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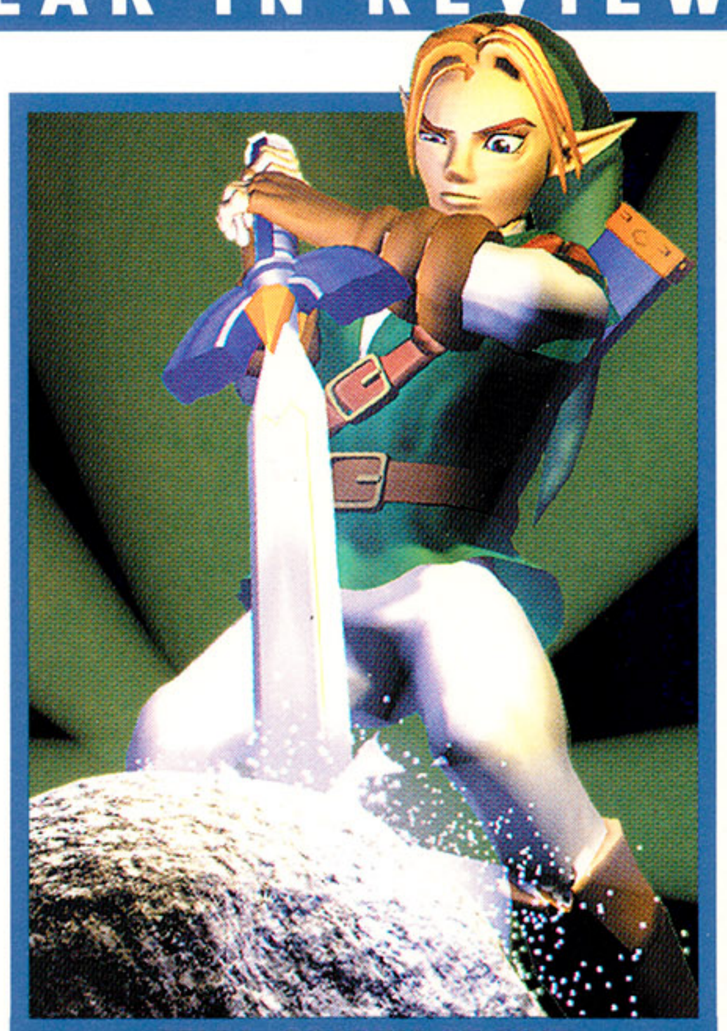

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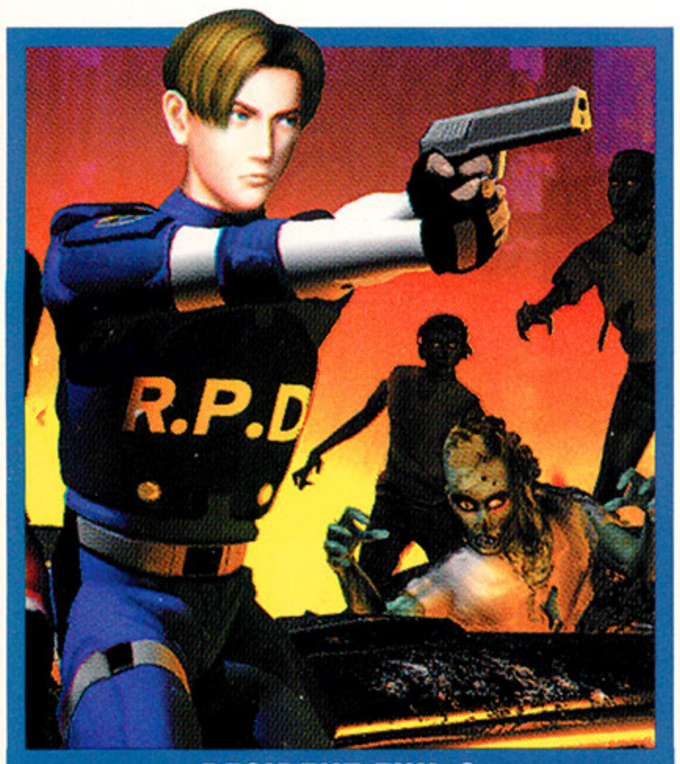


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# 1 Buck Bumble

## BEE PREPARED

# The Year–And The Near Future–In Review

By Dan "Shoe" Hsu

Last year at this time, we made a few things abundantly clear. The Saturn was rapidly losing steam in North America, the Nintendo 64 desperately needed more software, and the PlayStation ruled the video game kingdom. The good news? Well for Sony Computer Entertainment, it's that the PlayStation is still the master of its domain. The bad news is the Saturn is no longer *losing* steam—it has lost it altogether, and Nintendo is still working on turning that molehill of a software library into a mountain.

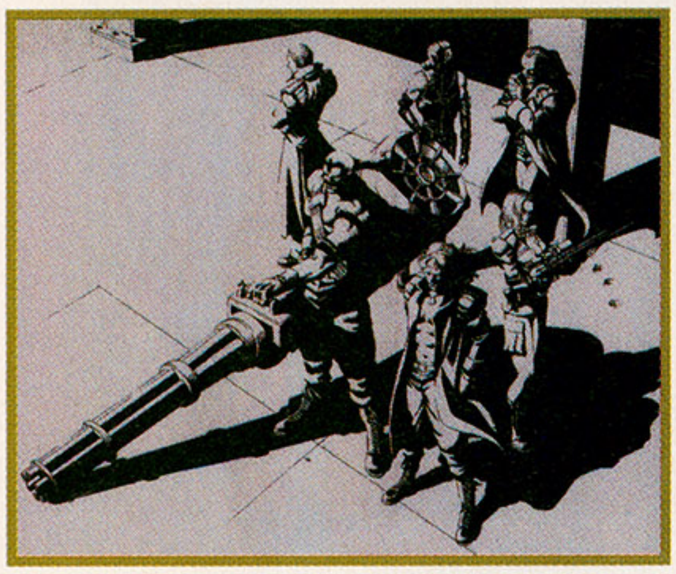
While it's nice that we have a strong and virile PlayStation keeping the market flooded with good and bad games, we need a little competition, don't we? Enter Sega's new wonder machine, Dreamcast. Promising wonderful eye-candy and unheard-of technological feats, Dreamcast is giving players something else to get excited about. It's going to be another year before most Americans see any DC games, so for the time being, check out our Dreamcast feature and feast your eyes on some of the hottest games coming out in Japan, like Biohazard—Code: Veronica and, of course, Sonic Adventures.

So where does this leave Old Faithful? Nintendo has a couple of cards left that may or may not deal the Nintendo 64 back into the game. The 4MB Expansion Pak will be giving N64 3D games a much-needed boost in sharpness. But it's that little kid from Hyrule who we think is going to sell the most Nintendo 64 systems since it launched with Super Mario 64. At the time of this writing, Zelda: The Ocarina of Time is nearly complete. From the days we've spent playing and drooling over the game, we've already figured out that it's our favorite Nintendo 64 game of all time (sorry Mario and Agent 007). Make sure to look inside to see why we think Zelda is the new King of Nintendo, but also look for our full reviews in the January or February issue of *Electronic Gaming Monthly*.

The PlayStation, not to be outdone, has its own killer app out on the loose. In case you haven't heard, a quiet little game called Metal Gear Solid is in stores. This game is simply incredible. We've never seen anything like it, and we hope to see more of it. You may know by now that *EGM*'s Review Crew gave this game perfect 10's across the board (yes, I was one of those fools who fell hopelessly in love with MGS). But did you know we gave the game seven awards in this *Buyer's Guide*? Of course you didn't. If you're reading this editorial, that means you haven't looked inside yet.

But before you do go look inside, please read the little note below from our technical advisor. He just wants to make sure you understand what you're looking at when you compare the technical stats that we provided for the different systems. Also, we'd like to thank Leonard Herman, author of *Phoenix: The Fall & Rise of Videogames*, for keeping us on our toes and for some of the informational nuggets you'll be seeing inside.

So what are you waiting for? You can't tell me you'd rather listen to me rant than turn the page to read our Sega Saturn eulogy, or to see what's up with the Nintendo 64 this season, or to see why we gave Metal Gear Solid awards for things involving vibrators and butts. (Don't worry, it's much more innocent than it sounds...) See ya inside.



**Can you believe Metal Gear Solid won seven of our Good, Bad and Silly Awards? We can. MGS is a game unlike anything you've ever played before.**

"Smiling" Lee Saito says: "It should be noted that polygons per second and the clock speed of the processor in MHz are not good specs to use to directly compare two systems. The polygons per second figure is a largely artificial number released by each manufacturer—typically, no actual game logic is being run and the type and size of each polygon is not disclosed, so an actual game will probably never reach the numbers they claim. Similarly, the clock speed is only useful when comparing similar processors, as it is very possible for one processor to do more at 1 MHz than another at 4MHz. Ultimately, the best judge of a system's performance is your own eyes and ears—take a look at the best games on each system, and decide for yourself."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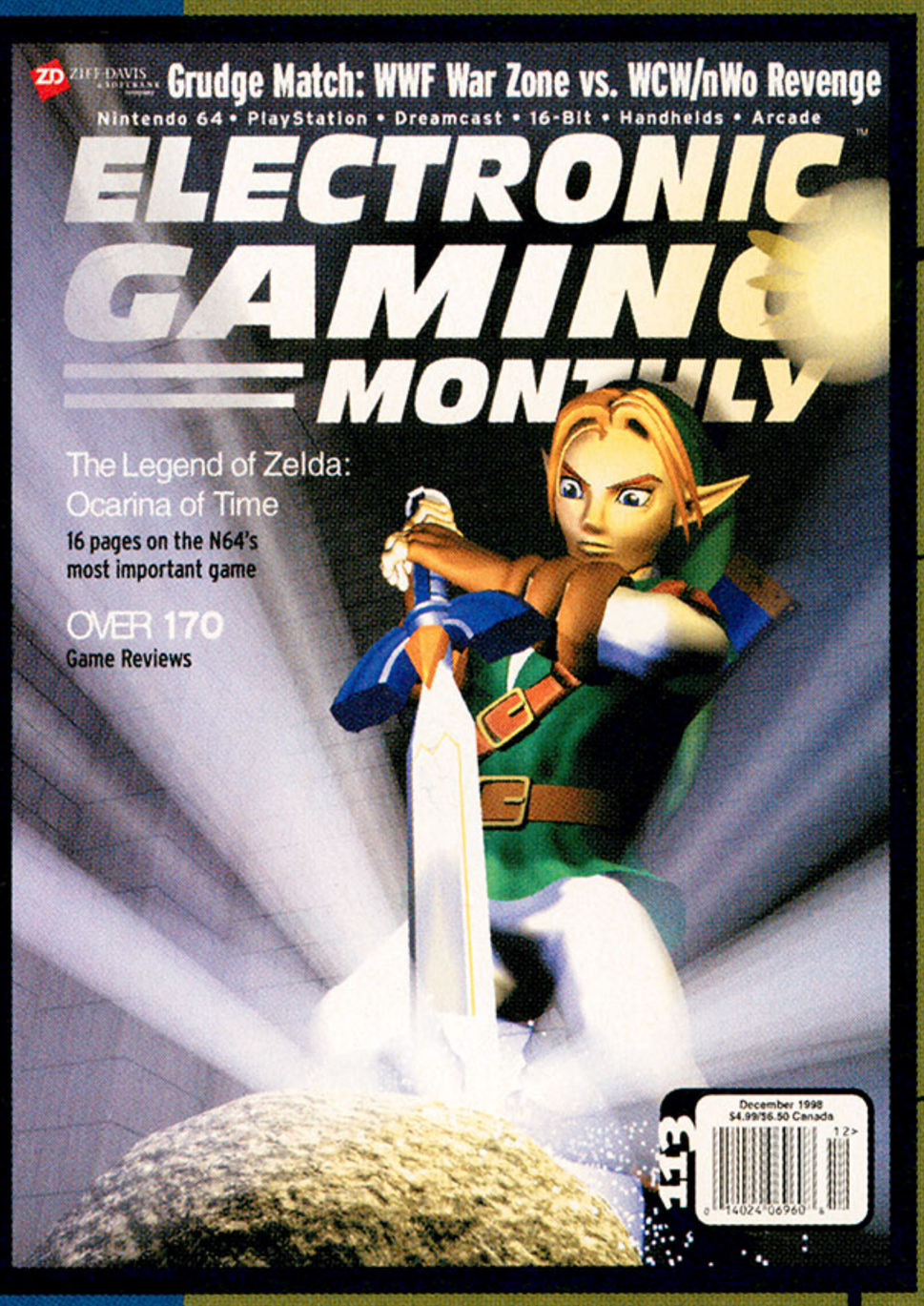


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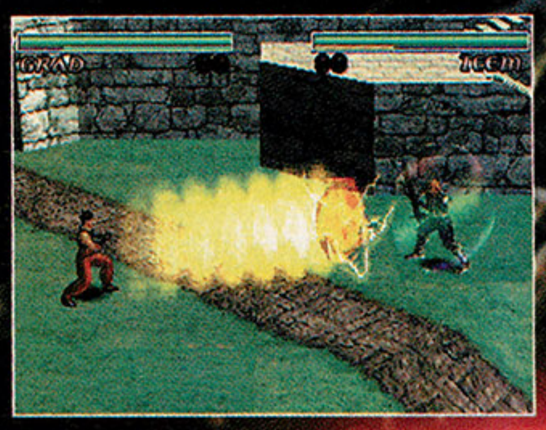

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# CONTENTS

## The Good, the Bad and the Silly 18

That's right, it's *EGM*'s definitive collection of not-so-serious awards. This year we bring you a load of categories like Best Use of a Vibrator and Hottest Game Babe. As always, some awards are serious while others are downright silly—but after all, these are the Good, the Bad and the Silly awards of 1998.

## Which Game System is Best? 38

So you have a couple hundred dollars in your pocket and have no idea what to do with it? We can help. This year we look at all aspects of the Nintendo 64, the Sony PlayStation and the handhelds, and we rate them all. Find out which system is best for you (by taking our short—but sweet—quizzes).

## Dead Systems! 60

"Bring out your dead!" As sick as it may seem, we can't help but think of the part from *Monty Python and the Holy Grail* when the dead systems subject comes up. In this section we acknowledge the dead systems—including the Super NES, the Genesis and the Saturn—desperately holding back our tears.

## Peripheral Connection 84

Has this ever happened to you? You buy a system only to find you want something cool to go with it. Enter: a load of controllers, memory cards, cyber vests, steering wheels and who knows what else. Unfortunately you don't know where you should begin. Well, here would be a good start.

## Best Tricks of the Year 94

You have the system, you have the games, you have all of the peripherals you need. Now it's time to take your gaming to the next step—into the realm of tricks. Here's where we give you all of the stuff companies don't want you to know about, for a bunch of different games for a slew of systems.

## *EGM*'s Game Archive 120

Never in the history of *EGM* has there been a more comprehensive list of game reviews. In fact, the only list that has even come close to it is last year's list of game reviews in the 1998 *Buyer's Guide*. We give you the scores for every game that *EGM* has ever reviewed, along with a short description and fact file info.


## THE FUTURE OF GAMING

Yeah, there's a slew of systems to choose from now but what about six months or a year from now? If you're wondering what's next in the world of gaming, then look no further than our feature on the future of gaming. We give you new info on the Dreamcast, Game Boy Color specs and the skinny on VM Labs' Project-X.


68 Game Boy Color

72 Project-X

74 Dreamcast



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# THE GOOD, THE BAD AND THE UGLY

# Pride, Recognition and Embarrassment

Over here in Chicago, we like to do things in twos. Two baseball teams (Cubs and White Sox), two airports (Midway and O'Hare) and two *EGM*s (*EGM* and *EGM²*, which is now *Expert Gamer*). It only makes sense then for us to do two sets of annual awards: the "real" awards (which will be appearing in a spring issue of *EGM*) and the ever-popular The Good, The Bad and The Silly, which you're looking at right now.

What's the difference? Think of the "real" awards in our monthly magazine as the Oscars. Meanwhile, think of our Good, Bad and Silly as a healthy mix of *People Magazine*'s Best and Worst Dressed and The Golden Turkey Awards. Get the idea?

We hope you enjoy reading these. We certainly put our necks out in getting them to you. In one fell swoop, we've insulted game designers, burned bridges and pissed off PR-types with these awards. If all of a sudden, advertising starts disappearing from our monthly mag, you'll know why...

Now on with the show.

## Game Most Bought by the *EGM* Staff

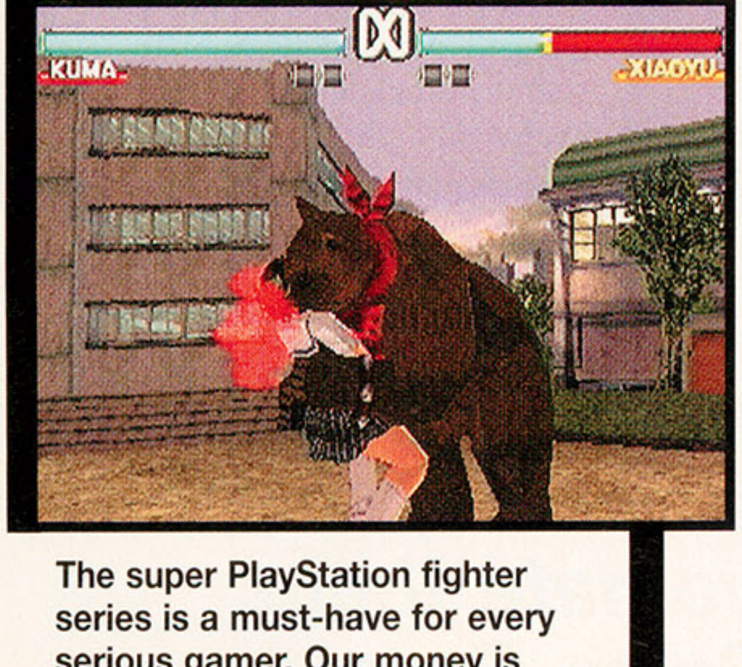
### Tekken 3

**System: PlayStation Publisher: Namco**

It's no surprise that the third installment of the Iron Fist Tournament had us running to the store as quickly as our little feet could take us. Tekken 3 is simply a graphics and gameplay tour de force for the PlayStation. Huge, detailed characters, colorful backgrounds and fast-paced action are the most immediate features of the game. The real core of Tekken 3, however, is the deep and satisfying fighting engine. Properly mastering each character takes months, and the game is still infinitely playable if you want to stick with just one character.

Namco has always added new options and features in their arcade-to-home conversions, but they set new standards with Tekken 3. Funky side games like Tekken Ball Mode and Force Mode had everyone here jumping for joy.

***RUNNER-UP*** *Metal Gear Solid - PS*




**The super PlayStation fighter series is a must-have for every serious gamer. Our money is where our mouths are!**

## Best Party Game

### WCW/nWo Revenge

**System: Nintendo 64 Publisher: THQ**

**Simplified gameplay makes WCW/nWo Revenge the better party game over competitor WWF War Zone.**

After ruling out anything involving booze, dominatrixes and farm animals, we decided the best party game has got to be THQ's WCW/nWo Revenge. The Nintendo 64 cart is a fantastic four-player wrestlefest. With its simple control scheme and realistic animation, just about anyone can get into this game, even those who aren't big fans of this popular "sport."

The brutal action makes Revenge particularly enjoyable. You can smash a garbage can over someone's head, or you can stand outside of the ring and drag someone out by his feet onto the floor. You can suplex, piledrive, clothesline, DDT, drop-kick...all with graphics so smooth and lifelike, you can't help but say, "Ouch."

Best of all (and this is why Revenge makes a great party game) you can do all of this with three of your friends in a Tag Team or Royal Rumble Mode. Grab this game and three friends with N64 controllers. We're sure you'll have a blast.

***RUNNERS-UP*** *Devil Dice - PS*
*WWF War Zone - N64*

## Biggest Vaporware

### 64DD

**Publisher: Nintendo**

So, will it or won't it? After what seems like years of speculation, Nintendo would appear to have given up on the DD for all territories apart from Japan. So, no fancy games with add-on levels, no level editors, no weird Japanese sticker-club style fun and an even longer wait for the games that were supposed to ship for it. A monumental screw-up of Sega 32X proportions? Hmm, maybe.

***RUNNER-UP*** *Project-X*

## Coolest Bosses

### G. Darius

**System: PlayStation Publisher: THQ**

Huge fish are where it's at and G. Darius packs in a ton of them. These robotically enhanced, aquatic Boss creatures often fill the screen with their massive frames as well as seemingly unstoppable waves of deadly projectiles. No game comes close to the sheer amount or variety of Bosses in G. Darius. They range from creatures that look like guppies to more exotic crab/lobster-like monsters. You'd think they would take it easy on you since you're a little tiny ship, but these guys are loaded for bear. Missiles, buzz saws, minishps and all sorts of laser bullets come screaming at you. Seeing is believing.

***RUNNER-UP*** *Einhänder - PS*

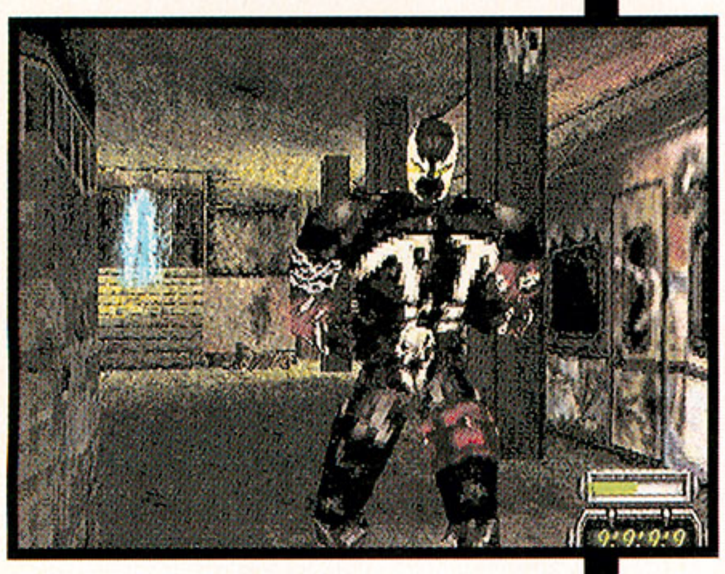
**Funky and freaky fish are a trademark of the Darius series.**

## Worst Use of a License

### Spawn

**System: PlayStation Publisher: SCEA**

C'mon! Is it *that* hard to make a good Spawn game? Let's face it—there's a lot to work with here. First we have the whole hell and



**Hell, cool characters, a twisted and interesting story line...yet the game translation stinks to high heaven. What a shame.**

inner-city motif. This could translate into cool-looking levels with lots of neat lighting effects. Next you have a cast of incredible characters, which speaks for itself. The plot could mean some pretty cool cinemas. The action could become intense gameplay. The list goes on and on. Maybe this is what Spawn was originally supposed to be. Unfortunately, the offering from the internal team at Sony (now called 989 Studios) just couldn't pull it off. It could've been so good, but it turned out so bad.

You know what? Todd McFarlane and his pool of talent should make a game. Then maybe we'd have a Spawn title that's worthwhile—one that uses the license properly.

***RUNNERS-UP*** *NFL Xtreme - PS*
*Batman & Robin - PS*

## Worst Music

### Spice Girls

**System: PlayStation Publisher: Psygnosis**

Love them or hate them, you've gotta—nah, scratch that, we hate them. The Spice Girls have achieved previously unheard of feats of marketing BS, but as far as we're concerned nothing can compare to the farce that is Spice World. Not only is it a mockery of video gaming entertainment, but it takes a bunch of songs that are already terrible, hacks them into little chunks and lets you muck around with them until they sound even worse. Add some utterly horrible voice-over work with "Girl Power" attitude and you have something that goes above and beyond the call of duty.

***RUNNERS-UP*** *Flying Dragon - N64*
*Master of Monsters - PS*

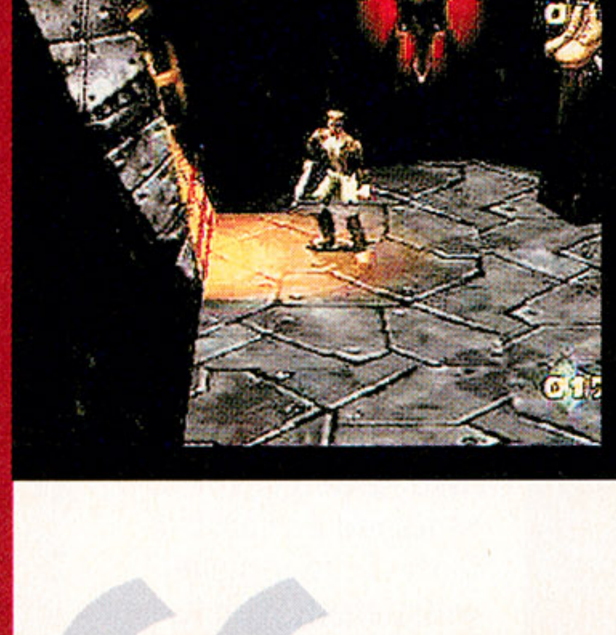
## Retro Game That Should've Stayed Retro

### Pitfall 3D

**System: PlayStation Publisher: Activision**

Some people claimed to love it, many others, like the majority of the *EGM* Review Crew, felt it was a complete waste of time. Pitfall Harry always looked far happier when he had an excuse for poor presentation and repetitive gameplay. His last PlayStation incarnation is mind-numbingly bad with cheap gameplay, horrible sludge-brown graphics and some of the worst "puzzles" ever. "Ooh look, a platform moving on and off the screen, I'll jump on that. Oh...I'm dead." Repeat to fade. At least on the Atari 2600 he had an excuse. Boring, boring, boring, boring, boring. Take it away.

**Metal Gear Solid—we love it. On top of everything else that makes this incredible action/adventure game great, it has some killer artwork.**



**Brown, dreary, poorly designed and a complete waste of space. Activision shows how not to update a cool idea.**



## Best Artwork

### Metal Gear Solid

**Publisher: Konami**

The artwork in Metal Gear Solid sets the tone for the cool espionage and intrigue that is so integral to the game. The characters truly come alive and are portrayed in such a way they become etched into your permanent memory. Fantastic.

***RUNNER-UP*** *Rival Schools United by Fate - Capcom*

## Game Most Likely to Drive You Insane

### Colony Wars: Vengeance

**System: PlayStation Publisher: Psygnosis**

And you thought the first Colony Wars was tough. Psygnosis' Colony Wars: Vengeance packs missions that seem only slightly less difficult than pounding a hole through a cement wall with your head.

Take the mission that has you using your grappling hook to slam asteroids into a mining facility, for example. You mean I'm

***"Love them or hate them, you've gotta—nah, scratch that, we hate them. The Spice Girls..."***

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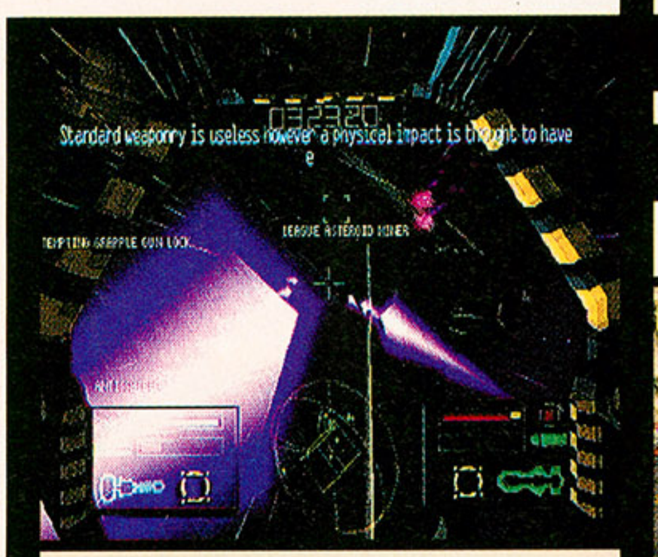


**Not only is Colony Wars: Vengeance one of the best-looking games on the PlayStation, it's one of the most outrageously difficult, too. Wear a hat when you play, lest you yank out all your hair.**

expected to dogfight enemy ships, dodge missiles, take out the scattered gun platforms and dodge the facility's super laser—all while hauling 100 tons of space rock behind my tiny fighter? Um, yeah. No problem. Thank you, sir, may I have another? Just let me extract my fist from the

wall, where I seem to have forcefully lodged it after dying for the hundredth time.

Of course, the game does eventually get a little easier, once you've acquired better ships and souped 'em up. Trouble is, by the time you reach that point you may not have any joypads that are still in one piece. Or, more likely, you'll be in a comfy padded cell, whispering, "Kron, Kron, Kron...."

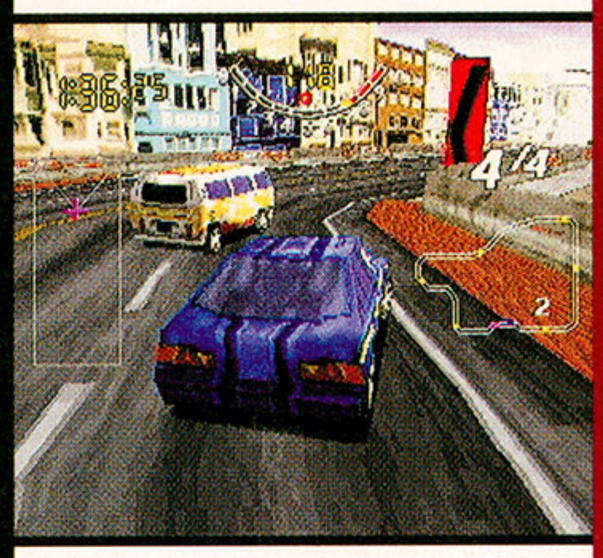
Nearly as maddening is Interplay's Heart of Darkness. It's a beautiful game, sure, but the fancy graphics lose some of their wow factor once you've died 100 times on the same screen. Patience isn't just a virtue with this game—it's essential to keeping your sanity.

***RUNNER-UP*** *Heart of Darkness - PS*

## Game That Should've Stayed in the Arcades

### San Francisco Rush

**System: PlayStation Publisher: Midway**



**Yuck, yuck, yuck. A terrible arcade conversion if ever there was one. Looks rubbish and steers like an absolute cow. Yuck.**

The N64 version of Rush isn't exactly the greatest racing game ever, right? So that alone kinda justified it winning this award. When the PlayStation version was released though, it showed us just how bad it's possible to make an arcade conversion. For a start, the graphics are terrible. The 3Dfx-generated beauties from the arcade system have been ravaged to the point where they are a mere shadow of their former self. It doesn't end there though...the controls. Oh, the controls. Were the people who play-tested this version from a different planet? They're terrible. Surely, when driving a car, the steering is important yes? It would appear the developers of this feel otherwise. It's unplayable.

***RUNNER-UP*** *Off-Road Challenge - PS*

## Worst NFL Blitz Rip-Off

### NFL Xtreme

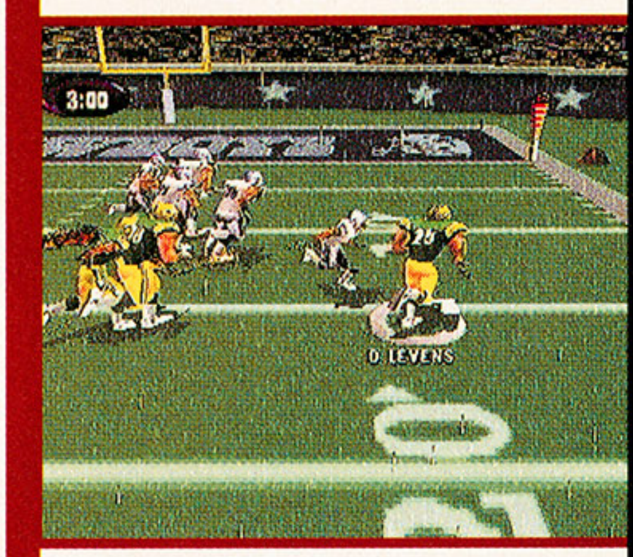
**System: PlayStation Publisher: SCEA**

OK, so it's the *only* NFL Blitz rip-off, but we wouldn't be able to sleep at night if we didn't add insult (this award) to injury (the bad reviews we gave Xtreme).

NFL Xtreme takes some elements from NFL GameDay and some elements from Blitz and a rotten egg and then starts up the blender. The outcome: a game that is about as klunkly as they come and doesn't do justice to either GameDay or NFL Blitz...

**Sure, NFL Xtreme is everything NFL Blitz is...yeah, maybe for those of you who smoke crack.**

especially NFL Blitz. And those of you out there who made the mistake of playing (dare we say, *buying*) NFL Xtreme know what we're talking about. Not only is it a pain in the ass trying to catch the ball, it is tough controlling your players. The animation may be decent—comparable to NFL Blitz even—and so are the graph-



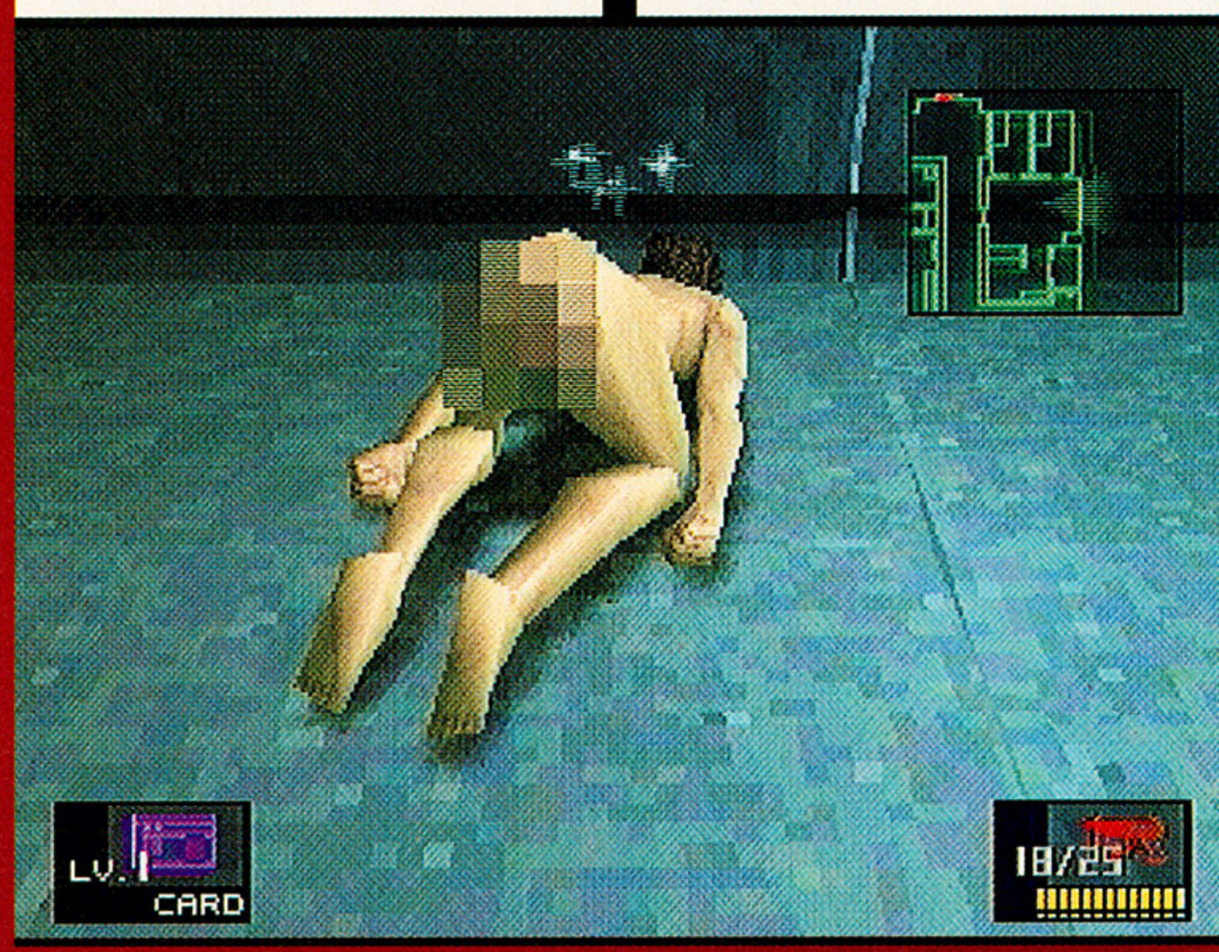
ics, but that stuff's just on the exterior. The meat of the game—the part that's supposed to be like NFL Blitz—just didn't make the cut. We know 989 is capable of making a good football game (just look at GameDay), but obviously the team behind NFL Xtreme forgot to take their "make a good football game" pills during most of the development process.

## Best Butt Shot

### Metal Gear Solid

**System: PlayStation Publisher: Konami**

Metal Gear Solid may be many things: beautifully crafted, stunningly designed, exquisitely written and much more. But, one of its strongest qualities is the movie-like ambience that it creates with its humor—both in the dialogue, the camera work and in places, some of the weird-ass stuff that it comes up with. Early in the game, when meeting Meryl for the first time, you realize that she's beaten up a guard and stolen his uniform. Where's the guard? Why, he's kneeling on the floor, naked and unconscious with his butt sticking in the air. Where else would he be? Thank heavens for TV visual censorship for inspiring the pixelated-ass effect though, eh?




**Yep...that is what you think it is. It's a naked man, kneeling down with his ass in the air. And he's unconscious. Video games, eh?**

Everything you thought you knew about giant robots is wrong.

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wrong.
wrong.

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## Best Showing of Wood

### Mokujin

**Publisher: Namco**

Heroes come in all shapes and sizes, but they also come in different organic material. Mokujin is a mysterious creature made of wood who would rather play some Tekken 3 than fetch a pail of water for Mrs. Mokujin.

**The ladies can't help but be attracted to Mokujin. He's all wood, all of the time.**

He's hard in all the right places, especially in his hands which are made of iron. He also changes fighting styles every round, ensuring a confusing offensive approach. To be a master of wood requires knowledge of each character in Tekken 3.

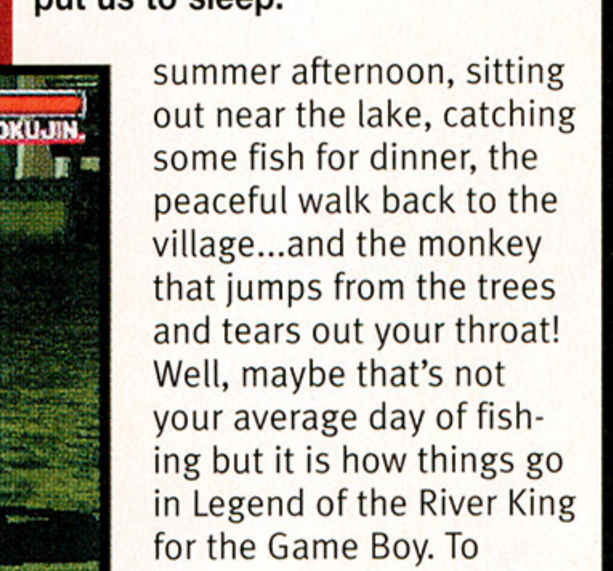
Whoa, all this talk about wood is getting us...uh...nervous.

## Best Cure for Insomnia

### Legend of the River King

**System: Game Boy Publisher: Natsume**

It must be something about the "sport" of fishing that does it to us. Maybe it's the imagery that comes to mind: A nice, warm summer afternoon, sitting out near the lake, catching some fish for dinner, the peaceful walk back to the village...and the monkey that jumps from the trees and tears out your throat! Well, maybe that's not your average day of fishing but it is how things go in Legend of the River King for the Game Boy. To break up the hours of just going out fishing (yawn), Legend of the River King throws RPG-inspired battles into the mix. Fight spiders, birds and monkeys with your bare knuckles to stay alive and save your fresh fish. Still, the game's weird battles (yawn) can't keep us awake—there's just too much fishing.



**Whether you like fishing or hate it, it's not the most action-packed sport. LotRK just kind of takes it to the next level of boredom—it put us to sleep.**

The same goes for every other (yawn) fishing game out there. It's quite relaxing to think about actually...zzzzz.

***RUNNER-UP*** *Any Fishing Game*

**1**

How many minutes we can play Legend of the River King before we fall asleep

## Hottest Game Babe

### Tiffany

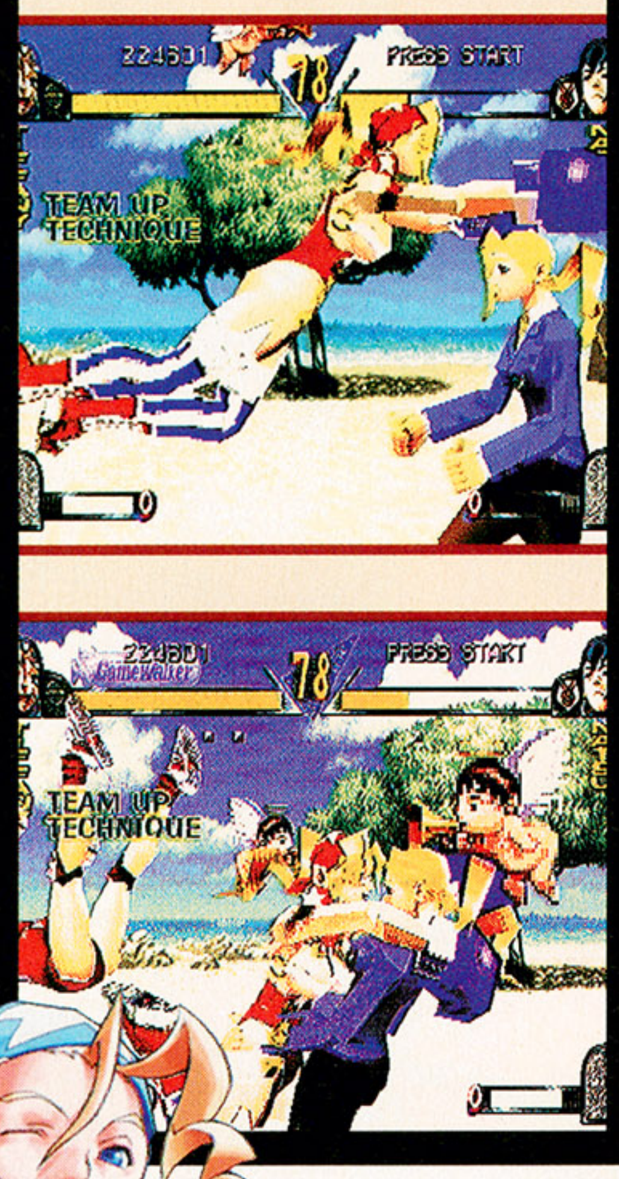
**Publisher: Capcom**

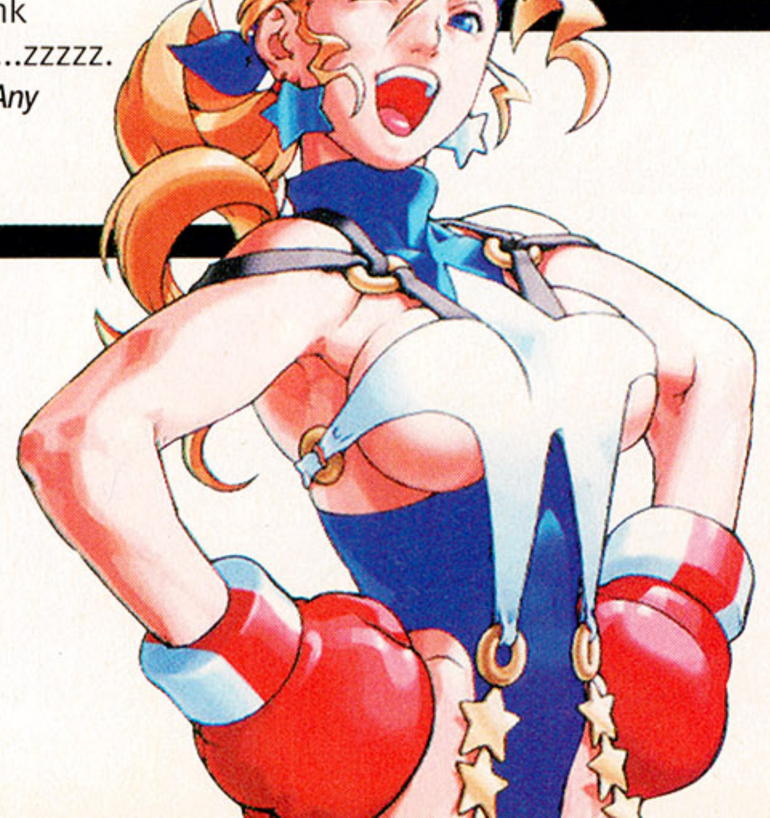
Tiffany from Rival Schools: United by Fate isn't as mainstream as some of the other Hottest Babe winners from the past, like Lara or Cammy, but she is a babe, nonetheless.

This PlayStation beauty is spunky, blond and beautiful. But it's her enthusiastic Team Up Technique that got us. We get giddy all over when we watch Tiffany jump, bosom-first, into her teammate's arms and gives him or her a big smooch. We get extra giddy when that "him or her" is simply a "her."

The Dead or Alive girls (the runners-up) have the right looks and bounces, but Tiffany has that Neve/Denise *Wild Things* quality that we just couldn't resist.

***RUNNERS-UP*** *The Dead or Alive Girls*



## Hottest Game Hunk

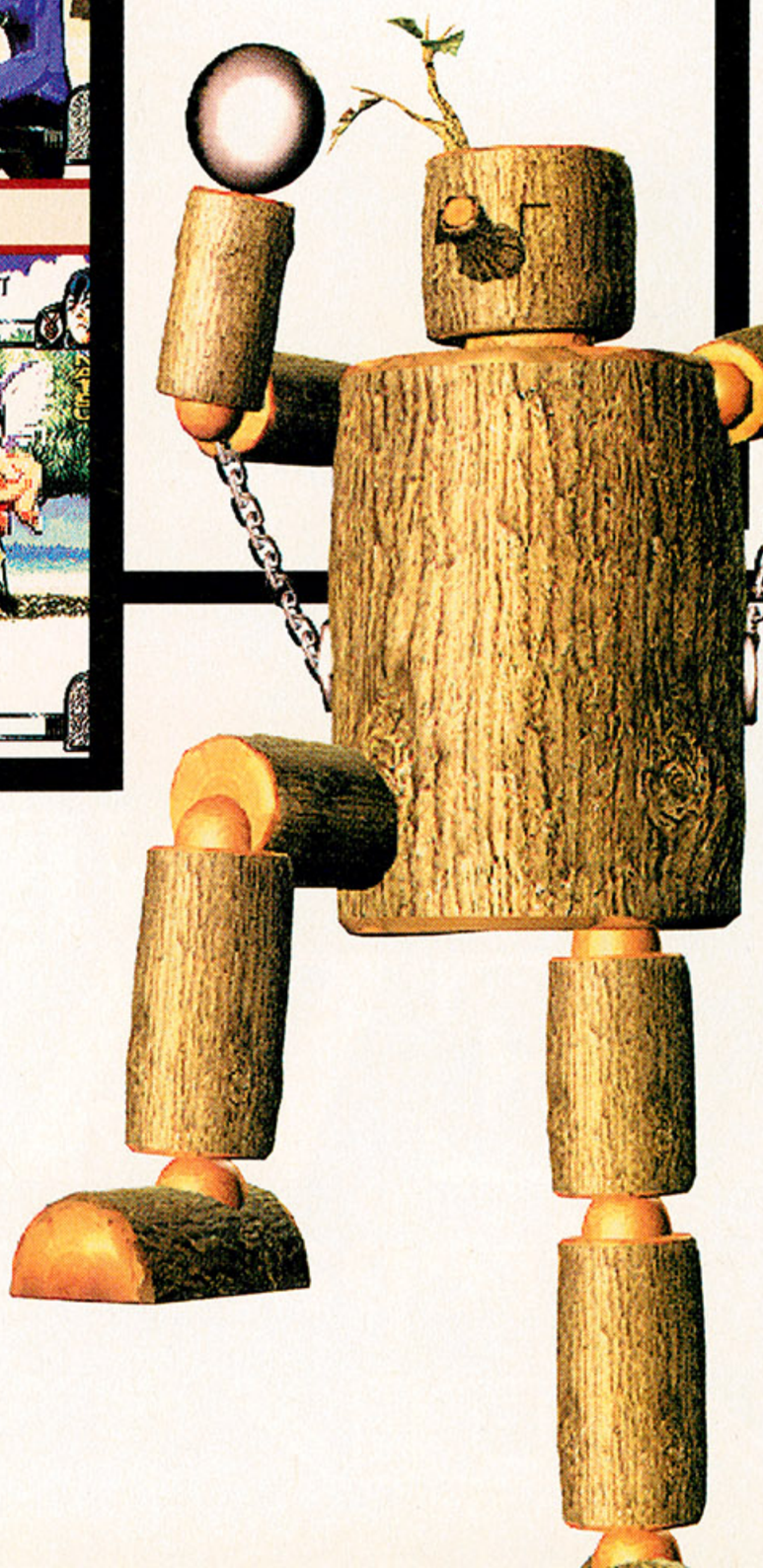
### Mokujin

**Publisher: Namco**

What can you say about a hot hunky piece of wood? Some ladies may be turned off by the fact that he has to sand himself down so he doesn't scratch anyone's sensitive skin. But Mokujin doesn't like wimpy ladies anyway. Girls who like their man rough and rugged, literally, find Mokujin irresistible.

Men also find Mokujin quite pleasing in the same way they like swinging baseball bats. In this age of Viagra what man wouldn't have a little wood envy.

***RUNNER-UP*** *Elephant Sak*



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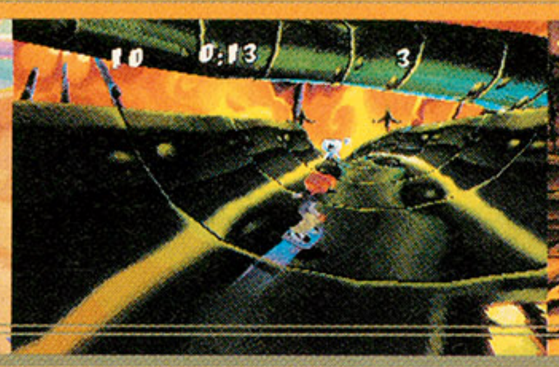


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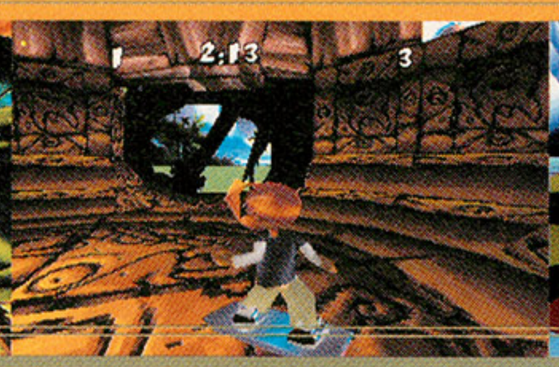


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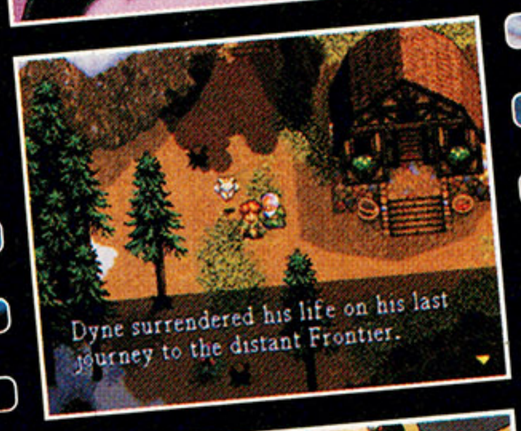

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# "What can you say about a hot hunky piece of wood?"

## Most Annoying Character

### Brian

**Publisher: THQ**

OK, so maybe Link and Cloud aren't the most awe-inspiring names for a video game hero, but Brian? I mean, c'mon. Brian's a name more suited to that guy who mixes paint at the hardware store, not for someone embarking on Quest 64's world-saving adventure. Then there's that ridiculous, bouncy ponytail thing.

The title character from Iggy's Reckin' Balls is a close second. Yeah, a rubber ball that talks like a Ninja Turtle—that never gets annoying.

***RUNNER-UP*** *Iggy*

## Best Voice Work

### Metal Gear Solid

**System: PlayStation Publisher: Konami**

There's an awful lot of speech throughout Metal Gear Solid, and much of the story is conveyed either through cut-scenes where characters talk to you and impart important pieces of information, or through the Codec communication device that allows Snake to "phone home." All of the actors used provide sterling performances, with some notably disturbing efforts from the actors playing The Ninja and Psycho Mantis. Not only is the acting good, the script is well-written too. Combining drama with action movie humor, it provides the best aural experience yet on the PlayStation.

***RUNNERS-UP*** *Broken Sword - PS*
*Oddworld: Abe's Exoddus - PS*

## Worst Voice Work

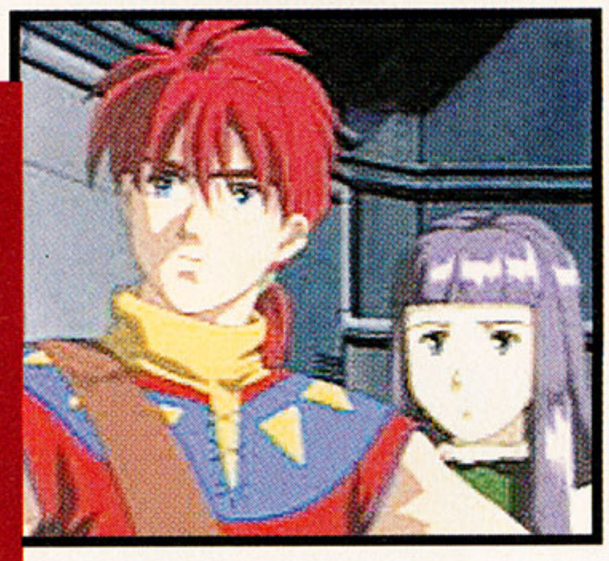
### The Granstream Saga

**System: PlayStation Publisher: THQ**

For such an impressive RPG it is a shame that Granstream is let down by some voice work that is so incredibly bad, it's laughable. Cheesy actors sound like they were reading their lines rather than acting them and as for that damn bird Corky...jeez! Talk about nauseating and ridiculous...yuck. If ever something sounded like a bad,

**Corky the bird is so annoying you just want to figure out how you can kill the stupid thing.**

cartoon reject, Corky's the one. Every time the stupid looking thing opened its mouth you wanted to break out the Elmer Fudd 12-guage and blast him out of the air.



For a runner-up, we have Tenchu. Forced, cheesy voices destroy any sense of drama. Funny though.

***RUNNER-UP*** *Tenchu - PS*

## Best Voice Work w/o Real Voices

### Banjo-Kazooie

**System: Nintendo 64 Publisher: Nintendo**

Anyone who played Banjo knows exactly what we're talking about. There's something special about characters who speak with burps, sobs, grunts, farts,

Revolver Ocelot and Solid Snake have a little discussion while the hostage sits there, sweating his balls off.

**7**

The number of awards Metal Gear Solid won in this year's Buyer's Guide voting

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cackles or chomps. The best is when one of the characters in the game has a lot to say—then you get a good minute or so of strangely pitched "speech" that more or less matches what's scrolling along the bottom of the screen. Admittedly, by the third or fourth sentence some of the characters were driving all of us insane. Well, maybe it was the noise Kazooie made when he walked around.

**RUNNER-UP** *Klonoa - PS*

**"Uh-huh uh-huh uh-huh uh uh huh uh-huh," says Blubber, one of Banjo's many masterful voice actors.**

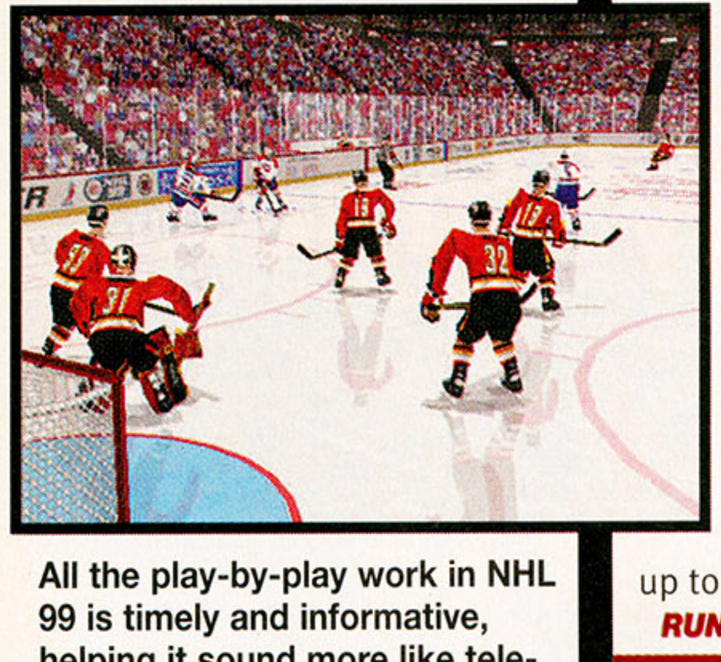
## Best Play-by-Play

### NHL 99

**Publisher: PlayStation Publisher: EA**

Game commentary is so di rigeur now that it's not very often an individual game leaps out and smacks you in the face with the quality of its play-by-play work. There are a few out there that are truly awful, and an awful lot that are perfectly adequate, but only a few have really impressed us this year. EA Sports' NHL 99 is by far the best we've heard for a while, with voice work from NHL broadcasters Daryl Reaugh and Jim Hughson. Their comments are frequent, varied and above all else, informative and interesting. NHL 99 sounds like a real TV hockey game.

**RUNNER-UP** *Triple Play 99 - PS*



**All the play-by-play work in NHL 99 is timely and informative, helping it sound more like televised, rather than a video, game.**

## Most Hype for a Game

### Metal Gear Solid

**System: PlayStation Publisher: Konami**

We knew we were looking at something special when we caught our first glimpse of Metal Gear Solid two E3s ago. But heck—so did the rest of the world. Before we knew it, Solid Snake and company were popping up in every gaming mag out there—as well as mainstream mags like *Spin* and *Entertainment Weekly*. And

**It's called Metal Gear Solid. Ever hear of it?**

the more we saw of this amazing 32-Bit update to the oldie-but-goodie Konami franchise, the more we wanted to show it to our readers. Even when we didn't have any fresh info on the game, we devoted pages and pages to nothing but new screenshots.

So it's a darn good thing the game turned out to be worth all the fuss. Otherwise, every disappointed gamer in the United States would be out for some video game journalist blood.

Umm, it's too bad Yoshi's Story didn't live up to its hype.

**RUNNER-UP** *Yoshi's Story - N64*

**Vast graphical improvements are just the beginning of the cool new stuff in Tekken 3.**

## Best Sequel

### Tekken 3

**Publisher: PlayStation Publisher: Namco**

No other sequel outdoes its predecessor more than Tekken 3. The graphics of the characters and backgrounds are much better than those of Tekken 2's. The fighting engine is tighter and the game has a ton more options. Individual CG-rendered endings are back and a bit lengthier.

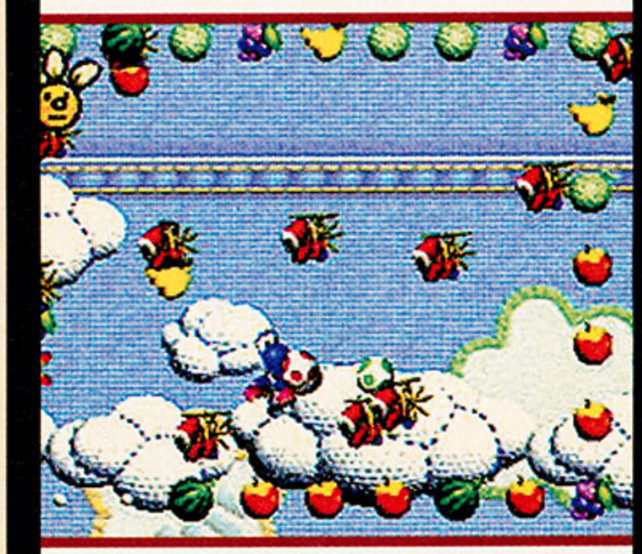
With all that going for it, it was still a close call between Tekken 3 and Resident Evil 2. The survival-horror sequel is everything the original is and much more. The story is compelling and has some genuinely surprising twists. Secret characters and multiple story paths on two discs result in a highly replayable experience.

**RUNNERS-UP** *F-Zero X - N64*
*Resident Evil 2 - PS*

## Most Disappointing Sequel

### Yoshi's Story

**Publisher: Nintendo 64 Publisher: Nintendo**



**It looks nice, but Yoshi's Story was far too little, far too late to keep most gamers amused.**

It was just so highly anticipated wasn't it? Right from the time we first saw the N64 we knew there was going to be a new Yoshi game, we knew it was going to be 2D and we knew that it had the potential to be quite superb. What an incredible disappointment it was when the damn thing finally came out though, eh?

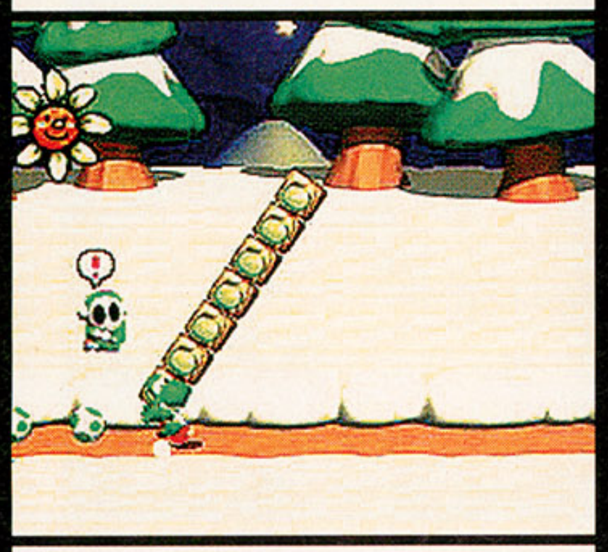
Considerably later than we'd anticipated, the cutesy, bouncy 2D platform adventure is just nowhere near enough. It is short, easy and ultimately not particularly rewarding. Let's hope

# "Did we mention this game sucks?"

Nintendo has another go at some point and realizes what a colossal mistake they made.

As for our runner-up though. Well...C: The Contra Adventure, eh? It's already down as being single-handedly responsible for destroying the Contra franchise, so what more can we possibly say? It's awful, awful, awful. Again we say...why? Why Konami? Why did you let this happen?

***RUNNER-UP*** *C: The Contra Adventure - PS*



## Best Way to Destroy a Successful Franchise

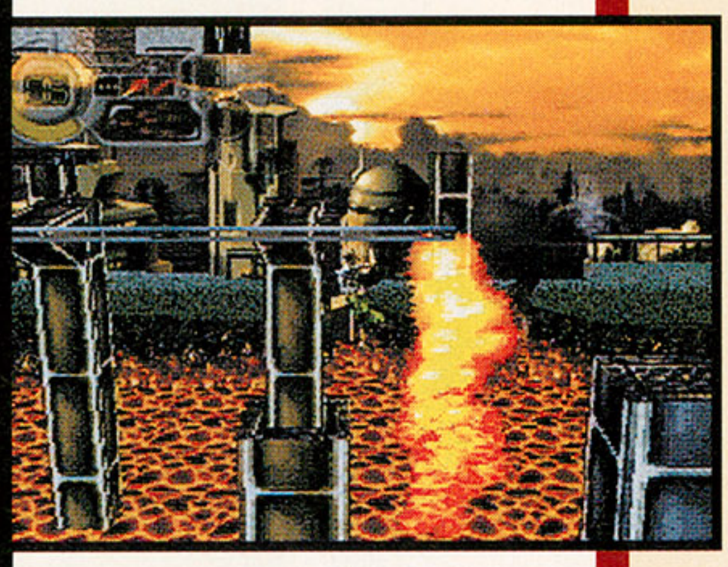
### C: The Contra Adventure

**System: PlayStation Publisher: Konami**

Oh boy, they really went to town on this one didn't they? Wow. Remember the first time you played Contra? Wasn't it a really great game? I mean, a really *GREAT* game (in capital letters and italicized)?

And how about the first time you saw Contra III on the SNES? That really was something wasn't it? Fantastic graphics, superb gameplay and that magical something that Konami used to do so well.

So then, when the franchise turned up on the PlayStation you'd expect a string of landmark titles, right? Superb visuals? Maybe some ground-breaking gameplay? Nope.



Unfortunately, Konami and Appaloosa have somehow destroyed the magic entirely. We're not talking "accidentally knock it off the shelf and break it like a piece of grandma's china" either. We're talking multimegaton thermonuclear destruction here. With salt and lemon rubbed into the wounds just to make sure it really hurts. How could they do it? How? How? It's terrible. The SNES version actually looks better.

Want to see how to completely screw up a good idea? Check out C: The Contra Adventure. It's educational.

## #1 Game We Love to Hate

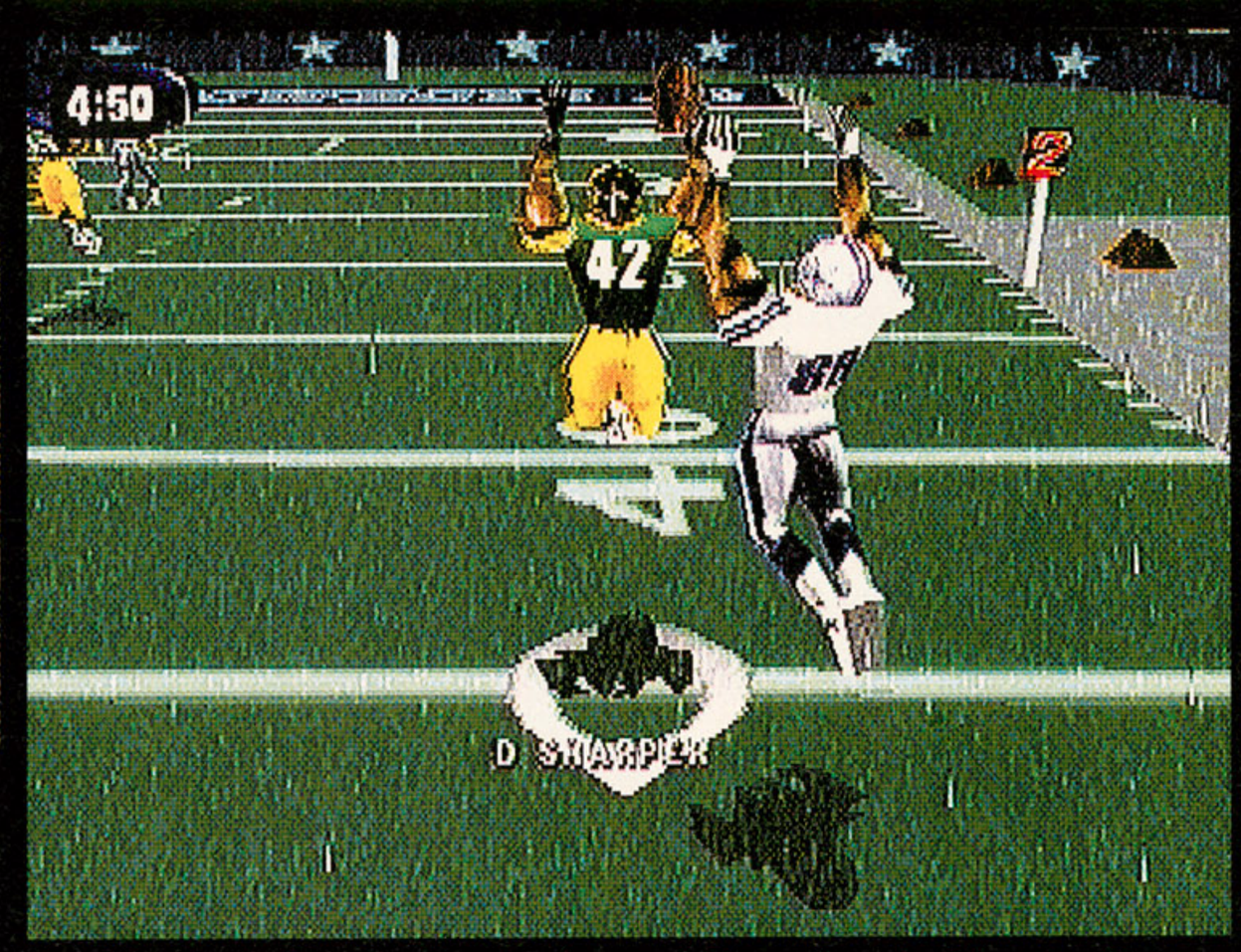
### NFL Xtreme

**System: PlayStation Publisher: SCEA**

Did we mention this game sucks? When compared to NFL Blitz, NFL Xtreme is like its in-bred, grotesquely deformed third cousin whose sex is indiscernible. Just about everything makes it a stinker—be it the control or the erratic player movement. The only thing that is Xtreme about this game is its xtreme lack of gameplay. Sure, the graphics, some of the animation and interfaces are decent but that just won't do.

Alas, NFL Xtreme isn't the only game we love to hate. As seen in *Electronic Gaming Monthly*, Deadly Arts received horrible scores. It too is a fine example of a bad game. Then there's Spice World. Why in God's name was this game unleashed upon us? Sure, there are people out there who like the Spice World—like 13-year-old girls and guys with overactive hormones—but that doesn't mean we need to see it on our beloved PlayStation. Note to self: Throw a party when the Spice Girls fad finally goes away...oh wait, too late.

***RUNNERS-UP*** *Deadly Arts- N64*
*Spice World - PS*




Catching the ball is about as hard as grabbing a fly out of the air with chopsticks. NFL Xtreme made all of us real mad.

## #1 Game We Hate to Love

### Jeopardy!

**System: Nintendo 64 Publisher: Gametek**

No doubt about it—Jeopardy! for the N64 is awful. It repeats questions too often. It demands perfect spelling. ("Hershey's" is correct; "Hersheys" is wrong.) And its graphics are as exciting as cardboard cut-outs of DMV employees.

So why the hell do we like playing the game so much? We figure it's one of those games-so-bad-they're-good kinda things, like the way the horrid-looking contestants show absolutely no emotion when they win or lose. And then there's the weird spelling-assistance system, which displays what it thinks you're trying to type so you don't have to input the entire word. Imagine if the TV show had the same feature.

Contestant: What is "lab..."

Alex Trebek: What is "L. A. Gear"?

Contestant: No, no. What is "labrador ..."

Alex: What is "liver and onions"?

Contestant: No, no, dude. What is "Labrador Retriever?"

Alex: What is "Labor Day?"

We'll take "Crap Games So Bad They're Funny" for $100, Alex. The answer is: Jeopardy!

## Best Ending

### Metal Gear Solid

**System: PlayStation Publisher: Konami**

**WARNING: If you haven't yet finished Metal Gear Solid, you may want to refrain from reading this possible spoiler!**

Actually, ignore that warning. We can't possibly go into any detail about the ending for Metal Gear Solid, because it will ruin the whole thing for you. Needless to say, both of the possible endings are masterpieces (there is a single point in the game that will dictate which you see) in that they are dramatically superb, well-acted, beautifully presented and above all else—surprising.

So few games provide a denouement worthy of the experience leading up to it. It's been pleasing to find at least three games in the past year that make the gameplay worthwhile. Resident Evil 2 provides an excellently crafted ending along with some welcome bonus modes of play while Banjo-Kazooie has so many endings, and an ultimate final, final, final ending that is so intriguing we couldn't possibly run an award like this without giving it some kind of honorable mention. Game developers, it would seem, are finally coming around to rewarding the efforts of diligent players.

***RUNNERS-UP*** *Banjo-Kazooie - N64*
*Resident Evil 2 - PS*

**The wait for George Romero's Resident Evil flick ain't so bad, as long as we have Resident Evil 2's way-cool intro to tide us over.**

## Worst Ending

### Quest 64

**System: Nintendo 64 Publisher: THQ**

**WARNING: This is another ending spoiler! But Quest 64 isn't a very good game, so don't worry about it.**

Let's get this straight from the get-go. One of the main goals in THQ's Quest 64 for the Nintendo 64 is to track down your missing father, right? Right. So you'd expect some big build-up to this eventual reunion, right? Right. So when the game's boyish protagonist, Brian, finally finds his long-lost pappa, the two break into a teary-eyed embrace, the music kicks into appropriately sappy gear and you're filled with warm, fuzzy feelings, right?

Wrong.

Instead, you carry on a dull, one-minute conversation with your dad—who you can't even see because another game character is standing in the way. Then you go beat the final Boss and watch the closing credits roll.

The end.

Talk about a perfectly lame end to a perfectly lame game.

## Best Intro

### Resident Evil 2

**System: PlayStation Publisher: Capcom**

It's the hair-flip thing that does it. You know what we're talking about. Less than one minute into Resident Evil 2's spectacular intro, when Leon Kennedy and Claire Redfield emerge from the zombie-infested diner, we see Leon's hair bounce atop his noggin as he turns and sprints toward a cop car. That's the point in the intro where the prerendered FMV looks so real we always do a double take to see if we're not watching human actors.

Of course, the intro packs lots of other cool bits (the truck's explosive crash into Leon and Claire's car is especially spectacular). But it's the superb animation that really sets this opening cinema apart from contenders like Tekken 3, whose characters look stiff and artificial.

In terms of pure atmosphere and scene-setting power, howev-

**0**

**The number of times the Review Crew would have played Spawn: The Eternal if they didn't have to review it**

er, you can't beat the lengthy intro of runner-up Panzer Dragoon Saga, which sucks you into the game's alien world.

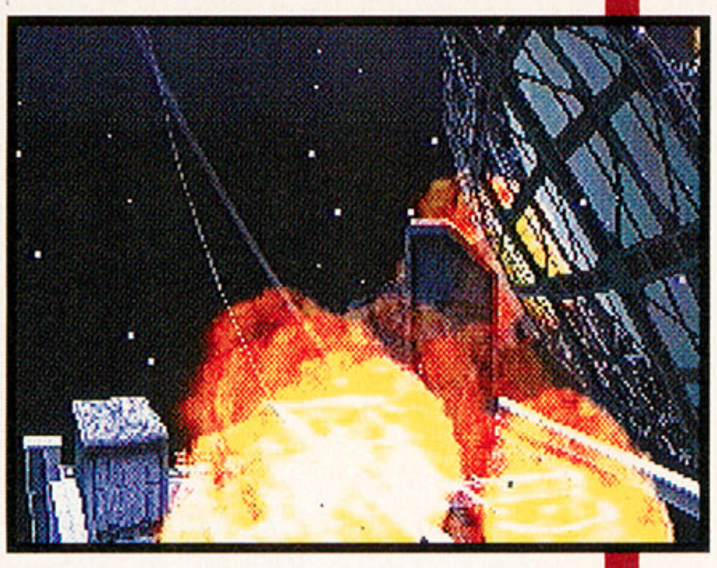
**RUNNER-UP** *Panzer Dragoon Saga - SAT*

## Best Special Effects

### Metal Gear Solid

**System: PlayStation Publisher: Konami**

This game seems to do everything right. Metal Gear Solid is overflowing with some incredible special effects: Explosions, infra-red effects, cool lighting... you name it, it's in there. What's most impressive though is the way it combines camera angles with movie-like sensibility with some incredible use of motion-blur and focus effects. Until now, no game has integrated these



**You could pick pretty much any section from the game to illustrate the special effects, but the Hind wasting the radar is particularly cool.**

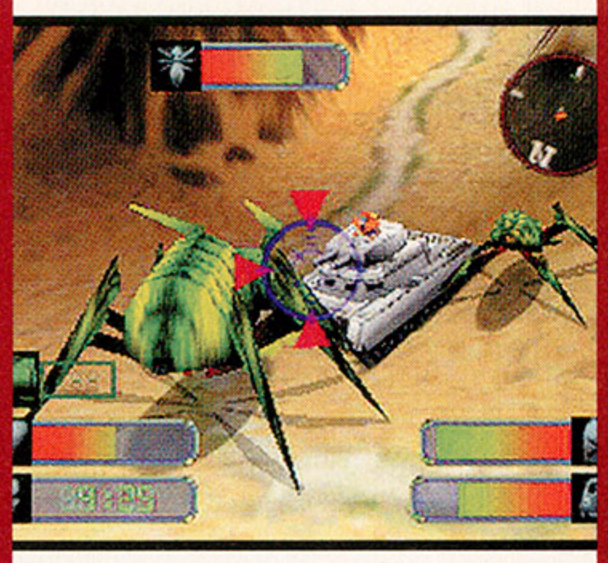
kinds of effects into the actual game engine itself. Sure, we've seen some cool stuff done with FMV and with prerendered sequences, but MGS does it all while you're playing the thing. Watching the Ninja decloak and move around the room with motion-blurring on the intense, burning red light in the center of his forehead is unlike anything else in a game ever. Or the sequence where the Hind helicopter lets rip with a slew of missiles that lay waste to a huge radar dish. These are *Star Wars* and *Terminator 2*-like moments of the video game industry...and no one should miss out on them.

## The Fashionably Late Award

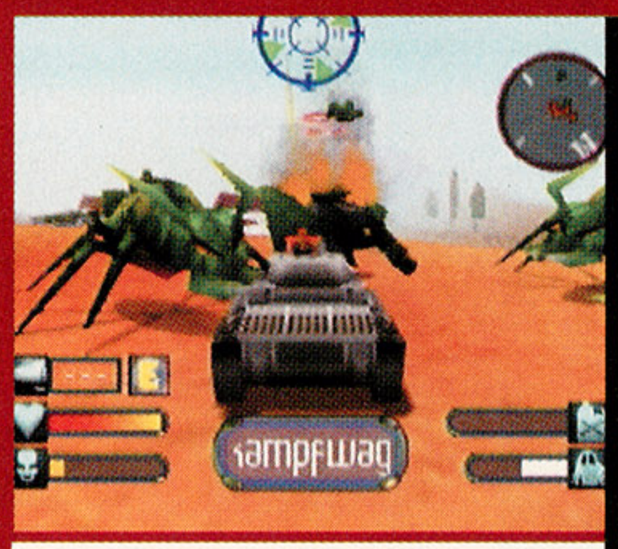
### Body Harvest

**System: Nintendo 64 Publisher: Midway**

You've got to hand it to the developers at DMA Design haven't you? (That means "Doesn't Mean Anything" by the way—if you're interested.) Their N64 games really are spectacularly late aren't they? Body Harvest was announced, I dunno, like in biblical times or something wasn't it? And as for Space Station: SV, well that's been knocking around for a few years too hasn't it? Thank God they're both fantastic games.



**Phenomenally late, but spectacularly good. Body Harvest proves that some things are worth waiting longer for.**



As for Shiny's Wild 9 though, well...c'mon, there are probably cave paintings somewhere with the original sketches for that thing. Dave Perry may have taken the reins and steered it back on course, but that was first previewed before the PlayStation even existed. If either of these teams are doing Dreamcast stuff, let's hope they start soon...

**RUNNERS-UP** *Wild 9 - PS*
*Space Station Silicon Valley - N64*

## Best Reason to Use a Mute Button

### Gex 64

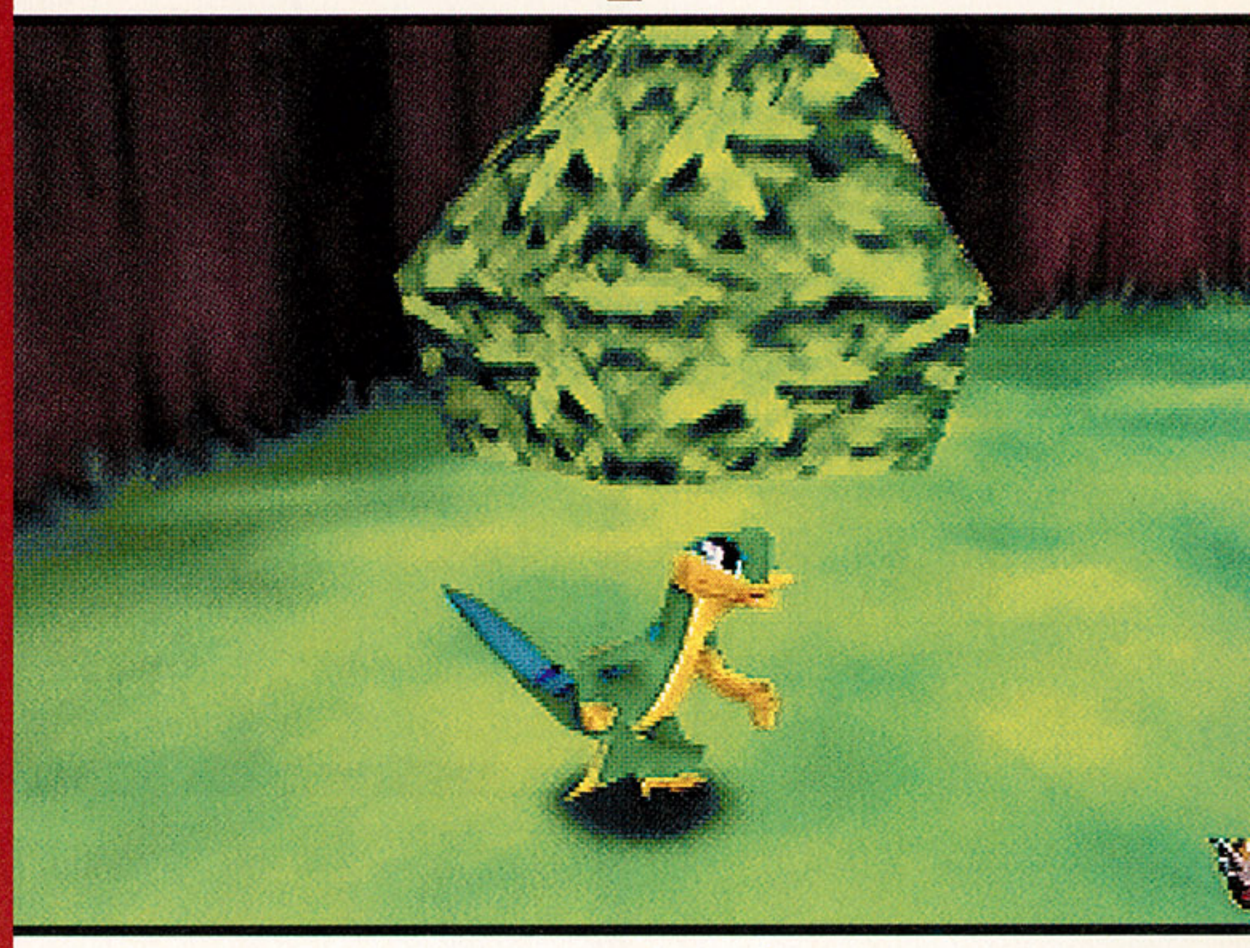
**System: Nintendo 64 Publisher: Midway**

Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister?

Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister? Has anyone seen Fox Mulder's sister?

Right. Repeat that phrase about a hundred more times and you'll pretty much have captured the audio experience of Gex 64 on the Nintendo 64. The move from CD to cartridge meant that developer Crystal Dynamics had to cut quite a bit of Gex's digitized quips, leaving the poor gecko with an extremely limited selection of one-liners—which players get to hear over and over and over and over and over...

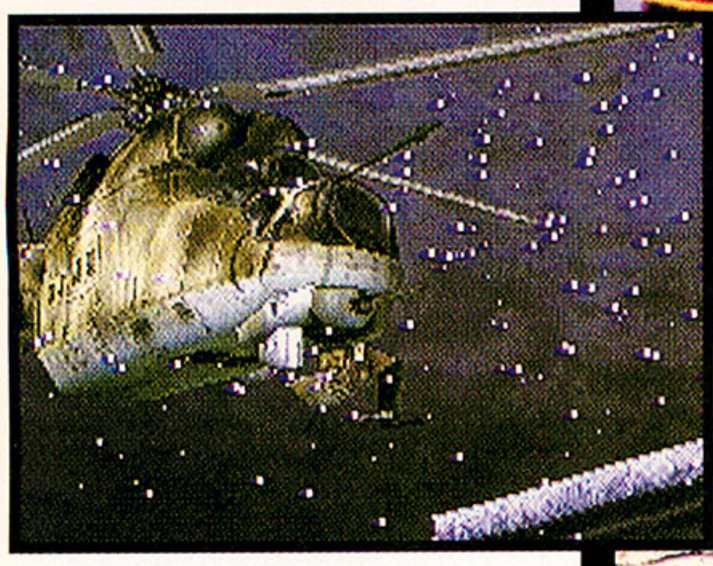
**Look, Gex, if you don't have anything new to say, then shut yer friggin' cake hole!**



## Best Use of a Vibrator

### *Metal Gear Solid*

**System: PlayStation Publisher: Konami**

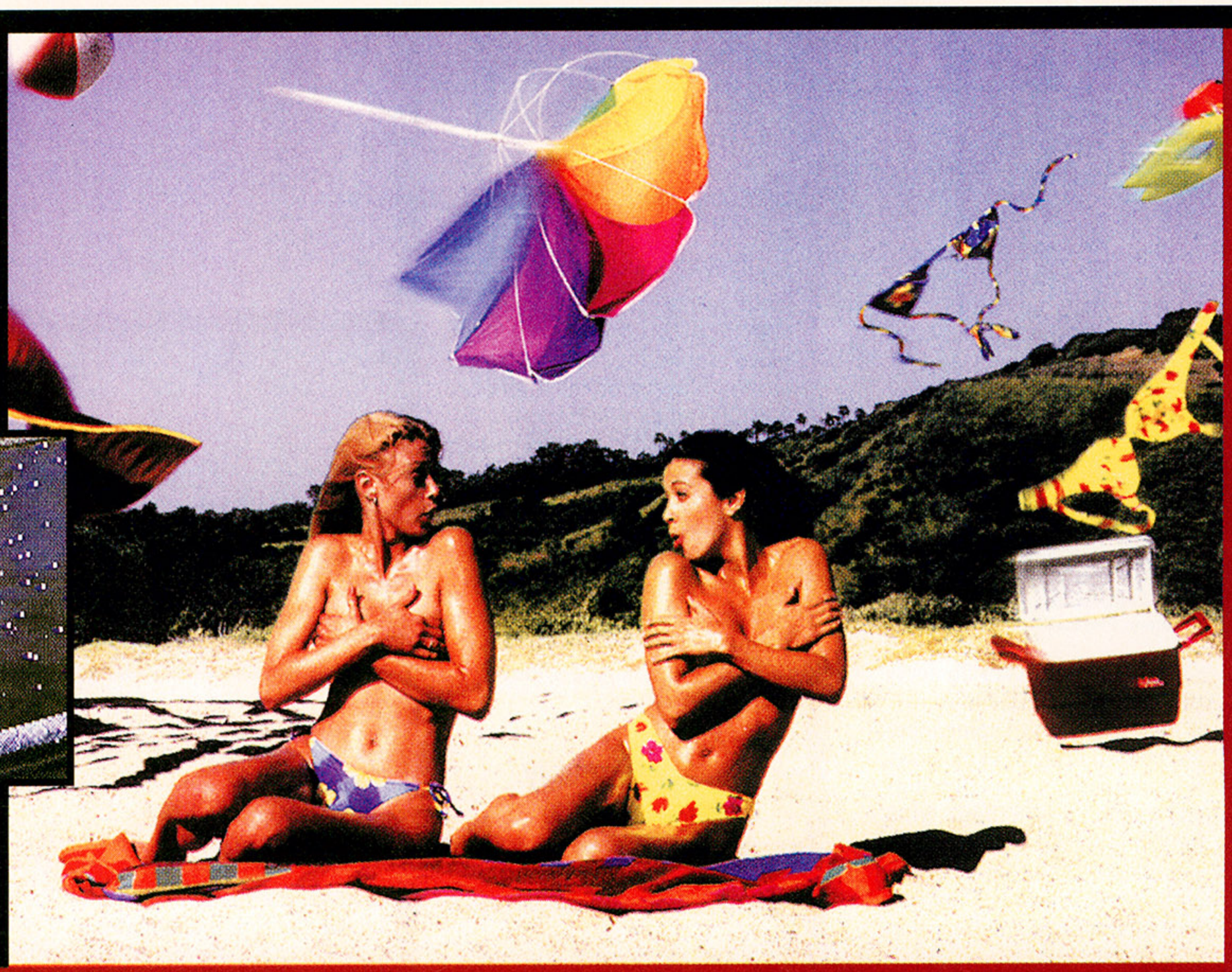


**The Dual Shock is used to incredible effect throughout MGS, but wait until you feel that helicopter flying around!**

Here it is again...and if anything, Metal Gear's Dual Shock support is actually one of its most impressive features. Sure the graphics, sound, speech, music and gameplay are incredible—but have you ever played a game that actually gives you a massage before? Or how about a game that actively demonstrates psychokinesis? (If you've not seen these bits yet, we won't describe them any further and spoil the fun.) All of the more dramatic moments in the game are accompanied by some tactile feedback, and it just adds so much to the overall experience. Gun fire, helicopter blades, the vibration of an elevator, the rumble of a tank...even the pounding of your heartbeat is conveyed with such realism, it just goes to make the game even more incredible every time you get to a new section.

Other games have pushed the envelope in this area, such as Wild 9 and 1080° Snowboarding in the way that they communicate feedback and action, but Metal Gear rules.

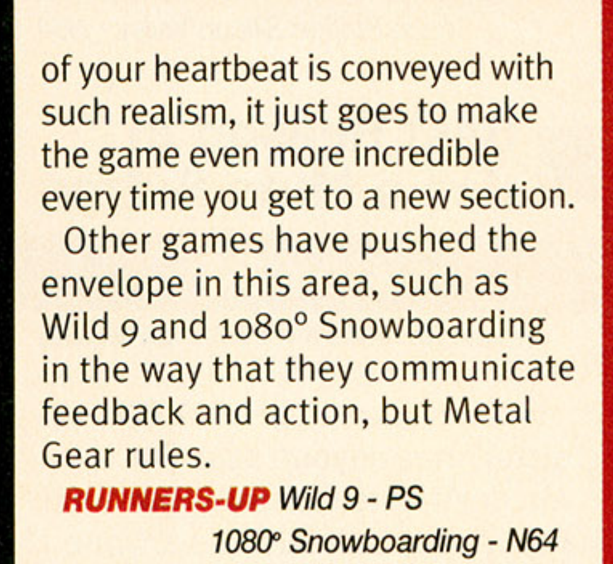
***RUNNERS-UP*** *Wild 9 - PS*
*1080° Snowboarding - N64*



**SCEA's Turbo Prop Racing ad shows us a great-looking beach.**

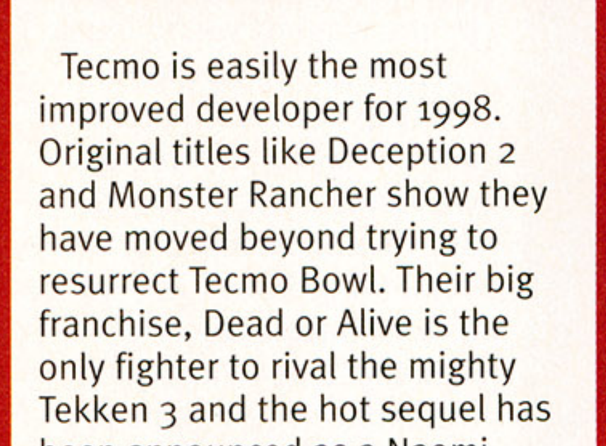
## Most Improved

### *Tecmo*



Tecmo is easily the most improved developer for 1998. Original titles like Deception 2 and Monster Rancher show they have moved beyond trying to resurrect Tecmo Bowl. Their big franchise, Dead or Alive is the only fighter to rival the mighty Tekken 3 and the hot sequel has been announced as a Naomi arcade board title—a perfect Dreamcast version is assured.

If they ever wake up and revive the Ninja Gaiden series in the way it deserves to be, Tecmo may find themselves in quite an elite crowd.



**Our mouths water for the follow-ups to Dead or Alive and Deception II.**

## Best Print Ad

### *Turbo Prop Racing*

**Publisher: SCEA**

We're going to get into trouble for this you know. We can feel it. Because at the end of the day, when you look at both of the ads we've chosen there's an, ahem, "recurring theme." So then...that Turbo Prop Racing ad, eh? What a lovely, um, beach, eh? Looks really nice doesn't it? Very warm. Hmm, lovely. It looks like it's a bit

**2**

The number of times Gex can say the same line before you get annoyed

# 40

The sum of the four reviewers' scores for Metal Gear Solid

windy though doesn't it? And oh dear, those girls' bikinis appear to have blown off. How terribly unfortunate.

As for the Dead or Alive ad, it's not actually that good, but seeing as we're being outrageously sexist we thought we'd throw it in. Irony, eh?

***RUNNER-UP*** *Dead or Alive - Tecmo*

## Worst Print Ad

### Crash Bandicoot

**Publisher: SCEA**

Erm, it's like some, um, big muscley men with oiled abs and cheesy grins. Um, and a something that's clearly a man dressed in a Crash Bandicoot outfit. Is that funny? Oh it is? Oh right. Hahhahahahahahahahaha. Excuse us while we stitch our sides back up as we recover from the rip-roaring hilarity of it all. Nice to see that the "man in suit" idea was so great that Sony is doing it again for Crash: WARPED too. Still, it's not quite as stupendously boring as the "circa 1983" Knife Edge ad though. "Ladies

**Above: The world's most boring ad. Like, ever.**

and gentlemen, the box will look a bit like this. And, erm...here's some text, and, um...that's it. Thank you, good night."

***RUNNER-UP*** *Knife Edge - Kemco*

## Game Bob Vila Would Enjoy Playing

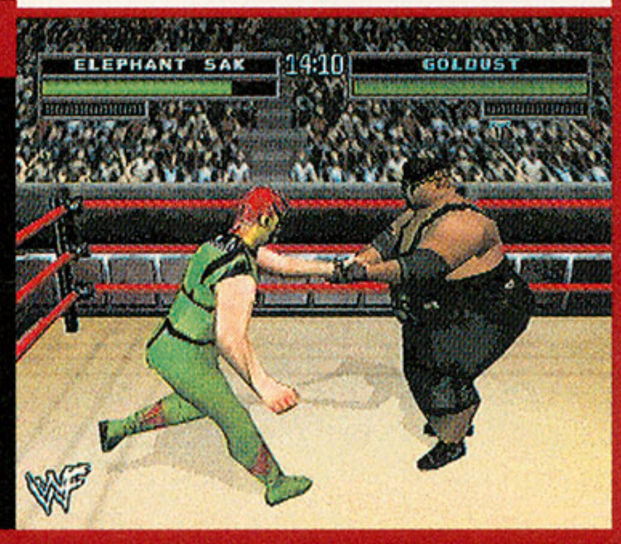
### WWF War Zone

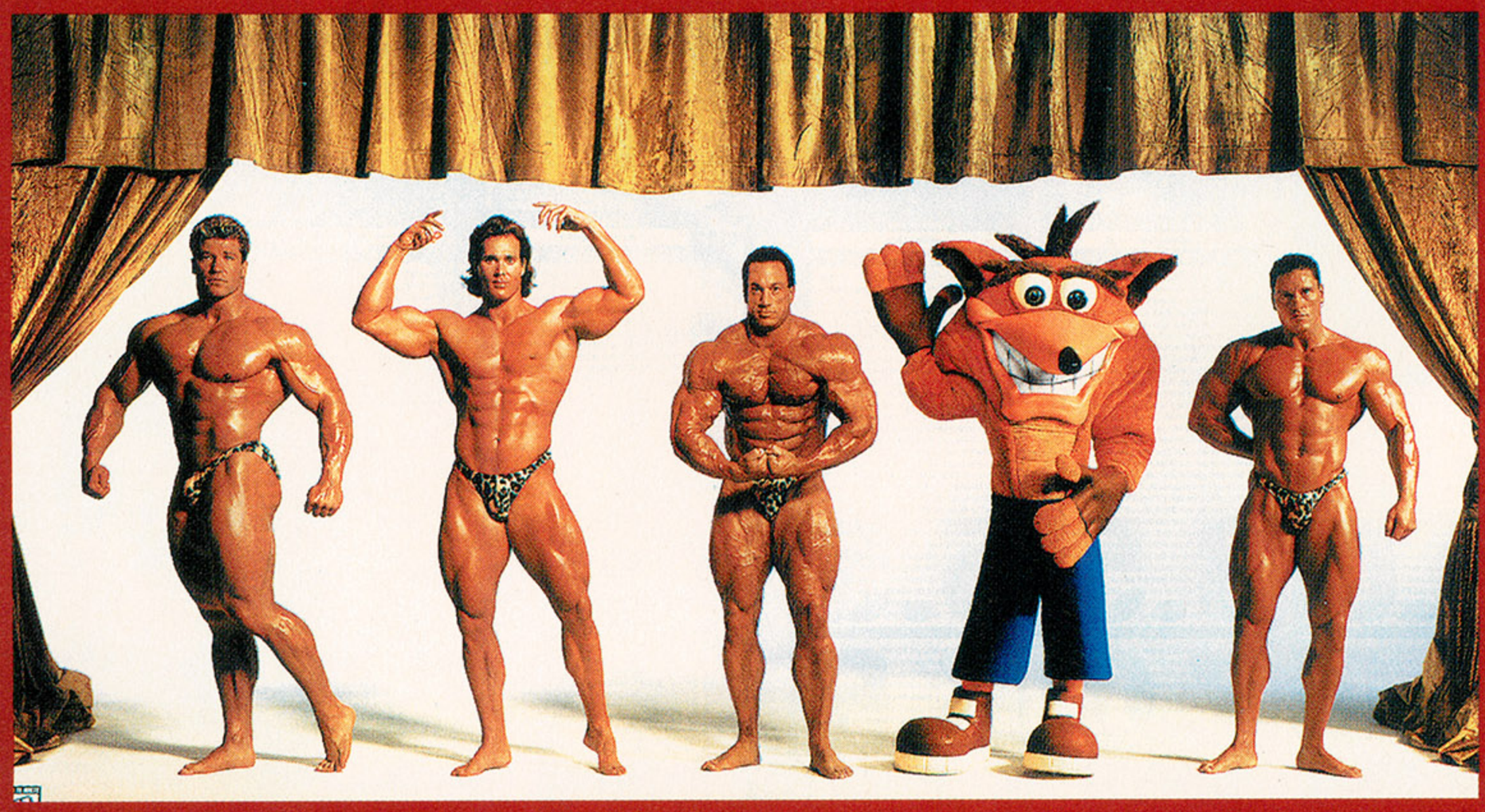
**System: N64/PS Publisher: Acclaim**

In case you don't know who Bob Vila is, he's the fix-it guy from a show that used to be on television called *This Old House*. So why would Bob Vila enjoy a wrestling game like this? Since he's such a handy man, he surely would like all of the options and the do-it-

**Elephant Sak: The man, the myth, the largest man in the Extended Turkish WWF circuit.**

yourself feel of WWF War Zone's Create-A-Player Mode. To him, this option would give him the ability to "remodel" an unlimited number of wrestlers who, in some cases, are as big as a house (like *EGM*'s fave wrestler Elephant Sak, shown above and below).



## Game Most Likely To Take Years To Finish

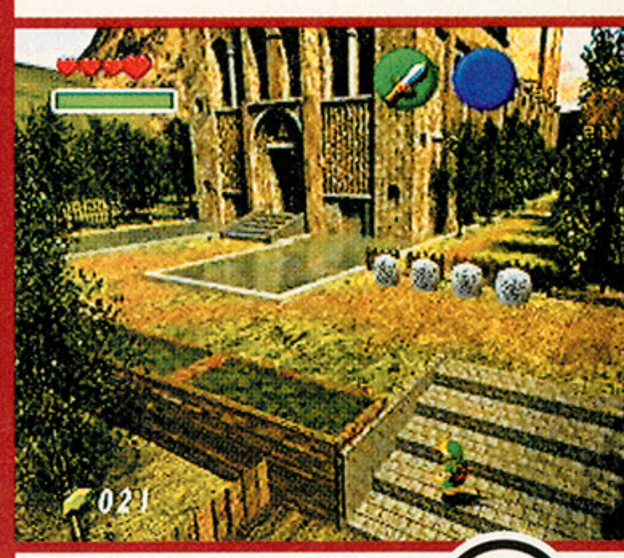
### Zelda: The Ocarina of Time

**System: Nintendo 64 Publisher: Nintendo**

Zelda's environments are so big, they looked into a mirror and thought they were looking out of a window at the planet Earth. Seriously, the levels will have you walking, fighting, running, jumping, climbing, fishing and basically living out Link's life in real-time. The best part is, as huge as the levels are and as impossible

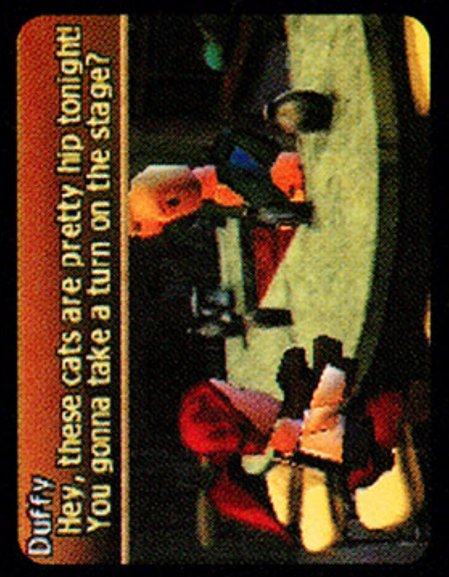
**Here, Link contemplates the incredibly long journey before him and orders up a stiff drink.**

as some of the areas may seem, every minute of play is a joy. The expansive areas in Zelda: The Ocarina of Time truly represent what levels in a 3D RPG adventure game should be, and how they should feel. Don't forget: You'll probably need a piece of paper and a pen to keep track of all of things you need to do and all of the places you'll have to go...otherwise you'll just walk around aimlessly and wither away into nothing.



YOU can't run from

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



RATING PENDING
RP
CONTENT RATED BY ESRB

PlayStation

CRAVE ENTERTAINMENT

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your own shadow,

but now you damn well better try.

[ www.shadowmadness.com ]

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

# S

## Hardly the Full-Fledged War of Years Past, the Current Console Conflict is More a Mano-a-Mano Showdown

OK, things are really, really simple this year. With the Saturn dead in the United States and the 16-Bit era now a distant epoch in gaming history, only two next-generation systems still stand tall on the battlefield. And one of them is clearly winning.

It has all come down to the Nintendo 64, a beleaguered system failing everywhere except the United States, and Sony's PlayStation, the undisputed champ in the most recent round of the console wars.

But the smoke hasn't cleared just yet. Nintendo has a few tricks still up its sleeve (like extra RAM to the rescue), while PlayStation developers are squeezing maximum performance out of the system, even though its popularity has reached its peak.

And then there's the Dreamcast. Sure, Sega's super console won't hit the United States until next fall, but we all know it's coming. We all know Sony will start dropping official hints about its new system early next year, as well. We're already starting to play our current games with an eye toward what's next.

And, above all, we know the 1999 console wars won't be nearly as one-sided.

# SYSTEM WARS 1999

# PlayStation

## The Machine that Made Gaming Cool

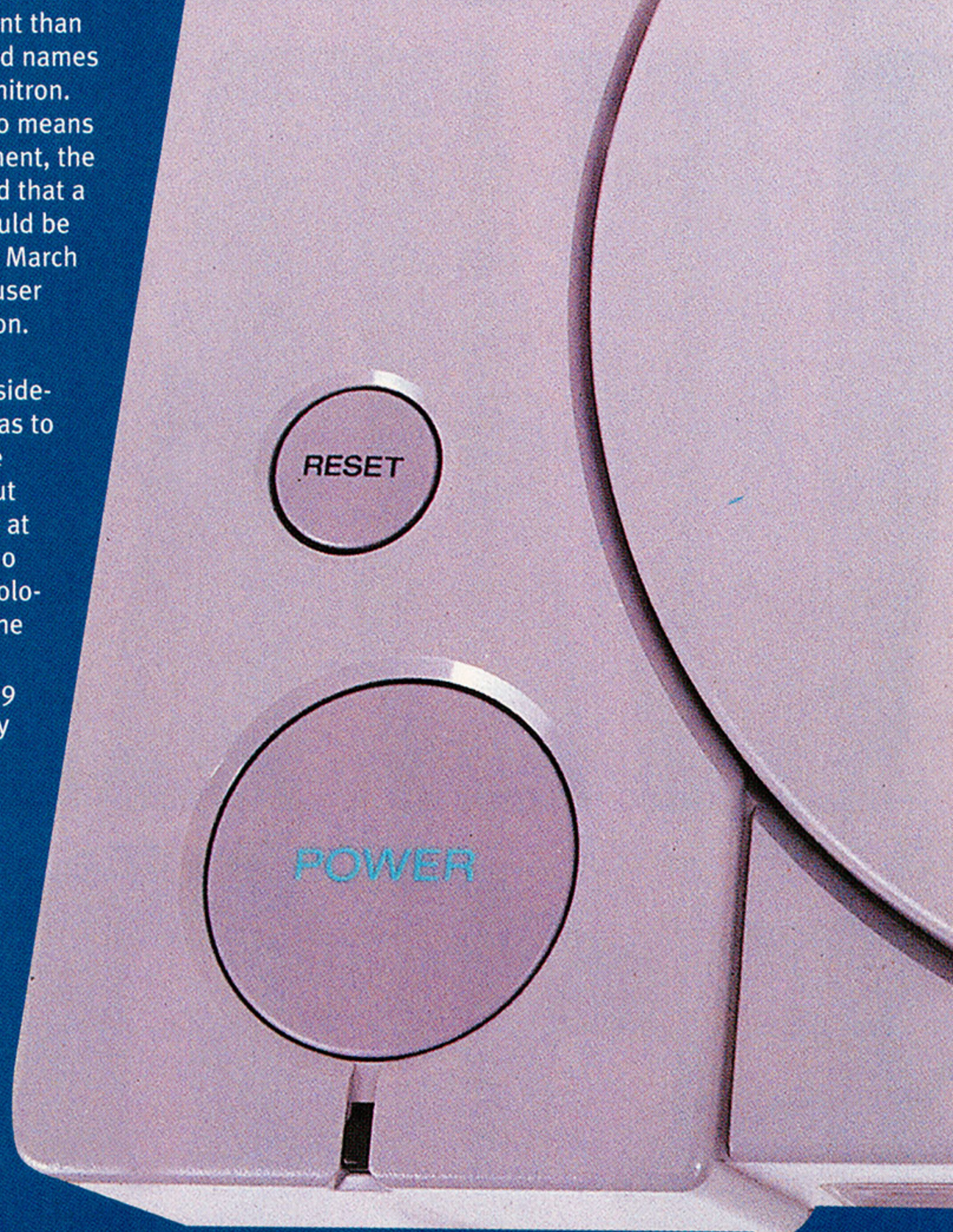
Without a shadow of a doubt, the Sony PlayStation is the system that finally brought video gaming out of the proverbial closet and established it as a perfectly acceptable, even "cool" pastime. Now into its third year on sale in North America, it's stronger than ever with approximately 11.5 million systems in people's homes, and in excess of 80 million pieces of software sold. Although by no means the most successful game machine of all time (yet) the PlayStation brand has become synonymous with gaming, and has helped transcend the usual '"gaming geek" clichés by striving for a more fashionable image. This, coupled with an enormous library of software that includes many of the true classics of the 32-Bit age, has ensured that more and more people are prepared to take a look at gaming rather than simply dismiss it.

Sony recently announced that PlayStation was its most successful brand to date, being worth more to the consumer electronics giant than other mass-market household names such as Walkman or even Trinitron.

The success story is by no means over. In the same announcement, the company bullishly speculated that a further 8 million systems would be sold in North America before March 1999, bringing the installed user base to just short of 20 million.

As the next wave of new machines is prepared in the sidelines, speculation continues as to how Sony will respond to the likes of Sega's Dreamcast. But with a following still growing at this rate, the company is in no rush to jump on a new technology bandwagon while riding the 32-Bit wave of success.

Don't be surprised if a $99 PlayStation becomes a reality in 1999 either. There are still more people who can be attracted to Sony's baby.




# THE TOP-TEN SELLING PS GAMES OF 1998

Source: NPD Group TRSTS, Jan.-Aug. 1998.

10

### NASCAR 98

**Get behind the wheel of an officially licensed NASCAR vehicle. Compete in a season or play against a friend. Check out the wild logos splashed on all the cars.**

9

### WWF War Zone

**Everyone loves wrestling and your dollars have spoken. Choose from your favorite WWF grappler and take to the ring with a few of your friends.**

8

### Tomb Raider

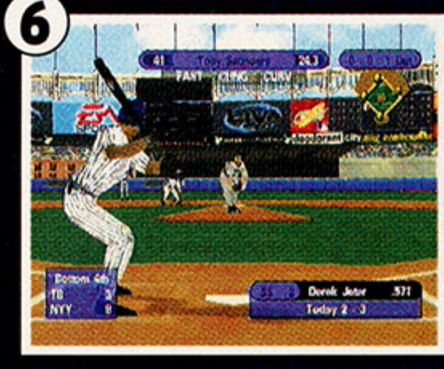
**The original Tomb Raider is still going strong with its rerelease as a Greatest Hits title. The massive TV ad campaign certainly didn't hurt sales of the title either.**

7

### Need for Speed III

**This franchise seemed dead in the water, but a switch to a faster arcade style and a Pursuit Mode has revitalized Need for Speed. The fans have taken notice too.**

6



### Triple Play 99

**With all the excitement of the baseball season this past year, it's no wonder it translated into video game success for Triple Play 99. Notch another win for EA.**

## Tech Specs

**CPU:** Embedded R3000 at 33MHz + geometry coprocessor (GTE)

**RAM:** 2MB main memory, 1MB video memory

**Max Colors on screen:** 16.7 million (24-Bit color)

**Polys per Second:** 360,000 (flat-shaded triangles)

**Sound Channels:** 24 ADPCM

**Sound Memory:** 512KB

5

### Crash Bandicoot

Another Greatest Hits title and a true bargain. Crash is not only one of the best-selling U.S. PlayStation titles, but also ranks near the top worldwide.

4

### WCW Nitro

Just like two ornery wrestlers challenging each other in the squared circle, WCW fans are out to prove their game is the best. Either way, Nitro has sold a ton.

3

### Gran Turismo

What can you say about the best home driving game ever? Never before has there been so many real cars and hours and hours of gameplay available in a racer.

2

### Tekken 3

The fighting masterpiece was the most anticipated fighter ever in the history of the PlayStation. It looks doubtful that we'll see another one like it on this console.

1

### Resident Evil 2

The survival horror game came screaming back with a vengeance. Bigger chills, better graphics and a longer game gave Resident Evil fans something to remember.

## 5 most wanted PS games

5 RPG Maker
4 Castlevania anything
3 Tekken 4
2 Metal Gear Solid 2
1 A decent Contra game

Of all the next-gen systems, the PlayStation clearly has more peripheral crap. But among all the third-party joypads and memory cards and fighting sticks and whatever, a few revolutionary gadgets stand out and demand to be bought. We suppose you could live without these peripherals, but we sure wouldn't want to try it. After all, they changed the way we play PlayStation games forever.

# System Innovations

### Sony Dual Shock Controller

If for some reason you think you can live without analog control or force feedback, play Metal Gear Solid. The game uses vibration in ways that'll astound you, and it controls like a dream with analog.

### Sony Memory Card

Considered revolutionary when it was launched alongside the system, Sony's Memory Card is still the most vital peripheral for the PlayStation. Every gamer should own at least two Memory Cards.

### InterAct GameShark

To cheat or not to cheat, that's the kneejerk question with it comes to buying a GameShark. But considering the thing offers as many enhancements as cheat codes, the answer is clear: Buy it.

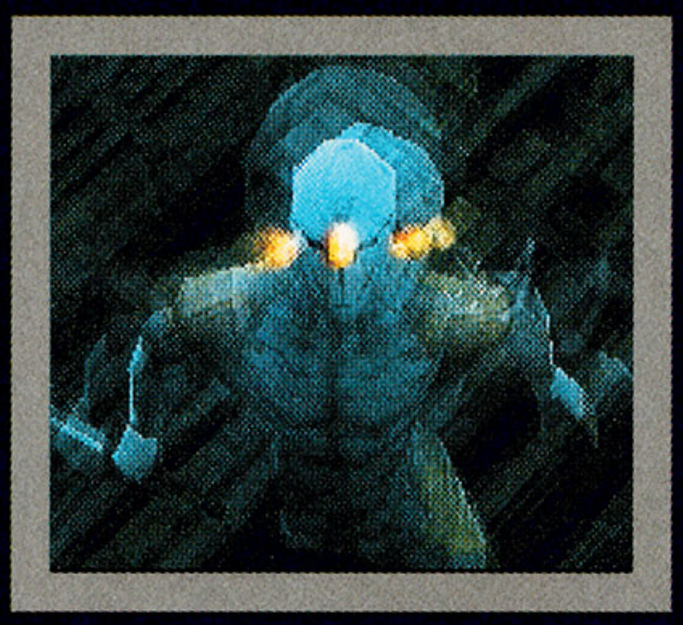
# Pushing it to the Limits

*This old dog is still learning a few new tricks*

Despite its age, the PlayStation is still capable of producing some stunning visuals. A look at recent titles shows an amazing improvement over the first batch of games. Today, games are using a number of tricks to improve graphics, demonstrating how solid the hardware really is.

For example, let's look at Metal Gear Solid. In their cutscenes (entirely rendered using the PlayStation's hardware, instead of FMV), Konami makes extensive use of a motion-blur effect, accomplished by drawing a transparent afterimage from the previous frame on the current image. This serves to smooth the motion out, giving the game a more film-like effect.

Another effect that is very popular in racing games is that of reflection mapping, where a translucent texture is mapped on top of the normal texture maps on the car. Different parts of this texture are mapped onto the car, depending on the car's location and orientation, giving the car a shiny appearance. Similar techniques are used to create a metallic chrome effect in some games.



**Trust us...the motion-blur effect in Metal Gear Solid looks good in action.**

It's not just new graphics algorithms helping the PlayStation out—over the last year or so, developers have gotten access to the Performance Analyzer, which allows developers to closely examine and fine-tune their code. This, combined with the fact that developers have had three to four years to get familiar with the system guarantees that we'll see some killer games in the coming year.

## Test Yourself:

Should you buy a Sony PlayStation?

**T** or **F** I like 3D games.

**T** or **F** I don't like 2D games.

**T** or **F** I like controllers that rumble without a need for batteries.

**T** or **F** I want to choose from three squillion games to find the few true classics.

**T** or **F** I don't mind pixelated graphics.

**T** or **F** Lara Croft excites me.

**T** or **F** I think a bandicoot could kill a hedgehog (or a plumber) in the wild.

**T** or **F** I enjoy cinemas and music that sometimes skips and stutters due to overheated innards.

**T** or **F** I'm a big RPG fan.

**T** or **F** The thought of an arcade-perfect Virtua Fighter 3 and Sega Rally 2 doesn't excite me.

**T** or **F** I'm a sucker for hype.

### Scoring

Give yourself a point for every true:

**9 or more**
What the heck are you doing? Go get a PlayStation...NOW.

**6-8**
Everybody has a PlayStation and so should you.

**3-5**
Maybe you should rent it and give it a whirl first.

**0-2**
See that N64 down the aisle? Get that instead.

# Editor Opinions

### *John Davison* • ***EGM*** **Editor in Chief**

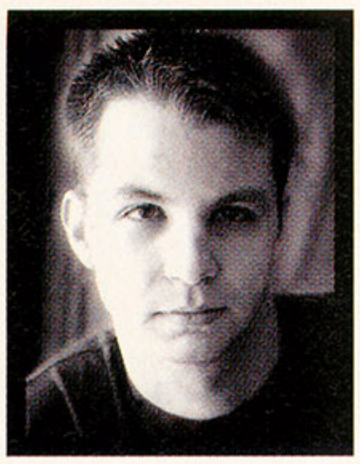
It's hard to argue with something as mighty and as popular as the PlayStation. It has seemingly single-handedly legitimized video gaming by retaining an air of "cool" that no other system has been able to achieve. Pretty much all of the defining games of the 32-Bit era have been PlayStation titles—Final Fantasy VII, Tomb Raider, Tekken, Gran Turismo and Metal Gear Solid. The only problem is that alongside these excellent games, the immense popularity of the system also means that an awful lot of crap gets released and needs to be sifted through. This is definitely the safe choice if you're going for a "catch-all" solution to your video gaming needs. It excels in all areas and has plenty of games to choose from. What more could you really want?

**9.0**

### *Dan Hsu* • ***EGM*** **Associate Editor**

The PS software library continues to grow and swell, giving you more variety than any system currently on the market (although that isn't necessarily a good thing—the PS has some of the worst titles around). With so many games to choose from, and so many more games coming down the line, you really can't go wrong with this system. Still, this console really needs some AAA games of legendary status, like Nintendo has with their Mario games. Nothing on this system, except maybe MGS and Castlevania: SotN, draws the same emotions that I get from playing the 8- and 16-Bit classics. Now that the new PS models are out (the kind that don't skip as much), I feel better about recommending this machine to the average gamer.

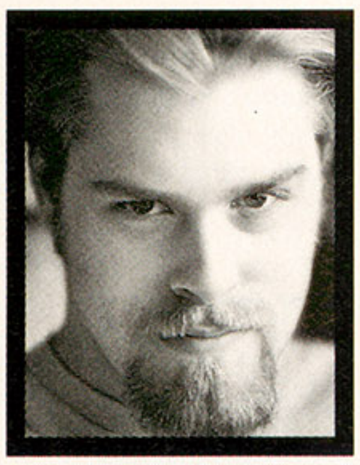
**8.5**



### *John Ricciardi* • ***EGM*** **Associate Editor**

The PlayStation had a truly amazing '98, with quite a few must-own games. The year kicked off great with Alundra, Resident Evil 2 and Final Fantasy Tactics, and stayed strong throughout with Tekken 3, Gran Turismo and finally (of course), the incredible Metal Gear Solid. The Dual Shock is probably the best game controller of all time, and with the Greatest Hits collection constantly growing, it's becoming easier and easier to find great games at cheap prices. If you don't own a PS yet, now would be a great time to go and buy one. 1998 will definitely be remembered as the year of the PlayStation, but keep in mind that the next-generation systems are almost here. Expect the PS to hit its peak soon, as developers prepare for DC and PS2.

**9.0**



### *Shawn Smith* • ***EGM*** **Associate Editor**

The PlayStation is still going strong. Some of the games released this year are simply incredible—in fact, Metal Gear Solid is arguably the best game ever. Most important is all of the power developers are still squeezing out of the system. Just when you think the most impressive visual trick was done, someone else pulls off a better one. All of these impressive graphics coupled with some great gameplay, makes the PlayStation library one to willfully sink your money into. In addition, the Dual Shock controller adds a whole new dimension to games, bringing the PlayStation's control up to Nintendo 64 quality. Finally, you can buy the PlayStation for around $130. That's incredibly cheap for a system like this. I'm sold.

**9.0**

### *Sushi X* • ***EGM*** **Associate Editor**

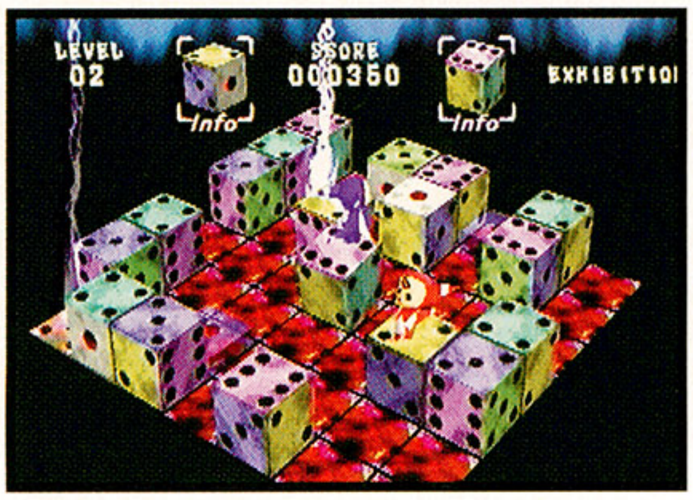
Oh man, the PlayStation has become quite a fighting connoisseur's console. Games like Tekken 3, Dead or Alive, Bushido Blade 2 and Guilty Gear have been in steady rotation. The RPG power is definitely there too. The question is, where do you go from here? Plenty of places. With the PDA, Sony will explore new gaming ideas, and I personally believe there will be secret titles that will be announced next year. Perhaps not as big as Metal Gear, but close. I know I'd love to see another SF EX or Tekken on the PS. The graphics probably can't get much better than Tekken 3 so I'd love to see what kind of cool stuff they can add to compensate. The PS has a large and affordable library coupled with plenty of upcoming software. Still the best.

**9.0**

**Graphics 8** **Audio 9** **Library 9** **Peripherals 8** **Staying Power 8**

## Electronic Gaming Monthly's

# Top 10 PlayStation Games




### 10. Devil Dice

**Publisher:** THQ **Developer:** SCEI

This is one of the finest and most addicting puzzle games available for the PlayStation. Roll dice around a grid to match the numbers up in groups equal to the number on the dice...three threes, four fours, etc. Up to five players can compete, and if you can all think and react fast, the result is one of the most competitive games ever.

### 9. Tomb Raider 2

**Publisher:** Eidos **Developer:** Core Design

Tomb Raider 2 takes the gameplay mechanics of the original 3D adventure game and mixes it up with more action and a refined graphics engine. Huge, beautifully crafted levels take you all over the world exploring, racing through environments on a variety of vehicles, solving puzzles and blowing away the bad guys.

### 8. Point Blank

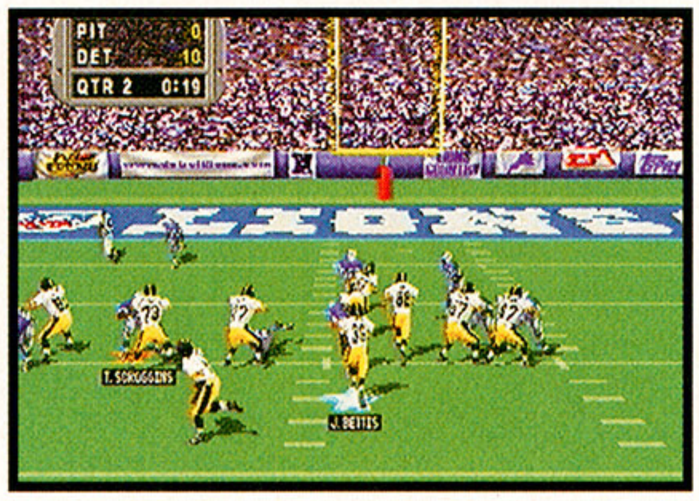
**Publisher:** Namco **Developer:** Namco

Point Blank is one of the definitive gun games that is a pleasing change from the clichéd "bad guys jumping from behind barrels" approach. Graphically it may not be a match for Namco's other shooter, Time Crisis, but the challenge and variety that this presents more than makes up for it. Watch out for the sequel (recently released in Japan) soon.

### 7. Final Fantasy VII

**Publisher:** SCEA **Developer:** Square Soft

Until very recently, FFVII was quite different from any other gaming experience on the system. Even up against some of this year's epic RPGs though, the game stands up as a near-perfect example of beautifully crafted story line, presentation and gameplay. FFVII's release was truly a turning point for the fortunes of the genre in the United States.




### 6. Madden NFL 99

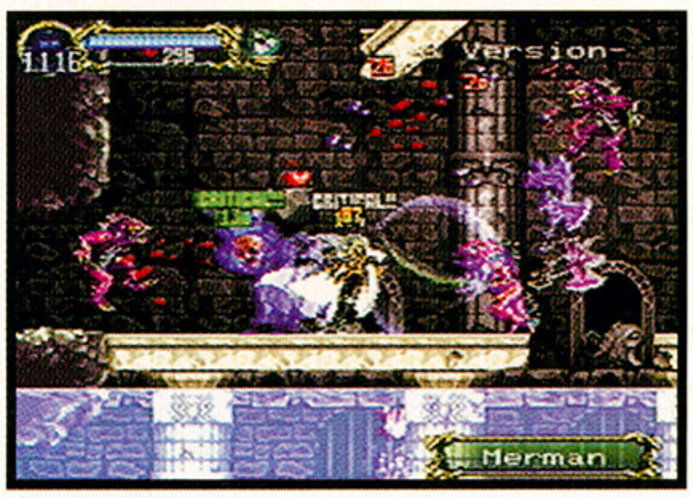
**Publisher:** EA Sports **Developer:** Tiburon

Madden and GameDay may be competing for the world pigskin title, but in our minds you can't beat EA's classic. Now updated with a vastly enhanced graphics engine and a degree of depth that surpasses even last year's effort, Madden NFL 99 is probably the best, most intelligent football simulation you can buy.

### 5. Gran Turismo

**Publisher:** SCEA **Developer:** SCEI

Far surpassing every other racing game out there, GT provides more of a challenge than you could possibly want, lots and lots of cool cars, loads of tracks and sweet graphics. Add a superb soundtrack and some of the best-feeling controls in a racing title ever, and you have something that is practically perfect.




### 4. Castlevania: SotN

**Publisher:** Konami **Developer:** Konami

Symphony of the Night is a true work of art. This beautiful side-scroller showed everyone that traditional 2D gameplay can still beat 99 percent of the 3D games on the market. Unfortunately, SotN didn't sell too well because, unfortunately, consumers want 3D games. Alas, we'll probably never see another 2D Castlevania on the PlayStation. :(

### 3. Resident Evil 2

**Publisher:** Capcom **Developer:** Capcom

Games don't sell over 10 million units worldwide for no good reason, and if you've played RE2, you'd know why. Mixing wonderful presentation with beautifully orchestrated action sequences, it's a genuinely scary game that has helped define a whole new genre of action adventure. One of those games that you really have to own.

### 2. Tekken 3

**Publisher:** Namco **Developer:** Namco

The Review Crew caused much controversy by *not* giving this practically perfect game four 10's (Sushi gave it a 9.0). Beautiful graphics, superb animation, great characters and incredible control make Tekken 3 the ultimate 3D fighter on any system. It has yet to be beaten, and it's unlikely it will be until Tekken 4 eventually arrives.

# 1. Metal Gear Solid

**Publisher:** Konami
**Developer:** Konami

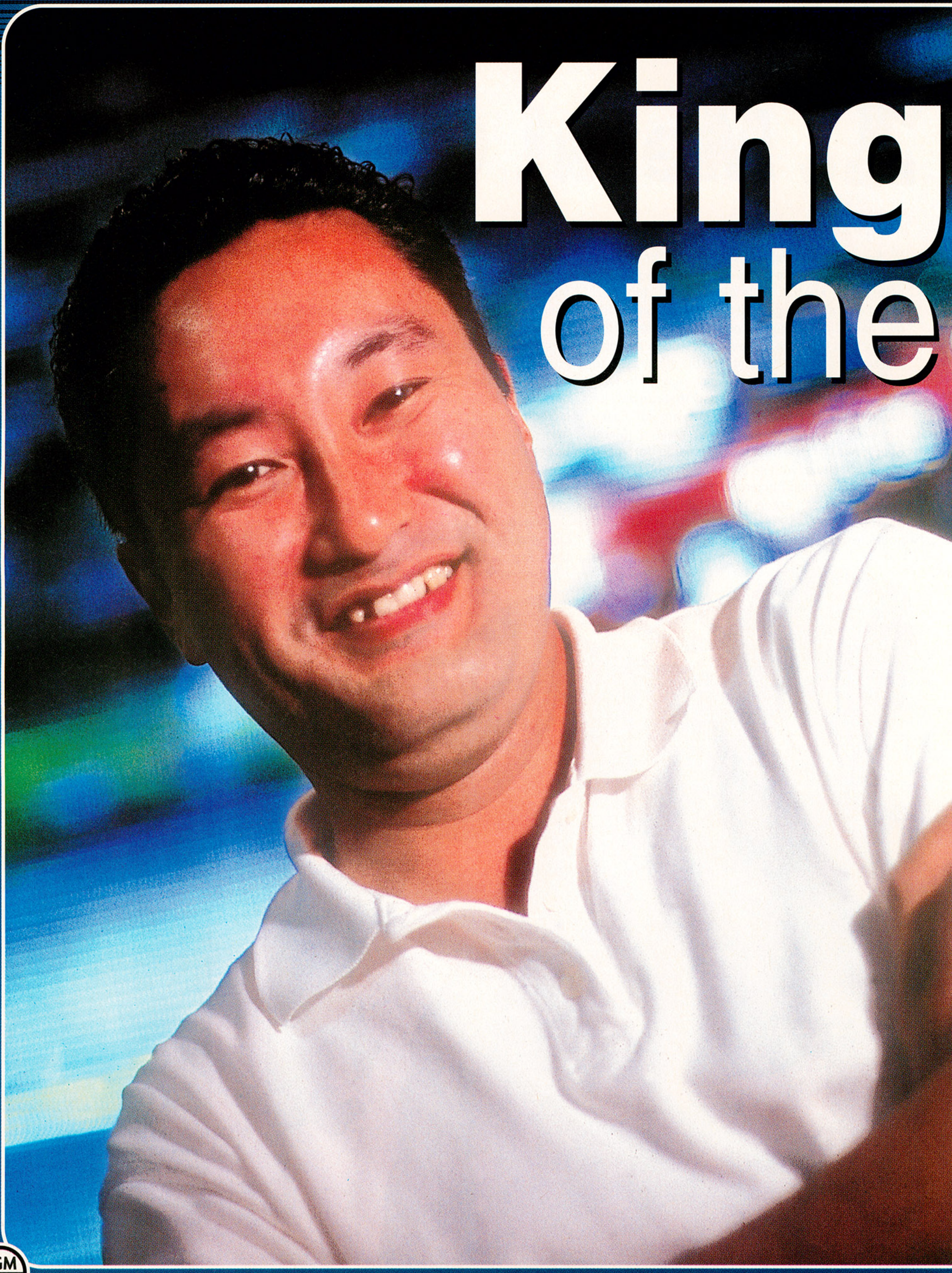
Ever since Konami first showed it at the 1997 E3 show in Atlanta, we knew Metal Gear Solid was going to be special. Little did we know, however, that it'd turn out so good, it'd end up becoming the first game in *EGM* history to receive a perfect score of four 10's from the Review Crew. Hideo Kojima's masterpiece brilliantly combines the suspense and drama of a big-budget motion picture with the kind of innovative, immersive gameplay that can only be found in the very best video games around. Easily the best PlayStation game ever created, Metal Gear Solid will be making jaws drop for many months to come, with its beautiful graphics, amazing cinematics and numerous plot twists.

Sure, one can argue that Metal Gear Solid is a bit short. After an initial playtime of about 12-15 hours, experienced gamers should be able to run through it a second time in under five. But the fact is, very few games can deliver as many pure thrills in such a short time as MGS can. Plug in a Dual Shock, and you'll be amazed even more, with all of the innovative ways the game makes use of the controller's rumbling capabilities. There's not a single game on the PlayStation—not even Final Fantasy VII—that's as all around satisfying as Metal Gear Solid. In fact, once you finish it and watch either of the two incredible endings, you'll feel compelled to start a new game again almost immediately, to try and better understand some of the more well-hidden aspects of the plot (it's tough to explain without spoiling anything—you'll just have to finish the game to see what we mean).

Add to all this a fantastic soundtrack, great special effects and amazing voice-acting (by far the best ever done for a video game released in the United States) and you've really got no good reason not to go out right now and pick up MGS if you haven't done so already. It's a true masterpiece.

**It's a spy thriller. It's a cinematic experience. It's a video game...Metal Gear Solid is a lot of things, but above all else, it's our favorite PlayStation game of all time.**

# King of the





Photo/Michael Lutzky

# Hill

**Q: Who should be the PlayStation's official spokesperson?**

**42%** Lara Croft
**29%** Crash Bandicoot
**13%** PaRappa the Rapper
**11%** Spyro the Dragon
**03%** Blasto
**02%** Jersey Devil

videogames.com online poll results for Oct. 7, 1998

SCEA Executive VP and COO Kaz Hirai is sitting on top of a gold heap. But how long until the PlayStation mine runs out?

**EGM: What do you have to say about PlayStation 2 and what can we expect from Sony when it comes time to release it?**
**Kaz Hirai:** I think you can expect from Sony an announcement about PlayStation 2 (or PlayStation Next or whatever people refer to it as) when we feel that it's the appropriate time to make that announcement. That's pretty much all I can say about it at this point in time. But I think a lot of people ask that question—I come from a different industry, a music industry background, so it's kind of interesting. I think Jack Tretton, our VP of Sales summed it up nicely when he said, "The more successful one platform is, there's a tendency for the industry to try to negate that and say all right, we know that's good—what's next?" But let's make sure we focus on the success that we have and the potential that still remains untapped.

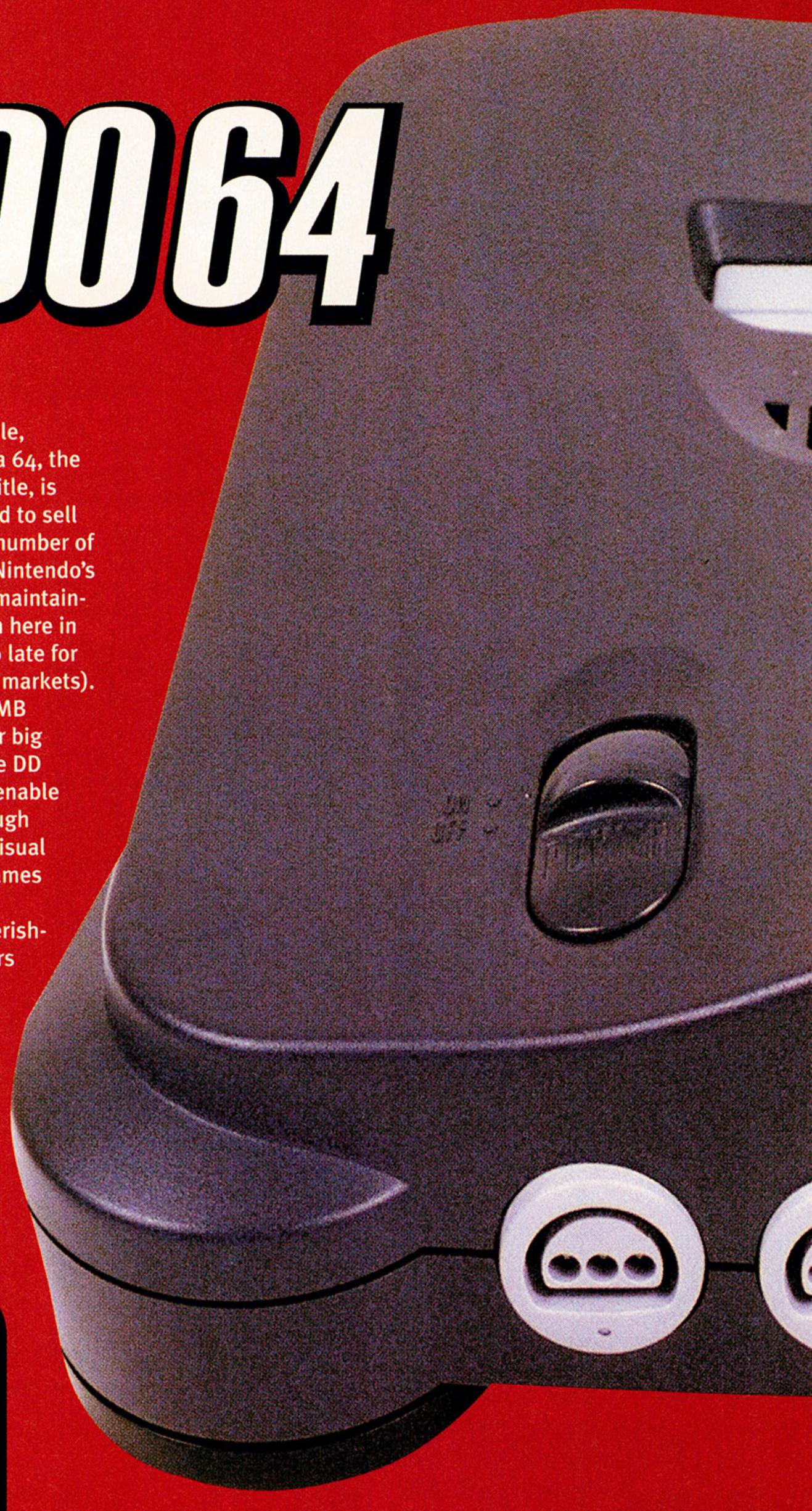
**EGM: Where do you see the PlayStation two to three years down the line?**
**Hirai:** This is an industry where even six months from now, it's hard to tell where you're going to be. That's a question I always have a problem answering. The reason is, we've never positioned the PlayStation as just a video game console, we wanted it to break out of that shell. Given the installed base that we've gotten thus far and hopefully the installed base that we will have by this time next year, we're going to be in uncharted territory, which is exactly where we wanted to be because we wanted to offer the PlayStation as another entertainment option. If you look at historical trends in the 8- and 16-Bit market you see that clean bell curve that spans across five years. That's never where we wanted to be, and we've been successful thus far avoiding that kind of a curve.

**EGM: What is Sony's strategy going to be going into the end of '98?**
**Hirai:** One of the founding principals of the PlayStation has always been to give consumer value and choice, and those themes are going to continue as part of our baseline strategy. The nature of this business is software, it's not technology. To that end, we're going to make sure that we have strong first- and third-party titles throughout the year. In addition, we are working with our third-party publishers to identify and help promote key titles which we believe are going to be platform drivers.

**EGM: When Sega introduces their new console, what kind of a challenge is it for you to protect your shelf space?**
**Hirai:** Based on experience with the PlayStation and how it's been positioned at retail, shelf space is something you don't go in and just ask for, it's not something you go in and buy either. Shelf space is earned. That took time and a trusting relationship between the retailers and ourselves. Obviously it's a challenge for us to stay two to three steps ahead of the game so that we maintain that shelf space, but I'm confident that we'll be able to do that.

**EGM: What do you think about console Internet connections? Is Sony working on anything in that area?**
**Hirai:** From a technological standpoint I think it's a question of would or could. If it's a c-word, I think technologically it's very possible. As a matter of fact we have a relationship with a company called Lightspan Partnership which does edutainment software, and sells PlayStations and libraries of edutainment titles to school districts around the country. As an experiment, the students were able to connect to the school's Web site to check on homework and school events [with the PlayStation]. As a technological test ground we did a Web browser which attached to the PlayStation and it worked very well. So could we? Absolutely. If it's a w-word, we've stayed away from introducing too many peripheral capabilities on the PlayStation because we were focused on getting the software from CDs as opposed to letting it browse the Web, or attaching a camera to it so you can take a picture of your friends, or putting a phone on it so you can call with it because that really detracts from what the PlayStation experience is all about. I think you need to be focused on what this piece of hardware is supposed to do, and you don't detract from that by adding things. Because that basically dilutes your message and at the end of the day, what is this thing supposed to do? And that's not what we want it to be.

# Nintendo 64



## Ready for Round Two

It'd be a bit of an understatement to say Nintendo's 64-Bit toy has had a rough ride since its U.S. launch two years ago—especially when you compare the console's sales performance to Sony's 32-Bit upstart. In the face of numerous delays of key first-party titles, third-party releases that are still rarely up to snuff, and a serious lack of decent fighting and racing games, one-time Nintendo loyalists are turning to greener pastures for their gaming fix—despite the drop in cart prices brought about by the big N's reduced licensing fees.

Nevertheless, although the Nintendo 64 is in its death throes in Japan and Europe, the United States has turned out to be the system's land of opportunity. Nearly 1.4 million N64s have been sold in North America this year, raising the total number sold here to 8 million. Sure, that's a far cry from the 11.5 million PlayStations sold in North America, but Sony may soon be reaching their sales peak with their 3-year-old system. Nintendo, meanwhile, appears ready to rally. Zelda 64, the system's most anticipated title, is their first big push. Expected to sell nearly one-to-one with the number of N64s owned, Zelda will be Nintendo's breakthrough blockbuster, maintaining the system's momentum here in the States (although it's too late for the Japanese and European markets).

The much-ballyhooed 4MB RAM Pak is Nintendo's other big gun. The sole survivor of the DD program, this $30 cart will enable hi-res graphics that—although far below the Dreamcast's visual standard—will keep N64 games from looking dated.

Finally, as Nintendo feverishly works behind closed doors to ready the "Nintendo 2000" for a post-"PlayStation Next" release, we expect an imminent price drop, down to $99, to keep on an even price-point keel with the PlayStation.

## THE TOP-TEN SELLING N64 GAMES OF 1998

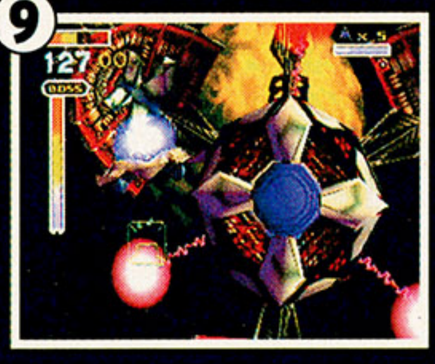
Source: NPD Group TRSTS, Jan.-Aug. 1998

10

### MLB Featuring Ken Griffey Jr.

Nintendo knows baseball and they also know big stars sell games. A fun title that emphasizes arcade-style action over serious simulation. It's outta here!

9



### Star Fox 64

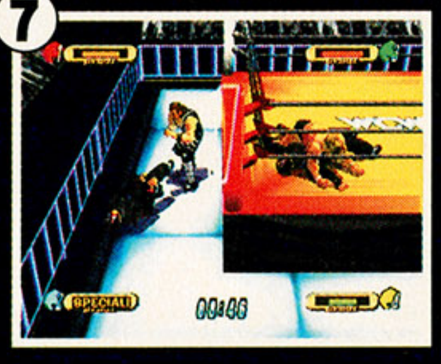
The follow-up to Star Fox heralded the arrival of the Rumble Pak. Lots of new special effects, but still packed with solid play mechanics and level design.

8

### Diddy Kong Racing

We thought we didn't need another kart racing game, but that was before we played Diddy Kong Racing. Apparently, other gamers feel the same way.

7




### WCW vs. NWO: World Tour

Oh yeah! Wrestling is back at full power. With gamer age demographics matching the average age of wrestling fans, the sales power of this title is blinding.

6

### Mario Kart 64

Mario Kart marked many happy memories during the SNES days and they've all come back with this souped-up sequel. Multiplayer action makes it a classic.

## Tech Specs

**CPU:** Custom R4300i at 93.75 MHz + RCP co-processor (geometry and texturing).

**RAM:** 4MB RDRAM main memory, upgradeable to 8MB

**Max Colors on screen:** 16.7 million (24-Bit color)

**Polys per Second:** 300,000 (full effects)

**Sound Channels:** Software ADPCM, consumes 1 percent of CPU time per channel

5

### 1080° Snowboarding

Snowboarding has gained a great amount of popularity and so has video game simulations of it. 1080 sets the bar for what snowboarding games should play like.

4

### Banjo-Kazooie

Better than Mario 64 or another Mario clone? Whatever you believe, Banjo-Kazooie is a great title and fans have shown their support for it.

3

### Super Mario 64

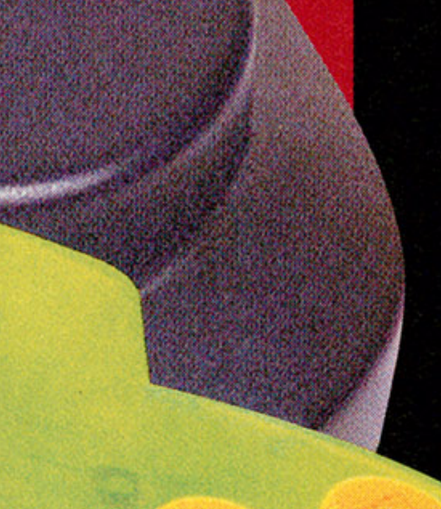
The king of 3D adventure games is still unrivaled in excellence. If you've never played Mario 64 before, we truly envy what you'll feel when you finally do.

2

### Yoshi's Story

Although it got lukewarm responses from many, it still satisfied enough Yoshi faithfuls to rank as a top-seller. A longer adventure would have made it another masterpiece.

1



### GoldenEye 007

Easily the most impressive and enjoyable game last year. GoldenEye is still raking it in and it deserves every penny. Outstanding either alone or with friends.

# System Innovations

## 5 most wanted N64 games

5 Final Fantasy 64
4 Contra 64
3 Ghouls 'N' Ghosts 64
2 Kid Icarus 64
1 Metroid 64

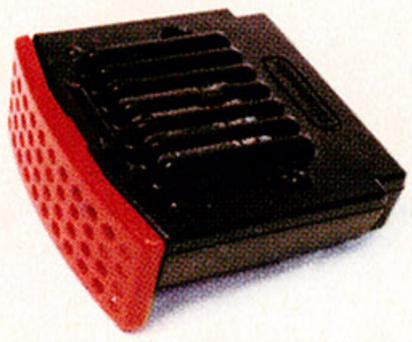
**Think you can get by without buying lots of extra gear for your Nintendo 64? Well, you can...almost. For the most part, you're not gonna find any third-party controllers or Paks that surpass Nintendo's own peripherals in quality. Still, you're gonna need to buy some extra first-party stuff to get the most out of the system. What follows, then, is a look at the system's revolutionary must-own peripherals.**

### Nintendo Rumble Pak

Maybe we've all grown a little desensitized to games that shake when we shoot or shift gears or whatever. But with Zelda 64 rumbling in revolutionary ways (to help find secrets, for instance), this Pak is vital.

### Nintendo Controller Pak

OK, so this memory cartridge is nothing revolutionary, but it is the single most important device if you plan on getting any sleep between gaming sessions. Many games still eat too much Pak space, though.



### 4MB Expansion Pak

This is the little must-buy thing that'll keep the N64 from looking too dated next to Dreamcast. Don't believe us? Wait'll you see the next generation of N64 games in hi-res.

# Pushing it to the Limits

*The 4MB RAM Pak attempts to breathe new life into the 2-year-old Nintendo 64.*

Although Nintendo is currently second behind Sony, supporters of the N64 have a lot to look forward to in the coming year. The most exciting news for N64 owners has to be the announcement of the 4MB RAM expansion, which will enhance several big titles like Turok 2, Rogue Squadron and the eagerly anticipated Perfect Dark.

What does the RAM Pak do for the N64? The N64 has a unified memory architecture, which means that all of the different functions of the system have access to a shared pool of memory. Contrast this to the PlayStation, where the 1MB of VRAM (and nothing else) is the only thing that can be seen by the graphics processing unit. Developers are free to allocate memory to different functions as they see fit on the N64.

**Higher resolution means sharper-looking games (Turok 2 shown here). Hey, we'll pay the bucks for a 4MB Pak.**

Adding 4MB of RAM means that more memory can be allocated to the graphics subsystem, meaning that it is easier to kick the Nintendo 64 into its 640x480 High-resolution Mode. When in this mode, the N64 requires about four times as much memory just to draw the screen when compared to its Low-res Mode—you can see why the RAM cartridge is such a boon.

Alas, the announcement of the RAM cartridge is almost certainly the last nail in the coffin for the 64DD, at least stateside. Despite this, Nintendo is aggressively courting developers toward their higher-capacity ROM cartridges—which means bigger and better games for '99.

## Test Yourself:

Should you buy a Nintendo 64?

**T or F** I don't mind constant and long delays for the system's most-anticipated games.

**T or F** I enjoy zero load times so I can get right into the action.

**T or F** I adore fog, blur and bad music.

**T or F** I don't play traditional RPGs.

**T or F** I really, really like 3D platform games.

**T or F** I prefer real-time cinemas to FMV.

**T or F** I gotta have Zelda.

**T or F** I like all game names to end with the number 64.

**T or F** I have lots of AAA batteries for the Rumble Pak.

**T or F** I hate fighting games.

**T or F** I love Miyamoto, strictly as a game designer that is.

**T or F** I like games with cartoon animal friends who are witty and/or dumb.

### Scoring

Give yourself a point for every true:

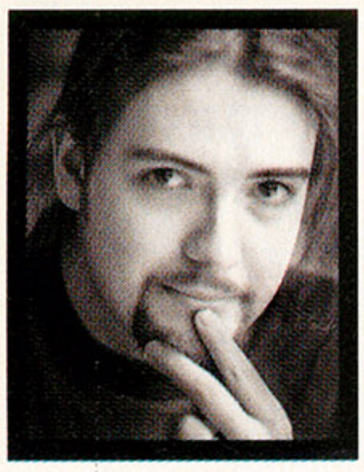
**10 or more**
You and the Nintendo 64: a match made in heaven. Go buy one today.

**7-9**
The N64 won't disappoint you.

**4-6**
Maybe if you had a lot of extra cash...

**0-3**
You better go with one of them newfangled CD-based systems.

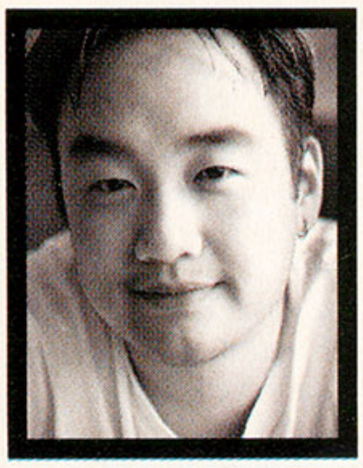
# Editor Opinions



## *John Davison* • ***EGM*** **Editor in Chief**

**8.0**

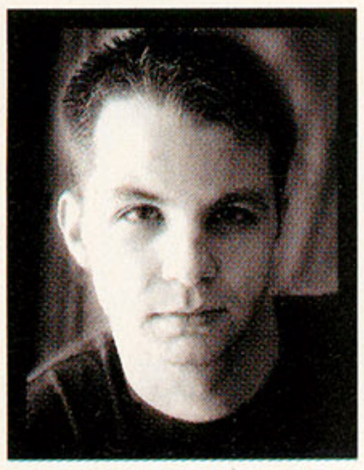
Disappointingly the N64 is still suffering from the same problems it had a year ago—namely too few releases and too many of these being poor-quality third-party titles. Beyond the initial batch of "must-have" games, the list still hasn't swelled all that much. Banjo-Kazooie was obviously a great help to the system, and Midway's Blitz didn't hurt either, but the "classics" are few and far between. That said, I have to say I have a soft spot for it. When the good games show up, they really are unbelievable, and this Christmas, Zelda and Turok 2 will certainly help sell the system. Also, the release of the 4MB RAM Pak will help raise the bar in terms of graphical quality proving that the technology still has what it takes to impress.



## *Dan Hsu* • ***EGM*** **Associate Editor**

**8.0**

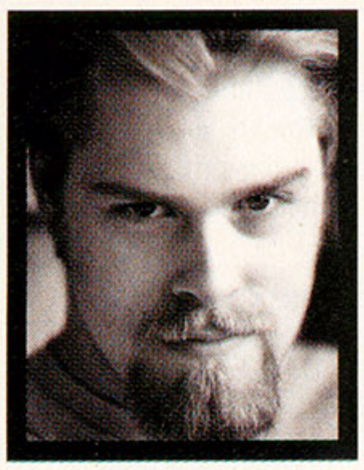
I've said it before and I'll say it again. The N64 has some pretty damn awesome games...but the machine doesn't have enough of them! I mean, c'mon, Nintendo and Rare can't be the only good N64 developers on this planet. No system in history has survived for very long without an army of strong third-party support. Right now, the N64 needs that support. Right now, the N64 doesn't have that support. If you're willing to buy a console that has a tiny library made up of a few great games surrounded by a sea of third-party crap, then by all means....Still, if you want a console that specializes in multiplayer gaming, then don't ignore the N64. With games like GoldenEye 007 and Mario Kart 64, you can have a video game party anytime.



## *John Ricciardi* • ***EGM*** **Associate Editor**

**7.5**

Overall, the N64 had a decent '98, but it wasn't as great a year as most gamers would've liked. Yoshi's Story was a big disappointment, most (not all—I said "most") third-party titles were pretty darn bad, and hardware sales have slowed down quite a bit. On the upside, sports games are finally starting to flourish on the system (Madden, Blitz, NHL, NBA Live, ISS 98, All-Star Baseball and NBA Courtside are all excellent), and Rare is really beginning to take off (Banjo-Kazooie), despite their lame character designs. With the new RAM Pak things are bound to get nicer (hi-res is the next big thing), and Zelda 64 is on pace to outsell Viagra, so you know there's plenty of life left in the cart-based wonder. I just hope they go with CD (or better) for the next machine.



## *Shawn Smith* • ***EGM*** **Associate Editor**

**8.5**

Three things added to N64's success this year: Banjo-Kazooie, Zelda and the 4MB expansion Pak. Banjo combines beautiful graphics with stunning gameplay. I think we all know Zelda speaks for itself. And the 4MB RAM Pak (which is the most important peripheral ever released for the system) virtually turns Nintendo's 64-Bit wonder into a whole new machine. Granted, the N64 has some third-party library problems (was that quantity over quality or quality over quantity?), but overall, the N64's library is steadily growing strong...well, moderately strong. Still, the system has games that simply can't be ported over to the PlayStation (e.g., Zelda, GoldenEye, Banjo, etc.). For those reasons alone, the N64 is worth the dough.

## *Sushi X* • ***EGM*** **Associate Editor**

**7.5**

I was the biggest supporter of the N64 last year, but I can't say the same again this year. Zelda will be HUGE and so will Turok 2, but there just isn't anything else to play. There wasn't enough variety this past year and not nearly enough good software. I still can't believe that there isn't a great fighting game or true RPG for the system. The 4MB RAM Pak is promising, although I'm not sure how the core N64 owners (young kids) will react to this. After all, they'll have to explain to their parents why spending $20-30 is essential for them to get better graphics from their games. Perfect Dark should be awesome, but even with another Metroid or Mario, it's hard to see how Nintendo will remain competitive past 1999.

**Graphics 9** **Audio 6** **Library 6** **Peripherals 7** **Staying Power 6**

## Electronic Gaming Monthly's

# Top 10 Nintendo 64 Games

### 10. Wave Race 64

**Publisher:** Nintendo **Developer:** Nintendo

Splish, splash, we were taken aback* by just how much fun you can have on a Jetski (that's "personal watercraft," to those not used to playing games with a Kawasaki license). WR64 packs great graphics, perfect control and lots of tracks. The team behind it went on to create 1080° Snowboarding, an excellent title that nearly stole WR64's spot here.

### 9. Int'l Superstar Soccer 98

**Publisher:** Konami **Developer:** Konami

Even if you hate sports games and can't run a block without collapsing in a sweaty, exhausted heap, you will go crazy for ISS 98. Honest. This extremely addicting soccer sim emphasizes arcade action over stat-heavy, hyper-realistic gameplay. Control is perfect, and the fast-paced games are always exciting—especially in multiplayer.

### 8. Star Fox 64

**Publisher:** Nintendo **Developer:** Nintendo

If for nothing else, Star Fox 64 will be remembered for giving Fox McCloud and his gang of metal-booted daredevils a voice other than that "dabba dabba dabba" nonsense they muttered in their original Super NES adventure. Oh, and SF64 will also go down in history for being one of the best 3D shooters on any system ever. Dabba dabba indeed.

### 7. NFL Blitz

**Publisher:** Midway **Developer:** Midway

OK, if you don't need to like sports games to get into ISS 98, then you don't even need to like video games to love NFL Blitz. Simply put, the Blitz is the most exciting and addicting pigskin experience to ever hit arcades, and the N64 version captures everything except the hi-res graphics (4MB Pak—where were you when we needed you?).

### 6. F-Zero X

**Publisher:** Nintendo **Developer:** Nintendo

Have a sweat rag handy when you play this game; no other racer keeps you on the edge of the proverbial seat more than F-Zero X. The gameplay's so amazingly fast and the courses are so packed with tumultuous, stomach-churning drops and curves that just staying on the tracks is a feat of brow-dampening concentration.

### 5. Mario Kart 64

**Publisher:** Nintendo **Developer:** Nintendo

We're not quite sure what makes us happier: that this 64-Bit update to the 16-Bit classic retains nearly everything that made the original great—or that the entire roster of Nintendo's biggest stars is in one of the system's best games. We mean, you get Mario and Luigi, Donkey Kong, Toad—the gang's all here. Oh, and four-player racing is impossibly fun.

### 4. Super Mario 64

**Publisher:** Nintendo **Developer:** Nintendo

The first game—and vital killer app—for the Nintendo 64, Super Mario 64 sold at nearly a 1-1 ratio with the number of systems when it was launched. And even to this day Shigeru Miyamoto's first 64-Bit-era masterpiece is still worth all the hub-bub, with its incredibly well-designed worlds and old-school-meets-new-school gameplay.

### 3. Banjo-Kazooie

**Publisher:** Nintendo **Developer:** Rare

Sure, Banjo the bear is the most annoying game character to ever scratch for fleas (and Kazooie, his bird-dude-with-'tude sidekick, is hardly much better), but the game that bears his name is nothing less than astounding. With solid-gold control and gameplay that surpass that of the mighty Super Mario 64, B-K has us salivating for its sequel.

### 2. GoldenEye 007

**Publisher:** Nintendo **Developer:** Rare

GoldenEye 007's greatness is the stuff of legend. The gaming press praised it in numerous glowing reviews. Software associations buried it with awards. And you gamers lapped up so many copies that the thing became an endangered species in most software stores. But Rare's masterpiece is so fantastic it deserved every bit of attention.

*Editor's Note: "Splish, splash, we were taken aback"? Yuk. Sorry you had to read that. We fired the editor who wrote that piece.

# 1. The Legend of Zelda: Ocarina of Time

**Publisher:** Nintendo
**Developer:** Nintendo

It's been a long wait, but boy will it be worth it. We finally got to play the almost-complete Legend of Zelda: Ocarina of Time only days before deadline for this here *Buyer's Guide*. Needless to say, it made finishing this book a heck of a lot harder. After all, wouldn't you have a hard time concentrating on anything else when you knew that the most anticipated game in years was being played in a room just down the hall and around the corner?

Many people questioned whether or not Nintendo could pull off the feat of making a 3D Zelda that captured the same charm and essence of the NES, Super NES and Game Boy classics. We're happy to say that they've succeeded—tremendously. Zelda 64 is loaded with imaginative, fun gameplay—the same kind that made playing the older games so much fun. And the game world is HUGE. The first section of the game alone features three gigantic dungeons, and will take a good 5-10 hours to play through—and that's just the beginning. Without spoiling too much, we can say that later in the game there'll be quite a few more dungeons to go through, as well as lots of interesting plot twists and story surprises. Since this Zelda takes place before the Super Nintendo one, expect many things that you read about in the back story of Zelda: A Link to the Past to unfold before your eyes in Ocarina of Time.

It's got amazing graphics, it's got great control, it's huge, it's deep, and most importantly, it's fun. Legend of Zelda: Ocarina of Time is our early pick for the best Nintendo 64 game not only of this year, but of all-time, and we're pretty sure you'll agree. Just make sure you've got some time slotted away to play the game, because it's going to suck you in for quite a while. And if you're like us, you'll love every minute of it.

**Zelda is a monster of a game. The above screens (from the Japanese version) show you just how big and expansive the worlds are. You will be playing this game for a long, long time.**

# Down, But Never Out

Howard Lincoln, chairman of Nintendo of America, sat down with us to discuss the important things in life: Zelda, the 64DD and of course, the 4MB Nintendo savior. Can this man help bring the teetering empire back into power?

**EGM: What's ahead for the Nintendo 64?**
**Howard Lincoln:** This holiday season, we will once again set new standards for video game excellence, and each of our key releases will be among the top-sellers well into the new year.
- The graphics, gameplay balance and combined complexity and depth of Zelda 64 are unprecedented.
- Rogue Squadron takes the Star Wars saga to a new level of interactivity.
- The new High-resolution Mode for games like Turok 2 and NFL Quarterback Club '99 graphically is the wave of the future.
In 1999, Perfect Dark will significantly improve upon last year's "Interactive Game of the Year," GoldenEye 007; In 1999 you will see the return of a couple of all-time favorite Nintendo characters in new N64 games, and there will be great new franchises unveiled, like Jet Force Gemini. In addition, our third-party partners will join us in creating the best group of video games ever produced for any technology.

**EGM: Will 64DD ever come to the U.S.?**
**Lincoln:** There are no plans to release it in 1998 or 1999 in the States. As you know, the retail price of N64 software is coming down at the same time the memory capacity is going up. Thus, the need for 64DD is no longer essential.

**EGM: Are there any plans to turn those 64DD games (like Earthbound and Pokémon Stadium) into cartridge games for the States?**
**Lincoln:** Pocket Monsters Stadium will come out as a cartridge in Japan, and if we are successful launching Pokémon in the States, we will eventually bring that cartridge to America. Some of the other games you mentioned like Earthbound I think will ultimately be N64 games as opposed to 64DD.

**EGM: What impact do you foresee from the Dreamcast launch?**
**Lincoln:** It really depends on the quality of Sega's first-party software. If it's great, Sega has a chance; if it's not, forget it.
In any event, we expect to introduce N64 software in 1999 that will readily compete with anything from Dreamcast. I'm sure Sony will have a few tricks up their sleeve too.

**EGM: Will Nintendo consider cutting losses on N64 in Japan and move on to something else?**
**Lincoln:** Just like the fat lady in the opera, the battle between the Sony PlayStation and the Nintendo 64 in the Japanese market won't be over until the last piece of hardware is sold. While Sony has won the battle of the marketshare so far, the war is hardly over. Let's see what Zelda and any Nintendo 64 Pokémon games do in the next year or so. Indeed, we are not limited to one product line. If you look at the success of Game Boy, Pokémon, the extensions like the Game Boy Camera and Printer, and Pokémon Pikachu, you clearly see that we are already doing several things at once. Nintendo 64 is just one piece of the puzzle.

**EGM: Is there any news on the development of the next Nintendo system?**
**Lincoln:** Work continues on a new system, but there is nothing more to report. Any focus on a new wave of technology is premature; the world obviously has accepted current next-generation technology with open arms, and more than half of all next generation sales are still ahead of us.

**EGM: What impact will the Expansion Pak have?**
**Lincoln:** It will be huge! Much like the Rumble Pak, we expect it to, in relatively short order, achieve de facto incorporation by virtually all developers on major new releases. It will allow better performance in a number of ways: Most immediately and obviously, graphic detail will increase which means crisper, cleaner, more life-like graphics. But it will also allow bigger 3D worlds, and even more sophisticated artificial intelligence. In other words, it can make everything better. In terms of sales impact, as the Expansion Pak continues to enhance the performance of Nintendo 64 games, we expect it to similarly enhance our sales.

**Q: What game would you like to see most on the N64?**

**30%** A licensed James Bond sequel to GoldenEye 007

**25%** Final Fantasy 64

**18%** Resident Evil 64

**17%** Metroid 64

**08%** Street Fighter Anything

**02%** Kid Icarus

videogames.com online poll results for Oct. 7, 1998

Photo/Michael Lutzky

# Game Boy Pocket

Despite the fact that everyone knows the Game Boy Pocket is about to be superceded by the Game Boy Color, there is no denying that it is by far the most successful video game system of all time. Having sold more than 65 million units throughout the world, it's the closest thing to a truly "mass-market" item that video gaming has. The technology may be 10 years old, the screen may be a bit blurry, but you really can't help loving the thing. There are more than 1,000 games available for the system around the world, with more than 500 of them in the U.S., and of these there are countless classics: Zelda, Metroid, Mario, Final Fantasy...the list goes on and on and on.

Although in its final days in its current form, the Game Boy still has to be appreciated. It's cheap, has lots of games and is the most portable of any handheld gaming system.

**John Davison**

## RATING 8.0

| | |
|---|---|
| **Dan Hsu:** | **4.5** |
| **John Ricciardi:** | **8.0** |
| **Shawn Smith:** | **7.5** |
| **Sushi-X:** | **2.0** |

### Tech Specs

**CPU:** Custom Z80 at 4.19 MHz
**RAM:** 8KB
**Max Colors on screen:** 4 grays
**Max Sprites:** 40, 10 per scanline
**Sound Channels:** 4 PSG

## THE A-LIST

Here are some kick-ass games you may want to check out for the Game Boy Pocket.

- **Final Fantasy Legend I, II or III**
- **Game Boy Donkey Kong**
- **Kirby's Dreamland II**
- **The Legend of Zelda: Link's Awakening**
- **Metroid II**
- **Pokémon**
- **Tetris**
- **Wario Land II**

# Nomad

Sure, maybe nothing new has come out this year for Sega's 16-Bit portable, but I still think the Nomad (which is really just a mobile Genesis in case you didn't know) is a worthwhile system. No, the Nomad isn't the best when it comes to true portability thanks to its poor excuse for battery-life (only three hours on six AA batteries), but it gives you a HUGE library of games to choose from—some of which are real gems.

So why is the Nomad alive and kicking when the Genesis' toe is already tagged? Two reasons: The Nomad is super-cheap and it acts as a stand-alone home system (meaning you can hook it up to your TV like a regular Genesis). Now you can play all of your old 16-Bit games—or ones you find for $10 at some store—without a big, old Genesis sitting there. The portability factor ends up being more of a "bonus" than anything else.

**Shawn Smith**

## RATING 7.0

| | |
|---|---|
| **John Davison:** | **6.0** |
| **Dan Hsu:** | **6.5** |
| **John Ricciardi:** | **6.5** |
| **Sushi-X:** | **6.0** |

### Tech Specs

**CPU:** Motorola 68000 at 7.68 MHz + Z80 at 4MHz (sound CPU)
**RAM:** 64 KB
**Max Colors on screen:** 61
**Max Sprites:** 80, 20 per scanline
**Sound Channels:** 6 FM, 3 PSG, 1 PCM

## THE A-LIST

Here are some cool Genesis games you may want to play on the go.

- **Dr. Robotnik's Mean Bean Machine**
- **Earthworm Jim**
- **Ghouls 'n Ghosts**
- **Gunstar Heroes**
- **Ms. Pac-Man**
- **Phantasy Star II, III or IV**
- **Revenge of Shinobi**
- **Shining Force I or II**
- **Sonic 2**
- **Strider**

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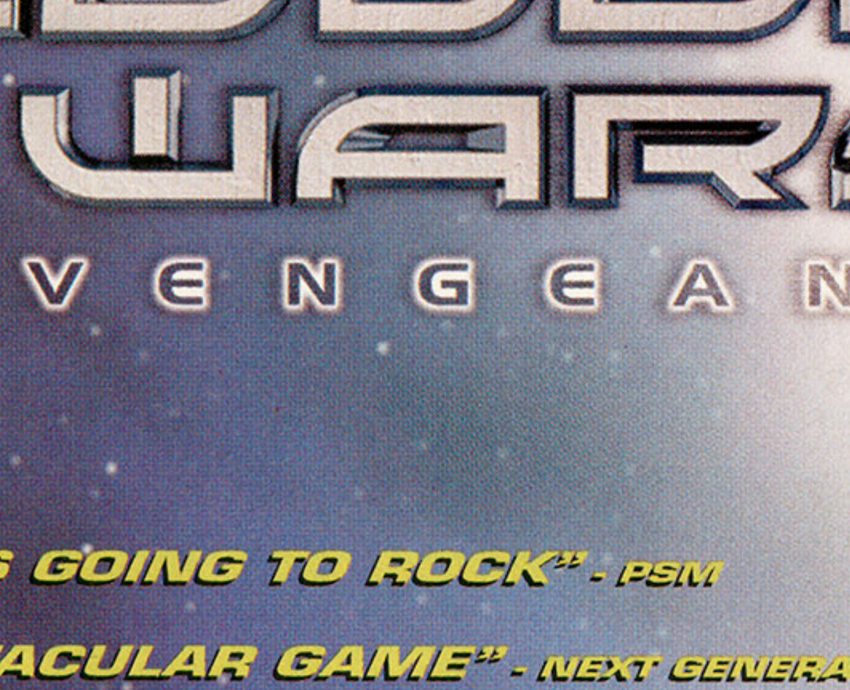

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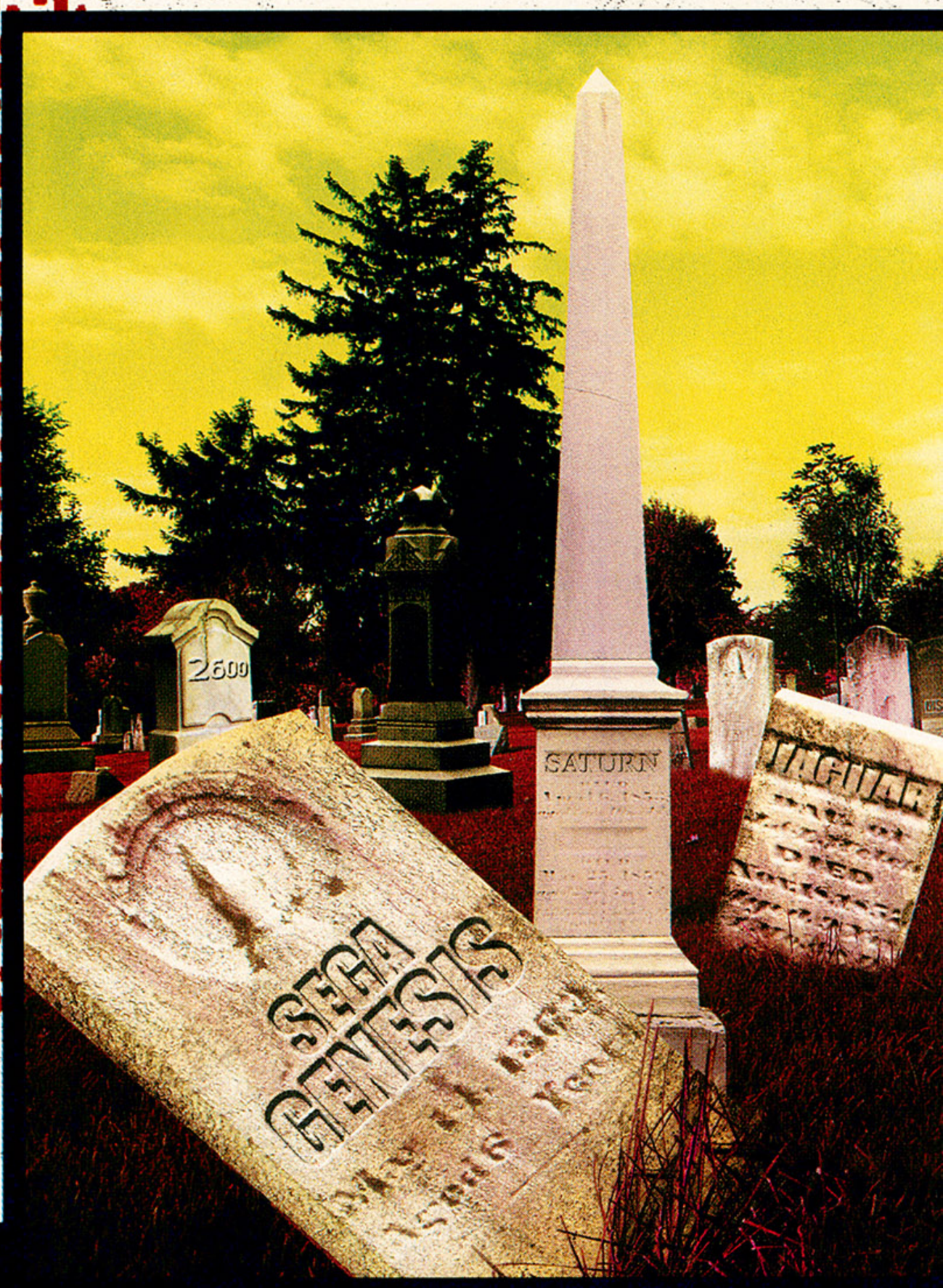



# End of

# Dead Systems Graveyard

Oct. 12, 1998

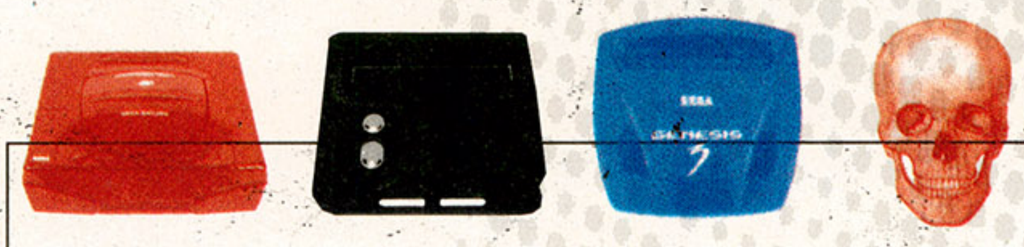
Why does it have to be this way? Why do good systems have to die? These are questions asked by gamers whenever the end of the line appears. But if it's a bad system, who cares? Let 'em rot...

Whether it's caused by a lack of support from third-party developers or outdated technology, the death of your favorite system isn't easy to take. After all, you've spent your hard-earned dollars on something that's now obsolete.

Let's try to put a positive spin on this Death thing—one day these systems that have passed on will be perfect museum pieces. So in a sense—if they're truly a classic piece of gaming hardware—they will stand the test of time.

How else are you to ease the pain? Save your money, go with the next big thing and hope whatever system you choose has a long, healthy life.

# the Line



# Super Nintendo

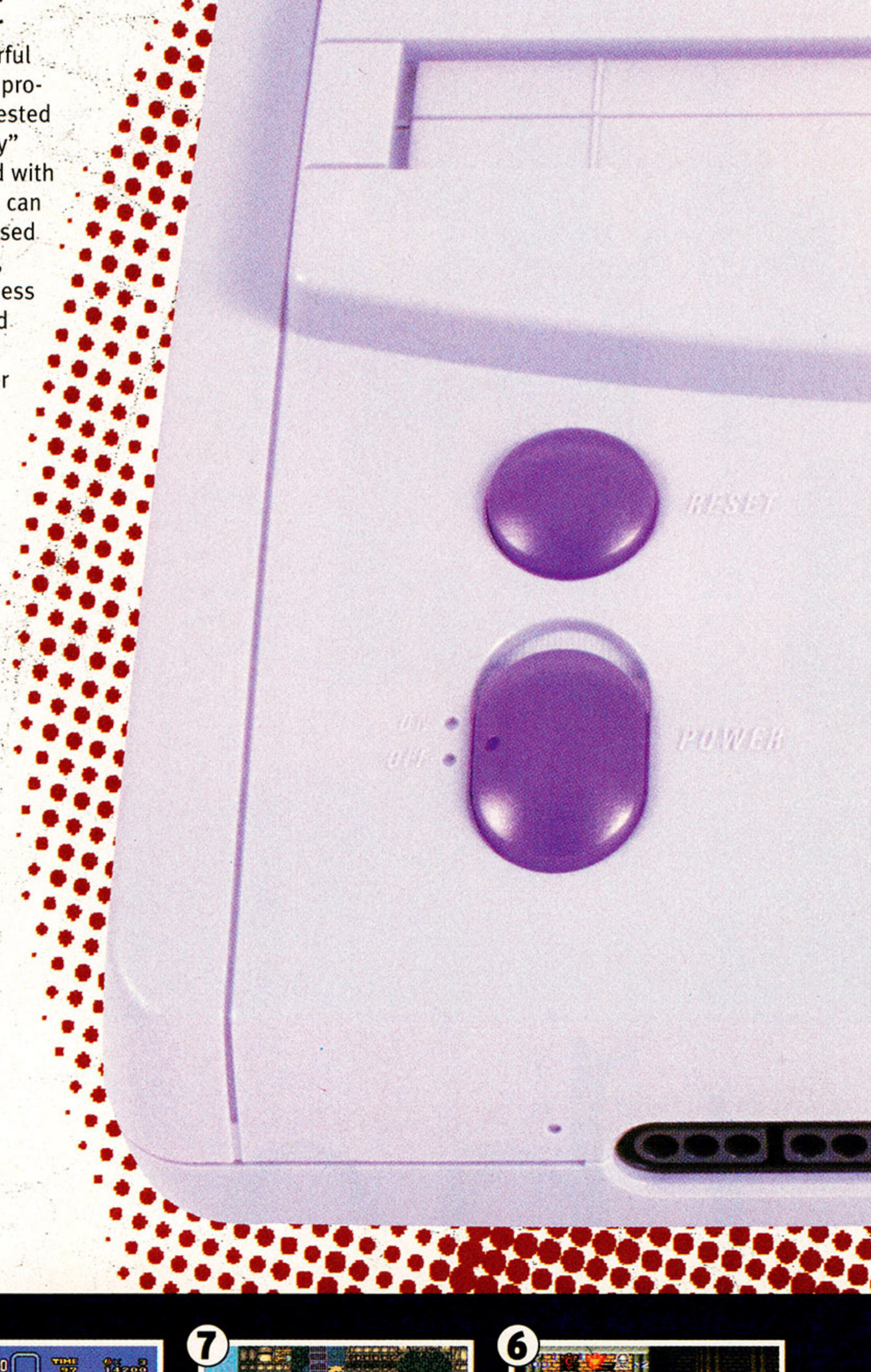
## A Superstar Fades into the Sunset

This may be one of the hardest things we ever had to write: the Super Nintendo Entertainment System...is dead. The wonderful system has permeated 22 million homes in North America alone, but its time has come to an end.

The SNES is, without a doubt, one of the best consoles around, even by today's standards. Looking at its library of fantastic titles, you can't help but think this 16-Bit wonder is still worth owning. Just drool over this: Super Mario All-Stars, Zelda: A Link to the Past, R-Type III, Super Metroid, Yoshi's Island, Contra III, Final Fantasy II and III, Super Punch-Out!!, Tetris Attack, Super Mario Kart, Star Fox, Donkey Kong Country 1-3, Super Castlevania IV, Super Ghouls 'N' Ghosts, F-Zero, Secret of Mana, Chrono Trigger, Super Mario RPG...

Ahem...sorry, we got a little out of hand there. But you get the idea. The Super NES is a great machine. Unfortunately, as with everything in life, the old must make room for the new. A newer and more powerful Nintendo machine is here, so programmers are no longer interested in making games for a "wimpy" 16-Bit baby. Why mess around with sprites and Mode-7 when you can have fully polygonal, anti-aliased 3D worlds? Too bad polygons, anti-aliasing and all that 3D-ness don't necessarily make a good game. Good ol' fashioned gameplay does, and the Super Nintendo has that in spades.

We are all sad to see this great system go (in case you couldn't tell). It has some terrific software that we have yet to see matched, in terms of quality, addictiveness and pure fun value, on any current platform (yes, we think a lot of Super Nintendo games are better than anything we've played on the Nintendo 64 so far). At least you can still pick up a newly designed Super NES for pretty cheap in some stores.




# LAST RITES

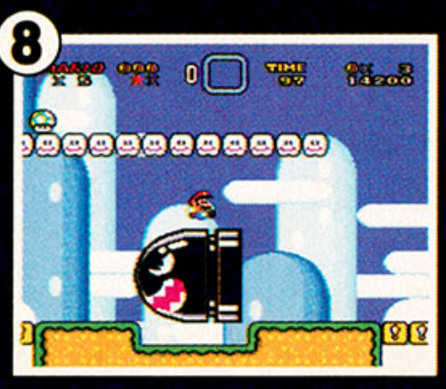
The Super NES always seemed to outdo the Genesis (and all of the 16-Bit systems for that matter) when it came to graphics and sound. The only problem with the Super NES is slowdown and Nintendo's rules about violence in games. Still, who can argue with titles like The Legend of Zelda, Contra III and Final Fantasy III? With that said, here are our Top 10 Super NES picks.

### Tetris Attack

A new spin on the classic puzzle game. Two years ago, it won Most Bought Game of the Year. Even now, it gives us hours of hectic fun.

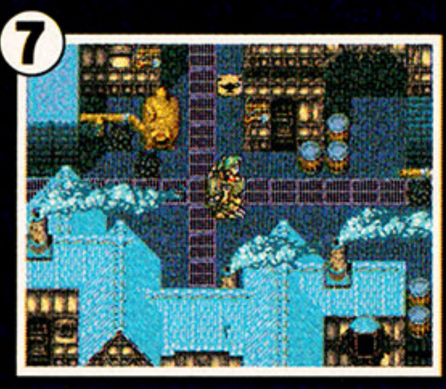
### Super Mario Kart

Some say this one is better than Mario Kart 64. It gives gamers pseudo-realism with its Mode 7 effects, but still maintains the Mario edge.



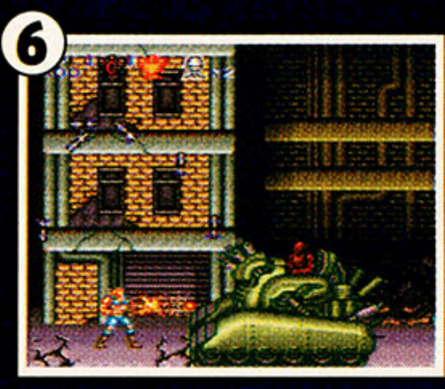

### Super Mario World

Even though it is the very first Super NES game, it's still one of the best, with large vivid worlds and classic Miyamoto gameplay.




### Final Fantasy III

The last Final Fantasy game for the Super NES has an incredible (and unforgettable) story line and never-before-seen gameplay and elements.




### Contra III

This Konami classic is relentless, making it the most intense action game ever. It's easily the best Contra in the series.

**Q: Pretending you don't have one already, would you consider purchasing a Super Nintendo today?**

**22%** Yes, definitely

**39%** Yes, but only if it were offered extremely cheap

**39%** No

videogames.com online poll results for Sept. 24, 1998

## Tech Specs

**CPU:** Custom 65c816 at 3.58 MHz

**RAM:** 128KB

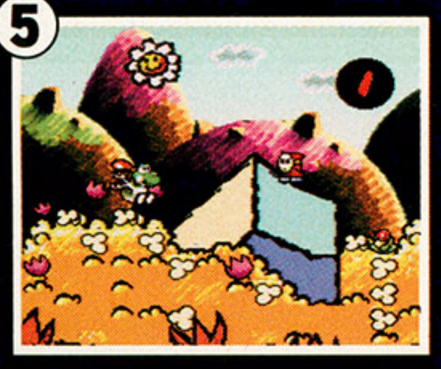
**Max Colors on screen:** 256

**Max Sprites:** 128, 32 per scanline

**Sound Channels:** 8 ADPCM

**Sound Memory:** 64KB

5



## Yoshi's Island

Another masterful Miyamoto platform game, YI has some of the finest graphics and polished gameplay ever seen on the Super NES.

4

## Super Metroid

This sci-fi action-adventure game has loads of secrets, special moves and power-ups. This is excellent game design at its best.

3

## SFII Turbo

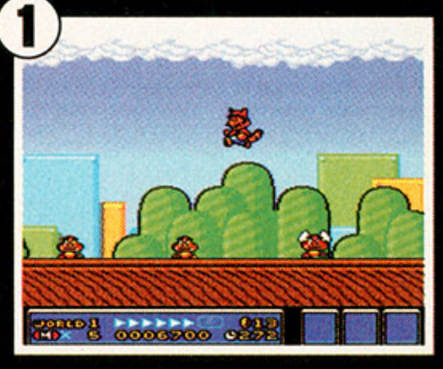
Considered by most to be the best SF conversion yet, Street Fighter II Turbo: Hyper Fighting exemplifies fun and balanced gameplay.

2

## Legend of Zelda

This sequel to the mega-hit NES game shows off fantastic 16-Bit graphics, huge worlds to explore and deep, deep gameplay.

1



## Super Mario All-Stars

The game pack that everyone dreamt about. Mario All-Stars includes all the famous oldies with the addition of new graphics and sound.

# genesis

## Ironically, Sega's Genesis is Dead

It's too bad really—there are some true classics for the Genesis. But now the system is dead. Not a single game came out this year. The death of the Genesis (whose name ironically means to give birth) has been in the making for a long time and now it's official. The Genesis' life was longer than any of Sega's other systems—even the Saturn's unfortunately.

Yes, the Saturn is a better machine but the Genesis still had a longer lifespan. And actually, the Saturn is the only Sega system better than the Genesis (well, except for the Dreamcast when it comes out). The Master System came and went, like the Game Gear, the Sega CD and the 32X. Ah, but the Genesis is what gave us so much joy for so long. Did you know it sold over 14 million units in North America during its lifespan?

Remember the constant battle between Genesis and Super NES fans? Yes, the Super NES may have been the better system when it came to sound and graphics, but the Genesis had "blast" processing and Mortal Kombat WITH BLOOD! Those were the good old days.

The Genesis gave us the chance to play such greats as Sonic 2, Castlevania: Bloodlines, Strider, Ghouls 'N' Ghosts, Gunstar Heroes, Phantasy Star II, Revenge of Shinobi and a load of others. Later in its life the Genesis started producing graphics unseen before (for example, Bloodlines and Contra Hard Corps). How did developers do it? Through software and other tricks. But it was too late. New technology was already on its way—better tech that could easily outperform anything the Genesis could do.

Maybe Sega could've made the Genesis last longer. Maybe if the Sega CD and 32X didn't come out, the Genesis would've lasted a bit longer. It's a nice thought but...

**Q: Pretending you don't have one already, would you consider purchasing a Sega Genesis today?**

**09%** Yes, definitely

**27%** Yes, but only if it were offered extremely cheap

**64%** No

videogames.com online poll results for Sept. 25, 1998

# LAST RITES

OK, so maybe the Genesis didn't have the best graphics or sound—it still kicked some major ass. If it weren't for the Genesis we would've never played such games as Sonic 2, Phantasy Star II and Strider. Yes, the Genesis had a strong following and may even have one today—so we give you our 10 best Genesis games. Pick these up if you don't already own them!

### Tech Specs

**CPU:** Motorola 68000 at 7.68MHz + Z80 at 4MHz (sound CPU)

**RAM:** 64KB

**Max Colors on screen:** 61

**Max Sprites:** 80, 20 per scanline

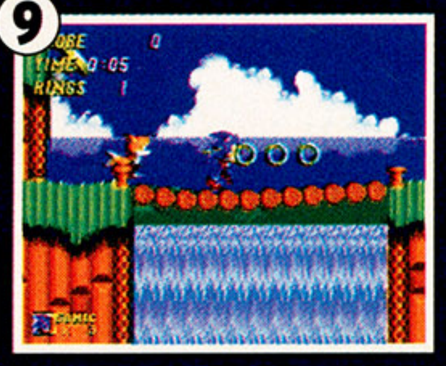
**Sound Channels:** 6 FM, 3 PSG, 1 PCM

10

### Revenge of Shinobi

This side-scroller has it all: great graphics, tight control and huge levels. It even has Batman (with furry legs) and Spider-Man as Bosses!

9



### Sonic 2

Sonic 2 is jammed with everything we love about the series. It has the expansive levels of the first game, plus the new Spin Dash and Tails.

8

### NHL Hockey '94

Like all good sports games, NHL '94 is both fun and realistic. And let's not forget the brawls—the real reason to play hockey, after all.

7

### Shining Force II

One part RPG, one part strategy game, SFII is a unique classic. And we are so glad Sega brought this incredible series over to the Saturn!

6

### Thunder Force III

The best shooter on the Genesis, TF III packs gigantic Bosses and plenty of awesome power-ups. At times, it's almost too intense.

SEGA

GENESIS

3

SEGA

NORMAL
TURBO
SLOW

MODE

START

X

Y

Z

A

B

C

5

## Ghouls 'N' Ghosts

An incredible, ultra-gothic side-scroller with solid gameplay and one of the most incredible final Bosses this side of Phantasy Star II.

4

## Herzog Zwei

An awesome strategy game that also happens to be one of the best two-player titles on the Genesis. There's no other game quite like it.

3

## Strider

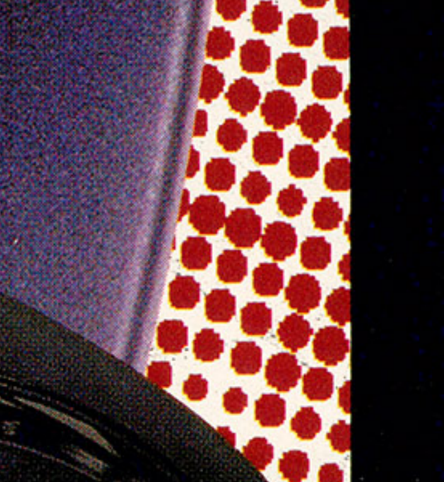
Both the control and level design in this, the first 8-Megabit cartridge, are nearly flawless. It's a great—and strange—game.

2

## Phantasy Star II

This RPG was pricey, but the quest is so amazingly long and involving that it was worth it. The final Boss actually gave us nightmares!

1



## Gunstar Heroes

This masterpiece from the ex-Konami coders at Treasure is one of the most original platformers ever. It's too fun with two players.

# Saturn

## No Software Equals Dead System

While the Saturn played host to many games that were and still are unique to that system, it just never had enough of them. The Saturn also was never able to overcome the handicap of being a less-powerful machine than the PlayStation. As we look at what Sega will do with the upcoming Dreamcast launch, it's interesting to see all the steps they are trying to avoid that were so detrimental to the Saturn.

One of the biggest mistakes was the lack of a Sonic title for the Saturn. The other problem was the lack of third-party support. The total sales of the Saturn in North America is 1.3 million units. In comparison, the latest sales project the PlayStation to sell more than 18 million units by the end of 1998. Quite a devastating difference.

The Saturn did deliver some very memorable experiences that only Sega could have delivered. No one can forget the first time they saw Panzer Dragoon. The dramatic opening cinema, the incredible graphics and the beautifully orchestrated music broke new ground and really showed what was possible with 32-Bit. For a while, it seemed the developers were finally getting to grips with the hardware and many more amazing titles were pumped out. The arcade port of Sega Rally was amazing and Virtua Fighter 2, although not arcade perfect, was the watermark in home fighting game graphics. The Saturn had more than its fair share of stinkers, but let's not dwell on those right now.

To see what games we consider classics, check out our editor's all-time Saturn list. Those titles and others created magic gaming moments that left a lasting impression—impressions that will undoubtedly last longer than the Saturn lived. We bid the Saturn a fond farewell and wish Sega the best with the seemingly incredible Dreamcast.

# LAST RITES

It's hard for us to think of the Saturn as dead. Perhaps in Japan the Saturn is doing a bit better, but stateside there are only a few new titles with nothing on the way. In other words, it's dead. The Saturn's demise is hard to take since the system's so young in the whole scheme of things. Nonetheless, here's our 10 favorite Saturn picks of all time.

### Tech Specs

**CPU:** 2x Hitachi SH2 at 28.6MHz
+ two video display processors (VDP1 and VDP2)

**RAM:** 2MB main memory, 1.5MB video memory

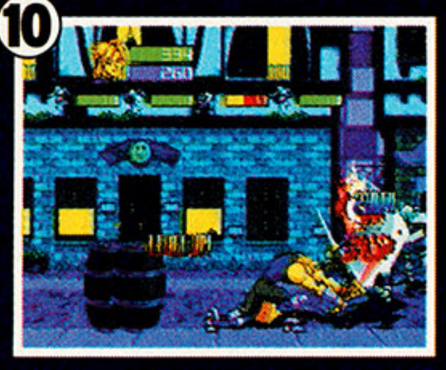
**Max Colors on screen:** 16.7 million (24-bit color)

**Polys per second:** 200,000 (textured)

**Sound Channels:** 32 PCM

**Sound Memory:** 512KB

10



### Guardian Heroes

This Final Fight-esque title gives you a load of characters to choose from and plenty of enemies to kick the snot out of. A great addition to the Saturn's library.

9

### Virtua Fighter 2

If you're looking for a 3D fighter on the Saturn, this is it. Virtua Fighter 2 is a simply incredible arcade port of the arcade smash by the same name.

8

### Sega Rally

The definitive rally racing title is one of the best arcade ports ever seen on any system. Sega Rally combines responsive controls with realistic physics.

7

### NiGHTS

We never got a real Sonic title, but at least we have NiGHTS. Colorful graphics mixed with devilish level designs create an unforgettable experience.

6

### Winter Heat

The follow-up to the sleeper hit DecAthlete brings on more button-mashing action. Hi-res graphics and silky-smooth animation show what the Saturn can do.

**Q: Pretending you don't have one already, would you consider purchasing a Sega Saturn today?**

**30%** Yes, definitely

**33%** Yes, but only if it were offered extremely cheap

**37%** No

videogames.com online poll results for Sept. 23, 1998

5

## Dragon Force

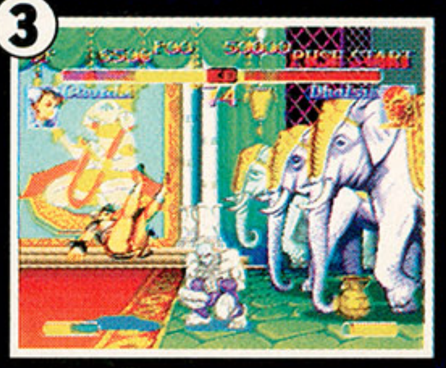
Control Wein or a number of other monarchs in this classic and incredibly fun strategy title for the Saturn. Chances are you'll love it as much as the *EGM* editors.

4

## Saturn Bomberman

When one thinks of multi-player games, you can't help but think of Bomberman. There's nothing like matching up against nine other players for a survival bout.

3



## SF Collection

Street Fighter has always been better with the Saturn six-button controller and this collection has the best. Alpha 2 gold and Super Turbo just can't be beat.

2

## Shining Force III

Another great title that came out too late. Everything you loved about the Shining Force series of games is back and in 3D. Impressive and fast-loading battles too.

1

## Panzer Saga

Combining the beauty of the first two Panzer Dragoon games and a huge story, Panzer Saga is truly a masterpiece. This is a must-have for Saturn owners.

## Tech Specs

**CPU:** Custom Z80 at 8 MHz

**RAM:** 32KB

**Max Colors on screen:** 56

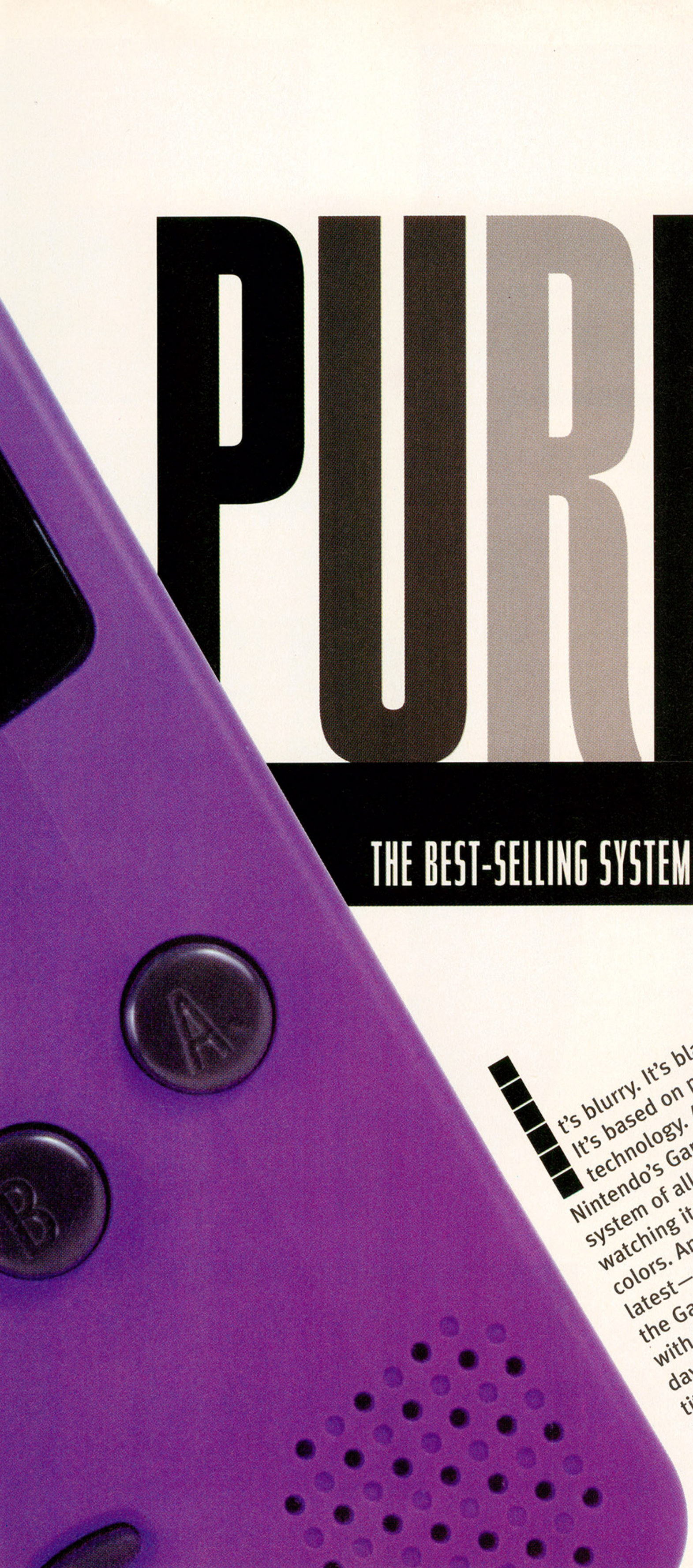
**Max Sprites:** 40, 10 per scanline

**Sound Channels:** 4 PSG

UPDATE

# PURPLE

## THE BEST-SELLING SYSTEM OF ALL TIME EVOLVES. AGAIN.

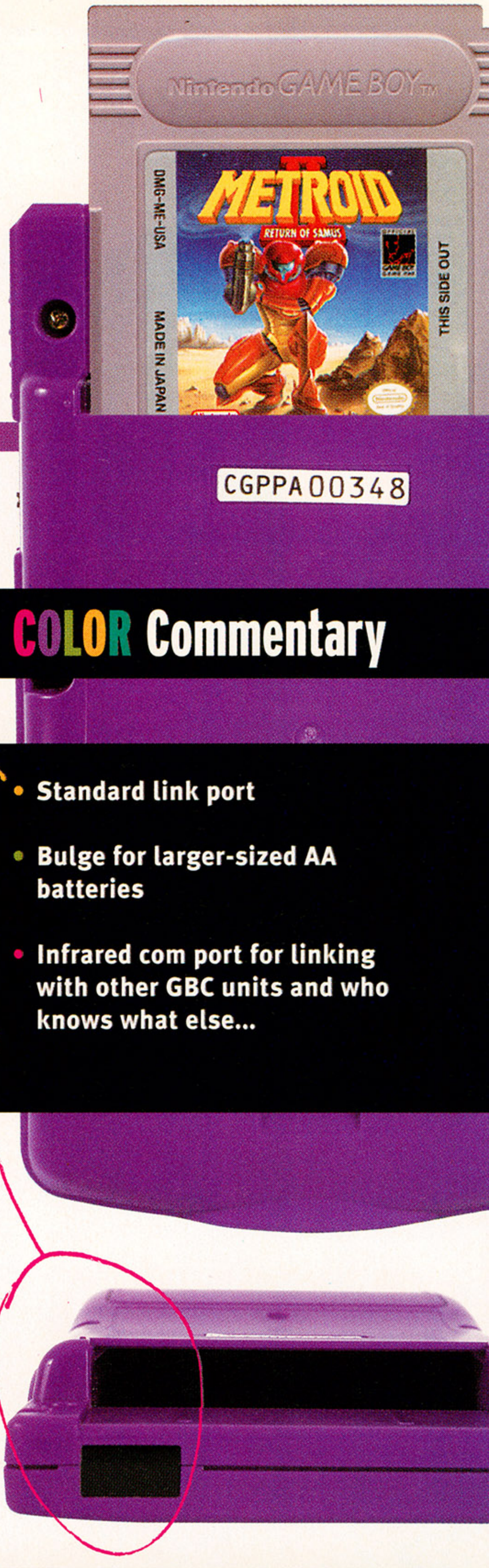


It's blurry. It's black-and-white. It's based on practically prehistoric technology. And we love the dang thing. Nintendo's Game Boy is the most successful game system of all time. We've stuck with it for 10 years, watching its case shrink and bloom into myriad colors. And now the system's undergoing its latest—and ultimate—evolution. On Nov. 23, the Game Boy Color will hit U.S. stores (along with Zelda 64—man, talk about a good day!). Launched with several new color titles, it won't change the way we play handheld games (face it—color screens on portables ain't new), but it *will* breathe even more life into Nintendo's immortal pocket stuffer.

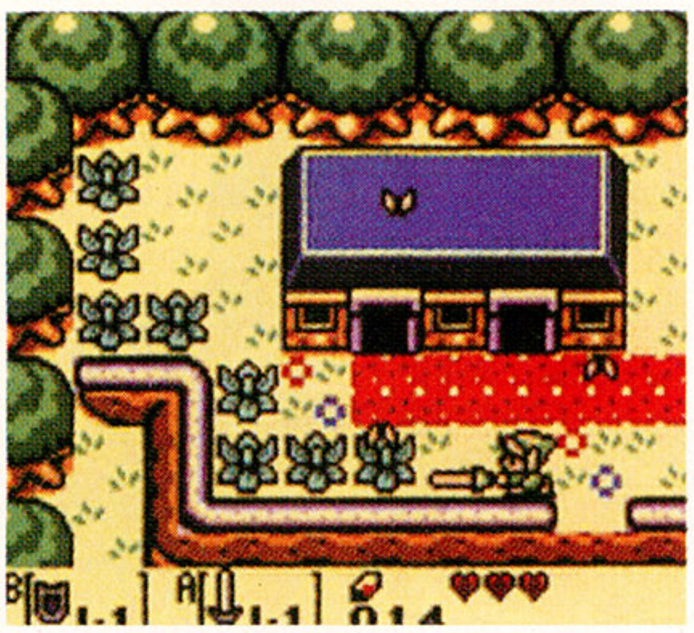
## COLOR Theory

### Key Features of the New Handheld

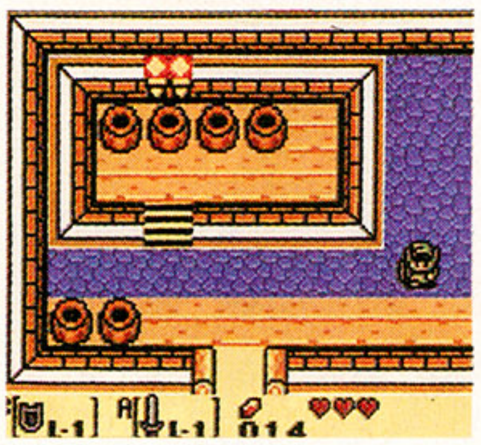
- Can display up to 56 colors simultaneously out of a palette of 32,000
- Vibrant, ultra-crisp display based on proprietary technology developed by Sharp
- Compatible with all original Game Boy titles; applies Super Game Boy color enhancement to SGB-compatible games




Having outlasted almost a dozen competing systems and two presidents (possibly three by the time of this printing), the Energizer Bunny of the video game world, Nintendo's Game Boy, is about to meet its match—itself. On Nov. 23, the same day the long-awaited 64-Bit update of The Legend of Zelda is scheduled to hit stores, Nintendo fans will get their mitts on Game Boy Color, the latest incarnation of the best-selling game system of all time.

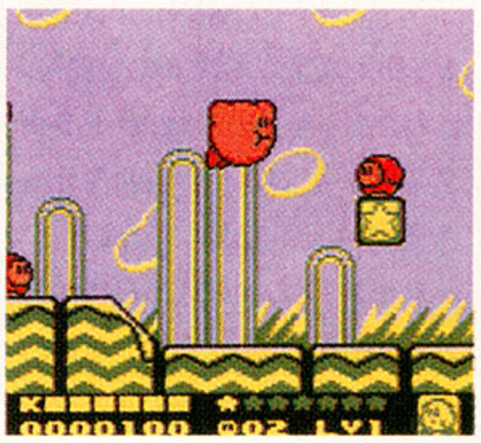


Current word from Nintendo has it that the GBC will "recognize" top-selling GB titles such as Zelda, Metroid II and Kirby's Dreamland II and apply Super Game Boy-like color palettes.

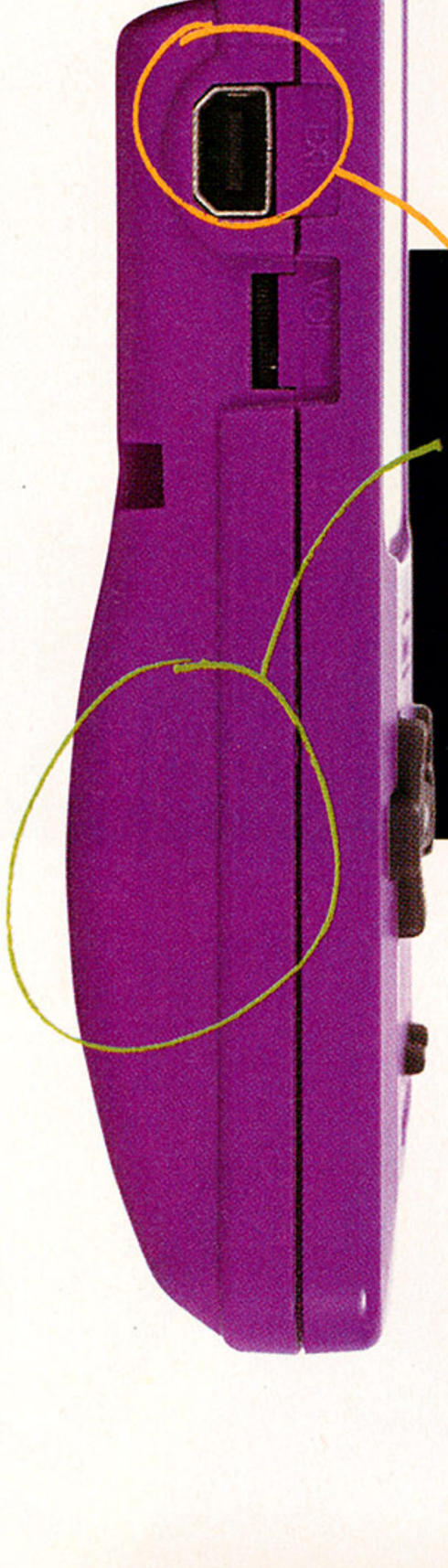


Similar in size and appearance to the svelte Game Boy Pocket, Game Boy Color can display up to 56 colors simultaneously from a palette of 32,000 hues. While it isn't backlit—meaning you still can't play it in the dark—Game Boy Color's vibrant, ultra-crisp screen, which is based on proprietary technology developed by Sharp, is free from the annoying blurring that plagued previous Game Boy models. Powered by two AA batteries (as opposed to Game Boy Pocket's twin AAAs), Game Boy Color boasts a battery life of approximately 10 hours, an eternity compared to color portables of the past.

Current Game Boy owners (and especially the parents of current Game Boy owners) undoubtedly will be pleased to learn that Game Boy Color is 100 percent compatible with its black-and-white brother's



## COLOR Commentary



- Standard link port
- Bulge for larger-sized AA batteries
- Infrared com port for linking with other GBC units and who knows what else...

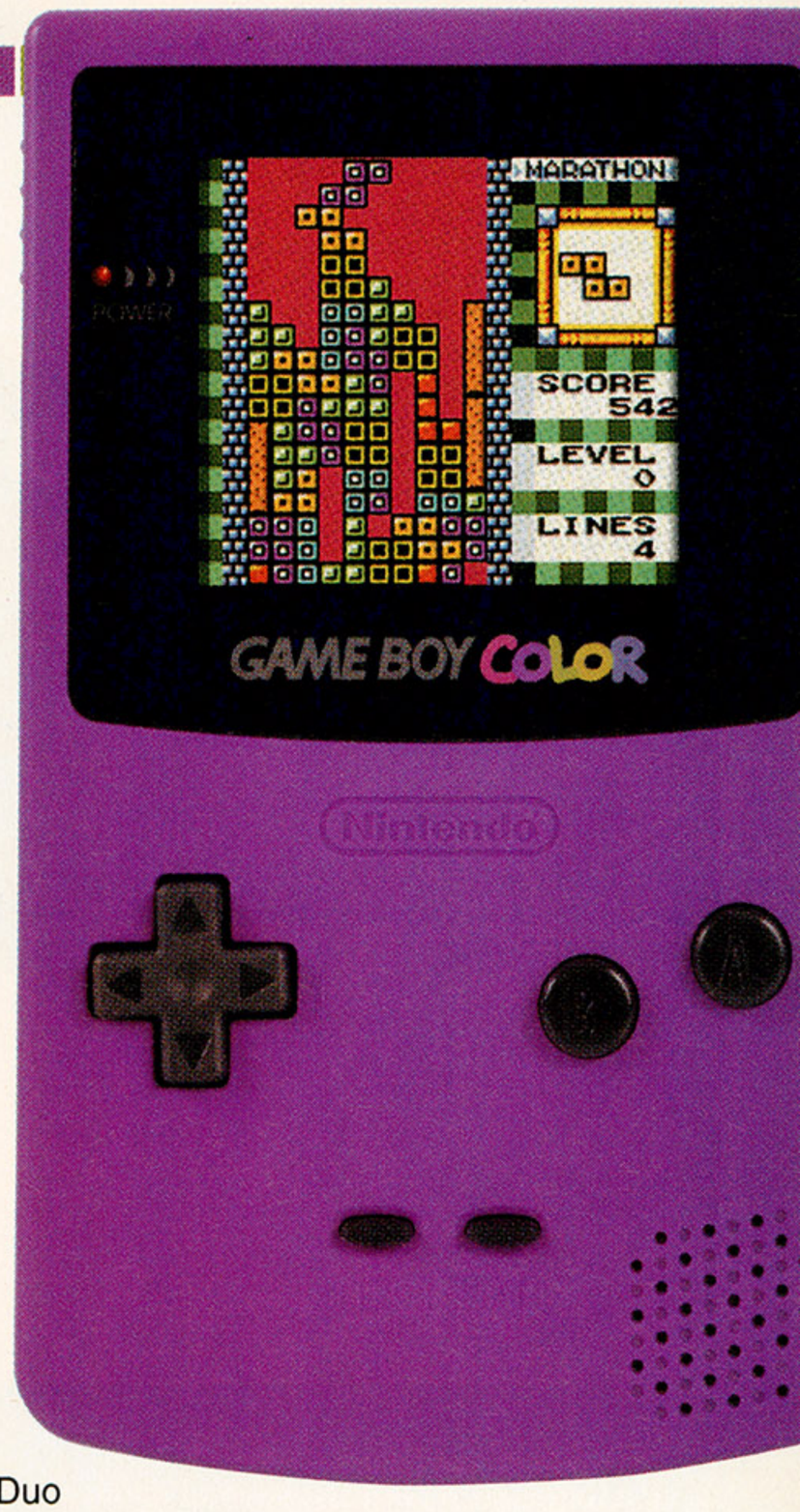


| | Game Boy COLOR | Game Boy Pocket | Original Game Boy |
|---|---|---|---|
| Height | 5.25 in | 4.875 in | 5.75 in |
| Width | 3 in | 3 in | 3.5 in |
| Depth | 1 in | 0.875 in | 1,25 in |
| Weight | 6.7 oz | 5.2 oz | 11.2 oz |

## COLOR Cast 30 Reasons to Own a GBC

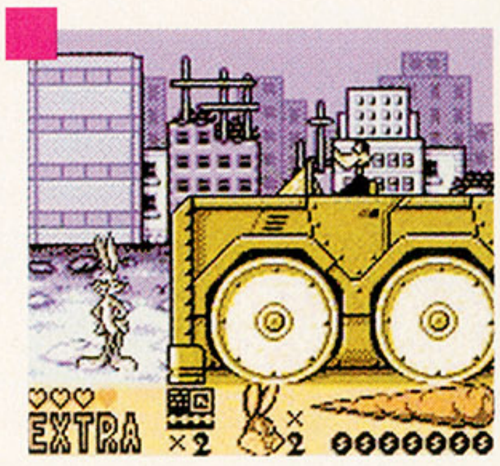
| | | |
|---|---|---|
| Quest for Camelot | Nov. | Nintendo |
| Bomberman Pocket | Nov. | Nintendo |
| Tetris Deluxe | Nov. | Nintendo |
| Game & Watch Gallery 2 | Nov. | Nintendo |
| Conker's Pocket Tales | Nov. | Nintendo |
| The Legend of Zelda: Link's Awakening | TBA | Nintendo |
| Wario Land 2 | TBA | Nintendo |
| Deja Vu 2 | TBA | Kemco |
| Carrot Crazy | Nov. | Infogrames |
| Twouble | Nov. | Infogrames |
| Mortal Kombat 4 | TBA | Midway |
| San Francisco Rush | TBA | Midway |
| Rampage: World Tour | TBA | Midway |
| NFL Blitz | TBA | Midway |
| Classic Duo #1: Spy Hunter/Moon Patrol | TBA | Midway |
| Arcade Classics: Defender & Joust | TBA | Midway |
| Cool Hands | Nov. | Take 2 |
| Montezuma's Revenge | Nov. | Take 2 |
| Reservoir Rat | Nov. | Take 2 |
| Rugrats | Nov. | THQ |
| Power Quest | Nov. | Sunsoft |
| Shanghai Pocket | Nov. | Sunsoft |
| NBA Jam 99 | Nov. | Acclaim |
| South Park | Nov. | Acclaim |
| Roadster '98 | Nov. | Titus |
| Titus Junior | Nov. | Titus |
| Gex 3D | Dec. | Crave |
| Men in Black | Dec. | Crave |
| Pitfall 3D | Dec. | Crave |
| NHL Blades of Steel | Jan. '99 | Konami |

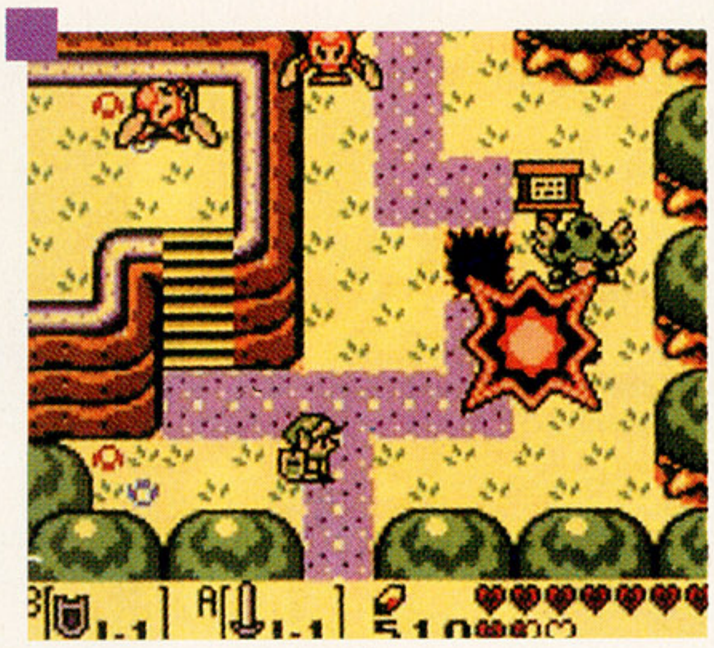
Simulated picture

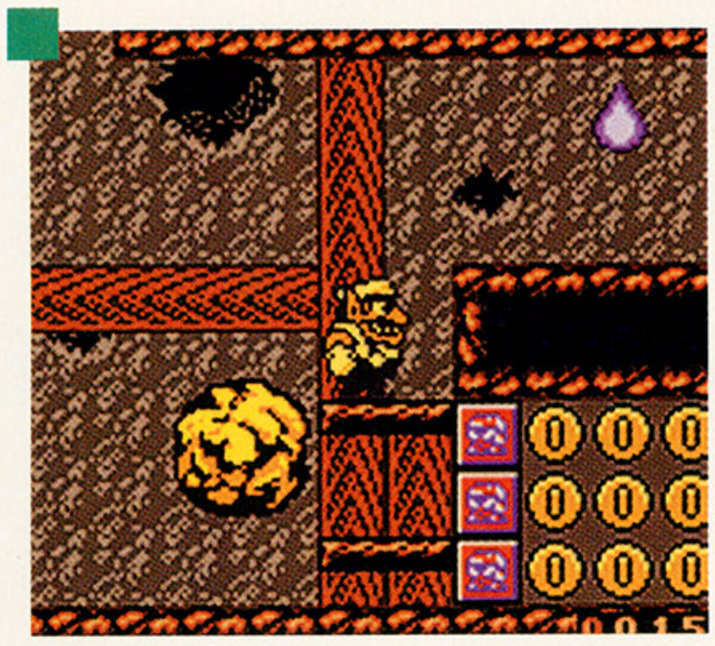



500+ cartridge library. Like the SNES' Super Game Boy adapter, the unit will allow gamers to colorize older Game Boy titles Ted Turner-style by making selections from a custom palette. What's more, Game Boy Color is preprogrammed to recognize and automatically add color to 10 Game Boy classics, including Zelda: Link's Awakening and Metroid II, giving these handheld gems an entirely new look. Nintendo hopes to have at least five new titles—Tetris Deluxe, Quest for Camelot, Game and Watch Gallery 2, Bomberman Pocket and Conker's Pocket Tales—available by the system's launch date. Hopeful Game Boy Color will become this holiday season's gotta-have-it gadget, a number of prominent third-party developers and publishers—including Midway, Konami, THQ and Acclaim—have knocked the dust off their Game Boy development kits and are hard at work on new software. Not surprisingly, a number of them will be retro titles, such as Midway's Classic Duo #1: Spy Hunter/Moon Patrol and Arcade Classics: Defender and Joust, perfectly suited for the 3D-impaired Game Boy. More dubious are planned translations of such recent arcade hits as Mortal Kombat 4, NFL Blitz and San Francisco Rush. Certain to be the bane of study hall teachers everywhere, a *South Park* title also should be in stores by year's end, courtesy of Acclaim. Hydeeee Ho!

Sadly, Game Boy creator Gumpei Yokoi won't be around to witness the release of Game Boy Color. His tragic death late last year was mourned not only by his colleagues at Nintendo, but also by gamers around the globe, including the editors and readers of *EGM*. While Yokoi-san may be gone, his most famous creation, colorfully updated for the '90s, is destined to live on well into the next century.



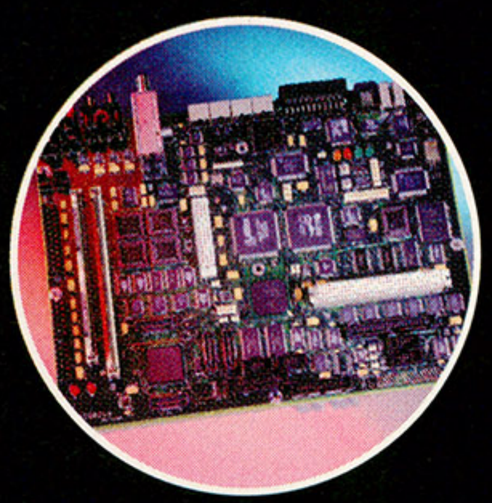





**Q: Which one of the following series, updated in color, would make you buy a Game Boy Color?**

**38%** Zelda
**34%** Final Fantasy
**12%** Metroid
**07%** Castlevania
**05%** Donkey Kong Land
**04%** Wario Land

videogames.com online poll results for Oct. 2, 1998



# Gamers: Be Afraid of PROJECT X

While Sega, Nintendo and Sony vie for a larger slice of the traditional gaming market, Los Altos, Calif.-based VM Labs hopes to drag interactive entertainment out of the bedrooms and basements of America into the living room, where it can be enjoyed by an entirely new audience. How do they plan to accomplish this? By imbedding their powerful "Project X" multimedia processor, designed to replace the MPEG decoder circuitry currently found in many digital video products, in the next wave of DVD players, digital satellite receivers and set-top web browsers. Rather than manufacture and market such devices themselves, VM Labs have licensed their Project X technology to leading technology partners in the semiconductor and manufacturing industries. One such partner is semiconductor/cell phone giant Motorola, who plans to imbed VM Labs' multimedia processor in their forthcoming "Blackbird," which promises to deliver movies, games, e-mail and Internet access in a single television set-top device. RCA and Thompson Electronics, both Project X licensees, plan to release similar devices in 1999.

While gamers may be quick to dismiss such an all-in-one device, Project X's recently released specs may change a few minds. Capable of performing 1.5 billion instructions per second (compared to PlayStation's 30 million), Project X forgoes polygonal graphics, which use hundreds of tiny geometric shapes to form 3D objects, in favor of ray tracing, which paints the entire screen, pixel by pixel, by calculating the path of incoming and reflected light. Recognizing Project X's potential, a number of top game developers and publishers—Activision, Capcom, Crave Entertainment, Fox Interactive, Hasbro Interactive, Killer Game, n-Space, Psygnosis and THQ—have signed on. In fact, by May of this year, VM Labs claims to have shipped more than 50 Project X development systems and continues to send out an additional 25 per month.

The only problem is that gamers have heard such lofty claims before, only to watch promising new multimedia systems crash and burn before getting off the ground. Remember CDi? How about 3DO or Pippen?

The fact that VM Labs' chairman and CEO, Richard Miller, oversaw the development of Atari's disastrous Jaguar during a brief stint with the company doesn't instill a lot of confidence, either. Furthermore, the only two Project X game demos seen to date by the gaming press—yet another Jeff Minter Tempest update and a mech title presumed to be a sequel to the Jaguar's Iron Soldier—failed to impress. Lastly, you can expect many early Project X titles to be aimed at the whole family, and, as comedian Jerry Seinfeld once pointed out, nothing is fun for the whole family (except a jewelry store/ice cream/massage parlor...).

As 1999 rapidly approaches, Project X remains the gaming world's biggest wild card. While it's premature to recommend a box like Motorola's Blackbird solely for its gaming potential, the Project X processor is a nice bonus for people interested in Blackbird's Internet and DVD capabilities. However, if VM Labs' "Trojan Horse" technology achieves the kind of mass-market penetration the company is predicting, Project X could become a major force in the interactive entertainment industry almost over night.

## Project X Specs

**CPU:** PowerPC MPC 860 SAR at 54Mhz + Project X Custom Media Processor at 54 MHz (capable of 1500 MIPS)

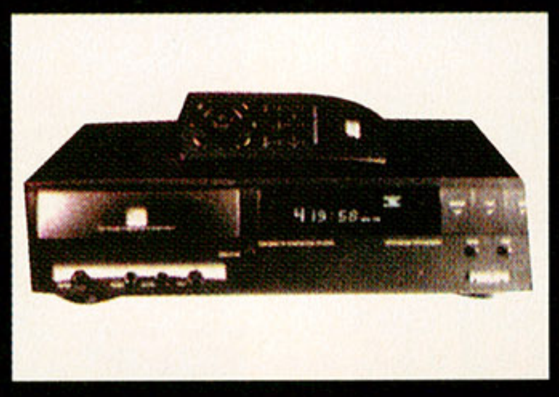
**RAM:** at least 2MB (development system has 32MB DRAM)

**Max Colors on screen:** 16.7 million (24-Bit color)

**Sound Channels:** 32 ADPCM

Motorola Blackbird specs, which incorporate the Project X technology. These may or may not be the actual specs of any released console.

**Was it a game system or a multimedia machine? Apparently unable to decide, gamers stayed away in droves from the $700 3DO, despite its advanced 3D graphics.**



**Philips, the company that invented the CD-ROM, also struck out with CDi, which suffered from a similar identity crisis in addition to a lack of quality, adult-oriented software.**

**Does the fact that every single product the Project X team has worked on before has been a commercial failure affect your perception of the product?**

**No 20%**

**Yes 80%**

videogames.com online poll results for Oct. 1, 1998

Dreamcast™

# SEGA'S BACK IN

**Prematurely** relegated to the sidelines for most of the current "next-generation" console war, the once-mighty Sega plans to re-emerge in a big way in 1999. The beleaguered company, which lost over $300 million last year, is pinning its hopes for success on Dreamcast, a 64-Bit, CD-based technological marvel that promises to make good on Sega's long-standing pledge to deliver a home system capable of outperforming current arcade hardware. Determined to break an almost Atarian losing streak that began with the Sega CD and continued with the ill-conceived 32X (a system that never saw the light of day in Japan) and the hugely disappointing Saturn, Sega is taking all possible precautions to insure the success of its latest effort. By partnering with chip maker NEC and operating system provider Microsoft, Sega not only grabbed early headlines from the mainstream press but also attracted the attention of top PC developers; Dreamcast's Windows CE-based operating system allegedly allows top PC hits to be ported in a matter of days, virtually assuring a steady stream of quality third-party titles, which were conspicuously absent from Saturn's meager library. In addition to a "very aggressive" system price tag, Sega also has promised a $100 million advertising blitz to coincide with Dreamcast's fall 1999 launch, a figure sure to have retailers' tongues wagging, even those belonging to store owners burnt by the "surprise" launch of Saturn.

But will gamers who invested hundreds of dollars in previous Sega systems only to watch them wither on the vine be equally forgiving? Despite the online rantings of a few vocal hedgehog haters, long-suffering Sega gamers will return to the fold if the games are good enough, and from what we've seen so far, Dreamcast looks like it's gonna blow the doors off all other systems currently on the market.

## The Gear

Although technically powered by a 64-Bit Hitachi processor (SH-4), Dreamcast (the name comes from the synthesis of "dream" and "broadcast," in case you were wondering) is said to offer 128-Bit performance, thanks to a number of powerful support components. The machine's ability to handle higher polygon counts—its second-generation Power VR graphics engine is capable of pushing over 3 million polys per second—means three-dimensional characters finally will lose that blocky "Lego" look, approaching the quality of characters typically seen in prerendered cinema segments. N64-style fogging, used to conceal pop-up in such titles as Turok: Dinosaur Hunter, also should go the way of the T-Rex, while disc access will be less intrusive than ever, thanks to Dreamcast's speedy 12X CD-ROM drive (compare that to the PS's 2X drive).

For those of you who like judging books by their covers, Dreamcast looks a bit like a cross between an N64

# GAME WITH DREAMCAST

*By Gary Mollohan & Chris Johnston*

# WISH LIST

# PC W

**Tech Specs**

**CPU:** Hitachi SH4 at 200MHz + Power VR second generation (geometry and texturing)

**RAM:** 16MB SDRAM main memory

**Max Colors on screen:** 16.7 million (24-Bit color)

**Polys per Second:** 3 million (effects unknown)

**Sound Channels:** 64 ADPCM

Since the Dreamcast is based on a Microsoft operating system and uses NEC's Power VR 3D graphic chip, porting over PC games is easy as all get out. No longer will console versions of PC games take years to come out, and the graphics will not necessarily need to be tuned down. Here are several we'd like to see.

Shot below from Descent Freespace

10

## Unreal

By far the prettiest Quake clone on the PC, Unreal also demands a lot of 3D-accelerated horsepower to look good. The DC, however, will easily deliver a perfect port.

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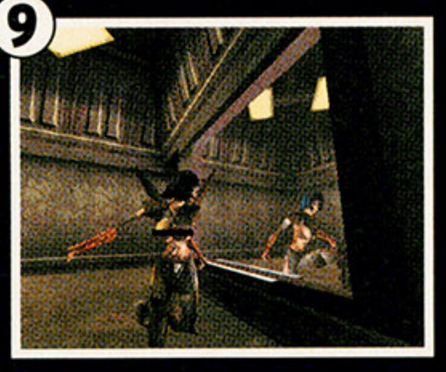

## Prey

From the makers of Duke Nukem 3D comes a game with so many visual quirks (especially its so-called "portal technology") that only the DC can do it justice.

8

## Worms: Armageddon

The classic PC title gets a complete graphic overhaul but retains its fun gameplay. W:A will have new weapons, levels and multiplayer modes. (Shot above is from Worms 2.)

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## C&C 2: Tiberian Sun

The Command & Conquer series changed directions when it went on Red Alert, but now it's back to its original, futuristic motif. We hope to see a console port soon.

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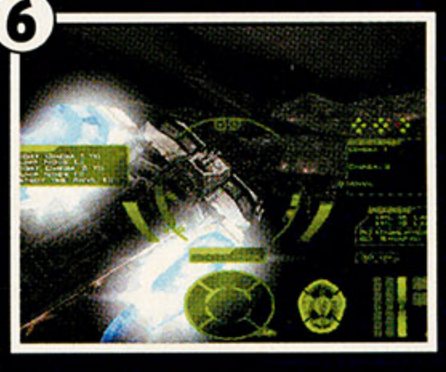


## Descent 3

Finally, a proper new chapter to Interplay's series of gravity-free Doom clones. A button-intensive game on the PC, Descent 3 would surely put the DC's pad to the test.

# SEGA'S KEYS TO VICTORY

### Keep the price below $200

**No matter how impressive Dreamcast's games are, people will think twice about paying more than $200 for a "toy," as was demonstrated by both 3DO and Saturn, which debuted at $700 and $400, respectively. Although Sega undoubtedly would lose money selling Dreamcast for less than $200, they could make up for those losses down the road with stronger software sales.**

### Low developer licensing fees

**After putting up with Nintendo's hefty licensing fees and cartridge costs for years, prominent third-party developers left the Big N in droves to publish games for newcomer Sony, who offered a far more attractive business model. Sega could in turn woo developers from Sony's camp by offering even lower licensing fees and a less-stringent approval process.**

### Killer apps at launch

**While both Virtua Fighter and Daytona were available at the time of Saturn's launch, both were considered less-than-perfect translations of their arcade cousins. (Virtua Fighter was never that popular in the States, either.) Sega needs to find at least one must-play title that will have gamers beating down retailers' doors on launch day.**

### No surprises

**This one almost goes without saying: no more surprises—they confuse consumers and alienate any retailers left out in the cold. If Sega hopes to have fans waiting in line on launch day, they need to establish a launch date well in advance and heavily publicize it, as Sony did with PlayStation.**

Dreamcast™

and a Saturn. Like the N64, Dreamcast has four built-in controller ports. The CD lid is adorned with Dreamcast's trademark spiral logo, which more than a few have compared to the Lawry's Seasoned Salt logo. For the record, Sega says it symbolizes "the universe and the infinite power of human beings." Whatever. It's a pretty good bet the U.S. production model will have a fairly prominent Windows CE logo on it somewhere, if Redmond, Wash.'s most famous resident has his say, that is.

Equally striking are Dreamcast's colorful controllers, which look a lot like Saturn's 3D Analog Pad, or the "NiGHTS controller," as it was known to some. The big news is that each Dreamcast controller has two extra ports for plug-in devices. One such device we already know about: the VMS. Equal parts memory card, LCD display and Tomagotchi, the VMS, which stands for Virtual Memory System, will serve a number of interesting functions. In addition to allowing sports gamers to call plays with greater secrecy, the VMS also will allow you to level-up your favorite RPG characters while on the go. Additionally, you can plug two VMSes together to exchange data or to battle a friend's champion. When Devlin and Emmerich's horrendous *Godzilla* flick opened in Japan, a commemorative VMS called Atsumete Godzilla was on sale in theater lobbies. Going for about 20 bucks a pop, the device allowed you to hatch superdeformed monsters from previous Godzilla flicks and battle them with a friend. Presumably, Atsumete Godzilla owners also will be able to use the device in conjunction with Godzilla Generations, one of Dreamcast's Japanese launch titles. Many have speculated a Rumble Pak-style peripheral also will be available in the future, but Sega has yet to confirm or deny this. However, the presence of two ports on each controller certainly lends credence to the belief.

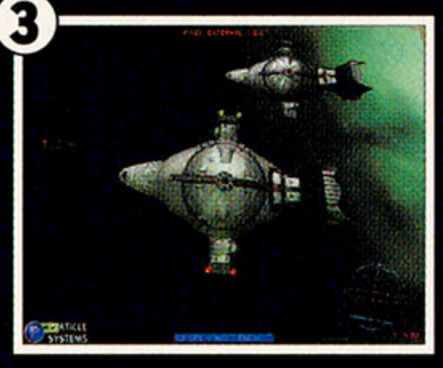
More exciting is Dreamcast's built-in 33.6 Kbps modem, which, for the first time in console history, will make online gaming a reality from day one. While latency problems unfortunately make testing your skills against Japanese or European gamers impossible, you will be able to compete against friends located across town or across the country. And if 33.6 Kbps is too slow for you, don't worry—the modem is upgradable, quite possibly to a speedy cable modem. Sega of America is already setting up an Internet-based Heat.net-style network, which should be fully realized by launch.

## The Games

In addition to the aforementioned Godzilla Generations, Dreamcast will be the recipient of an original Sonic the Hedgehog title, something Saturn didn't receive until it was too late to reverse the course of the ill-fated system. Handling development honors are Sonic creator

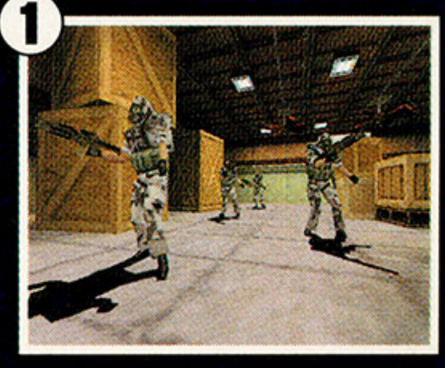
**5 Quake III**
**What we have here is the ultimate deathmatch maker. Quake Arena's loads of levels and modes are just what the DC modem needs. (Shot above is from Quake II.)**

**4 Jedi Knight**
**Think of Quake or GoldenEye except you're a Jedi instead of a Marine or a spy. Besides just being Star Wars, the multiplayer stuff would be great on the Dreamcast.**



**3 Independence War**
**This hyper-realistic sim is to space-combat games what Jane's F-15 is to flight sims. If I-War does port to the DC, let's hope Particle Systems doesn't dummy it down.**

**2 X-Wing Alliance**
**Way more than another installment in LucasArts' venerable X-Wing or TIE Fighter series, Alliance lets you fly *Star Wars* spaceways in your own Millennium Falcon.**

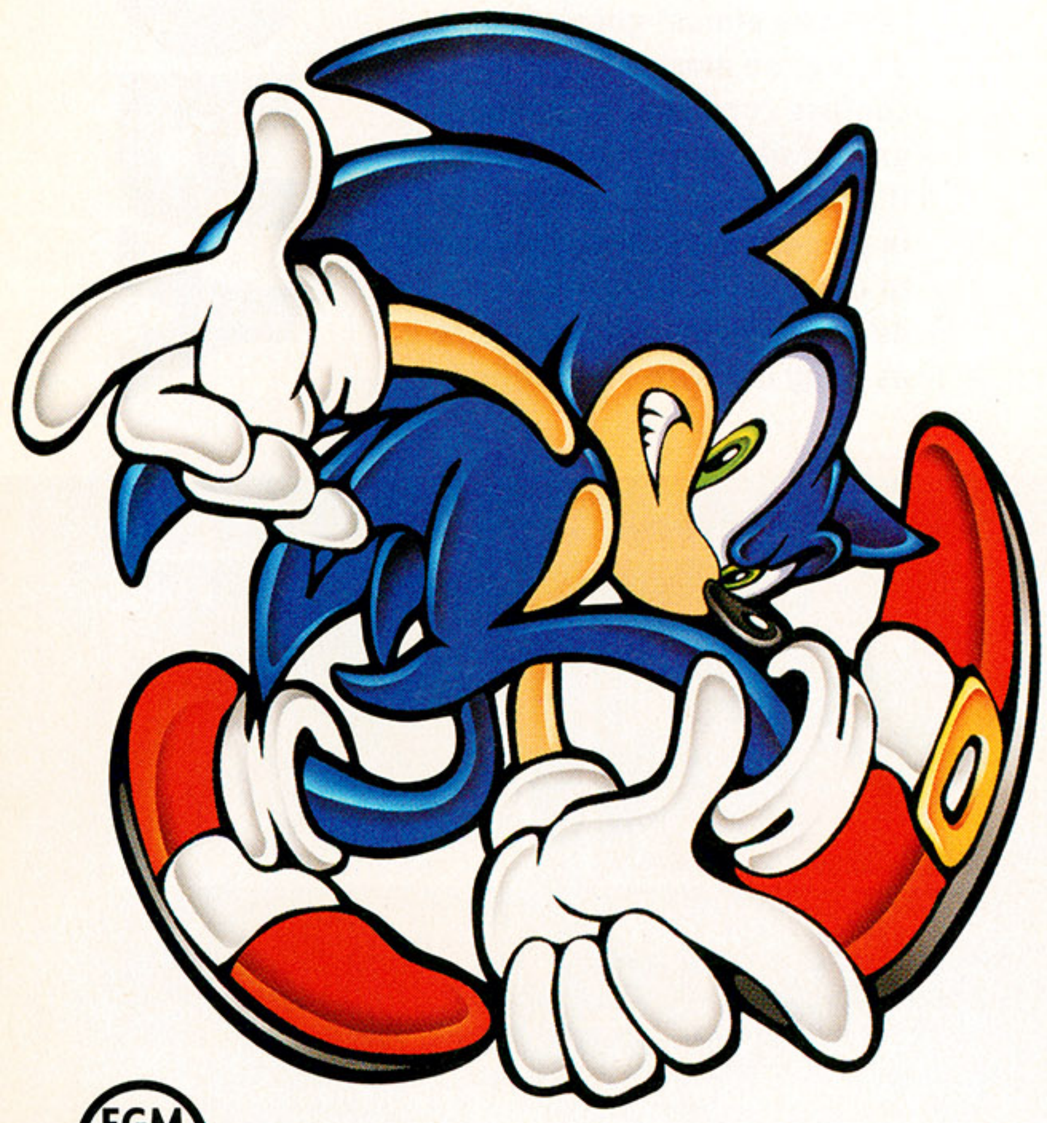


**1 Half Life**
**Using a heavily modified version of the Quake II engine, Half Life looks good, sure, but it's the game's story-driven atmosphere that makes it stand out.**

# NEWS JUST IN

**We have some late-breaking updates for you from Japan. Here's what was announced at this fall's Tokyo Game Show with regards to Dreamcast.**

- **System launch price: 29,800 yen (approximately $220 U.S.)**
- **45 first- and third-party titles announced, including Capcom's Biohazard—Code: Veronica and Grandia II**
- **Peripherals: keyboard (at launch), steering wheel, arcade stick, force-feedback controller pack and a VGA box that allows the Dreamcast signals to be displayed on a computer monitor.**
- **One of Yu Suzuki's first Dreamcast projects will be an online RPG that supports up to 500 characters.**
- **Over 300 Japanese developers have signed on as Dreamcast licensees, including Namco.**



Dreamcast™

Yuji Naka and his famous Sonic Team. The game, entitled Sonic Adventure, began life as a Saturn title; however, work on the project halted when it was decided the game was too ambitious for the under-powered Saturn to handle (at least that's what Sega's official line is).

In addition to such returning favorites as Sonic, Tails, Knuckles and Amy, Sonic Adventure also will star Big, a Totoro-inspired giant cat with a fishing pole (no joke) and E-102R, a blaster-toting robot. Gamers reportedly will be able to play as one of five different characters, which alters the story and level progression.

In addition to Sonic Adventure, Sega is planning on having 8-12 other titles available by the U.S. launch date. Screens from a Resident Evil/Silent Hill-inspired 3D action title also surfaced recently. Titled Blue Stinger, the game is being developed by Climax Graphics and is said to be one of the most cinematic games to date. The developers have even gone so far as to hire an actual Hollywood storyboard artist to add to Blue Stinger's visual impact. Not much is known about this futuristic title, except that it is set on a newly formed island and stars an ensemble cast of colorful characters.

Sports games, Sega's bread-and-butter during the 16-Bit era, also should figure prominently in SoA's game plan. In addition to another entry in Sega's long-running World Series Baseball series, both a football and a basketball title should be available by launch, with more to follow.

Last, and certainly not least, Dreamcast undoubtedly will be the recipient of tons of conversions from Sega's unparalleled arcade library. Already promised are arcade-perfect translations of Virtua Fighter 3 Team Battle and Sega Rally 2. VF3tb will include 12 characters, 13 stages (including walled arenas) and a Team Battle Mode. Sega Rally 2 will up the arcade version's ante by adding six new courses (making a total of 10), four new cars and online network play. Plus, Sega is readying an arcade version of Dreamcast named Naomi, which will allow future arcade titles to be ported for home play in virtually no time instead of having to be rewritten from scratch. Over a dozen Naomi games were announced at recent Japanese and U.S. arcade shows, including Sega's House of the Dead 2: Original Sin and Blood Bullet, a cross between Resident Evil and Fighting Force. Tecmo is hard at work on a Naomi sequel to its gravity-defying fighter, Dead or Alive, as are Videosystems, who hope to grab the checkered flag with F1 Grand Prix. While third-party heavyweights Konami, SNK and Taito probably won't be jumping on the Naomi bandwagon anytime soon (each has its own competing hardware), all have signed on as Dreamcast licensees, as has Capcom who's working on a new chapter of the Biohazard series (Resident Evil to you and me).

**Q: What Sega Franchise Do You Want To See Most On Dreamcast?**

- **34%** Sonic The Hedgehog
- **21%** Virtua Fighter
- **19%** Virtua Cop
- **13%** Daytona
- **07%** Alex Kidd
- **06%** Sega Rally

videogames.com online poll results for March 23, 1998

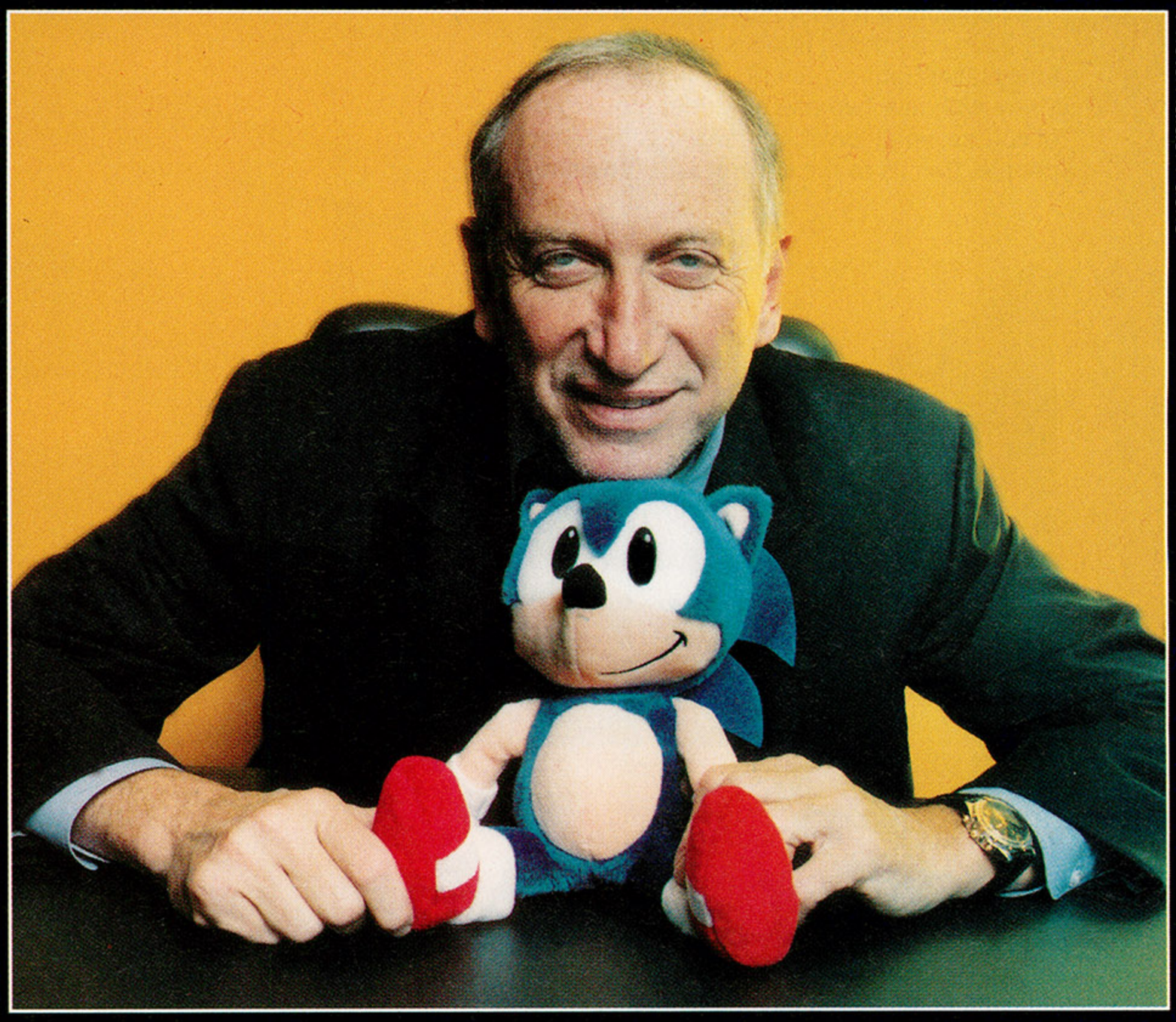
## The Other Guys

Despite Dreamcast's enviable technical specs and software lineup, one can't help but wonder if Sony's and Nintendo's next-gen consoles already have an insurmountable lead. Although regaining ground in the video game industry is difficult, it is possible, particularly during times of transition. When Nintendo dragged their feet delivering a follow-up to the phenomenally successful NES, crafty Sega stole half the market with their timely Genesis. Similarly, while Nintendo's 64-Bit super system suffered innumerable name changes and delays, Sony's PS exploded onto the scene. As both N64, which never really caught on in Japan due to the lack of RPGs, and PlayStation begin showing their age, the planets may be moving into alignment for Dreamcast's fall '99 launch.

Count on *Electronic Gaming Monthly* and videogames.com throughout '99 and beyond to deliver all the hot Dreamcast information you need to know.

# "Let **me** just say, **we will be there** and **every promise** I've made, **we will deliver.**"

## Sega CEO Bernie Stolar puts Sega's money where his mouth is with the U.S. Dreamcast launch



Photo/Rafael Fuchs

**EGM: What kinds of things is Sega of America doing right now in preparation for the 1999 launch of the Dreamcast?**
Bernie Stolar: One of the major things that we're doing is a grassroots effort to make sure that all retail management at the store level fully understands what we're doing. We have all the support from the presidents and the buyers, but I really believe that the message from the managers is really important. I want everybody to know that come next year when we launch, Sega will be the number-one platform and that's the message we're delivering. I didn't come to Sega to be number three. We're also looking at how to change and refresh ourselves in merchandising and shelf space and all of that at retail. So that's a big effort we're putting into, driving the Dreamcast. As well as obviously spending a lot of time with the development community.

**EGM: What's the reaction been by U.S. developers? Has there been a lot of support? Are there any U.S. developers that have signed on to Dreamcast?**
Stolar: What we wanted to do first was make sure that developers had the tools and the technology in front of them so they could see the viability and the strength of what we're delivering. Once that turned on the guys inside who are writing code and doing the art, then we wanted to go to the presidents of the companies and say, 'Hey, now we're ready to do this because you guys are convinced.' So we're going to start signing those publishers up now.

**EGM: How is Sega going to handle the release of Japanese games in the States?**
Stolar: We'll decide that as we get closer to our launch. I want to make sure that we've got the right categories and the right content for the U.S. launch. Some of those titles may not make sense for us to launch, they may make more sense for somebody else to launch within the third-party community. And/or those titles may not come to the States because they don't make sense at all for this marketplace.

**EGM: What's the price going to be for the Dreamcast in the States and is there any better idea on when it will be released other than fall 1999?**
Stolar: It's fall, and it's a very, very, very aggressive price point. It's the right price point for the right product.

**EGM: Are there any details on the modem, whether it will come with it inside the package and the speed?**
Stolar: The modem at this point is a 33.6. A lot of what we're going to do with the modem, whether it's inside or outside is a marketing situation. I can bundle the modem with software and a keyboard, or I can ship it with the modem in the box. It's a matter of price point.

**EGM: Since it's so easy to port PC products to the Dreamcast (because of the Microsoft OS), are you worried that a glut of PC software will show up for the system?**
Stolar: If anybody knows my history, they know that I'm a big believer that you can't port a PC product to the hardware and make it sellable to the consumer. I'm not a big fan of quantity of games, I'm a fan of quality of games.

**EGM: Will anything else be coming out for the Saturn?**
Stolar: Unless it's something that's really a killer application I tend to doubt it.

**EGM: A lot of people have complained that the DC controller only has four front buttons. Will Sega be making any other kinds of controllers to satisfy consumers who are into flight sims or fighting games?**
Stolar: We've [got] a whole lineup of peripherals that will be released day and date with the launch. All your traditional peripherals will probably be there. You can believe that we'll have the necessary products for the marketplace. My belief in product today is the more authentic the better. Authenticity is the key.

**EGM: How many titles will be available at the launch of the Dreamcast in the States?**
Stolar: We'll have 8-12 titles between first and third parties at launch.

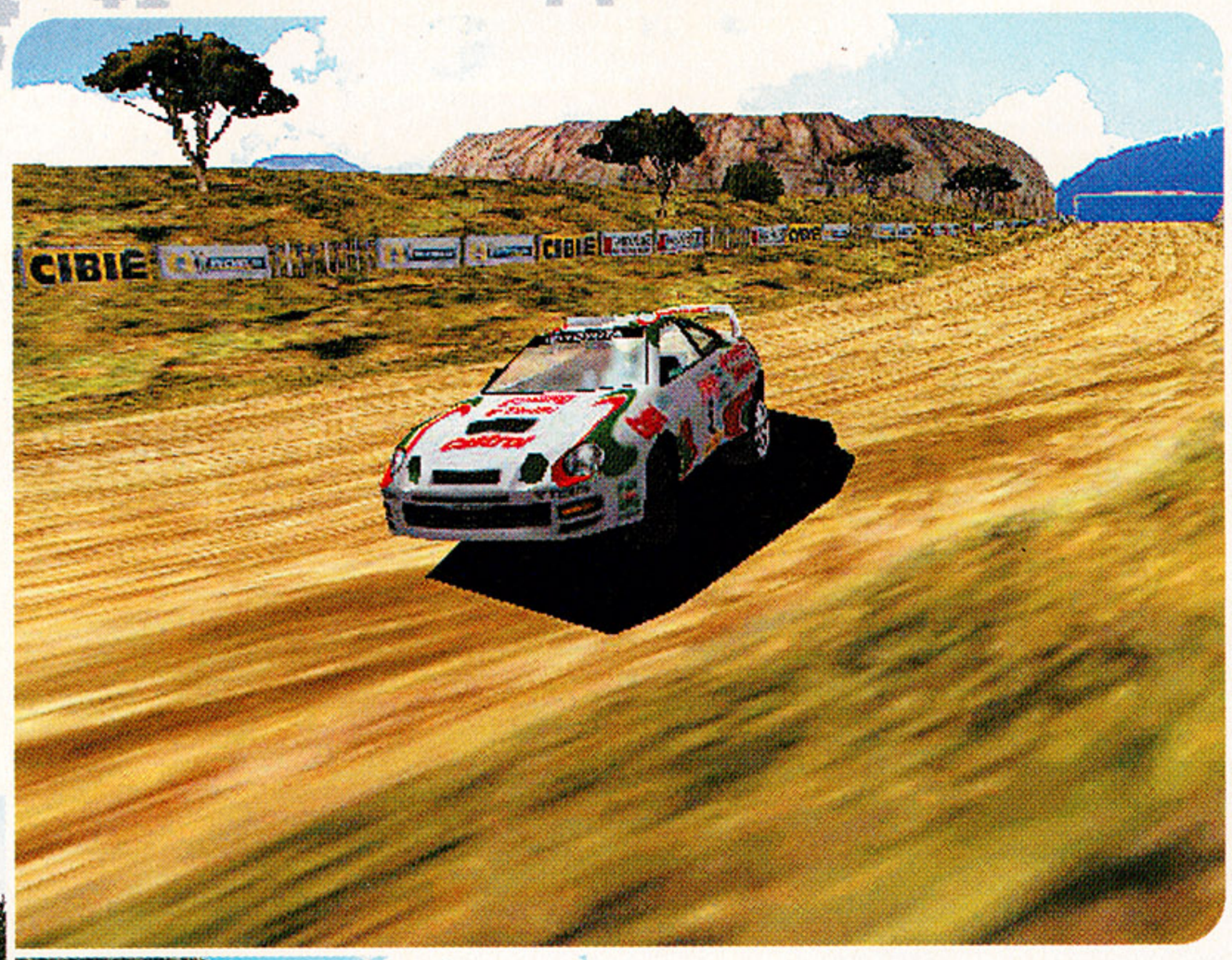
**EGM: Have any of your thoughts or ideals changed since you left Sony to go to Sega?**
Stolar: Well, I've always been a big believer that you release product that drives hardware. I'm also a big believer that whatever doesn't come up to quality standards you don't release. I'm also a big believer, probably moreso than I ever have been, that RPG titles are very, very important. We've got titles in the RPG area that are going to be stunning.

**EGM: Thanks for spending some time to talk to us.**
Stolar: Let me just say, we will be there and every promise I've made, we will deliver.

# DREAMCAST

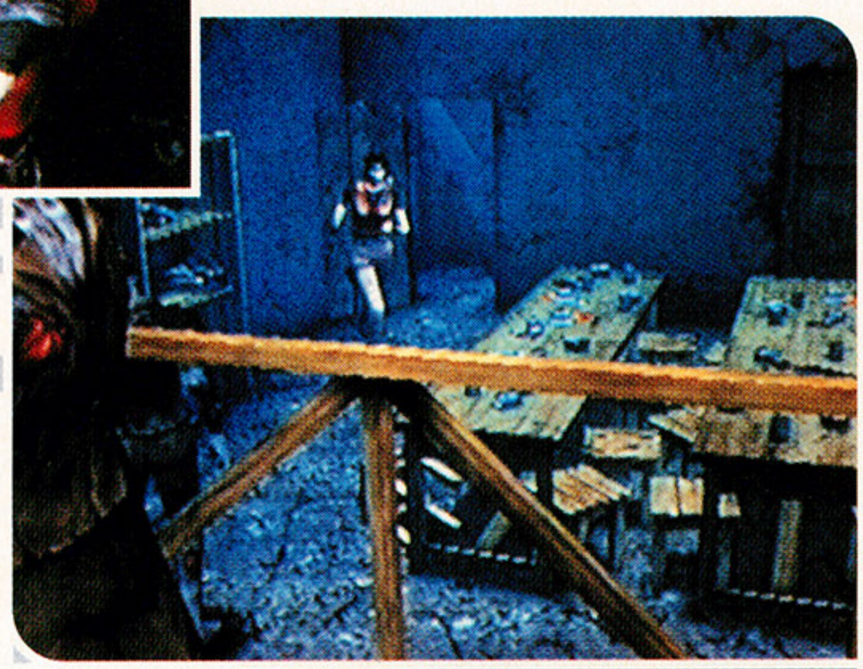
## Sega Rally 2

Rally 2 isn't playable quite yet. The video that was shown looked good, but it's obviously not arcade-perfect (some missing animation, lower frame-rate, etc.). Chances are it'll be fixed up before release. Although it has not yet been confirmed, it looks as if there is no four-player Split-screen Mode in the game. There will be a Two-player Mode, though, and, of course, you'll be able to play against other people, thanks to the Dreamcast's modem.



## Biohazard–Code: Veronica

Ahh...Resident Evil on the Dreamcast. Veronica is a significant break from previous titles in the series—all of the backgrounds are now done in full polygons, allowing the camera to follow the action for a first-person view. There are possible environmental changes, such as collapsing ceilings or toppling pillars. Veronica also makes use of the special effects of the DC hardware, like dramatic lighting and characters with "skin" (so you don't see the jagged polygon edges).

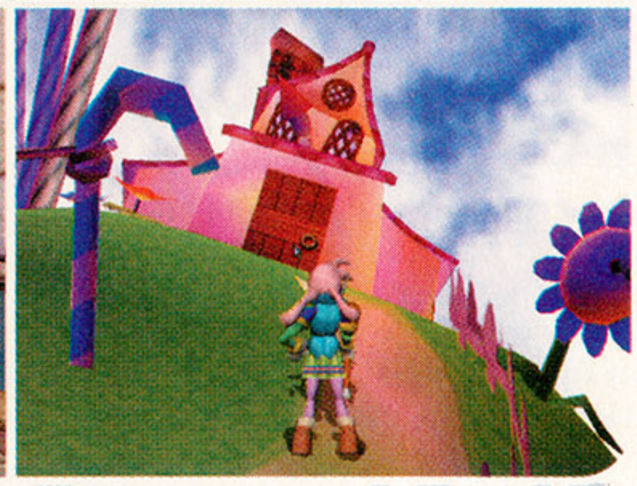


## Blue Stinger

Blue Stinger has a lot of potential. The graphics are just incredible, and the gameplay is more or less patterned after Resident Evil, though you get much more ammo, and you can actually punch and kick. The weapons seem to be more on the extreme side, too. Just minutes into the game you get a gun that unleashes these huge, explosive blasts on your opposition.

## Climax Landers

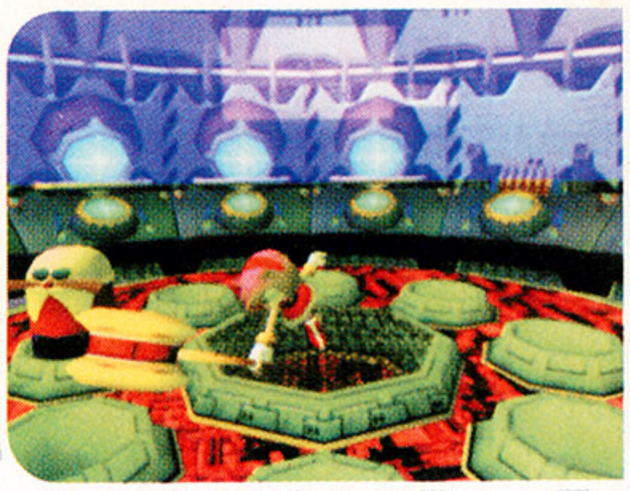
Climax Landers is a nontraditional game that shows a lot of promise. This early version of the game we recently scoped at TGS suffers from some camera problems and annoying load times but chances are those problems will be fixed with optimization. The character design is very similar to those in Landstalker, Dark Savior and Alundra. According to a representative at Sega's booth, Climax Landers will support the VMS. As to what extent the game will use the VMS, however, is still unknown.



## Virtua Fighter 3tb

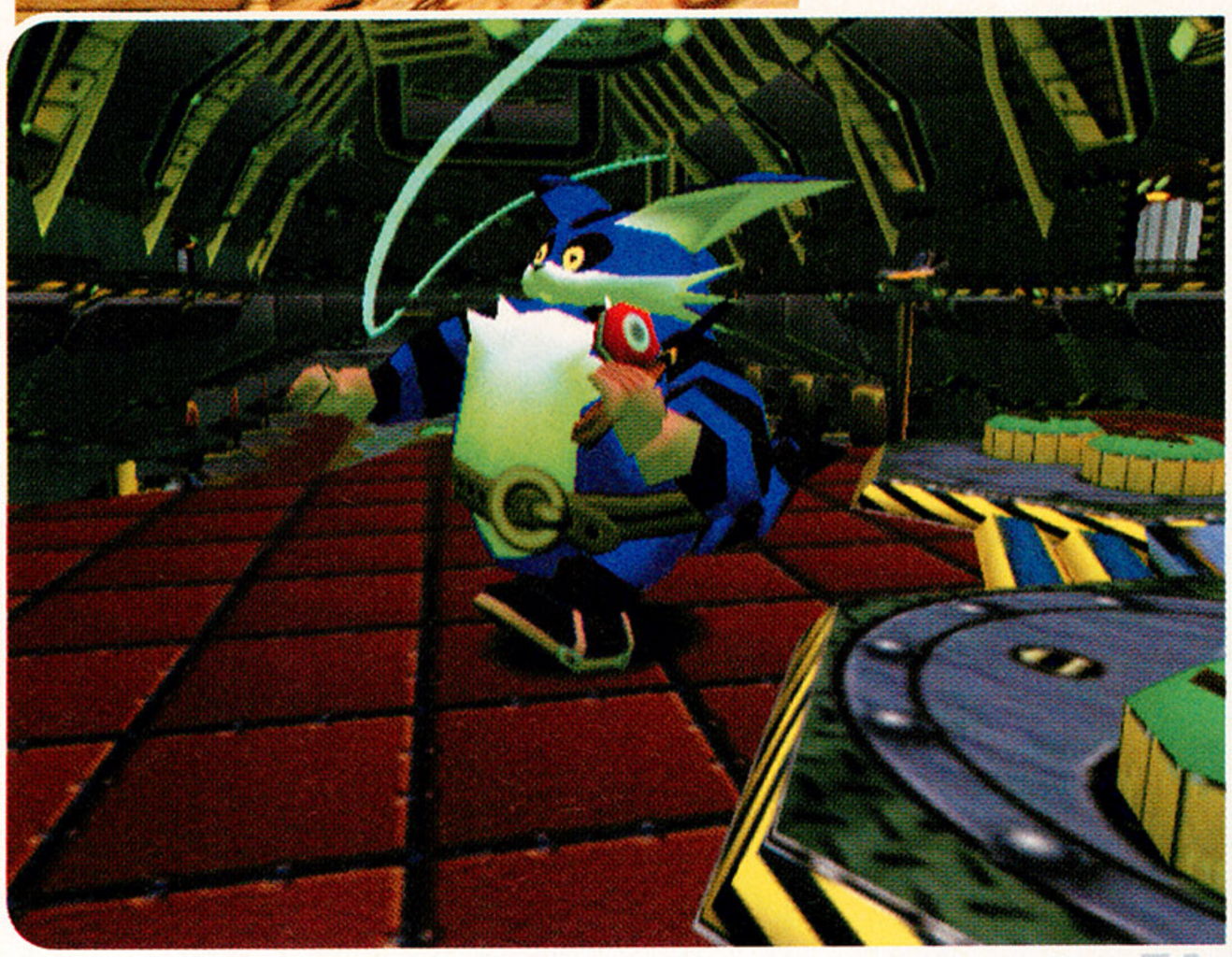
So far the Dreamcast version of Virtua Fighter is looking incredible. Some early critiques from TGS suggest the game's missing quite a bit graphically from the arcade version (in polygons and frame-rate), but it certainly looks to be more advanced than anything on a home system to date. Apparently the characters are built from fewer polygons, some frames of animation are missing, and the textures aren't as detailed. Still, nearly all of us on staff are excited about it.

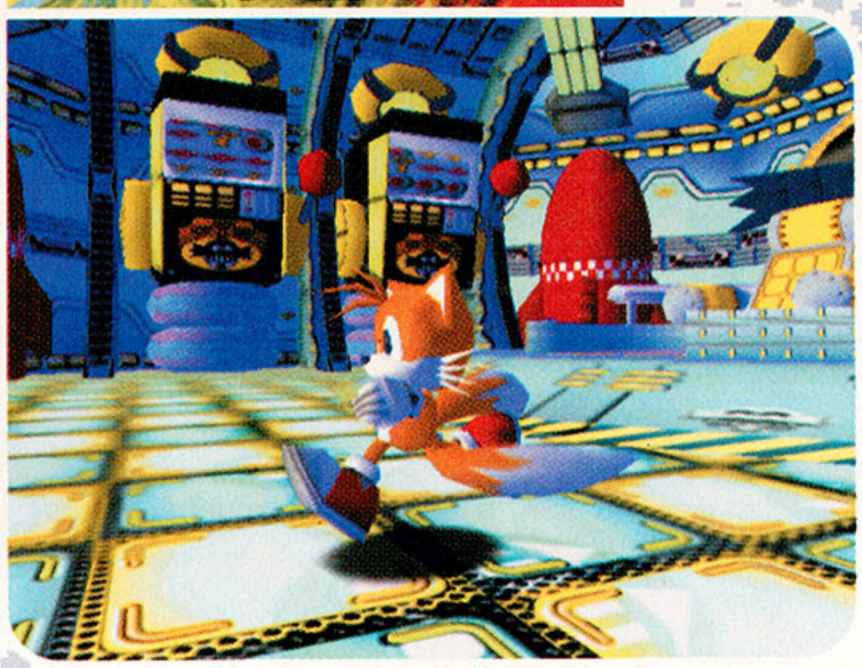
# DREAMCAST



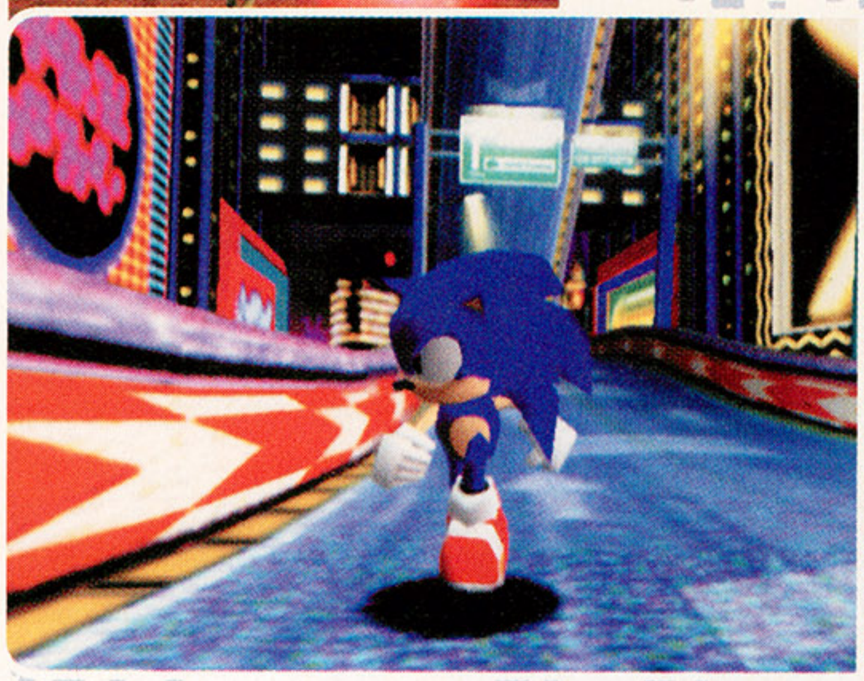
## Sonic Adventure

This is the big game everyone is waiting for. Sonic Adventure is possibly the first game to really push the Dreamcast hardware to the limits. In development for more than three years (since Sonic Team finished work on NiGHTS), the game brings Sonic, all of his pals from previous Genesis and Sega CD titles along with some new characters into a completely new environment. This time all of the action takes place on Earth and sees the battle with Robotnik take on a novel twist. Harnessing the power of a water-dragon-demon thing called Chaos through the Chaos Emeralds (remember them?), the egg-shaped lunatic is trying to take over the world (cue demonic laughter). Watch for Panzer Dragoon-style levels alongside some traditional Mario-esque 3D platform action.





# Sonic cont.

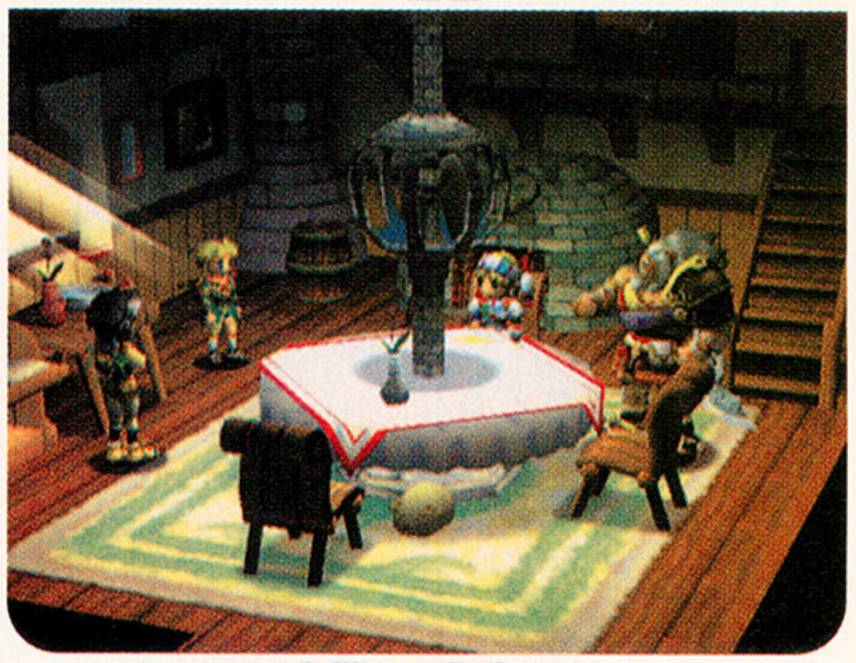


## July

From Fortyfive, July is a macabre horror-thriller much like D or Clock Tower. The difference is July is mainly a 2D menu-driven game. Based on a Japanese radio drama of the same name, July will probably never come to the United States.

## Grandia II

The sequel to Game Arts' Saturn role-playing game Grandia will show up in Japan in the spring of 1999. Game Arts will be using all real-time 3D graphics for the towns, characters and environments. As far as RPGs go, this looks like it'll be one of the biggest for the Dreamcast in 1999.



## Godzilla Generations

Take control of the big green guy and his many incarnations in Godzilla Generations. Choose from not only the traditional Godzilla, but also Mecha Godzilla, Godzuke and the Hollywood version of Godzilla, to destroy some of the biggest cities in Japan. All this while avoiding getting killed by military forces.

# Power Tools

No, this isn't a shopping guide for handymen—it's a look at some of the best and worst peripherals that have come out this year (and others that are yet unreleased). We give you the scoop on everything from controllers to memory cards, and all of the stuff in between—even a memory card with Lara Croft stuck on the end of it. So if you're in the market for some new gear, read on...

## SharkPad Pro 64 - InterAct

**What it is:** Another bold N64 controller design. This one does away completely with the "wing" handles, essentially bringing the hands higher on the pad for more stability.

**Pros:** It's big and stable and feels more substantial than the standard N64 controller. People with small hands may find the digital pad easy to use.

**Cons:** Its bold shape is hard to get comfortable with at first. Having the hands up higher on the sides makes it harder to hit the Shoulder buttons comfortably. It's fun to look at its innards.

**Try it with these games:** *Madden NFL 99, Formula One, NFL Quarterback Club 99, FIFA: Road to the World Cup, Chopper Attack*

**Price:** $29.99

## SuperPad 64 Color - InterAct

**What it is:** It's just like its sister pad, the Shark Pad Pro 64, only it's not see-through, nor does it have slo-mo or auto fire. It's available in several groovy colors including fire-engine red (pictured).

**Pros:** You won't feel too bad if you lose it or break it. Cheaper price makes it a good "second-string" controller to have on hand for company. Bright colors are kind of cool.

**Cons:** Feels kind cheaper than the regular SharkPad. The digital pad and the analog stick both feel weak as well. Using the Shoulder buttons can be awkward for people with big hands.

**Try it with these games:** *Top Gear Overdrive, Formula One '98, WipeOut 64, NBA Live 99, Buck Bumble*

**Price:** $24.99

## UltraRacer 64 - InterAct

**What it is:** A small self-contained analog wheel and speed/brake trigger, for use with N64 racing games. Several configurable buttons let you mix digital functions with analog for the perfect racing combo.

**Pros:** Offers the steering wheel experience in a neat little handheld package. Actually feels quite like an RC controller. The speed trigger is in a very natural position for the pointer finger.

**Cons:** Turning the wheel sharply can be tough on the wrist. Trying to use the trigger for both speed and brake is really tough on the finger.

**Try it with these games:** *NASCAR 99, Top Gear Overdrive, Formula One '98, Cruis'n World, Rush 2: Extreme Racing USA*

**Price:** $29.99

## Barracuda - InterAct

**What it is:** This controller is one of the stranger of the lot. Its radical design coupled with a good amount of features puts it in a class by itself.

**Pros:** Fully programmable digital-to-analog capabilities come in very handy.

**Cons:** It's very large, therefore may not be the best pad for little hands. Dual sticks are analog but not Dual Shock. The underside buttons are not in the most natural position. Trying to reach them makes the fingers bend in unnatural positions. On top of that they feel cheap.

**Try it with these games:** *Madden NFL 99, Rage Racer, Cool Boarders, Face Off 99*

**Price:** $24.99

## Hyper Steering 64 - Ascii

**What it is:** A unique collapsible steering wheel and controller combination.

**Pros:** Compact design and folding ability make storage easier. Extra buttons at the base and in the steering wheel hub make it very versatile.

**Cons:** Even though the compact design is a good idea, it feels a little flimsy and breakable, especially when folding it up and down. When the unit is in the driving position it rests too high for long-term play. Your arms may get tired after 10 minutes or so.

**Try it with these games:** NASCAR 99, Top Gear Overdrive, Cruis'n World, GT 64: Championship Edition, Mario Kart 64

**Price:** $39.99

## The Intensor Chair - BSG Labs

**What it is:** A gaming chair loaded with speakers designed to enhance the audio experience in new and wonderful ways.

**Pros:** Does away with big, expensive sound systems by putting all the big audio you'll need right under your butt. The chair itself is quite portable.

**Cons:** The optional sub-woofer is almost mandatory if you want to hear any bass at all. The arm rests are too low for the average adult. More padding is needed on the back and seat of the unit. Many of the knobs feel like they could easily come off.

**Try it with these games:** *Any game, any system*

**Price:** $300-600

## PlayStation Pad - Saitek

**What it is:** A variation on the standard PS pad highlighting many adjustable features such as: slow motion, turbo and rapid fire.

**Pros:** The handles are slightly longer than the norm, thus providing a more substantial grip. If you feel the need to have slow motion and rapid fire—this is the pad for you.

**Cons:** The plastic feels kind of cheap and slippery (if that makes any sense). The direction pad protrudes too high making it awkward to use. Due to the cluster of buttons in the middle of the pad, rapid adjustments during gameplay are tough to make.

**Try it with these games:** G. Darius, Future Cop: L.A.P.D., Mega Man Legends, Trap Gunner

**Price:** $24.99

## MakoPad 64 - InterAct

**What it is:** This odd fellow tries to emulate the PS pad by offering the traditional two-handle formation rather than three. Otherwise, it's pretty straightforward other than the oblong shape and the Slow and Auto buttons.

**Pros:** N64 owners who prefer the PlayStation controller, the Mako Pad is a pretty good substitute. The trigger, or Z button, is perfectly located as well.

**Cons:** It's tough to get used to the size of the handles. The left side is actually larger than the right. People with smaller hands may have a hard time reaching all the buttons.

**Try it with these games:** *Top Gear Overdrive, Formula One, Madden NFL 99*

**Price:** $24.99

## N64 Dual Arcade Joystick - Mad Catz

**What it is:** A flight and arcade stick combination.

**Pros:** Probably the best thing about this unit is the size of the base. It definitely won't fall over. The joystick is contoured well and has good button placement. Using the buttons in conjunction with the ministick is a nice feature.

**Cons:** It's nice to have the joystick and arcade pad all in one package. The contoured base is just right for resting the palms as you use the buttons and ministick. Overall the unit seems sturdy and capable of withstanding years of abuse.

**Try it with these games:** *Chopper Attack, Fighting Force 64, Pilot Wings, Star Fox 64, Mortal Kombat (any version)*

**Price:** $49.99

## Scorpion - Nyko

**What it is:** A Dual Analog, Dual Shock controller for the PlayStation with buttons for turbo and slow motion.

**Pros:** The Scorpion has a solid feel overall. The D-pad feels quite nice with fighting games that use fireball-type motions.

**Cons:** Construction of the unit is a bit shoddy, making us wonder how long it'll take before something goes wrong. Analog knobs feel a bit loose.

**Try it with these games:** *Street Fighter Collection, Tekken 3, Dead or Alive, Destrega*

**Price:** $29.99

## Jolt Pad - Innovation

**What it is:** This pad is VERY blue and slightly clear like the Extreme Nintendo pad, except this one is for the PlayStation and is Dual Shock compatible.

**Pros:** It's certainly more interesting-looking than most of the Sony Dual Shock pads, and it has silver buttons.

**Cons:** Those same silver buttons look as if they're spray-painted on closer inspection. Overall this pad feels cheap. Consider the Sony Dual Shock even though it's not blue.

**Try it with these games:** *Any game that supports the Dual Shock.*

**Price:** $29.99

## Extreme Green N64 pad - Nintendo

**What it is:** It's a standard, Nintendo-made controller except with a transparent, neon green body. It's a Toys 'R' Us exclusive, don't cha' know.

**Pros:** Well, it's a Nintendo pad...and it works. The green does look cool, but that's about it. If you need a new pad, consider this "extreme" controller.

**Cons:** If you don't need a pad, there's nothing other than the color of this one that makes it stand out. For the price, this controller may not be worth it.

**Try it with these games:**
*Umm...any game that uses a controller.*

**Price:** $29.99

## Game Booster - Rocket Game Products

**What it is:** This little thingy will let you play Game Boy games on your PlayStation or N64.

**Pros:** In addition to seeing the games on a full- size screen, a color palette option allows you to change the black-and-white graphics to a plethora of new colors. The cartridge doubles as a cheat system with hundreds of built-in codes for many popular GB titles. Codes will allow such things as unlimited lives, extra power, unlimited ammo, and on and on.

**Cons:** Works with many but not all Super Game Boy titles.

**Try it with these games:**
*Nearly all Game Boy titles*

**Price:** $34.99

## 6 Meg Real Memory Card - Innovation

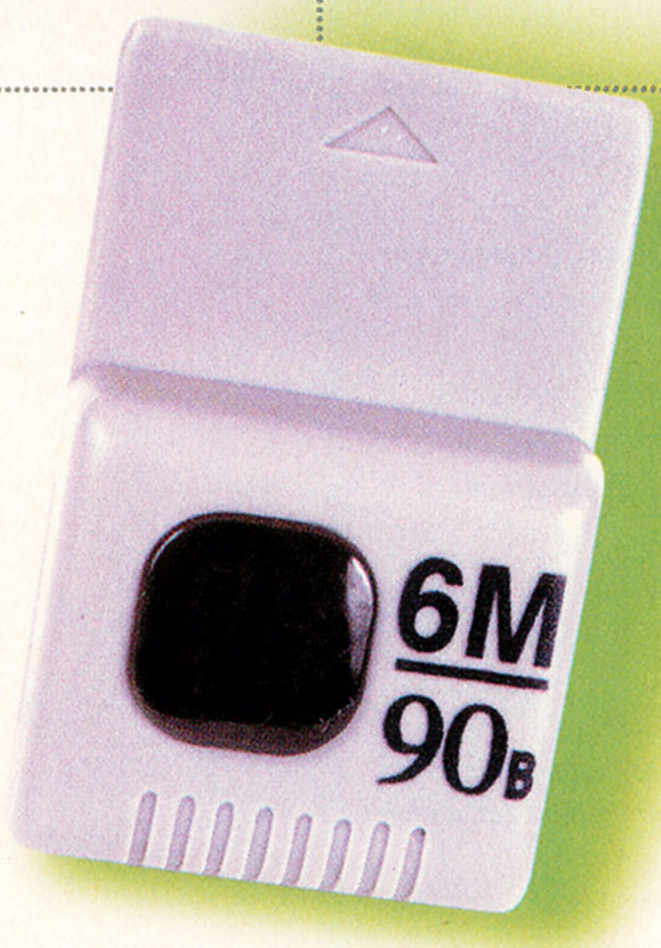
**What it is:** What makes this card so interesting is the way it stores information. Most high-capacity memory cards utilize compressed memory which often has a high default rate (loss of certain amounts of info). The original Sony save card uses "real" noncompressed memory—a much more reliable way of storing information. The 6-Meg Real Memory Card uses real memory as well, only it's six megs rather than one.

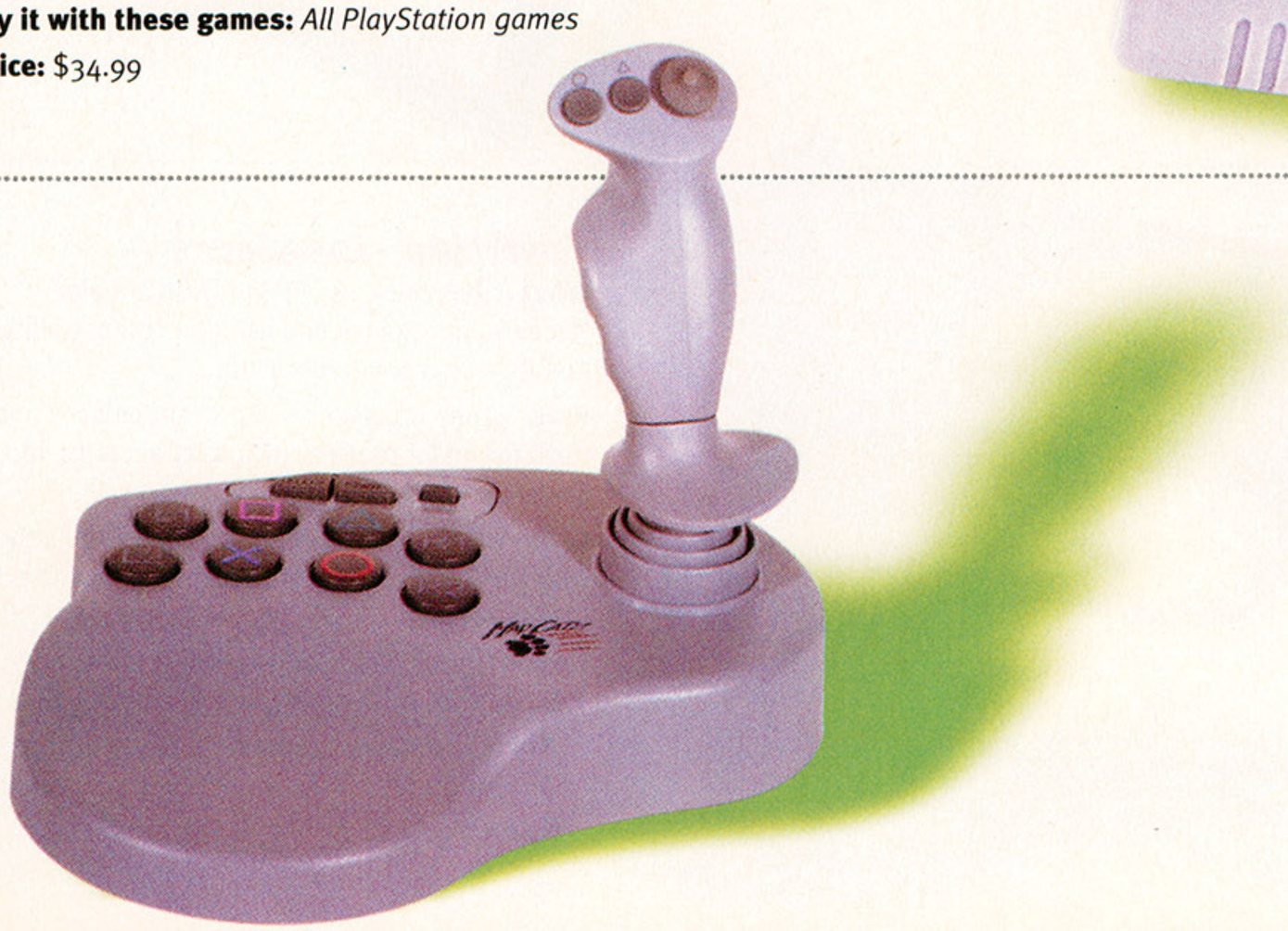
**Pros:** Six times the memory of the current Sony card. The card can be accessed via an on-screen menu at any time.

**Cons:** A little bit more expensive

**Try it with these games:** *All PlayStation games*

**Price:** $34.99



## Dual Mode Flight Stick - Mad Catz

**What it is:** A combination joystick and oversized arcade pad for PlayStation action games.

**Pros:** The slanted, oversized base does a great job of anchoring the whole unit. A handy palm rest makes it very comfortable to use. The large arcade buttons fall just under your fingers. The joystick is contoured nicely to fit the hand as well as having good button placement.

**Cons:** Don't have a lot of bad things to say about this versatile unit. The shaft could be a little stiffer though. Er...never mind. Yikes.

**Try it with these games:** *Colony Wars: Vengeance, Tenchu, Wing Commander IV, Mortal Kombat (any)*

**Price:** $34.99

## N64 Extension Cables - Innovation

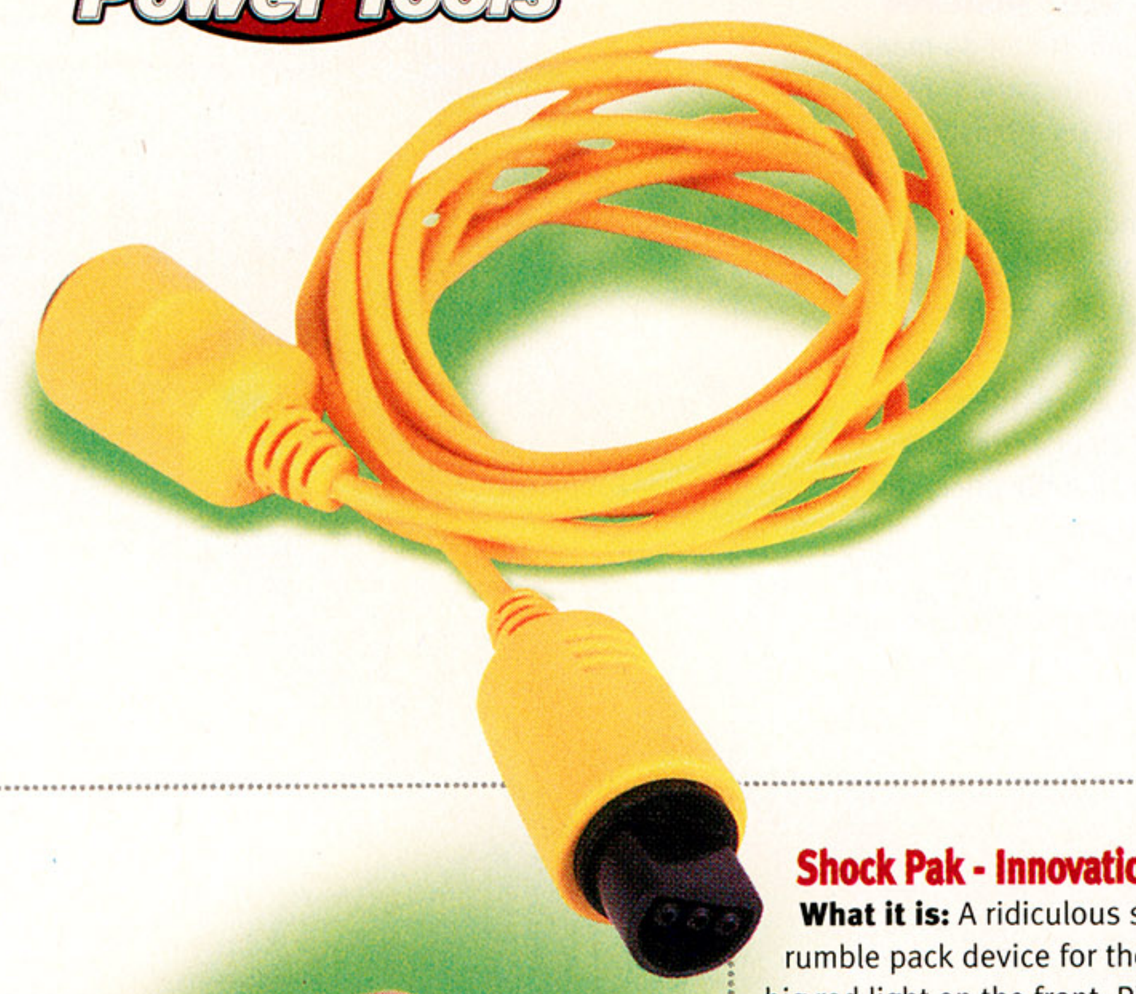
**What it is:** It's a dirty great long piece of cable that lets you sit 6'9" away from your system. And there's a connector on each end.

**Pros:** It works. Plus you can get it in lots of different colors, including a groovy transparent thing.

**Cons:** Again, it works. What can there possibly be wrong with it? If you want a long cord on your joypad—this is the puppy for you.

**Try it with these games:** *Absolutely anything you can think of where you'd like to sit a long way back from the TV. Or in a different room.*

**Price:** $9.99



## Shock Pak - Innovation

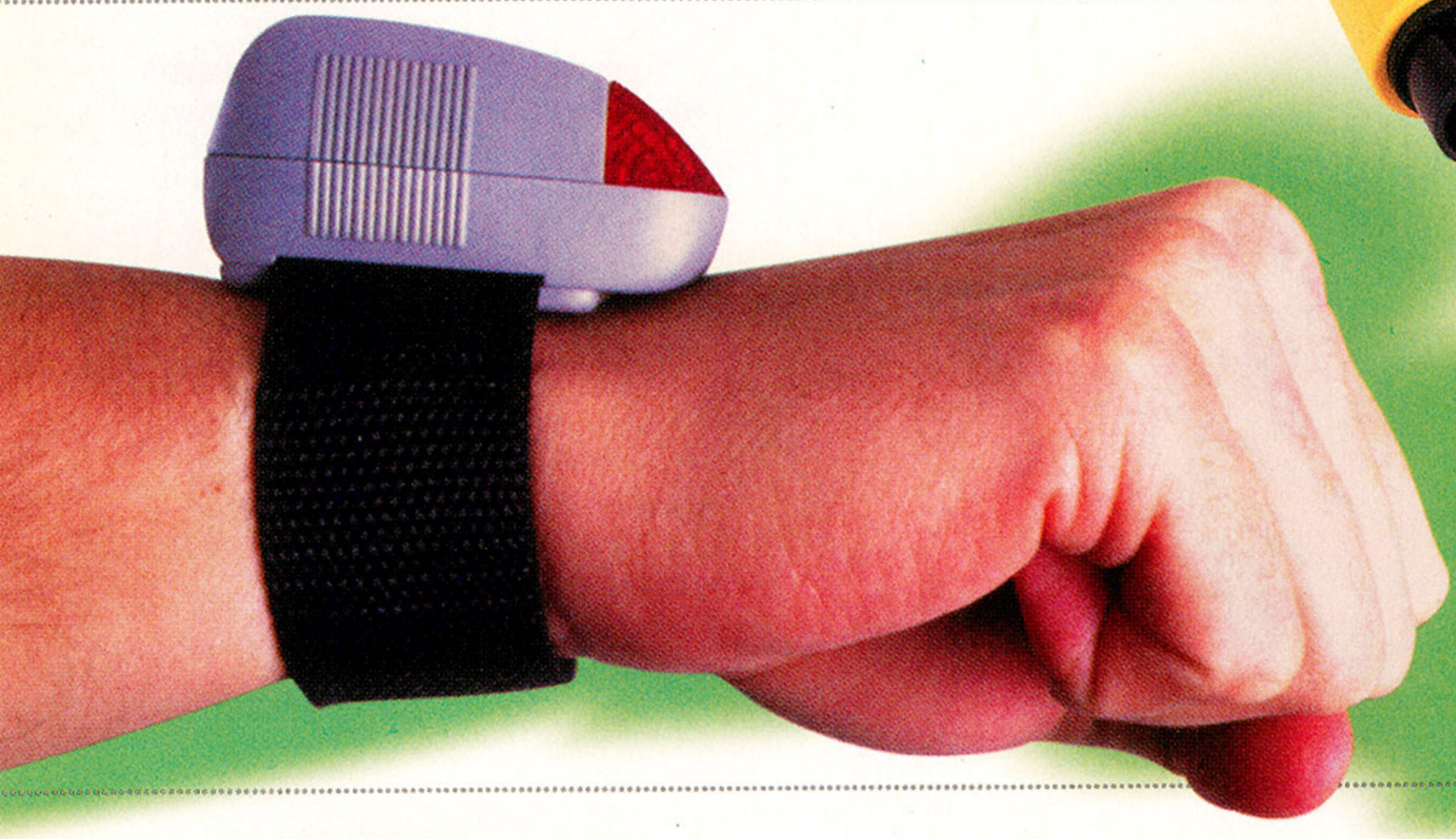
**What it is:** A ridiculous strap-on vibrating rumble pack device for the PlayStation with a big red light on the front. Plug your pad into it and it'll vibrate whatever part of your body you stick it to.

**Pros:** It probably has a number of dubious uses as it rumbles quite aggressively.

**Cons:** It's an expensive and tacky add-on that does absolutely nothing to enhance the rumbling experience. It also costs more than a Sony Dual Shock controller—which is a much better value and more useful.

**Try it with these games:** *Anything that rumbles...like Metal Gear Solid, or Wild 9, or Tomb Raider 3, or maybe Gran Turismo.*

**Price:** $24.99



## Super Light Boy - Vic Tokai

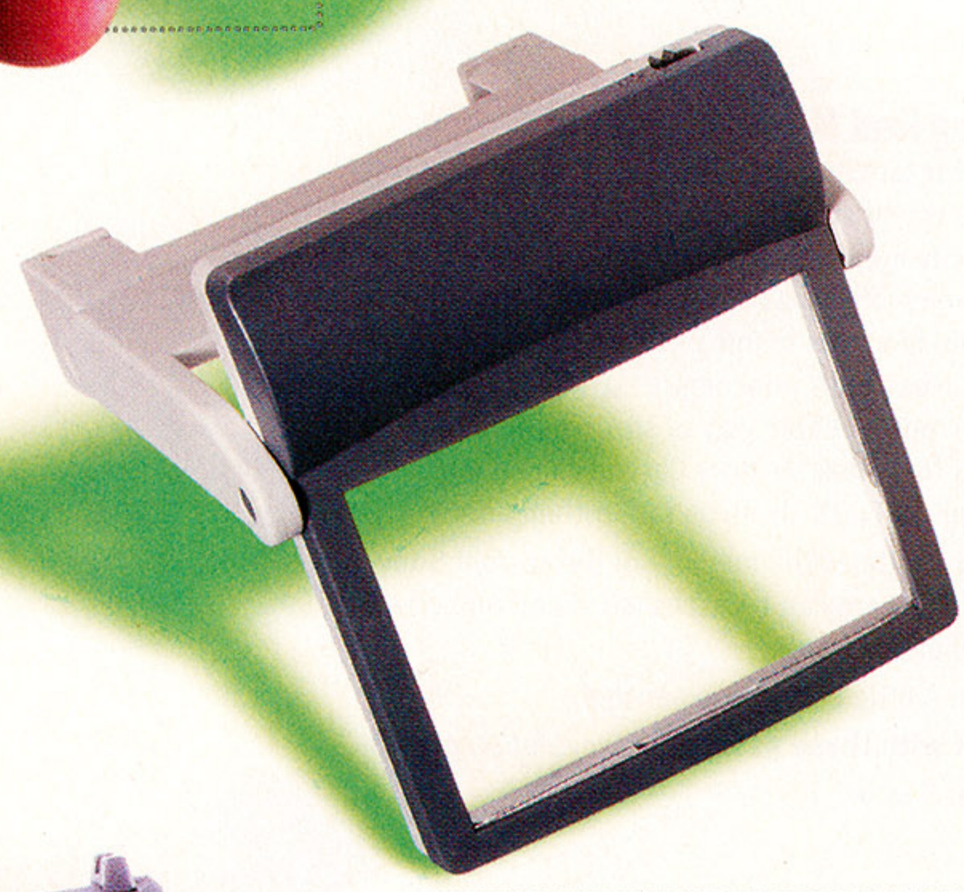
**What it is:** A lens-and-light combo that slips over the top of the Game Boy and a) magnifies the screen and b) lights it up so you can see your games in the dark.

**Pros:** It works, which is always a good thing, and it's considerably less cumbersome than some of the other Game Boy contraptions that are out there.

**Cons:** Makes your Game Boy a bit top-heavy and it feels a bit cheap...but then, it is quite cheap. So it's not that big of a deal.

**Try it with these games:** *Anything. Games you want to look bigger and more illuminated I guess. Handy for Zelda and Pokémon sessions.*

**Price:** $12.99



## Virtual Pistol - Game Source

**What it is:** A kick-ass PS gun with a major force- feedback kick and GunCon compatibility. Comes with a small foot pedal.

**Pros:** Whole top section of gun snaps back and forth for major realism. It's pretty accurate too. Looks very well made.

**Cons:** The one we had interfered very severely with the TV, screwing the picture entirely. The foot pedal is too small, and, to be perfectly honest, it really is a bit expensive for a controller that you aren't going to use very often.

**Try it with these games:** *Any GunCon compatible game, but Time Crisis is your best bet.*

**Price:** $59.99

## Cooling Station - Nuby

**What it is:** It's a big, ugly, grey plastic box that you sit your PlayStation on top of. Inside there's a fan which is supposed to stop your console from overheating.

**Pros:** It will actually keep your PlayStation cool if you want it to.

**Cons:** Unless you keep your PlayStation on all of the time, chances are your machine never gets hot enough to really need this. It's also big and ugly.

**Try it with these games:** *Long games that you don't want to turn off—Metal Gear Solid, Xenogears, Final Fantasy VII.*

**Price:** $29.99

## Game Light Plus - Nuby

**What it is:** One of those weird contraptions we all thought had disappeared from the market when the Game Boy Pocket came along. It's a lens and a light.

**Pros:** It's cheap, the light works and the lens makes the screen look a bit bigger. Handy if you want to play in the dark. It's cheap though.

**Cons:** It looks ridiculous and kind of defeats the object of wanting a petite and compact little Game Boy. Makes the whole thing a bit cumbersome.

**Try it with these games:** *Anything you might want to play in the dark...or in subdued lighting conditions. So that's just about anything.*

**Price:** $9.99

## SharkByte - InterAct

**What it is:** A standard PlayStation or N64 memory card/pak with special game-specific saves (extra lives, later levels, etc.).

**Pros:** The SharkByte not only acts as a standard memory device, it has all of the cool saves on it. If you feel the need, this is an easy way to get further in a particular game.

**Cons:** It does kind of ruin a game—but it's your choice to ruin it since you don't necessarily HAVE to use the presaved secrets on the cards.

**Try it with these games:** *It depends on what game the SharkByte is for.*

**Price:** $19.99

## N64 Reality Vest - Nuby

**What it is:** It's a ridiculous-looking black nylon vest with lots of little pockets containing vibrator-pack thingies. All of this is connected with silly yellow wires and it all hooks up to a rumble pack.

**Pros:** It vibrates so much you'll think the armageddon has come.

**Cons:** It looks silly, and if you wore it outside (to say a bank or airport), you'd probably be either arrested or shot at or both, because it looks like a bomb vest.

**Try it with these games:**
*Anything that rumbles a lot.*

**Price:** $69.95

Thanks to Nelson Taruc, *Expert Gamer*'s managing editor for the hot pose.

## PS Virtual Gun - Nuby

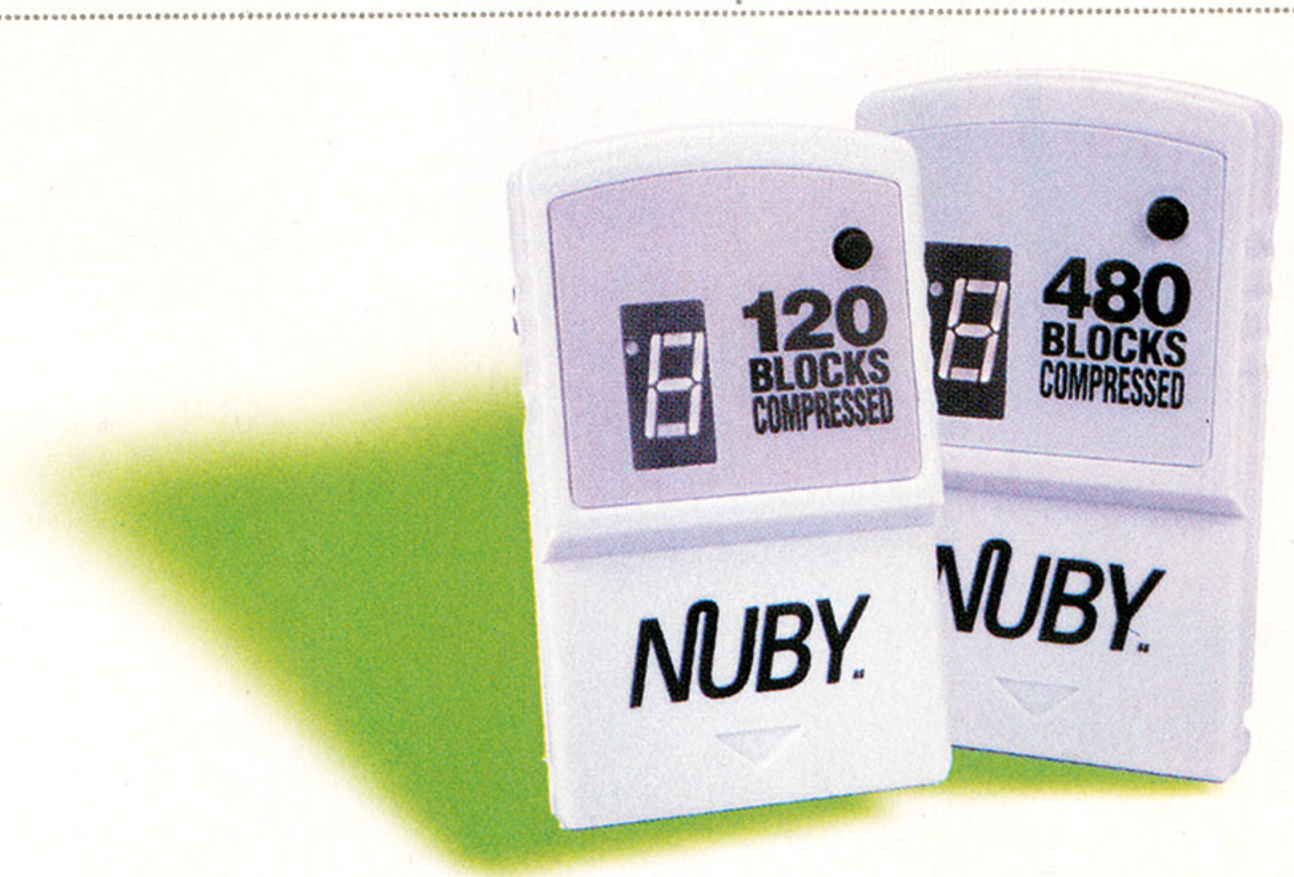
**What it is:** It's another big plastic gun that you stick in your console and use to shoot at stuff on the screen. It's not GunCon compatible.

**Pros:** Well...it's big and bright orange, so no one's going to think you're packing heat—apart from maybe some aliens. You can set a "clip" of shots as well so it automatically reloads after a set number of shots. Feels comfortable.

**Cons:** Not being GunCon compatible is a big drawback. Pretty much all of the new gun games support Namco's standard. It's expensive too. Force feedback is more of a buzz than a jolt.

**Try it with these games:** *Pretty much any gun game that doesn't require GunCon compatibility*

**Price:** $34.99




## 120 and 480 Memory Cards - Nuby

**What it is:** PlayStation memory card

**Pros:** They're both memory cards with lots of slots...which is obviously very helpful if you want to save a lot of stuff. Bit of a no-brainer, really, if you ask us.

**Cons:** What could you possibly have to complain about? They're memory cards with lots of available slots. More slots can only be good right? They do use compression though

**Try it with these games:** *Absolutely any game where you'd want to use a memory card...which is most of them. Very handy for Metal Gear Solid. Or pretty much any adventure game.*

**Price:** $29.99

## Gun Z - ACT Labs

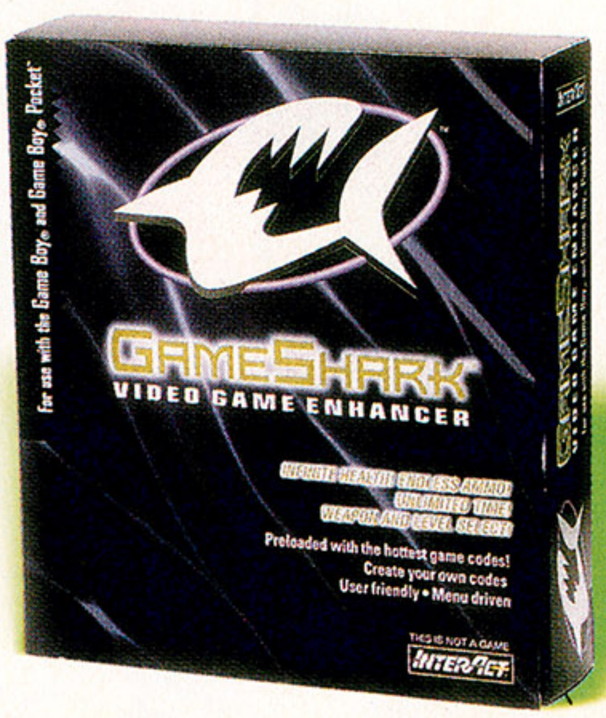
**What it is:** Lightweight, bright-blue light gun that's a little more original in design than the slew of GunCon knock-off jobs.

**Pros:** It's light, comfortable and extremely cheap. Looks like something Buck Rogers would pack. Balanced very nicely (if we're going to get really anal here), and the buttons are all within easy reach.

**Cons:** It's not GunCon compatible and it does feel like it's a cheapie. Has more of a "toy" feel than most of the others on test.

**Try it with these games:** *Gun games that don't need GunCon support...which isn't that many these days.*

**Price:** $14.99




## GameShark - InterAct

**What it is:** The ultimate cheating device that lets you crack into games and make all kinds of cool effects happen. Has lots of preprogrammed cheats and effects built in already.

**Pros:** Has a simple, easy-to-use interface. The effects you can make use of will do everything from give you infinite lives to causing all manner of crazy stuff. New codes are available all the time too (check out *EGM* and *Expert Gamer*'s Tricks sections each month).

**Cons:** Do you want to spoil all your games?

**Try it with these games:** *Every game that's ever caused you any problems. There are codes for just about everything.*

**Price:** $49.99

## Multi-Tap - Sony/Sega

**What it is:** Lets you plug in more than the standard two joypads. Stick one of these in and four-player games are a reality.

**Pros:** More people can play multiplayer games. That has to be a good thing.

**Cons:** Until recently, this peripheral was somewhat ignored by a lot of developers, so many games that would (or should) benefit from four- or more-player action don't support the thing.

**Try it with these games:** *Any sports game that supports it. Bomberman games. And when it finally comes out...Quake II is going to be excellent if you have one of these.*

**Price:** $29.99

## Lara Croft Memory Card - InterAct

**What it is:** Essentially it's an InterAct memory card with Lara Croft stuck on the end. The main difference is the bonus stuff (level saves, secrets, etc.) on the card.

**Pros:** If you're into getting secrets for a game as soon as possible, this card is for you. It's also for die-hard Lara Croft merchandise collectors.

**Cons:** It's a pretty goofy-looking memory card. The Lara who's on there isn't even that pretty. Unless you're REALLY into polygonal chics, it may not be worth it.

**Try it with these games:** *Tomb Raider III and any other game which uses a memory card.*

**Price:** $19.99

## Sphere - Ascii

**What it is:** The weirdest-looking joypad you've ever seen. The sphere bit moves in all axes, X, Y and Z—so it's apparently very good for 3D games.

**Pros:** It's a nice idea, and the sphere itself is a big rubber ball that feels very sturdy. Certainly looks very space-age. It's a pad from the future... or something.

**Cons:** Takes an awful lot of getting used to, and it feels incredibly unwieldy when you hold it. Also, it doesn't necessarily work the way you'd expect with a lot of games.

**Try it with these games:** *Forsaken, other 3D action games*

**Price:** $29.99

## Super Cobra Gun - Nyko

**What it is:** A light gun with all of the appropriate bells and whistles. Force feedback, auto-reload functions, variable speed rapid fire and the all-important GunCon compatibility.

**Pros:** Auto-reload function is good for anything up to 15 shots, and it's cool that the force feedback thing can be switched off.

**Cons:** Not the greatest feeling gun around, and at times it seems a little inaccurate compared to some of the other guns out there.

**Try it with these games:** *Namco or Konami gun games. Anything that uses GunCon features. Time Crisis would be the obvious, oft-repeated choice.*

**Price:** $29.99

## Classic Trackball - Nyko

**What it is:** It acts as a PlayStation mouse but looks like an old-school trackball like something you'd use back in the Atari 2600 days.

**Pros:** The trackball certainly has a classic feel, and doesn't require a mousepad. It's like a mouse with style.

**Cons:** Overall cheap construction, slightly clunky. The buttons do feel nice when pressed, and the ball itself has quite a solid feel but the trackball ends up being more of a novelty item.

**Try it with these games:** *Broken Sword, any games that supports the PlayStation mouse*

**Price:** $34.99

## PS Digital Steering Controller - Pelican

**What it is:** A controller with a standard D-pad but also a steering knob that sits around the outside edge of the D-pad.

**Pros:** It has extra buttons for maximum configurability, turbo and slow-motion—but that's about it. Feels decent with 2D fighting games.

**Cons:** The pad feels tacky and the steering wheel thing is too tight to give a fluid feeling. Besides, it's not even analog steering—what's the point? It's cheap though.

**Try it with these games:** *We don't recommend this pad with any driving games. It might be good for with fighting games.*

**Price:** $12.95

## Game Buddy Portable PowerPack - Battery Technologies, Inc.

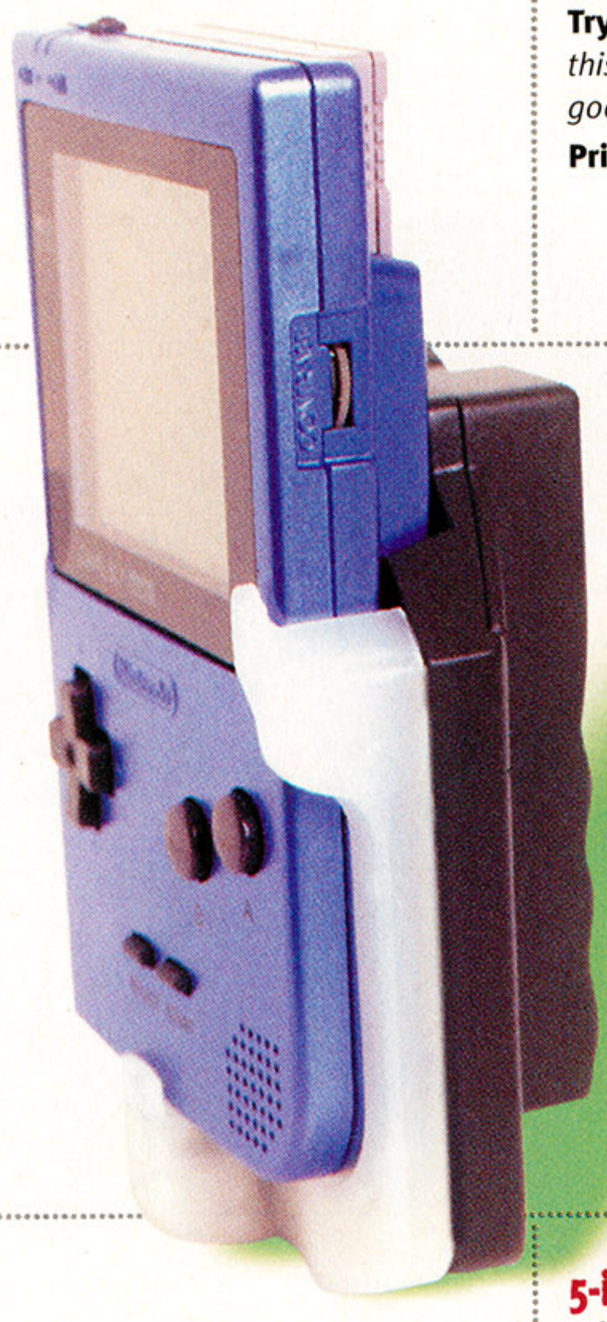
**What it is:** A power pack for your Game Boy Pocket that allows you to use it for 22 hours without a charge. Simply plug it into the wall to recharge the RAM batteries.

**Pros:** You can recharge this pack for more than 300 hours of play time. That's over 75 batteries you won't have to buy. Plus, the thing glows which gives some light but mostly just looks cool.

**Cons:** Makes the Game Boy Pocket slightly heavier but it's nothing unbearable. Seems like quite a solid addition to your portable.

**Try it with these games:** *Any Game Boy game*

**Price:** $34.95



## 5-in-1 RF/AV System Selector - Pelican

**What it is:** This device allows you to select between five different sources (2 AV, 3 RF) with the flick of a switch.

**Pros:** Now you won't have to disconnect cables to hook your other systems up. Now all of your consoles (and other components) can go into one device for easy access. And it's expensive.

**Cons:** A set-top box would've been nicer, but if you can have it next to your TV or on the floor it works out pretty good.

**Try it with these games:** *Any game really and any system or stereo, VCR, etc.*

**Price:** $14.95

# Power Tools

## Game Grips - Pelican

**What it is:** A remarkably simple idea that essentially makes the PlayStation pad feel more secure in the hand. Two small caps fit over the tips of the handles and provide a soft rubber grip surface for both palms.

**Pros:** Although you wouldn't think such a small improvement would make a difference, it does. Many games, like Madden 99, require a lot of continuous D-pad manipulation. The grips definitely lend a more secure feel and promote more accurate play.

**Cons:** Since the product is still very new, gauging the wear-out factor hasn't been done. Occasionally they slip off of the handles a little.

**Try it with these games:** *Any PlayStation title*

**Price:** $3.99

## Gamestick - CH Products

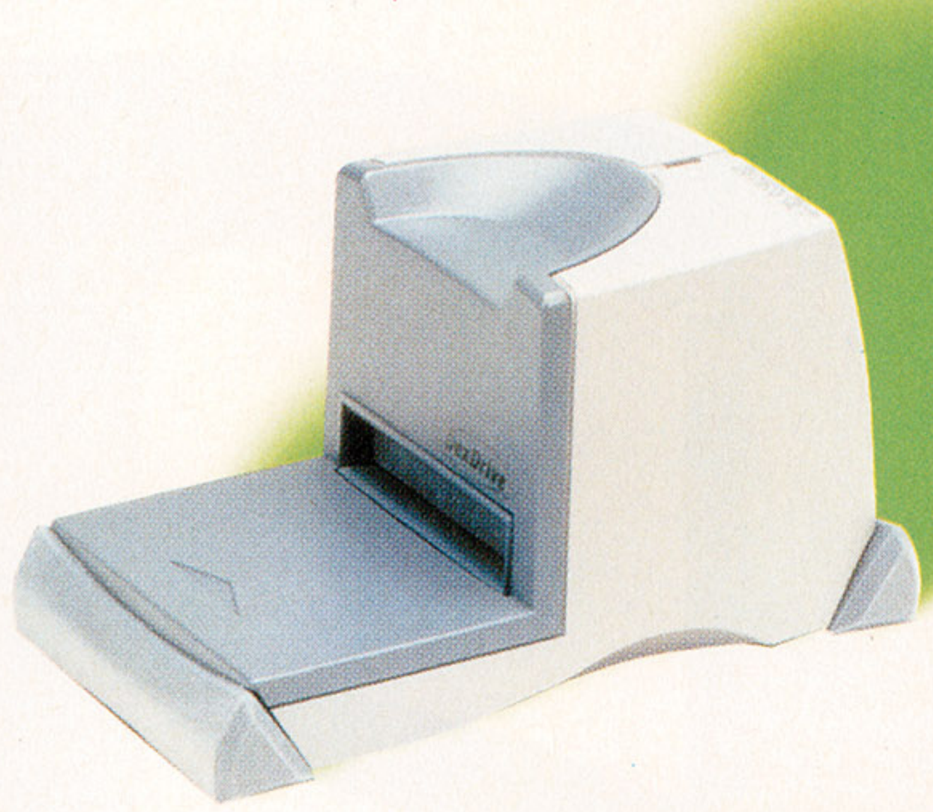
**What it is:** A highly versatile PS joystick and digital pad controller combination.

**Pros:** Several play modes are available. Besides a joystick, it can be used as a gamepad in dual analog, digital and NeGcon Mode. In addition, the unit is capable of turbo and slow-motion game effects.

**Cons:** When not using the stick, the base of the unit is designed to be held like a regular control pad. The ergonomic design feels comfortable in the hands while most of the buttons are well-placed where the fingers naturally fall. The stick itself has a nice contoured design that fits the average-sized hand well.

**Try it with these games:**
*Colony Wars, Wing Commander IV*

**Price:** $59.99



## Dex Drive - InterAct

**What it is:** Hook it up to your PlayStation or Nintendo 64 (different drives for each system) and download or upload saved games to your PC.

**Pros:** Your hard drive could become a memory card with virtually unlimited space. Also, download saves from the Net and/or post your own since saves are converted into readable PC files.

**Cons:** We have yet to see a finished interface for the PC but if it's easy to use, this could be the future of saved-game technology.

**Try it with these games:** *Any game that allows you to save your game*

**Price:** $39.99

## The Glove - Reality Quest

**What it is:** A glove worn on one hand which is used as a controller in any game. Think of it as something from *Lawnmower Man*, except not quite as cool Look for PS and N64 versions.

**Pros:** Makes for one-hand control so the other one can grab snacks or a drink. Best used in racing or first-person shooters.

**Cons:** Takes a lot of getting used to. Why start from scratch when you're used to existing controllers? In addition, the quality of the unit does not impress us for the cost.

**Try it with these games:** *First-person shooters mostly and racing games*

**Price:** $49.99

# Tricks

N64 developers continue to provide gamers tricks and codes for their games. Awesome games with some of the hottest cheats include Banjo-Kazooie, All-Star Baseball 99, F-Zero X, NFL Blitz and more! Look for these and more in this section dedicated to N64 tricks!

# tricks n64

## 1080° Snowboarding

### Get All Tricks Easy

From the Main Menu, choose the Training Option. Now select your rider and board. During the training session, select an easy trick from the Trick list (such as Lien Air) and then go off the jump or the side of the half pipe and do the trick. While you are still in midair, quickly press Right-C twice. This will bring up the Trick List again. Now choose a trick that you haven't done before (such as a 1080 Air) and land the Lien Air. The computer will think that you landed a 1080 and give you credit for it!

### Quick Start

Right before a race begins, wait for the announcer to say, "1" and as soon as that number fades out on the screen, press Up for a quick start that will get you a jump ahead of the competition.

## Aerofighters Assault

### Various Codes

These codes will give you a couple of new pilots and some new planes. Some of them must be earned while others are codes.

**Enable Spanky:** To get him you must complete all three bonus missions.
**New planes in deathmatch:** For each mission you complete you will get a new plane.
**Extra Pilot and plane:** At the Title Screen, not the Main Menu Screen, press Left-C, Down-C, Right-C, Up-C, Left-C, Right-C, Down-C. Then check in the Plane Select Screen on the far left.

## All-Star Baseball 99

### Oversize and Paperman Players

At the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, put in one of the following codes for the results as shown:
**For Bighead Mode**—Enter the code GOTHELIUM and then press the Start button. A statement on the bottom of the screen will confirm that it was entered correctly. Now your players will have oversize heads, bats, feet and gloves!
**For Paperman Mode**—Enter the code PRPPAPLYR and press the Start button. A statement at the bottom will confirm it. Now your players will be flat instead of 3D!

### Alien Abductors Team

On the Main Setup Screen, move down to the Enter Cheats Option and access it. On the Enter Cheats Screen, enter the code, ATEMYBUIK. Then press Start. You will see words appear below the code saying, "Let the Abductions Begin." Now go to the Game Setup Screen and access the Stadium Select Option. Scroll down until you reach the last stadium; Alienapolis Park. Choose this stadium and begin a new exhibition game. Your team will be replaced by an alien team called The Abductors! Even though they look different, they will still have the same attributes as your normal players.

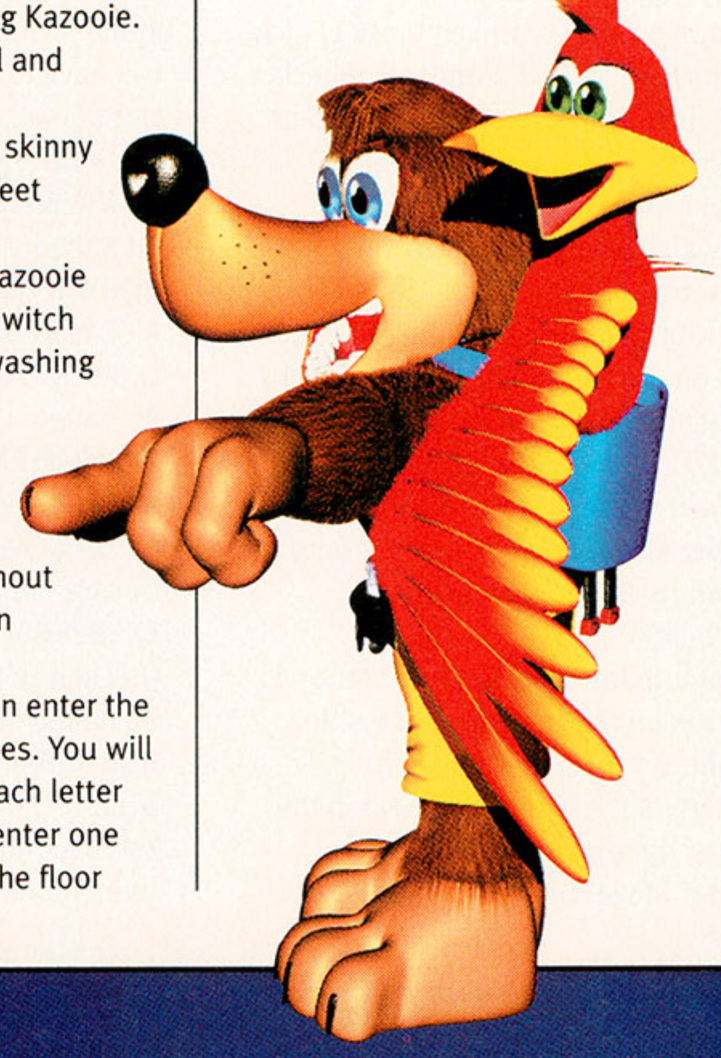
## Banjo-Kazooie

### Hidden Puzzles/Secret Appearance Codes

You must first beat the game to do this trick. Go to Banjo's house and inside, walk up to the picture of the mole. Standing in front of the fireplace but not touching it, press Up-C and look up at the picture of Bottles the Mole. If done correctly, Bottles should speak and congratulate you on finding his hidden puzzle game. Now you must play through and win the puzzle game, and once you do, Bottles will give you a password. Exit the puzzle, look up at the picture again, and you will be given a different, harder puzzle. You can do this up to seven times and each time, you will get a new password. (Note: After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him. Look up at the picture once more and Bottles will say that there is one more puzzle to complete.) To make these codes work, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You cannot enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in NOBONUS. Here is a list of all the passwords and what they do:
**BOTTLESBONUS**: Big head Banjo
**BOTTLESBONUSTWO**: Big hands and feet for Banjo
**BOTTLESBONUSTHREE**: Big Kazooie.
**BOTTLESBONUSFOUR**: Tall and skinny Banjo
**BOTTLESBONUSFIVE**: Tall, skinny Banjo with big hands and feet
**BIGBOTTLESBONUS**: Big everything, including Kazooie
**WISHYWASHYBANJO**: The witch doctor turns Banjo into a washing machine.

### More Cheat Codes

First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain.
Get to the Sand Castle, then enter the word CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code:
**BANJOBEGSFORPLENTYOFEGGS**
(Infinite eggs)
**LOTSOFGOESWITHMANYBANJOS**
(Infinite lives)
**DONTBEADUMBOGOSEEMUMBO**
(99 Mumbo tokens)
**NOWYOUCANFLYHIGHINTHESKY**
(Infinite red feathers)
**GIVETHEBEARLOTSOFAIR**
(Infinite underwater air)
**ANENERGYBARTOGETYOUFAR**
(Maximum honeycombs)
**AGOLDENGLOWTOPROTECTBANJO**
(Infinite gold feathers)
Note: You must learn the wonderwing in Clanker's Cavern before entering the gold feathers code. Also, the "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter the word CHEAT every time before putting in any of these codes.



## AeroGauge

### All Tracks And Vehicles

To do this trick, you must have two controllers plugged in your system. Press Start on controller one until you get the Title Screen with "Push Start" on the bottom of the screen. On controller two, press Up+Down-C+R button+L button+Z simultaneously and then release them. Now press the Start button on controller 1 to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first, so if you're having trouble, try pressing the buttons multiple times to make it work.

**500,000**
Number of N64s sold in Japan the day of launch

## Clay Fighter 63 1/3

### Hidden Bosses Revealed

All of these codes must be entered at the Character Select Screen. Highlight character in the upper-left corner of the screen. Now do any one of these codes to get the secret characters as shown:

**Sumo Santa:** While holding the top L button on the controller, press L. Kick, M. Kick, H. Kick, H. Punch, M. Punch, L. Punch. The Santa icon will appear in the lower-left box.

**Super Move:** Down, Down-Forward, Forward, Down, Down-Forward, Forward+ Punch

**Dr. Kiln:** While holding the top L button on the controller, press L. Punch, M. Punch, H. Punch, H. Kick, M. Kick, L. Kick. The Dr. Kiln icon will appear in the lower-middle box.

**Super Move:** Down, Down-Forward, Forward, Down, Down-Forward, Forward+Punch

**Boogerman:** While holding the top L button on the controller, press Up, Right, Down, Left, Right, Left. Boogerman's icon will appear in the lower right-hand box.

**Super Move:** Down, Down-Forward, Forward, Down, Down-Forward, Forward+Punch

## Diddy Kong Racing

### Get Secret Characters and Find the Fifth Secret World

**Get Drumstick**: Get all of the amulets and all of the trophies. Head to the point you start at and find the frog with feathers. Honk at it and you will get him.

**T.T.**: Beat his personal time on every Time Trial track. Get all of the amulets and trophies. Then go in front of the lighthouse and honk at it. It will transform into a rocket and take you to the space world.

### Racing Cheat Codes

Enter these codes in the Magic Codes Menu. If you turn off the power, you will have to re-enter the codes.

Horn Cheat: **BLABBERMOUTH**
Two-Player Adventure: **JOINTVENTURE**
All Balloons are Yellow: **BODYARMOR**
All Balloons are Rainbow: **OPPOSITESATTRACT**
All Balloons are Green: **TOXICOFFENDER**
All Balloons are Red: **BOMBSAWAY**
All Balloons are Blue: **ROCKETFUEL**
Disable Weapons: **BYEBYEBALLOONS**
No Limit to Bananas: **VITAMINB**
Bananas reduce speed: **BOGUSBANANAS**
Disable Bananas: **NOYELLOWSTUFF**
Zap the Zippers: **ZAPTHEZIPPERS**
Ultimate AI: **TIMETOLOSE**
Maximum Power-up: **FREEFORALL**
Start with 10 bananas: **FREEFRUIT**
Music Menu: **JUKEBOX**
Big Characters: **ARNOLD**
Small Characters: **TEENYWEENIES**
Select Same Player: **DOUBLEVISION**
Display Credits: **WHODIDTHIS**
Four-wheel Drive: **OFFROAD**

## Duke Nukem 64

### Many Cheats Revealed

To get these cheats to work, you must first enter the main code: Left, Left, L button, L button, Right, Right, Left, Left. This will open the "Cheats" Menu. After it is entered, put in any one of these codes on the Main Menu Screen for the results shown below:

**Invincibility** - R button, R button, R button, R button, R button, R button, R button, Left

**Items On/Off** - R button, Right-C, Right, L button, Left-C, Left, Right-C, Right

## TOP N64 GAME SECRETS

10 Find Yoshi/Super Mario 64
9 Hidden Fighters/MK4
8 Mirror Tracks/Mario Kart 64
7 Edit Mode/GoldenEye 007
6 Secret Racers/DK Racing
5 Hidden 5th World/DK Racing
4 Debug Mode/Shadows...Empire
3 Various Codes/Turok
2 Platinum Medals/Blast Corps
1 Banjo-Tooie/Banjo-Kazooie

**Monsters On/Off** - L button, Left-C, Left, R button, Right-C, Right, Left, Left, Right

**Level Select** - The missing piece to the Cheats Menu has finally been filled in. This trick will give you a Level Select for the game. Enter the main cheat code at the Title/Menu Screen (Left, Left, L button, L button, Right, Right, Left, Left). Now enter the Level Skip code: L button, L button, L button, Right-C, Right, Left, Left, Left-C.

## Extreme-G

### Codes Galore

Go to the Bike Selection Screen and press the R button to go to the Controls Screen. Move up to the Name option and access it. Now clear the current name and enter one of the codes shown below for various results. Then just choose your bike and go!

**MAGNIFY:** Puts the view closer to the bike.
**NITROID:** Unlimited Nitros
**ROLLER:** This turns the bike into a boulder.
**UGLYMODE:** Graphics are pixelated.
**ANTIGRAV:** Turns the screen upside down.
**ARSENAL:** Infinite number of missiles.
**STEALTH:** Bikes will now be invisible.
**XTREME:** Super speed
**FISHEYE:** Bike is farther away on screen.
**GHOSTLY:** The graphics are transparent.
**WIRED:** Everything is in Wireframe Mode.
**BANANA:** The track will be more slippery.

Go to the Options Menu, choose the Enter Password Option and enter this awesome code:

**61GGB5:** This will open up all tracks and give you access to the Roach and Neon bikes!

### Programmers' Faces

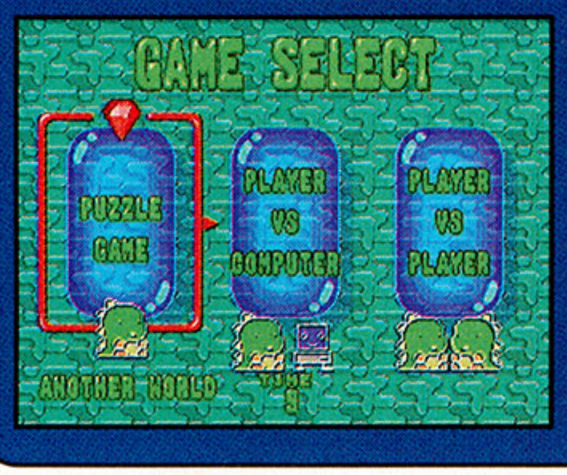
Go to the Bike Selection Screen and press the R button to get to the Controls Screen. Move up and access the "Name" Option. Clear the current name and enter XGTEAM as the name. Press Start and you will hear a confirming sound that the trick worked. Now go back in and enter one of the programmer's names: GREG, JUSTIN, SHAWN, ASH or JOHN. In Practice or Time Trials Mode, you will see your face of choice on the top of the bike as you race. In Shoot-'Em-Up Mode, you will be chasing multiple copies of your chosen face!

## F-1 World Grand Prix

### Hidden Racers and Bonus track

After pressing Start at the Title Screen, go to the Main Menu and choose Exhibition. On the next screen, pick the Drivers Option. Scroll with the pad or the analog stick until you reach Driver Williams. Press button A and choose the "Edit Name" Option. Using the pad, edit the last name (Williams) to the word, Chrome. When you are finished, exit all the way back to the Title Screen.

Now enter the Drivers Option again and scroll until you see a new character called Silver Driver. This driver is fast on the straight-aways. To get the Gold Driver, do the exact same code again, but this time replace the last name




## Bust-A-Move 2: Arcade Edition

### Another World

At the Title/Menu Screen, press the L button, Up, R button, Down. A little green character will appear on the lower right of the screen. This is how you know the code worked. Now go to the Game Select Screen and move over to the Puzzle Mode. The words, "Another World" will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

### Hidden Characters

At the Main Menu Screen, access "Game Start" and at the Game Select Screen, choose Puzzle Game. At the map with the letters, put in this code using the D-pad and the buttons: Left, Left, Up, Down, L button, R button, L button, R button, then press L+R button at the same time. This will bring up a Character Select Menu Screen where you can choose to play as the two dinos or the enemy characters. Now choose your destination and you're ready to play as a new character.

with the word, Pyrite. If you want to drive on the hidden Bonus Track, do the exact same code again, but this time replace the last name with the word, Vacation. Instead of the Drivers Option, go into the Courses and scroll until you see the Bonus Track, complete with a volcano!

## Fighters Destiny

### Secret Fighters

To get each secret playable fighter, have a star next to your name. To get these stars, beat the game. For:

**Boro:** Beat on the Easy setting.

**Robert the Robot:** Beat all foes in the Faster Mode in less than a minute.

**The Joker:** This is the hardest of them all. Beat all 100 fighters in the Survival Mode.

**The Master:** Go through Master Mode and win each and every battle.

**Ushi the Cow:** Go into Rodeo Mode and survive a battle with her for one minute. You can't kill her or the code won't work.

## Gex 64

### 99 Lives and Every Remote

At the Main Menu Screen, choose the Load Game Option. On the next screen, choose "Password." Now enter the following password as shown to get the trick to work:

**M758FQRW3J58FQRW4!**

This will give you 99 Lives and every remote, so you don't have to gather them all. You can see the results of the code immediately by pressing Start to pause the game and then moving down to "Stats" and accessing it with button A. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him.

## GoldenEye 007*

### Play as Different Bonds

To do this trick, you must first have every one of the Cheat Options opened, but none of them activated. Now access the Aztec Stage and set the Difficulty to 007. On the Special Options Screen, set the Enemy options as follows: Enemy health - 200%, Enemy damage - 100%, Enemy accuracy - 100%, Enemy reaction speed - 100%. You must beat the Aztec Stage in under nine minutes for this trick to work. Once you beat it, go back into the Cheat Options Menu and the last cheat: All Bonds (Multi) will be revealed! Turn this option to ON and then go into Multiplayer from the Menu Screen. Pick the "Characters" Option. Scroll past the question mark characters to reveal the four new Bonds from all the previous movies!

### 31 Extra Characters

Just when you thought it was hopeless to get more characters in GoldenEye, out comes another code. Now you can play as 31 extra characters in the Multiplayer Mode. On the Multiplayer Options Screen, go to the Characters Option and move to your last available character, which will be Mishkin or Moonraker Elite. Now hold L+R buttons and press Left-C, let go and hold L button and press Up-C, let go and hold L+R buttons and press Left (control pad), hold L button and press Right (control pad), hold R button and press Down (control pad), hold L+R button and press Left-C, hold L button and press Up-C, hold L+R button and press Right (control pad), hold L+R button and press Down-C, hold L button and press Down (control pad). Once you do this, you will see that you can select from a number of new characters (31 to be exact)! When you turn off the game, the code will be gone, so you will need to enter it every time you want to do the trick.

## Iggy's Reckin' Balls

### All Tracks and Balls

These codes will get you all the tracks and balls without beating the game! On the Title Screen, hold the Z button and then press the top R button. The "Enter Cheat" Screen will appear. Now, enter the following codes for the results as shown:

**THEUNIVERSE** - Opens up all the tracks.

**HAPPYHEADS** - All balls open (except Iggy's Girlfriend).

*Note: If you've been trying this fake trick since the April issue of *EGM*, we apologize for any sleepless nights!

## Kobe Bryant In NBA Courtside

### Secret Teams

This is an easy trick, but it will reveal three hidden teams not normally found in the game. While you're at the Main Menu Screen, highlight Pre-Season and hold the L button. While holding it, press the A button. At the Pre-Season Matchup Screen, scroll to the right until you reach the symbols of three new teams. They are the Nintendo Gamers, Nintendo Plumbers and the Left Field Lefties.

### Big Head Code

This code will give all of the players on the court big heads! To do this, press Start to pause in the middle of any game. Using the directional pad and the buttons, press Right, Right, Left, R, Z, Start, A, Start, A, Start and Z. Now press Start to resume your game and everyone on the court will now have huge heads!

## Mace: The Dark Age

### Character Cheats

These tricks will give you extra characters in the game! Follow the methods for the results shown below:

**War Mech and Ichiro:** When the Legal Screen appears, press Down, Right, Up, Left. You will hear a sound, and you may now choose them from the Character Select Screen.

**Grendal:** Win three matches against three human opponents. After three wins, go back to the Character Select Screen and press and hold Start on the Executioner. Choose him with button A or B.

**Ned the Janitor:** On the Character Select Screen, press the Start button on the following characters in this order: Koyasha, Executioner, Lord Deimos. Then go to Xiao and press the A or B button.

**Pojo the Chicken:** Choose Taria and defeat a human opponent with her Execution move (stand about Foot Sweep-distance away, hold the Strong button and let go). Before the next match, press Start on controller two. Back at the Character Selection

**8**

Millions of N64 systems sold in North America

## F-Zero X

All Cars, Tracks and Difficulties

On the Title Screen, press Start to get to the Mode Select Screen. On the Mode Select Screen, enter this code as shown: L button, Z, R button, Up-C, Down-C, Left-C, Right-C, Start. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the Course Select Screen, a new set of random tracks called the X Cup will also be opened. Also, on the Machine Select Screen, you will now have access to every vehicle in the game!

**256 Mbit**

Size of largest N64 cartridge, Zelda: The Ocarina of Time

Screen, move down to Taria's profile and hold the Start button. Pojo will appear in place of Taria! Keep holding the Start button and press A or B to choose the chicken. On this screen, player two may also pick Pojo by holding Start on Taria's profile.

## Mike Piazza's Strike Zone

### Many Codes

Alternate Skies:
Enter L, R, L, R at "Today's Game Screen." Now enter Right-C, A, Z, Up-C, L,R, Z for alternate skies.

**Aluminum Bats:**
Go to the "Today's Game Screen" and enter L, R, L, R, then press R, A, Z, B, A, L, L for Aluminum Bats.

**Colorful Bats:**
Go to the "Today's Game Screen" and enter L, R, L, R. Then: R, down, B, A, Right for red bats B, L, B, A, Right for blue bats.

**Crazy Ball:**
Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Right-C, A, Z, B, A, L, L.

**Crazy Pitch:**
Go to the "Today's Game Screen" and enter L, R, L, R. Now do this Right-C, A, Z, C-Up, R, B for Crazy Pitch.

**Credits:**
Enter the following code at the Title Screen to enable a credits option: R, A, Z, R, Right-C, A, B.

**Devil's Thumb Stadium:**
Go to the "Today's Game Screen" and enter L, R, L, R, then press right (D-pad), A, Up-C, L, A.

**Easy Home Runs:**
Go to the "Today's Game Screen" and enter L, R, L, R. Now do this: Press L, A, Down (D-pad), R to always hit a home run.

**Easy Steals:**
Go to the "Today's Game Screen" and enter L, R, L, R. Then: Left-C, A, down, (D-pad) Up-C, Z for easy steals.

**Home Run Griffey**
Choose the Seattle Mariners as your team. When Ken Griffey Jr. comes up to bat, press Left, Left, Right, Right, Right, Left , Left. Once you enter this, he will point his bat to the stands. Once you hit the next pitch, it will be a home run!

**Win the World Series**
To see the World Series celebration and the game's credits, choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice. Go to the Stadium Select Screen and press Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C, then Z. You will automatically be taken to the celebration.

## MLB Featuring Ken Griffey Jr.

### Awesome Codes

Enter any of these codes to see some strange and awesome visual results!

**Angels in the Outfield**
After fielding the ball on any play, run to any base except first base. Throw the ball around the bases in this order: 1st, 2nd, 3rd, Home, 3rd, 2nd, Home, 1st, 2nd, 3rd, Home. On the next play where the batter hits the ball to the outfield, have your fielder do a running dive with button A, but not toward the ball. Your fielder will leap into the air and stay there! Press A to swim flap your arms and B to swim through the air with your feet. If you let go of the controls for a little while, he will land.

**Blow Up the Batter**
When you are up to bat, press Right, Left, Down, Right, Left, Up, Right, Left, Down. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

**Pitcher Dance**
When you are pitching, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up before you throw a pitch. Your pitcher will then do a little dance right on the mound.

## Mortal Kombat 4

### Cheats Menu and Secret Characters

**Cheats Menu** - From the Main Menu, access the Options. In the Options Screen, highlight the "Continues 3" Option. Then hold the Block+Run buttons at the same time for around 10 seconds, or until a secret menu appears. Once you see the secret "Cheats" Menu, you will be able to turn on and off endings, fatalities and level fatalities.

**Secret Characters -** The next tricks will let you access the hidden Goro and Noob Saibot.

**Goro:** On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Then move Up three times and Left once (highlighting Shinnok). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro.

**Noob Saibot:** On the Fighter Select Screen, highlight and select the "Hidden" button on the bottom of the screen. Then move Up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot! (Note: This trick was done on a preproduction version of the game and is subject to change.)

**Costumes, Kombat Kodes, Etc.**

**Alternate Costumes:**
To get alternate costumes, first go to the Character Select Screen. Go to the character you want to select but before selecting him/her, hold Start and press the Up-C button. When the Yin Yang symbol starts spinning, wait until a voice says "Excellent" or "Outstanding," etc. That means you have the second color. To get the third costume, do it again and the Yin Yang will spin again but this time you'll have the third color costume. Most likely, the third costume will look the same as the original, but you will have a new weapon. There is even a fourth costume if you do the code again, and you will get an alternate weapon with this costume.

**Kombat Kodes:**
Use these codes at the Vs. Screen using button A, Left-C and Right-C on both P1 and P2 controllers to control each of the six boxes.

## Mission: Impossible

Many Different Codes
Enter all of these codes during the Mission Select (level select) Screen:
**Up-C, Z, Up-C, Z, Up-C** - Gives you Turbo Mode.
**Down-C, Up-C, R, L, Z** - Gives you Kid Mode.
**Down-C, R, Up-C, L, Left-C** - Gives you Big Head Mode.
**Down-C, R, Z, Right-C, Left-C** - Gives you Big Feet Mode.
**Right-C, Left-C, Right-C, Down-C, R** - Gives you Uzi with 30 rounds.
**R, L, Left-C, Right-C, Down-C** - Gives you a Mini Rocket Launcher with 30 rockets.
**Up-C, L, Right-C, Left-C, Up-C** - Gives you 7.65 Silencer with 50 rounds.
**R, L, Down-C, Up-C, Up-C** - Gives you 9mm HI POWER with 30 rounds.
After you enter a code correctly then you will hear Ethan say, "There, that's better."

**64 Mbit**

Size of the first N64 cart, Super Mario 64

**123 123**–One-Hit Win
**012 012**–Noob Saibot Mode
**020 020**–Red Rain (do on the Rain stage)
**050 050**–Explosive Kombat
**002 002**– Weapon drawn and can't be knocked out of your hands
**100 100**–Disable throws
**010 010**–Disable Max Damage
**110 110**–No Throw/ Disable Max Damage
**111 111**–Free Weapon (Random weapon falls)
**222 222**–Start With Random Weapon
**333 333**–Randper Kombat
**444 444**–Start With Weapons Drawn
**555 555**–Many Weapons
**666 666**–Silent Kombat
**321 321**–Big Heads
**Stage Select:**
**011 011**–Goro's Lair (Spike Pit)
**022 022**–The Well (Scorpion's Stage)
**033 033**–Elder God's (Blue Face)
**044 044**–The Tomb Stage
**055 055**–The Rain Stage
**066 066**–Snake Stage
**101 101**–Shaolin Temple
**202 202**–Living Forest
**303 303**–Prison (Fan Stage)
**313 313**–Ice Pit

| | |
|---|---|
| **0-1-2-Down** | No CPU Assistance (2P) |
| **0-3-0-Down** | Fog on |
| **0-4-1-Down** | Thick Fog |
| **3-1-4-Down** | Smart CPU |
| **4-2-3-Down** | No Random Fumbles |
| **2-0-3-Right** | Big Heads (team) |
| **2-1-0-Up** | No First Downs |
| **1-4-1-Right** | Big Players |
| **3-1-0-Right** | Mall Players |
| **1-1-5-Left** | No Play Selection (2P) |
| **0-4-5-Up** | Super Blitzing |
| **2-5-0-Left** | Fast Passes |
| **2-1-1-Left** | Allows Out Of Bounds |
| **5-1-4-Up** | Infinite Turbo |
| **2-3-3-Up** | Power-up Teammates |
| **3-1-2-Left** | Power-up Blockers |
| **4-2-1-Up** | Power-up Defense |
| **0-2-1-Right** | Show More Field (2P) |
| **1-0-2-Right** | Hide Receiver Name |
| **4-0-4-Left** | Power-up Speed (2P) |
| **2-2-2-Right** | Night Game |
| **5-5-5-Right** | Weather: Rain |
| **5-5-5-Up** | Hyper Blitz |
| **3-4-4-Up** | No Interceptions |

Hidden Players: When asked to Enter a Name for Record Keeping, choose "Yes." Now enter one of the names shown below and the pin number to access the following players. You will know that you entered them correctly if you hear the announcer say, "Lights out, baby!"

| | |
|---|---|
| **Turmel** | **0322** Mark Turmell |
| **Sal** | **0201** Sal Divita |
| **Jason** | **3141** Jason Skiles |
| **Jenifr** | **3333** Jennifer Hedrick |
| **Daniel** | **0604** Dan Thompson |
| **Japple** | **6660** Jeff Johnson |
| **Root** | **6000** John Root |
| **Luis** | **3333** Luis Mangubat |
| **Mike** | **3333** Mike Lynch |
| **Gentil** | **1111** Jim Gentile |
| **Brain** | **1111** Brain |
| **Forden** | **1111** Dan Forden |
| **Skull** | **1111** Skull |
| **Carltn** | **1111** Headless Guy |
| **Shinok** | **8337** Shinnok from Mortal Kombat. |
| **Raiden** | **3691** Raiden from Mortal Kombat. |

Other Secret Players: Enter these codes the same way as the ones above.

| | |
|---|---|
| **Thug** | **1111** |
| **Van** | **1234** |
| **Billz** | **0526** |
| **Zz** | **1221** |
| **Jimk** | **5651** |
| **Marka** | **1112** |
| **Ed** | **3246** |
| **Todd** | **1122** |
| **Mitch** | **4393** |
| **John** | **5158** |
| **Josh** | **4288** |
| **Ryan** | **029** |
| **Beth** | **7761** |
| **Brian** | **0818** |
| **Grinch** | **2220** |
| **Paulo** | **0517** |
| **Lt** | **7777** |
| **Nico** | **4440** |
| **Gatson** | **1111** |
| **Guido** | **6765** |
| **Rog** | **8148** |
| **Monty** | **1836** |
| **Shun** | **0530** |
| **Gene** | **0310** |
| **Paula** | **0425** |
| **Dbn** | **6969** |

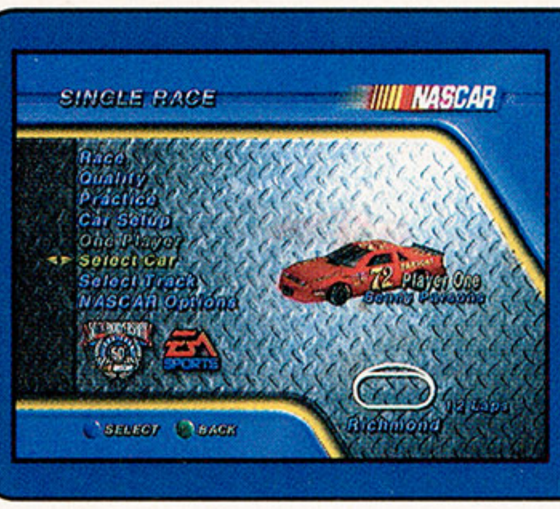
## NFL Quarterback Club '98

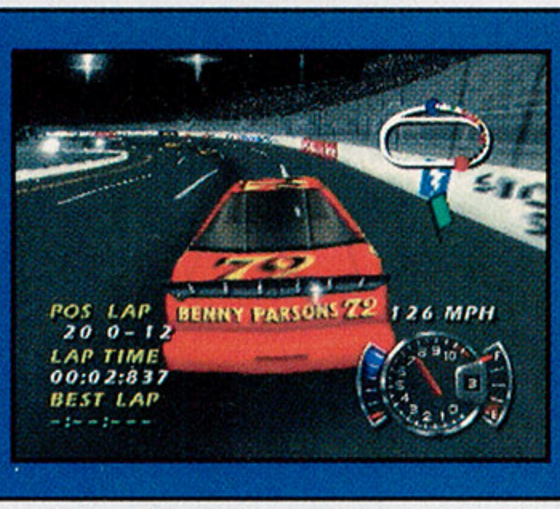
### Many Cheat Codes

On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:
**8DWNDRV** - Player gets eight downs.
**RNLDSWZNGR** - Strength attribute for all players is at maximum.
**BRDWYNMTH** - Pass accuracy is set to maximum for all QBs.
**WLTRPYTN** - Agility attribute is set to maximum for all players.
**CRLLWYS** - Acceleration attribute is set to maximum for all players.
**SMLMDGT** - All player heights are reduced to 5'6" and weights are decreased to 145 lbs.
**GLYTHMD** - All player heights are 7'7" and weights are set to 400 lbs.
**BBMNTBL** - All player heights are 7'7" and weights are set to 145 lbs.
**BGBFYFF** - All offensive players have maximum attributes.
**BGBFYDF** - All defensive players have maximum attributes.
**GTNHNDS** - Everyone fumbles the ball.
**PWHYRMN** - All player attributes are decreased to zero.
**SPRTRBMD** - All players run in Turbo Mode.

**10**

Number of systems Nintendo says it sold each minute from U.S. launch (9/29/96) to Christmas '96




## NASCAR 99

### Hidden Announcer

To play as the commentator, Benny Parsons, just follow this method:
On the Main Menu Screen, choose a Single Race. On the Single Race Screen, move down to "Select Track." Now choose the Richmond Track. Now move up and highlight the Select Car Option. With this option highlighted, enter this code very quickly (within four seconds):
Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z. The Benny Parsons car will now appear!

## NFL Blitz

### Incredible Blitz Codes

Cheat Codes: On the Team Vs. Screen, enter any of these codes with the Turbo, Jump and Pass buttons and then a direction on the control pad. Note: Some codes need to be entered by the second player as well, and are noted as such.

| | |
|---|---|
| **0-4-0-Up** | Huge Head |
| **1-1-1-Down** | Tournament Mode (2P) |
| **3-2-1-Left** | No Head |
| **1-2-3-Left** | Super FGs |
| **1-2-3-Right** | Headless Team |
| **0-1-0-Up** | Late Hits |
| **0-5-0-Right** | Big Football |
| **2-0-0-Right** | Big Head |
| **5-0-0-Left** | No Stadium |
| **1-5-1-Up** | No Punting |
| **4-3-3-Up** | Invisible |
| **2-1-2-Left** | Clear Weather |
| **5-3-4-Down** | Lights Out |
| **5-2-5-Down** | Weather: Snow |
| **0-3-2-Left** | Fast Turbo Running |
| **0-0-1-Down** | Show FG% |

## %

## N64 GAMERS' POLL

What type of game do you like most on the N64?

**43.6** First-person Shooter
**16.1** Sports
**15.6** Racing
**13.7** Platform
**10.8** Fighting

source: videogames.com online poll

**FRMBYFRM** - Players move in slow motion.
**NBCTCKLS** - Tackle ball carrier is turned off.
**SPRDPRTCKL** - Always tackle
**TGHTGRP** - No turnovers
**SPRTMMD** - All player attributes are at maximum.
**LDSTRTRK** - When QB throws the ball, it appears in the receiver's hands.
**YNSTYNS** - Discipline and Awareness is set to maximum for all players.
**BGTWSTRS** - Ball carrier spins around constantly until he's tackled.
**TRNTDLFR** - QB accuracy is set to zero for all QBs.
**LLDFSCK** - All defense attributes are set to zero.
**LLFFSCK** - All offense attributes are set to zero.
**BGSPRDV** - Dive distance is greater.
**SPRBGRMS** - QBs throw the ball 100 yards; Kickers kick the ball 100 yards; Punters punt the ball 100 yards.
**STNTXTM** - Access the Acclaim, Iguana, AFC and NFC teams for quick play.
**MNFLDMD** - Players do a dive every three secs.
**PBYBYMD** - All players crawl around the field during play.
**LWYSTPSS** - Players always tip the ball in the air on passes.
**YLCTRCFB** - Players move around like an electric football game.
**SNWSLDS** - Sled Mode
**LLCHTSFF** - Turns off any cheats that have been set.

## NHL Breakaway 98

### Many Codes and Secrets

Cheat Menu - At the Main Menu Screen, press Left-C, Right-C, Left-C, Right-C, R button, R button. The Cheat Menu will appear as a new option on the bottom of the screen.
**Perfect Player** - At the Create Player Screen, enter your player's name as Jim Jung. After you enter that name, all of his stats will be maxed out!
**Player Inspection** - At the Create Player Screen, press any of the C buttons to rotate your player in any direction.
**Bonus Points** - At the Season Mode Main Menu Screen, enter this code for extra bonus points whenever you enter it: Left-C, Left-C, Right-C, Right-C, Left-C, Left-C, Right-C, Right-C, R button.
**Pull Computer's Goalie** - After beginning your game, press Start to pause and then go into the Game Options setting. Now go to the Controller Setup and move your controller to the other team's side. Now go into the Team Options and then choose the Pull Goalie Option. Now go back into the Game Options again and on the Controller Setup Screen, move back to your original team. Now the computer's goalie will be out of your way.

## Off Road Challenge

### Tracks and Trucks

These codes will give you access to three new tracks and all-new Monster Trucks:
**El Cajon Track** - On the Track Selection Screen, hold Up on the control pad and press the L+R buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z and press the A button.
**Flagstaff Track** - On the Track Selection Screen, hold Left on the control pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z and press the A button.
**Guadalupe Track** - On the Track Selection Screen, hold Down on the control pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press the A button.
**Monster Trucks** - On the Truck Selection Screen, press one of the following C buttons to get the alternate Monster Truck:
Left-C = Thunderbolt
Right-C = The Crusher
Up-C = 4x4 Monster
Down-C = Punisher

## Rampage: World Tour

### Country and City Select

On the game's Main Menu Screen, press and hold all of the C buttons (Up-C+Down-C+Left-C+Right-C) and the top L button at the same time. While holding all of these, wait until you hear a sound. This confirms that the trick worked. Choose "Start Game" and when the city name appears, press Start and then press Up or Down to change the country, and Left or Right to change the city.

## Robotron 64

### Level Skip, 50 Lives, Game Boy Mode, Power-ups, Etc.

These codes are to be done quickly in the Setup Screen. You will hear a sound if they were done correctly:
Level Select - **Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C**
50 Lives - **Up, Up, Down, Down, Left, Right, Left, Right, Left-C, Right-C, Left-C, Right-C**
Game Boy Mode - **Up, Down, Right, Left-C, Down, Up, Left, Right-C, Up, Down**
Auto Play - **Left, Right, Up, Down, Left-C, Right-C, Left-C, Right-C, Left, Right, Up, Down, Left-C, Right-C, Left-C, Right-C, Left, Right, Up, Down, Left-C, Right-C, Left-C, Right-C**

## Snowboard Kids

### All Characters, Boards and Tracks

To reveal a bunch of hidden things in the game, just go to the Main Menu at the Title Screen, and with "Start" highlighted, press this sequence of controls: **Analog Down, Analog Up, Down, Up, Down-C, Up-C, L button, R button, Z button, Left, Right-C, Analog Up, B, Right, Left-C, Start.** You will then hear a voice say, "Yeah!" Now you will see that you can choose many more options in the game, such as an extra player called Sinobin on the Character Selection Screen. Go to the Board Shop from the Game Menu Screen with anyone except Sinobin, and you will see a new type of board called Special. Choose a Battle Race or Time Attack from the Game Menu and you will see that all of the courses are now open, including Ninja Land!

Within the game, enter these power-up codes with a combination of the D-pad and the C buttons:
Two Way - **Up, Up-C, Up, Up-C**
Three Way - **Right, Right, Left-C, Down-C**
Four Way - **Down, Down, Up, Right-C**
Shield - **Down, Left, Left-C, Right-C**
Flame Thrower - **Down, Right, Down, Right, Right-C**
Speed Up - **Left, Left, Right, Right, Up-C**
Radiation Spray - **Up, Down, Right-C, Left-C**

## San Francisco Rush

### Change Car Appearance

These codes are done on the Car Select Screen.
Back Tire Size: Press and hold **Right-C, then Left-C**, release, and reverse.
Car Size: Press and hold **Down-C,** then **Up-C,** release, then press Up-C, then **Down-C**. Release to activate the code.
Drive Burning Hulk: Hold **Up-C,** and press **Z, Z, Z, Z.**
Front Tire Size: Press and hold **Left-C,** then **Right-C**. Release. Then, press and hold **Right-C**, then **Left-C.** Release.
Turn Car Into Mine: Press **Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.**

### Secret Alcatraz Level

To find the hidden level, go to the Start Game Menu and choose Circuit. Now on the Select Player Screen, choose the Just Play Option. The "Enter Code" Option will flash. Choose this option and put in this password:
**8DP5KG5L4G59P**
**G92WVCQYoDRDQ**
After you enter this circuit-winning code, the Circuit Menu appears. Choose the option to Continue Circuit and let the time run out while racing. You'll be rewarded with a Celebration Screen and the code to get the Formula 1 car. Now you're well on your way to getting the Alcatraz level. Do these next steps on the following screens: On the Car Select Screen: Hold **Left-C,** then the **Z button** and release them. Press **Left.** On the Setup Screen: Hold **Up-C,** then **Z** and release them. Press **Up.** On the Car Select Screen: Hold **Down-C,** then **Z** and release them. Press **Down, L button, R button.**
Now go back to the Select Track Screen to choose the secret Track 7!

## Star Wars: Shadows of the Empire

### Debug Mode

It took awhile, but eventually we found the Debug Mode for this game. This code is difficult and will require one very flexible person, or two people to make it work. First, you must enter your name as _Wampa_ _Stompa (one space before Wampa and two spaces before Stompa). Now begin playing a level and press Start to pause the game. Now press and hold the following buttons simultaneously: L button, R button, Up-C,

Down-C, Left-C, Right-C, Z, and Left on the D-pad. With all of these held (here comes the tricky part), press the analog stick halfway to the Left and wait until you hear a low beep. Then press halfway to the Right and wait for the low beep. Press halfway to the Left again and wait for the beep, and then again halfway to the Right. Do it once more halfway to the Left, and then you will see pink text above all the other options on the top of the screen. Use the L and R buttons or Left and Right on the D-pad to switch between the available debugging options such as Invincibility, 50 lives, get all stuff, antialiasing, texture, lighting, fog, next level, kill dash and much more! Resume your game to take advantage of any of the Debug Options. To get the Debug Menu again, pause the game and press L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-pad. With all of these held, hold halfway Left on the analog stick and the debug text will reappear.

### Wampa Roar

Choose a new slot or edit an existing player by putting in the code: R .

**100000**: Stocky players
**010000**: Stocky players, Big heads
**110000**: Stocky players, Small heads
**001000**: Small players, Small announcer
**000100**: Large players, Large announcer
**000010**: Crunched players, Small announcer
**000001**: Elongated players, Large announcer
**110110**: Large players, Small heads, Large announcer
**010010**: Crunched players, Large heads, Small announcer

### Visual Tricks

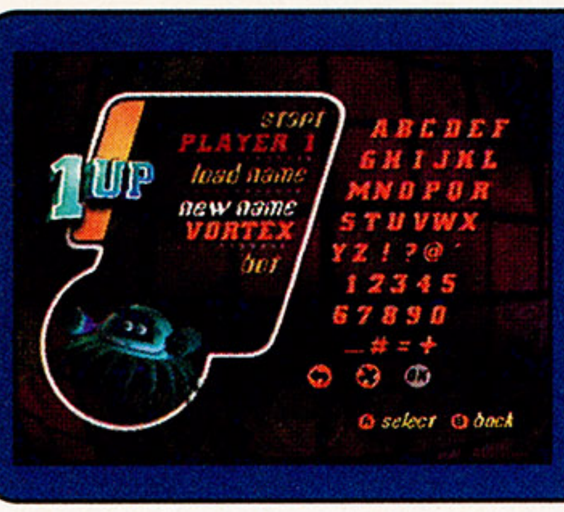
Here are the many tricks for this game:
**Logo View:** Press any button (except Start) on the Attract Screens to view logos, records and credits.
**Instant Start as Gretzky:** Press any button at the same time you press Start on the Title Screen.

After pausing the game, go into the Options Screen and press the following combinations for various results:
**Head Scale:** Bottom C button + R button
**Body Scale:** Left C button + R button.
**Y Scale:** Top C button + R button.
By combining these with multiple button presses, you can create wacky players.

and Fart Mode. Whenever you get hit or hit someone, you'll hear a burp or a fart!
**Goldust's Extra Costumes:**
Beat WWF Challenge on Normal with Goldust to get more costumes.
**Ladies Night Mode:**
Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode.
**No Wimps Mode:**
Beat WWF Challenge with Faarooq or Ken Shamrock to disable blocking.
**Cool Reflections:**
Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.
**Play as Sue:**
Beat the Challenge with Owen or Bret Hart to access Sue (the ring girl).
Once you've opened one of the features or modes, press L, then the R button at the Main Menu Screen to move down to the basement. From here, you can access all of the cheats you've opened.

**21**

Days it took Diddy Kong Racing to sell 1 million copies




## Tetrisphere

### Vortex Code

This code will give you access to a hidden animation sequence normally not found in the game. From the game's Main Menu, access the "New Name" Option. Now enter the word, VORTEX. You will hear a sound to confirm the code entry. Once this is done, press and hold the Reset button on the machine. You will see a movie of the robots getting sucked into a vortex. Keep holding the Reset button and the animation will keep looping until you let go of it.

Testers. ROCK (put a space where the periods are shown). Once you do this, exit the screen and move up and down between different options. You will hear the Wampas roar up a storm when you do this; even when you pause the game.

## Wayne Gretzky '98

### Change the Look of your Players

For any of these codes to work you must first go into the Debug Mode. To do that go to the Options Screen and hit Down-C button+R button, Left-C button+R button. A window will pop up that will allow you to change the appearance of your players. Press Down-C button+R button to change the head size. Left-C button+R button to change the body size. Up-C button+R button to change the height. Here are some examples as they would look in the window and the effect:

The announcer will sound funny too.

## World Cup 98

### Hidden Team

Type BuryFC as a name of any player. The names of the England team then become Creations football team and development team for World Cup.

## WWF War Zone

### New Features and Modes

**Random Wrestler:**
On the Character Selection Screen, hold Up and press Block.
**Taunt Your Opponent:**
In the middle of a match press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.
**Access Dude Love and Cactus Jack:**
Beat WWF Challenge on Normal with Mankind to unlock Cactus Jack and Dude Love.
**Burp and Fart Mode:**
Beat WWF Challenge with Mosh or Thrasher on any difficulty to get Burp

**10**

Weeks it took to sell 1 million N64 systems in Japan

Tricks

# Dead Rising

EGM 102

## Auto Destruct

### Cheat Menu

In the middle of your game, press Start to pause. At the Pause Menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. This will reveal the Cheat Menu.

Now you can do these codes from the Cheat Menu unless otherwise noted:

**Extra Nitros** - L1, Circle, Down, L1, Up, Square, Circle, R1

**Extra Money** - L1, R1, Up, Circle, Down, Square, Right, R1, L1

**Add 1 Minute to Time** - Down, L1, L1, Circle, Circle, R1, Up, Square, L1

**Invulnerability** - L1, L1, L1, L1, Left, Circle, Circle, Square, L1

**Infinite Fuel** - L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down

**Car Tuneup Menu** - L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1

**Car Select** - In the Car Tuneup Menu press Left, R1, Right, R1, Left, R1, Right, R1

**Blood Mode** - L1, Down, R1, Left, L1, Right, R1

**Angels** - (works when Blood Mode is enabled) Up, R1, Down, L1, Up, Left, R1, Right, L1

**Choose Mission** - Up, Down, Circle, L1, R1, L1, Circle, Down, Up

**Next Mission** - Square, Circle, R1, L1, Circle, Down, L1, Up

**All Time Trials Available** - R1, L1, Circle, Left, Circle, Circle, Left, L1, Circle

**New York Time Trial** - Under the Main Menu's Time Trials Option, press L1, Right, Down, Left, Up, R1.

**Tokyo Time Trial** - Under the Main Menu's Time Trials Option, press L1, Left, Right, R1, Left, Right, L1.

### Subway Time Trial

At the Main Menu Screen, press L1, Left, L1, R1, Right, R1. Now access the Time Trials Option and a new Subway option will be available to test your skills.

## Blast Chamber

### Infinite Lives

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!

### Level Passwords

To enter them, go to the Password Screen and enter the following codes that will take you to the select level of choice.

**NAEMMAAB** (Ziggurat)
**MAGDIEAH** (Backstab)
**NINKPDME** (Fall N Arch)
**MJKKAMKC** (Fugitive)
**JODPIGEH** (Rainbow)
**ICJPABNA** (Lavapalooza)

After entering the code, hit the X button to enter the password and begin playing.

## Bloody Roar

### Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.

**Big Head:** On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.

**Large Arena:** If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.

**Regenerating Life Bars:** Finish the game with Bakuryu on Level Four or above.

**Big Arms:** Beat the game without continuing on Level Four or above.

**Small Fighters:** At the Character Select Screen, hold R2 and choose your fighter with the Circle button.

**School Girl Alice:** Beat all the opponents in Time Attack Mode in under 10 minutes.

## Cart World Series

### Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:

**NIGHTRID** - Drive at night
**SPACERID** - Tron-like tracks
**GEK** - You will race two laps in Season Mode.
**WHEELS** - There will be no body on your car.
**FLOAT** - Tracks will have half the normal gravity (you will have less traction than normal races).
**RADBRAD** - Tracks have more gravity than normal.
**BANZAI** - You won't collide with any other cars.

## Courier Crisis

### Play as an Alien or a Gorilla

Choose the Memory Card icon from the Main Menu and then access the Load/Save Options. Move over to Password and enter one of these codes under "Enter Password" to play as two strange, new couriers:

Play as the Alien—Put in the name **XFIFTYONEX**

Play as the Gorilla—Put in the name **SAVAGEAPES**

## Command & Conquer: Red Alert Retaliation

### Multiple Cheat Codes

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the results as shown:

**Win Mission:**
Circle, Circle, Triangle, X, X, Square. This lets you automatically win the current level.

**Lose Mission:**
Circle, X, Circle, Square, Square, X. This makes you automatically lose the current level.

**Unshroud:**
Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

over 400

PlayStation games available in the United States

## Andretti Racing

### Hidden Cars

Here are two codes to enter that will access higher-performance cars for your next race. Just choose "Begin Career" and enter your name as: GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!

### Extra Car Options

Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons: **L1 + L2 + R1 + R2 + X + Circle** simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

50

Percent of PS players who are 24 years old or older

# Tricks

**Mo' Money:**
X, X, Square, Circle, Circle, Circle. This increases your money by $1,000 each time you enter the code.
**Parabomb:**
X, X, X, Circle, Triangle, Square. This gives you the Parabomb weapon.
**Nuke:**
Circle, X, Circle, Circle, X, Square. This gives you the Nuke weapon.
**Chrono:**
Square, Circle, Triangle, X, Circle, Circle. Gives you the Chrono weapon in your inventory.
**Iron Curtain:**
Square, X, Circle, X, Triangle, Triangle. This gives you the Iron Curtain weapon in your inventory.
**Civ. Names:**
Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.
**Soylent Green:**
Square, X, Square, X, Square, X. This makes you harvest people instead of ore. Plug your ears from the screams.

## Diablo
### Unlimited Gold
To get an unlimited amount of gold in the game, follow these steps:
1) First start a new game and earn some money fighting. About 1,000 gold will be fine, but it could be less. It will just be easier to gain money if you gather more in the beginning.
2) Save your character (not the game, just the character). Let's call him "Trickman."
3) Then hit Reset and start another new game, but this time make it a two-player game.
4) The second player should be just a new character, and class makes NO difference. Let's call this one "Moneyman."
5) At this point, Trickman should give all his money to Moneyman.
6) Now, save character on Moneyman, NOT Trickman.
7) Hit Reset again, and bring both of these characters back in to a two-player game.
9) Continue steps 5-7 until Moneyman has around 5K.
10) Enter a new game yet again, but this time have Moneyman give all of his money to Trickman, and save Trickman.
11) Enter another new game with both of these characters. Go back and repeat steps 5-7, but this time you'll be passing 5k each time rather than 1k!
12) Whenever Moneyman has all the money you want, just have him give the load to Trickman, and save Trickman! Restart a new game with Moneyman in it anytime you need some more! Just DON'T save Moneyman after he gives the motherlode to Trickman.

## PS GAMERS' POLL

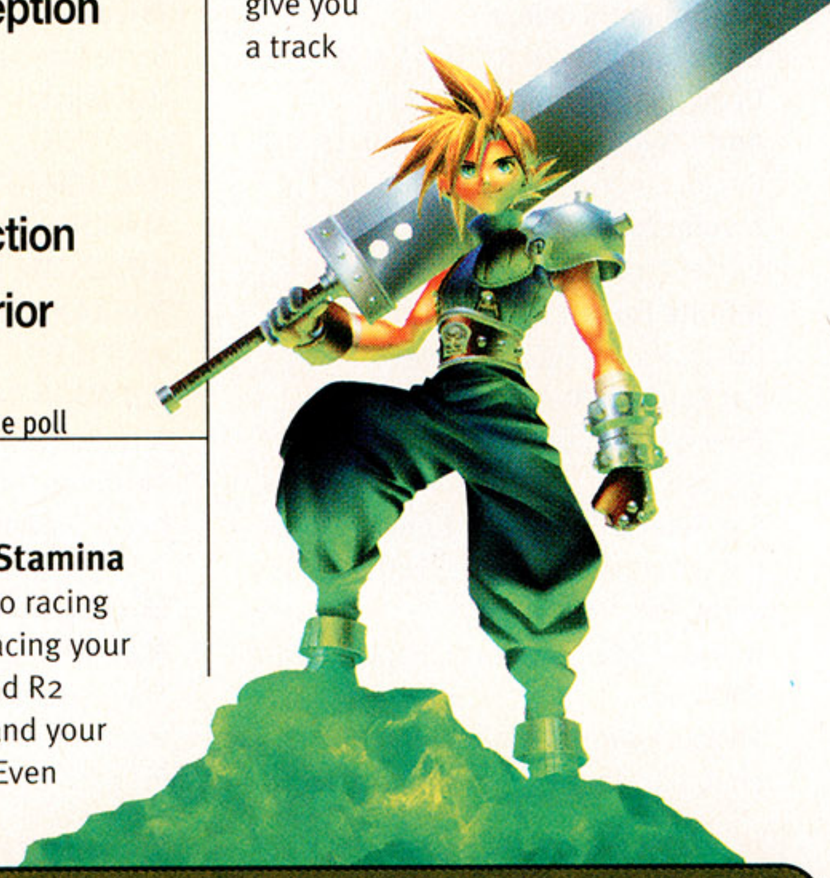
What is the most underrated game on the PlayStation?

**36.8** Super Puzzle Fighter II
**23.0** Tecmo's Deception
**20.6** Frogger
**9.6** Disruptor
**6.1** Mass Destruction
**3.7** Nanotek Warrior

Source: videogames.com online poll

## Final Fantasy VII
### Regenerate Chocobo Stamina
Here is a trick for Chocobo racing within the game. When racing your Chocobos, hold the R1 and R2 buttons simultaneously and your stamina will regenerate. Even if you speed up your Chocobos, it will increase or stay the same. If you sprint, the bar will drain slower than before.

**For Bonus Track press:** Left, Circle, Circle, Triangle, Triangle, Circle, Up, Right. This code activates the Bonus track. You have to choose a course, then quit the course you have selected and go back to the Track Select Screen where you can choose the Bonus track.
**For Lava Mode press:** Square, Circle, Up, Right, Right, Circle, X. This code once entered, will give you a track covered in lava and the track side objects covered in ash.



## Darklight Conflict
### Cheat Menu
To access the Cheat Menu, go into Options and then enter: Down, Down, Up, Square, Left, Left, L1, R1, Circle. When you return to the Main Menu, there will be a new option called, "Extra." Enter this and you will be able to access the hidden Cheat Menu.
**Last Level Code**: Now you can access the last level automatically with this password. On the Main Menu Screen, highlight and select the Password Option.
Now enter the code as shown here: **DLXGXKDJH** Once you choose End, you'll be transported to the last level of the game, "The Escape Home" which is extremely difficult! Try to survive as long as you can!

## Critical Depth
### Infinite Weapons and Drop Pod
Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work:
**Infinite Weapons:** L1, R1, L1, R1, Up, Down, Left, Down.
**Drop Pod:** L1, R1, L1, R1, Up, Down, Left, Up.

## Deathtrap Dungeon
### Level Select
On the Main Menu with the three skulls, press L1, R1, Triangle, Triangle, Square, Circle, R1, L1. You will hear a sound to confirm that it worked. Now choose the "Load Game" skull and the next screen will show all the levels listed. Choose any one of these level names to be warped there.

## Fighting Force
### Cheat Mode
At the Main Menu Screen, press and hold buttons L1, R2, Square, and Left (on the directional pad). Do this until "Cheat Mode" appears under Options. Now go into the Options Screen and you will see that the first two options will now let you select your level and invulnerability!

## Formula One
### Bizarre Cheats
Here are some bizarre cheats to enter after selecting your driver and track you wish to race on. To enter them, go to the "Practice, Qualify and Race" Screen and hold down the Select button while entering the following codes. If you can't seem to access the codes, then you need to enter them quicker.
**For Bike Mode press:** Down, Up, Circle, Triangle, Right, Up, Square, Triangle
**For Buggy Mode press:** Right, Up, Triangle, Left, Up, Square, Triangle
**For Gibberish Mode press:** Left, Circle, Up, Down, Down, Right, Circle, Square, Square. This code will make the announcer speak gibberish.

## Gex: Enter the Gecko
### Many Incredible Codes
Use this legend to figure out the commands for the tricks in Gex: Up=U or N, Down=D or S, Left=L or W, Right=R or E, Triangle button=A, Circle button=O, X button=X. In the game, press Start to pause, and then hold the L2 or the R2 buttons.
Using the legend, spell out the words as shown using the correct buttons for various results. You will hear a sound to confirm the codes:
**UNDEAD**=Infinite lives
**WEASEL**= Invulnerability
**RELEASE**=Level Select.
**ALOUD**=One-liners (press Select to hear them)
**SENSELESS**=Rambling GEX
**EARWAX**=Timer in the game (Choose a level on Game Stats and press

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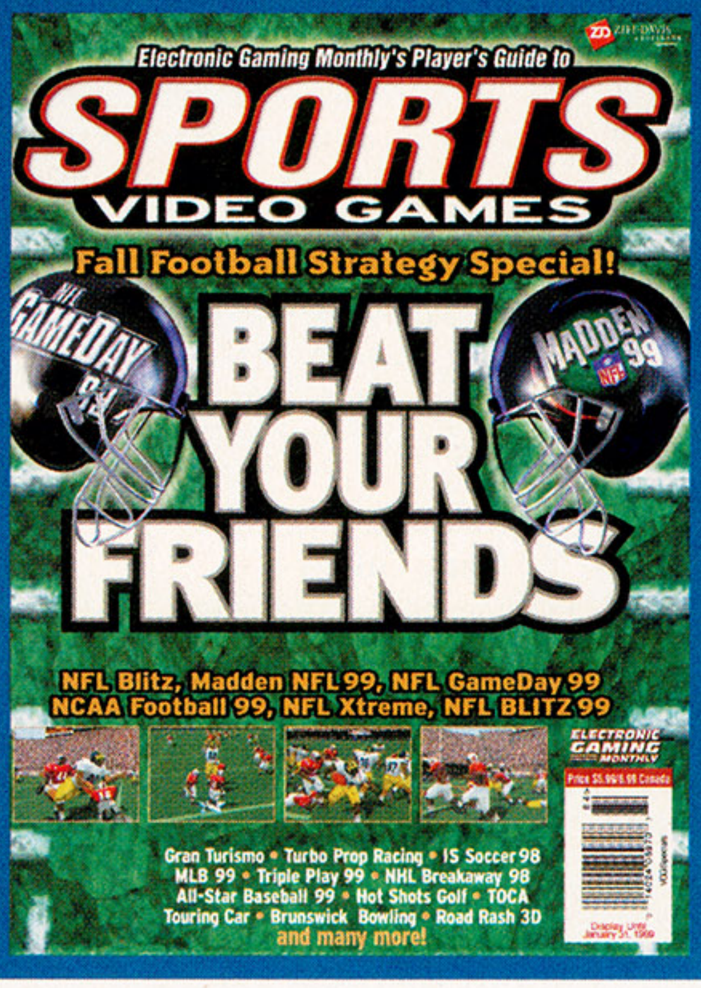


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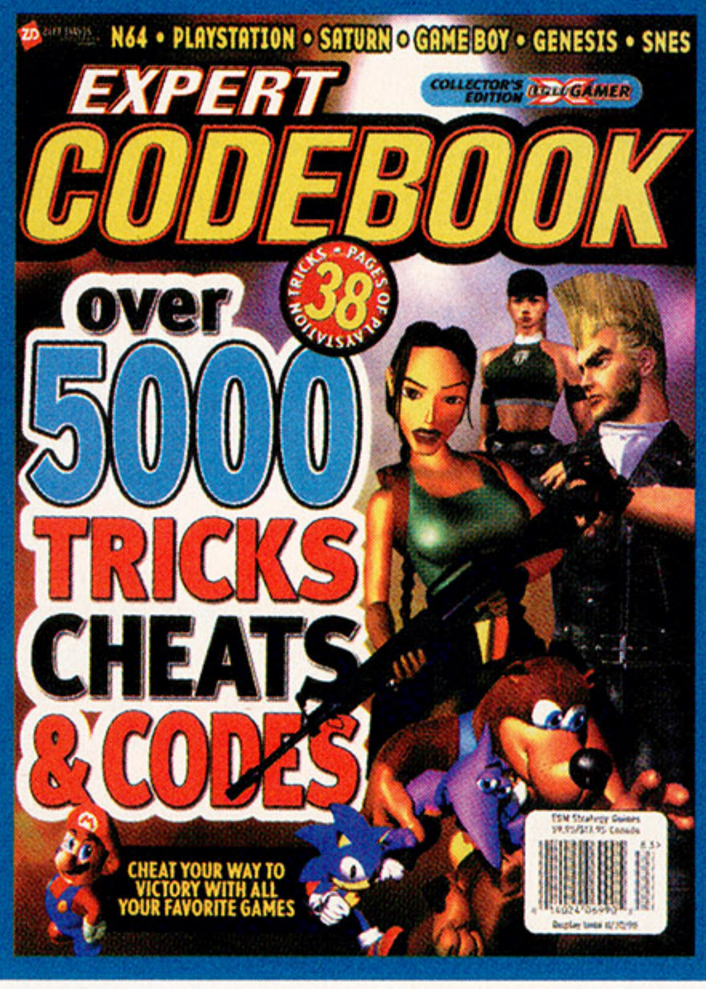


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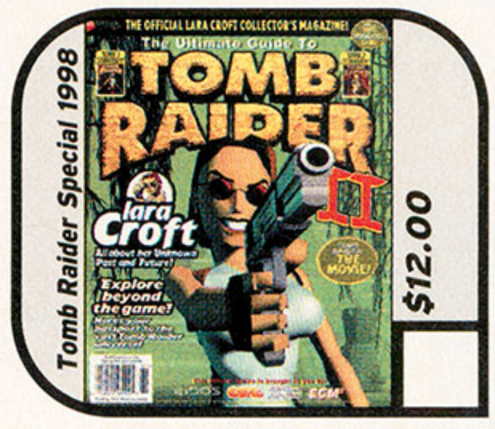

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**1.5 million**

Final Fantasy VIIs have been sold in the United States

Square for the best times).
There is also a level within the game called www.dotcom.com where you can find a special question mark above the brown computer chip. Once you hit the question mark with your tail, it will reveal a secret Web site that contains most of the hints shown here!

**Debug Menu**

To get the Debug Menu for this 3D adventure, press Start to pause the game. Then hold the L2 or the R2 button and press Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, Down. You will hear a sound if it was done correctly. Now press Start to unpause the game and then press Select to bring up the Debug Menu! Move up and down the menu with the control pad and access any of the Cheat Menus with the X button. You will be treated to a Level Select Menu, Collectables Menu, stats and more.

## Heart of Darkness

**All Levels and Cinemas**

With the game off, make sure you have a controller in port 2. Now hold down all four shoulder buttons. Turn the game on and when you get to the Main Menu Screen, access the Options Screen (while still holding the four buttons). From the Options, you'll go to the Treehouse. From there go to "Load Game" and you will have access to all levels and cinemas!

## Herc's Adventures

**Unlimited Gyros**

If you've played into this game for a while, you know how important it is to have a few spare gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again and back through to the location where the gyros was originally placed. It will be back in the same spot, so you can take it again! Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy throughout the rest of the game!

## Hercules

**Game Passwords**

Enter the following passwords at the Password Screen to access various levels within the game. The vases will spin, if entered correctly.
For "Hero's Gauntlet" enter: **Hydra/Medusa/Shield/Medusa**.
For "Centaurs Forest" enter: **Centaur/Herc's Head/Minotaur/Archer**.
For "Big Olive" enter: **Centaur/Shield/Hydra/Herc's Head**.
For "Hydra Canyon" enter: **Shield/Helmet/Shield/Soldier**.
For "Medusa's Lair" enter: **Archer/Pegasus/Archer/Centaur**.
For "Cyclops Attacks" enter: **Helmet/Pegasus/Herc's Head/Archer**.
For "Titan Flight" enter: **Soldier/Shield/Shield/Lightning**.
For "Passageways of Eternal Torment" enter: **Medusa/Soldier/Centaur/Pegasus**.
For "Vortex of Souls" enter: **Soldier/Lightning/Soldier/Centaur**.
One more code to try out is the FMV cheat. Just go to the Password Screen and enter: **Pegasus/Soldier/Centaur/Soldier**. Once entered, you should be able to view all the videos within the game.

## Hot Shots Golf

**All Characters and Courses**

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller two and hold the L1+L2+R1+R2 buttons simultaneously before the Title Screen appears. While holding these, go to the Title Screen, and immediately after the flash happens, press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game, and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available.

## Impact Racing

**Many Cheats**

The following are several passwords that will grant you different results. Just go to the Password Screen and enter these codes.
For Invincibility enter: **I.AM.IMMORTAL**.
For Infinite Weapons enter: **LOADSOFSTUFF**.
To Gain All Weapons enter: **ALL.TOOLEDUP**.
For Level Skip enter: **RABBITBADGER**.
For Final Level enter: **ENDGAMELEVEL**.
For Extra Bonus Tracks enter: **BONUS.LEVEL**.
To access ending credits and a jukebox feature enter: **JOURNEYS.END**.

## Ghost in the Shell

**Special Cheat Screen**

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

**13**

First-party PS games have sold at least 1 million copies.

## Jersey Devil

**Easy 1-Up Loop**

When you first begin your game, jump on top of the water spray in the fountain. There you will find a 1-Up. Now when facing City Hall, take the path to the right. When you reach the dead end, punch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knarf's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the fountain and the 1-Up will be back! Collect it to get another life. Repeat this process and you will have a plethora of lives to begin the game.

## Jet Moto 2
### All Tracks, Race as Enigma
From the Title Screen, go into the Options and put the Difficulty on Master and set the Laps Per Race to 5. Exit and go into the One-player Option. Choose Li'l Dave at the Select Rider Screen (Press X). Now press Triangle until you go back to the Title Screen. Press Up, Down, Left, Right, R2, R1, L2, L1 (this must be done quickly). Go back into Options and set the laps to 3. Go into the One-player Option again and choose Wild Ride (press X). Press Triangle until you're back to the Title Screen. Now press Up, Left, Down, Right, Square, R2, Circle, L2 (this must be done quickly). Go back into the Options again and set the Difficulty to Amateur and turn Turbo Off. Go in the One-player Option and pick Bomber. Go back to the Title Screen again and press R2, R1, L1, L2, R2, R1, L1, L2 (this must be done quickly). Now choose your racer and pick Single Track at the Choose Race Type Screen. You will see that all the tracks are available including the alternate tracks.

To race as the mysterious Enigma, go into the Options and set the Difficulty to Master and the Laps to 6. Go back to the Title Screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the Select Rider Screen.

## Lode Runner
### Multiple Tricks
**Level Warp** - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level:
Circle = Forward one level
Square = Back one level
Triangle = Forward 15 levels
X = Back 15 levels
**Extra Lives** - On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.
**See the Cinemas** - On the Main Menu, move down to Options. With Options highlighted, take controller two and use the key shown below to combine buttons for different level cinemas: [R2=1, L2=2, R1=4, L1=8] While holding the combination of buttons, press X to access that cinema. For example: If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller two.
**Faster Gameplay** - Choose "The Legend Returns" from the Main Menu Screen. Highlight "One Player" on the next screen and hold R2. Then press the X button.
The game will now be playing faster than before.

## Madden NFL '98
### Hidden Teams and Stadiums
To enter these codes you must go to the Front Office option and then choose the "Create A Player" Option. From here, enter any of the following codes and then save the name. When you return to Exhibition Mode and to the Vs. Screen, you will be able to select from the hidden teams and stadiums.

**Hidden Teams:**
For Tiburon team enter: **Loin Cloth**
For EA Sports team enter: **Orrs Heroes**
For All Madden team enter: **Coach**
For All Time Leaders team enter: **Leaders**
For All 1960s team enter: **Pac Attack**
For All 1970s team enter: **Steelcurtain**
For All 1980s team enter: **Gold Rush**
For NFC Pro Bowl team enter: **Aloha**
For AFC Pro Bowl team enter: **Luau**
**Hidden Stadiums:**
For Astrodome enter: **Jetsons**
For Cleveland stadium enter: **Dawgpound**
For Oakland stadium enter: **Snake**
For Tampa Bay stadium enter: **Big Sombrero**
For Orange Bowl enter: **Dandaman**
For RFK stadium enter: **Olddc**
For Tiburon stadium enter: **Sharksfin**
For Wild West stadium enter: **Ghost Town**

## Madden NFL 99
### Cheat Codes
At the Main Menu Screen, move down, highlight and access the "Code Entry" Option. On the Code Entry Screen, press X on New Code and enter any of these codes for the results shown:
**New Teams:**
**BESTNFC** - All Stars NFC
**AFCBEST** - All Stars AFC
**BOOM** - Madden 98 Team
**IMTHEMAN** - Stats leaders
**PEACELOVE** - All '60s team
**BELLBOTTOMS** - All '70s team
**HEREANDNOW** - All '90s team
**TURKEYLEG** - Madden
**All-Time Greats:**
**THROWBACK** - 75th anniversary team
**GEARGUYS** - NFL equipment team
**WELCOMEBACK** - '99 Cleveland Browns
**INTHEGAME** - EA Sports Team
**Secret Stadiums:**
**EA STADIUM** - EA Sports
**DOGPOUND99** - Cleveland
**THEHOGS** - RFK Stadium Washington, D.C.
**NOTAFISH** - Old Miami
**SOMBRERO** - Old Tampa
**FOR RENT** - Astrodome
**OURHOUSE** - Tiburon
**STICKEM** - Original Oakland

## Metal Gear Solid
### Snake's Tuxedo
To play as Solid Snake in a Tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

## Mortal Kombat 4
### Play as Meat
From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one

**9/9/95**

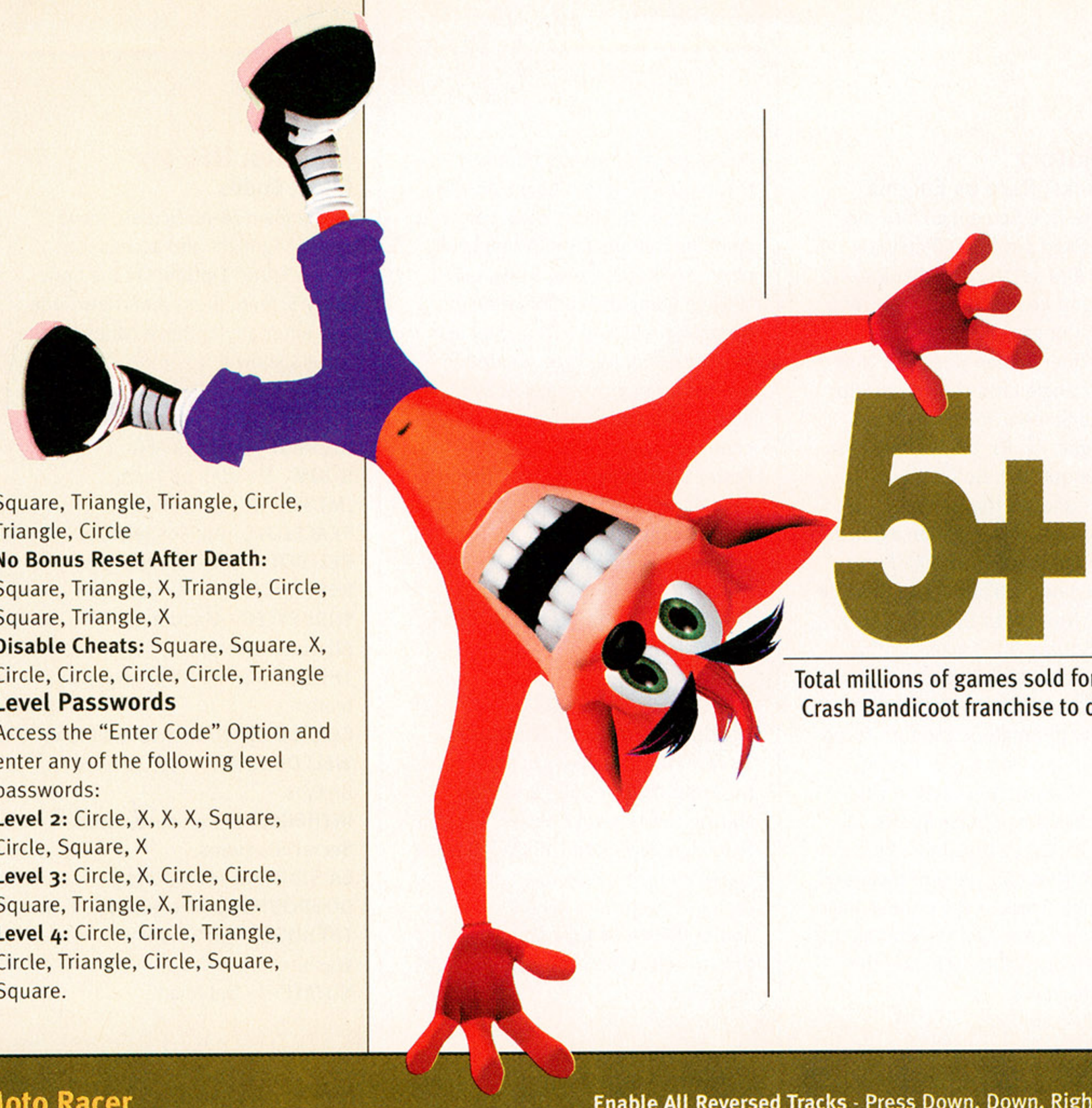
PlayStation's launch date in the United States

## Monster Rancher
### Secret Monster
To do this trick, your breeding status must be in master rank (R-10).
Note: You must have another game called "Tecmo's Deception" to do this trick.
When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine!
Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

## TV Shows That Have Had A PlayStation "Cameo Appearance"

*Friends, Party of Five, ER, Mad About You, Beverly Hills 90210, The Drew Carey Show*

and move to the "Group" icon at the bottom of the screen. Choose this option and let player two choose his/her character. Now player one must defeat player two. Then player two must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player one choosing the group select, and player two choosing a character. You will notice that player one will be playing as a different character in succession each time you do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player two, have player two continue and go back to the Fighter Select Screen again. Now have player one choose any character (not from the Group select this time). Meat will appear in place of your chosen fighter. He will have the same moves of the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.



Square, Triangle, Triangle, Circle, Triangle, Circle

**No Bonus Reset After Death:** Square, Triangle, X, Triangle, Circle, Square, Triangle, X

**Disable Cheats:** Square, Square, X, Circle, Circle, Circle, Circle, Triangle

### Level Passwords

Access the "Enter Code" Option and enter any of the following level passwords:

**Level 2:** Circle, X, X, X, Square, Circle, Square, X

**Level 3:** Circle, X, Circle, Circle, Square, Triangle, X, Triangle.

**Level 4:** Circle, Circle, Triangle, Circle, Triangle, Circle, Square, Square.

**Level 5:** Square, Triangle, Square, Triangle, Square, Triangle, Triangle, Circle

**Level 6:** Square, Square, Circle, Square, Triangle, X, Triangle, X.

**Level 7:** X, Triangle, Circle, Square, X, Triangle, Circle, Triangle

**Level 8:** Square, Circle, Circle, Triangle, Triangle, Square, Triangle, Square

**Level 9:** Square, Circle, X, Triangle, Square, Square, X, Circle

**Level 10:** X, Triangle, Square, Circle, Triangle, X, X, X

**Level 11:** Circle, Square, Triangle, Square, Circle, Triangle, Square, Triangle

**Level 12:** Circle, X, X, X, Triangle, X, X, Square

**Level 13:** Square, Triangle, Triangle, Circle, Circle, X, Circle , Circle

**Level 14:** Square, Square, Triangle, Circle , Circle, Triangle, Circle, X

**Level 15:** Circle, Triangle, X, Square, Circle, Triangle, Triangle, Triangle

**Level 16:** Circle, Square, Triangle, X, Circle, Circle, Circle, Square

**Level 17:** X, Circle, Triangle, X, Square, Square, Square, Circle

**Level 18:** Circle, Triangle, Circle, Circle, Triangle, Square, Square, X

**Level 19:** Square, X, Circle, Square, Circle, X, X, Triangle

**Level 20:** Circle, Square, Triangle, Square, Square, Square, Square, Square

**Level 21:** Circle, Circle, Circle, Circle, Triangle, X, Triangle, Circle

**Level 22:** Circle, X, Circle, Triangle, X, Circle, Triangle, X

**Level 23:** Square, Square, Triangle, Circle, Triangle, X, Circle, Triangle

**Level 24:** Circle, Circle, Square, Triangle, Square, Triangle, Triangle, Square

**Level 25:** Circle, X, Triangle, X, Square, Triangle, X, Circle

**Level 26:** Square, Circle, Circle, Circle, X, Circle, X, X

**Level 27:** Square, Square, Triangle,

**5+**

Total millions of games sold for the Crash Bandicoot franchise to date

## Moto Racer

### Many Cheats

These codes are to be entered on the Title Screen (with Start/Options): **View Credits** - Press O, T, O, O, T, O, Up, Right, Left, X.

**View Victory FMV Sequence** - Press O, T, O, T, O, T, L1, Up, R2, X.

**Enable All Tracks** -Press Up, Up, Left, Right, Down, Down, O, R2, T, X.

**Enable All Reversed Tracks** - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.

**Night Mode** - Press Up, O, L1, Down, T, L2, O, Left, R1, X.

**Reverse Mode** - Press Left, Right, Left, Right, O, O, R1, L1, T, X.

**Pocket Bikes** - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.

**CPU Bikes Only Go 50 km/h** - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.

**Turbo Boost** - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

## N20

### Many Cheat Codes

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:

**Firewall Cheat:** X, X, Square, X, X, X, Triangle, Triangle

**Weapons Cheat:** Square, X, Circle, Square, X, Square, Circle, Square

**Infinite Lives:** Circle, X, X, Triangle, Square, Triangle, Square, Circle

**Access any Level:** Square, Triangle, Circle, Triangle, X, Triangle, Square, X

**Bonus Ship:** X, X, X, Square, Triangle, Circle, X, Triangle

**Bonus Level Access:** Square, Square, Square, Triangle, Circle, Triangle, Square, Square

**Water Effect On:** Circle, X,

**%**

## PS GAMERS' POLL

**Which game series needs to die before any more sequels come out?**

**33.3** Toshinden

**16.8** Crash Bandicoot

**16.6** Gex

**13.7** Tomb Raider

**10.9** Final Fantasy

**8.6** Resident Evil

**Source: videogames.com online poll**

Circle, X, X, Square, Triangle.
**Level 28:** X, X, Circle, Triangle, Square, Circle, X, Square.
**Level 29:** Square, Square, Circle, Circle, Circle, Circle, Circle, Circle.
**Level 30:** Square, Circle, X, Triangle, Triangle, X, Circle, X.

## Namco Museum Vol. 4

### Hidden Game

Go into the museum and from the information booth, go right and up the stairs. Now, turn to the left and you will see a room next to the game rooms called the X-Room. Go into this room and hold the L1+L2+R1+R2+Up simultaneously. With these held, press Triangle. You will hear a sound and the room will flash white for a second. To the right of the dark room will be a woman with green clothes. Stand in front of her and press X. She will then disappear and you will be left with the pedestal in the middle of the room and the words "Assault Plus" flashing above it. Access the pedestal and the arcade game will be the new Assault Plus game.

highlight "Enter Secret Code" and press the X button. Now, enter the following codes—they are case sensitive, so enter them exactly as shown:
**Seaweed** (Underwater court)
**Scary** (Home team in Halloween costumes)
**Freaky** (Away team in Halloween costumes)
**Cloak home** (Home team selected player is invisible)
**Cloak away** (Away team selected player is invisible)
**Eyepatch** (Create player with eyepatch)
**Monocle** (Create player with monocle)
**Toque** (Create player EA Toque)
**Prisoners** (Hitmen be free)
**Lizard** (Chameleon Home Team)
**Reptile** (Chameleon Away Team)

## NCAA Football '98

### Many Cool Codes

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team, or a cool code. Check

Enter **TSTR** for '91 Washington.
Enter **CEVHETS** for '89 Colorado.
Enter **WMIXJ** for '89 Miami.
Enter **WHVCIR** for '89 Alabama.
Enter **REGRZOJ** for '88 Notre Dame.
Enter **AAYI** for '88 W. Virginia.
Enter **WEVKIM** for '87 Miami.
Enter **VLAICRAM** for '87 Oklahoma.
Enter **AERE** for '86 Penn State.
Enter **WREHSTAEH** for '86 Miami.
Enter **HTOYOMS** for '85 Oklahoma.
Enter **HREG** for '85 Penn State.
Enter **EIWQOH** for '83 Miami.
Enter **IGSI** for '83 Nebraska.
Enter **ZOWS** for '82 Georgia.
Enter **CCHN** for '82 Penn State.
Enter **FSYT** for '79 USC.
Enter **AGIG** for '79 Ohio State.
Enter **IEEIH** for '78 Penn State.
Enter **EERC** for '68 USC.
Enter **VOIGWRES** for '68 Ohio State.
Enter **LMTE** for '65 UCLA.
Enter **TIBURON** for Tiburon team.
Enter **EASPORTS** for EA Team.

### Hidden Stadiums

Just go to the Stadium Select Screen in Exhibition Mode. Then hold down L2 and R2 for random select. Repeat this several times and then scroll to the bottom of the

**AMGMRC** - Mercedes Benz CLK GTR
**ROCKET** - El Niño Supercar

### Multiple Cheats

Do these codes immediately after you press Start on the "Race" Screen (right before it loads in the level):
**Horn Cheat** - Press and hold Start+Select+R1+L2. In the game, press Up to use your horn. When your opponent or another car is close to you, it will flip into the air and crash!
**Slow Motion** - Press and hold Up+X+Triangle. This will slow the game down by about 20 percent.
**Increase Car Weight** - Press and hold Select+Square+X. This enables you to push most cars off the road (especially the police in Hot Pursuit Mode)!
**Police Talk** - This makes the cops talk differently in Hot Pursuit Mode.
**Different Accent:** Up+R1+L2 German: Up+R2+L1 Spanish: Down+R2+L1 Italian: Left+R2+L1 French: Right+R2+L1

## NFL Blitz

### Blitz Cheats

These codes worked on the arcade, and now they also work for the

## NASCAR 98

### Various Game Cheats

EA Sports Car: This trick can only be done in Exhibition Mode. Go to the Race Setup/Select Car Screen and highlight the Kenny Wallace car. Then hold X and press Up and then Down. Faster Car: To build a faster car you must go into the Car Setup Screen. From there put the pressure all the way up, the wedge all the way down, the rear spoiler all the way down and the gear ratios all the way up. Pinnacle Car: This trick only works in Exhibition Mode as well. Go to the Race Setup/Car Select Screen and highlight Bobby Labontes' car. Hold X and press Up then Down.

## NASCAR Racing

### Hidden Tron Game

To access the hidden game, wait until the Papyrus logo fades out and then press the Start button quickly and repeatedly on the second controller. If the cinema continues to play, then you entered the code wrong. The hidden game should appear instantly, if entered correctly. Note: It might take a few tries to access the game. Reboot the system to try again.

## NBA Live 98

### Easter Egg Codes

To enable the Easter egg codes, begin a regular game (Exhibition, etc.), and after choosing your teams, go to the User Setup Screen. Choose "Start New" and enter the name: Secrets. Press Start to confirm the name then press the Circle button to activate the Secrets Menu. To enter the codes, go to Secrets Menu and

out these tricks:
**ELECTRICH** - Electric Football
**SEE FMV** - Enables the FMV Menu
**WHOLE POLL** -
See 112 teams in the poll
**GB SPEED** - Fast Players
**COOLSITE** - Show all stadiums
**EASPORTS** - EA Sports Team
**TIBURON** - Tiburon Team
**SHORT QUART** - 15-second quarters

### Hidden Teams

Go to the "User Record" Screen and enter the following. You should hear, "It's In The Game!" if entered correctly.
Enter **JEXLAD** for '96 FSU.
Enter **DTEL** for '94 Penn State.
Enter **RSGPC** for '94 Oregon.
Enter **ANOYSAJ** for '94 Miami.
Enter **MYLQLOH** for '93 FSU.
Enter **SNXAI** for '93 Nebraska.
Enter **ZDDJOT** for '92 Alabama.
Enter **WYGGKEP** for '91 Miami.
Enter **EGAXRIM** for '91 Nebraska.
Enter **KCIZRE** for '91 Michigan.

stadium selections to choose from many more.

## Need For Speed III

### Access Cars, Views and Tracks

From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords for various results:
**SPOILT** - This gives you all the regular cars and tracks.
**SEEALL** - Additional camera views are now available (Access the "cameras" option).
**Bonus Tracks:**
**PLAYTM** - Toy Room Car track.
**XCAV8** - Caverns Underground Track.
**XCNTRY** - Auto Cross Canyon Track.
**MNBEAM** - Space Race Space Station Track.
**GLDFSH** - Scorpio-7 Underwater Track.
**MCITYZ** - Empire City Bonus Track.
**Bonus Cars:**
**1JAGX** - Jaguar XJR-15

PlayStation version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to do the code.
**For No CPU Assist press:** Jump (1X), Pass (2X) and pad Down. (Note: Only works in Two-player Mode.)
**To Show More Field press:** Jump (2X), Pass (1X) and pad Right.
**For Fog On press:** Jump (3X) and pad Down.
**For Fast Turbo Running press:** Jump (3X), Pass (2X) and pad Left.
**For Huge Head press:** Jump (4X) and pad Up.
**For Thick Fog press:** Jump (4X), Pass (1X) and pad Down.
For Super Blitzing press: Jump (4X), Pass (5X) and pad Up.
**For Big Ball press:** Jump (5X) and pad Right.
**To Hide Receiver Name press:** Turbo (1X), Pass (2X) and pad Right.

# Tricks

**10,000**

Commentary phrases can be heard in Triple Play 98

**For Tournament Mode press:** Turbo (1X), Jump (1X), Pass (1X) and pad Down.
For Random Play Choice press: Turbo (1X), Jump (1X), Pass (5X) and pad Left.
**For Super Field Goals press:** Turbo (1X), Jump (2X), Pass (3X) and pad Left.
**For Big Players press:** Turbo (1X), Jump (4X), Pass (1X) and pad Right. (Note: These tricks work on a preproduction version of the game and are subject to change.)

## NFL GameDay 98

### Easter Egg Cheats

At the Main Menu Screen, access the Options, then choose Easter eggs.
Now pick the "Add Entry" Option and enter one of these cheats:
**credits** - Shows credits
**equal teams** - All players equal
**quiet crowd** - Crowd quieter
**busy ref** - Lots of unfair penalties
**loud mouth** - Loud PA announcer
**blind ref** - Ref doesn't call PI or personal fouls
**crunch time** - Louder hit noises
**big foot** - Long field goals
**gloves** - Great hands for receivers
**toast** - Bad pass coverage
**leech** - Great pass coverage
**hatchet** - Forearm shiver is juiced.
**bettis** - Shoulder charge is juiced.
**juice** - Hyper speed burst
**jack hammer** - Super stiff arm
**rejection** - Defensive jump is higher.
**flea circus** - Players are tiny and quick.
**watery ai** - Catch-up speed high; pursuit angles are wrong.
**virtual polygons** - Flat players
**humongous** - All players are huge.
**thin air** - Special stadium and teams
**look ma** - Players have stumps for arms.
**horsemen** - Players have no heads.
**show off** - CPU does only High Steps.
**gd challenge** - Hidden difficulty level
**deep gray** - CPU remembers 30 plays.

**cpu offense** - CPU offense gets a speed juice.
**cpu defense** - CPU defense gets a speed juice.
**psychic** - CPU cheats on every play call.
**fire drill** - Player and ball speed are very high.
**nyse** - Swim moves are juiced.

## NFL GameDay 99

### Easter Egg Cheats

From the Main Menu Screen, highlight and access the Options. On the Options Menu, highlight and access the Easter Eggs Option.
Now choose to add and put in any of the codes as shown:
**CREDITS** - Shows game's credits
**EVEN TEAMS** - Both teams are evenly matched.
**BIG BALLS** - Huge football
**HAMSTRUNG** - Blow a hamstring after using speed burst.
**WEAK** - Bad coverage
**BLINDERS** - No penalties
**BIG HITS** - Harder tackles
**STEEL LEG** - Kick longer field goals
**STICKEM** - Tighter coverage
**ITS IN THE FPS** - Frame-rate changes
**PRIME TIME** - More celebrations
**TELE TUMMY** - Have TV on players' chest
**DAVIS** - Better running
**ROCKET MAN** - Longer dives
**BOBO** - Players' last names are all Bobo.
**PRESIDENTS** - Players' last names are all ex-presidents.
**EURO LEAGUE** - Players' last names are all European.
**SPORTS** - Players' last names are all 989 Sports personnel.
**RED ZONE** - Players' last names are all Red Zone personnel.
**HOOPS** - Players' last names are all basketball players.
**FLEA CIRCUS** - Tiny players
**GRUDGE MATCH** - Different-colored field and no goal posts
**PLAYING CARDS** - Flat 2D players like cards
**FLAT LAND** - Flat players
**BUNYON** - Short, stocky players
**POP WARNER** - Skinny, kidlike players
**SLIDESHOW** - After the game, see all the cheerleaders.
**HOT SHOT** - Faster passes
**GD CHALLENGE** - Harder CPU
**CPU SCORES** - Better CPU offense
**CPU STUFFS** - Better CPU defense
**MIND READER** - CPU knows what formations to use on your play.
**COFFEE BREAK** - Faster game speed
**SWIMMERS** - Better swim move
**PUPPETS** - Players have strings attached to them.
**STAMINA** - No fatigue

## NFL Quarterback Club 98

### Secret Teams, Many Cheat Codes

**Secret Teams:**
At the Main Menu Screen, move to the Enter Cheat Option. Inside the Cheat Screen, enter any one of these codes for various results:
**Fumble Mode:** GTNHNDS - Players constantly fumble the ball.
**Slippery Play:** SPRSLYD - Players slip all over the field.
**Sticky Hands:** STYCKYHNDS - Players will always catch the ball.
**Unlimited Downs:** DWNDRV - Enables an unlimited number of downs.
**Extra Fast Players:** MCHLJNSN - Gives a speed boost for players.
**Small, Wide Players:** JPNSMWR - All players are short and flat.
**Many Cheat Codes:**
On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:
**8DWNDRV**: Player gets eight downs.
**RNLDSWZNGR**: Strength attribute for all players is at maximum.
**BRDWYNMTH**: Pass accuracy is set to maximum for all QBs.


## NFL Quarterback Club 98

### Secret Teams, Many Cheat Codes

Secret Teams: At the Main Menu Screen, move to the Enter Cheat Option. Inside the Cheat Screen, enter any one of these codes for various results:
**Fumble Mode:** GTNHNDS—
Players constantly fumble the ball.
**Slippery Play:** SPRSLYD—
Players slip all over the field.

**Sticky Hands:** STYCKYHNDS—Players will always catch the ball.
**Unlimited Downs:** DWNDRV—Unlimited number of downs
**Extra Fast Players:** MCHLJNSN—Gives a speed boost for players.
**Small, Wide Players:** JPNSMWR—All players are short and flat.
Many Cheat Codes: On the Main Menu, access the Enter Cheat Option. Now enter any of these codes for various results:
**8DWNDRV:** Player gets eight downs.
**RNLDSWZNGR:** Strength attribute for all players is at maximum.
**BRDWYNMTH:** Pass accuracy is set to maximum for all QBs.


**4/2/98**

Date SCEA sold its 10 millionth system in North America

## NFL Xtreme

### Player Alterations

From the Main Menu Screen, choose the Rosters Option. In the Rosters Screen, choose "Create Free Agent."

On the CreateFreeAgent Menu, enter the following first and last names for the results as shown:
**GEORGE GIRAFFE** - The quarterback has a neck like a giraffe.
**LAMEBOY LENNY** - All players walk around like they are lame.
**BIGHEAD BOBBY** - All players have huge heads.
**MONKEY MICKY** - All players have huge arms.
**TINY TOM** - All players are tiny. You don't have to sign them on a team. Just leave them in the free agent pool. Remember, you can change their stats so they don't have 40 of everything. Also, you can mix and match codes together for different results!

## NHL Breakaway 98
### Many Cheats and Secrets
**Cheat Menu** - At the Main Menu Screen, press Left-C, Right-C, Left-C, Right-C, R button, R button. The Cheat Menu will appear as a new option on the bottom of the screen.
**Perfect Player** - At the Create Player Screen, enter your player's name as Jim Jung. After you enter that name, all of his stats will be maxed out!
**Player Inspection** - At the Create Player Screen, press any of the C buttons to rotate your player in any direction.
**Bonus Points** - At the Season Mode Main Menu Screen, enter this code for extra bonus points:
Left-C, Left-C, Right-C, Right-C, Left-C, Left-C, Right-C, Right-C, R button.
**Pull Computer's Goalie** - After beginning your game, press Start to pause and then go into the Game Options setting. Now go to the Controller Setup and move your controller to the other team's side. Now go into the Team Options and then choose the Pull Goalie Option. Now go back into the Game Options again and on the Controller Setup Screen, move back to your original team. Now the computer's goalie will be out of your way!

## One
### All Weapons and Stage Select
At the Main Menu Screen, move over and choose the "Load Game" Option. Then pick "Enter Password." Put in one or both of these codes for the results as shown:
**MAXPOWER** - Gives you access to all the weapons.
**HEVYFEET** - Opens up the Stage Select Screen where you can choose to start from any of the six levels.

## Pitfall 3D
### Awesome Password Cheats
At the Title Screen, highlight and access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following codes for the results shown:
**GIVEMELIFE** - Adds to lives to the next game launched.
**PLAYMOVIES** - Plays all movies.
**PITFALLCOMIC** - Plays all of the original comic-style cutscenes.
**STEVECRANEME** - Gives the player 99 lives.
**2DHARRY** - Causes Harry to be displayed in 2D.
**ZEROGHARRY** - Causes Harry to float and twist in the game.
**BIGHEADHARY** - Makes Harry's head really big.
**STOPTALKING** - Turns off in-game quips.
**CREDITS** - Password to gain access to the Credits sequence.
**CRANESBABY** - Password to gain access to the Original Pitfall game. Within the Original Pitfall game, you can do a variety of codes:
**R1+R2** - Toggles "Gary" head (programmer of the 2600 version).
**R1+Circle** - Toggles "Elvira" head (daughter of lead programmer).
**R1+Triangle** - On the screen with the crocodiles, it makes the one on the right say, "Hi Mom!"
**L1+L2** - Toggles infinite lives.
**Pitfall Credits:** Holding the R1 button at the end of the last credit ("Thanks to families" Screen) brings you to self-congratulatory credit.

## PS GAMERS' POLL

**Which of the following video game series would you most like to see turned into a movie?**

33.0 Final Fantasy
29.0 Resident Evil
18.7 Tomb Raider
8.0 Castlevania
6.7 Tekken
4.7 Doom

**Source: videogames.com online poll**

## Pocket Fighter
### Play as Akuma and Dan
These characters are very simple to get, but just in case you haven't found them yet, go to the Player Select Screen and move Left of Ryu to find Akuma and move Right of Ken to find Dan.

## Ogre Battle
### Hidden Stages
To get a hidden stage, follow this method. In the beginning of the game when you are asked by Warren to enter your name, put in "FIRESEAL." on the Password Screen. Go through the questions and after a little loading, the Map Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game. For a music test, enter your name as MUSIC/ON. The game will load and the Music Mode Screen will appear.

## Rascal
### Level Skip
From the Title Screen, access the Options and move to the Key icon. Press X and then you will be able to enter a password. Now, enter the word, HOUSE. It will tell you that you have a valid password. Now go back to the Title Screen and start your game. Now press R1 to cycle through the available levels, and R2 to choose the specific room of that level. Now hold R1 and you will jump to that specific stage!

## Reboot
### Level Skip
At the Main Menu Screen, where it says, "New Game," enter one of these codes quickly (Note: Free Shield and Full Glitch Energy do not work with each other. Enter only one of them at a time):
**Free Shield w/Every Glitch Pick-Up** - Down, R1, Left, Right, L2, R2, Left, Right, Up.
**Full Glitch Energy** - Right, L1, Up, Right, Down, L1, R1, Up, Down, Left.
**Play as Enzo** - Up, Left, Down, Left, Down, L1, R1, Right, Down, Right.

## Resident Evil: Director's Cut
### Double Ammo Trick
Double the ammo every time you pick up clips. To do this, you must be at the Main Menu. Highlight Advanced Mode and press and hold Right until advanced turns green. When it does, start the game. Now all the ammo you pick up is doubled.

## Resident Evil 2
### Secret Characters and Costumes
To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.
To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.
To get the alternate costumes you must first go and kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way all the way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open that and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and he will fire faster.

# Tricks

## Resident Evil 2: Dual Shock Version

### Play Chris Redfield and Ada

To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

## Road Rash 3D

### Double Damage Facing Forward

In any race, hold the L2 button and you'll get the far view. While holding this, press and hold the R2 button. Holding both of these buttons while racing will give you double the damage for your hits without looking backward!

## San Francisco Rush

### Extra Cars

Select your track and vehicle. Next, choose your transmission and hold one of these on the Loading Screen:
**R1:** Buggy Car, **L1:** Mini Truck
**Triangle:** U.F.O.
(Note: You must hold one of these buttons for the entire time the game loads the level).

## Skullmonkeys

### Maximum Lives, Free Halo

To get the maximum amount of lives in the game (99), just enter this code while the game is paused: L1, Triangle, Down, Left, Circle, Select, Square, Right. To get a free Halo, which will protect you from one hit, pause the game and enter the following trick: R2, Circle, Circle, Down, Left, Circle, Right, Down.

## Spawn

### Various Codes

**Level Skip -** Pause the game, then hold down L1 + R1 + L2 + R2 and press Triangle, X, Square, Circle, Circle, Circle.
**Invincibility -** Pause the game, then hold down L1 + R1 and press Triangle, Triangle, X, X, Square, Circle.
**Invisibility -** Pause the game, then hold down L1 + R1 and press Square, Square, Circle, Circle, Triangle, X.
**All Power-ups -** Pause the game, then hold down L2 + R2 and press Triangle, Circle, Square, X, Triangle, X.
**All Items -** Pause the game, then hold down L2 + R2 and press X, Square, Circle, Triangle, Square, Circle.
**Reset Physical Ability -** Pause the game, then hold down L1 + R1 and press X, Circle, Triangle, Square, X, Circle.
**Reset Magic Ability -** Pause the game, then hold down L1 + R1 and press Triangle, Circle, X, Square, Triangle, Circle.

## Spice World

### New Title Screen, Big Spice Girls and New Dance Moves

**New Title Screen:**
After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Triangle, Triangle, Circle. You will hear a cheer. Let go of the buttons and press L1+R1+L2+R2+Start+Select at the same time. This will reset the machine and then show the Spice Girls covered up only by the backs of chairs!
**Big Spice Girls:** After choosing a girl from the "dancing" Title Screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Circle, Square, Circle, Square.
**New Moves:** After choosing a girl from the "dancing" title screen, go to the screen where the girl is standing on the planet. Now hold the Start button and press Square, Triangle, Circle, Triangle. Now there will be new moves at the studio.

## Star Wars: Masters of Teräs Käsi

### Many Cheats and Hidden Characters

The following tricks are to be done during the Character Loading Screen and can be done in the Versus and Practice Modes only.
**Big Head** - Hold the Select button during loading.
**Super Deformed** - Hold the Select, Down and X keys during loading.
**Tiny Mode** - Hold Select, Down, X and R2 buttons during loading.
The following characters or arena select features can only be unlocked if "Player Change at Continue" in the Options Menu is set to "No," which is the default setting.
**Unlock Darth Vader** - Play through Arcade Mode with Luke Skywalker on "Standard" or "Jedi" difficulty.
**Unlock Stormtrooper** - Play through Arcade Mode with Han Solo on "Standard" or "Jedi" difficulty.
**Unlock Jodo Kast** - Play through and win against seven or more characters in "Survival Mode."
**Unlock Slave Leia** - Play through Arcade Mode with Princess Leia on "Jedi" difficulty.
**Unlock Mara Jade** - Hold the L1, L2 and R1 buttons as you enter Team Mode on "Jedi" difficulty. After the computer selects the characters, you will see "Battle for Mara Jade." Win the battle and she will be released.
**Unlock the Ability to Select Arenas** - (Practice and Arcade only) Play through Arcade Mode with Chewbacca on "Standard" or "Jedi" difficulty.

## Street Fighter EX+ Alpha

### Hidden Bonus Barrel Game

To get the bonus barrel game, go to the Mode Select Menu and highlight "Practice." Press Start, then Up, Up, Right, Up, Right, Up and Start again. A message will appear that says, "Here Comes a New Game Mode." Now go into Practice Mode and you will see a new option called "Bonus Game." Choose any character, and you will be playing the bonus barrel stage from Street Fighter II!

### Hidden Characters

This code has now been confirmed on the U.S. version of the game, but the commands have changed slightly. On the Mode Select Screen, highlight the Practice Option and press Select, Up,

## Street Fighter Collection

### Play as Akuma and Cammy

To play as Akuma, pick Super Street Fighter II Turbo on Disc 1 and choose the Arcade or Versus Mode. Now highlight Ryu. Press and hold L1 and then immediately press R1. Akuma's shadow will appear. Cammy is hidden on Disc 2 of the collection. To get her you must first play through with M. Bison and get a first-place score. Enter your initials as CAM. She will now be available for VS. and Training Mode only. To get her, highlight Bison and press Start twice on him.

**22,000**

Average number of daily hits to www.playstation.com

Right, Down, Right, Select. You will see "Here Comes a New Challenger" on the bottom of the screen. You now have access to Cycloid Gamma, Cycloid Beta, Killer Hakuto and Evil Ryu!

## Tenchu

### Incredible Cheats

LEGEND: L = D-pad left, R= D-pad right, U = D-pad up, D = D-pad down, S = Square button, C = Circle button, T = Triangle button, X = X button

**Increase Item Capacity to 99**
On the Items Screen -
L, L, D, D, S, S, T, S while holding the L1 button.

**Unlock All Hidden Items**
On the Items Screen -
L, L, D, D, S, S, T, C while holding the R1 button.

**Increase Item Inventory**
On the Items Screen -
L, L, D, D, S, S, T, X while holding the L2 button.

**Restore Health**
On the Pause Screen -
L, L, D, D, S, S, T, S.

**Unlock All Levels**
On the Mission Select Screen -
L, L, D, D, S, S, T, S while holding the R2 button.

**Enable Japanese Voice Over**
On the Mission Select Screen-
L, L, D, D, S, S, T, C while holding the L1 button.

**Enable Enemy Layout Selection Screen**
On the Mission Select Screen-
L, L, D, D, S, S, T, X while holding the R1 button.

**Enable Ayame Sexy Armor**
You must be playing as Ayame. At the item selection screen with armor displayed as an option enter -
L, L, D, D, S, S, T, C
If the command is entered successfully the number of available armor will drop from 1 to 0.

## Theme Hospital

### Level Passwords, Clean Hospital

From the Main Menu, access the Password Option. Enter the button codes for the levels as shown here:

**Level 2** - X, Circle, Square, Triangle, Triangle, Circle, Square, X
**Level 3** - Circle, Circle, Triangle, Square, X, Triangle, Circle, Triangle
**Level 4** - Square, Triangle, Circle, Square, X, X, Triangle, Circle
**Level 5** - Circle, Triangle, Square, Circle, X, Triangle, Circle, Square
**Level 6** - Square, Triangle, Square, Circle, X, Square, X, Circle
**Level 7** - Square, Triangle, Triangle, Circle, X, Square, Triangle, Circle
**Level 8** - X, Triangle, Square, Circle, Triangle, Circle, Square, X

Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

## TOCA: Touring Car Championship

### Many Cheats

Enter these names when you are naming your driver, then the game will announce, "Cheat Mode enabled" then you enter your name as normal.

**JHAMMO** - To access more tracks
**CMLOCK** - To lock tracks back up
**PATSCREEM** - To obtain TOCA Showdown, mirrored championship
**CMNOHITS** -
Disable collision detection
**CMSTARS** - Staring Sky Mode
**CMTOON** - Cartoon background
**CMDISCO** - Volcanic track
**CMCOPTER** - Helicopter view
**CMGARAGE** - Bonus tank
**CMCHUN** - Go-kart Mode
**CMLOGRAV** - Low gravity
**CMRAINUP** - Reverse falling rain
**XBOOSTME** - Fast Mode, all cars driving faster
**CMMICRO** - Micro Machines Mode
**CMDISCO** - Gives multicolored fog
Enter these names when you are naming your driver, then the game will announce, "Cheat Mode enabled" then you enter your name as normal.

## Tomba!

### Unlimited Hit Points

While playing Tomba!, if you are low on hit points, just find a save point and save the game. After you do this, press Start and choose "load game" and load the game that you just saved and you will have full hit points!

## Triple Play 99

### In-Game Cheats

To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:

**Cheat Homerun** - Triangle, Square, Triangle, Circle, X, Square, Left, Right
**Cheat Strike Out** - Up, Down, Triangle, Square, Triangle, Circle, X, Square
**Cheat Crowd Comment** - Up, Triangle, Down, X
**Cheat Weather Comment** - X, Down, Triangle, Up
**Cheat Sponsor Comment** - Left, Square, Right, Circle
**Cheat Nickname Game** - Circle, Right, Square, Left
**Cheat Historical** - Up, Triangle, Right, Circle
**Cheat Stadium Info** - Down, X, Right, Circle
**Cheat Crowd Applause** - Triangle, Up, Up, Triangle
**Cheat Crowd Cheer** - Square, Left, Left, Square
**Cheat Crowd Ooh** - X, Down, Down, X
**Cheat Boo** - Circle, Right, Right, Circle
**Cheat User Cam** - Right, Left, Up, Down, Right, Left
**Cheat Overview of Batter** - Left, Square, Up, Triangle

## Vigilante 8

### Many Incredible Codes

**Hidden Vehicles**—From the Main Menu Screen, access the Options. Choose Game Status and then press the Circle button for the passcode. Enter this password: WMNNWLHTSCUCLH. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.
**Monster Wheels**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: MONSTER_WHEELS. Every vehicle's tires will now be huge!
**Deadly Missiles**— From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: DEADLY_MISSILE. Your interceptor missiles will do more damage.
**Lighter Cars**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: REDUCE_GRAVITY. The vehicles will jump higher.
**Invincibility**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: I_WILL_NOT_DIE. You will now be invulnerable to all hits.
**Same Vehicle**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: SAME_CHARACTER. In Arcade Mode, you can choose opponents that are the same as your car.**Increase Difficulty**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: HARDEST_OF_ALL. Your opponents will now be more aggressive and the game will be more difficult.
**No Enemies**—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: GO_SIGHTSEEING. This allows you to pick "no enemies" in Arcade Mode.
**Play Your Own CDs**—When you are in the middle of playing the game, press Start to pause. Now press the Open button on the PlayStation. Replace the Vigilante 8 CD with any standard music CD of your choice. Now you can choose the track you want to play in the game. The only drawback to this is that you have to swap the disc again when the level ends.
**Secret Moves**
Every weapon has two secret moves. One move for each weapon is revealed

## Turbo Prop Racing

### All Boats, Courses, Etc.

Put in any of these codes at the one-player "Name Selection" Screen. You will hear a horn if they were entered correctly.
Note: _ is a space that goes before some of the codes.
**To unlock all of the boats enter:** _boa.
**To view all of the full-motion video** sequences enter: _str.
**To unlock all of the Day courses enter:** _day.
**To unlock all of the Night courses enter:** _nit.

**To unlock all Mirror courses enter:** rrim.
**All boats are now ducks enter:** _qak.
**To get access to the hurricane boat enter:** hurr.
**To unlock all of the Fractal Tracks enter:** frac.
**To always finish in first place enter:** winr.

# Tricks

**$25,000**

Daily fee for Lara Croft to "pose" in a virtual fashion shoot (serious fashion designer inquires only)

in the manual. Here are the rest:
**Interceptor Missiles** - Halo Decoy: Up, Up, Down, Fire Machine Guns. Cost = two missiles.
**Bull's-Eye Rockets** - Stampede: Up, Down, Up, Fire Machine Guns. Cost = five rockets.
**Sky Hammer Mortar** - Turtle Turnover: Down, Down, Down, Fire Machine Guns. Cost = two shells.
**Bruiser Cannon** - Cow Puncher: Down, Up, Up, Fire Machine Guns. Cost = two shells.
**Roadkill Mines** - Cactus Patch: Left, Right, Up, Fire Machine Guns. Cost = one to six mines.

## WarCraft II: The Dark Saga

### Many Incredible Cheats

Last month there were some incredible cheats for this game. Now, here are even more codes to enhance its play value. Just go to the Password Screen specified by the set of cheats and enter them at the Password Screen for the results shown below:
**Gameplay Cheats:** (Enter these while paused in the middle of play at the Password Screen)
**Game Victory** - NTTCLNS
**Game Loss** - YPTFLWRM
**Don't End Game** - NVRWNNR
**Easier Lumber** - HTCHTXNS
**FMVs:** (Enter these at the Main Menu Password Screen.)
**New Opening** - CLMX
**TOD Opening** - TDPNNG
**Human TOD Act II** - HKHZMD
**Human TOD Act III** - NRTHLN
**Human TOD Act IV** - RTNTZR
**Human TOD Victory** - HTDVCT
**Orc TOD Act II** - RCKHZM
**Orc TOD Act III** - QLTHLS
**Orc TOD Act IV** - TDSFDR
**Orc TOD Victory** - RCTDVC
**DP Opening** - DPPNNG
**Human DP Act II** - DRNRTH
**Human DP Act III** - HWRNTH
**Human DP Act IV** - HMSRFV
**Human DP Victory** - HDPVCT
**Orc DP Act II** - BRNNGF
**Orc DP Act III** - RCGRTS
**Orc DP Act IV** - PRLDTN
**Orc DP Victory** - RCDPVC
**Missions:** (Enter these on the Main Menu or Pause Screen Password Options.)
**Human TOD 1** - HLLBRD
**Human TOD 2** - MBSHTM
**Human TOD 3** - HSTHSH
**Human TOD 4** - TTCKNZ
**Human TOD 5** - HTLBRD
**Human TOD 6** - DNLGZ
**Human TOD 7** - GRMBTL
**Human TOD 8** - TYRHND
**Human TOD 9** - BTTLTD
**Human TOD 10** - PRSNRS
**Human TOD 11** - BTRYLN
**Human TOD 12** - BTTLTC
**Human TOD 13** - SSLTNB
**Human TOD 14** - GRTPRT
**Orc TOD 1** - ZLDR
**Orc TOD 2** - RDTHLL
**Orc TOD 3** - RCSTHS
**Orc TOD 4** - SSLTNH
**Orc TOD 5** - RCTLBR
**Orc TOD 6** - BDLNDS
**Orc TOD 7** - FLLFST
**Orc TOD 8** - RNSTNT
**Orc TOD 9** - RZNGFT
**Orc TOD 10** - DSTRCT
**Orc TOD 11** - DDRSSQ
**Orc TOD 12** - TMBFSR
**Orc TOD 13** -SGFDLR
**Orc TOD 14** - FLLFLR

## WarGames: Defcon 1

### All One-Player W.O.P.R. Levels

From the Title Screen, access the Options. Now go to the "Choose Game Type" Option. Select the Two-player: W.O.P.R. Co-op. Now go to the Select Mission Option.
Highlight and choose Level 2. Now enter this button sequence: Circle, X, Circle, Circle, X, Circle, X, X, Circle. Now go back to the Main Menu, go into Options again and access "Choose Game Type." Now choose one-player: W.O.P.R. Go into the Select Mission Option and you will see that all of the missions are open! Choose your starting level and you're on your way!

## WCW Nitro

### Secret Characters, Rings, Etc.

**Hidden Characters:** To get all of the secret characters start the game and get to the Title Screen. Once there press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, and Select. If done correctly you will hear a noise.
**Hidden Rings:** This code will give you a couple new rings to play on. To start you must be on the Options Screen and have the ring option highlighted. Then press R1, R2, R1, R2 or L1, L2, L1, L2 and Select. This will scroll the ring over in a direction and eventually give you access to a new one.
**Swelled Head:** To make your fighter's head grow each time that you get hit or hit someone, press R1, R1, R1, R1, R1, R1, R1, R2 and Select on the Character Selection Screen.
**Big Head:** To start the match with a big head press L1, L1, L1, L1, L1, L1, L1, L2 and Select on the Character Select Screen.

## WWF War Zone

### Play as the Trainer/ Big Head Code

On the Main Menu Screen, press L1, R1 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:
**Wrestle as Training Mode wrestler:** Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."
**Big Head Mode:** Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

## X-Men vs. Street Fighter

### Tag Team and Full Combo Gauge

Now there's finally a way to switch characters in the middle of the game! On the Main Menu Screen, quickly press Triangle, Triangle, Right, Circle, L1. The EX Option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game! To be able to switch characters, choose "Original" Game Mode and press Start. Now you must choose Versus Mode from the Main Menu, as the trick only works for two players. On the Character Select Screen, both players must pick the same characters, but in opposite positions. For example, if player one picks Ryu and then Ken, player two must pick Ken and then Ryu. Once you do this, choose your options and go into the game. To switch characters in the middle of play, press L1+R1 simultaneously. If you configured the buttons differently, press both H.Punch and H.Kick buttons at the same time to switch.

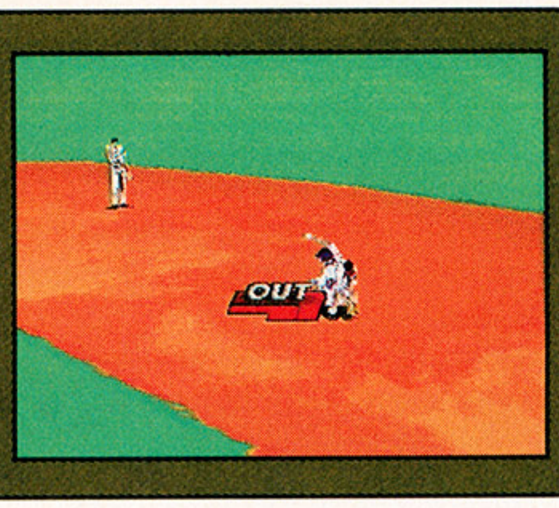
### Play as Akuma

OK, so Akuma is easy to find. In case you don't know where he's hidden, just go to the Player Select Screen and highlight any of the top characters (Juggernaut, Dhalsim, etc.). Now press Up. The hidden box with Akuma's face will appear, and you can play as him in any mode.

## VR Baseball 99

### Easy Outs

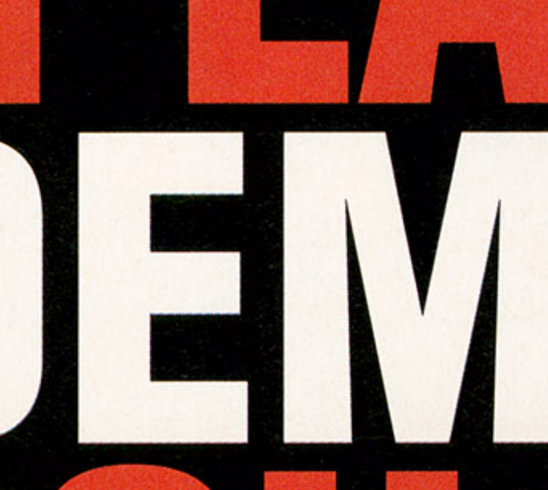
In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield. A computer player must only be on first base for this trick to work. Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out. If you're quick enough, it will work every time!



On Sale Everywhere

# Official U.S. PlayStation Magazine

# THE ONLY MAGAZINE WITH A FREE PLAYABLE DEMO DISC EACH MONTH!



# Tricks

# ART

# PRO

## Bust-A-Move 3
### Another World
At the Title Screen, when "Press Button to Start" is flashing, press A, Left, Right, A. A tiny picture of the final Boss will appear in the lower right-hand corner of the screen. When you begin the One-player Mode, you will have activated Another World!

## Daytona USA: CCE
### Supercar and Two Horses
For the Supercar Daytona hold X+Y+Z+R and then press C to select your game. Daytona will appear at the Car Select Screen.
For Uma enter the Daytona code, return to the Main Menu and hold X+Z+L. Then press C to select your game.
For Uma 2 enter the Uma code, return to the Main Menu and hold L+R+Y+Z. Then press C to select your game.

## Duke Nukem 3D
### All Weapons, God Mode
To enter a kind of Debug Mode where you can enter in some cheat codes to affect play, you must press and hold X, Y and Z for about 10 seconds at the Main Menu Screen. If you held it long enough you will see "input info on" appear on the bottom of the screen. Once that code is entered press pause while in game and hit these keys for special modes.
All Weapons: **Z, X, X, Z, Y, Z, Y, X, Y**
God Mode: **X, Z, Z, X, Y, X, Y, Z, Y**
### Hidden Death Tank Game
(Note: You must also have the Saturn version of Quake to do this trick.) To find a hidden game in Duke Nukem 3D, you must first have a saved game from Quake in your Saturn memory. Now go to the Main Menu Screen in Duke Nukem 3D and you will see an extra option at the bottom called "Death Tank." Access this option to get a hidden multiplayer (up to six with a multitap) game that pits tiny tanks against each other. Win each game and collect power-ups for your tanks. It's a blast!

## Last Bronx
### Many Hidden Codes
This game has many secrets to it. One secret is the Special Difficulty Levels. Once you have opened the door of your Saturn and started the game 15 times, you will be rewarded with three new difficulty settings: Defense, Berserk and Judo.
**Portraits:** There are three sets of portraits for each character. Obtaining these portraits will open up other cheats. In order to get them you must play through difficulty levels Normal, Hard and Arcade. You must play through each level without losing to a single fighter.
**Joke Weapons:** Once you obtain all three portraits for a character you will be able to get the weapon for that character. The column that your character is in is the direction that you must press and hold. For example, for Joe press and hold right on the D-pad.
**Movies:** If you enter into Saturn Mode and play through you will be rewarded with a movie of your character and his archenemy. Press the A or C buttons to watch the movie and the B button at any time to return to the Movie Viewing Screen.

## Magic Carpet
### Cheat Mode
To access this Cheat Mode, go to the Options Screen and play sounds: **11, 31, 15, 5, 26 and 22** in that order. If done correctly, "Cheat!" will appear at the top of the screen and a Level Select Option will appear at the bottom. Choose the level you wish to play and begin your game. Pause, then press the **X** button to access all the spells, the **Y** button to finish the level or **Z** button to get extra mana.

## Manx TT
### Sheep Code
To get the Sheep code, go to the Transmission Select Screen and press: Up, Up, Down, Down, Left, Right, Z, Y. If this code is done correctly, you will hear the sheep make a noise. Then begin your race and you will be on the back of the sheep, trotting along to the finish line!
### Tantalus Bike
At the Main Menu Screen, highlight and choose the Arcade Mode. Select your course on the next screen and then on the Transmission Select Screen, quickly press L, L, R, R, Left, Right, Left, Z, Y, Z. You have a very short time to do this code, so you must enter it before the screen changes. Next, wait for time to run out. When you begin the race, you will see that your bike is grey and your rider will have the Tantalus logo on his back. This bike is speedier than the normal ones, so it should give you a decent advantage over your opponents.

## Mega Man 8
### Animation Test
To access an animation test, where you can check out all of the movies of the game, highlight the "Bonus Mode" on the Title Screen. Now press and hold the top L and R buttons. With these held, press Start. The animation test will now be available under the Voice Test in the Bonus Mode.

## Mega Man X4
### New Suits of Armor
To get new suits of armor for Mega Man and Zero, enter these codes at the Character Select Screen. It doesn't seem like the new suits come with extra abilities, but they sure look cool:
**Mega Man:** Highlight Mega Man on the Player Select Screen. Press the B button two times, then press Left six times. Finally, hold the L+R buttons at the same time and then press Start.
**Zero:** Highlight Zero on the Player Select Screen. Hold the R button and press Right six times. Release the R button, hold down the B button and then press Start.

## Battle Arena Toshinden URA
### Four New Characters and Easy Specials
At the Title Screen enter the following codes. Note: These codes need to be entered in the following order to work.
For Repli/Wolf enter: A, B, Z, X, Y and C.
For Special Weapons enter: A, Z, C, X, B and Y.
For Vermilion/Sho enter: A, Y, C, X, B and Z.

over 240

**Saturn games produced in the United States**

## Mortal Kombat Trilogy

**Chameleon Code**

To play as Chameleon in the game, choose any male ninja from the Character Select Screen. When asked to choose your destiny, pick any difficulty level and when "Loading" appears on the screen, press and hold High Punch+ High Kick+Run+ Block+Left (for player one) or +Right (for player two). Once the game level loads, your ninja will turn into Chameleon. He will switch between the different male ninja characters at random, giving you a variety of moves for the entire set of matches.

## NHL 97

**Net Players**

Choose "Exhibition" at the Play Mode Screen and select your teams. At the Name Entry Screen, put in the password: NETHOCKEY. When you begin your game, all of the players on both teams will look like hockey goals!

## Panzer Dragoon Saga

**Hidden Rooms**

There are a pair of hidden rooms filled with tons of goodies in the URU Underground Ruins.

Once you have beaten this level, go to the ruins with your dragon and make your way down one level to level B2F east. Once there fly to the large room to the north (the one with all of the unfinished monsters hanging from the ceiling). Between the large room and the hallway is a shadowed space that you can target and enter. Once you enter you will find yourself in a secret area marked B?F. There you will have to leave your dragon behind and go forward on a floater to gather all of the cool stuff. In order to get everything, you must go back and forth to this area five times. On one of the branches you will even find an entrance to a second hidden room, B??F.

## Quake

**Paul Mode, Weapons, Easy Difficulty**

At the Main Menu Screen, access the Options. Within the Options Screen, put in these codes for various results:

**All Weapons Added:** With "Customize Controls" highlighted, quickly press R, X, L, Z, L, R, Y, L, R, Y.

**Paul Mode:** With "Customize Controls" highlighted, quickly press R, L, X, Y, Z, R, L, X, Y, Z.

**Easy Difficulty:** With "Music Volume" highlighted, quickly press R, L, X, Y, Z, R, L, X, Y, Z.

Once the code has been entered, a confirmation message will appear behind the Options Menu.

## Scud: The Disposable Assassin

**Level Skip and Mimic Mode**

To get a level skip in this game, get to the Title Screen. Press and hold diagonally Down-Right and press Y button and Start simultaneously (This spells DRY). You will know it worked if you hear a hilarious skit called "Answering Machine" by the Dead Alewives on the Confirmation Screen. During gameplay in D-pad Mode, press Start to pause. Press the top L and R buttons simultaneously to skip to the next level.

To skip levels in Gun Mode, do the DRY code and pause the game by pressing Start on the gun. Use the trigger to select the Quit Option. After asking for confirmation, choose YES. You will advance to the next level.

To get Mimic Mode, do the DRY code again. Go in D-pad Mode. Choose two players with button B. On the Confirmation Screen, go to "Let's Play" and press C. When the screen fades to black, pull out controller two. Make sure you do this before the disc spins or it won't work. You'll be in control of two players after it's done loading. Using the first controller, you can control both characters and sport double the firepower! (Note: The skit is meant for a mature audience.)

## 10 HOT SS GAME IMPORTS

10 GT 24
9 Vampire Savior
8 Sexy Parodius
7 Salamander Deluxe Pack
6 Cyberbots
5 Bubble Symphony
4 Bomberman Wars
3 Radiant Silvergun
2 Dracula X
1 X-Men vs. Street Fighter

## Sonic R

**Play with the R**

On the Title Screen of Sonic R, just start moving the D-pad in all directions and press X, Y, A or B to change the colors of the R. This doesn't give any advantage in the game, but it's a fun waste of time.

## Sonic 3D Blast

**Enable Cheat Mode**

At the Main Title Screen, hold **Up-Left+A+C**. While holding these down, press **Start**. Then pause within the game and press the following at the Pause Screen to: Skip one act: **A**. Skip two acts and the Boss: **B.** to the final Boss: **C**. Get an extra life: **X**. Get an extra medal: **Y**.

## Street Fighter Alpha 2

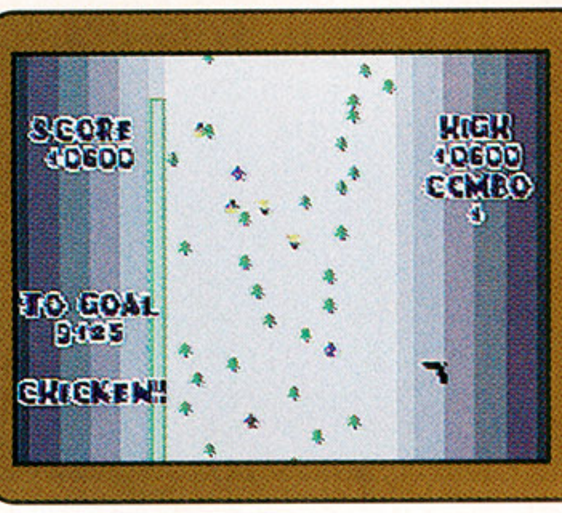
**Character Cheats**

At the Player Select Screen, do the codes as shown:

**Evil Ryu:** Highlight Ryu. Hold Start

## Sony Announces Emulator for SATURN

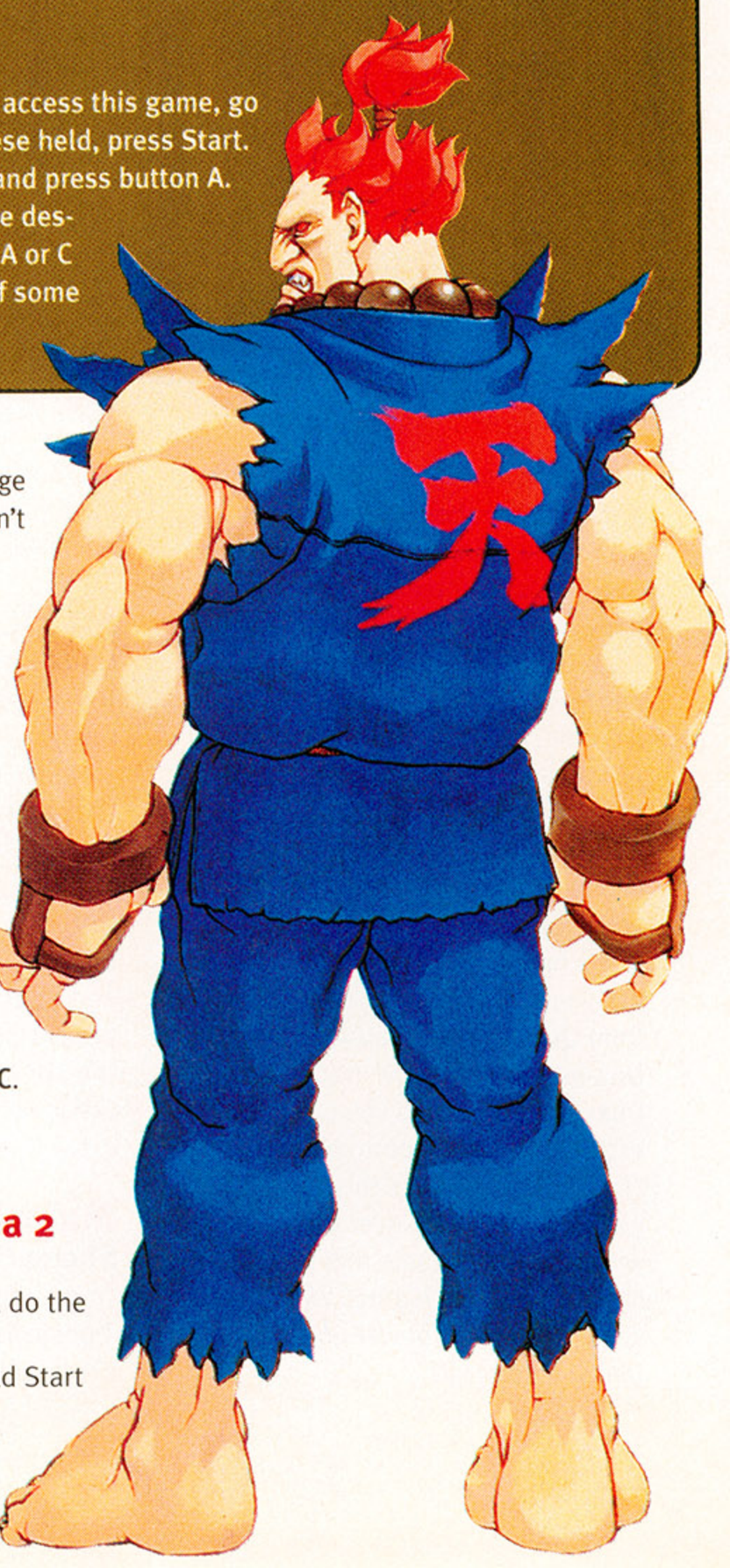
April Fools' Day 1998 fake story that ran on videogames.com—it talked about how the emulator would help the Saturn back on its feet. Ouch!




## Steep Slope Sliders

**Hidden Game**

This trick will get you a hidden game called "Steep Slope Shooters." To access this game, go to the Title Screen and hold X, Y, Z, B, C, L button and R button. With these held, press Start. While still holding them, use the D-pad and move down to the Options and press button A. In the Options, use the D-pad to highlight Exit and while still holding the designated buttons, press A. Now, Steep Slope Shooters will appear. Press A or C to start the game or B to exit. This is a silly game that will remind you of some of the first video game shooters ever made!



and move Right, Up, Down and Left. Then press any Punch or Kick button and let go of Start (Press Forward, Down, Down-Forward+ x3 Kick or Punch for his teleport move. Do it the opposite way to go backward).

**Super Turbo Edition Chun-Li:** Highlight Chun-Li. Hold Start for about five seconds then press any Kick or Punch button and let go of Start.

**Champion Edition Dhalsim:** Highlight Dhalsim. Hold Start and move Left, Down, Right, Up. Then press any Kick or Punch button and let go of Start.

**Champion Edition Zangief:** Highlight Zangief. Hold Start and move Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down. Then press any Kick or Punch button and let go of Start.

### Super Akuma

Super Akuma has been found on the Saturn! To access him, highlight Akuma on the Player Select Screen. Hold Start and move Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down. Then press any Kick or Punch button and let go of Start.

### New Winning Poses

To get Sakura to do some fancy victory animations any time you win, just do the following tricks: **Little dance:** Hold button B as soon as you win; **Kick off shoe:** Hold button A as soon as you win. They will work every time.

### Rapid Fire In Training

Access the Training Mode, and when you get to the Character Select Screen, press and hold the top R button + Start while you choose your character. Then let go and pick your computer opponent. When the match begins, you can hold any button that does a move and it will automatically be in Rapid Fire Mode!

## Street Fighter Collection

### Hidden Characters

This awesome collection has a couple of secret characters. Follow the methods below to find each one:

**Play as Akuma** - On Disc 1, choose the Super Street Fighter II Turbo game and on the Player Select Screen (in either Arcade or Versus Mode), highlight Ryu, hold the L button and then press the R button. Akuma's shadow will appear and you can use him.

**Play as Cammy** - On Disc 2, begin a one-player Arcade Mode game on Street Fighter Alpha 2 Gold and win the game with M. Bison, getting first place (above 50,000 points). Enter your high score name as CAM. Now choose Versus Mode, and if you have the Shortcut Option on, you will see a list of names. The last name on the list will be Cammy. Now you can choose her as a playable character.

## Thunder Truck Rally

### Vehicle Cheats

Go to the Main Menu Screen and enter the following for various results. You will hear a burp, if entered correctly:

**Big Trucks**: L1, R2, L2, R1 and Up. Your truck will have a new shape!

**No Damage**: Left, Left, Left, Left, Up, Down, L1 and R2. You'll have no worries of breaking down.

**Super Car**: L2, Left, Right, Up, Down, R2. Now you can zoom ahead to the first position!

## TNN Motor Sports Hardcore 4X4

### Many Cheat Codes

On the Main Menu Screen, access the Race Type (Steering Wheel icon) and choose "Time Trial" within this option. After this, access the Key icon. Now highlight "1 Driver" and press A. Choose four drivers. Move down and change the number of laps to one. Move down again and access the "Edit Names" icon. Enter the names for each player in this order as shown: Fiddle, With, Vehicle, Mekanixs. Put the four words in the four-player name slots. Press button B. Move to "Begin Race" and start. While playing, press the top L button and Z simultaneously to bring up the bars in the "Fiddle" Menu, press Z to go forward and X to go backward through the menu bars. You can mess with the gravity, stiffness, spring length, wheel extend, shock absorbers, steering speed, moment of inertia, engine power and friction factor. Use the top L and R buttons to increase or decrease the amount of each factor on the bar.

The next cheat will give you access to all the class types. Select the Time Trial Option and then access the Key icon again. Choose one Driver and three Laps. Move to "Edit Names" and enter your name as NOVICE (put two spaces after the word). Press button B two times to go back to the Main Menu. Highlight the Class Option (Hands icon) and access it. You will now be able to play in the Pro and Extreme classes. The last set of cheats should be entered while the game is paused. The directions are as follows on the controller: U=Up, D=Down, L=Left, R=Right.

RALLYDULL: Adds a fixed-camera view.

CRAZYCAR: Three more boosts when there are none left.

ABRACADABRA: Turns cars into tanks on Desert level.

LLLAAALLLAAA: Makes current lap the last one when you are in the first position.

BLACCAR: Makes you the mother truck.

DAZCRAZYDAZ: Enables alternative end-position commentary.

CARDULLDULLDULL: Enables edit physics cheat.

## True Pinball

### Table Tilt Cheat

At the Main Menu, choose the Tables Option and then choose one of them. When the table appears, press Down, Right, Up, Down, Right, Left Shift, Right, Down, Down. You will hear some new music, and the introduction music will no longer be playing. From now on, you will not be able to tilt the table during play, so nudge the table all you want!

**9/99**

Projected U.S. launch date for Saturn's successor, Dreamcast

## Soviet Strike

### Incredible Cheat Codes

While at the Password Screen enter the following cheats:
For **Unlimited Fuel** enter: **COLDPIZZA** (Your fuel should then return back to 100 after running out.)
For **One Extra Life** enter: **FREEBIE**
For **Four Extra Lives** enter: **VOODOO**
For **4X Weapon** power enter:
**GABRIEL** (This cheat is one you definitely ought to try!)
For **Fuel Consumption at half speed** enter:
**ALBATROSS**
Put in these level codes to advance you further into the game:
Black Sea—KRAZHA
Caspian—VERBLUD
Dracula—YADRO
Kremlin—PERIWOROT

**5/10/95**

The Saturn's U.S. Birthdate

# EGM'S REVIEW CREW Game Index

We gotta admit, reviewing games for a living is a damn sweet gig...even during those months when the crap games seem to outnumber the good games. But when we compiled this list of every video game the *EGM* Review Crew has ever rated, we were stunned. Can you believe we've reviewed over 2,000 games in the last 112 issues of *EGM*? Do you have any idea how many thousands of man-hours that is spent playing video games? Betcha feel real sorry for us, don't you?

Anyway, here's nine and a half years of hard work, listed out for you for easy referencing. From the Lynx to the Game Boy, from the CDi to the 3DO, and from the NES to the Nintendo 64...it's all here. You won't find a bigger, more thorough list of reviewed games anywhere else.

## NINTENDO 64

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**1080° SNOWBOARDING** — Nintendo
If you're not crazy enough to really snowboard, this is the game for you. • 9.5 / 8.0 / 7.5 / 8.5

**AEROFIGHTERS ASSAULT** — Video Systems
While this may not be the best flight sim around, it's not too bad. • 7.0 / 7.5 / 7.5 / 6.0

**AEROGAUGE** — ASCII
This one tries to be F-Zero, but comes up way short. • 5.0 / 6.5 / 6.0 / 5.0

**ALL-STAR BASEBALL '99** — Acclaim
Now this is the way to play baseball on your Nintendo 64. • 8.0 / 8.0 / 8.5 / 8.0

**AUTOMOBILI LAMBORGHINI** — Titus
A fun racer that's fun to say. Automobili Lamborghini. Say it...it's fun. • 8.5 / 8.5 / 7.5 / 6.5

**BANJO-KAZOOIE** — Nintendo
Take the plumber out of Mario 64, beef up the graphics, and you have this. • 9.5 / 9.5 / 9.0 / 9.5

**BIO F.R.E.A.K.S.** — Midway
This fighter should have been a bit less freaky and a lot more fun. • 4.5 / 6.0 / 5.5 / 4.0

**BLAST CORPS** — Nintendo
This original, fast-paced game has you demolishing a load of buildings. • 9.0 / 9.0 / 8.5 / 8.5

**BODY HARVEST** — Midway
Hop into one of many available vehicles and squash an army of bugs. • 8.0 / 9.0 / 8.0 / 8.0

**BOMBERMAN 64** — Nintendo
Bomberman goes 3D in his first one-player adventure game. Bland Multiplayer Mode. • 7.0 / 8.0 / 7.0 / 9.0

**BOMBERMAN HERO** — Nintendo
Bomberman returns to the N64 in this simple adventure game. No Multiplayer Mode?! • 5.0 / 5.5 / 7.0 / 6.0

**BUCK BUMBLE** — Ubi Soft
This 3D adventure game features a cool hero (a cyborg bee), but it can be very tough. • 7.5 / 6.0 / 6.5 / 6.5

**BUST-A-MOVE 2: ARCADE EDIT.** — Acclaim
The classic puzzle game on the N64, with absolutely no improvements. • 7.0 / 5.5 / 9.0 / 4.5

**CHAMELEON TWIST** — Sunsoft
A 3D adventure game that's good for the kids. • 7.5 / 5.0 / 5.5 / 7.0

**CHOPPER ATTACK** — Midway
Now, we know that flying a helicopter has to be more fun than this game. • 2.5 / 6.0 / 5.5 / 5.5

**CLAY FIGHTER 63 1/3** — Interplay
This fighting game tries hard to be funny, but the joke gets old. Fast. • 7.5 / 5.0 / 6.0 / 6.5

**CLAY FIGHTER SCULPTOR'S CUT** — Interplay
Clay Fighter gives it another go, with a few new features. Still not very good. • 5.5 / 5.0 / 5.5 / 6.5

**CRUIS'N USA** — Nintendo
If you liked the arcade version, chances are you still won't like this one. • 5.0 / 5.5

**DARK RIFT** — Vic Tokai
A very average fighting game. Where are the great N64 fighters?! • 6.0 / 4.5 / 5.5 / 6.5

**DEADLY ARTS** — Konami
Dear merciful heavens! We honestly didn't think fighting games could be this bad. • 1.5 / 1.0 / 2.0 / 2.5

**DIDDY KONG RACING** — Nintendo
Diddy beats Mario in Single-player Mode, but falters in Multiplayer. • 9.0 / 8.5 / 9.5 / 9.0

**DOOM 64** — Midway
It's Doom but with pumped-up graphics and new levels. • 8.0 / 6.0 / 8.0 / 8.0

**DUKE NUKEM 64** — GT Interactive
Duke's first-person shooter arrives on the N64 after some heavy censorship. • 8.0 / 8.0 / 7.5 / 8.5

**EXTREME-G** — Acclaim
This futuristic racer has some competition coming up with F-Zero and WipeOut. • 8.0 / 9.0 / 8.5 / 8.5

**F-1 POLE POSITION** — Ubi Soft
If you want F-1 racing on the N64, there's a better game out there... • 6.0 / 7.0

**F-1 WORLD GRAND PRIX** — Nintendo
...and it's this one. This game is just more fun than Pole Position. • 8.0 / 7.5 / 8.5 / 7.0

**FIFA 64** — Electronic Arts
Ouch! Electronic Arts really screwed up their FIFA series with this game. • 5.0 / 5.5

**FIFA: ROAD TO THE WORLD CUP 98** — Electronic Arts
That's better, EA. This is how you're supposed to make a soccer game. • 8.5 / 7.5 / 7.5 / 8.5

**FIGHTERS DESTINY** — Ocean
Another average N64 fighter. There is a cow fighter in this one, however. • 7.0 / 6.0 / 7.5 / 6.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**FLYING DRAGON** — Natsume
You can be a normal or a super-deformed fighter, but it's still pretty bad. • 3.5 / 4.0 / 3.0 / 3.0

**FORSAKEN 64** — Acclaim
It plays a lot like Descent, but it looks a hell of a lot nicer. • 6.0 / 6.5 / 6.0 / 6.5

**F-ZERO X** — Nintendo
Incredible update to the classic SNES game, with some of the most exciting gameplay around. • 9.0 / 9.0 / 9.0 / 9.0

**GEX 64: ENTER THE GECKO** — Midway
The smart-mouthed lizard just can't compete with Mario and Banjo. • 6.0 / 5.5 / 5.0 / 5.5

**GOLDENEYE 007** — Nintendo
Even though it's been out for about a year now, this game still rules. • 9.5 / 9.5 / 9.5 / 9.0

**GT64: CHAMPIONSHIP EDITION** — Ocean
This racing game tries hard, but just doesn't do the genre justice. • 7.5 / 4.0 / 5.5 / 4.5

**HEXEN 64** — GT Interactive
Yikes. Here's how *not* to do a first-person shooter on the N64. • 4.5 / 5.5 / 4.5 / 5.0

**IGGY'S RECKIN' BALLS** — Acclaim
A weird racing game that's reminiscent of the SNES game Uniracers. • 5.5 / 7.5 / 7.0 / 7.0

**INTL. SUPERSTAR SOCCER 64** — Konami
You know, this was the best N64 socer game around until... • 9.5 / 9.0

**INTL. SUPERSTAR SOCCER '98** — Konami
...the sequel came out. Konami sure knows how to make a great soccer game. • 9.5 / 9.5 / 8.5 / 9.0

**JEOPARDY!** — GameTek
Just play along with the show on TV. Trust us, it's a lot more fun. • 3.0 / 5.0 / 3.5 / 4.0

**KILLER INSTINCT GOLD** — Nintendo
If you got into the arcade KI games, this will float your boat. • 8.5 / 6.0 / 7.0 / 6.0

**KNIFE EDGE** — Kemco
Sort of a light-gun game with no light gun. Plays OK, but isn't too exciting. • 4.5 / 7.0 / 6.5 / 4.0

**KOBE BRYANT IN NBA COURTSIDE** — Nintendo
There aren't many choices for N64 basketball games, but this one's pretty good. • 7.5 / 8.5 / 8.0 / 8.5

**MACE: THE DARK AGE** — Midway
Aargh! Another mediocre N64 fighting game! Capcom, where are you?! • 6.5 / 7.5 / 6.5 / 5.5

**MADDEN 64** — Electronic Arts
Electronic Arts brings Big John to the N64. • 9.0 / 9.0 / 8.0 / 8.0

**MADDEN NFL 99** — Electronic Arts
Wait...last year's version was 64, and this year's is 99. Where's the missing years? • 9.0 / 9.0 / 8.5 / 8.5

**MARIO KART 64** — Nintendo
"I'm-a Wario! I'm-a gonna ween!" Rockin' good multiplayer racing. • 9.5 / 9.5 / 9.0 / 9.0

**MIKE PIAZZA'S STRIKEZONE** — GT Interactive
If you must buy a baseball game for the N64, please don't buy this one. • 2.0 / 3.5 / 2.0 / 3.0

**MISCHIEF MAKERS** — Nintendo
A cute platform game from the master programmers at Treasure. • 7.5 / 8.5 / 8.0 / 8.0

**MISSION: IMPOSSIBLE** — Infogrames
We waited a long time for this one, and it's not very good. Stick with GoldenEye. • 6.0 / 6.5 / 5.0 / 5.5

**MLB FEATURING KEN GRIFFEY, JR.** — Nintendo
Not the worst baseball game for the N64, but not the best, either. • 6.5 / 7.0 / 8.0 / 7.5

**MORTAL KOMBAT 4** — Midway
Hey, it's Mortal Kombat in 3D...if you're into that sort of thing. • 6.5 / 6.5 / 6.5 / 7.5

**MORTAL KOMBAT MYTH: SUB-ZERO** — Midway
A side-scrolling MK game was a great idea. Too bad this game sucks. • 5.0 / 4.0 / 5.0 / 4.5

**MORTAL KOMBAT TRILOGY** — Williams
It's like the first three MK games combined. Talk about a deal. • 8.5 / 8.0 / 8.0 / 8.0

**MULTI-RACING CHAMPIONSHIP** — Ocean
Thank goodness the N64 driving games are getting better than this one. • 6.5 / 6.5 / 5.0 / 6.5

**MYSTICAL NINJA STARRING GOEMON** — Konami
Imagine Mario 64, but with a more Japanese feel and much goofier. • 9.0 / 8.0 / 8.0 / 7.0

**NAGANO OLYMPICS '98** — Konami
Konami did such a good job with their soccer game, we can forgive them for this. • 4.5 / 5.0 / 4.5 / 5.5

**NASCAR 99** — Electronic Arts
Hey, this driving game isn't all that bad. That's kinda rare on the N64. • 8.5 / 5.0 / 7.0 / 7.0

**NBA HANGTIME** — Williams
This is pretty much NBA Jam under a different name. • 8.5 / 7.0

**NBA IN THE ZONE '98** — Konami
We forgave Konami for Nagano, but we can't do the same for this one. • 3.5 / 3.0 / 4.5 / 5.0

**NFL BLITZ** — Midway
[Caption not written as writer has become addicted to NFL Blitz.] • 9.0 / 9.0 / 9.5 / 9.0

**NFL QUARTERBACK CLUB '98** — Acclaim
This game is not Blitz, but it is a lot more realistic. • 7.0 / 7.5 / 7.5 / 7.5

**NHL 99** — Electronic Arts
Electronic Arts brings their great hockey series to the N64 with terrific results. • 8.0 / 8.0 / 8.0 / 8.0

**NHL BREAKAWAY '98** — Acclaim
Even when it's warm outside, you can hit the ice on your Nintendo 64. • 7.5 / 7.0 / 8.0 / 6.5

**OFF-ROAD CHALLENGE** — Midway
No, no, no! This is not how one makes a fun and exciting racing game. • 5.5 / 3.0 / 4.0 / 5.0

**OLYMPIC HOCKEY '98** — Midway
Wait a second! This is just the Gretzky games with an Olympic license. Rip-off! • 5.0 / 5.0 / 5.5 / 3.0

**PILOTWINGS 64** — Nintendo
The original SNES game gets updated with some snazzy visuals. • 8.5 / 8.0 / 8.5 / 8.5

**QUAKE 64** — Midway
The popular computer game is lookin' mighty fine on the N64. • 7.5 / 8.5 / 8.5 / 7.5

**QUEST 64** — THQ
A frightfully dull 3D adventure/RPG. Just save the money for Zelda. • 3.0 / 4.0 / 3.5 / 4.5

**RAMPAGE WORLD TOUR** — Midway
Become a giant monster and destroy cities. It's better than that *Godzilla* movie. • 7.5 / 3.0 / 6.0 / 6.5

**ROBOTRON X** — Crave Entertainment
The old arcade game gets an overhaul for the '90s. • 8.5 / 8.0 / 7.5 / 7.0

**SAN FRANCISCO RUSH** — Midway
The music may suck, but as a driving game, it's pretty fun. • 7.0 / 7.0 / 6.5 / 6.5

**S.C.A.R.S.** — Ubi Soft
This odd racing game looks darn nice, but comes up short in the fun department. • 7.0 / 5.0 / 7.0 / 5.0

**SNOWBOARD KIDS** — Atlus
Some call it a mix between Mario Kart 64 and 1080° Snowboarding. • 8.5 / 8.0 / 8.5 / 8.0

**SPACE STATION SILICON VALLEY** — Take 2
This game may not have had too much hype, but it's actually quite fun. • 8.5 / 8.5 / 8.5 / 8.0

**STAR FOX 64** — Nintendo
This awesome space shooter helped introduce the Rumble Pak. • 9.0 / 9.5 / 9.0 / 9.0

**STAR WARS: SHADOWS OF EMPIRE** — Nintendo
Some levels aren't as great as others, but the game is still pretty fun. • 9.0 / 7.0 / 8.5 / 7.0

**SUPER MARIO 64** — Nintendo
How do you have an N64 and not know about Mario 64? Are you even human? • 9.5 / 9.5 / 9.5 / 9.5

**TETRISPHERE** — Nintendo
This is what would happen if you played Tetris on a beach ball. • 7.0 / 8.5 / 8.5 / 9.0

**TOP GEAR RALLY** — Midway
Not exactly the "top" game in the genre, but there are plenty below it. • 8.0 / 7.5 / 7.5 / 7.0

**TUROK: DINOSAUR HUNTER** — Acclaim
This is a good game with a few problems. That's why sequels are made, I guess. • 8.0 / 5.5 / 7.0 / 7.0

**VIRTUAL CHESS 64** — Titus
Remember the old PC game Battle Chess? This is like that only not as good. • 6.5 / 7.0 / 5.5 / 6.0

**WAIALAE CC: TRUE GOLF CLASSICS** — Nintendo
Not the best golf game around, but what other choices do you have? • 6.5 / 5.0 / 5.5 / 4.0

**WAR GODS** — Midway
A laughably bad 3D fighting game. Kabuki Jo? I mean, c'mon... • 6.0 / 4.5 / 5.5 / 5.0

**WAVERACE 64** — Nintendo
Here's how to make a good racing game. That water looks so real! • 9.0 / 9.6

**WAYNE GRETZKY HOCKEY** — Williams
A quick and easy-to-learn arcade-style hockey game that's tons of fun. • 8.0 / 8.5

**WAYNE GRETZKY HOCKEY '98** — Midway
Also quite a bit of fun, but too much like the original game. • 7.0 / 7.0 / 7.0 / 7.0

**WCW VS. nWO: WORLD TOUR** — THQ
A decent wrestling game that's much better with four players. • 6.5 / 5.0 / 6.0 / 6.5

**WCW/nWo REVENGE** — THQ
The sequel to World Tour takes all that was wrong with that game and fixes it. It's sweet! • 7.5 / 8.5 / 8.5 / 8.0

**WETRIX** — Infogrames
Proof that not all original puzzle games are automatically good. • 5.5 / 5.5 / 6.0 / 5.5

**WHEEL OF FORTUNE** — GameTek
Like Jeopardy!, this is another game show that just doesn't work on the N64. • 5.0 / 4.5 / 7.0 / 4.0

**WORLD CUP 98** — Electronic Arts
EA sure loves bringing us the soccer games. At least this one is good. • 8.0 / 7.0 / 8.0 / 8.0

**WWF WAR ZONE** — Acclaim
Creating you own wrestler is the best feature in this game. • 7.5 / 8.0 / 8.5 / 8.0

**YOSHI'S STORY** — Nintendo
Cute game for kids, but the SNES game Yoshi's Island destroys it. • 6.0 / 6.0 / 7.5 / 7.0

**1.4 Million**
N64 units were sold in North America during the first half of 1998

# PLAYSTATION

**2XTREME** — SCEA
Despite the claim of being "too extreme," some feel this sports game is extreme enough. • 8.0 / 5.0

**ADIDAS POWER SOCCER** — Psygnosis
While this isn't a bad soccer game, there are better ones out there. • 7.5 / 7.0

**ADIDAS POWER SOCCER '98** — Psygnosis
Apparently, after the first game, Psygnosis forgot how to make soccer games. • 4.5 / 4.5 / 2.0 / 4.5

**THE ADVENTURES OF LOMAX** — Psygnosis
Those lovable Lemmings star in their very own platform game. • 7.5 / 8.0 / 7.5 / 7.0

**AIR COMBAT 2** — Namco
This is really one of the best flight sims for the PlayStation. • 9.0 / 8.0 / 8.5 / 8.0

**ALIEN TRILOGY** — Acclaim
An Acclaim movie-based game that's actually good?! It happened here, folks. • 8.5 / 9.0 / 9.0 / 9.0

**ALL-STAR BASEBALL '97** — Acclaim
Frank Thomas lays down the hurt in his second PlayStation game. • 5.5 / 6.0

**ALUNDRA** — Working Designs
This great RPG plays a lot like the old Genesis game, Landstalker. • 9.0 / 9.0 / 8.0 / 8.5

**ANDRETTI RACING** — Electronic Arts
This racing game is about the only way you're going to see Mario on the PlayStation. • 7.7 / 8.0

**ARCADE'S GREATEST HITS/ATARI COL. 1** — Midway
Asteroids, Battlezone, Centipede, Missile Command, Super Breakout and Tempest. • 6.5 / 5.5 / 5.0 / 5.5

**ARCADE'S GREATEST HITS/ATARI COL. 2** — Midway
Paperboy, Gauntlet, RoadBlasters, Crystal Castles, Marble Madness and Millipede. • 7.0 / 6.5 / 6.5 / 7.5

**ARCADE'S GREATEST HITS/MIDWAY COL. 2** — Midway
Root Beer Tapper, Spy Hunter, BurgerTime, Moon Patrol, Joust 2, Splat! and Blaster. • 7.0 / 7.5 / 7.0 / 7.0

**ARMORED CORE** — SCEA
Fast-paced mech shooting with just a dose of strategy. • 8.5 / 8.0 / 8.5 / 8.0

**ARMORED CORE: PROJECT PHANTASMA** — ASCII
This is more of an add-on disc than a sequel. Could have used more improvements. • 5.0 / 5.0 / 5.5 / 5.0

**A-TRAIN** — Maxis
The simulation has you building and maintaining a railroad. • 8.5 / 7.5 / 6.0 / 6.0

**AUTO DESTRUCT** — Electronic Arts
This driving/action game is actually pretty fun. • 7.0 / 8.0 / 6.5 / 7.5

**AZURE DREAMS** — Konami
One of the better RPGs out for the PlayStation. • 8.0 / 8.0 / 8.0 / 7.0

**BALLBLAZER CHAMPIONS** — LucasArts
This is a remake of LucasArts' old computer cyber-soccer game. • 8.0 / 6.0 / 7.5 / 7.0

**BATMAN & ROBIN** — Acclaim
What's this? A bad movie-based game from Acclaim? How could this happen? • 3.0 / 2.0 / 2.0 / 2.5

**BATTLE ARENA TOSHINDEN** — SCEA
This was the most impressive fighting game of the time. It sold a ton of PlayStations. • 8.5 / 7.5 / 8.0 / 8.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**BATTLE ARENA TOSHINDEN 2** — Playmates
This was much like the first, but with some improvements and new characters. • 8.5 / 8.0 / 8.0 / 8.0

**BATTLE ARENA TOSHINDEN 3** — Playmates
The third Toshinden game loses some of the charm of the series. • 7.0 / 7.0 / 8.0 / 6.5

**BATTLESPORT** — Acclaim
The 3DO's fairly fun futuristic sports game comes to the PlayStation. • 6.5 / 6.5 / 5.0 / 5.5

**BATTLE STATIONS** — Electronic Arts
Tries to mix action and strategy, but it just doesn't work. • 4.5 / 4.5 / 3.5 / 3.0

**BEAST WARS: TRANSFORMERS** — Hasbro Interactive
This game is an insult to the name Transformers. • 4.0 / 7.0 / 4.5 / 3.5

**BEYOND THE BEYOND** — SCEA
One of the first PlayStation RPGs seems dull by today's standards. • 8.0 / 6.5 / 7.5 / 8.0

**BIG BASS WORLD CHAMP.** — Hot-B
This is a fishing game, not some sort of low-rider competition. • 7.5 / 8.0

**BIO F.R.E.A.K.S.** — Midway
A cheesy fighting game with a few good ideas and weird characters. • 5.5 / 3.5 / 5.0 / 4.0

**BLACK DAWN** — Virgin
Hop into your combat helicopter and take out the bad guys. • 7.0 / 7.5 / 7.0 / 7.0

**BLAST CHAMBER** — Activision
A unique futuristic sports game that had you competing in a rotating room. • 8.5 / 7.5 / 8.5 / 6.0

**BLASTO** — SCEA
The late Phil Hartman provided the title character's voice in this 3D action game. • 5.0 / 7.5 / 6.5 / 6.5

**BLAZING DRAGONS** — Crystal Dynamics
A comical adventure game set in a kingdom of dragons. • 7.5 / 8.0 / 8.0 / 8.5

**BLOODY ROAR** — SCEA
A very good fighter that lets you change from human to animal forms. • 8.5 / 8.5 / 8.0 / 6.5

**BOGEY: DEAD 6** — SCEA
There's not many flight sims on the PlayStation, but this one is good. • 8.0 / 6.0 / 6.5 / 6.0

**BOTTOM OF THE 9TH** — Konami
Konami's baseball game proved to be a big disappointment. • 5.0 / 6.0

**BOTTOM OF THE 9TH '97** — Konami
Konami's follow-up to their original game wasn't that much of an improvement. • 6.5 / 6.5

**BRAHMA FORCE** — Jaleco
Not bad for a first-person action game. • 8.0 / 7.0 / 8.0 / 8.0

**BREATH OF FIRE III** — Capcom
The popular SNES RPG series continues on the PlayStation. • 8.5 / 8.5 / 7.5 / 8.0

**BROKEN HELIX** — Konami
Like Pitfall 3D, the voice of Bruce Campbell made this game. • 8.0 / 7.5 / 6.0 / 7.0

**BROKEN SWORD** — THQ
A well-animated, point-and-click adventure game. • 8.0 / 7.0 / 6.0 / 7.0

**BRUNSWICK BOWLING** — THQ
An easy to pick up and fun bowling game with a great physics model. • 8.0 / 6.0 / 3.0 / 6.0

**BUBSY 3D** — Accolade
How not to make a 3D platform game. Exhibit A: Bubsy 3D. • 3.0 / 4.5 / 3.0 / 2.5

**BUG RIDERS** — GT Interactive
A not-all-that-fun flying game where you ride on oversized insects. • 5.0 / 4.0 / 3/0 / 4.5

**BUSHIDO BLADE** — SCEA
A strange and ultra-realistic weapon-based fighting game. • 9.0 / 7.0 / 7.0 / 6.5

**BUST-A-MOVE 2: ARCADE EDIT.** — Acclaim
Addicting little puzzle game that has you shooting down bubbles. • 7.0 / 8.5 / 8.5 / 8.0

**BUSTER BROS. COLLECTION** — Capcom
It's all the classic Buster Bros. games in one. Wotta deal! • 9.0 / 8.0 / 8.0 / 8.0

**C: THE CONTRA ADVENTURE** — Konami
Konami! You've taken the good name of Contra and destroyed it. I hope you're happy. • 3.5 / 4.5 / 2.0 / 3.5

**CAESARS PALACE** — Interplay
A gambling game that's just not as fun as it could have been. • 3.0 / 6.0 / 4.5 / 5.5

**CARDINAL SYN** — SCEA
Thank goodness for Namco, or we'd all be playing bad 3D fighters like this one. • 4.0 / 5.0 / 3.5 / 3.0

**CART WORLD SERIES** — SCEA
This racing game is good, but certainly not the best for

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**CASTLEVANIA: SYMPHONY OF THE NIGHT** — Konami
If only Konami could have done the PS Contra game as well as they did this one. • 9.0 / 9.0 / 9.5 / 9.5

**CIRCUIT BREAKERS** — Mindscape
It plays a lot like Micro Machines, and plays just as well. • 8.5 / 8.5 / 8.5 / 8.0

**CITY OF THE LOST CHILDREN** — Psygnosis
A weird 3D adventure game based on the obscure movie. • 6.0 / 5.5 / 6.0 / 7.0

**CLOCK TOWER** — Ascii
Fear the Scissorman in this horror adventure game. • 8.5 / 8.0 / 8.0 / 6.0

**COLONY WARS** — Psygnosis
One of the best space combat sims ever made. This includes PC games. • 9.5 / 9.5 / 8.5 / 9.5

**COLONY WARS: VENGEANCE** — Psygnosis
This one looks even better than the first one (which is saying a lot), but man, is it hard. • 8.0 / 8.5 / 9.0 / 9.0

**COMMAND & CONQUER** — Westwood Studios
The awesome PC real-time strategy series hits the PlayStation hard. • 9.0 / 9.0 / 9.0 / 8.5

**COMMAND & CONQUER: RED ALERT** — Westwood Studios
This prequel to Command & Conquer has plenty more to do. • 8.5 / 8.5 / 9.0 / 9.0

**COMMAND & CONQUER: RED ALERT RETAL.** — Westwood Studios
This game is made up of the two add-on Red Alert discs that came out on the PC. • 8.0 / 8.0 / 8.0 / 8.5

**COOL BOARDERS** — SCEA
This snowboarding game is fun, but not incredible. • 7.0 / 7.0

**COOL BOARDERS 2** — SCEA
More snow-in-your-face action that's better than the original. • 7.0 / 8.0 / 7.5 / 5.5

**COURIER CRISIS** — GT Interactive
You are a bike courier in this dull action game. • 5.0 / 5.0 / 7.5 / 3.5

**CRASH BANDICOOT** — SCEA
The PlayStation found a good mascot with this awesome game. • 8.5 / 8.5 / 8.5 / 8.0

**CRASH BANDICOOT 2** — SCEA
Naughty Dog, programmers of Crash, have come a long way since Way of the Warrior. • 9.5 / 8.0 / 8.0 / 8.5

**CRIME KILLER** — Interplay
"Kill" crime by racing around city blocks shooting at cars. • 4.5 / 5.5 / 5.5 / 4.0

**CRITICAL DEPTH** — GT Interactive
To put it bluntly, it's Twisted Metal underwater. • 7.5 / 8.5 / 7.0 / 6.0

**CROC** — Fox Interactive
This decidedly Mario 64-ish action game starring a cute little crocodile. • 7.5 / 7.5 / 7.5 / 7.5

**CRYPT KILLER** — Konami
Looking for a good gun game? This one is goofy, but not very good. • 4.5 / 4.5 / 5.5 / 4.0

**DARK FORCES** — LucasArts
This Star Wars 3D shooter could have been much better. The PC version sure was. • 5.5 / 4.0 / 5.5 / 4.5

**DARKLIGHT CONFLICT** — Electronic Arts
A decent space sim, but it's outclassed by Colony Wars. • 6.0 / 7.5 / 5.5 / 5.5

**DEAD OR ALIVE** — Tecmo
A fighting game featuring women with...um...well, OK...big bouncy boobs! • 7.0 / 8.0 / 7.0 / 8.5

**DEATHTRAP DUNGEON** — Eidos
We've taken Tomb Raider and sucked out all the good parts. This is what's left. • 3.5 / 5.0 / 6.5 / 4.5

**DESCENT** — Interplay
Fly a ship through corridors while blasting enemy ships. • 7.0 / 7.5 / 7.5 / 7.5

**DESCENT MAXIMUM** — Interplay
Highly inferior sequel to Descent. More of the same. • 5.0 / 4.5 / 6.5 / 5.0

**DESTRUCTION DERBY 2** — Psygnosis
This game vastly improves on the original. Race and smash cars. • 8.5 / 9.0

**DEVIL DICE** — THQ
Rotate dice in a mad attempt to clear the board in this great puzzle game. • 9.0 / 9.0 / 9.5 / 8.0

**DIABLO** — Electronic Arts
A great port of the PC adventure game. "Diablo" means "devil" in Spanish. • 8.5 / 8.5 / 8.0 / 8.0

**DIE HARD TRILOGY** — Fox Interactive
A 3D adventure game, a gun game and a driving game. It's three games in one! • 9.0 / 8.5 / 9.0 / 8.5

**DISCWORLD** — Psygnosis
Terry Pratchett's twisted fantasy world comes alive in this adventure game. • 8.5 / 8.5 / 8.5 / 8.5

**DISCWORLD 2: MORTALITY BITES!** — Psygnosis
More British humor abounds in this hilarious sequel. • 7.5 / 6.5 / 7.0 / 7.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**DISRUPTOR** — Universal Interactive
Not all too bad for a Doom clone. The enemies kinda sucked, though. • 7.5 / 6.0 / 8.5 / 8.0

**THE DIVIDE: ENEMIES WITHIN** — Virgin
Huge levels and a neat plot were the highlights of this average game. • 4.5 / 5.0 / 6.0 / 6.5

**DRAGON BALL GT: FINAL BOUT** — Bandai
While not a horrible fighting game, it's not nearly as good as the manga or anime. • 8.0 / 6.0 / 7.0 / 6.5

**DRAGONHEART** — Acclaim
A side-scroller based on a movie?! Why did this game need to be made? • 4.5 / 4.0 / 5.0 / 4.5

**DYNASTY WARRIORS** — Koei
Surprisingly good fighting game from the folks who normally make war sims. • 8.0 / 8.5 / 8.0 / 8.0

**EINHÄNDER** — SCEA
This awesome shooter takes the genre to the next level. • 9.5 / 9.0 / 9.5 / 9.0

**ELEMENTAL GEARBOLT** — Working Designs
This weird light gun game is loaded with atmosphere. • 8.0 / 8.0 / 8.0 / 8.0

**EXCALIBUR 2555 A.D.** — Sir Tech
If you want to play a good 3D adventure game, just get Tomb Raider. • 6.5 / 7.5 / 5.0 / 6.0

**F1 RACING** — Psygnosis
Not a bad racing game to get, but there's always Turismo. • 7.0 / 7.5

**FADE TO BLACK** — Electronic Arts
This is a 3D sequel to the hit Out of This World. • 8.5 / 7.5 / 8.0 / 8.0

**FELONY 11-79** — Ascii
This action/driving game could have been much better had it been longer. • 7.0 / 6.5 / 6.5 / 6.0

**FIFA 97** — Electronic Arts
EA seems to be slipping on their soccer games. • 6.5 / 7.0

**FIFA: ROAD TO THE WORLD CUP 98** — Electronic Arts
While this is better than FIFA 97, it's still not as great at the games used to be. • 6.5 / 7.0 / 8.0 / 7.5

**FIGHTING FORCE** — Eidos
It could have been called "Final Fight 3D." It also could have been a bit better. • 8.5 / 7.0 / 7.5 / 7.5

**FINAL DOOM** — Williams
Yeah, like we believe that this is the "Final" Doom. It's just more levels of Doom. • 6.0 / 5.0 / 7.0 / 6.5

**FINAL FANTASY VII** — SCEA
You may not have heard, but there's this really good RPG out called Final Fantasy VII. • 9.5 / 9.5 / 9.5 / 9.5

**FINAL FANTASY TACTICS** — SCEA
It's a more strategy-oriented Final Fantasy game, and as expected, it's quite good. • 9.5 / 9.0 / 8.5 / 8.5

**FORMULA ONE CHAMP. EDIT.** — Psygnosis
Hey, it's a Formula One game, and a pretty good one at that. • 9.0 / 7.5 / 8.5 / 8.0

**FORSAKEN** — Acclaim
Not as fun as Descent, but it looks real purdy. • 6.0 / 6.0 / 4.0 / 6.5

**FOX SPORTS GOLF '99** — Fox Interactive
There are plenty of better golf games out there. • 5.5 / 5.0 / 4.5 / 5.5

**FOX SPORTS SOCCER '99** — Fox Interactive
Fox makes a better soccer game than it does a golf game. • 8.0 / 6.5 / 6.0 / 5.0

**FRANK THOMAS BIG HURT BASEBALL** — Acclaim
Big Frank's baseball game is good, but not great. • 7.5 / 7.5

**FROGGER** — Hasbro Interactive
The classic arcade character goes 3D with mixed results. • 7.0 / 8.0 / 4.0 / 6.5

**FUTURE COP: L.A.P.D.** — Electronic Arts
Remember the talked-about Future Strike? Well, this is it after a slight name change. • 7.0 / 6.5 / 7.5 / 7.0

**G. DARIUS** — THQ
Got a thing for shooting giant, robotic fish? Then G. Darius is your game. • 8.5 / 9.0 / 9.0 / 8.5

**GEX** — Crystal Dynamics
A port of the 3DO side-scrolling platform game. • 8.5 / 8.0 / 7.0 / 8.0

**GEX: ENTER THE GECKO** — Crystal Dynamics
That smart-ass gecko enters the third dimension in style. • 8.5 / 8.5 / 8.0 / 8.5

**GHOST IN THE SHELL** — THQ
This action game is based more on the manga than the anime movie. • 7.5 / 7.5 / 6.5 / 7.5

**GOAL STORM** — Konami
Konami's first soccer game is very good indeed. • 8.5 / 9.0

**GOAL STORM '97** — Konami
Hey! Goal Storm '97 is even better than the first installment. Keep it up, Konami! • 9.0 / 9.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**GOLDEN NUGGET** — Virgin
Even the presence of Adam West couldn't make this gambling game more fun. • 6.0 / 5.5 / 5.5 / 5.5

**G POLICE** — Psygnosis
Gorgeous graphics and good gameplay made this game a winner. • 9.0 / 8.5 / 8.0 / 8.0

**GRAND SLAM** — Virgin
Out of all the baseball games available for the PlayStation, this is one of them. • 7.5 / 8.0

**GRAND THEFT AUTO** — Take 2
Car-jacking and running drugs may be fun at first, but it gets old quick. Just like real life. • 7.5 / 6.5 / 5.0 / 7.0

**GRAND TOUR RACING** — Activision
Not too bad for a racing game, but there's always Turismo. • 7.0 / 7.0

**THE GRANSTREAM SAGA** — THQ
An RPG that never quite makes it to that classic status. • 7.0 / 7.0 / 7.5 / 7.0

**GRAN TURISMO** — SCEA
Simply put, it's the best driving game ever made. • 9.5 / 9.5 / 9.0 / 9.0

**HEART OF DARKNESS** — Tantrum/Interplay
Most people like this Abe's Oddysee-ish adventure. Some, however, really hate it. • 8.0 / 2.0 / 7.0 / 7.5

**HERCULES** — Virgin
Based on the Disney movie, this action game looks and plays great. • 7.5 / 8.0 / 8.5 / 9.0

**HOT SHOTS GOLF** — SCEA
This golf game is great, even for people who hate the sport. • 8.5 / 8.5 / 7.5 / 8.5

**INTELLIGENT QUBE** — SCEA
We need to see more fun and addictive puzzle games like this one. • 8.0 / 8.0 / 7.0 / 8.5

**INTL. SUPERSTAR SOCCER PRO '98** — Konami
Now if you want a soccer game, here's the one to get. • 8.0 / 9.0 / 8.0 / 7.5

**INTERNATIONAL TRACK & FIELD** — Acclaim
This fun button-mashing game is just as fun as when it was on the NES. • 7.0 / 7.0

**IN THE HUNT** — THQ
A shooter with a twist. In this game, you're piloting a submarine. • 9.0 / 7.5 / 8.5 / 8.0

**IRON & BLOOD** — Acclaim
This Dungeons & Dragons fighting game could have been great with a little effort. • 5.0 / 6.0 / 6.0 / 6.0

**JEREMY MCGRATH SUPERCROSS 98** — Acclaim
There's not a lot of choices for supercross games out there, but this ain't bad. • 7.5 / 6.5 / 5.5 / 6.5

**JERSEY DEVIL** — SCEA
One of the 13,000 "mascots with attitude," this game fails to impress. • 5.0 / 6.0 / 6.0 / 7.0

**JET MOTO** — SCEA
Pilot a sort of hover jet ski in this fun racing game. • 9.0 / 9.5

**JET MOTO 2** — SCEA
The sequel to Jet Moto really let us all down with its minimal improvements. • 5.5 / 6.0 / 6.0 / 6.0

**JIMMY JOHNSON VR FOOTBALL '98** — Interplay
Out of all the football games available for PlayStation, this is the one *not* to buy. • 4.0 / 6.0 / 5.5 / 5.0

**JOHNNY BAZOOKATONE** — U.S. Gold
Johnny, the rockin' hero, must fight evil with his mighty ax. By ax we mean guitar. • 7.0 / 8.5 / 8.0 / 7.0

**JUDGE DREDD** — Activision
Whew, doggie! This gun game is so stinky, I can smell it from here! • 3.0 / 2.5 / 3.0 / 3.0

**JUMPING FLASH!** — SCEA
A fun, trippy 3D platform game where you control a robot bunny. • 9.0 / 8.0 / 8.5 / 9.0

**JUMPING FLASH! 2** — SCEA
Robbit, the robo-rabbit, is back fighting against the evil Captain Kabuki. • 7.5 / 7.0 / 8.5 / 7.0

**K-1 ARENA FIGHTERS** — THQ
It tries to be a realistic simulation of fighting. It does a pretty good job. • 7.0 / 8.0

**KAGERO: DECEPTION II** — Tecmo
Setting traps to maim and kill intruders is tons of sadistic fun. Try some today! • 9.0 / 8.0 / 8.5 / 7.5

**KARTIA** — Atlus
A strategy game with a great engine and a terrific story. • 8.5 / 8.5 / 8.0 / 8.0

**KILEAK: THE DNA IMPERATIVE** — SCEA
A very early Doom clone that isn't all that much fun. • 7.0 / 5.5 / 7.5 / 7.5

**KING'S FIELD** — ASCII
This first-person RPG played a tad slow, but was still fun. • 8.5 / 8.5 / 8.5 / 8.0

**KING'S FIELD II** — ASCII
RPGs advanced quite a bit since the first King's Field. King's Field II did not. • 6.5 / 7.5 / 7.5 / 6.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**KLONOA** — Namco
Play as a cute cat-type creature in this excellent platform game. • 9.0 / 9.0 / 9.0 / 9.0

**KRAZY IVAN** — Psygnosis
A crazy Russian piloting a giant mech. What more do you want? • 9.0 / 7.0 / 7.0 / 8.0

**LEGACY OF KAIN** — Activision
The great adventure game where you are a vampire who must kill to survive. • 8.5 / 8.5 / 8.5 / 9.0

**LEMMINGS 3D** — Psygnosis
The easily influenced little buggers make the translation to 3D. • 7.5 / 8.0 / 8.5 / 8.0

**LETHAL ENFORCERS I & II** — Konami
These shooters were classics years ago, but just don't hold up today. • 5.0 / 3.5 / 4.5 / 6.5

**LOADED** — Interplay
Running around killing people is fun, but it gets a bit stale after a while. • 8.5 / 7.0 / 9.0 / 8.0

**LODE RUNNER** — Natsume
The old computer game gets ported to the PlayStation. It's only OK. • 6.5 / 6.0 / 6.0 / 7.0

**THE LOST WORLD: JURASSIC PARK** — Electronic Arts
This game focused more on graphics and animation than on gameplay. • 7.0 / 7.5 / 5.0 / 7.5

**MACHINE HUNTER** — MGM Interactive
This one plays a lot like Loaded only with more features. • 8.0 / 6.5 / 7.5 / 6.5

**MADDEN NFL 97** — Electronic Arts
Of course, the PlayStation couldn't live without its yearly dose of Madden. • 9.2 / 9.0

**MADDEN NFL 98** — Electronic Arts
Guess who's made another football game? That's right, it's John Madden! • 9.5 / 9.0

**MADDEN NFL 99** — Electronic Arts
So what's next year's game gonna be called? Madden NFL oo? Madden NFL 2K? • 9.0 / 9.0 / 8.0 / 8.0

**MAGIC CARPET** — Electronic Arts
Another old PC port. This one is actually pretty fun. • 6.0 / 8.0 / 7.0 / 7.0

**MAGIC THE GATHERING: BATTLEMAGE** — Acclaim
Even for fans of the card game, this game is not all that exciting. • 8.0 / 6.0 / 5.5 / 6.5

**MARCH MADNESS 98** — Electronic Arts
Several people playing this b-ball game had to be locked up due to "March Madness." • 7.0 / 7.0 / 7.5 / 7.0

**MARVEL SUPER HEROES** — Capcom
A pretty good 2D fighter that moves a sorta choppy. • 6.5 / 7.0 / 7.5 / 7.5

**MASS DESTRUCTION** — ASC
Drive a tank and destroy things. It really lives up to its title. • 7.5 / 5.5 / 6.5 / 5.5

**MASTER OF MONSTERS** — ASCII
A port of an old Genesis strategy game that doesn't hold up too well. • 5.0 / 4.5 / 7.0 / 7.0

**MAXIMUM FORCE** — Midway
The crappy FMV light gun sequel to Area 51. • 4.0 / 4.0 / 6.0 / 5.0

**MDK** — Playmates
This 3D action game featured the sniper scope long before GoldenEye 007. • 6.5 / 6.0 / 8.0 / 7.0

**MECHWARRIOR 2** — Activision
A more action-oriented game than its PC counterpart. • 8.5 / 8.0 / 9.0 / 7.0

**MEGA MAN LEGENDS** — Capcom
Mega Man's first 3D game is fun, but the control needs some work. • 6.5 / 5.0 / 7.5 / 6.0

**MEGA MAN X4** — Capcom
This awesome game shows how good a Mega Man game can be. 2D rules! • 8.0 / 8.0 / 8.0 / 9.0

**MICRO MACHINES** — Midway
If you have a Multi-Tap, then this racing game is a load of fun. • 8.5 / 5.0 / 8.0 / 7.0

**MLB PENNANT RACE** — SCEA
SCEA's first baseball game proved that they were serious about making sports games. • 8.5 / 8.0

**MLB 98** — SCEA
The second MLB game is the best of the bunch. • 9.0 / 9.0

**MLB 99** — SCEA
While not as good as last year's version, this game was still pretty strong. • 8.0 / 8.0 / 7.5 / 7.5

**MLBPA BOTTOM OF THE 9TH '99** — Konami
Bottom of the 9th is good, but there's a lot of competition out there... • 7.0 / 6.0 / 7.5 / 8.0

**MONOPOLY** — Hasbro Interactive
A pretty good translation of the board game. But, why not just get the board game? • 7.0 / 6.5 / 7.0 / 7.0

**MONSTER RANCHER** — Tecmo
Generate monsters off of CDs, then train and fight them. Original and fun. • 8.0 / 7.5 / 8.0 / 8.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**MORTAL KOMBAT 3** — SCEA
One of the first PlayStation games was this port of the arcade hit. • 9.0 / 8.0 / 9.0 / 8.5

**MORTAL KOMBAT 4** — Midway
The latest Mortal Kombat arcade game hits the PlayStation in all its 3D glory. • 6.0 / 6.5 / 6.0 / 6.0

**MORTAL KOMBAT MYTH: SUB-ZERO** — Midway
This platform game starring Sub-Zero could have been good. Really it could have. • 4.0 / 7.5 / 4.5 / 5.5

**MOTO RACER** — Electronic Arts
The terrific motorcycle racing game that's fun for all. • 8.0 / 9.0 / 5.0 / 7.0

**MOTO RACER 2** — Electronic Arts
This one improves over the original with new features like a track editor (like Excitebike!). • 8.5 / 8.5 / 8.0 / 7.0

**MOTORHEAD** — Fox Interactive
This racing game moves darn fast, but controls rather stiffly. • 6.0 / 5.0 / 6.5 / 5.0

**MOTOR TOON GRAND PRIX** — SCEA
Race a variety of cartoony cars around strange tracks. • 8.5/ 8.0

**N2O: NITROUS OXIDE** — Fox Interactive
Make Tempest or Nanotek Warrior more trippy and annoying, and you have N2O. • 5.5 / 6.5 / 7.0 / 7.0

**NAGANO OLYMPICS '98** — Konami
Konami's Winter Olympics game is nowhere near as good as Track & Field. • 4.5 / 4.5 / 5.0 / 4.5

**NAMCO MUSEUM VOLUME 1** — Namco
Pac-Man, Galaga, Pole Position, Bosconian, Rally-X, New Rally-X and Toy Pop. • 8.5 / 8.0 / 8.0 / 8.0

**NAMCO MUSEUM VOLUME 2** — Namco
Xevious, Gaplus, Super Pac-Man, Mappy, Grobda and Dragon Buster. • 7.0 / 8.5 / 6.5 / 6.5

**NAMCO MUSEUM VOLUME 4** — Namco
Assault, Pac-Land, Ordyne, The Return of Ishtar and The Genji and the Heike Clans. • 6.5 / 5.0 / 6.5 / 5.0

**NAMCO MUSEUM VOLUME 5** — Namco
Metro-Cross, Baraduke, Dragon Spirit, Pac-Mania and The Legend of Valkyrie. • 5.0 / 5.0 / 3.0 / 5.0

**NANOTEK WARRIOR** — Virgin
Highly reminiscent of old-school arcade shooters like Tempest. • 7.5 / 8.5 / 8.0 / 7.5

**NASCAR RACING** — Sierra/Papyrus
It's hard-driving NASCAR action on your PlayStation. • 7.0 / 6.8

**NASCAR 98** — Electronic Arts
NASCAR 98 improves a lot on the original. • 7.0 / 8.5 / 7.5 / 8.0

**NASCAR 99** — Electronic Arts
Sure, there's a ton of features and options, but last year's version was a lot more fun. • 7.0 / 5.0 / 6.5 / 5.0

**NBA FASTBREAK '98** — Midway
Fastbreak isn't bad, but there's just so many better games out there. • 7.5 / 7.0 / 6.5 / 6.5

**NBA HANGTIME** — Midway
This game is pretty much just NBA Jam with a new name. • 5.0 / 6.0

**NBA IN THE ZONE** — Konami
Konami generally does a very good job with their sports games. This one is no different. • 9.0 / 7.5

**NBA IN THE ZONE 2** — Konami
As expected, In the Zone 2 improved a bit on the original. • 9.0 / 8.0

**NBA IN THE ZONE '98** — Konami
In the Zone '98 was still good, but the series seems to be slipping a bit. • 7.5 / 8.0 / 6.5 / 7.0

**NBA JAM EXTREME** — Acclaim
It's NBA Jam except you're skysurfing and bungee jumping. Well, not really. It is in 3D. • 9.0 / 8.0

**NBA JAM: TOURNAMENT EDIT.** — Acclaim
Like Madden, every system needs an NBA Jam game to call its own. • 8.5 / 8.0

**NBA LIVE 96** — Electronic Arts
And so the NBA Live series starts anew on yet another system. • 9.0 / 8.5

**NBA LIVE 97** — Electronic Arts
The NBA Live series has always been good. This installment is no different. • 8.5 / 9.0

**NBA LIVE 98** — Electronic Arts
Once again, EA delivers a quality basketball title. • 9.0 / 9.0 / 7.5 / 7.0

**NBA SHOOT OUT** — SCEA
This is basketball, except the players are all armed with high-powered rifles. • 8.0 / 7.5

**NBA SHOOT OUT 97** — SCEA
Hey, about that high-powered rifles thing above. That was just a joke. There's no rifles. • 9.0 / 9.0

**NBA SHOOT OUT 98** — SCEA
Ouch! The series takes a dive. Perhaps they should add high-powered rifles. • 6.0 / 6.5 / 7.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**NCAA FOOTBALL 98** — Electronic Arts
Not the greatest college football game around. Wait until next year. • 7.5 / 7.0

**NCAA FOOTBALL 99** — Electronic Arts
See? We told you to wait until next year. This version is much better. • 9.0 / 8.5 / 9.0 / 8.0

**NCAA GAMEBREAKER** — SCEA
Hey, here's a good college football game for you. • 8.3 / 8.6

**NCAA GAMEBREAKER 98** — SCEA
This college football game is good, too. • 8.0 / 8.0 / 8.0 / 8.0

**THE NEED FOR SPEED** — Electronic Arts
A very good translation of the 3DO driving game. • 9.0 / 8.5

**NEED FOR SPEED II** — Electronic Arts
The Need For Speed series slams on the brakes for the sequel. • 6.0 / 6.5

**NEED FOR SPEED III** — Electronic Arts
Now we're talking. This one lets you run from the law as you race. • 8.0 / 8.0 / 8.5 / 8.0

**NEED FOR SPEED: V-RALLY** — Electronic Arts
This one just couldn't compete with Rally Cross. • 6.5 / 3.5 / 4.0 / 5.0

**NEWMAN/HAAS RACING** — Psygnosis
Yet another racing game for the PlayStation. There are a ton of these! • 7.5 / 6.5 / 6.0 / 7.5

**NFL BLITZ** — Midway
It may not be accurate to the sport, but Blitz is a hyper-addictive game. • 8.5 / 8.5 / 9.0 / 8.5

**NFL GAMEDAY** — SCEA
SCEA leaps onto the football field with this excellent game. • 9.0 / 9.0

**NFL GAMEDAY 97** — SCEA
SCEA keeps up the GameDay series with this incredible sequel. • 9.5 / 9.5

**NFL GAMEDAY 98** — SCEA
Yes sir, them GameDay games are consistently of a very high quality. • 9.0 / 9.5

**NFL GAMEDAY 99** — 989 Studios
Even with slightly lower scores than last year, GameDay still rocks. • 9.5 / 8.0 / 8.0 / 8.5

**NFL QUARTERBACK CLUB '97** — Acclaim
Um...just stick with one of them football games above. • 6.0 / 5.7

**NFL XTREME** — SCEA
It tries hard, but this game is not nearly as "Xtreme" as NFL Blitz. • 4.0 / 6.0 / 4.5 / 3.5

**NHL 97** — Electronic Arts
EA's long-running hockey series continues. • 8.5 / 9.0

**NHL 98** — Electronic Arts
You can pretty much set your calendars by the release of EA sports games. • 9.5 / 9.0 / 8.5 / 8.0

**NHL FACE OFF** — SCEA
This is SCEA's hockey series. Like all their sports games, it's rather good. • 9.0 / 8.5

**NHL FACE OFF 97** — SCEA
This game is not related to the hit John Travolta/ Nicolas Cage movie. • 9.5 / 9.0

**NHL FACE OFF 98** — SCEA
We're going to need to replace the "N," "L," "B," "A" and "H" keys on this keyboard. • 7.5 / 6.5 / 7.0 / 6.5

**NHL OPEN ICE** — Midway
Sorry, Open Ice, there's just too many other good hockey games out there. • 5.0 / 7.5

**NHL POWERPLAY '96** — Virgin
Hey, this ain't too bad of a game! Next year's version should be even better, right? • 8.0 / 8.0

**NHL POWERPLAY '97** — Virgin
Well, not really. From here, the Powerplay series starts to lose steam. • 7.5 / 7.5

**NHL POWERPLAY '98** — Virgin
The Powerplay series keeps trying, but it just can't top the NHL and FaceOff series. • 7.0 / 6.5

**NIGHTMARE CREATURES** — Activision
Sort of a Tomb Raider/Resident Evil hybrid. Not as good as either of them, however. • 8.0 / 7.5 / 5.5 / 5.5

**NUCLEAR STRIKE** — Electronic Arts
The Strike series continues with new vehicles and locales. • 8.0 / 9.0 / 9.0 / 7.0

**ODDWORLD: ABE'S ODDYSEE** — GT Interactive
This action game stars one of the coolest new characters in a long time. • 9.0 / 8.5 / 8.5 / 8.0

**OGRE BATTLE** — Atlus
The popular (and quite rare) SNES strategy/RPG gets a 32-Bit makeover. • 8.0 / 8.0 / 6.5 / 7.5

**OLYMPIC SOCCER** — U.S. Gold
Did you know in Europe, what we know as soccer is called football? Weird, but true. • 7.0 / 7.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**OLYMPIC SUMMER GAMES** — Eidos
Stick with Konami's Track & Field. Trust us, you'll be glad that you did. • 6.0 / 6.5

**ONE** — ASC
Why couldn't the PlayStation Contra games be more like this? Then they'd be good. • 8.5 / 7.5 / 7.0 / 7.0

**OVERBLOOD** — Electronic Arts
Sort of a slower Resident Evil in a sci-fi setting. • 7.5 / 7.5 / 7.5 / 7.0

**PANDEMONIUM!** — Crystal Dynamics
The game that introduced the 2.5D platform game to the masses. • 9.0 / 8.0 / 8.0 / 8.5

**PANDEMONIUM 2** — Crystal Dynamics
The characters may have changed a lot, but the game still plays great. • 8.0 / 8.5 / 8.0 / 7.5

**PARAPPA THE RAPPER** — SCEA
The ultra-hip pup stars in this addicting and catchy rap game. I gotta believe! • 9.0 / 7.5 / 8.5 / 8.0

**PARASITE EVE** — Square EA
Square mixes Final Fantasy VII with Resident Evil 2. A bit too short, though. • 7.0 / 8.0 / 8.0 / 8.5

**PEAK PERFORMANCE** — Atlus
A racing game that's certainly not the peak of what a racing game can be. • 6.5 / 7.5

**PERFECT WEAPON** — ASC
This 3D action game is certainly nowhere near "perfect." • 6.5 / 7.0 / 6.5 / 7.0

**PGA TOUR 96** — Electronic Arts
If you're into golf, you'll probably dig this game. • 8.5 / 9.0

**PGA TOUR 98** — Electronic Arts
Knock white ball into little hole. Get it out. Repeat. There...you're playing golf. • 8.0 / 4.5 / 7.0 / 7.5

**PHILOSOMA** — SCEA
Fact: Anything with the word "Phil" in it is automatically cool. Just like this shooter. • 8.5 / 8.0 / 8.0 / 8.0

**PITFALL 3D: BEYOND THE JUNGLE** — Activision
Sometimes, moving a classic into 3D just doesn't work. Bruce Campbell is cool, though. • 2.0 / 4.0 / 4.0 / 7.0

**POCKET FIGHTER** — Capcom
Some Capcom fighters get super-deformed and decide to beat each other up. • 7.0 / 7.5 / 8.0 / 7.0

**PO'ED** — Accolade
Strictly average first-person shooter. You shoot at walking butts and the like. • 6.5 / 5.0 / 7.0 / 6.0

**POINT BLANK** — Namco
This is the best two-player gun game ever. Buy it and two GunCons now. • 9.5 / 9.5 / 9.0 / 9.5

**PORSCHE CHALLENGE** — SCEA
The real challenge is saving up enough money to buy one of the freaking cars. • 7.0 / 7.0

**POWERBOAT RACING** — Interplay
So, Sony approves this crap racing game, but not Capcom's Mega Man Battle & Chase? • 2.0 / 4.5 / 4.0 / 4.0

**POY POY** — Konami
This addicting multiplayer game gives Bomberman a run for its money. • 9.0 / 7.5 / 8.0 / 8.5

**PROF. UNDER. LEAGUE OF PAIN** — Psygnosis
This is one of those futuristic combat/sports games. • 8.0 / 6.5 / 5.5 / 4.0

**PROJECT: HORNED OWL** — SCEA
Decent gun game with characters designed by the artist behind Ghost in the Shell. • 6.5 / 6.0 / 7.0 / 7.5

**PROJECT OVERKILL** — Konami
Run around and shoot a lot of stuff. This is what America's all about! • 7.5 / 6.0 / 7.0 / 7.5

**PROJECT X2** — Acclaim
This shooter has nothing to do with the Matthew Broderick flying monkey movie. • 5.5 / 5.5 / 6.0 / 6.0

**PRO PINBALL** — Interplay
A terribly average pinball game. Think this is bad? Look out for the sequel. • 5.5 / 4.5 / 4.5 / 6.0

**PRO PINBALL: TIMESHOCK!** — Empire Interactive
Oh, no! We've played good pinball games before. Why is this so bad? • 4.5 / 5.0 / 3.0 / 2.5

**PSYCHIC FORCE** — Acclaim
Fight in a 3D arena that floats in air. Unique, but nothing that great. • 5.0 / 4.5 / 5.5 / 5.0

**PUNKY SKUNK** — Jaleco
Side-scrolling platforming at its blandest. Didn't these games die with the SNES? • 4.5 / 5.5 / 6.0 / 5.0

**RAGE RACER** — Namco
This awesome follow-up to the Ridge Racer games has a ton more options. • 9.0 / 9.0

**THE RAIDEN PROJECT** — SCEA
This was one of the first PlayStation games. A translation of the classic shooter. • 8.0 / 8.5 / 9.0 / 8.0

**RALLY CROSS** — SCEA
A very cool racing game. Great graphics and dead-on control collide. • 9.0 / 8.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**RAMPAGE WORLD TOUR** — Midway
A near-perfect port of the arcade game that allows you to be a giant monster. • 7.0 / 8.0 / 8.5 / 7.5

**RASCAL** — Psygnosis
Not all 3D action games are good, as proven by Rascal. • 4.0 / 3.5 / 3.0 / 4.0

**RAYMAN** — Ubi Soft
A whimsical little platform game starring a chap with no limbs. • 9.0 / 7.5 / 9.0 / 9.0

**RAYSTORM** — Working Designs
A shooter that boasts some really nice-looking special effects. • 8.5 / 7.5 / 9.0 / 8.0

**RAY TRACERS** — THQ
This racer is nowhere near as good as the similarly sounding Rage Racer. • 3.0 / 4.5 / 6.0 / 4.5

**REBEL ASSAULT II** — LucasArts
How come none of the PlayStation Star Wars games are that great? It's a crime! • 6.5 / 4.5 / 5.0 / 6.0

**REBOOT** — Electronic Arts
A 3D adventure game based on the computer-animated cartoon. • 5.5 / 6.5 / 5.0 / 6.5

**RED ASPHALT** — Interplay
Sort of a 3D Rock and Roll Racing, but not nearly as good. • 6.0 / 4.0 / 4.5 / 6.5

**REEL FISHING** — Natsume
Reel Fishing sounds like "Real" Fishing. You see, it's a play on words. • 5.5 / 7.0 / 7.0 / 6.5

**RE-LOADED** — Interplay
The sequel to Loaded just couldn't match the fun of the first game. • 5.0 / 3.0 / 5.0 / 5.5

**RESIDENT EVIL** — Capcom
The original, zombie-blasting adventure game has sold many a PlayStation. • 8.0 / 9.5 / 9.0 / 9.0

**RESIDENT EVIL: DIRECTOR'S CUT** — Capcom
Despite the "Director's Cut" title, extra gory video was still cut out. • 4.0 / 5.0 / 4.5 / 4.0

**RESIDENT EVIL 2** — Capcom
Enter the world of survival horror once again in this killer sequel. • 9.5 / 9.5 / 9.0 / 9.5

**RESIDENT EVIL 2: DUAL SHOCK** — Capcom
Well, this is RE2, but now it supports the Dual Shock. Feel it shake! • 7.0 / 7.5 / 9.0 / 8.5

**REVELATIONS: PERSONA** — Atlus
A very strange, yet quite fun RPG. • 8.0 / 8.5 / 7.5 / 8.0

**RIDGE RACER** — Namco
Despite having only one track, this racer is barrels of fun. • 9.0 / 8.5

**RIDGE RACER REVOLUTION** — Namco
This takes the original Ridge Racer and improves many aspects of it. • 9.0 / 9.0

**RISK** — Hasbro Interactive
Why pull out the dusty board game when it's right there on a CD? • 7.5 / 7.5 / 7.5 / 7.5

**RIVAL SCHOOLS** — Capcom
Capcom's third 3D home fighter is great, but they took out cool options from the import. • 8.0 / 8.5 / 9.0 / 8.5

**RIVEN** — Acclaim
A port of the computer screen sav...er, um, game that was the sequel to Myst. • 7.0 / 7.5 / 6.0 / 7.0

**ROAD RASH** — Electronic Arts
The Genesis series comes to 32-Bit, but some argue that the original was better. • 7.0 / 7.0

**ROAD RASH 3D** — Electronic Arts
Even Road Rash needs to go 3D. It could have used a bit more work, however. • 7.5 / 8.5 / 7.5 / 7.5

**ROBOTRON X** — Williams
The action-packed arcade classic gets knocked into the 3D world. • 6.5 / 6.5 / 6.5 / 5.5

**ROGUE TRIP** — GT Interactive
Designed by the folks behind Twisted Metal 1 & 2, this game is a lot like those. • 9.0 / 8.5 / 9.0 / 8.0

**ROLLAWAY** — Psygnosis
Previously known as Kula World. Play as a beach ball in this unique puzzle game. • 7.5 / 6.5 / 7.0 / 7.0

**ROSCO MCQUEEN** — Psygnosis
Oh, come on now! I know you can make better 3D action games on the PlayStation. • 2.0 / 4.0 / 4.5 / 5.0

**RUSH HOUR** — Psygnosis
A driving game with no relation to the Jackie Chan/ Chris Tucker movie. • 4.5 / 6.0

**SAGA FRONTIER** — SCEA
This Square RPG was good, but it was not Final Fantasy VII. But then, what is? • 8.0 / 7.5 / 8.5 / 8.0

**SAN FRANCISCO RUSH** — Midway
A very poor port of the hit arcade racing game. • 5.0 / 4.0 / 4.0 / 4.0

**S.C.A.R.S.** — Ubi Soft
It looks nice and you race around in cars shaped like animals, but it's still not that fun. • 5.5 / 7.5 / 7.0 / 6.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SENTIENT** — Psygnosis
An odd adventure game that lets you form your own sentences during conversations. • 8.0 / 7.5 / 7.0 / 7.0

**SENTINEL RETURNS** — Psygnosis
A really weird and abstract strategy game that's a sequel to an old PC game. • 5.0 / 4.0 / 6.5 / 8.5

**SHADOW MASTER** — Psygnosis
This Quake-ish game looks and sounds terrific, but plays like hell. • 5.5 / 6.0 / 5.0 / 4.0

**SHIPWRECKERS** — Psygnosis
Take to the seas as a ruthless pirate in this fun little action game. Ay mate! • 7.0 / 6.0 / 5.0 / 7.0

**SIM CITY 2000** — Maxis
Try to create the perfect city in this port of the popular PC game. • 6.0 / 4.0 / 7.5 / 7.0

**SKULL MONKEYS** — Electronic Arts
A fun platform game featuring claymation and tons of cool music. • 8.5 / 8.0 / 6.5 / 8.0

**SOUL BLADE** — Namco
Proof that Namco can do more 3D fighters than Tekken. We all need to shine on, to see! • 8.0 / 8.0 / 8.5 / 8.5

**SOVIET STRIKE** — Electronic Arts
This was the first Strike game to appear on a 32-Bit system. It's really good. • 9.0 / 7.5 / 8.5 / 7.5

**SPACE HULK** — Electronic Arts
Control a group of space marines and try to kill a load of aliens. • 6.5 / 7.5 / 4.5 / 7.0

**SPACE JAM** — Acclaim
It's NBA Jam with the Looney Tunes and not much else. • 6.5 / 3.5 / 5.0 / 6.0

**SPAWN** — SCEA
You'd think that Todd McFarlane would have demanded a better game than this. • 4.5 / 3.0 / 4.0 / 4.5

**SPEED RACER** — Jaleco
Here he comes, here comes Speed Racer. This driving game's not too great. • 7.0 / 3.5 / 5.0 / 4.5

**SPICE WORLD** — Psygnosis
I'll tell ya what I want, what I really, really want. I want a better Spice Girls game. • 6.0 / 1.5 / 2.0 / 4.0

**SPIDER** — BMG Interactive
Spider! He is our hero in this 2.5D platform game. • 7.5 / 6.5 / 8.0 / 7.5

**SPOT GOES TO HOLLYWOOD** — Virgin
That feisty dot stars in an action game with some screwed-up control. • 7.0 / 6.0 / 6.5 / 8.0

**SPYRO THE DRAGON** — SCEA
Wow! This is a gorgeous-looking PlayStation game. Strange as this is, it plays great, too. • 8.5 / 8.0 / 9.0 / 8.0

**STAR GLADIATOR** — Capcom
Capcom's first 3D fighting game paved the way for Street Fighter EX + Alpha. • 8.5 / 8.0 / 8.5 / 8.0

**STAR WARS: MASTERS OF TERÄS KÄSI** — LucasArts
A 3D Star Wars fighting game could have been great. This is merely OK. • 6.5 / 7.5 / 6.5 / 6.5

**STARWINDER** — Mindscape
A graphically impressive action/racing game that doesn't deliver on the gameplay side. • 5.5 / 6.5 / 5.0 / 5.5

**STEEL HARBINGER** — Mindscape
A pretty good action game that would have been better if it had better control. • 6.5 / 7.5 / 8.0 / 7.0

**STEEL REIGN** — SCEA
What could have been a cool tank shooter gets dragged down by dull gameplay. • 5.5 / 6.5 / 4.0 / 3.5

**STREET FIGHTER ALPHA** — Capcom
This was fun at the time, but it pales next to Street Fighter Alpha 2. • 9.0 / 9.0 / 9.0 / 9.5

**STREET FIGHTER COLLECTION** — Capcom
Three Street Fighter classics in one handy package. A must-buy for fighting fanatics. • 9.0 / 8.0 / 8.5 / 8.5

**STREET FIGHTER EX + ALPHA** — Capcom
The Street Fighter series' first steps into 3D are rather successful indeed. • 8.0 / 9.0 / 8.5 / 8.5

**STREET RACER** — Ubi Soft
A cute little racing game that is rather reminiscent of Mario Kart. • 8.0 / 6.0

**STRIKEPOINT** — American Technos
A wretchedly bad helicopter game. • 4.5 / 2.5 / 4.0 / 2.0

**SUIKODEN** — Konami
An excellent RPG where you can acquire up to 108 companions. • 8.5 / 9.0 / 9.0 / 8.5

**SWAGMAN** — Eidos
A slightly Zelda-ish adventure game. • 7.0 / 6.5 / 7.5 / 8.0

**SYNDICATE WARS** — Electronic Arts
This sequel to the PC's Syndicate just didn't have the fun of the original. • 6.5 / 5.0 / 4.5 / 5.5

**TACTICS OGRE** — Atlus
Very in-depth and fun to play strategy/RPG. • 8.0 / 9.0 / 8.0 / 8.0

**TAIL OF THE SUN** — SCEA
Dull, dull, dull! Even your character will fall asleep in the middle of the game. Seriously! • 2.5 / 4.0 / 2.5 / 2.5

**TALES OF DESTINY** — Namco
If you can get over the total old-school graphic style, this RPG is incredibly fun. • 8.5 / 8.0 / 8.0 / 8.0

**TEAM LOSI RC RACER** — Fox Interactive
Sorry, there's just too many good racing games for the PlayStation to consider this one. • 5.0 / 4.5 / 4.0 / 4/0

**TECMO'S DECEPTION** — Tecmo
Play the bad guy and set traps to kill your hapless victims. Evil fun. • 8.5 / 8.5 / 8.5 / 7.5

**TECMO STACKERS** — Tecmo
A good attempt at a puzzle game is too much like all the rest. • 5.5 / 6.0 / 7.5 / 5.5

**TEKKEN 2** — Namco
Tekken 2 was the most popular fighting game in the office for a long time, until... • 9.0 / 8.0 / 9.0 / 8.0

**TEKKEN 3** — Namco
...Tekken 3 showed up. This is one of the best fighting games of all time, folks. • 10.0 / 10.0 / 10.0 / 9.0

**TEMPEST X** — Interplay
The classic arcade game gets a facelift, but unfortunately it just isn't enough. • 7.0 / 4.0 / 6.0 / 5.0

**TENCHU: STEALTH ASSASSINS** — Activision
Work through the bad camera, and you have a very cool action game. Slice their throats! • 7.5 / 8.0 / 8.0 / 7.5

**TENNIS ARENA** — Ubi Soft
You don't have much of a choice for a PlayStation tennis game. This one is OK. • 5.5 / 7.5 / 6.5 / 6.5

**TEN PIN ALLEY** — ASC
A great bowling game with a sense of humor. • 8.5 / 8.5

**TEST DRIVE 4** — Accolade
Oh, these Test Drive games just don't ever seem to stack up. What a shame. • 6.5 / 5.0 / 6.0 / 7.0

**TEST DRIVE OFF-ROAD** — Accolade
They try so hard, but for some reason, the Test Drive series has always lacked something. • 7.5 / 7.5

**THEME HOSPITAL** — Electronic Arts
Manage a hospital and try to cure as many diseases as possible. It's quite a task. • 6.0 / 6.0 / 6.5 / 6.5

**THUNDER FORCE V** — Working Designs
This game continues the shooter series that began way back on the Genesis. • 7.5 / 7.0 / 8.0 / 7.5

**THUNDER TRUCK RALLY** — Psygnosis
Slightly above-average rally game. • 7.0 / 7.0

**TIGER SHARK** — GT Interactive
Icky and very unfun underwater shooting game. • 4.0 / 5.5 / 5.0 / 5.5

**TIME COMMANDO** — Activision
Pretty bad 3D action game that's kinda fun to laugh at. • 5.5 / 7.0 / 5.5 / 6.5

**TIME CRISIS** — Namco
The awesome gun game comes with the awesome gun, the Namco GunCon. • 9.0 / 7.0 / 8.5 / 6.5

**TOBAL NO. 1** — SCEA
A very fun and innovative 3D fighting game. Why won't Tobal 2 come out over here?! • 8.5 / 8.5 / 8.5 / 8.0

**TOCA TOURING CAR CHAMP.** — 3DO
Sure, there's a ton of PlayStation racing games, but this one's quite good. • 8.5 / 8.0 / 7.0 / 7.0

**TOMBA!** — SCEA
This awesome game was made by some of the creators of Ghouls 'N' Ghosts. • 9.0 / 8.5 / 8.5 / 9.0

**TOMB RAIDER** — Eidos
This incredible adventure games stars some chick named Lara Croft. • 8.5 / 9.5 / 9.5 / 9.0

**TOMB RAIDER 2** — Eidos
Tomb Raider 2 is just as great as the first one. Is it too similar, though? • 9.5 / 8.0 / 9.0 / 9.5

**TOP GUN: FIRE AT WILL** — Spectrum Holobyte
Is it a flight sim or an action game? Sadly, Top Gun does neither very well. • 6.0 / 5.0 / 6.0 / 6.0

**TOTAL ECLIPSE TURBO** — Crystal Dynamics
This game was only OK on the 3DO, and it's even worse now. • 6.0 / 6.5 / 3.5 / 6.0

**TRAP GUNNER** — Atlus
This action-packed game is much better in its Two-player Mode. • 7.0 / 6.0 / 5.0 / 5.0

**TREASURES OF THE DEEP** — Namco
This is what would have happened had Aquanaut's Holiday been good. • 8.5 / 8.0 / 8.5 / 9.0

**TRIPLE PLAY 97** — Electronic Arts
Electronic Arts brings their old baseball series to the PlayStation. • 7.5 / 8.0

**TRIPLE PLAY 98** — Electronic Arts
The Triple Play series is good on the PlayStation, but never great. Why is that? • 7.5 / 7.5

**TRIPLE PLAY 99** — Electronic Arts
The third Triple Play game suffers from some very choppy animation. Bummer! • 7.5 / 6.5 / 6.5 / 6.0

**TUNNEL B1** — Acclaim
Despite the low camera positioning, this 3D shooter is fun. • 8.5 / 8.5 / 7.0 / 7.0

**TURBO PROP RACING** — SCEA
Well, it's not as bad as Powerboat racing, but that's not saying much. • 6.5 / 4.5 / 5.0 / 4.5

**TWISTED METAL** — SCEA
This driving/combat game is as addictive as they come. • 9.5 / 9.0 / 9.0 / 9.5

**TWISTED METAL 2** — SCEA
The sequel is good, but not as improved as many had hoped. • 8.0 / 8.5 / 8.5 / 8.0

**THE UNHOLY WAR** — Eidos
If you liked the old game Archon, you'll love this (it's designed by the same people). • 8.0 / 9.0 / 7.5 / 6.5

**VANDAL HEARTS** — Konami
Another in the growing number of terrific strategy/RPGs available for the PlayStation. • 8.5 / 9.0 / 8.0 / 9.0

**VIEWPOINT** — Electronic Arts
The old Neo•Geo shooter gets a big graphical overhaul. • 7.5 / 8.0 / 7.5 / 7.5

**VIGILANTE 8** — Activision
Improve Twisted Metal's graphics, increase the "funk-o meter" and there ya go. • 7.5 / 7.0 / 8.0 / 9.0

**VIRTUAL POOL** — Interplay
An ultra-realistic pool simulator. • 7.5 / 7.0

**VMX RACING** — Playmates
This racing game should have been much better than it actually is. • 3.5 / 5.0

**VR BASEBALL '97** — Interplay
Yikes. Steer way clear of this horrible game. • 4.5 / 5.5

**VR BASEBALL '99** — Interplay
Better than the other VR Baseball games, but still not the best out there. • 7.5 / 7.0 / 7.0 / 7.0

**VR GOLF** — VR Sports
Hey, this golf game is pretty good. Better than the VR Baseball games, at least. • 9.2 / 8.7

**VR SOCCER '96** — Interplay
Not too bad, considering some of the tough competition out there. • 8.5 / 8.5

**VS.** — THQ
A cast of bizarre characters star in this average fighting game. • 6.5 / 6.0 / 4.5 / 5.5

**WARGAMES: DEFCON 1** — MGM Interactive
Nothing like the movie it's "based" on. This plays a lot like Return Fire. • 7.0 / 7.5 / 7.0 / 7.0

**WARHAMMER: DARK OMEN** — Electronic Arts
A very dull and uneventful strategy game. • 6.0 / 4.5 / 5.5 / 5.0

**WARHAWK** — SCEA
Boy howdy, is this game pretty! Still one of the best action flight games out there. • 9.0 / 9.0 / 9.5 / 9.0

**WCW NITRO** — THQ
This sequel to WCW vs. the World plays too slowly to be really fun. • 7.0 / 6.5 / 7.0 / 5.5

**WCW VS. THE WORLD** — THQ
Art thou bored? Then, snap into this excellent wrestling game! Oh, yeah! • 8.0 / 7.5

**WILD ARMS** — SCEA
Before Final Fantasy VII, there was Wild Arms. A very good RPG. • 9.0 / 8.5 / 9.0 / 8.5

**WILLIAMS ARCADE'S GREATEST HITS** — Williams
Robotron: 2084, Defender, Defender II, Joust, SiniStar and Bubbles. • 8.5 / 7.5 / 7.0 / 8.5

**WING COMMANDER IV** — Origin
Mark Hamill (of *Star Wars* fame) stars in this good space combat sim. • 8.0 / 7.0 / 8.0 / 7.5

**WORLD CUP 98** — Electronic Arts
One of the better soccer games available for the PlayStation. • 7.0 / 6.5 / 8.0 / 8.0

**WWF WAR ZONE** — Acclaim
The create-a-wrestler option is the best feature of this game. • 8.5 / 8.0 / 7.5 / 7.5

**WWF WRESTLEMANIA: ARCADE GAME** — Acclaim
This old wrestling game plays more like Mortal Kombat than War Zone. • 9.0 / 9.0

**X-COM: UFO DEFENSE** — Microprose
An older, yet still very popular, strategy game. • 9.5 / 9.5 / 8.5 / 8.0

**XEVIOUS 3D** — Namco
The arcade classic gets updated, but the original is still way better. • 7.0 / 5.5 / 6.5 / 7.5

**X-GAMES: PRO BOARDER** — Radical Entertain.
It may sound like some sort of porn game, but this is an average snowboarding game. • 5.5 / 5.0 / 5.0 / 6.5

# A Rainbow of PlayStations

The PlayStation isn't all gray, you know. It actually comes in a variety of colors. **Blue PlayStation**—the Debugging Station. This machine can play any PS disc around: gold betas, Japanese imports and the same store-bought copies you play at home. Sony gives these to developers and the press. **Black PlayStation**—the Net Yaroze. You can make your own PS games with this sucker. **Green PlayStation**—the new Debugging Station. Sony's supposed to replace the older blues with this newer model.

# Saturns You'll Never See

While the Saturn never made it big here in the States, it's been popular enough in Japan to prompt Sega to manufacture multiple versions of the 32-Bit console. First was a system with a white casing. Later, Sega introduced a very cool smoke-clear model.

## SATURN

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**X-MEN: CHILDREN OF THE ATOM** — Acclaim
Had this fighter come out about two years before it did, it would have been good. • 5.5 / 4.0 / 6.0 / 4.5

**X-MEN VS. STREET FIGHTER** — Capcom
It's just like the arcade game except that it sucks. You can't switch off characters! • 5.5 / 4.0 / 6.0 / 3.0

**ZERO DIVIDE** — Time Warner Int.
One of the many 3D fighting games on the PlayStation. • 8.0 / 7.0 / 7.5 / 6.5

**ALBERT ODYSSEY** — Working Designs
Working Designs brings us another fun and funny RPG. • 8.0 / 8.0 / 9.0 / 8.0

**ALONE IN THE DARK** — THQ
This old computer game really shows its age here. • 5.0 / 3.0 / 4.0 / 5.0

**AMOK** — Sega
Run around in a cute little mech and take out the baddies. • 5.0 / 6.0 / 6.0 / 7.5

**ANDRETTI RACING** — Electronic Arts
It's-a me, Mario Andretti! Join him in this racing game. • 8.0 / 9.5

**AREA 51** — Midway
A FMV shooter where you blast through the "fictional" military base. • 5.0 / 6.0 / 5.5 / 6.0

**BATMAN FOREVER: ARCADE GAME** — Acclaim
This arcade action game just wasn't all that good. • 5.0 / 6.5 / 4.5 / 3.0

**BATTLE ARENA TOSHINDEN REMIX** — Sega
This Toshinden game just isn't as impressive on the Saturn as it was on the PS. • 7.5 / 3.5 / 4.5 / 5.5

**BATTLE ARENA TOSHINDEN URA** — Sega
Theoretically, the Saturn could do a good Toshinden game. This isn't it. • 4.5 / 5.0 / 4.0 / 5.0

**BATTLE MONSTERS** — Acclaim
Just one play of this awful game will make you hate fighting games. • 4.0 / 3.0 / 4.0 / 3.0

**BRAIN DEAD 13** — Readysoft
This FMV game looks pretty grainy on the Saturn. • 4.5 / 5.5 / 4.0 / 4.0

**BUG!** — Sega
Sega introduces a new character in this semi-3D game. • 8.5 / 8.0 / 7.0 / 8.0

**BUG TOO!** — Sega
Sega's movie star insect returns with some new friends. • 6.5 / 8.5 / 7.5 / 7.0

**BURNING RANGERS** — Sega
Become a futuristic firefighter in this fast-paced action game. • 7.5 / 8.5 / 6.5 / 7.5

**BUST-A-MOVE 3** — Natsume
The addictive puzzle game gets a sequel that keeps the fun going. • 7.0 / 8.5 / 8.0 / 7.5

**CLOCKWORK KNIGHT** — Sega
This early platform game featured a heroic rendered toy knight. • 8.0 / 7.0 / 6.5 / 6.5

**CLOCKWORK KNIGHT 2** — Sega
Clockwork Knight 2 improved on the original in about every aspect. • 9.0 / 8.5 / 9.0 / 8.5

**COMMAND & CONQUER** — Westwood Studios
The classic PC strategy game is still fun to play on the Saturn. • 9.0 / 9.0 / 9.0 / 8.5

**CONGO** — Sega
Not a great game, but you fight against monkeys. Monkeys are cool! • 6.0 / 4.0 / 4.5 / 6.0

**CORPSE KILLER** — Digital Pictures
The FMV shooter is like playing a cheesy B-movie. • 6.0 / 2.5 / 5.0 / 4.0

**CRIME WAVE** — Eidos
Drive around a big city in your car. Fear the crime wave! • 6.0 / 5.5 / 6.5 / 6.5

**CROC** — Fox Interactive
A good 3D action game for the Saturn. • 7.5 / 7.5 / 7.5 / 7.5

**CRUSADER: NO REMORSE** — Origin
A port of the PC's isometric action game that isn't all that great. • 6.5 / 4.0 / 5.5 / 4.5

**D** — Acclaim
This adventure game is good, but too darned short. • 8.5 / 8.5 / 7.0 / 8.0

**DARIUS GAIDEN** — Acclaim
The Darius series of shooters are generally quite good. • 7.5 / 7.5 / 7.0 / 7.5

**DARK SAVIOR** — Sega
An excellent RPG set in a 3D world. • 8.5 / 8.5 / 8.5 / 8.0

**DAYTONA USA** — Sega
This great old racing game featured delightfully cheesy music. "Let's go away!" • 8.0 / 7.5

**DECATHLETE** — Sega
A sports game that even non-sports fans can enjoy. • 8.0 / 8.5

**DEFCON 5** — Data East
This is an old 3D shooting game. Pretty typical stuff. • 7.5 / 6.5 / 7.0 / 7.5

**DIE HARD ARCADE** — Sega
Like a 3D version of Final Fight. A good game, but it's over too quick. • 6.5 / 8.0 / 7.0 / 8.0

**DRAGON FORCE** — Working Designs
One of the best Saturn games of all. An incredible strategy/RPG. • 9.5 / 9.5 / 9.0 / 8.0

**DUKE NUKEM 3D** — Sega
Duke "comes get some" on the Saturn. Great fun on the Net Link. • 7.0 / 8.0 / 8.0 / 7.0

**ENEMY ZERO** — Sega
A semi-sequel to D that is set in the far-off future. • 8.0 / 8.5 / 7.5 / 6.5

**FIFA SOCCER '96** — Electronic Arts
Another excellent sports game from EA. • 8.0 / 8.0

**FIFA: ROAD TO THE WORLD CUP '98** — Electronic Arts
Good, but not the quality of the first game. • 6.0 / 7.0 / 7.0 / 6.5

**FIGHTERS MEGAMIX** — Sega
Combine Virtua Fighter 2 and Fighting Vipers. • 7.5 / 7.5 / 8.5 / 9.0

**FIGHTING VIPERS** — Sega
This 3D fighter featured destroyable armor and fenced-in arenas. • 5.5 / 7.5 / 7.5 / 6.0

**GEX** — Crystal Dynamics
That loud-mouthed lizard brings his first game to the Saturn. • 8.5 / 8.0 / 7.0 / 8.0

**GHEN WAR** — Sega
Kinda like Doom, only it's not very good. • 7.0 / 3.5 / 4.0 / 5.0

**GOLDEN AXE: THE DUEL** — Sega
The characters from the popular Sega series duke it out man-to-man. • 6.0 / 6.0 / 6.5 / 6.0

**GRAND SLAM** — Virgin
This is a baseball game for the Saturn. Not a bad one, either. • 7.5 / 8.0

**GRID RUNNER** — Virgin
A fun, but slightly confusing action game. Better in Two-player Mode. • 7.5 / 8.0 / 8.0 / 7.0

**GUARDIAN HEROES** — Sega
One of the best action games ever made. What else would you expect from Treasure? • 8.5 / 7.5 / 8.0 / 8.5

**GUN GRIFFON** — Sega
An awesome mech game with a very cool intro. • 8.0 / 8.5 / 8.5 / 8.0

**HANG ON GP '95** — Sega
The classic Sega motorcycle racer gets updated for the '90s. • 7.0 / 7.0

**HERC'S ADVENTURE** — LucasArts
This is sort of a Greek mythology version of Zombies Are My Neighbors. • 9.0 / 7.5 / 8.0 / 8.5

**HEXEN** — GT Interactive
Boy, was this translation of the PC's Doom clone ever bad. • 5.5 / 5.0 / 5.5 / 4.5

**THE HOUSE OF THE DEAD** — Sega
While the graphics weren't too hot, the gameplay was dead-on to the arcade. • 6.5 / 7.0 / 7.0 / 5.0

**HYPER 3D PINBALL** — Virgin
This pinball game offered two different perspectives of the playing field. • 8.0 / 8.5 / 8.5 / 8.0

**IRON STORM** — Working Designs
An excellent war sim that can be enjoyed by people who normally hate war sims. • 9.0 / 7.5 / 7.5 / 8.0

**KRAZY IVAN** — Sega
This was pretty good on the PlayStation, but couldn't cut it on the Saturn. • 3.5 / 3.5 / 3.0 / 5.0

**LAST BRONX** — Sega
This weapon-based 3D fighter doesn't even take place in the Bronx! • 8.0 / 8.5 / 7.0 / 9.0

**LEGEND OF OASIS** — Sega
The fun adventure/RPG is the sequel to Beyond Oasis for the Genesis. • 7.5 / 6.0 / 7.0 / 6.5

**LOADED** — Interplay
Like the PlayStation version, this started out fun, but got rather repetitive. • 6.0 / 4.5 / 6.5 / 6.5

**LUNACY** — Atlus
A weird, graphic adventure game along the lines of D. • 4.0 / 7.0 / 5.0 / 6.5

**MACHINE HEAD** — Eidos
Pretty average shooting game set in a 3D world. • 7.5 / 7.0 / 6.5 / 6.0

**MADDEN 98** — Electronic Arts
Once again, John Madden decides to release a football game. • 9.5 / 9.0 / 9.0 / 8.0

**MANX TT: SUPER BIKE** — Sega
Not a bad motorcycle racing game, but not all that great. • 6.5 / 7.0

**MARVEL SUPER HEROES** — Capcom
Capcom's arcade fighter comes home, but plays a little choppier than before. • 7.5 / 7.0 / 8.0 / 8.0

**MASS DESTRUCTION** — ASC
Just like the title says. Drive a tank around and blow stuff up! • 8.5 / 7.0 / 6.0 / 5.5

**MEGA MAN 8** — Capcom
The Mega Man game is one of the best ever! Dig them animated cinemas! • 8.5 / 8.5 / 8.5 / 8.5

**MEGA MAN X4** — Capcom
Like all Capcom 2D games, the Saturn version wails on the PlayStation one. • 9.0 / 8.0 / 8.0 / 8.0

**MORTAL KOMBAT II** — Acclaim
I know the Saturn could have done this game better. It feels rushed. • 7.0 / 5.0 / 6.0 / 5.0

**MR. BONES** — Sega
A highly original game starring a blues-loving skeleton. • 8.5 / 9.0 / 9.0 / 8.0

**MYSTARIA** — Sega
This strategy/RPG had to be renamed Blazing Heroes. • 8.0 / 7.5 / 8.5 / 8.0

**NASCAR 98** — Electronic Arts
Red-hot NASCAR action burns up your Sega Saturn. • 8.0 / 6.5 / 6.5 / 7.0

**NBA ACTION** — Sega
Sega's original Saturn basketball game was a big letdown from their Genesis versions. • 4.0 / 5.0

**NBA ACTION '98** — Sega
The NBA Action sequel was better than the first one, but still not all that terrific. • 7.5 / 7.0 / 6.5 / 7.0

**NBA LIVE 97** — Electronic Arts
Boy, them early basketball games for the Saturn just weren't all that good. • 4.0 / 5.0

**NBA LIVE 98** — Electronic Arts
Like NBA Action, this sequel is better than the original, but not great. • 7.0 / 5.5 / 7.5 / 6.0

**NFL '97** — Sega
Boy, Sega, you'd think that you could make a decent football game on your own system. • 4.0 / 5.0

**NHL 98** — Electronic Arts
Electronic Arts did a pretty good job with their Saturn hockey game. • 6.5 / 9.0 / 7.5 / 6.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**NHL ALL-STAR HOCKEY** — Sega
This isn't a bad hockey game, but next year's should be better, right? Right? • 7.5 / 7.5

**NHL ALL-STAR HOCKEY '98** — Sega
Oh, c'mon, Sega! Spend a little time and make a good hockey game, would ya? • 5.0 / 5.5 / 3.5 / 4.5

**NHL POWERPLAY '96** — Virgin
Yet another slightly above-average sports game for the Saturn. • 7.5 / 8.5

**NIGHTS** — Sega
NiGHTS is a strange, yet quite fun action game from the makers of Sonic. • 8.0 / 8.5 / 8.0 / 7.5

**NIGHT WARRIORS: DARKSTALKERS REV.** — Capcom
Capcom sure knows how to make them 2D fighting games. • 7.5 / 8.0 / 7.0 / 8.0

**NORSE BY NORSEWEST: LOST VIKING 2** — Interplay
Those Nordic heroes return for even more adventures. • 7.5 / 7.0 / 8.0 / 7.0

**PANDEMONIUM!** — Crystal Dynamics
Who'd a-thunk that this great PlayStation game would translate so nicely to Saturn? • 8.5 / 8.5 / 8.0 / 8.0

**PANZER DRAGOON** — Sega
This early shooting game showed everyone what the Saturn could do. • 9.0 / 8.5 / 8.5 / 7.5

**PANZER DRAGOON II ZWEI** — Sega
This sequel has loads of atmosphere and was incredibly fun to play. • 8.0 / 8.5 / 8.5 / 8.0

**PANZER DRAGOON SAGA** — Sega
This RPG departure from the series is even better than the shooting games. • 9.5 / 9.5 / 9.5 / 10.0

**PEBBLE BEACH GOLF LINKS** — Sega
Not as tasty as sausage links, but it plays a better game of golf. • 7.0 / 7.0

**POWERSLAVE** — Playmates
This Egyptian first-person shooter is amazing on the Saturn. • 8.0 / 6.0 / 8.0 / 7.0

**QUAKE** — Sega
While not as nice as the PC version, it still plays pretty darn well. • 6.5 / 8.0 / 6.0 / 5.5

**QUARTERBACK ATTACK** — Digital Pictures
A FMV football game? Strangely enough, it was a pretty fun game. • 7.5 / 7.0

**RESIDENT EVIL** — Capcom
Capcom's hit game doesn't look as pretty as the PS version, but it plays great. • 8.0 / 8.5 / 9.0 / 6.5

**ROBO PIT** — THQ
Build a cute little robot and then watch it fight in an arena. • 6.0 / 6.5 / 6.5 / 6.5

**ROBOTICA** — Acclaim
This decent game plays like Doom, but it starts to seem like the same thing over and over. • 6.5 / 7.0 / 7.5 / 7.5

**ROMANCE OF THREE KINGDOMS IV** — Koei
The long-running strategy game series continues. • 9.0 / 7.0 / 8.5 / 8.0

**SATURN BOMBERMAN** — Sega
Simply put, Saturn Bomberman is one of the best multiplayer games ever. • 9.0 / 9.5 / 9.5 / 9.0

**SCORCHER** — Sega
This futuristic racing game looks good and moves fast, but is very hard. • 3.0 / 7.0 / 7.5 / 7.0

**SCUD: THE DISPOSABLE ASSASSIN** — Sega Soft
The comic kicks ass, but the game is just barely above-average. • 7.0 / 6.5 / 7.5 / 7.5

**SEGA AGES** — Working Designs
Contains arcade perfect ports of OutRun, Afterburner and Space Harrier. • 7.5 / 6.0 / 6.5 / 6.0

**SEGA RALLY CHAMPIONSHIP** — Sega
This rally game is one of the best racing games available for the Saturn. • 8.5 / 8.5

**SEGA TOURING CAR** — Sega
This racer came out toward the end of the Saturn's life cycle and wasn't too bad. • 6.0 / 6.5 / 6.0 / 7.5

**SHELLSHOCK** — U.S. Gold
Hop into your tank and fight for justice on the tough urban streets. • 5.0 / 5.0 / 6.0 / 4.5

**SHINING FORCE III** — Sega
This excellent strategy/RPG is one of the last U.S. Saturn games. • 9.0 / 8.5 / 9.0 / 9.0

**SHINING THE HOLY ARK** — Sega
A very good RPG that continues the long-running Shining series. • 8.0 / 6.5 / 8.5 / 8.0

**SHINING WISDOM** — Working Designs
This Zelda-ish adventure/RPG is strictly average. • 5.5 / 5.0 / 5.5 / 6.0

**SHINOBI LEGIONS** — Vic Tokai
The classic Sega series gets a digitized upgrade. Also features goofy cinemas. • 8.5 / 7.5 / 8.0 / 8.0

**SHOCKWAVE ASSAULT** — Electronic Arts
This game was good on the 3DO, but doesn't fare as well on the Saturn. • 4.5 / 4.0 / 4.5 / 4.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SKY TARGET** — Sega
Sure, it's an arcade shooter, but it's not a very good one. • 4.0 / 6.0 / 4.0 / 5.0

**SOLAR ECLIPSE** — Crystal Dynamics
This sequel to Total Eclipse is better than the original. • 8.0 / 7.5 / 7.5 / 8.0

**SONIC 3D BLAST** — Sega
Sonic stars in this very un-Sonic isometric action game. • 6.0 / 7.5 / 7.0 / 6.0

**SONIC JAM** — Sega
Sonic 1, 2, 3 and Sonic & Knuckles are together with a snazzy 3D interface. • 7.5 / 8.5 / 8.0 / 8.5

**SONIC R** — Sega
The tunes may be cheesy, but this racing game starring Sonic plays great. • 8.0 / 8.0 / 8.0 / 7.0

**STEEP SLOPE SLIDERS** — Sega
Ignore the silly name and play this great snowboarding game. • 8.5 / 7.0 / 8.5 / 7.5

**STREET FIGHTER ALPHA 2** — Capcom
Near perfection. This fantastic fighter blows away the PlayStation version. • 9.0 / 9.5 / 9.0 / 9.0

**STREET FIGHTER COLLECTION** — Capcom
Super Street Fighter II, Super Street Fighter II Turbo and SF Alpha 2 Gold. • 8.5 / 8.5 / 9.0 / 8.5

**STREET FIGHTER: THE MOVIE** — Acclaim
The game based on the movie based on the game. Not all that great. • 6.5 / 6.0 / 7.0 / 7.0

**SUPER PUZZLE FIGHTER II TURBO** — Capcom
The hyper-addicting puzzle game starring super-deformed Capcom characters. • 8.0 / 7.5 / 8.0 / 6.0

**TETRIS PLUS** — Jaleco
Includes the original Tetris as well as some fun enhancements. • 7.0 / 8.5 / 7.5 / 7.0

**THEME PARK** — Electronic Arts
Choose the rides and concessions and hope the people come to your park. • 8.5 / 7.5 / 7.5 / 8.5

**THREE DIRTY DWARVES** — Sega
A pretty good action game starring a trio of unwashed, not obscene, dwarves. • 7.5 / 8.0 / 7.0 / 7.5

**THUNDERSTRIKE 2** — U.S. Gold
Enemies need shooting down and only you and your helicopter can do it. • 8.5 / 8.0 / 7.5 / 8.0

**TNN HARDCORE 4X4** — ASC
We hope you can handle this racing game. It's pretty hardcore. • 8.0 / 8.5

**TRUE PINBALL** — Ocean
If this is true pinball, then pinball isn't all that fun. • 6.5 / 8.0 / 7.5 / 6.0

**ULTIMATE MORTAL KOMBAT 3** — Williams
For a while, this game was a Saturn exclusive. • 9.0 / 8.0 / 8.5 / 9.0

**VIRTUA COP** — Sega
The polygon game that revolutionized that gun game genre. • 7.5 / 8.0 / 7.5 / 7.0

**VIRTUA COP 2** — Sega
Virtua Cop 2 is even better than the first game. • 8.0 / 8.5 / 8.0 / 8.0

**VIRTUA FIGHTER** — Sega
Sega's original 3D fighting game was good but seemed rushed. • 8.0 / 8.5 / 8.0 / 7.0

**VIRTUA FIGHTER 2** — Sega
They thought VF2 couldn't be done on the Saturn. They thought wrong. • 8.5 / 8.0 / 8.5 / 8.0

**VIRTUA FIGHTER KIDS** — Sega
It's Virtua Fighter 2 but with cute little super-deformed characters. • 7.0 / 7.0 / 6.0 / 5.0

**VIRTUA FIGHTER REMIX** — Sega
This is the first VF game, but with textures and the glitches fixed. • 8.0 / 7.0 / 6.5 / 7.5

**VIRTUAL CASINO** — Natsume
It's just like going to a real casino except it lacks that weird casino-smell. • 7.5 / 7.0 / 6.5 / 7.0

**VIRTUAL ON** — Sega
The fast-paced mech battle game. • 8.0 / 8.0 / 9.0 / 6.5

**VIRTUA RACING DELUXE** — Time Warner
Sega's first polygon racer gets improved upon for the Saturn. • 8.0 / 7.0

**WARCRAFT II** — Electronic Arts
The PC real-time strategy that lets you play as humans or orcs. • 8.5 / 8.5 / 8.5 / 8.5

**WING ARMS** — Sega
This is one of the better flight games available for the Saturn. • 8.5 / 6.5 / 7.0 / 7.0

**WINTER HEAT** — Sega
The winter-based sequel to DecAthlete is even more than the original. • 9.5 / 9.5 / 9.0 / 8.5

**WIPEOUT** — Sega
Sure, it doesn't look as nice as the PlayStation game, but it plays fine. • 7.0 / 5.5 / 8.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**WORLD SERIES BASEBALL** — Sega
Sega sure knows how to make a baseball game. • 8.5 / 9.0

**WORLD SERIES BASEBALL II** — Sega
These baseball games just get better and better. • 9.2 / 9.3

**WORLD SERIES BASEBALL '98** — Sega
OK, so this one's not as good as last year's, but it's still darn good. • 8.0 / 8.0

**WORLDWIDE SOCCER** — Sega
Sega makes an OK soccer game, but it's not as good as their baseball games. • 7.5 / 9.0

**WORLDWIDE SOCCER '98** — Sega
OK, scratch that last soccer comment. This one ain't that good. • 5.5 / 5.5 / 7.0 / 4.0

**WORMS** — Ocean
The hilarious strategy game where you fight with an army of worms. • 9.0 / 8.5 / 9.0 / 8.0

**Over 700**
The number of games in the SNES library.

## SUPER NES

**THE 7TH SAGA** — Enix
This RPG made extensive use of the SNES' Mode 7 capabilities. • 8.0 / 8.0 / 7.0 / 8.0

**ACTRAISER** — Enix
This great game mixed action with strategy. • 9.0 / 9.0 / 9.0 / 9.0

**ACTRAISER 2** — Enix
Actraiser's sequel lost the strategy elements, but was still quite fun. • 9.0 / 8.0 / 9.0 / 9.0

**THE ADDAMS FAMILY** — Ocean
A silly little platform game where you controlled Gomez Addams. • 5.0 / 7.0 / 6.0 / 7.0

**THE ADVENTURES OF DR. FRANKEN** — DTMC
A heroic Frankenstein's monster is the star of this side-scroller. • 7.0 / 7.0 / 6.0 / 6.0

**AEROBIZ SUPERSONIC** — Koei
The fate of an entire airline is in your hands in this simulation. • 9.0 / 8.0 / 6.0 / 6.0

**AERO THE ACRO•BAT** — Sunsoft
He's a bat with an attitude, and he needs your help. • 9.0 / 8.0 / 8.0 / 8.0

**AIR CAVALRY** — GameTek
A fairly mediocre flying game for the SNES. • 7.0 / 6.0 / 5.5 / 5.0

**AIR STRIKE PATROL** — Seta
Apparently, games that begin with the word "air" just aren't that good. • 7.0 / 6.0 / 4.0 / 4.0

**ALADDIN** — Capcom
While nothing at all like the Genesis version, this game certainly stands on its own. • 8.0 / 8.0 / 9.0 / 8.0

**ALFRED CHICKEN** — Mindscape
If you've ever had some sick desire to control a chicken, here's your chance. • 8.0 / 7.0 / 7.0 / 5.0

**ALIEN 3** — LJN
Infinitely better than that awful movie. • 8.0 / 8.0 / 8.0 / 8.0

**AMAZING TENNIS** — Absolute
Yes, it's not your ordinary tennis game. This one is amazing. • 6.0 / 7.0 / 7.0 / 5.0

**ANIMANIACS** — Konami
Yakko, Wakko and Dot get caught up in high jinks at the Warner Bros. Studios. • 8.0 / 8.0 / 8.0 / 8.0

**ARCUS ODYSSEY** — Renovation
This one plays much like Gauntlet, with plenty of characters and action. • 7.0 / 7.0 / 7.0 / 7.0

**ARDY LIGHTFOOT** — Titus
Join Ardy, our lightfooted hero, on his exciting adventure. • 8.0 / 7.0 / 6.0 / 7.0

**ARKANOID: DOH IT AGAIN!** — Nintendo
The classic block-busting arcade game gets a graphical overhaul. • 8.5 / 8.0 / 7.0 / 7.5

**AXELAY** — Konami
One of the most impressive shooters out there. We never saw the promised sequel. • 9.0 / 9.0 / 9.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**ROCKY RODENT** — Irem
This action game has no relation to the Beatles song, "Rocky Raccoon." • 8.0 / 8.0 / 7.0 / 7.0

**R.P.M. RACING** — Interplay
Kind of like a souped-up R.C. Pro-Am. • 6.0 / 7.0 / 4.0 / 4.0

**R-TYPE III** — Jaleco
Continuing one of the best shooter series ever. • 8.0 / 8.0 / 8.0 / 8.0

**SAMURAI SHODOWN** — Takara
The hit Neo•Geo fighting game comes to the Super NES. • 8.0 / 8.0 / 7.0 / 6.0

**SATURDAY NIGHT SLAM MASTERS** — Capcom
Capcom's wrestling/fighting extravaganza. • 8.0 / 7.0 / 7.0 / 7.0

**SAVAGE EMPIRE** — FCI
A slow port of an old PC game. This one is for strategy lovers only. • 7.0 / 7.0 / 5.0 / 6.0

**SECRET OF EVERMORE** — Square Soft
Square's U.S. produced RPG. Good, but not as good as the Japanese stuff. • 8.5 / 8.5 / 8.5 / 8.0

**SECRET OF MANA** — Square Soft
An incredibly good adventure/RPG where you can play with three players at once. • 8.0 / 9.0 / 9.0 / 9.0

**SECRET OF THE STARS** — Tecmo
Tecmo's entry into the world of RPGs. Not all too bad considering the competition. • 8.5 / 7.0 / 7.0 / 6.5

**SENGOKU** — Data East
A bad one- or two-player game that allows you to change into different characters. • 5.0 / 4.0 / 4.0 / 4.0

**THE SHADOW** — Ocean
Typical beat-'em-up based on the terrible movie. • 7.0 / 5.0 / 4.0 / 4.0

**SHADOWRUN** — Data East
This futuristic adventure game is nothing like the Genesis version. • 6.0 / 7.0 / 6.0 / 7.0

**SHAQ-FU** — Electronic Arts
Yes, they made a fighting game starring Shaq. Truly awful. • 6.0 / 5.0 / 5.0 / 4.0

**SIM CITY** — Nintendo
Classic sim game where you create your own dream city. • 7.0 / 9.0 / 8.0 / 6.0

**SIM EARTH** — FCI
After you've mastered cities, you can manage your own planet. • 6.0 / 6.0 / 6.0 / 7.0

**SINK OR SWIM** — Titus
A puzzle game where you must rescue crew members on an ocean liner. • 6.0 / 7.0 / 6.0 / 5.0

**SKY BLAZER** — Sony Imagesoft
Before Sony brought us the PlayStation, they made this excellent action game. • 8.0 / 8.0 / 8.0 / 8.0

**SOCKS THE CAT** — Kaneko
Typical action game starring President Clinton's cat. • 6.0 / 5.0 / 5.0 / 6.0

**SOLDIERS OF FORTUNE** — Spectrum Holobyte
Choose from a team of top soldiers in this fun game. • 8.0 / 6.0 / 7.0 / 6.0

**SONIC BLASTMAN 2** — Taito
One of the better Final Fight clones available. • 8.0 / 7.0 / 7.0 / 8.0

**S.O.S.** — Vic Tokai
Long before that *Titanic* movie, this game had you escaping from a sinking boat. • 8.0 / 7.0 / 7.0 / 7.0

**SOUL BLAZER** — Enix
A very cool adventure game to play once you've beaten Zelda. • 8.0 / 9.0 / 8.0 / 8.0

**SPACE MEGAFORCE** — Toho
This vertical-scrolling shooter is one of the best in the genre. • 8.0 / 9.0 / 9.0 / 9.0

**SPANKY'S QUEST** — Natsume
This game is good based on the fact that it stars a monkey named "Spanky." • 6.0 / 7.0 / 6.0 / 7.0

**SPARKSTER** — Konami
Konami's sequel to Rocket Knight Adventures is a great game. • 8.0 / 8.0 / 8.0 / 8.0

**SPAWN** — Acclaim
Just like the PlayStation game, this dud does Spawn no justice. • 6.5 / 6.5 / 6.0 / 5.5

**SPECTRE** — GameTek
Sort of like an update to the classic arcade game Battlezone. Not all that great. • 6.0 / 5.0 / 5.0 / 6.0

**SPELLCRAFT** — ASCII
An RPG that featured real-time fighting instead of the typical menu-driven fare. • 7.0 / 6.0 / 5.0 / 6.0

**SPIDER-MAN/X-MEN IN ARCADE'S REVENGE** — LJN
Even with all these cool superheroes, this game was merely OK. • 6.0 / 8.0 / 6.0 / 7.0

**SPIKE MCFANG** — Bullet Proof
A fun little adventure game in the vein of Zelda, but you can gather a party. • 9.0 / 8.0 / 8.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SPINDIZZY WORLDS** — Asciiware
Once you get used to the control, this puzzle game can be a lot of fun. • 7.0 / 8.0 / 7.0 / 8.0

**SPORTING ALL-STAR BASEBALL** — Hudson Soft
A so-so baseball game that just doesn't stand out in this crowded field. • 7.0 / 6.0

**STARFOX** — Nintendo
The Super FX chip helped this polygon shooter become one of the best Super NES games. • 9.0 / 8.0 / 9.0 / 9.0

**STAR TREK: DEEP SPACE NINE** — Playmates
An action/adventure game set aboard the space station. • 8.0 / 7.0 / 6.5 / 6.5

**STAR TREK: STARFLEET ACADEMY** — Interplay
Train to become a member of Starfleet in this simulation. • 8.0 / 7.0 / 6.0 / 7.0

**STAR TREK: THE NEXT GENERATION** — Spectrum Holobyte
Take Picard and the crew where no one has ever gone before. • 9.0 / 7.0 / 6.0 / 8.0

**STREET FIGHTER II** — Capcom
This is it! The original Street Fighter II was a revolutionary game. • 9.0 / 10.0 / 9.0 / 10.0

**STREET FIGHTER II TURBO** — Capcom
SFII Turbo was just as great as SFII, but with a few major enhancements. • 9.0 / 10.0 / 9.0 / 10.0

**STREET FIGHTER ALPHA 2** — Nintendo
Some games are just more than the Super NES can handle. • 4.5 / 4.0 / 6.0 / 6.5

**STRIKE GUNNER** — NTVIC
Your standard model overhead shooter. It did have a Two-player Mode, however. • 4.0 / 7.0 / 6.0 / 7.0

**STUNT RACE FX** — Nintendo
The FX chip is put to use again to make this racing game. • 7.0 / 7.0 / 6.0 / 6.0

**SUNSET RIDERS** — Konami
An action game set in the wild, wild West. • 8.0 / 8.0 / 7.0 / 8.0

**SUPER ADVENTURE ISLAND** — Hudson Soft
Master Higgens continues his journeys on the Super NES. • 7.0 / 9.0 / 9.0 / 8.0

**SUPER BATTER UP** — Namco
This baseball game wasn't nearly as "super" as the title would have you believe. • 5.0 / 5.0 / 5.0 / 4.0

**SUPER BATTLETANK** — Absolute
This tank action sim was a blast to play. • 6.0 / 8.0 / 6.0 / 7.0

**SUPER BATTLETANK 2** — Absolute
Super Battletank 2 was even better than the first game. • 8.0 / 7.0 / 6.0 / 7.0

**SUPER BLACK BASS** — Hot-B
If you're too lazy to leave your house, you can go fishin' on your SNES. • 7.0 / 7.0 / 6.0 / 7.0

**SUPER BOMBERMAN** — Hudson Soft
Get out that multitap and blow your buddies to smithereens. • 9.0 / 9.0 / 9.0 / 9.0

**SUPER BOWLING** — American Technos
You wouldn't think it, but bowling games can be a lot of fun. • 7.0 / 8.0 / 7.0 / 7.0

**SUPER BUSTER BROTHERS** — Capcom
Capcom's classic arcade game gets ported to the Super NES. • 4.0 / 7.0 / 7.0 / 8.0

**SUPER CHASE H.Q.** — Taito
Drive in your souped-up car in a chase against the bad guys. • 8.0 / 8.0 / 7.0 / 7.0

**SUPER E.D.F.** — Jaleco
This is your typical shooter with little variety, but lots of cool Mode 7 effects. • 5.0 / 5.0 / 7.0 / 8.0

**SUPER GOAL 2** — Jaleco
A fairly standard soccer game. • 7.0 / 7.0 / 6.0 / 6.0

**SUPER GODZILLA** — Toho
A strategy game starring that big lizard. • 7.0 / 5.0 / 5.0 / 7.0

**SUPER HIGH IMPACT** — Acclaim
There are plenty of better football games on the Super NES. • 5.0 / 6.0 / 5.0 / 4.0

**SUPER LOOPZ** — Imagineer
An excellent, and highly addictive puzzle game. • 9.0 / 7.0 / 7.0 / 8.0

**SUPER MARIO ALL-STARS** — Nintendo
The best compilation game ever. Four classic games with better graphics and sound. • 9.0 / 10.0 / 9.0 / 9.0

**SUPER MARIO KART** — Nintendo
Many argue that this game is even better than its 64-Bit brother. • 9.0 / 9.0 / 8.0 / 8.0

**SUPER MARIO RPG** — Nintendo
Nintendo and Square team up to make a game. It just had to be a winner. • 9.5 / 9.0 / 8.5 / 8.0

**SUPER MARIO WORLD** — Nintendo
One of the first Super NES games proved that this system was gonna last a while. • 9.0 / 9.0 / 9.0 / 9.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SUPER METROID** — Nintendo
Oh, my, this game is incredible. Just buy it and enjoy.
• 9.0 / 9.0 / 9.0 / 9.0

**SUPER NOVA** — Taito
A shooter and one of the many SNES games that begin with the word "super."
• 7.0 / 7.0 / 5.0 / 6.0

**SUPER OFF-ROAD** — Tradewest
The off-road racing game appeared on the Super NES among other systems.
• 7.0 / 6.0 / 6.0 / 7.0

**SUPER OFF-ROAD: THE BAJA** — Tradewest
Another off-road game, but with the fun word "Baja" in the title. Baja!
• 6.0 / 8.0 / 6.0 / 6.0

**SUPER PINBALL** — American Technos
A pretty good pinball game.
• 8.0 / 6.0 / 6.0 / 6.0

**SUPER PUNCH-OUT!!** — Nintendo
This fun boxing game didn't come out in Japan until is was out here for a long time.
• 8.6 / 7.9

**SUPER RETURN OF THE JEDI** — JVC
The Force is strong in this one. There's no Ewok killing bonus level, however.
• 9.0 / 7.0 / 7.0 / 9.0

**SUPER R-TYPE** — Irem
R-Type was a great game, but insanely hard.
• 8.0 / 8.0 / 8.0 / 8.0

**SUPER SCOPE 6** — Nintendo
Nintendo's light gun came packed with this cart full of minigames.
• 5.0 / 3.0 / 5.0 / 6.0

**SUPER SLAM DUNK** — Virgin
Not a very good basketball game.
• 4.0 / 5.0 / 4.0 / 5.0

**SUPER SMASH TV** — Acclaim
Sort of a video game version of "The Running Man." Loads of fun.
• 8.0 / 9.0 / 8.0 / 9.0

**SUPER SOCCER CHAMP** — Taito
Another game that's not as "super" as they want you to think.
• 6.0 / 6.0 / 5.0 / 6.0

**SUPER STAR WARS** — JVC/Lucasfilm
Play this incredible game with your blast shield down.
• 9.0 / 9.0 / 9.0 / 9.0

**SUPER STREET FIGHTER II** — Capcom
It introduced new characters, but how many SF games can you buy for one system?
• 6.0 / 7.0 / 7.0 / 8.0

**SUPER STRIKE EAGLE** — Microprose
Pretty good for a SNES flight sim.
• 6.0 / 7.0 / 6.0 / 7.0

**SUPER EMPIRE STRIKES BACK** — JVC
Search your feelings, you know this game rocks.
• 8.0 / 7.0 / 6.0 / 7.0

**SUPER TROLL LAND** — Amerisoft
A platform game starring those little critters that look like the Olsen twins.
• 7.0 / 7.0 / 4.0 / 6.0

**SUPER TURRICAN** — Seika
A vast improvement over the original Turrican game.
• 7.0 / 9.0 / 8.0 / 8.0

**SUPER VALIS IV** — Atlus
The Valis series continues from the days of the TurboGrafx-16.
• 7.0 / 7.0 / 7.0 / 7.0

**SUZUKA 8 HOURS** — Namco
Smooth scrolling and good control add up to make this a pretty good motorcycle racer.
• 7.0 / 7.0 / 6.0 / 6.0

**TAZ-MANIA** — Sunsoft
Taz barrels across the country eating Kiwis in this game that plays like a driving game.
• 7.0 / 7.0 / 7.0 / 7.0

**TECMO SUPER BOWL** — Tecmo
The old NES football game still plays great on the SNES.
• 8.0 / 7.0 / 6.0 / 7.0

**TMNT IV: TURTLES IN TIME** — Konami
A simply amazing port of the second Turtles arcade game.
• 9.0 / 9.0 / 9.0 / 9.0

**TMNT: TOURNAMENT FIGHTERS** — Interplay
This terrific game gave Street Fighter II some competition.
• 9.0 / 8.0 / 9.0 / 9.0

**TERMINATOR 2: ARCADE GAME** — LJN
Get out your Super Scope and prepare to blast some cyborg assassins.
• 7.0 / 7.0 / 6.0 / 7.0

**TEST DRIVE II** — Ballistic
Hmm...for a driving game, this one's pretty bland.
• 5.0 / 6.0 /5.0 / 6.0

**TETRIS 2** — Nintendo
How can you not like Tetris? This sequel is almost as good as the original.
• 9.0 / 8.0 / 8.0 / 7.0

**TETRIS ATTACK** — Nintendo
*EGM* has this thing with Tetris Attack. We can't stop playing it!
• 7.5 / 9.0 / 8.5 / 8.0

**THE TICK** — Fox Interactive
I dig Dinosaur Neil, but not this boring game.
• 6.0 / 4.0 / 5.0 / 4.0

**TONY MEOLA SOCCER** — Electro Brain
C'mon, Tony! You could've made a better game than this!
• 6.0 / 5.0 / 5.0 / 4.0

**TOP GEAR 2** — Kemco
This racing game is pretty good.
• 7.0 / 7.0 / 7.0 / 6.0

**TOXIC CRUSADERS** — Bandai
An action game based on the timeless Toxic Avenger movies from Troma.
• 5.0 / 7.0 / 6.0 / 8.0

**TOY STORY** — Disney Interactive
The digitized graphics looked nice, but Donkey Kong Country was better.
• 7.5 / 6.0 / 6.5 / 7.0

**TRODDLERS** — Seika
A puzzle game that's similar to Lemmings and plays much better with the SNES mouse.
• 7.0 / 8.0 / 7.0 / 7.0

**TRUE LIES** — Acclaim
A movie-based game that's not a side-scroller? It's good just for that fact.
• 8.0 / 7.0 / 6.5 / 7.0

**TUFF E NUFF** — Jaleco
Games like this insure that a generation will grow up not knowing how to spell.
• 8.0 / 7.0 / 8.0 / 7.0

**TURN 'N' BURN** — Absolute
The original title for this flight sim was Shake 'n Bake until they found that had been used.
• 8.0 / 8.0 / 7.0 / 7.0

**ULTIMATE MORTAL KOMBAT 3** — Williams
The final game in the Mortal Kombat fighting series before they went 3D.
• 8.0 / 6.0 / 7.0 / 6.5

**UNIRACERS** — Nintendo
A strange little racing game that had you driving living unicycles.
• 7.0 / 5.0 / 5.0 / 5.0

**THE UNTOUCHABLES** — Ocean
An average game based on an unlikely movie license.
• 7.0 / 6.0 / 5.0 / 5.0

**VEGAS STAKES** — Nintendo
One of the better gambling games on the market today.
• 7.0 / 8.0 / 8.0 / 8.0

**VIRTUAL BART** — Acclaim
Had only the control been a bit tighter. This game could have been fun.
• 7.0 / 5.0 / 4.0 / 4.0

**VORTEX** — Electro Brain
A simulator-style game where you can transform your ship into different forms.
• 7.0 / 8.0 / 4.0 / 5.0

**W. GRETZKY & NHLPA ALL-STARS** — Time Warner
This Gretzky fellow is in a lot of hockey games. Is he some sort of an athlete?
• 7.0 / 6.5

**WAYNE'S WORLD** — THQ
This was the best game that ever came out on the SNES. Not!
• 5.0 / 6.0 / 4.0 / 3.0

**WE'RE BACK** — Hi Tech Express.
Standard "game-based-on-an-animated-movie" material.
• 5.0 / 5.0 / 4.0 / 5.0

**WICKED 18** — Bullet Proof Soft.
A most totally wicked golfing experience.
• 8.0 / 8.0 / 4.0 / 7.0

**SOCKS THE CAT** — Kaneko
Typical action game starring President Clinton's cat.
• 6.0 / 5.0 / 5.0 / 6.0

**WILD C.A.T.S.** — Playmates
A dud game based on the comic book series.
• 7.0 / 4.5 / 5.5 / 7.0

**WILD GUNS** — Natsume
As a heroic cowboy, you need to take down them evil varmits.
• 8.0 / 8.0 / 8.0 / 8.0

**WING COMM: SECRET MISSIONS** — Mindscape
This series should stick to more powerful systems.
• 5.0 / 5.0 / 5.0 / 5.0

**WINTER EXTREME** — Electro Brain
Only the most "extreme" winter sports made it into this game.
• 8.0 / 7.0 / 7.0 / 7.0

**WIZARDRY V** — Capcom
Another average port of a role-playing game that originated on the PC.
• 5.0 / 7.0 / 5.0 / 6.0

**WOLFENSTEIN 3D** — Imagineer
Like the PC game only without the gore and the Nazis.
• 7.0 / 8.0 / 6.0 / 7.0

**WOLVERINE** — Acclaim
Old Wolvie strikes out on his own in this action game.
• 7.0 / 6.0 / 5.0 / 6.0

**WORDTRIS** — Spectrum Holobyte
Like Tetris, only you need to form words out of falling letters.
• 5.0 / 7.0 / 6.0 / 7.0

**WORLD HEROES** — Sunsoft
The merely OK Neo•Geo fighting game.
• 8.0 / 6.0 / 6.0 / 6.0

**WORLD HEROES 2** — Takara
World Heroes 2 was a much better game than its predecessor.
• 8.0 / 7.0 / 6.0 / 8.0

**WWF ROYAL RUMBLE** — LJN
Hop into the ring and see who is the last man standing.
• 7.0 / 7.0 / 7.0 / 7.0

**XARDION** — Asmik
An action/adventure game that had a few cool features, but was ultimately lacking.
• 4.0 / 8.0 / 5.0 / 7.0

**X-CALIBER 2097** — Activision
This played like a two-player version of Strider.
• 7.0 / 7.0 / 6.0 / 6.0

**X-MEN: MUTANT APOCALYPSE** — Capcom
Capcom's very good side-scrolling X-Men game.
• 8.0 / 8.0 / 7.0 / 8.0

**X-ZONE** — Kemco
One of the few games to support Nintendo's Super Scope.
• 7.0 / 8.0 / 8.0 / 8.0

**YOGI BEAR** — GameTek
Dodge Ranger Smith as you control the "smarter than the average" bear.
• 7.0 / 6.0 / 5.0 / 7.0

**YOSHI'S SAFARI** — Nintendo
A light gun game for kids that had you riding on Yoshi's back.
• 6.0 / 6.0 / 7.0 / 7.0

**YOUNG MERLIN** — Virgin
A nice mix of action and RPG. It features good control and a long quest.
• 8.0 / 8.0 / 7.0 / 8.0

**ZOMBIES ATE MY NEIGHBORS** — Konami
A terribly fun action game that has you going up against a legion of monstrous foes.
• 9.0 / 9.0 / 9.0 / 9.0

## Super NES Version 2.0

The Super NES got a facelift last Christmas when Nintendo introduced a new sleeker design for the aging 16-Bit console. This smaller, lighter (as heavy as a Nintendo 64 cartridge) design did away with features such as the RF output, Eject button and expansion slot underneath. Retailing now for less than $80, this is likely the last chance you'll ever get to pick up a brand-new Super NES.

## Did You Know?

In Japan, the Super Nintendo is called the Super Famicom, which is a combination of "Family" and "Computer."

# 40

Percent of U.S. homes that own a Nintendo system

## Way Too Many

The number of sidebars, hot numbers and little nuggets of information (like this one) that you'll see in this magazine. But sometimes, you just gotta fill up the little empty spaces, you know what I mean?

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**BALLZ** — Accolade
In an age of Street Fighters, this spherical fighter failed to impress. • 8.0 / 7.0 / 6.0 / 6.0

**BATTLE CARS** — Namco
Race around in cars with Mad Max-ish spikes all over them. • 9.0 / 8.0 / 7.0 / 7.0

**BATTLE GRAND PRIX** — Hudson
You would think that something called a "Battle Grand Prix" would be more exciting. • 5.0 / 6.0 / 5.0 / 6.0

**BATTLETOADS/DOUBLE DRAGON** — Tradewest
Choose to play as the 'Toads or the Dragons and kick some butt. • 8.0 / 8.0 / 8.0 / 8.0

**BATTLETOADS IN BATTLEMANIACS** — Tradewest
The Battletoads' first SNES game was very impressive. • 9.0 / 8.0 / 8.0 / 8.0

**BEAUTY AND THE BEAST** — Hudson Soft
Not too great side-scroller based on the great Disney movie. • 6.0 / 5.0 / 4.0 / 4.0

**BLACKTHORNE** — Interplay
An adventure game with the neat feature of putting prisoners out of their misery. • 8.0 / 8.0 / 8.0 / 8.0

**BLAZEON** — Atlus
A good-looking shooter that unfortunately doesn't play as good as it looks. • 7.0 / 7.0 / 5.0 / 7.0

**B.O.B.** — Electronic Arts
Travel around as a goofy-looking robot that shoots at things. • 5.0 / 7.0 / 7.0 / 5.0

**BONKERS** — Capcom
Remember that Disney character Bonkers? He was a bobcat or something. This is his game. • 7.0 / 6.0 / 7.0 / 7.0

**BOXING LEGENDS OF THE RING** — Electrobrain
Step into the ring with some of the greatest heavyweight champs of all time. • 6.0 / 7.0 / 5.0 / 5.0

**BRAINLORD** — Enix
This game combines equal parts action and role-playing. • 8.0 / 7.0 / 7.0 / 8.0

**BREATH OF FIRE** — Squaresoft
This great RPG was programmed by Capcom but distributed by Square. • 8.0 / 8.0 / 7.0 / 8.0

**BREATH OF FIRE II** — Capcom
Capcom released this game themselves, and it is quite hard to find today. • 7.5 / 7.0 / 7.5 / 8.0

**BRUTAL: PAWS OF FURY** — GameTek
Those animated fighting animals hit the SNES as well. • 7.0 / 7.0 / 5.0 / 7.0

**BUBSY** — Accolade
This was the only Bubsy game that was fun. They just went downhill from here. • 7.0 / 9.0 / 8.0 / 8.0

**BUGS BUNNY IN RABBIT RAMPAGE** — Sunsoft
Featuring a ton of cameos by stars of Bugs Bunny cartoons, there was a lot to see here. • 8.0 / 7.0 / 5.0 / 7.0

**BUST-A-MOVE** — Taito
Try to knock down bubbles by shooting like colored ones at them. Addicting puzzle game. • 9.0 / 7.0 / 7.0 / 8.0

**CAPCOM'S SOCCER SHOOTOUT** — Capcom
In addition to platform and fighting games, Capcom makes a good soccer game. • 8.0 / 7.0 / 7.0 / 7.0

**CAPTAIN AMERICA** — Mindscape
The good Captain learns that making a good game is harder than it looks. • 6.0 / 5.0 / 4.0 / 6.0

**CARRIER ACES** — GameTek
Here's another one of those WWII flying-type games for the SNES. • 7.0 / 7.0 / 5.0 / 5.0

**CASTLEVANIA: DRACULA X** — Konami
After Super Castlevania IV, this game paled in comparison. • 7.0 / 6.5 / 6.5 / 7.0

**CHAMPIONSHIP POOL** — Mindscape
This game has nothing to do with swimming. It's a billiards game. • 8.0 / 8.0 / 7.0 / 7.0

**CHESTER CHEETAH** — Kaneko
For a game based on a commercial character, this is pretty good. • 6.0 / 9.0 / 8.0 / 8.0

**CHESTER CHEETAH 2** — Kaneko
It's not easy being in a really dull video game sequel. • 6.0 / 6.0 / 5.0 / 5.0

**CHOPLIFTER III** — Extreme
Use your chopper to airlift people to safety. • 8.0 / 8.0 / 7.0 / 8.0

**CHRONO TRIGGER** — Square Soft
It's a Square RPG. Those generally tend to be very good. • 9.0 / 9.5 / 9.5 / 9.0

**CLAY FIGHTER** — Interplay
Goofy fighting game with wacky fighters. Listen to that opening song! • 8.0 / 7.0 / 8.0 / 7.0

**CLAYMATES** — Interplay
A platform game from the people who made Clay Fighter. • 8.0 / 7.0 / 6.0 / 7.0

**CLIFFHANGER** — Sony Imagesoft
Based on the movie. Now's your chance to beat up John Lithgow. • 6.0 / 5.0 / 4.0 / 4.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**CONTRA III: THE ALIEN WARS** — Konami
Forget those lame PlayStation Contra games. Just go pick up this one. • 9.0 / 9.0 / 9.0 / 9.0

**COOL SPOT** — Virgin
Originally on the Genesis, this terrific platform game makes it to the SNES. • 8.0 / 9.0 / 9.0 / 9.0

**CRAZY CHASE** — Kemco
A silly isometric action game starring Kid Klown. • 8.0 / 7.0 / 8.0 / 7.0

**CYBERNATOR** — Konami
Cool platform game.where you are wearing a mech suit. • 8.0 / 8.0 / 8.0 / 8.0

**DAFFY DUCK: MARVIN MISSIONS** — Sunsoft
Duck Dodgers must save the galaxy from the alien menace. • 8.0 / 7.0 / 6.0 / 7.0

**DEATH & RETURN OF SUPERMAN** — Sunsoft
The comic series was much more exciting than this dull game. • 6.0 / 5.0 / 5.0 / 5.0

**DEMON'S CREST** — Capcom
That obnoxious demon from Ghosts 'n' Goblins gets his own adventure game. • 8.0 / 8.0 / 9.0 / 8.0

**DENNIS THE MENACE** — Ocean
The only good thing about this game was the giant, digitized Walter Mathau head. • 6.0 / 5.0 / 5.0 / 6.0

**DESERT STRIKE** — Electronic Arts
The popular Strike series comes to the SNES. • 7.0 / 7.0 / 6.0 / 8.0

**DINO CITY** — Irem
Journey to fabulous Dino City. Where the games aren't really that bad. • 6.0 / 8.0 / 7.0 / 7.0

**DONKEY KONG COUNTRY** — Nintendo
Nintendo's big ape returns in this completely rendered platform game. • 10.0 / 9.0 / 9.0 / 9.0

**DONKEY KONG COUNTRY 2** — Nintendo
Donkey Kong is kidnapped, and it's up to Diddy and Dixie to find him. • 9.0 / 8.5 / 8.5 / 8.5

**DONKEY KONG COUNTRY 3** — Nintendo
More monkey action with Dixie and Kiddy Kong, the overgrown baby. • 8.0 / 8.0 / 8.5 / 8.0

**DOOM** — Williams
Not a great version of the game, but still impressive to see on a 16-Bit machine. • 6.0 / 5.5 / 5.0 / 5.0

**DOUBLE DRAGON V: SHADOW FALLS** — Williams
A very average fighting game based on the animated series. • 6.0 / 5.0 / 5.0 / 5.0

**DRAGON'S LAIR** — Data East
A side-scroller that was "inspired" by the arcade game. • 6.0 / 7.0 / 4.0 / 3.0

**DRAGON VIEW** — Kemco
An RPG with first-person travelling sequences and well-done action scenes. • 7.0 / 7.0 / 6.0 / 7.0

**DREAM PROBE** — Renovation
This is what Cartman from *South Park* got. No, actually, it's another platform game. • 5.0 / 6.0 / 5.0 / 5.0

**EARTHWORM JIM** — Playmates
The madcap action game on the SNES. Watch for falling cows. • 8.0 / 9.0 / 9.0 / 8.0

**EMMITT SMITH FOOTBALL** — JVC
Emmitt, why didn't you endorse a better football game? • 5.5 / 6.0

**EQUINOX** — Sony Imagesoft
A fun isometric adventure game. • 8.0 / 8.0 / 7.0 / 8.0

**EYE OF THE BEHOLDER** — Capcom
The RPG has really made its rounds on the console systems. Here's the SNES version. • 7.0 / 7.0 / 5.0 / 6.0

**F1-ROC** — Seta
This racing game has nothing to do with the old Fox series *Roc*. • 5.0 / 7.0 / 6.0 / 5.0

**FAMILY DOG** — THQ
Pretty bad side-scroller based on the short-lived cartoon series. • 4.0 / 7.0 / 4.0 / 5.0

**FATAL FURY 2** — Takara
Terry Bogard's fighting series gets translated to the SNES. • 9.0 / 8.0 / 8.0 / 8.0

**FATAL FURY SPECIAL** — Takara
Another Neo•Geo fighting game port. • 8.0 / 7.0 / 6.5 / 8.0

**FIEVEL GOES WEST** — Hudson Soft.
Platform game based on animated movie. • 7.0 / 7.0 / 5.0 / 5.0

**FIGHTER'S HISTORY** — Data East
This game is so similar to Street Fighter II that Capcom sued. • 8.0 / 7.0 / 6.0 / 6.0

**FINAL FANTASY II** — Square Soft
America's first 16-Bit Final Fantasy game is really part IV in Japan. • 8.0 / 9.0 / 7.0 / 8.0

**FINAL FANTASY III** — Square Soft
Only one of the best RPGs ever made. Actually part VI in Japan. • 9.0 / 9.0 / 9.0 / 9.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**FINAL FANTASY: MYSTIC QUEST** — Square Soft
While made for beginners, this game was still good. • 7.0 / 8.0 / 7.0 / 7.0

**FINAL FIGHT** — Capcom
This Final Fight clone is...wait, this is Final Fight. • 8.0 / 7.0 / 7.0 / 7.0

**FINAL FIGHT 3** — Capcom
This just didn't have the magic of the original game. • 6.5 / 5.5 / 5.5 / 5.0

**FIREPOWER 2000** — Sunsoft
Get funky with some intense side-scrolling action in this above-average game. • 8.0 / 8.0 / 8.0 / 6.0

**FIRE STRIKER** — DTMC
A fun action game that played even better in the Four-player Mode. • 8.0 / 7.0 / 7.0 / 8.0

**FLASHBACK** — U.S. Gold
A great action game that you have to use your mind to beat. • 9.0 / 8.0 / 8.0 / 8.0

**THE FLINTSTONES** — Taito
A side-scroller with better animation than the actual cartoon. • 8.0 / 7.0 / 7.0 / 7.0

**THE FLINTSTONES: THE MOVIE** — Ocean
Control a creepy digitized John Goodman in this game based on the dumb movie. • 7.0 / 6.0 / 5.0 / 5.0

**FOOTBALL FURY** — American Sammy
An anything-goes football game. • 4.0 / 7.0 / 5.0 / 8.0

**FRANTIC FLEA** — GameTek
An action game starring a blood-sucking parasite. • 7.0 / 5.0 / 5.5 / 6.0

**F-ZERO** — Nintendo
Still one of the best-playing racers around. • 8.0 / 9.0 / 9.0 / 8.0

**GHOUL PATROL** — JVC
The sequel to Zombies Ate My Neighbor. • 8.0 / 8.0 / 7.0 / 8.0

**GODS** — Mindscape
A not all that exciting action game. • 7.0 / 7.0 / 5.0 / 6.0

**GOOF TROOP** — Capcom
A simple adventure/RPG based on the Disney cartoon. • 7.0 / 8.0 / 8.0 / 8.0

**GRADIUS III** — Konami
If you can ignore the slowdown, this shooter is top-of-the-line. • 8.0 / 8.0 / 8.0 / 8.0

**THE GREAT CIRCUS MYSTERY** — Capcom
Mickey Mouse has an adventure at the circus. • 7.0 / 8.0 / 7.0 / 7.0

**HARDBALL III** — Accolade
A decent baseball game, but not much more. • 8.0 / 7.0 / 5.0 / 7.0

**HARLEY'S HUMONGOUS ADVENTURE** — Electronic Arts
Harley gets shrunk down and must fight through the real world. • 6.0 / 8.0 / 7.0 / 7.0

**HARVEST MOON** — Natsume
An RPG about farming. A weird idea, but it's a lot of fun. • 8.5 / 8.0 / 8.0 / 8.0

**HEAD-ON SOCCER** — U.S. Gold
Look out! This soccer game's gonna hit you head-on! • 8.5 / 8.0

**HOME IMPROVEMENT** — Absolute
Control Tim "The Toolman" Taylor in this very odd platform game. • 7.0 / 7.0 / 6.0 / 6.0

**THE HUNT FOR RED OCTOBER** — Hi Tech Express.
A dud game based on the movie. • 5.0 / 6.0 / 4.0 / 6.0

**IGNITION FACTOR** — Jaleco
As a firefighter, you must extinguish flames and rescue civilians. • 9.0 / 8.0 / 7.0 / 9.0

**INDIANA JONES' GREATEST ADVENTURE** — JVC
It's all three Indy movies rolled into one cool game. • 8.0 / 7.0 / 6.0 / 7.0

**INSPECTOR GADGET** — Hudson Soft
Help the bumbling detective track down and defeat Dr. Klaw. • 7.0 / 6.0 / 6.0 / 7.0

**INTERNATIONAL SUPERSTAR SOCCER** — Konami
Konami's soccer series started good and got better in time. • 7.0 / 7.0

**JACK NICKLAUS GOLF** — Tradewest
This golf game stars the actor who played the Joker in *Batman*. I think. • 5.0 / 5.0 / 5.0 / 5.0

**THE JETSONS** — Taito
The polar opposite of the Flintstones also has a platform game based on it. • 7.0 / 6.0 / 6.0 / 6.0

**JIM POWER: LOST DIMENSION IN 3D** — Electro Brain
An action game with 3D effects that hurts your eyes. • 7.0 / 7.0 / 5.0 / 5.0

**JOE & MAC: CAVEMAN NINJA** — Data East
Side-scroller featuring the adventurous cavemen. • 7.0 / 8.0 / 6.0 / 6.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**JOE & MAC II** — Data East
Joe & Mac return to kill a few more dinos.
• 9.0 / 8.0 / 8.0 / 8.0

**JUDGE DREDD** — Acclaim
For a movie game, this one was decent.
• 8.0 / 7.5 / 7.0 / 8.0

**THE JUNGLE BOOK** — Virgin
The classic Disney movie comes to the video game screen.
• 8.0 / 8.0 / 7.0 / 8.0

**JURASSIC PARK** — Ocean
This game, based on the movie, has some first-person segments in it.
• 8.0 / 8.0 / 7.0 / 6.0

**JURASSIC PARK II: CHAOS CONTINUES** — Ocean
Go on a Contra-ish adventure through the dinosaur-infested inland.
• 8.0 / 7.0 / 6.0 / 7.0

**KAWASAKI CHALLENGE** — Time Warner
Hop onto your Kawasaki and accept the challenge.
• 6.5 / 5.0

**KEN GRIFFEY JR. BASEBALL** — Nintendo
A good, but not great baseball game from Nintendo.
• 7.0 / 6.0 / 7.0 / 6.0

**KEN GRIFFEY JR.'S WINNING RUN** — Nintendo
This baseball game was just plain fun.
• 8.0 / 8.0

**KILLER INSTINCT** — Nintendo
The rendered arcade game makes a good translation to the Super NES.
• 7.0 / 8.5 / 7.5 / 8.0

**KING ARTHUR AND THE KNIGHTS OF JUSTICE** — Enix
This is an OK RPG that just couldn't stand up to the competition of the time.
• 7.0 / 6.0 / 4.5 / 5.0

**KING OF DRAGONS** — Capcom
A good Capcom arcade game comes home.
• 8.0 / 7.0 / 7.0 / 8.0

**KING OF THE MONSTERS 2** — Takara
The Neo•Geo fighters with big monsters.
• 8.0 / 7.0 / 7.0 / 7.0

**KIRBY'S SUPER STAR** — Nintendo
This Kirby game is filled with great minigames as well as the main quest.
• 9.0 / 8.5 / 9.0 / 8.0

**KNIGHTS OF THE ROUND** — Capcom
Another cool Capcom arcade game.
• 9.0 / 7.0 / 7.0 / 8.0

**KYLE PETTY NO FEAR RACING** — Williams
Of course we don't fear this game...it's not that good.
• 5.0 / 6.0

**THE LAWNMOWER MAN** — THQ
The highlight of this game were the VR sections.
• 8.0 / 8.0 / 6.0 / 5.0

**LEGEND** — Seika
This one is a bit like Sega's Golden Axe. It features long levels and cool Bosses.
• 8.0 / 7.0 / 6.0 / 6.0

**THE LEGEND OF ZELDA: A LINK TO THE PAST** — Nintendo
If you own a Super NES and not this game, then go buy it now.
• 8.0 / 9.0 / 9.0 / 9.0

**LEMMINGS** — Sunsoft
More rodents to keep from killing themselves.
• 7.0 / 8.0 / 6.0 / 8.0

**LEMMINGS 2: THE TRIBES** — Psygnosis
Now the lemmings are members of different social groups. Save them all.
• 8.0 / 8.0 / 7.0 / 8.0

**LETHAL ENFORCERS** — Konami
A digitized gun game.
• 7.0 / 6.0 / 5.0 / 6.0

**LIBERTY OR DEATH** — Koei
A U.S. history sim game. What could be more exciting?
• 8.0 / 7.0 / 5.0 / 6.0

**THE LION KING** — Virgin
Another good Disney movie translation.
• 8.0 / 8.0 / 7.0 / 8.0

**LORD OF THE RINGS** — Interplay
The RPG based on the popular fantasy novel.
• 8.0 / 7.0 / 6.0 / 6.0

**THE LOST VIKINGS** — Interplay
A fun action/strategy game.
• 6.0 / 8.0 / 8.0 / 8.0

**LUFIA** — Taito
This overhead perspective RPG is good, but plays a tad slow.
• 8.0 / 8.0 / 8.0 / 8.0

**THE MAGICAL QUEST STARRING MICKEY MOUSE** — Capcom
Boy, there are plenty of great games starring Mickey Mouse. Here's another.
• 9.0 / 9.0 / 9.0 / 9.0

**MAGIC BOY** — JVC
This good-looking game could've been fun if the control was tweaked more.
• 6.0 / 5.0 / 5.0 / 6.0

**MARIO IS MISSING** — Mindscape
And education game starring the often-overlooked Luigi.
• 6.0 / 8.0 / 6.0 / 3.0

**MARIO PAINT** — Nintendo
Great program that lets you paint, animate and more!
• 8.0 / 8.0 / 9.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**MARIO'S TIME MACHINE** — Mindscape
Another educational Mario game. Great for the kids.
• 7.0 / 7.0 / 6.0 / 7.0

**MARK DAVIS' THE FISHING MASTER** — Natsume
You're only a fishing master of evil, Mark!
• 7.0 / 6.5

**THE MASK** — THQ
This game, based on the movie, wasn't too "smokin'." So who saw that one coming?
• 7.5 / 6.5 / 6.5 / 6.5

**MAUI MALLARD** — Nintendo
An action game based on this Disney character who looks a lot like Donald.
• 8.0 / 8.0 / 8.5 / 8.0

**MAXIMUM CARNAGE** — Acclaim
Spider-Man must defeat Carnage in this dull action game.
• 5.0 / 5.0 / 5.0 / 5.0

**MECHWARRIOR 3050** — Activision
Big mech walks around and shoots stuff.
• 8.0 / 5.0 / 8.5 / 5.5

**MEGA MAN 7** — Capcom
The classic Mega Man series makes one stop on the 16-Bit stage before moving to 32-Bit.
• 7.0 / 7.0 / 7.0 / 8.5

**MEGA MAN X** — Capcom
This series introduced a more serious theme that was set in the future.
• 9.0 / 9.0 / 9.0 / 9.0

**MEGA MAN X2** — Capcom
Mega Man X's adventures continue in the not-too-distant future.
• 6.0 / 8.0 / 8.0 / 8.0

**MEGA MAN X3** — Capcom
In Japan, this game was also released on the PlayStation and the Saturn.
• 8.0 / 7.5 / 7.0 / 7.0

**MEGA MAN'S SOCCER** — Capcom
Dr. Wily's robots will take over the world by playing soccer. Capcom was being silly.
• 7.0 / 7.0 / 6.0 / 7.0

**METAL COMBAT** — Nintendo
This gun game sounds far too close to Mortal Kombat.
• 9.0 / 7.0 / 8.0 / 7.0

**METAL MORPH** — FCI
This action game let you change your main character's shape, but had bad control.
• 5.0 / 5.0 / 5.0 / 5.0

**METAL WARRIORS** — Konami
This game is quite a bit like Cybernator, but you can leave your robo-suit and fight.
• 9.0 / 8.0 / 7.5 / 8.0

**MIGHT & MAGIC II** — American Sammy
This RPG may have been big on the PC, but the Super NES version isn''t too hot.
• 5.0 / 7.0 / 4.0 / 7.0

**MIGHT & MAGIC III** — FCI
The third in the Might & Magic series still isn't very good.
• 7.0 / 6.0 / 5.0 / 5.0

**MIGHTY MAX** — Ocean
Average action game based on those tiny action figures.
• 5.0 / 5.0 / 4.0 / 5.0

**MIGHTY MORPHIN POWER RANGERS** — Bandai
Go teach those guys in the giant rubber suits a lesson!
• 7.0 / 6.0 / 6.0 / 7.0

**MIGHTY MORPHIN POWER RANGERS: THE MOVIE** — Bandai
Just like the first game, but with movie characters and locales.
• 7.5 / 5.5 / 5.5 / 5.0

**MLBPA BASEBALL** — Electronic Arts
Baseball game that was only slightly above average.
• 7.0 / 6.0 / 6.0 / 6.0

**MORTAL KOMBAT** — Acclaim
The arcade hit comes home without the blood and gore.
• 7.0 / 8.0 / 7.0 / 7.0

**MORTAL KOMBAT II** — Acclaim
The best game in the series in all of its gory glory.
• 9.0 / 8.0 / 8.0 / 8.0

**MORTAL KOMBAT 3** — Williams
While a good game, the series started to get a bit goofy here.
• 8.5 / 8.5 / 8.0 / 8.5

**MR. DO!** — THQ
The old arcade game doesn't hold up too well under today's standards.
• 5.0 / 3.0 / 6.5 / 5.0

**MS. PAC-MAN** — Williams
A great translation of the classic arcade game, but with tons of extra stuff added.
• 7.0 / 8.5 / 7.0 / 5.0

**NBA JAM** — Acclaim
This was a great game before the series was pounded into the ground.
• 9.0 / 9.0 / 9.0 / 9.0

**NBA JAM: TOURNAMENT EDITION** — Acclaim
It's like the first game, but with minor improvements.
• 8.0 / 9.0

**NCAA BASKETBALL** — HAL America
This basketball game is a Mode 7 masterpiece.
• 8.0 / 8.0 / 8.0 / 8.0

**NFL FOOTBALL** — Konami
The name couldn't be more clear as to what this game is about.
• 6.0 / 7.0 / 6.0 / 5.0

**NFL QUARTERBACK CLUB '95** — Acclaim
One of the first games in the long-running football series.
• 7.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**NHL STANLEY CUP** — Nintendo
More Mode 7 mayhem, but with hockey.
• 5.0 / 5.0 / 7.0 / 5.0

**NINJA GAIDEN TRILOGY** — Tecmo
The classic NES series appears with practically no improvements.
• 8.5 / 6.5 / 6.0 / 6.5

**THE NINJA WARRIORS** — Taito
Play as, yes, ninja warriors in this two-player arcade conversion.
• 8.0 / 8.0 / 8.0 / 8.0

**NORSE BY NORSEWEST: LOST VIKINGS II** — Interplay
New characters are introduced in this sequel to the hit action/strategy game.
• 7.5 / 7.5 / 8.0 / 7.5

**NOSFERATU** — Seta
This game was coming soon forever. You must stop the evil Dracula.
• 7.0 / 6.5 / 6.5 / 7.0

**OBITUS** — Bullet Proof Soft.
You gotta really be into RPGs to dig this game, which moves rather slow.
• 8.0 / 7.0 / 6.0 / 5.0

**OGRE BATTLE** — Enix
The very popular, and hard to find, strategy RPG.
• 8.5 / 8.0 / 7.0 / 8.0

**ON THE BALL** — Taito
This puzzle game will make you dizzy with all of its Mode 7 effects.
• 8.0 / 9.0 / 8.0 / 8.0

**OPERATION LOGIC BOMB** — Jaleco
Kind of a silly name, but a pretty good action game.
• 6.0 / 8.0 / 8.0 / 9.0

**OUT OF THIS WORLD** — Interplay
The animation was just as impressive as the good gameplay.
• 8.0 / 9.0 / 9.0 / 8.0

**PAC-ATTACK** — Namco
You could also call this puzzle game Pac-Tris.
• 8.0 / 7.0 / 7.0 / 8.0

**PAC-IN-TIME** — Namco
A platform game starring the little, yellow dot-muncher.
• 8.0 / 7.0 / 8.0 / 8.0

**PAC-MAN 2: THE NEW ADVENTURES** — Namco
Assist Pac-Man as he has many adventures through Pac Land.
• 8.0 / 7.0 / 7.0 / 7.0

**THE PAGEMASTER** — Fox Interactive
Get tossed into a multitude of books and fight your way out.
• 7.0 / 7.0 / 6.0 / 6.0

**PALADIN'S QUEST** — Enix
Sort of like Soul Blazer but with less of an emphasis on the action aspect.
• 8.0 / 8.0 / 6.0 / 5.0

**THE PEACE KEEPERS** — Jaleco
Another Final Fight-type game. Features a four-on-four free-for-all.
• 7.0 / 6.0 / 4.0 / 7.0

**PGA TOUR GOLF** — EA Sports
For a golf game, this wasn't very good.
• 5.0 / 5.0 / 6.0 / 4.0

**PHANTOM 2040** — Viacom
The comic character makes a decent video game.
• 8.5 / 7.0 / 6.0 / 6.0

**PIECES** — Atlus
A unique puzzle game where you need to put together pieces of a jigsaw puzzle.
• 9.0 / 8.0 / 8.0 / 8.0

**PILOTWINGS** — Nintendo
One of the original Super NES games really shows off the system's scaling and rotation.
• 8.0 / 7.0 / 8.0 / 8.0

**PINK GOES TO HOLLYWOOD** — Tecmagik
The Pink Panther stars in a typical platform game.
• 7.0 / 7.0 / 5.0 / 6.0

**PIRATES OF DARK WATER** — Sunsoft
A licensed action game that isn't that bad.
• 8.0 / 8.0 / 7.0 / 7.0

**PITFALL: THE MAYAN ADVENTURE** — Activision
An update to the Atari 2600 classic. Look for the old version hidden within.
• 8.0 / 9.0 / 7.0 / 7.0

**PLOK!** — Tradewest
Sure, it may sound like a dirty word, but it's actually a platform game.
• 7.0 / 8.0 / 9.0 / 8.0

**POCKY & ROCKY** — Natsume
An outstanding two-player action game.
• 9.0 / 8.0 / 9.0 / 8.0

**POCKY & ROCKY 2** — Natsume
More adventures with the little girl and her raccoon friend.
• 8.0 / 8.0 / 8.0 / 8.0

**PORKY PIG'S HAUNTED HOLIDAY** — Sunsoft
T-t-t-t-this is a fairly typical action game starring the Warner Bros. pig.
• 8.0 / 5.5 / 7.0 / 6.5

**POWER INSTINCT** — Atlus
Another 2D fighting game.
• 7.0 / 6.0 / 5.0 / 5.0

**PREHISTORIK MAN** — Titus
A very good platform game with a caveman hero.
• 9.0 / 9.0 / 8.5 / 9.0

**PRO QUARTERBACK** — Tradewest
Despite the name, this game features all of the football team members.
• 6.0 / 7.0 / 7.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**P.T.O.: OPERATION EUROPE** — Koei
One of those complicated war strategy games.
• 7.0 / 5.0 / 6.0 / 6.0

**Q*BERT 3** — NTVIC
The cube-hopping guy's 16-Bit debut just isn't as good as the old game.
• 4.0 / 7.0 / 6.0 / 5.0

**RACE DRIVIN'** — THQ
The sequel to Hard Drivin' isn't all that great.
• 4.0 / 5.0 / 4.0 / 4.0

**RADICAL REX** — Activision
A platform game starring a totally radical little T-Rex.
• 6.0 / 6.0 / 5.0 / 5.0

**RANMA 1/2 HARD BATTLE** — DTMC
A fighting game based on the popular anime series. Ha-hork!
• 7.0 / 8.0 / 7.0 / 8.0

**REN & STIMPY: TIME WARP** — THQ
Ren & Stimpy get caught in a time warp.
• 6.0 / 8.0 / 6.0 / 7.0

**THE REN & STIMPY SHOW: VEEDIOTS!** — THQ
An average action game based on episodes of the cartoon series.
• 6.0 / 6.0 / 4.0 / 5.0

**REVOLUTION X** — Acclaim
A shooting game based on the band Aerosmith. It is really bad.
• 6.5 / 3.0 / 6.5 / 3.5

**RIDDICK BOWE BOXING** — Extreme
A pretty good boxing game starring Riddick Bowe.
• 9.0 / 6.0 / 7.0 / 7.0

**RISE OF THE PHOENIX** — Koei
Another one of Koei's hyper-detailed strategy titles. Good if you're into those.
• 7.0 / 7.0 / 6.0 / 7.0

**RISE OF THE ROBOTS** — Acclaim
One of the worst fighting games ever made.
• 4.0 / 5.0 / 4.0 / 4.0

**RIVAL TURF** — Jaleco
Yet another in the long line of Final Fight clones.
• 6.0 / 7.0 / 7.0 / 5.0

**ROAD RUNNER'S DEATH VALLEY RALLY** — Sunsoft
Help the Road Runner escape from Wile E. Coyote in this action game.
• 8.0 / 9.0 / 8.0 / 8.0

**ROBOCOP VS. THE TERMINATOR** — Virgin
One of the rare games that is better on the Genesis than on the Super NES.
• 6.0 / 6.0 / 6.0 / 6.0

**ROBOTREK** — Enix
A beginner's RPG that's much like Zelda. One of the features is building a robot.
• 8.0 / 8.0 / 7.0 / 7.0

**THE ROCKETEER** — IGS
Racing a plane around in a circle? This is supposed to be fun?
• 4.0 / 6.0 / 5.0 / 6.0

**ROCKO'S MODERN LIFE** — Viacom
Pretty good game based on the Nickelodeon cartoon.
• 9.0 / 8.0 / 5.0 / 5.0

# GENESIS

**688 ATTACK SUB** — Sega
Console sub games are fairly rare, but that doesn't make this one any better.
• 5.0 / 6.0 / 6.0 / 4.0

**THE ADVENTURES OF BATMAN & ROBIN** — Sega
A fast-paced action game starring the animated superheroes.
• 7.5 / 7.0 / 6.5 / 6.5

**AEROBIZ SUPERSONIC** — Koei
This airline management simulator has nothing to do with Sega's blue mascot.
• 8.0 / 7.0 / 5.0 / 6.0

**AERO THE ACRO•BAT** — Sunsoft
Many cartoon mascots appeared during the 16-Bit days. Here's one of them.
• 9.0 / 7.0 / 7.0 / 8.0

**AERO THE ACRO•BAT 2** — Sunsoft
Aero was one of the rare "mascot with attitude" games to earn a sequel.
• 8.0 / 7.0 / 8.0 / 8.0

**AFTERBURNER II** — Sega
Sega's classic flight sim is one of the better early Genesis games.
• 8.0 / 9.0 / 8.0 / 8.0

**AIR DIVER** — Seismic
A true flight sim that places you right in the cockpit.
• 7.0 / 7.0 / 6.0 / 7.0

**ALADDIN** — Sega
This is on the Genesis? Incredible animation and solid gameplay collide.
• 9.0 / 8.0 / 9.0 / 8.0

**ALIEN STORM** — Sega
This little known Sega arcade game was a action-packed action/shooting game.
• 6.0 / 7.0 / 7.0 / 8.0

**ANIMANIACS** — Konami
Those wacky 'toons star in this action/puzzle game.
• 7.0 / 8.0 / 7.0 / 7.0

**AQUATIC GAMES - JAMES POND** — Electronic Arts
The underwater super spy is featured in this track-and-field game.
• 4.0 / 6.0 / 5.0 / 6.0

**ARCADE CLASSICS** — Sega
Really bad versions of Pong, Centipede and Missile Command.
• 4.0 / 4.0 / 4.0 / 3.5

**ARCUS ODYSSEY** — Renovation
An isometric adventure/RPG that even has a Two-player Mode.
• 5.0 / 8.0 / 8.0 / 6.0

**ARROW FLASH** — Renovation
Get ready. There's plenty more shooting games like this one coming up.
• 6.0 / 7.0 / 6.0 / 6.0

**ART OF FIGHTING** — Sega
One of the 14,000 Neo•Geo fighting games gets a port.
• 6.0 / 5.0 / 6.0 / 6.0

**ASTERIX THE GAUL** — Sega
Dull action game starring the French 'toon that Americans don't care about.
• 5.0 / 6.0 / 5.0 / 5.0

**ATOMIC ROBO KID** — Treco
Fly a cute little robot around in this shooter.
• 6.0 / 7.0 / 7.0 / 6.0

**AWESOME POSSUM** — Tengen
Today, he would be called Extreme Possum. Another platform game.
• 8.0 / 6.0 / 5.0 / 7/0

**BACK TO THE FUTURE III** — Arena
Takes the good name of the great movie series and totally destroys it.
• 4.0 / 3.0 / 3.0 / 3.0

**BALLZ** — Accolade
In this fighting game, all the characters are comprised of spheres.
• 8.0 / 7.0 / 5.0 / 5.0

**BATMAN** — Sunsoft
Fun side-scroller based on the first movie.
• 8.0 / 8.0 / 8.0 / 8.0

**BATTLEMASTER** — Arena
A horribly slow and boring RPG.
• 3.0 / 3.0 / 3.0 / 3.0

**BATTLE SQUADRON** — Electronic Arts
An average shooting game that features two-player action.
• 5.0 / 5.0 / 5.0 / 5.0

**BATTLETECH** — Extreme
An isometric action game where you stomp around in a big ol' mech.
• 9.0 / 7.0 / 6.0 / 7.0

**BATTLETOADS** — Tradewest
A port of the NES game with slightly improved graphics.
• 7.0 / 8.0 / 8.0 / 7.0

**BEAUTY AND THE BEAST: BELLE'S QUEST** — Sunsoft
This beginner's adventure/RPG is meant "for girls."
• 7.0 / 6.0 / 5.0 / 7.0

**BEAUTY AND THE BEAST: ROAR OF THE BEAST** — Sunsoft
This rough-and-tumble action game is meant "for boys."
• 7.0 / 5.0 / 4.0 / 5.0

**BEAVIS & BUTT-HEAD** — Viacom
Uh...this game kinda sucks, dude.
• 7.0 / 5.0 / 4.0 / 5.0

**BEYOND OASIS** — Sega
The great adventure game that would eventually get a Saturn sequel.
• 8.0 / 8.0 / 7.0 / 7.0

**BIMINI RUN** — Nuvision
A racing game where you ride in a boat.
• 7.0 / 7.0 / 7.0 / 7.0

**BIO HAZARD** — Sega
This isn't the Japanese Resident Evil, it's another side-scrolling shooter.
• 5.0 / 6.0 / 6.0 / 5.0

**BLADES OF VENGEANCE** — Electronic Arts
Not a hockey game, but an action game along the lines of Golden Axe.
• 8.0 / 7.0 / 6.0 / 8.0

**BLASTER MASTER 2** — Sunsoft
The sequel to the NES game is good, but not as good as the first one.
• 8.0 / 8.0 / 6.0 / 6.0

**B.O.B.** — Electronic Arts
Control a scrawny little robot with a big gun.
• 6.0 / 6.0 / 7.0 / 6.0

**BOOGERMAN** — Interplay
Flick boogers and blow farts at your enemies. More a gimmick than a game.
• 8.0 / 8.0 / 5.0 / 5.0

**BRETT HULL HOCKEY '95** — Accolade
Brett Hull makes a few bucks by endorsing a hockey game.
• 7.0 / 7.0

**BRUTAL: PAWS OF FURY** — GameTek
Learn new moves as you progress through this cartoony fighter.
• 7.0 / 6.0 / 5.0 / 6.0

**BUBBA 'N STIX** — Core Design
A hillbilly and an alien stick star in this action game.
• 7.0 / 7.0 / 6.0 / 7.0

**BUBBLE AND SQUEAK** — Sunsoft
Another game starring a cartoon duo. Fairly standard stuff.
• 7.0 / 7.0 / 6.0 / 7.0

**BUDOKAN** — Electronic Arts
It was an attempt to be a realistic martial arts game, but it was no fun.
• 3.0 / 3.0 / 4.0 / 5.0

**BUGS BUNNY IN DOUBLE TROUBLE** — Sega
This action game doesn't live up to Bugs' legacy.
• 5.0 / 5.0 / 5.5 / 5.5

**BULL VS. LAKERS** — Electronic Arts
One of the original basketball games for the Genesis.
• 8.0 / 8.0 / 8.0 / 8.0

**CALIBER .50** — Mentrix
An OK isometric action shooting game.
• 7.0 / 6.0 / 5.0 / 5.0

**CALIFORNIA GAMES** — Sega
The old computer game has you skateboarding, surfing and more.
• 5.0 / 4.0 / 4.0 / 5.0

**CASTLE OF ILLUSION - MICKEY MOUSE** — Sega
The first Mickey Mouse game for the Genesis still plays great.
• 9.0 / 9.0 / 9.0 / 9.0

**CASTLEVANIA BLOODLINES** — Konami
Despite what system it's on, Castlevania will always be great.
• 9.0 / 8.0 / 8.0 / 8.0

**CHAKAN: THE FOREVER MAN** — Sega
Sega was really hyping this action game when it came out.
• 6.0 / 8.0 / 8.0 / 8.0

**CHAMPIONSHIP PRO-AM** — Tradewest
This one plays much like the NES game, R.C. Pro-Am. It's rather fun.
• 7.0 / 7.0 / 7.0 / 7.0

**CHAMPIONS WORLD CLASS SOCCER** — Flying Edge
While not exactly "world class," this was a competent soccer game.
• 7.0 / 6.0 / 6.0 / 7.0

**CHESTER CHEETAH 2** — Kaneko
Control the Cheetos spokescat in this "cheesy" platform game.
• 7.0 / 6.0 / 5.0 / 6.0

**CHUCK ROCK** — Virgin Games
Bounce the bad guys away with your prehistoric beer belly.
• 8.0 / 8.0 / 7.0 / 8.0

**CHUCK ROCK II: SON OF CHUCK** — Virgin
Chuck has been kidnapped, and only his baby can save him.
• 7.0 / 8.0 / 7.0 / 8.0

**CLAY FIGHTER** — Interplay
The fighting game parody of fighting games. Not too bad.
• 7.0 / 6.0 / 6.0 / 7.0

**COACH K COLLEGE BASKETBALL** — Electronic Arts
Coach "Special" K brings some college hoops home.
• 8.0 / 7.0

**COLLEGE FOOTBALL NATL. CHAMP. 2** — Sega
Sega's college football game stands up quite well next to EA's efforts.
• 7.5 / 8.0

**COLLEGE FOOTBALL USA '96** — Electronic Arts
All these college sports games. Where are the games based on college classes?
• 8.5 / 8.0

**COLLEGE FOOTBALL USA '97** — Electronic Arts
If you want some good college football, stick with last year's version.
• 7.0 / 7.0

**COLUMNS** — Sega
Think of Tetris except with colored gems instead of blocks. Very addictive.
• 6.0 / 7.0 / 5.0 / 7.0

**COLUMNS III** — Vic Tokai
A rather good follow-up to Sega's popular puzzle game.
• 8.0 / 7.0 / 7.0 / 7.0

**COMBAT CARS** — Accolade
Is it a racing game or a combat game? Why, it's Combat Cars, of course!
• 8.0 / 6.0 / 6.0 / 6.0

**COMIX ZONE** — Sega
A unique beat-'em-up where you fought through a comic book.
• 8.5 / 8.0 / 7.0 / 8.0

**CONTRA HARD CORPS** — Konami
Remember back when the Contra games were good?
• 8.0 / 7.0 / 7.0 / 7.0

**COOL SPOT** — Virgin
Excellent platform game starring that little, red 7-Up-selling dot.
• 8.0 / 9.0 / 8.0 / 9.0

**COSMIC SPACEHEAD** — Codemasters
An action game where you are an adorable little space explorer.
• 6.0 / 7.0 / 6.0 / 7.0

**CRUE BALL** — Electronic Arts
This is what happened when you mix pinball and Motley Crüe.
• 6.0 / 9.0 / 6.0 / 7.0

**CRUSADER OF CENTY** — Atlus
A very Zelda-ish adventure game that was quite good.
• 8.0 / 8.0 / 7.0 / 8.0

**CURSE** — INTV
One of the many Genesis shooters from the days when shooters were king.
• 8.0 / 7.0 / 7.0 / 7.0

**CYBERBALL** — Sega
It's like a futuristic game of football played with robotic athletes.
• 6.0 / 7.0 / 6.0 / 8.0

**CYBER COP** — Virgin
He's not quite RoboCop, he's Cyber Cop! His game's not all that great, either.
• 4.0 / 6.0 / 4.0 / 5.0

**CYBORG JUSTICE** — Sega
Fight through weird worlds as a heroic cyborg.
• 6.0 / 7.0 / 5.0 / 7.0

**D&D: WARRIORS OF THE ETERNAL SUN** — Sega
Not one of the better RPGs available for the Genesis.
• 4.0 / 7.0 / 4.0 / 7.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**DASHIN' DESPERADOS** — Data East
A fun and simple game where you must race against your opponent to win. • 7.0 / 7.0 / 6.0 / 6.0

**DAVIS CUP** — Tengen
One of the few tennis games for the Genesis. • 6.0 / 7.0 / 7.0 / 7.0

**THE DEATH & RETURN OF SUPERMAN** — Sunsoft
A translation of the comic series that got boring after a while. • 6.0 / 5.0 / 5.0 / 6.0

**DESERT DEMOLITION STARRING ROAD RUNNER** — Sega
The Warner Bros. stars' adventures continue on the Genesis. • 7.0 / 7.0 / 6.0 / 7.0

**DESERT STRIKE** — Electronic Arts
The original Strike game was like a videogame version of the Gulf War. • 8.0 / 7.0 / 6.0 / 6.0

**DICK TRACY** — Sega
Average action game based on the Warren Beatty movie. • 5.0 / 6.0 / 7.0 / 6.0

**DINOSAURS FOR HIRE** — Sega
The old comic book series gets the videogame treatment. • 7.0 / 7.0 / 6.0 / 7.0

**DOUBLE DRIBBLE** — Konami
A poor translation of the classic NES basketball game. • 6.0 / 5.0 / 5.0 / 5.0

**DRAGON'S FURY** — Tengen
This was Devil's Crush for the Genesis. • 7.0 / 7.0 / 6.0 / 7.0

**DRAGON'S REVENGE** — Tengen
The sequel to the pinball game Dragon's Fury. • 8.0 / 8.0 / 6.0 / 6.0

**DR. ROBOTNIK'S MEAN BEAN MACHINE** — Sega
The addicting Japanese puzzle game Puyo Puyo with Sonic characters. • 8.0 / 8.0 / 7.0 / 8.0

**DUNE** — Virgin
This real-time strategy game paved the way for Command & Conquer and WarCraft. • 9.0 / 9.0 / 7.0 / 7.0

**DYNAMITE DUKE** — Sega
A shooting galley style game starring a buff military dude. • 4.0 / 6.0 / 5.0 / 6.0

**DYNAMITE HEADDY** — Sega
An incredible action game with a hero who really "uses his head." • 8.0 / 8.0 / 6.0 / 8.0

**EARNEST EVANS** — Renovation
An action game that was going to come out on the Sega CD but never did. • 6.0 / 7.0 / 5.0 / 7.0

**EARTHWORM JIM** — Playmates
This game was both great fun and pretty freaking hilarious. • 9.0 / 9.0 / 9.0 / 8.0

**EARTHWORM JIM 2** — Playmates
The worm turns again in this goofy sequel. • 6.5 / 8.5 / 8.5 / 8.0

**ECCO THE DOLPHIN** — Sega
One of the most peaceful adventure games ever. • 8.0 / 9.0 / 8.0 / 8.0

**ECCO: THE TIDES OF TIME** — Sega
Ecco returns to challenge more inhabitants of the deep. • 8.0 / 7.0 / 6.0 / 8.0

**EL VIENTO** — Renovation
Even though the name means "the wind," this action game doesn't not blow. • 8.0 / 8.0 / 7.0 / 8.0

**E-SWAT: CITY UNDER SIEGE** — Sega
It was nothing like the Sega arcade game, but it was still tons of fun. • 7.0 / 7.0 / 7.0 / 9.0

**ETERNAL CHAMPIONS** — Sega
Sega's attempt at a popular fighting game franchise was good, but not a classic. • 8.0 / 7.0 / 5.0 / 5.0

**EXO SQUAD** — Playmates
A bad game based on a unpopular license. • 4.0 / 4.0 / 3.5 / 3.5

**F-22 INTERCEPTOR** — Electronic Arts
A pretty good flight sim for the Genesis yet. • 7.0 / 8.0 / 7.0 / 5.0

**F-117A NIGHT STORM** — Electronic Arts
Here's another flight sim that starts with "F." This one's not quite as good. • 7.0 / 6.0 / 5.0 / 5.0

**FAMILY FEUD** — Gametek
Survey says that this was a decent game show game. • 7.0 / 7.0 / 7.0 / 7.0

**FANTASIA** — Sega
Slow gameplay marred what could have been a classic game. • 6.0 / 6.0 / 5.0 / 6.0

**FATAL FURY** — Takara
Awful translation of the fun Neo•Geo fighter. • 4.0 / 5.0 / 4.0 / 3.0

**FATAL FURY 2** — Takara
Now this is better. It plays much better than the first game. • 9.0 / 7.0 / 7.0 / 7.0

**FATAL LABYRINTH** — Sega
Proof that not all adventure/RPGs are good. • 5.0 / 6.0 / 4.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**FIDO DIDO** — Kaneko
A generic platform game starring that old "hip and alternative" character. • 6.0 / 6.0 / 5.0 / 4.0

**FIFA SOCCER** — Electronic Arts
The first FIFA Soccer game played like a dream. • 8.0 / 9.0 / 9.0 / 7.0

**FINAL ZONE** — Renovation
A poor isometric action game where you were in a giant mech suit. • 4.0 / 5.0 / 4.0 / 5.0

**FIRE SHARK** — Dreamworks
A vertical-scrolling shooter with impressive graphics for the time. • 9.0 / 9.0 / 8.0 / 7.0

**FLASHBACK** — U.S. Gold
Back in the day, this entire game looked like a cinema. Smooth animation aplenty. • 9.0 / 8.0 / 9.0 / 9.0

**FLICKY** — Sega
The little birds from this game would later surface in Sonic 3D Blast. • 5.0 / 6.0 / 5.0 / 5.0

**FORGOTTEN WORLDS** — Sega
Great translation of the great Capcom shooter. • 8.0 / 8.0 / 8.0 / 8.0

**FORMULA 1 GRAND PRIX** — Domark
Formula 1 racing for the Genesis. • 8.0 / 8.0 / 8.0 / 7.0

**FUN & GAMES** — Tradewest
A variety of activities that were great for young players. • 7.0 / 6.0 / 6.0 / 5.0

**GAIARES** — Renovation
The first shooter to reach an amazing 8 megs! Incredible stuff. • 8.0 / 9.0 / 9.0 / 9.0

**GARFIELD: CAUGHT IN THE ACT** — Sega
The fat cat gets a game, but the control was off. • 8.0 / 4.0 / 6.0 / 6.0

**GARGOYLES** — Disney Interactive
A mediocre game based on the Disney cartoon series. • 4.0 / 5.0 / 6.5 / 7.5

**GAUNTLET IV** — Tengen
More dungeons await you and your fellow adventurers. • 8.0 / 8.0 / 8.0 / 8.0

**GENERATIONS LOST** — Time-Warner
This plays like Out of This World or Blackthorne. • 7.0 / 7.0 / 6.0 / 6.0

**GENGHIS KAHN II** — Koei
More war sim action with the Twinkie-loving barbarian. • 8.0 / 6.0 / 5.0 / 7.0

**GHOULS 'N GHOSTS** — Sega
Still one of the best games for the Genesis. This is the sequel to Ghosts 'n Goblins. • 9.0 / 9.0 / 9.0 / 9.0

**GOLDEN AXE** — Sega
The classic Sega arcade game with weapons and magic. • 7.0 / 7.0 / 8.0 / 7.0

**GOLDEN AXE II** — Sega
Golden Axe II was quite good, but be glad that we never saw part III. • 7.0 / 8.0 / 7.0 / 7.0

**GOOFY'S HISTORY TOUR** — Absolute
Disney's dim-witted dog goes on an adventure through history. • 7.0 / 5.0 / 4.0 / 5.0

**GRANADA** — Renovation
Hop in your tank and do some damage in this top-down action game. • 8.0 / 8.0 / 8.0 / 8.0

**GREENDOG** — Sega
Help this surfer dude fight his way across beaches and the like. • 6.0 / 6.0 / 7.0 / 7.0

**GRIND STORMER** — Tengen
A vertical-scrolling shooter that plays like the classics. • 8.0 / 6.0 / 6.0 / 7.0

**GUNSTAR HEROES** — Sega
If you like Contra, you'll love this action-packed game from the folks at Treasure. • 9.0 / 9.0 / 9.0 / 9.0

**HARDBALL** — Ballistic
A pretty good baseball game for the Genesis. • 7.0 / 8.0 / 6.0 / 7.0

**HARDBALL 3** — Accolade
Those HardBall games just are not getting any better. • 4.0 / 7.0 / 4.0 / 3.0

**HELLFIRE** — Seismic
A side-scrolling shooter that features selectable weapons. • 8.0 / 8.0 / 8.0 / 7.0

**HERZOG ZWEI** — Sega
This is a two-player action/strategy game. • 4.0 / 6.0 / 4.0 / 3.0

**THE HUMANS** — Gametek
This strategy game plays a bit like Lemmings. • 7.0 / 7.0 / 7.0 / 6.0

**THE INCREDIBLE CRASH DUMMIES** — Flying Edge
An action game sporting a very strange license. • 6.0 / 5.0 / 5.0 / 4.0

**THE INCREDIBLE HULK** — U.S. Gold
Hulk smash! Another average super hero game. • 7.0 / 5.0 / 5.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**INSECTOR-X** — Sages Creation
A shooter where you take on an army of giant bugs. • 7.0 / 8.0 / 8.0 / 8.0

**JAMES POND** — Electronic Arts
The name is Pond, James Pond. A dull games starring a fish spy. • 4.0 / 4.0 / 3.0 / 6.0

**JAMES POND II CODENAME: ROBOCOD** — Electronic Arts
James gets fitted with a cyborg suit in this vast improvement on his first game. • 7.0 / 8.0 / 8.0 / 7.0

**JAMMIT** — Virgin
This is one of those rough and tumble basketball games from the Streets. • 6.0 / 6.0 / 5.0 / 5.0

**JEOPARDY! SPORTS EDITION** — GameTek
It's Jeopardy!, but with all sports questions. • 6.0 / 5.0 / 5.0 / 6.0

**JERRY GLANVILLE'S PIGSKIN FOOTBRAWL** — Razorsoft
Needless to say, NFL Blitz is better. • 5.0 / 7.0 / 6.0 / 4.0

**JOE & MAC: CAVEMAN NINJAS** — Takara
Help Joe & Mac beat up dinosaurs. So that's why they're extinct. • 8.0 / 7.0 / 6.0 / 7.0

**JOE MONTANA II** — Sega
For a while there, it was Joe vs. John every year. • 6.0 / 8.0 / 6.0 / 6.0

**JOHN MADDEN FOOTBALL** — Electronic Arts
This is it. The beginning of the long line of Madden football games. • 9.0 / 9.0 / 9.0 / 9.0

**JOHN MADDEN FOOTBALL '92** — Electronic Arts
Eventually, this series would drop the "John" from its name. • 9.0 / 9.0 / 9.0 / 9.0

**JOHN MADDEN FOOTBALL '93** — Electronic Arts
This game is exactly two points worse than the previous version. • 8.0 / 8.0 / 9.0 / 9.0

**JORDAN VS. BIRD** — Electronic Arts
Luckily, this isn't a fighting game. Unfortunately, they would make Shaq-Fu. • 6.0 / 7.0 / 7.0 / 7.0

**JUDGE DREDD** — Acclaim
A strictly average game based on a movie based on a comic book. • 6.5 / 7.0 / 6.0 / 7.0

**THE JUNGLE BOOK** — Virgin
Fight through the jungle with only your wits and some bananas to help you. • 7.0 / 8.0 / 6.0 / 7.0

**JUNGLE STRIKE** — Electronic Arts
The second game in the terrific Strike series. • 8.0 / 8.0 / 8.0 / 8.0

**JURASSIC PARK** — Sega
Play as a human or a raptor in this fun action game. • 8.0 / 8.0 / 8.0 / 8.0

**JURASSIC PARK: RAMPAGE EDITION** — Sega
The sequel just didn't add much to the original concept. • 5.0 / 6.0 / 5.0 / 5.0

**JUSTICE LEAGUE OF AMERICA** — Acclaim
Why is Superman fighting Batman? A fighting game with superheroes. • 7.0 / 5.5 / 4.0 / 7.0

**KID CHAMELEON** — Sega
Different hats equals different powers in this incredibly long game. • 7.0 / 8.0 / 7.0 / 8.0

**KING OF THE MONSTERS 2** — Takara
Another Neo•Geo port. A fighting game with giant monsters. • 8.0 / 8.0 / 7.0 / 8.0

**KING SALMON** — Sage's Creations
King Salmon challenges you to fish him out of the lake. • 7.0 / 8.0 / 7.0 / 8.0

**KLAX** — Tengen
Try to match up like colored blocks that fall from a conveyor belt in this puzzle game. • 8.0 / 8.0 / 7.0 / 7.0

**LAKERS VS. CELTICS** — Electronic Arts
Although it sounds like it could be a fighting game, it's just basketball. • 5.0 / 6.0 / 5.0 / 8.0

**LAST BATTLE** — Sega
This early Genesis action game is based on the Fist of the North Star anime. • 6.0 / 7.0 / 6.0 / 5.0

**THE LAWNMOWER MAN** — Time Warner
The 3D virtual reality segments were the highlight of this game. • 7.0 / 6.0 / 6.0 / 5.0

**LEMMINGS** — Sunsoft
Yes, the little rodents need saving on the Genesis as well. • 7.0 / 8.0 / 7.0 / 7.0

**LETHAL ENFORCERS II: THE GUN FIGHTERS** — Konami
It's like the first Lethal Enforcers game, but placed in the Old West. • 7.0 / 6.0 / 5.0 / 6.0

**LHX ATTACK COPTER** — Electronic Arts
It may have had a pretty cool name, but LHX just wasn't all that good. • 5.0 / 6.0 / 6.0 / 6.0

**LIBERTY OR DEATH** — Koei
A historical sim based on the founding of our country. The kids love games like these! • 7.0 / 7.0 / 4.0 / 4.0

**LIGHT CRUSADER** — Sega
A decent, but not spectacular adventure/RPG. • 8.0 / 6.0 / 6.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**THE LION KING** — Virgin
Like most of the Disney games, this one is great.
• 9.0 / 8.0 / 7.0 / 8.0

**LOBO** — Ocean
Simply put, this is one of the worst fighting games ever.
• 3.0 / 3.0 / 3.0 / 2.5

**THE LOST VIKINGS** — Interplay
Use the three Viking's different abilities to get past the levels in this action game. • 8.0 / 6.0 / 6.0 / 7.0

**LOTUS 2** — Electronic Arts
A racing game that's just not worth checking out.
• 6.0 / 6.0 / 4.0 / 5.0

**MADDEN NFL '96** — Electronic Arts
Heaven forbid, we go through 1996 without another Madden game. Thanks, John! • 9.5 / 9.0

**MARBLE MADNESS** — Electronic Arts
Steer a very fragile marble down a winding course without making it drop. • 5.0 / 5.0 / 5.0 / 7.0

**MARIO ANDRETTI RACING** — Electronic Arts
Mario may not make the best driving game around, but it's not too bad. • 7.0 / 6.0 / 6.0 / 6.0

**MARSUPILAMI** — Sega
The weird Disney character with the long tail must guide an elephant to safety. • 6.0 / 5.5 / 6.5 / 7.0

**MAZIN SAGA** — Vic Tokai
One of the better action games available for the Genesis.
• 8.0 / 7.0 / 7.0 / 7.0

**MEGA BOMBERMAN** — Sega
The popular multiplayer series comes to Sega's 16-Bit machine. • 7.0 / 5.0 / 6.0 / 8.0

**MEGA TURRICAN** — Data East
The Genesis version of the Turrican series is much like the excellent Super NES version. • 9.0 / 8.0 / 8.0 / 8.0

**MICHAEL JACKSON'S MOONWALKER** — Sega
Before all the, uh...incidents in Michael's life, he was making Sega games. • 7.0 / 7.0 / 7.0 / 7.0

**MICK & MACK AS THE GLOBAL GLADIATORS** — Virgin
Shoot slime monsters with squirt guns in this early game by David Perry. • 6.0 / 8.0 / 8.0 / 8.0

**MICKEY'S ULTIMATE CHALLENGE** — Hi-Tech Express.
Help Mickey Mouse solve a series of minigames in this kid's game. • 7.0 / 7.0 / 5.0 / 6.0

**MICRO MACHINES** — Codemasters
Race tiny cars around giant tracks. This is a great multiplayer game. • 7.0 / 7.0 / 7.0 / 7.0

**MIDNIGHT RESISTANCE** — Sega
The fun and exciting shooter plays much like the beloved Contra. • 8.0 / 8.0 / 8.0 / 8.0

**MIKE DITKA POWER FOOTBALL** — Ballistic
Da former coach of Da Bears doesn't have all too good of a football game. • 5.0 / 5.0 / 4.0 / 4.0

**MONDU'S FIGHT PALACE** — Activision
A pretty bad fighting game that went through about a million name changes. • 4.0 / 4.0 / 4.0 / 8.0

**MORTAL KOMBAT** — Acclaim
The first Mortal Kombat game on the Genesis has gore via a "secret" code. • 8.0 / 9.0 / 8.0 / 8.0

**MORTAL KOMBAT II** — Acclaim
While this game is good, the Super NES version has slightly better graphics. • 8.0 / 7.0 / 7.0 / 7.0

**MUTANT LEAGUE FOOTBALL** — Electronic Arts
EA's first entry into their line of funny sports games.
• 6.0 / 7.0 / 6.0 / 7.0

**MUTANT LEAGUE HOCKEY** — Electronic Arts
Why did this goofy series die? It could rock on the PlayStation. • 7.0 / 5.0 / 6.0 / 7.0

**MYSTIC DEFENDER** — Sega
A good action/adventure game that had terrific graphics for the time. • 8.0 / 5.0 / 7.0 / 8.0

**NBA ACTION '94** — Sega
Yes! Before he started biting people, Marv Albert hosted this basketball game. • 8.0 / 7.0 / 6.0 / 6.0

**NBA ACTION '95** — Sega
The action just wasn't as good this year as it was the last. • 7.0 / 5.0

**NBA JAM** — Acclaim
Here's that funky basketball game making an appearance on yet another system. • 8.0 / 8.0 / 7.0 / 8.0

**NBA JAM: TOURNAMENT EDITION** — Acclaim
A few minor adjustments, and boom! You got a new NBA Jam game. • 8.0 / 9.0

**NBA SHOWDOWN** — Electronic Arts
They should have called this NBA Shodown and armed the players with swords. • 7.0 / 5.0 / 6.0 / 6.0

**NFL QUARTERBACK CLUB '95** — Acclaim
Another very good sports game for the Genesis.
• 7.0 / 8.0

**NHL ALL-STAR HOCKEY '95** — Sega
Despite being an "all-star" hockey game, this one

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**NHL HOCKEY** — Electronic Arts
This is EA's first hockey game.
• 8.0 / 9.0 / 8.0 / 8.0

**NHLPA '93** — Electronic Arts
After turning a nice profit the first time, EA decides to make another hockey game • 8.0 / 9.0 / 8.0 / 8.0

**NHL '94** — Electronic Arts
Did you ever notice how the work "puck" sounds dirty. Puck! • 9.0 / 8.0 / 8.0 / 8.0

**NHL 96** — Electronic Arts
There are more NHL games out there than hockey players with complete sets of teeth. • 7.5 / 8.0

**NORMY'S BEACH BABE-O-RAMA** — Electronic Arts
Trust us, the name is far more interesting than the game is. • 5.0 / 4.0 / 5.0 / 4.0

**THE OOZE** — Sega
A good idea that didn't work. You are a blob that absorbs what it touches. • 4.5 / 3.5 / 3.0 / 4.5

**OUT OF THIS WORLD** — Virgin
This great game looks just as impressive on the Genesis.
• 9.0 / 9.0 / 9.0 / 8.0

**OUTRUN 2019** — Sega
Taking Sega's classic racing series into the future just didn't work. • 5.0 / 7.0 / 5.0 / 6.0

**THE PAGEMASTER** — Fox Interactive
You're stuck in different books! You need to fight your way out. • 7.0 / 5.0 / 6.0 / 6.0

**PEBBLE BEACH GOLF LINKS** — Sega
Some golfers say that life is a Pebble Beach and then you die. We don't say that. • 7.0 / 7.0 / 6.0 / 5.0

**PELE SOCCER** — Accolade
A good soccer game starring Brazilian starlet and kiddie show host Xuxa's main squeeze.• 8.0 / 7.0 / 6.0 / 8.0

**PELE SOCCER 2** — Accolade
Pele is king of the soccer field. Be king of your Genesis with Pele Soccer 2. • 6.0 / 4.0 / 4.0 / 5.0

**PGA GOLF** — Electronic Arts
A rip-roaring adventure that spans all of time and space! Actually, it's a golf game. • 8.0 / 7.0 / 6.0 / 8.0

**PHANTASY STAR II** — Sega
The sequel to the Master System classic is a classic in its own right. • 7.0 / 9.0 / 8.0 / 8.0

**PHANTASY STAR III: GENERATIONS OF DOOM** — Sega
This RPG has you playing through three generations of characters. • 7.0 / 9.0 / 8.0 / 8.0

**PHANTASY STAR IV: END OF THE MILLENNIUM** — Sega
The final Phantasy Star game on the Genesis. Will we ever see more PS? • 8.0 / 8.5 / 7.0 / 7.5

**PHELIOS** — Namco
This is actually a very fun shooter where you ride a pegasus. • 7.0 / 9.0 / 8.0 / 9.0

**PINK GOES TO HOLLYWOOD** — TecMagik
Think pink (as in Pink Panther) in this side-scrolling platform game. • 7.0 / 7.0 / 7.0 / 7.0

**PIRATES! GOLD** — Microprose
You must sail the Seven Seas on your quest for bootie. By bootie, we mean treasure. • 7.0 / 6.0 / 7.0 / 7.0

**PIRATES OF DARK WATER** — Sunsoft
The short-lived animated series gets a Final Fight clone made out of it. • 8.0 / 8.0 / 7.0 / 7.0

**PITFALL: THE MAYAN ADVENTURE** — Activision
This update to Pitfall was one of the first games in this retro-rehash thing going on. • 7.0 / 8.0 / 6.0 / 7.0

**POCAHONTAS** — Disney
The lousy Disney movie fares much better as a video game. • 7.5 / 6.5 / 6.5 / 7.5

**POWERBALL** — Namco
Sports of the future are gonna be rough. You've got to be prepared with games like this. • 7.0 / 7.0 / 7.0 / 6.0

**PRIME TIME NFL '96** — Sega
They tried NFL '96 After Hours originally, but they banned that version pretty quickly. • 7.5 / 8.5

**PRINCE OF PERSIA** — Tengen
Guide a well-animated prince on his long and difficult quest. • 8.0 / 8.0 / 8.0 / 8.0

**PRO MOVES SOCCER** — ASCII
This soccer game features all the pro moves...like kicking.
• 7.0 / 8.0 / 5.0 / 5.0

**P.T.O.** — Koei
This game is a war sim. It has nothing to do with the Parent Teacher Organization. • 6.0 / 7.0 / 6.0 / 6.0

**PUGGSY** — Psygnosis
An odd little action game starring a pear-shaped blob.
• 7.0 / 7.0 / 7.0 / 7.0

**THE PUNISHER** — Capcom
You are the trigger-happy superhero. Dish out some hard justice. • 7.0 / 6.0 / 5.0 / 6.0

**QUACKSHOT STARRING DONALD DUCK** — Sega
Another fun Disney action game starring the cranky duck.

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**RACE DRIVIN'** — Tengen
Are these polygons on the Genesis? Yeah, but the game isn't very good. • 5.0 / 4.0 / 4.0 / 5.0

**RAIDEN TRAD** — Micronet
The very popular vertical-scrolling shooter gets the Genesis treatment. • 8.0 / 8.0 / 7.0 / 6.0

**RAMBO 3** — Sega
This Commando-style shooter also featured a few first-person sections. • 7.0 / 6.0 / 7.0 / 6.0

**RANGER-X** — Sega
One of the better action games available for the Genesis.
• 8.0 / 9.0 / 7.0 / 7.0

**R.B.I. BASEBALL 4** — Tengen
Not the worst baseball game out there, but then...
• 7.0 / 6.0 / 7.0 / 8.0

**R.B.I. BASEBALL '93** — Tengen
This game is a definite improvement over the previous version. • 8.0 / 8.0 / 7.0 / 7.0

**R.B.I. BASEBALL '94** — Tengen
In '94, the R.B.I. series returned to its mediocre roots.
• 7.0 / 6.0 / 6.0 / 6.0

**RED ZONE** — Time-Warner
A top-down action game with combat and aerial sequences. • 7.0 / 7.0 / 6.0 / 7.0

**REN & STIMPY SHOW: STIMPY'S INVENTION** — Sega
The best Ren & Stimpy game from that time when they were all the rage. • 7.0 / 8.0 / 7.0 / 8.0

**REVENGE OF SHINOBI** — Sega
Fight a plethora of odd foes in one of the first great Genesis games. • 8.0 / 8.0 / 9.0 / 9.0

**RISKY WOODS** — Electronic Arts
Ugh. There are plenty of adventure/RPGs out there that are better than this. • 4.0 / 5.0 / 4.0 / 3.0

**ROADBLASTERS** — Tengen
The old arcade game where you drive around in a heavily armed car. • 8.0 / 8.0 / 7.0 / 8.0

**ROAD RASH II** — Electronic Arts
The second game in the long-running series is still one of the best. • 8.0 / 8.0 / 7.0 / 8.0

**ROBOCOP VS. THE TERMINATOR** — Virgin
Gore galore as you play as the heroic RoboCop.
• 8.0 / 8.0 / 7.0 / 8.0

**ROCKET KNIGHT ADVENTURES** — Konami
This excellent platform game never got the attention that it should have. • 8.0 / 8.0 / 8.0 / 8.0

**ROGER CLEMENS' MVP BASEBALL** — Flying Edge
Sure, Roger Clemens could have endorsed a better baseball game than this. • 6.0 / 7.0 / 7.0 / 6.0

**ROLLING THUNDER 2** — Namco
This Rolling Thunder game is even better than the original. • 8.0 / 9.0 / 8.0 / 8.0

**ROLLING THUNDER 3** — Namco
Still a good game, but how do you beat part two?
• 8.0 / 7.0 / 5.0 / 7.0

**ROMANCE OF THREE KINGDOMS III** — Koei
The strategy game series that you either love or loathe.
• 7.0 / 6.0 / 5.0 / 5.0

**SAGAIA** — Taito
Fly in a spaceship and shoot stuff down. Sure, it's not original, but it's fun. • 7.0 / 8.0 / 8.0 / 7.0

**SAMURAI SHODOWN** — Takara
A port of the popular Neo•Geo fighting game.
• 8.0 / 8.0 / 7.0 / 7.0

**SCOOBY-DOO MYSTERIES** — Acclaim
Like, hey, Scoob! This adventure game is actually pretty groovy. • 8.5 / 6.0 / 8.5 / 7.5

**SEPARATION ANXIETY** — Acclaim
Spider-Man and Venom star in this boring Final Fight clone. • 5.5 / 3.0 / 5.0 / 5.5

**SHADOW DANCER: SECRET OF SHINOBI** — Sega
This should come as no surprise...it's another excellent Shinobi game. • 8.0 / 8.0 / 8.0 / 8.0

**SHADOWRUN** — Sega
A cool cyberpunk adventure game.
• 9.0 / 9.0 / 7.0 / 7.0

**SHINING FORCE II** — Sega
The strategy/RPG series continues.
• 7.0 / 6.0 / 7.0 / 7.0

**SHINOBI III: RETURN OF THE NINJA MASTER** — Sega
The best Shinobi game yet. This series must never die.
• 9.0 / 9.0 / 9.0 / 9.0

**SHOVE IT!** — DreamWorks
This very rudely titled puzzle game is much like the Game Boy's Boxxle. • 4.0 / 3.0 / 3.0 / 3.0

**SIDE POCKET** — Data East
Play a game of pool, or if you prefer, billiards.
• 7.0 / 8.0 / 8.0 / 8.0

**SKELETON KREW** — Domark
A weird adventure game where you command a group of skeletons

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SKITCHIN'** — Electronic Arts
Like Road Rash, but you skateboard while hanging onto car's bumpers. Needs a sequel. • 7.0 / 5.0 / 6.0 / 5.0

**SOL-DEACE** — Renovation
This shooter came out on Sega CD under the name Sol-Feace. • 7.0 / 8.0 / 8.0 / 8.0

**SOLDIERS OF FORTUNE** — Spectrum Holobyte
A team of ruthless solders is at your command in this adventure game. • 7.0 / 7.0 / 5.0 / 6.0

**SONIC & KNUCKLES** — Sega
Lock on your old Sonic games to this cart for brand-new adventures. • 10.0 / 9.0 / 9.0 / 9.0

**SONIC 3D BLAST** — Sega
This isometric Sonic game lost some of the series' charm. • 7.0 / 7.5 / 7.5 / 7.0

**SONIC SPINBALL** — Sega
You got your Sonic in my pinball! You got your pinball in my Sonic! • 8.0 / 7.0 / 6.0 / 7.0

**SONIC THE HEDGEHOG** — Sega
Sonic is the only "character with attitude" that ever worked. • 9.0 / 9.0 / 9.0 / 9.0

**SONIC THE HEDGEHOG 2** — Sega
Sonic 2 improves on the first and introduces the lovable sidekick, Tails. • 8.0 / 10.0 / 8.0 / 9.0

**SONIC THE HEDGEHOG 3** — Sega
Amazing! The Sonic games just get better and better. • 10.0 / 10.0 / 9.0 / 9.0

**SPACE HARRIER II** — Sega
Run and fly into the screen shooting down trippy monsters. Great stuff. • 6.0 / 6.0 / 8.0 / 7.0

**SPARKSTER** — Konami
Unexpectedly good action game from the masters at Konami. • 8.0 / 7.0 / 7.0 / 7.0

**SPEEDBALL 2** — Arena
Run around in a futuristic arena playing one of those violent, future sports. • 4.0 / 5.0 / 4.0 / 5.0

**SPIDER-MAN: ANIMATED SERIES** — Acclaim
Another bad superhero game. • 5.0 / 4.0 / 4.0 / 4.0

**SPLATTERHOUSE 2** — Namco
The great TurboGrafx game gets a Genesis sequel. • 7.0 / 8.0 / 7.0 / 7.0

**SPLATTERHOUSE 3** — Namco
More gore and action await you in the Splatterhouse. • 8.0 / 8.0 / 8.0 / 8.0

**SPORTS TALK FOOTBALL** — Sega
"Montana back to pass." Hear your game narrated by the computer from *WarGames*. • 8.0 / 8.0 / 7.0 / 7.0

**SPOT GOES TO HOLLYWOOD** — Acclaim
Want a good Spot game? Go check out Cool Spot, not this game. • 5.5 / 7.0 / 7.5 / 8.5

**STAR FLIGHT** — Electronic Arts
A strategy game set in the vast void of outer space. • 6.0 / 7.0 / 6.0 / 6.0

**STARGATE** — Acclaim
Pretty bad action game based on the movie. There's a lot of these, aren't there? • 4.5 / 3.5 / 3.5 / 4.0

**STAR TREK: DEEP SPACE NINE** — Playmates
An adventure game set on the space station, Deep Space Nine. • 8.0 / 7.0 / 6.5 / 6.5

**STAR TREK: THE NEXT GENERATION** — Sega
Take command of the Starship Enterprise and explore the galaxy. • 7.0 / 7.0 / 5.0 / 6.0

**STREET FIGHTER II: CHAMPIONSHIP EDITION** — Capcom
This was the first Street Fighter game to make it to the Genesis. Quite good. • 8.0 / 8.0 / 9.0 / 8.0

**STREET SMART** — Treco
A very, very standard beat-'em-up game with a really lame name. • 5.0 / 5.0 / 5.0 / 5.0

**STREETS OF RAGE** — Sega
Sure, it is a Final Fight clone, but wow, what a clone! • 9.0 / 9.0 / 9.0 / 9.0

**STREETS OF RAGE 3** — Sega
This series is always great. How about a Dreamcast version? • 8.0 / 7.0 / 7.0 / 7.0

**STRIDER** — Sega
The first 8-Meg game ever is also one of the best action games ever. • 9.0 / 9.0 / 9.0 / 9.0

**STRIDER RETURNS** — U.S. Gold
One of the many sequels that just didn't work. • 8.0 / 6.0 / 6.0 / 7.0

**SUB-TERRANIA** — Sega
A fun and challenging action game with unique gameplay. • 6.0 / 8.0 / 7.0 / 7.0

**SUPER BASEBALL 2020** — Electronic Arts
This is how baseball will be played in the future. • 6.0 / 8.0 / 5.0 / 6.0

**SUPER HYDLIDE** — Seismic
A very slow and not too exciting role-playing game.

**SUPER MONACO GP** — Sega
Perfect scores are always rare, but this driving game earned two. • 9.0 / 10.0 / 9.0 / 10.0

**SUPER MONACO GP II** — Sega
Super Monaco GP II is a huge disappointment after the excellent part I. • 6.0 / 8.0 / 6.0 / 5.0

**SUPER OFF-ROAD** — Accolade
Drive around little off-road vehicles in this "super" racing game. • 6.0 / 6.0 / 5.0 / 5.0

**SUPER STREET FIGHTER II** — Capcom
New characters help, but the game just doesn't look as good as the SNES version. • 6.0 / 6.0 / 7.0 / 8.0

**SUPER THUNDER BLADE** — Sega
Choppy graphics and gameplay spoil this port of the Sega arcade classic. • 5.0 / 6.0 / 5.0 / 8.0

**SUPER VOLLEYBALL** — Sega
Volleyball game are few and far between, but this one still sucks. • 3.0 / 4.0 / 5.0 / 5.0

**SYLVESTER & TWEETY** — TecMagik
Sylvester and Tweety are caught in a deadly game of cat and mou..er, bird. • 7.0 / 7.0 / 5.0 / 7.0

**TARGET EARTH** — Dreamworks
The main feature of this action game is that it is incredibly hard. • 6.0 / 7.0 / 6.0 / 5.0

**TAZ IN ESCAPE FROM MARS** — Sega
The second Taz game finds the Devil lost in space. It isn't as good as the first game. • 7.0 / 7.0 / 6.0 / 8.0

**TAZ-MANIA** — Sega
Taz's first action game for the Genesis is rather fun to play. • 8.0 / 9.0 / 8.0 / 7.0

**TEAM USA BASKETBALL** — EA Sports
A basketball game based on one of our old Olympic teams. • 5.0 / 8.0 / 8.0 / 7.0

**TECHNOCLASH** — Electronic Arts
Sorta like a futuristic Gauntlet, only not as good. • 7.0 / 7.0 / 6.0 / 6.0

**TECMO SUPER BOWL** — Tecmo
While not as good as the classic NES version, this football game is still tops. • 8.0 / 7.0 / 6.0 / 7.0

**TECMO SUPER NBA BASKETBALL** — Tecmo
Tecmo, Tecmo, Tecmo. They just love naming games after themselves, don't they? • 8.0 / 7.0 / 6.0 / 7.0

**TMNT: THE HYPERSTONE HEIST** — Konami
This is much like Turtles Through Time on the Super NES, but with new levels. • 8.0 / 8.0 / 8.0 / 7.0

**TMNT: TOURNAMENT FIGHTERS** — Konami
The Turtles take on their enemies in this average one-on-one fighter. • 6.0 / 6.0 / 6.0 / 5.0

**THE TERMINATOR** — Virgin Games
Based on the first movie, this game is fun, but far too easy. • 7.0 / 8.0 / 8.0 / 8.0

**TEST DRIVE: THE DUEL** — Accolade
This simply will not do. The Genesis is capable of so much more than this. • 3.0 / 5.0 / 4.0 / 4.0

**THUNDER FORCE II** — Sega
This shooter features top-down and side-scrolling levels. Where is Thunder Force I? • 8.0 / 8.0 / 7.0 / 8.0

**THUNDER FORCE III** — Technosoft
The first one is good, but this game blows it away. • 9.0 / 8.0 / 9.0 / 7.0

**THE TICK** — Fox Interactive
This dull action game is an insult to all that the Tick stands for. SPOON! • 5.0 / 4.0 / 4.0 / 4.0

**TIME KILLERS** — THQ
This is a fighting game that is very bad. Do not buy it. • 5.0 / 3.0 / 3.0 / 3.0

**TIME TRAX** — THQ
A side- and vertical-scrolling action game. • 7.0 / 7.0 / 6.0 / 7.0

**TINHEAD** — Spectrum Holobyte
A typical platform game with some impressive Bosses. • 6.0 / 7.0 / 6.0 / 6.0

**TODD'S ADVENTURES IN SLIME WORLD** — Renovation
A port of the Lynx game. Fight your way through sticky worlds. • 4.0 / 7.0 / 6.0 / 8.0

**TOEJAM & EARL** — Sega
A classic in the truest sense of the word. This game is a blast to play. • 6.0 / 8.0 / 7.0 / 8.0

**TOEJAM & EARL IN PANIC ON FUNKOTRON** — Sega
More of a straightforward action game than the original. Still good, though. • 7.0 / 7.0 / 7.0 / 7.0

**TOMMY LASORDA BASEBALL** — Sega
Good old Tommy brings us baseball fun. • 8.0 / 8.0 / 7.0 / 7.0

**TOUGHMAN CONTEST** — Electronic Arts
Duke it out with Butterbean. That still cracks me up. Butterbean! It's his real name! • 8.0 / 8.0

**TOYS** — Absolute
Dull but pretty game based on the dull but pretty, movie.

**TOY STORY** — Disney Interactive
Show off what your Genesis can do with this great game with digitized graphics. • 8.0 / 6.5 / 6.5 / 6.5

**TREASURELAND ADVENTURE** — Sega
Ignore the McDonalds ads within and enjoy this great action game. • 8.0 / 8.0 / 7.0 / 7.0

**TRIPLE PLAY '96** — EA Sports
EA's baseball series plays a great game. • 9.0 / 8.5

**TRIPLE PLAY GOLD EDITION** — EA Sports
Even though the original game is better, this one earned the "gold" status. • 6.5 / 7.5

**TRUXTON** — Sega
Players ate up shooters like this during the days of 16-Bit. What happened to them? • 6.0 / 7.0 / 7.0 / 5.0

**TWIN COBRA** — Sega
Helicopters are the vehicles of choice in this vertical-scrolling shooter. • 8.0 / 7.0 / 8.0 / 7.0

**TWO CRUDE DUDES** — Data East
It is one of a long line of side-scrolling beat-'em-ups. Silly name, though. • 6.0 / 8.0 / 6.0 / 7.0

**TYRANTS** — Virgin
Lovers of strategy will dig it, but others should keep far, far away. • 7.0 / 7.0 / 4.0 / 5.0

**VALIS III** — Renovation
Lose the animated cinemas, and this TurboGrafx-CD port is still very good. • 8.0 / 8.0 / 7.0 / 8.0

**VAPOR TRAIL** — Renovation
OK for a shooting game, but there are plenty of better ones on the market. • 6.0 / 7.0 / 5.0 / 5.0

**VECTORMAN** — Sega
Vectorman, while not the most popular character, still has a good game. • 8.5 / 8.5 / 7.5 / 8.5

**VECTORMAN 2** — Sega
Even though it came out toward the end of the Genesis' life, this game is good. • 7.5 / 8.0 / 7.0 / 6.5

**VIEWPOINT** — American Sammy
Shooters were everywhere on the Genesis! This one's a Neo•Geo port. • 8.0 / 6.0 / 7.0 / 7.0

**VIRTUAL BART** — Acclaim
D'OH! This collection of minigames just isn't all that great. • 8.0 / 5.0 / 4.0 / 4.0

**VIRTUA RACING** — Sega
A special chip that powered this game drove the price up to a whopping $100! • 8.0 / 8.0 / 8.0 / 7.0

**VR TROOPERS** — Sega
Not another game based on a bad license! When will the game companies learn? • 5.0 / 4.0 / 3.0 / 3.0

**WATERWORLD** — Ocean
Another bad movie game based on a bad movie. • 4.0 / 5.5 / 3.0 / 3.5

**WAYNE GRETZKY & THE NHLPA ALL-STARS** — Time Warner
Wayne and his group of buddies team up to bring hockey action into your home. • 7.5 / 7.0

**WEAPON LORD** — Namco
As expected, this one's a weapon-based fighting game. • 6.5 / 4.0 / 5.0 / 7.0

**WHERE IN TIME IS CARMEN SANDIEGO?** — Electronic Arts
Despite the all-too-obvious of Rockapella, this educational game is OK. • 6.0 / 8.0 / 5.0 / 7.0

**WHIP RUSH** — Renovation
Yet another in the legion of shooters for the Genesis. • 6.0 / 7.0 / 6.0 / 6.0

**WILLIAMS ARCADE'S GREATEST HITS** — Williams
Robotron: 2084, Defender, Defender II, Joust, SiniStar and Bubbles. • 7.0 / 8.5 / 8.0 / 8.5

**WINGS OF WOR** — DreamWorks
Boy, there are a ton of shooters on the Genesis, aren't there? • 7.0 / 7.0 / 7.0 / 7.0

**WINTER CHALLENGE** — Ballistic
This winter Olympics game is about as dull as watching snow melt. • 3.0 / 5.0 / 4.0 / 4.0

**WIZ 'N LIZ** — Psygnosis
A fun little adventure game starring a pair of friendly wizards. • 8.0 / 8.0 / 7.0 / 7.0

**WOLFCHILD** — JVC
This action game also made a slightly upgraded appearance on the Sega CD. • 6.0 / 5.0 / 4.0 / 6.0

**WOLVERINE** — Acclaim
Old Logan needs to stick with the X-Men. Their games are better. • 3.0 / 6.0 / 3.0 / 5.0

**WONDERBOY V** — Sega
Sega's old series from the Master System days continues on the Genesis. • 6.0 / 7.0 / 5.0 / 7.0

**WORLD CHAMPIONSHIP SOCCER** — Sega
Bicycle kick your way to victory! • 6.0 / 5.0 / 5.0 / 5.0

**WORLD HEROES** — Sega
One of the many Neo•Geo fighting games gets ported

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**WORLD SERIES BASEBALL** — Sega
Sega starts out by proving that they know how to make a great baseball game. • 8.0 / 7.0 / 8.0 / 7.0

**WORLD SERIES BASEBALL '95** — Sega
Out of all of Sega's baseball games, this one is the best. • 9.0 / 9.0

**WORLD SERIES BASEBALL '96** — Sega
Not as good as the previous year's version, but still better than most baseball games. • 7.0 / 7.0

**WWF ROYAL RUMBLE** — Flying Edge
Take on the computer or your friends to see who is the strongest wrestler of all. • 7.0 / 6.0 / 7.0 / 7.0

**X-MEN** — Sega
Choose your favorite mutant and defeat the evil Magneto. • 6.0 / 7.0 / 6.0 / 8.0

**X-MEN 2: CLONE WARS** — Sega
The uncanny crew is back for a second great adventure on the Genesis. • 7.0 / 7.0 / 7.0 / 7.0

**X-PERTS** — Sega
This horrible game is based on one of the stars of Eternal Champions. • 5.5 / 4.5 / 5.5 / 5.0

**ZERO, THE KAMIKAZE SQUIRREL** — Sunsoft
Zero, another rodent with an "attitude," is the star of this solid action game. • 9.0 / 8.0 / 8.0 / 8.0

**ZERO TOLERANCE** — Accolade
They tried to make Wolfenstein 3D on the Genesis. They did pretty well. • 9.0 / 7.0 / 6.0 / 8.0

**ZOMBIES ATE MY NEIGHBORS** — Konami
This terrific action game is a spoof of B-horror movies. • 8.0 / 8.0 / 8.0 / 9.0

**ZOOL** — Gametek
A side-scrolling action game that offers exactly nothing new to the genre. • 7.0 / 6.0 / 5.0 / 5.0

**ZOOM!** — Sega
This is an old action/strategy game that is not much fun at all. • 3.0 / 3.0 / 4.0 / 3.0

# 1991

The year Sega stole the #1 Spot from Nintendo, thanks mostly in part to Sonic the Hedgehog

# 100,000+

Genesis units were sold in the United States during the first half of 1998

## NINTENDO

**8 EYES** — Taxan
The side-scrolling action game plays a whole lot like Konami's classic Castlevania. • 6.0 / 6.0 / 5.0 / 6.0

**720°** — Mindscape
The fun arcade skateboarding game just isn't as good on the NES. • 3.0 / 4.0 / 4.0 / 3.0

**ABADOX** — Milton Bradley
Another shooting game for the NES. Will this poor genre ever return? • 7.0 / 6.0 / 6.0 / 7.0

**ADVENTURE ISLAND II** — Hudson Soft
This great action game series started on the NES. Here's the first sequel. • 7.0 / 7.0 / 7.0 / 7.0

**ADVENTURES OF LOLO** — HAL
A fun action/strategy game that has you traveling through many levels to save Lala. • 7.0 / 8.0 / 8.0 / 7.0

**ADVENTURES OF LOLO 2** — HAL
This one plays much like the original only with new levels and a couple new features. • 8.0 / 8.0 / 7.0 / 7.0

**ADVENTURES OF LOLO 3** — HAL
Lolo returns for his final adventure on the NES. • 8.0 / 8.0 / 7.0 / 7.0

**AIRWOLF** — Acclaim
If you're old enough to remember the TV show, you might recall this repetitive game. • 4.0 / 4.0 / 4.0 / 4.0

**ALFRED CHICKEN** — Software Tool.
There was a time when you could call Alfred on the phone for tips. • 5.0 / 5.0 / 5.0 / 5.0

**AL UNCER JR. TURBO RACING** — Data East
This racing game is OK if you are really hard-pressed to play one. • 7.0 / 4.0 / 5.0 / 7.0

**ARCH RIVALS** — Acclaim
This early NBA Jam-type game allows to you commit as many fouls as you want. • 6.0 / 6.0 / 6.0 / 8.0

**ASTYANAX** — Jaleco
It is kinda like the Turbo's Legendary Axe, only not nearly as good. • 5.0 / 4.0 / 5.0 / 5.0

**BAD DUDES** — Data East
Every level of this beat-'em-up ends with the battle cry, "I'm bad!" • 6.0 / 5.0 / 5.0 / 4.0

**BASEBALL SIMULATOR 1.000** — Culture Brain
This baseball simulator is fun to play and has a lot of detail. • 7.0 / 6.0 / 7.0 / 7.0

**BASES LOADED 2** — Jaleco
This Bases Loaded game is OK. They just go downhill from here. • 7.0 / 7.0 / 5.0 / 5.0

**BASES LOADED 3** — Jaleco
Oooh...a new low for the Bases Loaded series. Just not much fun at all. • 4.0 / 5.0 / 4.0 / 3.0

**BASES LOADED 4** — Jaleco
Sure, this may have been better than Bases Loaded 3, but it's still not great. • 5.0 / 6.0 / 5.0 / 7.0

**BASE WARS** — Ultra
It's baseball of the future. The players are all robots. • 8.0 / 8.0 / 8.0 / 7.0

**BATMAN** — Sunsoft
A dark and moody platform game based on the movie. • 8.0 / 8.0 / 8.0 / 7.0

**BATMAN RETURNS** — Konami
Once again, based on the movie. Not nearly as fun as the first game. • 5.0 / 7.0 / 6.0 / 6.0

**BATMAN: REVENGE OF THE JOKER** — Sunsoft
The Clown Prince of Crime returns to make Batman's life miserable. • 8.0 / 8.0 / 7.0 / 6.0

**BATTLETOADS** — Tradewest
These frogs gave the Ninja Turtles a run for their money back in the day. • 9.0 / 9.0 / 9.0 / 9.0

**BATTLETOADS/DOUBLE DRAGON** — Tradewest
The 'Toads team up with the Dragon boys to form "The Ultimate Team." • 6.0 / 8.0 / 8.0 / 7.0

**BEE-52** — Camerica
An action game where you control Fred Schneider. No, wait...it is just a bee. • 5.0 / 7.0 / 5.0 / 6.0

**BIGFOOT** — Acclaim
A racing game starring the monster truck, not Sasquatch. • 4.0 / 5.0 / 6.0 / 5.0

**BILL & TED'S EXCELLENT VIDEO GAME ADVEN.** — LJN
The two most excellent dudes star in a pretty bogus adventure game. • 4.0 / 5.0 / 3.0 / 3.0

**BILL ELLIOT'S NASCAR CHALLENGE** — Konami
Thankfully, NASCAR games have come a long way since the days of the NES. • 4.0 / 8.0 / 4.0 / 4.0

**THE BLUE MARLIN** — Hot-B
If you're sick of fishing for bass, you can always go after some marlin. • 7.0 / 6.0 / 6.0 / 7.0

**THE BLUES BROTHERS** — Titus
Playing this action game will help you see the light. What light? • 6.0 / 6.0 / 5.0 / 5.0

**BO JACKSON BASEBALL** — Data East
Bo may know a lot of things, but he sure don't know Nintendo games. • 4.0 / 5.0 / 4.0 / 4.0

**BOULDER DASH** — JVC
The old computer game port plays like a souped-up Dig Dug. • 5.0 / 6.0 / 6.0 / 7.0

**A BOY AND HIS BLOB** — Absolute
Feed your pet blob different jelly beans to change him into useful shapes. • 5.0 / 6.0 / 5.0 / 6.0

**BREAKTIME** — FCI
Take a break and play this pool game. • 7.0 / 6.0 / 6.0 / 6.0

**BUBBLE BOBBLE 2** — Taito
Bub and Bob are back in this addicting little game. • 7.0 / 7.0 / 7.0 / 7.0

**BUCKY O'HARE** — Konami
A pretty good action game based on the once mildly popular cartoon character. • 7.0 / 8.0 / 8.0 / 8.0

**BURAI FIGHTER** — Taxan
This shooter is a bit like an NES version of Forgotten Worlds. • 8.0 / 7.0 / 6.0 / 7.0

**CAPTAIN COMIC** — Color Dreams
Like most unlicensed games, this one is pretty cheesy. • 4.0 / 4.0 / 4.0 / 4.0

**CASTELIAN** — Triffix
This is a goofy little action game where you control an odd-looking critter. • 5.0 / 4.0 / 4.0 / 6.0

**CASTLEVANIA III: DRACULA'S CURSE** — Konami
The final NES Castlevania game is arguably the best. • 9.0 / 8.0 / 9.0 / 9.0

**CAVEMAN GAMES** — Data East
It's the Olympics with a humorous prehistoric twist. • 5.0 / 6.0 / 4.0 / 8.0

**CHIP & DALE: RESCUE RANGERS** — Capcom
Based on the Disney cartoon, this platform game is cute and fun. • 7.0 / 9.0 / 7.0 / 8.0

**CHIP & DALE: RESCUE RANGERS 2** — Capcom
Like most Capcom platform games, this one plays great. • 8.0 / 7.0 / 6.0 / 8.0

**CLIFFHANGER** — Sony Imagesoft
Wretchedly bad game based on the Sly Stallone mountain-climbing movie. • 3.0 / 3.0 / 3.0 / 3.0

**CODE NAME: VIPER** — Capcom
This is a lot like Rolling Thunder, but with an adventure element to it. • 8.0 / 5.0 / 6.0 / 7.0

**CRYSTALIS** — SNK
This is a decent adventure/RPG for the NES. • 7.0 / 8.0 / 7.0 / 8.0

**DEFENDER OF THE CROWN** — Ultra
Port of the mildly bland PC strategy game. • 4.0 / 3.0 / 7.0 / 7.0

**DEFENDERS OF DYNATRON CITY** — Lucasfilm
A nice attempt to create a new group of popular characters. Didn't work, however. • 4.0 / 4.0 / 3.0 / 3.0

**DEMON SWORD** — Taito
This game is the sequel to the Legend of Kage. • 5.0 / 6.0 / 7.0 / 6.0

**DIZZY** — Galoob
Dizzy, the adventure-seeking egg, stars in this action game. • 4.0 / 6.0 / 5.0 / 5.0

**DOUBLE DRAGON II: THE REVENGE** — Acclaim
Billy and Jimmy are back for more fighting. • 7.0 / 9.0 / 8.0 / 8.0

**DOUBLE DRAGON III: THE SACRED STONES** — Acclaim
This Double Dragon game was one of the best games around back then. • 8.0 / 8.0 / 7.0 / 9.0

**DRAGON'S LAIR** — CSG Imagesoft
It was inspired by the arcade game, but it wasn't much fun. • 4.0 / 5.0 / 3.0 / 4.0

**DRAGON SPIRIT** — Bandai
The classic Namco shooter appeared on the NES as well as the TG-16 and PlayStation. • 7.0 / 5.0 / 6.0 / 7.0

**DRAGON STRIKE** — FCI
This unique flight sim has you piloting a dragon. • 5.0 / 6.0 / 4.0 / 6.0

**DRAGON WARRIOR II** — Enix
The popular RPG series continues. This one isn't as good as the first game. • 6.0 / 7.5 / 6.0 / 5.0

**DUCK TALES** — Capcom
Scrooge McDuck and the crew travel the world looking for treasure. • 8.0 / 9.0 / 8.0 / 7.0

**DUCK TALES 2** — Capcom
While not as great as the first game, Duck Tales 2 is far from bad. • 7.0 / 7.0 / 7.0 / 7.0

**THE EMPIRE STRIKES BACK** — Lucasfilm
The NES just wasn't made to handle a game as ambitious as Empire. • 5.0 / 5.0 / 5.0 / 4.0

**F-117A STEALTH FIGHTER** — Microprose
This flight sim isn't very good at all. • 4.0 / 5.0 / 4.0 / 5.0

**F-15 STRIKE EAGLE** — Microprose
Let's face it, the NES was not made to do flight simulations. • 4.0 / 4.0 / 3.0 / 3.0

**F1-HERO 2** — Seika
This racing game isn't all that hot. • 5.0 / 6.0 / 5.0 / 3.0

**FELIX THE CAT** — Hudson Soft
The ancient cartoon star returns with his bag of tricks in this good action game. • 7.0 / 8.0 / 7.0 / 7.0

**FESTER'S QUEST** — Sunsoft
The Addams' Family's Uncle Fester stars in this adventure game. • 5.0 / 5.0 / 5.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**FIRE 'N ICE** — Tecmo
A very addictive puzzle game.
• 7.0 / 8.0 / 7.0 / 6.0

**FLYING DRAGON** — Culture Brain
Some would call it "just another karate game," and they'd be right.
• 4.0 / 5.0 / 4.0 / 5.0

**FLYING WARRIORS** — Culture Brain
One of the many karate/kung-fu games from the early days of the NES.
• 7.0 / 7.0 / 7.0 / 7.0

**FRANKENSTEIN** — Bandai
The misunderstood monster gets his own game.
• 6.0 / 6.0 / 5.0 / 6.0

**FRIDAY THE 13TH** — LJN
Stop Jason before he kills again in this wonderfully bad movie translation.
• 3.0 / 2.0 / 4.0 / 4.0

**GARGOYLE'S QUEST 2** — Capcom
The evil gargoyle from Ghosts 'n' Goblins gets a second adventure game.
• 7.0 / 8.0 / 7.0 / 7.0

**GAUNTLET 2** — Software Tool.
The sequel to the arcade smash just didn't have the charm of the original.
• 5.0 / 6.0 / 5.0 / 5.0

**GHOSTBUSTERS 2** — Activision
Like the movie, Ghostbusters 2 just couldn't compare to the first game.
• 5.0 / 4.0 / 3.0 / 4.0

**G.I. JOE** — Taxan
It's G.I. Joe against Cobra, the enemy. Fighting to save the day.
• 7.0 / 8.0 / 7.0 / 8.0

**G.I. JOE 2: THE ATLANTIS FACTOR** — Capcom
He never gives up, he's always there. Fighting for freedom over land and air.
• 5.0 / 6.0 / 5.0 / 7.0

**GODZILLA: MONSTER OF MONSTERS!** — Toho
A unique action/strategy game where you can play as Godzilla or Mothra.
• 5.0 / 5.0 / 6.0 / 4.0

**GREMLINS 2: THE NEW BATCH** — Sunsoft
Gizmo, the lovable Mogwai, goes up against a gaggle of mischievous Gremlins.
• 7.0 / 9.0 / 8.0 / 8.0

**THE GUARDIAN LEGEND** — Broderbund
The strange hybrid is an adventure game and a shooter all in one.
• 6.0 / 5.0 / 6.0 / 7.0

**GUERRILLA WAR** — SNK
A shooting game where you must sneak behind enemy lines to rescue P.O.W.S.
• 7.0 / 7.0 / 6.0 / 7.0

**HEAVY BARREL** — Data East
The old arcade shooter makes it to the NES in a pretty good port.
• 7.0 / 7.0 / 7.0 / 7.0

**HIGH SPEED** — Tradewest
A good-looking, but only slightly above-average pinball game.
• 6.0 / 7.0 / 5.0 / 5.0

**HOOPS** — Jaleco
A basketball game where you're playing out on the streets instead of on a court.
• 7.0 / 6.0 / 6.0 / 5.0

**HYDLIDE** — FCI
I can't remember what this game was about. That's about all I can say about Hydlide.
• 5.0 / 6.0 / 6.0 / 5.0

**IKARI WARRIORS III** — SNK
This once-great action series takes a serious dive in this poor sequel.
• 4.0 / 5.0 / 4.0 / 5.0

**IMAGE FIGHT** — Irem
An above average top-down shooter.
• 7.0 / 8.0 / 8.0 / 7.0

**IRONSWORD: WIZARDS & WARRIORS II** — Acclaim
Yes, that is Fabio on the box to Wizards & Warriors II.
• 8.0 / 8.0 / 7.0 / 7.0

**ISOLATED WARRIOR** — NTVIC
This is an isometric action/shooter.
• 7.0 / 7.0 / 6.0 / 6.0

**JACKIE CHAN'S ACTION KUNG FU** — Hudson Soft
Don't think that the upcoming PlayStation game was Jackie's first video game role.
• 7.0 / 6.0 / 8.0 / 7.0

**THE JETSONS** — Taito
George fights through the future stopping those who would oppose him.
• 7.0 / 8.0 / 7.0 / 7.0

**JOE & MAC: CAVEMAN NINJA** — Data East
These two cavemen even brought their action game to the NES.
• 6.0 / 6.0 / 6.0 / 5.0

**JOURNEY TO SILIUS** — Sunsoft
Trivia: This action game was originally going to sport the Terminator license.
• 6.0 / 6.0 / 7.0 / 6.0

**THE JUNGLE BOOK** — Virgin
This platform game was one of the last third-party NES games ever released.
• 8.0 / 7.0 / 5.0 / 7.0

**KICKLE CUBICLE** — Irem
A fun and highly addictive action/puzzle game.
• 8.0 / 8.0 / 7.0 / 9.0

**KING'S QUEST V** — Konami
It is great on the PC, but the NES version just isn't up to snuff.
• 4.0 / 6.0 / 7.0 / 6.0

**KIRBY'S ADVENTURE** — Nintendo
The little pink blob makes his first appearance off of

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**KLASH BALL** — Sofel
A pretty bad futuristic sports game.
• 5.0 / 6.0 / 3.0 / 5.0

**KLAX** — Tengen
The fun conveyor belt puzzle game comes home.
• 7.0 / 6.0 / 7.0 / 7.0

**LASER INVASION** — Konami
More of a demo of Konami's head-mounted light gun than an actual game.
• 4.0 / 6.0 / 3.0 / 5.0

**THE LITTLE MERMAID** — Capcom
A lighthearted action game based on the Disney movie.
• 5.0 / 7.0 / 7.0 / 8.0

**LITTLE NEMO: THE DREAM MASTER** — Capcom
A supremely fun platform game starring a turn-of-the-century comic strip character.
• 7.0 / 8.0 / 7.0 / 9.0

**THE LONE RANGER** — Konami
The old TV is featured in this game that is a mixture of genres.
• 6.0 / 6.0 / 5.0 / 6.0

**LOW G MAN** — Taxan
Control a high-jumping hero in this action game.
• 6.0 / 8.0 / 6.0 / 5.0

**THE MAFAT CONSPIRACY** — Vic Tokai
The second Golgo 13 brings more spy action to your NES.
• 7.0 / 9.0 / 7.0 / 7.0

**MAGIC DARTS** — Romstar
It's a video game version of darts. It's still a unique concept.
• 6.0 / 7.0 / 5.0 / 6.0

**MAGIC OF SCHEHERAZADE** — Culture Brain
A pretty average RPG with a name that's damn near impossible to pronounce.
• 5.0 / 6.0 / 6.0 / 5.0

**MAPPY-LAND** — Taxan
The old Namco arcade star gets his own platform game.
• 7.0 / 4.0 / 6.0 / 6.0

**MECHANIZED ATTACK** — SNK
This action game could have been much better.
• 5.0 / 6.0 / 5.0 / 6.0

**MEGA MAN 2** — Capcom
Featuring some of the best graphics for the day, Mega Man 2 blew people away.
• 8.0 / 8.0 / 8.0 / 8.0

**MEGA MAN 3** — Capcom
Mega Man 3 marked the debut of Rush, Mega Man's loyal robo-dog.
• 9.0 / 9.0 / 9.0 / 9.0

**MEGA MAN 4** — Capcom
They weren't all that different, but they were still better than most games of the time.
• 8.0 / 8.0 / 8.0 / 8.0

**MEGA MAN 5** — Capcom
A little trivia: Mega Man is the star of *EGM* #1's cover.
• 6.0 / 9.0 / 8.0 / 8.0

**MEGA MAN 6** — Capcom
The final 8-Bit Mega Man game before the series moved to the Super NES.
• 7.0 / 6.0 / 7.0 / 7.0

**METAL STORM** — Irem
In this action game, gravity can be reversed so that you can fight upside down.
• 8.0 / 8.0 / 7.0 / 8.0

**MICRO MACHINES** — Camerica
Still one of the best multiplayer racing games around.
• 8.0 / 8.0 / 6.0 / 8.0

**MIG-29** — Camerica
Another bad flight sim game for the NES.
• 4.0 / 5.0 / 4.0 / 3.0

**MIGHT & MAGIC** — American Sammy
The classic RPG series gets a bad port onto the NES.
• 5.0 / 7.0 / 3.0 / 6.0

**MIGHTY FINAL FIGHT** — Capcom
It's a super-deformed Final Fight. How cute!
• 8.0 / 6.0 / 7.0 / 7.0

**MONOPOLY** — Parker Brothers
The board game that everyone has played came out for the Nintendo's 8-Bit system.
• 8.0 / 8.0 / 4.0 / 5.0

**MONSTER IN MY POCKET** — Konami
Is that a monster in your pocket, or are you just...oh, it's a side-scrolling platform game.
• 6.0 / 7.0 / 7.0 / 5.0

**MR. GIMMICK** — Sunsoft
This action game features a cast of crazy characters.
• 5.0 / 8.0 / 5.0 / 4.0

**NARC** — Acclaim
The classic, digitized action game made a surprisingly good port to the NES.
• 7.0 / 6.0 / 7.0 / 8.0

**A NIGHTMARE ON ELM STREET** — LJN
Four players can team up at once to try to stop Freddy. Not Power Glove compatible.
• 6.0 / 4.0 / 4.0 / 5.0

**NIGHTSHADE** — Ultra
A strange sort of adventure/detective game.
• 7.0 / 8.0 / 4.0 / 5.0

**NINJA CRUSADERS** — American Sammy
Become a ninja and take on the forces of evil. Sort of a Sushi-X simulator.
• 6.0 / 6.0 / 5.0 / 6.0

**NINJA GAIDEN II: DARK SWORD OF CHAOS** — Tecmo
The second game in this awesome action series is the

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**NINJA GAIDEN III: THE ANCIENT SHIP OF DOOM** — Tecmo
Great gameplay and incredible cinemas are the hallmark of the Gaiden series.
• 8.0 / 8.0 / 8.0 / 8.0

**OPERATION WOLF** — Taito
One of the great old light gun games.
• 6.0 / 7.0 / 6.0 / 6.0

**OVERLORD** — Virgin Games
If you're into futuristic simulations, then you might really like this game.
• 7.0 / 7.0 / 4.0 / 4.0

**PALAMEDES** — Hot-B
This weird puzzle game is OK but not great.
• 5.0 / 7.0 / 6.0 / 7.0

**PHANTOM FIGHTER** — FCI
An action/adventure game that pitted you against (you guessed it) phantoms.
• 6.0 / 3.0 / 6.0 / 5.0

**PIRATES!** — Ultra
Set sail in your pirate ship in search of legendary riches.
• 4.0 / 6.0 / 5.0 / 5.0

**POOLS OF RADIANCE** — FCI
The Dungeons & Dragons RPG that is pretty average.
• 6.0 / 8.0 / 3.0 / 6.0

**POWER BLADE 2** — Taito
An action game that is just a bit above-average.
• 6.0 / 6.0 / 5.0 / 5.0

**P.O.W. PRISONERS OF WAR** — SNK
One of the better playing members of the once-expansive beat-'em-up genre.
• 8.0 / 7.0 / 7.0 / 7.0

**PRINCESS TOMATO - SALAD KINGDOM** — Hudson Soft
It's an RPG with an all-vegetable cast. They sure made some bizarre games back then.
• 7.0 / 5.0 / 6.0 / 5.0

**Q*BERT** — Ultra
The orange, cube hopper is better suited for the arcades.
• 7.0 / 3.0 / 4.0 / 4.0

**QUANTUM FIGHTER** — HAL America
This action game is actually very, very good.
• 9.0 / 9.0 / 9.0 / 9.0

**RAD GRAVITY** — Activision
This dull action game is pretty old, as you can tell by the use of the word "rad."
• 4.0 / 4.0 / 3.0 / 6.0

**RAD RACER 2** — Square
This driving game's sequel isn't half the game that the original is.
• 7.0 / 5.0 / 5.0 / 7.0

**RAMPART** — Jaleco
Construct a suitable base to withstand your enemy's attacks.
• 4.0 / 6.0 / 8.0 / 4.0

**R.C. PRO-AM 2** — Tradewest
The classic NES racing game's inevitable sequel.
• 8.0 / 8.0 / 8.0 / 8.0

**REN & STIMPY SHOW: BUCKEROOS!** — THQ
Ren and the bloated sack of protoplasm star in this goofy platform game.
• 7.0 / 6.0 / 6.0 / 7.0

**ROAD BLASTERS** — Mindscape
A very good translation of the arcade game where you drive a heavily armed car.
• 8.0 / 7.0 / 7.0 / 7.0

**ROBIN HOOD: PRINCE OF THIEVES** — Arcadia
A decent adventure game based on the movie.
• 4.0 / 7.0 / 4.0 / 8.0

**ROBOCOP 3** — Ocean
This game is almost as bad as the horribly bad movie.
• 6.0 / 6.0 / 6.0 / 5.0

**ROGER CLEMENS MVP BASEBALL** — LJN
Another member of the legion of mediocre sports games endorsed by a celebrity.
• 6.0 / 7.0 / 5.0 / 5.0

**ROLLERGAMES** — Ultra
This game rode on the success of the in-line skating craze.
• 6.0 / 6.0 / 5.0 / 6.0

**ROLLING THUNDER** — Tengen
A very good port of the arcade action game.
• 8.0 / 7.0 / 6.0 / 8.0

**S.C.A.T.** — Natsume
This plays like an NES version of Forgotten Worlds.
• 7.0 / 8.0 / 8.0 / 7.0

**SHADOW OF THE NINJA** — Natsume
Ninjas were all the rage back in the days of the NES. Here's another ninja game.
• 8.0 / 8.0 / 7.0 / 9.0

**SHATTERHAND** — Jaleco
An action game that sounds much more painful than it is.
• 8.0 / 8.0 / 8.0 / 8.0

**SHINOBI** — Tengen
Sega's Shinobi appears on a Nintendo machine. Would this happen today?
• 5.0 / 5.0 / 4.0 / 4.0

**SILKWORM** — American Sammy
There's no worms in this game. It's just a shooter where you're in a helicopter or a jeep.
• 7.0 / 5.0 / 7.0 / 6.0

**SILVER SURFER** — Arcadia
A shooting game starring the shiny superhero.
• 7.0 / 7.0 / 6.0 / 7.0

**SIMPSONS: BART VS. SPACE MUTANTS** — Acclaim
A merely OK game based on one of the best TV

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SIMPSONS: BART VS. WORLD** — Acclaim
Ugh! If you want a good Simpsons game, go to the arcade. This isn't it. • 4.0 / 5.0 / 3.0 / 4.0

**SKULL & CROSSBONES** — Tengen
A game that's actually much duller than a pirate's life should be. • 4.0 / 4.0 / 4.0 / 4.0

**SKY SHARK** — Taito
Another one of the many vertical-scrolling shooters of the day. • 6.0 / 6.0 / 5.0 / 5.0

**SMASH TV** — Acclaim
The arcade variant of Robotron was a bit too much for the NES to handle. • 6.0 / 6.0 / 4.0 / 5.0

**SNOW BROTHERS** — Capcom
A fun little game where you control a couple of frosty lads. • 6.0 / 7.0 / 6.0 / 7.0

**SOLAR JETMAN** — Tradewest
You are the Solar Jetman! Fight to save the future! • 9.0 / 8.0 / 7.0 / 6.0

**SOLSTICE** — CSG Imagesoft
An isometric adventure game. • 7.0 / 8.0 / 7.0 / 8.0

**SPOT** — Arcadia
Nothing like the classic Genesis game, this plays more like Othello. • 7.0 / 8.0 / 7.0 / 8.0

**STAR TREK: THE NEXT GENERATION** — Absolute
Captain Picard needs your help aboard the Enterprise. Are you up to it? • 6.0 / 6.0 / 6.0 / 8.0

**STARTROPICS** — Nintendo
A sort of adventure/RPG from Nintendo that isn't all that good. • 4.0 / 6.0 / 5.0 / 4.0

**STAR WARS** — Lucasfilm
This features a multitude of different levels, sorta like the N64 game. • 7.0 / 4.0 / 6.0 / 8.0

**STEALTH ATF** — Activision
A flight sim that is lacking in just about every department. • 4.0 / 6.0 / 4.0 / 3.0

**STREET FIGHTER 2010: THE FINAL FIGHT** — Capcom
This game really screws with the Street Fighter story. Ken is a cyborg now?! • 8.0 / 7.0 / 8.0 / 7.0

**STRIDER** — Capcom
Nothing like the arcade game, but it rocks. It is more of an adventure game. • 7.0 / 8.0 / 7.0 / 7.0

**SUPER C** — Konami
This and the original Contra kick ass. Contra Force, on the other hand, does not. • 8.0 / 8.0 / 8.0 / 8.0

**SUPER DODGE BALL** — American Technos
Little super-deformed guys playing dodge ball. Just like junior high. • 5.0 / 3.0 / 5.0 / 6.0

**SUPER MARIO BROS. 3** — Nintendo
Only Yoshi's Island can compete with this game for best side-scroller of all time. • 9.0 / 9.0 / 9.0 / 9.0

**SUPER OFF-ROAD** — Tradewest
It's the off-road racing game for 8-Bit. It's actually pretty good. • 7.0 / 7.0 / 7.0 / 8.0

**SUPER SPY HUNTER** — Sunsoft
It's the old arcade game with some stylish new features. • 7.0 / 8.0 / 7.0 / 8.0

**SWAMP THING** — THQ
This is a very, very bad game based on the old movie. Do not bring your evil here. • 3.0 / 4.0 / 3.0 / 3.0

**SWORDS & SERPENTS** — Acclaim
This RPG isn't all that bad, although some find it to be boring. • 4.0 / 7.0 / 4.0 / 7.0

**TARGET: RENEGADE** — Taito
This game wishes that it was Double Dragon, but comes up way short. • 4.0 / 4.0 / 5.0 / 5.0

**TECMO WORLD WRESTLING** — Tecmo
A unique wrestling game that features an announcer who gives a play-by-play. • 6.0 / 7.0 / 6.0 / 7.0

**TEENAGE MUTANT NINJA TURTLES** — Ultra
While not the best game ever made, Turtles is a competent adventure game. • 6.0 / 7.0 / 6.0 / 4.0

**TMNT II: THE ARCADE GAME** — Ultra
No one really thought the NES could do this game. Well, here it is. • 7.0 / 9.0 / 8.0 / 9.0

**TMNT III: THE MANHATTAN PROJECT** — Konami
It plays much like the arcade game, and is just as good. • 8.0 / 8.0 / 7.0 / 7.0

**THE JUNGLE BOOK** — Virgin
This platform game was one of the last third-party NES games ever released. • 8.0 / 7.0 / 5.0 / 7.0

**TMNT: TOURNAMENT FIGHTERS** — Konami
One of the few one-on-one fighting games for the NES. • 7.0 / 7.0 / 7.0 / 7.0

**THE TERMINATOR** — Mindscape
This game somehow made the Terminator very dull and repetitive. • 5.0 / 6.0 / 4.0 / 5.0

**TERRA CRESTA** — Vic Tokai
An overhead shooter that offers nothing new. • 6.0 / 5.0 / 6.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**TETRIS 2** — Nintendo
Not the classic that the first one was. • 6.0 / 7.0 / 6.0 / 6.0

**THE THREE STOOGES** — Activision
The Stooges star in a series of minigames comprising a board game. • 6.0 / 8.0 / 6.0 / 7.0

**THUNDERBIRDS** — Activision
A shooter based on that show starring those creepy-ass puppets. • 6.0 / 5.0 / 4.0 / 5.0

**THUNDERCADE** — American Sammy
A vertical-scrolling shooter that has you riding in a fully armed motorcycle. • 6.0 / 6.0 / 5.0 / 5.0

**TINY TOON ADVENTURES 2** — Konami
More cartoony platform game fun from the good people at Konami. • 6.0 / 7.0 / 7.0 / 7.0

**TOM & JERRY** — Hi-Tech Express.
Jerry is caught in a deadly game of cat-and-mouse. Literally! • 5.0 / 7.0 / 5.0 / 4.0

**TOTALLY RAD** — Jaleco
Good action game using the horrible word "rad." The same will happen to "extreme." • 8.0 / 8.0 / 8.0 / 8.0

**TOTAL RECALL** — Acclaim
Good movie turned into one of the worst NES games ever made. • 3.0 / 3.0 / 3.0 / 2.0

**TWIN COBRA** — American Sammy
Although they took out the arcade's Two-player Mode, they still call it "Twin Cobra." • 7.0 / 6.0 / 6.0 / 7.0

**ULTIMA VI: THE QUEST OF THE AVATAR** — FCI
An excellent installment of the popular Ultima series for the NES. • 8.0 / 8.0 / 8.0 / 6.0

**ULTIMATE BASKETBALL** — American Sammy
Sure, it is fun, but we'd hardly call it the "ultimate" basketball game. • 8.0 / 8.0 / 7.0 / 9.0

**ULTIMATE JOURNEY** — Bandai
A platform game where you play as a brave Indian warrior. • 7.0 / 8.0 / 7.0 / 7.0

**UNINVITED** — Kemco
A spooky adventure game along the lines of Shadowgate. • 4.0 / 7.0 / 4.0 / 5.0

**WACKY RACES** — Atlus
Those old Hanna Barbara cartoons get turned into a platform game. • 6.0 / 7.0 / 7.0 / 7.0

**WAR ON WHEELS** — Jaleco
This roller derby game just isn't that much fun. • 4.0 / 5.0 / 4.0 / 5.0

**WCW WRESTLING** — FCI
Before Sting had that "The Crow" thing going on, he was in this game. • 7.0 / 6.0 / 6.0 / 6.0

**WEREWOLF** — Data East
Become a werewolf and fight for justice. • 7.0 / 7.0 / 6.0 / 8.0

**WHERE IN TIME IS CARMEN SANDIEGO?** — Konami
An educational video game? Yuck. Still, it isn't all that bad. • 5.0 / 7.0 / 5.0 / 6.0

**WHOMP 'EM** — Jaleco
A none too politically correct game starring a heroic little Injun lad. • 8.0 / 7.0 / 7.0 / 8.0

**WIZARDRY** — Nexoft
This RPG is not all that much fun...at all. • 4.0 / 7.0 / 3.0 / 3.0

**WIZARDS & WARRIORS III** — Acclaim
There is no Fabio, but this action game is still pretty good. • 7.0 / 8.0 / 5.0 / 5.0

**WRATH OF THE BLACK MANTA** — Taito
Nice graphics are the highlight of this side-scroller. • 6.0 / 6.0 / 6.0 / 7.0

**WWF KING OF THE RING** — LJN
"Pre-Hollywood" Hulk Hogan and the old-school WWF crew duke it out. • 8.0 / 6.0 / 6.0 / 7.0

**XEXYZ** — Hudson Soft
Go ahead...just try pronouncing the name of this action/adventure game. We dare you. • 7.0 / 7.0 / 6.0 / 6.0

**YO NOID!** — Capcom
Remember Domino's old claymation spokesman? This was his game. • 5.0 / 6.0 / 7.0 / 4.0

**YOSHI** — Nintendo
The lovable dinosaur stars in a fairly dull puzzle game. • 4.0 / 4.0 / 6.0 / 6.0

**ZODA'S REVENGE: STARTROPICS II** — Nintendo
Nintendo's sequel is better than the first, but still not a classic. • 7.0 / 7.0 / 6.0 / 6.0

## Did You Know?

Nintendo started out as a playing card manufacturer in Japan.

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

## 1,000,000,000

In 1995, Nintendo celebrated the sale of its 1 billionth game cartridge (NES, SNES, N64 combined)

## TURBO GRAFX - 16

**AEROBLASTER** — NEC
This side-scrolling shooter is one of the best ones available for the Turbo (and there's a lot). • 7.0 / 9.0 / 9.0 / 9.0

**AIR ZONK** — Hudson/T.T.I.
Bonk's cybernetic creation takes to the air in this cartoony shooter. • 7.0 / 8.0 / 7.0 / 7.0

**BALLISTIX** — NEC
A weird futuristic sports game that's a strange variation of hockey. • 4.0 / 4.0 / 5.0 / 6.0

**BATTLE ROYALE** — NEC
Before there was WWF War Zone and WCW Nitro, there was Battle Royale. • 4.0 / 7.0 / 5.0 / 7.0

**BEYOND SHADOWGATE** — T.T.I.
The sequel to the great NES game is just as fun as the original. • 7.0 / 8.0 / 8.0 / 7.0

**BLAZING LAZERS** — NEC
Some argue that this is one of the best top-down shooters ever made. • 7.0 / 6.0 / 9.0 / 9.0

**BLOODY WOLF** — NEC
Play as an army guy who runs around shooting stuff. What kid wouldn't love this? • 7.0 / 7.0 / 8.0 / 8.0

**BOMBERMAN '93** — T.T.I.
Bomberman was starring in games years ago. Thing is, they were all great. • 8.0 / 9.0 / 8.0 / 8.0

**BONK'S ADVENTURE** — NEC
This caveman with the king-sized cranium became the spokesman for the Turbo. • 7.0 / 8.0 / 7.0 / 8.0

**BONK'S REVENGE** — NEC
The plucky little caveman returns, and he ain't takin' nothin' from nobody! • 7.0 / 8.0 / 7.0 / 8.0

**BONK 3: BONK'S BIG ADVENTURE** — Hudson/T.T.I.
Bonk returns with the ability to shrink to micro-size or to grow into a big ol' Bonk. • 8.0 / 8.0 / 8.0 / 7.0

**BRAVOMAN** — NEC
Whenever you attack in this game, your character says, "Bravo!" It gets old fast. • 7.0 / 5.0 / 4.0 / 5.0

**CHINA WARRIOR** — NEC
The game has huge characters, but the poor animation and gameplay ruin it. • 4.0 / 4.0 / 5.0 / 5.0

**COSMIC FANTASY 2** — Working Designs
A fun RPG that has some talking cat characters. Shame we never saw part three. • 8.0 / 7.0 / 7.0 / 6.0

**CRATERMAZE** — NEC
A dull game where you need to defeat your enemies while trapped in a maze. • 4.0 / 4.0 / 5.0 / 3.0

**CYBER CORE** — ICS
A good shooting game with plenty of power-ups. • 7.0 / 8.0 / 7.0 / 6.0

**DARKWING DUCK** — NEC
Disney's crime-fighting duck gets an action game of his own. • 3.0 / 4.0 / 3.0 / 3.0

**DEAD MOON** — Natsume/T.T.I.
The TurboGrafx has a ton of shooting games, and this is one of them. • 7.0 / 8.0 / 7.0 / 7.0

**DEEP BLUE** — NEC
A shooting game where the enemies are fish that isn't Darius. Strictly average. • 4.0 / 4.0 / 4.0 / 3.0

**DEVIL'S CRUSH** — NEC
The only pinball game available that allows you to defeat the unholy forces of Satan. • 5.0 / 7.0 / 7.0 / 8.0

**DOUBLE DUNGEONS** — NEC
A boring first-person dungeon game that has an OK Two-player Mode. • 4.0 / 6.0 / 6.0 / 5.0

**DRAGON SPIRIT** — NEC
Namco's top-down shooter has you controlling a dragon. • 7.0 / 6.0 / 7.0 / 7.0

**DUNGEON EXPLORER** — NEC
If Gauntlet had more RPG elements, it would become Dungeon Explorer. • 7.0 / 7.0 / 7.0 / 7.0

**DUNGEON MASTER** — T.T.I.
The old PC RPG comes to the Turbo with this good translation. • 7.0 / 7.0 / 5.0 / 7.0

**DYNASTIC HERO** — T.T.I.
A very fun action/RPG that is along the lines of Nintendo's Zelda games. • 7.0 / 8.0 / 7.0 / 7.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**EXILE** — Working Designs
An action/RPG that played well and had very nice anime cinemas. • 7.0 / 8.0 / 7.0 / 7.0

**EXILE: WICKED PHENOMENON** — Working Designs
Unofficially known as Exile 2, this game was just as good as the first one. • 7.0 / 8.0 / 7.0 / 7.0

**FALCON** — Turbo Tech.
A good example of why PC flight sims should stay on PCs. • 4.0 / 5.0 / 4.0 / 5.0

**FINAL LAP TWIN** — NEC
A racing RPG. Yes...that's right. An RPG where you race cars. Not too bad, really. • 7.0 / 7.0 / 4.0 / 6.0

**FINAL ZONE 2** — NEC
Tool around in a mech in this isometric action game. • 6.0 / 6.0 / 6.0 / 8.0

**GALAGA '90** — NEC
The ancient arcade shooting game gets a facelift for the '90s. • 8.0 / 5.0 / 7.0 / 7.0

**GATE OF THUNDER** — Hudson/T.T.I.
An incredible side-scrolling shooter with some rockin' good music. • 8.0 / 9.0 / 9.0 / 8.0

**GODZILLA** — T.T.I.
A fighting game starring the king of monsters and his foes. • 8.0 / 5.0 / 6.0 / 5.0

**HIT THE ICE** — Taito/T.T.I.
This was an old arcade game that was sort of a hockey version of NFL Blitz. • 5.0 / 8.0 / 6.0 / 7.0

**IMPOSSAMOLE** — NEC
A platform game starring a superhero mole. No relation to Morocco, however. • 5.0 / 5.0 / 3.0 / 3.0

**IT CAME FROM THE DESERT** — NEC
Fight giant, mutated ants in this spoof of the old horror movie, *Them!* • 5.0 / 8.0 / 4.0 / 5.0

**JACKIE CHAN'S ACTION KUNG-FU** — Turbo Tech.
Before Americans knew who Jackie was, he was starring in this fun action game. • 5.0 / 7.0 / 7.0 / 4.0

**J.B. HAROLD MURDER CLUB** — NEC
There's crimes aplenty to solve in this FMV adventure game. • 6.0 / 8.0 / 6.0 / 8.0

**J.J AND JEFF** — NEC
While this platform game is good, the more risque Japanese version is better. • 8.0 / 8.0 / 7.0 / 7.0

**JOHN MADDEN FOOTBALL** — T.T.I.
Dang! That Madden fellow has put a game out on just about every system. • 7.0 / 8.0 / 7.0 / 8.0

**LAST ALERT** — NEC
Despite the crap voice acting (worse than Resident Evil), the game is quite fun. • 6.0 / 7.0 / 7.0 / 7.0

**THE LEGENDARY AXE** — NEC
This action game was one of the more popular Turbo games around. • 9.0 / 8.0 / 8.0 / 8.0

**LEGENDARY AXE II** — NEC
The sequel may have nothing to do with the original, but it is still pretty good. • 7.0 / 7.0 / 8.0 / 6.0

**LOOM** — T.T.I./JVC
This is an old LucasArts adventure game that was ported over from the PC. • 7.0 / 7.0 / 7.0 / 6.0

**LORDS OF THUNDER** — T.T.I.
The sequel to Gate of Thunder is just as good of a shooter as the original. • 8.0 / 9.0 / 8.0 / 9.0

**MAGICAL CHASE** — Hudson/T.T.I.
A cute and slightly bizarre little shooting game where you play a witch on a broom. • 7.0 / 7.0 / 7.0 / 7.0

**MIGHT & MAGIC III** — T.T.I.
Believe you me, there are plenty of higher-quality RPGs on the TurboGrafx-16. • 4.0 / 4.0 / 4.0 / 5.0

**MILITARY MADNESS** — NEC
Strategy games don't come much cooler than Military Madness. • 9.0 / 8.0 / 7.0 / 7.0

**NEUTOPIA** — NEC
If you can't have Zelda on the Turbo, Neutopia is as close as you're gonna get. • 7.0 / 6.0 / 7.0 / 8.0

**NEUTOPIA II** — Turbo Tech.
The sequel to the (almost exact) Zelda clone gives Turbo players another RPG. • 7.0 / 8.0 / 7.0 / 6.0

**NEW ADVENTURE ISLAND** — Hudson Soft
Join Master Higgens on his first adventure on the TurboGrafx. • 7.0 / 8.0 / 7.0 / 7.0

**NINJA SPIRIT** — NEC
This action game reached near perfection. • 8.0 / 9.0 / 9.0 / 10.0

**ORDYNE** — NEC
A bizarre little shooter from Namco. Now available on Namco Musuem 4 on the PS. • 4.0 / 4.0 / 7.0 / 3.0

**PARASOL STARS** — Working Designs
This Bubble Bobble sequel had rainbow-tossin' kids instead of bubble-blowin' dinos. • 4.0 / 7.0 / 6.0 / 7.0

**PSYCHOSIS** — NEC
There's a ton of shooting games for the TG-16, but this is one of the better ones. • 8.0 / 8.0 / 8.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**RAIDEN TRAD** — NEC
A translation of the popular arcade shooter. • 8.0 / 8.0 / 7.0 / 7.0

**RIOT ZONE** — T.T.I.
Kinda like Final Fight only nowhere near as good. • 5.0 / 6.0 / 5.0 / 5.0

**SAMURAI GHOST** — T.T.I.
A pretty bad action game on a system where good action games abound. • 4.0 / 6.0 / 4.0 / 6.0

**SHERLOCK HOLMES: CONSULT. DET.** — NEC
Join the master detective as he solves crimes in this FMV adventure. • 8.0 / 9.0 / 6.0 / 7.0

**SHERLOCK HOLMES: CONSULT. DET. VOL. 2** — T.T.I.
Holmes and Watson are back for more investigative fun. • 6.0 / 6.0 / 6.0 / 6.0

**SHOCK MAN** — T.T.I.
Shock Man plays a bit like Capcom's Mega Man games, so it can't be all that bad. • 4.0 / 5.0 / 6.0 / 7.0

**SIMEARTH** — T.T.I.
If cities aren't enough for you, now you can manage your own planet. • 4.0 / 6.0 / 4.0 / 6.0

**SOLDIER BLADE** — Turbo Tech.
Another high-quality shooting game for the TurboGrafx. • 7.0 / 7.0 / 7.0 / 6.0

**SOMER ASSAULT** — T.T.I.
Become a heavily armed Slinky-type creature fighting living signs of the Zodiac. Seriously. • 7.0 / 8.0 / 8.0 / 7.0

**SPACE HARRIER** — NEC
Sega's hit arcade shooter makes a surprise appearance on the TurboGrafx. • 7.0 / 5.0 / 6.0 / 5.0

**SPLATTERHOUSE** — NEC
You look like Jason from *Friday the 13th*, but you're the good guy. Fun and gory! • 8.0 / 8.0 / 8.0 / 8.0

**SUPER AIR ZONK** — T.T.I.
A none-too-improved sequel to the original Air Zonk game. • 4.0 / 6.0 / 5.0 / 5.0

**SUPER BUSTER BROTHERS** — T.T.I.
Capcom's balloon-busting arcade game is still way addictive. • 4.0 / 6.0 / 6.0 / 6.0

**SUPER STAR SOLDIER** — NEC
Another in the long line of excellent shooters for the Turbo. • 7.0 / 8.0 / 7.0 / 6.0

**TAKIN' IT TO THE HOOP** — NEC
The Turbo didn't have many sports games, but this basketball game wasn't that bad. • 6.0 / 8.0 / 6.0 / 6.0

**TERRAFORMING** — T.T.I.
An incredibly boring shooter with unexciting weapons and bad music. • 4.0 / 4.0 / 4.0 / 4.0

**TIGER ROAD** — NEC
A side-scrolling game that's merely OK. It could have been much better. • 7.0 / 4.0 / 7.0 / 4.0

**TIME CRUISE** — Face/T.T.I.
A pinball game with a time-travelling premise. Not as good as the Crush games. • 5.0 / 6.0 / 6.0 / 5.0

**TV SPORTS BASKETBALL** — NEC
If you're looking for basketball action, stick with Takin' it to the Hoop. • 6.0 / 7.0 / 4.0 / 5.0

**TV SPORTS FOOTBALL** — NEC
There are really good football games, and then there is TV Sports Football. • 4.0 / 6.0 / 4.0 / 5.0

**VALIS II** — NEC
A young Japanese schoolgirl battles evil with a big sword. It's gotta be good. • 7.0 / 8.0 / 7.0 / 8.0

**VALIS III** — NEC
Yuko from Valis II is joined by a couple of friends to defeat the bad guy. • 8.0 / 8.0 / 7.0 / 8.0

**VICTORY RUN** — NEC
The very first driving game for the Turbo played like Sega's Out Run. • 6.0 / 8.0 / 7.0 / 8.0

**VIEGUES TACTICAL GLADIATOR** — NEC
A pretty bad action game where you attempt to control a big robot. • 5.0 / 5.0 / 4.0 / 4.0

**VIGILANTE** — NEC
An average arcade beat-'em-up. The standard "save your girlfriend" fare. • 7.0 / 5.0 / 6.0 / 6.0

**WORLD SPORTS COMPETITION** — T.T.I.
It's a track-and-field game for the Turbo, but it's only slightly above average. • 6.0 / 6.0 / 7.0 / 6.0

**YS BOOKS I & II** — NEC
Now here's a game. Still one (well, two actually) of the best RPGs around. • 8.0 / 10.0 / 9.0 / 8.0

**YS III: WANDERERS FROM YS** — NEC
Y's (pronounced "ease") III isn't as good as parts I and II, but it still rocks. • 7.0 / 8.0 / 7.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

## 3DO

**AD&D SLAYER** — SSI
A 3D perspective, hack-'n'-slash RPG that was actually pretty fun. • 9.0 / 7.0 / 6.0 / 6.0

**ALONE IN THE DARK** — Interplay
Picture a very early Resident Evil, and you've got the idea of Alone in the Dark. • 9.0 / 8.0 / 7.0 / 8.0

**BATTLE CHESS** — Interplay
Why just take the queen when you can slice her in two? Checkmate! • 8.0 / 7.0 / 4.0 / 5.0

**BRAIN DEAD 13** — Readysoft
A Dragon's Lair-ish affair that was pretty funny. • 9.0 / 7.5 / 7.0 / 7.0

**BURNING SOLDIER** — Panasonic
Pretty standard on-rails FMV shooting game. No actual burning soldiers in this one. • 7.0 / 6.0 / 7.0 / 6.0

**CANNON FODDER** — Virgin
The cute little game of warfare gets ported over from the PC. • 8.0 / 8.0 / 8.0 / 7.5

**CAPTAIN QUAZAR** — Studio 3DO
This guy was Blasto before Blasto even, um...blasted anything. • 9.0 / 7.0 / 8.5 / 8.0

**CASPER** — Interplay
Become the "friendly" ghost and terrorize the innocent. Casper is truly evil! • 7.0 / 7.0 / 6.0 / 7.0

**CRASH 'N BURN** — Crystal Dynamics
One of the first games for the 3DO gave the system more hope than it should have had. • 8.0 / 7.0 / 7.0 / 7.0

**DAEDALUS ENCOUNTER** — Panasonic
FMV adventure starring the babe-a-licious Tia Carrere. Schwing! • 6.5 / 6.5 / 7.0 / 7.0

**DRAGON'S LAIR** — Ready Soft
"Control" Dirk the Daring in this port of the original laser disc arcade game. • 7.0 / 7.0 / 7.0 / 7.0

**ESCAPE FROM MONSTER MANOR** — Acclaim Studios
A surprisingly good corridor shooter from Electronic Arts. • 7.0 / 8.0 / 6.0 / 6.0

**FATTY BEAR'S BIRTHDAY SURPRISE** — Humongous
Fatty Bear was a children's game star until he mauled a vacationing family of four. • 8.0 / 7.0 / 6.0 / 8.0

**FLYING NIGHTMARES** — Domark
Hop into a combat plane and shoot stuff down. • 6.0 / 5.0 / 5.0 / 8.5

**FOES OF ALI** — Electronic Arts
A boxing game with some innovative features but average gameplay. • 6.0 / 6.5

**GEX** — Crystal Dynamics
This marks the smart-assed lizard's video game premiere. • 9.0 / 8.5 / 8.0 / 9.0

**GRIDDERS** — Tetragon
The 3DO has its share of weird puzzle games, and this is one of 'em. • 8.0 / 7.0 / 7.0 / 8.0

**GUARDIAN WAR** — Panasonic
A rarity for the 3DO, this strategy RPG was actually quite good. • 9.0 / 8.0 / 7.0 / 7.0

**HELL: A CYBERPUNK ADVENTURE** — Take 2
An adventure game starring Dennis Hopper, that guy from the *Mario Bros.* movie. • 8.5 / 7.5 / 6.0 / 6.5

**THE HORDE** — Crystal Dynamics
A cool isometric action game where you played as the dreamy Kirk Cameron. • 8.0 / 8.0 / 7.0 / 7.0

**ICE BREAKER** — Panasonic
This bland puzzle game isn't even worth the effort to remove the shrinkwrap. • 4.5 / 4.0 / 4.0 / 4.0

**THE INCREDIBLE MACHINE** — Dynamix
Build Rube Goldberg-type devices in this addictive puzzle game. • 8.0 / 7.0 / 7.0 / 7.0

**IRON ANGEL OF THE APOCALYPSE** — Synergy
No, this isn't some heavy-metal album title, it's a really bad Doom clone. • 4.5 / 4.5 / 4.0 / 4.0

**JOHN MADDEN FOOTBALL** — Electronic Arts
John Madden brings his football game franchise to the 3DO. • 9.0 / 7.0 / 6.0 / 6.0

**JURASSIC PARK** — Univ. Int. Pict.
The digitized T-Rexs and raptors look almost as good as they did in the movie. • 8.0 / 8.0 / 7.0 / 8.0

**LOST EDEN** — Virgin
A pretty-looking adventure game that originally appeared on the PC. • 9.0 / 6.5 / 7.5 / 7.5

**THE LOST FILES OF SHERLOCK HOLMES** — Electronic Arts
This is a graphic adventure game, not one of those cheesy Sega CD FMV Sherlock games. • 6.0 / 7.0 / 6.0 / 6.0

**LUCIENNE'S QUEST** — Panasonic
This RPG for the 3DO is decent, but could have been a lot better. • 5.0 / 6.5 / 6.5 / 7.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**MAD DOG MCCREE** — American Laser G.
Shoot down that blasted Mad Dog in this Western-themed FMV shooter. • 5.0 / 6.0 / 6.0 / 5.0

**MAD DOG II: THE LOST GOLD** — American Laser G.
That scoundrel Mad Dog is back for another heapin' helpin' of trouble. • 7.0 / 6.0 / 5.0 / 6.0

**MICROCOSM** — Psygnosis
Cross Burning Soldiers and the movie *Innerspace*. There. You have Microcosm. • 4.0 / 4.0 / 4.0 / 4.0

**MYST** — Panasonic
Why this "game" continues to be popular confounds all of us at *EGM*. • 6.5 / 7.0 / 4.5 / 5.0

**THE NEED FOR SPEED** — Electronic Arts
Like Gex, this popular series originated on the 3DO. • 9.5 / 9.0 / 6.5 / 7.0

**NIGHT TRAP** — Virgin
A port of the original Sega CD hit. Save a gaggle of college girls from vampires. • 8.0 / 7.0 / 7.0 / 7.0

**NOVASTORM** — Psygnosis
A pretty shabby space shooter with scrolling video backgrounds. • 6.0 / 5.0 / 4.0 / 5.0

**OFF-WORLD INTERCEPTOR** — Crystal Dynamics
It's Moon Patrol 3D with FMV that rips off *Mystery Science Theater 3000*. • 8.0 / 7.0 / 7.0 / 7.0

**PANZER GENERAL** — SSI
It's one of those military sim games that are popular to small groups of gamers. • 7.0 / 6.5 / 7.5 / 6.5

**PATAANK** — PF Magic
It's like a pinball game where you're the pinball. Strange, yet kinda fun. • 8.0 / 5.0 / 5.0 / 6.0

**PEBBLE BEACH GOLF** — Panasonic
If you're looking for a golf game for 3DO (and who isn't?), Pebble Beach ain't bad. • 7.0 / 7.0 / 7.0 / 7.0

**PUTT-PUTT JOINS THE PARADE** — Humongous
While it may be a kid's game, the happy little car, Putt-Putt, captivated us all. • 7.0 / 7.0 / 7.0 / 8.0

**QUARANTINE** — Gametek
Sort of an embryonic Twisted Metal where you were a futuristic cabbie. • 7.0 / 6.0 / 4.5 / 5.5

**RETURN FIRE** — Silent Software
A killer action/strategy game that had a rockin' good Two-player Mode. • 9.0 / 9.0 / 7.0 / 7.0

**RISE OF THE ROBOTS** — Absolute
Why play good fighting games when you can play one that sucks? • 3.5 / 3.5 / 3.0 / 4.0

**SAMURAI SHODOWN** — Crystal Dynamics
The 3DO gets a good fighting game! An excellent port of the Neo•Geo hit. • 8.0 / 7.0 / 7.0 / 8.0

**SCRAMBLE COBRA** — Panasonic
This helicopter game just wasn't as much fun as we had hoped. • 5.0 / 3.0 / 4.5 / 7.0

**SEAL OF THE PHARAOH** — Panasonic
It was a nice try for a 3DO RPG, but Pharaoh just couldn't cut it. • 4.0 / 5.0 / 5.0 / 5.0

**SHOCKWAVE** — Electronic Arts
An excellent space shooter from the good folks at Electronic Arts. • 9.0 / 8.0 / 7.0 / 7.0

**SHOCKWAVE: OPERATION JUMP GATE** — Electronic Arts
We should see more add-on discs for games like these extra missions for Shockwave. • 8.0 / 8.0 / 6.0 / 7.0

**SHOCKWAVE 2** — Electronic Arts
To a great game comes a great sequel. There's just more to do in Shockwave 2. • 9.0 / 7.5 / 8.0 / 8.0

**SLAM & JAM '95** — Crystal Dynamics
Crystal Dynamics comes through with a fun basketball game for the 3DO. • 8.0 / 8.5

**SOCCER KID** — Studio 3DO
Not a soccer game, but a side-scrolling action. Cute, but not much more. • 6.0 / 5.0 / 6.0 / 7.0

**SPACE HULK** — Electronic Arts
Command a squadron of alien-blasting marines to save the universe. • 7.0 / 5.5 / 7.5 / 6.5

**STAR CONTROL II** — Crystal Dynamics
One of the better 3DO games was this great sci-fi strategy title. • 9.0 / 9.0 / 7.0 / 8.0

**STAR FIGHTER** — Studio 3DO
A very good flying/shooting game that came out toward the 3DO's demise. • 9.0 / 8.0 / 8.0 / 7.5

**STELLAR 7: DRAXON'S REVENGE** — Dynamix
An early 3DO space shooter that was a port of a computer game. • 8.0 / 8.0 / 7.0 / 6.0

**STRAHL** — Panasonic
If Dragon's Lair was anime and lasted about 10 minutes, it would be Strahl. • 7.0 / 6.0 / 6.0 / 5.5

**SUPER STREET FIGHTER II TURBO** — Panasonic
Wow! A near-exact port of the arcade classic. This was the reason to own a 3DO. • 8.0 / 8.0 / 8.0 / 8.0

**SUPER WING COMMANDER** — Origin
Fly through space. Shoot down some evil lions. That's the Wing Commander way. • 8.0 / 8.0 / 7.0 / 8.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SUPREME WARRIOR** — Digital Pictures
Not even the 3DO could help this FMV fighting game. • 5.0 / 5.0 / 5.0 / 5.0

**TOTAL ECLIPSE** — Crystal Dynamics
They wanted a game like StarFox on the 3DO. What they got was this. • 7.0 / 6.0 / 7.0 / 6.0

**TWISTED** — Electronic Arts
A hilarious interactive game show that was fun for the whole family. Go, Uncle Fez! • 9.0 / 9.0 / 7.0 / 8.0

**VIRTUOSO** — Data East
Be a leather jacket-wearing rock-and-roll vigilante in this awful Doom-clone. • 5.0 / 4.0 / 3.0 / 4.0

**VR STALKER** — American Laser G.
A flight sim that could have been a lot better than it was. • 7.0 / 7.0 / 5.0 / 5.0

**WAY OF THE WARRIOR** — Universal Interactive
We don't care what anyone says, this game blows. Shaky Jake was cool, though. • 5.0 / 4.0 / 3.0 / 3.0

**WICKED 18** — Panasonic
This goofy golf game wasn't really as "wicked" as the title implied. • 6.0 / 5.5

**WING COMMANDER III** — Origin Systems
It may not be a "Super" Wing Commander game, but it is still great. • 6.5 / 8.0 / 7.0 / 8.5

**WOLFENSTEIN 3D** — Interplay
What could be more fun than shooting Nazis? We can't think of a thing. • 8.5 / 8.0 / 8.0 / 8.0

**WORLD CUP GOLF** — U.S. Gold
Another 3DO golf game that is just as good as Pebble Beach. Coincidence? • 7.0 / 7.0

## ATARI JAGUAR

**AIR CARS** — Midnite Ent.
Another horrible racing game for the Jaguar. • 4.0 / 4.0 / 3.0 / 3.0

**ALIEN VS. PREDATOR** — Atari
One of the Jaguar's better games lets you play as a Marine, an Alien or a Predator. • 6.0 / 7.0 / 5.0 / 5.0

**ATARI CARTS** — Atari
This is what would have happened if Mario Kart sucked. • 5.5 / 5.0

**BALDIES** — Atari
This great strategy was a variation of Lemmings. • 9.0 / 8.0 / 8.5 / 8.5

**BLUE LIGHTNING** — Atari
This was a translation of the great Lynx game. Stick with the Lynx version. • 2.0 / 2.0 / 2.5 / 2.5

**BUBSY** — Atari
Bubsy games never quite clicked with the players, and this one's no different. • 7.0 / 6.0 / 5.0 / 7.0

**CANNON FODDER** — Computer West
A war strategy game that was actually rather fun. • 8.0 / 8.0 / 7.0 / 8.0

**CYBERMORPH** — Atari
You'd have to be high to think that this game was any good. This one came with the Jag. • 6.0 / 5.0 / 4.0 / 5.0

**DINO DUDES** — Atari
This action/strategy game plays a lot like the well-known Lemmings. • 7.0 / 7.0 / 6.0 / 6.0

**DOOM** — Atari
If you don't know what Doom is, you must have been asleep for the past five years. • 6.0 / 7.0 / 7.0 / 7.0

**DOUBLE DRAGON V: SHADOW FALLS** — Williams
A fighting game based around the Double Dragon characters. Not too good, really. • 8.0 / 6.0 / 4.5 / 5.0

**DRAGON: THE BRUCE LEE STORY** — Atari
This game could have been good, but ended up like most movie translations...bad. • 4.0 / 4.0 / 4.0 / 4.0

**FLIP OUT** — Atari
A strange puzzle game that gets pretty old after only a couple of plays. • 6.5 / 3.5 / 6.0 / 4.5

**IRON SOLDIER** — Atari
This big mech game is one of the small group of good Jaguar games. • 8.0 / 7.0 / 7.0 / 7.0

**I-WAR** — Atari
A horrible action game with hardly any real "action" at all. • 5.5 / 2.5 / 3.5 / 4.0

**NBA JAM: TOURNAMENT EDIT.** — Atari
Heck, not even the Jaguar went without a version of NBA Jam. This game's everywhere. • 6.0 / 6.5

**RAIDEN** — Atari
The classic top-down shooter seems a bit dated today. • 8.0 / 7.0 / 4.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**RAYMAN** — Ubi Soft
That weird critter with no limbs makes a pretty good platform game. • 8.5 / 7.5 / 8.0 / 8.0

**SUPER BURNOUT** — Atari
A motorcycle racing game that's not very "super" at all. • 5.0 / 4.5

**SYNDICATE** — Ocean
A cool, cyberpunk action/strategy game where you lead a group of assassins. • 8.0 / 7.0 / 6.0 / 6.0

**TEMPEST 2000** — Atari
To be honest, this was about the only reason to own a Jaguar. Now it's on the PS. • 10.0 / 9.0 / 7.0 / 8.0

**THEME PARK** — Ocean
This Sim City-ish affair has you creating and managing your own amusement park. • 7.5 / 6.5 / 5.5 / 6.5

**TREVOR MCFUR IN THE CRESCENT GALAXY** — Atari
This ranks right up there as one of the dullest shooters around. • 5.0 / 4.0 / 4.0 / 4.0

**TROY AIKMAN NFL FOOTBALL** — Williams
What's this? A sports game endorsed by an athlete? You don't see these too often. • 6.0 / 7.0

**WHITE MEN CAN'T JUMP** — Atari
If you're looking for a good basketball game, then keep looking, my friend. • 5.5 / 4.5

**ZOOL 2** — Atari
Character-driven platform games at their most mediocre. • 7.0 / 7.0 / 6.0 / 6.0

## NEO • GEO

**AERO FIGHTERS 3** — SNK
This is a pretty bad vertical-scrolling shooter. • 3.0 / 5.5 / 5.0 / 6.0

**AGGRESSORS OF DARK KOMBAT** — ADK
A goofy fighting game with a variety of silly special moves. • 7.0 / 7.0 / 7.0 / 7.0

**ANDRO DUNOS** — SNK
This side-scrolling shooter is average at best. • 6.0 / 7.0 / 6.0 / 5.0

**ART OF FIGHTING 2** — SNK
This early Art of Fighting game is one of the best. • 8.0 / 8.0 / 6.0 / 8.0

**ART OF FIGHTING 3** — SNK
It's right about here where the Art of Fighting series ran out of steam. • 5.5 / 5.0 / 4.5 / 5.0

**FATAL FURY 2** — SNK
Another fighting game starring Terry, Andy, Joe and the gang. • 7.0 / 8.0 / 8.0 / 8.0

**FATAL FURY 3** — SNK
My, my, Mai. It may be a lame pun, but you gotta admit, that Mai is a cutie. • 7.0 / 7.0 / 8.0 / 8.5

**FATAL FURY SPECIAL** — SNK
Yes, this great Fatal Fury game is one of the most "special" games out there. • 9.0 / 9.0 / 8.0 / 8.0

**KING OF FIGHTERS '94** — SNK
This was a cool idea. Two teams of three fighters go at it until one team loses. • 9.0 / 9.0 / 8.0 / 8.0

**KING OF FIGHTERS '95** — SNK
SNK's update to the KoF series adds more fighters and moves. • 8.5 / 7.5 / 8.0 / 7.5

**KING OF FIGHTERS '96** — SNK
Will there be a new KoF every year? If they remain this fun, that's OK. • 7.5 / 8.0 / 8.0 / 6.5

**KING OF THE MONSTERS 2** — SNK
An OK fighter starring giant monsters fighting throughout a city. • 5.0 / 7.0 / 6.0 / 5.0

**LAST RESORT** — SNK
This is another side-scrolling shooter. • 5.0 / 6.0 / 5.0 / 5.0

**MAGICIAN LORD** — SNK
This action/adventure may be quite old, but it's still a top-notch game. • 9.0 / 8.0 / 9.0 / 8.0

**METAL SLUG** — SNK
Imagine Contra with slightly cartoony graphics and you've got Metal Slug. • 7.0 / 7.5 / 7.5 / 7.0

**MUTATION NATION** — SNK
An average beat-'em-up where you take on a nation of mutants. • 6.0 / 7.0 / 6.0 / 7.0

**THE NEXT GLORY: SUPER SIDEKICKS 3** — SNK
A good soccer game with a needlessly extravagant name. • 8.0 / 8.0

**NINJA COMBAT** — SNK
A typical and far too easy side-scrolling action game. • 4.0 / 4.0 / 5.0 / 6.0

**NINJA MASTERS** — SNK
Another dull ninja game for the Neo•Geo. • 4.5 / 3.0 / 4.0 / 4.5

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**PANIC BOMBER** — SNK
It's a Tetris-style puzzle game starring Bomberman.
• 7.0 / 6.5 / 7.0 / 7.5

**RAGNAGARD** — SNK
One of the worst Neo•Geo 2D fighting games out there.
• 4.5 / 3.5 / 6.0 / 4.5

**REAL BOUT FATAL FURY** — SNK
Another in the long-running Fatal Fury.
• 9.5 / 8.5 / 8.5 / 8.5

**SAMURAI SHODOWN** — SNK
The first of the weapon-based Neo•Geo fighters is still one of their best games.
• 9.0 / 9.0 / 9.0 / 9.0

**SAMURAI SHODOWN II** — SNK
Samurai II is incredibly good. Some say even better than part one.
• 9.0 / 9.0 / 9.0 / 9.0

**SAMURAI SHODOWN III** — SNK
The Samurai series took a bit of a dip with part III. Can it make a comeback?
• 7.0 / 7.0 / 7.0 / 8.0

**SAMURAI SHODOWN IV** — SNK
You bet it can! Samurai IV is a solid fighting game.
• 8.0 / 8.0 / 8.0 / 8.0

**SUPER SIDEKICKS** — SNK
This was the first of the Super Sidekicks soccer games for the Neo•Geo.
• 7.0 / 6.0 / 6.0 / 7.0

**SUPER SIDEKICKS 2** — SNK
SNK got much better at making soccer games with this release.
• 9.0 / 8.0 / 7.0 / 8.0

**TOP HUNTER** — SNK
This is a side-scrolling action game. Actually, quite a rarity on the Neo•Geo.
• 8.0 / 6.0 / 6.0 / 8.0

**WORLD HEROES 2** — Alpha
Yet another 2D fighting game series for the Neo•Geo.
• 8.0 / 8.0 / 8.0 / 8.0

**WORLD HEROES 2 JET** — SNK/Alpha
This sequel improved a bit on the original game.
• 8.0 / 9.0 / 8.0 / 8.0

**WORLD HEROES PERFECT** — SNK/ADK
While not quite perfect, this game is still good.
• 9.0 / 8.5 / 8.0 / 8.5

**ZED BLADE** — SNK
A good shooting game that is too short and too easy.
• 7.0 / 5.0 / 5.5 / 7.5

# SEGA CD

**THE ADVENTURES OF BATMAN & ROBIN** — Sega
An OK driving game with all-new animated cinemas in between levels.
• 6.5 / 5.0 / 8.0 / 6.5

**AFTERBURNER III** — Sega
The Sega CD really could have done a much better version of Afterburner.
• 4.0 / 6.0 / 5.0 / 7.0

**AH-3 THUNDERSTRIKE** — JVC
An action-packed helicopter game that is a blast to play.
• 9.0 / 9.0 / 7.0 / 7.0

**ANDROID ASSAULT** — Sega
A fairly typical shooter that is still fun to play.
• 6.0 / 7.0 / 6.0 / 6.0

**BATMAN RETURNS** — Sega
Very cool driving levels, very bad platform levels.
• 5.0 / 7.0 / 5.0 / 4.0

**BATTLECORPS** — Core
A first-person shooting game that has you piloting a giant mech.
• 8.0 / 6.0 / 5.0 / 6.0

**BATTLE FRENZY** — Domark
Another variation of the Doom theme, with plenty of levels and weapons.
• 7.0 / 7.0 / 6.0 / 6.0

**BLACK HOLE ASSAULT** — Bignet
It's a very early fighting game for the Sega CD, and it shows.
• 6.0 / 8.0 / 7.0 / 5.0

**BOUNCERS** — Sega
A weird little game where you control a group of anthropomorphic basketballs.
• 6.0 / 6.0 / 5.0 / 6.0

**BRAM STOKER'S DRACULA** — Sony Imagesoft
An action game with FMV backgrounds. Tried to be more than it is.
• 6.0 / 5.0 / 5.0 / 5.0

**BRUTAL: PAWS OF FURY** — Gametek
Cartoon animals beating each other up can't be all that bad.
• 8.0 / 6.0 / 5.0 / 6.0

**CADILLACS & DINOSAURS** — Rocket Science
A FMV driving/shooting game based on the comic book series.
• 6.0 / 6.0 / 5.0 / 5.0

**CHUCK ROCK II: SON OF CHUCK** — Virgin
This platform game has one of the funniest intros ever.
• 7.0 / 7.0 / 6.0 / 7.0

**COBRA COMMAND** — Sega
One of the first Sega CD games released. It was an old laser-disc arcade game.
• 8.0 / 7.0 / 7.0 / 7.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**DARK WIZARD** — Sega
One of the few RPGs released for the Sega CD and a good one at that.
• 8.0 / 8.0 / 6.0 / 6.0

**DOUBLE SWITCH** — Sega
You know, it's FMV games like this one that killed the Sega CD. Corey Haim stars.
• 7.0 / 7.0 / 5.0 / 5.0

**DRACULA UNLEASHED** — Sega
Not related to *Bram Stoker's Dracula*. This is a full-motion video game.
• 8.0 / 8.0 / 6.0 / 7.0

**DRAGON'S LAIR** — Ready Soft
The classic laser-disc arcade game looks mighty grainy in 64 colors.
• 8.0 / 7.0 / 5.0 / 5.0

**DUNE** — Virgin
A very cool strategy game based on the movie.
• 9.0 / 8.0 / 8.0 / 8.0

**EARTHWORM JIM: SPECIAL EDITION** — Interplay
This took the hit Genesis and Super NES game and improved it.
• 9.0 / 8.5 / 9.0 / 9.0

**ECCO THE DOLPHIN** — Sega
New-age music and a dolphin on a quest. Relaxing and challenging.
• 8.0 / 9.0 / 8.0 / 6.0

**ECCO: THE TIDES OF TIME** — Sega
The lovable dolphin returns. When will we see a new Ecco game?
• 8.0 / 8.0 / 7.0 / 7.0

**ETERNAL CHAMPIONS** — Sega
Sega's fighting series just never caught on like they hoped that it would.
• 7.5 / 6.0 / 6.0 / 5.0

**EYE OF THE BEHOLDER** — Sega
It's not the best, but this RPG plays pretty well.
• 4.5 / 8.9 / 9.7 / 9.2

**FATAL FURY SPECIAL** — JVC
The extra-special Neo•Geo fighting game gets a good translation to the Sega CD.
• 7.5 / 7.5 / 7.0 / 7.5

**FINAL FIGHT CD** — Sega
Capcom's classic fighter allows you to choose from three different characters.
• 6.0 / 6.0 / 8.0 / 8.0

**FLASHBACK** — Sega
A game much like Out of This World or Abe's Oddysee.
• 8.0 / 7.0 / 7.0 / 8.0

**GROUND ZERO, TEXAS** — Sega
Another one of those FMV shooting games that killed the Sega CD.
• 8.0 / 7.0 / 7.0 / 8.0

**HEART OF THE ALIEN** — Virgin
This actually contains two games: Out of This World and its sequel, HotA.
• 6.0 / 8.0 / 7.0 / 8.0

**HEIMDALL** — JVC
An action/puzzle game with giant levels and a lot to do.
• 7.0 / 7.0 / 6.0 / 6.0

**JURASSIC PARK** — Sega
You're trapped on the infamous island is this graphic adventure game.
• 8.0 / 6.0 / 6.0 / 7.0

**KEIO FLYING SQUADRON** — JVC
Fly a cute anime girl wearing a bunny suit around on a dragon's back in this shooter.
• 8.0 / 8.0 / 7.0 / 8.0

**THE LAWNMOWER MAN** — Time Warner
The game, based on the movie, is not quite as good as the cartridge versions.
• 5.0 / 6.0 / 6.0 / 5.0

**LETHAL ENFORCERS** — Konami
Konami's very *Miami Vice*-ish shooting game. It comes with a gun.
• 7.0 / 7.0 / 5.0 / 7.0

**LETHAL ENFORCERS II: GUN FIGHTERS** — Konami
Konami takes their Lethal Enforcers series out West.
• 7.0 / 7 .0 / 6.0 / 6.0

**LOADSTAR** — Rocket Science
An on-rails shooter that starred Ned "Squeal like a pig" Beatty.
• 8.0 / 6.0 / 6.0 / 6.0

**LORDS OF THUNDER** — Sega
A relatively poor port of the awesome TurboGrafx shooter.
• 5.5 / 6.5 / 6.0 / 6.0

**LUNAR: ETERNAL BLUE** — Working Designs
Lunar: EB was simply beautiful. Hopefully, it will come to the PlayStation as well.
• 8.0 / 7.0 / 8.0 / 8.0

**LUNAR: THE SILVER STAR** — Working Designs
The first Lunar game is one of the best RPGs ever. Play it now on PlayStation.
• 9.0 / 8.0 / 7.0 / 7.0

**MAKE MY VIDEO: C+C MUSIC FACTORY** — Sony Imagesoft
Seriously. What was Sega thinking with, this "Make My Video" crap?
• 3.0 / 5.0 / 5.0 / 6.0

**MANSION OF HIDDEN SOULS** — Vic Tokai
It's an adventure game along the lines of The 7th Guest.
• 9.0 / 8.0 / 6.0 / 7.0

**MARY SHELLEY'S FRANKENSTEIN** — Sony Imagesoft
An adventure game of sorts that didn't really work out as they had hoped.
• 7.0 / 6.0 / 5.0 / 5.0

**MICKEY MANIA** — Sony Imagesoft
An awesome platform game that spans Mickey Mouse's lifetime.
• 9.0 / 8.0 / 7.0 / 8.0

**MICROCOSM** — Psygnosis
A FMV shooter. The Sega CD had way too many full-motion video games.
• 6.0 / 5.0 / 6.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**MIGHTY MORPHIN POWER RANGERS** — Sega
A lousy FMV game starring the children's superheroes.
• 4.0 / 4.0 / 4.0 / 4.0

**MORTAL KOMBAT** — Arena
The Sega CD version of this game is a bit of a disappointment.
• 7.0 / 6.0 / 7.0 / 5.0

**NIGHT TRAP** — Sega
Despite all the hooplah, Night Trap really isn't that great of a game.
• 5.0 / 8.0 / 6.0 / 5.0

**NINJA WARRIORS** — Taito
A translation of the side-scrolling ninja action game.
• 5.0 / 8.0 / 4.0 / 6.0

**PANIC!** — Data East
More of a series of gags than a game. Sick, twisted humor was the flavor of the day.
• 7.0 / 6.0 / 5.0 / 5.0

**PITFALL: THE MAYAN ADVENTURE** — Activision
As Pitfall Harry Jr., you must rescue the star of the original Pitfall game.
• 8.0 / 8.0 / 7.0 / 7.0

**POPFUL MAIL** — Working Designs
A terrific action/RPG that was also rather funny.
• 8.0 / 8.0 / 7.0 / 8.0

**POWER MONGER** — Electronic Arts
A war simulation where you must control your troop, armaments and more.
• 7.0 / 7 .0 / 6.0 / 7.0

**PRIZE FIGHTER** — Sega
This full-motion video boxing game was unique and surprisingly fun.
• 7.0 / 6.0 / 6.0 / 5.0

**RACING ACES** — Sega
This game could have been a lot better had the scrolling not been as choppy.
• 5.0 / 4.0 / 4.0 / 5.0

**RADICAL REX** — Activision
A cute little action game starring a tiny little T-Rex. A pretty simple game.
• 5.0 / 5.0 / 5.0 / 6.0

**RDF: RAPID DEPLOYMENT FORCE** — Absolute
It tries to be a good war simulation, but spends too much time on the FMV.
• 5.0 / 6.0 / 4.0 / 4.0

**REVENGE OF THE NINJA** — Renovation
It's Dragon's Lair except it stars a goofy, anime ninja.
• 8.0 / 7.0 / 5.0 / 6.0

**REVENGERS OF VENGEANCE** — Absolute
One of the worst fighting games to ever disgrace a video game system.
• 5.0 / 4.0 / 3.0 / 3.0

**RISE OF THE DRAGON** — Dynamix
A translation of the old PC adventure game.
• 8.0 / 8.0 / 7.0 / 8.0

**ROAD AVENGER** — Renovation
The anime FMV driving game that has one of the best intro songs ever recorded.
• 8.0 / 8.0 / 6.0 / 7.0

**ROBO ALESTE** — Tengen
If you like the top-down shooters, this is one of the better ones.
• 7.0 / 8.0 / 7.0 / 7.0

**SAMURAI SHODOWN** — JVC
The Neo•Geo fighting game plays pretty well on the Sega CD.
• 8.0 / 7.5 / 6.5 / 7.0

**SEWER SHARK** — Sony
A decent FMV shooter where you fight through sewers with your co-pilot, Ghost.
• 7.0 / 9.0 / 6.0 / 6.0

**SHADOW OF THE BEAST 2** — Psygnosis
This old action game is good, but pretty hard.
• 8.0 / 7.0 / 6.0 / 7.0

**SILPHEED** — Sega
Perhaps the only shooter that could have competed with Nintendo's StarFox.
• 9.0 / 7.0 / 7.0 / 7.0

**SLAM CITY WITH SCOTTIE PIPPEN** — Digital Pictures
Scottie Pippen takes it to the hole in this RMV basketball game.
• 7.0 / 7.0

**SNATCHER** — Konami
An awesome cyberpunk adventure game. Will we ever see the sequel?
• 9.0 / 9.0 / 7.0 / 8.0

**SONIC THE HEDGEHOG CD** — Sega
Sonic's first and only Sega CD game. Why did they change the awesome Japanese music?
• 9.0 / 9.0 / 8.0 / 8.0

**STAR WARS: REBEL ASSAULT** — JVC
A point-and-click shooter that didn't do the Star Wars name justice.
• 7.0 / 6.0 / 5.0 / 5.0

**STELLAR FIRE** — Dynamix
This shooting game isn't terrible, but there's a lot better ones available.
• 6.0 / 7.0 / 4.0 / 4.0

**SURGICAL STRIKE** — Sega
Yet another FMV shooter with a dash of Dragon's Lair thrown in.
• 7.5 / 7.5 / 4.5 / 4.5

**THE THIRD WORLD WAR** — Extreme
Build up your military and economic superpowers in this war simulation.
• 6.0 / 7.0 / 5.0 / 5.0

**TIME GAL** — Renovation
A Dragon's Lair-style game featuring a time-traveling anime babe.
• 8.0 / 8.0 / 6.0 / 8.0

**TOMCAT ALLEY** — Sega
It's like an interactive *Top Gun* movie.
• 7.0 / 6.0 / 5.0 / 5.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**VAY** — Working Designs
A pretty basic role-playing game that didn't offer too much out of the ordinary. • 6.0 / 4.0 / 5.0 / 5.0

**WILD WOODY** — Sega
This is a platform game that makes me feel dirty when I type the name. Wild Woody. • 6.0 / 6.0 / 6.5 / 4.0

## SEGA 32X

**BRUTAL: UNLEASHED** — GameTek
A cast of cartoony animals star in this fighting game. • 6.5 / 6.5 / 6.5 / 6.0

**CORPSE KILLER** — Digital Pictures
This redundantly titled FMV shooter is about as cheesy as they come. • 6.0 / 5.0 / 5.0 / 5.0

**COSMIC CARNAGE** — Sega
A pretty sorry excuse for a fighting game that could have been decent. • 5.0 / 6.0 / 4.0 / 4.0

**DOOM** — Sega
The 32X may not have all that much, but it has a pretty good version of Doom. • 9.0 / 8.0 / 8.0 / 8.0

**FRED COUPLES' GOLF** — Sega
Fred's golf is not only good for couples...single folks like it too! • 7.0 / 6.0

**KNUCKLES CHAOTIX** — Sega
Sonic's rival stars in his own game. Too bad it is on a system no one owns. • 7.5 / 7.0 / 7.5 / 7.5

**KOLIBRI** — Sega
A really weird, but fairly decent shooter where you control a hummingbird. • 7.5 / 6.5 / 7.0 / 7.0

**METAL HEAD** — Sega
Sega's big fightin' mech game for their 32-Bit Genesis upgrade. • 5.5 / 5.0 / 4.5 / 4.0

**NBA JAM: TOURNAMENT EDITION** — Acclaim
The once-popular basketball game has been on just about every system imaginable. • 8.5 / 8.0

**PITFALL: THE MAYAN ADVENTURE** — Activision
Pitfall Harry's son stars in this sequel to the ancient hit. • 5.5 / 7.0 / 7.0 / 7.0

**R.B.I. BASEBALL '95** — Time Warner
32-Bit baseball at its most mediocre. • 5.5 / 6.0

**SHADOW SQUADRON** — Sega
This 3D polygon shooter is definitely no Star Fox. • 5.5 / 5.0 / 5.0 / 5.0

**SLAM CITY WITH SCOTTIE PIPPEN** — Digital Pictures
An FMV B-ball game where you play against the Bulls' superstar who isn't Jordan. • 5.0 / 6.0

**STAR TREK: STARFLEET ACADEMY** — Sega
Cheap joke alert: The 32X certainly did not "live long and prosper." • 7.5 / 5.5 / 6.5 / 7.0

**STAR WARS ARCADE** — Sega
This game is one of the few reasons why Sega sold a few 32X systems. • 7.0 / 6.0 / 6.0 / 6.0

**SUPREME WARRIOR** — Digital Pictures
An FMV fighting game is an interesting idea, but ends up only average here. • 5.5 / 5.0 / 5.0 / 6.0

**T-MEK** — Sega
The Atari arcade game comes home. • 7.0 / 5.0 / 6.0 / 6.5

**TOUGHMAN CONTEST** — Electronic Arts
Box against an opponent named Butterbean. His name is Butterbean! • 8.0 / 7.5

**VIRTUA FIGHTER** — Sega
Who'd a-thunk it? The hit arcade game comes out pretty well on the 32X. • 8.0 / 6.5 / 8.5 / 7.5

**WWF RAW** — Acclaim
Grapple with big, sweaty shirtless men. This is supposed to be fun? • 6.0 / 5.5

**ZAXXON'S MOTHERBASE 2000** — Sega
This was more like the Neo•Geo's Viewpoint than the original Zaxxon. • 5.5 / 5.5 / 5.0 / 5.5

## SEGA MASTER SYSTEM

**ALEX KIDD IN HIGH TECH WORLD** — Sega
Whatever happened to Sega's Alex Kidd? Bring him back on the Dreamcast! • 5.0 / 7.0 / 7.0 / 7.0

**CAPTAIN SILVER** — Sega
Aaar! Ye be a mighty pirate. Shiver me timbers and all that stuff. • 4.0 / 4.0 / 6.0 / 4.0

**CASTLE OF ILLUSION STARRING MICKEY MOUSE** — Sega
This great Genesis game makes a good translation to 8-Bit. • 8.0 / 9.0 / 8.0 / 9.0

**CLOUD MASTER** — Sega
The dull shooting game has you riding on the top of a magic cloud. • 4.0 / 4.0 / 4.0 / 4.0

**COLUMNS** — Sega
Sega's original puzzle game is no Tetris. • 5.0 / 6.0 / 5.0 / 6.0

**DEAD ANGLE** — Sega
A shooting gallery-type game where you blast gangsters. • 6.0 / 5.0 / 6.0 / 6.0

**DYNAMITE DUX** — Sega
The star of this bad action game would later show up in Fighter's Megamix on Saturn. • 3.0 / 3.0 / 4.0 / 3.0

**E-SWAT** — Sega
A terrible translation of the arcade game. • 4.0 / 5.0 / 6.0 / 5.0

**GALAXY FORCE** — Sega
This is a translation of an old Sega arcade space shooter. • 6.0 / 7.0 / 5.0 / 5.0

**GHOULS 'N GHOSTS** — Sega
Another Genesis translation. This one is Capcom's classic action game. • 7.0 / 8.0 / 8.0 / 7.0

**GOLDEN AXE** — Sega
You can't beat Golden Axe when you want to smash someone's head in with a sword. • 8.0 / 8.0 / 7.0 / 8.0

**JOE MONTANA FOOTBALL** — Sega
Joe Montana's football games are better on the Genesis. • 4.0 / 5.0 / 4.0 / 4.0

**PSYCHO FOX** — Sega
Be on the lookout for this fox. He's already killed 12 people and he's on the loose. • 7.0 / 7.0 / 7.0 / 7.0

**RASTAN** — Sega
The old arcade game featuring a sword-swinging barbarian. • 6.0 / 6.0 / 6.0 / 6.0

**REGGIE JACKSON** — Sega
That's it. Just Reggie Jackson. That's all this game is. Just Reggie. Weird. • 7.0 / 7.0 / 7.0 / 6.0

**SCRAMBLE SPIRITS** — Sega
This shooting game isn't fun at all. • 3.0 / 4.0 / 5.0 / 4.0

**SUPER MONACO GP** — Sega
Sega's racing game is great on the Genesis, but not here. • 4.0 / 6.0 / 5.0 / 4.0

**ULTIMA IV** — Sega
The Ultima series of RPGs gets a go on the Master System. • 5.0 / 8.0 / 8.0 / 7.0

## PHILIPS CDi

**THE 7TH GUEST** — Philips
This adventure/puzzle game paved the way for games like Myst. Thanks. • 9.0 / 8.0 / 7.0 / 8.0

**AXIS & ALLLIES** — Philips
World War II sims may not be action-packed, but they can be pretty fun. • 8.0 / 6.0 / 6.0 / 6.0

**BURN CYCLE** — Philips
Remember the commercials for this game with that big, gold Buddah guy? Strange. • 9.0 / 9.0 / 6.0 / 8.0

**CAESAR'S WORLD OF BOXING** — Philips
This boxing game focuses more on strategy than action. • 9.0 / 7.0 / 7.0 / 7.0

**DRAGON'S LAIR** — Philips
Dirk the Daring's first arcade adventure looks pretty nice on the CDi. • 8.0 / 8.0 / 7.0 / 7.0

**DRAGON'S LAIR II: TIME WARP** — Philips
Travel through time as Dirk's adventures continued. • 8.0 / 8.0 / 6.0 / 7.0

**HOTEL MARIO** — Philips
That's right! Nintendo poster boy Mario actually made an appearance on the CDi. • 8.0 / 6.0 / 6.0 / 6.0

**KETHER** — Philips
This fairly decent game is a strange mixture of a couple different genres. • 6.0 / 5.0 / 5.0 / 7.0

**LEMMINGS** — Philips
Those lovable little rodents needs to be saved before they kill themselves. • 6.5 / 6.5 / 6.0 / 6.0

**LIL DEVIL** — Philips
Apparently, Satan has his own humorous action game. • 8.0 / 6.0 / 6.0 / 6.0

**MUTANT RAMPAGE** — Philips
A Final Fight-style game that features a lot of rampaging mutants. Hence the title. • 6.0 / 5.0 / 5.0 / 5.0

**NFL HALL OF FAME** — Philips
Not so much a game as an interactive journey through the history of football. • 9.0 / 7.0

**SPACE ACE** — Philips
Dragon Lair's space age cousin is a blast to play. Fear the Infanto Ray! • 9.0 / 8.0 / 7.0 / 7.0

**WHO SHOT JOHNNY ROCK?** — American Laser G.
An FMV shooting game that has you chasing after the mob. • 5.0 / 5.0 / 4.0 / 5.0

## AMIGA CD

**D/GENERATION** — Mindscape
This isometric shooting game isn't that bad. Good luck finding a copy now, though. • 7.0 / 8.0 / 7.0 / 7.0

**JAMES POND II CODENAME: ROBOCOD** — Millennium
Poor James Pond makes an appearance on the doomed Amiga CD before it faded away. • 7.0 / 6.0 / 5.0 / 4.0

## GAME BOY

**ADVENTURE ISLAND** — Hudson
Hudson's platform series is now available for play on the road. • 7.0 / 7.0 / 6.0 / 5.0

**ADVENTURE ISLAND 2** — Hudson
The sequel to the first portable Adventure Island game is even better than the original. • 8.0 / 8.0 / 8.0 / 7.0

**ALLEYWAY** — Nintendo
While this may not be the best flight sim around, it's not too bad. • 6.0 / 3.0 / 6.0 / 5.0

**ARCADE CLASSICS 4: JOUST/DEFENDER** — Nintendo
Two classic arcade games on one cartridge. • 4.0 / 4.0 / 6.5 / 5.0

**BASEBALL** — Nintendo
There's nothing more American than baseball on the Game Boy. • 4.0 / 7.0 / 7.0 / 7.0

**BATMAN** — Sunsoft
Where does he get those wonderful Game Boy games? • 8.0 / 8.0 / 8.0 / 7.0

**BATMAN: REVENGE OF THE JOKER** — Sunsoft
You thought the Joker was dead? Take him on again in this sequel. • 8.0 / 8.0 / 7.0 / 6.0

**BATTLETOADS** — Tradewest
Battletoads was great on the NES, and it's just as good on the Game Boy. • 8.0 / 8.0 / 8.0 / 7.0

**BATTLETOADS IN RAGNAROK'S WORLD** — Tradewest
Those fun-lovin' toads are back for another terrific game. • 8.0 / 8.0 / 8.0 / 7.0

**BATTLEZONE/SUPER BREAKOUT** — THQ
A not-too-hot translation of some really good arcade games. • 5.5 / 2.0 / 4.5 / 5.0

**BIONIC COMMANDO** — Capcom
Capcom's blockbuster NES game comes to the small screen. • 8.0 / 8.0 / 9.0 / 7.0

**BLACK BASS: LURE FISHING** — Hot-B
How can you go fishing in your car? With Black Bass, of course. • 7.0 / 5.0 / 4.0 / 4.0

**BLADES OF STEEL** — Konami
Strap on your skates and then wonder why you put them on...this is a Game Boy game! • 7.0 / 7.0 / 6.0 / 4.0

**THE BLUES BROTHERS** — Titus
Let your Game Boy take you on a mission from God in this platform game. • 6.0 / 6.0 / 6.0 / 6.0

**BOGGLE** — Parker Brothers
It will boggle your mind why this video game isn't as good as the real thing. • 3.0 / 5.0 / 5.0 / 3.0

**BOMBERMAN GB** — Nintendo
Play this great game on then Super Game Boy for multiplayer action. • 8.5 / 6.5 / 7.5 / 7.0

**BONK'S ADVENTURE** — Hudson Soft
Now you can take the TurboGrafx's caveman hero with you anywhere. • 7.0 / 7.0 / 8.0 / 5.0

**BOXXLE** — FCI
In this puzzle game, you must move around giant crates in a warehouse. • 7.0 / 7.0 / 6.0 / 5.0

**BREAKTHRU** — Spectrum Holobyte
A puzzle game that plays quite a bit like Tetris, except in reverse. • 7.0 / 7.0 / 6.0 / 5.0

**BUBSY 2** — Accolade
Hey, at least this Game Boy game is better than Bubsy 3D for the PlayStation. • 6.0 / 6.0 / 5.0 / 6.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**BURAI FIGHTER DELUXE** — Taxan
The NES saw the normal version of this shooting game. Here's the deluxe version. • 8.0 / 6.0 / 5.0 / 8.0

**CASTLEVANIA: THE ADVENTURE** — Konami
The popular Konami series plays just as good on the small screen. • 8.0 / 8.0 / 8.0 / 7.0

**CASTLEVANIA II: BELMONT'S REVENGE** — Konami
Will Dracula ever die? Give these poor Belmonts a break already! Sheesh! • 8.0 / 8.0 / 8.0 / 8.0

**CASTLEVANIA LEGENDS** — Konami
With no real advancements after three games, this one seems dated. • 5.0 / 5.0 / 4.5 / 4.5

**CENTIPEDE** — Accolade
The classic arcade game just doesn't play as well without the trackball. • 3.0 / 5.0 / 5.0 / 7.0

**CHASE H.Q. 2** — Taito
A fast-action driving game that has you chasing criminals. • 6.0 / 6.0 / 5.0 / 6.0

**CONTRA: THE ALIEN WARS** — Konami
This translation of the hit Super NES game is surprisingly good. • 9.0 / 8.0 / 7.0 / 7.0

**DAFFY DUCK: THE MARVIN MISSIONS** — Sunsoft
Daffy Duck (a.k.a Duck Dodgers) must defeat Marvin the Martian. • 6.0 / 5.0 / 4.0 / 4.0

**DESERT STRIKE** — THQ
The Strike series hits the Game Boy. Fly a helicopter through a variety of missions. • 7.0 / 6.0 / 6.0 / 7.0

**DIG DUG** — Namco
The classic Namco arcade game where you inflate your enemies until they pop. • 6.0 / 6.0 / 6.0 / 5.0

**DONKEY KONG** — Nintendo
This game rocks! It's the arcade classic plus about a hundred levels. Too cool. • 9.0 / 8.0 / 8.0 / 8.0

**DOUBLE DRAGON** — Tradewest
Walk to the right and beat up enemies. This was innovative stuff back in the day. • 7.0 / 7.0 / 7.0 / 7.0

**DOUBLE DRIBBLE 5 ON 5** — Konami
This is the small screen sequel to the classic NES basketball game. • 5.0 / 5.0 / 5.0 / 5.0

**DRAGONHEART** — Acclaim
"I am the last one!" We can only hope that this is the last dull movie translation. • 5.5 / 6.5 / 5.5 / 6.5

**DRAGON'S LAIR** — CSG Imagesoft
Strangely enough, this is nothing like the arcade game it's based on. Go figure. • 5.0 / 5.0 / 3.0 / 4.0

**DR. MARIO** — Nintendo
Help Mario defeat viruses by stacking pills in this Tetris-ish puzzle game. • 4.0 / 6.0 / 6.0 / 7.0

**DUCK TALES 2** — Capcom
Scrooge McDuck is back to search out more treasure. A-woo-ooo! • 7.0 / 6.0 / 5.0 / 5.0

**F-1 RACE** — Nintendo
This racing game allows you to link up four Game Boys for multiplayer action. • 4.0 / 4.0 / 4.0 / 5.0

**FACEBALL 2000** — Bullet Proof Soft.
This fun game is a bit like Doom for the Game Boy. • 6.0 / 8.0 / 6.0 / 7.0

**FINAL FANTASY LEGEND 3** — Square
Hey, if you need an RPG for the road, you can't go wrong with Final Fantasy. • 8.0 / 8.0 / 8.0 / 8.0

**THE FLINTSTONES** — Taito
Join Fred and the gang is this decent side-scroller. • 7.0 / 8.0 / 7.0 / 5.0

**FLIPULL** — Taito
Like Tetris, this puzzle game is simple to learn and highly addictive. • 7.0 / 8.0 / 6.0 / 7.0

**FORTIFIED ZONE** — Jaleco
This action/shooter plays a bit like the original NES version of Metal Gear. • 8.0 / 8.0 / 7.0 / 8.0

**GAME BOY CAMERA** — Nintendo
This little gadget rules! Hours of fun await aspiring movie makers with this toy. • 9.5 / 9.5 / 9.5 / 9.5

**GODZILLA** — Toho
This action/puzzle game has you rescuing Godzilla's son. • 6.0 / 7.0 / 5.0 / 8.0

**GOLF** — Nintendo
This is a game about football. No, we're kidding. It's really a golf game. • 7.0 / 8.0 / 7.0 / 8.0

**GRADIUS: INTERSTELLAR ASSAULT** — Konami
Gradius games are always good shooters. This one is no different. • 7.0 / 8.0 / 8.0 / 5.0

**GREMLINS II: THE NEW BATCH** — Sunsoft
Play as Gizmo in this fun platform game. Just don't get the cartridge wet. • 6.0 / 7.0 / 7.0 / 7.0

**HOME ALONE** — THQ
Playing this game is just about as annoying as that Macaulay Culkin kid. • 4.0 / 5.0 / 3.0 / 5.0

**THE HUNT FOR RED OCTOBER** — Hi Tech Express.
Pilot a sub around shooting at things. Not a whole lot like the movie. • 5.0 / 5.0 / 3.0 / 5.0

**HYPER LODE RUNNER** — Bandai
This action/puzzle game from the PC is just no fun at all. • 3.0 / 3.0 / 4.0 / 3.0

**JAMES BOND 007** — Nintendo
While it may be a Bond game, this one's not nearly as good as GoldenEye 007. • 3.0 / 1.0 / 3.5 / 4.0

**JOE & MAC: CAVEMAN NINJA** — Data East
It may have started on the Super NES, but Joe & Mac is fun on all systems. • 8.0 / 8.0 / 7.0 / 6.0

**JORDAN VS. BIRD** — Electronic Arts
Hey! It's a basketball game with Jordan in it. Too bad it's not that good. • 5.0 / 5.0 / 4.0 / 4.0

**JUDGE DREDD** — Acclaim
He may be the law, but Dredd is also the star of quite a few mediocre games. • 6.5 / 6.0 / 4.5 / 5.5

**JUNGLE STRIKE** — THQ
The Strike series continues with you flying around in the, you guessed it, jungle. • 5.0 / 6.0/ 4.0 / 4.5

**KID DRACULA** — Konami
This game is like a super-deformed Castlevania game where you play as Drac. • 6.0 / 7.0 / 7.0 / 5.0

**KILLER INSTINCT** — Nintendo
Let's just say that this wasn't as good as the arcade version and leave it at that. • 2.0 / 2.0 / 3.0 / 3.0

**KIRBY'S BLOCKBALL** — Nintendo
Nintendo's pink puffball gives us his take on the whole Arkanoid style of game. • 8.0 / 8.5 / 7.5 / 7.5

**KIRBY'S DREAMLAND 2** — Nintendo
Despite his starring in multiple genres, Kirby's roots lie in this platform game. • 9.0 / 7.5 / 7.0 / 7.0

**KIRBY'S PINBALL LAND** — Nintendo
Between Blockball and this game, Kirby's really branching out. • 8.0 / 7.0 / 7.0 / 7.0

**KNIGHT QUEST** — Taito
This simple RPG didn't offer enough to make it that fun to play. • 6.0 / 6.0 / 5.0 / 6.0

**KWIRK** — Acclaim
A puzzle game where you control a sunglasses-sporting tomato. • 6.0 / 3.0 / 5.0 / 6.0

**LAMBORGHINI CHALLENGE** — Titus
Hop in your Lamborghini and take to the roads. • 6.0 / 7.0 / 6.0 / 7.0

**LEGEND OF THE RIVER KING** — Natsume
An RPG about fishing. This is almost as weird as the TG-16's Final Lap Twin. • 4.0 / 4.0 / 4.0 / 2.0

**LEGEND OF ZELDA: LINK'S AWAKENING** — Nintendo
You can't beat Zelda. This game is just about as good as the Super NES version. • 8.0 / 8.0 / 9.0 / 8.0

**LOCK N' CHASE** — Data East
Run around a maze, collecting dots and dodging bad guys. Sound familiar? • 6.0 / 7.0 / 7.0 / 8.0

**MARIO'S PICROSS** — Nintendo
This is a strange, yet very addicting, crossword-style puzzle game. • 5.0 / 5.5 / 6.0 / 4.0

**MEGA MAN: DR. WILY'S REVENGE** — Capcom
Capcom's blue superhero makes his portable debut in this game. • 8.0 / 9.0 / 9.0 / 8.0

**MEGA MAN II** — Capcom
What's this a sequel to a Mega Man game? How very, very odd. • 8.0 / 8.0 / 8.0 / 8.0

**MEGA MAN III** — Capcom
Despite the ton of sequels, the Mega Man games always tend to be quite good. • 8.0 / 8.0 / 9.0 / 7.0

**MEGA MAN IV** — Capcom
Mega Man just does not tire of running around and shooting evil robots. • 8.0 / 8.0 / 7.0 / 8.0

**MEGA MAN V** — Capcom
This was the first Game Boy Mega Man game to support the Super Game Boy. • 7.0 / 8.0 / 7.0 / 8.0

**MICKEY'S DANGEROUS CHASE** — Capcom
Mickey Mouse gets involved in a deadly game of cat-and-mouse. Will he survive? • 6.0 / 6.0 / 6.0 / 6.0

**MICKEY'S ULTIMATE CHALLENGE** — Hi-TechExpress
Has there ever been a really bad Mickey Mouse game? This one is cute and fun. • 8.0 / 7.0 / 5.0 / 7.0

**MIGHTY MORPHIN POWER RANGERS: THE MOVIE** — Bandai
Those multicolored heroes take on some sort of rubber-suited monsters. • 8.0 / 7.5 / 6.0 / 6.0

**MILON'S SECRET CASTLE** — Hudson
The cute action game from the NES hits Game Boy with average results. • 6.0 / 7.0 / 6.0 / 5.0

**MISSILE COMMAND** — Accolade
Here's a blast from the past. Stop a barrage of incoming missiles. Classic stuff. • 7.0 / 4.0 / 4.0 / 6.0

**MORTAL KOMBAT** — Acclaim
Spill gallons of black and white blood in this translation of the arcade hit. • 5.0 / 6.0 / 5.0 / 4.0

**MORTAL KOMBAT II** — Acclaim
Mortal Kombat II fares much better on the Game Boy than the first one did. • 8.0 / 6.0 / 5.0 / 5.0

**MOTOCROSS MANIACS** — Konami
This is kind of like the old NES game Excitebike. It's also just as much fun. • 7.0 / 8.0 / 8.0 / 7.0

**MS. PAC-MAN** — Namco
This portable game shows that Ms. Pac-Man is more than "Pac- Man with a bow." • 7.0 / 7.0 / 7.0 / 7.0

**MYSTERIUM** — Asmik
A fairly dull RPG that has you trying to find your way out of a dungeon. • 5.0 / 7.0 / 4.0 / 5.0

**MYSTICAL NINJA STARRING GOEMON** — Konami
This adventure game isn't nearly as good as the Super NES and N64 Goemon games. • 3.5 / 3.5 / 3.0 / 5.0

**NAIL 'N' SCALE** — Data East
An odd little puzzle game where you use nails to scale walls and defeat enemies. • 7.0 / 7.0 / 7.0 / 6.0

**NAVY SEALS** — Ocean
A bad video game translation of the bad movie. What were they thinking? • 4.0 / 5.0 / 3.0 / 3.0

**NBA ALL-STAR CHALLENGE** — LJN
Can you take on the stars of the NBA? • 6.0 / 6.0 / 5.0 / 5.0

**NFL QUARTERBACK CLUB** — LJN
Looking for a football game that you can fit in your palm? This could be the one. • 7.0 / 6.0 / 5.0 / 7.0

**NIGEL MANSELL WORLD CHAMP RACING** — Gametek
Put the pedal to the metal and try to come in first in this racing game. • 5.0 / 7.0 / 6.0 / 5.0

**OPERATION C** — Ultra
The first Game Boy Contra game is about as good as they come. • 9.0 / 9.0 / 9.0 / 9.0

**PAPERBOY 2** — Mindscape
Save the money from your paper route to buy this game. Seems redundant, eh? • 6.0 / 6.0 / 5.0 / 6.0

**PINBALL FANTASIES** — Gametek
Um...we don't know who's having fantasies about pinball, but here's your game. • 5.0 / 4.0 / 3.0 / 4.0

**PIPE DREAM** — Bullet Proof
This puzzle game kinda fits in the same category as Pinball Fantasies. • 5.0 / 7.0 / 6.0 / 7.0

**PREHISTORIK MAN** — Titus
It's a platform game where you control a caveman who's apparently a bad speller. • 7.0 / 6.0 / 5.0 / 6.0

**PUGSLEY'S SCAVENGER HUNT** — Ocean
The son of the Addams Family heads out on his own adventure. • 7.0 / 6.0 / 6.0 / 6.0

**PUNISHER** — LJN
The Punisher can relax. Playing this game is punishment enough. • 4.0 / 6.0 / 5.0 / 6.0

**Q*BERT** — Jaleco
Make an orange, big-nosed creature hop on top of cubes. It's actually pretty fun. • 7.0 / 7.0 / 5.0 / 6.0

**RACE DAYS** — Gametek
This is actually two different games: Dirty Racin' and 4 Wheel Drive. • 7.0 / 8.0

**RAGING FIGHTER** — Konami
It may have a generic name, but Raging Fighter isn't too bad. • 6.0 / 8.0 / 6.0 / 6.0

**REN & STIMPY: SPACE CADET ADVENTURES** — THQ
A platform game inspired by the classic R&S episode "Space Madness." • 6.0 / 7.0 / 6.0 / 5.0

**REVENGE OF THE GATOR** — HAL
A pinball game featuring dancing alligators. Anyone have fantasies about this? • 6.0 / 6.0 / 7.0 / 6.0

**R-TYPE** — Irem
Great side-scrolling shooters like this are definites "R-Type" of game. I made a funny! • 8.0 / 8.0 / 8.0 / 7.0

**SAMURAI SHODOWN** — Takara
It's a super-deformed version of the popular Neo•Geo game. • 8.0 / 7.0 / 7.0 / 7.0

**SHANGHAI** — HAL
It's that weird puzzle game using those tiles with all them symbols on them. • 6.0 / 3.0 / 6.0 / 5.0

**THE SIMPSONS: BART AND THE BEANSTALK** — Acclaim
For some reason Bart must fight against a giant Homer at the top of a beanstalk. • 6.0 / 5.0 / 5.0 / 5.0

**SKATE OR DIE: TOUR DE THRASH** — Electronic Arts
Skateboarding is not a crime, but bad games like this should be. • 3.0 / 4.0 / 3.0 / 4.0

**SNEAKY SNAKES** — Tradewest
Play as a multisegmented snake alone or against a friend. • 5.0 / 5.0 / 6.0 / 5.0

**SOLITAIRE FUNPAK** — Interplay
This game features several different card games to play when you're alone. • 6.0 / 6.0 / 5.0 / 5.0

**SPACE INVADERS** — Nintendo
This re-release contains a Super NES game of the game if you have a Super Game Boy. • 8.0 / 6.0 / 3.0 / 4.0

**SPEEDY GONZALES** — Sunsoft
The Warner Bros. rodent stars in this very Sonic-like game. • 7.0 / 7.0 / 7.0 / 7.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SPIDER-MAN** — LJN
The Web Slinger takes on his greatest foes in this action game. • 8.0 / 7.0 / 7.0 / 7.0

**SPORTS ILLUSTRATED** — THQ
This cart has both baseball and football on it. Neither is all that great. • 6.0 / 5.0 / 5.0 / 5.0

**STAR SAVER** — Taito
A very, very basic side-scrolling action game. • 5.0/ 6.0 / 6.0 / 5.0

**STAR TREK: THE NEXT GENERATION** — Absolute
Join Picard and the crew for some adventures throughout the galaxy. • 6.0 / 7.0 / 5.0 / 7.0

**STAR WARS** — Capcom
Apparently, this game is based on some movie, but we've never heard of it. • 8.0 / 7.0 / 6.0 / 6.0

**STREET FIGHTER II** — Nintendo
The arcade classic is actually pretty good on the Game Boy. • 8.0 / 7.5 / 7.0 / 6.5

**SUPER MARIO LAND** — Nintendo
One of the first Game Boy games still holds its own despite primitive graphics. • 8.0 / 8.0 / 7.0 / 8.0

**SUPER MARIO LAND 2: SIX GOLDEN COINS** — Nintendo
This incredible sequel marked the debut of Mario's nemesis, the evil Wario. • 9.0 / 9.0 / 9.0 / 8.0

**SWORD OF HOPE 2** — Kemco
Sure, it's an RPG, but it's not a very good one. Boring battle sequences. • 5.0 / 4.0 / 6.0 / 6.0

**TARZAN** — Gametek
Swing through the jungle as the Lord of the Apes in this action game. • 5.0 / 6.0 / 5.0 / 5.0

**TECMO BOWL** — Tecmo
Perhaps the best football game on the NES makes a strong showing on Game Boy. • 8.0 / 8.0 / 6.0 / 4.0

**TEENAGE MUTANT NINJA TURTLES** — Ultra
The first Turtles game rocked the Game Boy back when the Turtles were the thing. • 8.0 / 8.0 / 8.0 / 9.0

**TMNT II: BACK FROM THE SEWERS** — Ultra
The Turtles sequel tried, but isn't nearly as good as the first game. • 8.0 / 6.0 / 3.0 / 3.0

**TERMINATOR 2: THE ARCADE GAME** — Acclaim
The digitized arcade shooting game is actually decent on the small screen. • 7.0 / 7.0 / 7.0 / 6.0

**TETRIS** — Nintendo
You have a Game Boy, but not Tetris? You are a bad person. Buy this game. • 8.0 / 8.0 / 8.0 / 7.0

**TETRIS BLAST** — Nintendo
Tetris in just about any form is good. This version added a few new features. • 7.0 / 8.0 / 8.5 / 8.0

**TINY TOON ADVENTURES: BABS' BIG BREAK** — Konami
Tiny Toons plus Konami equals a fun platform game. • 7.0 / 8.0 / 8.0 / 8.0

**TINY TOON ADVENTURES 2** — Konami
Can't get enough Tiny Toons? Hey, here's a whole other game for you. • 7.0 / 7.0 / 8.0 / 8.0

**TOP GUN** — Konami
A bland flying game based on the movie. [Insert "Danger Zone" joke here.] • 4.0 / 5.0 / 4.0 / 5.0

**WARIO LAND: SUPER MARIO LAND 3** — Nintendo
Play as the evil Wario as you quest for treasure. As fun as any Nintendo game. • 7.0 / 7.0 / 7.0 / 7.0

**WARIO LAND II** — Nintendo
Wario Land II expands on the original in just about every category. Great game! • 8.5 / 8.5 / 8.0 / 9.0

**WIZARDS & WARRIORS X** — Acclaim
Is this an X-rated version of the old NES game? No, it's just a weird number system. • 7.0 / 7.0 / 7.0 / 7.0

**WORLD HEROES 2 JET** — Playmates
Another super-deformed translation of a Neo•Geo fighting game. • 8.5 / 8.0 / 7.0 / 8.0

**YOGI BEAR** — Gametek
Help the lovable cartoon bear swipe pic-a-nic baskets and whatnot. • 8.0 / 5.0 / 3.0 / 6.0

**YOSHI** — Nintendo
Yoshi's first solo game is a very average puzzle game. • 6.0 / 7.0 / 7.0 / 6.0

**YOSHI'S COOKIE** — Nintendo
Stop with the puzzle games already, Yoshi. Just get to Yoshi's Island on the Super NES. • 6.0 / 7.0 / 7.0 / 7.0

**ZEN: INTERGALACTIC NINJA** — Konami
Typical action game where you play as the comic book ninja. • 4.0 / 6.0 / 6.0 / 6.0

# GAME GEAR

**THE ADVENTURES OF BATMAN & ROBIN** — Sega
An action game based on the awesome Batman cartoon. • 7.5 / 7.0 / 6.0 / 5.0

**AERIAL ASSAULT** — Sega
This game shows that the Game Gear was not made for flight sims. • 4.0 / 5.0 / 5.0 / 5.0

**ALADDIN** — Sega
While not as good as the Genesis version, this game is still a winner. • 4.5 / 8.9 / 9.7 / 9.2

**ALIEN 3** — Arena
One of the few instances where the game is actually better than the movie. • 7.0 / 7.0 / 8.0 / 7.0

**ARCH RIVALS** — Flying Edge
A no-rules basketball game where violence is allowed. • 6.0 / 6.0 / 5.0 / 7.0

**ARENA** — Sega
A fun, and very complex, isometric adventure game. • 8.5 / 8.0 / 7.5 / 8.0

**ASTERIX THE GAUL** — Sega
Play as the French cartoon hero in this side-scrolling platform game. • 6.0 / 5.0 / 4.0 / 5.0

**AX BATTLER** — Sega
The Golden Axe star gets his own action game. It's not that bad. • 7.0 / 7.0 / 5.0 / 6.0

**BAKU BAKU ANIMAL** — Sega
Ooh...Baku Baku...I love it! This puzzle game is loads of crazy fun. • 7.0 / 7.0 / 7.5 / 8.0

**BATMAN FOREVER** — Acclaim
The Dark Knight stars in this game based on the movie. • 6.0 / 6.5 / 6.5 / 6.0

**BATTLETOADS** — Tradewest
This translation retains the fun of the original NES hit. • 8.0 / 7.0 / 6.0 / 8.0

**BUBBLE BOBBLE** — Taito
Bub and Bob, the heroic dinosaurs, must capture their enemies in bubbles. • 8.0 / 8.0 / 7.0 / 8.0

**CAPTAIN AMERICA** — Software Tool.
The shield-throwing superhero is the star of this beat-'em-up. • 7.0 / 6.0 / 6.0 / 6.0

**CASTLE OF ILLUSION STARRING MICKEY MOUSE** — Sega
Guide the world's favorite mouse through level after level of danger. • 7.0 / 8.0 / 8.0 / 8.0

**CHEESE CAT-ASTROPHE** — Sega
Speedy Gonzales stars in this mixture of Sonic and Mario. • 6.5 / 5.5 / 4.5 / 5.5

**CHOPLIFTER III** — Extreme
Use your helicopter to air lift people to safety while dodging enemy fire. • 7.0 / 7.0 / 6.0 / 7.0

**CHUCK ROCK** — Sega
Control a pot-bellied caveman in this funny platform game. • 7.0 / 6.0 / 6.0 / 7.0

**CHUCK ROCK II: SON OF CHUCK** — Tengen
Play as Chuck's kid in this game that's even better than the original. • 8.0 / 7.0 / 7.0 / 6.0

**C.J. ELEPHANT** — Codemasters
Control an adorable little elephant that can squirt water from his trunk. • 5.0 / 6.0 / 5.0 / 5.0

**COOL SPOT** — Virgin
That squeaky-voiced dot sure knows how to make a good action game. • 8.0 / 8.0 / 8.0 / 8.0

**CUTTHROAT ISLAND** — Acclaim
Based on the movie flop, you play as a sword-slinging pirate. • 8.0 / 6.0 / 7.5 / 8.0

**DESERT SPEEDTRAP STARRING ROAD RUNNER** — Sega
The Road Runner and Coyote's eternal struggle continues on Game Gear. • 8.0 / 7.0 / 7.0 / 8.0

**DESERT STRIKE** — Domark
This is a scaled-down version of the original hit Genesis game. • 7.0 / 8.0 / 6.0 / 7.0

**DONALD DUCK IN DEEP DUCK TROUBLE** — Sega
Disney's duck is in trouble and he needs you to get him out. • 8.0 / 8.0 / 7.0 / 7.0

**DOUBLE DRAGON** — Virgin
Even though they're called Final Fight clones, this game started the genre. • 6.0 / 7.0 / 5.0 / 6.0

**DRAGON: THE BRUCE LEE STORY** — Acclaim
This game isn't nearly as interesting as Bruce Lee's life was. • 6.5 / 6.5 / 4.5 / 6.5

**DYNAMITE HEADDY** — Sega
It's a strange action game, but it's one of the better ones for Game Gear. • 9.0 / 7.0 / 6.0 / 8.0

**EARTHWORM JIM** — Playmates
The groovy worm rocks on any system you put him on. Game Gear included. • 7.0 / 7.0 / 6.0 / 6.0

**ECCO: THE TIDES OF TIME** — Sega
Sega's lovable dolphin is now available to take with you anywhere. • 6.0 / 7.0 / 6.0 / 7.0

**F-1 GRAND PRIX** — Tengen
This is about as good as it gets for F-1 racing games on the Game Gear. • 7.0 / 6.0 / 6.0 / 5.0

**FANTASTIC DIZZY** — Codemasters
A pretty good game where you play as an anthropomorphic egg. • 6.0 / 6.0 / 7.0 / 7.0

**FULL THROTTLE RACING** — Gametek
This racing game has absolutely nothing to do with the excellent LucasArts PC game. • 6.0 / 3.0 / 5.0 / 9.0

**G-LOC** — Sega
The Sega arcade flight sim doesn't make the jump to Game Gear too smoothly. • 5.0 / 5.0 / 5.0 / 7.0

**THE INCREDIBLE HULK** — U.S. Gold
Hulk get mad, Hulk get strong in this platform game. • 7.0 / 6.0 / 6.0 / 7.0

**IRON MAN/X-O MANOWAR IN HEAVY METAL** — Acclaim
If you're looking for a decent superhero game, look above, not here. • 4.5 / 2.0 / 3.5 / 5.0

**JEOPARDY! SPORTS EDITION** — Gametek
If you know a lot about sports, then this is the trivia game for you. • 7.0 / 5.0 / 6.0 / 6.0

**THE JUNGLE BOOK** — Virgin
This game may be OK, but it's hardly a "bare necessity." • 6.0 / 6.0 / 6.0 / 6.0

**JURASSIC PARK** — Sega
How else can you hold a Tyrannosaurus Rex in the palm of your hand? • 7.0 / 7.0 / 8.0 / 8.0

**LAND OF ILLUSION STARRING MICKEY MOUSE** — Sega
Mickey's adventures continue in this sequel to Castle of Illusion. • 8.0 / 9.0 / 8.0 / 7.0

**LEGEND OF ILLUSION STARRING MICKEY MOUSE** — Sega
Boy, Mickey Mouse just keeps pumping out these "Illusion" games, doesn't he? • 8.0 / 7.0 / 7.0 / 8.0

**LEMMINGS** — Sega
Only you can save the green-haired rodents from plunging to their deaths. • 5.0 / 7.0 / 6.0 / 7.0

**THE LION KING** — Sega
Help Simba complete the circle of life with this excellent platform game. • 9.0 / 8.0 / 6.0 / 8.0

**MAJORS PRO BASEBALL** — Sega
There's plenty of baseball games out there, and this one isn't too bad. • 7.0 / 7.0 / 6.0 / 6.0

**MICRO MACHINES** — Codemasters
If you thought those cars were small before, wait until you seem 'em on Game Gear. • 8.0 / 7.0 / 6.0 / 6.0

**MIGHTY MORPHIN POWER RANGERS** — Sega
Help the multicolored heroes punch and kick their way to victory. • 7.0 / 7.0 / 5.0 / 5.0

**MORTAL KOMBAT** — Acclaim
This is an excellent port of the arcade game. There's even blood with a code. • 8.0 / 8.0 / 8.0 / 8.0

**MORTAL KOMBAT II** — Acclaim
While not as good as the first Mortal Kombat translation, this one is OK. • 7.0 / 7.0 / 6.0 / 7.0

**NBA ACTION** — Sega
Unfortunately, the action in this game isn't as exciting as actually being in the NBA. • 5.0 / 6.0 / 5.0 / 5.0

**NBA JAM** — Arena
The goofy, slam-fest makes its way to Sega's handheld system. • 8.0 / 7.0 / 6.0 / 6.0

**NFL '95** — Sega
What can you say? It's a really good portable football game from 1995. • 8.0 / 9.0

**NINJA GAIDEN** — Sega
The Ninja Gaiden series defects from the NES to a Sega machine. • 6.0 / 7.0 / 7.0 / 7.0

**OUTRUN EUROPA** — U.S. Gold
Sega's classic driving game now lets you drive throughout Europe. • 5.0 / 7.0 / 7.0 / 7.0

**PAC-ATTACK** — Namco
This Tetris-style puzzle game features everyone's favorite dot-muncher. • 7.0 / 6.0 / 6.0 / 7.0

**PINBALL DREAMS** — Gametek
Did you know that some pinballs dream of being in school wearing just their underwear? • 7.0 / 6.0 / 6.0 / 4.0

**POKER FACE PAUL'S BLACKJACK** — Sega
You can try to play this blackjack game, but beware of that tricky Paul character. • 5.0 / 6.0 / 5.0 / 5.0

**PRINCE OF PERSIA** — Tengen
The swashbuckling action game plays great on any system. • 8.0 / 8.0 / 7.0 / 5.0

**REVENGE OF DRANCON** — Sega
Despite the name, this is Wonderboy for the Game Gear. • 7.0 / 7.0 / 5.0 / 6.0

**RISTAR** — Sega
One of the better character-based platform games on the Game Gear. • 8.0 / 7.0 / 7.0 / 8.0

**ROBOCOP VS. THE TERMINATOR** — Virgin
You control RoboCop in this side-scrolling clash of the cyborgs. • 8.0 / 8.0 / 6.0 / 6.0

**RUGBY WORLD CUP 1995** — EA Sports
Um...rugby? Hello, this is America. What's next, cricket? Still, it's a good game. • 8.0 / 8.0

**SCRATCH GOLF** — Vic Tokai
It's a good golf game, but baseball still has more scratching in it. • 8.0 / 7.0 / 7.0 / 7.0

| Game Name | Publisher |
|---|---|
| Comments | Ratings |

**SCRATCH GOLF** — Vic Tokai
It's a good golf game, but baseball still has more scratching in it. • 8.0 / 7.0 / 7.0 / 7.0

**SHINING FORCE** — Sega
Sega's long-running RPG series is also available in a handy travel-size. • 7.0 / 7.0 / 6.0 / 7.0

**SIDE POCKET** — Data East
A decent pool game that you can fit in your pocket. Side Pocket in your pocket. Eerie. • 7.0 / 7.0 / 6.0 / 5.0

**THE SIMPSONS: BART VS. THE WORLD** — Flying Edge
Travel with Bart around the world in this translation of the NES game. • 7.0 / 6.0 / 7.0 / 7.0

**SONIC CHAOS** — Sega
One of the better portable Sonic games around. That hedgehog rules! • 9.0 / 8.0 / 8.0 / 8.0

**SONIC DRIFT 2** — Sega
It's kinda like Mario Kart but with Sonic characters. Not too shabby. • 7.0 / 6.5 / 7.0 / 7.5

**SONIC LABYRINTH** — Sega
This weird, isometric game is like an early version of Sonic 3D Blast. • 6.0 / 4.0 / 4.5 / 4.5

**SONIC SPINBALL** — Sega
Sonic's brief career as a pinball isn't as great as we had hoped. • 4.0 / 5.0 / 4.0 / 4.0

**SONIC THE HEDGEHOG** — Sega
The original Sonic game to grace the Game Gear is still one of the best. • 8.0 / 9.0 / 9.0 / 9.0

**SONIC TRIPLE TROUBLE** — Sega
Sonic takes on Robotnik, Knuckles and a new foe, Nack the weasel. • 7.0 / 7.0 / 6.0 / 7.0

**SPIDER-MAN** — Flying Edge
The friendly neighborhood Spider-Man takes on his comic book enemies. • 6.0 / 7.0 / 6.0 / 7.0

**SPIDER-MAN/X-MEN IN ARCADE'S REVENGE** — Flying Edge
Spidey and the X-Men team up to fight crime in this side-scroller. • 7.0 / 5.0 / 6.0 / 5.0

**STARGATE** — Acclaim
An odd and not too exciting puzzle game loosely based on the movie. • 4.5 / 4.0 / 3.5 / 6.5

**STAR WARS** — U.S. Gold
A very good action game based on one of the coolest movies ever made. • 8.0 / 8.0 / 8.0 / 7.0

**STREETS OF RAGE 2** — Sega
Sega's beat-'em-up series gets the Game Gear treatment, and it works out quite nicely. • 8.0 / 8.0 / 8.0 / 8.0

**STRIDER RETURNS** — U.S. Gold
This sequel to the excellent Genesis game is OK, but not as good as the original. • 7.0 / 7.0 / 7.0 / 7.0

**SUPER OFF-ROAD** — Virgin
Hop in your truck and prepare to get it dirty when you start racing through the mud. • 5.0 / 6.0 / 4.0 / 5.0

**SURF NINJAS** — Sega
No one here'll admit to seeing the movie, but we assume the game must be better than it. • 8.0 / 7.0 / 7.0 / 6.0

**TAILS' ADVENTURE** — Sega
Sonic's lovable sidekick stars in his own game, and guess what? It's great! • 8.5 / 7.0 / 8.0 / 7.5

**WWF STEEL CAGE CHALLENGE** — Flying Edge
Slam your opponents into the metal bars in this wrestling game. • 5.0 / 7.0 / 6.0 / 5.0

**X-MEN 2** — Sega
The X-Men need to bust a few more heads, so they made a second Game Gear game. • 7.0 / 6.0 / 6.0 / 6.0

**X-MEN 3** — Sega
Another X-Men game? Boy, those kids just can't get enough of these mutants. • 4.5 / 3.5 / 4.0 / 6.0

**ZOOP** — Viacom
It's a puzzle game that isn't quite as good as the Tetrises and Columns of the world. • 4.5 / 6.0 / 6.0 / 7.0

## Did You Know?

The Game Gear uses the same processor as the Sega Master System.

## ATARI LYNX

**A.P.B.** — Atari
Strange, yet fun, top-down driving game where you play as a cop. • 6.0 / 6.0 / 5.0 / 6.0

**BASKETBRAWL** — Atari
It's like basketball, only with fighting. Let's call it Basketbrawl. I'm a genius! • 4.0 / 5.0 / 4.0 / 4.0

**BLOCKOUT** — Atari
It's Tetris, except you're looking down into the well. • 6.0 / 6.0 / 6.0 / 6.0

**BLUE LIGHTNING** — Atari
A rockin' good flight sim. Stay far away from the Jaguar version, however. • 8.0 / 7.0 / 8.0 / 8.0

**CHIP'S CHALLENGE** — Atari
Fun action/puzzle game where you help a lad named Chip collect microchips. • 7.0 / 7.0 / 8.0 / 6.0

**CRYSTAL MINES II** — Atari
An action/strategy game that has you mining crystals. • 6.0 / 5.0 / 7.0 / 8.0

**DESERT STRIKE** — Atari
Fly a helicopter around and destroy things in the Middle East. • 5.0 / 5.0 / 4.0 / 5.0

**DINOLYMPICS** — Atari
If the Olympics were held in prehistoric times, this is what they would be like. • 6.0 / 7.0 / 6.0 / 6.0

**DIRTY LARRY: RENEGADE COP** — Atari
This action game denies any relation at all to Clint Eastwood's Dirty Harry. • 5.0 / 6.0 / 6.0 / 7.0

**GAUNTLET 3** — Atari
The classic arcade game's second sequel appears on the Lynx. • 7.0 / 7.0 / 8.0 / 6.0

**THE GUARDIANS** — Telegames
A pretty good RPG on a system that really doesn't have any others. • 6.0 / 7.0 / 5.0 / 5.0

**HYDRA** — Atari
A pretty cool game that has you racing around in a boat. • 7.0 / 7.0 / 6.0 / 7.0

**JOUST** — Atari
The goofy old arcade game where you fly around and joust on an ostrich. • 6.0 / 7.0 / 7.0 / 8.0

**KLAX** — Atari
This awesome puzzle game deserves a comeback. Original and fun. • 9.0 / 8.0 / 8.0 / 8.0

**KUNGFOOD** — Atari
Yes, there is a game called Kungfood. It involves karate fighting food. Now move on. • 5.0 / 6.0 / 5.0 / 7.0

**LEMMINGS** — Atari
Those suicidal rodents tried killing themselves on Atari's handheld system as well. • 7.0 / 7.0 / 6.0 / 7.0

**LYNX CASINO** — Atari
Stroll through a gaudy casino and try to strike it rich. • 6.0 / 7.0 / 7.0 / 8.0

**MALIBU BIKINI VOLLEYBALL** — Atari
Despite the alluring title, this volleyball game isn't all too hot. • 6.0 / 5.0 / 4.0 / 4.0

**NFL FOOTBALL** — Atari
This football game for the Lynx isn't that great, but what else was there? • 4.0 / 6.0 / 5.0 / 6.0

**NINJA GAIDEN** — Atari
This isn't a NES port, but a translation of the more Final Fight-ish arcade game. • 8.0 / 8.0 / 8.0 / 8.0

**NINJA GAIDEN III** — Atari
This Ninja Gaiden game is a straight port of the NES version. • 8.0 / 6.0 / 6.0 / 6.0

**PAC-LAND** — Atari
Pac-Man stars in his first platform game. Primitive, but still sort of fun. • 7.0 / 6.0 / 6.0 / 5.0

**PINBALL JAM** — Atari
The pinball game features two tables, one of them starring Elvira, Mistress of the Night. • 6.0 / 6.0 / 6.0 / 8.0

**PIT FIGHTER** — Atari
The bland digitized fighter is just as bland on the small screen. • 5.0 / 6.0 / 7.0 / 7.0

**RAMPART** — Atari
Build a perfect fortress and see how it stands up under battle. • 7.0 / 8.0 / 8.0 / 6.0

**ROAD BLASTERS** — Atari
A translation of the old arcade game. Drive and shoot is about all you do. • 8.0 / 7.0 / 7.0 / 7.0

**ROBO SQUASH** — Atari
Take the old game Breakout and add the Z-axis. That's Robo Squash. • 5.0 / 4.0 / 4.0 / 5.0

**RYGAR** — Atari
Remember this old NES game? Well, it also appeared on the Lynx. • 7.0 / 7.0 / 7.0 / 5.0

**SHADOW OF THE BEAST** — Atari
The old side-scroller was quite good for its time. • 7.0 / 8.0 / 7.0 / 7.0

**STEEL TALONS** — Atari
A pretty good translation of the arcade helicopter simulation. • 6.0 / 7.0 / 5.0 / 7.0

**STUN RUNNER** — Atari
This terrific arcade racing game is almost arcade perfect on the Lynx. • 6.0 / 6.0 / 8.0 / 7.0

**SUPER OFF-ROAD** — Telegames
The off-road racing game isn't very good on Atari's portable system. • 4.0 / 4.0 / 3.0 / 4.0

**TODD'S ADVENTURES IN SLIME WORLD** — Atari
This fun action game has you travelling through a world made up of green goo. • 5.0 / 6.0 / 7.0 / 8.0

**TOKI** — Atari
You are a man who has been changed into a monkey. What a great premise for a game! • 8.0 / 7.0 / 7.0 / 8.0

**TURBO SUB** — Atari
An underwater action game that is pretty good. • 7.0 / 8.0 / 8.0 / 8.0

**WARBIRDS** — Atari
This polygonal flying game is surprisingly well done for the Lynx. • 7.0 / 7.0 / 6.0 / 7.0

**XENOPHOBE** — Atari
Strangely, this version of Xenophobe has even more features than the arcade version. • 5.0 / 6.0 / 7.0 / 6.0

**XYBOTS** — Atari
A nice translation of the arcade game where you run around a 3D maze shooting robots. • 4.0 / 6.0 / 5.0 / 8.0

**ZARLOR MERCENARY** — Atari
A very average shooting game for the Lynx. • 5.0 / 5.0 / 5.0 / 5.0

## VIRTUAL BOY

**GALACTIC PINBALL** — Nintendo
What can you say? It's 3D pinball with multiple tables. Fun stuff. • 7.0 / 5.0 / 7.5 / 5.5

**MARIO CLASH** — Nintendo
This is more like the original Mario Bros. in 3D than your standard Mario game. • 7.0 / 8.0 / 6.0 / 7.5

**RED ALARM** — Nintendo
It's StarFox, but with wire-frame graphics instead of filled polygons. • 7.5 / 6.0 / 7.5 / 6.0

**VERTICAL FORCE** — Nintendo
This bi-level shooter is basic, but still a ton of fun. • 8.0 / 6.0 / 6.0 / 7.0

# Where It All Started...

May, 1989. The first issue of *Electronic Gaming Monthly* hits the stands. The Review Crew hadn't formed at this point, but the editors recognized Tengen's Tetris (NES) as Game of the Month. Almost a decade later, *EGM* recognizes Tetris again, this time as the #1 game of *all time*, in issue #100.

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