the tiles with your Shield and secure the Skulltula. The next room contains another mini-boss. It's the same as before. Kill it good. Real good. Finally, exit out and you'll run smack dab into the Boss Key. It's now time to pump up and battle.

(29) Subterranean Lava Dragon – Volvagia

This guy is incredibly difficult since you have to beat him before you die of heatstroke; or if you can drop some Rupees for the Red Tunic, it will protect you. When he pops his head out of the holes slam him with the Hammer a few times. Then, hit him in the head with Arrows when he flies by. Repeat this technique over and over and he should die before you...hopefully. If you can conquer this menace then you'll be rewarded with the Fire Medallion and Fire Arrow magic.

Pull out your Hammer and pound this creature's head.

(30) Return to Hyrule & the Temple of Time

After warming things up at Death Mountain go to Hyrule and make way for the Castle. Walk to the immediate left (near the obelisk) and snatch up the Skulltula. Then, follow the path to the right and walk behind the bridge. On the bridge's far side you will find another Skulltula. From here, head to the Temple of Time. Sheik will be waiting for you with some juicy gossip and the Prelude of Light jingle. At this time you'll need to go back to the Light Age and perform a grueling task.

Head to the windmill in Kakariko and play the Song of Storms to the mill master. Playing this song will remove the water from the well. Enter it and prepare to be confused by the unfathomable.

(31) Bottom of the Well – The Invisible Becomes Visible

Drop down to the bottom of the well and step forward. Actually, walk right into the wall. What? Yep, it's not a wall, but rather – an invisible door. Run straight ahead and Bomb the heap of junk to reveal a secret hole and 50 Rupees. Go left around the corner (so that you are running toward a painting). Take another left and stick to the right side of the wall. Whoops! You just stepped on an invisible pitfall. After falling, run to the tunnel that has two torches in front of it. In here you will find the Map. Get all of the white Rupees and then climb up the two ladders. Enter the door, then step through another invisible wall, which links directly to the main lobby.

Go back to where you fell. This time stick to the left side, and you'll make it to the heap. Lay a Bomb here to unearth the chest. Carefully, step back to the main area and walk around until you come across a crawling hole. Sneak through the hole and stick to the right wall. Go to the pot then send out a Bombchu diagonally, highlighting your path. Get the Rupees, send more Bombchus to the right, then enter the door. Destroy the Like Like and snag the Skulltula. Run back out.

Now, head over to the water-spewing mouth and walk through the wall that it's staring at. Get the Deku Nuts from the chest to the left, and if you want some Rupees, go straight ahead and down through the invisible floor. Return to the main room and stick to the walls on the central structure. At the end of one of the hallways a hidden room with a Silver Key awaits. Search again, and another Key awaits in yet another secret room on the central structure. Grab the Keys, and go back to the room you were just in (from the same entrance) and use the Key on the door to the left. Shoot the bats, and stick to the right. Take the leap of faith onto an invisible bridge. (Whew!) Use the Boomerang to snag the Skulltula. Go back out and waddle to the other side of the room. Open the door with the Key and shoot down another Skulltula. Retreat to the hallway and hunt down another secret area on the central walls. It should lead you to the Compass.

Get used to walking up this ladder.

This boss is fairly boring, but has one of the best deaths in the game.

Now, use the Map and guide yourself to the long extension on the left side of the Map. Dive under the gate and to the other side. Use a Deku Stick to light the torches and open all eight of the graves. Kill everything that comes your way, then search the graves. One of them contains a Small Key. Head back to the water-shooting mouth and play Zelda's Lullaby in front of it. This soothing tune will lower the water level. Run around to the other water area and drop down to the chest. Crawl through the hole and use the Key on the door.

It's boss time. Whatever this thing is, it certainly is easy to kill. Let its hand grab you, shake yourself free, then combo the thing directly in the mouth. When the fight ends, we think you'll agree that this thing's death is one of the best in the game. Your reward is the Lens of Truth. Use the Lens in this room to get Rupees from a hidden chest. When you finish this little sidequest, return to the future, and send yourself in the direction of Zora's Domain.

(32) Zora's Domain & the Ice Cavern

Using the Fire Arrow on the ice critters is extremely effective.

Watch your back or you may end up frozen.

What happened here? It's all ice. Go through the waterfall by playing the Lullaby. Return to the King's throne room and walk behind him to where the Jabu Jabu once was. Now, a new challenge awaits. Jump across the awesome icebergs to get the Piece of Heart. Then, proceed on to the Ice Cavern. Follow the path, then destroy the ice enemies to open the door. In the next room (with the big spinning ice blade) look on the wall for a Skulltula. Collect all of the white Rupees to raise the gate.

Move on through, and empty out anything you currently have in Bottles. In the next room, ascend the platforms and use your Bottles to capture Blue Fire. Use this cool, yet surprisingly warm, stuff on all the red ice you see in this room and you'll eventually run across the Map. From here, backtrack to the large spinning blade and jump down to the left. Use the Blue Fire on the red wall to pass by. This next room is very rewarding. Use the Fire to get a Piece of Heart and the Compass. Oh yeah! This room also contains a Blue Fire station and a Skulltula. Rock on! Now, on to the other side of the Ice Cavern.

Return to the spinning blade room for a third and final time, and go straight ahead by using the Fire on that strange red stuff. This next room is tricky. First, get the Skulltula to the left. Then, push the block around so that you get all of the coins off of the pillars. If you fall off the side, then you'll have to try again, so be careful. Collecting all the Rupees will open the gate. Push the block in front of the new entrance and jump up. Enter the next room. Kill the ice wolf and you'll get the Iron Boots – which certainly would have come in handy for this Cavern. Sheik will also come in and teach you the Serenade of Water. Before you leave make sure you have at least one Bottle of Blue Fire. When you are ready to leave, throw on the Boots and sink into the water behind the chest that held the Boots.

Leave the Ice Cavern and use the Boots on the lake to get a Piece of Heart. Go back to the King and use the Blue Fire to set him free. He'll give you the Zora Tunic. You can also use some Blue Fire on the Shop door. From here, take the clues to Hylia Lake. On your way there, use the Iron Boots in the river by the waterfall to get a handful of hidden Rupees, a Skulltula (at night), and access to the Fairy Fountain hidden on top of the hill under a boulder. Now, get on your horse and ride to Lake Hylia.

(34) Giant Aquatic Amoeba – Morpha

When this guy pokes his heads out of the water, use Arrows to send him back down to the deep. After this, pull out the Longshot and lock on to the fast-moving nucleus. When it flies into the air and hovers, hit it with the Longshot, bringing it over to dry land. Slash it once and it will jump back into the pool. You'll need to do this about 10 times to defeat it. This is a nasty boss at first, until you get the hang of things...as is the game of Zelda. After this, you'll warp to the Temple of Sages. Ruto will reward your bravery with the Water Medallion.

Lock on and knock the nucleus away.

(35) The Trading Game – Optional, But Well Worth the Time

It's time to wander aimlessly through the land of Hyrule. Bring your blue chicken to the Lost Woods. When you get there take a right and show the geek next to the tree stump how pretty the color blue is. For this act of kindness he'll give you a prize. Bring the Odd Mushroom back to Kakariko. At this point you'll bump into Sheik and learn the Nocturne of Shadow. Anyway, bring the Odd Mushroom to the witch behind the items shop and you'll receive Odd Potion. Take it back to the location of the geek in the Lost Woods and a girl will be in his place. Give her the Potion and she'll hand out a Poacher's Saw.

Who is Sheik?

Take this item to Gerudo Valley. Use the horse to jump over the bridge, and hand the Saw to the man in the blue shirt. He'll give you a Broken Goron's Sword. Play the Bolero of Fire song and warp to the cave. Run up to the left and use your Hammer on the rocks blocking the cave. Inside is a Great Fairy Fountain. The sexy Fairy will double your magic bar. Oh yeah!!! Now, go to the top of Death Mountain and bring the broken sword to the exceptionally large Goron. He'll give you a Prescription. Bring it to King Zora to get the Eyeball Frog. Now, ride like the wind to the chemist at Hylia Lake and you'll receive the World's Finest Eye Drops. Run them back to the Goron to get the Claim Check. Whatever you do, don't warp back to the Goron this time. You must beat the clock on foot.

Lastly, get off the Mountain and use the Sun Song six times to change over three days in total. Head back up to the large Goron and he'll so graciously hand you the Biggoron's Sword. This one will never break, and it's extremely powerful.

(33) Water Temple – Lurking With the Fish

Make an entrance into this area at night and snipe the Skulltula on the tower of the chemist's house. Stop by and say "hi" to the chemist as well. Toss on your Boots and drop to the bottom of his pool. Touch the ground and he'll give you an Empty Bottle. Of course, you also have to hit the Fishin' Pond. Don't forget to look at the tank to see your prize fish again. After seven years, your fish is still the largest ever pulled out of the pond. Hmmm. You gotta change that. So dip a line for a few hours...er...minutes. Through the years, the fish have grown. You should be able to snag a lunker at about 19 pounds. Give your largest keeper to the pond guy and you receive the Golden Scale if your fish outweighs the one in the tank.

Depart the Fishin' Pond again (sobbing) and throw yourself into the drained lake. Use your Hookshot (yes, underwater) to hit the eye and open the gate. Welcome to hell. This Temple is extremely difficult to get through, so don't feel too bad if you use this strategy guide often. Start out by throwing on your Boots and dropping down into the water. Walk along the bottom and enter the hallway with two unlit torches in front of it. Guess who? It's Ruto! Follow her lead to land. She'll move too fast for you though, and she'll get lost...again. So go it on your own and enter the door. Smash the spiked enemies with the Hammer when they let their defenses down. Finish them off and the Map is yours. Put the Boots on again and drop down and into the main hall. Remove the Boots and float to the surface. Swim around until you come across a blue wall with a crack in it. Jump up to the crack and bomb it. Enter, and sink down. Now, pull the block straight out, and return to the surface and main hall.

Zelda II revisited.

The clock is ticking.

Put the Boots on again and drop straight down to a cave halfway deep. Destroy the fish within and pull yourself out of the water by latching a Hookshot to a ceiling mount. Leave a Bomb by the crystal and run to the chest holding the Compass. Go back to the room where you met Ruto and play Zelda's Lullaby next to the Triforce sign. This lowers the water.

Drop down and use a Fire Arrow to light the two unlit torches. Enter the door and use the Hookshot to kill the clams. A Small Key awaits. Leave this room and go back to the main hall. Head left and push the gray block into the wall and eventually down into the water. Follow it down. On the other side hit the switch, then cross over the water and enter the door. Drop into the water and use the Hookshot to nail the crystal in the dragon's mouth. Quickly enter the gate and get the Small Key. Use this Key on the only door available in the main area. In this room, Hookshot up to the ledge and jump over to the Triforce sign. Play the song you know so well and the water level will rise. Look higher and you'll see a Skulltula. Throw those heavy Boots on again and drop down into the water and through the newly available tunnel (within the same room you just used the Hookshot in). Hit the switch and let the cows out of the barn. Kill 'em all and the gate will open. Float up and claim your Small Key prize.

Jump over to the ledge you grappled to just a few moments ago and enter the door. Walk around to the left and shoot the yellow eye with an Arrow. Quickly Hookshot over past the raised gate. Push the block in and you'll stumble upon another Small Key. From here, grapple out and drop to the sea floor. Walk around to the room that once held Ruto and float up. Bomb the wall and get the Key.

Now, raise the water level to its highest point and move around the center platform until you come across another locked door. Use a Key and blast the bats before they see you. Get the Skulltula on the left, then drop down. Play the grapple game and enter the door. The crystal in the center will need to be hit several times to get through this area. At this point jump up to the next area. Avoid the Like Like and enter the door.

Who?? What happened?? In this strange room you will fight an extremely familiar friend. Destroy him and enter the house at the opposite end of the battlefield. Inside awaits the Longshot. Don't leave just yet. Walk around the chest and drop down into the hole. Swim through the water and throw your Boots on when you see the Skulltula. Use the Longshot to get it. Dodge the vortex around each bend and use an Arrow to open the gate. Get the Key and drop down to the bottom of the main hall.

On the lower level swim through the door with the tan markings above it. Grapple across and use a Key to open the door. Battle through the next room and Bomb the wall. Pull the block, then jump over to the other side and Bomb the wall on the right. Push the block over and toss it down on the switch. Swim up to the new area and enter the door. Hit the switch and jump across the three fountains to another door. Look down the hall to the right for a Skulltula. Use the Boots to drop down into the tunnel to the right. Kill the clam and float up to the locked door. What's inside? The Boss Key.

Return to the top of the main hall for the last tiring time and grapple across to the dog head. Insert the Boss Key and get ready for a wet and wild combat extravaganza.

(36) Shadow Temple

With new sword in hand, enter The Graveyard and play the Nocturne of Shadow to warp up to the entrance to the Shadow Temple. Run down the stairs and use Din's Fire in the center of the room to ignite all of the torches and ultimately open the door. Longshot across the gap and turn on the Lens of Truth to see your next destination. Push the statue around to the one skull that doesn't disappear within the eye of the Lens. This will open the gate. Before you head to it, use the Lens to find another invisible wall. Behind the wall awaits a door. In here use the Lens again to find the next destination.

Destroy the enemies and the Map is yours. Go back out and head to the right where another room is hidden. Enter into it and walk through the wall directly ahead. Destroy the oh so familiar mini-boss and you'll get the Hover Boots. Maneuver back to the room with the gate you opened earlier. Equip the Hover Boots and slide across the gap to the door. Head straight and destroy the robot. Proceed right and ax the two zombies to get the Compass. Return to the previous room and go straight ahead through another strange door. Collect the Rupees and the gate will open revealing a Small Key. From here, head back to the robot room and Bomb the only wall you haven't entered. Use the Key on the door behind it.

Proceed down the ramp and past the guillotines. Drive through the row of guillotines, then equip the Hover Boots to reach the elevator. Use the Boots to reach the next platform as well. Gather all the white Rupees next to the laser enemy to open the door. In this expansive room use the Lens to see a block stuck in the wall off to the right. Pull it out and use it as an umbrella to block both sets of spikes. The chest in the cell to the right contains Arrows. The cell to the left holds a Skulltula. Now, get on the other side of the block and pull it to the other side. Use the ledge as a boost to get on top of the block. Run across the top of the spikes and hit the switch. Open the chest behind you, then jump across the other set of spikes and grab the Small Key. Leave this deadly room and carefully scale the tiny path on the left. Turn on the Lens and jump to the platforms.

Use a Key on the door and then use the Lens to locate the invisibles. Hack and slash the walking dead and get the Arrows from the chest. Collect the Rupees using your many talents (Lens, Longshot) and enter the door that opens. Snatch up the Skulltula from behind the gigantic skull and destroy all the enemies to unlock the door. Stick around and throw a Bomb into the top of the skull to blow it up. After the debris settles, snatch the Key from the pedestal and return to the previous room. Use the Key on the door and run through the halls. This next bridge is nasty. Watch the fans and learn the pattern to cross. Enter the door and use the Lens to see a hidden chest holding Arrows. Go back out of this room and throw on the Hover Boots. Stand on the bridge in front of the first fan. It will blow you across into a new area.

Ruthlessly murder the zombies and a chest will appear holding a single freakin' Rupee. Bomb the heap and another chest containing a Small Key is hidden below. Exit the room through the locked door. Pull the block back onto the painted tile. Jump on the block and mosey on up the ladder. Now it's time for the fun part.

Use the Lens to see your destination.

Hop on the boat and play Zelda's Lullaby. Fight off the evil and jump off the ship to the left before it falls apart and plummets into the void. Pursue the door on the right and throw on the Lens. First, go to the door on the left and kill the annoying hand to get a Small Key. Exit and enter the next door to the left. Ascend the stack of platforms and shoot for three points with Bombs. Another Skulltula lurks within this room. Exit out and steer to the left one more time. Use Din's Fire to destroy the incoming spikes. Grab the Boss Key and leave this area. Run like the Flash to where the boat crashed. Look over to where you want to go (across the gap) and use a flaming Arrow to shoot the Plant Bombs. Doing this will make the other statue fall, revealing a new path. Cross over and enter the door. Use your Lens to get across and use the Boots when you need to.

(37) Phantom Shadow Beast – Bongo Bongo

How much more innovative can a boss get? Wow! Use Arrows to stun Bongo Bongo's hands. Turn on the Lens and use an Arrow on the beast's large red eye. When it falls to the playing field, hit it with numerous combos. This boss appears difficult but is actually quite easy. Zelda's sidekick will give you the Shadow Medallion.

Disable its hands, then go for the eye, just like you did earlier with Gohma.

(38) Gerudo's Hideout

Ride your horse all the way over to Gerudo and use Epona again to leap over the broken bridge. Run straight ahead into the Fortress grounds. It's time to snipe and employ stealth tactics. Sneak around this area and stick to the rocks on the right. Don't ascend the stairs. Go straight and around the rocks instead. Use your Arrows to stun the three guards, then enter Gerudo's Hideout (via the first door on the left). Talk to the man in the cell and engage in combat to win a Small Key that opens the cell, freeing the imprisoned carpenter. Now, head through the door on the left. Get caught by a guard then Longshot out of your cell and hop over to the building tops. Enter the door. Take out the two guards next to the table, then ascend the ramp on the left and move out to the house top. Grab the Piece of Heart, then jump down to the ground. Remove the guards, then enter the door to the left of the woman in white. Talk to the carpenter and fight to get the Key that will set him free. Run up the ramp and out to the roofs.

Wait until these lively opponents attack, then counter to land a hit. They'll block most of your hacks.

In the training center your aim and skills have to be right on.

Scale the vines and enter the door straight ahead. Converse with the man and engage in combat. Free the guy and return to the roof you just came from. Enter another door. Longshot across the wooden beams and exit (nice trick, huh?). Look behind you for a Skulltula, then hop up to the next platform and then over to the next building. Use the vines to get to the very top. Run around the bend and Longshot yourself over to the chest which holds a Piece of Heart. Return to the rooftop with two doors. This time, drop down below to a ledge with a door. Enter. Silence the guard, then talk to the man in the cell. Fight! Fight!! Fight!!! and you'll receive Gerudo's Membership Card for your bravery and heroics. If you don't want to train (see "Training") then run to the other side of the Hideout. Summon your horse then talk to the owner of the range. Beat the current high score and you'll get a Piece of Heart. After this, return to the gate and climb the ladder. Talk to the nice woman and she'll clue you in on what to expect, and she will also open the gate. Go on through.

(40) Haunted Wasteland – I Can't See!!!

Follow the flags and don't veer off the path. Use the Longshot to slip over the running sand. When you get to the gray brick structure, use the ramp off to the right to get on top. Read the sign, then drop to the sand and slither down the ladder. Use Din's Fire to light the torches. Also, don't forget about the Skulltula. Climb out and put on the Lens of Truth. Look around the flags and you'll see a ghost. Follow it by locking on, creating a tow-rope link, and follow the creature to Desert Colossus.

Lock on and let this ghost tow you across the desert.

(41) Desert Colossus

Run to your right and bomb the crack on the wall to unveil a Great Fairy Fountain. Here you will acquire Nayru's Love. If you let it turn to night, you'll find a Skulltula hiding on top of the central rock. In addition to this, walk over to the dried-out basin and play the Song of Storms on the rock to create a miniature Fairy Pond. Now, use the Hover Boots to cross over the moving sand. Guess who? It's Sheik and he will teach you the Requiem of Spirit song. Use the Prelude of Light song to change into tiny Link. Then, warp back by playing the Requiem of Spirit and enter the Temple.

(42) Spirit Temple – Spanning the Ages

Walk up the stairs and talk to the woman standing in the corner to the right. Crawl through the hole and kill all the enemies. Enter the door on the left and use your Boomerang to hit the switch and lower the bridge. See what worthless object awaits in the chest and enter the door. Cross over the bridge and over again to the far left. Use your Slingshot to nail the crystal and incinerate the enemy. In the next room move quickly to avoid the grip of the hand. Collect all five of the white Rupees to lower the bridge. Use a Deku Stick to light the torches and unearth a Small Key.

Exit through the door and crawl through the hole. Ascend the brick wall and kill the lizards. Hit the crystal with a Seed and claim your reward. Use a Bombchu on the wall to bring forth light and open the door. Push the statue to the left off the side of the platform and it will land on a switch. Jump down next to the statue and call upon Din's Fire to light the torches and magically hand you the Map.

Climb up the bricks next to the statue you dropped before and ascend the stairs to reach the next door. Grab all of the white Rupees and light the torches to bring forth a Small Key. Pull the block with the sun icon pasted on it into the light to open the doors. Snag the Skulltula and open the door with a Key. Use a Bombchu on the slow armored mini-boss. Then exit through the door to bring you outside where the Silver Gauntlets reside. From here, change back to your teenage form and enter the Temple. Slide on your newly acquired Gauntlets and push the large rock to the right into a hole.

Use an Arrow to hit the crystal on the ceiling then enter the door and collect the white Rupees and the Skulltula. To get the floating Rupee use the Hover Boots. Carefully pass by the boulders and snatch up the Small Key from the next room. Backtrack to the room with options o'plenty and enter the other unlocked door you previously haven't entered. Play Zelda's Lullaby next to the Triforce and Longshot over to the Compass. Return to the previous room and use a Key. Floor 1 should be completed.

Angle your Shield to deflect the light.

Scale the gold bricks and use your Lens to see and destroy the enemy within. Now, rotate the statue to shine light on the sun icons. Open the two chests, then move the statue again to open the door. Take the stairs up and use the Hover Boots to land in the statue's hand. Play Zelda's Lullaby and Longshot over to the chest in the other hand. Drop down and Longshot back to the stairs you were just on. Return to the top and Longshot over to the chest and switch. Enter the door that just opened and push the blocks. Hit the switch to activate the platform. Don't take it down. It's only use is as a quick re-entry after you die. Return back to the large statue room and walk up the stairway. Use a Key on the door and be ready for a crazy puzzle. Try a few test-runs before activating the switch and fire. It's a cakewalk if you can figure out how to manipulate it. In the next room have a statue creature stand on the switch so that the bars disappear from the desired door. On the next stairway use the Lens to see the two invisible chests.

Cross through to the next room and destroy the mini-boss with Bombchu power. From here, run like a giddy teen to the Mirror Shield. Backtrack out and use the Shield on the sunlight to open the door and retrieve the Small Key. Go backward though the chain of events again. Enter the locked door. Successfully navigate the moving wall and open the next door. Wail out Zelda's Lullaby to open the door. Kill all the critters and fake doors, then shoot the eye with an Arrow. Move quickly now, and Longshot on top of the clear platform. Step on the switch and grab the Boss Key. In the next room, slash the crystal behind the bars. Enter into the next cavern and bomb the wall. Here's the trick. Line up all the mirrors so that the light reflects to the large mirror in the main room. Stand below it and direct the light onto the sun to lower the platform. Use the light to burn off the statue's face, and Longshot over to the bars that appear. Take out the mini-boss, then get ready for a rowdy fight.

(39) Training - Impossible...For Now

All right. It's time to train...if you really want to. Drop down to the grass in front of the Hideout and enter the Training Center behind the woman in the white clothes. To get everything in this section you'll first need to finish the game (yes, you heard us right) and acquire all the items and skills. Finishing the training will reward you with the Ice Arrow. We're not going to reveal the secrets of training. Most of the puzzles are simplistic mind-games. Hint: Use torches as grappling places, and always reset the time limit when you fail on a particular puzzle. Come on! It's training! You gotta do it yourself! Or you'll get no respect in life...or in the game. You may want to check this area out now as it does improve your skills.

(43) Sorcerer Sisters - Twinrova

Oh no! It's the witching hour! All you have to do here is use your trusty new Shield to deflect the ice blast into the fire witch and the fire blast into the ice witch. When they merge, use the Shield again to catch the witch's power. Catch three of the same kind in a row and unleash the attack right back at her. Now, hit the fallen witch with a combo. Piece of cake! Right? Grab the Heart Container and exit. Warp back to the Temple of Time and you'll receive the Light Arrow. Plus, as an added bonus, you will find out everything you wanted to know about Sheik. It's now time to tangle with the devil himself, the king of all that is evil: the sinister, deadly villain known as Ganon.

Twinrova is one of the best dressed characters in the game.

(45) Great King of Evil - Ganondorf

Throw on your Hover Boots and climb to the top of the tower. Move your rear! And run out to one of the four corners. Volley his energy blasts back and forth (as you did previously with his phantom form). When he's stunned use a Light Arrow to stun him even more and drop him to the floor. Use the Hover Boots to return to the central platform. While he's still down use a Sword combo to slice and dice Ganon into little tiny pieces. Do this over and over again, and he's through. Or is he? Editor's Note: If you know the Imperial March then start humming it now. It links the last event and what is about to happen perfectly. Get ready for a fantastic fin! Da...da...da...duh.da.da....duh.da.da.

The (final???) battle is about to commence.

(46) Aftermath

Is Ganon...er...Ganondorf too strong for ya'? Well then, walk around the corner of Ganon's Castle and lift the enormous obelisk to reveal a cave containing a Great Fairy Fountain. This sultry seducer has a great gift for you. She'll double your life. Yeah, baby!!! There are also plenty of other secrets and items out there. There are larger quivers for Arrows, and all sorts of extra goodies. Where? The answers will no longer be found within this magazine (frown). It's now up to you. Search everywhere from Goron City to seven years in the past. Be thorough and enjoy the adventure, and the excellent, excellent, excellent ending. If some gargantuan secret is found, we'll definitely print a mini-PTP or Secret Access update. Otherwise, this book is closed.

(44) Ganon's Castle

Use Bombchus or Bombs on the laser robots, then enter into the main hall of this deadly dungeon. Make sure you come here with tons of magic and potions, not necessarily for the dungeon itself, but for the boss. For your convenience we've separated the strategy for Ganon's Castle with easy-to-use color coding. Start out by locating the door featuring the green forest icon.

Breathtaking...but evil.

Green

Whoa! Kill the wolf, open the chest, then use Din's Fire on the torches. To open the door use an Arrow to hit the hidden torch on top of the mantle. Tricky! Tricky! To collect all of the white Rupees, throw on your nifty Hover Boots, step out to the left, and let the fan push you to the other side. Use the boots again to get to the switch. Grapple back up to the top, then slide to the center (where the laser guy was). Slide to the other side and grab the Rupee. Slide back and then to the door platform. Jump over to the tiny ledge with the last piece and then back up to the newly opened door. Use your Light Arrow to remove the energy, then lay claim to the orange door.

Orange

Collect the coins, then send a Bombchu over the fence. It will run into a crystal that opens the door. Hit the other crystal to make the chest appear. Manipulate your Lens to locate another hidden chest in this room. In the next small room, use a Fire Arrow on the cobwebs and direct the sun to open the door. Smear the energy with a Light Arrow. At this point, locate the blue door, and enter it.

Blue

Destroy all of the ice creatures and use your Empty Bottles to obtain Blue Fire. Use the Fire on the red wall and proceed on through it. Push the furthest block into the hole. Next, push the closest block over to the right, then up, and finally over to the gap. Jump on top of the block, and use the Blue Fire and Hammer to push down the switch. Run to the door and free the energy.

Hidden Item Shop

If you are low on health or need some kind of item, then retreat to the main hall, drop to the lowest point, and throw on your Lens. Use its magical power to locate an invisible doorway leading to a strange item shop. This shop can be used over and over again. You simply need to enter a different room to make the dealers reappear.

Purple

It's now time to enter the purple door. Use the Fire Arrow to light a torch. Run across the newly formed blocks and hit the switch to the right. A chest will appear in the middle. Go get it. Inside are the Golden Gauntlets. At this moment, use the Lens to see the invisible bridges. Hit the switch and enter the door that opens. Release the power and continue on.

Red

Simply jump to all the white Rupees. Use the Golden Gauntlets to lift the large obelisk to the left, which will create a path to the last Rupee. Jump back on the shaking white platform and grapple to the far door. Destroy the energy field and go, go, go!!!

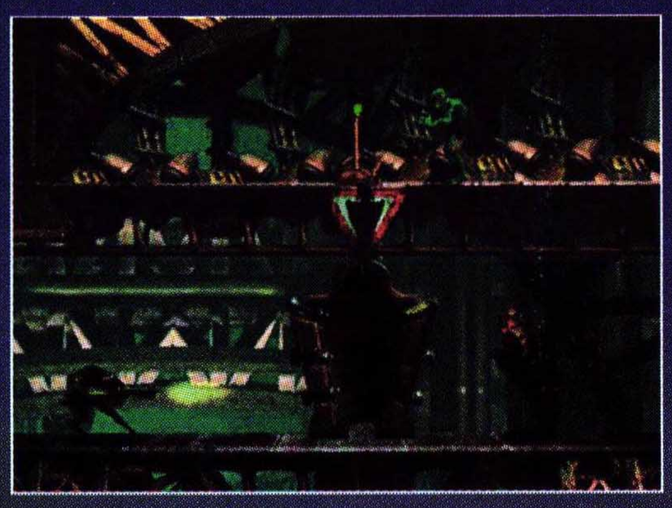
Yellow

Drop down to the bottom again and use your new Gauntlets to move the huge block and reveal the yellow door. Enter. Open all the chests to get a Small Key. Use it on the door and walk on in. Play Zelda's Lullaby on the Triforce icon and another Key will appear. In the next room, walk into, and straight through, the far wall. Blast the power and get ready for the final showdown.

Ganon's Tower

Simply destroy all the enemies to open the next few doors. Grab the Boss Key and move forward to meet face-to-face wit da man.

Now You're Cooking With Gas.



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odd to the last drop

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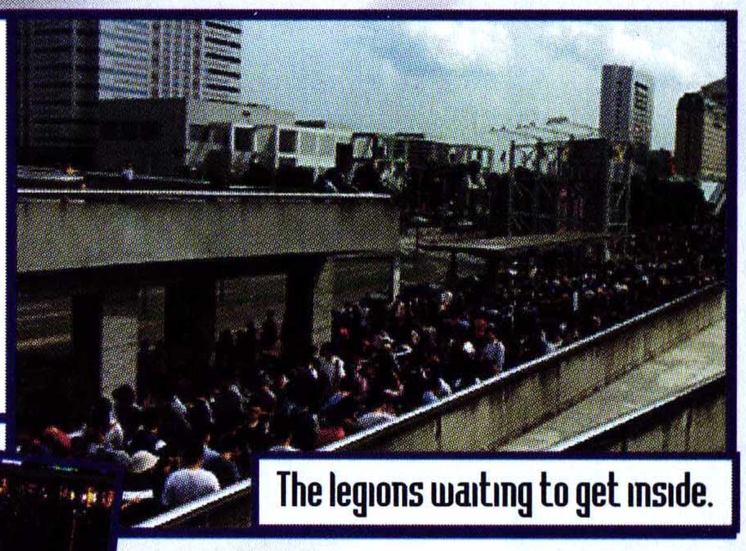
TOKYO GAME SHOW
Autumn 1998

by Andy McNamara

The Tokyo Game Show is the Japanese equivalent of America's E3 show. While not as wide in scope, it certainly is the stage on which Japanese companies like Sega, Capcom, Sony, Square, and Namco premiere many of their games. Compared to previous shows, this year's was fairly timid. But it did give gamers and Game Informer a chance to see and play the upcoming lineup for Dreamcast as well as a plethora of PlayStation titles. Nintendo, though a sponsor of the show, was painfully absent.


The legions waiting to get inside.

The Dreamcast Experience

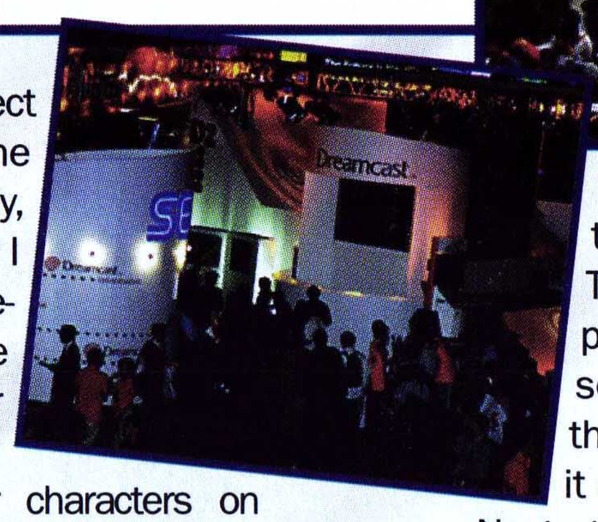
The rush of walking up to a new platform and grabbing the controller is truly exhilarating. Sega Dreamcast is no exception. Tucked tightly against Sega's booth are rows of Dreamcasts with an array of games on display. Across the show floor, I notice a machine sitting untouched. Clutching the controller, I feel much like I did the first time I touched the PlayStation, Nintendo 64, and Saturn. Yeah, the controller's a little light and a tad odd, but it has that feel – like a ride in a new car – that is hard not to appreciate.

Sonic Adventure

Sonic Adventure is the game of the hour, and as I press forward on the controller, Sonic takes off down the hill and around the bend like a speeding bullet. Giddy with excitement, my eyes glaze over as "128-bits" of graphic power goes screaming past. I literally dodge as Sonic takes the first loop. At this point, I think Dreamcast is the greatest gaming machine ever created.

Many video game goodies are for sale at the TGS.

Minutes later, I think otherwise. While this may sound ridiculous – since I am only playing this game on a show floor and not my living room – I'm bored. At this point I realize that about all I have been doing this entire time is pressing forward and at select times pressing the jump button. Certainly, *Sonic* has more to it? I complete the single-level demo and explore my options. The other Dreamcasts in this row feature all the other characters on different-styled levels, so I move on.



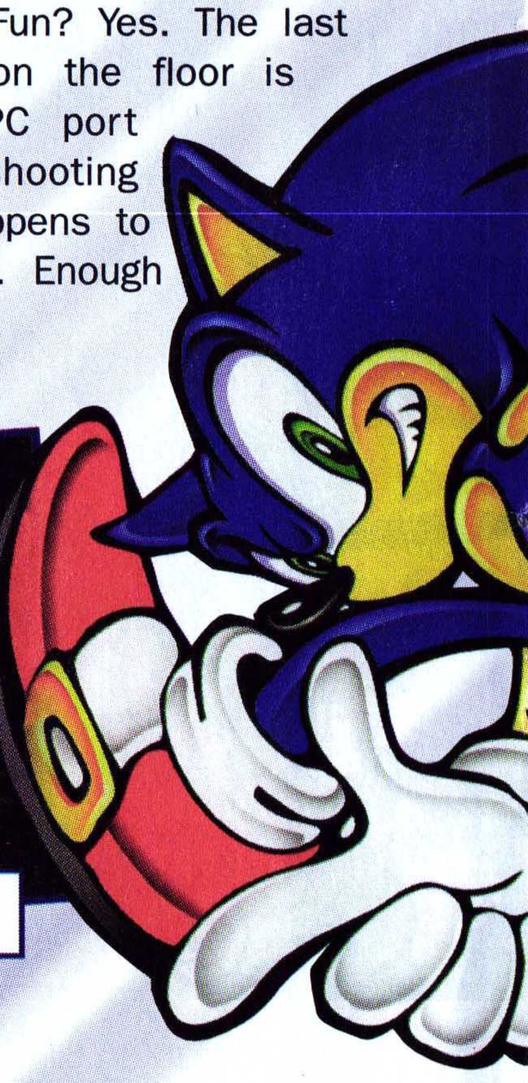
The Tails level – snowboarding – is first. Cruise down the hill, dodge the occasional tree, and hit the ramps to watch Tails pull a trick. Visually impressive, but sadly devoid of play. Knuckles is next. His world is more interesting. It's a 3D environment where Knuckles searches for crystals. Certainly the most entertaining of the levels I've played, but it's nothing groundbreaking. Amy's level is similar, but confined to corridors, and the goal of the level is to defeat a boss that chases you throughout. Next, E-102Y, the crazy robot-looking character, is surprisingly different and interesting. It works a lot like a mech game – you drive E-102Y around and shoot targets while you jump, sometimes hovering between platforms.

Still unimpressed by *Sonic Adventure*, I move on. I play ***Virtua Fighter 3tb***. The Model 3 arcade game it's not, but it's nice nonetheless. Certainly, *VF3tb* is the best title out on the floor and should work nicely as a launch title (it did bring in plenty of crowds). Around the corner is ***Blue Stinger***, created by Climax for Sega. This game is an obvious rip-off of *Resident Evil* (all the way down to the bad polygon seams). The levels and enemies look great, but the main character certainly doesn't hit me as "128-bit." As a matter of fact, he looks horrible. The control is – how should I put it? – early. But I did see some cool stuff on video, so this game has promise. I'll leave it at that.

Blue Stinger

Next stop: ***Godzilla Generations***. One word – putrid. Sticking to P's, ***Pen Pen Tri Icelon*** is across the way. It's a racing game that moves pretty slow. It'll never make it to the States. Nor will the selection of RPGs including ***Seventh Cross*** (which featured some pretty bad animation), ***Evolution*** (which looked solid, but pretty muddy), and ***Sengoku Turb*** (just weird).

Virtual On Side Story (tentative title) is my next experience. And it's a good one, but since it's a derivative of one of Sega's arcade machines, it's not much of a surprise. ***Climax Landers***, however, is a surprise. This RPG is one of the best looking and playing games here. Innovative? No. Fun? Yes. The last playable game on the floor is ***Incoming***: a PC port that's a fun shooting game, which happens to look pretty good. Enough said.



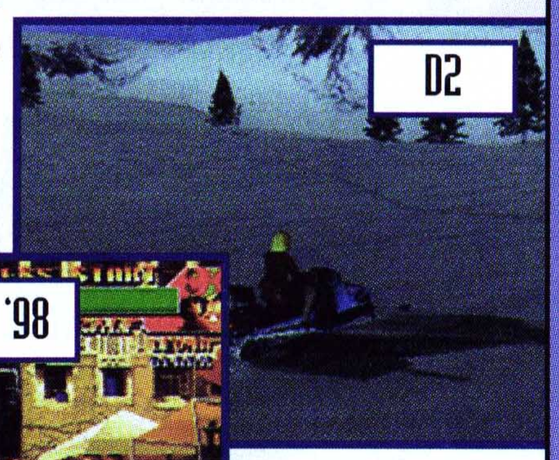
Sega Rally 2

Geist Force

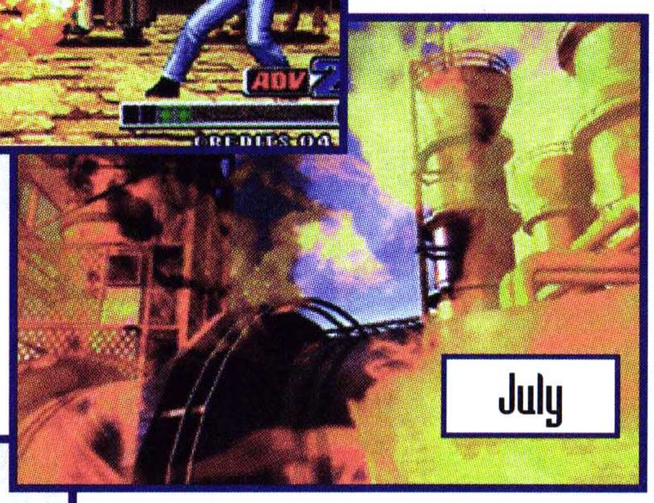
The rest of the Dreamcast lineup is only there in spirit and videotape. Most obviously "bound" by this interactiveless medium is ***Sega Rally 2***. Announced as a launch title, *Rally 2* should have been playable. But after watching the video for a while it became painfully obvious why it was absent – it looks like a PC game. Unacceptable in my book. Sega of America's shooter ***Geist Force*** is also "video-bound." The opening FMV is cool. What else can I say about it? It was on tape. As was ***Elemental Gimmick Gear*** (a wacky adventure game that has no relation to *Elemental Gearbolt*), ***D2*** (a game that should be very cool), ***Monaco Grand Prix Racing Simulation 2*** (a racer that looks interesting), ***Get Bass*** (a great arcade game), ***Cool Boarders*** (UEP is doing it, but that's about all we know), and ***July*** (which is basically a collection of FMVs – Yawn!).

However, the Dreamcast's future looks good on paper, and as I flip through the brochure, Capcom looks to be leading the way. There's ***Resident Evil: Code Veronica*** (the zombies looked great when Capcom showed it at Sega Challenge II) and ***Power Stone*** (a 3D fighting game with interactive backgrounds). But Dreamcast gamers also have ***King of Fighters '98***, ***Puyo Puyoon***, and ***Grandia II*** to look forward too.

My final impression? Alright, I'll give you the skinny, but before all the Sega fans and their dogs write in, I want you to realize that I've only had limited playtime with the Dreamcast at a game show. And this is JUST a first impression, but I'll tell you right now: I wasn't exactly blown away. While the graphics in *Sonic* are spectacular, they aren't exactly the bee's knees. Nor are they lightyears ahead of what's available right now on PC. Yes, they are nice, but where PlayStation was a huge jump forward in gaming, at this point, Dreamcast looks to me as merely a hop. Hey, maybe I'm expecting too much for $199.


D2

King of Fighters '98


July

Get Bass

Elemental Gimmick Gear

Monaco Grand Prix Racing Simulation 2

Japanese Dreamcast Release List
* denotes working titles (subject to change)

November 27, 1998
Godzilla Generations (Sega – Action)
Sega Rally 2 (Sega – Racing)
Virtua Fighter 3tb (Genki for Sega – Fighting)
Pen Pen Tri Icelon (General Entertainment for Sega – Racing)
July (Sega – Adventure)

December 3, 1998
Blue Stinger (Climax for Sega – Action/Adventure)

December 10, 1998
Geist Force (Sega of America for Sega – Action/Shooter)

December 17, 1998
Sonic Adventure (Sonic Team for Sega – Action/Platform)

December (TBA), 1998
Incoming: Jinrui Saishyu Sensou (*Humanity's Final Battle*) (Imagineer – Action)
Shinki Sekai Evolution (Sting for Sega – RPG)
Seventh Cross (NEC Home Electronics – Simulation/RPG)
Monaco Grand Prix Racing Simulation 2 (Ubi Soft – Racing)

January 14, 1999
Sengoku Turb (NEC Home Electronics – Action/RPG)

January 1999
Climax Landers (Climax for Sega – RPG)

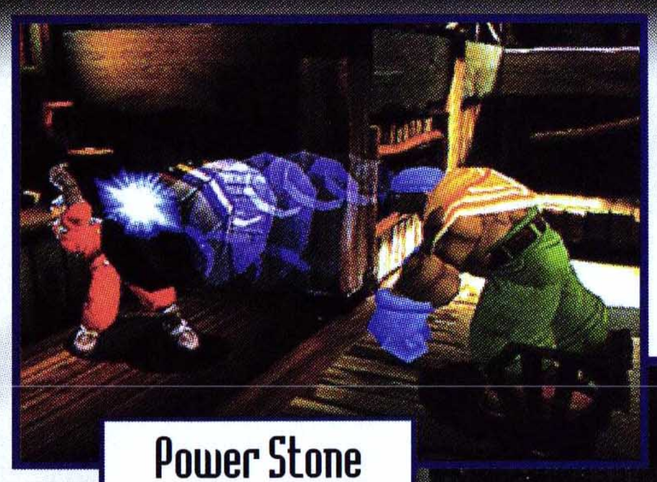
February 1999
Aero Dancing (CSK Sogo Kenkyujo – Flight Simulation)
Digital Horse Racing Newspaper Special Tie-In (Shouei Systems – Simulation)*
Get Bass (Sega – Sports)
Kitahe: White Illumination (Hudson – Dating Simulation)

March 1999
Cool Boarders (Uep Systems – Racing)
Mahjong (Kaga Tech for Naxat Soft – Puzzle)
Puyo Puyoon (Compile – Puzzle)
Great Buggy (CSK Sogo Kenkyujo – Racing)
Cho Hamaru Golf (Sega – Sports)

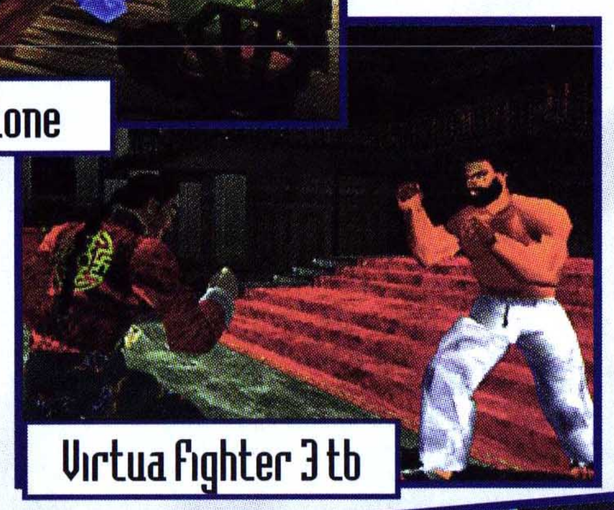
April 1999 and Beyond
The King of Fighters '98: Dream Match Never Ends (SNK – Fighting)*
Mercurius Pretty (NEC Interchannel – Fantasy/Simulation)
Monster Breed (NEC Interchannel – Simulation)
Bio Hazard – Code: Veronica (Capcom – Action)
Power Stone (Capcom – Fighting)
Hiryu No Ken Retsuden (Culture Brain – Fighting)*
Crack 2 (Sieg – Simulation)
Nijiro Tenshi (Japan Corp – Simulation)
Akihabara Denno–Gumi Pata Pies! (Sega – Simulation)
Giant Glam: Japan National Pro Wrestling 2 at the Nippon Budokan (Sega – Fighting)
Denno Senki Virtual On: Oratorio Tangram (Sega – Fighting)
Project Berkeley (Sega – RPG)*
J. League Let's Make A Pro Soccer Club! (Sega – Sports)*
Let's Make A Pro Baseball Team! (Sega – Sports)*
Mobile Suit Gundam (Bandai – TBD)*
Harukaze Sentai V Force 2 (Bing Kids – Simulation/RPG)*
Elemental Gimmick Gear (E.G.G.) (Hudson – Action/RPG)
Entertainment Golf (Bottom Up – Sports)
Oozumo (Bottom Up – Sports)*
D2 (Warp – Action/RPG)
Shienryu 2 (Warashi – Shooter)*
Dynamite Robo (Warashi – Action)*
Star Ixiom (Namco – Shooter)

TOKYO GAME SHOW

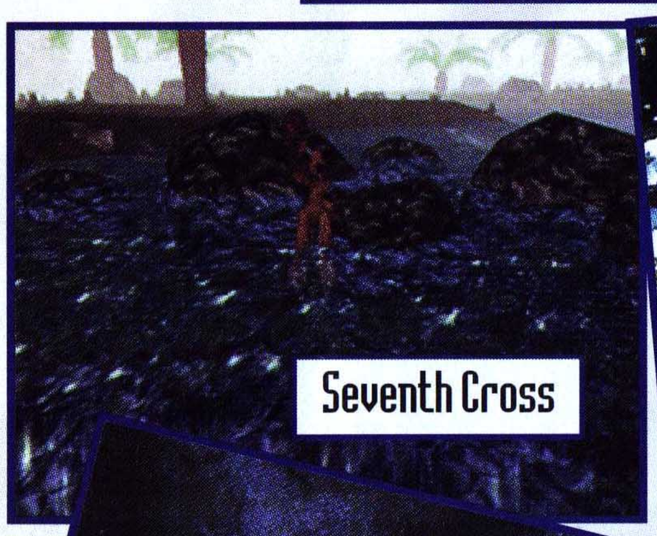
Autumn 1998



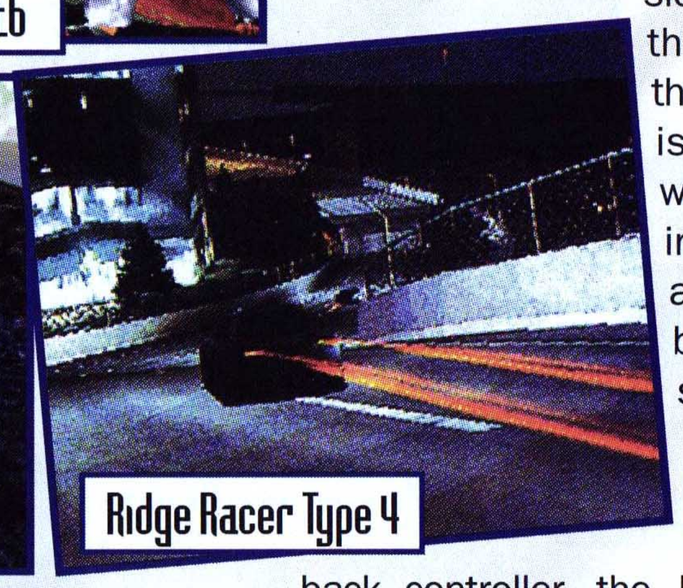
Power Stone



Virtua Fighter 3 tb



Seventh Cross



Ridge Racer Type 4

Bio Hazard: Code Veronica

Each booth had an army of girls just waiting to get their pictures taken. We happily obliged.

Show Highlights

Obviously, the Dreamcast was the biggest news at the show, but there were other titles to keep things interesting for both the PlayStation and Nintendo 64.

Leading the pack was Namco's ***Ridge Racer Type 4***. Going back to its roots, R4 brings insane high-speed racing action upgraded with *Gran Turismo*–esque graphics. The control is reminiscent of *Ridge Racer Revolution* (which we consider to be a good thing), and seeing the game in motion is truly amazing, with all of its detail including taillights and headlights that blur from the speed.

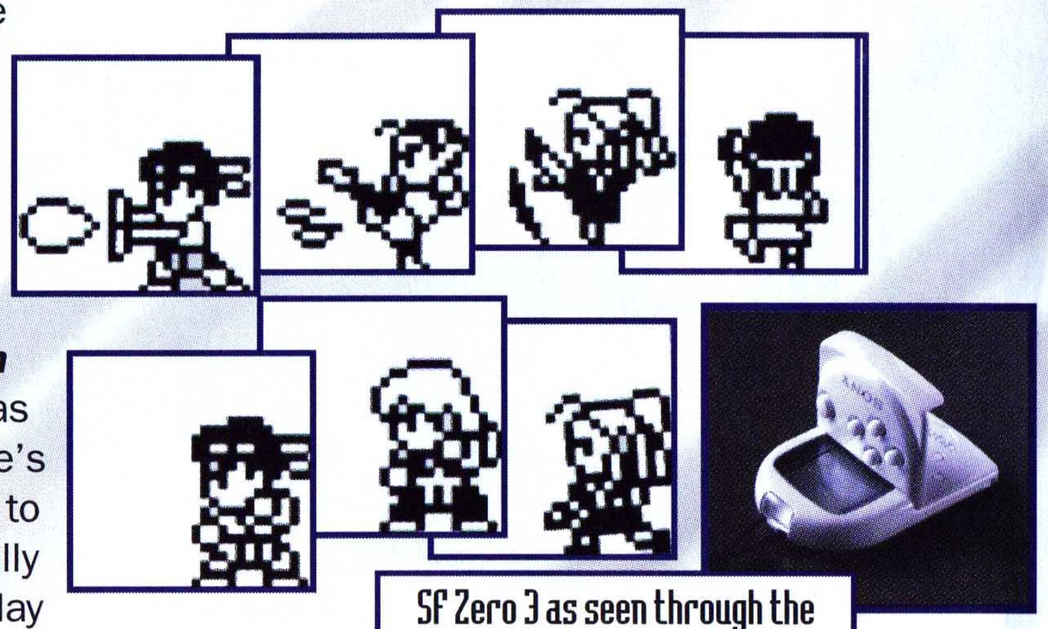
Debuting with R4 is Namco's new force-feedback controller, the **JogCon**. Utilizing a centrally located steering wheel, the JogCon delivers an arcade-like experience – kinda. The force feedback is cool, but at this point it is much easier to play the game using the patented tap on the d-pad as the JogCon's wheel is a little touchy.

Fighting fanatics will be happy to hear that Capcom has finally translated one of its arcade masterpieces successfully to the PlayStation. ***Street Fighter Zero 3*** (*Alpha 3* in the States) is super smooth. Featuring all the characters and action from the arcade (including the return of Blanka), *Zero 3* could be arcade perfect. Of course, Capcom never brings a fighter home without adding a little extra, and compatibility with Sony's upcoming ***PocketStation*** (previously known as the PDA) is this game's novelty. The ability to download beautifully hand-drawn characters and play them as blocky LCD icons is truly an amazing feat, but there's more. You can also save your game data on the PocketStation.

Speaking of Capcom, its first N64 game, ***Magical Tetris Challenge***, is nearly complete. Although it has a story mode and other oddities, the real guts of this game is the upgraded *Tetris* engine. Basically, it's the same game you've played for years, but with new crazy pieces and Disney characters. Definitely fun.

Also on the Nintendo front was Koei's ***Winback***, which surprisingly looks pretty interesting. I would describe it as a cross between *Mission: Impossible* and *Resident Evil*. It ain't there yet, but with some work, Koei could do something with this one. Then again, it might not.

As always, Square is a highlight of any video game show. Its booth featured a video running the new computer-generated intro to ***Final Fantasy VIII***, and to say that I was blown away would be an understatement. If Square ever finishes its *FF* film I will definitely pay to see it – twice! But just as the *FF VIII* intro drew to a close, Square shot up footage of its upcoming sequel, ***Saga Frontier 2***. Luckily, *Saga 2* looks nothing like the first, and in classic Square style, it has been given a new "artsy-fartsy" appearance that actually looks good. But *Saga Frontier 2* can only hold your interest so



SF Zero 3 as seen through the eyes of the PocketStation.

pretty good on the little screen. It's a shame the unit has only two buttons, as the fighting action is nothing to really write home about.

While there was plenty of other stuff at the show, not much was noteworthy. About the only thing I should mention is that import-savvy fighting fans should get ***Marvel Vs. Capcom*** for Saturn and ***Ehrgeiz*** for PlayStation (killer games). Otherwise, the rest of the scene was either Japanese RPGs that will never make it to our shores, or bad Banpresto games that shouldn't.

Baseball Stars

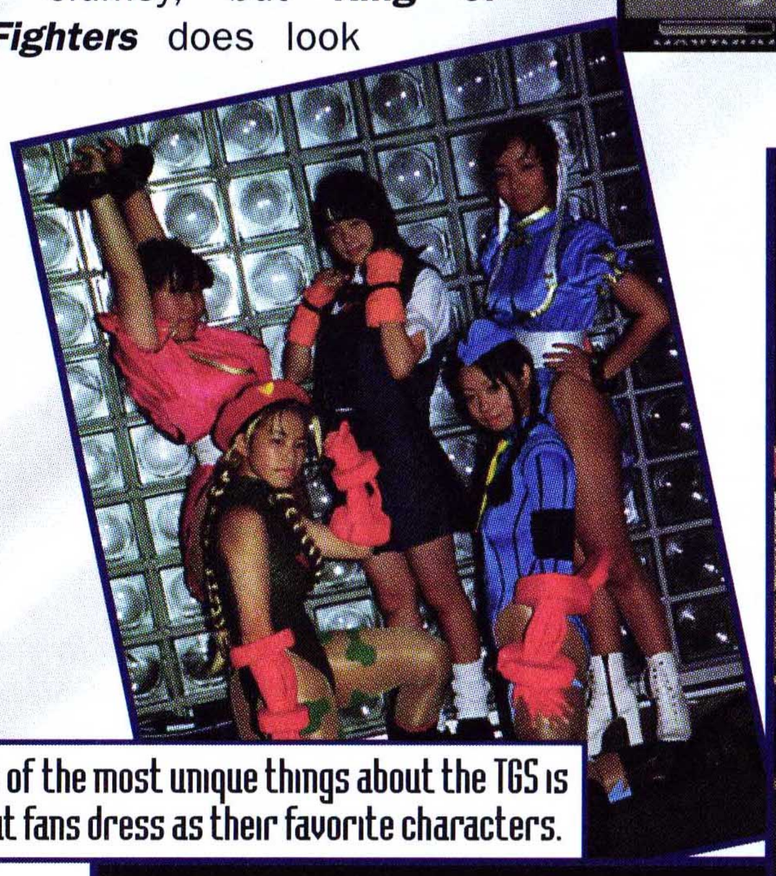
Monster Farm 2

long when *Final Fantasy VIII* is in the hall. The playable *FF VIII* went well beyond the previous demos, but to say that the area was mobbed would be an understatement. Let's just say you can expect this game to do everything, except the household chores.

On the hardware front, SNK had its **Neo•Geo Pocket** on hand (get it?). The unit fits nicely in your hand, but the joystick is annoyingly similar to the Neo•Geo's joypad (of which I never was a big fan). It's pretty clumsy, but ***King of Fighters*** does look

Street Fighter Zero 3

King of Fighters R-1



One of the most unique things about the TGS is that fans dress as their favorite characters.

game informer's top ten

Editors' Top Ten Games for December

10. *Spyro The Dragon – PS-X*
9. *Xenogears – PS-X*
8. *Rogue Trip – PS-X*
7. *WCW/NWO: Revenge – N64*
6. *Rush 2 – N64*
5. *Metal Gear Solid – PS-X*
4. *Pokémon – GB*
3. *Crash Bandicoot: Warped – PS-X*
2. *Tenchu – PS-X*
1. *The Legend of Zelda: Ocarina of Time – N64*

Readers' Top Ten Games for December

10. *Banjo-Kazooie – N64*
9. *Chrono Trigger – SNES*
8. *Tomba! – PS-X*
7. *Rogue Trip – PS-X*
6. *Tekken 3 – PS-X*
5. *Gran Turismo – PS-X*
4. *NFL Blitz – N64*
3. *Mega Man Legends – PS-X*
2. *WWF War Zone – N64*
1. *Tenchu – PS-X*

Top Ten GI Predictions for 1999

10. ***GI hits newsstands and becomes the #1 selling vid mag, crushing the competition.***
9. ***On Nintendo 64, there will be 10 racing games for every other game. The same will happen to Dreamcast.***
8. ***GI Magazine will use the word "EXCLUSIVE" on its cover less than three times (and probably not at all).***
7. ***The movie Tomb Raider will flop miserably.***
6. ***The Minnesota Vikings will win the Super Bowl.***
5. ***GI will receive more than 5000 letters a day about the sport of pro wrestling.***
4. ***Zelda will rack up enormous sales, preventing all other games from selling more than 20,000 copies (except for maybe FF VIII).***
3. ***Everything is Star Wars.***
2. ***Sega Dreamcast will not live up to everyone's expectations (although it will still rock).***
1. ***PlayStation and Nintendo 64 will drop to $99.***

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!

New N64 Controller for System Purchasers

If you are looking to buy a new **Nintendo 64**, then be sure to look out for this little package. In the current system war, neither **Sony** nor **Nintendo** is ready to make a major move. However, the very tiny concessions just keep coming. Nintendo has announced that although the N64 is remaining at a price of $129.99, it will be packing in a second controller at no cost, beginning November 9. However, this is no normal controller, this is an **Atomic Purple** controller, all nice and translucent, like the **Extreme Green** controller. So, potential Nintendo owners will have their choice of either a system with one extra controller, or a system with a coupon good for 10 bucks off one game.

Game Boy Color Release Lineup Finalized

The **Game Boy Color** – **Nintendo's** third revamping of everyone's favorite handheld – will come in two casings, purple and transparent purple, and is set for a November 23 release. There will also be four titles released by Nintendo on launch day featuring full compatibility with the Game Boy Color, meaning the games will use all of the system's new color capabilities. Here's the list of games you should be able to find upon release:

- *Tetris DX*
- *Pocket Bomberman*
- *Quest for Camelot*
- *Game and Watch Gallery 2*

Tetris DX is the same game we all know and love, but in color, along with three new modes of play: Ultra, Vs., and 40 Lines, ***Pocket Bomberman*** is a new platformer featuring Bomberman. ***Quest for Camelot*** is an action game based on the movie of the same name. ***Game and Watch Gallery 2*** is a collection of old Game and Watch games, the first video games Nintendo created.

Check out the list on the side to see what the upcoming Game Boy Color titles are. ***Zelda: A Link to the Past*** is already completed, but a reissue has not been announced. However, *Game Informer* predicts that this holdout is merely a ploy to generate marketing hype.

So, Game Boy fans, get ready to shell out some bucks for the new Game Boy Color, coming just in time for the holidays.

Here is a list of upcoming games for Game Boy Color. (Note: This list is subject to change.)

- *Arcade Hits: 720 Degrees*
- *Arcade Hits: Defender/Joust*
- *Arcade Hits: Spy Hunter/Moon Patrol*
- *Blitz*
- *Pocket Bomberman*
- *Bugs Bunny Crazy Castle 3*
- *A Bug's Life*
- *Carrot Crazy*
- *Conker's Pocket Tales*
- *Déja Vu 2*
- *Game & Watch Gallery 2*
- *Gex 3D*
- *Kirby's Dream Land 2*
- *Las Vegas Cool Hand*
- *The Legend of Zelda: Link's Awakening*
- *Looney Tunes*
- *Men in Black*
- *Metroid II: Return of Samus*
- *Montezuma's Return*
- *Mortal Kombat 4*
- *NBA in the Zone*
- *NBA Jam 99*
- *NHL Blades of Steel*
- *Pitfall 3D*
- *Power Battle*
- *Quest for Camelot*
- *Rampage*
- *Ratz*
- *San Francisco Rush Extreme Racing*
- *Shadowgate Classics*
- *Shanghai Pocket*
- *South Park*
- *Spawn*
- *Tetris DX*
- *Titus Jr.*
- *Top Gear Pocket*
- *Twouble*
- *Turok 2*
- *VRally*
- *Wario Land*
- *WWF*

New Innovations & Characters in Final Fantasy VIII

Here's the new beef. ***Final Fantasy VIII*** will be compatible with **Sony's PDA**, which is now officially called the **PocketStation** (cute). What in the world will it do with *FF VIII*? Supposedly, you'll be able to raise your Guardian powers on it. How? We don't know, but it sounds pretty cool. Let's just hope it's not like **Sega's Godzilla VMS**. What a disastrous piece of machinery that is.

Next up, we new information concerning four new characters in the game. Joining Squall and Laguna is Rinoa Heartilly, a female warrior with combat similarities to Yuffie. She also has a haircut like one of those "Friends" girls. Then there's Seifer Almasy, a ferocious swordsman who apparently cares just as much about his hair as Rinoa. There's also Zell Dincht, who appears to be a punk rockin' soldier. And lastly we know of Edea the Witch, who appears to be an arch-enemy. Then again, Edea could be one of those characters who starts out bad, but eventually turns to the light.

Characters from left: Edea, Seifer, Rinoa, Zell

Sega Unveils Naomi Board

Sega has long been known for its graphics prowess in the arcades. However, it has always demanded a large sum for its games, because the technology within has been so expensive. Now, Sega has the leverage to manufacture games at a much lower cost, thanks to the new **Naomi** board powered by a version of **NEC/VideoLogic's Power VR2 GPU** (almost identical to the chip found in the **Dreamcast**). The system, according to Sega, has a top end of 3 million polygons per second, with a peak fill rate exceeding one gigapixel per second. This is over three times the power of Sega's current graphics beast, the **Model 3 Step 2**.

"We are confident that Naomi's new price-performance point, combined with Sega's strong position, will set a new standard and fundamentally change the dynamics of the arcade market," boasted Hossein Yassaie, president and CEO of VideoLogic. And those are some very strong words indeed. Can Sega actually change the dynamics of the arcade market? How will other market contenders **Midway**, **Konami**, **Namco**, etc. counter the release of the Naomi board which is one-third the price, yet three times as powerful? It appears to be a part of the larger scheme of things regarding Dreamcast and Sega's overall future.

Wanted: Naomi Board, Dead Or Alive

One of the first games running on Sega's new **Naomi** board is **Tecmo's *Dead or Alive 2***. The game will only have two returning characters, and will feature many of the goodies found in the **PlayStation** version, like more secret characters, more costumes, and more BOUNCE. This game is still a little ways off, but we had to show you some of the images.

NAOMI™

think about this!

by Andy Reiner

How To Get What You Want

Way back in the days when I was just a wee little Reiner, I received my fair share of lame Christmas presents. At first, I scowled at my parents' inability to shop. How could they buy such junk? I also targeted my relatives' poor gift choices, and ultimately came to the conclusion that my entire family was inbred and I was damned for all of time. One Christmas morning the eggnog seriously hit the fan. I jumped out of bed sporting my kickin' Incredible Hulk PJs and ran to the tree. Of course, Santa did well and left me the Emperor, his Royal Guard, and the Shuttle Tydirium toys. But my parents totally blew it (sorry Mom and Dad). They bought me Gobots instead of Transformers, Hylide instead of Zelda II, and Ewoks instead of more Imperial troops. How could they swing and miss on every present? Then it dawned on me. It was not my parents, but my wish list, that ruined Christmas.

The problem was that I asked for too much. Seriously, I used to throw open the Sears and Dayton's catalogs and basically recopy them in the form of a "Buy Me This Now" list. I took my time on my lists (yeah, I take pride in my work), making sure I listed the most important items at the top. I would even tell my parents what I wanted most, but I never once thought about every other kid in America wanting the same thing as me. So, when the best presents were "sold out," my parents would simply buy the next item down, or in some cases, whatever they liked on the list. After that miserable Christmas I searched out and slowly began to perfect the technique of getting exactly what I want each and every time. Sure, Christmas is about many other things, but why not increase the joy by making it perfect. He he.

Here's how to make out like a bandit. One rule will do it: keep your list extremely short. That's all you need to know. Last year, my girlfriend asked me what I wanted for Christmas. I said, "I want an AT-AT" (the expensive $80 toy). She said that it would cost way too much and it would break our agreement of keeping the cost under 50 bucks. In response, and with a dead serious look on my face, I retaliated by repeating, "I want an AT-AT." You know what happened? I got the AT-AT for Christmas! Score!

So in closing: I repeat, keep your list extremely short and pinpoint the most important items (highlighting usually works well). Keep in mind, you may want to slide an extra Greatest Hits game onto the list. For 20 smackers a shopper usually cannot refuse. Also, adding an incentive for the parents, like listing a shirt, socks, or something lame will make them think you are more adult-like and can handle more gifts.

So what do I want for Christmas this year? Zelda. That's all I need. Oh, and a pair of dress socks, and...

WarCraft & StarCraft Fantastic Plastic

We thought the ***Quake*** toys were an odd choice, but this definitely takes the cake. Both ***WarCraft*** and ***StarCraft*** have toy lines in the works. Each series features amazing detail, and decent articulation. From what our sources tell us, **Blizzard** is creating and distributing these figs. Strange, huh? Both series should appear on toy racks later this year, or in early '99. Let's hope they take off!!! Because if these games land figures, then anything can. Hmmm. Where the heck are the ***Metroid*** toys?!!!! Argh!!!!!!

This News Story Will Self-Destruct In 5 Seconds

Infogrames Entertainment announced that sales of ***Mission: Impossible*** for the **N64** have passed the 1 million mark. Since its release in July, *Mission: Impossible* has steadily ranked in the top ten in N64 titles sold, and in overall console rentals.

Midway To "Blitz" the Diamond

Midway, creator of the arcade-football hit ***Blitz***, is currently programming a new title featuring players and teams from **Major League Baseball**. Just like *Blitz*, Midway's baseball title is said to "stretch" the rules of baseball just a bit. Expect to see some insane action when this game hits the arcades next spring.

InterAct Unveils Turbo RAM

InterAct, maker of an extensive array of third-party peripherals, has announced another peripheral for use with the **N64**. Coinciding with the release of the **N64 Expansion Pak** and ***NFL Quarterback Club '99***, InterAct plans to release the **Turbo RAM**, at a cost of $29.99. Adding 4 MB of RAM will double the total RAM capacity of the N64 to 8 MB. As everyone keeping up with the RAM pak situation already knows, this RAM pak means only good things for gamers all across America.

Sega Teams Up With WebTV To Put Dreamcast Online

Sega announced plans today to market its **Dreamcast** home video game system in Japan coupled with **WebTV's Internet TV** browser. Both companies see the move as a chance to expand the markets for their systems in Japan. Sega plans to take the Dreamcast online next spring by including a special WebTV CD-ROM with each game set, allowing players who subscribe to compete against each other via the Internet.

WebTV hopes this partnership with Sega will help expand its Japanese subscriber base, which has remained below the 100,000 mark.

What's Hot

Acclaim Blackens Turok 2

The Legend of Zelda: Ocarina of Time (gasp for air) will not be the only **Nintendo 64** cartridge sporting a unique color. Some of the *Zelda* carts will be gold, and Acclaim has announced its ***Turok 2: Seeds of Evil*** carts will be charcoal black. As of now, there will not be any limited quantities of this unique *Turok 2* cart. Unlike the *Zelda* cartridge, which is supposed to be either standard gray or "limited edition" gold, there will only be black cartridges produced for *Turok 2*.

Look for *Turok 2* to arrive in stores at the end of this month.

From the Maker of the Classic Flashback...

Next spring, **Delphine Software** (***Flashback***, ***Fade to Black***, ***Moto Racer***) and **Take 2 Interactive** (***Iron & Blood***, ***Grand Theft Auto***) plan to release an action/RPG entitled ***Darkstone*** for the **PlayStation** and **PC**. Two players can compete simultaneously and explore well over 30 levels filled with treacherous traps and nasty enemies. *Darkstone* is equipped with a quest generator that will create a new and exciting game each and every time you play. We don't have any other details, but it appears the gameplay will be something like the smash hit ***Diablo***, but in complete 3D, and loaded with a larger selection of enemies and traps, plus camera control options.

ASCII Announces Super Light Boy

Here it is, the first peripheral designed for use with the upcoming **Game Boy Color**. **ASCII Entertainment Software** announced the **Super Light Boy**, designed for use with the **Game Boy Pocket** and Game Boy Color. The item lights and magnifies pictures for those who want a little less eye strain. Thankfully, the light will last for over 10,000 hours, making it a very good investment. Expect the Super Light Boy to ship the same week as the Game Boy Color.

tech talk

Namco's New Racing Controller

If you live in Japan, you might want to get one of these babies when ***R4: Ridge Racer Type 4*** comes out. Called the **JogCon**, it's a new controller that is specifically designed by **Namco** for *R4*. Notice the big black wheel in the middle of the thing. The dial on the center of the wheel is called the jog dial. The dial rotates via electrical power (no batteries needed), generating a force-feedback sensation, making it a nice item for the racing enthusiast. Rather than merely shaking with force feedback, the dial in the controller will use the feedback to "fight" with you, simulating a real racing experience. Plus, the controller is compatible with all **PlayStation** games, not just the racers. Will it be as good on racing games as the excellent **NegCon**, also made by Namco? Who knows, but at least it appears to be a little more versatile.

A U.S. release has yet to be announced.

AMAZING

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Jeff Gordon XS Racing Arrives March 1999

GI NEWS

Game Informer Finishes Fuse: Episode 1

After two hours of makeup prep, and a quick gargle of lukewarm saltwater, *Game Informer* filmed its very first episode of ***Fuse***, a bi-monthly video magazine devoted solely to video games. Episode 1 includes tons of news and previews, plus footage of **Sega's *Sonic Adventure*** extravaganza in Japan. The tape is a valuable resource, since hot games like ***Turok 2*** and ***Tomb Raider 3*** can be seen in action for the very first time.

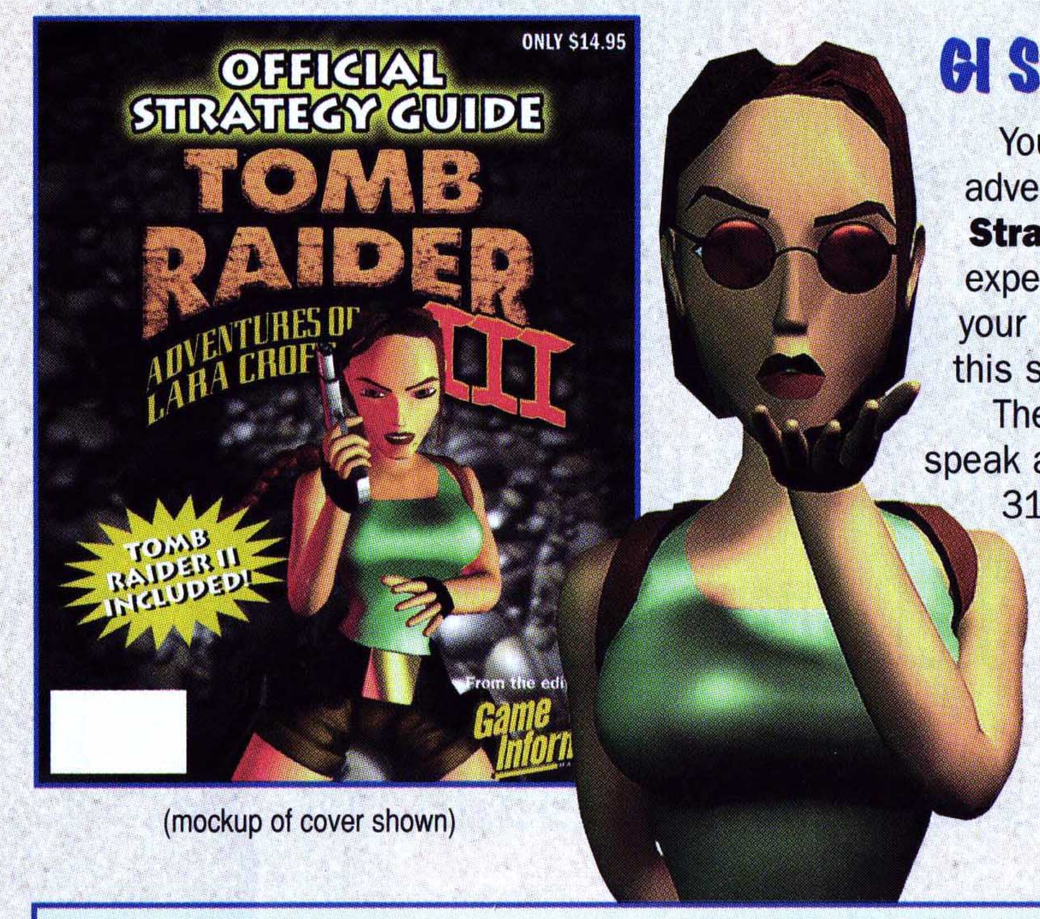
Furthermore, *Game Informer* has a three-minute spotlight section in the show (in the business, we call it a "mod"), where we sit in our office and review a number of games. Wonder what the *GI* offices look like? Want to hear Andy, Jon, Paul, and Reiner argue over which game is the best? Then check out *Fuse*, available this Thanksgiving. It can be found at most major games retailers and carries a price tag of $5.99. Cheap!

Game Informer's Site O' The Month

Smithsonian Institution

Game Boy (Oh Boy!)
http://www.scott.net/~gtaylor/gbob

This site has everything for Game Boy enthusiasts. Featuring up-to-date reviews and previews, as well as chat, codes, manuals for GB games, and more, Game Boy (Oh Boy!) is the Game Boy lover's paradise.



(mockup of cover shown)

GI Staff Pens Tomb Guide

Your source for strategies on Lara Croft's third adventure is *Game Informer's* ***Tomb Raider III* Strategy Guide**. Written by the same gaming experts who bring you the magazine you hold in your hand, the *Tomb III* guide covers every inch of this stunning quest.

The guide should be hitting the shelves as we speak and retails for $14.95. [See ***GI, Sept. '98*** pg. 31 info on how to save $5.00 on the guide.]

Eidos Unveils Upcoming Games

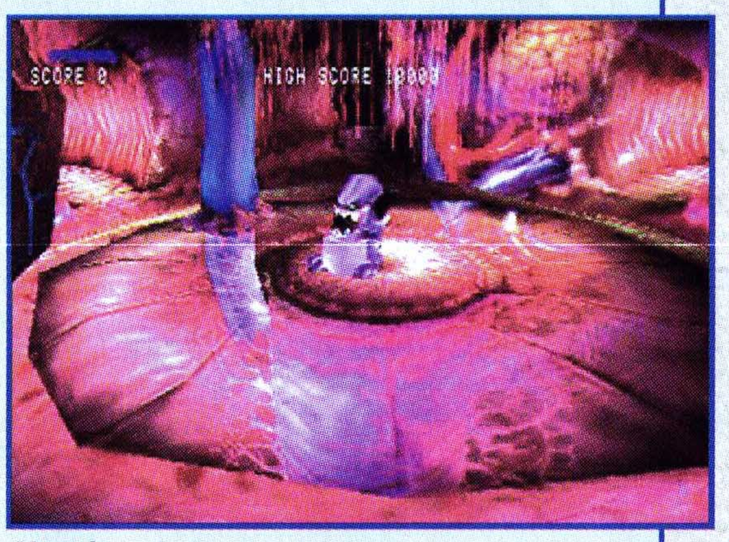
At a press event last October, **Eidos** displayed a number of upcoming **PlayStation** games to members of the gaming press. ***Omikron*** was really a surprise: the entire game will be streamed, so there are no levels. It's basically one huge city. If you die, you assume the role of the next character to touch you. This could be a fat bald guy, an exotic dancer, or a grocery store cashier. You must then use this character to continue your quest and solve the game's mystery. *Omikron* is tentatively scheduled for a late '99 release.

As ***Dig Dug*** fans, we enjoyed ***Vermin***. It's definitely addictive, but at this point, the control needs a little work. *Vermin* includes two playable characters each with different abilities and is scheduled for a May '99 release.

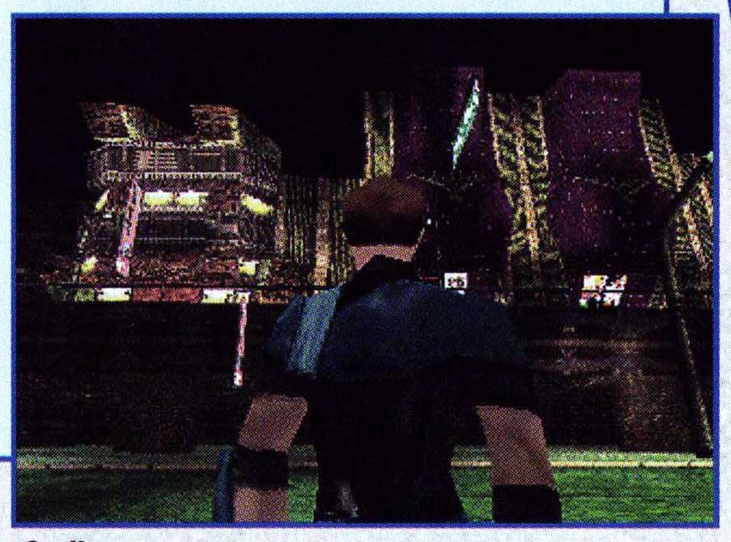
Saboteur is a ***Fighting Force***–style game, but set in a strange futuristic world where magic and mechanization coexist. Perhaps the most noticeable feature in this game is your attack dog. This mutt is basically your sidekick, and if two or three enemies attack at once, you can sic the dog on one of them. *Saboteur* is scheduled for a June '99 release.

Remember, **Crystal Dynamics** was recently acquired by Eidos, so ***Gex: Deep Cover Gecko***, ***Legacy of Kain: Soul Reaver***, and ***Akuji the Heartless*** were other upcoming releases on display.

Saboteur (PC image shown)



Vermin

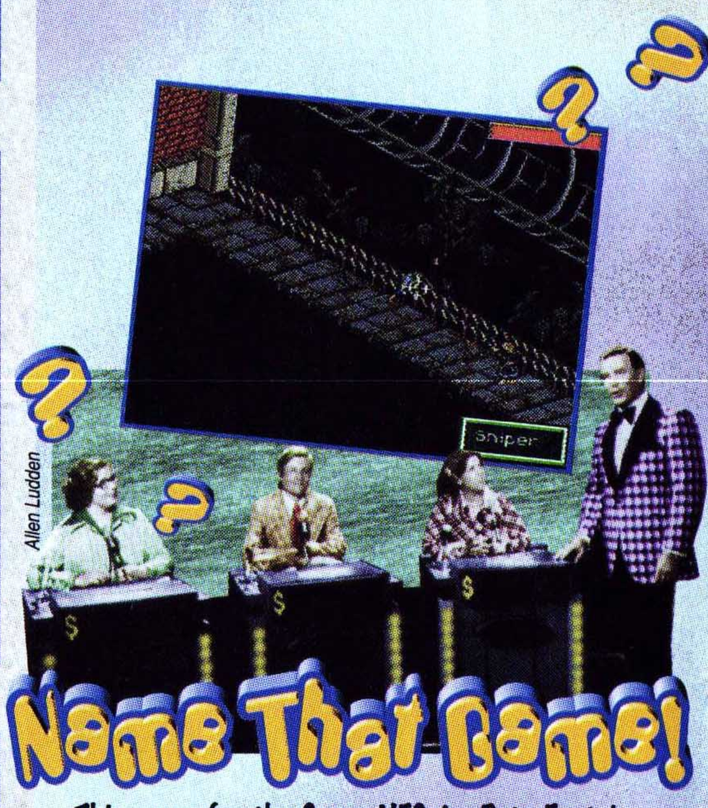


Omikron

VIDEO GAME TRIVIA

1. ***Radical Entertainment is making a game based on a popular action star. Name him.***
2. ***Name the rarest Pokémon of all.***
3. ***What game will include the Final Fantasy VIII demo?***
4. ***What is the name of the next installment in the Resident Evil series?***
5. ***Name two games that will be receiving a third installment this year.***

[Answers on the bottom of page 44]



Allen Ludden

Name That Game!

This game for the Super NES, by Data East, is based on a popular pen-and-paper RPG by FASA. You play as a man with amnesia in the future, where cybercrimes and gun running are commonplace. What game is it?

[Answer on the bottom of page 44]

What's Hot!

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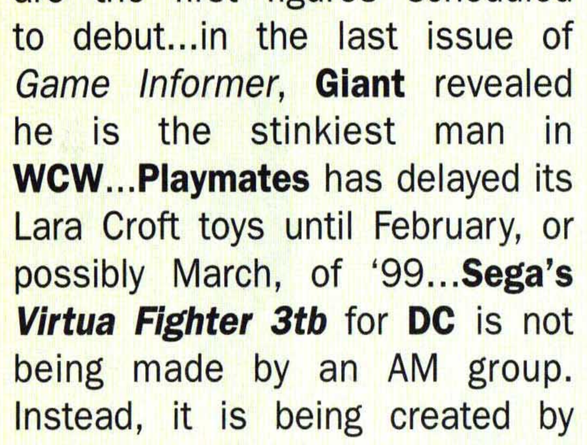
Data File:

The Official Star Wars website (starwars.com) posted a news article that at long last reveals the name of Episode I. Brace yourselves...Here it comes...***Star Wars: The Phantom Menace***. We think this title is kind of awkward and doesn't really jive with the other titles. But swish it around in your head for awhile. It's actually kind of cool. *The Phantom Menace* will debut in theaters on May 21.

➤ A few weeks ago, **989 Studios** announced the cancellation of ***Bust A Groove*** for **PlayStation.** A week later, 989 Studios announced *Bust A Groove* was back on track. A definite release date (or cancellation date) is still pending...*Game Informer* was the first gaming magazine to beat ***Zelda*** on the **N64** (yes, we are gloating)...**McFarlane Toys** has informed us that it will produce a toy line for **Konami's *Metal Gear Solid***. Snake, Meryl, and Ninja are the first figures scheduled to debut...in the last issue of *Game Informer*, **Giant** revealed he is the stinkiest man in **WCW**...**Playmates** has delayed its Lara Croft toys until February, or possibly March, of '99...**Sega's *Virtua Fighter 3tb*** for **DC** is not being made by an AM group. Instead, it is being created by **Genki**, makers of the ***Kileak*** series and ***Brahma Force*** (maybe that's why it didn't look arcade perfect)...**SNES** owners once enjoyed three holidays with ***Donkey Kong***. **N64** owners have suffered through three holidays without. What's the holdup? The Y2K bug?

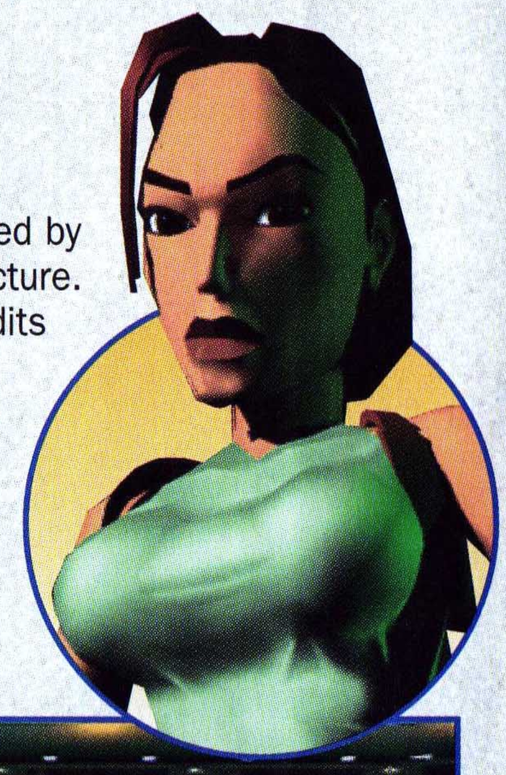
➤ ***Dragon Valor***, **Namco's** sequel to the 8-bit ***Dragonbuster***, is coming Spring of 1999 to Japan, with RPG and Action elements. Here's a picture.



Is Jennifer Connelly Lara Croft?

Game Informer has learned that **Lara Croft** may be portrayed by **Jennifer Connelly** in the upcoming ***Tomb Raider*** motion picture. If the name doesn't ring a bell, Connelly's past credits include *The Rocketeer* and *Dark City* (to name a few).

Neither **Eidos Interactive** nor **Paramount Pictures** could confirm or deny the casting of Connelly as Lara Croft. Stay tuned, and in the meantime, take a look at the beautiful Ms. Connelly.



Konami Adds Games to Its Ever-Expanding Lineup

Konami's list of upcoming titles is growing larger by the minute. Konami, never shy about publishing for every console, has unveiled new games for **PlayStation** and **Nintendo 64**. The company also hinted at some of the titles it has in the works for **Dreamcast**.

For the PlayStation, Konami is developing a fishing simulator, ***Fisherman's Bait: A Bass Challenge***, which is based on the popular arcade game of the same name. Another game, tentatively titled ***Japan***, can best be described as ***Tenchu*** meets ***Shogun***. Both games are expected in the first half of next year.

Likewise, Konami has debuted a couple N64 games due out this spring. The zany mystical ninja, **Goemon**, will be back in a new adventure. This game is more like the **SNES** version of ***Mystical Ninja*** with its traditional side-scrolling gameplay. And as reported last month, Konami returns to its past with the unveiling of ***NHL Blades of Steel '99***, a franchise that hasn't been seen since the 8-bit **NES**.

Lastly, Konami is shoulder deep in development for the Dreamcast with at least 5 projects currently in the works. ***Metal Gear Solid*** creator **Hideo Kojima** and his team at **Konami Japan (KCEJ)** are rumored to be working on a DC title which may be *Metal Gear Solid*. This move seems logical considering Kojima's past development work on Sega systems, but this again is speculation. Other hinted DC titles include: ***Castlevania***, ***Superstar Soccer***, a baseball game, and a "life" simulation/adventure.

- *Castlevania 64 – N64 – 1st Quarter '99*
- *Dolphin's Dream – PS-X – TBA*
- *Fisherman's Bait – PS-X – TBA*
- *G-Shock – PS-X – TBA*
- *Hybrid Heaven – N64 – March '99*
- *Japan (working title) – PS-X – TBA*
- *Mystical Ninja 64 2 (working title) – N64 – TBA*
- *NBA in The Zone '99 – N64, PS-X – February '99*
- *NHL Blades of Steel '99 – N64 – February '99*
- *Poy Poy 2 – PS-X – TBA*
- *Silent Hill – PS-X – March '99*
- *Spawn – GBC – TBA*
- *Survivor: Day One – N64 – January '99*

KONAMI

What's Hot!

NHL Blades of Steel '99

Fisherman's Bait: A Bass Challenge

Mystical Ninja 64 2 (working title)

Japan (working title)

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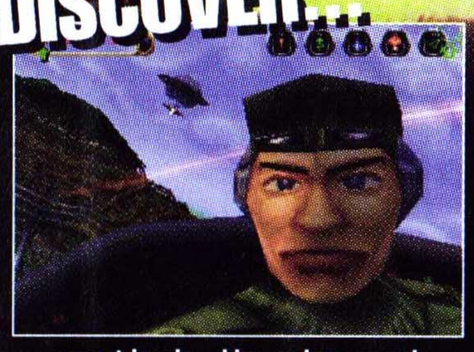

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New Releases

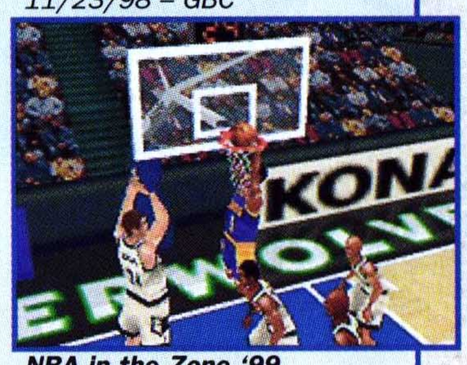
Release Date	Title	Publisher	System
November			
11/23/98	Spy Hunter & Moon Patrol	Midway	GBC
11/23/98	Carrot Crazy	Ocean	GBC
11/23/98	Game & Watch Gallery 2	Nintendo	GBC
11/23/98	Gex	Crave	GBC
11/23/98	Las Vegas Cool Hand	Take 2	GBC
11/23/98	Men in Black	Crave	GBC
11/23/98	Montezuma's Return	Take 2	GBC
11/23/98	Mortal Kombat 4	Midway	GBC
11/23/98	NFL Blitz	Midway	GBC
11/23/98	Pitfall 3D	Crave	GBC
11/23/98	Pocket Bomberman	Nintendo	GBC
11/23/98	Quest for Camelot	Nintendo	GB
11/23/98	Rampage World Tour	Midway	GBC
11/23/98	Ratz (Reservoir Rat)	Take 2	GB
11/23/98	Sesame Street–Elmo's 123	NewKidCo	GBC
11/23/98	Sesame Street–Elmo's ABC	NewKidCo	GBC
11/23/98	Smurfs	Ocean	GB
11/23/98	Twouble	Ocean	GBC
11/23/98	VR Pool 64	Crave	N64
11/23/98	The Legend of Zelda: Ocarina of Time	Nintendo	N64
11/23/98	Animaniacs Ten Pin Alley	ASC	PS-X
11/24/98	Micromachines	Midway	N64
11/24/98	FIFA Soccer 99	Electronic Arts	PS-X
11/24/98	Knockout Kings	Electronic Arts	PS-X
11/24/98	NBA ShootOut '99	989	PS-X
11/24/98	Tiger Woods 99	Electronic Arts	PS-X
11/25/98	Rugrats	THQ	GB
11/25/98	Rat Attack	Mindscape	N64
11/25/98	Klingon Academy	Interplay	PS-X
11/25/98	Rat Attack	Mindscape	PS-X
11/25/98	Wrecking Crew	Mindscape	PS-X
11/30/98	AirBoardin' USA	ASCII	N64
11/30/98	Clock Tower 2	ASCII	PS-X
11/30/98	Superman	Titus	N64
December			
12/1/98	South Park	Acclaim	N64
12/1/98	Uprising X	3DO	PS-X
12/7/98	Star Wars: Rogue Squadron	LucasArts	N64
12/8/98	FIFA Soccer 99	Electronic Arts	N64
12/14/98	Akuji: The Heartless	Eidos	PS-X
12/15/98	720 Skateboarding	Midway	GBC
12/15/98	Joust & Defender	Midway	GBC
12/15/98	South Park	Acclaim	GBC
12/15/98	Charlie Blast's Territory	Kemco	N64
12/15/98	Earthworm Jim 3D	Interplay	N64
12/15/98	Tonic Trouble	Ubi Soft	N64
12/15/98	American Deer Hunter	Interplay	PS-X
12/15/98	Earthworm Jim 3D	Interplay	PS-X
12/15/98	Invasion From Beyond	GT Interactive	PS-X
12/15/98	Street Fighter Collection V2	Capcom	PS-X
12/25/98	Carmegeddon 2	Interplay	PS-X
12/25/98	G-Shock	Konami	PS-X
12/30/98	Bust-A-Move 3	Acclaim	N64

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

Animaniacs Ten Pin Alley
11/23/98 – PS-X

Carrot Crazy
11/23/98 – GBC

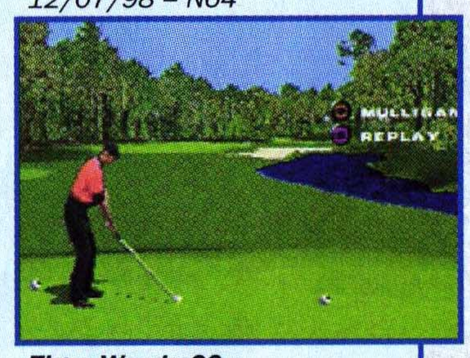
Mortal Kombat 4
11/23/98 – GBC



NBA in the Zone '99
Feb. '99 – PS-X

Spy Hunter/Moon Patrol
11/23/98 – GBC

Star Wars: Rogue Squadron
12/07/98 – N64



Tiger Woods 99
11/24/98 – PS-X

Twouble
11/23/98 – GBC

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Video Game Trivia Answers:

1. *Jackie Chan!*
2. *The Mewtwo*
3. *Brave Fencer Musashi*
4. *Resident Evil – Code: Veronica*
5. *Any of the following are acceptable: Metal Gear Solid, Tomb Raider III, Crash Bandicoot: Warped, Cool Boarders 3, Darkstalkers 3, Twisted Metal 3. There may be more.*

Name That Game Answer:

Shadowrun

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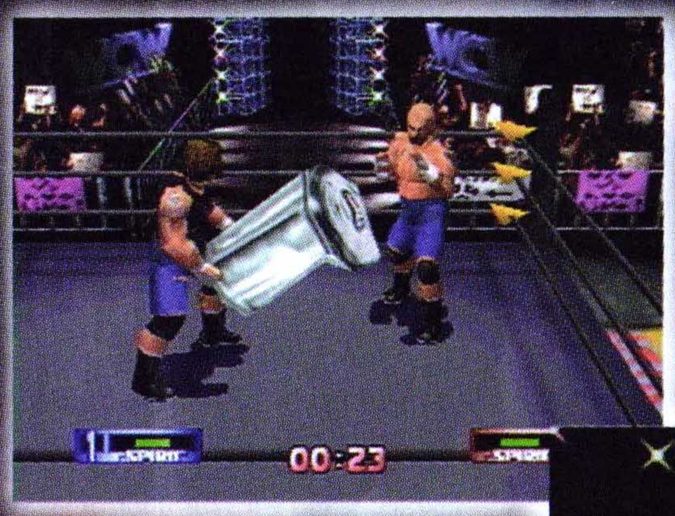

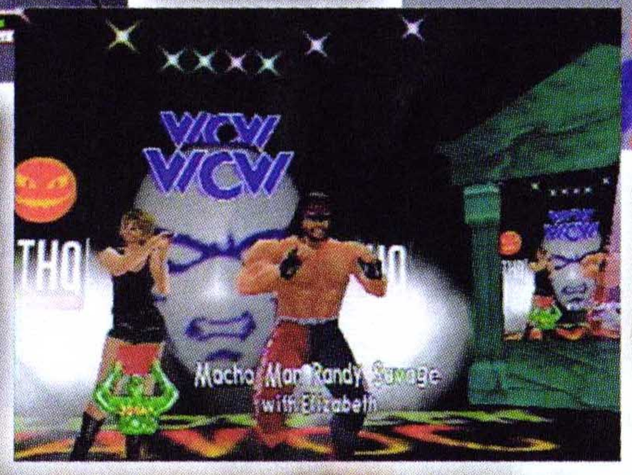

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Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 13 Vehicles; 12 Tracks, Each With 3 Variations; New Rear-Fire Weapons; All New Physics Model; 4-Player Tank Deathmatch
- **Replay Value:** Moderate
- **Created by:** Probe Entertainment for Acclaim
- **Available:** Now for Nintendo 64

Bottom Line: 8.25

Is the Gravity Too Strong?

Racing on the N64 gives players plenty of opportunity for choice. There are your true sims like NASCAR or F1, the "kiddie" styling of Mario Kart and Diddy Kong, and then the futuristic racers such as Extreme-G 2 (XG2). Each of these racing sub-genres has something to offer race fans, but if you're into the insanely designed, gravity-defying tracks accompanied by destructive and equally maniacal vehicles, then look no further than XG2. To put it bluntly, XG2 makes the original game look like crap. Wider courses, better vehicle design, and a huge array of special effects are just some of the radical improvements that dwarf XG2's predecessor.

The 1-player game called the Extreme Contest is where most of your time will be spent. This mode consists of a series of races where you are awarded points for placing in the race. The higher you place the more points you get. The ultimate goal of the Extreme Contest is to place first by the end of the series. If you fail, it's back to the tracks. If you succeed, longer and more challenging racing series are opened, secret vehicles are acquired, and XG2 may even throw some secret codes at you. XG2 also offers multiplayer racing as well as a new deathmatch mode. Instead of using the standard racing vehicles, the deathmatch has tanks that are better suited for head-to-head combat.

Of course, XG2 is not just about racing. It's also about obliterating your opponents and keeping them from doing the same to you. There are over 15 weapons and other power-ups to help you in this task. Even though each of the vehicles is already armed with a standard cannon, icons placed around the tracks add such things as a rear smoke screen, proximity mines, and the rail gun (our favorite) to your arsenal.

XG2 is one heck of a sequel and could rank as one of the better racing titles for the N64.

Into the abyss...

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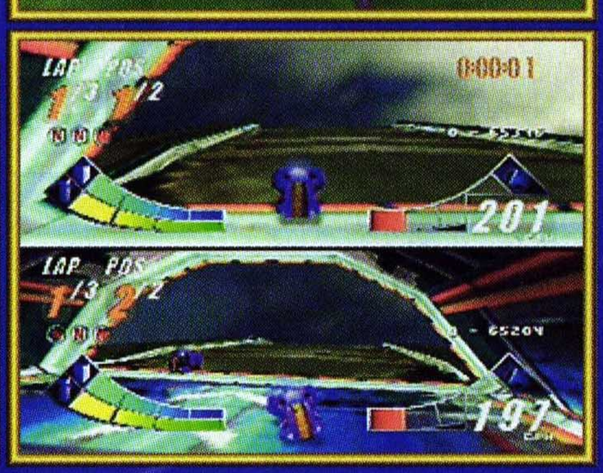

ANDY
THE GAME HOMBRE

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

"Even though Extreme-G 2 is a total rip-off of Wipeout and F-Zero, I would have to say that it has bested them both (other than F-Zero's random track generator). The tracks are well designed, and the graphics are superb. But the best part of this game is breaking the sound barrier. Once you get up to speed the sound disappears, and then everything goes nice and tranquil, until you realize you are hauling some serious butt. Kerrr-blow! **Out of the sea of racing games coming to the N64 this year, I'd say that Extreme-G 2 is definitely one to check out. While it isn't as fun to play as Rush 2**, the racing is much better. Definitely check this one out."

PAUL
THE GAME PROFESSOR

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

"I had pretty low expectations for this sequel because I truthfully didn't care for the first installment. To my surprise, I really got addicted to XG2. The graphic effects are well done and you get a real sense of speed (especially when you break the sound barrier). The single-player races are a tad on the easy side and unlocking a number of secret cars will be easy to do in a day. Also, the multiplayer tank matches are really quite dull. Even so, there are plenty of options and modes that will keep you busy. **If you own and enjoyed the previous game, XG2 is a must-buy.**"

REINER
THE RAGING GAMER

Concept	7.25
Graphics	9.25
Sound	8.25
Playability	6.75
Entertainment	6
OVERALL	**7.5**

"Extreme-G 2 is seriously fast, producing higher speeds than the original. It even grants enough velocity to break the sound barrier. In appearance XG2 features greatly improved effects, lighting, and texture detail. Two of the big problems have also been solved. The tracks are wider, allowing for some actual maneuvering, and hitting the walls creates resistance and an alteration in speed. Here's the kicker though. **The game is still way too easy. The competition can be blown away, the weapons are barely used, and if you do fall behind, a nitro boost or two will catch you up in no time.** In addition to this, the multiplayer battle has been completely reinvented and destroyed. XG2 is not nearly as entertaining as the original. Great start...disappointing sequel."

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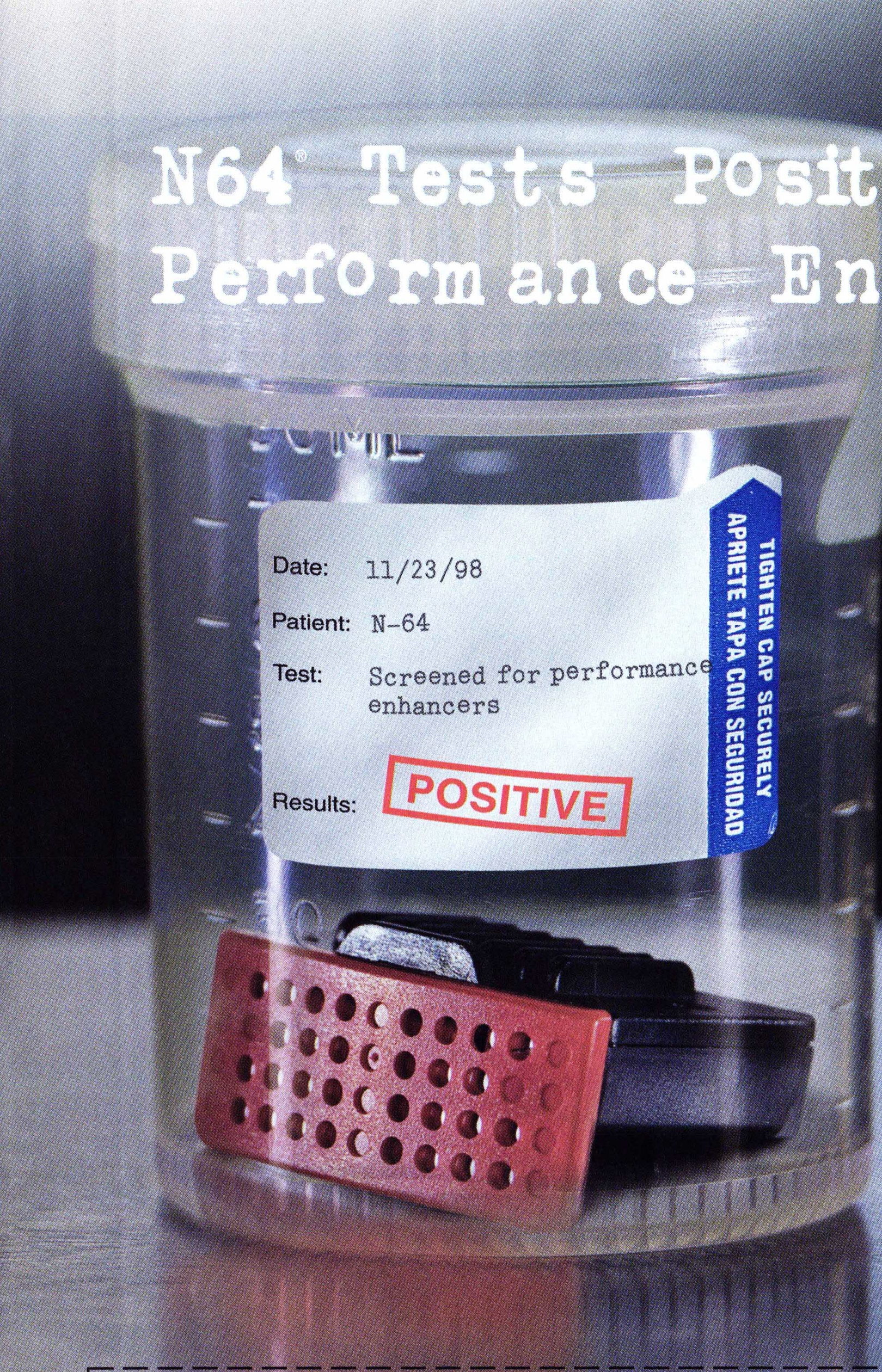

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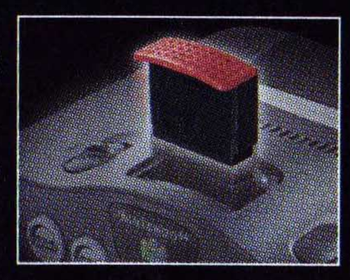

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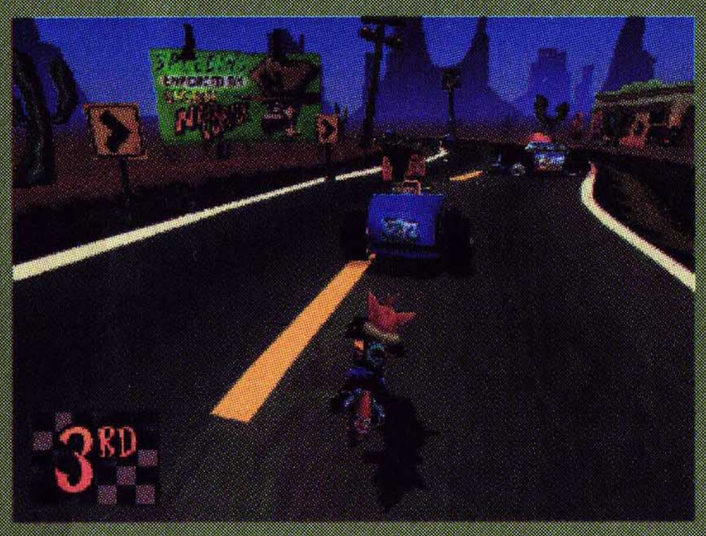

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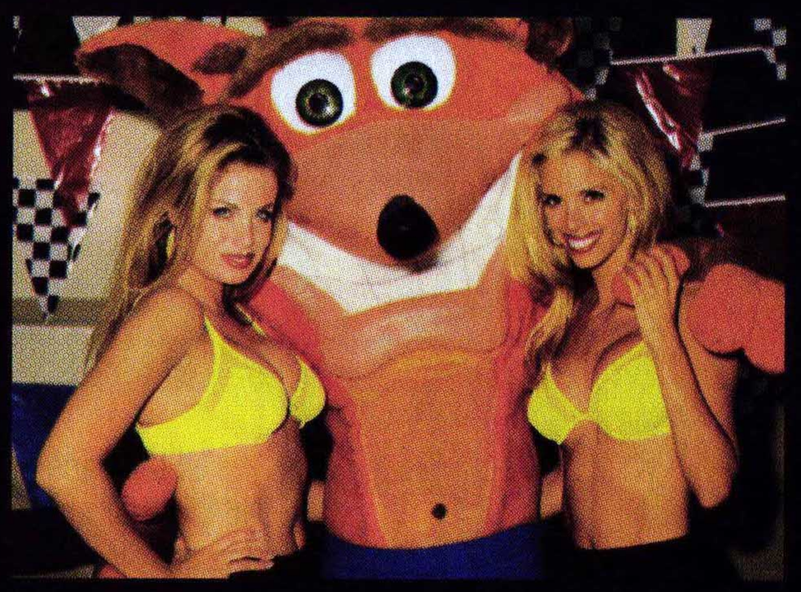
JUMP BEFORE I TAKE OFF. THE HELP I NEED."



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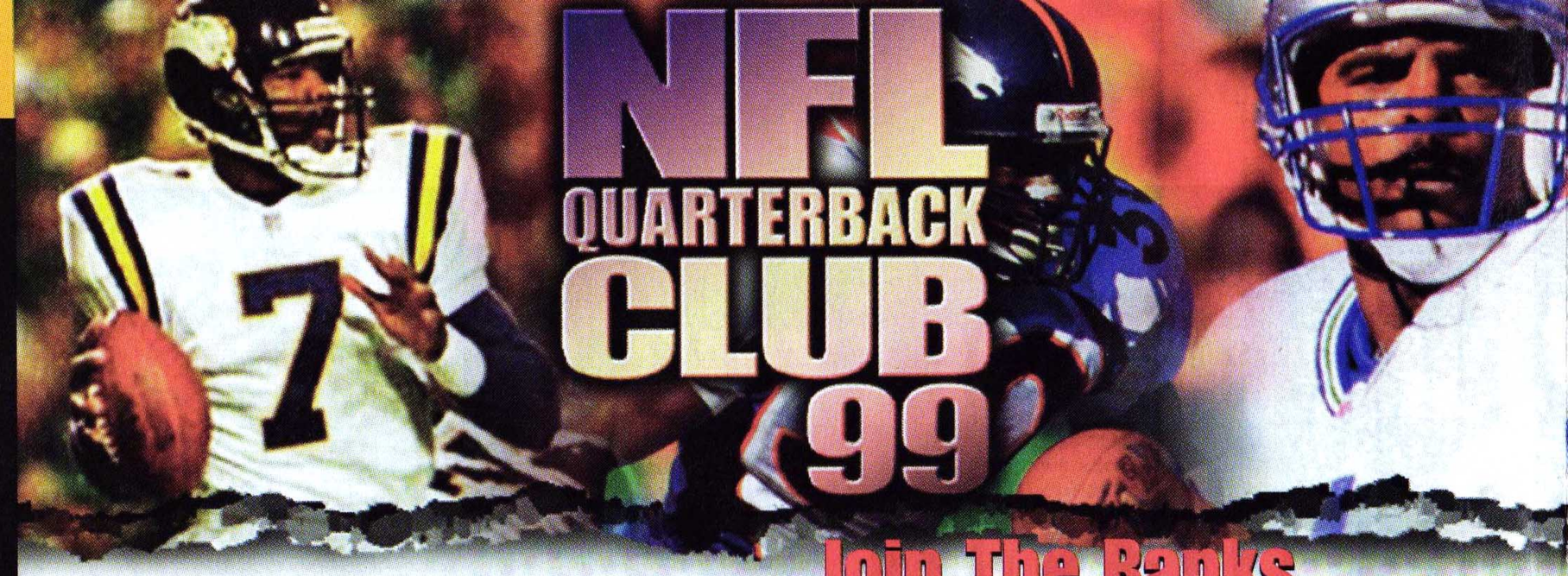
Nintendo 64

Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Full NFL & NFLPA Licenses; Memory, Rumble, & 4 MB Ram Pak Compatible; Create Player; Historic Sim Mode; Fantasy Draft; Team-Specific Playbooks Created by Brett Favre; Create-A-Cam; Extensive Animations
- **Replay Value:** Moderately High
- **Created by:** Iguana for Acclaim
- **Available:** Now for Nintendo 64

Bottom Line: 8.25



Join The Ranks Of The Elite

NFL Quarterback Club was the big winner of last year's N64 football showdown. Featuring an exclusive NFL license, it was easy for Acclaim to destroy the better-playing Madden 64. But now, the playing field has been equalized, and Madden also has an NFL license. So who is to be the champ of this year's gridiron battle? We already know about Madden, so let's see what Quarterback Club has to offer.

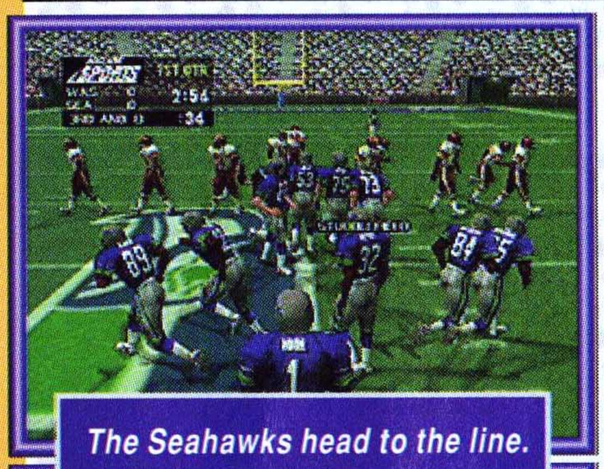
Regarding detail, Quarterback Club is the king. From graphic detail, to animation – even player quirks – QB Club has it all. Players who are left-footed, or left-handed, are faithfully replicated in the game. The rosters are accurate, and the playbooks are team-specific. But all of this is not without its drawbacks. The animations tend to slow down the overall flow of the game, and can be frustrating for the impatient player. On offense, it takes at least 6 to 10 seconds for a team to break from the huddle, get set, and snap the ball. Realistic? Most definitely. Fun? Perhaps. Also, there are few, if any, catches made by a receiver that are not diving catches. It's not often that a receiver should have to dive for a pass, and it's totally annoying for it to happen on nearly every play.

The control is pretty much the same as last year. There are two modes of passing: one using the buttons to choose what receiver to throw to, and another where the player chooses a receiver by using the analog stick. Running backs have a host of moves, including the juke, stiff arm, dive, slide, spin, and more. Defenders can swim through the line, lunge for a player, and even try to toss their blocker out of the way.

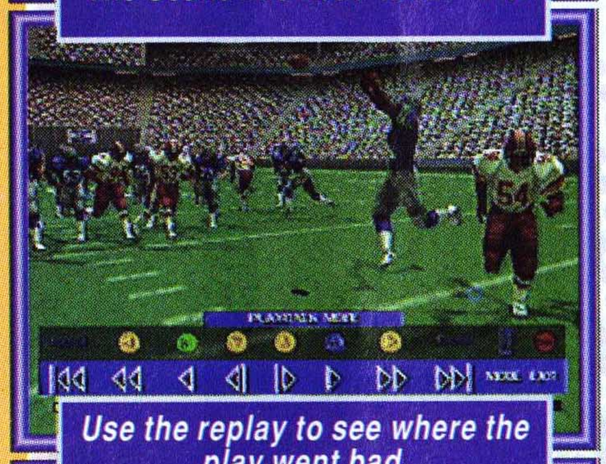
The AI is far improved from last year's version. The game has rid itself of money plays, and the computer will quickly repair any problems in a mismatch by reading the play and making adjustments on-the-fly. Also, the AI is improved with the help of the N64 Expansion Pak, allowing the computer to make adjustments faster.

The frontend options and goodies in QB Club 99 are extensive, to say the least. Solid, two-man commentary by Mike Patrick and Randy Cross add some flavor to the game. There are many different modes of play, including Historic (Super Bowl) Sim mode, Practice mode, and a Season mode, as well as a Custom Creation mode that lets you create a team and make a dynasty out of it. The coolest extra mode, however, has to be the Historic Sim mode, where you pick a Super Bowl and play as the losing team. The game starts you in a certain situation and you have to change history and beat the other team. Lots of fun, especially for fans of teams that have been to the big game too many times, but never actually won it.

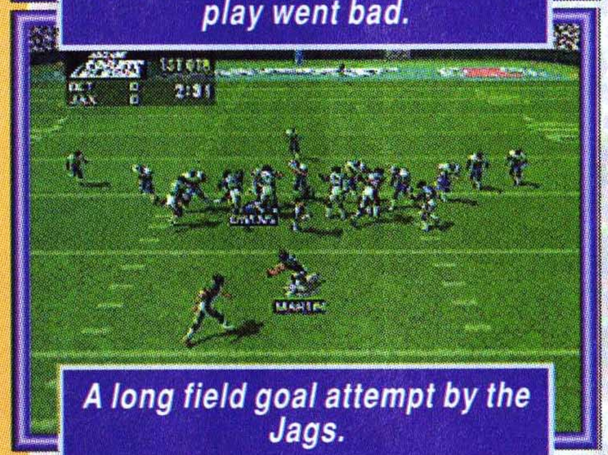
Even though Quarterback Club is coming out late in the year, fans of last year's game have bypassed Madden, waiting for their king of N64 football to make a return. Has it been worth the wait?



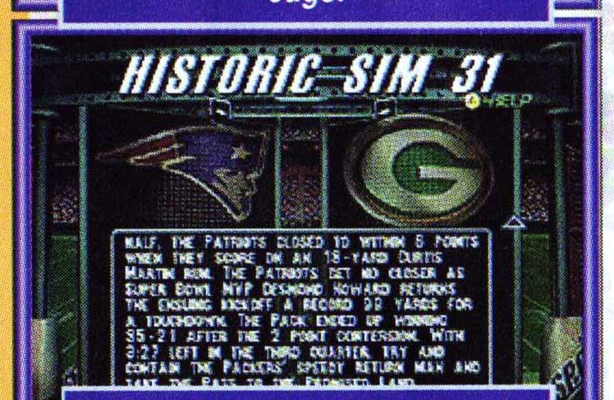
The Seahawks head to the line.



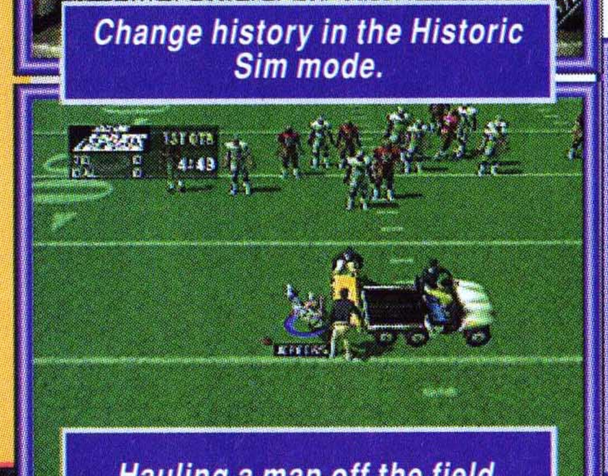
Use the replay to see where the play went bad.



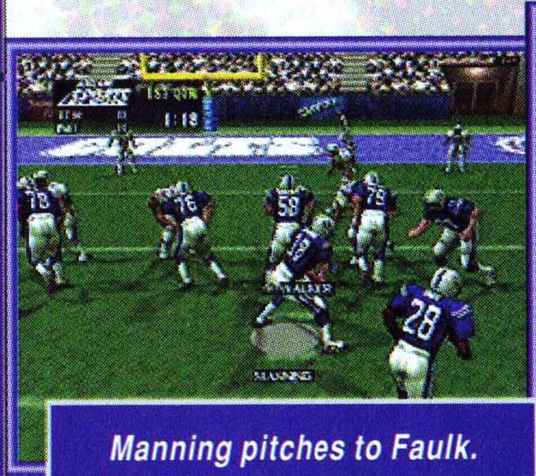
A long field goal attempt by the Jags.



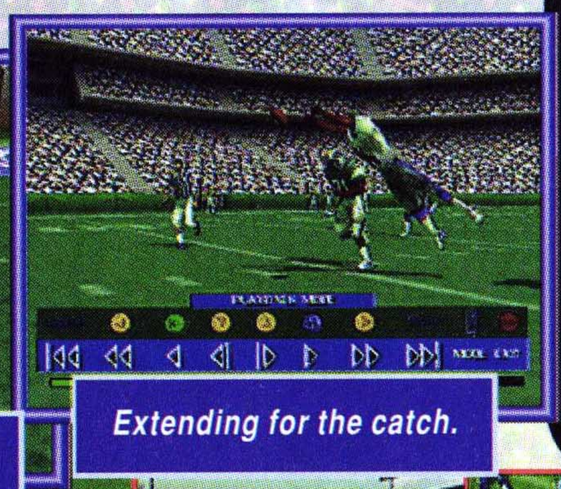
Change history in the Historic Sim mode.



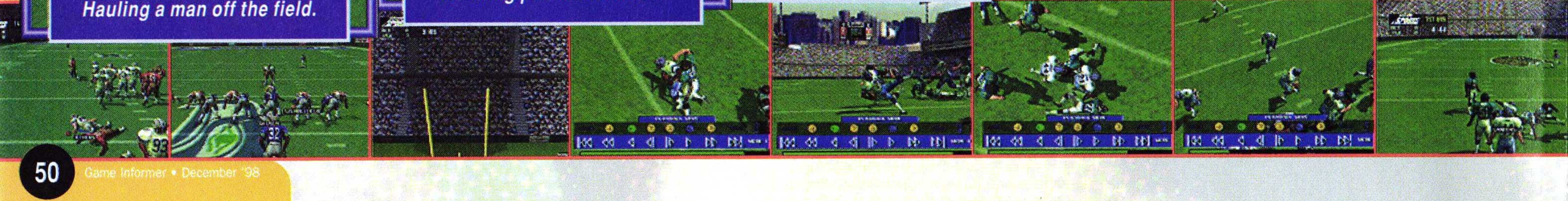
Hauling a man off the field.



Manning pitches to Faulk.



Extending for the catch.



JON
THE GREEDY GAMER

Concept	8.5
Graphics	9.5
Sound	8.25
Playability	7.5
Entertainment	7.75
OVERALL	8.25

"Quarterback Club 99 is easily twice as good as last year's game. First of all, catching is cool. You basically use the dive button, and in 2-player battles the long bombs are great. However, when playing the computer, I have a really hard time switching to my deep coverage – my back always seem to turn away from pursuit. Throw QBC's jerky camera into the fray, and control is definitely a fight. It's also too easy to run outside, and this could be fixed by adjusting the speedburst. **Everyone must check out the graphics** though, sometimes they're almost unbelievable. Rent this game to see if you like it (casual football players may like it better than Madden); but for me, Madden is still way on top."

PAUL
THE GAME PROFESSOR

Concept	9
Graphics	8.75
Sound	9.5
Playability	8
Entertainment	8
OVERALL	8.5

"What a huge improvement from the '98 season. Last year, the AI was dismal, but Iguana took some extra time to make it work this year. **The 'smarter' computer creates a far more entertaining and playable passing game on both sides of the ball.** The new animation is also very impressive. A good assortment of hits is always entertaining, but QBC is not without its quirks. The flow of the game is fairly jerky. The action changes speed fairly often which makes tackling and rushing difficult. QBC 99 is comparable or even better than Madden in many categories, yet the entire package still falls short of EA Sports' work. Keep this one on the rental list, because you still may find much of this game appealing."

REINER
THE RAGING GAMER

Concept	9
Graphics	9.25
Sound	8.25
Playability	7
Entertainment	7.75
OVERALL	8.25

"QBC 99 features an entirely rewritten game design, which definitely says something about last year's game. Iguana has created a new gameplay engine, inserted improved AI, and has upped the number of polys and animation. However, all of these improvements still can't pull QBC ahead of Madden. **QBC dominates in animation and commentary, but Madden still features the better gameplay.** At times, QBC moves superbly, but when too many players crowd the screen, massive framerate loss occurs. The AI between both games is very close, but I'd tip the hat in Madden's direction as QBC features a few kinks and strange plays. The best news is that QBC is now playable, and get this: It's actually quite good. My early prediction for next year? QBC dominates all. This engine rules, it just needs a little work."

“A fully-loaded fighter...a new kind of fighting game”
-Nintendo Power

“Very unique fighter...the originality shines”
-EGM Players Guide

“Innovative gameplay and variety”
-ign64.com

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NINTENDO 64

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Super deformed mode. Collect all 200 items to build the most powerful fighting machine ever!

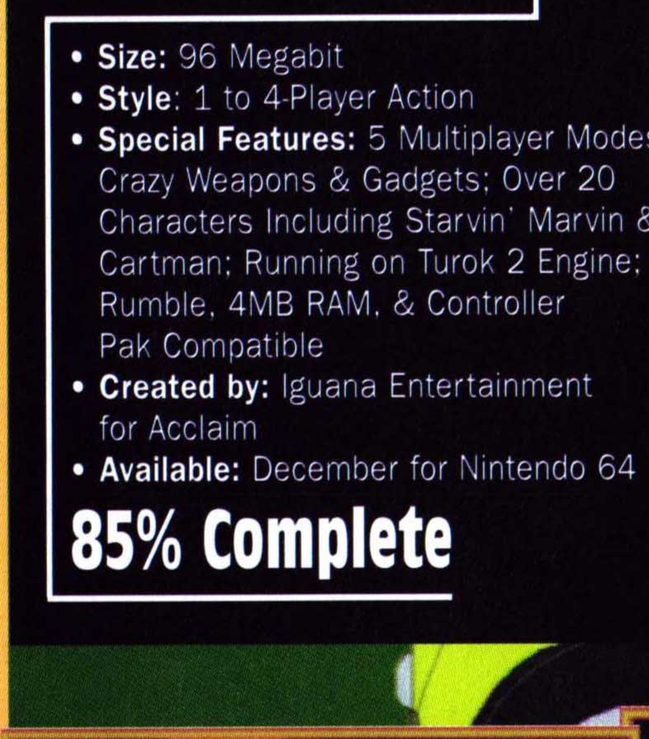
Virtual mode. Choose between classic 2D fighting or brawl in a fully 3D environment.

Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style**: 1 to 4-Player Action
- **Special Features:** 5 Multiplayer Modes; Crazy Weapons & Gadgets; Over 20 Characters Including Starvin' Marvin & Ms. Cartman; Running on Turok 2 Engine; Rumble, 4MB RAM, & Controller Pak Compatible
- **Created by:** Iguana Entertainment for Acclaim
- **Available:** December for Nintendo 64

85% Complete

SOUTH PARK



The multiplayer is loaded with options, including Kick the Baby.

It even has a third–person cam.

South Park features similar effects, movement, and sniping capabilities as Turok 2.

The Toilet Plungers will actually stick to the enemy, and can be picked up after the enemy dies.

ROSHAMBO YA FOR IT!

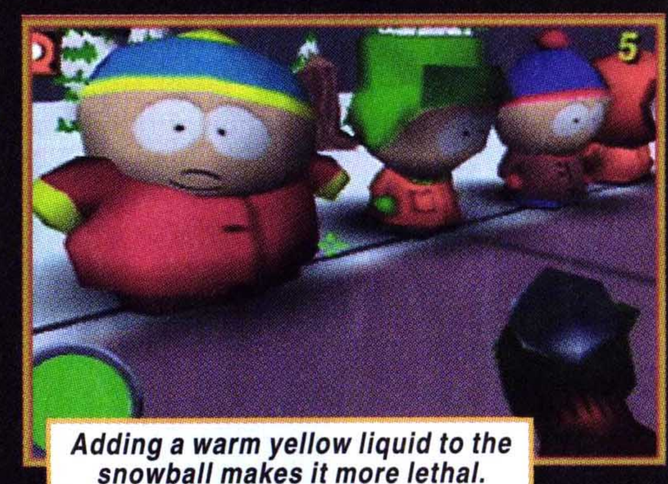
Comedy Central's South Park is an animated phenomenon that delivers the undeliverable, and produces one hysterical half-hour of far-fetched, wacky as all heck, memorable lines and unforgettable moments. Where else can you see an elephant making love to a pig, Robert Smith beating on Mecha Streisand, a national holiday for conjoined fetuses, or living poop celebrated as a childhood hero? Only in South Park. And if you thought the show was hilarious, just wait until you see what Iguana and Acclaim have planned for the game.

Look out!!! South Park is under attack!!! Well...not really. A strange comet that only shows its face once every 666 years is on a collision course with the town, and as you might have guessed, mayhem is everywhere. No, no, not the same kind of craziness that plagues Los Angeles and New York, but pure insanity. We're talking about blood-curdling madness! The kind that makes you scream. AHHHH!!! Turkeys are revolting, growing to 10 times their original size and mating like mad. Cartman's adorable "laid back" mother has been kidnapped by aliens and is believed to have a satellite dish cleverly inserted within her. And the son of Skuzzlebutt has been spotted and is running rampant through the town's streets! It's up to the four cool-headed boys – Cartman, Kyle, Kenny, and Stan – to save the day.

Yes, some of these startling events are very familiar – if you watch the show. South Park (the game) uses the show's concepts and plots as a crutch. But with a clever twist, we might add. There are six episodes in total, all of which touch on the shows. Skuzzlebutt, mutated town folk, wild turkeys, and alien invasion are all keywords fans might remember. Along the way you will run across a few familiar faces as well. Starvin' Marvin, Jimbo, Ned, Big Gay Al, Mephisto, Ms. Cartman, Ike, Terrance and Phillip, Mr. Garrison, Wendy, Chef, Pip, and a ton of other characters all await discovery. Most of these characters, along with the four boys, are equipped with dialog from the show. Matt and Trey are even adding new lines to the game. Expect to hear Cartman spew out "Kick Ass" and Kenny mumble "Mrph uragh."

To ensure that this game plays and looks great, Acclaim recycled a popular engine. Believe it or not, South Park is running on the same engine as Turok 2. All of the characters feature awesome 3D movement, and the town looks like a perfect replica. Since Comedy Central didn't want kids running around with guns, a slew of clever weapons have been introduced. The cow launcher catapults a steer upon the opponent's head. The Super Sniper Chicken propels eggs forward at lightning speed. Terrance and Philip dolls containing deadly gas can be chucked. And a Toilet Plunger Launcher that features pin-point accuracy can send an opponent packing. Get this, Mr. Hankey (the Christmas Poo) can also be used as a messy means of defeating foes. In addition, South Park also features a multiplayer mode, loaded with over 20 characters and five gameplay modes. Compete in Capture the Flag, Grudge Match, and Kick the Baby. This is one game you won't want to miss!!!

The Dodge Ball weapon can ricochet off several walls and still hit the enemy.



Adding a warm yellow liquid to the snowball makes it more lethal.

Invasion! Invasion!

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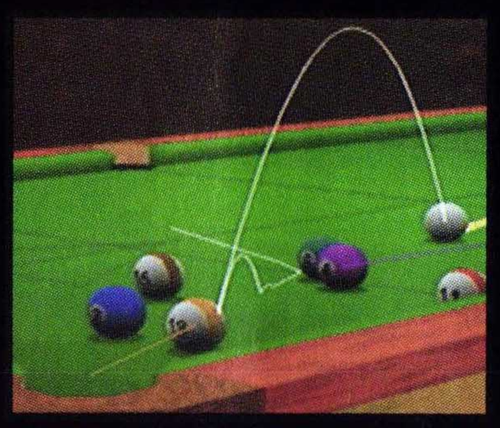

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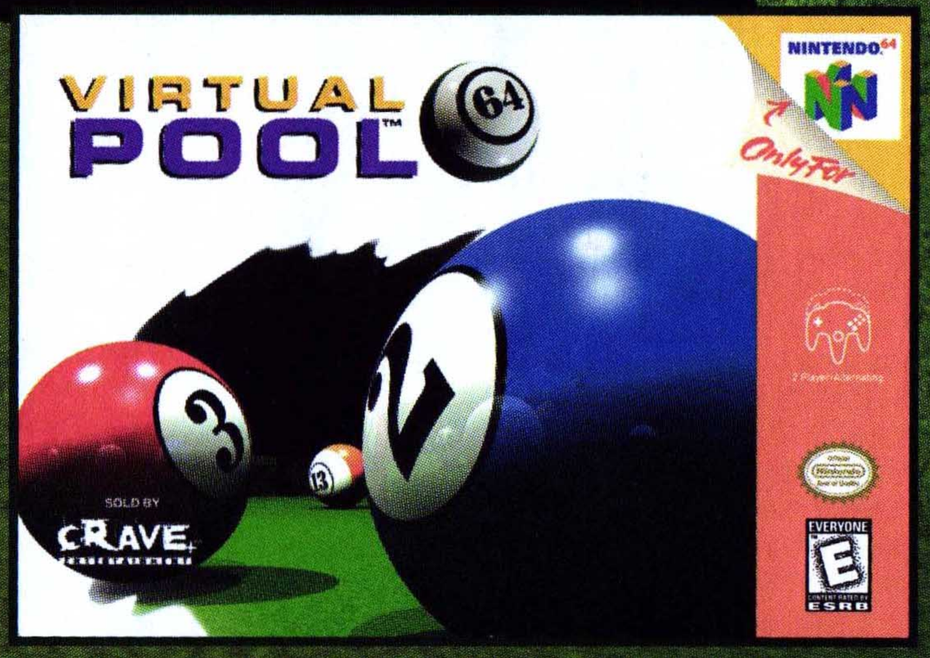

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Nintendo 64

Review

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 10 Customizable Cars; 9 Tracks; Shortcuts; Circuit Mode; Big Air; Collectibles; Password Save; Rumble Pak Compatible; Create Driver
- **Replay Value:** Moderately High
- **Created by:** Midway
- **Available:** Now for Nintendo 64

Bottom Line: 8.75

	ANDY	JON	REINER
Concept:	9	9	9.25
Graphics:	9.25	8.5	8.25
Sound:	9	8	7.5
Playability:	9	8.75	9
Entertainment:	9	8.75	9.5
Overall:	9	8.5	8.75

Flight Service to All of America

Realism is fine for some games, but the Rush series is so much fun because of its blatant disregard for realism. In a good racing sim you must make sure to take good care of the car's condition and refrain from squealing tires and bashing up against guard rails and opponents. In Rush 2, you need not worry about such things since your car can explode several times during a race and still bring you across the finish line. Therefore, you can get all the air you want, and Rush 2 offers plenty of opportunities.

Rush 2 is basically the same as the original San Francisco Rush with a couple of exceptions. Perhaps the most important is the addition of new tracks. Instead of confining itself to the San Francisco area, Rush 2 features courses in other cities. Seattle, Honolulu, Los Angeles, Las Vegas, and New York all have tracks to master and each track has different variations. For instance, the New York track has an Uptown and Downtown version. In addition to the city tracks, Rush 2 also has a Stunt track, a Crash course, and a Halfpipe track (although it does not play in the least like a snowboard halfpipe).

There are also new cars to drive, each with different characteristics in regard to drifting, acceleration, control, and top speed. Plus, the cars can be customized in regard to these characteristics. Rush 2 also introduces a Create Driver feature. Don't get your hopes up, however, because the only thing this feature allows you to do is keep track of your stats and records. This is disappointing, but when you're flying your car over buildings, it doesn't seem to matter.

Andy, The Game Hombre
"Once again Rush delivers one of the best driving experiences anywhere. Sure it's frustrating, but boy is it fun. You should buy this game for the stunt track alone."

Jon, The Greedy Gamer
"Rush 2 totally rocks, especially the new Stunt, Crash, and Halfpipe courses. Plus the keys and pop cans are borderline impossible to collect, making for tons of gameplay. Yes, it's another N64 racer, but it kicks total butt."

Reiner, The Raging Gamer
"Rush 2's look and play are nearly identical to the original, but the design is far superior. The stunt track, which is basically a skatepark for cars, is an awesome new addition that will keep you hooked for hours on end. Rush 2 is nothing short of a darn good sequel. Check it out."

Nintendo 64

Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Unlock Cars Through Challenge Mode; Cool Weapons; 9 Tracks; 10 Cars; 4-Player Simultaneous Play
- **Replay Value:** Moderately High
- **Created by:** Vivid Image for Ubi Soft
- **Available:** Now for Nintendo 64

Bottom Line: 7.75

	ANDY	JON	REINER
Concept:	7	7	7.5
Graphics:	7	8.25	8.5
Sound:	7	7.5	7.25
Playability:	8	8	8.5
Entertainment:	8.25	7.75	7.5
Overall:	7.5	7.75	8

Scarred for Life

Last month, Game Informer reviewed SCARS for PlayStation (Bottom Line: 8). The game is challenging, fun, and the weapons and traps can be very frustrating. We're pleased to report that the N64 version of SCARS is just as entertaining, with a slightly tighter look to the graphics, but somewhat slower gameplay.

SCARS is a Mario Kart–style racer, where players do battle with a pack of other cars. The courses are set in various locations: mountains, canyons, and even underwater. Each of the different surfaces affects a vehicle's handling, and SCARS definitely keeps you on your toes with tough computer competition and constantly changing terrain.

What really makes SCARS stand out is the variety of weapons. Throughout the course, various power-ups appear. Players can use one power-up at a time, and choosing the correct power-up is crucial. For example, if you're nearing the finish line and decide to pick up turbo boosts, you might rocket past an opponent, but that opponent will easily shoot you from behind, putting you out of contention. It can be very frustrating. Probably the coolest weapon is the deathmask. Once you pick it up, a skull and crossbones appears above the car. You can pass the weapon off to a competitor, but he or she can simply pass it back. When the timer on the deathmask reaches 0, it explodes.

Only one question remains: Have N64 owners had their fill of character racing? Could be. But even so, SCARS is still a good game that deserves a look.

Andy, The Game Hombre
"SCARS is a good game. There's nothing spectacular about it, but it's fun. This version may be a little slower than the PS-X, but in the end it doesn't matter. If you love Mario Kart and already have Diddy, SCARS ain't a bad addition to your library."

Jon, The Greedy Gamer
"I liked SCARS on PlayStation, and the N64 version is almost as cool. With Mario Kart and Diddy Kong on the market though, I would rent this game. Against those two games it comes up average."

Reiner, The Raging Gamer
"I seriously dig SCARS. It offers a great challenge, fascinating tracks and vehicles, a smooth racing engine, and killer multiplayer and weapons. It's not nearly as powerful as Mario Kart or Diddy Kong Racing, but I recommend it nonetheless."

Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 6 Tracks, Plus 1 Hidden; 5 New Weapons; 4 Modes; 6 Teams, Each With a Unique Weapon; Rumble Pak Compatible; 4-Player Split-Screen
- **Replay Value:** Moderate
- **Created by:** Psygnosis for Midway
- **Available:** Now for Nintendo 64

Bottom Line: 7.5

	ANDY	PAUL	REINER
Concept:	6	7	6.75
Graphics:	7.5	8	7.5
Sound:	8	8.75	8
Playability:	8	9	8
Entertainment:	7	5	7
Overall:	7.25	7.5	7.5

Combat Racer Sets Sights on N64

One of the best futuristic combat racers on the PlayStation is Wipeout XL. Sure, that's a pretty specialized category, but the game truly rocks. Blending high speeds, crisp graphics, and combat, Wipeout XL was an eye-popping and addictive experience. Since every other developer on this planet has made a racing game for the Nintendo 64, it is no surprise that the visually stunning Wipeout is now on this console as well. But unlike some recent and upcoming sports titles, Wipeout 64 will not merely be a port of a past PlayStation version.

The four vehicles in Wipeout 64 are nothing new, but there are seven new tracks, a 4-player split-screen, and a Weapons mode. To start, there are six tracks available and a seventh that can be unlocked. In typical Wipeout fashion, the graphics are sharp and colorful; and the tracks themselves are filled with assorted power-ups, smooth curves, and the occasional chunk of big air. There have also been additions to the modes. In the Multiplayer mode, you can play Wipeout with three other players via the 4-player split-screen. Plus, the Challenge mode – which is essentially a season mode – has three more modes within it. The special mode is the Weapons mode where instead of a mad dash for the finish line, your objective is to eliminate as many contenders as possible.

Andy, The Game Hombre
"This game is still cool, but it just seems a little dated. For Wipeout veterans the new tracks are great, but unless you never played this game it's just a rental."

Paul, The Game Professor
"Wipeout would have been a welcome addition to the N64 library...two years ago. In today's crowded world of N64 racing, Wipeout doesn't stand out. If you dig the futuristic racers, go for Extreme-G 2 or F-Zero X first."

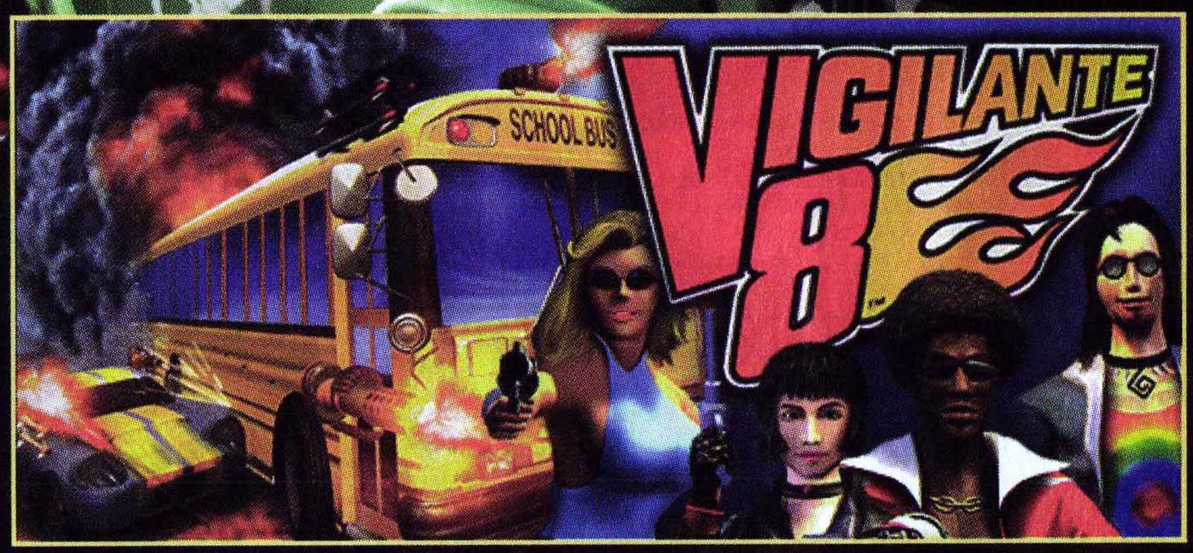
Reiner, The Raging Gamer
"Wipeout 64 is nothing more than an expansion of Wipeout XL. The gameplay is tight and true, and is loaded with ferocious opponents. However, the tracks and vehicles don't really stand out as new and exciting. It's a decent release for newcomers, but nothing more than a rehash for fans in the know."

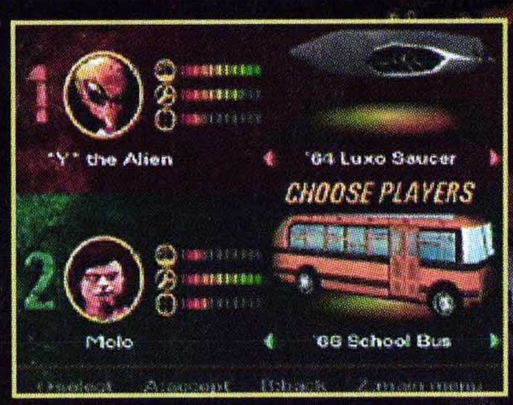
Nintendo 64 Preview

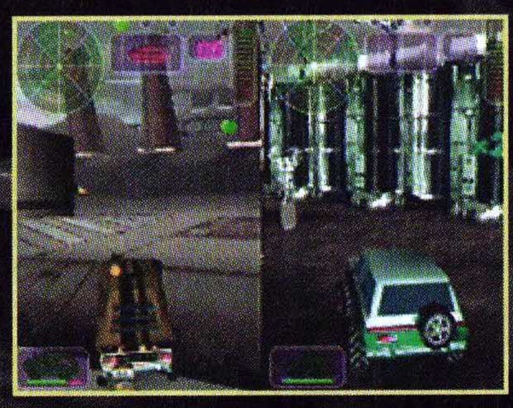
- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** Hidden Special Moves; Bosses; 12 Cars & Characters; Interactive Battlegrounds With Secrets Everywhere; 8 Battle Arenas; New Survival Mode; 5 Multiplayer Modes; 4-Player Split-Screen; RAM Pak Compatible
- **Created by:** Activision
- **Available:** March '99 for Nintendo 64

70% Complete

Wow! It's Not a Racer







Finally! There's a new game for the Nintendo 64 involving automobiles and it's not a racing game. Of course, Vigilante 8 garnered a great deal of success this past summer on the PlayStation with some of the most visually stunning vehicular combat to date.

In Vigilante 8, two rival gangs drive around in a variety of 1970's automobiles and battle it out in different environments from a California oil field to a snow-packed ski hill in the Rockies. Each car is equipped with a certain weapon, but others can be acquired with different power-ups. Each car also has its own signature weapon, plus hidden special moves. For instance, there is an old pick-up truck fitted with a topper that sends out a swarm of killer bees. There is also an old school bus that emits a cloud of toxic gas. In all, there are 12 cars; but for each battle, only 4 participate.

The Nintendo 64 port of Vigilante 8 will essentially be the same game with a couple of added improvements like a faster framerate and more multiplayer action. Standard battles are fought with 2 to 4 players, but there is also a 2-player Co-op Quest mode, as well as three other 4-player modes. The Brawl mode is simply every man, woman, and child for themselves. The second is a Team mode for 2-on-2 action. Lastly, there is the Smear mode where one driver is the target of the other three. Aside from multiplayer, there is also a 1-player Survival mode where you begin by facing three opponents. Once you defeat them, you then fight four, and so on. Look for Vigilante 8 on the N64 sometime next March.

Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1-Player Action
- **Special Features:** Play as 1 of 60 Different Animals, Each With Unique Abilities; 30 Levels; Platforming & Puzzle Challenges; Hidden Areas
- **Replay Value:** Moderately Low
- **Created by:** DMA Design/Gremlin for Take 2
- **Available:** Now for Nintendo 64

Bottom Line: 6.5

	ANDY	JON	REINER
Concept:	7	8.25	8
Graphics:	7.75	6	7
Sound:	7	7	5.25
Playability:	7.5	6	7.75
Entertainment:	2	6.5	6
Overall:	6.25	6.75	6.75

A Changing of the Beasts

The Space Station Muir had its share of problems, but they were nothing compared to the Space Station Silicon Valley. Minutes after its launch, the Silicon Valley space station vanished! A thousand years later it has returned, and onboard, the animals and machines have co-evolved into species of kooky mutated freaks.

This is the story of Silicon Valley, but what about the game and the gameplay? First off, Silicon Valley will test your puzzle-solving skills. Each level is governed by a list of objectives. In order to finish the level, each objective must be accomplished. In typical video game fashion, the objectives are usually to throw switches, disable electric fences, and gather a certain number of key objects. However, there are crazier puzzles that include things like growing carrots. Strange humor is at the heart of Silicon Valley, and players never know what to expect next.

The secret to finishing each level is controlling the different animals. By attacking an animal, you can disable it, then take over command of its body. Some areas can only be reached with certain animals, so figuring out which animal to use is the basis for almost every puzzle in the game.

N64 owners won't find themselves wowed by the graphics – the levels are fairly small, the camera is difficult, and overall the environments and animals are very plain and blocky – but the brain teasers are interesting. We can't help but think that with some serious graphics, and better control, Silicon Valley could have gone far. But for an in-depth evaluation, let's check the reviews.

Andy, The Game Hombre

"The concept of this game is interesting – kind of an action/platform puzzler. But before long, I lost interest. Some people out there will like this game, but there just wasn't enough action to keep my attention."

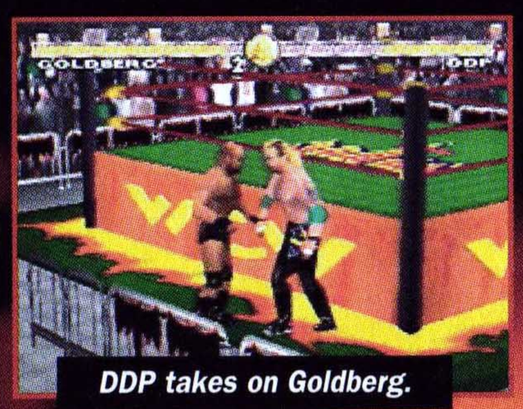
Jon, The Greedy Gamer

"I like the concept of this game, but the graphics are lame, and the control is weak. Plus, it's rather slow, since some of the animals literally move at a snail's pace. Good concept, but poor execution."

Reiner, The Raging Gamer

"SV is an action/puzzle hybrid that is comedic and challenging, yet very monotonous. After an hour of play, the missions become immensely boring and the animals murderously annoying. SV has a unique charm that will only sit well with a select crowd. If you are fond of Babe or hamsters...then maybe."

Nintendo 64 Preview

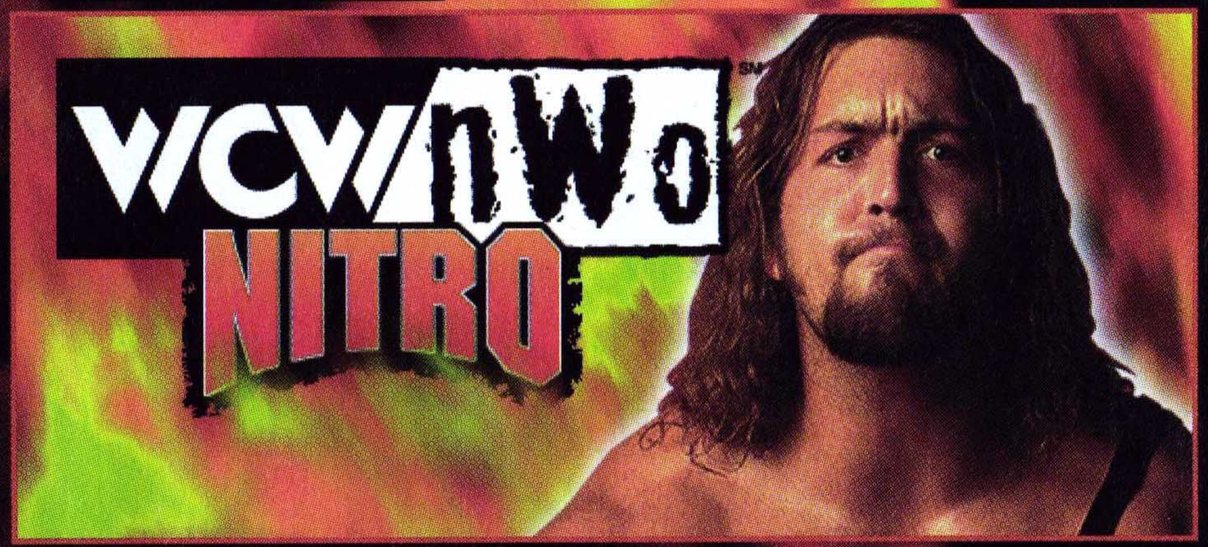


DDP takes on Goldberg.

- **Size:** Unknown
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Based on WCW Nitro for PlayStation; Hidden Characters & Venues; Improved Framerate; Tag-Team, Exhibition, & Championship Modes; 64 WCW & NWO Wrestlers
- **Created by:** Inland Productions for THQ
- **Available:** 2nd Quarter '99 for Nintendo 64

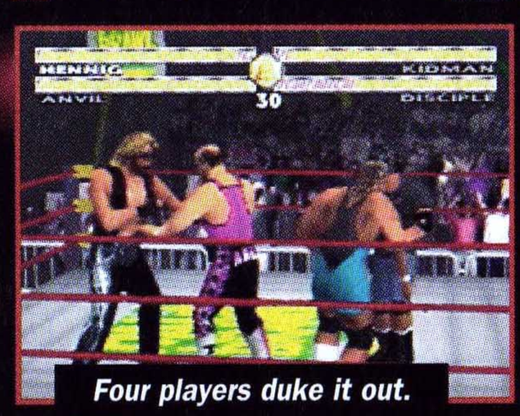
35% Complete

can you take the pain?



Giant possesses cat-like reflexes.

I offer you this sacrifice.



Four players duke it out.

THQ enjoys a solid record of wrestling for both N64 and PlayStation. Starting with the original WCW vs. the World, THQ titles have grown in popularity so fast that a sense of fanaticism surrounds every release. Fans just can't wait to get their hands on the next WCW wrestling game. THQ is offering plenty of games on both home platforms, but WCW Nitro will most likely be its last WCW release for Nintendo 64. The reason? Starting this summer, THQ will change alignments, and begin producing WWF-licensed games.

For wrestling fans, it's important to know that WCW Nitro in no way resembles the recent WCW/NWO Revenge. Instead, Nitro is a port of the PlayStation game, and they share identical titles. Instead of the grappling and submission holds found in Revenge, Nitro relies more on a classic fighting interface, with different kicks, punches, and slams. It's definitely very different from Revenge, but variety is the spice of life, right?

WCW Nitro will offer 64 different WCW and NWO wrestlers, each with unique styles and signature moves. Nitro also features realistic backdrops and popular venues. Then, to further emulate the wrestling experience, Nitro lets players call for assistance. Feeling ganged up on? Simply press a few buttons and a run-in occurs. You partner will (hopefully) beat up on the competition for a while, allowing you to catch your breath. Another nice feature in Nitro is the Battle Royal mode, which is like a Survival mode in standard fighting games. In Battle Royal, players choose a team of up to 30 characters. Each time a character is defeated, another comes in to take his place. The last man standing is declared the victor. Will it be you?

Nintendo 64

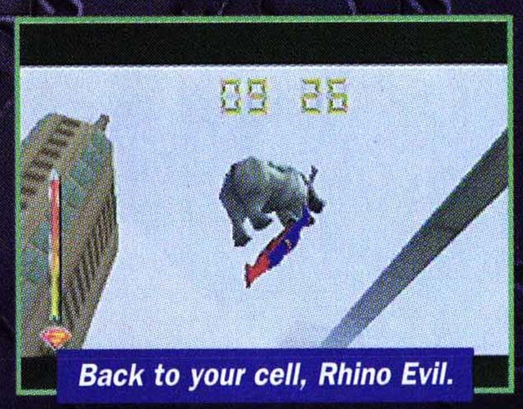
Preview

- **Size:** 96 Megabit
- **Style:** 1-Player Action (With 4-Player Minigame)
- **Special Features:** Solar-Enhanced Super Abilities (X-Ray Vision, Heat Vision, Flying); 2-Mile Replica of Metropolis; Super Friends (Lois, Perry, Jimmy); Super Fiends (Bizarro, Luthor)
- **Created by:** Titus Software
- **Available:** Winter for Nintendo 64

I fight for Lois...and Jimmy.

60% Complete

Up...Up...And Away!!!



Back to your cell, Rhino Evil.

Metropolis sure is foggy today.

X-ray vision is keen.

Now if only they'd animate the JLA.

The Warner Brothers Batman/Superman hour is undoubtedly the king of all Saturday morning cartoons. These classy shows are action packed and loaded with humor for kids and adults alike. As for a video game starring Supes, one hasn't been in the spotlight for quite some time. First, the Atari 2600 – then the Super Nintendo. His fate now lies in the hands of Titus Software.

What else has Titus released for the Nintendo 64? Well, brace yourself. Titus has been hitting below average, or about .098 if you use a Major League ranking. Automobili Lamborghini and Virtual Chess 64 are the only two games Titus has brought to the N64, and hopefully, the company will take more initiative when it comes to Superman.

Right now, things are looking pretty good. Superman is a 3D action title that features combat similar to Double Dragon, and a look comparable to the Superman animated series. All the big heroes and villains are included: Bizarro with his stupidity and strength, Lois with her good looks and charm, Luthor with his bald head and evil ways, and Jimmy with his freckles and strange obsession with Clark Kent. The most surprising feature in Superman is the authentic replica of Metropolis that spans over two whopping miles. Yes, you'll have complete freedom to fly over it.

At 60 percent, Supes lacked any kind of action. The enemies didn't move, and the controls and camera angles were slippery and difficult to maneuver. Players will eventually have control of Superman's heat vision, freeze breath, x-ray vision, super speed, and armada of different punches. Let's hope this title lives up to the tradition that Konami and Sega have started for the Warner animated games.

Nintendo 64

Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action
- **Special Features:** 4 Playable Characters; Time Changes Affect Gameplay; Character-Specific Areas & Bosses; First 3D Castlevania
- **Created by:** KCEK for Konami
- **Available:** 1st Quarter '99 for Nintendo 64

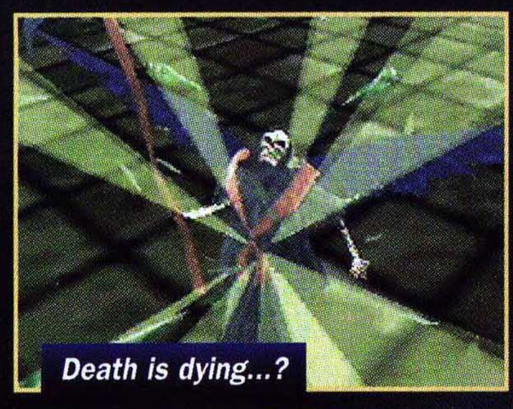
He's safe!

The welcome wagon awakens.

45% Complete

The Belmonts Are Back

"Taste my whip, bonehead!"



Death is dying...?

Bosses have particular weaknesses.

Hanging from ledges is sometimes necessary.

For Nintendo-faithful Castlevania lovers, a new game has not risen in many a moon. PlayStation owners got to play Symphony of the Night, which some diehard Castlevania fans consider to be the best ever. So of course, there are some seriously huge expectations for this new version. Will it play into the key strengths of the Nintendo 64? Is it a heck of a lot of fun, as well as challenging?

In the Castlevania demo we played, only two of the four characters were playable: heir apparent Schneider Belmont, and Carrie, a mysterious young magician. Schneider, of course, uses the classic whip as well as a sword to battle the undead. The whip has a longer range, but is weaker than the sword. Carrie, on the other hand, is equipped with a magic attack and a dagger. Both, of course, have a secondary weapon, which changes throughout the game based on the power-up.

One interesting feature in the new Castlevania is the movement of time. Although this has been done before in Castlevania II and Symphony of the Night, it is still a great feature. Monsters will get stronger and appear more frequently during the evening than in daylight. The sun will rise and the fog will lift during the morning. Players can keep track of the current time by looking at a watch located next to the health meter. But the best thing about the new Castlevania is the character-specific levels. Some of the levels are conjoined, but many of the levels and bosses are unique to each character, giving players a reason to play through the game with all four characters. Excellent.

So, Nintendo 64–owning Castlevania lovers, prepare for the night. Your evenings (and days) are about to be enveloped in the mysterious shroud known as Castlevania.

PlayStation

EVERYONE
CONTENT RATED BY ESRB

IDOL MINDS ™

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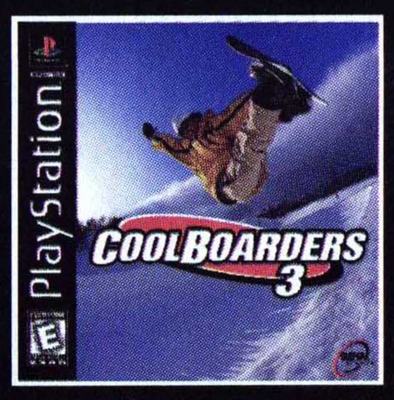


Packed solid with insane tricks and treacherous downhill runs, CoolBoarders® 3 is so realistic it'll turn your living room into a half-pipe. Lock into an authentic Burton® or Ride® snowboard and you're ready to thrash through 34 courses, 5 challenging mountains and 6 world class events. Feel the wind rushing by as you pull off thousands of combinations with sick moves like Misty Flips, Melancholy's and Sad Air. Throw in intense fighting action and 2 player split-screen racing and your teeth will be chattering long after you've left the slopes.

989™ STUDIOS

COOLBOARDERS® 3

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing (4-Player Via Link)
- **Special Features:** 12 Characters; 12 Tracks; Tons of Modes Including Stunt & Circuit; Ghost Racer Save; Tricks (Flips & Grabs); Link Cable, Analog, & Dual Shock Compatible
- **Replay Value:** Moderately High
- **Created by:** SingleTrac for GT Interactive
- **Available:** November for PlayStation

Bottom Line: 8.25

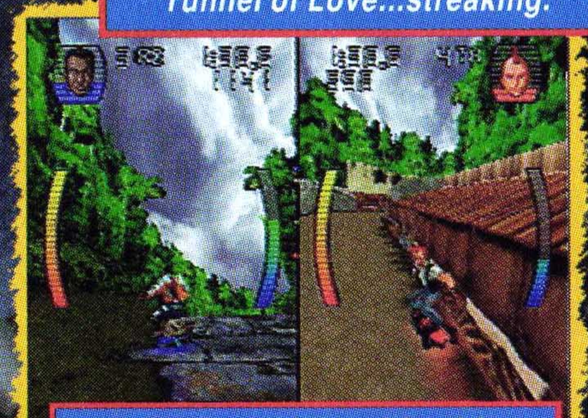
streak

The Confident Racer

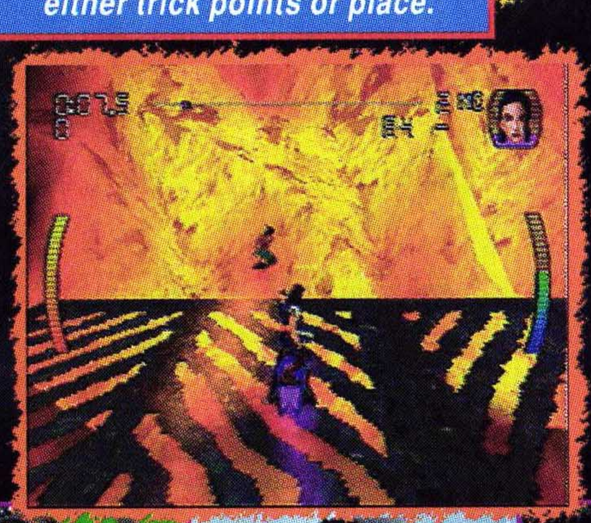
It's quite a spectacle to see a Streaker biff.

Land tricks to raise the confidence meter and improve performance.

And then, three men entered the Tunnel of Love...streaking.



Compete against a friend for either trick points or place.



In comparison, Streak is quite a bit faster than Jet Moto. It also boasts an improved look, bigger air, and tons of new game modes. However, the field size has shrunk from 10 to 4, and the magnetic grapple is a thing of the past. Jet Moto was extremely difficult, ensuring the need to play and play in order to really get somewhere. Streak is just the same. It's difficult, frustrating, and so intense that you might actually throw your controller down in disgust if you get too wrapped up in the competition.

Strip all the skin off Jet Moto. Place the exoskeleton in development for a year. Slightly enhance the body. Create a new texture that is hip with America's youth. Name the finished product Streak. Market the heck out of it, then ship the darn thing and describe it as the epitome of the racing genre.

It's amazing what game designers can do with plastic nowadays. First Lara, now SingleTrac's 1998 lineup. Sure, you can shake all the fingers you want in SingleTrac's direction for throwing creativity out the door, but you gotta love what it did for gamers. Both Rogue Trip and Streak serve one purpose – to bring back the highly addictive action of Twisted Metal and Jet Moto. SingleTrac started the hysteria that made these games oh so popular, and it wants to continue it as well. The only difference between the games of old, and of new, is a slightly altered concept. The gameplay is nearly identical, and most importantly, still pumping with edge-of-your-seat excitement.

Of course, two players can bump shoulders in a great split-screen mode, or if you have a link cable, four players can go at it head-to-head. All 12 of the tracks are available for multiplayer purposes, and as we've seen with every SingleTrac release, the design of each track is something to behold: You never know what to expect. Streak takes you deep within a Barnum Alley's circus with its tunnel of love and hall of mirrors; to the peaks of Eiswald Spitze with its snow-covered terrain; down the icky rattunnel-esque sewers of the Mainline pipe; and for Atlus Shrugged fans, there's even a trip to Rearden's Forge. Most of the tracks feature animated obstacles, beautiful textures, and awesome effects.

There are plenty of shortcuts and alternate routes to help you cut back on time, and get this – since the GEMBlade can attach itself to any surface, you'll actually be able to stick to walls and ceilings (if gravity allows). Thus, finding some of the shortcuts will stretch your creativity. But placing first doesn't necessarily mean finding the shortest routes. In Streak, performing tricks is actually beneficial, as successful stunts boost your Confidence Meter, which in turn boosts your boarder's performance and speed. In the end, Streak is basically Jet Moto 3, just altered to look a little different.

ANDY
THE GAME HOMBRE

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

"The polygon breakup in Streak is pretty annoying, but the gameplay more than makes up for Streak's graphical shortcomings with blistering speed and solid control. The level designs are fun and challenging with lots of outrageous jumps and pipes so you never have to look far for something to launch off. Which brings us to the best part of this game: the stunts. While the grab move basically does nothing, **the spins and twists will keep you playing for hours on end**. If you liked Jet Moto and always thought that it needed more tricks, Streak is for you. I know this is one I'll be playing for weeks."

PAUL
THE GAME PROFESSOR

Concept	9
Graphics	7
Sound	6
Playability	8.5
Entertainment	8.5
OVERALL	**7.75**

"Just like it did with Rogue Trip, SingleTrac is sticking to its roots; and in the case of Streak, I feel the Jet Moto oozing out. It's pretty lame that the sound of the turbo boost, the reflections, and the crash sounds are virtually identical to SingleTrac's past work. Speaking of lame, **the graphics, although smooth and fast, suffer in numerous situations and the tracks are a little short**. Streak does have one saving grace – the tricks. It's no Cool Boarders, but the combination of pulling tricks and racing is well done. Toss in some enormous (and I do mean huge) air as you hit the jumps and it's hard to set the game down. A good game, but I'd give it a test run before throwing down the cash."

REINER
THE RAGING GAMER

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

"Like Jet Moto, Streak is wildly addictive and loaded to the hilt with interesting track designs and challenging AI. The racing is much more lively and fast-paced, but isn't quite as competitive since the pack has been shrunk down to four. The most interesting addition to this Moto derivative is the way tricks are used. Granted, the tricks are still limited to basically flipping and spinning (like a helicopter from hell), but this time around, you are actually required to perform them if you want to boost your boarder's confidence and abilities. This in turn adds quite a bit to the play. You not only need to worry about perfecting a racing pattern on the track, but landing the moves as well. **Streak is a must-have for Moto fans, and a rental for anyone in doubt.**"

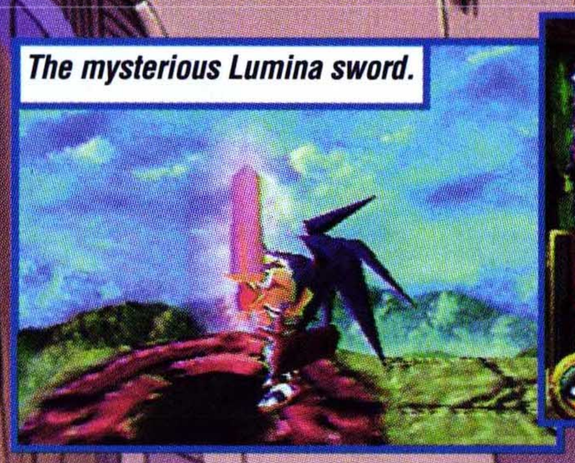
BRAVE FENCER MUSASHI

Time...Is On My Side...

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** Time Passes Constantly; Lots of Voice Acting; 40 Friends To Find; Manga-Style Storyline & Presentation; Weapons Gain Experience; Unique Ability Absorption Technique; Secrets Galore; Final Fantasy VIII Demo Included
- **Replay Value:** Moderately High
- **Created by:** Square Soft
- **Available:** Now for PlayStation

Bottom Line: 7.75



The mysterious Lumina sword.

Some people you save teach you techniques.

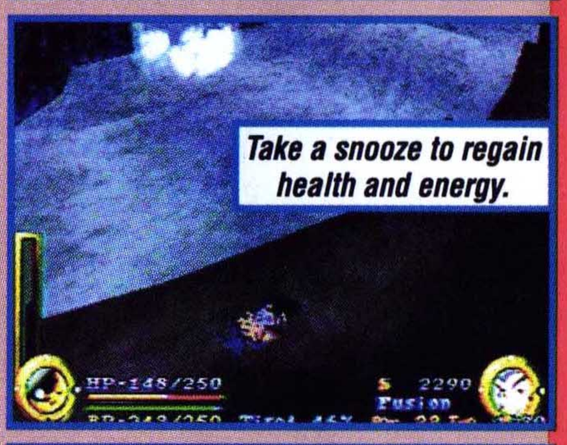
The castle Musashi calls home...for now.

The story of Brave Fencer Musashi centers around a legend, which predicts that when the world is in danger, a hero will come forth. The world is currently in such danger, thanks to Thirstquencher. He has taken the population and imprisioned them within crystals scattered throughout the countryside. So to prevent the takeover of Thirstquencher, the Princess summons Musashi. He is the hero of the game, and quickly proves his skills to the nonbelievers. Musashi's goal is to find the Five Scrolls and save the townsfolk, in order to bring peace and harmony to the land.

Without a doubt, gamers are going to compare Brave Fencer Musashi to Zelda. But this is an unfair comparison. Sure, there are many similar ideas – the passage of time, finding hidden items to increase health, and upgrading weapons – but Brave Fencer is not trying to be Zelda at all. No, it is traveling a new route, with entertaining ideas and complex puzzles.

The game Brave Fencer Musashi views time as a precious commodity. Things that have never really been in a console game before, like a meter showing sleepiness, or stores and town residents adhering to certain hours of business, are the cornerstones of gameplay. Brave Fencer keeps track of the time and date, and all the characters you come across have their own schedule. Sometimes you'll see that the bakery store is open, but the restaurant is not. This creates a new dimension to gameplay, where the player will always be checking the time and deciding whether to continue, or stop and rest for a few hours. As Musashi spends time without rest or food, he becomes sluggish, to the point of being unable to hold up his sword. Keeping track of everything going on is very time-consuming (ha ha), yet creates a level of immersion that makes you focus on what's happening in the game. The game does not run at the same speed as "real" time; it moves faster, making your window of opportunity for doing something much smaller, but the opportunities do occur more frequently.

The townsfolk are grateful.



Take a snooze to regain health and energy.

Later, Musashi can climb certain cliffs.

The game mechanics are also interesting. Musashi is equipped with two swords. One of the swords is very powerful but slow, with different special attacks that Musashi learns from the scrolls. The other sword is quick and allows Musashi to learn enemy skills. Only one skill can be used at a time. Skills are needed to solve the different puzzles Musashi faces. By holding R1, you can charge up the weapon and lock onto a foe. Then, you can absorb the enemy ability with some fast button pressing. The use of the acquired technique is limited by the amount of BP (battle points) you have. Enemies nearby usually have an ability needed to tackle the next area.

For action/RPG fans who have finished Zelda about 50 times, this game should be the ticket. For all the Square-heads? Well, they know what they should do. Especially because of the Final Fantasy VIII demo.

"Brave Fencer is a very hard game to score. As a big RPG fan, I'm ashamed to say I only got about five hours in, simply because there were so many games here (including Zelda). I don't know how much farther I'll go anyway, considering the other RPGs coming out right now. Brave Fencer kind of turned me off, because the enemies are all so dorky. They're really blocky, and somewhat annoying, especially since they constantly regenerate in classic action/RPG fashion. I can say for sure that the towns, and the story, are very cool. **Almost every inhabitant speaks out loud, and the voice-overs were done with great care.** The cutscenes are real-time polys, and very nice. Serious players should check this game out for the organic use of time and the way it affects the land."

JON
THE GREEDY GAMER

Concept	8.25
Graphics	8
Sound	9
Playability	7
Entertainment	8
OVERALL	**8**

"Any game that includes the word 'turd' in the first two pages of the script has to have some strange merit. It seems that the creators of the game didn't take themselves too seriously and created a character that you'd like to punch. Musashi is annoying partially due to the rather poor scripting and voice talent, but many times it's just because the control is so weak. Yet, this game should be commended because it mixes in a lot of music and voice. Also, you get to pick up and huck the first big boss you face. **The non-linear style of the quest can take up plenty of playing time and the assimilation of power is ingenious.** For its style, there are not many games as enjoyable as Brave Fencer, except maybe MediEvil."

PAUL
THE GAME PROFESSOR

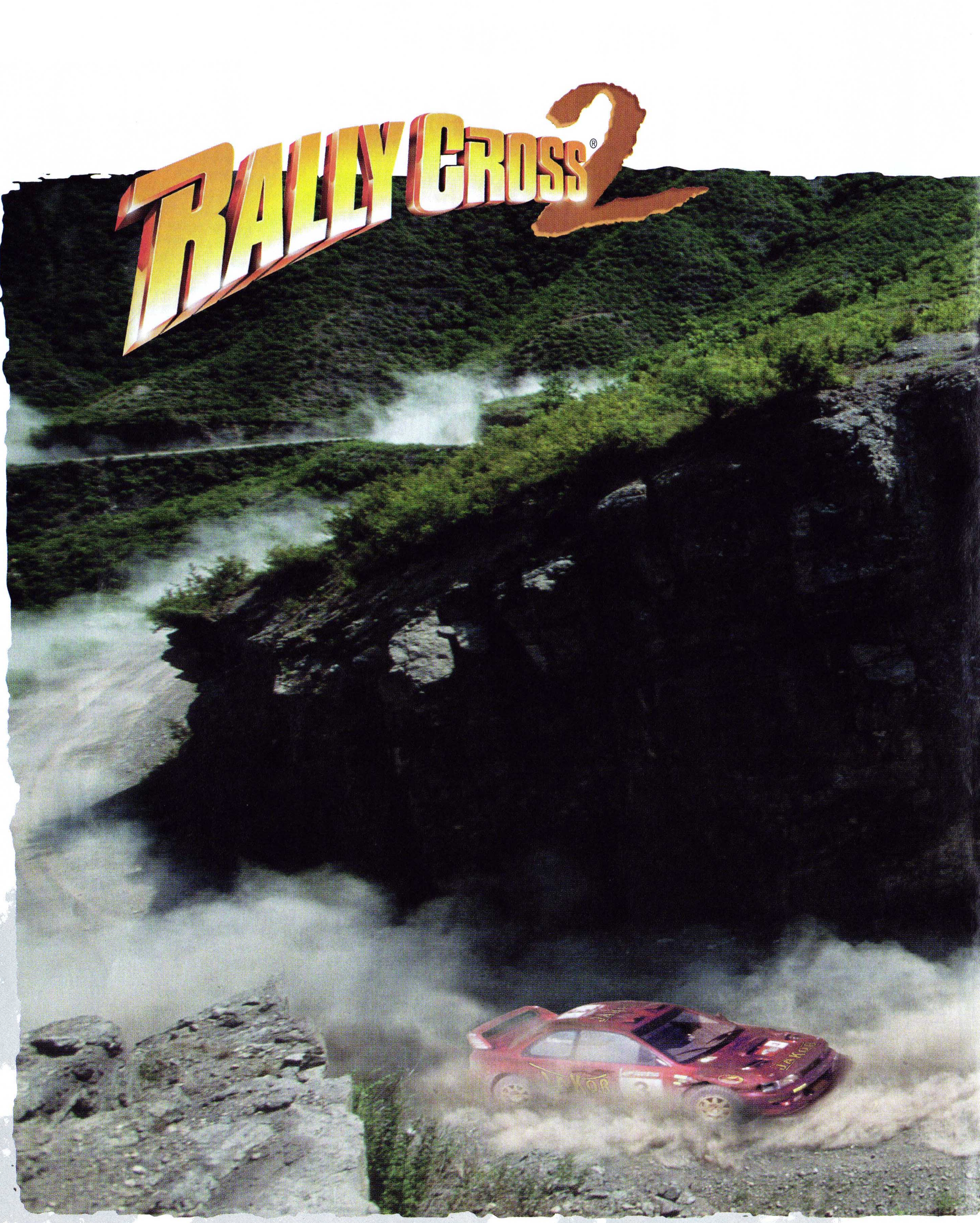
Concept	8.5
Graphics	7.75
Sound	9
Playability	6
Entertainment	8.5
OVERALL	**8**

"If you worship Ranma 1/2, Oh My Goddess, Golden Boy, Tenchi, or any other anime that throws over-the-top wackiness and bizarre humor your way, then Brave Fencer is just the game for you. Only one word can describe this action/adventure – nuts! The character voice-overs are all way over the top and almost too much to take in. The gameplay and events that unfold are equally as spastic and insane. But for some reason or another, I like it. Maybe it's the plethora of RPG elements. Maybe it's the inventive battles and weapon usage. Maybe it's the story. Who knows? **Brave Fencer throws a lot at you at once, and most of it is really good.** It scored fairly low mainly because the look is generic (especially the enemies), and also because the control is a little too touchy and hard to manipulate."

REINER
THE RAGING GAMER

Concept	8.25
Graphics	7
Sound	7
Playability	6.75
Entertainment	7.75
OVERALL	**7.25**

RALLY CROSS® 2



Experience the rush of full-throttle 3D off-road racing as never before with ten all new, fully-customizable rally cars and trucks, eight extreme courses, killer sounds from Guttermouth, Wick and One Hit Wonder, plus complete compatibility with the Dual Shock™ Analog Controller. Create your own off-road experience or edit an existing course with the revolutionary Rally Cross 2 track editor. Think you own the road? You may be right.

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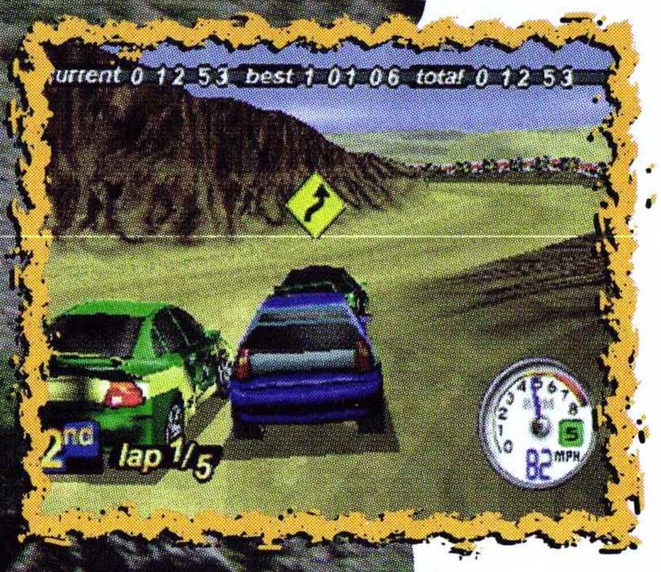
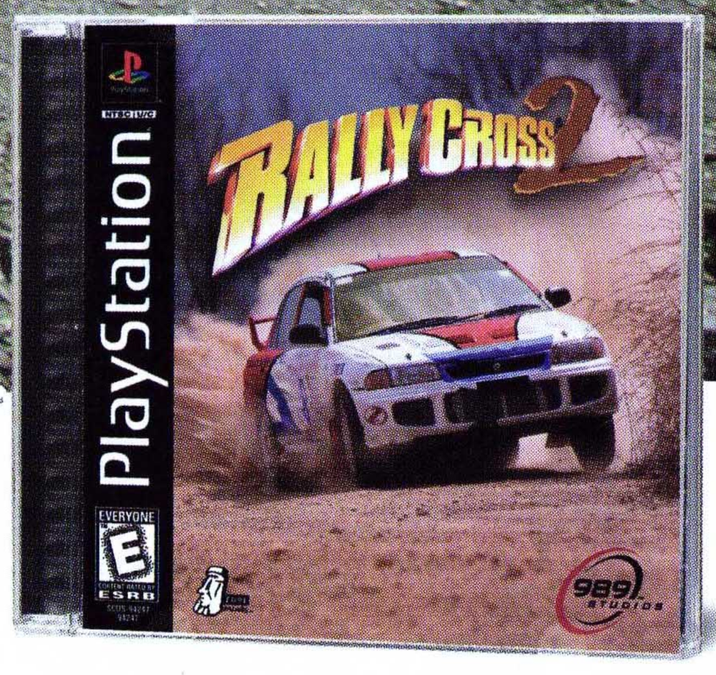
YOUR ROAD. YOUR RULES.





EVERYONE
CONTENT RATED BY ESRB

PlayStation

IDOL MINDS

989 STUDIOS

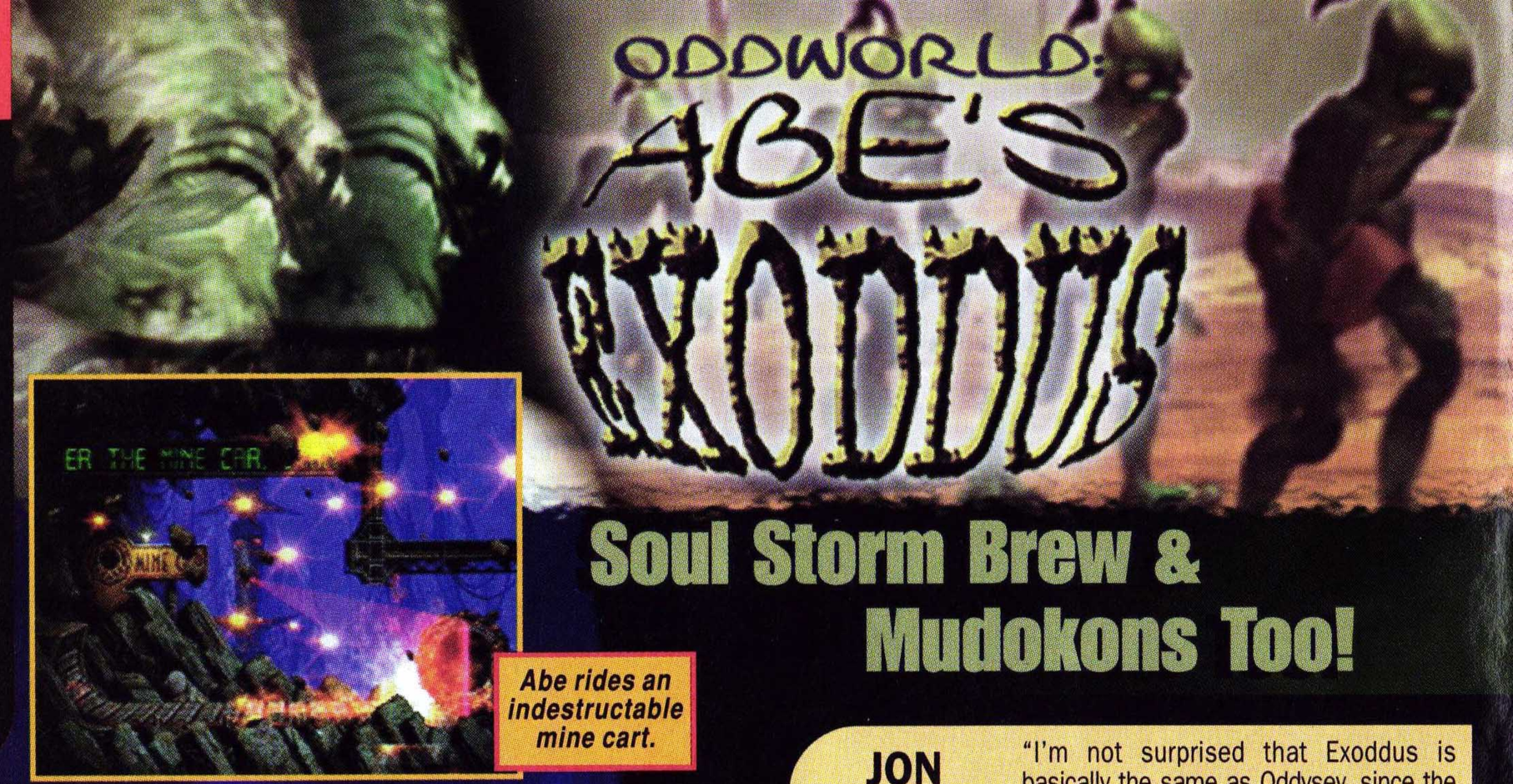
DO IT IN THE DIRT.

www.989studios.com

PlayStation Review

- **Size:** 2 CD-ROMs
- **Style:** 1 or 2-Player Action
- **Special Features:** Game Emotion & Improved Gamespeak; Quiksave; Gorgeous Rendered Backgrounds; CG Cutscenes; 2-Player Cooperative; Fart Possession
- **Replay Value:** Moderately High
- **Created by:** Oddworld Inhabitants for GT Interactive
- **Available:** Now for PlayStation

Bottom Line: 9.25



ODDWORLD: ABE'S EXODDUS

Soul Storm Brew & Mudokons Too!

Abe rides an indestructable mine cart.

Abe the Mudokon, as you may remember from Abe's Oddysee, is shy and adorable, like a sad puppy caught outside on a stormy night. Like Batman, Abe has no super powers. Like Bruce Lee, Abe uses no super weapons. Like you and me, Abe is just a regular guy. While Abe has the extraordinary ability to take over the body of another individual, he mostly fights with rocks, big chunks of meat, and his Mudokon brain.

Oddysee was a classic side-scrolling action game frosted over with a creamy blend of puzzles, platforming, and humor. In Abe's new game, Exoddus, you'll see much of the same thing including similar level designs and animation. But two new creatures and a handful of other new and improved refinements do emerge.

Abe must face a new terror called a Fleetch. They spend most of their time sleeping and look like an oversized inchworm. When they awake, you soon learn they love to snap Abe with their long-reaching tongues and swallow him up in one bite. A sure way to wake up a Fleetch is by stepping on a slimy Slurg. These harmless creatures feed on Fleetch droppings and are found in great numbers around said Fleetches.

Some new and improved abilities have been given to Abe. Before, Abe could only take over the body of a Slig guard, but now he can also control Paramites, Glukkons, and Scrabs. Scrabs have a special attack allowing them to spin around like the Tasmanian devil, shredding anyone in their path. Plus, Abe can acquire atomic farts that explode on a timer. These farts can also be possessed, moved about, and detonated in hard-to-reach areas.

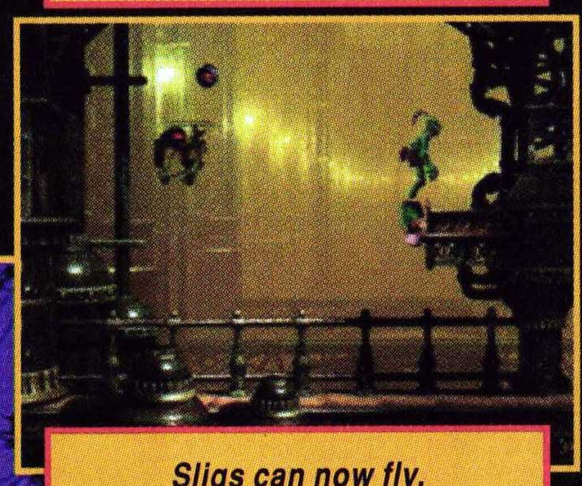
Abe's Gamespeak feature allows you to talk to and command other characters of the aforementioned races: Mudokons, Sligs, Scrabs, and Paramites. There is also the new Game Emotion that lets Abe determine the mood of his Mudokon compatriots by the color of their skin. For example, if they are blue they are sad, if red they are enraged, and, although not an emotion, if they are white they are blind. Therefore, Abe has to console, calm, and sometimes hold the hand of other Mudokons to accommodate their mood swings or visual impairments.

Abe is back and better than ever. In addition to new creatures and abilities, Exoddus sports two CDs and a Quiksave feature that cuts down on repeating difficult screens. Abe's is full of movies, action, and challenge that everyone must check out. Play Abe's: it's the real stuff. ■

Abe races the clock.

When Abe turns invisible, you can only see a faint outline.

Abe can now control Scrabs too.



Sligs can now fly.

A new hazard are the hungry Fleetches.

Abe guides a Paramite down a spider web.

JON
THE GREEDY GAMER

Concept	8.5
Graphics	9
Sound	9.25
Playability	9
Entertainment	9
OVERALL	**9**

"I'm not surprised that Exoddus is basically the same as Oddysey, since the first one rocked so hard, but it is a little spooky. This game even has an opening explaining the entire last game, and it definitely picks right up where the other left off, identical graphics and all. There's only one big change this year, and it's a welcome one: the Quiksave. Just be careful, and especially don't Quiksave after a Mudokon dies. Abe's can be maddening at times because it's so challenging, but the payoff is bragging rights, because only the seasoned gamer can finish with all the Mudokons alive and rescued. **I thought Abe's Oddysey was awesome, and Exoddus is every bit as good.** If you didn't play last year's, now's the time to start."

PAUL
THE GAME PROFESSOR

Concept	8.75
Graphics	9.5
Sound	9.5
Playability	9
Entertainment	9.25
OVERALL	**9.25**

"First off, you have to appreciate the Quiksave. It's not an exciting feature, but it will be your friend (after the one time you forget it and have to go back through a half-hour of gameplay). Like the first game, Exoddus's story is beautifully presented. The hilarious events and slightly disturbing character designs create an interesting mix. The Mudokons are not pleasant to look at, but they are somehow appealing. On the whole, this is not too different from the first game; nonetheless, the new Game Emotion and other twists are great. **Exoddus is hard to put down, but it requires plenty of patience.** A rental might be in order. However, if you already know Abe, I highly recommend his second adventure."

REINER
THE RAGING GAMER

Concept	9.25
Graphics	9.5
Sound	8.5
Playability	9.5
Entertainment	9
OVERALL	**9.25**

"What an awesome month for gaming. Crash 3, Zelda, and Abe's Exoddus are all must-have titles. Abe's is the odd quantity that won't sit well with every gamer out there, because the gameplay revolves entirely around patience and brain power. Impatient 'must click' gamers will struggle with this innovative sequel. It will kick their butt with puzzles and tricky timing every second of the way. **It's strictly for gamers who play to be challenged mentally from beginning to end.** Compared to the original offering, Exoddus more or less offers up the same experience with expanded Gamespeak, the brilliant new Game Emotion, a thrilling new story, and two discs jam-packed with some of the most innovative gameplay on the PlayStation. It's exceptionally funny, extremely difficult, and well worth the buck."

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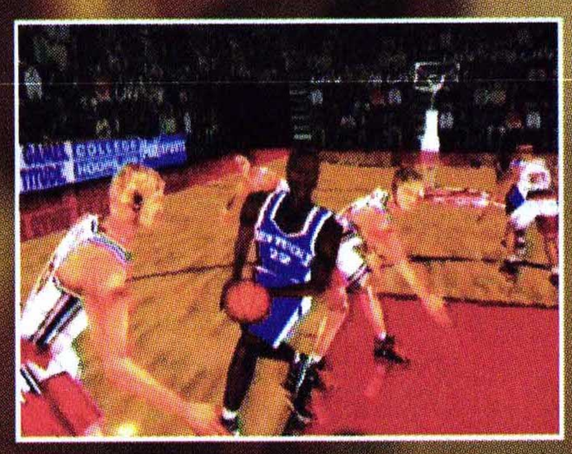

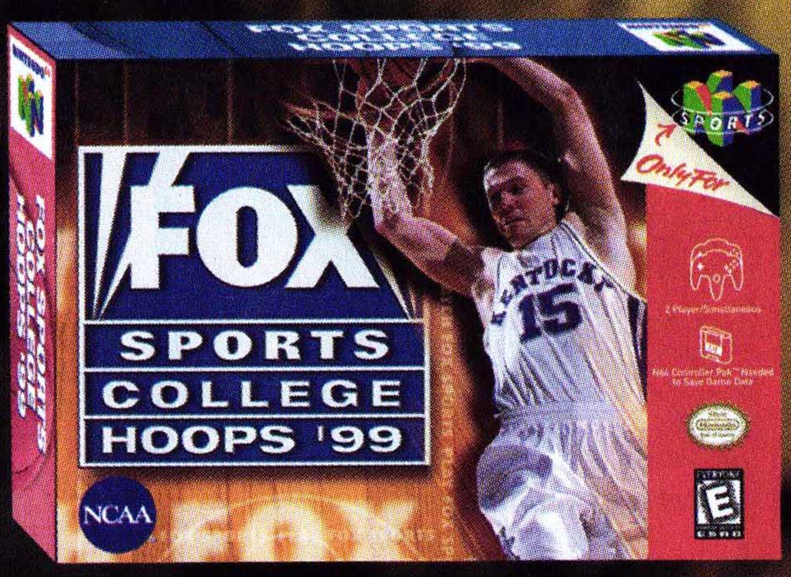

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PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 2 Playable Characters (Crash & Coco); New Powers Including Double Jump, Super Run, & Continuous Spin; Time Travel; Jet Ski, Bi-Plane, & Motorcycle Levels; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Naughty Dog/Universal Interactive for SCEA
- **Available:** Now for PlayStation

Bottom Line: 9.25

YEAH THREE...IT'S THE MAGIC NUMBER

If you talk about action/platform games on the PlayStation, Crash Bandicoot is likely the first brother to be brought up in the conversation. This orange fuzzball is the even more recognizable than, dare we say, that Tomb Raider chick...Lara...what's her name? Garnering huge success over the last two years, Crash is a phenomenon, a Sony poster-boy, a PlayStation action/platform star like no other. With popularity also comes the spotlight. The millions of gamers who played a previous version of Crash want to know if this game, Crash Bandicoot: Warped, is worth the cash. Let's see. Die Harder is lame compared to the other two and forget about Police Academy 3. Does Crash's third adventure fall into this deadly sequel pattern, or does it rise to the occasion by producing a Return of the Jedi-like experience?

The basic rules of Crash haven't changed since the first game hit in 1996. A player must navigate Crash from one end of a level to the other while breaking every box along the way. There are plenty of pitfalls and obstacles to test the platforming skills. And, of course, there is a nice selection of enemies and whacked-out bosses to beat up on. It's a tried and true platforming experience that, in the case of Crash, has been solid from the get-go. The developers at Naughty Dog aren't going to change too much in the basic concepts or playcontrol, just as Back to the Future always starred Michael J. Fox.

A prime sequel (with or without Jedi power) needs good scripting: something that makes it not just a replay of the one before it. In the case of this game, new scripting calls for Crash to team up with Coco. She is Crash's sister and a playable character, but she's usually at the control of some animal or machine. You'll find the duo scuba diving, flying, jet skiing, and motorcycle racing. And instead of riding our favorite tail-deprived snow beaver, this year Crash rides a dinosaur and Coco wrangles with a tiger. Scripting is also important with graphics and Crash is at the top in action/platform. The extensive and hilarious animation, not to mention the new free-roaming 3D levels, is what one should expect in a sequel.

Just as Dirty Harry always packs Mr. Smith and Mr. Wesson, Crash Bandicoot proves that three is the magic number. Let's just see if our reviewers agree.

Crash is awarded the Super Jump.

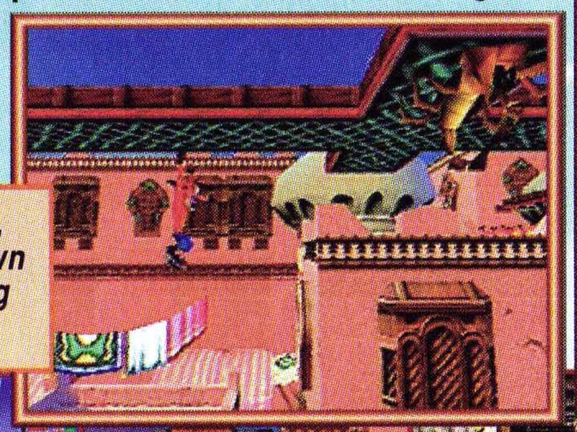
Despite what you say, we're still calling him a snow beaver.

That bandicoot is running around like he was sliced in two.

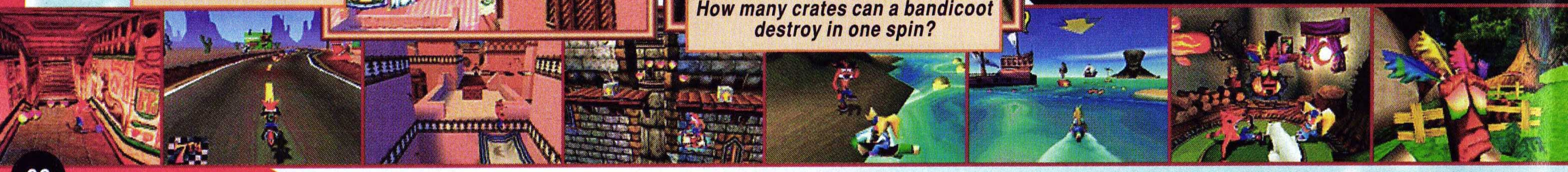
Tiny launches a horde of lions at Crash.

Taking a short journey to the bonus level.

How many crates can a bandicoot destroy in one spin?



Just hanging out, Crash looks to down any guys on flying carpets.



JON
THE GREEDY GAMER

Concept	9
Graphics	9
Sound	9.5
Playability	9.5
Entertainment	9
OVERALL	**9.25**

"After playing this year's Crash, my faith in playcontrol has been renewed. When it comes to the PlayStation, the Crash series defines the term control. Of course, Crash veterans already know this, but now, with the extra Time Trials, there's a whole new set of challenges. Once again, the enemies are brilliant (if not that threatening), and the graphics are so bright and beautiful, with no slowdown – it just proves the PlayStation's got it under the hood, and Naughty Dog's got the mechanics to make it scream. Spyro was new and refreshing, but Crash is like an old friend. Say good-bye though, because this is Naughty Dog's last tango with the bandicoot. **Warped is a perfect end to the trilogy, and the best of the bunch.**"

PAUL
THE GAME PROFESSOR

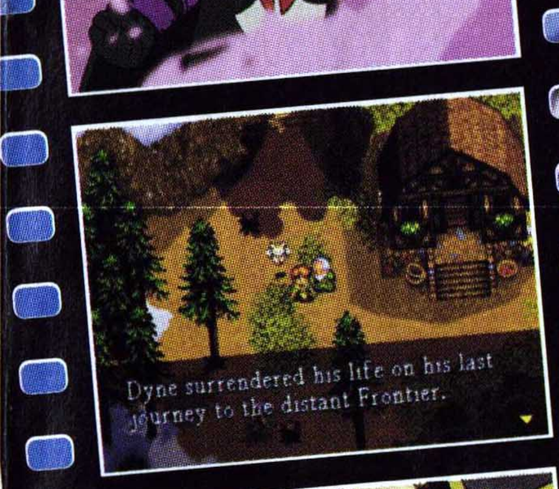
Concept	9
Graphics	9.5
Sound	9
Playability	9.25
Entertainment	9
OVERALL	**9.25**

"I know plenty of people who have conquered the first two Crash games and would gladly give this game a look. My advice is: Go for it. **This game is better than the other two put together.** The graphics are excellent, the new 3D levels are addictive, and executing the jumps and moves is totally tight. Like any premier action/platform game, Crash has plenty of moments of frustration and equal amounts of humor. The only thing I don't really like is the Time Trial stuff. It's like a scary throwback of a Sonic & Knuckles nightmare I once had. I'm just glad that we didn't see a head-to-head mode with smashed graphics in Crash 3. Even so, this element adds some valuable playtime to what could have been a much shorter game. Also, the motorcycle level is strangely enjoyable."

REINER
THE RAGING GAMER

Concept	9.25
Graphics	9.75
Sound	9
Playability	9.25
Entertainment	9.5
OVERALL	**9.5**

"I'm a sucker for platformers, especially when they present high-caliber dynamics and edge-of-your-seat excitement like Crash 3. In a nutshell, this trilogy is reminiscent of Rare's Donkey Kong series. Both DKC and CB feature comparable learning curves and similarities in general gameplay. However, the best DKC was part 2. In Crash's case, part 3 is the one that you'll remember and want to hold on to. Why? Because the gameplay is even tighter. The diversity between levels keeps you off-balance and eager to see what's next. And the secrets and the coveted 100% rating are much harder to obtain. **Most platformers have given up on constant action and fast-paced play. Crash 3 keeps these qualities fresh with unique ideas and amazing graphics.**"



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PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3 New Vehicles (Kayak, Quad-Bike, & Raft); Weapons Include Grenade Launcher, Rocket Launcher, & 2-Handed Magnum; World Map With Choice of Next Destination; Hi-Res Graphics; New Sprint Button
- **Created by:** Core Design for Eidos
- **Available:** November 18 for PlayStation

85% Complete

Around the World in 80 Saves

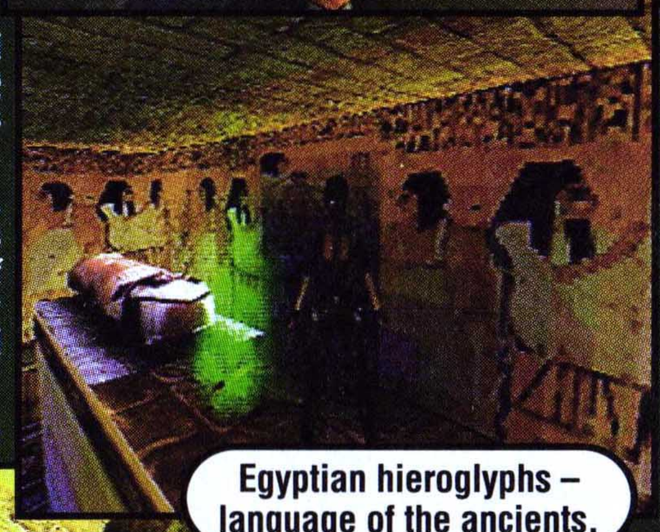
TOMB RAIDER III
ADVENTURES OF LARA CROFT

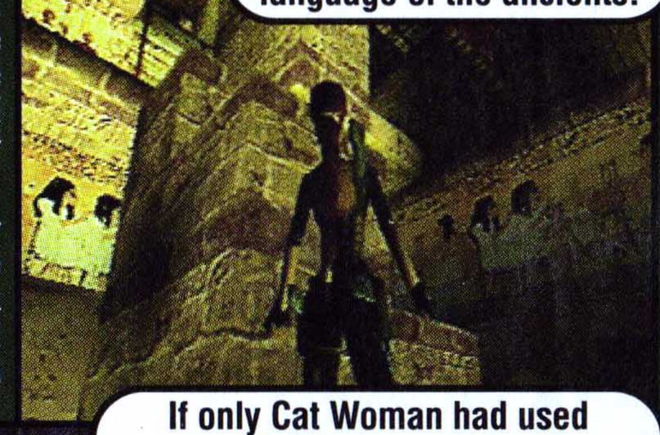
Don't worry, it's not a chain-drive.

Spiders!! Arghh!!!

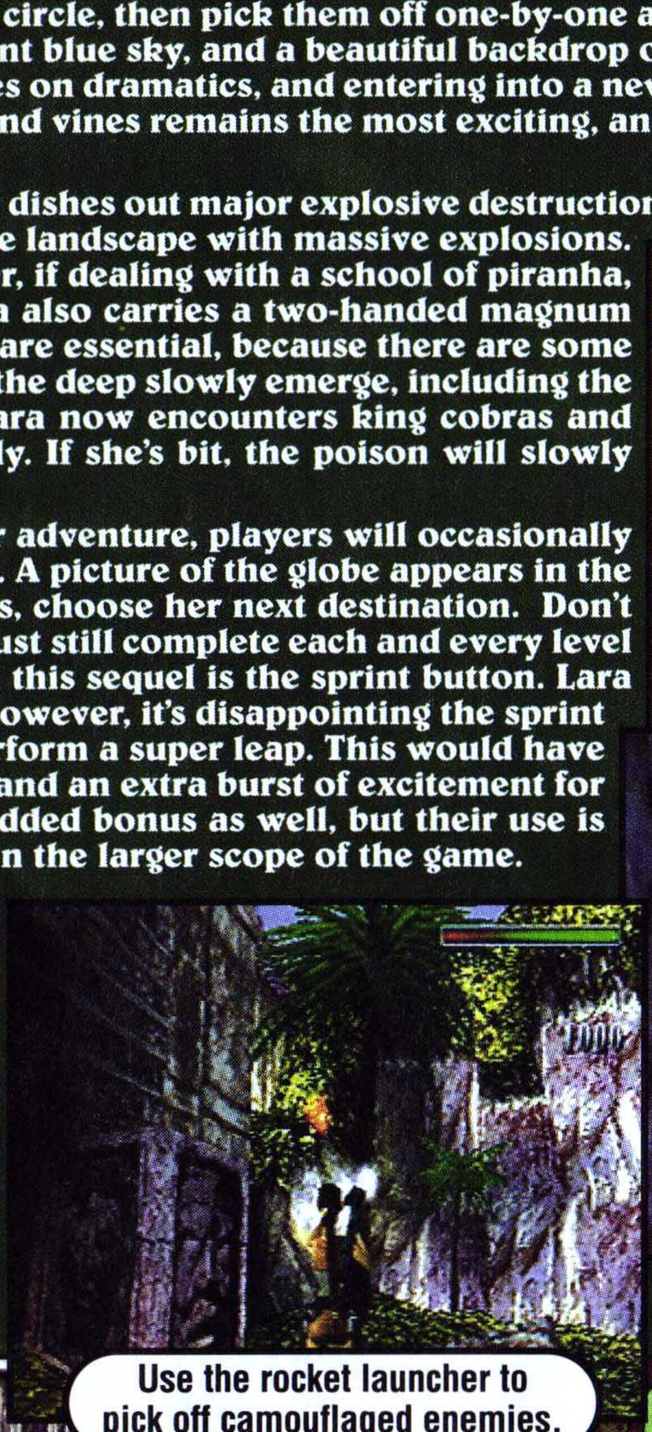
A king cobra lurks in the grass.

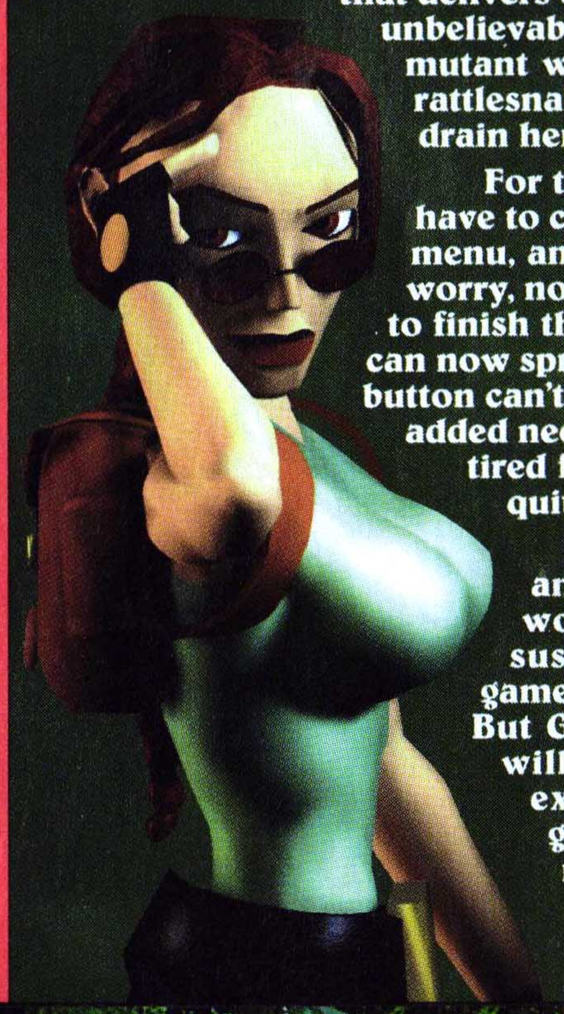
Rat-tat tat tat!!!


Egyptian hieroglyphs – language of the ancients.


If only Cat Woman had used her gifts for the good of society...

Waterfall-bound aboard the kayak.


Use the rocket launcher to pick off camouflaged enemies.



This is the year of the trilogy. Crash is celebrating the big three, so is Cool Boarders, Twisted Metal...you get the picture. Core is sticking to its basic Tomb Raider design, which is brilliant, and staying the safe course for this, Lara's third adventure. Not much has changed. In fact, the game looks and plays exactly like Tomb Raider 1 & 2, with the benefit of slightly sharper graphics.

The hi-res graphics are definitely noticeable, especially in outdoor venues. For instance, in the desert, Lara can see birds far off in the sky, follow them as they begin to circle, then pick them off one-by-one as they swoop down for the kill. All this takes place before a brilliant blue sky, and a beautiful backdrop of painted desert rock. As we've come to expect, Tomb Raider 3 relies on dramatics, and entering into a new room, with a huge expanse of structures, platforms, waterfalls, and vines remains the most exciting, and rewarding Tomb Raider experience.

Core has done some work with the weapons, and Lara finally dishes out major explosive destruction. By using either the rocket or grenade launcher, Lara lights up the landscape with massive explosions. A group of enemies can be taken out with one well-placed hit. Or, if dealing with a school of piranha, drop a big ol' grenade in the water. Kablam!!! Lara also carries a two-handed magnum that delivers death in one shot. The weapons are essential, because there are some unbelievable enemies. Strange denizens of the deep slowly emerge, including the mutant wolf spider (see picture). Plus, Lara now encounters king cobras and rattlesnakes that hide, then strike quickly. If she's bit, the poison will slowly drain her life.

For the first time in any Tomb Raider adventure, players will occasionally have to choose the order of Lara's travels. A picture of the globe appears in the menu, and Lara must, at certain junctures, choose her next destination. Don't worry, no matter the chosen path, Lara must still complete each and every level to finish the game. The final innovation in this sequel is the sprint button. Lara can now sprint for short amounts of time. However, it's disappointing the sprint button can't be combined with a jump to perform a super leap. This would have added needed variety to the platforming, and an extra burst of excitement for tired fans. The extra vehicles are an added bonus as well, but their use is quite short-lived, and insignificant in the larger scope of the game.

Tomb Raider 3 is, once again, an incredible adventure into the world of ancient mystery and suspense. Fans will flock to this game, and play it hard until the end. But Game Informer wonders if this will be the last Tomb Raider in exactly this same style. Will gamers accept a Tomb Raider 4 next year that again looks and plays just like all the others? It's something to think about.

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PlayStation

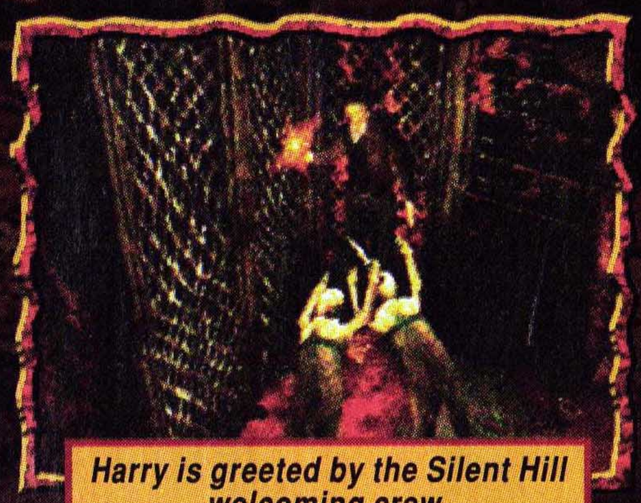
Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** CG Cutscenes; Plenty of Horrifying Enemies to Combat; Weapons & Items; Inventory; Puzzles; Dual Shock Compatible
- **Created by:** KCET for Konami
- **Available:** March '99 for PlayStation

60% Complete

SILENT HILL

A Town of Terror



Harry is greeted by the Silent Hill welcoming crew.

Harry came to the wrong town.

It's payback time.

Resident Evil's release on the PlayStation caused a worldwide explosion of excitement, and created one of the most intense experiences ever found in a video game. With an engrossing story and tons of violence and gore, Capcom's Resident Evil was like a horror film. Waiting to see what lurked behind the next corner provided players with a surge of adrenaline rarely experienced in a video game. As a result, both Resident Evil 1 and 2 enjoyed enormous success with gamers. Strangely, with the "me too" philosophy so prevalent among publishers and developers these days, it's amazing we haven't drowned in a sea of similar games. EA's Overblood and Warp's Enemy Zero are a couple that come to mind, but overall, few games have attempted to duplicate the sensation delivered in Resident Evil and fewer still have succeeded.

However, Konami's Tokyo studio is attempting to do just that – create a game of horror. Silent Hill's main character, Harry Mason, has an adopted daughter whom he and his wife found seven years ago. Harry's wife dies and Harry is left to raise Cheryl alone. One night, the two are driving and Harry's car crashes. When he awakens, Harry finds himself in the town of Silent Hill, but his daughter is missing. Harry discovers the town is apparently deserted except for one police officer. Of course, Harry shortly learns that the town is not deserted – it's infested with terrifying monsters!

School is no place for zombies.

Challenging puzzles are found everywhere in Silent Hill. While exploring Silent Hill's school, Harry encounters large cockroaches and short zombies who could be former students. When he enters the biology lab Harry discovers a small statue of a hand tightly gripping a gold medallion. It cannot be picked up, but later Harry finds a glass bottle of acid. By pouring the acid on the statue, the hand is dissolved, leaving only the medallion behind. The medallion can then be taken and later proves to be an essential item.

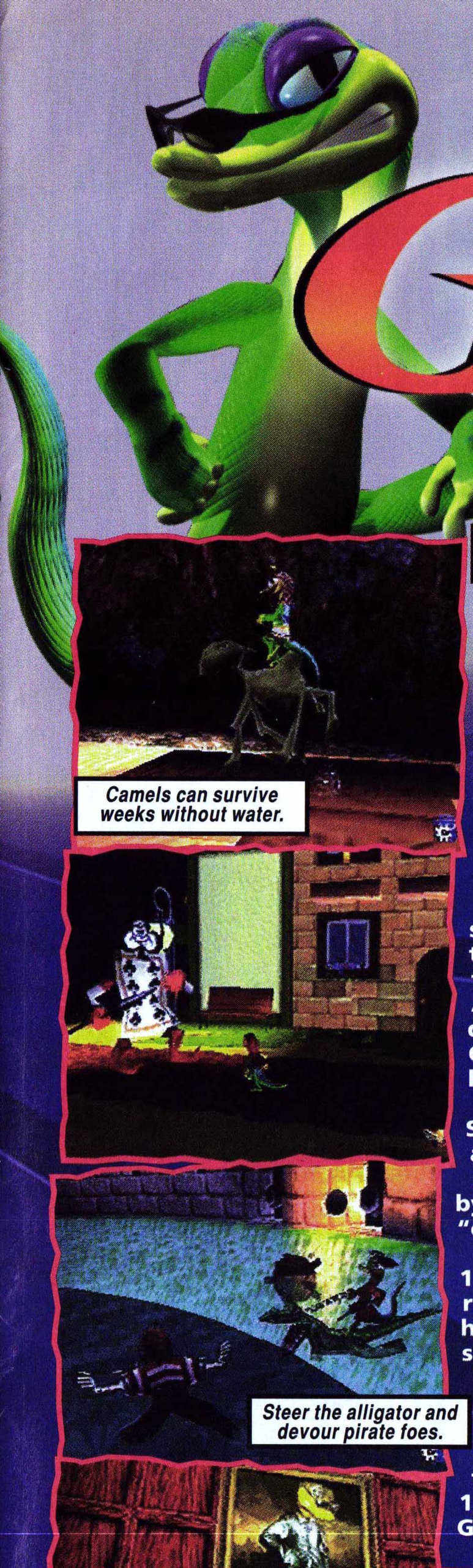
Silent Hill wants to be a game as intense and successful as Resident Evil, and if it succeeds, gamers will benefit greatly. The story is creepy, the puzzles challenging, and the horror is...well...horrifying. Questions that remain unanswered involve the graphics and control, but because this game isn't due until March, we'll all have a while to wait.

GEX 3™
DEEP COVER GECKO

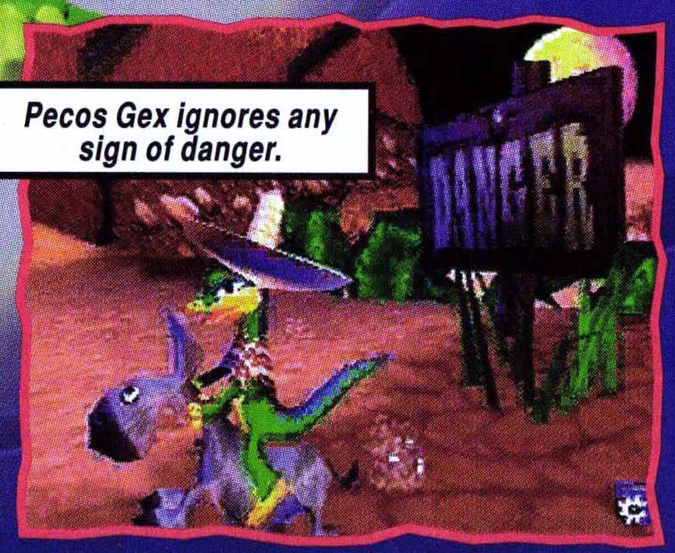
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Costumes Affect Abilities; Minigame Bonus Rounds; Over 25 Costumes; Projectile Weapons; Over 50 Enemies; Marliece Andrada as Voice of Special Agent Xtra; Over 1,000 New One-Liners by Dana Gould
- **Created by:** Crystal Dynamics for Eidos Interactive
- **Available:** March '99 for PlayStation

40% Complete

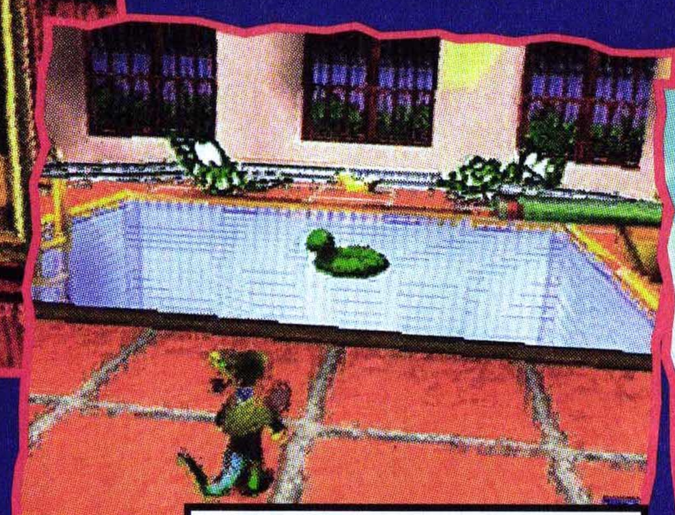


Camels can survive weeks without water.

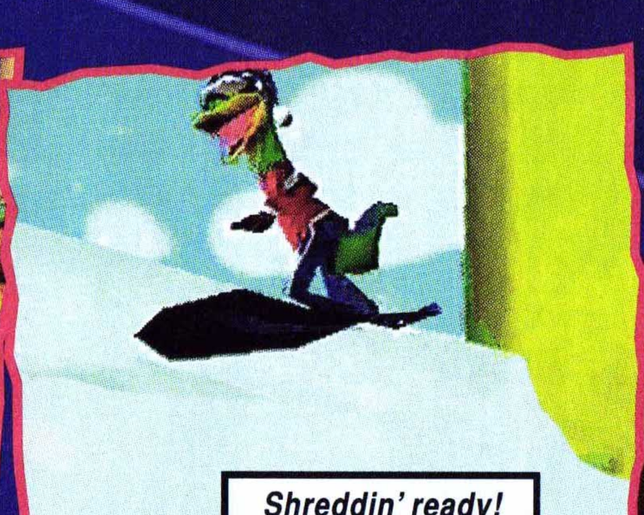


Pecos Gex ignores any sign of danger.

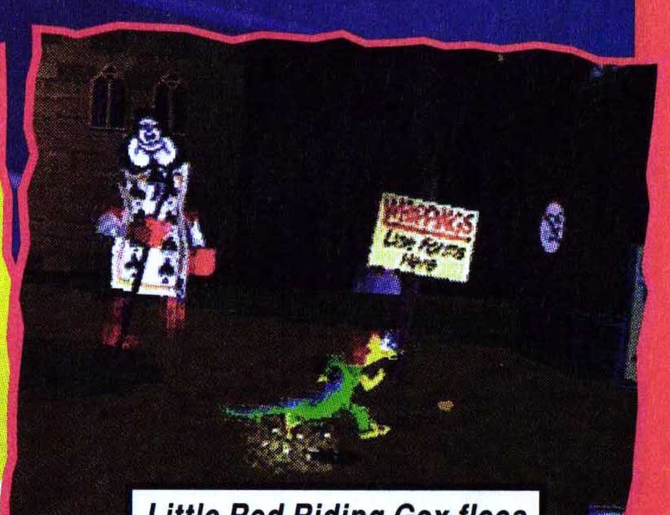
Steer the alligator and devour pirate foes.



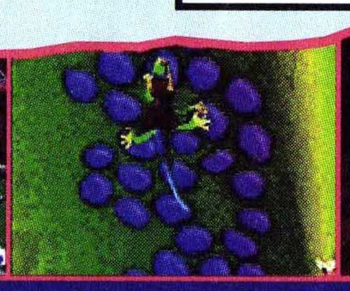
Sherlock Gex can use a special "clue-finding cam."

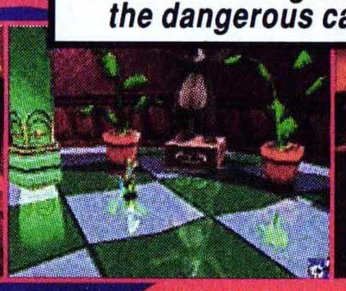


Shreddin' ready!



Little Red Riding Gex flees the dangerous cards.





The Cult of Personality

Sure, most action/platform stars have personality, but only one of them actually suffers from a deep identity crisis. The gecko known as Gex doesn't quite know who he is. Gex is constantly switching costumes, and in his next adventure, Deep Cover Gecko, the costumes take on a much larger role.

Each time Gex changes costumes, his abilities change as well. For instance, in the new super-hero levels, Gex can fly! Or, in the Mythology levels, Gex can step on a switch and transform into Herculean Gex, who possesses the strength of a thousand geckos. During this limited time, Gex can topple tremendous columns, and hurl gigantic boulders. Another example is the Captain Hook costume, in which Gex can use his hook to slide down ropes. Avast, ye action/platform lubbers! Perhaps the coolest suit is Mecha Gex. Yep, Gex takes command of a giant Mecha and battles Voltron-style enemies who transform between ground- and air-based units.

Gex always does pretty well with the ladies; but unfortunately, his assistant, the lovely Special Agent Xtra, has been kidnapped by Rez. It's off to the secret cave for Gex and his assistant (temporarily named Alfred). From the cave, Gex receives full-motion video updates from Agent Xtra on her current situation. The voice of Agent Xtra is performed by Marliece Andrada from TV's Baywatch, and Xtra spends most of the game in her sexy "cat suit." Purrr...Go get her Gex!

The producers of Gex: Deep Cover Gecko describe the game as a perfect blend of Gex 1 and 2. Taking a page from the original game, Gex can shoot fireballs, or hurl long-range spitwads (depending on the current power-up). Furthermore, the bonus rounds have changed, and many take the form of minigames. Right now, a carnival-style shooter is the only minigame that's finished, but plenty more await.

In Deep Cover Gecko, each level environment, and the 50 different enemies, look nothing like those in Enter the Gecko, and the degree of parody has reached almost unimaginable proportions (well, not really, but it's all pretty cool). Deep Cover Gecko even includes a parody of recent video games, as some of the Army levels require "stealth tactics" to avoid enemy detection. When it comes to Gex, nothing is sacred, and with over 1,000 new one-liners, expect to be amused, and even a little shocked, when Deep Cover Gecko launches in March.

PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Vampires; Soul Sucking; Interactive Objects; Gliding; Spectral & Material Planes; Real-Time & FMV Cutscenes; Wall Climbing; Recruit Help
- **Created by:** Crystal Dynamics for Eidos
- **Available:** February for PlayStation

60% Complete

Despite the fact that Soul Reaver bears Kain's name, and Kain was the main character in the previous game, he has taken on the role of adversary in Soul Reaver. After Kain and his six lieutenants (and an army of other vampires) won the war for Nosgoth, all seemed well for the vampires as their human opponents laid scattered and decimated across the land. Then the vampires started to evolve, but Kain was not the first to demonstrate the remarkable changes. Raziel, one of Kain's lieutenants, was the first to sprout wings, allowing him to glide slowly down from great heights. But instead of being happy for Raziel, Kain's ego gets the best of him. He decides that Raziel must be punished and throws him into a bottomless vortex.

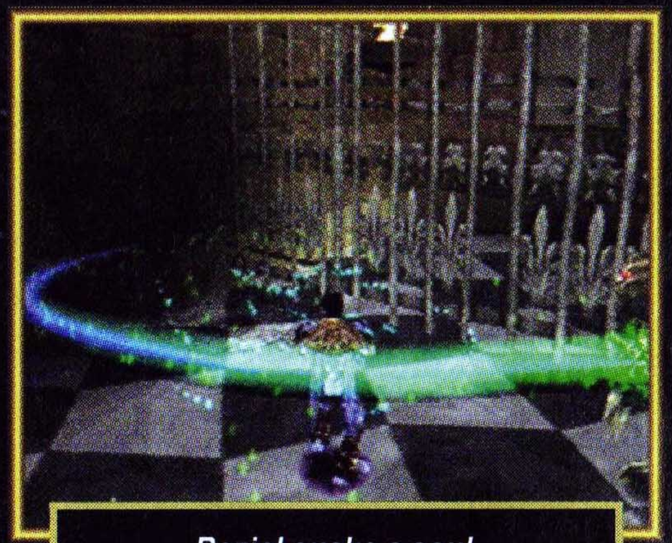
Eventually, Raziel gets ahold of himself and embarks on the game known as Soul Reaver. Not surprisingly, Raziel wants revenge on the vampire who banished him and it's up to you to make sure he gets it. To find Kain, Raziel must travel through a number of large and beautiful environments that exist in both the spectral and material planes.

If Superman was the material plane, then Bizzaro would be the spectral plane. In other words, they're the same, but different. A room in the material plane could be dry, but in the spectral plane it could be filled with water and have a contorted shape. At the beginning of this game, Raziel spends most of his time in the material plane. Raziel cannot die in this game, but if he takes on too much damage he is automatically transported to the spectral plane where he must get energy from fallen enemies to return to the material plane, where the game ultimately must be won. However, there is a boss in the game who, once beaten, gives Raziel the power to jump from one plane to the other at will. This has many advantages. Let's say you're fighting an enemy in the material plane who is kicking your butt into next week. Depending on the circumstances, you can go to the spectral plane and that enemy will not be there. And since time freezes while you're away from the material plane, you can plane walk, reposition yourself behind where the enemy would be, return to the material plane, and renew your attack.

In Soul Reaver, the Kain series moves in another direction with a new character, 3D environments, and the addition of the spectral and material planes. Come February, you can experience the revolution first-hand. ■

In the material plane, that path is straight as an arrow.

Raziel spreads his new wings and glides.



Raziel sucks a soul.

That's gotta hurt.

"Expect hours of out-of-this world fun and excitement with this release."

www.nintendo64.com - August 1998

"Featuring pits, bumps and other obstacles.... Bowling may never be the same."

Nintendo Power - September 1998

MILO'S™ ASTRO LANES

Bowl against your buddies on an alien's tongue. Sabotage your friends with Pea Balls, Cosmic Goo, and good old fashioned bombs. Packed with awesome power-ups, seriously warped lanes and four person multi-player action, Milo's Astro Lanes is the future of bowling.

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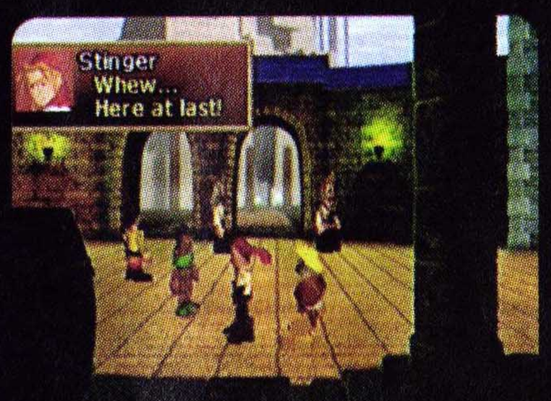

YOU can't RUN from

"Shadow Madness' story is easily comparable, if not superior, to the top titles of the genre..." — *GameFan Online*

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PlayStation®

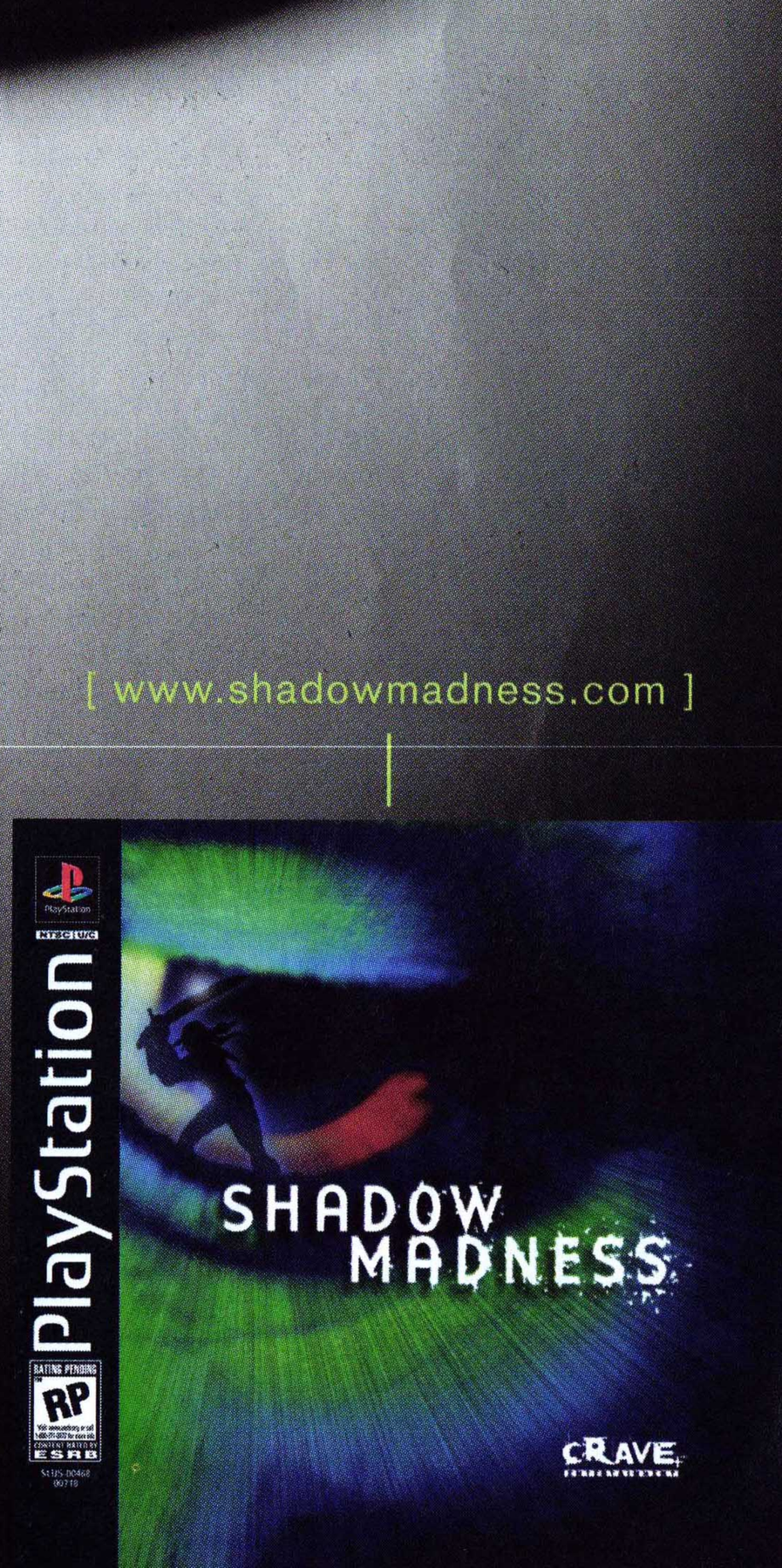
RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

your own shadow,

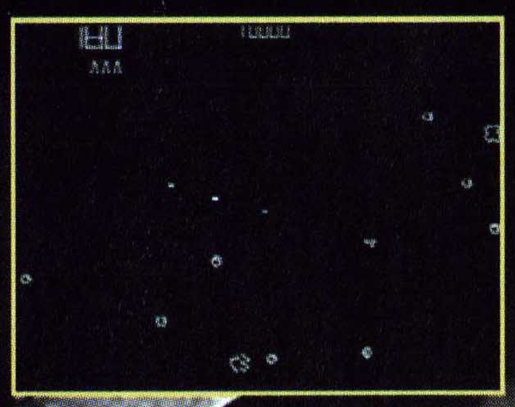
but now you damn well better try.

[www.shadowmadness.com]

On Arkose, things aren't as they seem. A bizarre plague has swept the land, bringing vile creatures out of the shadows, and leaving piles of dust where your friends and relatives once stood. And you've got to put a stop to it before it puts a stop to you. It's an epic RPG with complex battle scenarios. Customizable weaponry. And three styles of magic. Because you're gonna need all the help you can get. Shadow Madness strikes in February 1999.



PlayStation Preview



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 2-Player Cooperative Mode; Contains Classic Asteroids Game; Bosses; Weapon Power-Ups; Shield; Dual Shock Compatible
- **Created by:** Syrox for Activision
- **Available:** Now for PlayStation

95% Complete

Asteroids on Steroids

Here is the first boss.

Don't touch that nuclear explosion.

2-player madness.

One of the greatest video games ever made, Asteroids hit the arcade scene in 1980 and never looked back. Instantly, players were captivated by its incredible control, solid graphics, and outstanding sound, not to mention the high score input. The game has since appeared in numerous forms: from an Atari 2600 rendition to recent arcade compilations. The next logical step was a 32-bit upgrade, and it comes compliments of Activision.

The new Asteroids is rooted in classic traditions, but brings some new ideas to the Asteroids universe. First of all, ships are allowed seven shots onscreen at once, which makes picking off the little asteroids a lot easier. This also helps when the enemy ships come to attack. But here, the ships are infinitely more difficult to destroy. For example, if one of the larger ships hits an asteroid, it will multiply. Escaping a tough board of rocks, while avoiding five enemy ships, is a nearly impossible task, but hardcore Asteroids players will welcome the challenge.

Also new are the random power-ups that appear on each screen. These are special weapons which, once picked up, can be unleashed in a wave of destruction. Examples of these weapons include laser nets, repulser shields, shock waves, and gun satellites. In addition to this arsenal, players have a limited shield that can be used to escape deadly situations.

Of course, Asteroids includes a hidden version of the original game which can be unlocked through normal gameplay. To our surprise, the game also includes numerous cinematics, which convey an interesting story. With awesome backgrounds, tremendous explosions, and gameplay true to the original, Asteroids is sure to please classic gamers, as well as traditional shooter fans.

PlayStation Review

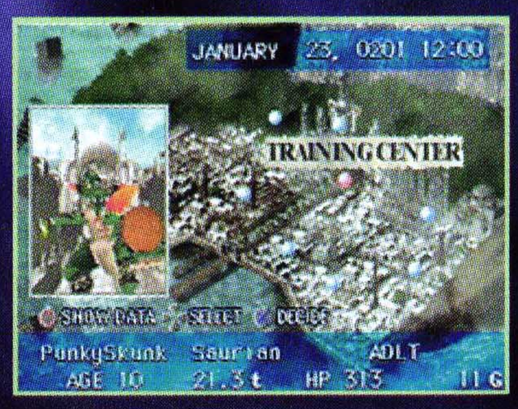
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Simulation
- **Special Features:** 2 Modes of Play (Story Mode, Memory Card Battle Mode); Raise Monsters From Memory Cards; Weapons; Training Area; Trade Monsters With Others
- **Replay Value:** Moderate
- **Created by:** Jaleco
- **Available:** Now for PlayStation

Bottom Line: 5.25

	ANDY	JON	REINER
Concept:	3	7	4
Graphics:	6	8	5.25
Sound:	6	7	7.25
Playability:	4	4	4.25
Entertainment:	1	5	5.25
Overall:	4	6.25	5.25

DRAGONSEEDS

最終進化形態



Who Will Be the Dragon Master?

In Dragonseeds, you are a trainer whose purpose is to train monsters, win tournaments, and learn more and more about this town built around the business of dragon breeding. All of the monsters are dragons, although most don't look like it at first. When young, they take on many forms, from insects like beetles to mythical creatures like golems.

When you're making these dragons, nearly everything affects the outcome. The core dragon is decided upon by determining what basic type you want, then choosing a phrase from the choices on the game lists. The phrase can be epic, like "The journey is long," or total nonsense, like "Armageddon is nice." Even the name makes a difference. Dragons with names ending in the letter "t" are usually very strong, but not fast. Other variations are more obvious: using a dirty word makes the dragon weak, and using words like "death" or "strong" make it stronger. Consider every aspect when creating a monster.

While the game is very limited in action, one interesting feature is the ability to take old memory card saves and use them to create new dragons for battle with another person. Just pop a couple of memory cards in, and the game comes up with some fresh dragons to battle with. Aside from battling, players can trade dragons they have acquired.

So we're left with the question: Is this game really worth getting, especially over the great Monster Rancher, or even the recent Pokemon? Probably not.

Andy, The Game Hombre
"These parenting simulators get on my nerves – they're basically an RPG where you don't ever get to go anywhere new. Dragon Seeds does have some nice graphics, but the interface is painfully slow and the battle interface is a dull and annoying guessing game."

Jon, The Greedy Gamer
"I'm a hardcore Monster Rancher fan, but Dragon Seeds makes me yawn. The rock/paper/scissors battle interface is so boring, and there's little to do besides train and sleep. These kinds of games need cool battles to be fun."

Reiner, The Raging Gamer
"Creating dragons is the only interesting aspect of Dragon Seeds. The rest of the game goes downhill. The combat is extremely limited and lacks entertainment. Plus, the whole aspect of becoming a parent and training was partially touched on, but ultimately missed."

PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Danger Meter; Radar; Auto Targeting; Infrared Sniper View; 7 Environments; Some Timed Levels; Mission Objectives; Power-Ups; 20 Weapons Including Sniper Rifle, M-16, & Shotgun
- **Created by:** Eidetic for 989 Studios
- **Available:** 1st Quarter '99 for PlayStation

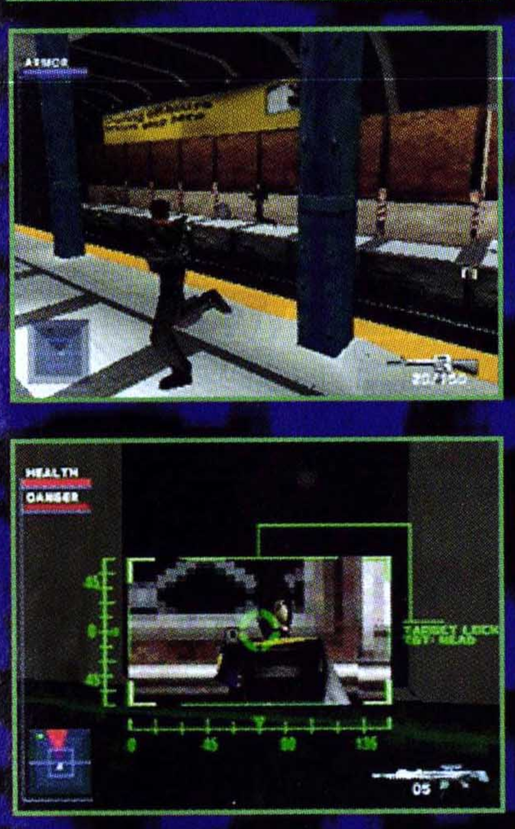
60% Complete

Targets Aplenty

Like excuses coming from Northwest Airlines, the action in Syphon Filter is non-stop. Enemies regenerate, there's plenty of ammo, and there's an auto-targeting system that allows you to easily mow down terrorists while on the run. But there is a purpose to this marathon of action. A group of terrorists has taken control of a synthetic biological virus called the Syphon Filter. This particular virus is unique in that it can hit select targets, but it also has the ability to wipe out a huge number of people. Unfortunately, these terrorists want to take advantage of that fact and destroy the world.

So here comes Gabriel Logan, a super agent with a sixth sense for danger and expertise with a number of weapons. At his disposal is an arsenal of 20 weapons including a sniper rifle with an infrared sight, a shotgun, grenades, and an M-16. Logan also has a flashlight that, although unavailable for cracking skulls, is very helpful in finding switches and power-ups in dark corners.

To help avoid the gunfire of an army of terrorists, Logan has a couple of useful tools at his disposal. One is a Danger meter that turns red when danger is near. The closer the threat, the longer the bar gets. A radar display in the corner of the screen shows the location of enemies in relation to Logan.



In addition to all the action in this game, there are some puzzles. Along with completing the mission objectives for each level, on many occasions you have to find switches and such in order to continue Logan's adventure and save the world.

PlayStation

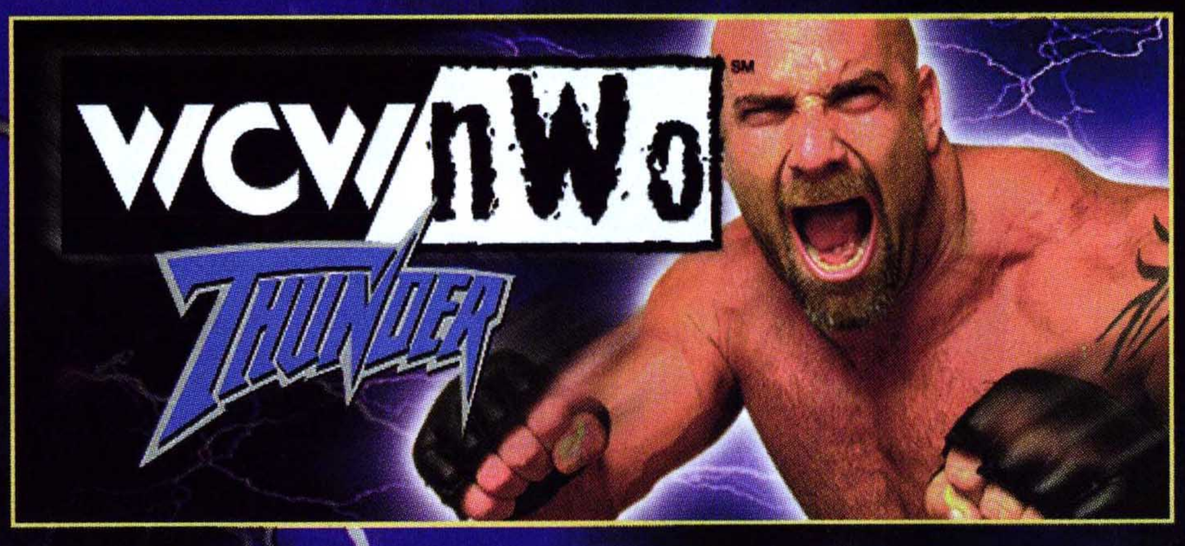
Preview

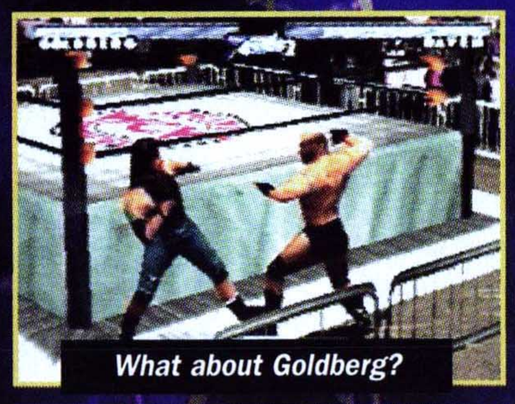
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Theme Music; Rants; Steel Cage Matches; Might Editor; 2-Man Commentary; Costume Edit; Weapons; Wrestler Bios; Crowd Chants
- **Created by:** Inland Productions for THQ
- **Available:** January for PlayStation

70% Complete

Kidman is just a punk.

thunder of the gods

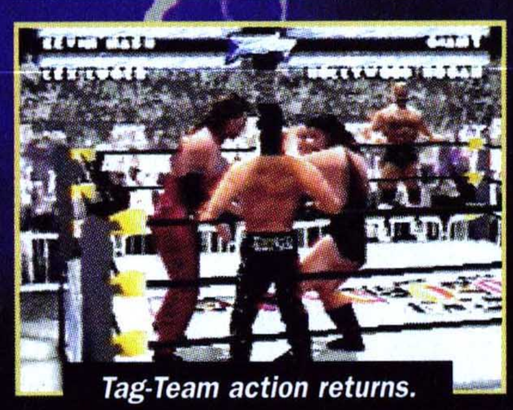




What about Goldberg?

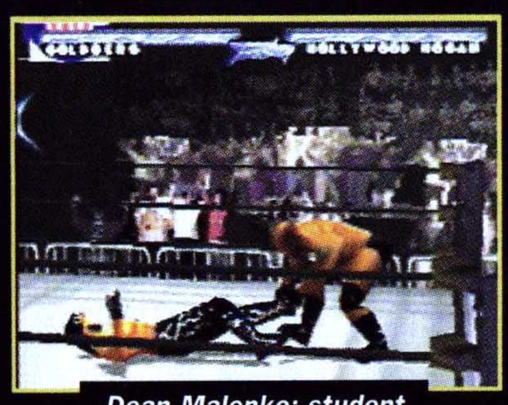
After reading last month's GI feature, a PlayStation wrestling fan must be asking, "What about me?" Well, what about you? Can Thunder possibly live up to the awe-inspiring WCW/NWO Revenge for Nintendo 64? We can't say for sure, but one thing is clear: WCW/NWO Thunder could be the biggest, baddest, meanest THQ wrestler yet. Everything from the previous WCW Nitro makes a return in Thunder (even the things we thought were lame), but there are some new features. Let's cut right to the chase.

Thunder is not only a re-creation of the weekly television event, it's a re-creation of WCW wrestling in its entirety: full of egos, weapons, run-ins, crowd chants, and the all new Might Editor. Using the Might Editor, players can distribute earned points toward different parts of a wrestler's body. But Acclaim's WWF War Zone let you create tons of unique wrestlers, so it looks like Thunder needs some work in this department.



Tag-Team action returns.

The popular wrestler rants return, but now serious fans can peruse in-depth wrestler bios. The wrestlers all approach the ring by way of authentic entrances, and in the commentary booth are Tony Schiavone and Mike Tenay. What Game Informer can't determine at this point is the exact list of wrestlers set to appear. Of course, all the WCW and NWO favorites are included, but THQ was quick to point out that rosters will undergo changes up until the final hour.



Dean Malenko: student and teacher.

Perhaps the best new addition is the steel cage match, the toughest wrestling challenge of all. Throw your opponent into the cold grip of hardened steel and watch as he writhes in pain. Then go for it all with an authentic finishing move as the crowd chants your name. Nice!

PlayStation

WINDOWS® 95 PC CD ROM

EVERYONE CONTENT RATED BY ESRB

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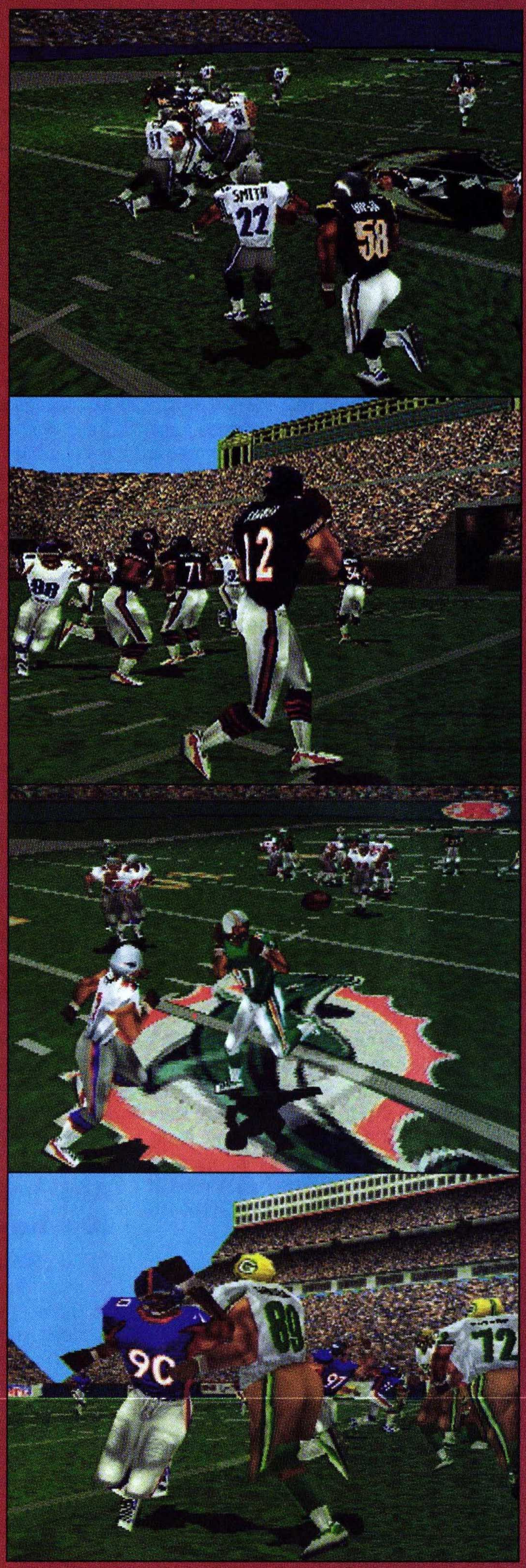
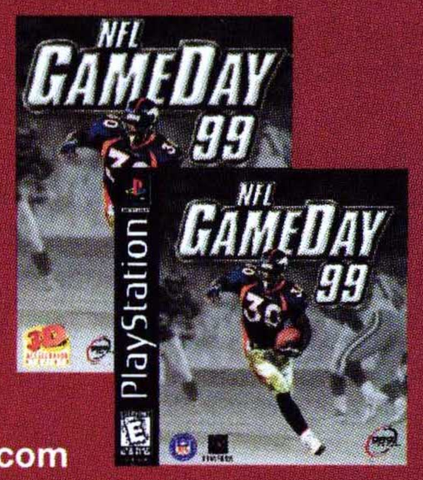
HE WENT 92 YARDS, BROKE TWO TACKLES, JUKED ONE CORNER AND BLEW THE NUMBERS OFF THE FREE SAFETY. C'MON, LET THE GUY DANCE.

Football doesn't get any more real than NFL GameDay '99. This year, we've given NFL GameDay '99 a stadium full of new features, like all-new graphics and gameplay, brilliant sportscasting by Dick Enberg and Phil Simms, and Authentic Football Intelligence,™ a new innovation which has players thinking and reacting just like they do in the pros. NFL GameDay '99 by 989 Sports. Take a few snaps and you'll see why it's the best-selling football game around.



NFL GAMEDAY 99

989 SPORTS™



www.989sports.com

gi pc

Where DOS and Windows Collide

by Bergren, The Game Burrito

I apologize for the lack of reviews, but I'm still waiting for a huge push of games to arrive. I actually have a teetering stack of games on my desk threatening to topple down on me, but none of them interest me in the least.

Quake II: Ground Zero
Activision – 8.5

In Quake II's second mission pack, Ground Zero, the mission begins with an aerial assault on the planet Stroggos. Unfortunately, the squadron gets trapped by a powerful generator and is forced to break up and land. Now that you're on your own, eliminate all resistance, reunite with your comrades, and destroy the generator. Ground Zero looks awesome and has lots of new stuff. There are 14 new levels, and new weapons include a flamethrower, a mine launcher, and a Tesla Mine that lashes out tendrils of electricity at the enemy. Also, there is the useful Defender Sphere that hovers above your head, firing on enemies. There are some new enemies and the Carrier is the most vicious. He holsters twin chain guns, a railgun, and a grenade launcher. Plus, he can teleport in backup. Ground Zero is awesome. Quake fans will not be disappointed.

Viper Racing
Sierra Sports – 6

For the most part, this game is lame. There's a nice season mode that allows you to earn money on a pro circuit and customize your very own Dodge Viper. But there lies the game's main problem. The Viper is the only car you can choose from. Extremely weak. The only redeeming factors are the somewhat decent graphics, big wrecks, and challenging races, especially on the simulation setting. Also, the designs of some of the harder tracks are pretty cool, providing tight high-speed turns, majestic backgrounds, and plenty of downhills and climbs. If this game were a new age musician, I would have to say it's Yanni.

Dethkarz
GT/Melbourne – 8

I may have given this game an 8.25, but since Melbourne went with the cheesy misspelling of the title, I felt I must deduct something. Dethkarz is a great combat racing game with amazing visuals that display great detail, color, and lighting effects. You could buy it on looks alone, but the racing is solid as well. Different weapons and other power-ups are scattered throughout the four tracks (three variations each). The Championship mode is a serious challenge, forcing you to advance through eight circuits with only nine restarts. Circuits range from 4 to 12 races. The further you advance, the more tracks and cars available.

Independence War
Ocean – 7.25

The game begins with a 14-minute CG movie about the beginning of a galactic civil war between the Naval forces of earth's commonwealth and rebel colonists called Indies. The best part about Independence War is the outstanding graphics. Trails and explosions are very nice, and the nebulae-filled backgrounds overflow with color. But the lack of pilotable craft is a serious downer. It's definitely fun to cruise around in Independence War's galactic environments, but I'd rather play Descent: FreeSpace for more variety and superior gameplay.

MAX 2
Interplay – 7.25

MAX 2 is your average real-time strategy game except for a Spy Cam feature that gives you instant visual access of up to eight different locations. At the click of an icon, the small display in the upper-left corner of the screen shows a certain area or follows a specific unit. You can even command units on the display itself. The Spy Cam, coupled with the ability to click on the map to instantly view an area on the main screen, makes navigating the battlefield quick and easy. But most of the game – including the animation, unit designs, and weapons – are simply average, and tasks like grouping units together prove even worse since a group's size is maxed out at around seven or eight.

Anachronox
ION Storm – Preview

ION Storm sure does like those Quake engines. Featuring an enhanced version of the Quake II engine, Anachronox will release early in 1999. How the engine has been enhanced remains unclear, but the picture definitely shows a similarity to Quake's corridor environments. Anachronox is a science fiction role-playing game that lets you create your own weapons with the Elementor Weapons Sytstem in order to butcher over 150 types of monsters. This game promises a decent size with more than 100 levels, and its non-linear gameplay allows you to complete them in a variety of ways. Also, you can control up to three characters from a cast of seven.

NFL Blitz
Midway – 8

Blitz is awesome no matter what you play it on: cabinet, N64, PS-X, or the PC. With 3Dfx, the PC graphics rival the arcade version. If you are unfamiliar with Blitz, it's the same concept as NBA Jam. The gameplay is 7-on-7, the players have amazing physical abilities, and the cheap shot is strongly encouraged. And of course, there is plenty of scoring. It's kind of like watching the Vikes go deep against the Cheese on Monday Night Football. Touchdowns for everyone. Unfortunately, Blitz on the PC lacks any kind of season options; however, they may be added to a patch sometime in the future. But still, against the computer or a friend, Blitz rocks.

Drakan
Psygnosis – Preview

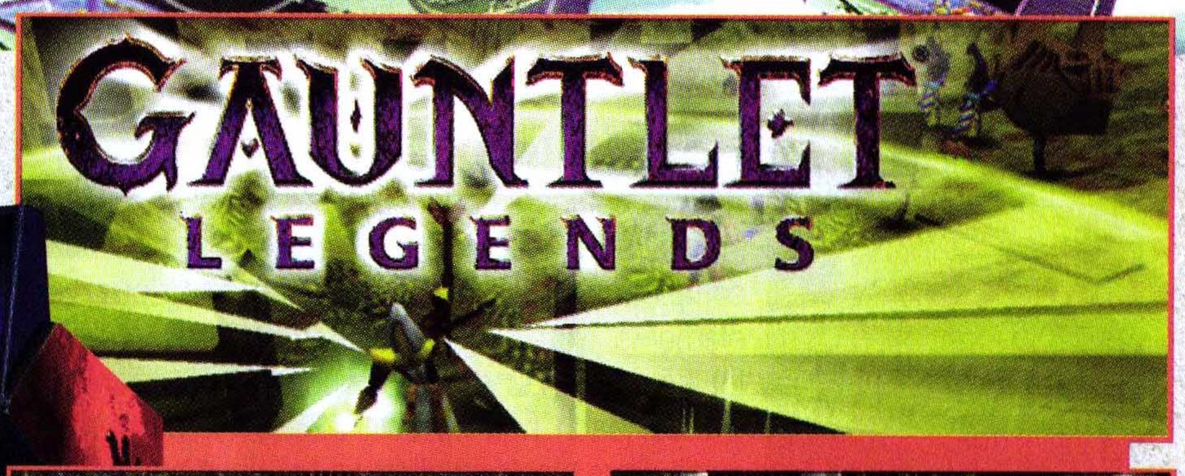
Psygnosis was kind enough to invite me to its Drakan preview party to play more of this beautiful game. Drakan stars a female hero named Rynn and her dragon soulmate, Arokh. The two embark on a quest through four unique worlds containing 10 levels. As Rynn, you can either fight enemies on the ground, or in the air while on the back of Arokh. The hand-to-hand combat is pretty cool, but flying on the back of Akroh is where it's at. The control is simple and gliding through Drakan's environments provides great pleasure. The dragon, of course, can shoot fire, but with different power-ups can also breathe lightning, an arctic blast, and more. Drakan should be out by late January.

Heretic II
Activision – Preview

Like Duke in Time to Kill, Heretic II is going from a 1st- to 3rd-person perspective and using a control very reminiscent of Tomb Raider. The main difference is that Heretic uses magic instead of guns. The graphics are sharp and the lighting effects will make you want to bust out your disco shoes, but Heretic II starts out slow and the visuals don't make up for that. It's just corridor after corridor and stupid zombie after zombie. But there is a decent story and who knows? When the final version ships, maybe there will be more to boost Heretic II's starting power.

ARCADE BRIGADE

This month we are in the middle of a Midway extravaganza, with one review and one preview of its extraordinary arcade lineup.



Gauntlet Legends

Size: Standard 27" Cabinet With 4 Sets of Controls (Deluxe 40" Also Available)
Style: 1 to 4-Player Action
Special Features: 5 Lands With 2-6 Areas Each; 4 Characters (Wizard, Warrior, Valkyrie, Archer); Secret Characters for Each Class; Password Save; Characters Gain Experience; Collect Gold To Purchase Power-Ups & Items; Boss Levels; Secret Areas; Classic Gauntlet Action & Style
Replay Value: High
Created by: Atari for Midway
Available: Now in Arcades Everywhere
Bottom Line: 9

This game is just too cool for words. Gauntlet Legends manages to capture the feel of the original classic, and then warps you into the 90's with (1) excellent graphics, (2) multitudes of power-ups, (3) a save feature, (4) hidden areas, characters, and items, (5) huge bosses, and (6) customizable characters.

The game actually has a story this time, where up to four players try to vanquish the evil that has plagued each homeland. Instead of each level being a mere rehash of the same monsters over and over again, each area has level-specific monsters with varying abilities to keep the game fresh and entertaining.

There are also various types of switches and traps to navigate through. Players can save their characters and return to them later. This would not be a big deal, except for the fact that the characters gain experience and players can customize them through the purchase of attribute points. Thankfully, the purchase is not with real money; it's with the gold acquired through playing the game. So, even if a player manages to get a Warrior all the way to level 99, he or she can still add points to the attributes that are lacking by purchasing them with found gold. In short, seek out this game wherever you can, and play the heck out of it until your fingers fall off, or your money ceases to flow.

CarnEvil

Size: Standard 27" Cabinet
Style: 1 or 2-Player Shooter
Special Features: Unique Reload Interface; 4 Areas; Buckets of Blood; Dual Shotgun Cabinet; Carnival Atmosphere; Not for Children
Created by: Midway
Available: Now in Arcades Everywhere

Quite possibly the nastiest, bloodiest, most disgusting thing to reach the arcade, CarnEvil is one of the most disturbing games ever created, sending players through a carnival of horrific proportions, to blast and shoot their way through four lengthy levels of blood-spilling madness. The four levels are representative of the different places one could visit during a trip to the carnival: the freak show, the haunted house, the midway, and the big top. Using a light gun with a "pump" feature (which allows players to never have to redirect their guns offscreen to reload), CarnEvil features 3D characters in a 2D setting (Midway likes to call it "5D").

Many power-ups are at your disposal, including acid, flamethrowers, grenades, and basically any projectile that can offer a gruesome end to a victim. For arcades with lots of youth traffic, the violence can be tuned down and even turned off at the arcade owner's discretion. But, as ultra-violence is the big draw in CarnEvil, don't expect to see too many places running the PG version. Look for this one in arcades near you, as it has been out since the end of October.

Nintendo 64

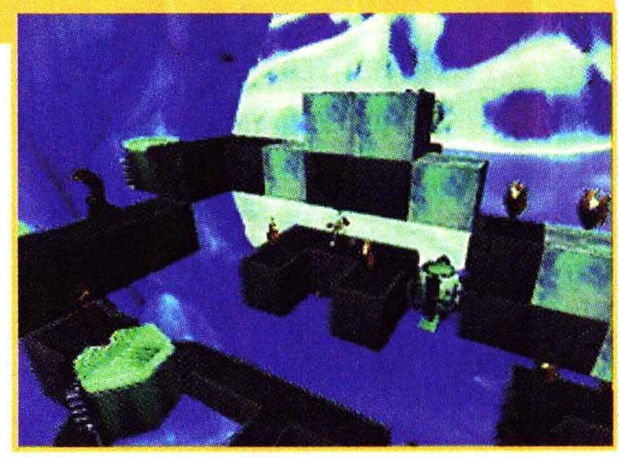
Preview

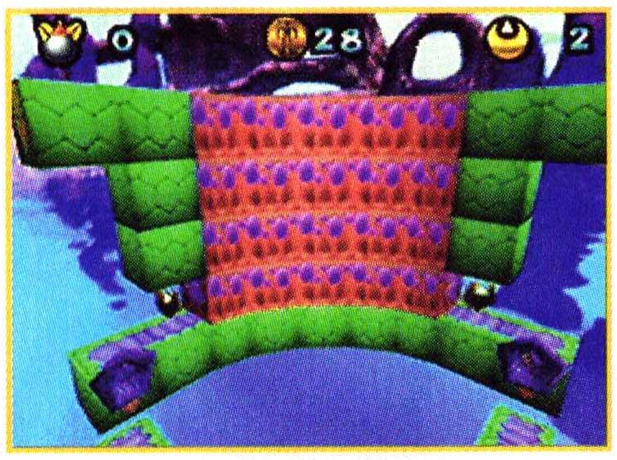
- **Size:** 64 Megabit
- **Style:** 1-Player Puzzle
- **Special Features:** 6 Worlds, With 5 Areas Containing 15 Levels Each; Classic Lode Runner Gameplay; Fully Moveable Camera; Lots of Bonus Levels
- **Created by:** Big Bang Software (No Publisher Yet)
- **Available:** TBA for Nintendo 64

95% Complete

Lode Runner

Who remembers Lode Runner? The old Apple II and NES favorite returns for some 64-bit action, complete with 3D levels and interesting puzzle elements. You are the Lode Runner, searching for every scrap of valuable mineral on six different worlds, each with its own theme. Many perils await, from electric walkways to falling boulders, as well as the pesky Sentry. Fans of the original Lode Runner should appreciate the challenges Big Bang Software has put into this sequel. Also nice is the camera which allows you to look from anywhere, providing the best view of all the action. There is no publisher yet for this intriguing puzzler, but not all hope is lost for the Lode Runner.





Nintendo 64

Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Full NBA License; 5-on-5 Gameplay; Icon Passing; Team Strategies; NBA & Jam Modes; Rumble Pak Compatible; 3 Difficulties; No Lock-Out Mode
- **Created by:** Acclaim
- **Available:** November 19 for Nintendo 64

85% Complete

NBA Jam 99

NBA Jam could be the most popular basketball series in the history of video games, but NBA Jam 99 has undergone a serious facelift. In fact, the change is so radical, you may not even recognize it as part of the Jam series. Instead of 2-on-2 competition, NBA Jam 99 has gone the way of the sim, showcasing 5-on-5 gameplay. There is, however, a Jam mode where players perform front flips before a dunk and flames trail from the ball, but in no way is this close to the previous Jam games. To complement 10 players on the court, Jam 99 has complete team rosters, icon passing, and offensive and defensive strategies to help you manage the influx of athletes.

Nintendo 64

Preview

- **Size:** 32 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 5 Modes of Play (Campaign, Attrition, Battlelord, Deathmatch, Quickplay); 9 Playable Gangs, Each With Different Attributes & Tanks; 28 Stages, All Playable in Every Mode
- **Created by:** 3DO
- **Available:** 1st Quarter '99 for Nintendo 64

75% Complete

Battle Tanx

BattleTanx is a 4-player shoot-em-up that will keep players occupied for weeks. Whether playing through every level in Campaign mode, or just cracking some skulls in Deathmatch mode, this game is a sight to behold. It takes place in a war-torn future where the female population is very low. Fearing extinction, factions arise to acquire as many women as possible. It's your job to protect your queen and capture females from the other groups by using tanks of all shapes and sizes. Nearly everything in BattleTanx can be destroyed along the way. Many power-ups exist, from guided missiles (which you guide yourself) to nuclear warheads. BattleTanx is a promising title, especially because of the 4-player mode.

Roadsters '99

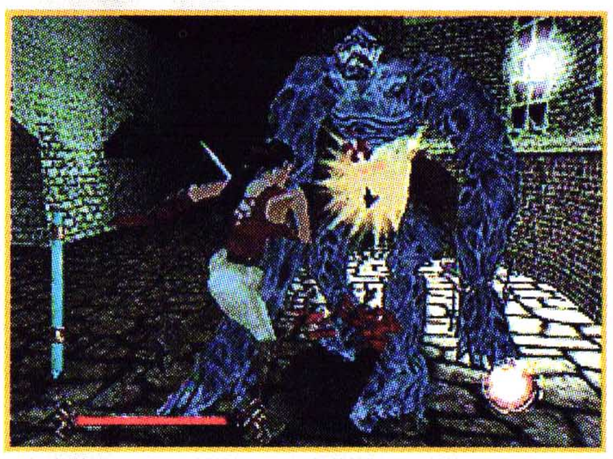
Nintendo 64

Preview

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Changing Weather Conditions; Over 30 Different Cars; Realistic Lighting; Full TV-Style Replay; Gameplay Similar to Automobili Lamborghini
- **Created by:** Titus Software
- **Available:** January 15, 1999 for Nintendo 64

75% Complete

After releasing a dog of a game like Automobili Lamborghini, Titus Software deserves to be thrown in a corner and stoned to death by all the poor kids who bought the product. Fortunately (or unfortunately), this is a civilized world and stonings have been outlawed. So instead of death, Titus now has a second chance to make things right. The game that plays the role of redemption is Roadsters '99. This title features over 30 cars modeled after popular sports and muscle cars. Changing weather conditions, realistic lighting, and new AI are all part of the package. Roadsters also features a TV-style replay that shows off a beautiful version of your race. The gameplay is still tied tightly to Auto Lambo, but will hopefully change in the coming months. Stay tuned.



Nightmare Creatures

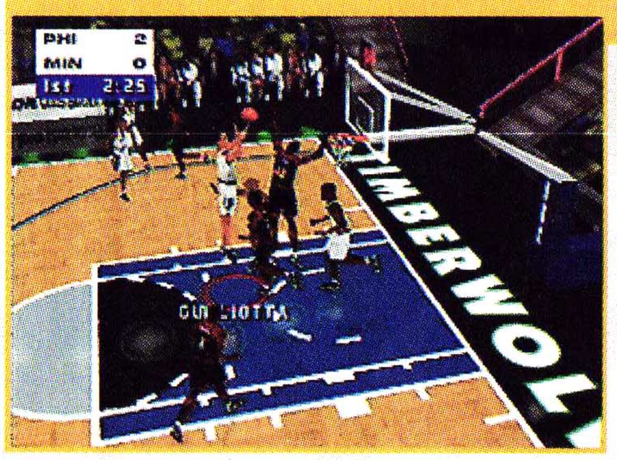
Nintendo 64

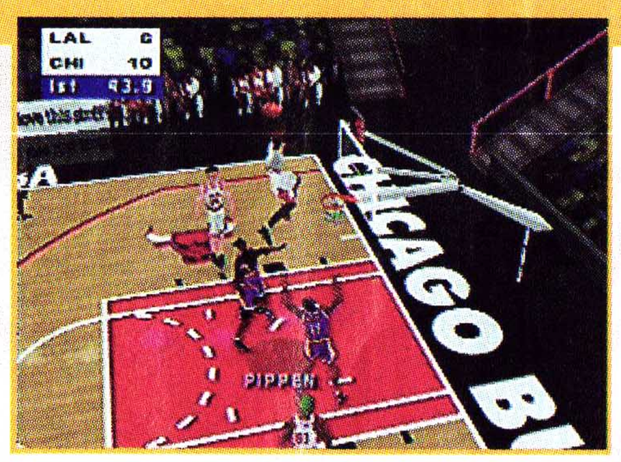
Preview

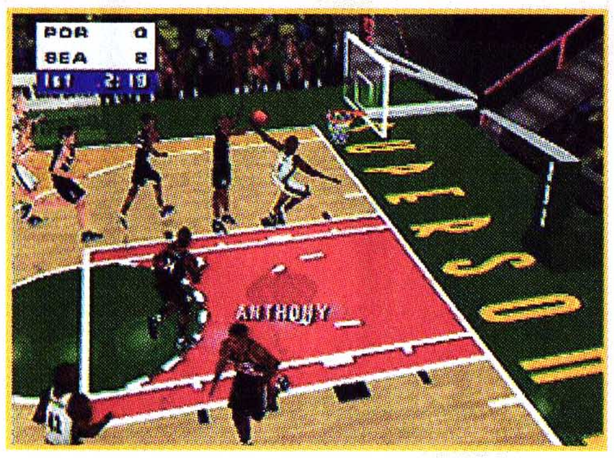
- **Size:** 64 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Play as Nadia or Ignatius; Magic Spells & Projectile Weapons; Combos & Special Moves; Rumble Pak Compatible
- **Created by:** Kalisto for Activision
- **Available:** Late December for Nintendo 64

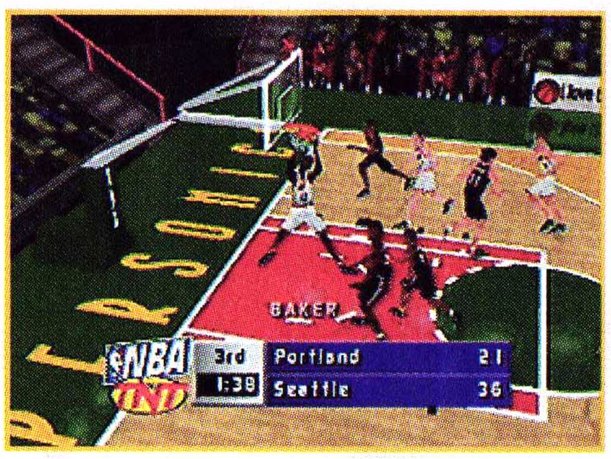
90% Complete

Game Informer liked Nightmare Creatures on PlayStation. The N64 version looks equally pleasing, and is basically the same game. For those who haven't played, Nightmare Creatures is a unique combination of adventure elements with classic hack'n'slash action. Each character has a list of different moves such as the Bloody Ballerina and the Westminster Goose-step. Some moves can even cut an enemy in half! Talk about blood. Wow! The entire game has a horrifying gothic atmosphere, with landmarks straight out of 19th century London. Each level is filled with puzzles, power-ups, and ferocious beasts. Some of the power-ups include weapons like guns and fire bombs. Other power-ups are actual magic spells, like Berserker and Confusion.









NBA Live 99

Nintendo 64

Review

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Full NBA License; Arcade & Simulation Modes; Direct Passing; "NBA on TNT"–Style Presentation; Facial Expressions; Outdoor Courts (Practice Mode Only)
- **Replay Value:** Moderate
- **Created by:** EA Sports
- **Available:** Now for Nintendo 64

Bottom Line

7.25

Aside from a revamped frontend and updated rosters, NBA Live 99 for the N64 is essentially a port of NBA Live 98 for the PlayStation – a solid game with an excellent 2-player contest and create player. The N64 version even makes 1-player competition more of a challenge (at least on the Superstar difficulty) with more missed lay-ups, foul calls, and defenders clogging the middle. Live's Arcade mode has vertically-enhanced dunks, flaming nets, and comet tails streaming behind the ball. The Arcade mode also uses a host of cartoon-like sound effects. Zoink, crash, whiz, bang! It's all here. There are also four custom teams, complete with logos, that can be built through a draft and free agency. However, Kobe Bryant is much better.

PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 12 Single-Player Missions; 3 2-Player Modes; Cinematics; Training Missions; Strategy Elements; 1st- & 3rd-Person Perspectives; Customize & Deploy Your Own Army;
- **Created by:** Cyclone Studios for 3DO
- **Available:** Late December for PlayStation

70% Complete

Uprising X

Uprising first appeared on the PC and now it's coming to the PlayStation in the form of Uprising X. In this game you sit behind the wheel of a deadly futuristic tank called a Wraith. With the help of strafing capabilities, radar, and a powerful arsenal, you must take your Wraith and destroy all the enemy scum that get in your way. But there is more to this game than driving around and blowing stuff up. You also must build structures in order to create an army, complete with tanks, air support, bombers, and infantry. Uprising X has 12 single-player missions as well as three 2-player modes including Deathmatch, Siege, and Challenge.

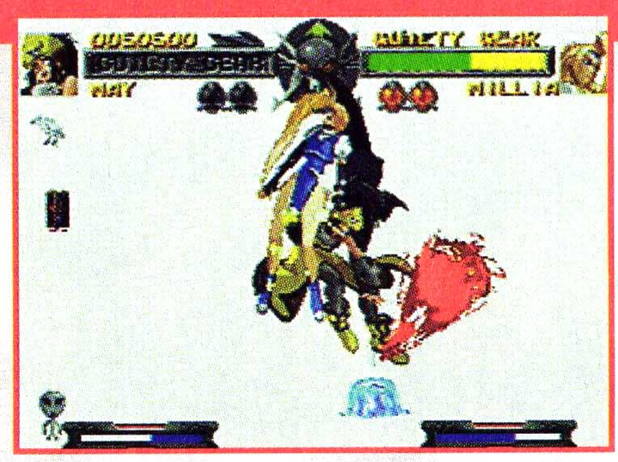
PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 13 Characters (10, Plus 3 Hidden); 2D Fighting; Lots of Animation; Instant Kills; Combo Mania
- **Replay Value:** High
- **Created by:** Arc System/Team Neo Blood for Atlus
- **Available:** Now for PlayStation

Bottom Line:
8.25

Guilty Gear

If you thought 2D fighters were through, or couldn't be done well on the PlayStation, think again. We don't know how, but Guilty Gear boasts some serious character animation. They look nearly as good as a Capcom Saturn fighter with a cart upgrade. The game itself is rooted in the 4-button style of Samurai Shodown, but with many new concepts. The biggest one is the instant-kill move. Using a universal move, players can kill their opponents with one movement. However, the other player can always counter, unless dizzy. This game is for old-school 2D-loving combo junkies. If you have ever played and loved the Neo Geo fighters, then you must buy this game. You'll thank us.



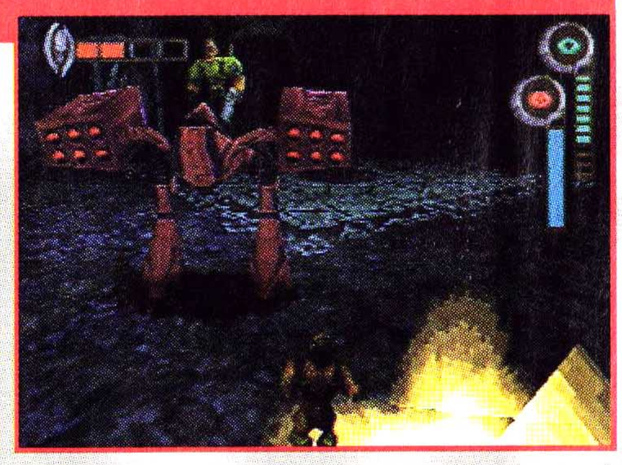
PlayStation
Review

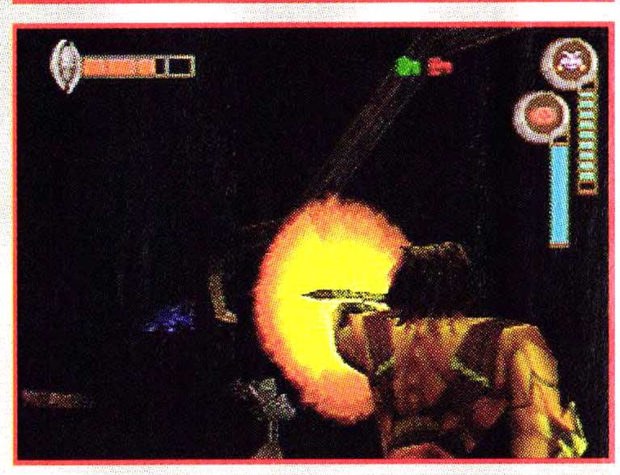
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 15 Levels (Plus 5 Bonus); 10 Weapons; Play Deathmatch as Archer Vs. Chip Hazard; Memory Card or Password Save
- **Replay Value:** Moderate
- **Created by:** DreamWorks for Electronic Arts
- **Available:** Now for PlayStation

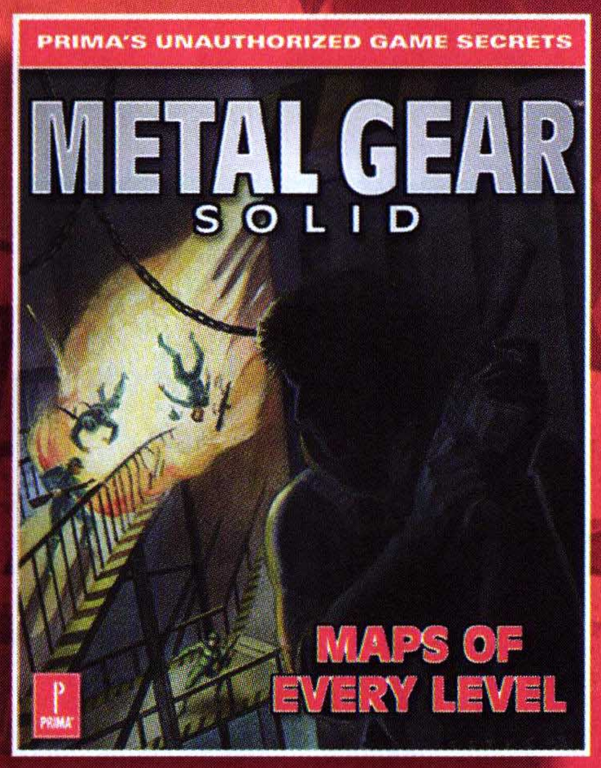
Bottom Line:
7.25

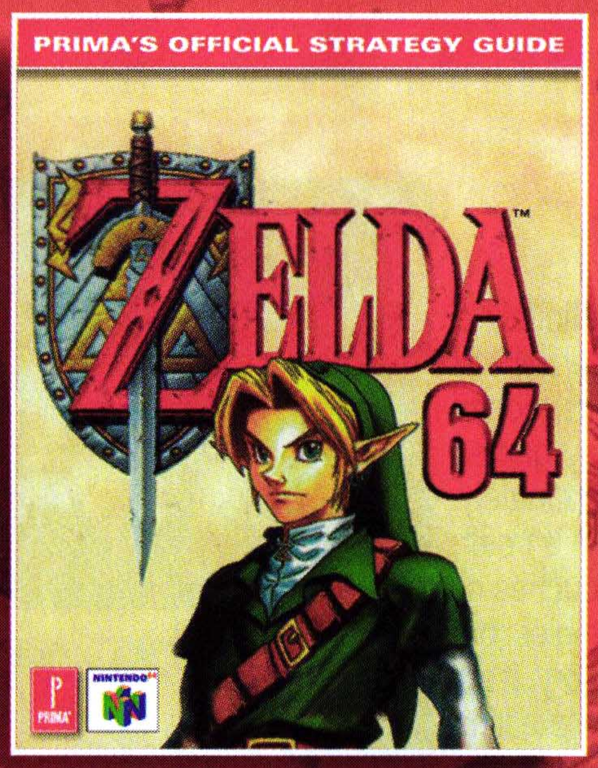
Small Soldiers

Small Soldiers is a decent game that sports some wild explosions and challenging action. The puzzles are quite easy, and each level contains familiar objectives, so this game is mostly about shooting. We do have a serious problem with this game though, and it concerns the control. Small Soldiers makes a classic mistake, since controlling the characters is more like driving a car. You're constantly doing 3-point turns to reverse direction, and when your character gets "caught" on an invisible barrier, the results can be maddening. This game is fun, but it's nothing to get excited about.

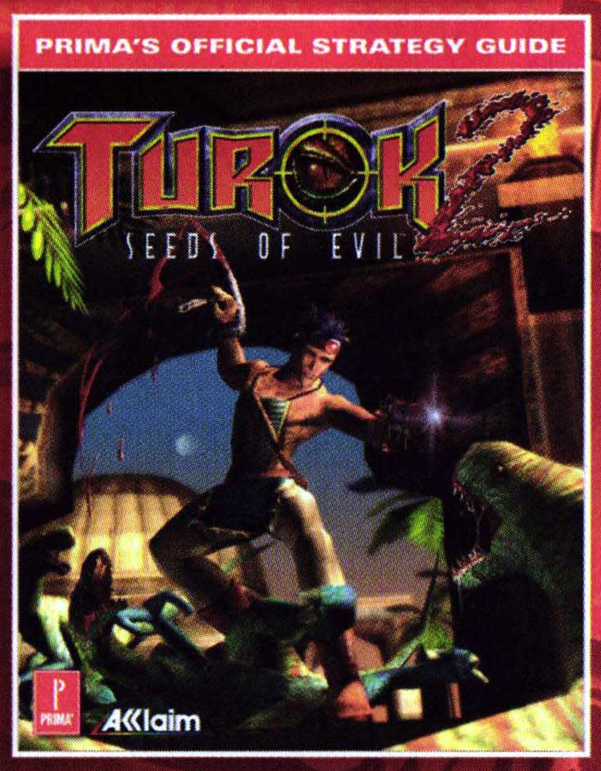


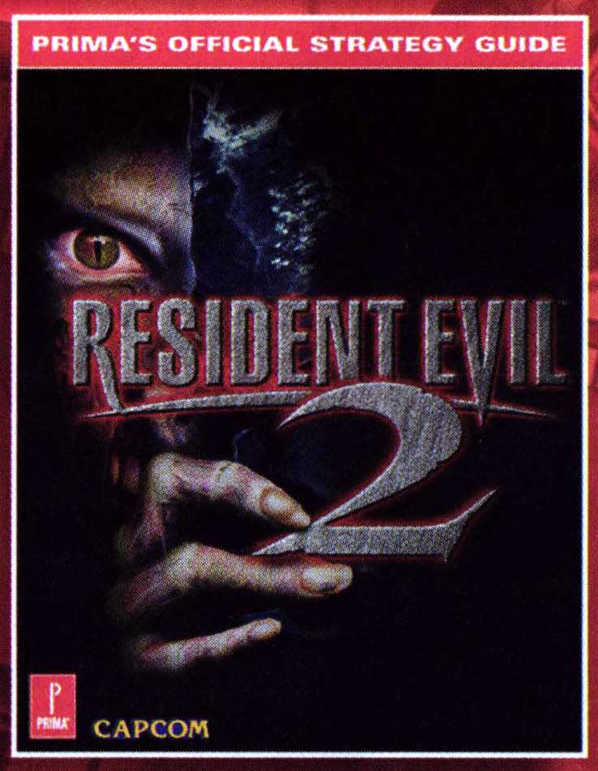


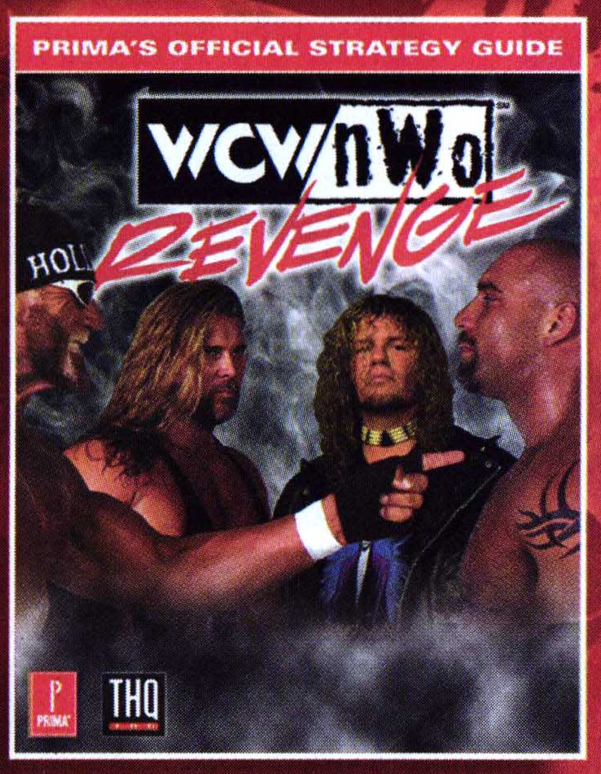


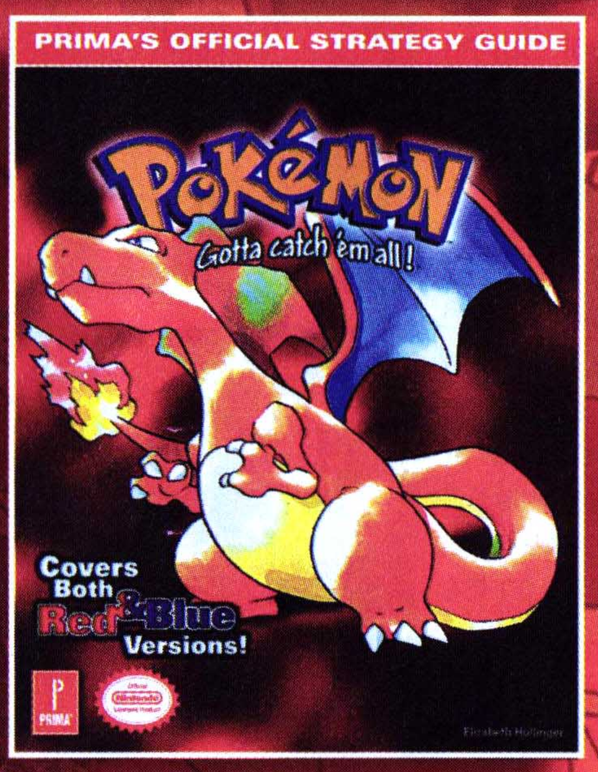


ALL THE HOT GAMES.... WITH ALL THE BEST TIPS.









These and other Prima Strategy Guides available at FuncoLand.

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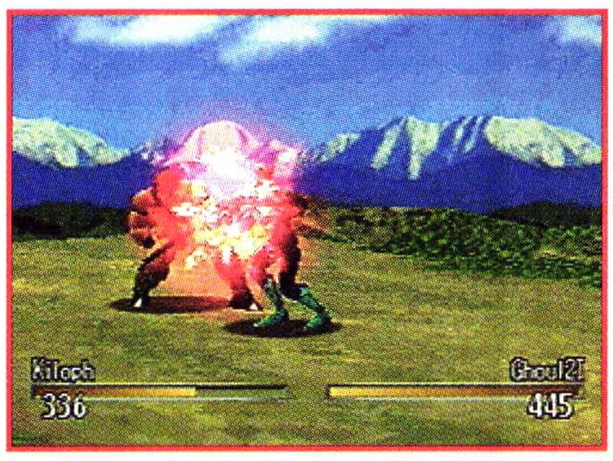
PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Many Different Monsters (Over 30); Turn-Based Battle Sequences; Dynamic Storylines; Play as 1 of 6 Characters, Each With Unique Storyline; 3D Battle Scenes;
- **Replay Value:** Moderately High
- **Created by:** Atlus Software
- **Available:** Now for PlayStation

Bottom Line:
7

Brigandine

The strategy/RPG fan out there is definitely a tough nut to crack. While a decent fighter will still sell, or a decent platformer will make its money back, it seems that only stellar strategy games make any money on the consoles. Unfortunately, this game is not stellar. Sure, the concept is fresh, mixing a Dragon Force interface with touches of Ogre Battle and typical turn-based strategies, but the overall final product comes off a bit dry. It's a nice title, with great graphics and an interesting (yet poorly told) story, but probably not worth the extensive amount of time it will take to finish. If you are a die-hard strategy fan with absolutely nothing else to play, get it. Otherwise, skip it.



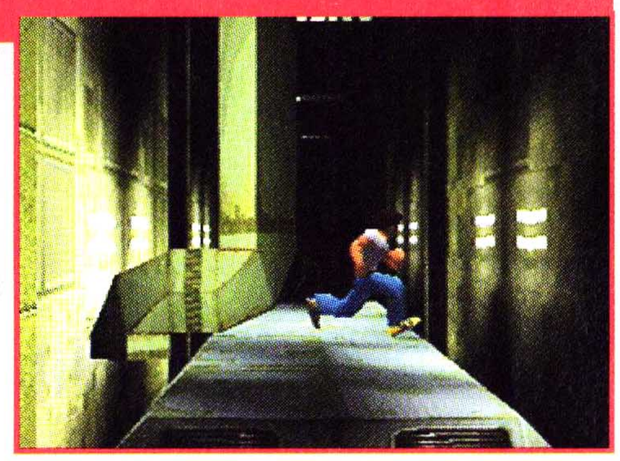
PlayStation
Preview

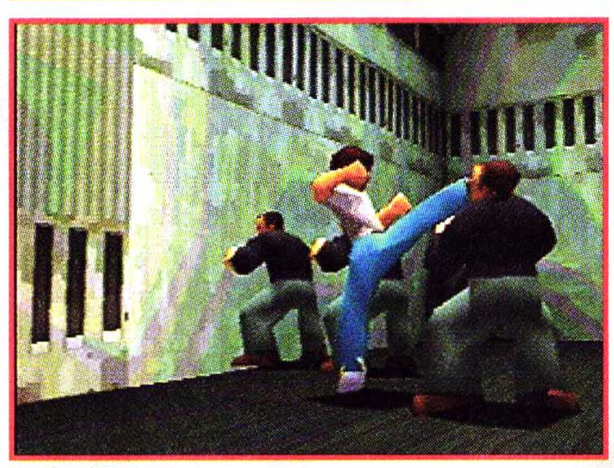
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Play as Jackie Chan; Find Movie Reels to Defeat Levels; Hang From Buildings; Death-Defying Stunts; Array of Kicks & Punches
- **Created by:** Radical for Midway
- **Available:** Spring '99 for PlayStation

35% Complete

Jackie Chan's Stuntmaster

Without Evel Knievel to satisfy our need for danger, Jackie Chan has been enjoying quite a run at the box office. Walking into a Jackie Chan movie, one instantly knows what lies ahead: the most death-defying stunts ever attempted by man, woman, or beast. In fact, Jackie leads such a dangerous lifestyle, it always seems his next stunt will be his last. Let's hope not, because Jackie Chan rules!!! Now, for the first time since 16-bit days, Jackie is back on the game screen, ready and willing to fight. In Jackie Chan's Stuntmaster, players find the familiar world of Double Dragon–style brawling. But alongside this style comes train-riding levels, jumping, zip-line riding, and much, much more. Jackie's coming this spring. Can you handle it?





PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter (4-Player Via Multi-Tap)
- **Special Features:** Modified Levels; Exclusive Levels; Original Weapons; 4-Player Deathmatch; Dual Shock & Analog Compatible
- **Created by:** Hammerhead for Activision
- **Available:** February '99 for PlayStation

70% Complete

Quake II

Perhaps no first-person shooter has shown as much promise as Quake II in terms of moving from PC to console. Definitely, the N64 is currently the best console for first-person shooters, but after seeing this game we now know there is hope for the genre on PlayStation. Although we played an early version of the game, we were extremely impressed by the detailed graphics and high speed of Quake II for the PlayStation. Without the Link cable, players can still enjoy a 4-player split-screen with human- or computer-controlled enemies. Plus, this Quake II has modified and exclusive levels. If you've been waiting for a decent first-person shooter on the PlayStation, Quake II might be the best this console has ever seen.

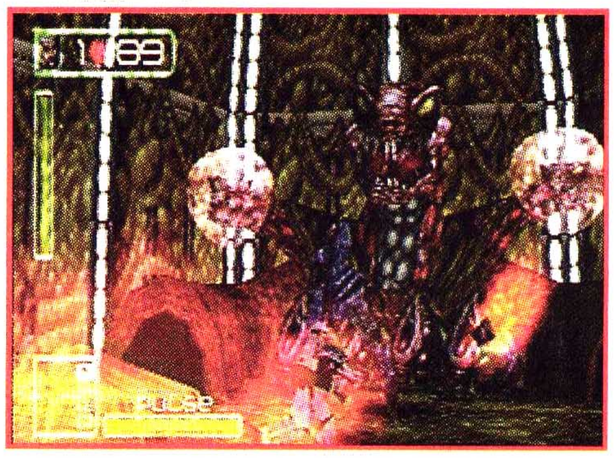
Mr. Domino Man

PlayStation **Preview**

- **Size:** 1 CD-ROM
- **Style:** 1-Player Puzzle/Strategy
- **Special Features:** Unique Gameplay; Animation Scenes; 5 Different Domino Characters; 10 Levels; Insane Sense of Humor
- **Created by:** ArtDink for Acclaim
- **Available:** December for PlayStation

95%Complete

Domino, muthahubba!! That's what we said after playing ArtDink's new puzzle/strategy game, Mr. Domino. Mr. Domino ain't no menace II society, he's just a walkin', talkin' domino who craves excitement. Players guide Mr. Domino through circular levels, setting up dominos behind them. You must set your dominos to activate a series of devices in order to clear each level. Place your dominos wisely, and each device will trip the next string of dominos for mega bonus points. Mr. Domino has great graphics and tons of wacky and bizarre visuals (a cereal box features "The Scream," an unsuspecting father gets clocked by a TV with a boxing glove), making one suspect that the people at ArtDink should be committed. Puzzle fans looking for a unique game experience should definitely watch for Mr. Domino.



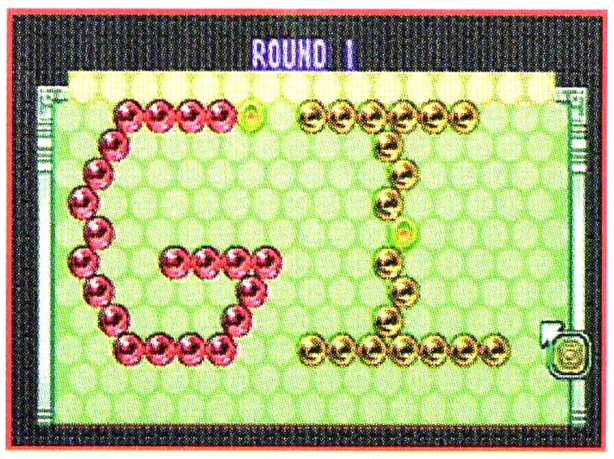
Assault

PlayStation **Review**

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Multiple Weapons; Power-Ups; 2-Player Cooperative Mode
- **Replay Value:** Moderately Low
- **Created By:** CandleLight Studios for Midway
- **Available:** Now for PlayStation

Bottom Line: 7.25

Midway's Assault attempts to update the 2-player shooter action of classic Contra with improved graphics and a futuristic setting. For the most part, the game is successful. It features a variety of different landscapes and levels, as well as multiple camera angles. The gameplay is pretty similar to Contra, since in Assault you're locked in combat with hordes of "Alien"-like creatures. Collect power-ups to upgrade your standard-issue pulse gun, or use the shock gun to fry extra-terrestrials just like flies in a bugzapper. All told, Assault is a good action game, but the difficulty level is so easy that most experienced gamers might not get a lot of mileage out of it.



Bust-A-Move 4

PlayStation **Review**

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Story, Challenge, Puzzle, Vs., & Create Puzzle Modes; Dual Shock Compatible; 8 Playable Characters; Chain Reactions in 2-Player Mode
- **Replay Value:** High
- **Created by:** Taito for Natsume
- **Available:** November for PlayStation

Bottom Line: 9

When it comes to puzzle games, Bust-A-Move is truly a classic. But when you hear that Taito is releasing Bust-A-Move 4, you begin to wonder what it can do to make it different than the previous versions...yet different it is. Beside the exciting new play modes (including the fantastic Create Your Own Puzzle mode), there are tons of new little tricks. The first thing we noticed was that you can now ricochet bubbles off the roof of the chamber, which is an essential move when trying to work around the new rising blocks, pendulum swings, and color-changing bubbles. For fans of the game, Bust-A-Move 4 brings in enough changes and modes to keep you playing for hours. For anyone who has missed this game before, now is the perfect time to join the Bust-A-Move nation.

PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters; 4 Worlds Containing 12 Levels; Uses the Nightmare Creatures 3D Engine
- **Replay Value:** Moderately Low
- **Created by:** Kalisto for Activision
- **Available:** Now for PlayStation

Bottom Line:
7

The Fifth Element

The Fifth Element, from the makers of Nightmare Creatures, is a decent action/adventure game. The two playable characters have their own strengths and sometimes you must beat a level with both characters. Because of their specialties, the characters might have to take different paths to finish a level. Leeloo, who is stronger and more agile, uses her fists; whereas Korben employs numerous weapons. The level designs are solid and there are plenty of power-ups and secrets to find. Plus, there are platform elements like jumping, climbing, and swinging. Unfortunately, the control is cumbersome, the camera sometimes jumps or sticks, and the enemies prove to be rather dumb. Rent it first, but if you really like the movie, you'll probably like the game too.

PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Torture Moves; Jetbike Bonus Levels; Unique Rig Weapon; 13 Levels; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** Shiny Entertainment for Interplay
- **Available:** Now for PlayStation

Bottom Line:
6.25

Wild 9

Wild 9 lives up to the hype of being unique and entertaining. But only for about 15 minutes. This Shiny Entertainment product is similar in many ways to its other action/platform products (Aladdin, Earthworm Jim). Unfortunately, it doesn't deliver the same curve of excitement. It has plenty of character interaction, intense effects, and lots of secrets, but all of this bleeds into one big clot of monotony. The levels in this game are way too long and aren't really differentiated from one another in look or design. After 15 minutes, the thrills of gameplay turn into tedious chores. Wild 9 could have been great, but a horrible design killed it.

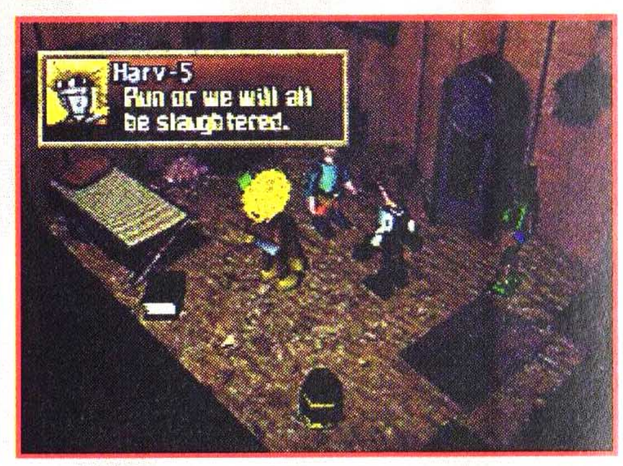
PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** CG Animated Cutscenes; 3 Playable Characters; Interesting Battle Interface; Written by the Famous Ted Woolsey; Huge Spells & Many Items; Fresh Storyline
- **Created by:** Craveyard for Crave Entertainment
- **Available:** January '99 for PlayStation

70% Complete

Shadow Madness

Shadow Madness is the first attempt by Crave Entertainment to enter the RPG market. Utilizing the knowledge of ex-Square employees, Crave will release a game that is very different from other RPGs. The determination of "good" or "bad" will require more playtime, but it is looking nice. The story is centered on a trio of survivors who have eluded the destruction of everything they know. The heroes must find help for any survivors while discovering the secret behind the Shadow Madness. The interface is unique and, once figured out, is very easy and quick to use. There aren't too many cutscenes, but the spell attacks and other flamboyant moves are well done. Expect GI to dig into this one a little further come January.



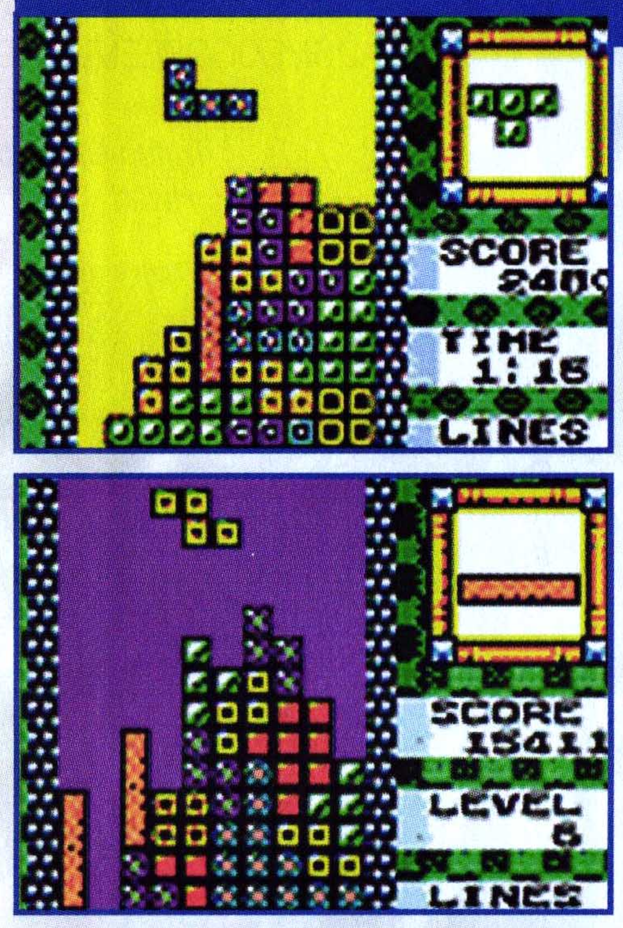
Magic Knight Rayearth

Saturn **Review**

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/RPG
- **Special Features:** The Last U.S. Saturn Game; 3 Playable Characters; Lots of Background Detail; Humorous Anime Overtones; Weapons Gain Experience & Power; Many Spells To Learn
- **Replay Value:** Moderately Low
- **Created by:** Clamp for Working Designs

Bottom Line: 7

Here it is, the very last Saturn game. Working Designs holds the rare, if not unique, honor of publishing a game that was announced before the release of a system, but released after the system's death. However, it's easy to see where the time went: into the extensive voice acting and the translations of the diaries. When this game first came out in Japan, it was heralded as a beautiful and detailed game way ahead of the Saturn's graphics curve. However, in 1998 the game now seems rather dated. Seek it out for purchase if you are an anime fan, or if you must have the last U.S. Saturn game. However, the price might turn you off. 65 bucks!



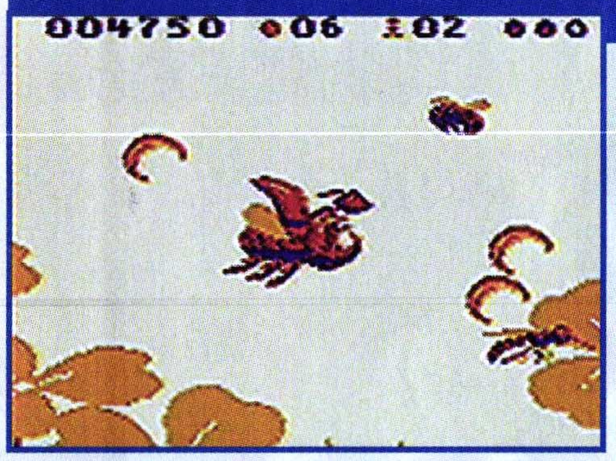
Tetris DX

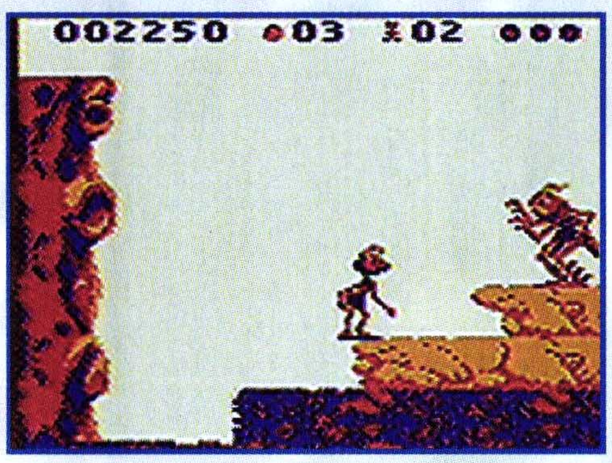
Game Boy **Review**

- **Size:** 2 Megabit
- **Style:** 1-Player Puzzle (2-Player Via Link)
- **Special Features:** Tetris; New Game Modes (Time Attack, Ultra, & Vs. CPU); Game Boy Compatible
- **Replay Value:** High
- **Created by:** Nintendo
- **Available:** November 23 for Game Boy Color

Bottom Line: 8.5

Upgrading from the original Game Boy Tetris to this new color version is like exchanging week-old undies for a pair of clean cotton boxers. It's a similar experience to what you know and love, but enhanced and loaded with new options. Color does matter, especially for puzzle-game fanatics who stay hooked until the batteries die. You won't go blind now, and your retina won't be burned with a gray and green tint. You'll dig it. This Tetris is straight-up old school. There are no new pieces or puzzle options. There are a few new modes like Time Attack and Vs. CPU, but otherwise, it's the same pocket pal, and same old addiction.





A Bug's Life

Game Boy **Review**

- **Size:** 2 Megabit
- **Style:** 1-Player Action
- **Special Features:** Bonus Flying Level; Tricky Platforming; Throw Rocks, Ride Beetles, & Run at Lightning Speeds; 8 Levels; Password Save
- **Replay Value:** Low
- **Created by:** Teirtex for THQ
- **Available:** Now for Game Boy

Bottom Line: 5.75

THQ is one of the few developers who has supported the Game Boy since its inception, but the company's recent batch of games have not been very impressive. A Bug's Life features excellent animation that actually allows you to see an ant's antennae waver in the wind as it runs, and it's also loaded with cute cutscene stills that bring forth the story, but this about it for the pleasantries. A Bug's Life is also home to unresponsive controls, boring levels, shoddy background art, and action-lite gameplay. The kids are going to want this game, just like they wanted Toy Story. Steer clear, and recommend something else like Kirby's Adventure, Super Mario, or Donkey Kong Land.

VR Pool 64 – Nintendo 64
Bottom Line: 7.75

The best part of this game is Nintendo's analog control, which can be used to make fine adjustments to aim and power. VR Pool lacks any story or betting mode, but the gameplay is very good.

X Games Pro Boarder – PlayStation
Bottom Line: 6.5

There are some great courses in this game that any snowboarding fan will at least want to try, but overall Pro Boarder is just mediocre.

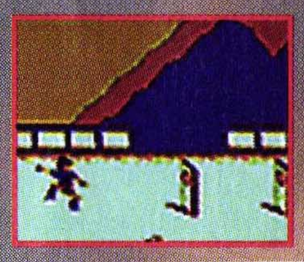
Backstreet Billiards – PlayStation
Bottom Line: 7.5

Backstreet offers a cool (but short) Story mode where you search for a legendary cue, and with every win, you can upgrade your character. The pool physics aren't amazing, but are a little better than in Pool Hustler.

Pool Hustler – PlayStation
Bottom Line: 7.25

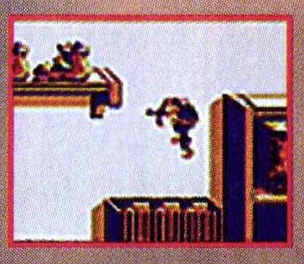
Pool Hustler allows you to bet, and to win the Story mode you have to keep beating better and better players to accumulate a larger purse. The shot control isn't as good as Backstreet, especially the touch game.

Mulan – Game Boy
Bottom Line: 4.75



Mulan does challenge you, but if you die, you won't want to repeat what you've already plowed through. The control is somewhat tedious and the choppy animation doesn't help. Exciting it is not. Below average it is.

Small Soldiers – Game Boy
Bottom Line: 7.75



You won't believe the animation in this GB cart. It's amazing, as are the play mechanics. However, some of the level goals are rather lame. Small Soldiers is a decent action title that has its share of good and bad moments..

SECRET ACCESS

HELPFUL HINTS - PASSWORDS - CODES

NASCAR 99 – Nintendo 64

Crash and burn, baby! Err...Victory lane, baby! The NASCAR codes below are a little tricky to enter, but are absolutely marvelous once entered correctly. Follow the string of commands for each code carefully. A bell will sound once they are entered correctly. Note: Enter the Options and set the Controller Config to #3. Also, the code strings must be entered in under four seconds. If you can't do it, then too bad. Get a GameShark.

Race as Richard Petty – Select Martinsville as your track, highlight Select Car, then quickly press **Up C, Up C, Down C, Down C, Left C, Right C, Left C, Right C, Left Shoulder, Right Shoulder.**

Race as Davey Allison – Select Talladega as your track, highlight Select Car, then quickly tap **Up C, Left C, Down C, Right C, Left Shoulder, Right Shoulder, Left Shoulder, Right Shoulder, Left Shoulder, Right Shoulder.**

Race as Bobby Allison – Select Charlotte as your track, highlight Select Car, then quickly tap **Up C, Left C, Down C, Right C, Left Shoulder, Right Shoulder, Left Shoulder, Right Shoulder, Z, Z.**

Race as Benny Parsons – Select Richmond as your track, highlight Select Car, then quickly tap **Up C, Right C, Down C, Left C, Z, Z, Z, Left Shoulder, Z, Z.**

Race as Alan Kulwicki – Select Bristol as your track, highlight Select Car, then quickly tap **Z, Z, Z, Z, Z, Z, Z, Z, Right Shoulder, Right Shoulder.**

"The Rhino"
Toledo, OH

A Bug's Life – Game Boy

Enter all of these codes at the Password screen.

Level 2 – 9LKK
Level 3 – 5P9K
Level 4 – 6652
Level 5 – BKK2
Level 6 – 2PLB
Level 7 – 6562
Level 8 – L58B

Lisa Lardobutbigrear
Austin, TX

Iggy's Reckin' Balls – Nintendo 64

Simultaneously press **Right Shoulder** and **Z** to unlock the Cheat Menu. From here, enter any desired code.

All Tracks – THEUNIVERSE
Level Select – JUMPAROUND
All Characters – HAPPYHEADS
Full Turbos – GOBABY
Turbo Mode – 2TIMES
Turok 2 Mode – 2ROKTOO
Keep On Rollin' – NONSTOP
Wireframe Mode – ROLFHARRIS
Mix Mode – SWOPSHOP
Ice Platforms – ICEPRINCESS
Gooey Platforms – GOOEYGOOGOO
Big Balls – TOOMUCHPIE
Small Balls – MICROBALLS

The Squishy Ball Enthusiasts Club
Duluth, MN

Madden NFL 99 – Nintendo 64

Enter these codes at the Codes Screen.

NFC Pro Bowl – BESTNFC
AFC Pro Bowl – AFCBEST
All-Madden – BOOM
All-Time Stat Leaders – IMTHEMAN
60s Greats – PEACELOVE
70s Greats – BELLBOTTOMS
80s Greats – SPRBWLSHUFL
90s Greats – HEREANDNOW
All-Time Greats – TURKEYLEG
75th Anniversary Team – THROWBACK
NFL Equipment Team – GEARGUYS
1999 Cleveland Browns – WELCOMEBACK
EA Sports – INTHEGAME
Tiburon – HAMMERHEAD

Hidden Stadium – Enter TIBURON at the code screen to play in the Tiburon stadium. Alternatively, enter OURHOUSE at the code screen.

Chipper Lococonopo
Miltaco, AZ

Bomberman World – PlayStation

Best Equipment – To start with the best equipment, enter one of these passwords.

Area 1 – 7327
Area 2 – 9717
Area 3 – 5211
Area 4 – 1814
Area 5 – 1029

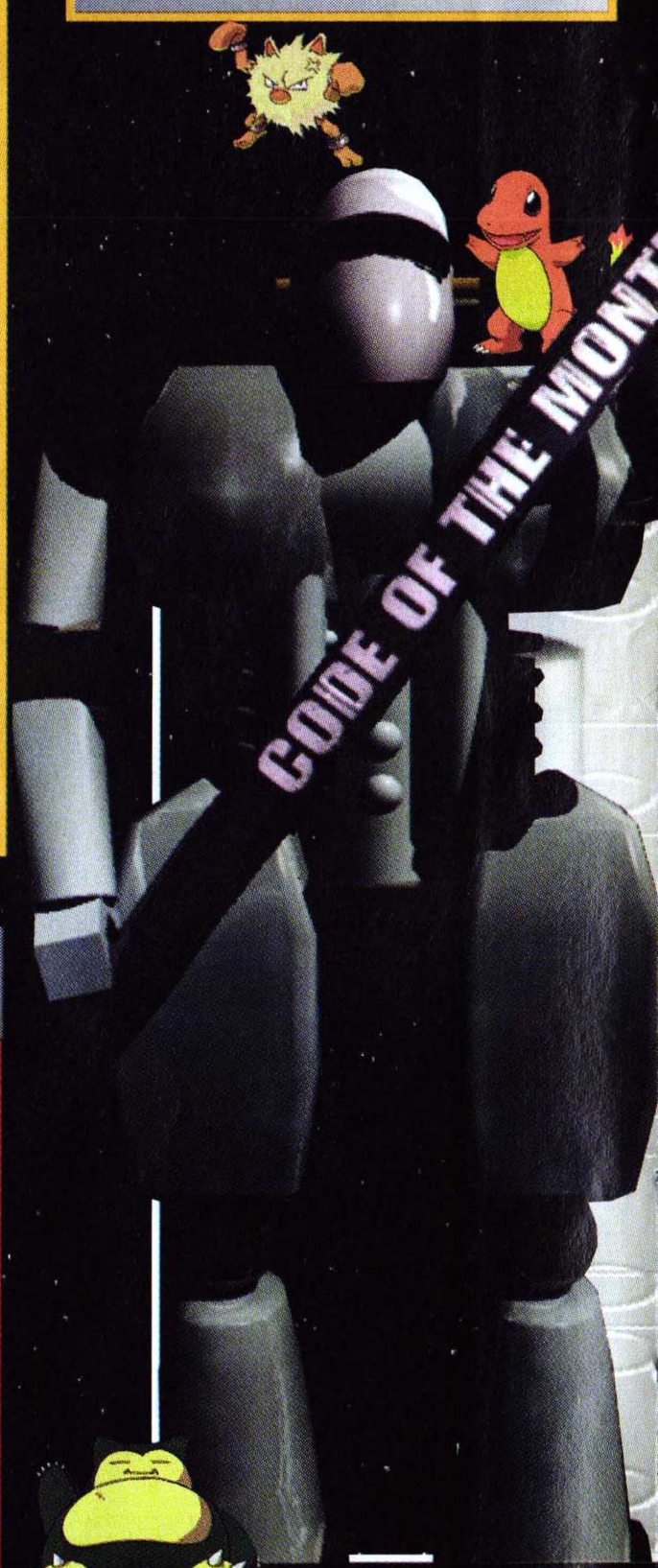
General Thomas Trahan,
President of The New U.S. Order
Butte, MT

Banjo-Kazooie – Nintendo 64

To use these codes, go to Treasure Trove Cove and enter the letters.

Infinite Lives –CHEATLOTSOFGO ESWITHMANYBANJOS
Maximum Energy – CHEATAN ENERGYBARTOGETYOUFAR
Infinite Air (underwater) – CHEATGIVETHEBEARLOTSOFAIR
Infinite Gold Feathers – CHEATA GOLDENGLOWTOPROTECTBANJO
Infinite Red Feathers – CHEATN OWYOUCANFLYHIGHINTHESKY
Infinite Eggs – CHEATBANJOBE GSFORPLENTYOFEGGS
Infinite Mumbo Tokens – CHEAT DONTBEADUMBOGOSEEMUMBO

Tiptup Upchuck
Hwarf, Oregon



Cardinal Syn – PlayStation

Fatalities

Numbers in parentheses state how many times a button should be pushed.

Mongoro
Forward + ■, ▲, ■(2), Forward + ■

Kahn
Back + ▲, Back + ▲, ■(2), Back + ■

Redemptor
Back + ■, ■(3), Back + ✖

Mckrieg
▲(3), ■, Forward + ■

Vanguard
▲, ■(3), Back + ■

Moloch
Forward + ▲, ▲(2), ■, Up + ■

Orion
Forward + ▲, Forward + ▲, ■(2), Forward + ✖

Nephra
■, ▲, ■(2), Back + ■

Mongwan
Forward + ▲, Forward + ▲, ■, ▲, Forward + ▲

Hecklar
■(3), ▲, Forward + ■, Up + ▲

Vodu
■(3), ▲, Back + ■, Up + ✖

Bimorphia
■, ▲, ■(2), Back + ■

Finkster
■(4), Back + ■, Back + ■, Forward + ■

Juni
■(4), Forward + ■, Forward + ■, Back + ■

Stygian
■, ▲(2), Back + ✖

Plague
▲(3), Back + ▲

Paul Williams
Webville, Com

Rogue Trip: Vacation 2012 – PlayStation

Enter all of these codes at the Password screen.

Play as Black Helicopter – L1, ▲, R2, ▲, ▲, R1

Play as Alien Saucer – R1, ■, ✖, ■, L2, ●

Play as Goliath – ▲, L1, R1, ✖, L2, L2

Play as Nightshade – R1, R2, L1, L1, ✖, ●

Unlock Boss Battle 1 – ●, R2, R1, ■, L1, R2

Unlock Funtopia – 6, ●, L2, ✖, ■, L1

Unlock Gulch – ✖, ■, ●, L1, L2, ■

Double Pick-Ups – L1, L2, ●, L1, R1, ■

Increase Armor – R1, ▲, R1, ▲, L1, ■

Unlimited Turbos – ■, ✖, ●, ▲, R1, R2

Duke Time To Kill FMV – ■, ■, ●, ●, ▲, ▲

Jon "Sweet Tooth" McGraw
Seattle, WA

Future Cop L.A.P.D. – PlayStation

Enter all of these codes during gameplay. First, pause the game. Bring up the Options, then highlight Volume Sound FX. Input the code you desire, then move your cursor down to Quit. Confirm Yes. If the code was entered correctly the screen will twitch and the game will not Quit.

Increase Shields – ■, Select, ●, ✖

Increase Machine Gun Ammo – ■, ●, Select, ✖, Select, ✖, ●, ■

Super Machine Guns – ●, ●, ●, ✖, ✖, ✖, ●, Select

Super Heavy Weapons – ■, ■, ■, ●, ✖, ●, ✖

Super Special Weapons – ■, ●, ■, Select, ●, ✖, ■, ●

200 Extra Points – ●, ■, ●, ✖, Select, ■, ✖

Super Jump – ●, ●, ●, ●, ■, ✖, Select, ■, ✖, Select, ●

Location of the Three Secret Weapons – Acquire them, beat the level, and they will be added to your permanent inventory.

Grenade Launcher – First, choose Zuma Beach as your mission. Blow up the two flamingos outside the main gate, then go whoop the mini-boss. Drop into the nearby hole, and destroy the tank. Under the tank awaits the Grenade Launcher.

K9 Robo Dog – First, choose Venice Beach as your mission. Open the main channel gate. Cruise along, and you should see three barrels to the east. Go to the west side and turn into the Hover Car. Zoom out into the open and you'll eventually run into the Robo Dog weapon.

Riot Shield Gun – First, choose Studio City as your mission. Destroy the four control towers, then hit the switch behind the laser gate. Walk over and destroy the first mutant soccer champ billboard. Now, backtrack to the mushroom area. Turn south, then head east. Along the side of the easternmost building awaits the Riot Shield.

"The Phantom Menace"
Silly Name City, CA

Major League Baseball Featuring Ken Griffey Jr. – Nintendo 64

Angels In The Outfield – When the opposition hits a pop-fly into the outfield let the ball drop, then go pick it up. Now, hold **Z** and press **Up C** to run the ball back to the infield.. When you get back to the field throw the ball around the diamond. Here's the order as to what C buttons to hit: **Right, Up, Left, Down, Left, Up, Down, Right, Up, Left, Down.** If entered correctly the crowd will boo. Now, let the opposition bat again. On the next hit stay away from the ball and jam on the **A** and **B** buttons. This will make your player fly.

He's the Babe – Whenever Ken Griffey Jr. comes to the plate, pause the game, then hit **Left, Left, Right, Right, Right, Left, Left.** Now, unpause and Griffey will point to the outfield. Sure enough, the next pitch results in a dinger.

"Virtua Gap Boy '99"
Phoenix, AZ

NHL 99 – PlayStation

Access the Rules and Options menu, then enter the options. From here, bring up the Password menu and input the code you desire.

Unlock Third Jerseys – 3RD

Increase Gameplay Speed – SPEEDY

Unlock Big Heads – BRAINY

Unlock Big Bodies – BIGBIG

See Stanley Cup Video – VICTORY

See Stadium Fly–Ins – Simply input a three–letter abbreviation of the team you desire. For example, to see Detroit key in DET. To see Boston key in BOS.

"The Human Torch"
New York, NY

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
Body Harvest
The Legend of Zelda: Ocarina of Time
Rush 2
SCARS
Space Station Silicon Valley
Wipeout 64
WCW/NWO Revenge

PlayStation
Asteroids
Bushido Blade 2
Crash Bandicoot: Warped
Colony Wars Vengeance
Cool Boarders 3
Duke Nukem: Time To Kill
MediEvil
Moto Racer 2
NHL FaceOff '99
ODT
Rival Schools: United by Fate
Running Wild
SCARS
Streak
Xenogears

Game Boy
Mulan
Pokemon Blue
Pokemon Red

Arcade
Blitz '99
CarnEvil
Gauntlet Legends

Send Secret Access Requests To:
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10120 W. 76th St • Eden Prairie, MN 55344
E-Mail: access_allies@gameinformer.com

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Send in your codes and passwords, and if we choose your entry as Code of the Month, you win! You'll not only receive a kickin' ASCIIWARE prize (listed below), but you'll instantly obtain worldwide fame!

PlayStation
ASCII Pad
Specialized ASCII Stick
ASCII Arcade Stick
Enhanced ASCII Pad
ASCII Carrybag
Mach 1
ASCII Grip

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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secretaccess@gameinformer.com

Meowth was here

DO NOT ENTER

Metal Gear Solid – PlayStation

Optical Camouflage – If you beat the game and leave the base with Otacon, save the game. Then load the game again (the load should say "Dock") and you'll have a new item. This item, called "Stealth," allows you to pass by normal Guards and cameras undetected. However, the bosses and veteran guards will still see you. Your save icon will become Otacon.

Bandana – If you beat the game and leave the base with Meryl, save and load the game as stated above. The load will still say "Dock," and you will have the "bandana" in your left-hand inventory. This item, when equipped, allows you to use weapons with infinite ammo already loaded in them. Mines, etc, can also be used infinitely. Your save icon will become Meryl.

Tuxedo – After beating the game three times, start another game, remove your scuba gear, and you'll be in a tuxedo!

Crimson Ninja – After beating the game twice, in any interaction with Gray Fox, the Ninja will be dressed in a new red and blue outfit. The save icon will be the Ninja.

Direct Delivery – If you place a cardboard box on top of you while in one of the three trucks and hold still for about 8–10 seconds, the guard will check the markings on the box and take it (and you) to the appropriate spot: either the Heliport, the Snowfield, or the Nuke Building. Be sure to use the box with the correct markings for your desired destination.

Meryl's Undies – To get a peek at Meryl's undies, follow Meryl into the bathroom and straight into the stall, right before you face Psycho Mantis. Do it before five seconds pass, and you'll catch Meryl with her pants down!

The Sasaki Flu – To get the Sasaki Flu every time, fail in Revolver's torture room and get close to Sasaki. For maximum effect, get rescued by Ninja.

The Newest Wolf Pack Member – To slide by the dogs in the Underground passage to Comm Tower A, slap Meryl in the face on the first time through the passage. The dogs will come running after Meryl whistles. Quickly hide in the cardboard box, and when the dog investigates the box, he'll leave you a gift of warm liquid. This leaves you smelling like the dogs, and they will leave you alone on all trips through after that.

Nature Lovers? Bah! – To completely upset the other members of your group, namely Campbell, Naomi, and Hunter, take out the ravens on the cargo elevator, or the mice on the ledges. You'll receive a nasty call from one of the trio, ordering you to stop.

A Warm Meal – To heat the rations when not near a microwave, head to a bathroom and place the rations under a hand dryer. This will thaw out the food.

Tongue Action – To annoy the cute Mei Ling, call her three times in a row, but do not save. After that, she'll stick her tongue out at you on every third call.

Shameless Plugs – When confronting Psycho Mantis, depending on the saved Konami games on your memory card, he will say things like, "So, you like Suikoden?" Interesting.

Demo Cinemas – By choosing the Special option after beating a game, you can see all of the cutscenes and Codec transmissions seen in the recently completed game.

Sneaky Pete, The Moist Gamer
Lockesburg, MS

Pokémon

Game Boy

Here's a list of all the Pokemon locations. Note: The Red and Blue dots represent version exclusive monsters. The (L) stands for the level a Pokemon must reach to evolve.

#1 Bulbasaur – Found in Pallet Town.
#2 Ivysaur – Evolved Bulbasaur (L16).
#3 Venusaur – Evolved Ivysaur (L32).
#4 Charmander – Found in Pallet Town.
#5 Charmeleon – Evolved Charmander (L16).
#6 Charizard – Evolved Charmander (L36).
#7 Squirtle – Found in Pallet Town.
#8 Wartortle – Evolved Squirtle (L16).
#9 Blastoise – Evolved Wartortle (L36).
#10 Caterpie – Found in Viridian Forest.
#11 Metapod – Evolved Caterpie (L7).
#12 Butterfree – Evolved Metapod (L10).
#13 Weedle – Found near route 25.
#14 Kakuna – Evolved Weedle (L7).
#15 Beedrill – Evolved Kakuna (L10).
#16 Pidgey – Found everywhere.
#17 Pidgeotto – Evolved Pidgey (L18).
#18 Pidgeot – Evolved Pidgeotto (L36).
#19 Rattata – Found everywhere.
#20 Raticate – Evolved Rattata (L20).
#21 Spearow – Found almost everywhere.
#22 Fearow – Evolved Spearow (L20).
#23 Ekans – (●) Found almost everywhere.
#24 Arbok – (●) Evolved Ekans (L22).
#25 Pikachu – Only found near routes 2 and 10.
#26 Raichu – Evolved Pikachu (requires Thunder Stone).
#27 Sandshrew – (●) Found almost everywhere.
#28 Sandslash – (●) Evolved Sandshrew (L22).
#29 Nidoran – Found near route 22 and safari zone.
#30 Nidorina – Evolved Nidoran (L16).
#31 Nidoqueen – Evolved Nidorina (requires Moon Stone).
#32 Nidoran – Found near route 22 and safari zone.
#33 Nidorino – Evolved Nidoran (L16).
#34 Nidoking – Evolved Nidoran (requires Moon Stone).
#35 Clefairy – Found near Celadon City, Mt. Moon, and Cerulean City.
#36 Clefable – Evolved Clefairy (requires Moon Stone).
#37 Vulpix – (●) Found near Cinnabar Island, Routes 7 and 8.
#38 Ninetales – (●) Evolved Vulpix (requires Fire Stone).
#39 Jigglypuff – Found near route 3.
#40 Wigglytuff – Evolved Jigglypuff (requires Moon Stone).
#41 Zubat – Found in most caves.
#42 Golbat – Evolved Zubat (L22).
#43 Oddish – (●) Found almost everywhere.
#44 Gloom – (●) Evolved Oddish (L21).
#45 Vileplume – (●) Evolved Gloom (requires Leaf Stone)
#46 Paras – Found near Mt. Moon and safari zone.
#47 Parasect – Evolved Paras (L24).
#48 Venonat – Found near routes 12 through 15.
#49 Venomoth – Evolved Venonat (L31).
#50 Diglett – Found in Diglett's Cave.
#51 Dugtrio – Evolved Diglett (L26).
#52 Meowth – (●) Found in routes 5 through 8.
#53 Persian – (●) Evolved Meowth (L28).
#54 Psyduck – Found near routes 24 and 25.
#55 Golduck – Evolved Psyduck (L33).

#56 Mankey – (🔴) Found near routes 5 through 8.
#57 Primeape – (🔴) Evolved Mankey (L28).
#58 Growlithe – (🔴) Found near routes 7 and 8, and Cinnabar Island.
#59 Arcanine – (🔴) Evolved Growlithe (requires Fire Stone).
#60 Poliwag – Found almost everywhere with water.
#61 Poliwhirl – Evolved Poliwag (L 25).
#62 Poliwrath – Evolved Poliwhirl (requires Water Stone).
#63 Abra – Found near Celadon City and routes 24 and 25.
#64 Kadabra – Evolved Abra (L16).
#65 Alakazam – Evolved Kadabra (must be traded to change).
#66 Machop – Found near Victory Road and route 10.
#67 Machoke – Evolved Machop (L 28).
#68 Machamp – Evolved Machoke (must be traded to change).
#69 Bellsprout – (🔵) Found almost everywhere.
#70 Weepinbell – (🔵) Evolved Bellsprout (L21).
#71 Victreebel – (🔵) Evolved Weepinbell (requires Leaf Stone).
#72 Tentacool – Found almost everywhere.
#73 Tentacruel – Evolved Tentacool (L30).
#74 Geodude – Found in Mt. Moon and Rock Tunnel.
#75 Graveler – Evolved Geodude (L25).
#76 Golem – Evolved Graveler (must be traded to change).
#77 Ponyta – Found near Cinnabar Island.
#78 Rapidash – Evolved Ponyta (L40).
#79 Slowpoke – Found almost everywhere.
#80 Slowbro – Evolved Slowpoke (L37).
#81 Magnemite – Found near Cerulean City and route 10.
#82 Magneton – Evolved Magnemite (L30).
#83 Farfetch'd – Found near Vermilion City.
#84 Doduo – Found near routes 16 through 18.
#85 Dodrio – Evolved Doduo (L31).
#86 Seel – Found near Cinnabar Island and Seafoam Island.
#87 Dewgong – Evolved Seel (L34).
#88 Grimer – Found near Cinnabar Island.
#89 Muk – Evolved Grimer (L38).
#90 Shellder – Found near routes 6, 11, 19, 21.
#91 Cloyster – Evolved Shellder (requires Water Stone).
#92 Gastly – Found near Pokemon Tower.
#93 Haunter – Evolved Gastly (L25).
#94 Gengar – Evolved Haunter (must be traded to change).
#95 Onix – Found near Victory Road and route 10.
#96 Drowzee – Found near route 11.
#97 Hypno – Evolved Drowzee (L26).
#98 Krabby – Found almost everywhere.
#99 Kingler – Evolved Krabby (L28).
#100 Voltorb – Found near route 9.
#101 Electrode – Evolved Voltorb (L30).
#102 Exeggcute – Found near safari zone.
#103 Exeggutor – Evolved Exeggcute (requires Leaf Stone).
#104 Cubone – Found near Pokemon Tower.
#105 Marowak – Evolved Cubone (L28).
#106 Hitmonlee – Found in Saffron City.
#107 Hitmonchan – Found in Saffron City.
#108 Lickitung – Found near route 18.
#109 Koffing – Found near Cinnabar Island.
#110 Weezing – Evolved Koffing (L35).
#111 Rhyhorn – Found near safari zone.
#112 Rhydon – Evolved Rhyhorn (L42).
#113 Chansey – Found near safari zone and Cerulean City.
#114 Tangela – Found near Cinnabar Island and route 21.
#115 Kangaskhan – Found near safari zone.
#116 Horsea – Found near most water zones.
#117 Seadra – Evolved Horsea (L32).
#118 Goldeen – Found almost everywhere.
#119 Seaking – Evolved Goldeen (L33).
#120 Staryu – Found near most water zones.
#121 Starmie – Evolved Staryu (requires Water Stone).
#122 Mr. Mime – Must trade with in-game character.
#123 Scyther – (🔴) Found near safari zone and Celadon City.
#124 Jynx – Found in Cerulean City (Trade for Poliwhirl).
#125 Electabuzz – (🔴) Found in Power Plant.
#126 Magmar – (🔵) Found near Cinnabar Island.
#127 Pinsar – (🔵) Found near Celadon City and safari zone.
#128 Tauros – Found near safari zone and route 18.
#129 Magikarp – Found near most water zones.
#130 Gyrados – Evolved Magikarp (L20).
#131 Lapras – Found near Saffron City.
#132 Ditto – Found near route 13 through 15, 23, 24 and Victory Road.
#133 Eevee – Found in Celadon City.
#134 Vaporeaon – Evolved Eevee (requires Water Stone).
#135 Jolteon – Evolved Eevee (requires Thunder Stone).
#136 Flareon – Evolved Eevee (requires Fire Stone).
#137 Porygon – Found in Celadon City.
#138 Omanyte – Found in Cinnabar Island.
#139 Omastar – Evolved Omanyte (L40).
#140 Kabuto – Found in Cinnabar City.
#141 Kabutops – Evolved Kabuto (L40).
#142 Aerodactyl – Found in Pokemon Lab.
#143 Snorlax – Found near routes 12 and 16.
#144 Articuno – Found on Seafoam Island.
#145 Zapdos – Found in Power Plant
#146 Moltres – Found on Victory Road.
#147 Dratini – Found near Celadon City and safari zone.
#148 Dragonair – Evolved Dratini (L30).
#149 Dragonite – Evolved Dragonair (L55).
#150 Mewtwo – Found near route 24 in the water cave (requires Master Ball and game completion).

ATTENTION!

The codes to the right only work with InterAct's GameShark enhancer attachment.

WILD 9 – PlayStation

Infinite Rig Power
8007b6300374
8007b6380001

Infinite Continues
8007b35c0004

ARMORED CORE: PROJECT PHANTASMA – PlayStation

Infinite Energy
80042506cb20

Infinite Armor
801e2f408800

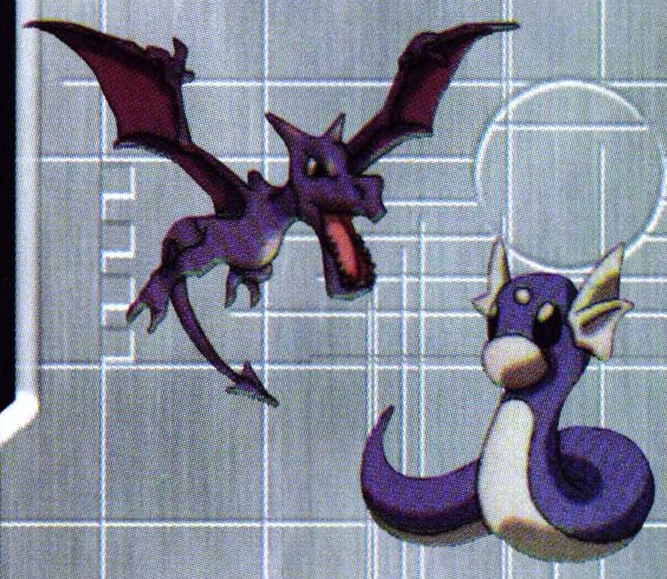
Infinite Ammo Right Arm
800427d803e7

Infinite Ammo Back Weapon
800428160064
800428540064

GAMES INDEX

Codes found in this issue:

Armored Core: Project Phantasma
Bomberman World
A Bug's Life
Cardinal Syn
Future Cop L.A.P.D.
Iggy's Reckin' Balls
Madden NFL 99
Major League Baseball Featuring Ken Griffey Jr.
Metal Gear Solid
NASCAR 99
NHL 99
Pokémon
Rogue Trip: Vacation 2012
Wild 9



SEGA
Sega Game Play Assistance
900–200–7342 (SEGA)
$.95 per minute for automated assistance and
$1.50 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.

Flashback – SNES
Level Codes
Level 2: **JWLYX**
Level 3: **RSLP**
Level 4: **DXCPT**
Level 5: **SLMN**
Level 6: **ZTHRK**
Level 7: **CRLQXZ**

Frantic Flea – SNES
Level Passwords
Zone 1-2: **ZMTHT**
Zone 1-3: **GPPQW**
Zone 2-1: **DJXCT**
Zone 2-2: **WLCSN**
Zone 2-3: **RLHQZ**
Zone 3-1: **JMGVB**
Zone 3-2: **NRWPC**
Zone 3-3: **MDWQL**
Zone 4-1: **MJDSX**
Zone 4-2: **HFLNT**
Zone 4-3: **SPQNG**
Zone 5-1: **DTNZZ**
Zone 5-2: **KQRXH**
Zone 5-3: **JBVMF**
Zone 6-1: **VSNXD**
Zone 6-2: **GRXBS**
Zone 6-3: **WNHJP**

Radical Rex – Sega CD / Genesis / SNES
Level Select – Enter these codes at the title screen.
Sega CD/Genesis –
On Controller 2 hit **A**, **C**, **Down**, **Right**, **Up**, then **B**
SNES –
On Controller 2 hit **Right**, **A**, **Down**, **Right**, **Y**, then **X**

classic codes

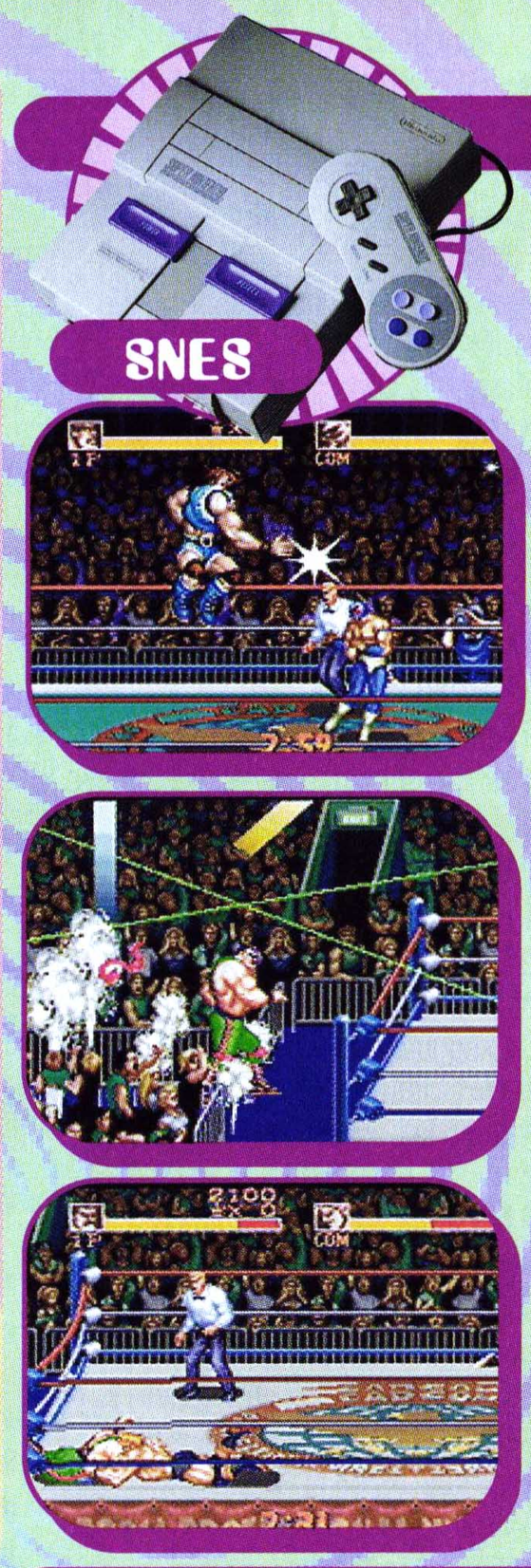
Shinobi III – Genesis
Play the following songs in this order to become invincible: **HE RUNS**, **JAPONSQUE**, **SHINOBI WALK**, **SAKURA**, and **GETUFU**.

Unlimited Shurikens – Put the sound effects on **"SHURIKIN"** and select **"00"** for the amount. Wait and you should hear a noise and the "00" will change to the infinity symbol.

Evander Holyfield's Boxing – Genesis
This boxer may look like he just crawled out of his grave, but actually he's the toughest boxer in the game. Choose the Career Mode and create a new boxer. Name your fighter **"THE BEAST"** and press Start. If this code is entered correctly, a green boxer will appear with stats maxed out in every category.

Iron Soldier – Jaguar
All Weapons & Level Select – Go into the options screen and use your keypad to enter this passcode: **37668242**

Spider-Man vs. The Kingpin – Sega CD
Level 1: **ARBOGAST**
Level 2: **MECHANIC**
Level 3: **REACTOR5**
Level 4: **PERMANENT**
Level 5: **NARCOLEPSY**
Level 6: **PUBLIC 45**
Level 7: **KIDNEY 2**
Level 8: **PENCIL 6**



Saturday Night Slam Masters

Availability: Common
Replay Value: Moderate
Similar Games: Street Fighter (Mult. Systems), Final Fight (SNES), WWF Raw (SNES), Wrestlemania (SNES)
Created by: Capcom
Access Tip: Throw weapons into the ring by jumping and pressing Attack after you've acquired the weapon.
Overall: 7
This renegade wrestling faction had the big names such as Biff Slamkovich, Titanic Tim, and the infamous Mike Haggar. If you recognize that last name then you'll probably realize that this game is from the fine folks at Capcom. Slam Masters mixes over-the-top rasslin' action with some Street Fighter–style moves that Capcom fans have grown to love. Not surprisingly, some of the 10 wrestlers have very similar special moves to Capcom greats such as Blanka and Guile. It is true that this game takes a lot from other Capcom fighters, but it has the necessary rasslin' elements like ring entrances, weapons, and a 4-man "Battle Royal."

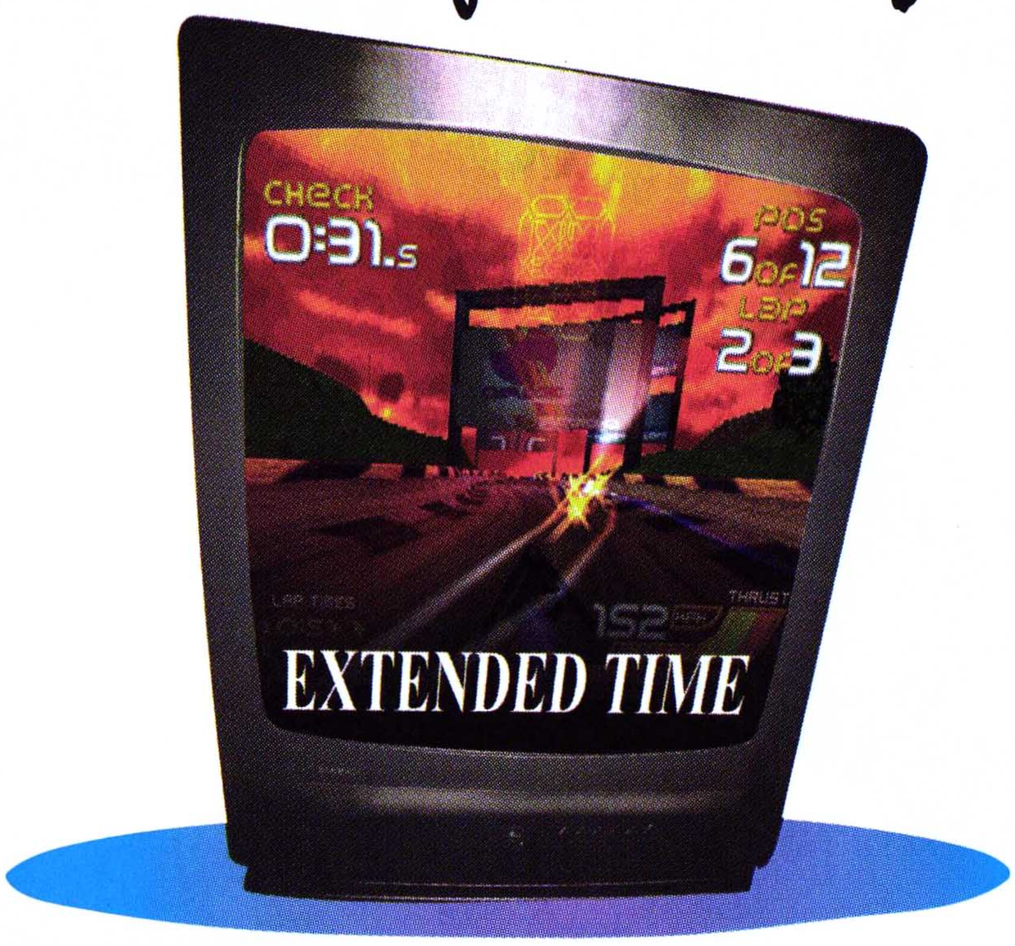
Super Punch Out

Availability: Common
Replay Value: High
Similar Games: Punch Out (NES), George Foreman Boxing (SNES), Muhammad Ali (SG)
Created by: Nintendo
Access Tip: The game demo will give you a short tutorial.
Overall: 9
There are a number of boxing games for the Super Nintendo, but Super Punch Out easily takes the top spot. Released in 1994, this game was preceded by equally classic versions on the NES and at the arcade. While it isn't exactly for boxing purists (one character fights with a stick), Super Punch Out is extremely addictive and the playcontrol is superb. Each opponent has a different fighting style and it's up to you to exploit your foe's weaknesses. Stuffing the Bull Charge from Bald Bull has got to be one of the more memorable video game scenes in existence and it's surprising that Nintendo has yet to announce it will bring the franchise to the Nintendo 64. Even if a 64-bit game was to come out tomorrow, this 16-bit gem would still be one of the best "boxing" games ever created.

Rock N' Roll Racing

Availability: Uncommon
Replay Value: High
Similar Games: RPM Racing (SNES), RC Pro-Am (NES)
Created by: Software Creations for Interplay
Access Tip: For tons of booty and a bitchin' car, enter this password: **4HFT COPO 5TJ!**
Overall: 8.75
As a special request from one of our Classic GI readers, we present one of the more entertaining racing games for the Super Nintendo. Like the name suggests, this game rocks to tunes by George Thorogood and BTO, but it also rocks with upgradable cars, special weapons, and excellent playcontrol. The goal of the races is obviously to place first, but doing so will add some money to your coffer. The cash can then be used to add some firepower or jazz up your engine. If enough cash is acquired, new and more powerful vehicles can be purchased. About the only drawback with Rock N' Roll racing is that the variety of tracks is fairly limited. Otherwise, Super Nintendo racing enthusiasts should not let this game slip through the cracks of history.

This is your game.



This is your game on the blink.

ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.

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SO LOOK LIKE LUKE.

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EVERYONE CONTENT RATED BY ESRB

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