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"I USUALLY VISUALIZE THE THAT'S ABOUT ALL







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







After one had our trains, he'visely to work to want to read our trains, he'visely to the work of the work of the work of the our better to be a be. Profest thin a before Som through Alamo Original Despite the plant of the same of the















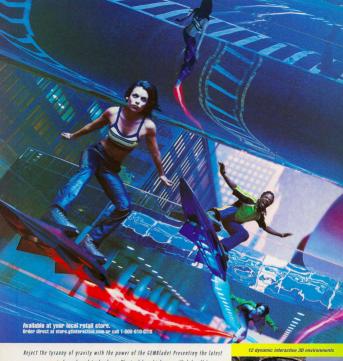
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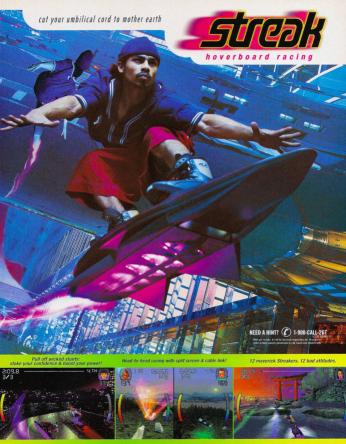


pect the tyranny of yravity with the power of the GEMEIAGEI Presenting the latest in hovershoard technology. The tool by which you will defy all laws... including the law of gravity! This is racing in the pursuit of pure adrenaline. No authority. No rules. No limits. lust Streak.

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HONOR



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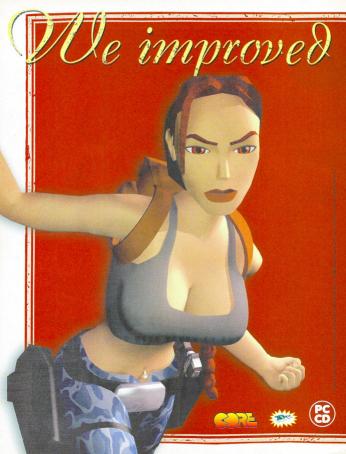












everything you asked for,



Monkey swing, crawl or sprint-dash when you can't fight your way out.



Wreak havoc through snow, wind and rain with jaw-dropping realism.





Kayak rapids and motorcycle your escape from environments that will lose your mind

but sorry, still no nude code.



EIDOS

3 Camero 1990 **Cover Feature** Dine Might

In Turok 2: Seeds of Evil, Turok re-

turns to rock your world and save the Nintendo 641



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You're ready to graduate after you learn

the basic skills, special moves, Burning Vigor Attacks, and devastating combos for the remaining 11 fighters.

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to beat Alpha 3-all the moves for all the characters



266 WWF War Zone

It's War time! Finishing moves for all 18 wrestlers, plus game cheats. hidden wrestlers, and other "Stone Cold" treats.



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> Breeze through Spyro's first three worlds with this primer.

Football Failure to Gridiron Greatness 192 Nintendo 64 and PlayStation **ProStrategy Guide**

> Hit Madden NFL '99 and NFL GameDay '99 with these offensive and defensive strategies to elevate your game to All-Pro status.

268 S.W.A.T.PRO

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Cover: Courtesy of Acclaim Entertainment

Train for an exciting career in janitorial services.



Get ready to mess with it.







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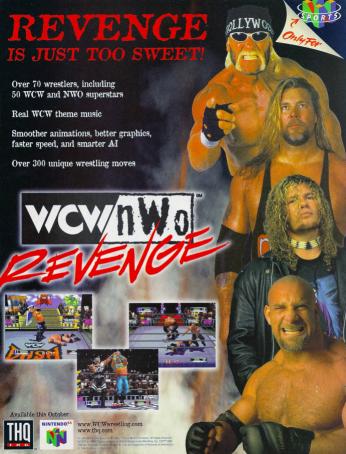
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TACKLES, JUKED ONE CORNER AND BLEW
THE NUMBERS OFF THE FREE SAFETY.
C'MON, LET THE OUY DANCE.

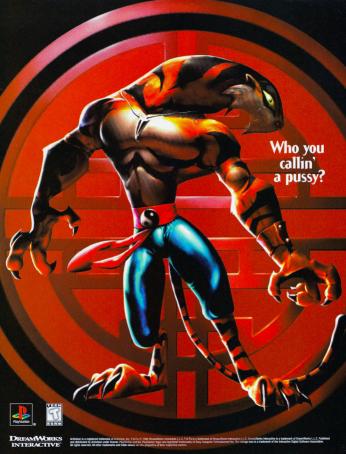


Football doesn't get any more real than NFL GameDay '99. This year, we've given NFL GameDay '99 a stadium full of new features, like all-new graphics and gameplay, brilliant sportscasting by Dick Enberg and Phil Simms, and Authentic Football Intelligence,' a new innovation which has players thinking 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.

GAMEDAY 99







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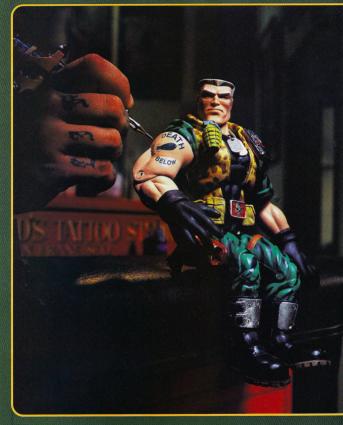
Then, unleash your tiger attacks, and finish 'em off with thrashing claws and razor-sharp teeth.

Tai-Fu-putting the "F-U" in Kung-Fu.

Winth of the Tiger

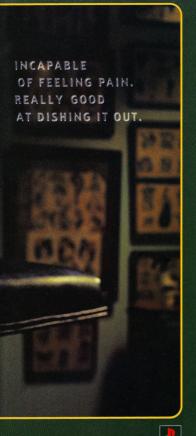
That's Chinese For Kick Ass.

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"One of the coolest action gai of the year for N64 owners: -GamePro











SEEDS



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ost impressive N64 game ever! -Ultra Game Players

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A«laim

www.turok.com

f this is October...then you're wishing it was November, Just like us, you know that's when a load of awesome games are due to hit store shelves.

The great thing about putting together GamePro is that we get to see games early in their development and get to review them before you do-but as with everything in life, there's a good side and a bad side to this.

First the good. In this issue you'll find info about games that already look like winners. Just for fun, we're going to slide out of character and predict that you're gonna like 'em-in some cases

even before we've reviewed them

The GamePros predict: Turok 2: Seeds of Evil will kick dino butt, but you'd better be prepared for blood. Gee, Crash Bandi coot and Crash Bandicoot 2 sold 5 million copies last year. Will Crash Bandicoot: Warped be any good? Oh yeah! Space combat will finally get down

THE GOOD, THE BAD. AND THE EVIL

to Earth with Colony Wars: Vengeance. And talking about getting down. Twisted Metal III is gonna wipe out

road warriors everywhere, PC games? Interstate '82, baby! It's Twisted Metal and beyond. Okay, are you Nintendo 64 owners out there feeling a little wacked-out (see "Head2Head." October)? You will get yours in WCW/NWO Revenge. Even the Game Boy is gonna get some major action with Pokemon.

We're on a roll now so let's get really far-out. Based on our overseas report, Sonic Adventure for the Dreamcast will be on everyone's hit list...next year. Sure there's a Japanese version brewing for next month even as we speak, but it's better to wait for the Dreamcast's release list of American games.

Now for the bad. You know that saving about leaving well enough alone? Some people just can't do it. GamePros everywhere want to know if Resident Evil 2 Dual Shock Version and Resident Evil Director's Cut Dual Shock Version are a "go." Major Mike, GamePro's Resident Evil expert, answers in this issue...and it ain't pretty (see ProReview). Talk about squeezing the last bit of zombie juice out of an award-winning concept.

Those are our takes. If you think we're off after you play the games, hey, send us a letter and we'll take you on



LICENSED TO THRILL

In your May issue, a reader asked in "Buyers Beware" why the PlayStation and the Genesis versions of The Lost World: Jurassic Park have different ratings, and your answer was that different companies had developed the respective games. So my question is this: Why can't different companies make different games out of Tomorrow Never Dies?

bsokivy via Internet

That's really a question for the product licensina department of MGM Studios, the maker of Tomorrow Never Dies, When lurassic Park came out, the video game was licensed to different software companies for different platforms. The business deals made in licensina meetings are often hard to understand, but what it boils down to is that the movie studio decides who makes a game out of its movie. It stands to reason that MGM Studios will use its own game division MGM Interactive to do the game.

SONIC R II KIDDING?

while back I sent an emy anger about your review of Sonic R for the Saturn (see ProReview, February), I'm sure you remember me I would like to apologize for my ranting and raving over a stupid subject. After re-reading my letter, I realize I was completely

daimwn via Internet

Love is never having to say vou're sorry-but since we don't remember you we'll just he magnanimous and accent your apology. And, by the way, we were right about Sonic R.

HOME IS WHERE THE ART IS

want to send some art to your "Art Attack" section, but I'm not sure what address to use. If you could let me know that would be great. Timothy Shay via Internet

We're revampina "Art Attack" and hope to present regular showings in every issue of GamePro from now on, Send your pictures to:

GamePro Magazine Dear Editor/Art Attack PO Rox 193709 San Francisco CA 94119-3709

PS. Try not to be as cocky as the next reader

After looking at GamePro's July cover. I thought to myself. "This mag needs a real artist." So I sat down and sketched a picture of lin Kazama (it took me two hours to produce from memory). I have enclosed it along with my rèsumé. I'm ex cited about the possibility of being a monthly contributor.

Please consider my offer. moospo via Internet

This mag already has a real artist. We have a complete desian department, as a matter of fact. What we don't need are real big egos. Keep sending your pictures to "Art Attack," where you can compete with other artists at your level

WITHA VENGEANCE.



#HARD JEANS



HEAD 2 HEAD

I GOT THE HOOK-UP

realize that E3 is a non-con sumer convention, but I work for a radio station in Alcredentials to many events. Would it be possible for me to get one for E3? Could you give me an e-mail contact?

Mike Rodgers 94.5 FM/1400 AM WABY

Hev. Mike, we hope you can return a favor to a brother and hook us up with some free CDs! Oh, we forgot to ask if you were an easy-listenina station. The next Flectronic Entertainment Exposition takes place May 13-15, 1999, in Los Anaeles, and you can contact the Interactive Diaital Software Association (the show's sponsors) at:

1775 Eye St. NW, Suite 420 email: idsa@idsa.com

Or you can try IDG World Expo (the show's managers) at:

IDG Expo Management Co 1400 Providence Highway Norwood, MA 02062 Web site: http://www

WILL WORK FOR FOOLS

t the large office-supplies store where I work, CamePro is the hest thing on the magazine rack. When look ing through other video magazines. I find incorrect information. I want to know how to get a job at GamePro. I would kill for such an opportunity.

bitercat via Internet

You would kill to put in 15-hour days playing a real-time strat eav Barbie aame? You would skip lunches just to listen to somebody plug a game that

won't be coming out for years, if ever? You would forsake your family, barely keep up vour personal hvaiene, smile when you want to cry, and cry when you're asked to write an article 20 minutes before you leave on vacation? Okay, welcome aboard.

Seriously, this has to be the most asked auestion in "The Mail' section, and the answer isn't an easy one for gamers like you to hear. The fact is that you must beat out an almost inconceivable number of people who are as experienced, talented, and ambitious as you are (or more so)-and vou have to be willing to start at the lowest rung of the ladder. Scarv

the mailroom and made it un to Village Idiot in no time...so it

Apply for intern positions during school breaks at local game soft ware companies small town

SHE BLINDED ME WITH (CHRISTIAN) SCIENCE

ast week I went to a vouth church camp. where I realized I was being blinded by the evil in your magazine-by stuff like halfnaked women in Duke Nukem. obscene ads, profanity, and sacrilegious games. You are blinded as I was. But I like GamePro. You have great reviews of "good" games like NFL GameDay '99 for the PlayStation, All I'm asking is that you put a warning on the ads, so gamers like me don't have to look at them if we don't want to

A Concerned Christian (Corey) via Internet

Well, we'll admit there are games that could make weaker minds wish they were blind. And while we're not blind to the fact that some games contain questionable content, we do also believe in freedom of choice. People can make their own choices about what they want to play and see as well as what they want to believe. Warning labels? Hello? You'd have to read the ads to read the labels, Besides, if all it takes is a neek at a questionable video game ad to turn you to the dark side, then it's going to take more than one summer camp to

I WANT MY GTV

never saw GamePro TV in Canada, but I'm pretty sure it aired in the U.S. How long

Anonymous Canada

Well, it was on TV, there were lots of colors, and the show's host talked about video games. Actually, GamePro TV is back covering video and PC games with an exclusive deal on the Fox Sports network. The show will air Saturday morninas in selected metropolitan areas. You can check your local listings or ask your cable operator for more information.







Scarv Larry?

No one knows where Scary is! he was headed to Hawaii after getting a hand from Air Hendrix, who gave Scary a log of wood. Now Scary is off again, because a GamePro editor with a Patton complex is stalking him. But to his friends' company in Irvine. California for some relaxation and a complete Jim workout.

Before leaving, Scary asked another friend to send him his favorite item-the Lord of the Sith's helmet-from the office. What company is Scary headed to? What object was he sent? Who's stalking him? Get those answers in by November 7, 1998, and you could be the winner of a

hrand-new Pocket Game Boy!

Find Stary Contest Official Rules and Regulations

Tind Starty Comercy Co

comments.gamepro@gamepro.com





PRIZE!



Armando Jaimes, Haines City, FL



nar Johnson, Yeadon, PA

Carlos Frias, Escondico, CA



Harrison Reeder, Sioux City, IA



Dexter Dimayuga, San Diego, CA





Michael Almaraz, Oak Hills, CA



Stuart Amerson, Macon, GA



Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to: GamePro Magazine Dear Editor P.O. Box 193709 San Francisco, CA 94119-3709 We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

Respected coach and video gameologist Tom "The Thumb" Blake says there's nothing quite like the sweet taste of victory. That's why Coach Blake recommends these handy tips on proper

VIDEO GAME NUTRITION

Achieving the proper balance

An improper gas-to-When the gas, went Benjamin was rushed attached to expel the

ether that had begun to seep

he roots of the Kampi plant. indigenous to Eastern Cambodia, are rumored to increase sensitivity of the escarlical nerves in thumb tips If you are prone to chewing your humbnails, you'll find it also adds a slight butterscotch flavor to them.





oach Blake says it's also important to maintain a well-balanced diet of video games That's why he recommends Pokemon Red and Blue for your GameBoy. Now you can create your own custom-made monsters. Tame them. teach them amazing skills and train them for combat. And they're just

Get into the game



BUYERS BEAW

By The Watch Dog

Mmm...I think a nice, lean Chocobo would taste much better than the dry turkey Lusually have for Thanksgiving, Anyone know where to find a Chocobo farm? Fortunately for you, my hunger for food is overshadowed once again by my hunger for much-needed answers



Is it common for Gran Turismo for the PlayStation to freeze up when you play it using a Mad Catz steering wheel?

Mark Kral San Lorenzo, CA



"Mad Catz has determined that between its steering wheel and Gran Turismo, but we have a temporary and a permanent solution. Temporarily, you can



Mad about Catz!

multaneously pressing the Left, Right, Start, and Select buttons. This reset will not otherwise affect gameplay. In addition, we'll send Mad Catz steering wheel owners a \$20 Wrist Rumbler feedback device for free. If you plug the Rumbler into your controller, it will fix the incompatibility problem. The wrist attachment also vibrates during gameplay, giving you feedback on the games that support the Dual Shock protocol. To receive the Wrist Rumbler, send your name and address and the large oval Mad Catz racing sticker from the front of your wheel to:

Attn: Warranty Mad Catz Incorporated

430 Raleigh Avenue

El Caion, CA 92020

"We'll send you the Wrist Rumbler and a new racing sticker. If you have any additional questions, call 800/659-2287.

after playing about 15 games, the area where the outline of the strike zone intersects with the shadow of the batter becomes very pixelated. Last of all, when I try to save a season, the game just locks up.

Tait lustus Evergreen, CO

A Nintendo customer service rep explains: "These glitches result from how the game was

programmed. Unfortunately, the first two glitches can't be fixed, but you can do something about the third one. If the game locks up, you'll have to restart a new season. But before starting the new season, turn off the Free Agency and Injury options. Doing this should let you save a season without any problems."

The Watch Dog adds:

Typical. A mediocre game means mediocre programming. At least All-Star Baseball '99's save problem isn't as bad as this (see "Buyers Beware," October)!

the PlayStation. The back of the

I recently purchased Grand Theft Auto for

box claims that it's possible to play with two players, but I'm unable to find the two-player option. Can two people play Grand Theft Auto or not?





influence on gamers!

A Take 2 Interactive customer service representative answers:

"This was a misprint on the packaging. You can play only a one-player game. Grand Theft Auto doesn't have a two-player option."

Griffey Ir. for the Nintendo 64. To begin with,

I've found three glitches in Major League Baseball Featuring Ken

when I hit a long fly ball, even if the cursor shows up past the wall-indicating that I hit a home run-the outfielder can still climb the wall and catch the ball. (It's really weird that the ball doesn't even show up in the outfielder's glove.) Secondly,



three...you're out!

t GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we ant to know. If you have a complaint about a product, write to:

P.O. Box 193709, San Francisco, CA 94119-3709

Or e-mail us at buyers_beware.gamepro@gamepro.com

You Make the Call

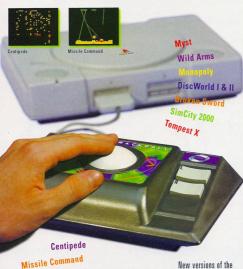
Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call: Sony: 800/345-7669 Nintendo: 800/255-3700 Sega: 800/872-7342

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and more ...

old classics, such as Centipede are

soon to be re-released for Sony PlayStation," and new generations of gamers are bound to love them as much as the old timers.



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George Romero To Direct



Famed zombie filmmaker signs on for big-screen adaptation

Zombie fans, your prayers have been answered. In an extensive interview with the newspaper/Web site Thomonion (http://www.theonion.com), Night of the Living Dead director George Romero confirmed that he has signed on to helm Resident

Evil and that he'll also be work-

ing on script revisions.

The film is tentatively

expected to assault theaters in the year 2000.

"I think it's just gotta be a ballsout action movie," says Romero.

"There's a wild accident, and they go in and try to contain it. It's basically

an action piece with a lot of scares, maybe close to

Aliens in personality."

Creator of the seminal zombie film, Night of the Living Boad (1988), and its subsequent sequels, Down of the Dead (1978) and Day of the Dead (1978). Romero first dabbled in the Resident Evil universe last year when he directed the Japanese television commercial for Resident Evil 2 (see "Prolews," March). Romero is making it very clear, however, that Resident Evil will not be a part of the Living Dead series. "It'd love to do a fourth Dead for the '90s, but, you know, Resident Evil wint. It sin't mine."

In fact, unlike other adapters of video games to film, Romero would prefer not to stray too far from the source material. "I'd like to just stick to the game and try to make a really good

make a really good action film out of it," he says. According to *Resi*-

dent Evil's production company, Constantin Films, Romero will add more horror elements to the draft script written by Spawn

movie scribe, Alan McElroy. A spokesman for Constantin also said that production

should begin early next year and that the cast had not been decided at press time.

While the film probably won't appear in theaters for a couple of years still, at least games have an idea of what they can expect from the master of modern movie horror. "It's gotta be scap, obviously, but I don't want to go crazy with it," explains Romero. "I don't want to make another zombie film. I'd rather make a good

uction and and by by or of of or or or y with make good

Danger Girl: The Gam

Gillhanger's red-hot comic Danger Girl has been licersed to developer n-Space (Dule Nation: Time to Kill for a PlanStation game, scheduled to be published by TNO in the 1999. The comic follows three female soles who combat international terrorism; the first three issues

who combat international terrorism; the first three issues were huge sellers. Danger Girl's comic creators, J. Scott Campbell and Andy Hartnell, will be "full learn members" on the game's development.

idge Racer Sequel Under Wa



Namto has announced that it's
working on a fourt
Ridge Racer game
for the PlayStation,
tentatively titled Ra

action film involving zombies."

mode that makes you a team driver for a season, and a return to the arcade feel that made Ridge Racer famous as opposed to the sim-style handling of Rage Racer. The game is expected to be released in Japan this December.

ectronic Arts Buys Westwood

The ever-expanding Electronic Arts has added Westwood Studios to its stable. EA forked over a cool \$122.5 million to purchase the studio behind Command & Conquer, Kyrandia.

& Conquer, Kyrandia, Blade Runner, and Lands of Lore. Meanwhile, Westwood is developing its games for the silver screen

(first and foremost, C&C) and just signed actors James Earl Jones (*Star Wars*) and Michael Blehn (*Aliens*) to star in the C&C PC sequel, scheduled for release this fall. Who cut the cheeze?! Pardon me!

IT'S ABOUT TIME!



CONTY CARTOON CHARACTERS IN A MATCH

Check out the entire line-up of C-Watches @ www.trendmasters.com



Playmates To Make Turok & **Tomb Raider Toys**

Thanks to Playmates, Lara Croft's getting a second shot at toy stardomand Turok's getting his first. The toy company behind Teenage Mutant Ninia Turtles and the Earthworm Jim action figures will debut toy lines to coin-

Tomb Raider 3 and Turok 2: Seeds of Evil.

Lara's first figure-generously pro portioned at 9 incheswill be modeled after

her appearance in Tomb Raider 2, while the first Turok assortment will feature 5-inch renditions of Adon, Joshua Fireseed, Tal-Set, the Cam-

> paigner, and Primagen. Playmates will also bring out the Joshua vs. Raptor Battle Display Diorama, based on the original game's N64 box art complete with

> > removable figures. Look for Lara's new figure in late October, with Turok taking store shelves

by storm in November

Admit it: You hum game music. Maybe that's because the modern gaming era's sweeping orchestral pieces and energetic themes have come a long way from the dissonant bloops and bleeps of its past. Viz, publisher of anime and manga products, has come to the same conclusion and is putting some of Capcom's hottest titles on silver platters.

Remixed soundtracks of Street Fighter Alpha 2 and Resident Evil are already available: music from Resident Evil 2 and the Night Warriors anime series should be available shortly after you read this, with the Street Fighter anime series soundtrack to follow in 1999. Each disc retails for \$16.95. Check out http://www.viz.com for more info.



So, with GameTek going out of business after all, we've got four words for those of you still waiting for the Robotech N64 game: new Capcom franchise that can't two games...here we go again. . Gears lately? Xenogears, Metal game Interstate '82 won't fearegistration program. And you Quote of the Month, from Keeteam." Uh, yeah. • Nyko is mak-Station. Amen! • Hmm...maybe we should rename "ProNews" Colony Wars: Vengeance... Colony Wars: Vengeance...Col

RANK	TITLE	PLATFORM	PUBLISH
	Banjo-Kazoole	Nintendo 64	Nintendo
2	WWF War Zone	PlayStation	Acclaim
3	Gran Turismo	PlayStation	Sony
4	Mission: Impossible	Nintendo 64	Infograme
5	Mortal Kombat 4	PlayStation	Midway
6	Mortal Kombat 4	Nintendo 64	Midway
7	GoldenEye 007	Nintendo 64	Nintendo
8	NFL Xtreme	PlayStation	Sony .
9	Road Rash 3D	PlayStation	EA
10	Tekken 3	PlayStation	Namco

The RS learns from the mistakes of others: its pedals don't walk away from you; its damp-equipped wheel is comfortable and respon

sive; it offers programmable macros; and its cartridge-based "engine" system makes the same controller work with four different platforms. We tried it on the N64

and the PlayStation; it rocked on SF Rush, nailed the turns on Need For Speed III, flied on Formula 1...only the over-sensitive Gran Turismo stalled. It would be nice if there was more metal and less plastic.

and there's no N64 memory card slot, but otherwise, this is the best ride out there.-Dan Elektro

rice: \$69.95 Contact: Act Labs, 800/980-9997 or

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namco



You'll love the new 3-D graphics, deadly weapons and non-stop action. (Unless, of course, you're a boss).



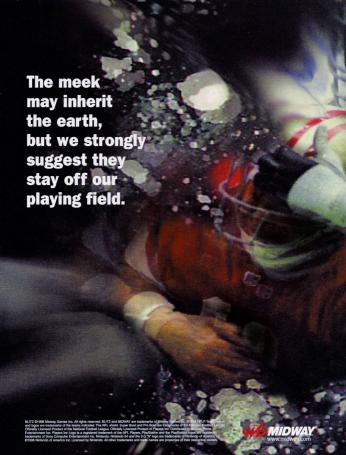
Capcoms famed video game hero jumps into 3-D in the most incredible Mega Man adventure yet! Tackie classic Mega Man shoot-'em-up action...with even more of the huge bosses you expect, a riveting storyline, and all the depth of the hottest RPG. Explore a vast 3-D world in your quest to find the treasure of all treasures, the 'Mother Lode. It's Mega Man like you've never seen him before!

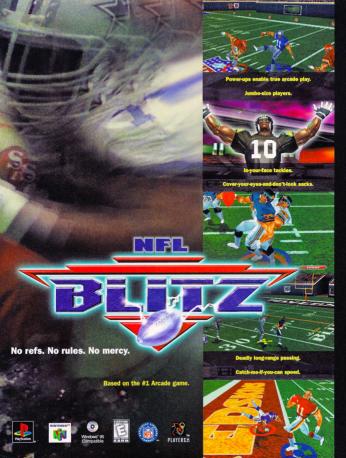


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Plunge into the bizarre 3-D worlds of 0.D.T. It's part magic, part mayhem.

 O.D.T. is an intense action adventure game that lets you choose from four characters — Lt. Ike Hawkins, Julia Chase, Maxx Havoc and Solaar — with different strengths, abilities and special moves.

Confront your own mortality with endless fighting combinations, including hand-to-hand, weapon or spell combat.

NETPRO

Seeking the

Seeking the
Aoly Grail of
Online KPGs

out like every good role-playing daventure, the realm of online RPCs also needs a hero. Online pioneers—Origin's Ultima Online, 3DO's Meridian 59—were launched amid great splashes of hype and riveted the attention of role-playing buffs who were drawn to the possibilities of massive multiplayer online worlds

of massive multiplayer online worlds. The success of those titles was limited at best: Interest in M59 has waned as its scant gameplay options become boring, and Ultima Online's buggy

release has saddled Origin with a class action leavail from unhappy cus tomers. Nevertheless, Sony is pushing forward on the trail these games blazed, hoping to fulfill the amazing potential of a persistent world online RPC. EverQuest, designed by 989 Studios and bankrolled by Sony's deep pockets, took to be the deepest, richest, and most graphically advanced of any online RPC ver.

Bigger Is Better

One thing that EverQuest's designers hope will set their game apart is its sheer size:
EverQuest's continuous gameplay will evolve

The most ambitious attempt yet at a persistent-world online role-playing game, Sony's EverQuest wants to be the game that finally realizes the genre's promise.

By Big Brother

over five continents.

Norrath, the setting of the fantasy world in which gamers meet, spans five vast islands that will take ages to fully explore or map.

Each continent contains



its own ecosystems, climates, and terrain, ranging from arid desert to wind-blasted snowscape.

"We wanted to make a world that fish huge, one you really had to travel through to explore," says EverQuest's project leader Brad McQuald. As players wander through Norrath, the place to place, because a very realistic system of roads and overseas ship transportation will be in place. Other elements adding to the game's realism will be weather conditions, like rain and snow, that affect gameplay and law-abiding towns that will send troops after any character who misbehaves while in childred society.

Much Ado About Gaming

With such a large stage, the game's designers are making sure there's plenty to do. Gamers will be able to choose from 14 races and 12 charac-



easts like these can be coaxed with a nice

ter classes, running the gamut from magic-using intellectual Erudites to singleminded, club-swinging trolls (not that there's anything wrong with that). The important thing is that no matter what gamers choose to play as, they will find cooperation and team-building are necessary tools for success.













JOIN A BRAVE GROUP OF LONE HUMAN DEFENDERS AGAINST THE RISING MARTIAN OFFENSIVE! TURN BACK THE RED TIDE OF A MONSTRO THIS IS EARTH'S GREATEST HOUR, EARTH'S LAST STAND















When you're an ogre, even skeletons think twice about attacking you.

"The game is designed for parties that complement each other," says McQuaid. "Balancing strengths and weaknesses is the key to finishing quests." The attack skills of warriors and wizards will have to be matched with the healing powers of clerics and the thieving skills of roques. All



the experience points gained by the

warrior's slaying of a beast. Another aspect of Ever-

the party's members share evenly in experience points gained whether they clobber bad guys or not-in other words, the healer who keeps a warrior from collapsing will share in

Quest that will make it especially fun to play is that the actions of your party members will actually help script the realm's destiny. You'll live in a very realistic market econ-

omy and political system, and your decisions can impact how these structures function. For example, if you demolish an important silver mine, there may be a shortage of quality weapons for the rest of the world to buy. If you organize a bunch of people into a guild, you can apply to have your Guild Hall designed into the game (including your own art for logos and such). Sony will employ a number of full-time "gamemasters" to help steer stories by initiating

quests, instigating problems, and generally keeping the wheels of drama turning.

Prettu Past

EverQuest looks to not only be the most ambitious design for an online RPG, but also the most ambitious visually. Everything will be fully 3D



and seen from a choice of many camera angles. In fact, switching camera angles is recommended, as different views help the gameplay in varying ways. The third-person chase view provides the best look at combat, enabling you to see the entire battlefield and to keep an eye on your back, while the first-person view is best for exploring, giving you a closer look at details and

clues you may have missed from above. In any view, the 3D-rendered environments will dazzle, thanks to such treats as rippling effects, reflective

ocean surfaces, fully destructible trees, slippery gravel slopes, and even individual raindrops that splatter in your eye if you look skyward during a rainstorm.

Party On

Gathering a party of strangers and striking out to explore new worlds is the heart of any online role-playing adventure-but

diehard RPG fans are just waiting for a game to do it right. EverQuest may be that game. Sony has already launched the beta test and plans to have Ever-Quest completely operational by February. Online role-players, get ready to ram

on with MPCs like these to ards will be a key to success.

the castle walls! G EvenOuest

URL: http://www.everguest.com

Supported Browsers: Netscape, Internet Explorer

Minimum Requirements: Windows 95, Pentium 120, 16 MB RAM, 16-bit

Price: To be determined

Available: Currently in beta; final in February '99

comments.gamepro@gamepro.com

Respected coach and video gameologist, Tom "The Thumb" Blake says that valuable video game lessons can be learned from many different places. That's why Coach Blake recommends a well-rounded video game education that includes these



EXTRACURRICULAR VIDEO GAME COURSES

BRAIN SURGERY 1004. Getting inside the mind of your opponent is the sign of a great player. Volunteer your opponent to be the patient as



CHEMISTRY 3001. Blowing things up is a part of 74.656767% of all video games and 100% of all chemistry classes. Make sure you sign up for the lab.





PSYCHOLOGY 3402.

Exploring subliminal communications in video games, in video games, in video games, The Poly Technical Institute of Video Gameology's very own Coach Blake leads riveting exploration of the the possibility that many video games contain subliminal messages. If that gets boring, he'll

BIOLOGY 6453. Advanced Gerbil Studies. Get to know these fascinating creatures. What makes them run on that wheel? Can they talk? Why aren't they good video game players? Sleep in a bed of cedar chips with your favorite gerbil.



BIOLOGY 2431. Darwintsm in Video Games. Study how survival of the fittest relates to video games. There is much to be learned by examining the remains of extinct video games from systems like Atari 2600 and Intellivision.

Coach Blake also says smart players learn early on who has all the best games at the best prices. Target And width now Target has a fluor supply of games like 0 DT from Psygnosis for just a consideration of the price of the property of th

Get into the game.



THE CUTTING EDGE

Crash Bandicoot: Warped—and Ready

IS GRASH THE SAME OLD CRASH? NO WAY!

By The Whizz

If you're a PlayStation game this holiday season, you've got it rough. Your mission is to stand out in a diverse crowd of finely-crafted software that includes such killer games as Tomb Raider III, Metal Gear Solid, Oddworld: Abe's Exoddus, and Colony Wars: Vengeance, to name just a few. So you have to do something special. Crash Bandicoot: Warped-even in its preview form (see Spotlight On Crash Bandicoot: Warped, "Bam! Boom! Crash!" this issue)-appears to be doing just that, thanks to the development team at Naughty Dog.

Jason Rubin, president of Naughty Dog, points out, "Having the same basic group build the Crash Bandicoot games from the ground up and making the games evolve through three generations is definitely an advantage when it comes to building innovation." You can expect a load of fresh, innovative stuff in Crash Randicoot: Warned when it hits store shelves in a few weeks. Here are just a few things that you should look for when playing the game.

THE LITTLE ENGINES THAT CAN

Most games run off a single software game engine, which is the basic piece of code that controls all of their gameplay, graphics, and animation. Warped, however, will consist of several individually-designed game engines all optimized to produce unique styles of gameplay. In

addition to the classic barrelbustin'-run-for-your-life Crash engine, Naughty Dog has added to the game a jet ski engine, an airplane engine, a motorcycle engine, and an underwater scuba-diving engine Plus, each boss, like the giant Moon monster, will have its very own game engine for



Each type of gameplay in Crash: Warped is regulated by a unique game engine.

IT'S THE WATER

When you reach the jet ski level you'll have your hands full just racing around-but when you get a chance, scope out the water. Yeah, the water! To date, no PlayStation game has ever created undulating wave effects like those of Crash Bandicoot: Warped. In this exceptional game, the water ripples and rolls realistically, which means that objects maneuvering on its surface, like Crash's jet ski, appear to move up and down with each little wave. Believe it or not, this seemingly insignificant detail is a massive mathematical headache for the majority of game software to calculate

specific attacks.

Naughty Dog, however, is proud to announce that it's tackled the problem with what Rubin calls "a nasty piece of code," or arbitrary software z-buffer. A z-buffer displays the three-dimensional movement of graphics and polygons on the z-plane of the display-that is, forward and backwards into and out of the screen, as opposed to just up and down. The arbitrary software zbuffer is a number-crunching math monster that streamlines the calculations necessary to enable character and object graphics to maintain that 3D appearance even as the z-plane rocks and rolls.



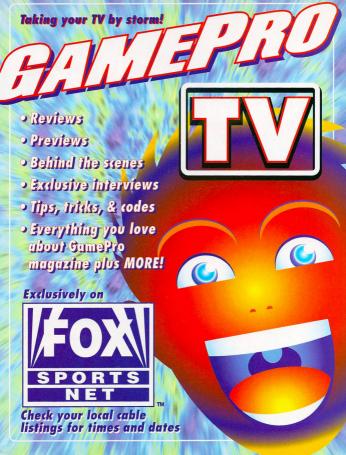
TIMES TO BEAT

If game engines and z-buffers are a little tough for you to grasp, you might be interested in Crash's innovative Time Trial mode, Beating a level for time isn't a new concept, but Naughty Dog has given it a new twist. After completing a level, you can go back and try to score the fastest time. If you do, you'll receive a Relic and will be able to imprint



CRASH IS LANDING

If you search out the features mentioned above, you're sure to see much much more along the way. Crash Bandicoot is trying to make PlayStation game design warp to never-seen-before levels, "The hard thing isn't creating the actual game code," says Rubin, "it's deciding that you want to try something new. Crash made us rethink what we thought was possible." [6]



AS WELL AS THEIR



THEIR MOUTH

HANDS.





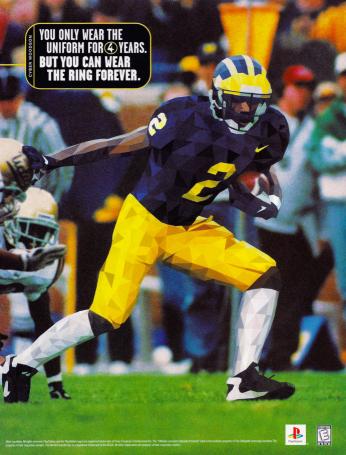


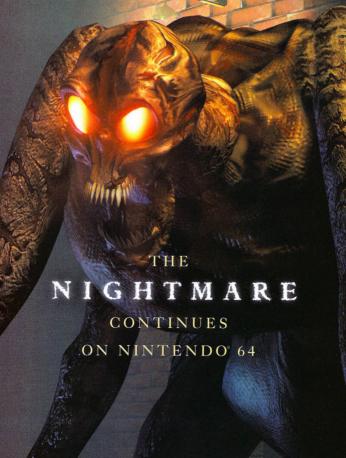


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A BLOODY GOOD TIME AVAILABLE NOW ON NINTENDO-64









Between Turok and a Hard Place

We spake with David Dienstbier, Turok 2's lead developer, who had some interesting ideas about the video game industry. Turok, and console systems. But don't get offended by his rockiness...we didn't.

CAMEPRo What are the differences between Turok and Turok 2: Seeds of Evil?

DAVE DIENSTBIEN Plus in Turok 2, and everything you see and do in the game is different then in Turoki It's a bigger, better, backer game. It's huge! We have 32 mags of the most emazing art, levels, animation, and sound around. Each of the six game worlds



sound source, some over set genes voron; is absoluted women and its composed of massive texture sets. Each level also showcases a standard of detail that is absolutely unmatched on any genes system arrowhere. Throw in your multiple mission oblockine, all-new dynamic kiphing of fects, more than 30 creatures, the most amasting arenal ever created, and boas creatures. But no others, and you have Furok 2. It's simply wescens.



Gty What sets Turok apart from other shooters? Why do you feel it's better than, let's say, GoldenEye?

by I four: think their's a valid question, seally. We're not interested in lessing measured by Goldesilyn's success, stabiling its thinder, or being compared to it. The Turok world and the OO? world are an absolutely different that divect comparisons are simply not worth! making, if consumers some to compare the two products, then they're going to do that. But when they are Turol & they'll see its set is com precedents.



GP What are some of the limitations of the N64? What are some of its joys?

bb. I'd say that we create the limits of the N64. That may sound cheesy, but it's not really. We push and we push and we push that little bush and we possibly can out of it. Sooner or later, you

hit bot wall. We always want more detail, other features, the ability to threw more special directs on the source, higher resolution, bids. bids. Her really easy to complain about they texture caches and all their, but it's something days altogether to saud; it up, get creative, and curr in something balsead despite the limits. Their's Truck, and our Truck it's prov. As fare as thay good things go, no matter what anybody easy, the care is your friend if when it comes to speed, You can exturely add RAM to the NBA. When and when it comes to speed, You can exturely add RAM to the NBA. When and

the RAM paks we use here for game development ever get to the market, people will see Turok 2 in all its hires glory. Four-player Turok deathmatches in hi-res are awasome.



Gt Will Turok 2 support team play?

bb Team play is supported, and we

have an all-new game called "Frag Tag." The two- to four-player deaths called "Bloodlust" games.

GP What would it take to make Turok for the

Gt: What would it take to make Turck for the PlayStation?

bb: Lats and lats of work....

could be one of the bloodiest games to materialize on the N64.

I'll Be RAM-med!

Another area where Turok 2 might rule is its size—2 might price (approximately 262 megalistic) to be excit. And liquans adds that If SAM pass (extra RAM modules that fit into the op of the NGE unit lever armore on the market, you'll see an added jump in the game's organistic resolution—bigh resolution four player deathmarkets that rhad those of a higher and Eve wouldn't be out of the question.

Accept No Substitutes

You'll have to make up your own mind when Turok 2 hits the shelves in November. We've made up ours, and these game screens back up our decision—Turok 2: Seeds of Evil will change the way you look at video games. •





GP Are you doing onything exciting or different with the PC version of Turok 2?

bb The one-player game will be identi-cal, but the multiplayer support will be significantly different.

Gt Turok 2 will certainly be the focus of anti-violence campaigners. Does the violence in Turok 2 go too far?

by I'm soooo happy to chat with you about this issue. Let me say this: If parents want to supervise their children and have control





it's safe to say we'd appreciate break. My head is about to bur with non-Turok ideas that I hop to develop. I'd like to think that the words, "From the team that brought you Turok and Turok 2," might carry enough weight to warrant a little excitement in the gaming community.

GP How do you see the video me industry's progress? Is Turok 2 just what the doctor ordered?



over their activities, that is their Please be advised! Turok 2 will be "M" rated! job as parents. It is not our job as game evelopers to create "interactive baby-

sitters." If parents buy their child a game without taking the "M" rating into account, or asking about the product, and then hand it over to their 10-year-old to play with while they're doing their own thing—then

leveling criticism at us is absolutely absurd. But I'm dangerously close to getting on a tangent here, so I'll answer your question simply: No. it doesn't. GP: After Turok 2, will the

team focus on non-Turok

bb After four years of doing Turok games, I think



just say that the next few years are going to be very, very exciting indeed.

As far as the industry in general goes, that's a question I can't answer simply. Let's

bb Well, Turok 2 is exactly what the N64

ordered-I can tell you that!



Deep in the Heart of Texas

So Johnny Ballgame goes to Texas to do a press thing with Iguana and Acclaim. He calls me up. So this is what he says.



JOHNNY BALLGAME Yo, Scary, what's

SCARY LARRY: Yo. JBJ How's the heat treatin' you in Texas?

SL: Twelve hours? J3 Turok 2 is the bor

SL: I heard you. Why was your plane late 12 hours?

15 Man, Turok 2 has stuff in it they see it. It has this w

SL: Are you gonna tell me about the 12-hour layover? Jb ...called the Cerebral Born When it hits a fool in the hee it spins like a buzz saw, and there's breins and gore every where.

SL Damni

15 Dude, I ain't trippin'! And when an enemy opens its mouth you can shoot an arrow right in. If it's an explosive arrow wit

SL: Oh oh ...

JB Booyah! The

St. What else?

25 11 99

nultiplayer game. R es semething called "Freg Teg." When you chase som then with arrows, the arrows atay in and webble are ead on the ground, you can pull the arrows out and r

SL. That kind of takes recycling too far.

13: Whatever. They also have this new thing where you light armored enemies, but the armor part of them doesn't take any damage.

St. Thus the term "ormor."

stever. But there are also exposed body parts, and they take hella

St. So the game is the bomb?

33 Didn't I say that, fool? And my plane was late.



MEDIEVÎL



LOOKS LIKE SOMEBODY



WOKE UP ON

THE WRONG



SIDE OF THE

COFFIN.

It's not every day that you're awakened from the dead. Much less to battle scarecrows, zombies and flying clocks for the honor of your kingdom. Poor Sir Dan. He's the undead knight on a gothic quest to avenge the forces of darkness. The dead are now undead. The living are crazed maniacs. And the once-mild-mannered pumpkins are now cold assassins. But Sir Dan's got a mighty arsenal—from crossbows, axes and daggers to lightning rods, swords and the occasional chicken drumstick—to flight his way through a dazzling 3-D journey. Although after being dead for 100 years he probably could just kill them with his morning breath.





www.playstation.com





Possess a cop and impale his friends with a harpoon.



Mingle with your enemies and pick 'em off one by one. But who are you hiding in?



To get the information he needs, Bob's got to go through some 'unusual' characters...



Light someone on fire, make them feel the burn.



Apparently, nightclubs of the future don't have problems with mind altering cherubs flying about...or do they?



Injured enemies will try to escape by crawling away in agony.

God hates to lose.

To clean up the world of tomorrow, Bob will need to use every trick in the book – and then some. He'll have to possess over 25 different character types in order to deceive, kill, dupe, and maim all who stand in his way.

And he's the good guy...

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Leave a trail of burned corpses behind you (but watch 'em dance while they burn!).



The power and the glory are yours, if you can keep from being consumed by the fires of Hell.



Hide in the shadows and take your victims by surprise.





Check out the band's latest release "Obsolete" in-stores now.





Behold, for I am Bob!



Possess the behemoth and turn him into crispy bacon bits using 10,000 volts.



Nice body. I'll take it.

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Spotlight on Twisted Metal III



For over a year, gamers have been spinning their wheels, waiting for the third installment of the Twisted Metal series from Sony flow dubbed 599 Studios). What does 399 here planned for the ling of 3D car combat—a mild tune up or a massive overhauft CamerPo went straight to Twisted Metal III's head mechanic. Senior Producer Ken George, for an exclusive interview on all things twisted.

130 FPS; 80 MPH

What's new with this
Twisted Meta? "We're using multi-point physics,
rather than single-point,"
says Ceorge. "It's a realistic vehicle model—the
cars pitch and shift when
they're turning, and they
also have independent
suspensions. You're able

suspensions. You're able to powerslide and make the car behave in a more realistic manner, rather



989 also claims to have tarned two beasts of 3D action games: frame rate and pop-up. "We definitely wanted to improve the graphics; our sight distance is really far."



Thumper gets thumped by old pals Roadkill



Sweet Tooth goes to Washington—and sever other hot spots—in the third Twisted Metal installment.

boasts George. "We can display a lot more polygons, which allows us to not only see farther into the horizon, but also makes our objects look better up close. We have 3D pickups now and are trying to go fully 3D everywhere we can with the oame." Twisted Get ready to kick the tires and light the car fires! GamePro has the scoop on the third chapter of the PlayStation's car combat saga, Twisted Metal III.

By Dan Elektro



advanced shading.

Meanwhile, missiles and mortars will whiz by at 30 frames per second—
a standard for all 889 Studios games from now on. "Playing Twisted Metal
Illi at 30 frames a second is unbeliesable," says George. "We never would
have throught that we could get eight cars running simultaneously with
multi-point physics and a very fair distance at 30 frames a second—and.

Familian Faces of Death

Sony knows that part of Twisted Attention is 1st swisted characters. Among the returning survivors are: Axel, Mr. Grimm, Outlaw, Spectre, Roadkill, Warthog, Thumper, Hammerhead (with a new, secret twist), and, of course, Sweet Tooth, Fresh blood includes Club Kid,

now we're there."

Firestarter, Auger, and Flower Power, while bosses Minion and Dark Tooth are joined by a new big baddie, Head Hunter. George reveals that the characters who made the cut are the lucky few. In





w character Fire Starts ts the traditional elcome in his first



vehicles and 100 different characters, and we had to narrow it down to our favoritor "

Twisted Metal wouldn't be complete without the pupper master himself Calyneo "Calyneo is running the competition again" confirms Centre "It's the year 2008 and this is the fourth Twisted Metal competition. We skinged a year because we didn't have a game last year, so the chronolony is correct for the stony line

Terror Terrain

Twisted Metal III's eight global environments—including Chicago London Foyot Wash ington D.C., the North Pole, and Area 51-"are going to give players gameplay they haven't seen in the previous

versions," says George, Plus,

for the first time four players



can fight in the same battle, using solit screen mode, two TVs, and two linked PlayStations

Despite easier-to-perform combo at tacks and new weapons like Mortars and Speed Missiles, Twisted Metal III doesn't look like it will tinker much with the estab



lished speed-and-bleed gameplay. 'The great thing about a car combat



game," says George, "is that people love driving and they love shooting. You put them together, and boom!--vou've got a really fun game. What guy between the ages of 12 and 25-or even 40-wouldn't want to drive around and shoot stuff?" G For the complete, uncut aues

> tion-and-answer session with Ken George check out nepro.com

Wheels of Fire

Automobile combat games have a long, rich history... alheit one riddled with hullet holes. Relow are the names that belied nut the "car" in "carnage."

Dacth Deen (Fxidy 1676)

didn't feature guns—players simply



Pacelik actors (Atari 1686)

& three-lane road littered with mines and turrets, bullet-proof enemies. uns BoardBlasters simply had it all Greatest Hits: The Atari Collection 2



R C Pro-Am (Tradewest, 1687)

Remote control cars with bombs and missiles made for endless 8-bit fun. Developer Bare followers up with an MES sequel and a Genesis version



Dood Dock II (Flantrouin Arte 1002)

The two-wheeled carnage of Road Rash brought new meaning to the words "vicious cycle." Road Rash II. did everything bigger and better establishing the hallmarks that would dofine the coriec



Rock 'n Roll Racing (Interplay, 1993)

with authentic





Twisted Metal (Sony, 1995)

Station with its thrashing 3D car comhat and wicked sense of humor. TM's dirty dozen of vehicles, including homicidal taxis, con cruisers, semis, cycles, and ice-cream trucks, set the





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Around the World in 30 Levels





Crash's flash isn't just rehash







Terms of Endearment

Crash's visuals have been totally reworked for the new installment. Here's a glossary explaining the finer points of the graphics in Crash Bandicoot: Warped.

Using Alias software (similar to the softare used in high-end anima ke the movie Toy Story), the gang at hty Dog plotted out every s res to them. This me



onal images were "painted over" with a texture that hides sams. The result is that you won't see blocky polygons with the background showing through them at every turn; instead, you'll see only smooth, continuous image surfaces, such as a reptile's skin that completely covers its body with no breakup as it moves.

Skin Stretching and Squashing
The team then went after the Bandicoot's body mechanics. For Crash to look realistic as he jumps and moves (and spins and dash had to be outfitted with a whole range of animations. Now, when Crash jumps, you'll see every muscle tighten and then flex in the direction he's jumping. To help bring Crash to life, Naughty Dog hired Charles Zembillas, a classic studio animator, to draw Crash in motion. nps, you'll see every muscle tig



To give the game more variety, Naughty Dog also made subtle but effective es in Crash's facial and figure ani-ns. Every expression on Crash's face will clearly register emotion, from surprise to shock to impatience. surprise to shock to impati

0

ty also added a ton of death animations, so that Crash do have the same expression when he expires that he has when dinos are chasing him.

Color and Shading According to Rubin, the

ng their knowledge and ex-

rent shading on the ct. For example, al-

though a leaf is green, the part ex-posed to the sunlight has a deeper, redder green than the part that lies in the shade, which has a tinge of blue to it.

Z-Buffering

gh most gamers won't care out what z-buffering is, this fe ed will enable Crash to ski on -an effect that Naughty Dog s is the most realistic ever s ation game. We've seen it,

and it's a knockout. Waves actually

bob without breakup, and the reflections of objects on the wa-ter are super realistic (for more on the technology behind Warped, see "The Cutting Edge," this issue).



exceed the expectations of Crast fans everywhere.





Flash Funk





The PlayStation explodes wi color in Crash's third game.



on to the empire gar

rare sales, Crash has also gone figurine with a line of Crash toys (pictured here). You can exp Crash to make out like a bandicoot this holiday on with other related products



Overseas Preview



Sega finally unveiled its upcoming Dreamcast video game console in Japan, along with one of the system's Lopeful launch titles-Sonic Adventure. Will Sonic the Hedgelog make Dreamcast a reality?

By Major Mike and Shadow Shawn

ou've heard the hype concerning the Dreamcast and read about the impressive engine

under the hood of Sega's newest game console (see "The Cutting Edge," August). Sure, the hardware's awesome, but what's go ing to run on it? In Japan, 5000 eager onlookers recently witnessed a demonstration of the first Dreamcast software title-and it turned out to be none other than

Sega's own speed-king. Sonic the Hedgehog



Speed Highway The demo of the stage

called Speed Highway was riveting. Sonic sped down a road flanked by neon signs, ran up one side of a skyscraper and down the other, dodged traffic, and

collected rings. The city was



olete with graphic de tails—and, incredibly, the Dreamcast was able to present them all smoothly. The camera followed the ac tion perfectly—during Sonic's sprint, it swung



around the full-3D environment and eventually settled behind him as he reached top speed, just like in a racing game,

This visual movement can take place thanks to Sonic Adventure's use of a special moving camera, a tool which will also help players avoid getting lost in the gigantic 3D environments. The camera angle automatically adjusts so that gamers get the clearest perspective. The camera also guides you through each level, making it easy to follow the

line of sight to the exit. Special fighting techniques have

also been implemented to account for the 3D space. One such skill is Sonic's new homing charge, a move where he automatically strikes the closest enemy if you press a button during an attack.



To call the Dreamcast's debut title, Sonic Adventure, spectacular-looking console game would be an under statement, even at this stage of its de-

velopment. The visuals in the demo impressively mirrored the kind usually powered by Model 3 arcade hardware; ultra-smooth and lightning-fast, they ran without a trace of clipping or draw-in raphics in Sonic Adv n par with those pow problems. You can see for what an

> fects or backgrounds that drop out. Running at 640x480 high-resolution and 60 frames per second. Sonic Adventure visually rivals any game on any home game console system today. If you can imagine a Sonic game on 3Dfx hardware for the PC. you'll get an idea of the preview version's graphics power

pear to be miles, with no fog ef-











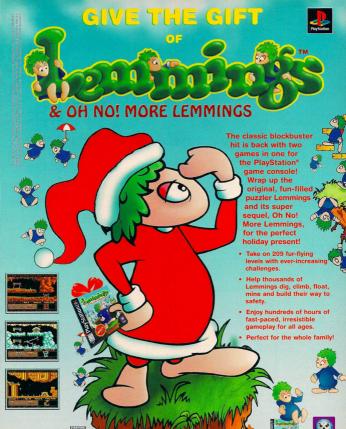








continued >



Sonic's New Crew

enture has six characters to choose from. Aside from your old pals Sonic, Tails, Knuckles, and Amy (Sonic's girlfriend, who's playable for the first time), there are two newcomers: E-102, a laser toting robot, and Big, a brawny cat that carries a fishing pole.

Each-character has a different game scenario and play techniques. The games for Sonic and Tails each feature fast paced racing and ring collecting; the adventure starring Knuckles is slower-paced and more like a treasure hunt; and E-102's scenario features 3D shooting. Story-wise, each character's play-through is a small piece of a big puzzle. You must finish the game as every character for the

overall story to make sense. For instance, in Sonic's game, Knuckles attacks Sonic for no apparent reason; however, in Knuckles' game, it's made clear

why he attacks Sonic. Sonic Adventure also go

beyond the usual platform-hop ping and fast action, weaving RPC elements into the mix. For exam ple, Sonic can stop and talk to various humans during his questin his own voice. That's right Sonic talks!



me of the sta

On Location

There are three worlds to explore in Sonic Adventure, including futuristic cities, steamy jungles, and Dr. Robotnik's flying fortress. The game will also feature six hidden bonus rounds. Instead of creating each stage from scratch.



the developers of Sanic Adventure, Sar Team, digitized pics of actual locations. The Mystic Ruins, for instance, are actual ruins. The team also digitized locations in Ireland and South America, as well as studying ruins in Mexico, Guatemala, and Peru.

Dreamcast Come True?

So far so good. Sonic Adventure is shaping up nicely and could become a landmark game, like Super

Mario 64 when it appeared on the Nintendo 64. Sonic's newest adventure goes on display againhopefully in playable form-at the upcoming Tokyo Game Show, and Dreamcast is set to launch in Japan on November 20, U.S. gamers will have to sit on their hands for as long as a year before the system appears stateside-but it looks like it'll be worth the wait.



The Cast of Sonic Adventure

Sonic









E-102





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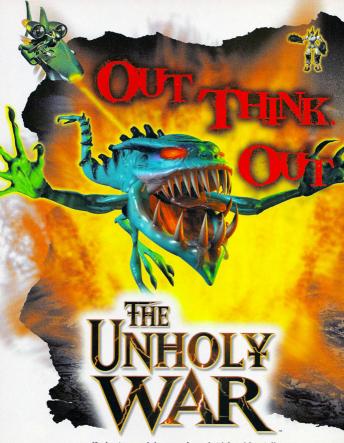


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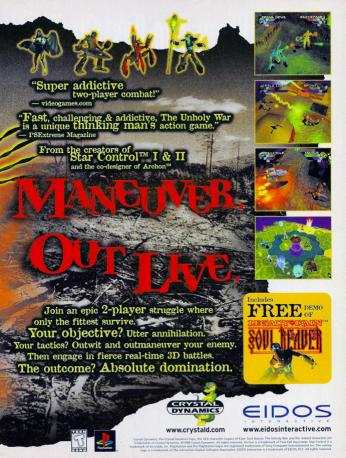


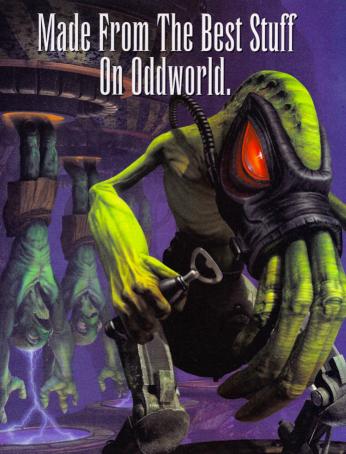






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Tomb Raider III PlayStation

By The Rookie



ing outstanding hi-res graphics with her!

Agile Adventurer

Lara's always moved with style and grace, but Tomb Raider III shows you what she can really do. Along with her usual repertoire of sidesteps and flips, Lara can now dash, duck, crawl (to get into those hardto-reach places),



strafe while swimming, swing from ropes, and break down certain doors. Plus, Lara will be able to kick into high gear to escape time-



based traps. Other enhancements include improved enemy A.I., new vehicles to commandeer, and **Dual Shock support**

Developed by Core Besign Published by Eidos **Available November**

70% COMPLETE







Ms. Croft is back in a whole new adventure that combines the tried-andtrue elements of the first two games and blasts gamers with a whole lot more. Core and Eidos have gone

all-out to beef up an already solid series with outstanding enhancements, starting on the graphical end. This year's Raider hits the PlayStation in hi-res fashion: The characters don't look as pixelated or angular as before, the backgrounds are a lot more detailed, and there's great improve-

ment in the game's lighting and water effects. Plus, you'll now notice such subtle nuances as footprints in the snow and blast marks on floors, as well as birds and fish in the environments.



The preview copy we fired up fea-

tured familiar TR play, while the faster game engine made for a smoother gaming experience. Controlling Lara with the analog stick,



however, proved to be cumbersome, and those annoving camera angles from the last two adventures are still present. If Core and Eidos can correct these problems, though, Tomb Raider III looks like it will live up to the hype.

























By Dan Elektro

Sneak Previews



thrills and spills of Rush and taken them on a road trip in Rush 2 Extreme Racing USA!

PURPOSEFUL HAZE?



New Rush locales include Seattle, Los Angeles, Hawaii, Las Vegas, an enhanced Alcatraz, and two New York courses, so watch for landmarks such as the Brooklyn Bridge, the Hollywood Bowl, and every major Vegas casino. The stunt-oriented Pipe, Half-Pipe, and Crash courses offer advanced wall-hugging challenges. However, despite improved graphics overall, the game has been followed cross-country by San Francisco's notorious

fog. At the horizon, it's not terribly distracting, but it would be nice if the foa would burn off before the game's release

Developed and published by Midway Home Entertainment Available November 80% COMPLETE



SIXTEEN-CAR GARAGE



Sluggish steering plaqued the original SF Rush, but Rush 2 offers sharper response as well as adjustable car characteristics, so you can tweak your torque to taste. Even though the 16 cars-including a '60s muscle car, a 4x4, a rally coupe, and a '30s gangster sedanfeature preset attributes, you can tinker with engine size, tires, suspension, durability, color scheme, horn sound, and even choose from 20 wheel rims! When you take that dream machine out of

the garage, you'll find Rush 2 offers the same high-flying arcade speedfest that fans know, love, and crave











Bushido Blade 2

By Scary Larry



Bushido Blade is back in a power-packed sequel that adds a dojo full of new elements. This follow-up definitely warrants a look from weapon-based flighting game fans!







Bushirlo Blade 2 contains swords of all lengths, as well as some special weapons that seem impossible to defend against-guns. In fact, you'll face off against a chick with a very impressive AK-47 automatic rifle, among others. Don't worry; we haven't played as these characters just yet, but when we do.





Eateher in the Samurai





pointers from other weapon

based fighting games and added some adventurous new elements, including more fighters and sub-bosses, a better assortment of

weapons, and partner-fighting-where a "second" or back-up fighter comes in to go a few rounds for you.





Get Blade!

From the first game. Bushido Blade 2 has kept the traditional defensive and offensive stances: a oneand two-player mode. including (vikes!) a first-person view

hility into the very Western-





Developed by Light Weight Published by Square EA Available now

90% COMPLETE















PlayStation

Sneak Previews

Oddworld: Abe's Exoddus

Ry Major Mike



Abe's Exoddus looks like it could top Abe's Oddysee thanks to more abilities for Abe, a longer story, and other surprises.

TRICKS OF THE ARE



oddus than he had in his first Oddysee. In addition. his vocabulary has been expanded and he can slap around unruly fellow Mudokons, become invisible and turn his farts into ticking time hombs. Abe can also possess more creatures, like Paramites and

Abe has more skills in Ex-

Scrabs. Developer Oddworld Inhabitants has added new enemies. too, and some can't be influenced. Noteworthy newbies include Fleeches, Slurgs (harmless-looking slugs that swallow Abe whole if

they lash him enough times with their long tongues), and a new flying Slig that can drop grenades. (For more game info; see special feature, "Spotlight on Oddworld: Abe's Exoddus," September.)













Ahe's Frondrus isn't being called a sequel

to Ahe's Oddysee: it's really more of a "honus game " Following the destruction of Rupture Farms in Abe's Oddysee, the evil Glukkons have created a new Mudokon-based product: SoulStorm Brew. To half the drink's manufacture. Abe must infiltrate the SoulStorm Brewery, free his fellow Mudokons, and destroy the place. Exoddus looks and plays like its predecessor did, including the same 2D side-scrolling play engine and similar razor-sharp, beautifully rendered backgrounds.

Where Exoddus varies from the previous game is in its scope: It's a two-disc set so Exoddus is bigger, longer. and has more puzzles and secrets than Abe's Oddysee.



MORE OF A GOOD THING

Abe's Oddysee was one of the best games for the PlayStation last year. and, judging from this preview version, the sequel is just as good. Exoddus has lost none of the addictive qualities of the first game. The puzzles will keep you pleas-



antly perplexed for long periods of time, but there's still enough action to keep the game moving at a brisk pace. Abe's Exoddus has the potential to be a top fall offering that PlayStation gamers should keep an eve open for



Developed by Oddworld Inhahitants Published by GT Interactive Available November



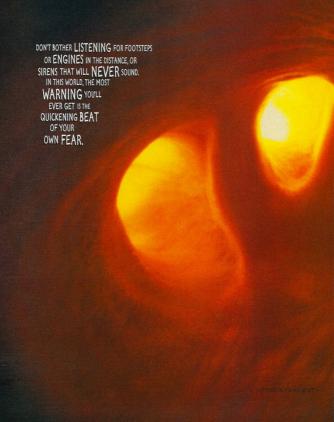
















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Darkstalkers III

The Darkstalkers take to the night for a third round of supernatural fighting. Despite some new innovative fighting techniques, the preview version of Darkstalkers III suffers from the same problems that plaqued other 2D Capcom fighting games (like X-Men vs. Street Fighter and Marvel Super Heroes) on the PlayStation: a flag



Sneak Previews

ging frame rate and choppy animation. The sound is arcade perfect, however, and the various fighting techniques are easy to pick up and master.

Darkstalkers III has more features than the arcade version, including Training and Collection modes (the latter is a gallery of Darkstalkers artwork), and adds three fighters to the lineup. But

these extras might be for naught if the gameplay speed isn't fixed. Let's hope the final version isn't so frightfully











60% COMPLETE







Nightmare Creatures



Nightmare Creatures is getting ready to haunt the Nintendo 64 This version of the action/horror title will be identical to the Play-

Station one, except for the obvious graphical improvements and the "Where am I?" camera which will apparently now show more of the action

You'll play as one of two characters-Ignatius (a staff-wielding priest) or Nadia (a skilled fencer)-and battle hordes of monsters that have overrun 19th-century London, cour-

tesy of a deadly virus released by an evil cult. Using a variety of weapons, attacks, and multi-hit combos, you must finish each level quickly; otherwise, you'll die from exposure to the virus. If Nightmare Creatures' camera is truly improved. the game should nicely fill the void of 3D beat-em-up action games on the Nintendo 64.-Major Mike

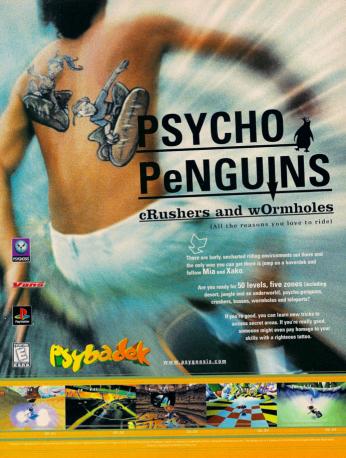








Developed by Kalisto Published by Activision Available First Quarter '99 60% COMPLETE





Top Gear Overdrive

Ready for another lap? Top Gear is back after last year's promising rally run on the N64, and this time the cars are ready to burn rubber on good old-fashioned asphalt. As you tear around seven new tracks in new rides that range from sleek roadsters to



to a car that looks suspiciously like the new Volkswagen Beetle, watch for nifty N64 special effects, such as light sourcing and reflection mapping (i.e., you'll be able to see the clouds overhead







LAP 1/3



you'll need to be on the lookout for cash littering the roads; collect enough and you'll be able to upgrade your ride. Other power-ups like nitros and "zippers" will give your car a speed boost, while hitting oil drums will make the road **Developed by Snowblind** even more danger-

Published by Kemco ous than it already is. - Dan Elektro

Available November 30% COMPLETE





Animaniacs Ten Pin Alley PlayStation



have you said to yourself, "Oh, if only the worlds of Warner Brothers animation and bowling simulation could collide!'



Wish no longer as ASC brings the wacky Animaniacs to Ten Pin Alley. Hit the lanes with your favorite WB characters, including Dr. Scratchn-Sniff, Brain in a human suit.

Hello Nurse, and-of course-Yakko, Wakko, and Dot, Our early version featured amusing character animation, but how funny can bowling be? 'Toon in this fall to find out -Dan Elektro





Developed by Saffire Published by ASC Games Available November

30% COMPLETE

Charlie Blast's Challenge Nintendo 64

Cross a bit of Bomberman with a drop of Wetrix and you'll get Charlie Blast's Challenge, Kemco's new puzzler for the N64 As Demolition Expert First Class Charlie you'll have

to figure out how to destroy the dams constructed in

Rainbow Valley Lake and its rivers by the

evil King of Industry, Multiplayer mode calls for an even more complex strategy. This blast-packed game spans five worlds for a total of 60 puzzles.-Bad Hare

40% COMPLETE

Available Fall '98

Developed by Real Time Published by Kemco



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Guilty Gear

If you've been disappointed with slow fighting games on the Play-Station, don't despair: Guilty Gear shows the gaming world how 2D brawlers should be done, offering old-school fighting at its



Sneak Previews

best. This Japanese import features sharp graphics. tight gameplay, and strong sounds combined with a zooming camera and a metal soundtrack.

Each of the game's 13 characters (three of whom are hidden) wields a weapon. from swords to staffs to... fish. Fans of juggle combos will be in heaven: It's easy to pop your enemy into the air and go to town with multiple hits. Plus, all the characters can perform a fatality move in the middle of a fight, destroying an opponent in-

stantly. Fast load times and excellent original character designs only sweeten the deal, making Guilty Gear a must-play for 2D fighting fans when it's released in the U.S .- Dan Elektro













Developed by ARC System Works Published by Atlus Available now in Janan Available November in the U.S. 90% COMPLETE



The long-delayed hoverboard game from Psygnosis is coming...but will it be worth the wait? Psybadek combines elements from snowboarding games and 3D platformers, challenging gamers to play as either Xako or Mia in a



PlayStation



quest to rescue your kidnapped pals from the clutches of the evil Krakken. The various levels feature different gameplay elements like star collecting, exploration, and flat-out races. You'll shoot down half-pipes at impressive speeds and tear around circuit tracks, busting tricks and taking out enemies along the way.

Sound cool? It might be. but this unfinished version was still plaqued by severe pop-up problems, and the sound was incomplete. When Psygnosis gives the game a final polish, we'll find out if the 'dek's worth a check, or if its board will leave you bored. -Bad Hare











Developed and published by Psygnosis Available November





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Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when we road-tested 14 state-of-the-art trickedout deathmobiles one glowing summer afternoon among the napalm trees of Nuke Town.

For raw hearse-power, nothing beats the Sidewinder. Five tons of tank with more firepower than the Third World War. Too big? Well, try on the Bitch-in Wheels and put the muscle back where it belongs - behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice - the Meat Wagon. This fuel-injected weeniemobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch Ozone, a well-armed ambulance that hurts while it heals.

You want high-octane performance? Car Combat Ultra? Look no further than the pulse-pounding Pyro - a flame-spewing semi filled with fuel. You never run out of gas and if you do go down, you can take everyone with you













* NIME OF STREET

GREETINGS FROM AREA SI

Sister Mary Lascivious

Thought for the Day -Thou Shalt Drive Like A Righteous Mad Bastard

.....continued on page 72





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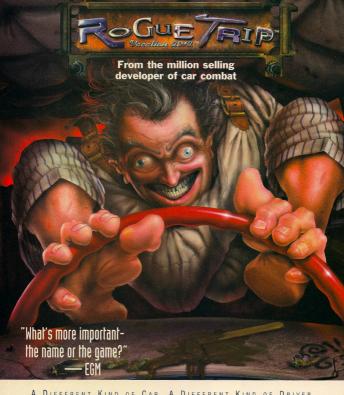
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Tiny Tanks: Up Your Arsenal

Like its feisty lead character (and game title). Tiny Tanks will pack a surprising punch when this action/ platform game hits the shelves. Playing as the sarcastic Tiny Tank, a mini tank out to save the robot-infested Earth, you blast through the hordes and, in a unique touch, collect their robotic brains, using them

to automate front- and rear-mounted weaponry. Tiny can

this sweet package. Barring any sudden mishaps, Tiny Tanks is

also bust off a speed burst, a sideways roll, and a floaty jump Imbued with a terrific sense

of humor-complete with Gexstyle smack-talk-Tiny delivers a fun combo of gun-melting action and standard platform challenges, such as puzzles and series of











Uprising X PlayStation

An intriguing mix of action and strategy, Uprising X drops

you onto the battlefields of the future. As the commander of a well-armed tank-like vehicle called a Wraith, you must not only kick ass, but also build up your home base and summon

in A.I. units (tanks, infantry, gunships, bombers, and much more) to fight by your side. The resulting combo's pretty engaging, and 3DO's backing it up with a bevy of cool two-player splitscreen modes.

Visually, the worlds look great with slick texture-mapping, but the draw distance in this unfinished preview version needed some serious attention. If that and the controls, which were a handful, get a solid tune-up before the game's released in November, Uprising X should garner some atten-

Developed by Cyclone Studios

tion. - Air Hendrix

Published by 300 **Available November** 60% COMPLETE















Akuji the Heartless

The mysterious powers of voodoo are getting ready to pounce on the PlayStation with all the evil and blood you'd expect in a game about a heartless warrior on a quest for vengeance. Playing as Akuji, you battle more than 30 enemies using retractable claws, combo moves, and



Sneak Previews

voodoo spells that enable you to light adversaries on fire and to summon demons-all in a 3D environment. The game features 14 levels of danger and disaster as you must kill all comers to track down your kidnapped bride.

Akuji's controls still need a lot of work, however: The early version we played had a variety of player movement problems. Hopefully, they'll be fine-tuned before the game's scary release date this Halloween. -Jack of Hearts



Developed by Crystal Bynamics Publisher not yet determined Available October 70% COMPLETE













ASSCIUIT PlayStation



Assault is a frantically-paced Contra-style shoot-em-up where you must blast an assortment of nasty aliens before they wipe out the world. The 3D game features a host of wicked weapons to use, such as pulse rifles and shock guns, as you pretty much destroy everything onscreen. Assault also includes a number of secret rooms scattered throughout the six intense levels, and the one- and two-player games will even provide different routes





Developed by Candle Light Published by Midway Home **Available November**

80% COMPLETE



preview version, but if the game's smoothed out. it should turn into a fun adventure this fall. -J. Boogie











This collection of 30 golden oldies from Activision returns you to the days of the Atari 2600. Fans should have a field day with such classics as Megamania Kahoom Plague Attack River Raid Cracknots and others

All the names in this nre-

view version were graphically and sonically 2600nerfect (which by today's standards, isn't saving much) but the controls for some were etiff and unreenancive It these are brought up to speed, this compilation could become



Developed and published by Activision Available October 10% COMPLETE









Based on the popular Penny Racers toy car line, this kart-racing game has an ambitious lineup of features including 13 body styles, 9 courses over varied terrain, and over 100 upgrades, modifications

a collectible for nostalgic gamers. - Major Mike



and weapons for your car. A customizable track editor ensures challenges for one to four racers of all calibers. Gameplay is smooth and simple, with cartoony graphics and animation, If you want a better sense of speed, try the first-person view. Give a penny for a ride. - Dr. Zombie









vailable October 60% COMPLETE











APCOM unleashes explosive tag-team fighting action in Rival Schools - the most innovative 3-D fighter that teams up 14 brand new warriors united by fate. Vibrant graphics, an intense story line, outrageous new combos and Capcom's signature gamenlay make Rival

RE

GE

FIGH

GE

RS

IGH GE RS IGH

GE RS Schools the 3-D tag-team battle that's completely out of control.

In the ultimate fight ice, there is no rival!

OF CONTROL.





Admittedly, the first Test Drive Off-Road was pretty feeble, but Accolade's getting the series back on track with this year's seguel. TDOR2 starts the race right, with a solid frame rate and none of the draw-in problems that trashed the original's action. Drivers choose from 10 cool rides (Hummer, Jeep Wrangler, Dodge Ram, Land Rover, etc.) and then blast over the challenging terrain. While the game offers only a mere six tracks and no two-player



loaded with jumps, bumps, mud, and jarring wrecks. Better yet, the Dual Shock controller already delivers slick analog handling. If a teeth-rattling ride sounds like your kind of fun,



TIME









109

POSITION





Streak PlayStation

Born from the creative minds behind the Jet Moto series, Streak rockets onto the PlayStation with hoverboard racing action. Perched atop GEMblades (a.k.a. hovering skateboards), players dash for the finish while busting off stunts, bagging huge air, and using turbo to recover from spills. Because hoverboards work on







through graveyards, amusement parks, cityscapes, and much more. Although there are no weapons to add the spice of combat, a strong two-player split-screen mode keeps the replay value high. As long as Singletrac smoothes out the finicky handling of this unfinished preview version, Streak should be a blast. -- Air Hendrix

> **Developed by Singletrac** Published by GT Interactive **Available November** 70% COMPLETE











Sneak Previews

The Unholy War combines fast arcade fighting action with turned-based strategy. Playing as one of two armies, you move units across a giant grid-ded map and do battle when you encounter the enemy, wars are fought in real-lime 30 arenas, almost like a one-on-one fighting game. Colorful graphics enhance the intribuing premise and addictive gamples, but you'll have to get used to





to get used to controlling the various units. Luckily, the two-player Mayhem mode allows you to brush up on your fighting skills. If the game continues on its promising track, The Unholy War should be a blessed event.





Developed by Crystal Dynamic Published by Eidos Available now



Dragon Seeds

Taking its cue from Monster Rancher, Dragon Seeds Katures similar monsterbullding gameplay, but with more of an R65 etc. In Seeds, syn raise your own halt-tuman/half-dragon hybrid, train it, and enter it in several one-on-one-battles against the computer or a lineal Whereas Monster Rancher used music CDs for an essential monster-making mis, Seeds uses music stored on memory cards from PlayStation agmes to form your monster. Gameplay











Developed and published hy Jaleco Available October







The sequel to last year's popular futuristic speed racer is ready for another round of hoverbike action. Thirty-five slick, fast-paced courses pave the way for the 16 new vehicles at your command. Other fresh features include more weapons, a variety of camera views, a Ghost Race option, and a new game engine that Acclaim says will make



the racing even faster than in the original. Plus, favorite races can now be saved on the Controller Pak, Extreme G enthusiasts will have no problem fastening their seat belts for this speedy sequel, but with Wipeout, the PlayStation champ ioining the N64 pack, will Extreme G 2 be able to keep up?

-Four-Eyed Dragon







70% COMPLETE















Ever wanted to see Tony the Tiger or Chester the Cheetos Cheetah kick some serious kung-fu ass? You'll fi-

nally get the chance to wield your feline martial-arts mastery with T'ai Fu, a new 3D action/adventure game where you play as a tiger. You'll fight against your animal brethren-in-



cluding monkeys, snakes, and leopards-all of which have authentic kungfu moves, such as the pounce attack. the monkey roll, and the crane hover. T'ai Fu looks like fast-paced rock 'em. sock 'em chop-fooey action à la Brutal: Paws of Fury. Controlling the character and their Chi (an invisible element similar to the "Force" in Star Wars, but a little deadlier) seemed smooth and

















Clocktower II: The Struggle Within PlayStation



talgic horror adventure game is about to be resurrected Like ite predecessor's Clocktower II's



killers who are out to get you. The main character Alvesa Hale must use her multiple personalities to destroy the evil that surrounds her Simple point-and-click gamenlay (with some puzzle solving) drives the action, and Dual Shock compatibility will add a definite flair Clocktower enthusiasts should

man the watchtower for this one -Four-Eved Dragon

Developed by Human Entertainment Published by ASCII Entertainment Available Winter '98











Micro Machines

This early Micro Machines demo conveys the same mini-car racing action as previous incamations did for other systems. One player faces off against four computer opponents on a Lilliputian scale, as you race atop a crowded kitchen table while avoiding giant obstacles such as utensils, toast, and pools of milk Sensitive controls mirror the tiny scale with nice Rumble Pak effects when you run over and slam into various items. Micro Machines looks like it may grow up to become decent fun in miniature -Dr. Zombie









leveloped by Codemasters lished by Midway Home







GAMEPRO 109 November 1988

EBOW. **Ustice** You'll be

LIVE FAST ... DIE WEI

"I WILL destroy you in the Battle mode

I WILL destroy you in the two player split screen mode... I WILL destroy you in the combat cable link mode

I WILL DESTROY YOU MAGGOT!"

-SGT.Steel

"When the flag goes down baby your gonna feel the funk of my Disco Fever Ray , You'll be hearin' "Stayin' Alive" til' ya die" -Ebony Justice

"I will continually upgrade my sinister hearse boat and weapons to extreme necropotent porportions and your weak pale flesh will ROT IN PIECES" -Dr. Graves

> "Look here Son, I WILL use your head as an anchor and your butt as a seat cushion

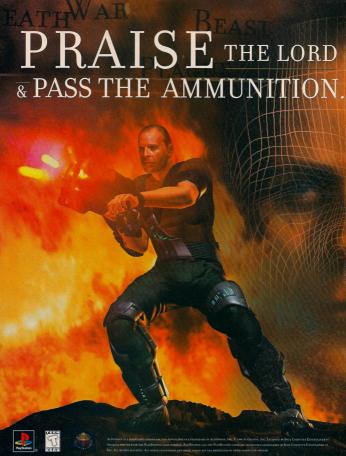
-Officer J.B.Nightstick

"We're like totally prepared to like race and win on like all umm... 9 courses , ya know ? so like totally get outta our way'

-Brandi, Mandi & Kandi







ACTIVISION.



IT'S RAW ACTION



DESTROY IT ALL



LOCK AND LOAD

THE END OF THE WORLD IS NEAR. YOU'RE BRUCE WILLIS, STARBING AS TREY KINCAID, NANO-PHYSICIST AND SOLE DEFENDER OF THE WORLD. IT'S UP TO YOU TO DEFEAT THE FOUR HORSEMEN BEFORE IT'S HAPPY TRAILS TO US ALL ...

BRING IT ON.

AN ORIGINAL PLAYSTATION GAME STABBING BRUCE WILLIS.

APOCALYFSE

THE END BEGINS THIS NOVEMBER.

FEATURING FEL/ATLANTIC RECORDING ARTIST POE AS PLAGUI LOOK FOR POE'S NEW CD BELFASE THIS WINTER

REVIEW

otocross maniacs now have a PC alternative to their dirtbikes. Microsoft's Motocross Madness delivers thrills for both racers and stunt riders-especially if they're using the right equipment.

Motocross Madness gives you a variety of racing choices as well as first-rate tracks and an excellent-handling bike MM includes everything from tough indoor Supercross and outdoor Nationals tracks to a teeth-rattling desert Baia track to outrageous stunt quarries that offer hours of replayable air-grabbing fun

MM is long on variety, it's short on graphical details. Even though the game requires a 3D accelerator, the textures and particle effects lack total realism. They're solid enough for this arcade-style romp, but you won't feel truly dusty after

PROTIP: You'll want to keep the camera directly behind you, but during close rai the Reverse Cam proves us

engines and an appropriate hard-rock soundtrack that loops intelligently when you wipe out.



as you can on the tracks; the way you don't have to use up power getting over a succes-sion of hills.



start to tilt, ease your

PROTIP: You need to get a lot of air and hit the stunt button right away in the quarries. Wait even tly and you'll be eating dirt.

Your choice of controller will have a lot to do with your enjoyment of Motocross Madness. A game pad will do nicely, as will a joystick-and a forcefeedback stick is better vet. However, if you really want to experience MM in style, you would do well to hook up with a free-motion controller, like the Sidewinder Free-style Pro: To steer and tilt your bike, all you need to do is tip the pad in the preferred direction. And this type of controller is particu-

larly fun to use while racing through the stunt quaries: Pulling up to get air on a huge jump is as easy as getting out of bed

But while

you wreck. The sound

features buzzing motorbike



sist the urge to land ce all over the place.



PROTIP: While going into turns during track races, stay on your

Adding a premium peripheral to Motocross Madness ups the price tag overall, but it also ups the Fun Factor. However you choose to play, though, Motocross Madness is a welcome leap for racing enthusiasts. G

P: Work out your frustration if you

badly by tal

ESRB rating: Everyo

Minimum System Specifications Windows 95 Deelium 122/4 MG

• 30 MB on HD • 3D accelerator card 166/2 MB 3D card · Sound card 16 MR RAM

Respected coach and video gameologist, Tom "The Thumb" Blake says that video games



INFAMOUS VIDEO GAME SCANDALS





REVIEW

PC GamePro

Berkeley's new release. HeadRush. repackages the party trivia sensation You Don't Know Jack with a hip-hop. MTV-style paint job. Even though the ques-

tions are more contemporary and the age skews younger-teens and twentysomethings-it doesn't mean the game is easier; numerous questions focus on grammatical details stored in brain cells that begin dying when you hit age 25.

At the start of the "show," you must choose one of six disturbing icons to represent you, all of which look like mutant refugees from Spike's room in Toy Story. You also get a set of chattering teeth and are encouraged to "Bite Your Neighbor" if you think they don't know the answer. Most of the Jack challenges appear-Dis or Dat and other special questions-but some have been renamed. Animated shorts introduce the questions; some of them are amusing, some totally gross. The CDstreamed announcer is backed by an upbeat, modern-sounding soundtrack

Before you get the game, however, get some friends. Although you can play alone, humiliating your pals is much more satisfying. Up to three players can compete, but it's



ons are more or nd attitude counts!





a tight fit squeezing around the keyboard. It would be nice if you could reconfigure the keys, or even use the mouse to buzz in.

HeadRush furthers the irreverent and inspired quality of its big brother, Jack, making it contagious fun for the teenage crowd. G



REVIEW

Loving tribute or shameless ripoff? That's the question

Gauntlet fans will ask themselves upon loading Monolith's new fantasy action game. Get Medieval. It's a beautiful re-creation and update of Atari's classic coin-op, but at

the same time, well...Monolith needs ideas-badly From the opening cinema, however, you'll realize this is not your father's hack-n-slash adventure. It's a hilarious Mystery Science Theatre 3000-style send-up of sword-and-sorcery games, complete with snarky commentary by the game's four characters: Zared the Barbarian (a dead

ringer for Ah-nold); Levina, the evil, oversexed sorceress; Kellina

(rhymes with Xena), a feminist warrior; and Ervc. the egotistical Robin Hood-hating archer. Throughout the game you'll hear them spout offboasting about their skills. yelling "What are youblind?" to attacking bats, and kvetching an exasperated "Who keeps putting these switches on the floor?"-and

you can't help but snicker

But beyond the cool character development. Get Medieval uses Gauntlet's gameplay, with added spit and polish-you run around 40 maze-style levels from an overhead view, slay beasties, open chests, collect power-ups, and kill, kill, kill. Up to four players can guest together on the same screen (with responsive and highly configurable controls) or go the network route. The hi-res graphics, majestic soundtrack, random dungeons, and downloadable level editor offer further proof that this is classic gameplay with a modern

Since there is no official home version of Gauntlet for the PC. Get Medieval should be welcomed with open arms. It's derivative fun, but fun nonetheless, packed with tons more style and humor than Gauntlet ever had. G



TP: Don't waste magic. Make sure by of enemies are around, and design ber to use it



ou can still grab t



• 40 MB on HD

4X CD-ROM

. 16.hit sound rand

• Windows 95

. Pentium 90

• 15 MR RAM

touch

TIME TO MAKE A KILLING!

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Interstate '82
Win 95 Win 98

Activision's turning back the clock again for the seguel to Interstate '76-and like all good time travelers, it's bringing a DeLorean! Interstate '82 once again puts gamers behind the wheel with the auto vigilante, Taurus, as he unravels a conspiracy involving presidential assassinations and Central American freedom fighters.



Under the hood, 182 sports a fantastic new 3D engine to power its 40 vehicles, and fancy 3D-accelerated graphic tricks make the rides look super-smooth. Players can take off on foot and change vehicles midmission, including jumping onto motorcycles and into helicopters. Besides the De-







rods, '50s cruisers, a Knight Rider-style black Firebird, and even a few golf carts equipped with 50-caliber guns! Throw in a simplified weapons interface, particle effects, better physics, a paintjob editor, and an '80s post-punk/new wave soundtrack and you have the potential for some very hot wheels indeed. - Dan Elektro

Developed and published by Activision Available February '99





Win 95 | Win 98

Not since the Dark Sun series from SSI has there been such a complete translation of the Advanced Dungeons & Dragons game to the silicon screen. From the intricate character generation to the lavish 32-bit palette used for all the graphics, the





they couldn't be fixed in short













SCARRED FOR LIFE?

Intense racing action hits the streets September '98 for PlayStation Game Console and PC-CD ROM. October '98 on the Nintendo 64. Play alone or inflict permanent damage on up to 3 of your friends. And, if you fall behind, you can always BLAST 'EM. They'll always remember you - every time they look in the mirror.



















Trespasser puts players in the role of Anne (voiced by Minnie Driver), a woman stranded on The Lost World's infamous Site B. You'll explore the fully 3D island from her perspective, trying to find a way to escape...but not without busting a few dino heads along the way.





The goal here is total immersion. The physics engine is phenomenal, and the world behaves with uncanny realism: Structures topple, windows can be pried open, rafts can be built from fallen trees, and bridges collapse under extreme weight. You'll use real-world logic to solve the game's puzzles-not to mention 20 real, licensed firearms with which to pop hungry raptors. With the game's excellent depth, advanced

A.I. (the dinos are motivated by hunger pain, curiosity, and other emotions), and topnotch production values, prepare to be amazed-Trespasser looks nothing short of revolutionary. - Dan Elektro

Developed and published by DreamWorks Interactive Available now

















Vigilance Win 95 Win 98

SegaSoft's forthcoming 3D shooter is nothing if not ambitious: Players control one of eight world-class anti-terrorist operatives in action-

packed missions that slowly uncover a global conspiracy. You choose from Hollywood-style

characters like an ex-NSA agent, a French assassin, a wily hacker, a beefy demolitions expert, and a beautiful Russian agent in single- or multiplayer games (networked through SegaSoft's Heat.net service, of course). With a choice of weaponry and agent on each mission, multiple camera views, and a mouse-controlled cross

hair for precision kill shots









Vigilance looks to offer deeper, more methodical combat than its trigger-happy, corridor-crawling brethren.

A 3D accelerator card certainly makes Vigilance's polygonal realm look great, but the game's AnyWorld 3D engine delivers the goods even without one on board. The environments are admirably detailed in an attempt to enhance the game's realism. Although the game has suffered delays and there's still more work to be done, Vigilance is moving forward, slowly but surely. - Dan Elektro

Developed and published by SegaSoft Available December





Heavy Gear II Win 95 Win 98

Even though the original Heavy Gear got some criticism for its buggy gameplay and some graphical glitches, it remained a good giant robot game. The folks at Activision are heading for a second turn at bat with Heavy Gear II this fall. Built on an

entirely new engine. HGII is a 3D hardware-only game that looks to take advantage of the new 3D technologies available to bring you better-looking terrain (fight in space!), realistic weather, faster action, and anime-like gears that can crawl, flank, and bust out with other cool moves. Once again there will be multiplayer support for gear get-togethers, and the minimum machine is a humble Pentium 133. Although we didn't get to see all the gears and weapons in the early version we played, it looks like Heavy Gear II could be what Activision was shooting for the

first time around.-Defender Developed and published by Activision Available now









Red Baron fans, get ready for 3D! Yep, Sierra's venerable WWI flight sim has been revamped with Voodoo and Voodoo2 support, and it's itching for your hard-disk space. A sneak peek revealed new cockoits, planes, smoke, haze, and a host of 3Dfx graphics tricks. Fly as a pilot for France, Britain, America, or Germany and rise through the ranks to become top ace, where your actions may affect the outcome of the war. Choose from one of 22 planes,



pilots of WWI, and dogfight on the Internet utilizing the free multiplay on World Opponent Network (up to 22 players simultaneously). If you just bought Red Baron II a few months ago, fear not-you get a 100 percent rebate when you pur-



loped and publis

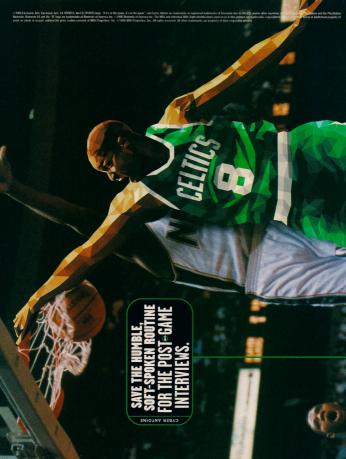
















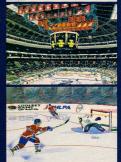
O YOU GO STICKSIDE, GLOVESIDE, OR THROUGH THE LITTLE LOOP IN THE LACE OF HIS RIGHT SKATE?

Presenting NHL FaceOff 99 Now, with all-new Authentic Hockey Intelligence" so players dish out drop passes and hip checks just like they would in the NHL. Pull off every check, shot and save you cant brink of (including a few you cant). Play in real NHL arenas designed from actual blueprints. And who better to call the action than Mike Emrick and Darnen Pang. Test your skills in the most realistic hockey game you'll ever play. Without lacing up a pair of skates.













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Hot the Arcades

Street Fighter Alpha wins its third round, with even more fighters and techniques than in previous Alpha games.

By Major Mike

apcom counts to three with another 2D fighting-game series Unlike the disappointing Street Fighter III. Street Fighter Alpha 3 continues its heritage successfully, thanks to cool new characters and fighting techniques. While it's debatable whether SFA3 is the best in the series, it reworks fun and familiar territory that should keep 2D fighting fans b satisfied

The addition of seven new fighters is the most noteworthy change. Super Street Fighter Turbo characters Vega, Blanka, E. Honda, and Cammy make their Alpha debuts, as do three brand-new characters Karin (a rival of Sakura's), Cody (from the Final Fight series), and R. Mika (who looks like a bank-robbing Playboy bunny). Cody and Karin fit perfectly into the Alpha lineup with their to-be-reckoned-with abilities, but R. Mika's lame grapple techniques and lack of range make her about as formidable as Dan

Distinct fighting styles for each character save SFA3 from the moreof-the-same doldrums. One of three sets of moves can be selected before each fight, making for more diverse gameplay, though there is some overlap between sets

SFA3 lacks the flash of Tekken 3 or the enormous depth of Soul Calibur, but it has its share of intense fighting. In an era when 3D fighting seems to be the norm, it's good to see that 2D can still kick ass. @

Graphics SFA3 looks identical to 4.5 previous Alpha titles.
The fighters all have excellent animation, the backgrounds are orful, and visual fireworks occasionally fill the screen.

Sound The music and sound 3.0 effects are a plus, but the game-show-esque announce will make you want to hit the





lers, Street Fighter Alpha 3 gest Alpha fighter lineup vet.

PROTIP: Chun-Li's Spinning Bi Kick (available only in her X-is Style) can inflict multiple hits and juggle an opponent across



press any Punch but

n your Super Bar is at Leve or higher. Did we mention

his move can only be





ing a fight, lowever, he by walking over it.

SFA3 faithfully contin-4.5 ues the Alpha series with more fighters and innova-tive techniques while keeping every bit of fun intact.

Control Performing specials is a breeze, but some of the more complex super moves (like Chin-Li's Rising Bird Kick)

will take practice and patience

Fun Factor

to master.

Strategists wanted.





Classic games-challenging and merciless Al.
What more do you need to know?







Hot # Arcades

Street Fighter EX2 hits the streets with new characters, features, and fighting techniques in the battle for your arcade quarters.

By Major Mike



The polygonal pugilists from the Street Fighter EX Plus universe return in Street Fighter EX 2—and this time they're ready for even faster fighting mayhem.

2D LOOKING 3D

Despite its 3D look, Street Fighter EX2's gameplay is still 2D linear lighting. The game's visuals are as flashy as those in the first EX game, but its characters are more detailed and its animation smoother. As for



gameplay, EX2 has old-school Street Fighter rules where techniques like two-in-ones and cross-ups are king. However, EX2 is



loaded with high-hitting combos galore, and the new Excel technique makes for some wicked multi-hitting attacks. With these new enhancements, the Street Fighter EX series looks ready for a second winning round this fall.



NEW IN EXZ

What's new in Street Fighter EX2? The fighters and techniques, for starters. EX2 features 14 fighters, including some you've never seen before, some returning battlers (like Cracker Jack and Skullomania).



and Skullomania), and some older Street Fighter characters (Vega and Blanka) who are making their EX series debuts. And don't fret about characters from the first EX brawlfest that seem to be MIA—several hidden fighters are also in the game. EX2's most



exciting new fighting techniques are Excel moves and Cancel Breaks. Excel moves, which are similar to custom combos from the Street Fighter Alpha series, make your character more powerful for a limited time. Cancel Breaks allow you to cancel a super move and break an opponent's defensive guard. EV2 also retains all of the first game's special techniques including stur moves.



















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Hot & Arcades Previews

Site 4, Atari's sequel to Area 51, is now ripping into arcades with the same fast-paced killing action that turned the original title into a token-eating shooting sensation. The new two-player light-gun game features 18 short but fun training waves to test your skill (similar to those in Police Trainer), along with a fullversion movie-style game that's about six minutes long. Some of



the game's enhancements include aliens who not only explode when hit but react to where they've been shot and a new alien boss, the Kronn Queen, who assaults you with everything from fireballs to concrete as she















-Johnny Ballgame







CarnEvil is Midway's new fright-filled gun game based on this local legend from Green Valley, lowa: "When moon is full and trees are bare, walk through the cemetery if you dare. Where skeletons rot and corpses fester, locate the Tomb of the unknown Jester. Leave there a token worth a quarter times two-



it is then that CamEvil will appear to you!" The game features four levels, including the Freak Show and the Big Top, where you must shoot enemies like zombies, ghouls, and maggots. The Christmas Village even includes an evil Santa Claus (silent night





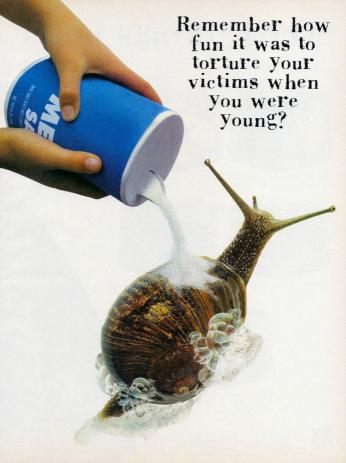












SOME things never



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FRY him 'til he's CRISP



GRIND villains to Pieces!



SMASH 'em while Freefalling!

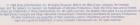


FEED the beast some Meat!



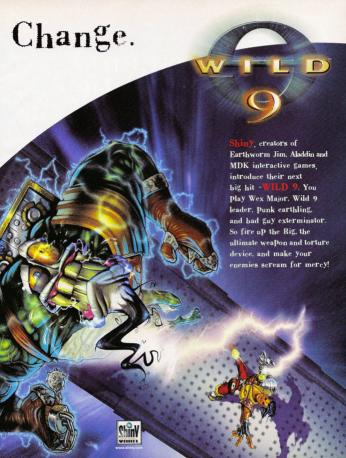
MOW 'em down on your Jetbike!



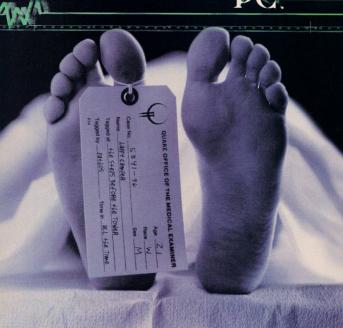




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AND ANDSOME CRADIACY OPERFORMANCE. TAKE IT FROM HIS, THIS IS NO REPICARIATION.





QUAKE II

intendo 64



WCW/NWO Revenge

128 mea



he Nintendo 64 wrestling wars continue to explode as WCW/NWO Revenge steps into the squared-circle in an attempt to snatch back the championship from the new King of the Ring, WWF War Zone. Revenge hits fast and furiously, providing fans with an awesome number of wrestlers, a cool new Costume Change option, blood, and the best battle royals in the business. Unfortunately, though, it's what's missing-a create-a-wrestler feature, cage matches, chanting crowds—that ultimately crowns

WCW second best. But because both games are so wickedly fun to play, being the runnerup this year isn't so bad.

Graphics The WCW wrestlers

move and react like their real-life counterparts (Booker T. even breakdances!) but the skins and the gam overall look aren't up to War Zone's championship standards



-but the absence of t c, announcers, and wrestler catch phrases is unforgivable.

Control

Revenge's control 4.5 scheme is simple to learn (although too masher friendly) and features more re versals and high-flying moves than War Zone. Martial arts characters can even perform ch and kick combos to bl

> Fun Factor WCW/NWO Revenge might

4.5 not deliver all the features and flashy gra phics of WWF War Zone, but it's still fun enou erve some serious pla n all fighting- and wrestling-game fans



Revenge's "bout it, bout it" gameplay features the buffest, most outrageous brawlers from World Championship Wrestling.

Raven's Flock, the New World Order, and the Wolfpac. In fact. over 60 grapplers pack the ring, includ-Goldberg and Booker T. as well as old-timers like Roddy Piper, Sting. and "Hollywood" Hogan. Revenge also includes managers.

such as Eric Bischoff and Kimberly, who accompany their wrestler to the ring

and cheer them on from ringside. This provides great thrills and laughs, especially when you swing a bat at your opponent and pummel Miss Elizabeth by accident (it was an accident, right?). Another fun new feature is the Costume Change option. Now

you can put any existing outfit in the game on any wrestler you choose: If you want to see Raven in an NWO shirt or put Scott



Hall's chest hair on Lex Luger, it's only a button press away. The Costume Change is great if you want to make hybrids of your favorite stars but, because the create-awrestler feature in WWF War Zone lets you do so much more, it's somewhat disappointing by comparison.





Feel the Bang!

The wrestling action in WCW/NWO Revenge is at times smoother than War Zone's: Revenge enables gamers to counter moves with ease and perform mad multiplayer beat-downs in battle royals and tag-team matches.

Plus, if an opponent is hitting you with a weapon, you can grab it out of their hands and smash them with

with War Zone's more advanced techniques) and that timing the tie-ups to perform the more powerful moves can be tricky. You're also able to

> Graphically, the wrestlers' ins aren't as polished as those Zone, but the grapplers perfectly to pain. They

> > ger backwards after a huge collision. Revenge's sound, however, is the biggest

Age in the Cage. no crowds making w off all comments or chant-



it. The only flaws in Revenge's control are that moves can be ited by simply mashing away at the buttons (compared

> perform finishing moves way too early in the match.

hold their heads, leed, and even stag-

> dud in wrestling since There's no announcer,



ing your name, and no wrestler voices (except for the occasional "Oh, yeah" from the Macho Man). This is a shame because these effects added so much humor and personality to WWF War Zone.



WCW/NWO Revenge is juiced with enough head-pounding fun to warrant a purchase, even if you already own WWF War Zone. The two games, like the two leagues, offer enough different action and characters that wrestling fans will want both. Revenge is just too sweeeet! 6



nge is the first N64 wrest e to let you fight up and d







Price not available 128 megs

PROREVIEW

Action/ adventure 1 player Multiple views

.

By Fu McChu





PROTIP: You often find items when destroying an enemy. Collecting these will eventually award you with free lives.



PROTIP: This secret bookcase in Smellraiser reveals a switch that will activate the Haunted Elevator (one of the remotecontrol objectives).

f you've played the Play Station version of Gex Enter the Gecko, you'll know what to expect here-whole some platform gaming fun. This version does away with the sidescrolling approach of its predecessor, opting for a hipper 3D look. And while the format has changed, the for mula remains the same: Lovable main character with equally lovable ene mies, colorful environments. an evil head boss (in this case. Rez), and cute collectible items Each level parodies various

movies and television shows as Gex struggles to escape from Rez's Media Dimension. The levels are arranged in sections similar to those in Mario 64. This enables players to complete the game without exploring the entire world and adds to the game's replay value, Smart.

Clean 3D worlds and humorous sounds complete the experience, though you should be wary of a few hiccups with the game's controls. All told, if you enjoyed. Mario 64 and Banjo. Kazoole, Cex is worth considering as your next purchase.



PROTIP: You must be glowing green to activate these bridges. Touch the green televisions located throughout the level to power up your temporary glow.



PROTIP: When a location seems unreachable by foot, try to find a section of wall you can climb.



113 (6) 3 C) (O

to dereat and will immediately swing their sword after your initial hit. To avoid being slashed, back up after your first strike, then follow up with your second.



clean: Gex will dazzle you with its solid, colorful 3D levels and comical characters. Clipping does occur at times, but it can be corrected simply by redirecting the camera.

The controls take some getting used to. They're

Ine controls take some of the controls take some on the control takes and the control ta



PROTIP: When jumping, use your shadow as a marker to determine where you'll land.



PROTIP: In large open areas, the point-of-view camera will enable you to determine how the level is laid out.

Sound The sound effects and

of the theme-specific levels, but fex doesn't bust nearly as many hilarious one-liners as he does in the PlayStation game. Also, the repetitive music occasionally gets distracting.

Pun Factor
Despite the few flaws
Gex: Enter the Gecko

4.5 Gex: Enter the Gecko may have (especially with the controls), the game's humor and unique levels make it undeniably fun to play. If you've bested Banjo, this is a fine platformer worth checking out. Respected coach and video gameologist. Tom "The Thumb" Blake says that

VIDEO GAME POSITIONS





BY PLAYING POSITION FOR A 12-YEAR-OLD GIRL VS 63-YEAR-OLD MAN

enach Blake also says that the store you buy your games in

particularly those in

EVOLUTION OF THE STANDARD VIDEO GAME PLAYING POSITION.

5 8 8 5 5 · 5 ·

Get into the game.





OR IN THE JUGULAR IF IT'S A QUICK DEATH YOU'RE GOING FOR.]





BUT WHY NOT MAKE THEM SUFFER FIRST? TRY A STEEL GIRDER TO THE RIBS.



OR HOW ABOUT A PIRE EXTINGUISHER TO THE KIDNEYS?
TO THE KNEECAPS.



IN FACT, ON THESE INNER-CITY STREETS ALMOST ANYTHING CAN BECOME A TORTUOUS CAN OF WHOOP-ASS. AND ONCE YOU OPEN IT, THERE'S NO STOPPING THE KILLER 3-D ACTION OR BONE-CRUSHING MOVES.











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PROTIP: Destroy the Herd-minion portals before taking out the shield generators in Mission 4; otherwise, attackers will just keep coming.



Sound This game has style:

cool music, blistering effects, pounding stereo-even a catchy rap. Check out the divebombing bees that crash with engine roars.

Control If Buck could just back the heck up, his life would be a lot easier. Buck has a steep learning curve, but once you get the hang of the inter face, he's easy to negotiate

Fun Factor Half adventure game. A.O half shooter, Buck Bumble packs a serious sting. The single-player missions are intense, exciting, and action-packed, and the head-to-head mode offers interesting soccer matches and deathmatch variations.



cult, variation on the standard deathmatch



will have N64 owners buzzing with delight

Equipped with bumblebee armor, you're on a secret mission to infiltrate a lair of mutated bugs known as the Herd, BB's single-player game flies high with escape, seek-and-destroy, defense, and sabotage missions. Although the multiplayer feature supports only two players, the standard deathmatch is nicely complemented by a soccer-style variation, Buck Ball, where you must bump a giant ball into your opponent's goal.

The Herd's lair is vast and deadly, replete with secret areas and traps galore, Although



PROTIP: The weevils attack with their nozzles-like tanks. Stay out of their sights. or it's bye-bye, Buck!



the Big Blips' fire. If you have a decent weapon, you can stand toe-to-toe with them.



PROTIP: During Mission 5, land on this platform to access some secret power-ups. Make sure you don't have the nuke yet, or Buck goes boom!



PROTIP: For your final assault on the third dish in Mission 2, use vour most powerful weapon and

retreat after each shot before the beetles can draw a bead on you. action immediately. Beware: This is a highly challenging

vounger gamers, It all adds up to longer gameplay, however. Despite its youngish looks, Buck Bumble is enduring. exciting entertainment that no N64 fan should miss.



airborne

combat

PROTIP: On the second level, blow up the junctures on the floor near the giant wheelbarrow to reveal this passage.



"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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deformed mode. Collect all 200 items to build the most powerful fighting machine ever! fighting or brawl in a fully 3D environment.







its genre, sporting moderate detail, repetitive textures, and a fair amount

one could have used streets.





rates, hit a pit stop-but know wha vou want before vou arrive.

shear, then catapult out for a



Meas not available 2 player

Challenge: Advanced Replay value: Medium ESRB rating: Everyone

intendo 64

By Roha Eatl

Rody Hanget has all the makings of a great game: An action/adventure title with RPG undertones that offers action/adventure title with KPG undertones that offers is shooting, puzzle elements, vehicle commandeering, and , Starship Trooper-style alien insects. So why is the experience

ndingly mediocre First and foremost RH's repetitive environ vacation on a merry-go-round. You'll quickly grow tired of bland variations on the same buildings

vehicles, and aliens he en long stretches of emarkable land. Even the soundtrack is repetitive although it brings a nice cinematic overtone to the anocalyptic mood

the apocaryptic moou ring battle sequences. The high-pitched shrieks of the bugs are philights in the otherwise utilitarian sound effects. Adding insult to insects, BHS control makes combat unnecessarily

difficult. Although you'll do most of your fighting from a vehicle, desperate measures will call for combat on foot—and the game's interface doesn't allow you to shoot backwards while fleeing. It's a good





thing the sniper mode is offi because the alternative, an automatic lock-on (shades of Shadows of the Empire), is horrendously sluggish Movement however is extremely fluid and the vehicles, which range from tanks to cycles, each have their own appropriate handling.

Ultimately RH's repetitive gameplay is less than fun. The puzzle elements are busy work rather than mental exercise, the levels are exceedingly long, and there's no noteworthy payoff. Body Harvest has enough cool elements to warrant an extended rental, but, eventually, it'll get under your skin worse than a real buq-swat! G



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1000

By Toxic Tommy

Space Station Silicon Valley is a strange puzzle/ action game that magnifies the "silly" in "silicon" and gets away with it-due to an entertaining challenge factor

You actually play as a spider like silicon chip. Yes, you're all that's left of a salvage robot that crash-landed on a 1000-year-old station overrun with weird robotic

animals. You must take control of the robots, using them to solve various puzzles as you travel through four



every machine animal has its own

strengths and weaknesses, your brain will get a workout trying to figure out how best to exploit them in order to solve the game's puzzles and find the exit warps.

The graphics are simple and cartoony in a funny-looking way, but the sounds are just barely alive. Meanwhile, the automatic game camera sometimes plants itself at angles that make obstacles more irri-

tating than challenging Space Station is special-it's either going to be a hidden treasure or a quilty pleasure. If you can get into it, take a trip through this Valley, G



IP: In the Euro Eden area, the fi are usually the key to success



Dan Danger and Evo the robot are



intendo 64



By Boba Fatt

In Glover, you play as a glove that must re-

cover a series of crystals to resurrect its owner, a wizard. You can also transform crystals into either a rubbery ball, a magnetic ball bearing, or a heavy bowling ball that you can roll, toss, and bounce to help you get through the standard platform-style 3D worlds. Unfortunately, the flawed interface and poorly detailed graphics combine for a one-two punch that knocks out t

little glove quy. Glover's control issues start with severe camera problems that often leave you disoriented or blind. And due to a serious design flaw, precision maneuvers are impossible to accomplish because you must use the same button to bounce and to throw your ball, Although the physics of

the various balls are



PROTIP: Look for the jalapeo on the opposite end of this platform-you'll need it to get past these strong currents.

dead-on, they're just too frustrating to control, especially since the dubious level design often leaves you lost and confused anyway.

Let's not forget Glover's five-fingered slap in the face to post-Banjo-Kazooie 3D platformers; Even the thick patches of fog can't disquise Glover's low-detail textures, no-frills environments, and clichéd cardboard bad guys. The weak visuals are complemented by a somewhat catchy but repetitive soundtrack, while very appropriate sound effects help solidify the excellent feel of the various balls.

Glover's such a tedious game to play, it ought to come with a Surgeon General's Warning: This

product may cause frustration and boredom. [6]



PROTIP: Because it's easy to control while moving through water, use the bowling ball to reach underwater items.



Available Octobe ESRB rating: Everyone



the blue path out from the first waterfall and around to the right to find this second waterfall and several power-ups.



PROTIP: Avoid the lobster's claws by attacking him from the side.







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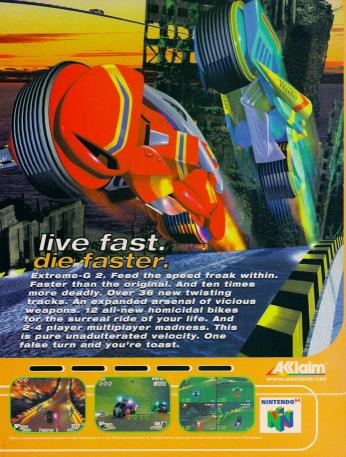






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Colony Wars: Vengeance (By Psyonosis)

By Air Hendrix









PROTIP: When battling huge craft like a destroyer, cycle to the next weapon as soon as the one you're using



Graphics

Colony Wars: Vengeance's 5.0 spectacular visuals rock the screen with intense weapons entic explosions, lush backnds, slick fighters, and humungous motherships.



equipped with the leech be use it to maintain enough ship strength to survive the mission The safest tactic is to drain power from either the weakest enemies or stationary targets.

While the cool narra-

4.5 tors of the original game have sadly been rep by more ordinary voices, CWV gets the sound right when it matters with scorching combat effects and good tunes

Sound



PROTIP: To locate targets i



An incredible sequel,
5.0 CWYs high-octane
space combat and engaging plot
make for an action-packed experience that every PlayStation
owner should delve into.



easily, keep a missile cons armed so that the lock-on cursor alerts you to enemies

PROTIP: To locate distant targets, watch for the tiny twinkle of the engine flares. League craft are marked by green sparks; Navy by blue.



here's no need to fear a sophomore slump with Colony Wars: Vengeance. The seguel to last year's highly acclaimed space combat game will rocket to the top of the charts with adrenaline-drenched action, lavish visuals, and silky controls.

Battling the League

Like the first Colony Wars, CW delivers a rich story line that helps keep you absorbed in the action. Playing as a young Navy pilot named

Mertens, you help mount an offensive aimed at reclaiming the galaxy from the now-evil League, Naturally, guite a few wrinkles show up as you progress-aliens, anyone?-and the tale unfolds through a fine but brief series of cinematics.

More importantly, the gamenlay flat-out rocks. The glorious mayhem of these dogfights will glue you to the screen. The missions offer plenty of variety, too, with ground-based search-and-destroy action, the infection of enemy satellites

> with viruses-even the mining of asteroids (though, naturally, a few League shins show up to

impede your progress).

mission structure of the

original is back: Success

moves you on to harder

missions while losses

shunt you into easier

ings, you can return and

renlay anything you've

ones. When you've

The same branching



punch but fires slowly. It's perfect for thumping stationary targets, and if you learn to lead out moving targets (like fighters), you'll kick serious ass.

reached one of the end-

unlocked in the mission tree, which nicely augments the replay value. Of course, the weapons have been souped up, too, offering cool new touches like offence and defence pods (which are robotic wingmen). a leech beam that saps enemy shields, and much more.

On the other hand, the same navigation/radar system returns. and though you can master it, it's not as intuitive as it should be. In addition, there are no countermeasures to defeat incoming missiles, which is a shame. Those are small flaws, though—the lack of a two-player game is CWV's only major shortcoming-but fortunately, the one-player game is strong enough that this won't matter to that many gamers.

reel the force

Neatly sidestepping the pitfall of far too many space combat games. CWV provides excellent controls that are very easy to learn. New touches like afterburners and a crosshair that leads out moving targets only add to the depth of the gameplay.

The Dual Shock controller performs sweetly with this game as well. The rattle of afterburners and the jerk of arming missiles add a nice tactile sensation to the action, while the analog stick makes for fluid steering.

makulonian stule

CWV's gorgeous space scenery looks like it came straight out of a big-budget Hollywood flick Planets nebula and the like loom in the background before beautifully detailed craft screen-filling explosions and wild weapons effects. This eve-popping show rips across your screen at an impressively quick pace, too, Only the significant pop-up problems on the groundbased missions mar the visuals.



Fire at eta. onary tar-

The widowmaker

The ace League pilot known some smack, but he runs like a wuss if you hit him hard enough during the Scout Asteroid Field mis



As soon as he enters the system, lock your offence and on him and release it. Dound him th all three anti-shield miss and all three plasma miss. If you can connect with your straight-flying anti-shield tornedo, that's a huge plus.



ultaneously hammer him with your pulse cannon, and he'll scamper out the nearest

On the sound side sizzling laser fire numbling explosions, and other awesome effects keen you immersed in the combat. Stirring music paces the action, but unfortunately the

cool parrators of the first game have been replaced by functional but less exciting voices. suler of the calaxu Like its predecessor. Colony Wars: Vengeance reigns supreme as the PlayStation's hest space combat game and a fine action game in its own right. It's a must-have title in any PlayStation gamer's collection.

emerging from warphole

Defeating this mission can be tricky for beginners. Here's a step-by-step walkthrough...



Take out the three fighters, then afterburn firepower on the Frisbee- leashes you with its tions rig and immediately begin taking down its shield. Ignore the incom ing construction mech



Concentrate all your munications rio until it



ped part of the com- grapple beam, but ignore laser to take down the that and focus on laser- construction mech's ing out the mechanical arms that attack you (white flashes mean you're doing dama



Lastly, use the leech beam and anti-shi shields, then blast awa at the bridge (its weak spot) until it exolodes.

closing League eyes



To conquer the Closing League Eyes mission, head straight for the research installation and deploy your offence pod right away. Let Klein handle the fighters and use the leech beam to preserve your shields while taking down the re-search installation's.



Once the installation has blown, help Klein clear the fighters, then head for one of the satellites.



As soon as you download th virus, blast the new wave of hters before going to the next satellite. After you infect the third satellite, the mission's complete.



Spyro the Dragon ony Computer

By Slo Mo





Dragon's got it. This cool game parlays and great control into topnotch platform-



Close-up views help you spot objects in the distance and reveal smooth polygonal graphics.

Dragons Tale

Bandicoot: Warped Crash Bandicoot: Warped, "Bam! Boom! Crash!" in this issue). Spyro is all about hunting and gathering.

The story's centered around a lit-

tle guy named Spyro, who must save his dragon kin from Gnasty Gnorc, a real gno-goodnik. Gnasty's cast a spell over six dragon worlds, turning dragons into crystal statues and transforming their treasured lewels into Gnorc soldiers.

Yes, you'd best be prepared to hunker down for the long haul: Spyro must explore 30 levels to find 80 dragon statues, defeat the entire Gnorc army to recover each and every iewel, and reclaim 12 stolen eggs.



Crisp controls and outstanding graphics make playing this game a joy, but you know there's something special hap-



Spyro's repertoire of moves is impressive. He can trot and jump, of course, but he can also traverse long distances by leaping from high places and then gliding through the air sort of



THEDRAGON

Magic portals lead the way through Spyro's worlds.

like a flying squirrel. On the ground, he becomes a dragon dragster when he busts his supersonic speed dash.



PROTIP: Whenever you exit and return to a level, the enemies you've vanquished return. Beat them again, and they give up crystals that add up to extra lives, butterflies for Sparks, and, sometimes, 1-ups,

Moreover, when he has to put it to the Gnorcs, Spyro can dish out the pain. He breathes fire and uses his head as a battering ram-it's only a two-move offense, but it successfully pulverizes all Gnorcs. For protection, Spyro has a wingman. Sparks the dragonfly, Sparks buzzes around the Spy-quy. acting as a sort of living shield.

Graphics That Stick Excellent graphics and animation

provide the game with the look and feel of an animated movie. Smooth character graphics manage to literally bring Spyro to life: You can practically see his muscles moving with every swish of his tail.

In addition, Spyro's farout fantasy landscape can be breathtaking. The picturesque background pics create stunningly expansive views of massive worlds. You'll even learn to discern some jewels by the merest twinkle in the faraway distance.

Proof that these visuals and moves are nicely melded together is especially evident if



range from which you can fry lonary Gnores.



PROTIP: Gnorc squads usually try to use the little guys to

draw you within range of the

big guvs.



PROTIP: For some long-range glides, you have to take off from precisely the right spot. If you're having trouble, study your launch area for humps or light extensions.



ust save the dragon world from the clutches of Gnasty G

you use the analog joystick on the Dual Shock controller. The stick guides Spyro with precision, You can also swing the gameplay cam completely around Spyro to play from any angle. If you still need a rea-



PROTIP: If you fall into water with Sparks, he buys you es-cape time.

Easy Listening

Spyro's nicely crafted audio is laid-back and easy on the ears. The music has a catchy. mellow jazz-rock swing

to it. The crystal-clear

effects feature cool details like the swoosh when he breathes fire. There's also good detail in the character vocals during the animated cinemas, as each saved dragon has a unique voice.



PROTIP: You can launch yoursell with a super dash even if you have to go around a corner.

No Pain-Just Gain

lenge level is tuned for all ages. Most jewels are out in plain sight, "gnuking" Gnorcs is fairly straightforward.

and level bosses are a breeze. Usually a few hard-to-find jewels or a particularly

tough jump are all that threaten to stump you. Hardcore gamers will likely bust through the early levels, but with this game, the superb fantasy land beckons you to explore every bit of it.

Dragon of Destiny

The Dragon's got the chops to hang with any action/platform game for any system. Although one could argue that Spyro looks a bit too cute for his own good, this excellently crafted game is a winner, Spyro's special.



PROTIP: Some jeu els are far aw kout, press 🛆, and scan for twi



Graphics

Impressive graphics 5.00 and animation make the cutesy Spyro come alive. and the environment looks and feels huge.

Sound

Nice attention to audio details and the catchy. mellow music match up with the gameplay quite nicely.

Control

The controls are excellently tuned to the visuals. A topnotch interface lets you track your jewel collection and dragon-saving for each level. This game really makes the Dual Shock controller shine.

Fun Factor

Plenty of fun for days-4.0 as long as you enjoy exploration as well as platform gaming and can hang with Spyro's cuteness. Just moving Spyro

around kicks.



PROTIP: As long as you zap crit-ters to feed Sparks, he'll absorb up to three hits for you.



PROTIP: If you face an especi long glide, look for super dash arrows nearby.





Getting Started with Spyro

Here are some tactics to help you guide Spyro through the first three worlds of his huge adventure. By Slo Mo



Dark Hollow



Gnore Gangs



Stone Hill



not looking.

Well Done



lewel Beach



Toasty Boss Level



Bulls-Eve Tower



Land Bridge



way, you'll find this rock you'll need a key to open



Dry Canyon



to make one major leap of

with a Buzzard Team. Move in close, wait for the birds to attack and then blast

Cliff Town



River Crossing



is huge, but you can make

Rocket Unlocks It



in this level look for a sole sky rocket on top of a roof directly opposite the chest

Ice Cavern



After rescuing the first dragon, you can reach the far enough to reach the plateau.

Forget about ram and hard drives, install a

LITTLE SMARTASS in your computer.



Swirl 360, Motorbaby, and 2 Skinnee J's. So, smarty pants, put down this magazine and run to your local software retailer.

Check out the demo www.headrush.com







Getting Started





they pound you

Doctor Shemp Boss Level

Hard-Chargers



Hidden Warp



on the edge of the cliff. A warp awaits you just around the corner-but it's quarded by a big mama Gnorc

Alpine Ridge



You'll have to time the opening and closing of this cave entrance to enter it. Think "one one-thousand. two one-thousand" and then press × twice to iump and glide. The Three Towers



These three towers are the most challenging jumps in this level. If you leap from the ledge where you found the Return Home Warp you'll be able to glide to the first tower

Operating on the Doctor



To beat Doctor Shemp you have to grill his butt the first platform, make and blast him. On the next two platforms, jump over his swing and fire away

From the first tower, you can see that each tower has a box of fireworks. You have to ignite the fireworks to get the jewels but the explosion will knock you off the tower.



So, for each box of fire works, you have to blow fire and then immediately jump to a ledge below you. You must return to the tower to collect the iewels.

High Caves



You can't hurt the spiders right now. However, if you run past them at the end of the caves, you'll meet someone who will help you defeat them.

Long-Distance Gliding



The super dash can help you make this extra long leap. Aim for the cave on the right.

Fairy Friends



On this level, the faeries will not let you die if you miss a jump.

Wizards Peak Deceptive Greenies



The small green wizards look harmless—but they're quick with their magic blasts. Press L1 or R1 to dodge their blasts, their quickly press O to fry them. Wizards Party

There are two white Wizard Parties like this one. Their magic is too powerful when they're in a pack, so use the super dash arrows to slam into them and knock 'em down before they can get you. Run down the arrows and

Long Leap



Look for super dash arrows nearby to help you make this leap.

Blowhard Boss

Long Green Road

have to battle a road full of

green wizards. Press L1 or R1 to roll away from their blasts and then unleash your built-in flamethrower



Whenever you encounter the Blowhard, fire on him before he zaps you with lightning.



The hardest part of this boss level is negotiating the swaving towers. Time your jumps and don't forget that you can flame the wizards from each tower. After that, you can complete the level by tracking down Blowhard and flaming him again.

Spyro's Saga

If you've gotten this far you're feeling like a flamethrowing 'Pro...but you're not hot stuff yet! In fact, you're just getting started in this massive adventure! Good luck blazing trails in Spyro's remaining worlds.



VENGERNCE IS REDUT TO SEE

The breakthrough sequel to the best selling original, the story continues as the imprisoned Navy escapes to wreak revenge against the tyrannical League who defeated them 100 years ago.







THE LIGHT OF DAY



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Dozens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights Customizable and upgradable ships • 5 stunning and expansive solar systems



AediEvil (By Sony Computer By Scary Larry







ust when Spyro the Dragon and Gex had you thinking that 3D action/adventure games were going overboard on kid appeal, along comes a creepy. Tomb Raider-style action game that's sure to rattle your bones and dust the cobwebs from your PlayStation. MediEvil is howling-at-the-moon fun!

Holding Down the Fortesque

You begin your 'Evil ways as the recently deceased Sir Daniel Fortesque, an idiot knight whose bragging got him appointed head of the king's army, only to fall after the very first arrow was fired directly into his eye in the war against the sorcerer Zardok, Zardok was defeated then but now is back with a

> horrific army of the undead, So. Sir Dan returns to life in order to avenue his own death.

MediEvil conjures up an excellent rendition of good ole hack-n-slash gameplay. You start out with a short sword, but you're soon rewarded with a trunk full of me-

dieval weapons: broadswords, hammer axes, clubs, crossbows. etc. You also learn otherworldly offensive

MEDIEV









Fun Factor

MediEvil is a great game with a perfect ation of action and puzzle-solving. Gex is all tongue and Lara's all cheek when compared to MediEvil

Control

Close combat can be a 4.5 sticky situation, especially when you're down to your last life, but otherwise the controls are uncomplicated and easy to master.

Sound

MediEvil has super sonics, with the best Haled music since the vie Beetleiuice. A full comple ent of voices helps keep the ne funny, but not annoving like Ger

Graphics

With spooky, funky char-5 acters and an otherly environment, the game nitely goes for a high-end ok. But weird camera angles occasionally throw the look for a loss



PROTIP: In the Hilltop Mausoleum, the Moon Rune room contains the sheet music. Give it to the ghoul at the plane, and he'll reveal a door behind which are three chests of gold and a chalice.



PROTIP: The club is the only thing that breaks the glass shards in the Hilltop Mausoleum. Use it sparingly.

◆ PROTIP: In Scarecrow Fields, walk under the legs of the metal giant and shoot them from behind. After toppling, it will give you the Moon Rune.



moves like shoulder dashes and charge spins (which enable you to heave your sword in a small but deadly circle).

The extra weapons, however, don't come easy, in each level, you must earn them by making a manie chalice materializer, you do so by annihilating your enemies since spirit, energy gradually fills a Chalice meter. Although sometimes the chalice appears right in front of your sunken eye sockets, you usually have to search high and low and everywhere in between to find it.

Luckily maneuvering in MediEvil is no problem. The easy-tomaster controls are more basic than Gex's, yet not as troublesome



to decipher as those in Tomb Raider II. MediEvil will thus appeal to a broad range of gamers.

■ PROTIP: In the first part of Pumpkin Gorge, check the sides of the gorge and you'll find a tunnel leading to a rune.

Bone Alone

MediFoll summons enough monsters to fill more than a few chalceseventhing from spinning scarceows to enraged pumpkin people to zombies and imps. And, as if that weren't enough, you fight a viclous variety of bosses that have cleavy hidden weak spots and equally hard to Athom attack, patterns. These graphically impressive behemotrs are a sight to behold, usually filling the screen and erupting in a volcano of beautiful, colorid animation.

Grateful for the Dead

Almost every aspect of MediEvil is a work of art, from its graphics to its imaginative and ghostly musical score. If it weren't for the occasional bad camera angle and hart-bogauge jumps, the game would be close to perfect—as it is, it will be one of the top 10 PlayStation games of the year. With action-oriented gameplay, subtle humor, and all'around eniovability. Medicil towers above the mediocre.

THE HALL OF HEROES AND THEIR TOOLS



The crossbow has homing darts that zero in on targets and aim true once released. It also features rapid fire, but has little power.





Mightier than the club, the hammer axe is also unbreakable, so you can pound away until dawn and never lose this weapon. Great for boulders, roots, and any other slow-moving targets.

WODEN THE HIGHTY OX 100 THE BROADSWORD

After getting the broadsword, which is one of the best weapons you'll find, go back to areas where you had trouble with enemies and hack 'em down!



The spear does way more damage than the crossbow and has a longer range.



2 CD





ival Schools on the PlayStation gets bonus credit for being more than the usual run-of-the-mill arcade port. In addition to being a wickedly fun fighting game, the PlayStation version throws in a ton of extra features and secrets that should keep you hooked even if you've already mastered the arcade version. Who says going back to school isn't fun?

Bike Racks at 3:30!

Rival Schools combines key elements of Street Fighter Alpha's fighting engine-air blocking, counters, and super moves (called

Burning Vigor Attacks in Rival Schools)—with Street Fighter EX Plus's polygon graphics. The result is a visually smooth and intense fighting game that has enough famil iar game mechanics to keep veterans of the genre thrashing each other for hours, yet is friendly

enough to give newcomers a fighting chance. Rival Schools takes an ex-



thereby stretching the limitations of the 2D gameplay. Toon Titane

Rival's lineup features 20 teen fighters from various high schools...but don't let their ages mislead you. These rough and-tumble battlers can execute several special attacks and techniques. The coolest feature in the game is the Team-Up Technique. Before each battle you pick two fighters, but you can't switch them during a fight (like in X-Men vs. Street Fighter) instead, depending on who your partner is, they can only bri enter the fray to either restore lost health, recharge your Vigor Bar or help you pound on your opponent. However-win or lose-you can change fighters between rounds. Excellent controls keep the fierce action moving and allow for easy double-digit combos-including air-juggles, linking moves, two-in-ones, and more. The only drawback is that the controls are too loose.

tra "step" with a sidestep feature that allows you to circle around an opponent,

making it easy for a beginner to defeat a skilled opponent by just mashing buttons

Fighters range from overly cute (Hinata, Akira, and the very bouncy Tiffany) to buff and brutal (Roy, Batsu, and Boman) to "What-the-hell-is-that?" (Edge and Gan), and each has a distinctive fighting style. But the lineup isn't limited to the student body; several faculty members. including a gym instructor and a school principal, glee fully join the melee. The graphics bring the fighters to life, but occasional blocky polygons and breakup occur, which distracts from the fighting-especially when big brawlers bash it out





Rival Schools for the Play-Station, however, rivals the arcade version thanks to several additional options and secrets, including Training and Lesson modes, and multiplayer Tournament, Cooperative, and League play. You can polish your combos in Practice mode, but the real grabber is the Lesson mode. Here, you have your own private tutor who teaches you basic game techniques step by-step. Your performance is evaluated on a report card, and secrets can be un locked depending on your grades. Who says video

games don't make for hetter students?

Instead of playing

Rival Schools, you could go outside and play some sports, but why bother? Among Rival's many secrets are hidden baseball and soccer games. In Target mode, you kick targets with a soccer ball; in Home Run mode, you have 10 chances to see how far you can hit a baseball. Even if you aren't a sports fan, the mini-games are a blast to play and very addicting.

Rival Schools is more than an excellent arcade port-its bonuses and secrets place it on the fighting-game honor roll. Here's one title that no fighting-game fan should be without this fall, Getting beaten up after school is fun for a change.



Hival Schools features intense fighting mayh secrets found only in the PlayStation versio





orm a nasty h ent you land, hold Forward and multaneously tap Light Punch



Control

Responsive controls 4.5 keep you in firm command of your character, However, it's too easy to succeed by simply mashing buttons.

rym clothes, finish a one a on any s g. (You can also uni

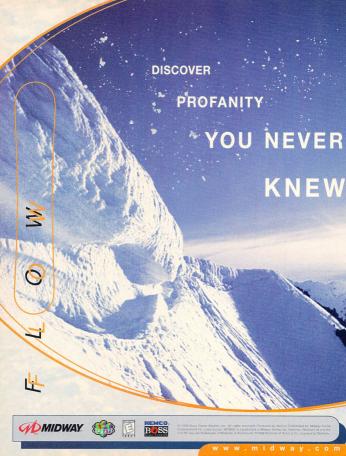
Sound The music and sound 5.0 effects are excellent Kudos to Capcom for leaving intact the Japanese character voices that fit the game so well.

Fun Factor

Not only is Rival Schools 5.0 a very solid fighting game, but the extras that round out the package also make it a top offering. Rival Schools should be on any fighting gamer's "must-have" list.

Graphics The fighting backgrounds

are simple and colorful. and all the fighters look great. The only blemishes on the graphics report card are occasional breakup and distortion.

















Stealth Assassins

Inter the world of feudal Japan where your only friends are your sword and the cover of night. Tenchu: Stealth Assassins has creeped up on your PlayStation, offering a Tomb Raider-like experience that mixes action and stealth into an excellent, well-rounded adventure.

Tenchu's gameplay is deliberately paced, thrusting you into hostile environments, such as forests, towns, and caves, through 10 missions. In each, you must complete certain objectivesinvasions, assassinations, and so on-which all require stealth and cunning instead of running and gunning. To aid you in your guest, Tenchu features a Ki meter (your sixth sense), which lets you know if you're near an enemy and if they've seen you. It's especially useful when you're setting up for a gruesomely delightful stealth kill. In addition to you sword, you'll be able to use other weapons, like shurikens. caltrops, poisoned rice, and smoke bombs.

If you're a gamer who isn't into twitch action, but you want something a little more intense than an RPG, step into Tenchu's dojo. The only thing at stake is your honor.











Control

3.5 frustrating camera

Graphics

3.5 animated characters

ing background over-

Fun Factor 4.5 perfect graphics or

Respected coach and video gameologist, Tom "The Thumb" Blake says that, as a video game player, it's important to prepare for the worst and hope for the best. So, instead of learning these lessons the hard way. Coach Blake suggests reading all about

THUMB INSURANCE

Are you or someone you know wart prone? Well. Special Thumb Wart Insurance protects players who are wart prone (toad wranglers and the like) in the case of a debilitating thumb wart. If you have a propensity to warts on any part of your body, or if your sister has warts, ask your insurance agent about a policy with a special thumb wart rider that will due you the protection you need.



Protecting the Public From Warts Since 1963 Insured by the Miggley Wegwerth Assurance Company

Everyone thought that after Alex Lau's thumbs were entangled in a trap of video game cable for 14 days, all was lost. But thanks to the friendly folks at General Indemnity Insurance and Photo Phinishing, Alex can once again operate a game controller. Doctors had said Alex would never play again, but through an extensive physical therapy program, Alex and G.I.1.8 PL were able to rehabilitate his thumbs and put his game, and his life, back together.

BEFORE

If you think selling insurance is a boring job, you're right which is exactly why you should consider it as a career. Recently, a poli conducted by Blake Foundation revealed that 9.7 out of 11.007 insurance salesman had video gammachines hidden in their offices for the 39 hours a week they dight thave anything to do.





METALGEAR

oach Blake also says that if you want a little insurance that a store is going to have the game you're looking for, go to Target. They have all the latest games like Metal Gear Solid for just Available October 23, Actini waithbilly date may vary

\$49

Get into the game.















PROTIP: Latch onto this flying cyborg for a lift through the gate Jump off auickly or you'll hounce

available

Aunilahla 4 planes

Octobor





copters in order to swing from ledge to ledge.











pass through are deadly to cyboras.

of Farthworm lim were a carefree teenager and liked torturing his opponents rather than joking around with them you'd have Wild 9 This game is a twisted take-off on the lim engine with a ton of cool animations and some seriously warned nuzzles

You play as Wey a snare-hound teenage adventurer with a mechanical rin for an arm that doubles as a grappling hook and an electric rone This annendage allows you to swing from area to area and to catch cyborgs in vour steely arin Why catch cy-

borgs? Because that's the whole point of Wild 9 You catch

them so you can kill them in lots of disturbing yet clever ways; feeding them into meat grinders. using them to stop dangerous fans, or throwing them into steel-spiked pits for use as stenning stones. If you're not creative, you won't progress.

Wild 9 is funny, wickedly subtle and almost as amusing to play as it is to watch. It resurrects the old side-scrolling platform game, adding some lim-esque humor and head-scratching. puzzles. This game definitely has nine lives.

PROTIP: Put cyborgs selectively on the spikes-you may have to iumn across two or three of them to safety.



PROTIP: Always use a missile or a grenade on two cyborgs in single file. If you don't get a two-for-one, you may be terminated by the survivor.

Control

Everything works just 4.5 like it should in a good side-scroller-with the exception of swing grappling. Making the tricky jump to a safe plat-form while swinging is frus-trating and interrupts the adventurous pace of the game



Screams that make 5.0 your blood curl Wex's valley-boy euphemisms, and a great music score all make an great music score all make an impression in Wild 9. There's also cleverly placed mood music to let you know when something is about to happen.

Fun Factor For Earthworm Jim 5.0 fans who have waited

patiently for the return of the Segmented One, Wild 9 will seem Segmented one, wild a will see like a refreshing diversion. For first-time side-scrolling plat-form gamers, Wild 9 will chal-lenge and thrill you with its bizarre but innovative gameplay and engaging puzzles.

Graphics

You can see the Earth-You can see the Earthworm Jim influence in
Wild 9's detailed backgrounds
and realistic death animations.
The game's only drawbacks are
the slowness of Wex's running
and seeing the same cybergs over and over again.



DUE SOON.



THE GAM







OGUE / PIE

By Dan Elektro

By mixing car carnage with a playground game of "keep away, Roque Trip tries to shift the vehicle-shooter genre into high gear with a loftier concept than just "kill everything." And it succeeds-assuming you want a loftier concept than just killing

nings, that is.

Like Vigilante 8, Rogue Trip
dds context to the chaos in

tions; just get close to the oper the form of missions. While fry-

ing your fellow auto mercenaries through the game's 10 levels, you'll to shuttle vacationers to photo-op spots so they can take snaps of their hellish holiday. Of course to do that, you'll have to slow down and it's still a last man-standing-wins affair.

Roque Trip packs a bizarre assortment of 10 vehicles, from standard fare, like a pseudo-tank and a school bus, to oddball autos, such as an ambulance and a Batmobile parody. But



these rides are more toons than cars: One car shoots exploding poodles as a special weapon, and the mere existence of a weiner-

nome, rou dom najwaya nave

to arive through the nearing sta-

mobile pretty much sums it up. The controls are similar to those found in Twisted Metal 2 and are just as responsive (plus, Rogue Trip

supports Dual Shock). Graphically, Roque Trip sacrifices clarity for speed; this game the same latticed, low-res look as Twisted Metal 2, Sound effects

include the standard explosions and gunfire, while the instrumental ongs distract less than the ones

The short version? It's Twisted Metal with tourists. However, if you're looking for more than just you're looking to me driving and shooting in your dridriving and shooting in your dri-ving and shooting games, Rogue's worth a Trip, 6





man man go no ma puote-ops Symen cing





In its day, Street Fighter Il ruled the arcades with awesome 2D fighting game action-however, that day was seven years ago. Now that BD brawlers like Tekken 3 and the excellent 2D Street Fighter Alpha series are readily available, the only thing Capcom's new nos talgia title will collect is

lots of dust. Street Fighter Collection 2 contains faithfu translations of Street Fighter II. Street Fighte II: Champion Edition,

and Street Fighter II: Hyper Fighting. But unless you're a total Street Fighter fanatic, who cares? Sure, the graphics are just as you remember them-but when compared to today's smooth highspeed brawlers, do you really want to settle for outdated animation? The sound has also been faithfully re-created, but do you

really want to listen to less-thanspectacular effects and tinny voice-overs? And who can forget those annoying elephants? The

controls are exactly the same, too, which means you won't find any high-hitting combos or air-juggles. Yawn On the other hand, if you enjoy buying games because they con-

Balrog and Vega return from the video game graveyard to do battle once again.

30 E 0 8 - 0



IP: To gain a cheap victory as E. Honda, corner your opponer and rapidly tap Jab Punch to blast 'em into oblivion with the Hundred-Hand Slap.

inal promotional materials (like posters or illustrations) and game introductions (like detailed story lines and character bios), or to hear a remix of an original score, then this is your title. But only as a rental-save your cash for Rival Schools.



PROTIP: To bust off a three-bit combo with Ryu, jump in deep ith a Strong Punch, then motion → ↓ ¾ and press Fierce Punch.

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OF 1995 THE CHARGE AND T



By Dr. Zombie

racing pack for the PlayStation. Beautiful graphics

match the high-speed action. An unimposing techno soundtrack rounds you'll find a lot of fun action. G







thumb-numbing controls and robotic mayhem

the original, Armored Core II piect Phantasma offers noth ng new to mech combat, a niche genre of gaming. Mech fighting fans will feel at

home with the heavy artillery, the plethora of parts to buy, and the va riety of missions. Unfortunately, controlling the mechs takes a lot of practice-and is sometimes impossible, especially when facing tough A.I. enemies that never miss a shot.



mech partisan a good fi But if this is your first time with robot combat, you'd do well to rent the game first instead of rush ing into a battle that might never be won. G



By Dr. Zombie

Pro Bowling has enough features to make it worthy of a frame or two of your attention. Equipped

with the Brunswick name and license, BCPB allows up to six players to choose from either 13 top Brunswick Pro bowlers or to create their own player to bowl in six play modes that feature authentic Brunswick rules, equipment, and structure.

The graphics, animation, and sound are standard but efficient in capturing the essence of the game-after all, it's just bowling. What's cru-



PROTIP: Make use of a hook to cover splits





PROTIP: Depending on which arm you bowl with, always aim for the same side of the center pin in the first frame.



ESRB rating: Everyone

Now, fighting the forces of evil costs \$10 less.





By Major Mike

Resident Evil 2 is back with optional analog controls, Dual Shock shocks, and more. The action/horror game that pits you against an army of zombies and other monsters is as exciting as ever. But in this case, "more" doesn't neces-BESTER DESCRIPTION AND ADDRESS OF

a show-stealer

ne a bl axes out your health



sarily mean "better." This re-issued Resident Evil 2 is identical to its first incarnation, with a few extras: notably, a Rookie mode (a version of the game for beginners), an extra hidden game, and analogcompatible controls that also support the Dual Shock. The additions are hit and miss: The added controls are problematic, but the hidden game is

The analog controls play too fast and loose, quickly becoming frustrating. It's easy to run your character in circles- and into oncoming enemies. And, unlike in Parasite Eve, the stick isn't pressure sensitive (you still need to press a button to run). After consistently wandering into monsters and firing into walls, you'll return to the more precise control pad.

The Dual Shock? It doesn't heighten the game experience. Sure, it adds a few effective tremors-like when you fire a weapon or come under attack-but it really doesn't work in concert with the onscreen shocks; at times it even detracts



in this issue for details on how to access it.



OTIP: To take care of the crows without wasting precious ammo, equip the knife, then stand near a crow that's on the round and slash him.

from them. Resident Evil 2 was effective enough the first time without rumbles. With them, the game feels a bit gimmicky. On RE2's upside is the hidden Extreme Battle mode. Similar to

the 4th Survivor Hunk and Tofu mini-games (which are also retained in this version), Extreme Battle sends you on a longer search-and-destroy

mission where you'll backtrack from the end of the game to the beginning, find four bombs. and destroy a train. Complete with multiple skill levels, random monsters, and hidden characters. Extreme Battle is the most compelling reason to check out this new RE2.

For staunch veterans of the series, RE2 Dual Shock demands at least a rental-for the Extreme Battle if nothing else. As for newcomers to the series. there's never been a better time to get scared. But enough re-issues, Capcom-it's time to count to "three."



OTIP: Although the Colt S.A.A s flashy and has a rapid rate of Tre, it does very little damage and wastes ammo.







DIRECTOR'S BUT

Dual Shock Version

Sometimes it's best to leave a great game alone. In addition to the same analog and Dual Shock problems that plague RE2 Dual Shock Version (see ProReview



above), the Director's Cut Dual Shock has a setback of its own; new watereddown music (all the other game elements remain untouched). The original spine-chilling symphonies

have been replaced by generic music that sounds like it was rejected from The X-Files. Where's the rousing overture that made your heart race?

Considering that RE2 surpassed the original in every way and that the new music in this version is

somewhat lacking, there's no reason to buy this Director's Cutunless you've never played any RE game ever. For purists and fans of the series, this Resident re-issue doesn't Cut it. 6





one of the extra gore that was romised the first time is in the

Resident Evil Director's Cut ual Shock Version by Capcon

Rantay value: Madison



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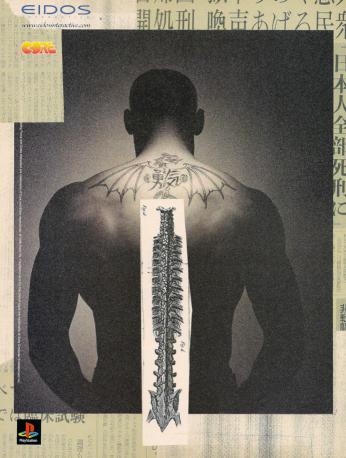
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Pokemon

f you're already dealing with emotional entangle-ments with Tamogotchis, Giga Pets, and Digi-mons, you'll definitely be in trouble with Pokemon.

lled Pocket Monsters in Japan (go figure), Pokemon
onounced "POH-kay-mohn") is an addictive game that's part RPG, part virtual zoo. "Pocket Monsters" really

Sound Yes the sound and mu-

Sic are primitive by today's standards, but they aren't bad for a Game Boy game.

Graphics The typical monochrome color schemes you know and love depict nicely detailed. imaginatively designed monsters. The Super Game Boy (for the SNES) or the Game Boy Color

will add a splash of color to your

monster hunt

The simple RPG-style gameplay doesn't demand much from the controls. but they handle the basic twobutton action and flipping between interfaces with ease. Two-player Link contests work great and are fun

Control

tures. To get the last 10, you must swap characters with another player via a Game Boy Link. The creature-capturing gameplay is familiar and fun, sort of "RPG lite." You begin with one creature and capture others by beating them in simple, but compelling, turn-based battles, Each

victory builds hit points and experience levels,

and you can put together a five-monster squad to beat up on individual monsters or to tackle other Pokemon gangs.

says it all. You play a monster wrangler seeking to capture 150 cute little beasties hiding in 11 worlds—and someone else's Came Boy Yes, it takes two to tango in order to score the entire Pokemon crew. There are two Pokemon cartridges, Red and Blue; each contains 140 monsters, including 10 unique crea-

Pokemon is a weird but imagina-ve little game. All in all, it's <u>an enter-</u> taining way to chase monsters.. and a good way to meet neonle too

Fun Factor What is it about virtual

.5 creatures that drives us to possess them? Whatever it is. Pokemon's got it and fun gameplay, too, Pokemon will make you want to take your Game Boy everywhere.





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GameProclassics

PlayStation If you were the kind of kid who

was scared of what was lurking



combination of shocks, action, and compelling narrative spawns a fun, fright-filled PlayStation trip that'll keep you on the edge of your seat, clutching the controller for

hours and hours As a sequel, it not only meets expectations, but surpasses them with ease. As a standalone

game, it's addic tive, making you feel like a zom bie searching for brains, Resident Evil 2 is frighteningly good. G





- ► Check out the full ProReview in the March issue of GamePro! Surf our archived ProReviews online at www.gamepro.com!
- ▶ Turn to the ProReview of the new RE2 Dual Shock Version in this issue!

Wintendo 64 Thanks to solid gameplay or a hook

that never gets old, some games just never lose their appeal. Turok rules

the Earth once again as a re-issued million-selling classic for the Nintendo 64. Snatch it up while it's cheap and get ready for the sequel, Turok 2: Seeds of Evil (see our cover feature, "Dino Might!" in

this issue). For those about Tu-rok, we salute

you-and for those who just want to dive in to Turok's bloody world again, the water's fine! And

if you tell the newbies about Turok's serious gun-totin', sauroid-slashin', riproarin' action, you may convert them to the coolest corridor shooter around.

Enemies glide in smoothly to kill and after you've disposed of them, they die with a realism that's almost never been matched. Turok has more firepower, gruesome graphics, and all-out

action than most corridor shooters (you can't watch heads getting blown off in GoldenEye). It's Jurassic Park meets the NRA, and it's a golden oldie. 6

- ► Check out the full ProReview in the April '97 issue of GamePro! Surf our archived ProReviews online at www.gameero.com!
- ► Turn to the cover feature on Turok 2: Seeds of Evil, "Dino Might!" in this issue!

Major Nike's Top 10

- 10. Friday the 13th (NES)
- 9. Zombies Ate My Neighbors (Senssia) 8. Blood (PC)
- 7. Splatterhouse 3 (Senecis)
- 6. Castlevania: Bloodlines (Genesis)
- 5. Resident Evil (PlayStation)
- 4. Boom: Special PlayStation Edition (Plays
- 3. Blood Omen: Legacy of Kain (PlayStation)
- 2. Castlevania: Symphony of the Hight (Pla 1. Resident Evil 2 (PlayStation)





9. Rampage: World Tour (Nintendo 64) 8. Crec (PlayStation) 7. Alien Trilogy (Saturn)

6. The Lost World: Jurassic Park (Arcale)

Scary Larry's 10. Gex: Enter the Gecke (PlayStation)

- Parasite Eve (PlayStation) 4. Hexen (Nintendo 64)
- 3. The Lost World (PlayStation) 2. Primal Rage (Arcade)
- 1. Turek: Dinosaur Hunter (Nintendo 64)





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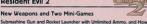
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THE RETURN OF YOUR FAVORITE CODES AND TRICKS!

PlayStation

Resident Evil 2



To Accore 4th Sumiyor Mini Gamos In airbon chanceres's second on nario, finish the game in under two-and-a-half hours. During the game save only once and use no first-aid snew. If you also have an "A" ranking after the end credits and the ranking screen have appeared a new screen appears describing your reward: a submachine gun and a rocket launcher-both loaded with unlimited ammo. You can find these two weapons in any chest. Following the "Your Reward" screen is another screen that says "You can play another scenario if you make a new save data." Save the new data. When you load the new data you can then play a hidden mini-game called The 4th Survivor. In this mission, you must guide an Umbrella SWAT member from the sewers to the roof of the police station

Gatling Gun with Unlimited Ammo: To get this weapon, finish both scenarios for either character in under two-and-a-half hours. During the games save only once and use no first-aid spray. After the end credits and the ranking screen scroll by a new screen appears describing your reward: a gatling gun-loaded with unlimited ammo. You can find this weapon in any chest. You can now also play the The 4th Survivor mini-game (see cheat above to access the game)

The Survivor Mini-Game: Play through the game six times using the consecutively saved data from each character. Along the way unlock the hidden The 4th Survivor mini-game (see first cheat). After the end credits and the ranking screen of the sixth game scroll by a new screen appears that says. "You can play another scenario if you make a new save data." Save the new data. When you load the new data, you can now play yet another hidden mini-game called The Survivor. In this mission you play as a giant piece of rofu armed only with a knife, that must make it from the sewers to the roof of the

Nintendo 64

Turck: Dinosaur Hunter

Illtimate Chart All Weamons Gran's Made and Mare





entered. Unpause the game, and the cheats will take effect

ontion and other cheats). NTHOTHIGDORTOTEK

All Weapons: CMGTSMMGGTS

Dana Mode (tiny enemy mode and show credits): DMCHN

Gallery Mode: THBST

credits): GRGCHN

Spirit Mode: THSSLKSCL

mode, and show credits): RRNSMTH

Show Credite: EDTUMOS

Unlimited Ammo: BLLTSRRERND

The Rockie's Top

- - 9. Wayne Gretzky's 3D Hockey '98 (Mintendo 64)
 - 8. NBA Live '98 (PlayStation)
 - 7. NFL Comellay '99 (MarStation
 - 6. NHL Face Off (PlayStation)
 - 5. NCAA Football '99 (PlayStation)
- NBA Shoot Out '98 (PlayStation)
- **HCAA Harch Madness '98 (PlayStation**
- 2. NHL Open Ice (PlayStation)
- 1. NHL '98 (PlayStation)





Dan Elektro's Top 10

- 10. Hipcout XL (PlayStation) 9. Vave Race 64 (Mintendo 64)

- Sega Rally Championship (Sature)
- Rock & Roll Racing (SHES)
- 5. Gran Turismo [MayStation]
- 4. Rally Cross (PlayStation)
- 3. San Francisco Rush Extreme Racing (Mini





DEVILISHLY ADDICTIVE



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Over 30 minutes of cinematics fluidly merge with gameplay in a thrilling storyline full of bizarre characters with a great sense of human Dedicated sound effects and an original score make Heart of Darkness on unforgettable gaming experience.



Experience intense action as you help young Andy fight through 8 huge levels and 175 different locations in a dark world filled with mystical mazes, exotic landscapes and evil enemies, in search of his bast triend. Whisky

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Unrepetitive! Every level looks different, requiring a new skill or strategy to find Whisky. 2000 frames of animation are used just for Andy, so he moves smoothly whether he's climbing, sneaking across a bridge or swimming

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2 DISKS











THE INTENSOR SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-the gut-while-you're-not-looking"



ITEM

- Left 2" Mid-Range Directional
- Right 2" Mid-Range Directional
- 5.25" Low Frequency Tactile Driver

- Sound Volume

- Electronics Unit
- Heavy-Duty Single Cord Connector
- Optional Office Chair Base
- Optional Subwoofer
 - Headphone Jack

Fig. 1. A breakdown of what you're up against

PART TWO

Remember, in this chair





Fig. 2. At 19 pounds, Intensor is designed

PART THREE

EFENSIVE PROCEDURES







Crushed By Falling Plane

Torn Apart By Wild Dog





PART FOUR

will ever be the same



Fig. 6. Intensor has been known to induce shock. In



www.intensor.com

Sensorv Gaming Experience





ports Pages PROSTRATEGY GUIDE

Tear a page from the GamePro playbook as we show you how to win with some topnotch plays for both NEL GameDay '99 [PlayStation] and Madden NEL '99 [PlayStation and Nintendo 64] By The Bankie

Run with Authority



This year the ground game is a major part of both Madden '99 and GameDay '99 Running the ball though, takes natience. The key to success lies in your ability to read the defense and react accordingly On sweeps and pitch plays for example, if the D is playing up on the line of scrimmage, sometimes the outside linebacker will overcommit. making it possible for you to speedburst past him. Noticing nuances like this will greatly improve your enound same

Keep Your Feet Moving



inke pound or stiff-arm your way to pay dirt. For example, in Game-Day, to shoulder-charge through the defense, simultaneously press 1.2 and X. In Madden for the Play-

ankle. break. ing juke nnessing R2; on the

sion, press Z. For these

moves to be effective be sure you're running the play as it's disgrammed and hit the correct gaps. If you de-

Just Page the Damp Rall



gerous passing game. And more so than with the ninning game, you must read the defense's coverage. After hiking the ball

glance at the cornerbacks and the safeties-you should be able to see if they're in man or zone coverage. The rest is up to you.

Going Downfield

A successful passing game also consists of calling plays with a variety of routes within the same play. Unless you're in desperate need of a of passing either to a running back in the flats, a tight end across the middle, or a receiver on an out pat tern, you'll almost always have a wide-open man.

as the quarterback throws the ball take control of your receiver and move him to the correct snot on the field (marked by a cursor). As the GameDay and Madden for the

Throw 'Em Ilp!







3 Wide / Take Off 4 Wide / Turn In Pro Blue / Clear Out





Advanced Coaching Strategies Set style for physical play, power plays and penalty killing

Symbol based passing and non-puck handler control Advanced Player Interface

Create, Trade, Sign and Release Players Total Team Management"

Updated team jerseys, rosters, arenas, schedules and divisions Get Ready for the 1998-99 Season

sweat the details









1998 Stanley Cup* MVP Steve Yzerman



Sports Pages PROSTRATEGY GUIDE

De-fense Is the Word



Playing a successful defense means knowing your personnel and their abilities. If you're running a power ful D line with big-time earth-stake res, like Tampa Bay and its fear-some foursome of Sapp, Upshaw, Culepper, and Aharuch, you'll be able to dominate almost any team off the line. On the other hand, if you have a speedy, hard-hitting secondary like the 49ers McDonad and Hanks; you'll be able to keep the offense at bay by making them no more than the villake to keep the offense at bay by making them num more than the villake to

Doomsday "D"

Check out this formation-by-formation breakdown for both games.

Madden and

GameDay Formations

GOAL LINE: When your opponent's

- on your five-yard line or closer, you better bring some big beef to the party.
- 4-3: Perfect for first-down or short yardage situations.
- 3-4: Use only if you have a better core of linebackers than linemen. A good set to consider if you think the offense is headed over the middle or to the outside.
- **NICKEL:** Utilizes five defensive backs, Use on third down when the offense needs more than eight yards for a first down.

DIME: Brings in extra defensive backs. Use when the offense needs 15 yards or more for a first down. It's usually set up to prevent the long bomb.

GameDay-Only Formations

4-4: Use on third and short to keep the middle contained and to take away mid-range out routes.

4-6: Primarily a 99

4-6: Primarily a blitzing formation,

but you can also use it at the goal line to keep from getting burned on the corners. Also good for pounding away at the line of scrimmage on

EAGLE: Use to contain mid-range passes and some deep routes where the offense needs 8 to 12 yards for a first down.

5 PRESS: Use only when you think the offense is going deep and to the outside. You can get burned over the middle if you're not careful.

Hit 'Em Hard!



When approaching the line of scrimmage, it's best to take control of ei-

ther an outside lineman or a middle linebacker and then stick with them until the play reaches the secondary (if you don't stuff it sooner). Too many times garners will make mistakes if they take control of lihe conners or the safeties, because both are hard to see before the ball is snapped. You must also refrain from switching wildly from man to man. Often, the switch will happen just a second too late—and the next thing you know, your buddy is doing an end-zone dance right up in your grill.

Defending the Run



The best thing to do when defending the run is to force your opponent's halfback or fullback toward the middle of the field. This increases their chances of running into their own linemen.

When They Go Long When defending against the pass,

keep an eye on the distance between your defender and the receiver. As the quartrack releases the ball, if you're behind the receiver, take a diagonal path to the ball's trajectory and hit \triangle on the PlayNation controller as soon as you're close to the receiver. You should knock down the ball or



3-4 / Fox

Nickel / Man Zon





intercept it. If the receiver is in front of you, play tight to either his right or left side, then press \square on the PlayStation controller or hit the B button on the N64 controller to pop him at the last moment and knock the ball loose.

Getting To Know Madden

Practice Makes Permanent

Before you tackle the gridino, it's important to prepare. Fortunately, Modden '99 features a new Practice mode. Now, you can hit the field before the big game and run a few choice plays against any defense available. Being able to read the defense and apply the right amount of touch to your pass could mean the difference between being a champ or a chump.

Strength vs. Weakness Also new to Madden are team-specific playbooks built

around that team's strengths and weaknesses. Although they're team-specific, playbooks are interchangeable. For instance, you can play the Seahauks, but use the 49ers playbook. This is another area where you can jump into the Practice made and see what works.

A Balanced Attack

Below are some teams whose offensive playbooks feature a good balance of running and passing plays.

49ERS: Excellent offense if you like mid-range passing routes and running plays that go outside of the tackles.

COWBOYS: Good offense to wear down the D's linemen and set up for the big pass play. PACKERS: Excellent offensive play selection—probably

PACKERS: Excellent offensive play selection—probably the most balanced of any team.

STEELERS: Built for a strong running attack. Provides your quarterback with excellent freedom of movement [if he has speed].

VIKINGS: Contains a variety of running formations that let you set up the long bomb.

Respected coach and video gameologist, Tom "The Thumb" Blake says that there are not now, for have there ever been any shortcuts to improving your play. Practice and dedication are still approximate the property of the property of the proving your play.



VIDEO QUACKERY AND QUESTIONABLE DEVICES



room and play and win 73 of your layoring ames in the time it lakes to flip a switch claimed a 1984 advertisement for The Hyper Technical Deliuc Game Amplification Generator. Model no. 7. Unfortunately, the abilities of this machine were greatly exaggerated and if never got off the ground. Much off the internal engineering, however, was later

The Head-Held Electro Magnetic Resonation Capacitator

Developed in 1987, at a cost of \$32.4 this instrument claimed to create the optimum ionic balance for effective game playing, in 1988, however, the FDA concluded that optimum ionic balance had nothing to do with effective video game playing. The Capacitator was in fact creating an ionic imbalance, which, in some instances, was causing involuntary beliching among laboratory flamingos.





recall, The Brain wave Synapsial Transducer had solid 43 inits world wide to video game players who quick! discovered that it didn't work. When connected the it didn't work. When connected the initial players to nead the mind of their opponent and thus allow the player to anticipate and thus allow the player to anticipate the actions of said opponent. What it did instead was undure a craving to be sometimes of when the did instead was undure a craving to be proposed.

Get into the game.



Caught Between Superstardom and 2nd String



NFL Rlitz

Midway's NFL Blitz is the hottest arcade sports title PlauStation since the original NBA Jam: Its smash, bash, and thrash formula has injected more adrenaline into football than anything

since anabolic steroids. But converting Blitz's blitzkrieg into a console title that must offer depth and re-

playability is like stretching a music video into a fulllength feature film-there ain't enough beef.

Tacks on the Extra Point The standard ar-

cade Blitz allows you to track your stats across single or head-to-head games, and this tion adds an eightand full-season modes. It's a

valiant attempt to lend the game some depth, but it fails: With very light stat-tracking, a meager playbook, no create-a-play feature (which helped the N64 version shine), a lackfuster opponent A.I. and virtually no variety, Blitz's solo game can't compare to its main competitor, NFL Xtreme, which combines the depth of GameDay with (albeit toned down)

skull before he can catch a long pass,

PROTIP: Stick to short passes and runs unless you're desperate-a good player will crush your receiver's

Luckily, Blitz bet-

N64 may find this ver

sion's lack of anti-alias

ters Xtreme in graphics and sound. With far smoother animation, and quicker action. Blitz eclipses Xtreme's though owners of Blitz

PROTIP: Don't call many blitz plays-they're too risky. Stick to zone or safe defense, and bring your safety to the line of scrimmage to rush the quarterback.

ing a bit jagged, PlayStation owners won't be disappointed by the fluid player movement: It's like buttah. Ditto for Blitz's sound. which combines a throttline soundtrack with blistering effects and crisp, hysterical commentary (which gets repetitive in synch with the rest of the game).



PROTIP: Go to Deep Zone for long third downs or potential fake punts, and keep control of your safety.

He Could Go All the ...

Unfortunately, Blitz hits yet another deadly linebacker in its conversion to the consoles: Icon passing-or its serious lack of. Blitz forces you to use the controller to point to your desired receiver, making across-the-body throws awfully dicey when you're being pursued. Sure, this design flaw just perpetuates the arcade version's problem, but why not offer an option to convert to the tried-and-true interface that football gamers everywhere have embraced?

Otherwise, Blitz's pinpoint analog control lets you turn on a pixel. The responsive three-button interface is extremely easy to learn, and the surprisingly subtle Dual Shock support will have you quaking in your cleats.

He Really

Nails Him! Ultimately, Blitz multiplayer arcade football game, and in that regard. this near-perfect conversion has no equal. Many gamers may be content with that in this PlayStation version (though if you have an N64, too, that version's definitely the one

Punishing the game for not aspiring to more than its arcade progenitor may seem harsh, but this is the big leagues, and it takes more depth to challenge the home console veterans. Blitz offers exactly what its name implies: A fearsome strike that ends very quickly.



PROTIP: The spin move will help you deke one or two defenders, but using it in a crowd is just asking for a fumble.



to buy).

It's a Whole New Game



Coming in November







NHL '99 Takes Home the N64's Stanley Cup



NHL '99

Nintendo 64 Dusting Gretzky and dashing past Breakaway, NHL '99 surges to the top of the N64 hockey standings in this brilliant debut. EA Sports' long history of hockey expertise shines through in the game's slick graphics and realistic, compelling action.

This Rookie Rules

Although NHL '99 is a recognizable port of NHL '98 for the Play-Station, EA's efforts in patching up the latter version's flaws and tuning

it for the N64 have paid off handsomely. The addictive gameplay delivers a sweet balance of crunching checks, thrilling goals, and true-

As for the game's controls,

Also, checking, holding, and hook-

ing have a bouncy feel that makes

the physical side of the game less

be. With practice, though, you'll

Busts Off a Breakaway NHL's graphics are nothing short of beautiful. Incredibly realisticlooking ice and arenas make great settings for the sleekly moving.

effective and intuitive than it should

learn to work around

highly detailed players.

the announcer, ESPN's

Bill Clement, is a shining

On the other hand.

to-hockey realism, while the sliding difficulty scale-which ranges from the simplistic Beginner mode to the brick-wall All-Star mode-will challenge all takers.

Featurewise, NHL hits the ice with a solid roster. Beyond the usuals (pro teams and players, Season mode, etc.), you'll find international teams, an outstanding setup for editing lines, on-the-fly strategy changing, fighting, trades, and player creation. The only real shame is that a Practice mode didn't survive the training-camp cuts.



PROTIP: If you're back alone on defense, it's smarter to try to hold your opponent. This tactic gives your teammates time to catch upand besides, if you blow your check, the goalie's all alone.



PROTIP: To rack up goals, concentrate on crossing up the goalie. Fake to one side, then cut loose high across the net into the other corner, or skate a hook pattern across the top of the crease and flip it in on the backhand

example of why the "off" option was invented. His repetitive, over-the-top commentary (after a big hit, "Choo-choo! Freight train!") is a formula for nausea. Fortunately, cool organ tunes and inspiring crowd sounds make amends.

The True "Great One"

If you also own a Play-Station, you'll probably want to wait and spring for that version of NHL '99-with more thorough features and better polish overall, it'll likely emerge as the better of the two. But N64 gamers have no reason to be glum, NHL '99 definitely ranks helmet and

tors and should be a nart of any N64 sports gamer's collection.

shoulder-



PROTIP: Be wary about por the Shoot button in front of the goalie or skating into him at high speed-the ref calls interference nenalties with abandon.



"The Dominator" stands tall in front of the twine!



PROTIP: When fighting, beat down opponents by continually unloading haymakers (tap Button Z).



FSRR ration: Fueron

Hackey

The #1 football game on N64 just got a whole lot better.

Second Generation Technology Award-winning Hi-Rez graphics

Developed by New York Jets Offensive Coordinator Charlie Weis All-New NFL Artificial Intelligence

Over 400 All-New Motion-Captured Animations Player celebrations like the

chicken dance and army salute

All-New Two Man Broadcast Booth Play by play from Mike Patrick and Randy Cross All-New Passing System

Jightning-quick pass control using the analog joystick

reate your own players, coaches, teams, playbooks and uniforms Total Team Management

Brett Favre





sweat the details











NASCAR '99 Qualifies for a Top-Five Finish



NASCAR '99

PlauStation In its sophomore season, NASCAR '99 once again delivers a high-octane racing experience. Despite some quirky shortcomings, its bumper-bashing action sports enough polish and depth to thrill generic race fans and the NASCAR faultful alike.



PROTIP: If someone's trying to pass you, don't be polite and let them blast on by; instead, ram them into the wall or nudge them off the track.

PROTIP: When gaining on someone, your crew

chief will tell you to pass high if there are cars

low (and vice versa). But if you have the lead

and he tells you to stay high, it means someone's

about to pass you low-and it's often a good

idea to dive down and block them out.

Qualifies Well NASCAR '99 rolls out of the

garage with a strong lineup of features. Gamers choose from 31 current NASCAR drivers and 17 real-life tracks, all backed by a much more detailed car-setup system than NASCAR '98 had. Other important features include tight two-player split-screen competition, night racing, season action, and a best-line option—but

the game has one disgraceful shortcoming: no create-a-driver feature. For many, the biggest thrills would've come from seeing themselves in the game taking Jeff Gordon into the wall for just merely racing as Jeff Gordon.

Fortunately, the kick-ass gameplay will command your attention. The cars handle beautifully, and the pack puts up a tough fight all

the way to the finish. NASCAR
'99 also supplies an awesome difficulty-setting configuration, which lets you tune four gameplay factors to make the race as arcade-style or as sim-style as you prefer. And pitcrew wannabes won't be disappointed: True to the real-life

NASCAR circuit, a huge part of success comes from properly setting up your car before each race. Responsive controls, espe-

cially when using the Dual Shock analog stick, keep you right in the thick of the race. But again, there's one scriously lame shortcoming: no rearview mirror or look-back button, which leaves you blind to what's going on behind you. Hello?



PROTIF: To execute precision turns on ovals, let up on the gas and brake before the turn, then stay of the tags until you feel you can hold your line through the rest of the turn. If you start pushing up toward the wall, you'll generally get a better response by pumping the brakes (tap the Brake button) than you will by standing on them.

Podium Finish

Visually, NASCAR '99 improves upon its predecessor in all the right ways. The significant draw-in problems of NASCAR '98 have been almost entirely smoothed over, and pop-up is rarely noticeable. The game's good sensation of speed, realistic courses, and slick, well-detailed cars really make for a fine day at the track.

On the sound side, famous rac-

THE LOCATION OF THE STATE OF TH

PROTIP: To qualify at the front of the pack, set up your car so that it runs so fast you can barely hang on. For the race, though, increase the handling a little so you can maneuver better with a crowd on the track.

ing commentators Bob Jenkins and ver better with a crowd on the track Benny Parsons call the action, yet, while their appeal is undeniable, their comments quickly grow repetitive. Luckily, the helpful crew chief makes up a lot of ground, chiming in with good advice. Cool engine rumbles and other solid in-race sound effects round things out.

Race Wrap-Up

While the series still has plenty of room to improve, NASCAR '99 ranks as one of the year's leading racing games (Gran Turismo still holds top honors). If you're choosing between the PlayStation and NAS versions, the PlayStation game easily takes the pole—though not by a huge margin. All told, race fans in general and NASCAR fans in particular won't go wrong peeling out

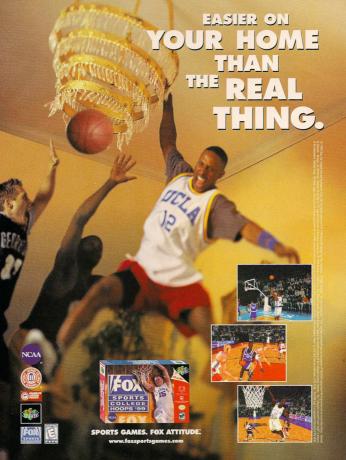
of pit row with this title.







PROTIP: Drafting gains serious





OT ENOUGH EMOTION IN PRO FOOTBALL? MAYBE THAT'S BECAUSE THE PLAYERS SPENT IT ALL DURING COLLEGE.



There's nothing in the world of sports quite like college football. And there's nothing in the world of sports video games quite like NCAA GameBreaker 99. This year, GameBreaker returns with a host of features its competition can't touch. Compete for the Heisman Trophy, build your own dynasty with the blue-chip recruiting mode, and listen to the legendary Keith Jackson call the action. NCAA GameBreaker 99 from 999 Sports. It's college football at its best.

MCAN GAME Breaker 99



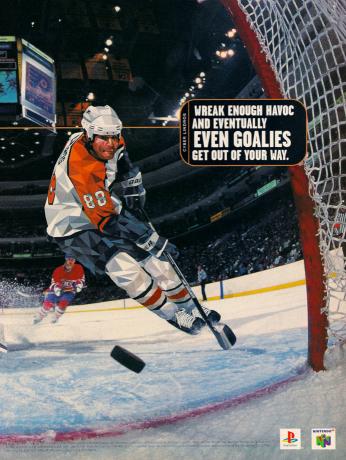












SPORTS INSIDER PREVIEWS



By Johnny Ballgame

Live Got Game



NBA Live '99 promises slick gameplay and authentic NBA action with an enhanced A.I realistically to situations on the court. This year, if you're attempting to post up in the paint and get double-teamed one of your teammates will try to get open for a threepoint bomb instead of just standing around.

Live also sports a new General Manager mode that enables you to draft a custom team and play up to 10 seasons with your players' attributes changing throughout the years. And if your game isn't quite up to superstar standards. you can fine-tune your shots and dunks on an outdoor prac-







EA Sports' Hall of Fame basketball series returns for another season with the hope of continuing the tradition of excellence it established in past titles.









Live's phat graphics show amazing detail in the players, including over 30 facial expressions that will change depending on what's happening in the game.

> Players will laugh, jump in another player's face, and even frown after making a mistake. Also adding to the realism in the game are the new on-court sounds, including player chatter and coaches yelling "Watch the clock!

> > son might be in fans needn't worry. NBA Live '99 should offer enough hoops to satisfy even the most

The NBA sea-







SPORTS INSIDER PREVIEWS



By Johnny Ballgame

Total Control Power

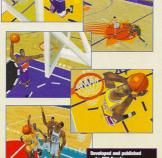


NBA Shoot Out '99 looks tight, powering to the basket dose of new features. The most

which enables you to not only control the accuracy of each shot, but its arc, too. Shoot Out also includes a team momentum me

and improved versions of last season's Total Control Dunking, Icon Cutting, and Icon Passing







For the first time in the series' history, NBA Shoot Out will be ready to when the basketball season starts (if there is one). The game's innovative features will have ballers dunking and talking trash from the opening tip-off to the final buzzer.



Turning Up the Heat

Shoot Out's graphics sport motioncaptured animations from NBA superstars like Brevin Knight. Bo Outlaw, Jason Kidd, and Robert



dunks. Also in the works are new arena visuals that will feature authentic stadium architecture and livelier crowds,

Roster control and season awards help add to the realism of the game. Off the court you'll be able to trade, draft, create. sign, and release players while your on-court skills will have

you battling for MVP, defen-

sive player of the year, and NBA Shoot Out '99 might be just what locked-out fans need to get them through the possibly hoops-less season.

there's no such thing as a friendly game.



hustling is the spice of life Shoot in 6 shady pool halls with unique tables, cue sticks and local pros. Select from single and two-player modes, plus, 8-Ball, 9-Ball, 14-1, and Rotation rules.



swim with the sharks Wager, win, and move on to tougher opponents in your quest to hustle all 12 underground champs-each with unique skills, playing abilities, taunts,

and betting strategies.



you can almost smell the beer Master authentic pool techniques like English, draw and jumping. Align your shot with the realistic top-down camera. Then, view the 3-D engines slow-motion instant replays.



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The Only NBA Game on N64 with Hi-Rez™ Graphics

Over 300 smooth skin polygonal players and all 29 NBA courts

Realistic 5-on-5 Action

Authentic team play styles like the Bulls Triangle Offense and the Celtics Press



The Only Game on N64 with a 5-on-5 Jam Mode Outrageous dunks and turbo mode

The Only Game on N64 with Signature Moves for the NBA's Top Stars Crossover dribbles, finger rolls and baseline jumpers



600 Motion Captured Moves

From New Jersey Nets rookie sensation Keith Van Horn

The Only NBA Game on N64 with Two Man Commentary Bill Walton and Kevin Harlan bring you the courtside action



Total Team Management™

Create a player, team and customize the play style





sweat the details





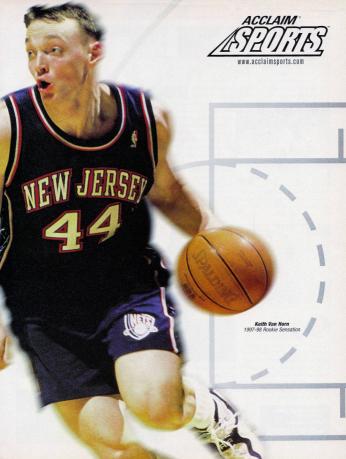






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SPORTS INSIDER PREVIEWS



It's a good year to be a hockey fan. NHL '98 fell flat after a while, but NHL '99 looks to make amends with gameplay, graphics, and con-

trols that already reach star levels. The most noticeable change

is the dazzling graphics, which feature slick rinks and fluidly animated, cleanly detailed polygonal players. Once you get into the action

NHL Face Off '99 to decisively declare NHL '99 this season's champ, it'd take one mind-boggling hockey game to come close to the excellence of this pre-



the controls have a natural comfortable feel, and the well, paced gameplay rocks. Little details, like a nuck that rolls and wobbles after bouncing off the glass, add a lot.

to practice your game, and an expansion draft for the Nashville Predators. While we haven't vet seen enough of

sole gaming's best hockey title. delivers all the standard features, such as the pro teams and players. 18 international teams, on-the-fly strategy, trades, player creation, fighting, and season



ries, NHL '99 looks like it'll almost certainly take the ice this October as con-





view version.-Air Hendrix







/R Football '99

VR Sports is hitting the gridiron with VR Football '99. This year, VRF99 will contain detailed polygonal players-instead

of last year's flat sprites-and will tackle the PlayStation with all the standard play modes (including a Practice mode), teams, stadiums, players, and stat tracking. You'll also be able to create

your players and offensive plays. Unfortunately, there's no color commentary and the game's animations and control features aren't yet ready to chal-

point in the season, it looks to be a tough road to the Super Bowl for VR Sports' sophomore effort.-The Rookie









SPORTS INSIDER PREVIEWS



The most promising game in the new ESPN line, X Games Pro Boarder slides off the lift with all the usual hype and hoopla of the X Games. Gamers choose from eight X Games and several Olympic boarders and then blast down the hill in one of four X Games events or on a free ride across a wide-open 3D mountain with no





boundaries. You can bust off tons of tricks, and, graphically, the slopes look clean and pretty. As long as ESPN Digital Games waxes and adjusts the stiff controls (along with a few other hiccups) that were present in this early, unfinished version, X Games

might take on Big Air or Cool Boarders 3.-Air Hendrix







ESPN Digital Games is shooting its way into the hoops arena, hoping to blend the personality of SportsCenter with the wild basketball action usually







reserved for the highlight reel. The preview version of NBA Tonight included cool pre-game player intros and plenty of options, such as authentic plays, players, teams, and courts-but once the action started, so did the problems. The game still isn't complete, but to contend with NBA Live and NBA Shoot Out, ESPN really needs



to speed up the gameplay and smooth out the player movements. Let's hope all that gets tuned up in training camp before the season starts. Johnny Ballgame







National Hockey Night PlayStation

The Powerplay series was always a decent alternative to the big boys of hockey-NHL and NHL Face Off-and now that it's re-emerged as National Hockey Night, it faces the same tough challenge on the PlayStation ice. Along with the usual features





(including pro teams and players as well as international and All-Star teams), NHN adds undeniably cool SportsCenter window dressings as well as announcing by



ESPN's Steve Levy and Gary Thome. But will that be enough to rise to the top of the standings? This preview version was too unfinished to gauge-yet when compared with other early versions of competing

games, the prelim revealed that NHN needs to sharpen more than just its skates before it hits the ice. -Air Hendrix







lies within

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ROLE-PLAYER'S REALITY

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES . NOVEMBER '98

By Boba Fatt

Due to the lack of big-name RPGs for the PlayStation this PlayStation year (Capcom's Breath of Fire III and Square EA's Parasite Eve are premium games, but not marquee titles), other titles are looking to fill the cracks. Unfortunately, Tales of Destiny, with its bare-bones graphics, awkward control, and wandering stoy line, is running behind even the also-rans.

Tales of Disappointment

In TOD, you're Stahn Aleron, a 19-year-old orphan with a strong sense of right and wrong. Your lifelong dream has been to become



PROTIP: To escape the Draconis, work your way to the outer hull, then follow it south and east to the escape pod.



PROTIP: Once you reach the global map, travel north and west to Harmentz Village. Don't take free items from children there, or you'll regret it.



PROTIP: When she's lost, you'll find Chelsea in the northwest corner of the snowy forest.

am has been to become a master swordsman who punishes evildoers everywhere, so when a legendary Swordian (a living, talking sword) falls into your possession, you're ready to seek out and destroy the diabolical forces on your planet. TOD's wan-

dering story line, however, often leaves you wondering exactly where these forces are, as you sit through listless dialogue from child-

ish characters and meander through the lands. Bored Sword

TOD's uninspired graphics wouldn't impress on the Super NES. The flat. static viewpoint leaves a lot of blind spots and the side-to-side combat scenes utilize the squat, poorly detailed characters from the overhead view. The enemies are small and hardly fearsome, while the attack special effects aren't special at all. As if to match the performance of the unimpressive visuals. TOD's controls let you move in only four direc-

tions, and you seem to

get stuck constantly

Tales of Destiny

Finally, though the unremarkable soundtrack sets the tone and cuts through the silence, it becomes awfully repetitive, Just a few nice touches—like the complex detail of the airships and the ability to customize your special-attack controls—keep TOD from falling on its own Swordian.

Destiny of a Dud

TOD does overcome some common RPC pratfalls, such as overly complicated menus or the need to constantly "level," and it offers lots of characters and locations. Nevertheless, the game is ultimately uncompelling: There's no eye candy, no particularly interesting mystery that needs to be explored, and no looming, mind-boq

gling challenge to overcome. Playing Tales of Destiny is just a matter of wandering around until you bump into the right location to view a conversation. Sort of like life, but with worse graphics and controls.



PROTIP: During battle, always gang up on one bad guy until he's dead—a wounded enemy inflicts as much damage as a



PROTIP: On the Draconis, head due south to a dark room wher you'll find Dymlos, your Swor-





PROTIP: Keep Leon in the front lines. He's the strongest of your party...and he's not exactly what he seems.



PROTIP: In Janos, find the Middle-Aged Man's passport and let him know where it is. Don't steal it, even if you're tempted!

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Do you own a PlayStation game console? Yes O No. What type(s) of games do you like best? OSports O Fighting Name _ ODriving Action/Adv Address O Flight Sim O Strategy State/Province Zip/Postal Code City____ ORPG O Shooter __ Phone (_____)__ Country ____

Sex Male Form ID 0038

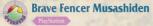
Sex of Male Form ID 0

UNDERGROUND





ROLE-PLAYER'S REAL IN PREVIEWS



By Robinson Hood





0 10-13 (F) 10-1

Brave Fencer Musashiden is a highly addictive new role-playing game headed to the States this fall.

The Best of Both Worlds



Playing as a legendary hero named Musashiden, you've been summoned to help protect your kingdom against a rival country's invasion and to prevent your enemies from stealing the powerful Sword of Light. At times, this action/RPC plays more

tion/RPC plays more like a platform game than any RPC you'd expect from Square (think Crash Bandicoot meets Legend of Zelda), but the two styles are blended together so smoothly that gamers get the advantages

of both genres. You'll need to dodge rolling boulders, slay giant robots, and solve a slew of puzzles to eventually restore peace to your kinddom.









Bravery and Brains

Brave Fencer is an extremely well-crafted title, offering not only challenging puzzles and fast action but also providing colorful graphics and a heroic musical score. When you meet characters on your journey, instead of just reading text boxes, you actually hear them speak!

Brave Fencer also fea-



ally hear them speak!
Brave Fencer also features a bunch of cool
weapons that you acquire throughout your
adventure—you must
learn to master them
in order to destroy the



learn to master them in order to destroy the more vicious villains. If you're a PlayStation fan, Brave Fencer Mussahiden should be toward the top of your hot-prospects list this fall.



Developed by Square Soft
Published by Square EA
Available now in Japan
Available November in the U.S.
1009/a COMPLETE

[HOLD YOUR HAND OVER THIS PAGE.]

If you see a SHADOW, you've got until

winter before

(madness)

descends upon the land











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if you choose for to give to your

friends, you may have to



If you hoose nor to give to your friends, you will

novice your friends always said

in the Bealm of gaming

rt is believed that

how you play no

will affect your gaming later

it is now possible to achie

divine video yame storus, and be worshiped as a deity among players everywhere,

among players energethere, with the negotive. the ultimate memory cord,

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and they can reciprorate.

Take levels, divinators, or teory correct

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en higher.

grand is good, but so is generosity

what goes around,



inot to accept
the characters
that others have
created,
you will learn
nothing,

and die and die an eacly, painful



good karma







PlaySta

DayDingar

Vintendo 64

GAME-WINNING COMBOS AND STRATEGIES



This month, we hit you with strategies and secrets for three hot fighting games: Rival Schools, Street Fighter Alpha 3, and WWF War Zonel

It's time to review your class notes for the second and final installment of Rival Schools. We break down the remaining regular fighters and their basic skills, special moves, Burning Vigor Attacks, and devastating combos.

By Bruised Lee (Special thanks to Major Mike)

layStation Part

Basic Skills

Burning Vigor Attacks



Each fighter has a nine-level

Vigor Bar that can be carried over between rounds. You can increase your Vigor Bar by getting hit, performing special moves, or taunting your opponent. When your Vigor Bar reaches Level One or higher you can perform a Burning Vigor Attack. The Vigor Bar maxes out at Level Nine. Team-Up Techniques



Level Two or higher, you can perform a Team-Up Technique. During this move, your partner can jump onscreen briefly for an attack, you can raise your Vigor Bar a level, or you can restore some lost health. Team-Up Techniques vary depending on the partner you select, but each fighter executes them using the same move. To do a Team-Up Technique, tap (WP WK) or (SP SK)

Throws



When in close, tap (WP SP) to throw your opponent. To throw a crouching opponent tap (↓ WP SP). To escape a throw, tap (WP SP) when your opponent tries to throw you. To escape a crouching throw. tap (WP SP) Juggle Starters



nent, tap (> SP) or (> SK) to launch them into the air. You can then follow up this move with more hits by tapping 1 to jump into the air after your opponent and perform a highhitting air-juggle combo.

Air Recovery



When knocked into the air, tap any two buttons simultaneously to perform a midair jump. An Air Recovery can throw off your opponent's timing if they're setting you up for an air-juggle combo. **Tardy Counters**



in for an attack and your fighter starts their blocking animation, perform a Tardy Counter. To execute this move, do any special attack for the character you're playing. For example, as Alternate Akira, motion ↓ y → P when she starts her blocking animation in order to counterattack and flatten your opponent, You can do Tardy Counters whenever you want

during a fight.

Taunts



can tap Select anytime during the fight. Taunting leaves you open to an attack, but each taunt also adds to your Vigor Bar.

Knockdown Recovery After your character is knocked down from an attack, they have several ways to recover offensively and defensively.

Roll backwards: Tap ← Roll forward: Tap → Stand up: Tap 1 Boll into the foreground: Tap 4 Note: Press any P or K button after each initial recovery move

and your character will immediately perform a counterattack.

Ground Basics and Running Attacks Here are some important skills each fighter can perform dur-

High Jump: Tap ↓, ↑ Run: Tap →, hold → Dash Toward: Tap →. → Retreat: Tap ←, ← Sidestep: Tap (WK SK) Foreground Sidestep: Tap (↓ WK SK) Shoulder Charge Attack: While running, tap P

ing a fight.

Slide Attack: While running. tap WK Flying Kick Attack: While running, tap SK Air Blocking: While in the air:



Blade Strike

Motion ↓ > → P



Motion ↓ × ← K







Back Strike



Edge













Four-Hit Slice 'Em Combo





Four-Hit Jump-In Combo

Tap WP



two-in-one











Jump in deep. tap SP

Tap WP Eight-Hit Blade-Strike Combo









Hold ↓, tap WK, Motion > → WF











Nine-Hit Kick-Up Combo



















Tap WF

Tap WF

Tap WP

Tap SF





Roadster Kick



Motion ↓ ∠ ← K **Elbow Smash**

Motion ↓ ¾ → K **Crane Stance**



Motion ↓ ∠ ← P Note: Tap SP during the Crane Stance to do the Elbow Drive, or tap SK to do the Flip Kick





Kick/Punch Assaul



vastating Combos

Six-Hit Crane Combo



Motion ↓ > → P



Tap SK













WP, tap WP Nine-Hit Kick-Up Combo













WP







Eleven-Hit Super Death-Ball Combo Note: Your Vigor Bar must be at Level One to do this combo

















for four hits

THE FUTURE HAS ONE TINY HOPE FOR SURVIVAL



Roadster Kick



Motion ↓ > → F Air Launch

Motion ↓ ∠ ← K

Motion ↓ > > K Crane Stance



Motion ↓ ⊬ ← P Note: Tap SP during the Crane Stance to do the Elbow Drive, or tap SK to do the Flip Kick.





evastating Combo

Hit Crane-Juggle Combo



















Motion ↓ € ← WP; tap SK

Tap WK

Tap WK

Tap WK

Hold →, tap SK

As soon as you Hold 1, tap WP Tap WK land, motion ↓ ¥ → SP

Multi-Hit Super Team-Up Combo Note: Your Vigor Bar must be at Level Two to do this combo. The total number of hits depends on who your partner is





















Tap WK Tap WP

Twelve-Hit Super Crane-Juggle Combo



























Tap WP, WP Tap SP

WP, tap WP

Tap SK

Hold ↑; tap WK, WP

Hold →. tan SP

Hold →. tap SK

As soon Hold →, as you land. tan SK bold →, tap SK











My name may be Tiny, but I'm also the only hope to save humanity from a bunch of brainless robots. I'm equipped with the most advanced weapons-big guns and rocket launchers-so I'm not going to take



any B.S. from anyone or anything. So call me what you want, because in the end, all that matters is the size of your guns. Just ask the sorry-ass robot with a Texas-sized hole in his gut, www.tinytank.com, www.mgminteractive.com













pecial Moves

Power Fist



Motion ↓ ¥ → P Aura Flame



Spin Kicks



While in the air, motion





Team-Un

4 × → P

Nine-Hit Kick-Up Combo



Tap WP

evastating Combos











Tap WP







Four-Hit Aura-Flame Combo



Tap WP







Five-Hit Air-to-Ground Combo



tap SP







WK for two hits

Tap WP Twelve-Hit Super Aura-Flame Combo Note: Your Vigor Bar must be at Level One to do this combo.















Tap WK





Tap WK

SAMEPRO (234) November 1998

Hold →, tap SP ∠ ← WP for four hits

 $R_{\rm espected}$ coach and video gameologist, Tom "The Thumb" Blake says that good players learn a lot from the mannerisms and actions of their opponents. That's why he recommends a lesson in

VIDEO GAME BODY LANGUAGE

A person in this position might be expressing. The lost again: I don't believe I'll ever win I'm a loser, a loser, a loser, and I'm going to be one all my life." Or he might be trying to scratch an itch in one of those really hard-to-reach places. The experienced gamer care processing the subtle difference of the experienced gamer.

Attempting to put "English" on the game control button is a waste of valuable energy and can cause serious problems. If you must put something on your button, make it "Kan Hakka," a popular dialect of Chin

The buttons respond better to the

ls this the victory dance of a proud and expressive player, or did he accidentall sit on a joystick? Again, the serious gamer recognizes the subtle difference.



see you sweat. Covering your entire body with a roll-on deodorant is not only effective, it's fun.



It's difficult to understand the muffled cries of this player, but the body language is loud and clear. It says, "I'm a bit frustrated by my lack of ability."





Couch Blake also says that Target has a huge supply of all the best games as you don't have to mess around with proordering see head-through EV years) and waiting and hoping for it to come in see sewarts-brow years! Right now they have games like \$39. Its Target 90 Medicel and Greek Bradictor Worped for just

Get into the game.



Special Moves

Spinning Body

"The Clapper"





Sumo Stomp

Rock Smashing







Sumo Drop

Overhead Smash





While in the air, motion 4 × → P















Seven-Hit Juggle-Punch Combo













Seven-Hit Sumo-Drop Combo















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THE FIGHTER'S

Hideo







Motion → ↓ \ P







Motion ↓ ∠ ← F Uppercut

Motion ↓ ∠ ← K Flying Kick

vastating Combos Six-Hit Uppercut Combo









While in the air, motion ↓ >> K or motion ↓ k ← K **Detention Fireball**

Ten-Hit Super-Juggle Combo Note: Your Vigor Bar must be at Level One to do this combi















Eight-Hit Kick-Up Combo

















Eight-Hit Twin-Fireball Combo











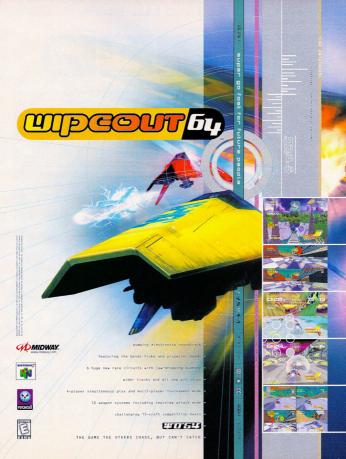






GAMEPRO (238) November 1998





Special Moves

Wing Stand

Sideswipe

Spin Kick

Knee Kick











Motion ↓ × → F Note: Immediately after the Grab Note: Tag P during the Wing Stand connects, tap K repeatedly to do the Knee Bash.

to do the Elbow Smash, or tap K K. K to do the Climbing Kick.







Team-Up Technique

Devastating Combos

Six-Hit Ground-Juggle Combo



















Ten-Hit Super Fury-Kick Combo Note: Your Vigor Bar must be at Level One to do this combo. Do the last hit when your opponent bounces off the ground











two-in-one







Eight-Hit "You're Constrained" Combo



















Ten-Hit Kick-Up Combo



















GAMEPRO (240) November 1998

SK for two hits







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PLON LOCALLY, DESTROY GLOBBILY.











ecial Moves Vertical-Down Air-Devil Roll

Diagonal-Down Air-Devil Roll

Diagonal-Un Devil Roll

Diagonal-Ho Air-Davil Roll





Motion ↓ × → WK



↓ y → SP



TAASK T > -> WK The Beater Devil Roll Claw Fury



Motion ↓ y → P



Beast Charge

More Special Moves

Motion $\rightarrow y \downarrow \psi \in K$

lorizontal Air-Devil Roll Vhile in the air, motion ↓ > WF

Devastating Combos

Six-Hit Devil-Roll Combo











Tap WK



Tap (WP WK) or (SP SK)

Four-Hit Back-Slash Combo







Hold ↓, tap SF





Four-Hit Power-Kick Combo





Tap WP

Twelve-Hit Kick-Up Combo









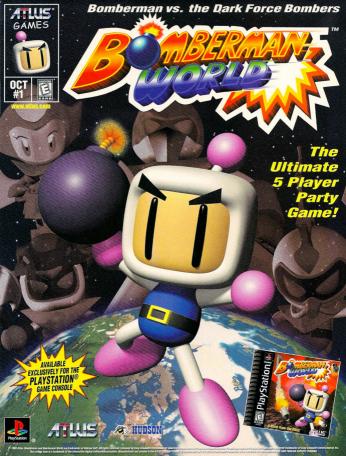








Hold ¼, tap SP Hold ↑, tap WK Tap WP, WP



Turnaround Swipe

Back Flip





Motion ↓ ⊬ ← K







Sword Swipe **Ground Spark**



Note: Tap P after the Swort Swipe to do the Double Sword

















Eleven-Hit Super Sword-Fury Combo













Nine-Hit Kick-Up Combo















six hits





SAMIPRO 244 November 1998



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Special Moves

Diagonal-Down

Air Fireball Hurricane Kick





While in the air, motion

Dragon Punch Fireball





Motion → ↓ ¾ P Diagonal-Up Fireball



Eight-Hit Juggle-Uppercut Combo



























Eight-Hit Kick-Up Combo



















Ten-Hit Super-Fireball Combo Note: Your Vigor Bar must be at Level One to do this combo

















for three hits

Respected coach and video gameologist Tom "The Thumb"
Blake says that quick thinking is as important as quick thumbs.
That's why he asks

WHAT WOULD YOU DO?

Near the end of a close match, Player 2 notices a large funnel cloud coming from the west at approximately 67 mph. Player 2 retreats to the southwest corner of the basement Player I doesn't and is hit on the head several times by flying debris. After the storm Player 2 returns from the cella finishes the game and claims an otherwise not-so-casy victory. Should:

- (A) Player 2 take credit for the victory?
- (B) Player I have worn a helmet?
- (C) you always maintain an emergency video game system in the southwest corner of your basement?



boat. The men weigh 150 lbs. each. The boat can carry only 213 lbs. One man has three live chickens strapped

to his belt, another has a helmet made of pure uranium, and the third has video game gear and a television monitor. How should all three men cross the river using only one boat?

(A) The man with the video game stuff should cross the river first, bringing with him the three live chickens. After crossing the river he should ask the chickens to go back and pick up the other guys. If the chickens don't want to, well, then it seen the fault is a fault in the seen the seen of the seen tha

> B) Do something else. Turos available October 20th.

Trent Lockart of Biloxi, Mississippi discovers the newest, latest, greatest video game will be released Thursday morning. Trent needs to get this game before any of his friends. Trent should

Alleave a note under his pillow and hope the tooth fairy will deliver it.

3) Call the cute little video game outique in the mall and hope th

I they will have the game.

the game

2 the person
who answers the
phone will pick

ap the receiver right side up.

3. they won't also try to sell him
another video game cleaning kit,
a set of encyclopedias, and a 1986
Ford Escort.

morning where they always have a large supply of all the latest games like Turok 2 and NFL QB Club 99, so you

never have to \$5999 reserve them.



Get into the game



Hayat

Flying Kick



Sphere Punch

Spiral Kick





Four-Hit Katana-Beater Combo









Four-Hit Diving-Kick Combo









Four-Hit Trip Combo















tap SP

Eleven-Hit Kick-Up Combo















Hold →, tap SK Motion ↓ > WP for five hits

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Daryl Hall, Hayaletta Gardens, FL -5 min. 6 sec.
Darius Beck, Chicago, IL-8 min. 7 sec.
Parker Sweet. Cyrus, TX-9 min. 37 sec.



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Arcade

Street Fighter Alpha 3 blazes into arcades with more fighters, more moves, and more fun. We blow out the new characters and give you the moves for every fighter in the game.

> By Major Mike (Special thanks to Johnny Ballgame)

Basics

What's This ism" Stuff?



The newest additions to the Alpha fighting series are the three fighting styles—Simple (X-ism), Standard (A-ism), and Variable (V-ism). After you pick your fighting style. Each is outlined below.



X Simple (X-ism)



You can't air block or use Alpha Counters with the Sim-ple (X-ism) style. Instead of a Super Bar, you have an X-Bar that can be used only for one Super Move. You can increase your X-Bar by get-ting hit and by performing ong hit and by performing special moves and combos. The tradeoff for choosing this fighting style is that your Guard Meter is longer than the Guard Meters of the Standard and Variable fighting styles



-Ism Legend

Designates a move that can be performed only in the Simple fighting style

- Designates a move that can be performed only in the Standard fighting style
- Designates a move that can be performed only in the Variable fighting style

A Standard (A-ism)



The Standard fighting style is similar to the fighting styles in previous Street Fighter Alpha games: Each fighter has a Super Bar made up of three levels that can be carried over between rounds. Getting hit and performing special moves and combos increases your Super Bar. When the Super Bar reaches Level One, you can do a Super Move. The Super Bar maxes out at Level Three, and when it does, you can perform a Super Move that uses part of the bar or the entire bar. depending on how many buttons you press or on the specific button you press. For example, if perform a Super Move by pressing FP, three levels are drained; if you press SP, two levels are drained; if you press JP,

Variable (V-ism)



Fighters with the Variable fighting style have a Custom Combo Gauge that charges up in the same manner as a Super Bar. When the gauge reaches 50 percent, you can do a Custom Combo by tapping (JP SK), (SP FK), or (FP RK). This move starts the limited Shadow Combo. During this time, players can chain together any button or special moves to score a high-hitting combo. You can also start a Shadow Combo while in the air. Be careful. though; if you're hit during a Shadow Combo, the effect



New Throwing Techniques



To throw your opponent, get in close and tap → and any two Punch or Kick buttons simultaneously. All characters can also perform this throw while in the air.

Counters



If you hit your opponent when they're in the middle of an attack, you'll inflict more damage and knock them farther than normal.

The Controls



- JP = Jab Punch SP = Strong Punch FP = Fierro Punch
 - PK = Porward Nick
- K = Any Kick butto P = Any Punch butto
- Move the joystick in one smooth, continuous motion.

Tap = Tap the directions identated in sequence.

() = Execute commands in parentheses simultaneously.

= Designates amove that can also be performed in the air.

Note: All instructions assume that your character is facing to the right.

If they're facing to the left, reverse any → and ← commands.





Air Recoveru



← while in the air. You can-

not air block using the X-ism

To taunt an opponent, tap Start. Taunting annoys your opponent, but leaves you open to attack. Each charac-

ter can taunt once per round

Dan, however, can taunt more than once, and each

taunt adds to his Super Bar

or Custom Combo Gauge. Dan can also taunt while in the air. Some characters (like Sakura and Chun-Li)

can damage an opponent with their taunts. You cannot

taunt if you use the X-ism fighting style.

fighting style.

Taunts

If you're knocked into the air during a fight, tap any two Punch buttons simultaneous ly to perform an Air Recovery. Air Recoveries can throw off an opponent's timing if they're trying to set you up for an air-juggle combo.

Soft Landing



If you're thrown during a fight, tap any two Kick but-tons simultaneously to roll safely on the ground when you land

Tech Bonus



If you're about to be thrown during a fight, simultaneous ly tap → and any two Punch ons. If you do this counter move fast enough, you'll escape the throw and land on your feet.

THE FIGHTER'S EDGE

Jump-In Attacks



Several combos start by jumping in deep with a move. While this isn't essential, it's a good way to get in close to your opponent and land an

Cross-Up Attacks



To perform a cross-up attack, jump in with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a block-ing opponent.

Alpha Counters

When your opponent comes in for an attack and your character starts their blocking animation, perform an Alpha Counter. These moves are best used to escape corner traps and against opponents who like to jump in. Using an Alpha Counter takes one level off your Super Bar (A-ism style) or 33 percent off your Custom Combo Gauge (V-ism style). You cannot do Alpha Counters in the X-ism style.

An Alpha Counter in Action: Cody vs. R. Mil



When an opponent comes in for an attack, wait until your fighter starts their blocking



...then tap (+) JP SK), (+) SP FK), or (→ FP RK) for an Alpha Counter to knock your opponent flat!

Two-in-One Combos

To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If you time the combo correctly, you can execute both moves and, if your opponent doesn't block the first move, the second move will connect.

ple of a Two-in-One Combo



As Cody, hold ↓, tap JP. As soon as Cody starts to per-form the move, two-in-one immediately into your second move.



Motion & ← P. Normally, to perform Cody's Whirlwind Punch, you motion ↓ ∠ ← P. But since you were holding ↓ from the previous move, you only have to motion

← P to execute the two-in-one.

Guard Meter

The Guard Meter is a new addition to the Alpha series. Each time you block an attack, your Guard Meter decreases (depending on the type of hit you blocked). When the Guard Meter is drained, you'll be stunned for a few moments and wide open to attack. Each time the Guard Meter is drained, its length decreases. The Guard Meter slowly recharges after each hit is blocked.











Cody

Strategies

Rock Throw XAV



Cody's Rock Throw is one of the most effective projectile attacks in the game because of its arc: This move allows you to throw your rocks over incoming projectiles and have time to block the attack. Unfortunately, Cody's projectile attacks are too slow to incorporate into combos.

Get a Knife XAV



knife, his punches inflict more damage. Cody drops the knife if he's hit, if he performs a Super Move, or if he taunts his opponent. Normally. there's a delay after Cody picks up the knife, but to avoid the delay, stand over the knife, tap (↓ JP SP FP), then quickly tap JP to imme diately attack

Dodging



THE FIGHTER EDGE

When Cody's in the V-ism fighting style, he dodges most attacks instead of blocking them and he takes no blocking damage. However, Cody can dodge only standing attacks and his Guard Meter is shorter than in his other fishting. than in his other fighting

Whirlwind Punch XAV



Cody's Whirlwind Punch is ideal for launching your opponent into the air for an air juggle. It's also a good defense against opponents who like to jump in with an

Final Fight Stance

Motion & y + 4 y + P

Prison Beating

Motion L V - L V - D

Dead-End A

Special Moves

Whirlwind Punch XAV



Dash Kick XAV



Motion ↓ > K

Rock Throw X A V



Motion ↓ \u2214 → P Note: Hold P to delay throwing the rock.

Get a Knife XAV



Stand over the knife and tap (↓ JP SP FP)

Knife Throw XAV



motion ↓ ¥ → P

Devastating Combos

Four-Hit Jabber Fury X N



Tap JP







Hold ↓, tap SK, Motion > → FK

Eight-Hit Whirlwind-Punch Combo X 🛚 🗸









Seven-Hit Air Kick X N



Jump in deep. tap RK two-in-one



for four hits





TOPGE/AND

THE ONLY THING MORE FUN THAN WINNING IS
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 - CHANGING SEASONS
- S JUMPS AND OBSTACLES









Cammy

Strategies

Somersault Slide XAV



move to vault over projec-tile attacks and damage your opponent. It's also effective on a downed opponent; as they rise after being nent when they land from knocked down, they won't a the counterattack. know whether to block high

Somersault Fooler XAV



The Somersault Slide is often If you perform the Someroverlooked, but it's a great sault Slide and your opponent performs an uppercut countermove, simply tap K to cancel the Somersault. You can then nail your oppo-

Size and Speed XAV



Cammy's lightning-fast speed and small size make her ideal for hit-and-run attacks. She also has surprising air superiority, especially with her two air throws. Her Spinning Knuckle also goes through projectile attacks.

Special Moves

Spiral Arrow XAV Motion ↓ > K

Cannon Spike XAV Motion → ↓ × K

Spinning Knuckle

Motion → ¥ ↓ K ← P

Somersault Slide XAV

Motion ↓ ¥ → ₹ P Note: Tap K to cancel

High Somersault Throw XAV

While in the air and in close to your opponent's head during the Somersault Slide, tap (→ K) or (← K)

Low Somersault Throw X A V
While in the air and in

close to your opponent's torso during the Somersault Slide, tap (→ K) or (← K)

uper Moves

Spike A



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



Motion ↓ K ← ↓ K ← K Note: Tap K rapidly for more hits

Spin Drive Smasher XA



Motion ↓ y → ↓ y → K

Devastating Combos

Eight-Hit Cross-Up

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









Nine-Hit Spin-Drive Smasher

Note: Your Super Bar must be at Level One or your X-ism Bar must be full to do this combo



Jump in deep



Tap JP



two-in-one



Hold ↓, tap JP, Motion > → ↓ > K for six hits

Four-Hit Quick Spike X A V







Tap JP





Hold →, tap JP. Motion ↓ > RK



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Zelda. Have ve what it takes?

Karin



Soecial Moves

Forward Kick N IN IN



High Counter



Are Kiek W FOR OR



Strategies

Rushing Punch XAV



Counter Queen XAV





YIAIV



Motion → ↓ × P. or motion + I V P

Low Counter XAV



Grab & Slam XAV



Motion 360 degrees

instant three-hit combo, is one of the most effective moves in the game. You can mix this move with others for a variety of effects. For example, motion ↓ y → P, then tap (↓ K). If executed correctly, Karin will do the Rushing Punch once, then do a Rushing Punch once, then do a sliding kick. You can also perform other Punch/Kick variations from the Rushing Punch.

After successfully performing a High or Low Counter, you can immediately counterattack. Use this opportunity to set up your opportunity to set up your opponent for an air juggle or a combo.

Rushing Punch XAV



n J v + P Note: Tap P up to three times for as many hits

o-Punch XIA





Motion $\psi \rightarrow \psi \rightarrow \kappa$

Devastating Combos

Five-Hit Jump-In XAV









Jump in deep.





Tap FK



Ten-Hit Hyper Rushing-Punch ■

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







two-in-one







Another Devastatino Combo

Four-Hit Basic XAV Hold ↓, tap SP, two-in-one, motion ⅓ → SP, tap SP, SP



for four hits







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R. Mika

Strategies

Range Game XAV



Unlike Zangief, Mika has very poor range with her throws— especially with her Thigh Grab & Slam and Bulldog special moves. The only way to play Mika is in close to your opponent; at a distance, your opponent can easily keep you away by using projectile attacks.



Special Moves

Bulldog XAV Motion 360 degrees clockwise from →, tap K

Butt Slam XAV Motion ↓ × ← P or K

Thigh Grab & Slam XAV Motion 360 degrees clockwise from →, tap P

Air Leg Grab XAV

While in the air with your opponent, motion → ¼ ↓ ⊭ ← K

Super Moves

Turbo Kicks △
Motion ↓ ↓ → ↓ ↓ → P

Heavenh Dynamite A

Dynamite (A)

Motion 720 degrees clockwise starting from →, tap P,
tap P rapidly

Special XIA Motion ↓ ¼ → ↓ ¼ K

Note: Perform the following moves after the Peach Spe-

Peach Strike XA After the Peach Special, tap P

Butt Drop X A
After the Peach Strike connects, tap P

Air Kick X A After the Peach Strike

connects, tap K Air Grab XA After the Peach Strike connects, tap (→ P)

Neck Spin &

Slam X A After the Peach Strike connects, tap (→ K)

Flip Over XA After the Peach Special. tap K

Elbow Smash X A While flipping over your opponent, tap P

Drop Kick XA While flipping over your

opponent, tap K Suplex XIA

While flipping over your opponent, tap (← P)

Buildog ☑ ☑ While flipping over your opponent, tap (← K)

Devastating Combos

Seven-Hit Super Cross-Up

Note: Your Suger Bar must be at Level One to do this combo







two-in-one



Seven-Hit Super Punch-Out

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



Jump in deep,

tap SP





two-in-one





Hold ↓ tap SK, Motion ¥ → ↓ ¥ → P for four hits

Four-Hit Butt Slam X N



Jump in deep. Tap JP





Hold ↓, tap SK. Motion ¥ ← SK two-in-one

More Devastatino Combos Four-Hit Top-Rope Special X 🔼

Note: Your Super Bar must be at Level One or your X-ism Bar must be full to do this con Jump in deep, tap FP, JP, hold ↓, tap SK, two-in-one, motion \(\mathbb{1} \rightarrow \frac{1}{2} \mathbb{1} \rightarrow \rightarrow \frac{1}{2} \ri

Four-Hit BTC Special X A V Jump in deep, tap FP, hold ↓, tap JP, hold ↓, tap JP, hold ↓, tap SK



www.westwood.com

Blanka

Special Moves

Electric Storm XAV Tap JP or SP rapidly

Horizontal Blanka Ball XAV Charge ← two seconds.

tap (→ P)

Vertical Blanka Ball Charge ↓ two seconds, tap (↑ K)

Arching Blanka Ball XIAIV Charge ← two seconds.

tap (→ K)

Forward Lunge Tap (SK FK RK) **Backward Lunge**

XAV Tap (← SK FK RK)

Super Moves

Hyper Rolling Ball XA



Charge ← two sec tap \rightarrow , \leftarrow , $(\rightarrow P)$ Note: Hold P to delay the Tropical Storm



Charge ∠ two seconds tap Y, K, (7 K) Note: Your Super Bar must be at Level Three to do this

E. Honda

Special Moves

Sumo Headbutt XAV Charge ← two seconds

tap (→ P) **Hundred-Hand Slap**

XAV Tap JP or SP rapidly

Sumo Squash XAV

Rotate the joystick 360 degrees clockwise starting from →, tap P

Sumo Smash



tap († K

uper Moves



Charge ← two seconds. $tap \rightarrow, \leftarrow, (\rightarrow P)$



Charge ← two seconds, $tap \rightarrow, \leftarrow, (\rightarrow K)$



Rotate the joystick 720 degrees clockwise starting from →, tap P Note: Your Super Bar must be at Level Three to do this move.

Vega

Special Moves

Claw Roll X A V Charge ← two seconds, tap (→ P) Claw Thrust XAV Charge ↓ two seconds, tap (↑ P)

Long Backflip XAV

Tap (JP SP FP)

Short Backflip XAV Tap (SK FK RK)

Wall Leap XAV Charge ↓ two seconds, tap (↑ K)

Claw Dive XAV When in close to your opponent after the Wall Leap, tap (P)

uper Moves

Claw Im



Charge ← two seconds $tap \rightarrow, \leftarrow, (\rightarrow P)$ Note: Your Super Bar must be at Level Three to do this move.

Hyper Flip-Kicks ☐ Charge ← two seconds, tap →, ←, (→ K)

slam them.

Super Rolling
Inza Drop X A
Charge \(\vert \) two seconds, tap Y, K, (7 K) Note: Tap (↓ P) when in close to your opponent to

Adon Special Moves

Jaguar Tooth X ☑ V Motion → y ↓ v ← K

Jaguar Knee X △ V
Motion → ↓ ∨ K
Jaguar Kick X △ V
Motion ← ↓ K K

Super Moves

Jaguar Breed
Assault ☑ ☐
Motion ↓ □ → ↓ □ P
Super Jaguar Kick ☐

Motion + × + × + × + K Akuma

Special Moves

Fireball* X A V

Motion ↓ ↓ → P

Stun Fireball X A V

Motion → ¼ ↓ ¢ ← P

Dragon Punch 🔀 🖾 💟

Motion → ↓ ¬ P

Motion ↓

Motio

→ ¬ P

Note: Perform the following four moves while in the air during the Somersault Slide.

Air Punch ☑ ₩
During the Somersault Slide,

Body Drop A V
During the Somersault Slide,

Backbreaker ▲ W When directly over an opponent during the Somersault Slide, tap P Piledriver

When in close to an opponent during the Somersault Slide, tan P

Super Moves

Super Dragon Punch

Motion ↓ ¼ → ↓ ¼ P

Super Air Firehall

Super Air Fireball \blacksquare While in the air, motion $\lor \lor \to \lor \lor \lor P$

Super Fireball
Motion → y ↓ ¢ ←
→ y ↓ ¢ ← P

Death X A
Tap JP, JP, →, SK, FP
Note: Your Super Bar
must be at Level Three

to do this move. Birdie

Special Moves

Turnaround
Headbutt X □ V
Hold any two Punch or

Note: The langer you hold the buttons, the more damage you inflict.

Chain Slam X A V
Rotate the joystick 360
degrees clockwise starting
from →, and tap any Punch

Body Slam

Rotate the joystick 360
degrees clockwise starting
from → and tap any Kick

Super Moves

Leaping Chain

Motion ↓ ¼ → ↓ ¼ P or K
Mega Headbutt

Rush

Charge ← two seconds, tap →, ←, (→ P)



Psycho Shot

Charge ← two seconds, tap (→ P)

Psycho Crusher

Charge ← two seconds, tap (→ P)

Double Knee-Press

Charge ← two seconds, tap (→ K) Demon Stomp

Charge ↓ two seconds, tap (↑ K)

Skull Diver 🗶 🖪 💟

After the Demon Stomp, tap P

Somersault Skull
Diver X ™ M
Charge ↓ two seconds,
tap (↑ P), P

Teleport

Motion → ↓

J(JP SP FP) or (SK FK RK), or motion ← ↓

(JP SP FP) or (SK FK RK)

Super Moves

Super Psycho Crusher → M M Charge ← two seconds tap →, ←, (→ P) Knee Press
Nightmare

A
Charge ← two seconds,
tap →, ←, (→ K)

Charlie

Special Moves
Sonic Boom MAN

Charge ← two seconds, tap (→ P)

Charge ↓ two seconds, tap (↑ K)

Super Moves

Charge \leftarrow two seconds, tap \rightarrow , \leftarrow , (\rightarrow P)

Note: Tap P rapidly to throw a follow-up Blade.

Crossfire Blitz ☑ Charge ← two seconds, tap →, ←, (→ K)

Chun-Li

Special Moves

Fireball A W

Motion C K A N > P

Two-Palm Strike

Charge ← two seconds, tap (→ P)

Rising Bird Kick

W

Charge ↓ two seconds, tap (↑ K)

Lightning Kicks

Tap K rapidly

Flip Kick □ W

Motion → W ↓ V ← K

Heel Stomp

While in the air, hold ↓, tan FK

Knee Flip X ▲ V Hold ¥, tap RK

Spinning Bird
Kick®

Charge ← two seconds,
tap (→ K)

Super Fireball

Super Fireball

Motion ↓ ¼ → ↓ ¼ → P

Thousand-Burst Kick X ☐ Charge ← two seconds, tap →, ←, (→ K)

Super Rising-Bird Kick ☐ Charge \(\nu\) two seconds, tap \(\nu\), \(\nu\), (\(\nu\)) (\(\nu\))

tap ¼, ¼, (, 7 K)

Note: Your Super Bar

must be at Level Three
to do this move.

Dam

Special Moves

Firehall X M W Motion J V + P

Gale Kick PRINT Motion J V 6 V Air Gale Kick MV While in the air

motion J V + K Unnercut WAW

Motion → L v D Parry Thrust V While blocking an attack,

Rolling Taunt X A V Motion J. V - Stort Rack Poll Tount

XAV Motion & V & Start

Suger Moves The Beating XA Motion JK+JK+K

"Super" Fireball [7] Motion J x - J x - P Rising Uppercut A

Motion ↓ ¥ → ↓ ¥ K

Super Taunt Motion L V - L V - Stort Dhaleim

Soecial Moves

Yoga Fire W IN W Motion J. V -> D

Yoga Flame MV Motion → V I V ← P Voga Flame W Motion 6 V J V - D

Yoga Air Flame A V Motion - V. J. V C V

Voga Air Elama X Motion 6 V J. V A V

Yoga Teleport* YAV

Motion ← ↓ × LIP SP FP) or (SK FK RK), or motion → ↓ ¥ (SK FK RK) or (JP SP FP) Head Drill WIND While in the air, hold ↓.

tan FP Foot Drill X AV While in the air hold J

tap K Super Moves

Yoga Inferno X Motion ← K ↓ y → + K + N + P

Yoga Infecto A

Motion ↓ y → ↓ y → P

Yoga Stream A Mation Luce Luce D Yoga Throw A

Motion L V -> L V K

Note: Gen's X-ism fighting

Note: Gen's X-ism lighting style is a combination of special and super moves from both the Mantis and Crane fighting styles.

Special Moves

ALV Tan (SK FK RK)

Perform the following moves while in the Crane Style Crane Roll X A V

Charge ← two seconds tan (+ P) Crane Dive AV

Charge ↓ two seconds, tap (↑ K)

Suger Moves Perform the following Super

Crane Throw A

Motion J N - J N K

Crane Wall Dive II While in the air, motion LV + LV + K too K

Special Moves Mantie Stule AW

Tap (JP SP FP)

Perform the following moves while in the Mantis Style Mantis Fury XAV

Tan JP or SP rapidly Mantis Uppercut

Motion - L VK Note: Keen tanning K for more hits

Suger Moves Mantis Stule Perform the following

Super Moves while in the Mantis Style. Mantis Charge XA Motion ↓ ↓ → ↓ ↓ → P

Mantis Barrage Motion ↓ K ← ↓ K ← P

Soecial Moves

Rising Spin-Kick YAV Motion ↓ K ← K

Bushido Leap XAV

Motion ↓ > P Note: Tap P anytime during the Leap to do an Elbow Drop, or tap P when directly over an opponent to throw them.

Bushido Running Stop X A V Motion ↓ ¥ → SK, tap SK Bushido Slide

Kick X A V Motion ↓ ¥ → FK, tap FK

Bushido Jump-Kick X A V Motion ↓ ¥ → RK, tap RK

Elbow Drop X MV While in the air, hold ton SD

Dashing Elbow W ET DV Motion J. V & D

Suger Mayes

Ruchido lumo Motion J. V at J. V D Rushido Rage Motion J X -> J X K

Bushido Fury XA Motion → × ↓ × ← → V.L.V.CD Note: Your Super Bar must he at Level Three to do this

Special Moves

Fireball X A V Motion J V -> P

Dragon Punch W M W Motion → J \ P Hurricane Kick*

XAV Motion J V + K

Ground Roll AV Motion J V CP Roll & Fall A V Motion ↓ ¥ → Start

Super Moves

Rising Dragon Wave XIA Motion J y - J y P Vertical Dragon

Wave A Motion ↓ × → ↓ × K

Hurricane Assault A Motion ↓ × ← ↓ × ← K

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



Relenta

Special Moves

Baton Spin X A V Motion ↓ y → P Note: This move can be chained up to three times.

Dagger Throw X △ W Motion → ↓ ¼ K, tap P or K to throw the dagger Hop Attack X A V Tap (JP SP FP

Note: Tap P when you land for a rolling attack Reverse Roll X A V Motion ↓ ∠ ← P Note: Tap P during the Roll

to attack. Wall Lunge XAV Motion ↓ × ← K

Baton Pogo AV While in the air, hold ↓. tap FK Note: Tap FK repeatedly when you land to keep

Super Moves

Knife Rain A Motion & y + & y + K Fire Raid A Motion J K + J K + P Hanging Man XA

Motion ↓ ¼ → ↓ ¼ → P

Special Moves Soul Spiral X A V Motion ↓ > K Soul Catch XAV Motion - J & P Soul Slide XAV

Hold Y, tap FK Soul Absorb XAV Motion ↓ ∠ ← JP

Horizontal Reflect XAV Motion ↓ K ← SP

Diagonal Reflect

XAV Motion ↓ ∠ ← FP Soul Spark X A V Motion ← K ↓ ¥ → P

Super Moves

Aura Soul Catch XA Motion & V + V P

Aura Soul Spark Motion ↓ K ← ↓ K ← P Soul Illusion A Motion ↓ ¥ → ↓ ¥ K

Special Moves

Fireball X A V Motion ↓ ¥ → P **Dragon Punch** XAV

Motion ↓ ¥ → P **Hurricane Kick**

XAV Motion ↓ × ← K XAV

on + K + Y > P Fake Fireball Motion ↓ ¥ → Start

Super Fireball X A Motion ↓ ¥ → ↓ ¥ → P Hurricane Storm A

Motion ↓ × ← ↓ × ← K Super Dragon Punch Motion ↓ ¼ → ↓ ¼ K Note: Your Super Bar must be at Level Three to do this

Special Moves

High Tiger Shot XAV Motion ↓ ¥ → P

Low Tiger Shot XAV Motion ↓ > K

Tiger Blow AV Motion → ↓ ¥ P Note: To inflict more damage, first perform the Charged Shot Super Move (see below).

Tiger Uppercut

Motion → ↓ ∨ P

Tiger Knee AV Motion → ↓ × K Tiger Knee Crush X

Motion J V -> 2K

Super Moves

Tiger Genocide XA Motion ↓ ¥ → ↓ ¥ K Tiger Raid

Motion J K + J K + K Tiger Cannon A Motion $\psi \rightarrow \psi \rightarrow P$

Charged Shot Motion ↓ ¥ → Start Note: To inflict more damage, follow up the Charged Shot with the Tiger Blow (see

Special Moves

Fireball XAV Motion ↓ ¥ → P Note: Rapidly tap P for a bigger fireball.

Running Dragon Punch XAV Motion → ↓ ¥ P

Hurricane Kick* XAV Motion ↓ ∠ ← K

Smasher A V Motion → ↓ ¼ K, when in close to your opponent, tap P

Super Moves

Super Fireball Motion ↓ ¼ → ↓ ¼ → P



ach XIA tion \ \ \ \ \ \ \ K

inning ound Kick 🔼 Motion ↓ × ← ↓ × ← K

Special Moves litte Slice XAV

Motion ↓ ¥ → P Jitte Kick XAV When your opponent is knocked down, motion + V T K

Jitte Roll X A V When your opponent is knocked down, motion

→ ¼ ↓ P

Counter Catch X A V Motion → ↓ × K

Reverser X A V When you are knocked down, motion ← ↓ ∠ K Power Bomb XAV

Motion 360 degrees clockwise from →, tap P Carpet Bomb XAV Motion 360 degrees clockwise from →, tap K

Super Moves

Mega Jitte Slice X A Motion ↓ y → ↓ y → P Mega Power Bomb

Motion 720 degrees
clockwise from →, tap P

Special Moves

pinning Piledriver XAV

Motion 360 degrees clockwise from →, tap P Power Bomb XAV Motion 360 degrees

clockwise from →, tap K Double Lariat X A V Tap (JP SP FP), hold → or ←

Quick Double Lariat X A V Tap (SK FK RK), hold → or ← Banishing Punch AV

Motion → ↓ × P Green Power Fist X Motion → ¥ ↓ P

Super Moves

Final Atomic Buster X A Motion 720 degrees clockwise from →, tap P Aerial Russian Slam

Motion ↓ × → ↓ × K



Here are some game secrets and all the finishing moves for your favorite WWF superstars.

By "The People's Writer" Johnny Ballgame



Triple Knockout!

War Zone Secrets

Outside Interference





When fighting in two-player Versus mode (singles matches only), you can call another wrestler into the ring to help you beat down your opponent. The only

button combinations for cailing each wrestler.					
Wrestler:	PlayStation	Command:	N64 Command:		
"Stone Cold" Steve Austin	Tap (L1 L2 R1	R2 Up K)	Tap (L R Z Up K)		
British Bulldog	Tap (L1 L2 R1	R2 Left K)	Tap (L R'Z Left K)		
Faarooq	Tap (L1 L2 R1	R2 Up P)	Tap (L R Z Up P)		
Goldust	Tap (L1 L2 R1	R2 Right P)	Tap (L R Z Right P)		
Bret Hart	Tap (L1 L2 R1	R2 Left TU)	Tap (L R Z Left TU)		
Owen Hart	Tap (L1 L2 R1	R2 Left BLK)	Tap (L R Z Left BLK)		
Ahmed Johnson	Tap (L1 L2 R1	R2 Up BLK)	Tap (L R Z Up BLK)		
Kane	Tap (L1 L2 R1	R2 Down P)	Tap (L R Z Down P)		
Mankind	Tap (L1 L2 R1	R2 Up TU)	Tap (L R Z Up TU)		
Shawn Michaels	Tap (L1 L2 R1	R2 Left P)	Tap (L R Z Left P)		
Mosh	Tap (L1 L2 R1	R2 Down BLK)	Tap (L R Z Down BLK)		
The Rock	Tap (L1 L2 R1	R2 Right K)	Tap (L R Z Right K)		
Ken Shamrock	Tap (L1 L2 R1	R2 Down K)	Tap (L R Z Down K)		
Thrasher	Tap (L1 L2 R1	R2 Down TU)	Tap (L R Z Down TU)		
Triple H	Tap (L1 L2 R1	R2 Right TU)	Tap (L R Z Right TU)		
The Undertaker	Tan (L1 L2 R1	R2 Right RLK)	Tan (L. R. Z. Right RLK)		

Costume Change

PlayStation

fight in your wrestler's alternate out hold L2 at the wrestler-select screen when choosing your wrestler. To find two additional outfits for Steve Austi Goldust, hold R1 or R2 at the wres tler-select screen after you uncover the Extra Cold and Extra Gold cheats

Nintendo 64

To fight in your wrestler's alter fit, hold right-C at the wrest screen when choosing your wrestle To find two additional outfits for Steve Austin and Goldust, hold left-C or bot-tom-C at the wrestler-select screen after you uncover the Extra Cold or Extra Gold cheats,

Random Select

PlayStation Nintendo 64

To enable random select, hold (↑ BLK) at the wrestler-select screen.

To enable random select, hold (↑ K) at the wrestler-select screen.





Mosh or Thrasher Ahmed Johnson





Beans Mode

Finishing Moves

To perform the following finishing moves, your oppo-nent's health bar must be in the red

"Stone Cold" Steve Austin



When standing next to your opponent, tap →, →, ↑, (TU BLK), or tap ←, ←, ↑, (TU BLK)

From the tie-up position, tap \rightarrow , \rightarrow , TU, or tap \leftarrow , \leftarrow , TU

The Rock



When standing next to your opponent, tap \rightarrow , \rightarrow , \uparrow , (P TU), or tap \leftarrow , \leftarrow , \uparrow , (P TU)

Shawn Michaels

Sweet Chin Music



When standing next to your opponent, tap →, ↓, ↑, (K BLK), or tap ←, ↓, ↑, (K BLK)

Owen Harl



When standing by the feet of a downed opponent, tap ←
←, ↑, (K BLK), or tap →, →
↑, (K BLK)

Ken Shamrock



When standing by the feet of a downed opponent, tap \rightarrow , \leftarrow , \uparrow , (K TU), or tap \leftarrow , \rightarrow , \uparrow , /K TU

Manking



When standing next to your opponent, tap \rightarrow , \leftarrow , \uparrow , (TU BLK)

When standing at the head of a downed opponent, tap ←, →, ↑, (TU BLK) From the tie-up position, tap \leftarrow , \rightarrow , TU or tap \rightarrow , \leftarrow , TU

The Brilish Bulldog



When standing next to your opponent, tap ↓, ↑, ↓, (P TU) or tap ↑, ↓, ↑, (P TU)

From the tie-up position, tap \uparrow , \downarrow , TU, or tap \downarrow , \uparrow , TU

Faarooa The Dominato



opponent, tap 1, 1, 1

The Undertaker **Tombstone Piledriver**



When standing next to your opponent, tap ↓, ↓, ↓, (P TU) From the tie-up position, tap ↓, ↑, TU, or tap ↑, ↓, TU

Goldust The Curtain Call



When standing behind your opponent, tap \leftarrow , \downarrow , \downarrow , (TU BLK), or tap \rightarrow , \downarrow , \downarrow , (TU BLK)

Mosh Mosh Pit



When standing on the top tumbuckle over a standing opponent, $tap \rightarrow$, \leftarrow , \uparrow , (TU BLK), or $tap \leftarrow$, \rightarrow , \uparrow , (TU BLK

Dude Lovel Cacius Jack Double-Arm DDT



opponent, tap →, ←, ↑, (TU BLK)

Bref Harf



When standing by the feet of

a downed opponent, tap ←, ←, ↑, (K BLK), or tap →, →, 1. (K BLK)

Kane **Tombstone Piledriver**



opponent, tap ↓, ↓, ↓, (P TU) From the tie-up position, tap ↓, ↑, TU, or tap ↑, ↓, TU

Thrasher Stage Dive



When standing on the top turnbuckle over a downed opponent, tap \rightarrow , \uparrow , \uparrow , (P K), or tap \leftarrow , \uparrow , \uparrow , (P K)

Ahmed ohnson Pearl River Plunge



opponent, tap \rightarrow , \leftarrow , \uparrow , (K BLK), or tap \leftarrow , \rightarrow , \uparrow (K BLK)

Triple H The Pedigree



When standing next to your opponent, tap \rightarrow , \downarrow , \leftarrow , (P TU), or tap \leftarrow , \downarrow , \rightarrow , (P TU)



Here are the finishing moves for the wrestlers in the create-a-player mode

Cheesemeister Running Power Slam When standing next to your opponent, tap →, →, ↑, (P TU), or tap ←, ←, ↑,

Pit Scorpion

Scorpion Death Lo When standing by the fo of a downed opponent, →, →, ↑, (K BLK), or tap ←, ←, ↑, (K BLK)

Colossus

Choke Slam When standing next to your opponent, tap \downarrow , \uparrow , \downarrow , (P TU), or tap \uparrow , \downarrow , \uparrow , (PTU)

Twist

Torture Rack When standing next to your opponent, tap →, ←, ↑, (P BLK) or tap ←, →, ↑,





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Nintendo 64

Mission: Impossible
Mini-Rocket Launcher, Uzi, and More





Enter the following cheats at the mission-select screen. Ethan will say. "Ah, that's better" after you enter each code correctly.

Big Feet: Press bottom-C. R. Z. right-C. left-C.

Big Head: Press bottom-C, R, top-C, L, left-C.

Kid Mode: Press bottom-C, top-C, R, L, Z.

Turbo Mode: Press top-C, Z, top-C, and then Z rapidly until you hear a sound.

Mini-Rocket Launcher with 30 Rockets: Press R, L, left-C, right-C, hottom-C

Uzi with 30 Rounds: Press right-C, left-C, right-C, bottom-C, R.

9mm with 30 rounds: Press R, L, bottom-C, top-C, top-C.

Anthony Lynch Rodriguez Brooklyn, NY

Nintendo 64

Mike Piazza's Strike Zone

Different Bats, Crazy Ball, Turbo Game, and More





Enter the following codes at the Today's Game screen before the game.

Alternate Skies: Press L, R, L, R, right-C, A, Z, top-C, L, R, Z.

Aluminum Bats: Press L, R, L, R, R, A, Z, B, A, L, L.
Red Bats: Press L, R, L, R, B, Down, B, A, Right.

Crazy Ball: Press L, R, L, R, C-Right, A, Z, B, A, L, L.

Devil's Thumb Stadium: Press L, R, L, R, Right, A, top-C, L, A.

Turbo Game: Press L, R, L, R, L, A, Z, R, B, A, L, L.
Low Gravity: Press L, R, L, R, R, A, L.

Multicolored Bats: Press L. R. L. R. Z. B. R. A.

Matt Tipton Indianapolis, IN

PlayStation

NFL Xtreme
Distorted Players





From the main menu, select Rosters, then select Create Free Agent.
Enter the following names to activate the cheats.

One Player Has a Long Neck: GEORGE GIRAFFE

Players Are Big: BIG BEN

Players Are Tiny: TINY TOM

Players Have Backwards Animation: LAMEBOY LENNY

Players Have Big Heads: BIGHEAD BOBBY

Players Have Flat 2D Heads: COINHEAD COREY

Players Have Short Arms: SHRIMPY SEAN



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PlayStation

Resident Evil 2 Dual Shock Version Extreme Battle Game

Do the following cheats in the original game and on the Normal skill setting.









Extreme Battle Game: Play through the game twice using the consecutively sawed data from each character. After the end credits and the ranking screen of the second game scroll by, a new screen appears that says. "You can play another scenario if you make a new save data." Save the data. At the load data screen, select Arrange Data (Rockie Data for Arrange Game), and load the data labeled "797." When you load the data, you can play a hidden mini-canne called Extreme Battle.

Hidden Skill Levels and Characters in the Extreme Battle Game: Each time you finish an Extreme Battle game, a new skill level and character are unlocked. After the first play through, Ada and skill level 2 are unlocked. after the second play through, Chris Redfield and skill level 3 are unlocked.

PlayStation

Jersey Devil Extra Life Loop





At the start of the game, jump on the fountain and ride the water stream to the top to receive an extra life. Pause the game, press <u>C</u> to access the Status menu, then press <u>C</u> to resume the game. Return to the fountain and jump into the water stream again to get another extra life. You can repeat this process infinitely.

PlayStation

Turbo Prop Racing Unlock Tracks, Race as Hurricane Boat, and More





Start One Race and at the Name Selection screen, enter the following names to activate the cheats. A horn will sound to confirm that each cheat was entered correctly.

Note: The _ designates a blank space.

All Boats Are Giant Rubber Ducks: _QAK Race as the Hurricane Boat: HURR

Unlock All Boats: BOA

Unlock All Day Tracks: _DAY

Unlock All Fractal Generator Tracks: FRAC

Unlock All Mirror Tracks: PRIM
Unlock All Night Tracks: NIT

Watch All Videos: STR

Win the Race Regardless of Ranking: WINR

PlayStation

Hot Shots Golf

Select All Characters, Unlock All Courses, and Access Challenge Mode





At the title screen, simultaneously press and hold L1, R1, L2, and R2 on Controller Two. After the screen flashes and the Hot Shots logo is bouncing toward you, quickly press Up, Up, Down, Up, Lett, Right, Right, Lett, Up, Up, Down, Up, Lett, Right, Right, Lett, Up, Up, Down, Up, Lett, Right, Right, Lett, Up, Up, Up, Lett, Right, Right, Lett on Controller Two. You must enter the button presses before the logo stops bouncing, or the code wort vow. If You entered the code correctly, you'll hear a sound. Now you can select any character, Diel on any course, and cacess the Challengem mode.

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Nintendo

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PlayStation

Soul Blade

Sophitia!, Sophitia!!, Siegfried!, and Play as SoulEdge and Han Myong

Sophitia!: Finish Edge Master mode as Sophitia and collect all eight of her weapons. At the fighter-select screen, put the cursor on Hwang and press Left once. You should land on a hidden ?-box, Sophitia!. Now you can play as Sophitia without any armor





Sophitia!!: Collect eight weapons for every character in Edge Master mode. At the fighter-select screen, put the cursor on Hwang and press Left once. You should land on a hidden ?-box. Sophitia!!. Now you can play as Sophitia in a one-piece swimming suit. Signfried!: Finish Edge Master mode as Signfried and collect all eight of his weapons. At the fighter-select screen, put the cursor on Cervantes and press Right once. You should land on a hidden ?-box, Siegfried!. Now you can play as Siegfried, who is possessed by the evil power of SoulEdge





Play as SoulEdge: Finish the game in Arcade mode on any skill setting with all 10 characters. At the fighter-select screen. SoulEdge should appear between Mitsurugi and Siegfried





Play as Han Myong: First, unlock SoulEdge (see cheat above). Finish Arcade mode as Hwang, then finish Arcade mode again as Seung Mina. At the fighter-select screen, put the cursor on Hwang, and press Left until you find a hidden ?-box. Han Myong, Han's fighting style is similar to Hwang's

PlayStation

WarGames: Defcon 1 Mission Passwords





Enter the Options menu choose Select Mission, and input any of the following passwords:

Norad Missions

Mission 2—Czech Republic: O × O O × × O × O

Mission 3—Russian Urals: × × O × × × × O O

Mission 4—Cairo: O \square × O O \wedge O × \square

Mission 5—Cambodia: △×○○××□△○

Mission 6—Swiss Alps: □○○□○××○×

Mission 7—Libva: $\square \times \times \times \bigcirc \square \bigcirc \times \square$

Mission 8—Channel Island: OOX DDA DD

Mission 9—Grenadines: □□○△○△×△△

Mission 10—Louisiana: × △ ○ □ ○ ○ ○ × □ Mission 11—China: O D A × D A A A D

Mission 12—Saudi Arabia: △□○×△○○×□

Mission 13—Arctic Circle: Mission 14—New York City: X X O A X A D X D

Mission 15—Omaha: O D O × D × A O ×

W.O.P.B. Missions

Mission 2—Florida Kevs: O × O O × O × × O

Mission 3—Iran Jaya: $\square \triangle \times \triangle \times \bigcirc \square \times \triangle$

Mission 4—New England: × △ ○ × × ○ ○ ○ △ Mission 5—Russia: ○○□□○×△××

Mission 6—Brussels: X O X A A D O X A

Mission 7—South Africa: AAXXIIIXXO

Mission 8—Hong Kong: $\Box \times \bigcirc \land \times \times \Box \bigcirc \land$

Mission 9—Mexico: □ ○ △ △ × ○ × × ○

Mission 10—Bering Strait: × ○ □ △ ○ × □ × △ Mission 11—Kremlin: POXADADO

Mission 12—Polynesia: × ○ △ × ○ □ × ○ □

Mission 13—Congo: XO II IX XO XO Mission 15—Tokyo: A D A O X D O O D

Mission 14—Washington D.C.: O A O O A D × A D

Mike Bagarello South River, NJ

PlayStation

TOCA Touring Car Championship Access All Tracks, Go-Kart Mode, and More





Start a race, and at the Enter Name screen, input the following names to activate the cheats. If you entered the name correctly, a confirming voice will say, "Cheat mode enabled."

Note: The following cheats work only in Single Race and Time Trial modes.

Access All Tracks: JHAMMO

Disable Collision Detection: CMNOHITS

Go-Kart Mode: CMCHUN

Helicopter View: CMCOPTER

Lock Tracks Back Up: CMLOCK

Low-Gravity Mode: CMT.OGRAV

"Micro Machines" Mode: CMMTCRO

Multicolored Fog: CMDISCO

Race as a Tank: CMGARAGE

Rain Falls from the Ground Un: CMRATNITE

Starny Sky Mode: CMSTARS

TOCA Showdown (Mirrored Championship): PATSCREEM

Turbo Mode: XBOOSTME

Volcano Track: CMDISCO

Saturn

Rampage World Tour





Turn on the Saturn, and when the screen that says, "Internal Memory Will Be Used For Autosave" appears, simultaneously press and hold X, Y, Z, and L. If you entered the code correctly, the words "Cheats Enabled" will appear on the screen. Hold the buttons until a Sound Test menu appears. To exit the sound test, press X.

Stephen Mitchell Phoenix. AZ

PlayStation

Lode Runner





Infinite Lives: Pause the game and simultaneously press Select and \triangle .

Turbo Speed: At the title screen, select The Legend Returns, and at the following menu, highlight 1 Player, **press and hold R2**, **and press** ×.

Level Skip: Enter the following cheats during gameplay and not while the game is paused:

Skip Ahead One Level: **Simultaneously press and hold R2** and \bigcirc .

Return to the Previous Level: Simultaneously press □ and R2.

Skip Ahead 15 Levels: Simultaneously press R2 and △.

Jump Back 15 Levels: Simultaneously press R2 and ×.

Advertisement



NCAA Football '99





From the main menu, choose User Profiles, then select New User Profile. Enter the following codes at the user profile screen to reveal the hidden teams. If you entered the code correctly, you'll hear, "It's in the game." After entering the code, press \(\) to return to the main menu. Select Exhibition mode, and you'll find the hidden team at the end of the team roster.



end of the team roster.			
Team:	Code:	Team:	Code:
1973 Alabama:	AJNADS	1997 Michigan:	PWARSS
1978 Alabama:	DDPELOP	1965 Michigan State:	WRIFA
1985 Alabama:	DPUAT	1966 Michigan State:	SWEEPRT
1992 Alabama:	CJOEOR	1971 Nebraska:	DOEFL
1975 Arizona State:	CLICK	1975 Nebraska:	FIRELT
1969 Arkansas:	JGOBE	1983 Nebraska:	SJCOH
1946 Army:	CURLNB	1991 Nebraska:	TEWGT
1985 Auburn:	VSAG	1993 Nebraska:	HEREWG
1984 Boston College:	DWOUC	1994 Nebraska:	SDWA
1982 California:	CHELT	1997 Nebraska:	QAULI
1981 Clemson:	PZKPI	1981 North Carolina:	SEDEF
1989 Colorado:	BDAORN	1946 Notre Dame:	FOLTA
1996 Florida:	OMJIER	1957 Notre Dame:	KPEAL
1993 Florida State:	JROONB	1966 Notre Dame:	PSAON
1976 Georgia:	OPLTO	1973 Notre Dame:	CGEO
1982 Georgia:	ISTME	1974 Notre Dame:	JDEMI
1959 LSU:	BJRAO	1988 Notre Dame:	CSH
1983 Miami:	MDAADND	1989 Notre Dame:	DAMYNO
1984 Miami:	FERT	1968 Ohio State:	POEWRO
1986 Miami:	HMOEL	1970 Ohio State:	CAUSE
1987 Miami:	JDALCK	1973 Ohio State:	MDAVI
1989 Miami:	NJOH	1979 Ohio State:	RJOTNH
1991 Miami:	VSAEN	1957 Oklahoma:	SLANTG
1992 Miami:	SICAH	1971 Oklahoma:	ITGSIN
1994 Miami:	LEDIWS	1985 Oklahoma:	ZULU1
1973 Michigan:	PSAPM	1987 Oklahoma:	TANDGWO
1991 Michigan:	MFAEN	1959 Ole Miss:	ZAIDE

Team:	Code:
1994 Oregon:	SDAIL
1978 Penn State:	SFAEYT
1982 Penn State:	SJOI
1985 Penn State:	GNAMS
1986 Penn State:	REERM
1994 Penn State:	OLUTP
1976 Pittsburgh:	MIDJ
1970 Stanford:	BSUGUS
1982 Stanford:	KEORH
1997 Tennessee:	MAERUN
1969 Texas:	RTACE
1965 UCLA:	ITAGM
1967 UCLA:	WSATL
1988 UCLA:	GQ
1962 USC:	YBUE
1967 USC:	DTYX
1968 USC:	QSULI
1974 USC:	HCOHT
1979 USC:	HSBE
1988 USC:	XLL
1991 Washington:	TJUO
1988 West Virginia:	GHEOMO
EA Sports:	TBHOERG
Tiburon:	EAFLOR
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Nintendo 64

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- 4 NFL Blitz 5 WCW/NWO Revenge
- 6 Turnk 2: Seeds of Evil 7 Mission: Impossible
- 8 WWF War Zone 9 NASCAR '99
- Sheet 10. Gex: Enter the Gecko 11 Mortal Kombat 4
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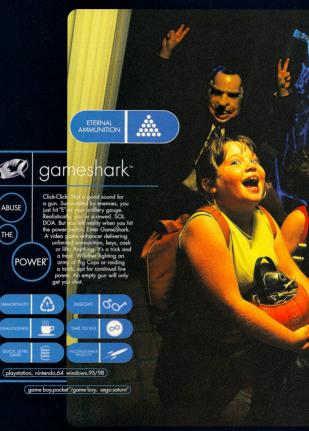
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- 17. Vigilante 8 18. Road Rash 3D
- 19. Need for Speed III: Hot Pursuit 20. Heart of Darkness

Scary Larry's Can't Miss List

ween to look forward to. Well, Halloween and this list of the ten hottest games out there. They get the Scary seal of approval!

- 1. Madden NFL '99 (Nintendo 64) 2. Turok 2: Seeds of Evil (Nintendo 64)
- 2. IUrok 2: Seeds of EVII (Mintendo 64)
 3. Banjo-Kazoole (Nintendo 64)
 4. MediEvil (PlayStation)
 5. Hot Shots Golf (PlayStation)
- 6. Crash Bandicoot:
 - Warped (PlayStation)
 7. Wild 9 (PlayStation) 8. Rival Schools (PlayStation)
 - 9. WWF War Zone (Nintendo 64) 10. N20: Nitrous Oxide (PlayStation)







MMPPFF MUPF MUMMFF MUH MUPF MUMF MUMFUMFMUH MUMMPF











