

Celebrating 10 Years of GamePro!

1989  
**10**  
YEARS  
1999



SOUTH PARK

SOUTH PARK



Nintendo 64

NFL Blitz '99



Arcade

R4: RIDGE RACER TYPE 4



PlayStation

# GAMEPRO

issue  
**125**

WORLD'S LARGEST MULTIMEDIA GAMING MAGAZINE

**Gunning for GoldenEye**

**supernatural**

**PlayStation  
Special Forces**

OVER  
**60**  
GAMES!

- Star Wars Trilogy Arcade
- Duke Nukem: Zero Hour
- Bust-A-Groove
- Shogun Assassin
- BattleTanx
- NBA Jam '99
- Silent Hill
- Sonic Adventure

CASTLEVANIA



Nintendo 64



**PC GAMEPRO  
SHOOTOUT!**

- Sin
- Blood II
- Half-Life

www.gamepro.com  
An IDG Communications Publication

February 1999  
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VOTE!

The Big Annual



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PRIZES!

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**GAMEPRO TV**  
on Fox Sports Net!  
Check local listings!

**Superior  
Strategies!**



Go the  
Distance!

**KNOCKOUT  
KINGS**

BRAVE FENCER  
**MUSASHI**  
Opening Moves!

**EVERQUEST**

Online Adventure  
Begins in Part 1!

# THE ONLY GAME BIGGER



OH MY GOD! SOUTH PARK IS UNDER ATTACK!  
THERE'S A GIANT COMET HEADING TOWARD  
THE TOWN AND IT'S UP TO YOU TO SAVE THEM!  
(YEAH, THIS GAME'S GONNA HAVE SOME PRETTY  
#%&!% -UP %#\$.) WE GOT ANAL-PROBING  
ALIENS, BIG EVIL CLONES, DEMENTED TURKEYS,  
AND OF COURSE, TERRANCE AND PHILLIP! IT'S THE  
ONLY GAME BIGGER THAN CARTMAN'S BIG FAT A\*\*.

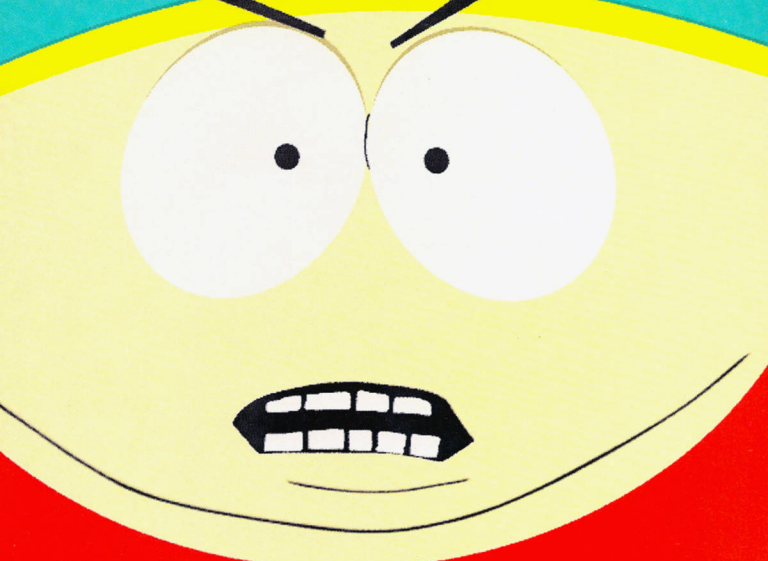
**SOUTH  
PARK**

TM



This game is for mature audiences.

# THAN CARTMAN'S BIG FAT A\*\*\*!



Hello there children!



With this new Cow-Launcher, people will really respect your AUTHORI-TAH!



Dozens of sweet environments without any lame, tree-hugging hippies!



HOWDY HO your way through mega multi-player action!



[www.comedycentral.com](http://www.comedycentral.com)



[www.acclaim.net](http://www.acclaim.net)



www.playstation.com



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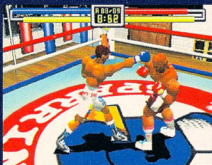
*Holy Mackerel,  
even my hair hurts.*

**Introducing, Contender. The brutally fun boxing game.**

Boxing isn't pretty. In *Contender*, you'll face 40 different thugs, all with their own look and fighting style. You can throw jabs, combinations and arcade-style knockout punches. Plus, you can build up the strength of your favorite fighter, save it to a memory card, and pummel a friend later. In short, it's a good old-fashioned, mano-a-mano slugfest.



**CONTENDER**





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# F

**FANS GO TO GAMES.  
FANATICS HELP WIN THEM.**



*All the crowd-erupting college dunks, from windmills to alley-oops, for when it's time to send a message. Of course, feel free to do it just for show.*



*More than 250 NCAA® Division I teams, real uniforms and real floors. Also real adrenaline, real pressure and real depression after a missed three-pointer for the win.*



*With Quinn Buckner's play-by-play, he'll be sure to point out a sweet finger roll or pull-up J, but get sloppy and he'll make you feel like a red-shirt freshman.*

## NCAA FINAL FOUR 99



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*Nothing brings the student body to their feet faster than a soaring dunk over a 6'9" power forward.*

**I'M THE GOOD AND THE BAD.  
YOU'RE JUST UGLY.™**



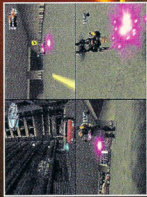
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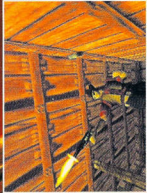
Burn 'em, blast 'em, or blow 'em away - Duke's packing serious heat!



Dukematch, baby! Multiplayer fruggin' in split screen or co-op.



Guns, girls and time travel - 3 centuries of Duke attitude!



Frag The Wild West! Victorian England! Post-Apocalypse NYC!

A FISTFUL OF ATTITUDE...  
TRAVELING THROUGH TIME...  
KICKING ALIEN ASS...  
A MAN CALLED DUKE.

# DUKE NUKEM ZERO HOUR

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# Make Way for the King of Auto Combat!

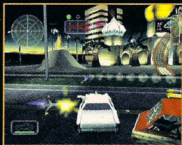


- Up to Four-Player Auto Combat Action

- 10 Fully Destructible Battle-Anywhere Arenas

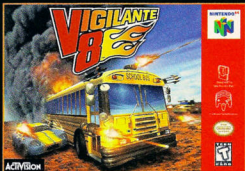
- Over-the-Top Weapons and Combo Attack Moves

- 12 Character-Based Muscle Cars, Trucks and More



- New Brawl, Smear and Survival Multiplayer Modes

- Two-Player Co-Op Quest and Bonus Alien Quest

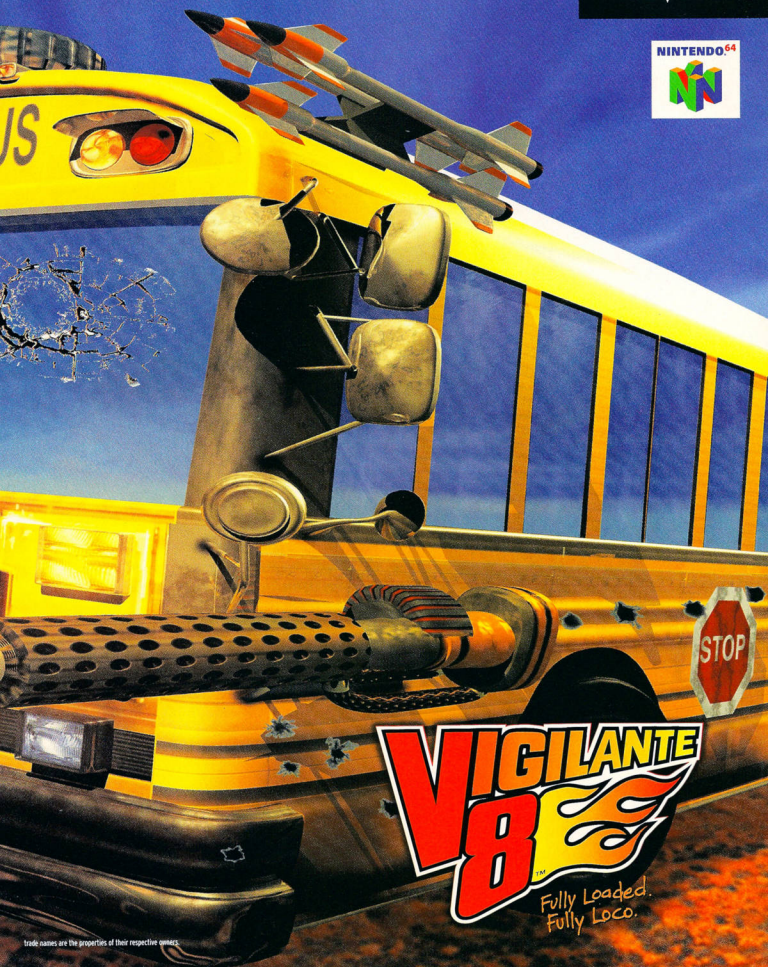


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[www.activision.com](http://www.activision.com)

ACTIVISION.

NINTENDO 64



# VIGILANTE 8

Fully Loaded.  
Fully Loco.

# GAMEPRO

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**EVERYONE**  
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# Fatal Abyss

High Speed Combat

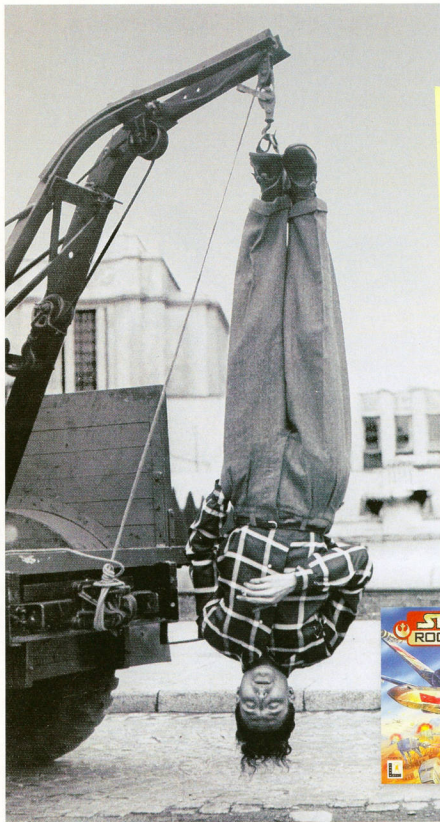
Beneath the Waves

FREE DEMO AT [www.Fatalabyss.com](http://www.Fatalabyss.com)

**PLAY FOR KEEPS**

**SEGA SOFT NETWORKS**

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It takes  
a rare  
combination  
of creativity,  
courage and  
bad judgment  
to attempt,  
let alone  
survive, a  
stunt like  
this.

You do  
not possess  
this rare  
combination.

That's why  
there are  
video  
games.



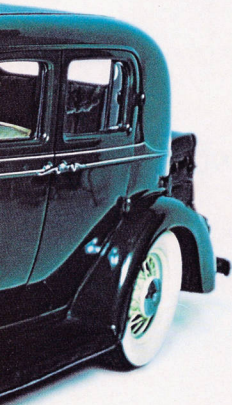
\$49.99

Get into the game.

**TARGET**  
EXPECT MORE. PAY LESS.

Get reacquainted with an all-new GEX.  
And his Miss Adventures.





# GEX<sup>3</sup>

*Deep Cover Gecko*

- All-new intuitive camera system guides you through hazardous 3D missions
- Over 25 all-new disguises with new abilities like scuba diving and snowboarding
- Baywatch's Marlice Andrada stars as Agent Xtra in all-new full-motion video
- An all-new GEX spits fireballs, controls tanks, crocodiles, burros and more
- Over 1,000 all-new celebrity impressions and wisecracks

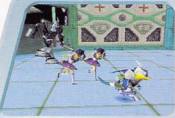
"...the most in-depth platforming game on the PlayStation."  
-Official PlayStation Magazine



[www.crystald.com](http://www.crystald.com)

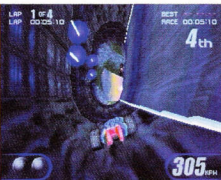
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Driving on the ground is so 90's.



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Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels.

Blast away at the scenery with 8 innovative weapons to slow down your opponents.

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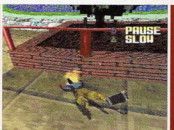
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## COVER FEATURE

### 48 Lock and Load with Syphon Filter

Can 989 Studios' commando shoot-em-up match the topnotch spy-thriller gameplay of GoldenEye for the Nintendo 64? Here's an inside look at the features and gameplay of what could be the best PlayStation action game of the year.

# SYPHON FILTER



Cover: Courtesy of 989 Studios

## PROSTRATEGY GUIDES

### 128 The Legend of Zelda: Ocarina of Time

You could be playing The Legend of Zelda for months...unless you use this strategy guide to get through the game. Part 2 of our three-part walkthrough shows you how to lead Link into adolescence.

## THE FIGHTER'S EDGE

### 140 Knockout Kings

Become the king of Kings by mastering knockout punches, devastating combos, and ringside strategies for right-hand and southpaw boxing. "The Fighter's Edge" also shares with you some cool codes. How would you like to fight as a bear?

### 146 S.W.A.T. PRO

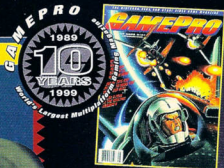
Passwords, codes, tips, and tricks for Twisted Metal III, Metal Gear Solid, Colony Wars: Vengeance, Rush 2 Extreme Racing USA and more!



The Legend of Zelda! Page 128.



Knockout Kings! Page 140.



## Ten Years Ago In GamePro

- NES:** Strider
- Master System:** Altered Beast
- Atari 7800:** Impossible Mission
- Arcades:** Turbo Outrun
- Overseas ProSpec:** Gradius II (NES)
- Comic Strip:** The Adventures of GamePro in the Video Dimension

**NOT STUFF!**

## SPECIAL FEATURES

### 56 Drac's Back in Castlevania!

The classic vampire-hunter series rises again, this time for the N64. Take a look at how Konami has retrofitted Castlevania in 3D.



### 60 GamePro's 8th Annual Readers' Choice Awards



We want to know what your favorite games are. Here's your chance to let the world know what you consider to be the best of 1998!



got milk?

The Madonna, Stale Fish, and 720 McHawk. I've named my skate or tricks. But my secret weapon came with a name already in place. Milk. It has more nutrients than sports drinks, plus it's one of the few things I don't have to be upside down to enjoy.

got milk?

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NFL Blitz '99 and W.A.R. lead an onslaught of hot games in the arcades.

### 78 Sneak Previews

R4: Ridge Racer Type 4, Shogun Assassin, Silent Hill, Duke Nukem: Zero Hour, and more!

### 118 Sports Pages

Acclaim Sports is shooting for basketball stardom with NBA Jam '99, EA Sports is getting in the swing of things with Tiger Woods '99, and Psygnosis takes to the road with Formula 1 '98.

### 122 Role-Player's Realm

If you're bold enough to play Brave Fencer Musashi, get a head start with the first installment of our three-part ProStrategy Guide.



South Park! Page 108.



Bust-A-Groove! Page 96.



NFL Blitz '99! Page 72.



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Come celebrate 10 years of GamePro with us as we kick off the year-long celebration with a look back at video gaming's past.

### 30 Buyers Beware

What to do about annoying memory lapses with the PlayStation and Nintendo 64.

### 32 ProNews

The new Star Wars saga will be great movies that are made into video games, and Final Fantasy is a great video game that is being made into a movie.

### 40 NetPro

If you're about to embark with EverQuest, you ought to examine this beginner's strategy guide.



EverQuest! Page 40.



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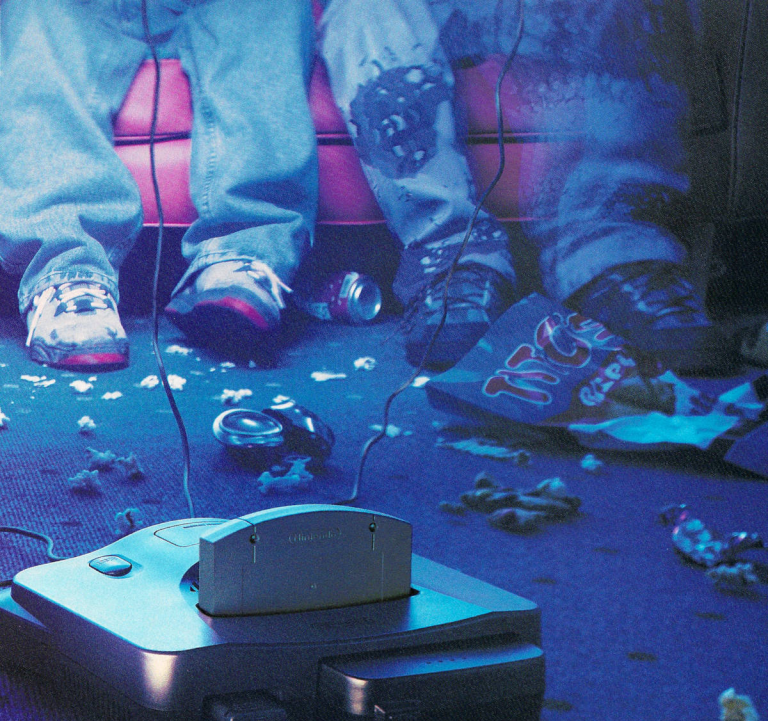
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## Editor's Letter

### Still GamePro After All These Years

All through 1999, GamePro will be celebrating its tenth birthday. We succeed by providing all the information you need to remain "a cut above the rest." That's why the letters from skylark and Shan Yates remind us not only of how far video games have come—and how far they can go—but also of how far GamePro has come.

Let's flash back to the second issue of GamePro in 1989, our first year. Back then, "The Cutting Edge" was taking a look at new game systems: the TurboGrafx 16 by NEC, the 16-bit Sega Genesis, the 16-bit Super Nintendo (which was still referred to as the "Super Famicom"), and the...Game Boy!

Ten years ago, the hot games were Bubble Bobble for the NES, Shinobi and R-Type for the Master System, while N.A.R.C. and Double Dragon II were "hot at the arcades." Super Mario Bros. 3 was just an "overseas prospect!"

While it's scary to think that some readers have never played the TurboGrafx 16, it's downright terrifying to realize that some of us have been working at GamePro the whole flip-pin' 10 years!

Some of you have been around a decade too, so help us celebrate our anniversary by telling us your favorite GamePro memory. We'll put the best of them in each issue until the end of the year. After all, we're still your video game magazine after all these years.

Thanks from the GamePros

San Francisco, CA  
[comments.gamepro@gamepro.com](mailto:comments.gamepro@gamepro.com)



## CELEBRATING 10 YEARS OF SUCCESS!

It all started in 1989, GamePro's first year, which saw the start of such popular departments in the magazine as

"The Cutting Edge," "Short ProShots" (now "Sneak Previews"), and, of course, "The Mail" (now "Head2Head").

So throughout 1999 we're going to highlight in "Head2Head" one letter from the last decade that deserves a second response, but from the '90s. If you're the author of the letter we reprint, send us a note telling us what you've been up to this last decade, and we'll print it. Be sure to include your address, phone number, and a way for us to confirm your genuine authorship (a photo of the framed letter, a photocopy of your driver's license—be creative!). Then dispatch it all to:

Scary Gets Nostalgic  
 GamePro Magazine  
 P.O. Box 193709  
 San Francisco, CA 94119-3709

### A vintage 1989 reader's letter:

Dear GamePro, I'm very impressed with your publication and just subscribed. I like your very large "SWATPRO" section and exceptional coverage of the new 16-bit systems. I have only two complaints: First, you should stop covering the Atari in your magazine. Atari is in the past. And second, please talk more about the new Sega Genesis.

► Darren Beam  
 Baytown, TX

### A not-so-dated 1999 response:

Where were you a year ago when the Atari community wanted to lynch us for saying that the Jaguar was dead (see "Head2Head," April '98)? We should have resurrected this letter back then. Do you still feel the Atari is dead, Darren? Write and let us know.



## WRESTLING WITH SOME ISSUES

I'm in the Navy and have been living in Japan for about five years. I'm also a loyal GamePro subscriber, and this letter was sparked by a recent article in which you wrote that WWF War Zone was the current mat champion [see cover feature, "Cause the WWF Said So," August '98]. In fact, every wrestling game released in the U.S. stinks.

If you want to hear about high-quality wrestling games, I can name quite a few, such as New Japan 1, 2, or 3. With War Zone, you're stuck with its moves. In New Japan 3, not only can you edit what a wrestler looks like, but you can also redesign his moves, what intro music he uses, what he does on the way to the ring—and even how he enters the ring. The game also has better graphics than any other wrestling title. I'm half-tempted to send you a copy just to show you what you've been missing.

► Chris Hamilton  
 Japan

Regardless of what's happening in Japan, WWF War Zone is making big bucks here in the states, confirming our high ratings. Nevertheless, we appreciate your enlightening us; we'll hunt down a copy of Japan 3 and take a look.

## Freaked out

When a game comes out for both the Nintendo 64 and the PlayStation, you give the PlayStation version better ratings even though, in my opinion, the N64 game is much better! What's up with that, you freaks?! I'll bet people e-mail you about this topic all the time.

► skylark via Internet

P.S. When is Final Fantasy VIII coming out?

You accuse us of a preference for PlayStation products and then ask about a PlayStation game? You freak! Regarding favoritism, what games are you talking about? GamePro rated NFL Blitz for the N64 (see ProReview, October '98) higher than NFL Blitz for the PlayStation (see ProReview, November '98). Nightmare Creatures and Fighting Force for the N64 may not receive scores as high as their PlayStation counterparts, but we still consider them good games. Oh yeah, FVIII is due out freakin' fall '99!

## MAKING MOUNTAINS OUT OF MOLE HILLS?

I'm writing to GamePro because you're the most successful video game magazine and I'm angry because of the sexual discrimination in this industry. No one ever makes women in video games muscular, powerful, or even talented! Instead, they look just like Barbie dolls. No woman in the world is like that unless they're starving themselves to death. And no woman wants to stare at half-naked women such as Lara Croft for hours! Maybe if there weren't so many women like this in games, there would be more females playing them! Women should create their own successful fighting games and turn the tide of sexual discrimination.

► surfacingjill via Internet

We think it's great that you're speaking out against discrimination in games. It shows you're aware. Angry, but aware.

Sexual stereotyping is one thing, but sexual discrimination is another. Presenting a bodacious



shot of Lara Croft on covers to sell a game or a magazine is sexual stereotyping...and it sells. Until the world starts to change the way men look at women, this kind of imagery won't go away. But sexual discrimination means not giving someone a chance solely because of their sex. That's wrong whether it's men against women—or women against men.

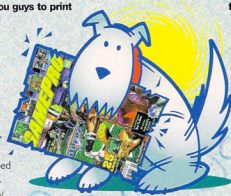
And you're right: The creative energy from women creating games would be awesome for the industry.

## A RIPPING YARN

I think you guys are the best, and I know that Scary Larry hates lists, so I won't send one. A while ago, however, I received my September issue—and it was in horrible condition. The pages were ripped, the cover was torn, and part of the "SWATPro" section was completely ripped out! What's up with that? Also, what time is *GamePro TV* on? My biggest wish is for you guys to print this in "Head2Head!"

► Mike Beyer  
via Internet

Nice try, Beyer. We know a list when we see one, and your thing walks like a list, talks like a list, and quacks like a list—so it's a list. For your ripped magazine, call our subscriber services at 800/678-9097; for *GamePro TV* on the Fox Sports Network, check your local cable listings for dates and times.



## DREAM ON

When I first heard about Sega's Dreamcast, I thought, "Sega is trying to redeem itself. Big deal!" But after seeing various screen shots from some of the games, particularly those from Biohazard Codename: Veronica, I think the Dreamcast could really be Sega's rebirth, the phoenix rising from the ashes, if you will. However, I have some questions:

1. When will the Dreamcast be available here?
2. How much will the Dreamcast cost?
3. Will it play both American and Japanese games?
4. Are there a lot of developers making games?
5. What is the story line for Biohazard Codename: Veronica?

► Shan Yates  
Clintwood, VA

Your "phoenix rising from the ashes" is a good analogy, but your list lacks soul, Shan. And you know we hate these freakin' lists, so why did you send one in? We'll give you a phoenix, you little... calm blue ocean... calm blue ocean... calm blue ocean... okay, here are your answers:

1. September '99 (tentative).
2. \$250 (tentative).
3. No (definite).
4. Yes (tentative).
5. Evil, but well-dressed, zombies take over Sega headquarters, so Sega of America CEO Bernie Stolar must fight for his life along with his trusty sidekick, Mega Man (very tentative).

## BORING SUBHEADS MAKE YOU SLEEPY, THAT'S WHY

I'm looking forward to *Turok 2: Seeds of Evil* as much as the next guy, but I'd like to give the following advice to your reviewer: Do not re-use any heads from your review of the first *Turok* game. Rumor has it that you're planning to use the line "For Those About Tu-Rok We Salute 2" as a head for your review of the second game. I'll give it to you straight: The first time, the line was mildly funny—not that funny. To use the same joke would not be tolerable.

► Johnny Reb via Internet

You're kidding, right? That's a pretty damn good subhead. We may use it. As a matter of fact, Little Big Scary wrote "For those about Tu-ruk, we salute you" as the opening sentence in his review of the first *Turok* (see *ProReview*, April '97)—and then saw to his chagrin that it was being used in certain ads without his permission. This year, we'll go with subtle jokes like "Two-Rok" and "Ar-Kill-Ologist" (see *ProReview*, January).

## TRY THE WEB

I was wondering if you have the addresses of such companies as Namco, Capcom, or Atlus? I'm an aspiring artist and would like to submit artwork to them. Thank you for any help you can provide.

► Noah Trahan via Internet

Please read our subhead.

# ART Attack

## Pick of the Month!



Mischa Kavishi, Palo Alto, CA



Chris Del Pilar, Melville, NY



Mario Henriquez, Miami, FL



Christopher Toney, Fresno, CA

# Look who won a Pocket Game Boy!

Congratulations to the winners of the "Where's Scary Larry?, Part 4!" contest, Jake Rueckert and Joseph Kim!

### Tell Us What You Think!

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

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## BY THE WATCH DOG

The holidays are over, and now there's nothing but love in the air. Unfortunately, some gamers still aren't finding true love with some of the products they've purchased.



## SUBMISSIONS

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

**GamePro's Buyers Beware**  
P.O. Box 193709  
San Francisco, CA 94119-3709

Or e-mail us at:  
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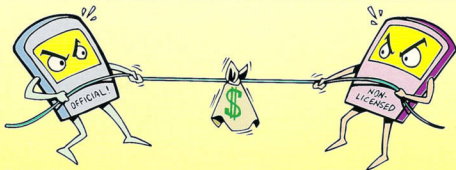
## YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call:

**Nintendo: 800/255-3700**  
**Sega: 800/872-7342**  
**Sony: 800/345-7669**

**Q** Will Nintendo or Sony ever release a memory card that has space to save more than just two or three games? I have a lot of games in my collection that I want to save on a memory card, but I never seem to have enough room—and I don't like spending \$20 or \$30 on each card. After reading previous "Buyers Beware" columns, I also don't want to purchase a third-party peripheral, even if it boasts more memory capacity, for fear it will damage my game console. I feel like I'm being ripped off.

**KIRK BALLETT, JR.**  
VIA INTERNET



**Which memory card do you put your money on?**

**A** A Sony customer service rep replies: "We've found that any memory card with more than 15 blocks of space will become unstable. This is the reason why non-licensed memory cards with a larger storage capacity will sometimes short out the controller ports of your PlayStation console. Currently, there are no plans to release an officially licensed memory card that will contain more than 15 blocks of memory."

A Nintendo customer service rep tells us: "We have no plans to release an official Controller Pak with additional pages of memory."

The Watch Dog responds: Your dilemma is a common one, Kirk, especially here at GamePro. Air Hendrix is pretty peeved that it takes almost a whole memory card to save a season on NHL '99, and Major Mike has had nightmares at the thought of using non-licensed memory cards. Unfortunately, consumers are at the mercy of Sony and Nintendo on this one: Buy their memory accessories or run the risk of damaging your console by using a non-licensed peripheral. Until these two juggernauts look seriously into developing memory devices capable of storing more game information, consumers will have to live with the feeling of being "ripped off."

**Q** Is there any way I can link my original Game Boy with a Game Boy Pocket?

**DREW LOKEN**  
VIA INTERNET



**You can link Game Boys with the Universal Game Link Cable.**

**A** A Nintendo customer service rep says: "There are two products you can buy that will link the original Game Boy with a Game Boy Pocket. One is the Pocket Game Boy Link Adapter, which you can purchase directly from Nintendo for \$5.95, not including shipping charges (most stores don't carry this adapter anymore). Or you can purchase the Universal Game Link Cable for \$10 at most video game stores, which you can use to link up any two Game Boys."

**Q** Whenever I get to Psycho Mantis in Metal Gear Solid for the PlayStation, the screen goes black and the word "Hideo" appears in green several times. Is this an error?

**ANONYMOUS**

**A** A Konami customer service rep explains: "No, this isn't an error; it's actually part of the game. Besides being an inside joke, the screen is also an indicator that you've reached Psycho Mantis. Incidentally, Hideo refers to the creator of Metal Gear Solid—Hideo Kojima."



**Are you Psycho!**

**Q** I'm having trouble playing the Battle Royal mode in WCW/NWO Revenge for the N64. Sometimes I lose control of my player and the computer takes over. Is this a defect in the game?

**IMAPOKEMON**  
VIA INTERNET

**A** The Watch Dog answers: I'll give you the benefit of the doubt and assume you didn't read the game manual that came with the product. On page 11 of the WCW/NWO Revenge manual, it explains that you switch control between the CPU-controlled character and the player-controlled character by pressing the Z button. Normally, we wouldn't print a question like this, but for some reason, there were a handful of consumers who complained about this apparent control problem. We're glad to see you're reading "Buyers Beware," but you need to read a little bit more.

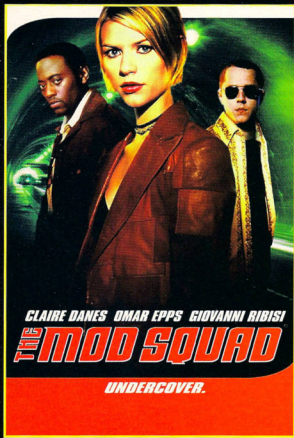
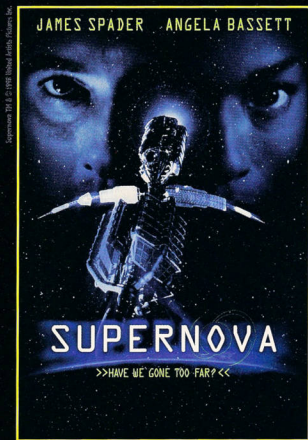


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# The Force Is with Nintendo

## Makes exclusive deal for new Star Wars games

As one *Star Wars* trilogy begins to unfold at theaters, another will debut on Nintendo systems. LucasArts has struck a five-year, limited-exclusivity deal for three new *Star Wars* games—which means PlayStation *Star Wars* fans are out of luck.

Two of the games will be based on this May's movie release *Star Wars Episode I: The Phantom Menace*, while the third title of the series, *Star Wars: Rogue Squadron*, hit store shelves last December.

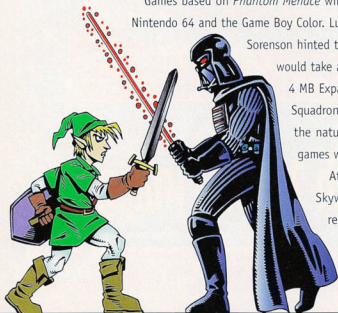


Rogue Squadron is the first of three *Star Wars* games exclusive to Nintendo.

Games based on *Phantom Menace* will appear on both the Nintendo 64 and the Game Boy Color. LucasArts President Jack

Sorenson hinted that its future N64 titles would take advantage of the N64's 4 MB Expansion Pak as did *Rogue Squadron*, but no details as to the nature or genre of these games were offered.

At press time, Anakin Skywalker could not be reached for comment.



# Final Fantasy

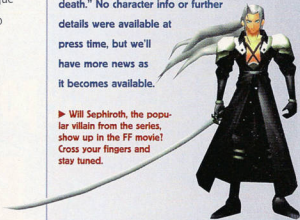
T H E M O V I E

At last, one of gaming's deepest story lines is getting its shot at the silver screen. Columbia Pictures and Square have announced that a computer-generated animated film based on the *Final Fantasy* series, a fan favorite, will hit American theaters in 2001.

"*Final Fantasy: The Movie* will be the realization of a dream to create a brand-new form of entertainment that unites computer games with motion pictures, using the latest in computer graphics animation technology," said Hironobu Sakaguchi, the film's director and president of Hawaii-based Square USA. "With this film, I want to create entertainment that touches the imagination of new generations by setting the viewer on an exciting voyage of personal discovery."

Set in the year 2065, the movie will be "an ultimate fantasy story about life and death." No character info or further details were available at press time, but we'll have more news as it becomes available.

► Will Sephiroth, the popular villain from the series, show up in the FF movie? Cross your fingers and stay tuned.



## Superman Game Put On Hold

Up, up, and delay! Titus has temporarily postponed its *Superman* game for quality reasons. Nintendo has offered its help to bring the N64 game up to "the level of exemplary quality" that Nintendo CEO Howard Lincoln says the DC Comics character "deserves."



Both the PlayStation and the Nintendo 64 versions will be released during the first half of 1999, but, by missing the holiday season, Titus's 1998 earnings will not be nearly as high as earlier projected.

## Flashbacks from 10 Years of GamePro

### News of February's Past

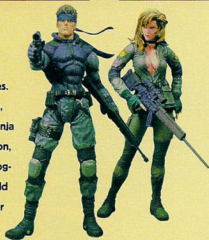
- 1990: GamePro's "The Cutting Edge" reports on a hot new format for game software: compact discs.
  - 1992: Nintendo President Hiroshi Yamaguchi offers to buy 60 percent of the Seattle Mariners.
  - 1993: Scary Larry gives Ecco the Dolphin for the Genesis perfect scores, calling him "a porpoise with a purpose."
  - 1994: Howard Lincoln is appointed CEO of Nintendo of America, while GamePro predicts that *Virtua Fighter* and *Ridge Racer* will be arcade hits.
  - 1995: Nintendo insists that the Ultra 64 will ship before Christmas.
  - 1996: Nintendo announces a new Ultra 64 release date of September.
  - 1998: In an exclusive, GamePro reports that Gon will be a secret character in the home version of *Tekken 3*.
- Next issue: *Memories of March*



# Metal Gear Action Figures

## Solid Snake Is Now Solid Plastic

Konami's Metal Gear Solid is getting the toy treatment thanks to McFarlane Toys. No less than eight figures will hit shelves in February, each with awesome sculpting and numerous accessories. The line will include Solid Snake, Liquid Snake, Meryl Silverburgh, Revolver Ocelot, Vulkan Raven, Sniper Wolf, Psycho Mantis, and Ninja (Frank Jaeger). Ninja features a whopping 15 points of articulation, and Solid Snake comes with seven accessories, including night goggles and a lump of C-4. All figures are over 6-inches tall and should be available for less than \$10 each by the time you read this. For more information, check out <http://www.spawn.com>.



## Darkstalkers on DVD!

Capcom's creepy characters take center stage in Viz Video's *Night Warriors: Darkstalkers Revenge* series, a three-hour anime epic in four episodes, now available on home video.

The animated series offers a deeper look into the backgrounds and relationships between the Darkstalkers characters. Popular protagonists such as Felicia, Lord Raptor, Pyron, and Donovan dash in a battle to end Dimitri Maximoff's reign over Earth—or cement it.

The complete series is available on four 45-minute VHS tapes (dubbed in English for \$19.95 each or subtitled for \$24.95 each) or on two DVD discs (\$29.98 each). You can visit <http://www.viz.com> for more information.



## Project X's "Nu" Name:



Project X, the forthcoming "interactive digital video entertainment standard," has shed its cryptic code name and been officially christened Nuon. "The name Nuon reflects the wide-reaching power of a technology capable of introducing millions of consumers to interactive entertainment through their television sets," said VM Labs CEO Richard Miller. Nuon technology will be embedded into future DVD players and digital satellite receivers. The first Nuon-compatible products—including, of course, games—will be released later this year.

## Static

While there's still no Tomb Raider nude code, we're glad to report that there is also still no Madden nude code. • Johnny Ballgame is no longer "The People's Writer"—he's now "The Corporate Writer." • The whole staff of GamePro had the distinct honor of interviewing Mr. Shigeru Miyamoto the week before Zelda came out; he was even nice enough to sign stuff for us. Thanks, Nintendo! • NBA Shoot Out '99 was slated for a December 15 release, but, obviously, the game's been delayed (until spring). Is it the lockout—or something worse? 989 ain't talkin'. • The office battle for best Time Attack record in Soul Calibur continues with Major "I Hate Button-Mashers" Mike and Dan "Button-Masher and Proud Of It" Elektro constantly swapping the lead...until Johnny "The Corporate Writer" Ballgame smoked 'em both. • So Project X is now called Nuon. Suddenly, "Dreamcast" doesn't sound so stupid. • Could the gang at EA Sports please learn about the importance of frame rate? Thanks. • And while we're on the topic, would Acclaim kindly put some gameplay behind the pretty graphics? • The Rookie spotted one of his favorite NBA players, Antoine Walker, at the All-Star Cafe for the premiere of Fox Sports College Hoops '99. We wonder what EA thinks of that—he's the poster boy for Live this year. • Isn't it better to put all this personal, inconsequential stuff in "Static" instead of diluting our actual reviews with self-indulgent asides? • NBA Showtime... NBA Showtime... NBA Sho

## Top 10 Best-Selling Video Game Titles: October 1998

RANK	TITLE	PLATFORM	PUBLISHER
1	Metal Gear Solid	PlayStation	Konami
2	WCW/NWO Revenge	Nintendo 64	THQ
3	GoldenEye 007	Nintendo 64	Nintendo
4	Madden NFL '99	PlayStation	EA Sports
5	NFL Blitz	PlayStation	Midway
6	Tenchu: Stealth Assassins	PlayStation	Activision
7	NFL GameDay '99	PlayStation	989 Studios
8	NFL Blitz	Nintendo 64	Midway
9	NASCAR '99	PlayStation	EA Sports
10	WWF War Zone	PlayStation	Acclaim

Source: NPD TRS'S Video Game Tracking Service

## Game Boy Color

RATING: 4.5

The Game Boy Color features the best portable screen ever.

Action games that were once too blurry to play are now super sharp, and there's

no fiddling with a contrast control. New color games like

Tetris DX also look impressive, but it's a shame there's no support for Super Game Boy color titles. The short-range infrared link seems gimmicky, and we heard minor music problems in Galaga. Still, the incredible screen makes up for it.—Dan Eldred

Price: \$79.99

Contact: Nintendo of America, 800/255-3700, or at: <http://www.nintendo.com>



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— FIA Sporting regulations

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[www.playstation.com](http://www.playstation.com)

# Nintendo's Expansion Pak Attacks

expanding the horizon  
for N64 games by the whizz

**Y**our next-generation Nintendo game system is here now, and it costs just \$29.95. That's the price tag of Nintendo's Expansion Pak memory cartridge, a simple little 4-megabyte (MB), 2-inch square chunk of silicon that could change the way you look at N64 games.

Originally intended to support the missing-in-action 64DD disc drive, the Expansion Pak contains the same Nintendo 64 Rambus DRAM that rushes info through its data paths at 500-megahertz clock speeds. It slides into the Memory Expansion slot on top of the N64 to connect directly into the unit's 4 MB of main system memory, doubling it to 8 MB. For N64 game designers, that's a lot!

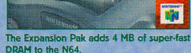
Steve Okamoto, software engineer at Nintendo of America, explains, "Late in game development many developers start running out of RAM, so they have to cut features. They scale back on animation or the number of characters in a level. By doubling the amount of available memory, the Expansion Pak eliminates any concerns about memory space."



## The Highs and Lows of Res

To date, the most visible advantage of the Expansion Pak is the ability to display graphics in hi-res (high-resolution) mode. Screen resolution represents the ability of a graphics program to produce pixels, the smallest displayable elements of a video image, on a video screen. The basic Nintendo 64 with 4 MB of system memory can generate 320 pixels across the screen (from left to right) and 240 pixels from top to bottom, or 320 by 240 screen resolution (320 x 240). Hi-res mode doubles that resolution to 640 x 480 pixels. That's what most PC games

display on a computer monitor, and it's about the maximum resolution that can appear on a regular TV screen. Push TV screen resolution any further and you're into HDTV (high-definition television). But that's another story.



The Expansion Pak adds 4 MB of super-fast DRAM to the N64.

display on a computer monitor, and it's about the maximum resolution that can appear on a regular TV screen. Push TV screen resolution any further and you're into HDTV (high-definition television). But that's another story.

Any Star Wars: Rogue Squadron or Turok 2 gamer who's packin' a Pak will tell you hi-res visuals kick with ultra-smooth character graphics, beautiful backgrounds, and gorgeous effects. Turok 2 even showcases a special letterbox mode in addition to its hi-res mode.

"Rogue Squadron for the N64 looks beautiful," says Mark Haigh-Hutchinson, lead designer at LucasArts. "When we saw what the Expansion Pak could let us do, it knocked us out. The Pak even enabled us to add expanded frames of animation for explosions and other graphics effects."

## Looks aren't everything

Of course, you don't need 8 MB to display hi-res graphics. Acclaim has shown that a good game engine can handle hi-res with NFL Quarterback Club '98 and All-Star Baseball '99, both of which are all hi-res all the time using the standard 4 MB of memory. But visuals aren't all that the Expansion Pak is about.

Other game systems, like the PlayStation, dedicate a specific amount of RAM to support

specific features such as video and audio. The Nintendo 64's memory setup is designed to enable developers to allocate any amount of memory to any game

feature they like. "The N64 doesn't distinguish between different types of memory," Haigh-Hutchinson says. "It just sees memory, and the first time LucasArts decided to use this additional memory for was high-resolution graphics in Rogue Squadron."

So the Expansion Pak also expands programming possibilities. Developers can, for example, build larger, more complex levels, boost the artificial intelligence of enemies, or use the memory for audio. "If you had a sound library that required more space," adds Okamoto, "you could designate Expansion Pak memory to provide many more voices, better sound effects, or even add a narrator at the start of each level who explains what to do."

## The Pak Mentality

Expansion Pak game features certainly appear to define the immediate future for the Nintendo 64. Just how soon that future arrives will depend on how quickly game developers jump on the additional memory space.

Most developers have yet to devise uses for the Pak. NFL Quarterback Club '99 by Acclaim, for example, was already a done deal with its existing software-driven hi-res graphics—but when Acclaim heard that the Expansion Pak would be available, it added the capability to display replays from beginning to end in hi-res.

With new systems from Sega and Sony looming on the horizon, the Expansion Pak could give the Nintendo 64 some much-needed staying power. "The possibilities are exciting," adds Okamoto. "The Expansion Pak in a way gives game developers the key to the playground. Of course, what they do with it is up to them."



Star Wars: Rogue Squadron and Turok 2 are the first N64 games to support the Expansion Pak.



Star Wars: Rogue Squadron feels the force of hi-res graphics.



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# The Beginner's Guide to EVERQUEST

(Part I)

What's a newbie to do in Norrath? We tackle your basic EverQuestions and respond with happy EverAnswers.

By Dan Elektro

**B**EFORE YOU FIRE up 989 Studios' red-hot online RPG, EverQuest, consider this: The real world is easier to survive than EverQuest's online realm of Norrath. Want some proof? 1) In the real world, you're given a decade or two before you have to fight for your life. 2) In the real world, very few giant bats and absolutely no decaying skeletons attack you offline. 3) In the real world, there's no lag time.

So, some assistance is in order. Before you start exploring the lands of Norrath, keep these tips and suggestions in mind.

## Dancin' with my elf

Building your character is the first challenge you'll face, and we suggest that you log on to EverQuest's Web site to do some research into each race be-



Humans and half-elves make good choices for a starting character.

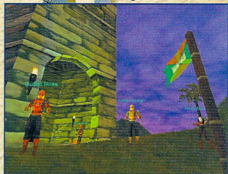


Elves have night vision, which gives other creatures a reddish glow.

fore you make your final choice. We recommend you start as a human character: They're the least interesting race in the fantasy realm, but they're the most flexible. Unlike some of the other characters, like trolls, humans can enter any town in Norrath and can be almost any character class. Half-elves are a good

character to start as, too, because they have excellent night vision (humans will need a torch or a lantern right away). Of course, if you're unhappy with your personage, you can always start over, or, if you like, create a second character.

As for your protagonist's name, keep in mind that all Norrath citizens have fantasy-style nomenclatures: Mike the Barbarian or Larry the Thief ain't gonna cut it here. EverQuest will randomly generate an appropriate-sounding name for your character if you like—but if you want to be creative, you can take your existing name and rearrange the letters. Fantasy-style anagrams of "Dan Elektro" include Telkandore, Kanetrold, and Drakentole. Then again, Lakerodent comes up, too, so use discretion.



Town guards are EverQuest's version of The Man.



Beetles look small enough for a newbie to take, but they're actually pretty fierce. Be prepared to flee or to die.

## The Facts of Online Life

Once you enter EverQuest's world, take a moment to marvel at its beauty. Forsooth, it is pretty. Now realize the following harsh truth: You will die here. Maybe right away. Sooner or later, you will tangle with a creature or a monster who'll kick your ass but good—

# CAN YOUR DROID CUT IT?



# STAR WARS

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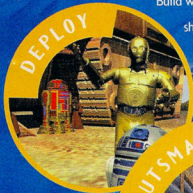
DESIGN



> Can you design a droid with the mettle—and metal—to outsmart the Empire? Can your droid tread triumphantly through 29 torso-twisting missions to save the Rebel Alliance from deadly assassin droids? Open the two-ton door that's threatening to crush its beryllium-bronzed bones? Or use an Automaton High-Energy Power Welder to cut through 150-gauge steel?

Build wisely and your droid should be able to cut it.

So perhaps the real question is: Can you?



DEPLOY



OUTSMART



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Night falls on Norrath—as do the corpses of the unworthy.

and once you're resurrected, you'll have to find your corpse to get your stuff back. Norrath is a dangerous place, and sometimes you lose. If you accept that, the rest of the game is much more enjoyable.

The next order of business is organization. The six-squared control panel in the lower-left corner of the screen is yours to customize—it's one of the handiest tools in the game as it makes navigating through EverQuest a lot less confusing. Simply hold down Control and left-click the button you want to copy to the panel. You have six pages to program to your liking; once you've customized your controls, you'll have easy access to basic commands like Sit/Stand and Walk/Run, your Persona details, common chat phrases, and other important details.



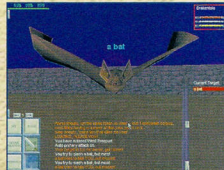
Get to know that six-square panel in the lower-left corner of the screen—it's a lifesaver.

## To Protect and To Serve

Before setting up your interface, head to a safe area—when you enter a new town, find a guard and chill near him while you fiddle with your controls. It's also best if your character sits while you configure your controls because you recover health at a faster rate—whenever your red health and yellow stamina bars get low, plop down next to a guard station. Similarly, walking will prove less strenuous than running, so if you're pooped and can't find a guard station,



Norrath's an equal opportunity realm; you can choose male or female characters of every race.



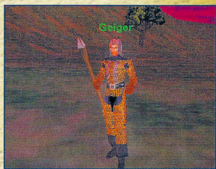
If you want to see the names of the creatures and characters you encounter, click the "NPC Names" box in the EverQuest options menu.



Home sweet home...for someone, maybe, but not for you, newbie!

click off Run and stroll to your destination instead.

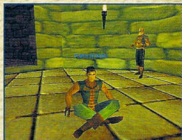
The guards of Norrath are there to enforce the law (for instance, they'll go after you if you're an unrepentant pickpocket), but they'll also assist you when you're in danger. If you find yourself losing a battle, turn tail and flee to the nearest guard station—the guards will open a can of Ye Olde Whup Ass on the bothersome beastie. Just be aware of other players who might be between you and the guards—sometimes monsters will simply attack the closest target, and your cowardly retreat might get someone killed when they weren't even looking for a fight.



Characters with green names are game masters—the folks who keep the game running. Treat them with respect and don't be afraid to ask them questions.

## The Never-Ending Strategy Guide

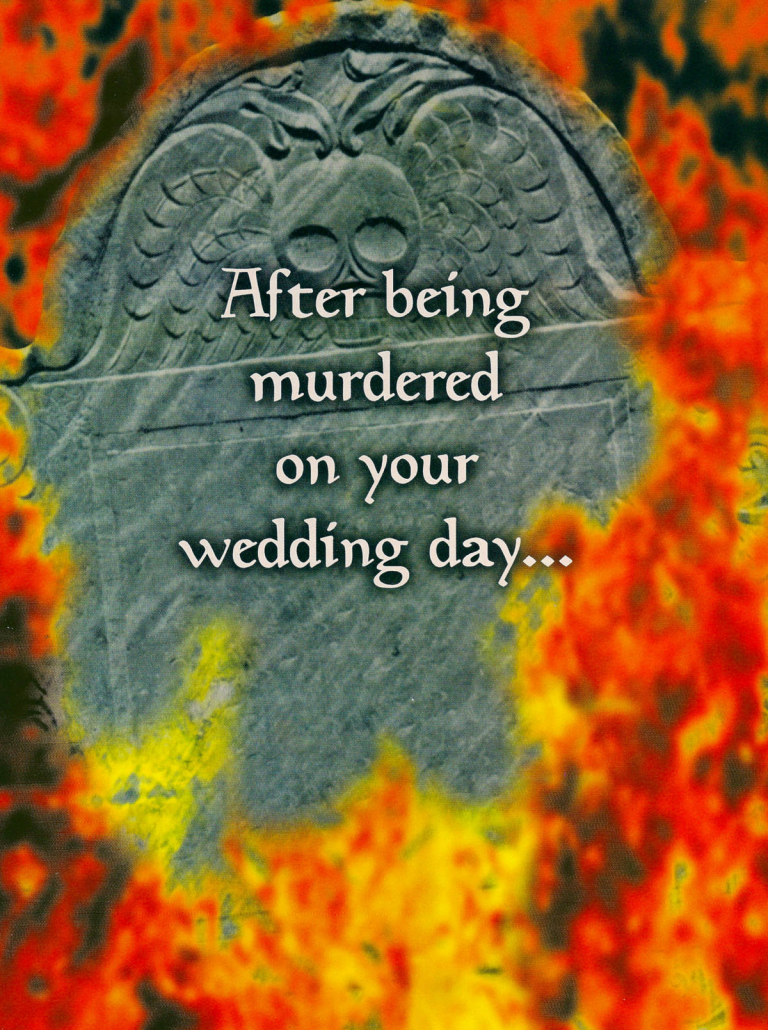
Norrath's a big place. Check back next month for some helpful hints on fighting, building your character, and other interesting ways to avoid dying. ☺



Sitting restores your health and stamina quickly. Just be sure to sit in a safe place.



Guards will readily put the smack down on troublesome beasties.



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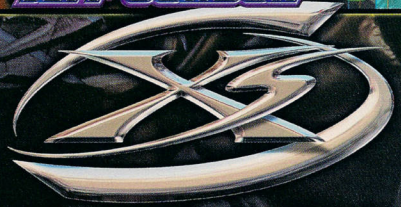
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**RACING**

Arrives March 1999

# Lock & Load with syphon filter

With Syphon Filter, 989 Studios' thrilling new espionage actionfest, the PlayStation should finally score a shooter to rival the N64's revered GoldenEye. **By Nir Hendrix**



In the never-ending battle over which system rules, PlayStation gamers may finally have an answer for N64 owners who wave the smash hit GoldenEye in their face: Syphon Filter. Okay, so the name doesn't have even close to the same ring, but the gameplay has the guts and the graphics have the glory to be tagged as the PlayStation's answer to GoldenEye.

Syphon Filter's set to strafe shelves in February with what will likely be the best third-person action game on the PlayStation. What about Metal Gear Solid? Syphon Filter will be pretty different, focusing more on run-n-gun battles and less on stealthy adventuring. The 75 percent preview version we played was on track with the style of a big-budget action flick and the right combo of smarts and gunplay. Three months before its release, Syphon Filter had the makings of a surefire hit.

## Secret Agent

Like most good games, Syphon Filter will begin with a compelling story. When work started on the game back in January 1997, Ebola virus scares were as huge as X-Files conspiracy theories. Both influences echo throughout the tale of Gabe Logan, a counter-terrorist operative for the mysterious Agency, who's tasked with taking down terrorists bent on unleashing a viral plague in the U.S. As Gabe takes names and kicks butts, it will gradually become clear that larger forces are at work...including some shady happenings inside the Agency that will ultimately lead to a showdown in Kazakhstan.

So what's a "syphon filter," anyway? "To tell you the honest truth," says Connie Booth, executive producer of Syphon Filter and producer of the first two Crash Bandicoot games, "it doesn't mean anything; it just looks cool. We tied it into the back story, though. It's the name of the virus that Gabe must prevent the terrorists from releasing." Uh, okay, that settles that...



Heh, heh...nice rocket.



The laser electrocutes this terrorist until he bursts into flames!

## Washington Park

This walkthrough of one of the early levels will give you a feel for how *Syphon Filter* plays. A word of warning: This is based on an unfinished version of the game; many details may be changed in the final.



When the mission opens, Gabe's ordered to locate four viral bombs in Washington Park, to provide covering fire while the CBDC bomb squad disarms them, and to then locate and terminate the leader of the terrorists, Girdeux.

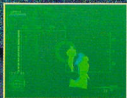


As Gabe approaches the second bomb, Lian radios in word that some of the CBDC operatives have been taken hostage on

the tennis courts, and it's up to Gabe to save their butts.



But Gabe must provide cover while the bombs are defused. Lian also checks in again to report that terrorists have a comm array that could detonate the bombs—Gabe's ordered to secure it.



After handling the second bomb, he heads northwest toward the third across a dark field packed with terrorists. If he sneaks and uses his night-vision sniper rifle to take them out from afar, he can approach unharmed.



When the last two bombs are defused, Gabe comes upon the tennis courts where the hostages are being held. Once again, the infrared scope comes in handy as Gabe must snipe the terrorist before the latter executes the CBDC operatives.



As Gabe heads toward the Freedom Memorial to fight the boss, Girdeux, he stumbles across the comm array. After he patches Lian into the comm array to shut it down, she finds a terrorist with a mobile detonator, probably Marcos, Girdeux's right-hand man.

Gabe's instructed to take him out.



Once Marcos is killed in the hedge maze, Gabe heads off to the Freedom Memorial where he sneaks up on and snipes Girdeux's henchmen (head shots are required because they're wearing flak vests). Inside, however, Girdeux awaits with a flamethrower....



As he chases Aromov down the subway tracks, Gabe must step aside to let the subway cars pass...or else have a close encounter with a windshield.



Ducking and rolling through flames will prevent Gabe from catching on fire.



To take out Girdeux, you'll have to keep circling and shooting him in the back where he carries the fuel for his flamethrower.

## Eat Lead, Punks

*Syphon Filter*'s gritty one-player-only gameplay should breathe life into its cool story line with an action-heavy focus that will evoke the excitement of playing as a commando. Most of Gabe's problems will be solved with the right ammo and the skills to survive the gunfight, though you'll definitely need to dust off your gray matter now and then. The missions will usually dish out intense gun battles, accompanied by objectives like assassinating key figures, providing covering fire for bomb squads, and so on.

But, as with Gabe's Agency, things will never be what they seem. Lian Xing, Gabe's partner and mission controller, will often radio in with sudden changes in the plan, including new tasks and new threats.

"We didn't want it to be this static thing where you go in, do your objective, and get out," explains Booth. "In real life, things happen. So surprises take place. Of course, they're scripted, but it feels like they're happening partly as a result of what you're doing."



Gabe defends the bomb squad.

◀ As this terrorist burns to death, he tries to take Gabe with him...but Gabe's shotgun has something to say about that.

The result will be a volatile, fluid feel to the gameplay that'll ratchet up the excitement.

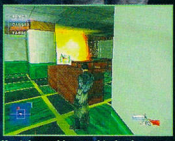
Gabe's no Duke Nukem, though, and that means stealth will often be crucial to success. While it won't be nearly as central to the game as it is to *Metal Gear Solid*, sneaking past terrorists and using silenced weapons will sometimes be the only way to survive.

*Syphon Filter* will also try to break free of corridor crawling with what Booth calls "vertical gameplay," meaning that enemies will blast you from above or below, so you'll have to keep alert in all directions.

## Fierce Firepower

When it comes to firepower, Gabe will have it all. Over the course of the game, you'll riddle enemies with bullets from machine guns, machine pistols, and shotguns, snipe them with silenced pistols and sniper rifles, obliterate them with grenade launchers—and even fry their eyeballs with tasers.

◀ A head shot puts this terrorist down!



Kravitch gets blown to bits by the grenade launcher.

health will depend on his armor—once his flask vest is toast, he'll be dead meat after a hit or two.

## Target Locked

Probably one of Syphon Filter's coolest features will be its excellent targeting system. In many third-person action games, lining up your shot's a chore, but Syphon Filter will provide three ways of aiming (see sidebar "Targeting Explained"). If you're just running around, Gabe will automatically target the enemy in front of him. Plus, in sniper mode, you'll be able to use the sniper rifle to zoom in or use the night-vision rifle to go infrared and pick off targets at night. Other weapons will give you a cursor to point in sniper mode so you can go for the all-important head shot.

Finally, you'll also be able to select and lock on to a target. A meter will show you how locked on you are so you'll be able to run in one direction while shooting in another.

## Superspy Style

When it comes to graphics, Syphon Filter's striving to deliver extremely tight camera work. Some games have a troublesome floaty perspective that often cuts you out of the action or traps you in tight corners (Tomb Raider's a prime example), but Syphon Filter aims to keep you in the game. If you have your back against a wall, for example, Gabe will become transparent so your view of the action won't be obscured.

But his movements are a big part of what 989 Studios hopes will make the visuals truly eye-catching. In the preview version, Gabe already sprinted, aimed, rolled, and crouched with lifelike

grace—the result, Booth says, of the game's unique method of animation. "We motion-captured Gabe, then cut him into pieces," she explains. "That sounds kind of gross, but it lets us animate every part of his body separately, so his legs can be running or crouching while his torso's looking and aiming at his target."

989's focusing on the enemies as well. After Gabe unloads a clip or two into them, they'll spray blood, stagger around clutching their wounds, then crumple to the ground. Dramatic music will cue in at such moments to keep the tension level high.

## GoldenEye for the PlayStation?

That's a tall order, but Booth says that with Syphon Filter the team "set out to create the ultimate spy/fantasy game," and, at least in terms of the PlayStation, they appear to be headed for success. Whether Syphon Filter will ultimately match that N64 masterpiece remains to be seen, but, barring a last-minute disaster, it seems clear that PlayStation gamers will have a hot action title to look for this February. **G**



Gabe shimmyes across a wire stretched over two alleys to pick up a grenade launcher.



When Gabe's back is against a wall, this transparent perspective prevents you from being trapped in corners by the camera angle.



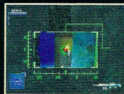
Terrorists perched high atop this ledge join Gabe.



Gabe drops through the stained-glass window in a desperate chase to stop Aramov from killing Phagan. But, because the Agency needs Aramov alive, Gabe has to use his sniper rifle to shoot the gun from her hand.

## Targeting Explained

Syphon Filter supplies three methods of targeting your weapons—and you'll need to use all of them to stay alive. Here's a look at how they worked in the preview version.



## Standard Himing

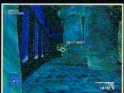


Whenever Gabe's just moving around, he automatically points his gun at the nearest target straight ahead.

## Sniping



If you hold L1, Gabe goes into sniper mode. With everything but the sniper rifle and the night-vision rifle, this produces a crosshair you can line up on your target.



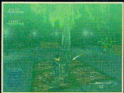
If you also hold L2 or R2, you can lean out around corners, which is very useful for quietly taking out terrorists without exposing yourself to incoming fire.

With the sniper rifle and the night-vision rifle, however, holding L1 switches you into a classic sniper-scope view. Tapping  $\Delta$  or  $\circ$  lets you zoom in and out on targets, while readouts on the scope tell you what part of your enemy's body you're locked onto: limb, head, and so on.

## Target Lock



By tapping R1, you can cycle between targets. If you hold R1, you stay locked on the current target, allowing you to run in one direction and shoot in another.



Target lock's also useful if you sneak up on an enemy. A meter in the upper-left corner indicates how locked on you are, so if the enemy doesn't know you're there, you can wait until your aim is perfect and take them out with one shot.

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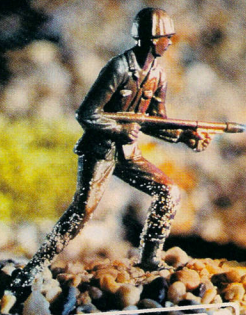
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## Todd Richards, Frontside Indy Alley-Oop in the Vail Pipe.



Photo: Bill Thomas



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# Drac's Back in Castlevania!

The series returns with its most innovative installment yet—*Castlevania* for the Nintendo 64. Here's a hands-on preview. *By Major Mike*

**D**ON'T FRET, *CASTLEVANIA* fans—going 3D hasn't driven a stake through *Castlevania's* heart. Quite the contrary: *Castlevania* for the Nintendo 64 appears to be every bit as much blood-sucking fun as its predecessors.

## Revamping the Vampire

The hands-on preview version contained plenty of familiar elements from the series for veterans to sink their teeth into, including huge levels and multiple characters. Plus, the innovative new 3D gameplay engine brings the series into the '90s.

As for the story, once again, the Belmont family leads the fearless vampire killers. Earlier preview versions of *Castlevania* had featured four playable characters (see "Sneak Previews," October '98), but Konami recently narrowed down the lineup to two: Rinaldo Schnitzler, the traditional whip-toting vampire hunter, and Carrie Fernandez, a 12-year-old with supernatural powers. The Frankenstein monster and the wolfman have been sent to the grave.

## Monster Mash

*Castlevania* for the Nintendo 64 appears to shore up some of the series' strongest aspects: mean monsters, eerie environments, and solid gameplay. Along with the usual *Castlevania* creeps and giant bosses, new creatures abound, including suicide-bomber skeletons, which pursue and then explode when they get close, and stained-glass warriors that shatter into pieces when you deliver the final blow. The environments range from creepy (a dungeons of Dracula's castle) to beautiful (a gorgeous underground cavern with glass walkways).

Moreover, several innovative elements make this game stand out from previous entries. For example, the time of day impacts gameplay. Monsters are more plentiful and more powerful during the night hours than they are during the day. Another cool gameplay challenge consists of poison and vampire bites that can infect characters. If a wound goes untreated, your character could eventually die—or become a vampire!



In addition to monster fighting, *Castlevania* also features platform hopping.



*Castlevania* contains a few RPG elements. For instance, you can talk to people and even purchase items.



It's the giant skeleton boss—again.



It wouldn't be *Castlevania* without bosses, and the Nintendo 64 version has some of the biggest in the series.



*Castlevania* contains some dynamite visual effects—just check out this translucent monster.



In addition to his trademark *Castlevania* weapon, the whip, Schnitzler can also use a short sword for a two-hit combo attack.



# Castlevania

## Nothing but the Tooth

Commanding the characters in the new 3D space will take some practice—even for Castlevania vets who have mastered the 2D games. For example, you'll have to learn how to snap Rheinhardt's whip quickly and accurately from a lot more angles and directions. But the controls quickly become second nature, which is very helpful because Carrie and

Rheinhardt have multiple abilities and attacks. In addition to the all-powerful whip, Rheinhardt can also use a short sword for an effective two-hit combo attack. He'll also climb ledges, slide into enemies, and collect and use a variety of weapons, including throwing knives, a cross, and holy water.

Carrie's a force to be reckoned with, too, despite her small stature and the fact that she suffers damage more easily than Rheinhardt. Her standard weapon is a magic projectile that you can charge by holding down the attack button, transforming it into a homing missile.

## The Dead Live

With the release of the Nintendo 64 version of Castlevania in January, the series will have crossed over into eight gaming platforms in 11 years of existence. This latest incarnation should prove that the Belmont vampire-stalking quest will easily last through the year 2000 and beyond. Game systems may die and be buried, but Castlevania's tradition of excellent gameplay will rise again...and again...and again...!



Dracula's ready to take a bite out of the Nintendo 64 with the latest entry in the long-running Castlevania series.



Dracula's giant castle is littered with rooms to explore and traps to avoid.

## Schneider's Story



The Castlevania saga continues. This time the story takes place at the end of the 19th century—about the same time as the Genesis game Castlevania: Bloodlines. After 10 years of vampire-hunting training in the mountains, the 25-year-old Rheinhardt Schneider returns to his homeland of Wallachia to find it overrun by monsters—commanded by the prince of darkness himself, Count Dracula.



Castlevania is filled with monsters, including, of course...vampires!

## Carrie's Chronology



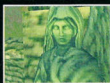
Rheinhardt isn't the only Wallachian watching for the undead. Carrie Fernandez was born with magic powers. As Dracula's evil sweeps the land, people become afraid of the little girl. But when Carrie's mother tries to protect her daughter, the people call the mother a witch and execute her—right in front of Carrie. Years later, Carrie senses an awesome power radiating from Dracula's castle. With her heart filled with hatred toward adults, Carrie sets out for the castle.




Biten by a vampire? Better find some Antidote in a hurry; if you wait too long, you'll become a vampire.



Some enemies, such as the skeletons, will continue to chase you—even after you snap off their legs.





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- Official PlayStation Magazine, December 1998



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- Battle head-to-head in split-screen vs. mode



- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy



- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



- Race on gorgeous cityscape, countryside and racetrack courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
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Results will appear in the July 1999 issue. All winners will be selected at random from completed ballots received through the mail, online, or via fax by the deadline.

We must have a completed ballot and your full name, address, and telephone number so that we may reach you for notification of your prize.

Please vote for only one game in each category for your ballot to be valid.

## Best Fighting Game

What was the best brawler of 1998? From weapons-based combat to grappling, the fighting genre grew in all respects.

- Bloody Roar (PlayStation)
- Bushido Blade 2 (PlayStation)
- Darkstalkers 3 (PlayStation)
- Dead or Alive (PlayStation)
- Fighters Destiny (Nintendo 64)

- Guilty Gear (PlayStation)
- Mortal Kombat 4 (Nintendo 64)
- Mortal Kombat 4 (PlayStation)
- Pocket Fighter (PlayStation)
- Rival Schools (PlayStation)
- Tekken 3 (PlayStation)
- WCW/NWO Revenge (Nintendo 64)
- WWF War Zone (PlayStation)
- WWF War Zone (Nintendo 64)



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## Best Action/ Adventure Game

There were plenty of variants (and deviants) in this field, from run-n-gun action to adventurous stealth.

- Apocalypse (PlayStation)
- Banjo-Kazooie (Nintendo 64)
- Burning Rangers (Saturn)
- Crash Bandicoot: Warped (PlayStation)
- Diablo (PlayStation)
- Duke Nukem: Time to Kill (PlayStation)
- Future Cop: L.A.P.D. (PlayStation)
- Gex: Enter the Gecko (PlayStation)
- Heart of Darkness (PlayStation)
- MediEvil (PlayStation)
- Mega Man Legends (PlayStation)
- Metal Gear Solid (PlayStation)
- Mission: Impossible (Nintendo 64)
- Oddworld: Abe's Exoddus (PlayStation)
- Resident Evil 2 (PlayStation)
- Spyro the Dragon (PlayStation)
- Tenchu: Stealth Assassins (PlayStation)
- Tomb Raider III: Adventures of Lara Croft (PlayStation)
- Tomba (PlayStation)
- Wild 9 (PlayStation)
- Yoshi's Story (Nintendo 64)

## Best Driving/Racing Game



Racing games hit the slopes in '98, and some series' favorites returned or changed tracks.

- 1080° Snowboarding (Nintendo 64)
- Cool Boarders 3 (PlayStation)
- Extreme-G 2 (Nintendo 64)
- F-Zero X (Nintendo 64)
- Gran Turismo (PlayStation)
- Moto Racer 2 (PlayStation)
- Need for Speed III: Hot Pursuit (PlayStation)
- Off-Road Challenge (Nintendo 64)
- Rally Cross 2 (PlayStation)
- Road Rash 3D (PlayStation)
- Rush 2 Extreme Racing USA (Nintendo 64)
- S.C.A.R.S. (Nintendo 64)
- S.C.A.R.S. (PlayStation)
- Snowboard Kids (Nintendo 64)
- Streak (PlayStation)
- Test Drive 5 (PlayStation)
- Wipeout 64 (Nintendo 64)



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## Best Shooter

A lot of shooters left the corridors and roamed freely in their 3D worlds. A bumble-bee, Star Wars, and even *Carlton* got into the act.



- Buck Bumble (Nintendo 64)
- Colony Wars: Vengeance (PlayStation)
- Crime Killer (PlayStation)
- Duke Nukem: Total Meltdown (PlayStation)
- Einhänder (PlayStation)
- Elemental Gearbolt (PlayStation)
- G. Darius (PlayStation)
- N20: Nitrous Oxide (PlayStation)
- Point Blank (PlayStation)
- Quake (Nintendo 64)
- Rogue Trip (PlayStation)
- Shadow Masters (PlayStation)
- South Park (Nintendo 64)
- Star Wars: Rogue Squadron (Nintendo 64)
- Thunderforce V (PlayStation)
- Turok 2: Seeds of Evil (Nintendo 64)
- Twisted Metal III (PlayStation)
- Vigilante 8 (PlayStation)

## Best Role-Playing Game

Some favorites returned and there's no Final Fantasy to vote on this year. A tough choice awaits thee!



- Azure Dreams (PlayStation)
- Brave Fencer Musashi (PlayStation)
- Breath of Fire III (PlayStation)
- Granstream Saga (PlayStation)
- Kagera: Deception II (PlayStation)
- Kartia (PlayStation)
- The Legend of Zelda: Ocarina of Time (Nintendo 64)
- Panzer Dragon Saga (Saturn)
- Parasite Eve (PlayStation)
- Quest 64 (Nintendo 64)
- SaGa Frontier (PlayStation)
- Shining Force III (Saturn)
- Tactics Ogre (PlayStation)
- Xenogears (PlayStation)

## Best Sports Games

We know this is tough, but we can't give an award to every Tom, Dick and Abdu-Jabbar out there. Pick your favorite sports game from each category listed below—and let the gripping begin!

### Baseball Games

- All-Star Baseball '99 (Nintendo 64)
- MLB '99 (PlayStation)
- Triple Play '99 (PlayStation)
- VR Baseball '99 (PlayStation)

### Football Games

- Madden NFL '99 (PlayStation)
- Madden NFL '99 (Nintendo 64)
- NCAA Football '99 (PlayStation)
- NCAA GameBreaker '99 (PlayStation)
- NFL Blitz (PlayStation)
- NFL Blitz (Nintendo 64)
- NFL Xtreme (PlayStation)
- NFL GameDay '99 (PlayStation)
- NFL Quarterback Club '99 (Nintendo 64)



### Basketball Games

- Fox Sports College Hoops '99 (Nintendo 64)
- Kobe Bryant's NBA Courtside (Nintendo 64)
- NBA Jam '99 (Nintendo 64)
- NBA Live '99 (Nintendo 64)
- NBA Live '99 (PlayStation)
- NBA Shoot Out '98 (PlayStation)
- NCAA March Madness '98 (PlayStation)



### Soccer Games

- FIFA '99 (Nintendo 64)
- FIFA '99 (PlayStation)
- International SuperStar Soccer '98 (PlayStation)
- World Cup '98 (PlayStation)
- World Cup '98 (Nintendo 64)

### Hockey Games

- NHL '99 (Nintendo 64)
- NHL '99 (PlayStation)
- NHL Breakaway '98 (Nintendo 64)
- NHL Face Off '99 (PlayStation)
- Olympic Hockey Nagano '98 (Nintendo 64)



## Other Sports Games

- Hot Shots Golf (PlayStation)
- Knockout Kings (PlayStation)
- NASCAR '99 (Nintendo 64)
- NASCAR '99 (PlayStation)
- Newman/Haas Racing (PlayStation)
- Waialoa Country Club: True Golf Classics (Nintendo 64)
- Winter Heat (Saturn)

## Best Puzzle Game

What taxed your brain more than Social Studies this year? Or do you lack the gray matter to tie the shoes?

- Bust-A-Move 2: Arcade Edition (Nintendo 64)
- Devil Dice (PlayStation)
- Jeopardy (PlayStation)
- Lode Runner (PlayStation)
- Wetrix (Nintendo 64)

## Best Strategy Game

A little thought, some quick reflexes... sounds like your first date. What strategy game kept you up nights?

- Bust-A-Groove (PlayStation)
- Command & Conquer: Red Alert: Retaliation (PlayStation)
- Dragonseeds (PlayStation)
- Pokemon (Game Boy)
- Riven (PlayStation)
- Space Station Silicon Valley (Nintendo 64)
- Theme Hospital (PlayStation)
- The Unholy War (PlayStation)
- WarGames (PlayStation)



## Best PC Game



We want you to give a shout out to our brothers and sisters on the PC side of the business, so here are the nominees for the best PC game of the year.

- Blood II: The Chosen
- Descent Freespace
- Die by the Sword
- Half-Life
- Millennium Madness
- Need for Speed III: Hot Pursuit
- StarCraft
- Ultima Online
- Unreal

## You Choose!

**Best Console Game**  
Write in your favorite game of 1998! Maybe it was on this list, or maybe you have your own ideas of what fun is. Either way, this is the chance to make yourself heard!

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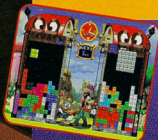
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Published by Sierra  
\$39.95  
Available now  
Windows 95/98  
Level editor included

First-person shooter  
32 players  
ESRB rating: Mature

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

# H A L F - L I F E

## System Requirements

- Pentium 166
- 32 MB RAM
- 400 MB on HD
- 2X CD-ROM
- SVGA video
- 3D accelerator

**HALF-LIFE HAS ARRIVED** and will hopefully mark the dawn of a new genre: the thinking-man's shooter. It's faster than Quake II, prettier than Unreal, and more satisfyingly logical than any other corridor-crawler on the market.

## Blinded by Science

Players are very firmly placed in the boots of 27-year-old Gordon Freeman, a scientist at the underground Black Mesa Research Facility. You're at ground zero when a mysterious interdimensional experiment goes awry, and after the project literally blows up in your face, you have to find a way to the surface, picking off otherworldly nasties along the way. But what will you find once you get there?

For once, you're not the only guy left in the world; there are other survivors of the accident, and you'll need their help to achieve your goals. Scientists will open doors and give you items, while security guards will help you splatter invaders across the wall. The presence of others makes things much more emotionally involving.

## Context Winner

Half-Life's scientific world is one of the most logical ever created on a PC. Power-ups appear where you would expect—ammo and guns lie next to soldiers' corpses, first-aid kits line the halls of the science labs, and so on. You won't find any floating shotguns in this realm. Furthermore, your actions and puzzle solutions are all dictated by your need to survive in such a situation—context is a surprisingly powerful thing.

Half-Life uses about 30 percent of Quake II's engine—the developer, Valve, added its own enhancements for the rest—and it's quite an impressive overhaul with fast frame rates and excellent graphical

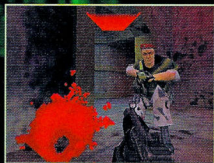
detail throughout. Unlike in other corridor-shooters, you won't find cookie-cutter stock effects here; the sounds are robust, original, and often integral to your survival. A low-clutter weapons interface and superior A.I. complete Half-Life's impressive package.

## A New Life Form

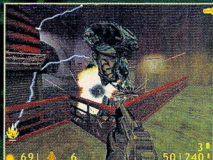
Quake II still wins the multiplayer war, but Half-Life's single-player adventure carries more weight than all the other thinly plotted shooters put together. With a perfect mix of brains and brawn, Half-Life stands as a breathtaking new achievement in gaming. **G**



Half-Life's snazzy visuals are rivaled only by its intense gameplay.



PROTIP: Listen closely to the soldiers' walkie-talkie chatter; you'll know if you're undetected or if you're about to get rushed.



PROTIP: Destroy this hulk in the train station by leading him into the power room. Flip the switch and fry him.



PROTIP: Always ask the security guards to watch your back; they're good shots, and you'll need all the help you can get.



PROTIP: Keep the scientists alive as long as possible—they'll gladly help you for your trouble, and sometimes more than once.



PROTIP: These serpentine monsters can't see, but they'll attack anything they hear. Throw grenades to distract them and walk—don't run—past them.



PROTIP: When these ugly critters stop moving and start whining to charge their power burst, that's the best time to blast them.

## GRAPHICS 5.0

All the details have been considered. Hires textures and smoothly animated models give the world palpable realism, while special effects like lightning will floor you.

## SOUND 5.0

The music's cool, but you'll want to turn it off to hear the sound effects—otherworldly shrieks, walkie-talkie chatter, and perfect gunfire: Reverb and spatial effects make the game intensely immersive.

## CONTROL 5.0

Any key can control any movement, plus Half-Life allows two configs to run simultaneously, enabling you to easily switch between the keyboard and the joystick.

## FUN FACTOR 5.0

It might sound too good to be true, but it's not—Half-Life truly sets a new standard for first-person gaming in terms of quality, immersion, and narrative. You should buy it immediately.



# THE BLOOD II CHOSEN



Published by GT Interactive  
Price: not available  
Available now  
Windows 95/98  
30+ levels, 30+ weapons and spells

Corridor shooter  
32 players  
ESRB rating: Mature

Graphics	Control	Fun Factor
4.5	3.5	4.0

## System Requirements

Pentium 166

32 MB RAM

200 MB on HD

4X CD-ROM

DirectX video card

3D accelerator

**B**LOOD'S BACK WITH brand-new graphics, more weapons, and four playable characters. But while most game sequels are bigger and better than their predecessors, *Blood II: The Chosen* only goes halfway. Aside from the improved graphics and new weapons, it was better the first time around.

## Not-So-Fresh Fun

The original *Blood* was a very fun and violent corridor shooter with tacky B-grade horror-movie sprite graphics similar to *Doom's*—but that was part of the game's allure. What *Blood* lacked in visual flair, it more than compensated for with intense action, screen-filling carnage, and wry humor—it was the most fun you could have on a trip to hell.

*Blood II* is fun to play and keeps most of the elements of the first game. However, some of the freshness is gone: Turning zombies into hamburger with a shotgun isn't as exciting as it used to be, and some clever touches, like zombies chanting "more brains" as they ambled toward you, are sorely missing. *Blood II* also lacks the clever level design of the original game as most of the stages are fairly straightforward. And although you have a selection of four characters to choose from, you play the same adventure regardless of whom you pick.

## Graphic Fantastic

*Blood II* isn't all minuses, though; it does have a few strong points. First and foremost is its new graphics engine: *Blood II* looks

spectacular with its plethora of awesome lighting and special effects. The graphics are sharp and smooth, although when you move in close the polygonal characters grow bulky, souring the sweet eye-candy.

*Blood II*'s new weapons are also killer. The most enjoyable are the sniper rifle, which lets you pick off enemies from several yards away, and the flying sphere, which attaches to an enemy's head and drills into their skull (à la *Phantasm*). Yes, there's plenty of blood to spill—even more than in the first game.

## The Last Drop

Despite its new graphics and game elements, *Blood II* pales a bit in comparison to the first title. Most corridor-shooter fans will be pleased with the sequel, but blood-thirsty fans of the original may be disappointed. *Spilling Blood* is still a thrill, but it was more fun the first time. **C**



**PROTIP:** Be careful around big appliances as some of them explode if you shoot them.



**Like its predecessor, Blood II is filled with references to contemporary horror movies.**



**PROTIP:** Click on your night-vision goggles to spot approaching enemies whenever you hear a squishing sound.



**PROTIP:** Use the laser gun with caution. Its beams can ricochet off walls and bounce back at you.



**PROTIP:** The double-barreled shotgun is a true proximity weapon—the closer you are to your target when you fire, the more damage it does.



**Blood II's cut scenes provide a nice break and also help pace the action.**



**PROTIP:** It's cruel, but eliminate innocent bystanders whenever possible; they just get in the way.



**Blood is back with more gore, bigger bosses, and more weapons. Even with these...er, enhancements, though, Blood II can't surpass the original.**

**GRAPHICS** 4.5

*Blood II*'s visuals are excellent, courtesy of the brand-new graphics engine. The environments are well-rendered, but some of the enemies and monsters suffer from blocky-polygon syndrome.

**SOUND** 3.5

The voices are intelligible and clean, but some of the various screams and other sounds of carnage are muted. The music is so low-key you'll hardly notice it.

**CONTROL** 4.5

Moving your character is simple enough, and maintaining your various item inventories is also a breeze. The only control problems are imprecise shooting and some faulty collision detection.

**FUN FACTOR** 4.0

No doubt about it, *Blood II* is really fun to play. However, fans of *Blood* will ultimately be disappointed with *The Chosen*. It delivers gore and cool new visuals, but it can't top the original.

## Sin


 BY SCARY  
LARRY

 Published by Activision First-person shooter  
 Price not available 16 players  
 Available now ESRB rating: Mature  
 Windows 95/98  
 Multiplayer options

 System  
Requirements

Pentium 200

64 MB RAM

50 MB on HD

4X CD-ROM

2 MB video card

3D accelerator

**MUCH ANTICIPATED, AND** intricately scrutinized by critics and fans alike, Sin is sure to carve its own niche in the realm of first-person shooters. What sets it apart from other blasters this season? It'd be a Sin to tell you so soon.

**SIN-TOLLATING**

First and foremost, Sin succeeds because it closely follows in the footsteps of the grand-daddy of the corridor-shooter genre, Quake II. How closely? You'd swear it was a graphical upgrade or an enhanced mission pack of QII with its balance of great weapons, slick-looking locales, and hardcore trigger-happy action. Although not steeped in the eerie bio-mech corridors of QII (which is odd since the game is distinctly diabolical in nature), Sin still manages to showcase some creepy locales, consisting mostly of sinister back-alleys, dangerously secure laboratories, and sterile but tricky office buildings.

You play as Colonel John R. Blade, a vulgar trash-talking cop who wants to know who's putting a dangerous new DNA-altering drug on the street. He soon tracks down the person responsible, and readily regains it. Alexis Sinclair, the (ahem) robust villainess of Sin, is a voluptuous and vile vixen who wants to see her army of altered beasts rule the world with her as their queen. Oh, well—a girl's gotta dream.

**WHAT SCREAMS MAY COME**

Graphically, Sin is ocular sugar: Clean character renderings, satisfyingly gruesome drone deaths (although they could have been more reactive), and a fair amount of plasma are spread throughout the game. The third-person view is a joke, though, and the weapon effects in the Multiplayer mode aren't as overwhelming as they are in the Single-Player mode.

Although a lot of care was taken to create Sin's music and sound, the swearing isn't as funny as it first seems. Other nuances, like your brethren cops screaming for mercy in the background, fare much better as a mood enhancer than Blade's voice.

**THIS JUST SIN**

Does Sin offer more than the sum of its parts? Does it soar past Quake II to claim the corridor-shooter crown?

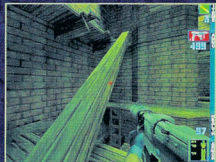
Not quite. While Sin is unadulterated fun at times, it too closely resembles every other corridor shooter out there; it never breaks the mold or adds anything definitive to the genre. Sin's just your basic drone-killer with below-average AI (even on the normal setting, some enemies just stand there and wait to get shot).

But that doesn't mean Sin doesn't thrill the thumbs or tax the noggin—it's a lot better than other recent offerings for the genre. What a Sin—with a little more work, it could've been the corridor-shooter champ.

◀ **PROTIP:** In the construction zone, shoot the beams attached to the crane—they'll fall to the ground, breaking the water valve.



**PROTIP:** Advise hostages to stay out of your way. If they die, they could screw up your mission.



**PROTIP:** Almost every beam in the alley is a pathway—even if it looks like it's a dead end.


**Graphics**

4.0

How can you go wrong using the Quake engine? Sin's fast and smooth with minimal breakup (although it's greatly present in the first boss), and for the most part, it's a realistically gory splatterfest.

**Sound**

3.5

Sound Blaster support was missing in the version we played (although this omission was fixed in a patch as we went to press), but even more annoying are the lame voice-overs. How many times can you hear smutty not-so-clever taunts before it starts getting really old?

**Control**

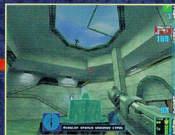
4.0

You'll find crouching is a command you use extensively. It's useful when opening passages, checking for items, and more. Some items aren't automatically added to your inventory (in one room, you have to jump on the desk to grab the item), but gathering items from dead bodies is cool.

**Fun Factor**

4.0

Sin looks like Quake II, it plays like Quake II, it smells like Quake II—needless to say, fans of Quake II will love this game. The hi-res graphics and multiple-exit levels will keep players coming back for more.



◀ **PROTIP:** When you hear the sound of breaking glass, look up and shoot the enemies rappelling toward you.



**PROTIP:** Blast your way through the vault area (after securing the key from another room), making sure to take out all the enemies on the first floor. When you reach the locked security door, blast the window and jump inside.



**PROTIP:** Stay low in the lab, get to the alarm, and take out the secretary. If she gets to the alarm before you, it's the end of the cyber world as you know it.



**PROTIP:** Stay in the corner of the subway car and wait for the demonic Mancini to drop through the ceiling.

AFTER SIX DISCS of snarky trivia, it's time for a You Don't Know Jack paradigm shift: You Don't Know Jack: The Ride is that shift, and it throws the series into high gear.

# YOU DON'T KNOW JACK THE RIDE



Published by Berkeley Systems \$29.95 Available now  
 Trivia 3 players ESRB rating: Teen  
 Windows 95/98 & Macintosh 800 questions, 5 hosts

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.5	5.0

## Where Do You Want To Go TodaAAAAAHH!

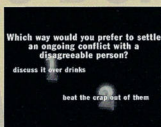
Instead of a game show, The Ride puts players on a one-way elevator ride (guess which direction). By answering a Moral Dilemma at the game's opening, you inadvertently choose one of 800 topics, which range from War to Fetishes, for your 13-question trip. (Oh, yes—this game's definitely aimed at teenagers and up.)

Screwing your opponent is much more lethal now—the more you pound the S key, the more screws fill the screen to obliterate the answer. Dis or Dat and Gibberish Questions return, while new games include the reflex/spelling challenge Jack Bingo and Roadkill, a twisted take on "what's the connection" logic puzzles.

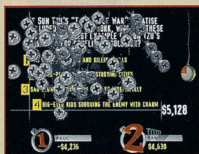
## A Smooth Ride

The Ride still adheres to Jack's trademark low-flash high-class graphic philosophy; most of the screen remains black while animated text pokes through the void. There's so much excellent sarcastic chatter from the game's five announcers—even the original host, Nate, has returned—that the game now ships on two discs. Inexplicably, though, there's still no way to reconfigure the buzzer keys.

The Ride plays much faster than earlier Jack volumes; it's more focused and even more mean-spirited. This is Jack: The Second Coming—and fans won't want to miss it. **S**



The opening Moral Dilemma has no right or wrong answer, but the one you choose will determine the topic (in this case, alcohol or war).



PROTIP: If you're going to screw, screw early! Fill the screen before the other player even has time to read the options.

## System Requirements

486/66 PC or 68040-based Mac  
 Windows 95 or System 7.1  
 16 MB RAM  
 30 MB on HD  
 2X CD-ROM  
 SVGA video

Published by DreamWorks Interactive \$49.99  
 Windows 95/98  
 Voices of Lord Richard Attenborough and Minnie Driver

Available now  
 Action/Adventure 1 player  
 ESRB rating: Teen

Graphics	Sound	Control	Fun Factor
3.0	4.0	0.5	1.5

# TRESPASSER

## System Requirements

Pentium II  
 266/AMD K6-2  
 64 MB RAM  
 120 MB on HD  
 4X CD-ROM  
 1 MB SVGA card  
 3D accelerator

LIKE THE LOST World for the PlayStation, DreamWorks Interactive's Tresspasser looks gorgeous but has more control problems than a fly stuck in pre-historic amber.

Tresspasser's dinosaurs look and sound realistic, but its horribly glitchy environments, random music, and unmotivated narration that frequently skips mar the show. Tresspasser's worst travesty, though, is its interface. Accurately manipulating objects is impossible, and it's ridiculously hard to aim. Adding insult to injury, you can only stow one gun at a time and your inventory isn't persistent across levels.

Forgoing basic gameplay for visual spectacle, Tresspasser commits inexcusable sins with its overall presentation. This time, the developers made the dinos extinct. **G**



PROTIP: When you first encounter the T-rex, let him take out the raptors. Then get your shapely butt out of there!



PROTIP: After crossing the morral, flee the raptor until you reach the log on the hill—you'll find a gun up there. Now watch as the raptor gets run over by the truck.



Published by LucasArts Adventure \$44.95 Available now  
 1 player ESRB rating: Teen  
 Windows 95/98

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.0	4.5

# GRIM FANDANGO

## GRIM FANDANGO

offers clever point-and-click adventure gaming of the highest order with in-game graphics that feel like cut scenes, an energetic jazz score, and well-performed dialogue. The plot is equally entertaining, as you play Manny, a grimacing reaper who sells travel packages for the afterlife.

This lush, compelling puzzler also puts the entire interface right at your fingertips with Fandango's excellent gamepad support, though Manny has trouble negotiating through areas like doorways. This is but a distraction in the otherwise fully cinematic experience, however.

Fandango is very user-friendly, from the SCUMM interface that lets you choose Manny's verbal responses to the forgiving gameplay that never forces you to reload a previous game to solve a puzzle. Play Grim Fandango—it's killer. **S**



PROTIP: Use a rope to climb into your boss's office and set his computer to get your work order signed by Eva.



PROTIP: To gum up the message machine, fill the empty balloons you got from the mine outside with padding material and send them down your office's tube.

## System Requirements

Pentium 133  
 32 MB RAM  
 4X CD-ROM  
 2 MB PCI video card  
 3D accelerator



**YOU DRIVE A TANK.  
YOU DESTROY MAJOR CITIES.  
YOU RESCUE BEAUTIFUL WOMEN.**

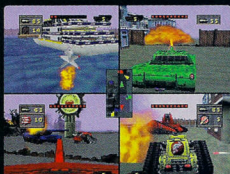
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BATTLE TANX™**



**Destroy well-known cities including:  
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**The ultimate in tank warfare. 17 levels. 12 enemy  
tribes. Over 1,000 intense battles.**



**Up to 4 player action, with split and quad screen  
modes. Supports Rumble Pak.™**

**I**t's the year 2001. The world has endured a nuclear holocaust. 99% of Earth's females are dead. The surviving few have risen to the status of QueenLords, holy entities, and the only means to mankind's survival. BattleTanx™ thrusts you into the role of BattleLord, master of armored tank warfare. You rumble across post-apocalypse America, leveling cities and destroying roving gangs of desperate Tribesmen - all in an effort to save the QueenLords, and civilization itself.

- **Awesome 3D action & spectacular weapons effects: guided missiles, lasers, swarmer missiles, nuclear weapons & more.**
- **4 types of furious 3D gameplay - BattleLord, Death Match, Annihilation & Campaign.**
- **3 camera views - First person, third person and the fortress raigun.**



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# DEAD IN THE WATER™

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"This is a remarkable game."

Chicago Tribune Online  
July 1998

"This game isn't a mere Twisted Metal clone,  
it takes the genre in a whole new direction - THE WATER."

GameFan Online  
July 1998

"The character design in this game is fabulous."

GameFan Online  
July 1998

"Placing the emphasis squarely on action,  
it's kill or be killed."

GameWeek  
July 1998

"Explosions are quite wonderful."  
Official U.S. PlayStation Magazine  
August 1998

"In addition to the action-packed game play,  
DITW is packed full of special effects and eye candy."

PS Extreme  
August 1998

"Where the game really kicks though,  
is in its battle mode."

PSM  
August 1998







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- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats- all fully upgradeable.
- Two player split screen or combat cable link.



[www.deadinthewater.com](http://www.deadinthewater.com)



BY JOHNNY KALLGAPE

Published by Midway  
Available now  
Fantasy football  
4 players  
Animated football  
Violence  
Seven-on-seven fantasy football, all 28 NFL teams, play editor

Graphics	Sound	Fun Factor
5.0	5.0	3.5
5.0	5.0	4.5

NFL

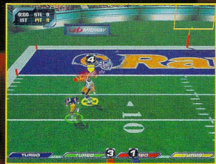
# BLITZ '99

NFL BLITZ '99, the sequel to

last season's smash sports spectacular, is high-stepping into arcades with the same helmet-busting gameplay and suplexing action that made the original title such an overwhelming success. While the game still has some severe control problems, the total package—especially the additions of players that catch on fire and the four-player mode—is not only worth your practice time, but every token you sink into the machine.

## NFL Jam

Like its predecessor, Blitz '99 features a lightning-fast game of seven-on-seven football where clothesline hits are as legal as shoestring tackles. That's right—there are no penalties, you need 30 yards for a first down, and slamming yourself on top of your opponent after he's already been thrown to the ground is the norm. Midway also added a four-player mode, new fields that catch on fire (à la NBA Jam), and a variety of new fields (snow, dirt, and turf) to add even more depth to the gameplay.



**PROTIP:** Complete three consecutive passes to the same receiver to set your entire offense on fire. The easiest formation to complete passes in is the Hurricane. After hiking the ball, quickly throw to the receiver on the far right.

## Rison to the Top

Unlike the control, Blitz's graphics and sound are both All-Pro: Hulked-out players roam the field and the booming announcer adds a colorful flair to the game. Players also smoothly run, jump, and spin around the field; jarring tackles sometimes cause a player's helmet to pop off; and hilarious new animations like ball carriers that drag defenders on their backs as they run upfield make every play a visual touchdown.



## Super Bowl Bound

Even with its control problems, Blitz '99 is still a fun and fiercely competitive arcade game. Believe us—once you start playing, you won't want to stop! **B**



**PROTIP:** If you see the defense in a Medium or Deep zone, use short pass plays to gain easy yards.



**PROTIP:** On defense, call the Safe Cover and blitz the quarterback with your middle linebacker. Two sacks in a row will set your entire defense on fire, giving each player Infinite Turbo.

The only fumble in Blitz's otherwise wildly fun action is its control. To pass the ball, you need to point the directional stick toward your intended receiver. But if your quarterback is running toward the sideline and your receiver is on the opposite end of the field, you occasionally pass to the wrong man—and that can cost you big time! Another control problem occurs while switching between defenders. Far too often you have a chance to make a big defensive play, but no matter how hard you pound on the buttons, your highlighted player doesn't always change to the player with the best chance to make the tackle. Next thing you know, your opponent is dancing in the end zone.



You can take your Memory Pak to the arcade and import the plays you've created at home on your N64 version of NFL Blitz.

**PROTIP:** When passing, roll out of the pocket with your quarterback. If none of your receivers are open, use the Turbo button to run for big yards.



**PROTIP:** In four-player mode, if your teammate refuses to block for you, lateral the ball to him just before you're tackled to keep the play going.

## Extra-Plays Code

Enter the following code at the Today's Matchup screen before the kickoff. To enter the code, press each button the number of times indicated, then press the joystick in the direction indicated.

Code	White	Blue	Red	Direction
Extra Page of Plays	3	3	3	Down

## GRAPHICS 5.0

Biceps-bulging players, cool animations, and a good variety of fields make NFL Blitz '99 a graphical superstar. And with the addition of players that catch on fire, the speed/frame rate isn't the only thing torching the field.

## SOUND 5.0

Defenders talk trash after knocking you silly, the announcer makes funny comments about your poor performance to rile you up, and all the players make loud, proud grunts as they strive for play dirt.

## CONTROL 3.5

Poor passing and slow defensive player-switching hurt what could have been the perfect arcade football game. Other player controls like spinning and tackling are solid, though.

## FUN FACTOR 4.5

Blitz '99 blazes the gridiron with addictive gameplay and wild action that will appeal to all gamers—not just the football faithful. The control is sometimes frustrating, but the game's still a blast to play.

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THUNDER



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www.WCW.com

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Developed by Team Annex  
Published by Sega  
Available now

Arcade

Hands-On



# Star Wars Trilogy Arcade

sega strikes back



Everyone's talking about the upcoming release of *Star Wars: The Phantom Menace*, but Sega's ready right now to release an arcade blockbuster based on the original films. *Star Wars Trilogy Arcade* is Sega's latest Model 3 graphics powerhouse, featuring action from *Star Wars: The Empire Strikes Back*, and *Return of the Jedi*.

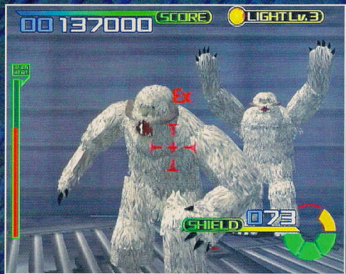
## all shooting, no flying

Trilogy is a first-person shooter that employs a joystick rather than a gun peripheral. Although you commandeer a variety of vehicles throughout the game, you blaze through the



different environments on rails without actually controlling any of the flying. Using a crosshair as your guide, you have to blast everything in sight. But you must be a good shot—you earn points for accuracy, and the game's ending varies depending on your score.

Trilogy features linear gameplay through six stages (as well as secret paths), each with a different objective, including raiding the Death Star in an X-Wing, defending the Hoth base from Imperial Walkers in a snowspeeder, riding speeder bikes on the forest moon of Endor, and facing off against Darth Vader in a lightsaber duel. Plus, there are plenty of cinematic cut scenes to go with the twitch action—several of which are specific movie sequences re-created with rendered computer-generated graphics.



Forget about the theaters—The Force is in the arcade! *Star Wars Trilogy Arcade* features high-octane shooting in various scenarios from the *Star Wars* movies.



## visual brilliance

Trilogy's strength comes from its spectacular graphics. The Model 3-powered visuals are fast, smooth, and filled with rich details. Whether you're speeding above the surface of the *Death Star* in an X-Wing or blowing away Imperial troopers on the snowy Hoth base, the non-stop eye-candy almost makes you feel like you're in the movies.

We played Trilogy at the AMOA arcade show (see the "Hot at the Arcades" special feature, "Arcade World '98," December '98). While there was no doubt about the game's graphical brilliance, the limited gameplay—especially the limited control while flying—was a definite downer. In all fairness, though, we played an early version (only two of the six stages were playable). Will The Force be with *Star Wars Trilogy Arcade* in its final version? Only a trip to your local arcade will tell.



# War: Final Assault



Developed and published by Atari Games  
Target release date: February

Arcade



## Hands-On

### Lock and Load

War: What is it good for? How about the arcades! Just when it looks like racing titles are running out of gas and fighting games are on the ropes, Atari introduces the first arcade-exclusive corridor shooter—War: Final Assault.

War delivers sharp Voodoo II graphics (the same as in Gauntlet Legends), booming sound, and gore galore. You play as one of four mercenaries while battling it out in one of two play modes: An eight-level Mission mode, where

you must complete mission objectives and battle bosses, and an every-man-

for-himself Deathmatch mode, where four linked players try to destroy each other in six combat arenas. For added replay value, eight more combat zones gradually appear courtesy of the game's time-release feature.

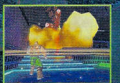
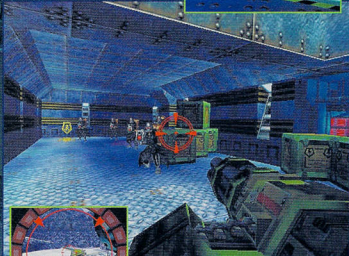


The first arcade-exclusive corridor shooter is ready to invade arcades. War features four-player missions and deathmatches with dynamic Voodoo II graphics.

### "U" for Victory... and Violence

War's firefights are fast and furious with no shortage of carnage—enemies can be wounded and trail blood behind them, or be blown to pieces with a single shot. Victory is determined by the number of kills you amass within a time limit. To help you build the biggest body count in the shortest amount of time, several weapons and power-ups are scattered throughout the game's gigantic levels: Missile launchers, flamethrowers, and machine guns are just three of the dozen weapons you can collect and carry. You can also command additional firepower, such as giant immobile cannons. Adding variety to the melee are four playable soldiers with varying strengths and weaknesses. You must adapt your strategy according to your character's attributes to be successful.

Initially, you'll find War's controls a bit complex, but after a few plays they'll become second nature. Even gamers who haven't mastered Quake II or other first-person shooters will have an easy time getting into the trenches of this blastfest. Could War be the Final Assault that re-invigorates arcades? The shooting starts in February.

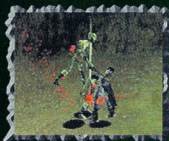


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## R4: Ridge Racer Type 4

## Ridge Racer Revolution?

One of the PlayStation's premier racing series, Ridge Racer is back for a third lap of intense racing with R4: Ridge Racer Type 4. R4, however, is somewhat of a departure from previous Ridge titles (Ridge Racer and Ridge Racer Revolution). In fact, it's more in the vein of Namco's Ridge Racer—especially R4's racing style, which features tighter controls and greater reliance on powersliding and drifting.

The varying characteristics of the car classes also bring R4 closer to Rage.

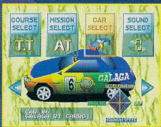


Some classes have better grip, some are better for drifting, and so on. Also, certain types of cars perform better on certain tracks, making R4 somewhat more of a sim than a pick-up-and-play arcade-style racing game.



## Gassed with Extras

R4 is loaded with features. You can race on eight tracks in over 300 cars, though some vehicles can be accessed only when you advance. You'll test your racing skills in one of three modes, plus Grand Prix and Time Attack, while up to four players can race against each other with the PlayStation Link Cable via a split-screen view. Another option lets you design your car's look by creating your own insignia and other cool-looking decals.

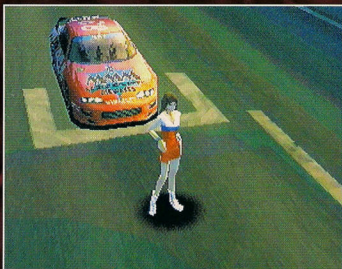


Developed and published by Namco  
Target release date: March

PlayStation



FIRST LOOK



Ridge Racer returns to the PlayStation racing circuit with R4—but the game has a new sim-like feel.



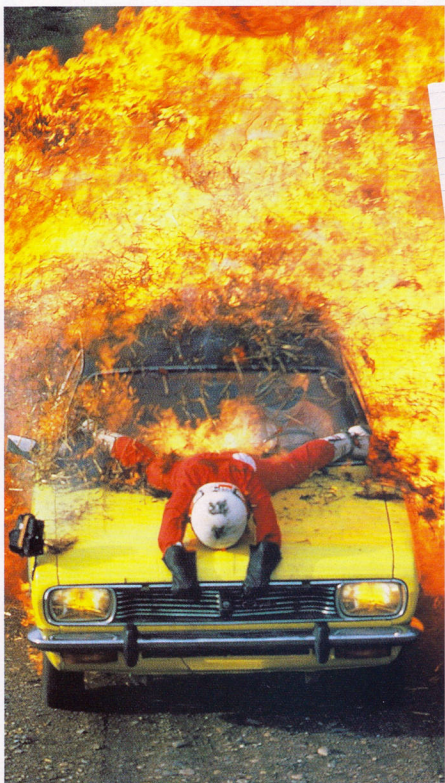
## R U Ready 4 R4?

An extra disc with an enhanced version of the original Ridge Racer is bundled with R4. The updated version features hi-res graphics and runs at 60 frames per second. Other minor improvements have been made to the original Ridge as well—like new billboards alongside the track and Dual Shock compatibility.

The last Ridge Racer game for the PlayStation came out two years ago. Since then, several other titles have come to rule the racing circuit, most notably Need for Speed III and Gran Turismo. Can Ridge Racer regain the racing crown with R4? Stay tuned to GamePro for more info.







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## Shogun Assassin



Developed and published by Konami  
Target release date: February

PlayStation



## FIRST LOOK



## The Magnificent Two

Combine the beautifully rendered backgrounds of Resident Evil with the brutal swordplay of Bushido Blade or Tenchu: Stealth Assassins and what do you get? Something like Konami's upcoming action game Shogun Assassin (its working title). In Assassin, you play as one of two characters: Hotaru, a young warrior who carries a sword, and Hyaku, a member of the shogunate secret police who kills enemies with two short knives.

Although each character has a separate story line and events, the two cross paths occasionally in their respective scenarios. Hotaru is searching for the people who stole the corpses of his parents, and Hyaku is on a quest for her older brother, who was last seen tracking a stolen shipment of gold.



Shogun Assassin features bloody swordplay, a touch of RPG, and sharp-looking pre-rendered backgrounds as you play as one of two warriors.

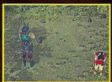
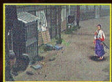


## Bloody Battles

In Shogun, each character has specialized attacks and abilities, which you'll use on your enemies through a variety of button taps and motions on the directional pad—you can even use magic. Of course, there are bosses to contend with, too.

As you'd expect, Assassin isn't a family game—the fight sequences are pretty gory as crimson splashes across the screen. But don't get the idea that this game is all hack-n-slash action: Assassin has several RPG elements, like collecting items and conversing with various people during your quests.

With Bushido Blade and Tenchu, samurai/ninja action games are becoming more common for the PlayStation. From what we've seen so far, Shogun Assassin seems a worthy addition to those ranks, so stay tuned to GamePro for more information on this promising title.



# Silent Hill

## Scary Harry?

On its surface, Silent Hill looks like a Resident Evil wannabe with dark atmospheric graphics and shockingly gory sequences. Beyond the game's violent exterior, however, is something more: a thinking-man's mystery.

The plot in a nutshell: You play as a character named Harry Mason, who, while driving with his daughter past a resort called Silent Hill, wrecks his car to avoid a woman standing in the road. When Harry comes to, he discovers that his daughter is missing, so he hikes to the fog-covered town to find her. But Silent Hill isn't your ordinary town—it's crawling with monsters, puzzles, and traps.



BY MAJOR MIKE

Developed and published by Konami  
Target release date: February

PlayStation

## FIRST LOOK



Silent Hill features gory monster-mashing and complex puzzle-solving—with more than a touch of mystery.



## Fright Feast

So far, the graphics in Silent Hill convey a creepy mood. The lighting effects are especially effective in this regard as you must search several dark buildings in the game with a flashlight. But the flashlight has limited range and can even attract monsters, which forces you to use it carefully and sparingly.

The game uses a third-person view and no pre-rendered backgrounds, so there are no guessing games about what's waiting at the next screen. Plus, high-quality rendered cinemas are intercut into the action scenes to help flesh out the story events. For more on Silent Hill, check out our interview with the game's development team on GamePro Online at <http://www.gamepro.com>.



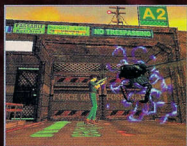
## King of the Hill

Providing a careful balance of gaming elements, Silent Hill promises to focus more on puzzle solving than kill-or-be-killed action. Sure, you can collect weapons—like a crowbar, a pistol, and more—but you won't last very long if you try to destroy everything in sight. At times, you must conserve ammo, evading monsters rather than taking them head-on. If you imagine a combination of Resident-you-know-what's bloody action and Myst's puzzles, you'll get the idea.



## Blue Stinger

THE RESIDENT EVIL series is coming to the Dreamcast in Japan—but before it arrives, gamers there will get a taste of third-person action/adventure via Blue Stinger. Some time in the future, a huge killer earthquake creates an



island where dinosaur-like creatures appear. Not surprisingly, a Special Forces commando team is sent in to investigate the weird dino-business.

Jurassic Park this ain't, but Stinger will certainly resemble Resident Evil 2. Players will guide a character through a 3D nightmare of shootouts and puzzle-solving in a mangled high-tech lab. As in RE2, you'll have to recover a variety of weapons in order to survive, and damage to your character will affect movement and speed. Sur-

vival will also depend on the kindness of others—in particular on a mysterious character who monitors the action from a space station and who appears in astral projection form with important clues.

Still, Stinger will have its own personality. In addition to the weapons mode, it'll feature head-to-head action, and you'll have to swim underwater, too. It sounds like the Dreamcast might be in store for a dose of the good Blues. **B**



BY ATOMIC  
DAWG

Developed by Sega  
Published by Sega Enterprises  
Target release date: January (in Japan)

Dreamcast

### FIRST LOOK



## Sonic Adventure

THE DREAMCAST HAS Sonic the Hedgehog fans dreaming of Sonic adventures, so here's an update for...Sonic Adventure in Japan.

As last reported in *GamePro* (see special feature, "Sonic Returns for the Dreamcast," November '98), in addition to its supersonic running action clocking a blazing 60 frames of animation per second, Adventure will sport a variety of gameplay built around six playable characters. Included in Sonic's crew are familiar cohorts—Tails, Knuckles, and

Amy—and new guys, Big the Cat and the robot, E-102. Though you'll be able to play with any character on any level, each level will emphasize a particular character's strengths.

For example, Sonic's levels will feature classic ring-gathering, while E-102's level will be a 3D shooter.

Sonic will get additional assistance this time. You'll capture creatures and, using DNA acquired during the game, evolve them into other helpful forms. Sonic also sports new skills, including the ability to climb structures, run up walls, and pop a spin dash that homes in on targets.

Sonic Adventure sounds like a blast—too bad U.S. gamers must wait a whole year to play. **B**

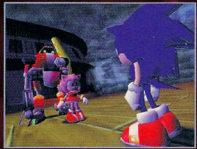
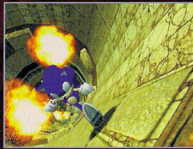


BY EYE  
SPY

Developed by Sega  
Published by Sega Enterprises  
Target release date: January (in Japan)

Dreamcast

### FIRST LOOK



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## Street Sk8er

Finally, after years of nothing but snowboarding and hoverboarding games for the PlayStation, someone has had enough sense to make an old-school-style

skateboarding game. *Street Sk8er* features 8 skateboarders (4 playable, 4 hidden) and 20 skateboards, including original deck designs from Powell Skateboards. The game sports over 200 authentic moves and combos from grinding the rails to spinning out of control during mad jumps for glory.

*Sk8er* also comes with two distinct play modes. The Street Tour pits you against the clock as you perform sick tricks and stunts off stairs and ledges for points—and if your moves are tight, you advance to bonus rounds in the Halfpipe, Bowl, and Big Air. Meanwhile, Free Skate mode enables thrashers to get wicked by skating the streets and busting moves without the pressure of the clock. Other highlights include two-player competition, Dual Shock support, and instant replays. If you've been dying to skate, your chance is finally coming this March. **G**

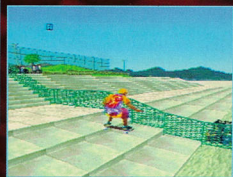
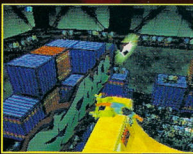


Developed by Micro Cabin  
Published by Electronic Arts  
Target release date: March

PlayStation



FIRST LOOK



## Sports Car GT

Zipping onto the PlayStation with enough licensed cars to turn the head of even the oiliest grease monkey, *Sports Car GT* hopes to take the early lead before racing studs like *Gran Turismo 2* and *Ridge Racer Type 4* hit the road.

*GT* features 45 licensed cars from the Porsche 911 to the BMW M3, 5 tracks including Laguna Seca and the Las Vegas Motor Speedway, and multiple replay camera angles so you can watch yourself take the checkered flag time after time. The game also includes variable weather conditions, accurate time-of-day driving, and the ability to upgrade and fine-tune your vehicle for maximum performance.

Electronic Arts is really revving hard to make *Sports Car GT* an accurate racing sim. It's fashioned your computer opponents after real-life drivers—and they'll compete against you all the way to the finish line, testing even the most seasoned drivers. Hardcore sim-racing fans can start their engines with *GT* in February. **G**

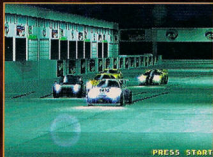


Developed by Westwood Pacific  
Published by Electronic Arts  
Target release date: February

PlayStation



FIRST LOOK





Developed by Eurocom  
Published by GT Interactive  
Target release date: March

Nintendo 64



## FIRST LOOK

## Duke Nukem: Zero Hour

FOLLOWING ON THE heels of Duke's time-travel escapades in Duke Nukem: Time to Kill for the PlayStation, gaming's macho master of mayhem is voyaging through time once again with the N64's Duke Nukem: Zero Hour. While it's not a part of Time to Kill, the story line definitely is: Duke's favorite dumping ground for ammo, the aliens, are poking around in the past in an attempt to kill Duke's ancestors before he's born. This time, though, the battles go down in post-apocalyptic New York City, Victorian England, the Old West, and a "time collision" level where a foul-up in the time-travel machinery melds the other three eras together.

Like Time to Kill, Zero Hour sports a third-person perspective, but also includes the traditional first-person view. While the gameplay naturally involves plenty of bloodletting, Zero Hour presents mission-based objectives and puzzles for the player to deal with.

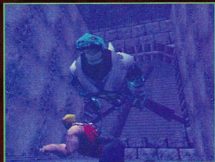
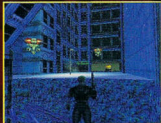
Of course, Duke will rescue many a winsome wench, crack those familiar wise-ass remarks, and slaughter all comers with weapons ranging from two-fisted submachine guns to freeze rays. It sounds like a fine recipe for fun; we'll keep you posted on how everything shapes up.



101



101

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## Army Men 3D

ARMY MEN 3D is almost here—and if you're sick of seeing preview screens, take a pill because the graphics in this playable disc are a great improvement over previous versions and the gameplay is a blast.

Utilizing concepts from Command & Conquer and Metal Gear Solid, Army Men consists of standard sneak-and-destroy-then-sneak-back missions, along with a two-player Capture the Flag mode. The missions borrow reasonably from MGS's stealth style, requiring you to duck, roll, crawl, and use camouflage.

In the split-screen Capture the Flag mode, you place your ground troops in vital strategic positions and control your lead character as he goes for the flag. You'd better think about where you position your troops, however, or your plastic army man is off to toy-box heaven. But before you die, you'll get to enjoy the game's visuals, which include some great explosions, nice



Developed and published by 3DO  
Target release date: March

PlayStation

### Hands-On



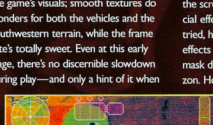
flamethrower effects, and first- and third-person views (as well as a turret view from your tank).

3DO has assured us that certain unfinished elements—fog, draw-in, and quirky animations—will be worked out for the final release. From what we saw and played, this mission is moving right along. **S**

## Vigilante 8

VIGILANTE 8 ROARS onto the N64 with groovy graphical improvements and multiplayer options aplenty. PlayStation car-combat fans will be envious of

the game's visuals; smooth textures do wonders for both the vehicles and the southwestern terrain, while the frame rate's totally sweet. Even at this early stage, there's no discernible slowdown during play—and only a hint of it when



Published by Activision  
Developed by Luxoflux  
Target release date: March

Nintendo 64

### Hands-On



the screen is filled with special effects. The build we tried, however, featured fog effects on some levels to mask draw-in on the horizon. Hopefully, this haze will be minimized before release.

New gameplay elements include a alien, while new play modes include Brawl, Smear, and Survival. Two players can now go on cooperative quests, and Activision will make full use of the N64's built-in controller ports, offering three- and four-player battles. With good controls already in place and a funky new soundtrack on the way, Vigilante 8 looks ready to claim the 64-bit car-combat crown. **S**



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## Mystery Word Grid

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		E								
P	I	N	C	H	W					Y
	R									
S										W
										O

### WORD LIST and LETTER CODE chart

PINCH .....W PRESS .....K BLAST .....A WRECK .....D  
 BREAK .....Z PUNCH .....S SPRAY .....C TURBO .....Y  
 STOMP .....T STUND .....R PRESS .....E DREAM .....O  
 CRUSH .....I SCORE .....H SLANT .....L CHASE .....P

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## Jet Force Gemini

ALL RIGHT, SO there's no Mega Man 64, but there will be Jet Force Gemini. Jet Force hopes to prove that 3D action/adventure games are alive and well on the N64. In fact, Nintendo's A-team, Rare, is doing the programming for this sci-fi blast-em-up. And we mentioned Mega Man because the Jet Force crew will look amazingly similar to Mega's stars—there will even be a dog that's a hero. You'll command three characters in total, switching among them in order to complete each mission.

At press time, story-line info was scant, but we do know you'll have to defend futuristic worlds against the usual power-monger bad guy. The blasting looks fierce with enemy creatures and robots swarming the screen; in addition to the shootouts, your team will have to maneuver past tricky obstacles and menacing environmental traps.

Jet Force Gemini's multiplayer modes sound strong—at last, an N64 action game with two-player cooperative mode. There will also be a four-player seek-your-pal-and-destroy-him mode. Gemini may be a Force to be reckoned with. **B**



Developed and published by Nintendo  
Target release date: March

Nintendo 64

### FIRST LOOK



## Looney Tunes: Lost in Time

ONCE AGAIN, BUGS BUNNY should've made a left at Albuquerque! This time Bugs' wrong turn activates a time machine that hurls him back into five historic eras. According to Infogrames, it should take Bugs about 24 levels of gameplay to return to the present.

Lost in Time will serve up a major dose of nostalgia for Looney Tunes fans of all ages. The five eras will loosely resemble individual 'toons, each featuring a particular type of gameplay, including action/platform, a car chase, and an action/shoot-em-up. The eras will also present five time periods such as the Stone Age, medieval times, a pirate era, gangsters in the '30s, and an intergalactic future—you Looney Tunes can probably guess which villains will co-star in which era. In fact, you'll encounter a gang of Bugs' most famous adversaries: Elmer Fudd, Yosemite Sam, Rocky and Mugsy, and Hazel Witch. While Marvin and the instant

Martians will be strutting their stuff in this hare-raising game, you can bet that Daffy Duck and Bugs' other pals will be on hand to help the Bunny out. **B**



Developed by Behavior Interactive  
Published by Infogrames  
Target release date: April

PlayStation

### FIRST LOOK



"So I throw this 2 o'clock hitter<sup>1</sup> a nudist<sup>2</sup>

 and he fists a
 
 cripple<sup>3</sup> right over my
 leather man's pancake.<sup>4</sup> Damm! I'd snapped
 that cousin's<sup>5</sup> morning
 
 journal<sup>6</sup> off at
 the handle with a Peggy Lee!<sup>7</sup> Well Captain
 
 Hook<sup>8</sup> decides he's going with the ugly
 head<sup>9</sup> rook' with the
 
 deuce<sup>10</sup> - even
 though I'd collared<sup>11</sup> the banjo<sup>12</sup> on deck! Of
 course,
 
 Mr. Guess<sup>13</sup> don't give
 
 him
 any black,<sup>14</sup> so the rook' issues the Annie
 Oakley<sup>15</sup> and we lose
 
 the ballgame."

(Sure you can talk the talk, but can you walk the walk?)



3DO™



"If you love baseball...this is the only game in town." - *GamerzEdge*  
 Coming this spring

(1) a player that hits well in batting practice, but poorly during games. (2) a pitch with nothing on it. (3) an extremely weak hit. (4) a hit eluding the best infielder's tiny glove.  
 (5) a pushover hitter. (6) a bat made with poor wood. (7) a reference to the sultry pop singer's signature 60's song "Is That All There Is?" i.e. is that all there is to the pitch? (see nudist).  
 (8) a manager with a tendency to pull a pitcher at the first sign of trouble. (9) the most physically unattractive player on any ball club. (10) a first year player with a good curveball.  
 (11) kept him from reaching base safely. (12) a player who rarely makes solid contact. (13) the umpire. (14) corners of home plate. (15) a base-on-balls or a walk.

## Rollage

RACING/COMBAT GAMES CAN get pretty tired, so it's cool to see Psygnosis injecting some innovation into a genre that's usually stocked with rehashed look-alikes. Rollage puts you behind the wheel of an indestructible vehicle with monster wheels, which means that no matter how you crash, flip, or roll, you'll always land right side up. The 11 circuit tracks give you plenty of opportunity to test that out as they're packed with wild jumps, shortcuts, tunnels with climbable walls, and much more.

Speedy two-player split-screen competition and unique weapons—time warps that slow down opponents, wormholes that teleport opponents to the back of the pack, missiles that target the race leader—keep you immersed in the action. The early version we saw already delivered a blazing frame rate and fun gameplay, which only adds to the potential of this fresh prospect. **B**



Developed by ATD  
Published by Psygnosis  
Target release date: April

PlayStation

### FIRST LOOK



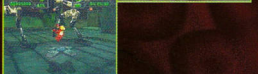
## Eliminator

ELIMINATOR'S PREMISE SOUNDS pretty sweet; unfortunately, the preview version we played just wasn't, well, fun yet. As a P.O.W. in the enemy's weapon-testing center, you're strapped into a hovercraft saddled with a ticking bomb—and the only

way to survive is by blasting your way out. But Eliminator's not about racing; instead you guide one of four craft through mazelike arenas, battling a wide variety of enemies, traps, and more with a standard complement of weapons, such as missiles, vulcan cannons, and so on.

But the trouble begins with the controls, which don't allow you to move in reverse. The targeting system's also a handful, while the bland graphics and repetitive action just don't hold your

interest. If Psygnosis can manage to fix all these glitches before the game's released, then Eliminator may be able to deliver on the potential of its cool premise. **D**



Developed by Magenta  
Published by Psygnosis  
Target release date: February

PlayStation

### HANDS-ON



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Customize your very own AC and submit your artwork on either a memory card compatible with the PlayStation® game console or video tape with your official registration card and get a chance to win **\$500.00**.

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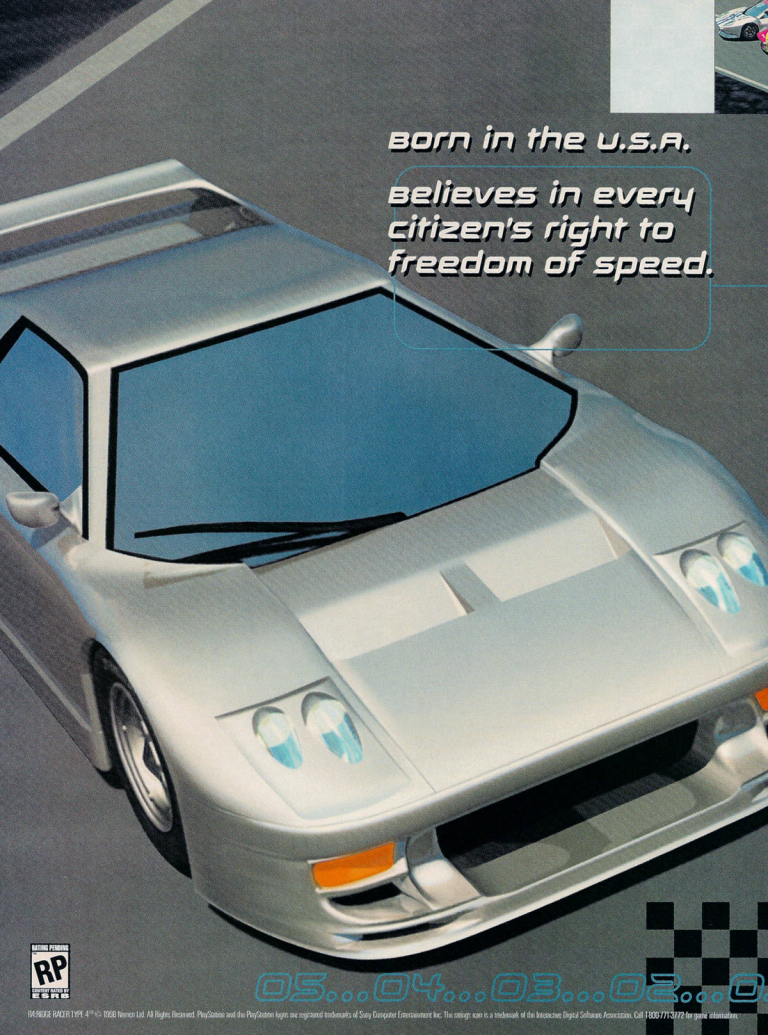
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WELCOME TO THE GORE



ASCII  
ENTERTAINMENT



**BORN in the U.S.A.**

**believes in every  
citizen's right to  
freedom of speed.**

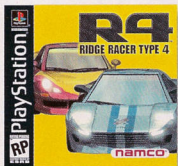


05...04...03...02...01





"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo)." - Official PlayStation Magazine, December 1998



It boasts an American stock car pedigree. Built Tallahassee tough and water-moccasin fast. Its muscle-bound V8 unleashes 317 stampeding horses, as well as unlimited "Yee-Haa's!". It is the Detector - just one of the automotive marvels that torches the streets in R4. With over 300 new cars, 45 fantasy models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. So long, pardner.

**R4**  
RIDGE RACER TYPE 4

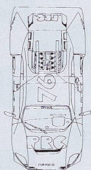
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- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy
- Join one of four international race teams - each with individual strengths and weaknesses
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- Race on gorgeous cityscape, countryside and racetrack courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes a Ridge Racer Turbo Mode bonus disc with a 60 FPS track





Published by  
 989 Studios  
 \$49.99  
 Available now

Dance/Action  
 2 players  
 ESRB rating: Everyone

Dance View and Practice options, 10 dancers, four hidden characters, 12 levels

Graphics	Sound	Control	Fun Factor

# BUST-A-GROOVE

**L**AST YEAR, PARAPPA THE RAPPER introduced challenging non-violent non-puzzle gameplay to the PlayStation. This year, Bust-A-Groove takes the genre to the next level with a high-energy dance game that blows away PaRappa.

## Disco Inferno

Bust-A-Groove's premise is a series of dance-offs that lead you to increasingly intense opponents. By keeping the beat, you bust some serious moves; lose the beat, though, and you're toast.



The Dance View lets you program combinations and watch the moves.



The control consists of moving the directional pad to match the onscreen arrows, hitting the appropriate button on the all-important fourth beat of the measure. When you string together a series of steps, you create combos that boost your rating. The free-roaming camera is the best indicator of how well you're doing; it focuses on the best dancer, sometimes leaving the other character off the screen completely.

## Boogie Knights

Bust-A-Groove's easy controls make slipping into the game and grooving a snap. Of course, the music is integral and really sets up Groove to conquer. Sure, it's great to watch your character pull off moves that would make Janet Jackson jealous, but it's the memorable music that keeps you coming back.

That's not to say the graphics aren't mind blowing. The characters radiate personality thanks to their high-res rendered appearances and their super-smooth motion-captured dance moves. 989 has considered each detail, down to the personalized attacks that dancers launch at their opponents, and though their moves consist of wildly different styles, everyone's steps fit naturally with the music, no matter what kind it is.

## Slam Your Body Down...

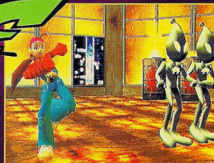
Although the music and graphics rock, there's only so much time you can spend with this game in one sitting. Still, options like Dance View and turning off the cueing bar to up the challenge make Bust-A-Groove a keeper. The rhythmically challenged need not apply, but for gamers who can tap their feet in time, Bust-A-Groove is pure fun. **B**



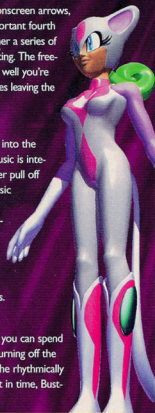
PROTIP: Once your Enthusiasm bar is full, you can launch an attack on your opponent by pressing **△** on the fourth beat.



PROTIP: To avoid an attack, press **□** on the fourth beat.



PROTIP: You can enter commands that aren't in the cueing bar, but only certain ones will work during different times in the music.



## Secrets Revealed

By finishing the one-player games, you unlock the hidden characters. Two are kick-ass, and two are, well, fun to look at...



First to be unlocked is Capoeira, the silver twin aliens. Their synchronized style is very athletic.



The giant robot Robo-Z is unfortunately not so giant as a secret character. He vogues with angular movements to techno-funk tracks.



Shorty's pet Colombo performs Shorty's moves, half-height and mouse-style.



Burger Dog rounds out the list. He crabs Hamm's moves—but with no elbows or knees, his dancing leaves a lot to be desired.

### GRAPHICS

5.0

Bust-A-Groove's high-resolution rendered characters come alive due to the amazingly accurate motion capturing. The background details complete the game's tactile feel.

### SOUND

5.0

The 12 jammin' tunes, which are crafted to fit a character, span the globe and the decades, ranging from old-school hip-hop to techno to R&B. These catchy tracks are single worthy.

### CONTROL

4.5

Simple controls make Groove very easy for beginners to pick up and play, but the game seems to have occasional lapses in rhythm, which score unearned misses.

### FUN FACTOR

5.0

With one- and two-player modes, along with the Dance View arena, Bust-A-Groove proves addictive. Though it can become repetitive, its songs will make you want to play again and again.



Frank Lipozinski of Lawrence, Kansas, cheated death by outracing a tornado four miles across the Great Plains. You're no Frank Lipozinski. That's why there are video games.



\$39.99



\$39.99

Get into the game.

 **TARGET**  
EXPECT MORE. PAY LESS.

# TINY TANK

## UP YOUR ARSENAL

JUST IN CASE the video game world needs another hero with a 'tude, Tiny Tank is here to whip some arsenal! But can the tiny one play with the big boys?

### TITANIC TINY

In Tiny Tank, you're the titular hero, a living war vehicle that is reactivated after two centuries of sleep during which machines have taken over the Earth and relegated humans to subterranean dwelling. The story, even if a bit cliché, is well executed—while the full-motion video interludes that show behind-the-scenes footage of Tiny trying to do propaganda commercials are downright hysterical! Get this foul-mouthed tank a guest spot on *South Park*.

Tiny's challenging and creative single-player mission-based levels are the highlight of the game. You can use your enemy's weaponry and even add their brains to your A.I., allocating a number of brains to any of your weapons to make them smarter—to the point where they'll target enemies on their own.

### TECHNICALLY TIGHT TANK

Explosive lighting effects lead the full-scale visual assault. Tiny charges through expansive outdoor



**PROTIP:** Lend your Teeny Weeny Tanks a brain to put them in gather mode—they'll retrieve this power-up for you.



**PROTIP:** In the mazes, the radar is your best friend. Hunt down the enemy by following the red blips.



**PROTIP:** These laser emitters are only temporarily disabled by gunfire, so don't stop in their path!



The post-*South Park* military hero: Tiny Tank!



BY BOBA FATT

Published by  
MGM Interactive  
\$44.99  
Available now

Tank shooter  
2 players  
ESRB rating: Teen

Graphics Sound Control Fun Factor



**PROTIP:** To avoid the cargo ship's powerful cannon, keep moving through the teleporters, but make sure to shoot that cargo in the air!



**PROTIP:** In the rock tunnel, put all your brains on one forward-firing gun to maintain a constant assault on the incoming rush while you maneuver.

and indoor environments with no clipping, very little pop-up, and, best of all, excellent camera control. Completing the audio/visual attack, Tiny's furious sound effects provide belabored crashes, smashes, and blasts, while the quirky soundtrack's variety keeps each level fresh and distinct. The highly responsive controls are a breeze with the analog sticks, but directional pad response is sluggish, making for a whole new level of difficulty. If you don't have a Dual Shock controller, Tiny Tank may be a gigantic dud.

Tiny allows you to save between levels, but your remaining lives and brains continue, so it'll take a few passes to reach the end. Normally, this is annoying, but Tiny Tank is so strategy heavy that you'll delight in re-doing the missions as efficiently as possible.

### BATTLE MODE BLUES

Tiny's only serious drawback is its disappointing head-to-head mode: Slowdown and muddy controls make movement and aiming extremely difficult. Luckily, Tiny's solo game is phenomenally fun with great touches everywhere—you can even wear the cowboy hat of one of your victims. Lock and load with Tiny Tank!



**PROTIP:** In the minefield, use your jump thrusters to leap from platform to platform. Leap over incoming missiles and take out the turrets.



**PROTIP:** The key to multiplayer victory is power-ups—collect them all before your opponent does!

### GRAPHICS 4.5

Resina-numbing lighting effects highlight this slam-bang action fest. You can whip through corridors with high polygon counts and no clipping—a very un-tiny achievement. But what's up with the blind cameraman in multiplayer mode?

### SOUND 4.5

Tiny Tank's a post-modern machine with some serious 'tude. His quips are funny and dirty, but they do get repetitive. The soundtrack's non-stop adrenaline blitz ranges from shock rock to a hysterical call-in radio show. You can also use your own CDs for individualized sound.

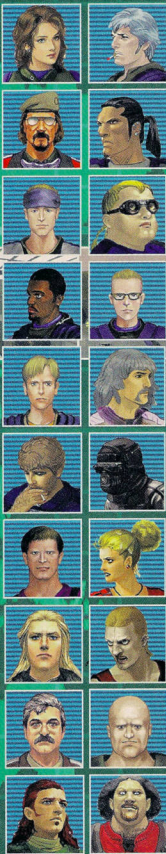
### CONTROL 4.0

Tiny's excellent Dual Shock support puts you in complete control of his body and turret (wipe that dirty mind clean), but this tank's a twerp with the standard directional pad, and the multiplayer controller's treads are dead.

### FUN FACTOR 4.5

The game's multiple levels of strategy from gun placement to robotic-brain allocation, combined with highly challenging fast-paced missions, give Tiny Tank some tremendous firepower. Unfortunately, the head-to-head game shoots blanks.

The first blast wiped out your Space Center.  
In just 3 hours, the high-tech weapons  
satellite will strike again...It's your job to  
make sure that it doesn't.



"Explosive  
N64  
adventure"  
...Nintendo Power



4 Different 2 PLAYER  
Modes, including  
Deathmatch and  
Lethal Tag



- ◆ Intense 3rd Person Action/Shooter
- ◆ Precision laser-sighting aiming mechanism
- ◆ Immense 3D Environments
- ◆ Battle heavily-armed Boss Characters and "smart" enemies
- ◆ Rumble Pak Support

# TIME CRISIS

## COVERT OPERATIONS

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NINTENDO<sup>64</sup>



Only For



# UPRISING X



Published by 3DO  
\$69.99  
Available now

Action/Strategy  
2 players  
ESRB rating: Teen

Dual Shock compatible, 14 missions, five split-screen multiplayer modes, first-person view

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.5

**U**PRISING X, 3DO's engaging new combat/strategy game, gets a lot of things right and a lot of things wrong. Fortunately, the game succeeds at what matters most—controls, frame rate, and gameplay—which pulls it past its pitfalls in graphics and sounds.

## Star Wars

No one actually cares about the story line in action-packed titles like this, and what's really most intriguing about *Uprising X* anyway is its gameplay, which combines first-person mayhem with a bit of *Command & Conquer*'s real-time strategy. As the commander of a wrath (basically, a mega tank), you can unleash some pretty awesome firepower on the enemy, including missiles and energy weapons.

Beyond getting knee-deep in combat, you can also teleport in units (tanks, infantry, bombers, and AAVs). To create those units, you must briefly build factories by establishing a base, called a citadel. The resource management's thankfully kept to a breezy bare minimum, and the resulting gameplay's pretty cool—it's a thinking-man's bloodbath as you sometimes whip ass personally and sometimes provide covering fire while your units take the heat.

The 14 single-player missions can be wrapped up fairly quickly, so two-player split-screen deathmatches are what this game's about. *Uprising X* offers five cool multiplayer modes ranging from a regular Deathmatch to a hilarious competition to see who can run over the most infantry with their tanks. Intuitive analog control means that your

wraith and citadel handle responsively, but if you're stuck with a regular controller, it's a chore.

## Foggy Bottom

Visually, *Uprising X*'s graphics are like trying to get a tan on a San Francisco beach: There's too much damn fog! It unfairly cloaks enemies, it makes it easy to get lost, and it's just plain lame. Fortunately, the frame rate rocks at a wickedly fast pace, and the landscape, tanks, bombers, and the like look fairly slick.

As for sounds, the weak, corny voices will make you leap straight into gameplay as fast as you can. The cool sounds of combat and the decent tunes prevent you from diving for the Mute button, though.

## X Factor

All told, *Uprising X*'s interesting blend of action and strategy pushes the game above its other serious flaws. It ranks as a great weekend rental for most gamers and a decent purchase for those who really get stoked by multiplayer action.



**No fighting here—it's a battle to see who can mow down the most infantry before the clock runs out!**



**PROTIP:** When your wrath or citadel is attacked, launch units at the enemy and use them as cover while you both take out your adversary.



**PROTIP:** Send in infantry to attack enemy citadels and factories—their demolition abilities get the job done in a hurry.



**PROTIP:** After a battle, use your citadel to repair damaged factories and units, including your wrath. Go into Building mode, highlight the second icon from the right at the bottom of the screen, and tap L2.



**PROTIP:** When you're defending a citadel, use the citadel's guns instead of the wrath's—they're much more powerful.



**PROTIP:** Circle-strafe to dodge incoming fire while dealing out death: Use the tank's lateral strafing movement to circle an enemy while keeping your guns pointed at them...and firing.

**PROTIP:** Don't waste firepower on enemy infantry, just run them over.

**GRAPHICS** 3.5

Who else is sick to death of fog? Sadly, *Uprising X*'s rocketlike frame rate, sharp scenery, and respectable vehicle models are shrouded in a dense fog that really hampers the gameplay.

**SOUND** 3.0

While the weapon effects sizzle and the music's appropriately intense, the cheesy character voices will really get on your nerves. The worst offender is Sergeant Jepp, who barks out a bad imitation of *South Park*'s Officer Barbrady.

**CONTROL** 4.0

The Dual Shock controller's a must with *Uprising X*—the twin joysticks deliver sweet control that requires a fine touch. If you're stuck with the less responsive directional pad and buttons, it just won't be as much fun.

**FUN FACTOR** 3.5

A cool combo of first-person tank combat and real-time strategy, *Uprising X* succeeds best at split-screen multiplayer battle. With a lot less fog and a little more pizzazz, *Uprising X* would've rocked.



The Fighting Red Demons

Brian Jackson  
209 Redwood Shores Parkway  
Redwood City, CA 94065



Dear Mr. Jackson:

Thank you for your interest in our Men's Basketball Program. We appreciate your enthusiasm, especially the part about "giving your left kidney" for a national championship. Unfortunately, we've just recruited 4 All-Americans. So we don't need the services of a 5'8", 132 lb. power forward with "mad game." Even if you can "take your little brother to the rack at will."

If you still want to experience all the emotion and excitement of big-time college basketball, we suggest you buy March Madness 99, the new video game that puts you on the floor with over 100 Division 1-A teams. (See attached.)

Sincerely,

Dave DeMartini  
Head Coach

PS: If you can't handle the competition, you're welcome to try out for our pep band.

E.A.U. 1000 Sansome St. San Francisco, CA 94111 "Welcome to Demon Country!"



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NOAA  
**MARCH  
MADNESS  
99**

If it's in the game,  
EA  
SPORTS  
It's in the game.

# Poitter's Point 2

Poy Poy (Poitter's Point in Japan) still ranks as one of the best multiplayer contests on the PlayStation—and the Japanese-only sequel does it proud.

Like its predecessor, Poitter's Point 2 is a bizarre Bomberman-style action game of kill or be killed. Trapped in a 3D arena with three other contestants, you'll have to grab whatever's nearby—mostly bombs, boxes, and boulders—and hurl them at your opponents. It's addictive in four-player tournaments, but frustrating in single-player mode due to the extremely challenging A.I.

Sixteen characters gather in the sequel, along with 23 "gloves" that

◀ **PRO TIP:** Evasive maneuvers are very important. Roll out and jump away from incoming attacks.



BY BAD HARE

Published by Sony Computer Entertainment  
Price not available  
Available now  
ESRB rating: Not rated  
Japanese import (very little English). Multiplatform compatible. 16 characters, 23 gloves

Available now (as Japanese import)  
Action  
4 players

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

empower players with special attacks. The gameplay is unchanged, but this Japanese release features almost no English, so you'll have to be familiar with the original game to really appreciate it. Still, high-res graphics, cartoonish sounds, and the expanded tournament and co-op modes make this a worthy import for fans of the first Poy Poy. **G**



◀ **PRO TIP:** Always seek the high ground in any arena, particularly in the Park.



**KENSEI: SACRED FIST** may be a blatant rip-off of Tekken 3, but at least it captures the spirit and splendor of its model—or at least some of it.

Kensei offers a total of 22 characters, each with multiple costumes and special moves. There aren't any silly throws here—this is fist- and footcuffs all the way. The combatants move fluidly and feel real, but the action is slower paced than Tekken 3, and many of the controls seem sluggish at times. This may be because the combo system requires button pushes long before the move is executed (again, due to the slowness of the action).

Luckily, with a great variety of environments and a whopping 13 hidden characters to unlock, Kensei offers a good deal of action and replayability. Plus, its soundtrack is right out of Tekken 3: melodramatic Japanese pop with silly taunts and punishing effects. Fighting fans waiting for a respectable fighting title on the PlayStation should check out this game. **G**

◀ **PRO TIP:** For Kornelia's Spear Shot, tap →, →, R. It'll put some distance between you and your foe.



BY BOBA FATT

Published by Konami  
Price not available  
Available now  
ESRB rating: Teen  
Vibration compatible: Training, Time Attack, Survival, Versus, and Tournament modes. 22 characters (9 immediately playable)

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	3.5



◀ **PRO TIP:** Hentz is a formidable character because his combos are easy to execute. Keep tapping away on the Punch button to inflict brutality!

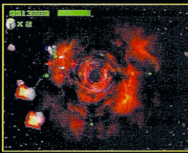
# ASTEROIDS

**TEENAGERS WEANED ON** Asteroids are probably already dealing with hemorrhoids—nevertheless, Activision has spiffed up the classic and brought it back for one more assault on your virtual behind. Can the retro gameplay compete with today's high-tech delights? Nope. And it shouldn't have to.

Let's face it: If you aren't a retro gamer, you have no place on this chunk of floating space-rock. The 1998 version of your father's video game just dresses up the familiar formula: Polygonal asteroids and cool lighting effects replace the old vector graphics, while stereophonic explosions now complement those high-pitched ferret-fart laser sounds. Plus, the hyperspace and thrust offer pinpoint analog response and rumbling feedback.

Asteroids also offers five semi-interactive environments, each of which advances through 15 levels of difficulty. There are some icky alien menaces and a cool level where you have to save Earth, but, ultimately, like the name, the game is still the same. **G**

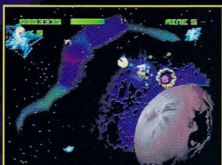
◀ **PRO TIP:** Go after bonus items only if the screen is nearly empty. Watch out for lingering crystal asteroids—they'll regenerate and cause more trouble.



BY BOBA FATT

Published by Activision  
\$39.99  
Available now  
ESRB rating: Everyone  
Dual Shock compatible. 5 environments with 15 levels each

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.5



◀ **PRO TIP:** As in classic Asteroids, you'll want to stay still and in the center of the screen. Use flip and thrust in tandem to stop yourself.



HALF  
ROCK

HALF  
MONKEY

ALL HERO!!



With an eye for excitement and a nose for nonsense, Monkey Hero is one funky monkey. Join Monkey as he explores massive dungeons and battles legions of baddies in a crusade to restore peace among the Three Worlds. It's a good thing he's one tough monkey.



**TAKETWO**  
INTERACTIVE SOFTWARE

ESRB  
E  
EVERYONE

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PlayStation

blam!



Published by Acclaim  
\$29.99  
Available now

Action/puzzle  
1 player  
ESRB rating: Everyone



## JAPANESE GAME

Developers come up with some of the coolest (and weirdest) ideas on the planet. Mr. Domino is one such example—it's a clever, if linear, puzzler unlike any other. As the titular piece of gaming equipment, you run around 3D obstacle courses made up of food packages and other strange stuff, activating traps and puzzles by laying and toppling dominoes into triggers placed on the floor. All is well animated, and the upbeat tunes are as quirky as the game. The 3/4-overhead perspective makes controlling Mr. Domino challenging but surmountable.

Though the one-false-move gameplay may turn off some puzzle fans, and the linear problem-solving makes it merely a solid renter, Mr. Domino's unique charms make it worth playing. **G**



**PROTIP:** Set off two traps at once by laying out dominoes from where one puzzle ends to where the next begins.



**PROTIP:** You can still steer after you step on a blue zipper-tile.



Published by Hasbro Interactive  
\$39.99  
Available now

Game show  
3 players  
ESRB rating: Everyone



## WHEEL OF FORTUNE

HOW MUCH HIGH-TECH glamour does a video game conversion of the TV game show *Wheel of Fortune* need?

Very little, according to Hasbro Interactive. *Wheel* offers grainy digitized video, bare-bones graphics, muffled sound effects, choppy voices, and, best of all, very strange Dual Shock support for the spinning effect of the wheel. Vanina White looks like she's being broadcast over a distant UHF channel, while the game's opening video might be streaming across a Commodore 64.



**PROTIP:** To stifle opponents, solve the puzzle even if you have little money.



**PROTIP:** You know the drill—the letters to start with are R, S, T, L, and N.

But somehow the gameplay captures the spirit of the show perfectly—even though Pat Sajak is a PlayStation no-show. With over 2000 puzzles and myriad prize variations, *Wheel of Fortune's* excitement can go on for hours—or until you scream, "Please, make it stop!" **G**



Published by Hasbro Interactive  
\$39.95  
Available now

Game show  
3 players  
ESRB rating: Everyone



## JEOPARDY!

AT LAST, PLAYSTATION owners can stream with announcer Johnny Gilbert, "This is Jeopardy!" and know that it's true. For once, a console TV game show lives up to its license.

The esteemed Mr. Gilbert and host Alex Trebek lend their talents to the 32-bit version of *Jeopardy!*, challenging fans with 3500 questions created by the show's writers. The PlayStation delivers the show's visual panache, and an easy interface makes spelling out the answers fairly comfortable, helping you complete lengthy phrases so there's less hunting for letters. Some of Alex's sound bites seem forced and silly, but most of the time he's on target. And occasionally, the game is inconsistent—a misplaced "th" can lose you money, and spelling always counts—but by and large, this is more fun than shouting at the TV. **G**



**PROTIP:** Mash on X early to ring in first—there's no lockout period as on the TV show.

**PROTIP:** To save time, press R1 to accept the computer's guess for what you're in the middle of typing.



Published by Hasbro Interactive  
\$39.95  
Available now

Board game  
6 players  
ESRB rating: Everyone



Classic and enhanced versions, driving sequences, slide shows



**PROTIP:** If you opt to buy stocks, then do it right away. The longer you wait, the less shots you'll have to recoup your investment.

## THE GAME OF LIFE

AH, NOW THIS is what PlayStation owners have been salivating for: the virtual translation of the board game, *The Game of Life*. Unfortunately, this video game will make gamers...bored.

The console port of *Life* spruces up the traditional game, offering driving sequences as you race through adulthood and slide show "animations" for each turn's event. As you progress, the music, cars, and vehicles change to reflect passing decades. Big deal. The whole thing is so relentlessly slow, you'll turn everything off just to get through one of the endless games.

In addition to classic *Life*, you can play an enhanced version of *Life*, which drops in some side games—and which is the only reason to consider the video game version. In fact, if *Life* for the PlayStation sounds exciting, it's time for you to...get a life. **G**



**PROTIP:** Insurance is important—don't get ruined by your cheapskate ways!

# THE KIDS ARE BACK!



Race your friends in the improved multiplayer mode and find out who really is King of the mountain!

New control interface allows for insane trick combinations!

Find the all-powerful Dragon Board, plus 17 others to speed your way down the slopes!

Use over 10 ingenious power-ups to get ahead of the pack!

Race on a multitude of terrains! Such as underwater, uphill, and Outer Space!

## Snowboard Kids 2

NINTENDO 64



Only For



Game Boy Advance



1-4 Player Simultaneous



EVERYONE  
E  
6+



EVERYONE  
E  
6+



EVERYONE  
E  
6+



EVERYONE  
E  
6+

NINTENDO 64



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*(Ready for level 2?)*



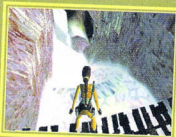
Plough through five continents with extreme prejudice. And a grenade launcher.



Discover what it takes to send shivers down your soul.



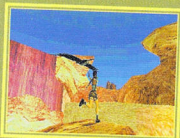
Kayak rapids and motorcycle your escape from environments that will lose your mind.



Check your gut in manic, eyeball-blistering action.



Enjoy international diplomatic immunity with a set of 9mm's as your passport.



Annihilate your way through 15 levels of high-res mercilessness.

**TOMB  
RAIDER**  
ADVENTURES OF  
LARA CROFT **III**

EIDOS  
INTERACTIVE



Published by Acclaim  
 \$59.95  
 Available now  
 First-person shooter  
 4 players  
 ESRB rating: Mature  
 20 multiplayer characters, Bumble Pak compatible

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.0	3.0

**T**HE FOUL-MOUTHED HEROES of TV's hit 'toon, *South Park*, have finally arrived on the N64—but when fans look past the license and actually play this lackluster first-person shooter, in the words of Eric Cartman, they're going to be so...pissed...off!

### HANKY'S COMET?

Like any given episode, the game starts with a far-fetched premise: A comet is on a collision course with South Park, setting all manner of weird events into motion—like giving the town's turkeys bloodlust or unleashing mutated clones into the streets. It's up to you—playing as Stan, Kyle, Cartman, and Kenny, all at once—to face each challenge with dodge balls, foam-dart guns, cow launchers, and



**PROTIP:** Collect toilet plungers after you shoot them—they're reusable.



### GRAPHICS 4.0

The construction-paper characters make the transition to polygonal models beautifully, but that doesn't excuse the shameful fog on the horizon. Come on—where's all the horsepower from the Turok engine going, anyway?

### SOUND 5.0

The perfectly naughty character voices will sing a church lady's ears, while the gleefully inane doctor's-office version of the *South Park* theme may actually cause brain damage.

### CONTROL 4.0

*South Park* comes loaded with preset controls that cater to the two big first-person shooters, *GoldenEye* and *Turok*. Both setups prove responsive, and it's easy to switch between them.

### FUN FACTOR 3.0

While seeing—and blasting—all of the show's characters in 3D is cool, there's really nothing to do in *South Park*. This one's strictly for hardcore Mr. Hanky fans with low gameplay standards.



other wacky weaponry.

Now if only the quest was fun. There are only three basic kinds of enemies, and most of the time you'll have to back-track through the level chasing them down, which makes progress needlessly slow. However, finishing the levels is the only way to unlock the game's many multiplayer characters. There are no side quests and no puzzles to solve; it's chal-

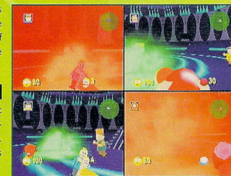
lenging, but unrewarding, gameplay. You can shoot toilet plungers at waves of carbon-copy enemies only for so long before you want to tell the creators to take their turkeys and stuff 'em.

**DUDE, THAT'S SICK!**  
 The game is full of appropriately lowbrow humor and some amazingly coarse language, including many dirty words never before heard on a Nintendo system. All the character dialogue was sampled by creators Matt Parker and Trey Stone, so it's authentic and hilarious.

The little runts look great in 3D; even the TV show hasn't offered us a three-dimensional view of Cartman's fat ass. The town looks good, too, when you can see it; there's a dreadful and inexcusable fog sitting just a few dozen feet in front of your character at all times. At least the controls are comfortable.



**South Park's in-game cinemas would make a cool episode on their own!**



**PROTIP:** Be careful after tossing a Terrence & Phillip doll; the resulting fart cloud can damage you, too.

► **PROTIP:** Powered-up dodge balls make excellent weapons in enclosed spaces—they're fast and bouncy enough to score lucky ricochet hits.

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there's a dreadful and inexcusable fog sitting just a few dozen feet in front of your character at all times. At least the controls are comfortable.

### "SCREW YOU GUYS, I'M GOING HOME"

The four-player mode saves the game's replay value, but is it too much to ask for an enjoyable single-player experience as well? Unnecessarily repetitive gameplay reduces *South Park* to yet another licensed cash-in.



**PROTIP:** Cows will charge you on sight and knock you backwards. Backpedal and fire like mad.



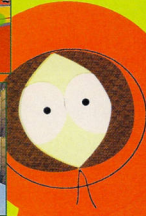
**PROTIP:** Snowballs are infinite, and throwing them doesn't slow you down. You'll hurt them faster by simply holding down the Fire button.



**PROTIP:** The prime directive on any level should be to blow up the tanks before they can escape and destroy the town.



◀ **PROTIP:** The best weapon in the multiplayer game is the Alien Dancing Gizmo. Use it to immobilize enemies, then hit them with whatever you have!





# Ok Pops,<sup>TM</sup> one more time:

kiss off the 5-Ball, bounce off the pacemaker, around the dentures,

down the walker, **over** the adult diapers, across Martha's cat, back on the table to the 9-Ball

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- Grand Total of 14 different games

- Music CD Option: insert an audio CD of your choosing to enjoy your favorite tunes while chalk'in up the old cue

- Seven unique modes to choose from: Story, Pocket game, Carom game, Practice, Trick shot, Speed, Technical

- Vibration function compatible



ASCII



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# BATTLE TANKX



BY SCARY LARRY

Published by 3DO  
\$39.95  
Available now  
ESRB rating: Teen  
Rumble Pak compatible

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.5	4.5



**PROTIP:** Blow up abandoned vehicles. If you leave them in the street, you may have trouble crushing them when you're running from another tank.

**G**ET READY for some rip-roarin', barn-burnin' explosive tank action from 3DO. Battle TankX blows up the N64 with great gameplay and ferocious multi-player action.

## Tank for the Mammaries

Only a few scantily clad "virus-resistant" women are left on post-apocalyptic Earth...and you must defend them with tanks! Although the cheesy story line doesn't do the game any favors, you may find yourself battling for the controller of this season's sleeper hit.

The single-player action is simple—you blast through various strongholds, trying to take back territory from vicious street gangs who won't let go of it easily. You command a standard M1A1 Abrams-type tank (as well as a Goliath Rail tank) through 17 territories, blowing up buildings, opposing tanks, enemy fortresses, and even some familiar landmarks, like Fisherman's Wharf in San Francisco.

## Solid Metal Gears

Battle TankX has lots of explosive graphics and cool weapons effects, like guided missiles that take the camera for a short ride or lasers that turn battle structures into rubble in one shot. Unfortunately, the copious amounts of fog dampen the experience, causing the environments to look pretty much the same, especially during the heat of battle.

The game's sound kicks ass, though, as it should

in any tank title worth its weight in ammo. Bass-heavy quaking explosions, grinding metal gears, and the annoying ping of bullets hitting your vehicle all satisfy the genre's prerequisites.

TankX's controls are simpler than you may expect. Although the turret moves independently, it's easier to steer the tank and fire at the same time. Thankfully, you have only one button to deal with when cycling through your weapons.

## Battle for Your Money

Although the battle for this season's holiday dollars may have wavered between *Turok 2*, *Zelda*, and *Rogue Squadron*, let's hope you saved some dough to enlist in this fine derby of destruction. Don't let Battle TankX get lost in the shuffle. **S**

**◀ PROTIP:** Discolored walls are destructible and usually conceal power-ups. Go in with your turret hot—there's always a gunner behind the wall.



**PROTIP:** Whenever you find a shield in the Queenlord Rescue missions, proceed directly to the opponent's fortress and take on the Goliath tank.



**PROTIP:** In The Tunnel, take the path on the right side of the screen. Destroy the abandoned police cars at the end to receive an extra tank.



**PROTIP:** If you're at full health, try nudging a land mine with your tank, then quickly back off (you'll take some damage). You'll probably set off a chain reaction that will destroy other mines, which in turn will reveal power-ups.



**◀ PROTIP:** In dense urban areas like State Street, destroy as many buildings as possible to get a bead on any oncoming enemies.



**PROTIP:** Always watch the radar for new tanks. Go to the point of origin and destroy the bunker to stop more tanks from regenerating.



### GRAPHICS 4.0

Fog. It's everywhere, and it really interferes with the respectable scenery and awesome-looking explosions. Although you may recognize some areas and be able to distinguish the sharp enemies, a little farsightedness would have helped Battle TankX.

### SOUND 4.5

Your TV will tremble at the bass that Battle TankX has in store for it. The only thing missing is some voice-overs—especially some well-placed screaming.

### CONTROL 4.5

Although you won't have any trouble picking up the "plug and play" controls, you'll find getting out of tight spots annoying. Maneuvering around land mines is a hassle, too.

### FUN FACTOR 4.5

Battle TankX is one of the better multi-player games out there, but even in Single-Player mode, the tank-based mayhem gets brutally intense. Nothing beats an afternoon or two of all-out destructive action, and Battle TankX handily fills that void on the N64.



LONG AGO, A SMALL COUNTRY WAS DESTROYED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...



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LET THE  
SLAUGHTER BEGIN.

# DESTREGA™



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**FIGHTING FORCE PUTS** up its dukes again, this time on the Nintendo 64. However, if you've played this old-school beat-em-up on the PlayStation (think Streets of Rage in 3D), you won't be impressed.

# FIGHTING FORCE

## Forced Cameras

Although the game looks better on the N64, it still has some very PlayStation-esque problems like poor camera angles and cheap-hit enemies. The action is simple button-mashing fare that gets completely dull after a few levels. In addition to your fists, you'll find a few other weapons, such as bottles, bazookas, handguns, and pipes. They won't make much of a difference, though, as each can be used only for a limited time, and the waves of enemies the game throws at you are relentless.

As for features, FF's sound puts up a brave front with clear grunts and groans, but not much else, while the graphics offer solid but bland 3D landscapes and bad



**PROTIP:** When the going gets tough, use your sweep move to clear out a rat-pack of enemies—but make sure you have the health to spare (this tactic uses energy from your health bar).

guys. The nasty camera angles hurt this game the most as they swing around the screen from side to side, pinning your character against the wall in some cases. Even though you can play as two tough guys or two pugilistic chicks, FF's still not nearly as fun as Streets of Rage was on the Genesis.

## Fighting Chores

Although it tries to talk the talk, you won't feel like putting up much of a fight with Fighting Force—unless you enjoy mindless, repetitive brawlers. Save your money for tastier fare, like *Zelda*. **B**



BY SCARY LARRY

Published by Eidos  
\$59.95  
Available now  
Action/adventure  
2 players  
ESRB rating: Teen  
Bumble Pak compatible, four selectable characters

Graphics	Sound	Control	Fun Factor
4.0	3.5	3.0	3.0



**PROTIP:** Beware when using Smasher: He's tough, but very slow and hard to handle. Use him in the two-player slugfest, but not in the regular game.



**PROTIP:** Don't pick up items when enemies are near, or you'll get whupped on in the process.



**PROTIP:** Everything is destructible. Destroy hot dog stands, soda machines, fire extinguishers, or anything else that stands in your way to score bonuses and power-ups.

**SURPRISE!** CAPCOM'S DEBUT N64 title isn't a hardcore brawler or a zombie-infested adventure, but a Disney-themed Tetris puzzler. Although it injects new life into the steadily fading Tetris formula, the youth-oriented Magical Tetris Challenge probably won't appeal to most post-adolescent gamers.

# MAGICAL TETRIS CHALLENGE

## WICKY DOES TETRIS

The uninspired story has Mickey, Minnie, Donald, and Goofy investigating the origin of a mysterious glowing rock... whatever. When it comes to gameplay, competitive Tetris matches are the focus of the Story mode, but Endless Tetris and Updown games are available to those who wish to play traditional versions of the brainteaser. An engaging and fast-paced two-player mode rounds out the puzzle package.

While admittedly a glossed-over update of the original, Tetris Challenge does add a handful of unique features. New shapes, block-clearing magic spells, and the useful "temporary landing system" which casts guiding shadows under falling



**PROTIP:** Stagger your block arrangement enough so that you can rapidly clear single lines of blocks as combos.



**PROTIP:** If the end is near, try to clear a few lines and charge your magic meter. A fully charged meter will clear most of the offending blocks.



BY VICIOUS SID

Published by Capcom  
\$54.99  
Available January  
Puzzle  
2 players  
ESRB rating: Everyone  
Bumble Pak compatible, four selectable characters

Graphics	Sound	Control	Fun Factor
3.5	3.0	5.0	4.0

blocks, are welcome additions to the tired Tetris gameplay.

## LOOKIN' GOOFY

Clearly not a blue-ribbon example of the N64's graphical prowess, Tetris Challenge still gets the job done with simple, pleasing visuals and detailed, often humorous character animations. The controls are tight and responsive, while the button layout is intuitive. The appropriately cartoonish sound effects and music aren't going to win awards, but the real offense here is the complete lack of character voices.

For older Disney and Tetris addicts, Magical Tetris Challenge is a blessing in disguise. Ironically, the merciless computer player will frustrate younger kids. Curious gamers, however, will be satisfied with a quick weekend rental. **B**



**PROTIP:** When playing against the computer, try to wait out the storm. Playing like a speed demon will rack up points, but will also raise your opponent's magic bar.



Prepare to meet your doom: Donald does Tetris.

# 2 ISSUES. 1 CD-ROM. NO STRINGS.

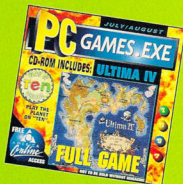
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## Risk Zip.

(Grin.)

**AH, VIDEO BOWLING.** A recipe for boredom, right? The cute Milo's Astro Lanes proves it doesn't have to be, offering cool visuals and a cure for the stuffy reputation that bowling sims usually earn.

## Cosmic Bowl

Milo's takes bowling into the stratosphere with robots and aliens rolling strikes on the volcanic lanes of Venus, down the tongue

and into the mouth of an alien, and across other bizarre (and bumpy) locales. Up to four players can bowl together, each choosing their own persona and ball design.

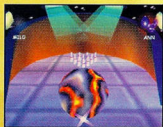
Where Milo's really gets jiggy is in its game-play tweaks. Colored stars littering the lane can be tagged for power-ups like super speed, size increases, and clone shots that make one



**PROTIP:** Save your done power-ups for tricky splits.



**PROTIP:** Less power will let the ball curve more; more power gives you straighter, faster shots.



**PROTIP:** A giant ball power-up sent straight down the middle will give you a strike on the early lanes, but it won't take out a 7-10 split.



Published by Crave  
\$59.99  
Available now  
12 lanes, 6 characters, Rumble Pak support

Fantasy bowling  
4 players  
ESRB rating: Everyone



ball split into three. They also yield nasty attacks like making your opponent's shots bounce, shrink, or explode. The lanes get progressively harder, and after you defeat a computer opponent, you'll get a chance to tackle a trick shot.

## Pixel Trip

The pin physics are mostly accurate (there are a few

anomalies), but the analog control could be more precise; sometimes it's hard to aim your shot at the exact spot you want. The psychedelic anti-aliased visuals and funky sci-fi lounge soundtrack earn Milo's extra style points: the game's polygonal characters are nicely animated, and you'll be humming the otherworldly tunes whether you like it or not.

Milo's Astro Lanes isn't exactly high-octane thrills—come on, this is still bowling—but its quirky brand of fun will help pass a rainy afternoon...and without uncomfortable rental shoes.



**PROTIP:** Snagging the stars will adjust the ball's trajectory slightly.



**PROTIP:** Press the R trigger to zoom in and aim your shot before you roll.



Published by THQ  
\$54.99  
Available February  
9 courses, 13 body styles

Racing  
4 players  
ESRB rating: Everyone



**PENNY RACERS SPUTTERS** onto the N64 racing scene with simplistic graphics, unimaginative sound, and unresponsive controls. Software like this just drives you crazy!

## Penny Racers

Modeled after the popular toy line, Penny Racers blends the themes of the comical Super Mario Kart and the flexible Rush 2, yet keeps none of the quality of those games intact. While you can buy a handful of vehicles and special weapons, the game's sole innovation is allowing winners to cannibalize the parts of the losers' cars. The coolest feature is the track editor which lets you design your own course.

Penny Racers is a cartoony, graphical fender-bender with chunky, featureless cars and cardboard-cutout landscapes. The continuous high-pitched whine of the cars' engines and the brain-scrambling background tunes set your teeth on edge, while the mushy controls fare little better. N64 race fans should stick with Mario Kart and let this Penny gather dust.



**PROTIP:** Feel free to careen into walls and bump into other cars for boosts as your vehicle takes no noticeable damage whatsoever.



**PROTIP:** In the multiplayer mode, equip your car with weapons like land mines and smoke screens to bewilder tenacious opponents.



Published by Westwood Studios  
\$44.99  
Available now  
10 games, multiplayer mode for select games

Casino/gambling  
4 players  
ESRB rating: Everyone



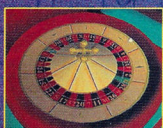
**INTERESTED** in a non-medical remedy for chronic insomnia? Look no further: Golden Nugget's uninspired collection of casino games will numb your mind seconds after viewing the title screen.

Card sharks may admire the wide variety of available games, which range from blackjack to slot machines, but Nugget lacks the innovation to make you spring for this cart instead of a handheld gambling toy. If that's not enough to scare you away, Nugget's casino gambling is poorly presented. The game sports some nice, if simplistic, 3D graphics, but many of the card games lack sharp detail and intuitive organization. The sounds are hypnotically dull, and the average controls are a disappointment.

Gamers expecting thrills should place their bets elsewhere. This Nugget is anything but golden.



**PROTIP:** It pays to know the rules (it's Start). Some casino games have important nuances, like the ability to buy insurance in blackjack.



**PROTIP:** For the envious money, stick to simpler games such as blackjack, video poker, and roulette. Slot machines are generally a waste of time.



The odds of surviving the inevitable electrocution,  
or recovering well enough to explain this thrill to one's friends  
are precisely one in 1,327,758,259.

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Available February 1, 1999.  
Date subject to change.



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Published by  
Acclaim Sports  
\$59.95  
Available nowBY THE  
ROOKIEBasketball  
4 players  
ESRB rating: Everyone  
Fantasy draft, Skills Contest mode with three-point  
shootout and free-throw tutorial, create-a-player  
mode

# NBA Jam '99 Is Second-String Material

PLATFORM

Nintendo 64



SPORT

Basketball



## NBA JAM 99

**A**CLAIM SPORTS IS revamping an old favorite in hopes of bringing b-ballers the most complete N64 hoops experience yet. But even though NBA Jam '99 sports slick graphics and cool arcade-style features, its occasionally sluggish action and frustrating control ruin the show.

### Shut Up and Jam

Jam '99 steps in the gym with a respectable lineup of features and gameplay modes that'll appeal to any roundballer. Aside from the usual play modes and standard lineup of pro teams, players (minus The Man), and stadiums, hoop-heads can crush up on their free throws and compete in a three-point shootout in the Skills Contest or crash the hardwood in the raucous no-holds-barred jam mode.

If you're familiar with the classic two-on-two slamfest, then you know what to expect: No rules and no fouls, just straight up smash-mouth hoops. But unlike in the Jam of old, you field a team of five guys, not two, and there isn't an option to turn on those outrageous hot spots that gave you more than two points for a bucket. There are, however, some crazy dunks goin' on, including high-flying somersault rim-shakers and between-the-legs Kobe Bryant-style slams.

### Three-Point Brick

Unfortunately, like QB Club '99 before it, Jam's excellent hi-res graphics can't mask its shoddy game play. At times, Jam plays exceptionally well as players move to the right spots on the court to set up for an open jumper or a monster slam. At other times, however, players wander the court looking like they got lost on their way to the concession stand. Not only is this aggravating, but it totally slows down the pace of the game.

Jam also suffers from less-than-adequate control. While it does provide icon passing and an easy-to-use alley-oop command, the

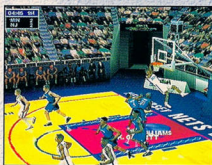
controls are sometimes slow to react when you want to switch players on defense. And when you're on offense, players tend to walk after receiving a pass instead of sprinting to the hole, giving the defense a chance to drop back and snuff the play.

### Houston, We Have a Problem

Acclaim Sports is making great graphical strides, and Jam '99 is really close to being an excellent game. Yet, when it comes down to it, gamers are looking for more than just excellent hi-res graphics and awesome animations—gameplay is the key, and this game isn't up to championship speed. Stick with Live '99—its fast gameplay and wealth of features slam this Jam. **S**



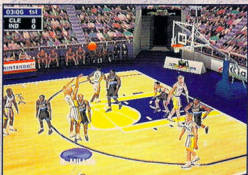
**PROTIP:** Jam's alley-oop is easy to use and very effective. When you have a man chillin' down low, simultaneously press right-C twice to slam home an easy deuce.



**The Jam mode offers solid arcade-style action.**



**PROTIP:** When playing in Jam mode, knock the ball carrier off his feet by simultaneously hitting the Z-trigger and the B-button.



**PROTIP:** If you have a scoring threat like Reggie Miller, use a screen to free him up for a three.

**► PROTIP:** When you pick the opposition's pocket, look to pass to your power forward streaking up court. Easy money.



### GRAPHICS

5.0

Jam '99 sports excellent hi-res graphics and killer dunk animations. The only hitch is that the game slows down when a gang of players is trying to snatch a loose ball.

### SOUND

4.0

The in-game effects are very solid and unobtrusive, while Jam's two-man commentary from Bill Walton and Kevin Harlan, although very repetitive, keeps pace with the action.

### CONTROL

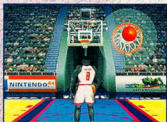
3.0

The control is a big downer: Defensive switches are sluggish, and the players tend to walk instead of run when they receive a pass.

### FUN FACTOR

3.5

The Jam mode makes for a good time if you want no-holds-barred arcade action, but Jam '99's control and game speed hamper the sim experience. Live '99 definitely offers the best NBA action on the Nintendo 64.



**PROTIP:** The Skills Contest is an excellent place to practice your free throws.



# Tiger Woods '99

## 2nd on Leaderboard

PLATFORM  
PlayStation



SPORT  
Golf



**L**IKE ITS REAL-LIFE namesake, Tiger Woods '99 sometimes succeeds smartly... and sometimes shanks off-course. The latest in EA Sports' PGA Tour Golf series unveils slick features, innovative controls, and entertaining gameplay—if you can put up with the slow frame rate and disappointing graphics.

### It's Not in the Game

Starting with the bad news, EA Sports continues to struggle with one of the most basic elements of video games: the frame rate. Like Triple Play '99 and NHL '99 before it, Tiger's frame rate is just plain stuttery and slow. Fortunately, as with NHL '99, it doesn't interfere catastrophically, but it's very disappointing to see EA Sports continuing to neglect such a key element of gaming.

Tiger gets a lot right, however, starting with the sweet lineup of features. Golfers can play as one of eight PGA pros like Mark O'Meara, Craig Stadler, and, of course, Tiger Woods (unfortunately, there's no create-a-golfer option, which bites). Along with standard modes like Stroke, Skins, and Fourball, players can get into season action with the awesome Tour mode, which mimics a mini PGA season on the game's five courses.

The controls also rock. A new analog swing makes the game less about timing and calculation and more about sweet touch as you waggle the joystick on the Dual Shock controller to crank the ball. Of course, the standard three-click swing returns, accompanied by cool extras like peeking down the course in real time to aim your shot or adding draw, fade, backspin, or topspin to your shot as the ball whistles through the air.

### At the Tee

Graphically, Tiger sports fluid animations and killer camera angles that follow the ball off the tee and down the fairway in real time. Unfortunately, the effect's spoiled by bad pixelization throughout the courses and a weird shimmer around the golfers as they move.

As for sounds, Tiger's better with everything but the background noises turned off. There's no commentator to call the action, and who wants to listen to weak hip-hop tunes while golfing?

### Hot Shots Still Tops

If you're willing to tolerate Tiger's sizable flaws, the tight controls and cool features combine for gripping gameplay, especially at the challenging Pro level. But unless playing with the pros really matters to you, Hot Shots Golf remains at the top of the PlayStation leaderboard. **S**

# TIGER WOODS '99



Published by  
EA Sports  
\$44.99  
Available now

5 courses, 8 PGA pros, Tour mode, analog swings

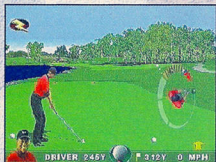
Golf  
4 players  
ESRB rating: Everyone

Graphics

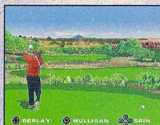
Sound

Control

Fun Factor



**PROTIP:** When you earn the Tiger Charge with three subpar holes, take advantage of the momentum boost by going for riskier shots.



**PROTIP:** When you flush shots off the tee or from the fairway, add draw or fade (tap → or ←) to correct the shot while the ball's in the air.



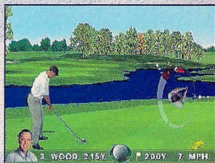
**PROTIP:** When putting, use the cross-hatched lines in the turf to line up the target.



**PROTIP:** If you go for the "on fire" shot (hit max power and accuracy dead-on on the swing meter), be sure you've aimed your shot correctly to allow for the extra distance, or you'll end up in the rough.



**PROTIP:** If you accidentally overpower your shot, minimize the mistake by laying on backspin (tap ↓) to stop the ball where it lands.



**PROTIP:** Push for distance on the first two shots of par 5 holes—if you make the green in two, you can putt for an eagle or at least a birdie.

### GRAPHICS

3.0

Tiger's graphics are really uneven: Awesome camera work trails the ball in real time, but the sputtering frame rate spoils the effect. The golfers' animations sizzle, but their poorly defined shapes shimmer oddly, and the scenery's plagued with too much pixelization.

### SOUND

3.0

Tiger's sounds stumble, too: The lame hip-hop beats are totally uninspired to golf, and the lack of a commentator is a real downer. If you turn it all off and just listen to the background effects, though, you'll have a pleasant day on the course.

### CONTROL

4.5

Solid controls shine through the game's other flaws to make Tiger a fun round of golf. The standard three-click swings work smoothly, and the new analog swing (which uses the joysticks on the Dual Shock controller) offers an intriguing yet refreshing challenge.

### FUN FACTOR

4.0

While Hot Shots Golf still reigns supreme on the PlayStation, Tiger Woods '99 is a solid second choice, especially if you like playing with the PGA pros. Its strong features and controls help the gameplay shine through the lousy frame rate and flawed graphics and sounds.

## FIFA '99

PLATFORM  
Nintendo 64SPORT  
Soccer

**C**ONTINUING THE SERIES' tradition of excellence, FIFA '99 boots one into the net with another fine day on the N64 pitch. If you have a choice, the PlayStation version's definitely superior, but this game holds its own as the best soccer title on the Nintendo 64.

## Great Cross

FIFA '99 suffers from one significant flaw, and that's the chunky frame rate. The game's still perfectly playable, but c'mon—the N64's capable of much slicker speed.

Once you get used to that, FIFA '99 delivers a tough, rough match that's fun to play. The game focuses on club play, offering top teams like Manchester United and Bayern Munich from leagues in England, Italy, Brazil, and much more. While some soccer fans will be disappointed by the absence of the MLS teams, the world's top talent shows up, and FIFA '99 also packs in sweet features like the European Dream League, customizable cups and leagues, national



**PRO TIP:** The 360-degree spin (double-tap Z or R) is the most effective way to slip past defenders.



**PRO TIP:** Firing off a through pass (tap right-C) into the pack in front of the net for a one-timer shot is the best way to score.

Published by  
EA Sports  
\$54.99  
Available nowBY AIR  
HENDRIX

240 club teams, national squads, European Dream League, custom cups &amp; leagues

Soccer  
4 players  
ESRB rating: Everyone

teams, and excellent in-depth strategy options.

Refinements to the A.I. and controls make passing, tackling, and one-timers much more realistic and much more fun than in World Cup '98—overall, FIFA '99 is a much more solid game. Still, aiming passes with the analog stick isn't as on the money as it should be.

## Sweet Moves

Graphically, FIFA sports eye-catching, realistic players who bust off impressively lifelike moves, such as chesting the ball or stumbling after being tackled. The sound side also performs well with cool tunes by Fat Boy Slim, great onfield sound effects, and, yes, those same constipated British announcers.

All told, FIFA '99 could certainly use a better frame rate and some crisper passing, but those flaws pale in comparison to the game's overall excellence. It's the game N64 soccer fans shouldn't be without. **G**



**PRO TIP:** Stuff the offense with tight tackling. When timed correctly, speed-bursting up to the ball carrier (tap down-C) and then tackling them (tap B) strips the ball almost every time.

## Formula 1 '98

PLATFORM  
PlayStationSPORT  
Racing

**P**SYGNOSIS'S F1 SERIES has traditionally taken the checkered flag when it comes to sim-style racing on the PlayStation, but with Formula 1 '98, the franchise is starting to look a little worn. Even though the game's new developer, Visual Sciences, made some solid updates to the graphics and gameplay, Formula 1 '98 just can't compete with NASCAR '99 or the excellent Gran Turismo.

## Yellow Flag

The features remain as strong as ever. F1 '98 delivers all the tracks, drivers, and teams of the '98 season (except Jacques Villeneuve), and gamers can peel out in arcade or sim action. Respectable two-player split-screen action, decent car-setup options, an onscreen map (finally!), and season play keep this ride on the road.

But the problems begin with the visuals. Granted, F1 '98's frame rate, tracks, and cars look much better than they did in last year's F1 Championship Edition, but they just can't hang with current race leaders on the PlayStation—problems with pop-up, draw-in, and break-up all mar the show. Soundwise, the classic shriek of F1 engines returns, accompanied by solid in-race sound ef-



**PRO TIP:** Memorize markers that tell you when to begin braking for each turn. For example, at Turn 1 in Australia, begin braking just as you pass the last grandstand on the left.

Published by  
Psygnosis  
\$49.99  
Available nowBY AIR  
HENDRIX

16 tracks, Dual Shock compatible

Racing  
2 players  
ESRB rating: Everyone

fects, but the commentators are a little too quiet.

## Technically Tough

As far as gameplay goes, F1 '98's aimed squarely at the sim audience. Sure, there's an enjoyable Arcade mode, but it doesn't have the appeal of, say, Need for Speed III. The sim side lives up to its billing with intensely realistic, enormously demanding racing. Responsive controls, particularly the sweetly sensitive analog sticks, stand by you all the way.

All told, F1 '98 is going to find a loyal following among fans of technical, realistic racing. But it's just not well-rounded enough to appeal to most mainstream racing fans. **G**



**PRO TIP:** In Arcade mode, slam shamelessly into opponents and cut through grassy corners to quickly take the lead.



**PRO TIP:** Finish braking before you start to turn and gradually press down on the gas when you're about halfway through the turn.



# NCAA March Madness '99

## Dynasty in the Making

EA Sports is slamming the excitement of college basketball into the homes of PlayStation ballers everywhere with the follow-up to last year's hot title, NCAA March Madness '99.

The game's developer, Score Board Productions, has not only updated the player models and animations, but it's also looking to include everything a college fan could hope for. For starters, MM99 will include the Dynasty mode that was supposed to be in MM98, which will let you play several decades with your favorite school. To go along with this outstanding feature, you'll also be in charge of recruiting new talent to fill the spots left by vacating seniors.

Other awesome extras include accurate conference tournaments (including a Sweet 16 women's tourney), an Arcade mode, and a three-point shootout. In addition to the 107 men's and 16 women's Division I teams, you'll be able to hoop it up with 20 historical men's teams, including the Michigan team of '93 led by the Fab Five and the '82 Tar Heels with Mr. Jordan and company.



Developed by Score Board Productions  
Published by EA Sports  
Target release date: January

PlayStation

Hands-On



EA Sports is raising the college-hoops roof once again with the much-improved NCAA March Madness '99.

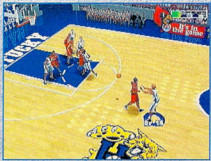
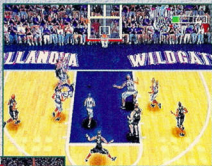
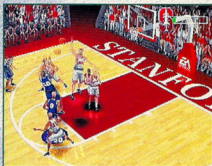
## Gimme the Rock, Fool!

The preview copy we fired up featured sweet-looking ballers and superb-looking stadiums. The player animations are more varied this year, including leaners, fade-away jumpers, cross-over dribbles, and in-your-face slams—and, yes, you can still break the

backboard. The only big problems in this unfinished version were the frame rate and the player control, which need to be fine-tuned before the game's release. Depending on how good 98's Final Four '99 is, NCAA March Madness '99 could very well end up with its second national championship.



# '99





## BRAVE FENCER

# MUSASHI

PlayStation

Allucaneal Kingdom is in danger—and you've been summoned to save the day. In Part One of our walkthrough, we'll give you the keys to survive Chapters One and Two of Brave Fencer Musashi.

By Robinson Hood

### Chapter One: The Journey Begins

#### the search for LUMINA



When the game begins, run through the forest and slay all your enemies. Be sure to collect every coin you can—you'll need them later. When you reach the three rocks in the road, push the middle boulder out of the way and continue walking forward.



When you come to the river with no bridge, turn to the left to face the enemy on the cliff above you. Hold R1 until your Attack bar begins to flash, then tap □ to throw your

sword at the enemy. When your sword hits him, rapidly tap □ to fill your Attack bar. When it's filled, you'll gain your enemy's power: This style of attack is known as Assimilation, and it's a skill you'll need to master to successfully complete the game. Now that you've acquired Gunshot from your enemy, tap ○ to shoot the logs on the opposite side of the river. Cross the river and fight your way to the statue. Strike the statue multiple times to advance to Spiral Tower.



When you reach Spiral Tower, walk up the ramp and head left. Destroy all the statues on the ramp. After breaking each one, step on the circles underneath them. After you stomp on the last one, run up the spiral mountain to the door at the top. Watch out for the rolling obstacles!



Go through the door and into the mountain, then run up the spiral walkway. When you reach the top, use your Assimilation attack on the enemy by the door. You've once again acquired Gunshot. Tap ○ to shoot the rope above the bell, then walk through the door on your right to exit this stage.



#### boss 1: STEAM KNIGHT



During phase one of the Steam Knight's three-phase assault, don't attack until the Steam Knight throws his ball and chain at you. Jump out of the weapon's way, and when it's embedded in the ground, run over to his foot and hit it with your sword. Continue this pattern, hitting the same foot (use Lumina's Rotation attack to inflict more damage) until the Steam Knight collapses. When he falls, hit his loincloth with your sword and continue striking him until he rises again. The Steam Knight will repeat his first attack pattern. This time, concentrate on hitting his other foot. When he falls, strike the green crystal on his body, then tap □ to pick him up and throw him through the wall.



Once outside, the attack's second phase begins. Repeat the same strategy as before: Wait for him to throw his ball and chain, then attack when he's helpless. Take out one leg at a time, hit the green crystal, then throw his metal ash through the second wall.

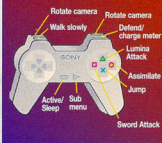


Run over to the soldiers and use Assimilation on one of them to acquire the Stun ability. Get the attention of one of the other soldiers and lure him to the platform on the ground. Tap ○ to stun him while he's standing on the platform; the force field around the sword, Lumina, will fade away. Grab the sword and get ready to run—that giant head is about to chase you!



After avoiding the head, the story advances (we won't spoil it for you) and you receive Lumina's Rotation attack. Hold R1 until your meter begins to flash, then tap △ to strike with a spinning attack. To hit enemies with a normal Lumina attack, tap △.

#### controller legend





In phase three, you battle the Steam Knight in a village. This time, he'll jump into the air and try to squash you. Watch for his shadow to anticipate where he's going to land, then jump away from him at the last second. When he misses you, a green crystal is exposed. Strike it continuously with your sword while avoiding the Steam Knight's jumping attacks and his ball and chain until you defeat him. After he's beaten, tap  to pick him up and toss him off the cliff.



## Chapter Two: A New Journey

### GRILLIN' VILLAGE AND SURROUNDING AREAS

After talking to the two men, head to the library and study up on the legend of Musashi, the Five Scrolls, and anything else you have time for. This information is important in understanding the history behind the game. Walk over to the gondola and slide down the ropes into the village.



When in Grillin' Village, press L2 or R2 to rotate the camera. Walk around the village to check out where everything is, then head south of the church to find the area where you'll see a man in the stocks and two paths. Take the path farthest from the man in the stocks—the path with the dead-end sign.



Follow the path straight ahead until you reach the large green diamond known as a Bincho Field. Stand next to the diamond and tap  to free the slave trapped inside.



Walk back to where the path began, then head east to the second path located near the man in the stocks. Follow the path to the northwest. Defeat the enemies and look for another Bincho Field hidden behind a tree to the northwest of the pond.



Walk around to the other side of the tree and use Assimilation to acquire the Hop ability from the floral enemy. Use Hop to jump over the thorns blocking the path to the north. When you reach the point where the path splits, head north. Cross the bridge and run past the three red mushroom enemies. Continue running straight ahead until you reach the enemy in a flower pot.



Behind the flower-pot enemy is a cliff you can climb only by using the Hop ability. Use Assimilation on the nearby floral enemy, then hop up the side

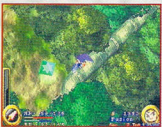
of the cliff. At the top is another Bincho Field. Free the prisoner and head across the steam pipe. Open the treasure chest. Walk back across the pipe, then jump down to ground level. Make your way past the three mushroom enemies, return across the bridge, and return to the area where the path forked.



Walk west of the enemy in the flower pot and into the secret area in the trees. If it's after midnight, a white creature called a Minku will appear. Pick up the sucker by standing next to it and pressing . Inside its mouth is a Longevity Berry that increases your maximum health points by 25.



After grabbing the berry, follow the east path that goes past the floral enemy, across the bridge, and through the steam pipe.



Continue walking straight ahead, then jump on the third steam pipe to your left. Walk across it to find a Bincho Field. Free the prisoner, then jump back on the pipe and return to the path you were just on. Now, run to the north.



Jump on the first gray steam pipe to your right. Walk across the pipe and jump onto the cliff area to your right. Leap up the stairs to the northeast and you'll find another Bincho Field. Free the prisoner, then walk along the two pipes to your left to find a \$500 coin and a heart.



Jump back down to the main path and return to the area with the large steam pipe (where you entered this path). Instead of walking through the pipe, however, take the path to the east to return to the village. Head to the inn (the stone building in the center of town), get some rest, and save your game.

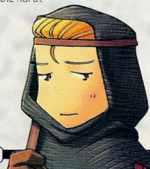
### RESCUE THE DOG



Go to the mayor's house (the house in the west part of town with the chicken wire). Agree to rescue the dog, then run northwest of the house and head up the ramp that leads to Twinpeak Mountain.



After walking past the guard, take the west path and head toward Twinpeak



Mountain. As you follow the path, jump on the rock formation to your right to find a Bincho Field.



Jump off the rocks, then use Assimilation on the purple magician enemy to acquire the Shrink ability. Then, from across the water, tap  $\square$  to shrink the giant white monster blocking your path. Jump across the water; stomp the enemy, then turn to your right to find the lost dog.



Jump onto the platform with the dog and press  $\triangle$  or  $\square$  to pick it up. Press  $\triangle$  or  $\square$  again to throw the mutt over the two water hazards, then carry it back to the spot where you entered Twinpeak Mountain. Return to the mayor's house, then go talk to the thief locked up in the stocks.

## thief's quest

Buy any bread item at the bakery, then get some water from the well. If the two women are by the well, you'll have to wait until they leave in order to get the water. Bring these items to the man in the stocks. Agree to help him out and leave town on the path to the right of the windmill.



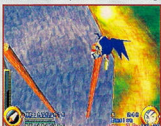
Run left into the steam pipe, then follow the path across the bridge and head north past the three mushroom enemies. Continue to follow the path underneath the large steam pipe, then use Assimilation to acquire the Hop ability from the flower enemy that

looks like a teacup. Hop over the spiked vines, then look to the right to find the thief's dog.



Follow the dog to the key. It will bark toward the direction you need to go. Remember to protect the dog from all enemies—if it dies, you'll need to restart the mission from the beginning of the forest.

After grabbing the key, head back to the thief who's still trapped in the stocks. Because releasing this potentially dangerous prisoner might piss off the village, you'll need to wait until after midnight to free him. This is a good time to go to the store and stock up on W-Gel and Mint—you'll need them later. After unlocking the stocks, run up the ramp that leads to Twinpeak Mountain and head toward the area where you rescued the dog.



Continue running left until you reach the Bincho Field. Free the mercenary, then jump across the three poles in the river to make it to the other side. Power-ups are located at the top of each pole.



After jumping across the poles, head left. Save your game at the treasure chest and continue running left. Snag the treasure, then run back to your right and head up the path. There's a treasure under the waterfall to your right. Grab it and follow the path back up the hill to the left.



Jump across the moving platforms, then enter the cave. Leap across the platforms in the cave and get ready to rumble with some guards on a bridge. They can be tough, so watch out. If you're low on health, use W-Gel to restore your strength.



Jump off the bridge and grab the vine below. Jump to the left to find treasure, then leap across the rocks to the right to find another Bincho Field. Climb the vine back to the top and enter the cave on the opposite side of the bridge.



Jump across the platforms to exit the cave. Run to the right until you reach a huge tree. Hold R1 until your meter flashes, then tap  $\triangle$  to use your spinning Lumina attack. This will cut down the tree. Grab the log and run up the path on the side of the mountain to your left.



Follow the path, then run to your right until you reach the first pole. Slide down the pole to find a Bincho Field. Climb back up the pole and continue running right. After crossing

the moving platforms, you'll see another pole. Climb down it to find another Bincho Field, then chop down the second tree.



After collecting the log, climb back up the pole, then head to the right by swinging on the bones protruding from the mountain. Climb up the pole at the end of the path. At the top, you'll find the third tree. Cut it down, grab it, and run to your left. This is also a good time to use Mint as Musashi is mad tired about now.



When you reach the fourth tree, there are enemies all over. Kill them all before chopping down the tree. Grab the log and continue left, then jump up the stairs to the right to find the thief.



Hand the logs to the thief, and he builds you a raft. While on the rapids, tap  $\times$  to jump out of the way of obstacles. The river splits in various places. There are usually more coins on the paths to the right, but it's safer to travel to the left. If your raft is damaged four times, you'll have to start the rapids level over.



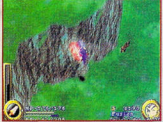


After a long straightaway, just before heading under the giant skull, maneuver your raft near the left wall to enter a secret cave. Run up the hill on your left to find a Bincho Field. Jump across the river to the mountain and run all the way back up the hill to re-enter the rapids area.



After successfully navigating the rapids, jump off the raft and run left to find a treasure chest containing a bracelet. Your long mission is finally over—for now. Head back to town and visit the pawn shop. Have the storekeeper appraise the bracelet, and you'll learn a new Rock Climbing ability. When you leave the pawn shop, the mayor gives you your next mission. First things first—head to the inn, get some much-needed rest, and save your game.

## the steam factory



Walk up the ramp that leads to Twinpeak Mountain. Instead of speaking to the guard, however, walk to the left and use your new Rock Climbing ability to ascend the side of the cliff.

Talk to the panicked engineer, then head back to town.



From town, take the path to the right of the windmill. When you reach a fork in the road, go right. Follow the path until you reach a dead end, then climb the mountain. When you reach the top, walk along the pipe to the left to find treasure. Take the pipe back to the top of the cliff and run through the pipe archway until you come to the Steam Factory.



When you reach the Steam Factory's door, practice shutting off the valves. You'll need to master this to stop the factory from exploding. Once inside the factory, take the elevator to the first floor. Run to your right and shut off valve #1. Now go right to turn off valve #2. Run to your right again, and when you reach valve #3, jump on the red pipe to the left, then onto the platform to shut off the valve. Then run right, jump on the elevator, and ride it up to the next level.



Jump off the elevator and onto one of the red pipes. Run to your left to shut off valve #4. Then run left again to shut off valve #5, and continue left to shut off valve #6. Head right to reach the elevator and ride it up to the last floor. Run left; avoid the steam, and shut off valve #7. Finally, run to your right and shut off valve #8. If you shut off the valves in time, the town will be saved!

## EARTH SCROLL



Follow the engineer into the tunnel, then head back to town. Get some sleep, save your game, and go talk to the mayor. Walk south across the bridge of the two farmers' houses and follow the path to the next screen. Then follow the path to the south (under the pipe) to find treasure and a Bincho Field.



Return to Twinpeak Mountain and follow the path, going by the spot where you saved the dog earlier. Use the three poles to cross the river; then run to your left. Here you'll race Rootrick up the side of the mountain. After beating him, run to the center of the mountaintop and tap  $\Delta$  to break the black column. Now you have the Earth Scroll and a new attack. Go to the Item screen and change your sword from Norm to Earth. Hold R1 until your meter flashes, then tap  $\Delta$  to cause earthquakes. Walk south near the big boulder and try out your new attack.



Jump down where the rock fell, then follow the left path to head up the mountain. Return to the area where you met the thief—at the top of the mountain—then ride the raft back down the rapids. Once off the raft, jump up the stairs, then walk south. Use your Earthquake attack to knock the boulders into the pit. Grab the

treasure and head back to town. Save your game. Go to the store and buy plenty of W-Gel. The boss is coming up and you're going to need it!



First, head to the palace and take a nap. After resting, select Visit from the menu to talk to the geizer. Return to the village and take the ramp up toward Twinpeak Mountain. Instead of taking the left path toward the mountain, though, head right into Hell's Valley. Cross the boulders and release the prisoner from the Bincho Field. Use your Earthquake attack to knock down any remaining rocks in your way, then continue straight ahead to fight the boss.

## boss 2: skullpion



Stand behind Skullpion to avoid his spray attack. Charge R1 until your meter flashes, then tap  $\Delta$  when there are objects like bombs and rocks over Skullpion's head in order to crush him.



When Skullpion is stunned, run over to his head and tap  $\Delta$  to strike the crystal in his mouth. Hit it three times to defeat him. If Skullpion begins to attack your helpers, use your Earthquake attack to knock him back into the pit.

Check out "Role-Player's Realm" in GamePro's March issue for Part Two of our Brave Fencer Musashi ProStrategy Guide.



Developed by Tamsoft  
Published by Activision  
Target release date: March

PlayStation



### Hands-On

## Guardian's Crusade

### TOY STORY

Guardian's Crusade is an old-school action-RPG where you must journey through mysterious lands to learn the secrets of a lost pink monster, reunite it with its mother, and save the world from imminent destruction.

Throughout your quest, you'll interact with townsfolk, acquire new weapons, magic, and armor; and use an army of "living toys" (there are over 70 in all) to destroy your enemies. Each living toy has its own powers, including a voodoo doll that kills enemies by eliminating its own body parts—piece by piece. While the fighting is turn-based, you can actually see your enemies approaching you on the map, giving you the choice to either fight or run away.



With more than 50 weapons, over 100 enemies, and a monster that can transform into 14 different characters, Guardian's Crusade offers enough variety to helpfully slice its way into the castles of role-playing fanatics everywhere.

### PINK NIGHTMARE

After finding the little pink monster, it essentially becomes your virtual pet, learning new abilities and forming its personality based on how you treat it throughout the game. During fights, the monster can transform into 14 different characters, from a giant sword to a fat bab, to aid you in battle.



The graphics feature colorful lands and cool-looking special attacks, but the interface and overall appearance seems skewed toward younger gamers. Guardian's Crusade also features anime cut scenes to help pace the action and a fully 3D polygonal world for you to explore. You can look for this potentially addictive RPG to hit stores in March.





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NINTENDO 64

THE LEGEND OF

## ZELDA

OCARINA OF TIME

Part 2:

## You Take the Hyrule

Link awakens in this second installment of strategy for the legendary N64 Zelda game. With a complexity that boggles the mind, the game plays on!

By Sir Scary Larry

## The Story So Far

Link has passed his trial by fire and slain three dungeon bosses for the fair Princess Zelda only to discover she's been abducted from the castle to protect her from the evil Ganondorf. At the end of Part One, Link was just turning from a boy into a young man. We now take you on Link's journey to collect the six medallions!

## Kakariko Village



Head back to Kakariko Village and go to the windmill. Talk to the musician and show him the Ocarina. He'll teach you the Song of Storms, which you'll need later. Now go to the graveyard.



Go into Dampe's hut near the graveyard entrance and read his diary, then find the gravestone with the flowers in front of it and pull the gravestone from behind. You'll uncover a hole that leads to Dampe's ghost!



Enter Dampe's grave, where you find the gravekeeper's spirit in a racing mood. Follow him through the level, using the flames as a guide. If you win, he'll give you the Hookshot. Now you can grapple from different areas.



Find a Fairy Fountain and fill your empty bottles with fairies (these bottled fairies are essentially extra lives). Now head to the Lost Woods just above Kokiri Forest (behind Mido's house). When in the woods, go right, then left, right, left, forward, left, and right again. You should now be in the Sacred Woods. Follow the maze to reach the Temple of Forest.

## Temple of Forest



As soon as you arrive, the mysterious Sheikah teaches you the Minuet of the Forest. This allows you to warp to the Temple of Forest at all times. It's also useful because there's a Fairy Fountain in the maze that you'll go to often.



Use the Hookshot to grapple to the Temple of Forest's main door. Target the large wooden tree, then grapple up and enter the doorway.



Kill the two wolves, then climb the vines in the foyer. Jump to the platform and kill the Gold Skulltula. Now leap to the next tree and get the key from the chest. Enter the hall and kill the giant spider, then go through the door.



You are now in the main hall. Head to the first archway on the left where a large stone blocks the door. Play the Song of Time and the block disappears, revealing a door. Go through the door.



In the next room, look for the vines on the wall and climb up (but first use the Hookshot to rid the wall of spiders). Go through the door. Now kill the flying skull by stunning it with the Hookshot, then pounding it with the stone. A chest appears. Grab the Dungeon Map and go out the door.



See that stone above the balcony opposite you? That's a grapple point. Grapple over there and press the floor switch. The water will drain from the well. Go jump in the well.



In the well, pick up a few hearts, grab the key from the chest, and climb the vines back out.



Go back to the main hall and take the staircase to the left (a Gold Skulltula on the wall). In the hall, defeat the Bat Skull, then go into the next room and fight the two skeleton warriors (use Deku nuts to stun them, then use the power slash). After defeating them, a chest appears. Grab the key inside and leave the room.



Enter the main hall again and take the stairway to the right. Kill the giant spider in the hall, then go through the door. You should be in a high-walled room. Kill the Bat Skull, then look for the ladder. Climb up it and push the boxes around, following the arrows on the floor, until you hear audio signals. Keep climbing until you reach a door with an Eye switch.



Go through the door—don't worry about the twisted walls—and down the hall. In the next room, ignore the chest on the wall and go through the door. Beware the ceiling monsters!



Descend the stairs—ignore the pictures and voices—and go through the door at the bottom. Battle three skeleton warriors to get the Fairy Bow. Leave the room the way you entered. Now creep upstairs and target the pictures in the hall. Shoot an arrow into all three, and you'll battle a ghost. Defeating the ghost relights the torches in the main hall.



Return to the Eye switch. Shoot an arrow into the switch and the hallway



...GET ALL THE BOTTLES?

#### LON LON MILK



Throughout, you'll want to stock up on Milk Bottles, which let you capture fairies (which act as sort of an extra life). The first Bottle is from Talon at Lon Lon Ranch. Play Catch the Cuckoo, and he gives you some Lon Lon Milk (which restores your energy). The Bottle can also be used for other things.

#### RUTO'S MESSAGE



You'll find another Milk Bottle in Zora's Domain. When King Zora asks you to find Princess Ruto you'll swim through an underwater cave and end up in Lake Hylia. At the bottom of the lake is a message—in another Bottle!

#### I FEEL LIKE CHICKEN TONIGHT



If you find all the chickens in Kakariko Village and return them to the Cuckoo Lady, she'll reward you with a Bottle. Some chickens are hidden well—check out the boxes near the homes for one and use a chicken to fly over the fence near the windmill for others.

#### A POE EXCUSE



As teen Link, collect 10 big Poes in Hyrule Field and return them to the Poe dealer in Hyrule Castle. He resides in the old guardhouse (an excellent source for Rupees, too). You can find Big Poes only while riding Epona.

twists back into shape. Now walk back down the hallway, and you'll notice the chest is on the ground. Open it to get the Boss Key. Drop into the hole next to the chest.



Kill the two Bat Skulls, then go through the door and proceed to the first right with a door. Enter.



Stun the crawling hand with the Hookshot, then use the power slash to kill it. Kill the three mini-hands that appear, and you're rewarded a chest with a key.



Exit through the door to the right. You're back in the high-walled room. Climb up again, send an arrow into the Eye switch, and return to the room where you received the Fairy Bow. Now take the door opposite the one you entered.



Walk upstairs and exorcise the ghosts from the hall pictures. You get a Compass after defeating them. Go into the door at the top of the stairs. In the next room, walk to the door on the right, then ready the Bow and enter.



You're now in a room with a spinning platform that has a fire in the middle of it and an Eye switch protected by ice on the wall. Stand on the platform and shoot the ice through the flames to melt it. Enter through the door and into the room with ladders at the end of the hall. Jump through the new door at the bottom.



You're in a room with a falling ceiling. Run through the gaps, avoiding the

spiders, but opening the treasure chests (which are your only safe areas). Go into the puzzle room.



Shoot the picture to start the sequence. Arrange the puzzle so it matches the portrait on the wall. You're timed, but don't worry about getting it on the first try—if you lose, it resets with more time. Once the puzzle is complete, a ghost appears. Defeat it and go through the door.



Return to the main hall and use the Hookshot with the arrows to defeat the Blue Ghost. The elevator will rise, allowing you to descend to the boss.



As the elevator stops, jump out and face the walls. The abutments on the

walls need to be pushed to make switches and exits appear. There's also a Gold Skulltula in one of the gaps. After hitting the switches, push the walls until you see the Boss Room in one of the gaps.

## BOSS

### Phantom Ganon



Phantom Ganon is an old fart who rides his horse from picture to picture in this room. First, shoot him with arrows as he leaps from the picture (you'll see a purple time warp appear as he prepares to leap). After a couple of shots, he'll jump down from his high horse and float around the room. As he throws energy shots at you, bat them back at him with your sword. When one connects, he'll be stunned, and you can move in to slash him. Rinse and repeat until done.



DID YOU...

...OBTAIN THE GREAT SWORD?

TRADE WINS ARE BLOWING



And we don't mean that mushy sword from the hidden Goron sword shop in Goron City. The Great Sword is crafted by the Giant Goron on top of Death Mountain. To get it, you have to go through a whole trading sequence:

#### THE CUCKOO LADY



As teen Link, go to the Cuckoo Lady. She'll ask you to help a cuckoo that's not feeling well. The cuckoo needs to wake Talon, who's in the house in Kakariko Village. Take the cuckoo to Talon and return to the Cuckoo Lady, who gives you a special Blue Cuckoo. Go to the Lost Woods.

#### THE LONELY MAN



Give the Blue Cuckoo to the man under the tree (who's in the room to the left as you first enter the woods). He asks you to help him by going to the witch in Kakariko Village and delivering a potion. He's timing you, so hurry back to the village.

#### THE WITCH



The witch in Kakariko Village is located behind the potion shop. Just enter the shop, then walk to the left. She wants you to take a mushroom to the man. You're being timed again, so move it—and, oh yeah, before we forget—you can't warp to any of these locations.

#### THE POACHER'S SAW



When you get back to the woods, the man is gone. In his place is a little Kokiri girl who demands the forest mushroom bag. Give it to her, and she gives you a Poacher's Saw.



Collect your heart piece and go back to the Temple of Time, where you'll learn the Prelude of Light. This allows you to warp to the temple at any time and to change back into young Link. Not just yet, though. You have to go see a man about a horse.



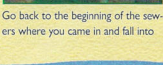
Head to Lon Lon Ranch and go to the corral. Tell Ingo you want to ride, then call Epona with the Ocarina and practice riding. Jump both fences in the corral (you'll hear the audio signal when you do it correctly), then, while you're still astride Epona, go to Ingo and speak to him. Challenge him to a race, beat him twice, and Epona is yours. After winning, charge Epona into the far fence, which she'll leap over. You can ride throughout Hyrule and call Epona whenever you need her.



Warp to the Temple of Time and replace the sword in the stone to revert to young Link. Now head to Kakariko Village and play the Song of Storms for the musician in the windmill. The well will drain. Climb to the bottom of the well and walk into the wall next to the skeleton.



As you come through, walk to the right and follow the sewer path until you see the Triforce emblem (stay in the middle of the sewer). Play Zelda's Lullaby while standing on the symbol and the water will drain.



Go back to the beginning of the sewers where you came in and fall into

the gap. Take the small crawspace and follow it to the Lens of Truth.



A wicked-looking mini-boss guards the Lens. Around him are a bunch of hands that will hold you so he can kick your ass. Keep swiping at them, using Din's Fire and bombs as you tackle the mini-boss. You'll be awarded the Lens of Truth.



Use the Lens of Truth inside the well to see false walls and trap doors. Collect goodies in the well, then warp to the Temple of Time and revert to teen Link. Head back to Goron City.



In Goron City, there's a lone Boulder rolling around the ledges. Bomb it and

he'll talk to you (it's really a young Goron). He'll give you the Fire Tunic and open up the Bomb Shop and Darunia's Lair.

## Temple of Fire



Go into Darunia's Lair and pull the statue to reveal the entrance to the Temple of Fire. Cross the bridge and you'll immediately (and automatically) be taught the Boiero of Fire. Now you can warp to the Temple of Fire at any time.



Go through the door to the left of the three fire totems and meet Darunia a second time. Check to the left for the first imprisoned Goron, then exit the room and go through the door to the right of the totems.



## CARPENTER'S DELIGHT



Give the saw to the Boss Carpenter in Gerudo Valley, and he'll give you a broken sword. Take it to the top of Death Mountain.

## RED-EYE FLIGHT



The Giant Goron on top of Death Mountain can't work because his eyes are irritated. He asks you to go see King Zora and get some eyedrops. But you're being timed, so the minute you get down from the mountain, head to Zora's Domain.

## SOMETHING FISHY



Zora can't give you eyedrops because the old wizard in Lake Hylia makes them. Instead, Zora gives you a frog eyeball to take to the wizard so that he can make the eyedrops. Again, a timer starts, so call Epona and ride to Lake Hylia.

## FINALLY



Give the eyedrops to the Giant Goron. He'll give you a claim check for the sword. Wait a couple of days (go adventuring, save and turn the game off, or keep playing the Sun Song), and he gives you the Great Sword.



In the next room, go to the left and play the Song of Time at the stone block. Climb on the block, then go through the door that opens.



Meet the shield-eating monster! Defeat it, then re-equip your tunic and shield. Grab the Gold Skulltula, then go back into the lava room.



In the lava room, play the Song of Time again. The block will return to its original position. Go through the door behind where the block was, release the Goron, and grab the key in the chest. Go to the opposite wall, bomb it, and release the other Goron. Now use the door opposite the way you came in.



In the next room, climb the fence until you reach the large block. Push the block off the ledge until it sits on the lava spout. Jump on the block and ride up a level.



Go through the door. You'll be in a room with a lot of Torch Slugs and a trapped Goron. You'll get to the Goron later. First, climb the ledge until you come to the gate on fire. Drop down a ledge, then drop a bomb on the Crystal switch and wait by the gate. When the bomb explodes, the switch will activate and the fire will be extinguished for a short time. Now climb the gate to the next room. Go through the door.



You are now in giant maze with boulders rolling around. There are four doors.

Door #1 leads to a Goron who explains how to extinguish fires.

Door #2 leads you to a Goron who tells you about exploding doors.

Door #3 leads to a narrow hallway with an Eye switch.

Door #4 leads back the way you came in.



Go through all the doors except Door #3. After releasing the Gorons, enter Door #3 and hit the Eye switch with an arrow. Go into the room and get the Dungeon Map, then leave.



Follow the narrow walkway to the right, and you'll find yourself in a room with grates. Run to the other side of room (on your right) and go through the door.



Now you're on top of the maze room, walking along the top of the maze. Bomb the crevice in front of you, climb down, rescue the Goron, then go back to the maze.



To prevent yourself from starting all over again if you fall in the maze room, cast Farore's Wind so you have a warp spot to go to just in case.



On top of the maze, free a Goron and grab the key from the chest, then go to the door where your warp is waiting. Enter through the door and head back up into the grate room. Now that you have a key, go through the locked door in the grate room.



Follow the hall and you'll end up in the room with the pillar that Darunia was standing near at the beginning of the temple. Go to the left of the room and enter the locked door. You can't save the Goron in the next hall just yet; so continue to the end of the hall and go through the door.



Head to the left of the room (watch for fire barriers) and find the switch. Rush to the face on the wall, then bomb the door. Another door appears behind it. Exit through it.



Now you'll face the fire dancer, a nasty fellow who takes some patience to defeat. Use the grapple hook to hit the bomb he carries, then target the bomb as you slash at it. After you defeat him, stand on the block to go through the ceiling, then use the door.



You're in another room with a timed Crystal switch. Bomb the switch from above as you stand near the fire, then climb the gate when it's extinguished.



Now you're on top of the temple. Don't push that block in front of you just yet! Instead, hit the floor switch and grab the treasure in the chest. The Megaton Hammer! Now let's get some smashin' done!

Go to the block and play the Song of Time. The block moves, revealing another rusty switch. Hit it to release the Goron. Talk to him and return to the previous room.



Drop off the ledge's left side and go to the room in back. Get the Compass, then come back and drop into this hole.



In the next room, kill the bats, then hammer the stone so the stairs fall. Grab a crate and place it on the block switch at the bottom. Go through the door and hammer the block on the floor. Ride it down to the next level.

You're on the first floor. Go through the door and down the steps in front of the fire totems. Break the totem guarding the room.



In the next room, kill all the creatures to open the door; then go through the door.

There's a rusty switch next to you. Pound on the block behind you before you hit the rusty switch. Now nail the switch and go through door.



DID YOU...

...GET ALL THE MASKS?

#### YOU MASKED FOR IT



Scattered throughout Hyrule are giant stones that seem worthless at first. Actually, they are Stones of Truth, markers that give you a variety of game hints. But to interpret the stones, you need the Mask of Truth. Here's how you get it.

#### THE KEATON MASK



Give the Keaton Mask to the guard at Death Mountain gate in Kakariko Village. Come back, pay the owner, and pick up the next mask.

#### THE SKULL MASK



Go to the Lost Woods and learn Saria's song, then look for the mischievous little spirit playing the Ocarina on the tree stump (in the first room to the left after entering the woods). He'll short-change you on the Skull Mask, but sell it to him anyway. Back to the shop!

#### THE SPOOKY MASK



A sad wooden mask, the Spooky Mask is perfect for someone who wants to scare adults. Take it to the child in the graveyard in Kakariko Village. He pays a lot for the mask. Go back to the shop.

#### THE RABBIT MASK



The Rabbit Mask looks ridiculous. Some villagers say that it should amuse a man chasing rabbits in the field. Go into Hyrule Field and look for the Running Man. When you spot him, chase him until he sits on the ground. Present the mask to him, and he'll pay you handsomely. Back to the shop.

#### THE MASK OF TRUTH



Wear the Mask of Truth whenever you approach a Stone of Truth, and you'll glean little bits of information, some that you already know and some that will astonish you. If you want a greater challenge, ignore this side venture completely.





It's the shield-eater again! Use the hammer, then grab the Gold Skulltula. Exit out the door on the right.



Another fire dancer! Repeat the strategy from before, then grab the bombs. Go through the door and hit the rusty switch to release the Goron. Snag the Boss Key from the chest. Exit the room, and you'll find yourself in the foyer of the temple. Go to the room on the left of the fire totems to find the pit room where you first saw Darunia. Cross the pit and enter the Boss Room.

## BOSS

### Volvagia



Volvagia is one mean lizard. When you see his head firing up from a hole, hammer it, then slash him when he's stunned. As he flies around showering rocks, stand on the edge of the lava pit and hang from the sides. If he doesn't chuck rocks, he's susceptible to arrows. Rinse and repeat until he's done.

You now receive the Medallion of Fire! Let's get to Zora's Domain and find the Temple of Water.

empty bottle with Blue Fire from the fountain, and use it on the chest in this room in order to get the Dungeon Map. Refill your bottle.



Now go back to King Zora and use the Blue Fire on him. He rewards you with the Water Tunic, which lets you breathe underwater. Go back to the ice cavern and fill all your bottles with Blue Fire. Use the Blue Fire on anything that glows red or looks like an opening. Now make your way into this room, which is down the passage on the left side as you enter the room with the giant blade in it.



This room has a platform and silver coins. Push the ice block in front of you so that it's positioned beneath the coins. Open the door, fight the wolf, grab the iron boots from the chest, and find Sheikah again. Make sure you're wearing the Water Tunic.

DID YOU...

...PLANT ALL THE SEEDS?

### MAGIC BEANS



During the game you'll encounter the seed merchant who sells young Link some Magic Beans. Look for seed holes to plant the beans, then return as teen Link. Ride the plants to discover different items, usually valuable heart pieces! The seed holes are also useful for bugs you've trapped in an empty bottle. Release them into a hole; they'll turn into Gold Skulltulas.

### ZORA'S RIVER



Next to the seed seller is the first seed hole, which takes you near a heart piece and a Fairy Fountain in the river.

### THE TEMPLE OF FIRE



At the warp pad in the Temple of Fire is another seed hole. You have to learn the Bolero of Fire, then warp here as young Link and plant the seed. Hurry! You can't last for long in the Fire Temple as young Link. When you return as teen Link, change into the Fire Tunic and ride to a forgotten heart piece!

### THE TEMPLE OF SPIRIT



You'll find another seed pod at the steps of the Temple. This takes you to a heart piece and to a hidden hole in the ground plus other areas of interest (get your bombs ready!)

### Temple of Water



Go to where Jabu-Jabu used to reside and jump on the ice floes. Head to the left and enter the ice cavern. Follow the cavern until you reach the area with the high ledges. Keep your bow and arrow ready for the pesky ice bats. Go up the ledge, fill an

### TWO IN THE LOST WOODS



There are two seed holes in the Lost Woods. The first is near the bridge where Saria was first seen. The second is near the mischievous musical brothers. One takes you to a heart piece. The other leads to mystery and adventure.

### KOKIRI FOREST



When this pod matures, it will take you to a hidden Rupee stash and float you past some of the main buildings. If you didn't already grab the heart piece here, do it now.

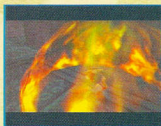




To get into the Temple of Water, play the Serenade of Water, then sink to the entrance and use the Hookshot on the blue stone. Go inside and change your boots so that you can float up. Now go back to your iron boots and jump in.



Enter the doorway with two torches to find Princess Ruto. She'll tell you there are three places to change the water level. Change out of your iron boots to follow her and float to the top where you see the Triforce emblem. Play Zelda's Lullaby and the water level will sink. Go to the room to the left of the symbol and battle the spikes to get the Dungeon Map.



Go back into the hole you swam up to reach the Triforce. Either shoot arrows through the lit torch on the middle to light the two side torches, or use Din's Fire to open the door. Go inside and kill the clams (shoot them when their mouths are open), then get the key and leave the room.



After exiting the hall with Ruto, go to the next hall on the left. Use bombs on the floor at the end of the room to create a hole. Now change into the iron boots. Walk down the hall and change boots again to float up.



Press the switch in this room to raise the water. Use the Hookshot to grapple to the statue, then kill the two

crabs. Target the Crystal switch behind the gate and use the power slash to open it. Grab the Skulltula in this room. Return to the main room.



Head to the left of the hallway you were just in and push the stone until you hear a chime. Go through the hole in the floor, then change your boots and sink to the bottom. Walk to the end of the hall and change your boots again.



Slash the Crystal switch, which creates a fountain. Walk across the fountain water to exit the room.



In the next room is a whirlpool and a submerged dragon. Sink to the bottom, and use the Hookshot to hit the

dragon's tooth. Now grapple up to the hall and get under the gate before it closes. Kill the two clams, change your boots to float up, then enter the room to get another key. Hit the switch to open the gate again.



Go to the middle of the main room and unlock the bottom door. Inside the tower, grapple to the next level and play Zelda's Lullaby at the Triforce emblem. The water will rise another level. Put on your iron boots and sink to the bottom of the tower. Go into the space created by the rising block, follow the hall, and you'll come to a room with a switch. Hit the switch, then kill the enemies and proceed through the grate on the right side of the room to get a key.



Return to the room where you first met Ruto. Take off the boots and float up the middle of the room. Bomb the wall and get another key. Go back to the top of the tower and walk along the ledge.



## THE OLD MAN OF LAKE HYLIA



Near the old wizard's house is another seed pod. When it grows, ride it to the roof of his house, which hides another heart piece.

## THE DODONGO CAVERN



Just outside the entrance to Dodongo's Cavern is another seed hole. This one leads to a heart piece and another Fairy Fountain.

## GERUDO VALLEY



Jump to the right of the bridge near the guard who won't let you in. You should land on a ledge. Near the cow and the other Gerudon is another seed hole. It will take you behind the waterfall for another heart piece.

## THE KAKARIKO GRAVEYARD



Right next to the first grave on the upper tier is a seed hole. It will take you only a short distance, but you'll find a heart piece in the box near where you land.



Grapple to the next locked room and open the door. In this room, stand on the fountain and shoot the Crystal switch to go up a level. Go through the next door and play *Zelda's Lullaby* at the Triforce emblem.



Sink to the room with a grapple point and two clay pots at the entrance. Enter the room with grappling hooks and giant dragon's teeth on the bottom. Grapple behind the teeth on the floor. Now grapple to the ceiling. Stand near the chest and shoot the Crystal switch. Grab the Compass from the chest and go back to the tower and enter the locked room.



In the next room, grapple from one platform to the next until you reach the other side.



You should be in a room with grappling hooks and three dragon totems. Grapple the Crystal switch in the middle to raise the water levels. Now grapple the totem across from you. Grapple the Crystal switch again to lower the water. Now get across the

chasm via the hook on the wall. Climb over the totem head and grapple the Crystal switch again. Make your way to the door on the left.



Kill the shield-eating worm, then go through the door. Walk across the water and face a mirror image of yourself. Use Din's Fire, then Deku nuts to stun the water Link. Slash with your sword. After water Link's defeated, open the door to receive the Longshot.



While in the Longshot room, go behind the chest and play the Song of Time to open the floor. Jump in, put on your iron boots and wind your way down the river, being careful to avoid the vortexes. At the end of the river, jump on the ledge to the left and take off the iron boots. Hit the Eye switch and jump to the ledge to get the key. Follow the hall and you'll end up in the whirlpool room with the dragon's head. Go to the first Triforce emblem and lower the water.



Enter the tower and grapple to the second story. Go through the door and look for the gated hall with the Eye switch below it. Hit the switch with an arrow, then grapple across. Follow the hall and pull out the stone block. Go to the other end of the hall and grapple up. Return to the main tower, then jump down to the second

story and hit the Eye switch again. Now go back to the block and push it until it's flush against the wall. Enter the room and grab the key.



Now go down to the first floor and inside the second hallway to the right of the torches. Put on your boots, sink, then walk to the end of the hall. Remove the iron boots.



Find the room with the teeth guarding the door. Grapple to unlock the door and, in the next room, swim to the opposite door. Enter the room.



Kill the stingers in here first, then bomb both corners of the room that have ledges. Go through the hall on the right side of the room and pull the stone. Now go to the opposite end of the hall and push the stone. Leave the hallway and go back to the rock to push it onto the underwater switch. When the water rises, leave the room through the new door.



In the next room, kill the crabs (with arrows if you have 'em), then hit the

switch and walk across the fountains to the opposite door.



Watch for boulders, then head to the right. Change into the iron boots, kill the clam, change boots again, and float to the top to open the door. Inside is the Boss Key. Take it and return to the tower in the main room.



With the water at the top, make your way to the stone dragon totem in front of the door. Grapple the totem, grab the two fairies in the stone pots and enter Morpha's nightmare.

## BOSS

### Morpha



Morpha is complex, yet patterned. Target the nucleus as it floats through the water, and use the Hookshot to stun it. Next, slash at it with the sword. When Morpha's tentacles reach for you, move quickly—her watery grasp can drain several hearts at a time. Rinse and repeat until she's done.

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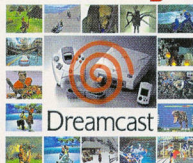
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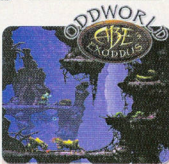
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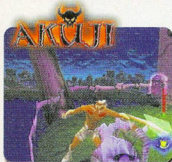
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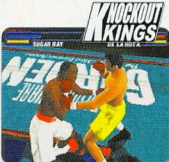
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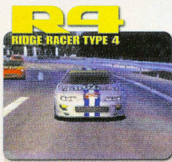
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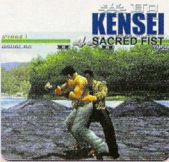
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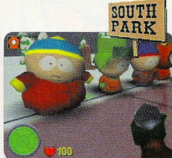
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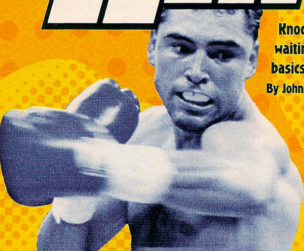
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By Johnny "The Truth" Ballgame (Special thanks to all my people in the struggle)

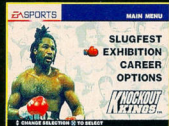
## BOXING BASICS

### Winning the Fight

#### Knockout Codes

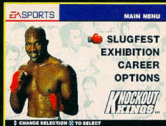
Enter the following codes at the main menu. When entering each code, you'll hear a bell sound after each button press, then a whooshing noise to indicate the code was entered correctly.

##### Boxing Bear



To fight as a bear, simultaneously press Right and □, Right and △, Right and ○, Right and ×. Player One will automatically become a bear when the fight starts, regardless of the boxer chosen.

##### Big-Head Mode



To fight with big heads, simultaneously press Left and ○, Left and △, Left and □, Left and ×. **NOTE:** Big Head mode works only for fictitious fighters.

#### Knockin' Fools Out



The most basic (and barbaric) way to win a fight is to knock out your opponent. To do this, continuously beat him until his health bar is empty and he's knocked down. If he gets up, continue your assault until you floor his ass so hard that the ref stops the bout.

#### Punching for Points



Another way to win a fight is to outscore your opponent on the three judges' score cards. If you score the most points on all three cards, you'll win by unanimous decision. To win by split decision, you must win two out of three cards. Each round is scored on a 10-point must system—usually meaning that the boxer who lands the most punches in a round is awarded 10 points, while his opponent is awarded 9. Many other factors can affect scoring, however. For example, if you knock down your opponent during a round, you'll most likely win the round 10-8 because you've exhibited dominance. Boxers can also be penalized points or even disqualified for cheating (using low blows, kidney punches, headbutts, etc.), so be careful.

#### Flash Knockdowns



If your punching power is above 50 percent and your opponent's is below 50 percent, you can sometimes hit him with a Flash Knockdown. These are usually one-punch knockdowns that hit cleanly and drop your opponent to the canvas. The punches that most frequently cause Flash Knockdowns are uppercuts, hooks, and haymakers.

#### Controller Legend

Tap = Tap the buttons and directions indicated in sequence.

( ) = Execute commands in parentheses simultaneously.

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# PULVERIZING PUNCHES

## Right-Handed Moves

### Jab



Tap □

### Haymaker



Tap (R2) ○

### Body Blow



Tap X

### Cross



Tap ○

### Straight Lunge



From two steps' distance away from your opponent, tap (R2) X

### Hooking Lunge



From two steps' distance away from your opponent, tap (R2) □

### Sweeping Lunge



From two steps' distance away from your opponent, tap (R2) △

### Uppercut



Tap △

## Southpaw Moves

### Jab



Tap ○

### Haymaker



Tap (R2) □

### Body Blow



Tap X

### Cross



Tap □

### Straight Lunge



From two steps' distance away from your opponent, tap (R2) X

### Hooking Lunge



From two steps' distance away from your opponent, tap (R2) □

### Sweeping Lunge



From two steps' distance away from your opponent, tap (R2) △

### Uppercut



Tap △



## The Fighters

If you're new to *Knockout Kings*, try playing as heavyweight Bob Foster. He has an extra-long reach, throws powerful crosses, and moves quickly around the ring. Ali and Holyfield are also top fighters who have good stamina and strong punches. If you want to play as a fighter who'll stay on his feet no matter what, try Rocky Marciano. Sugar Ray Leonard, Sugar Ray Leonard or Oscar De La Hoya throw their own punching combos and are also tough to beat.



# Other Combos and Moves

NOTE: Perform the following moves from either the right-handed or the southpaw stance.

## Clinch



Tap (L1 R1)

## Strong Uppercut



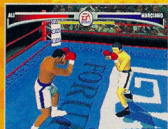
Tap (L2 R2 x)

## Head Shot



While in the Clinch, tap  $\square$  as a southpaw, tap  $\square$

## Block High



Tap L1

## Switch Stance



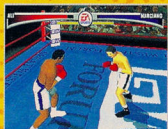
Tap (L2 R2)

## Headbutt



While in the Clinch, tap  $\triangle$

## Block Low



Tap L2

## Low Blow



Tap (R1 x)

## Push



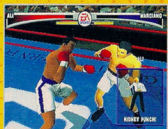
Tap (L1  $\rightarrow$ )

## Body Shot



While in the Clinch, tap  $\square$  as a southpaw, tap  $\square$

## Kidney Punch



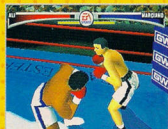
Tap (R1  $\square$ ) or (R1  $\square$ )

## Taunt



Tap (R1 R2 x)

## Bob and Weave



Hold L1, tap L2

## Break Clinch



While in the Clinch, tap x

## Triple-Head Combo



When in close to your opponent, tap (R2 x)

## Body-Body-Head Combo



When in close to your opponent, tap (R2 L1)

## Body-Head-Body Combo



When in close to your opponent, tap (R2  $\triangle$ )

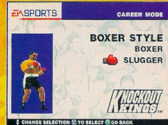
# CAREER MODE STRATEGY

**Must  
Read**

## Building a Champ

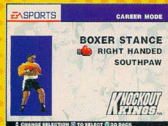
Before beginning your new career as a boxer, you must make some critical decisions about your fighter's look and style. Here are the keys to creating a championship contender.

### Creating Your Boxer



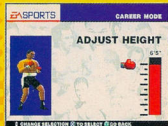
After selecting your weight class (light-, middle-, or heavyweight), you must select your fighter's style: Boxer or Slugger. To create the strongest fighter possible, select Slugger.

### Right Is Might



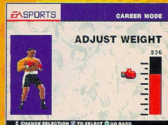
Create a right-handed fighter. Sorry, southpaws, but in Knockout Kings it's key that the fighter you create be right-handed for reasons explained in the "How To Win Every Fight!" section.

### The Trees and Me



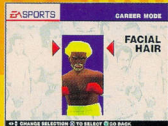
Make your fighter as tall as possible to give him the longest reach. This is important when trying to land the jab and the cross.

### Size Does Matter



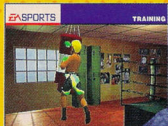
The bigger your fighter, the more power he possesses. But if you're too heavy, you'll move too slowly, so make him bigger than average size, but don't max out his weight.

### Looks That Kill



Your fighter's appearance doesn't factor into the fight, so make him as goofy-looking as you want.

### Power to the People



The key to winning your early fights is possessing the power to knock out fools. After every fight, increase your Power meter. When you start to max out your power, start working on your speed. You'll need your speed points to stick and move against the top contenders and legendary champs later in your career.

## How To Win Every Fight!

The following boxing strategies work in all modes, but are especially tailored to knock out your opponent in Career and Exhibition matches.

### Body Combo



Here's why your fighter needs to be right-handed. Get next to your opponent and tap (R2  $\Delta$ ) to throw the Body-Body-Head Combo. What's important about this combo is that it wears down your opponent's punching power by hitting him twice in the body, then follows up with a hard shot to the head. It's also almost impossible for your opponent to block all your punches since you're hitting both the body and the head. And since two punches are being thrown with your strong (right) hand, you're inflicting even more damage. Repeatedly throw this combo in the early rounds to devastate your opponent.

### Right-to-Left



When you're through toying with your opponent and you want to lay him flat on the mat, tap (L2 R2) to

switch your stance from righty to southpaw. As soon as you switch, tap (R2  $\Delta$ ) to catch you opponent off-guard with a haymaker. Now it's time for the kill.



Move in close to your opponent and repeatedly tap (R2  $\Delta$ ) to hit him with a Right-Left-Right Combo that strikes both the body and the head. This combo does so much damage because the body shots are actually hitting your opponent in the kidneys, but the ref can't see it. And since the two big punches from the combo are striking with your right hand, aren't you glad your fighter is right-handed?



Continue to throw this combo no matter how many times your opponent hits you, you're doing a lot more damage than he is. When your Power meter starts to fade, hold L1 to regain strength, then move in and combo him again. If your opponent tries to move out of the way, step to the right to close the distance, then throw the combo to nail him. If the (R2  $\Delta$ ) combo isn't working in the later rounds, switch to the (R2  $\square$ ) combo to blast away at his body. When his health is almost gone, throw haymakers to knock him out.

## Other Valuable Strategies

## Rope-a-Dope



If you're depleting your power with too many punches, hold L1 to increase your Power meter at a faster rate. Bob and weave to duck your opponent's punches, and when he misses you, slug him with a haymaker while he's vulnerable.

## Fancy Footwork



Always move to the left to avoid getting hit. While moving left, throw jabs and crosses from a distance to score big points. Stepping to the right actually moves you closer to your opponent, setting you up to get tattooed by his combos, so move right only when your opponent is running from you.



If you're looking to run from your opponent, move to the left, then as you run by a corner of the ring, step back to further distance yourself from him. As your adversary attempts to move in, throw a haymaker. Repeat as necessary.

## Regaining Health



When you knock down your opponent, repeatedly tap X to regain health. If you get knocked down, jam on X to get up.

## Body Count



Punching your opponent in the body not only scores points but drains his punching power. Once you've drained his power, you can stand in and trade punches with him without being hurt.



Another great outcome from pounding your opponent's body is that he'll begin to drop his hands to block low. As soon as he does this, throw once to the body, then tag him in the head with haymakers and crosses.

## Lunge to Lunge

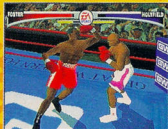


If you see your opponent flying at you with a lunge punch, don't try to move out of the way or you'll get nailed. Instead, tap L1 to absorb the punch.



Another way to counter the lunge punch is to hit your opponent before he hits you. If he's too far away to land the punch, but still lunges toward you, throw a lunge punch of your own to strike him as he comes at you. Or, if you see him throwing a long sweeping lunge punch, throw a quicker lunge punch—tap (R2 + L) or tap (R2 + X)—to blast his jaw before he even knows what hit him.

## Follow Your Punches



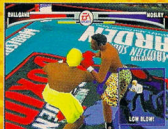
After landing a haymaker that staggers your opponent, throw another haymaker to knock him off his feet. If you land a lunging punch, move in and throw another one before he can regain his balance to stagger him a second time.

## Combo Points



If the round is close and time is running out, repeatedly tap (R2 + X) to quickly throw combo punches to your opponent's head. Even if you have no power, the punches still count toward your overall score and you might steal the round on the judges' scoring cards.

## Reputation Factor



If you avoid using low blows, headbutts, and kidney punches in your early fights, you'll gain a reputation as a clean boxer. Then when you're fighting for the championship, and you need some added advantage, you can deliver more dirty shots than normal without being penalized by the ref.

## Championship Cheap Shots



When fighting the champ, use as many low blows as you can get away with. Even if you're penalized a point or two, if you hurt him enough to knock him out, it's well worth it.

## SLUGGEST STRATEGY

## Push to Punch



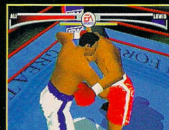
In Slugfest mode, tap (L1 + R) to push your opponent into the corner. As he staggers back, throw a lunge punch.



After landing the lunge punch, throw a low blow followed by a haymaker. If

your opponent doesn't go down, throw another low blow followed by another haymaker to knock him into next week.

## Headbutt Cuts



When your boxer tires in the Slugfest mode, grab your opponent in a clinch, then repeatedly headbutt him to open up cuts on his face.

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# READER TIP OF THE MONTH

## Nintendo 64

### Rush 2 Extreme Racing U.S.A.

#### Cheat Menu, Car Collision, Suicide Mode, and More



**Cheat Menu:** At the Start Game menu, highlight Setup and press A. At the Setup menu, simultaneously press L, R, Z, top-C, bottom-C, left-C, right-C. If you entered the code correctly, a new option, "Cheats," will appear at the bottom of the screen. Highlight Cheats and press A to enter the Cheats menu.

*Note: You must access the Cheat menu (see above) before entering any of the following codes.*

**Car Collision:** Select Car Collisions, then simultaneously press these buttons five times in a row: L, R, Z, top-C, bottom-C, left-C, right-C.

**Adjust Gravity:** Highlight Gravity, then press and hold Z, and press top-C, bottom-C, top-C, bottom-C, top-C, bottom-C.

**Cones Become Mines:** Select Cone Mines and press L, R, L, R, L, R.

**Turn Cars Into Mines:** Highlight Car Mines, then press right-C, right-C, Z, bottom-C, top-C, Z, left-C, left-C.

**Drive a Burning Wreck:** Highlight Burning Wreck, then press and hold top-C, and press Z, Z, Z, Z.

**Change the Track Orientation:** Highlight Track Orientation, then press and hold Z, and press top-C, right-C, bottom-C, left-C, bottom-C, right-C, top-C, left-C.

**Auto-Abort:** Select Auto-Abort, and press top-C, top-C, top-C, top-C.

**Super Speed:** Select Super Speed, then simultaneously press and hold L and R, and press top-C, right-C, bottom-C, left-C, bottom-C, right-C.

**Turn Car Inside Out:** Select Inside-Out Car and simultaneously press and hold top-C, bottom-C, left-C, right-C, and simultaneously press L and R, press Z, simultaneously press L and R, press Z.

**Turn Damage On/Off:** Select Damage, then simultaneously press L and R, press bottom-C, simultaneously press L and R, press bottom-C, simultaneously press L and R, press bottom-C, simultaneously press L and R.

**Invincibility:** Highlight Invincible, then simultaneously press L and R, press top-C, simultaneously press L and R, press top-C, simultaneously press L and R, press top-C.

**Turn Car Invisible:** Highlight Invisible Car, then simultaneously press and hold L and R, and press top-C, bottom-C, top-C, bottom-C, top-C, bottom-C, top-C, bottom-C, top-C, bottom-C.

**Turn Track Invisible:** Highlight Invisible Track, then simultaneously press and hold L and R, and press bottom-C, top-C, bottom-C, top-C, bottom-C, top-C, bottom-C, top-C, bottom-C, top-C, bottom-C.

**Turn Brakes On/Off:** Select Brakes, then simultaneously press and hold L, R, top-C, bottom-C, left-C, right-C, and press Z, Z, Z.

**Turn Super Tires On/Off:** Highlight Super Tires, then simultaneously press and hold L and R, and press top-C, right-C, bottom-C, left-C, top-C, right-C, bottom-C, left-C.

**Different Masses:** Select Mass, then simultaneously press and hold L and R, and press top-C, right-C, bottom-C, left-C, bottom-C, right-C.

**Suicide Mode:** Highlight Suicide Mode, then press and hold Z and press top-C, right-C, bottom-C, left-C, bottom-C, right-C.

**Do the Dew:** Highlight Do the Dew, then simultaneously press these buttons six times in a row: R, L, Z, top-C, bottom-C, right-C, left-C.

**Turn Killer Rats On/Off:** Highlight Killer Rats, then simultaneously press and hold R and L, and press Z, Z, Z, Z.

**Resurrect in Place:** Highlight Resurrect in Place, then press and hold Z, press and hold left-C, right-C, release left-C and right-C, press and hold right-C, press and hold left-C.

**Turn Levitation On/Off:** Highlight Levitation, then simultaneously press and hold R, L, Z, and press top-C, top-C, top-C, top-C.

**Turn Game Timer On/Off:** Highlight Game Timer, then press and hold Z, press and hold bottom-C, press and hold top-C, simultaneously release top-C and bottom-C, press and hold top-C, press and hold bottom-C.

**Race Against New York Cabs:** Highlight New York Cabs, then simultaneously press and hold these button six times in a row: top-C, bottom-C, Z, L, R.

**Change the Frame Scale:** Select Frame Scale, then press and hold bottom-C, press and hold top-C, simultaneously release bottom-C and top-C, press and hold top-C, press and hold bottom-C.

**Turn Tire Scaling On/Off:** Highlight Tire Scaling, then press and hold left-C, press and hold right-C, simultaneously release left-C and right-C, press and hold right-C, press and hold left-C.

**Change the Fog Color:** Highlight Fog Color, then press and hold Z, and press bottom-C, top-C, bottom-C, top-C, bottom-C.

Brian Kent  
McDonough, NY

PlayStation



## Metal Gear Solid

## Time Attack Mode, Snake in a Tuxedo, and More



**Bandana and Demo Theater Roll A:** Don't submit to Ocelot's torture and instead finish the game. After the end credits, a screen appears announcing your prize: a Bandana that gives you unlimited ammo. Save the game data, start a new game using that data, and you'll find the Bandana in your item inventory. To access the Demo Theater Roll A, finish the game as you did above. At the title screen, enter the Special Menu and you should find a new option, Demo Theater. Enter this new option and you'll find Roll A, which lets you watch all the cinematics in the game's "A" scenario.

**Stealth Camouflage and Demo Theater Roll B:** This time, submit to Ocelot's torture and finish the game. After the end credits, a screen appears announcing your prize: Stealth Camouflage. This item keeps you cloaked from all enemies in the game except boss characters. Save the game data, start a new game using that data, and you'll find the Stealth Camouflage in your item inventory. To access the Demo Theater Roll B, finish the game as listed above. At the title screen, enter the Special Menu, and you should find a new option, Demo Theater. Enter this new option, and you'll find Roll B, which lets you watch all the cinematics in the game's "B" scenario.



**Snake in a Tuxedo and Red Cyborg Ninja:** Play through the game using the saved data from each game. Don't submit to Ocelot's torture during the first game, but submit during the second game. Also, don't use the Bandana or the Stealth Camouflage during either game or the trick won't work. After you finish the second game, start a third game with the saved data from the second game. When the game begins, Snake will be dressed in a tuxedo, à la James Bond—and when you encounter the Cyborg Ninja, his blue armor will now be red and vice versa.



**Time Attack Mode:** Enter the VR Training mode and successfully complete Training Mode. When you re-enter VR Training mode, you'll find a new option, Time Attack Mode.

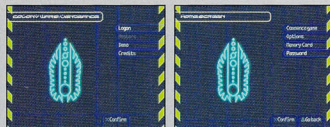
**Gun Shooting Mode:** Enter the VR Training mode and successfully complete Time Attack Mode (see the above cheat for information on how to access this mode). When you re-enter VR Training mode, you'll find a new option, Gun Shooting Mode.

PlayStation



## Colony Wars: Vengeance

## All Fighters, Infinite Energy, and More



At the main menu, select Login, then select Password. Input any of the passwords below to activate these cheats:

All Fighters Available: Thunderchild

All Weapons On: Tornado

Guns Do Not Overheat: Dark\*Angel

Infinite Afterburner: Avalanche

Infinite Energy: Vampire

Infinite Secondary Weapons: Chimera

Level Select: Demon

Maximum Upgrade Credits: Hydra

COLONY WARS  
VENGEANCE

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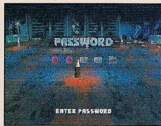
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# Twisted Metal III



## Passwords for Auger, Axel, Club Kid, and Others



From the main menu, enter the Password option and input the following cheats:

### Auger

D.C.:	×, Start, Left, Left, L2
Hangar 18:	Up, Down, △, L1, R1
North Pole:	Left, ×, Right, ×, □
London:	L1, Right, ×, Start, Left
Tokyo:	○, ○, Left, Right, Left
Egypt:	Select, Right, L2, L1, L1
Blimp:	○, L1, △, ×, Down

### Axel

Hangar 18:	R1, Up, Down, Down, L1
North Pole:	×, △, □, R2, ×
London:	Up, L2, ○, □, L1
Tokyo:	Up, △, Select, Right, Up
Egypt:	Left, Up, L1, Up, R2
Blimp:	L1, R1, Up, Left, ○

### Club Kid

D.C.:	Select, R1, Down, ×, Right
North Pole:	Right, R1, L2, Right, △
Tokyo:	R1, L1, R1, △, Up
Egypt:	×, Up, Select, L2, L1
Blimp:	L1, ○, Start, △, Left

### Firestarter

Hangar 18:	L1, R2, ×, Left, Down
North Pole:	○, R2, R1, R1, R2
London:	Select, R1, Right, □, Select
Tokyo:	Start, R2, Right, L2, Start
Egypt:	Down, Select, ×, △, Left
Blimp:	L2, L2, Left, □, R1

### Flower Power

D.C.:	×, L2, R2, Down, R2
Hangar 18:	Select, Start, L1, Down, ×
North Pole:	Up, L2, △, ○, L1
London:	Left, □, Right, ×, L2
Tokyo:	L1, Left, ×, Up, ○
Egypt:	○, □, Left, L2, Down
Blimp:	Select, Left, R1, R2, Left

### Hammerhead

D.C.:	○, Right, ○, ×, Select
Hangar 18:	Select, ○, Down, Up, □
North Pole:	Start, Up, □, Right, L2
London:	Down, △, L2, R2, R1

Tokyo:	R2, Up, △, □, ×
Egypt:	△, △, R1, Select, Start
Blimp:	□, Up, Up, Start, Left

### Minion

D.C.:	Up, Start, Down, L1, □
Hangar 18:	Left, R1, Select, ○, Left
North Pole:	L1, Start, R2, Down, △
London:	○, R1, Up, L1, R2
Egypt:	Start, L1, Right, R1, R1
Blimp:	Down, ×, □, Down, Select

### Mr. Grimm

D.C.:	Down, Down, Start, R2, ○
Hangar 18:	R2, ×, △, Down, Right
North Pole:	△, Down, Right, R2, R2
London:	×, ×, □, ○, ○
Tokyo:	Down, L2, Select, Select, Right
Egypt:	Up, ○, Up, Up, L1
Blimp:	Left, Right, L1, Left, L2

### Outlaw

D.C.:	△, Select, Down, ○, L1
Hangar 18:	□, L1, R2, R2, □
London:	Up, R2, △, Select, R2
Tokyo:	Left, Right, Up, ○, ×
Egypt:	L1, R2, ×, Left, Start
Blimp:	○, Left, R1, Up, L2

### Roadkill

D.C.:	Start, Select, L1, △, L2
Hangar 18:	Down, L2, Start, Right, Select
North Pole:	R2, Select, △, R2, Up
London:	△, L2, Right, △, L2
Tokyo:	△, L2, Right, △, L2
Egypt:	□, Select, □, Select, △
Blimp:	□, Select, □, Select, △

### Spectre

D.C.:	L1, □, Up, ×, R1
Hangar 18:	Select, ×, Down, Right, Start
North Pole:	Start, Down, □, L2, Down
London:	Down, ×, L2, △, L1
Tokyo:	R2, Down, □, ×, Up

### Sweet Tooth

D.C.:	○, ○, L1, L1, Start
Hangar 18:	Right, Right, Down, ○, ×
North Pole:	L2, ○, Select, ○, L2
London:	R1, Right, R2, Up, Right
Egypt:	Select, Up, R1, R1, ○
Blimp:	Right, △, Up, □, L2

### Thumper

D.C.:	R2, △, Left, Down, L2
Hangar 18:	△, Up, Select, R2, △
North Pole:	□, R1, R2, ○, Select
London:	Start, Start, Select, Up, L1
Tokyo:	Right, R1, △, Up, L2
Egypt:	L2, Start, Right, Left, △

### Warthog

D.C.:	Select, L1, Left, Start, Left
Hangar 18:	Start, L1, Right, R1, L2
North Pole:	Down, L1, Start, L2, □
London:	R2, △, △, Start, Left
Egypt:	□, □, Start, L1, △
Blimp:	R2, L2, Down, ×, Left

*Daniel Adams II  
Spring Valley, CA*

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**Reload Shield:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **□ Select**, **○, ×, Highlight Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game and your shield will be replenished.

**Skip to the Next Mission:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **□, ○, □, ○, ×, Select**, **× Select**. Highlight **Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and you'll skip to the next mission.

**Change Color to Black-and-White:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **□ Select**, **○, ×, ×, ○ Select**, **□ Highlight Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and your vehicle will be colored black-and-white.

**Reload Weapon 0:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **□, ○ Select**, **× Select**, **×, ○, □ Highlight Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and your weapon in slot 0 will be reloaded.

**Reload Weapon 1:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **○, ×, Select**, **□ Highlight Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and your weapon in slot 1 will be reloaded.



**Reload Weapon 2:** Press **Start** to pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **□ Select**, **□, ○, □ Select**, **× Highlight Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and your weapon in slot 2 will be reloaded.



**Power Up Weapon 0:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **○, ○, ○, ×, ×, ○ Select**. Highlight **Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and your weapon in slot 0 will be powered up.

**Power Up Weapon 1:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **□, □, □, ○, ×, ○, × Highlight Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and your weapon in slot 1 will be powered up.

**Power Up Weapon 2:** Pause the game, then press **Select** to bring up the in-game menu. Highlight Volume Sound FX and press **□, ○, □, □, ×, □, ○ Highlight Quit**, **press ×**, and at the prompt, highlight **Yes** and press **×**. Unpause the game, and your weapon in slot 2 will be powered up.

**Single-Player Passwords**


**Crime War Single-Player Passwords:** At the game-select screen, highlight Single Player under Crime War and press **×**. At the following menu, highlight Ready and press **×**. Highlight Password, press **×**, and enter any of the following passwords to activate these cheats.

*Note: These passwords are for the Normal difficulty setting.*

Griffith Park Finished: TAFRGYBLRR

Zuma Beach Finished: CRGRGYBLRY

La Brea Tar Pits Finished: FUMRGYBLRL

Venice Beach Finished: SICUGYBLLL

Hell's Gate Finished: TAFUGYBLRR

Studio City Finished: CRGGYGBLLY

LAX Finished: FUMGYBLLL

Long Beach Finished: SIFYGYBISR

**Precinct Assault Single-Player Passwords:** At the game-select screen, highlight Single Player under Precinct Assault, and press **×**. At the following menu, highlight Ready and press **×**. Highlight Password, press **×**, and enter any of the following passwords to activate these cheats.

*Note: These passwords are for the Normal difficulty setting.*

**Urban Jungle**

Start at Level 5: FUCUGYBIMI

Start at Level 10: SUHUGYBIDR

**Proving Grounds**

Start at Level 5: SICRRYBLLI

Start at Level 10: TIFRNYBLSR

**Hollywood Keys**

Start at Level 5: SICRGYDLLI

Start at Level 10: TIFRGYPLSR

**Venice Beach**

Start at Level 5: SICRGLBLLI

Start at Level 10: MIFRGIPLSR







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