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A HANDS ON LOOK AT
StarFox 64
Pg. 26

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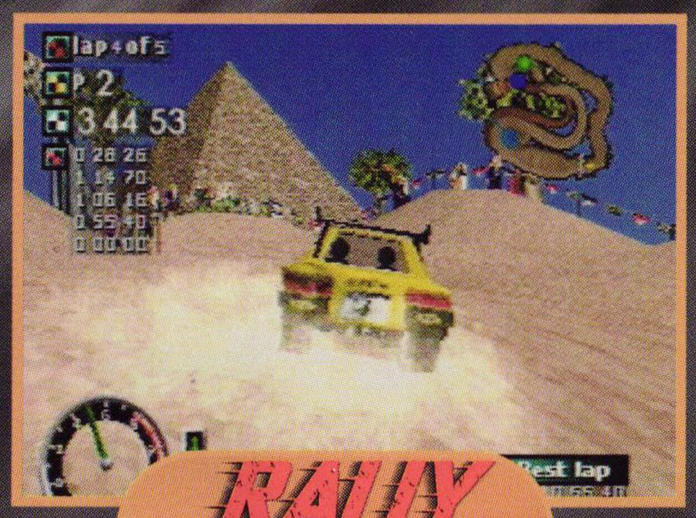

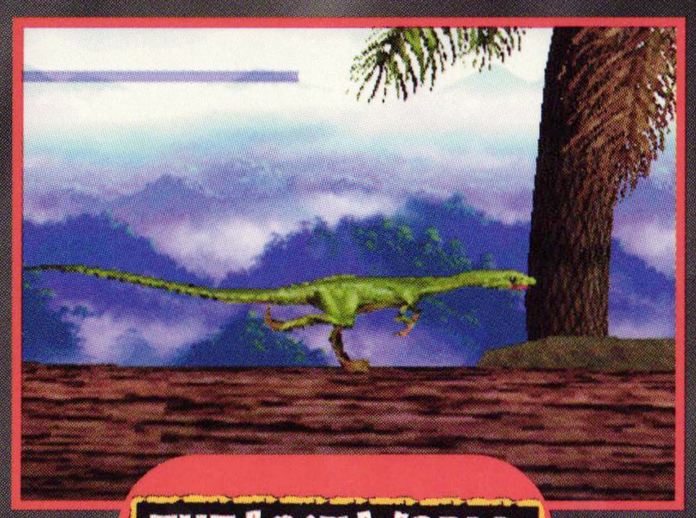

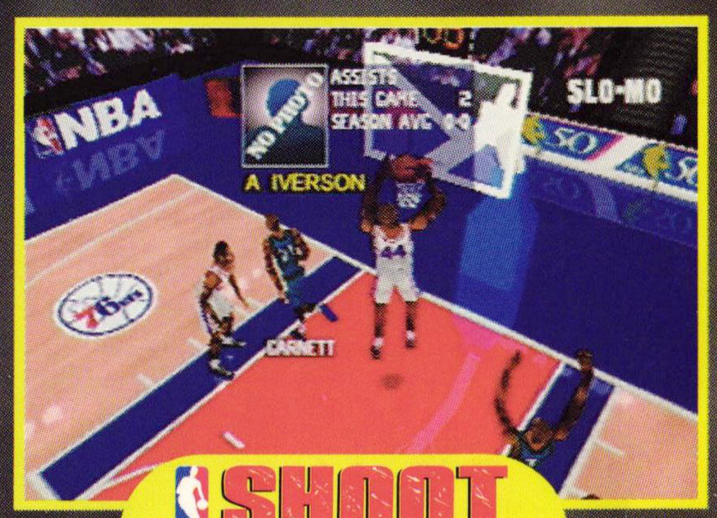

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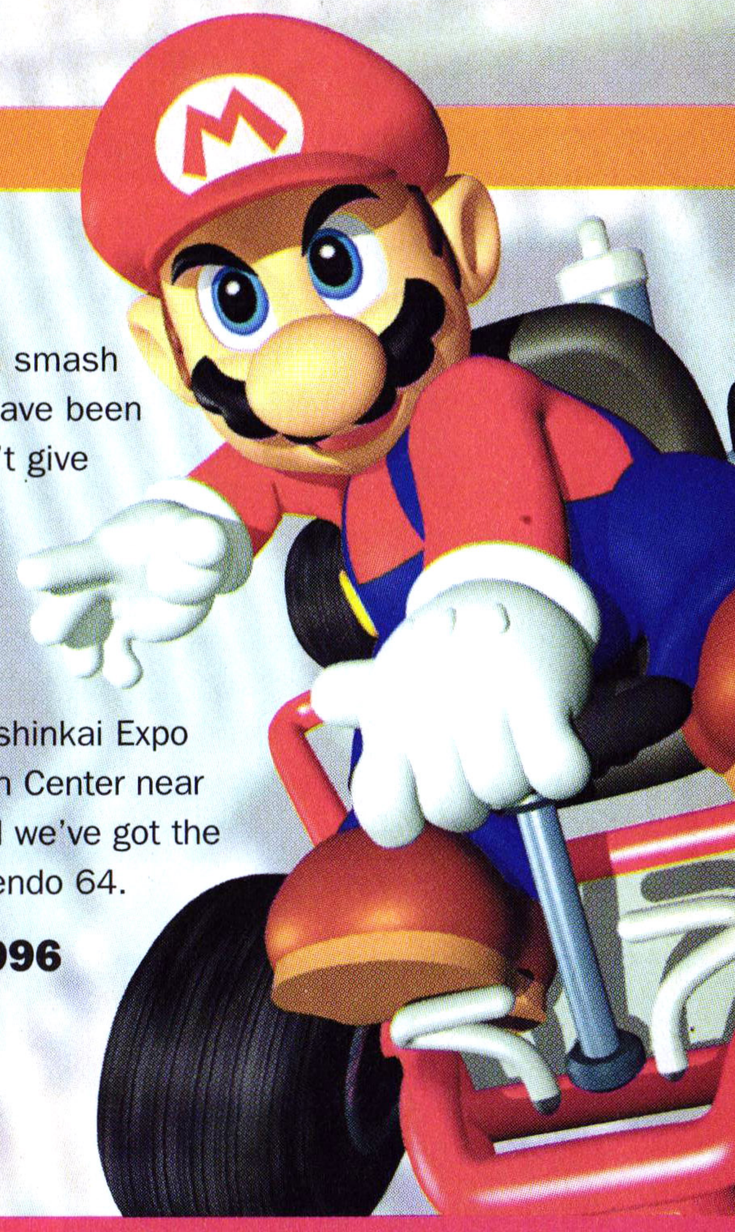

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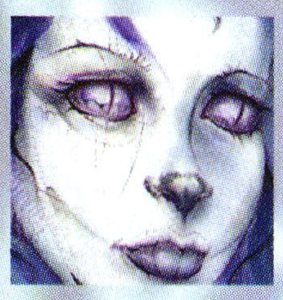

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Letter From the Editor

By Andrew McNamara

Let Me Make Myself Perfectly Clear

That's right, I've got a point to make. (And it's a good one at that). My point is that just because we have put two N64 games in a row on the cover, does not mean it is the best system on the planet. Yes, both games are very impressive, and yes, the system is very powerful, but there is nothing I hate more than being accused of jumping on the bandwagon. And that's what it feels like when we "ALL of a sudden" run two N64 covers in row when there aren't even ten games available for it yet. So please, Sega and Sony owners, don't write in saying that GI is now the Nintendo Informer or that we don't do this or that; we just cover games. That's it. Don't even try to read into it, because there is nothing there.

Basically, what I'm trying to say is don't let us trick you into thinking or believing anything from just the covers. They are only the covers. They are only there to make the outside of the book look nice. Remember that! The stories and the pictures are where the real meat and potatoes are. So get to it. Start reading and remember that nobody cuts through all the video game bologna like Game Informer.

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Paul, The Game Professor

"Undoubtedly, 1996 was a fantastic year for video games. As you can see the PS-X dominated my list, and the Saturn and N64 will have to kick it into high gear in '97 if they want my playing time."

10. Panzer Dragoon 2 Zwei - SS
9. NiGHTS - SS
8. Donkey Kong Country 3 - SNES
7. Super Mario RPG - SNES
6. Soviet Strike - PS-X
5. WipeOut XL - PS-X
4. Tekken 2 - PS-X
3. GameDay 97 - PS-X
2. Resident Evil - PS-X
1. Super Mario 64 - N64

Reiner, The Raging Gamer

"Andy told me I either had to write a top ten list or stick an army of ants down my pants, so here goes..."

10. Wave Race 64 –N64
9. Star Wars: Shadows of the Empire – N64
8. NFL GameDay '97 – PS-X
7. Super Mario RPG – SNES
6. Tekken 2 – PS-X
5. Twisted Metal 2 – PS-X
4. Crash Bandicoot – PS-X
3. Dragon Force – SS
2. Resident Evil – PS-X
1. Super Mario 64 – N64

Andy, The Game Hombre

"My top ten favorite games of the year...hmmmm. That's tough, because when it comes right down to it, my favorite games are RPGs and Action/Adventure, and there just weren't very many good ones this year. But here goes..."

10. Legend of Oasis – Saturn
9. Tekken 2 – PS-X
8. Dragon Force – Saturn
7. Wave Race 64 – N64
6. Tomb Raider – Saturn & PS-X
5. Resident Evil – PS-X
4. Super Mario RPG – SNES
3. Command & Conquer: Red Alert – PC
2. Tetris Attack – SNES & GB
1. Super Mario 64 – N64

Jon, The Greedy Gamer

"This was my first year at Game Informer, and what a year it was. When people ask me what games I recommend, I rattle off a list of about forty different games. Here's ten, and though they may not all be the best, they're the ones I played (and still play) the most of."

10. Tomb Raider - PS-X, SS
9. Tekken 2 - PS-X
8. WipeOut XL - PS-X
7. Worldwide Soccer '97 - SS
6. Twisted Metal 2 - PS-X
5. Pilotwings 64 - N64
4. GameDay '97 - PS-X
3. Ridge Racer Revolution - PS-X
2. Resident Evil - PS-X
1. Super Mario 64 - N64

Erik, The PC Jedi

"You'll notice the lack of Mario 64 on my list. I'm sure Nintendo will be calling for my head on a platter for saying so, but I just don't care about the princess anymore. I mean, when is she finally going to learn to take care of herself instead of exploiting the labor class to suit her needs all the time. Royalty... go figure."

10. Mortal Kombat Trilogy - PS-X
9. Panzer Dragoon 2 Zwei - SS
8. Wipeout XL - PS-X
7. Crash Bandicoot - PS-X
6. Shadows of the Empire - N64
5. The Neverhood - PC
4. Master of Orion II - PC
3. Tekken 2 - PS-X
2. Command & Conquer: Red Alert - PC
1. Twisted Metal 2 - PS-X

Reviewers are: Erik Reppen on left, Super Kiss 64 poster reading clockwise from top left is: Andy McNamara , Paul Anderson, Reiner, Jon Storm

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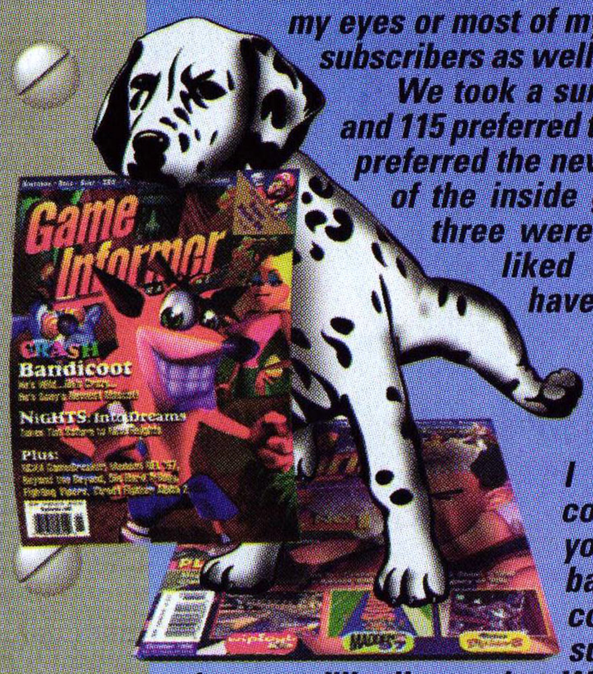
Dear GI

Letters from Our Readers

Game Informer Takes Some Criticism

Your mag was cool until you changed the cover and content. Your new covers are weak. They no longer give a full view without distractions. Believe it or not you are becoming just one of those same old magazines like Game Pro. If I wanted to look at small pictures of games, I would look at the pictures of the games in the section they are in. No, you had to go and make a new dull cover that doesn't look appealing to my eyes or most of my friends' who are subscribers as well.



We took a survey of 120 people and 115 preferred the old cover and 2 preferred the new but cheesy look of the inside games. The other three were undecided. They liked both and didn't have an opinion either way, so I didn't bother them to make a choice.

My friends and I have come to a conclusion that if you fail to switch back to the old covers, we will subscribe to some other mag. I'll tell you what. Why don't you take a poll in your January issue of those in favor of the old cover and those in favor of the new cover? If the people like the new cover, I'll still be a subscriber and deal with my dissatisfaction, but if the people like the old you must change it back. What do you say? It would make me and my friends happy to see what others think. I'm begging you, PLEASE!!!!

E-mail From: NBORK1

Have you ever heard that phrase about not judging a book... never mind. We decided to go with the pictures because it would add more newsstand appeal and we think screenshots will get people excited about what's inside. The first issue we did the new cover format on was Tobal No. 1. Had it been done in the old format the only thing you would've gotten a better view of was the character's pectoral muscles. Hmm... As to your vague and unsupported statement that our content is no longer "cool," we take offense at that remark. We work our tookuses off every month to cram stuff into every nook and cranny of an issue with an almost absurdly low number of ads. Sure we could tack on an extra 60 pages of low content, heavily advertised smut, but then we would have to change our name to something like Electronic Ultra Game Informing Pro Players to the Third Power Monthly. As for the poll, we don't really feel that counting envelopes is necessary at this point, but we'll be willing to change our cover if we get an overwhelmingly negative response. You might want to get all 115 people you surveyed to mail us letters about how horrible our cover is, and how they're all going to stop reading Game Informer because of it. Not to be snooty or anything, but you are the first to complain since the new cover made its premiere back in October '96

Sony Informer?

Hey guys, maybe you should change your mag's name from Game Informer to PlayStation Informer. Every page I turn to has PlayStation plastered on it. I am getting tired of it. Do not try to blow smoke up my tailpipe by telling me that there aren't enough games out there. I am sure that with all the space you devote to reviewing and previewing all of that crap for the PlayStation, you could devote a little more to the Sega Saturn. By the way, in your June 96 issue you previewed the PlayStation and Saturn systems. Let me quote you, "... the Saturn has some serious power under the hood." But then you come back in December of '96 and you rate Saturn as 3rd for Raw Hardware Power. GO FIGURE!!! One last thing... I am flashbacking as Jan, "Marsha, Marsha, Marsha..." "PlayStation, PlayStation, PlayStation..."

Pessimist
Houston, TX

We find it interesting that people are always writing in and complaining about how we don't cover enough of their system's games but they always fail to provide a list of all the games we failed to put in the mag. We hate to shove a leafblower in the old tailpipe there Mr. Pessimist, but Saturn really wasn't putting out as many games. Sometimes we would see an obscure looking game and ask whoever was playing it why we're giving it a half page instead of an At a Glance. The response, "It's a Saturn game," was usually all the explanation that was needed. Also, due to the Saturn's complex programming requirements, we would often tend to get the PS-X version of a game weeks and sometimes even months before the Saturn.

As for our comment about the power of the Saturn, you might want to consider the context and the semantics of the statement. First of all, that article was written right at the dawn of the 32-bit era. In comparison to the 16's, both systems blew us away. You might also want to consider the difference between "some serious power" and "the most powerful machine ever!"

Now that we've excused ourselves from taking responsibility for the imbalance of PlayStation vs. Saturn coverage in our mag, we'd like you to know that Saturn actually looks like it may be getting on top of things and putting out a lot of games in the near future. Hopefully, this will mean a lot more stuff for Saturn owners to get excited about.

Doomed Into the 21st Century

My uncle asks me every year what I want for Christmas. I have my eyes set on Doom II (for the PC), but I have a few questions. They have The Ultimate Doom, Final Doom, and plain old Doom II. Which is the best one? Are some of them just expansion sets? I already have Doom which my friend and I are hooked on. Oh, one other thing. I think you're doing a great job on the PC page. Do you think you could expand it? (Hint, hint).

Sincerely,
Dan Milan
Stillwater, MN

Quiet you fool!! If Erik sees this letter he'll freak out and start whining and pleading again! Unfortunately our PC page will have to stay as it is until the magazine gets larger. At this point we can't really justify taking another page from our console gaming fans who have been with us from the start. As for your Doom question, we couldn't tear Erik away from C&C: Red Alert long enough to go to the store and check it out, but he says he's pretty sure there is at least one package that includes all of Doom 1 and 2 out there somewhere. All of the Dooms to date are more or less the same game with new levels. The only dramatic differences between 1 and 2 were the addition of the super shotgun and the new enemies. Final Doom is just a set of really cool levels in the Doom 2 engine. You should also be aware that there are hundreds of levels for Doom available on the internet and collections like D!ZONE are merely a compilation of these. Some of the Jedi's favorites from the net are the Corellian Corvette and Death Star levels from Star Wars and the Aliens levels.

Attachments? We Don't Need No Stinkin' Attachments!

Your Magazine is the best. Unfortunately, I subscribed a little too late. I am a victim of the attachments. I bought the 32X, Menacer, and Sega CD. I now have an N64 and I am wondering if the 64DD is worth buying? So far all the attachments are CRAP!!!! But you say, unlike Sega, Nintendo always sticks with their machines! Also, Nintendo has never made an attachment. Please tell me you have the answers...

Second question: SNES has all the rights to Final Fantasy but Sony gets FFVII. Will N64 be coming out with an FF game and when?

Third question: When is Mission Impossible coming out for N64?

Last question: What is with your coverage of the N64? Last issue there was nothing. You are starting to scare me about the N64 dying. If anyone would like a 32X in the office, it is for sale.

E-Mail From: Ronald Siegel

1) To be honest, we were all pretty excited about the Sega CD when we saw it on the horizon. Unfortunately, Sega failed to follow through with good games. The 32X, however, is probably the best example of bad timing in the industry. Yeah, the games looked a little better than the regular Genesis, but the debut of the PlayStation was right around the corner and Sega needed a whole new system to compete.

While the gaming public has traditionally been down on add-ons and attachments, Nintendo's 64DD could be a first. It is rumored that the first N64 Zelda game will debut on the 64DD and this could easily push Nintendo's add-on from a risky gamble to a winning piece of technology. Unfortunately, the idea of shelling out more money for hardware just so they can play a new game is very unappealing to most people. Whether the 64DD will be successful or not depends on price, how much of a dramatic improvement it shows over the basic N64 games, and how many games they debut with the new peripheral. One way to look at it is that if you could buy a new add-on for your N64, or an entirely different system already featuring a full complement of games for the same or a similar price, which would you choose? We think Nintendo is pretty smart, and highly doubt that they would put out the 64DD without something impressive to show on it. We recommend that you wait until there is more information on it. In the meantime, have a look at the screen shots of the new Zelda in this issue.

2) We went over this question in the last issue and gave a pretty vague answer. We don't and probably won't know for sure where the FF's are going until Square Soft has a chance to take a breather after completing FFVII. However, it is

important to note that Square, not Nintendo, owns the FF license.

3) Unfortunately, the most specific thing we can tell you is the first half of '97. Nintendo delayed a lot of its games because they felt the quality wasn't quite up to their standards.

4) The Nintendo 64 is not dying. It's just having a slow and painful birth. Trust us. We have done every N64 game we could get our hands on. Nintendo's emphasis on quality is just causing things to move at a slow pace and that month (we're assuming you mean October) was the month of delays.

Pining For the Fjords?

First of all, I'd like to say that I am a proud subscriber to your magazine. But I'd also like to say that I read in one of your issues about the old game systems like the Atari Lynx, NES 8-bit, and all of those other not so fortunate game decks that you guys kicked to the curb. Which one of you brain-deads came up with that notion? I'm here to say, fellas, that I value games period and I don't agree. I have a Nintendo, an old Atari, a Sony PlayStation (it rules), and an old Colecovision. I'm proud to say that each of these systems gave me all the entertainment that I needed and for all you hotshots who think the better the technology the better the system can kiss my...

E-mail From: HRay

When we say that a system is dead, we simply mean that there will be no more games made for it. Once that happens, there's not much more for us to work with, except for the occasional reminiscing in Classic GI. This is always excruciatingly painful for people who have spent a lot of money on a console. Thus, the retirement of a system is usually marked by a flood of angry letters and phone calls from people who blame us. Of course, there are some companies that have made ridiculously stupid decisions about their machines and we do tend to razz them a bit more than we should. This is simply because we hate to see so much potential flushed down the toilet because someone had no idea what they were doing. Do we value better technology? Of course! There are only so many things you can do with a system before all the games start to look the same. This was one of the biggest causes of the game crash of the early eighties, and we'd hate to see it happen again.

She's Got an RPG Idea and it's "Kind of Groovy"

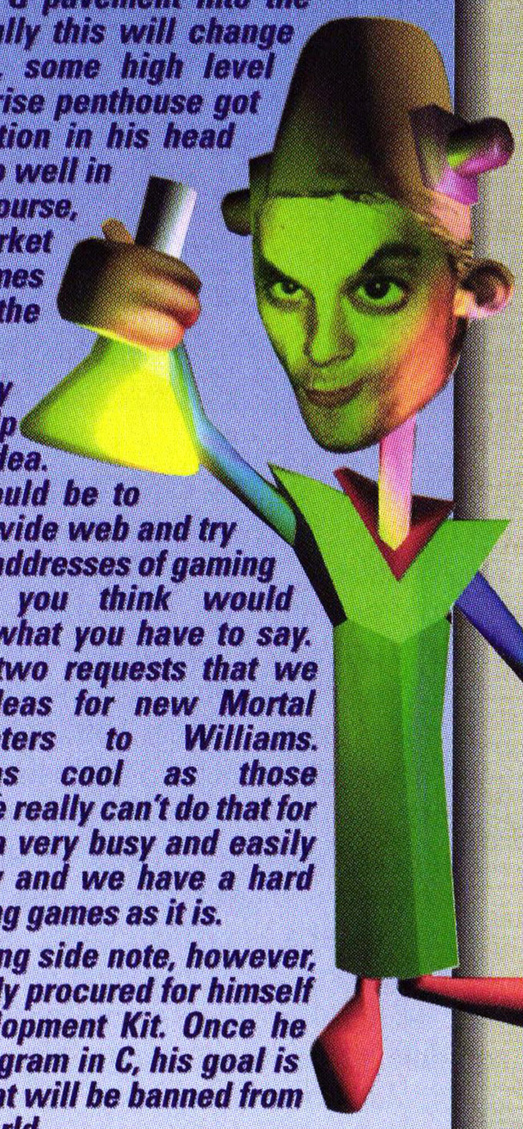
I saw Corwin Johnson's query about video game creation and although I did hear you the first time, I gotta ask. I have an idea for an RPG (in all modesty I think it's kind of groovy), yet it wouldn't be possible for me to submit the idea to any of the companies out there? I should think that with some of the companies' problems with putting out slick and creative games, they'd like a little input now and then from the general public.

You guys are always griping about lame and regurgitated games and you've also talked about how Sony needs help in the RPG department. Maybe they just need to hire some more creative people out there.

Elizabeth "The Jabberwocky Gamer" Reed
St. Paul, Minnesota

Unfortunately, a lack of creative people in the industry is really not the problem. It's the people who make decisions. There are only a few companies that are willing to risk taking games to new levels. The rest of them tend to copy old ideas that have been successful and throw some kind of "twist" on them that will make the new game interesting. More often than not, this works pretty well. Can you say, "Doom clone?"

RPG's are indeed in ridiculously short supply and we make it a point to put everything we can scrape off the RPG pavement into the magazine. Hopefully this will change soon. Apparently, some high level exec in his high rise penthouse got the blarneyed notion in his head that RPG's don't do well in the States. So of course, they test the market with mediocre games like Beyond the Beyond.



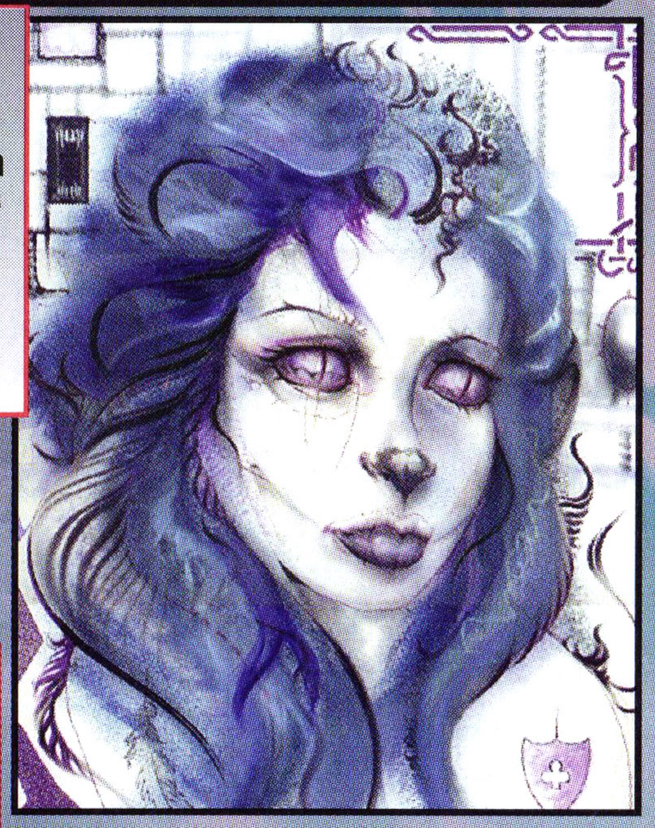
We don't really know how to help you with your idea. Your best bet would be to get on the world wide web and try to find the e-mail addresses of gaming companies that you think would respond well to what you have to say. We've also had two requests that we send people's ideas for new Mortal Kombat characters to Williams. Unfortunately, as cool as those characters are, we really can't do that for you. Williams is a very busy and easily agitated company and we have a hard enough time getting games as it is.

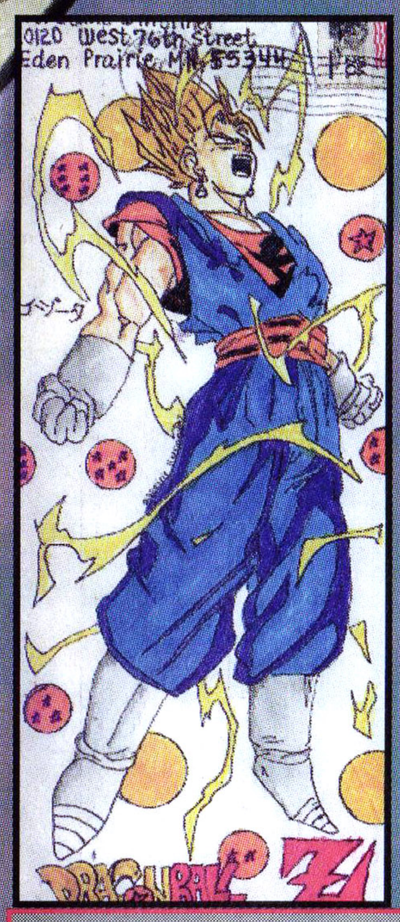
On an interesting side note, however, Reiner has recently procured for himself a Sega CD Development Kit. Once he learns how to program in C, his goal is to make games that will be banned from 98% of the free world.

FEBRUARY WINNER

GEORGE HINCKLE
MILWAUKEE, WI

When this artwork arrived we were blown away, once again, by George's amazing talent.



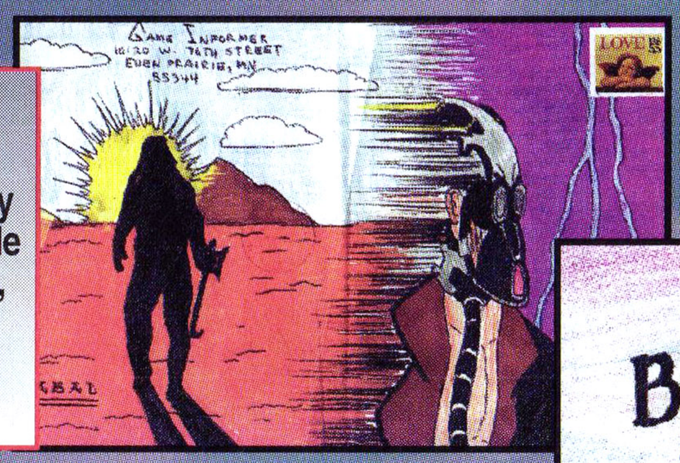


Disseirie Hernandez
Bronx, NY

One day I put on these crazy boots and WHAM-O...lightning bolts started spinning around me.

Halim Dillice
Annandale, VA

The question is did Crash push him off or did he jump?

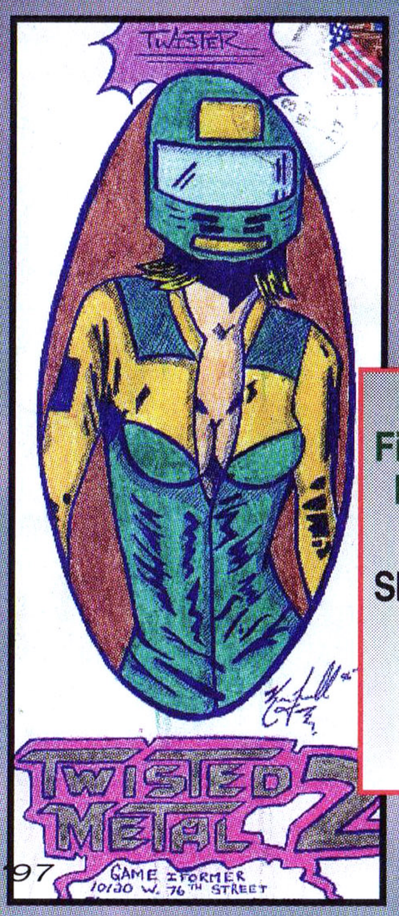


Josh Gilbert
Fox Point, WI

After a hard day of tearing people into little parts, Kabal walks away into the sunset.

Ray Giralte´
Grafion, WI

Nice dragon! Did he come with the outfit?



Kenneth Finnell (Jr.)
Medford, NY

She's sassy and she wears a helmet.

Paul Coelho
New Bedford, MA

Hey, she's wearing Gamebit's jacket! What's going on here?

Wanted: Envelope Art

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

CLOSE ENCOUNTERS OF THE SECOND KIND

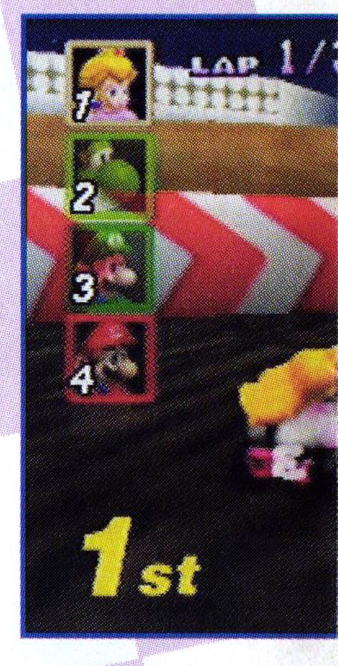
Usually, when a company tries to convert an action/platform character to a completely different genre, chaos and poor sales are more than likely the result Fortunately, Nintendo has been very successful with their conversions, and sometimes these alternate titles are bigger sellers than the character's original title. Kirby, Nintendo's floating cream puff, has had his share of hits, ranging from a golf game to a puzzle title; and Yoshi, Nintendo's green superstar, has also found a niche for success. The most notable out of the Nintendo gang, of course, is none other than Mario. Believe it or not, this plumber can do so much more than pipe cleaning. He's done it all, and one of his hottest franchise hits – Super Mario Kart – is back again. It's a close encounter of the second kind, and it could very well be the next step in racing evolution. Let's give it up for Mario Kart 64.

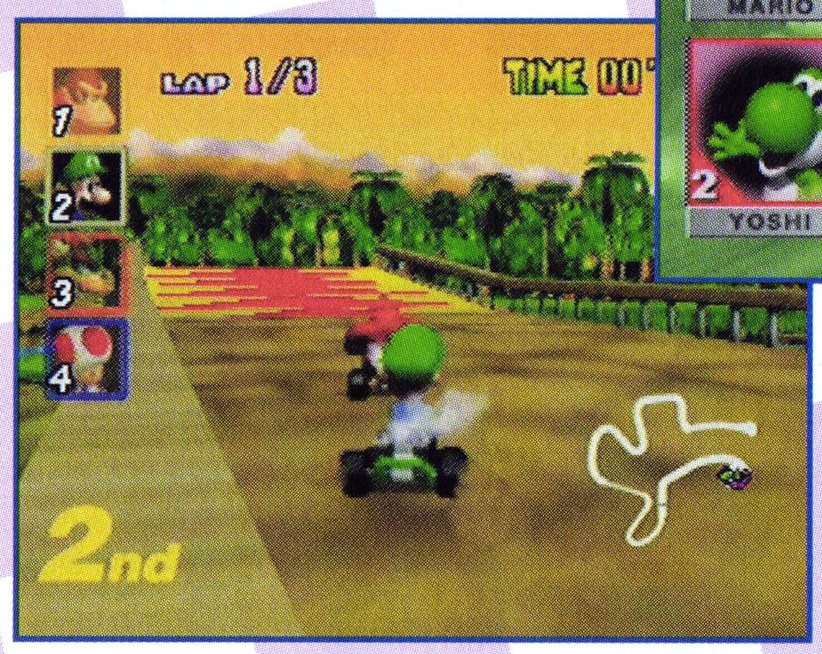
The bottom line is that the Nintendo 64 really needs some huge titles right off the bat to launch their system. Ironically, Super Mario Kart was one of the monster hit sleeper titles for the Super Nintendo, and before bringing out the Metroid and Zelda adventures (which always sold huge to certain audiences), Nintendo decided to bring this title back to please everyone who loved the first. Those who actually play Super Mario Kart are not just a band of hard core racers; in fact, this title stretched across the entire gaming mass and filled an enormous gap between game stereotypes. Mario Kart 64 will do the same thing; it will unite gamers of all types. Everyone plays this game – RPGer's, sports nuts, whatever. Mario Kart is one of those magical games that is extremely fun to play, and no one can really say why they keep popping it into their system.

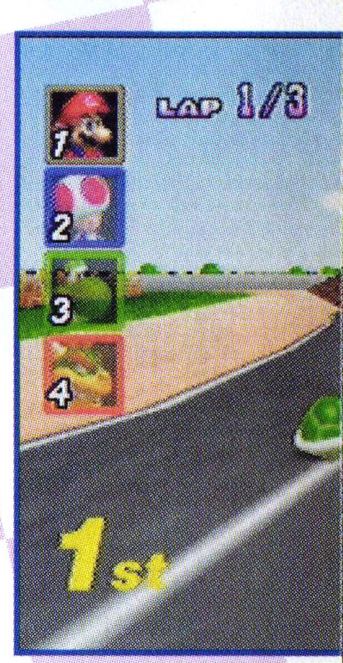
Mario Kart 64 is going to be huge. The mastermind behind the project, Shigeru Miyamoto, has left all the elements from the 16-bit version, while adding much more detail to the racing. Basically, Mario Kart 64 is combat racing, with a hint of Indy or Stock competition on the side. This game delivers non-stop action, and addictive fun. This sequel features three game modes – Mario Grand Prix, Time Trials, and the Battle Mode. The Mario Grand Prix stretches through three classes – 50, 100, and 150. These are three engine types, and the higher the number the faster the speed. Plus, it is also broken down into four Cups and sixteen tracks. All these tracks have their own personality, and sometimes it complements the individual strengths of one of the eight playable characters in the game.

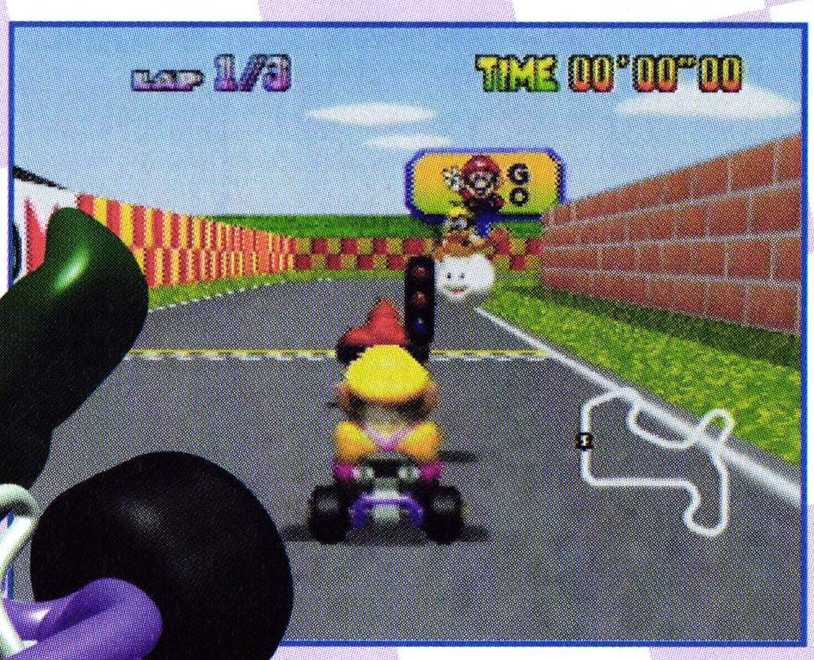
Graphically, this game is in a league of its own. The animation on the characters, the fact that there is no polygon pop whatsoever, and the size of some of the moving objects in the foreground are amazing. Nintendo took out the 1-player game with the split-screen, and now you finally have the ability to play the game on the entire screen. The only split-screen you'll experience is in the one to four-player challenge. The orchestration while you race is also done within the Mario theme. The main new features that Miyamoto added include improved weapon Power-Ups (which can now include up to five at once) and vehicle moves (power slides). Check out the garage section of this article to find out what exactly these additions are.

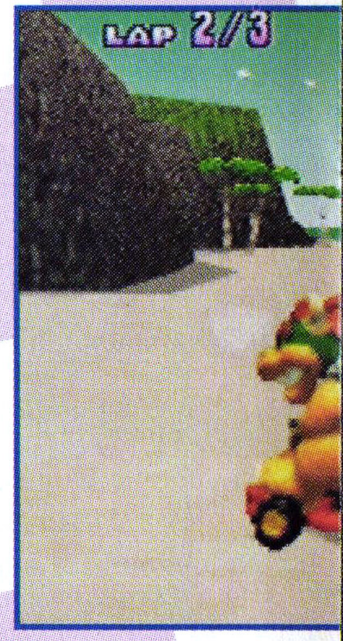
Mario Kart 64 will not disappoint, and it will bring an incomparable gaming experience back from the 16-bit grave and into the high life of the Nintendo 64.











- **Size:** *64 Megabit With Battery Back-Up*
- **Style:** *1 to 4-Player Racing*
- **Special Features:** *Mario Grand Prix, Time Trail, and Combat Racing, Eight Playable Characters, 3 Classes – 50CC, 100CC, and 150CC, Four Circuits, Four Tracks Per Circuit, Devastating Weapon Attacks, Jolt Pak Compatible*
- **Created by:** *Nintendo*
- **Available:** *Now in Japan, February 17th for Nintendo 64 (U.S.)*

THE BOTTOM LINE 9.25

PAUL, THE GAME PROFESSOR

Concept:	**9.75**
Graphics:	**8.75**
Sound:	**8.75**
Playability:	**9.75**
Entertainment:	**9.75**

OVERALL: 9.5

"Nintendo had a great recipe for fun when they introduced this game on the SNES and they didn't really try to change it for the N64. Many of the familiar 16-bit elements, like the moles, are still here. Of course the graphics have improved dramatically and the environment is beautiful. The cup mode is challenging, but the real enjoyment for me was the multiple player games, especially racing. All productivity in the office was shut down by this game and you could hear nothing but yelling and laughter. It is a true testament to how much fun this game is. Wave Race may have the flashy graphics, but Mario Kart beats it in pure entertainment."

REINER, THE RAGING GAMER

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

OVERALL: 9.25

"Despite the fact that this game is not much more revolutionary than the 16-bit version, and that it didn't make the dramatic jump that Mario did, I have to say it's the best racing game I've ever played. Mario Kart 64 is nothing short of pure pleasure, and complex racing to say the least. Miyamoto has done it again, and this semi-sequel will bring back some fond Super Nintendo memories. The new vehicle moves and weapons are the best additions in the game. There's so much more that you can do now with vehicle dynamics and you can actually plant traps for your competitors. Don't miss out on this title, or you may miss your chance to play one of the best multi-player games ever created."

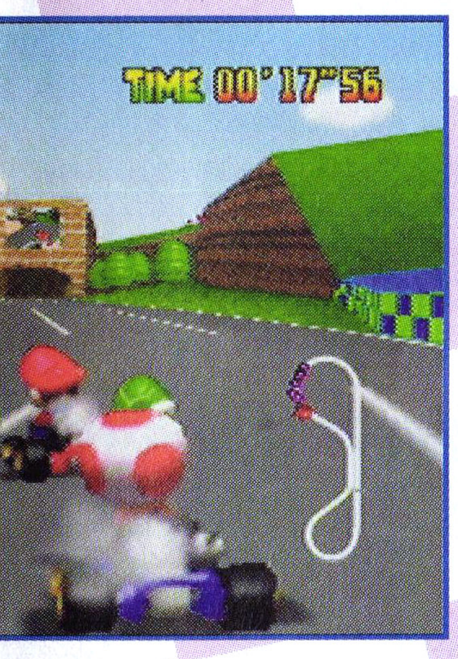
JON, THE GREEDY GAMER

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

OVERALL: 9.25

"I often ponder the definition of the term "game," then I open my Nintendo dictionary to Mario Kart 64. They've got all the bases covered here – playability, entertainment, concept. If you can picture the GI staff herding around the screen in 4-player mode...yelling, screaming, cursing Yoshi as he cloaks, then you can picture yourself there too, because that's just what you'd be doing if you owned this game. Not that the 1-player game leaves anything to be desired; in fact, the cups are longer and more entertaining than most of the 'true' racing games. But in the end, it is the multi-player that locks this game into the 'sure buy' category. Live it, love it, the N64 is here to stay."

Special Note:
In Japan, Mario Kart 64 is sold in two ways: separately, and with the new two tone controller. No word has been given as of yet concerning the U.S. having the same two options.



COVER STORY

THE GARAGE

Before you enter the pit and suit up for the race, you better take a crash course on what to expect from the road ahead of you. First, choose the right vehicle. There are three varieties of karts to select – Heavy, Average, and Light. Usually, the personalities or the size of the racer will express your choice, but if you still need more info, check out the Mario Gang section on the following pages. Now that you have the vehicle that fits like a glove and you've chosen the route of your destiny (Time Trail, Mario Grand Prix, etc.), let's begin the race!

A few pointers can be learned here and there on your own, but your main concern is going to be, one: staying on the track, and two: wiping out the competition as quickly and as often as possible. The easiest way to do this is by collecting Power-Ups and blasting them at whoever is in front of you. These weapons range from single and triple shot turtle shells (which can also be used as a shield if you decide not to shoot them), and if they happen to be red they'll home in and zap whoever is closest. Next, you can load up on bananas, cloaks, and bomb boxes which look identical to the boxes you'll find all of these items in. The most dangerous of weapons are the Lightning Blasts, which shrink and slow down all of your enemies, the Invincibility Star, which makes you invincible to any attack, and the Blue Shell that always takes out the leader. Holding on to the right weapon for the perfect strike is how the game is won.

If you think the weapons portion of the game is childish or lame, then you can try beating it by racing the tracks perfectly. One key to success is the turbo start. Doing this is easy once you get the timing down. All you have to do is hit the gas at the same time that the second go light disappears. Jumping obstacles is also very important. And last but not least, power sliding. Like Ridge Racer, you'll need to master the ease of sliding through turns. If you can manage to combine all three elements and weapon attacks, then you will be the master.

Play to Perfection:

A Game Monger's Strategy Guide

THE MARIO GANG

From the far reaches of Yoshi's Island to the peak of Wario's castle comes the craziest band of racing nomads to hit any console machine. All the characters from the 16-bit version have returned except the Koopa Troopa, but he's been replaced by Mario's arch nemesis Wario. Every character has different traits, meaning major advantages and weaknesses. Let's take a look at the pros and cons of these enthusiastic racing fanatics and their road machines.

MARIO - AVERAGE KART

He's an adventurous lad who has seen it all. His expertise in plumbing is equal to his impressive racing abilities. Mario has a perfectly toned kart that is average in every category. He's a good man to call upon for the Special Circuit and the multi-player battle games.

LUIGI - AVERAGE KART

He's always been second best to Mario, and this time around he had the same inclination towards vehicle design. Luigi's car is equal to Mario's with a slight difference in turning and acceleration. His kart can handle the best of the sharp turns, but his kart just doesn't have the bop to get him out of the gate. Luigi is perfect for those long and difficult tracks.

PRINCESS TOADSTOOL - LIGHT KART

No one really knows what's up with her and Mario, but one thing is for sure, she has a knack for being behind the wheel. Ms. Toadstool drives a killer pink kart that has the top handling and acceleration out of the eight racers. She's a good pick for any of the races.

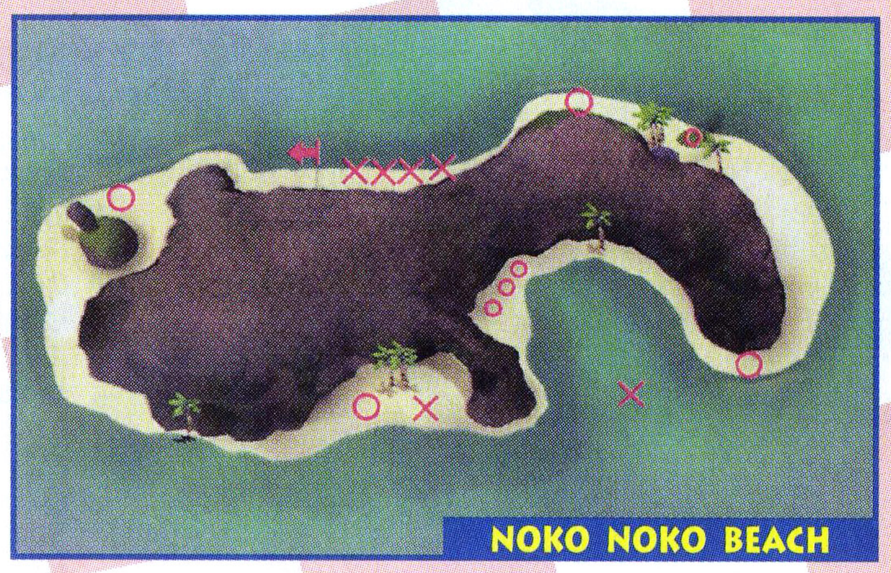
DONKEY KONG - HEAVY KART

Since he's an ape, Donkey Kong has a slight mass problem that affects his acceleration, but

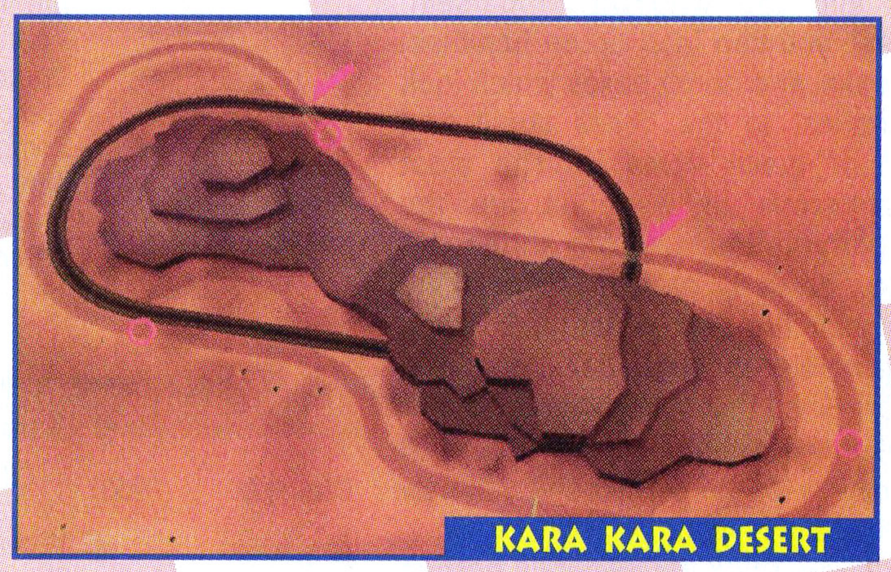
(continued on page 10)

LUIGI CIRCUIT

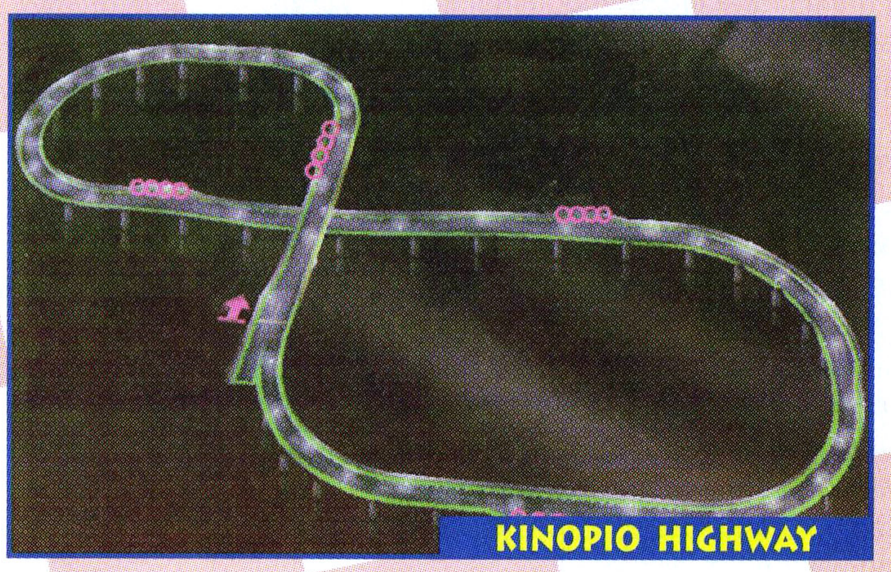
MOH MOH FARM



NOKO NOKO BEACH



KARA KARA DESERT



KINOPIO HIGHWAY

ROAD RULES

KINOKO CUP

This is the easiest cup to obtain the Gold in. Listen carefully to the advice regarding the four tracks below and get ready for the grand trophy ceremony.

LUIGI CIRCUIT - 720 METERS

This is the introductory track and don't worry, it's an easy one. Most of this course is loaded with straight-aways. Both corners are symmetrical and a breeze to whip through. Be sure to keep your eyes peeled for the Luigi balloon carrying a Power-Up Box, and avoid hitting the sand on each of the corner turns.

MOH MOH FARM - 530 METERS

Put on those trousers and get ready to race! It's the Moh Moh Farm and anything and everything can happen. This track is oval shaped so you don't have to worry about any hairpin turns; instead, keep your distance from the mole holes. One false move and those cunning creatures will send you spinning. Always have your finger on the jump button. This track is extremely hilly and you never know what the competition has deposited at the bottom of the hill. Beware!

NOKO NOKO BEACH - 700 METERS

Finally, a short cut and nasty jumps! Leave it up to the beach heads to devise the ultimate track. The only real strategy here is to try and hit the jump that will launch you into the short cut tunnel. This ramp is located just after a series of three wide jumps. If you do plan to hit this alternate route, be sure to bring a Super Burst Mushroom along. If you don't have one, you won't make the jump. If you do, you'll cut your running time down by a fifth.

KARA KARA DESERT - 750 METERS

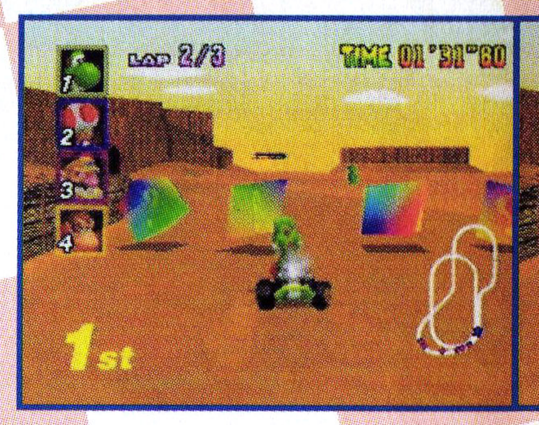
This is one of the best multi-player tracks in the game, simply because you never know what is going to happen. Kara Kara Desert is an oval train track that is equipped with the engine and all. Sometimes it'll even have some boxcars trailing it. Your main concern is to avoid the train and stay on course. There's a lot of Power-Up Box stations here so don't be too worried if you fall back early. It's a long race that can have a lot of upsets.

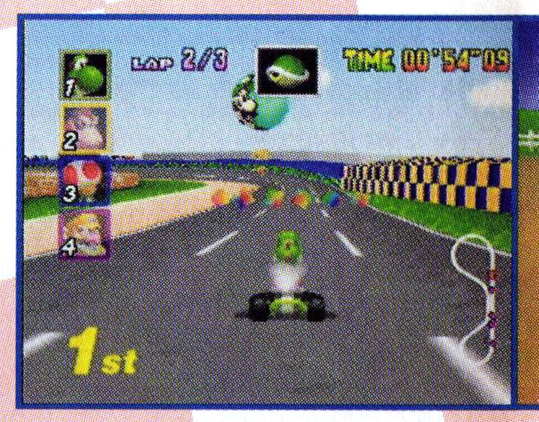
FLOWER CUP

Things are starting to get tough, and you'll finally need to use the power slide to your advantage. This Cup is a prequel to the dangers ahead.

KINOPIO HIGHWAY - 1035 METERS

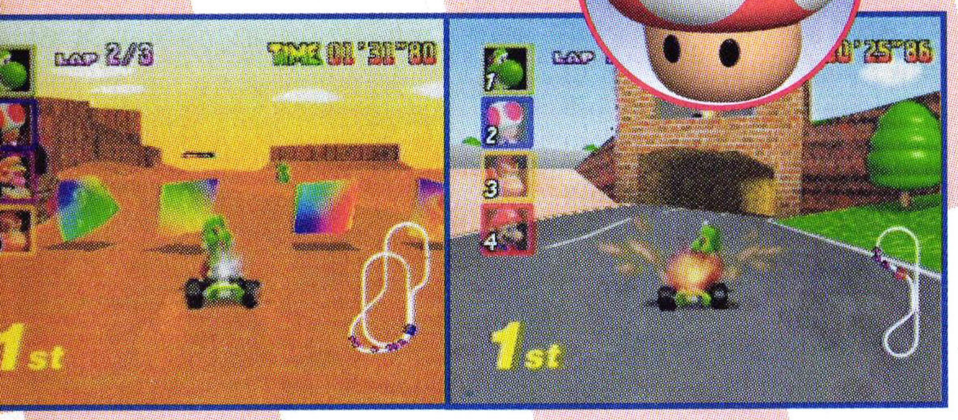
Have you ever wondered how tall

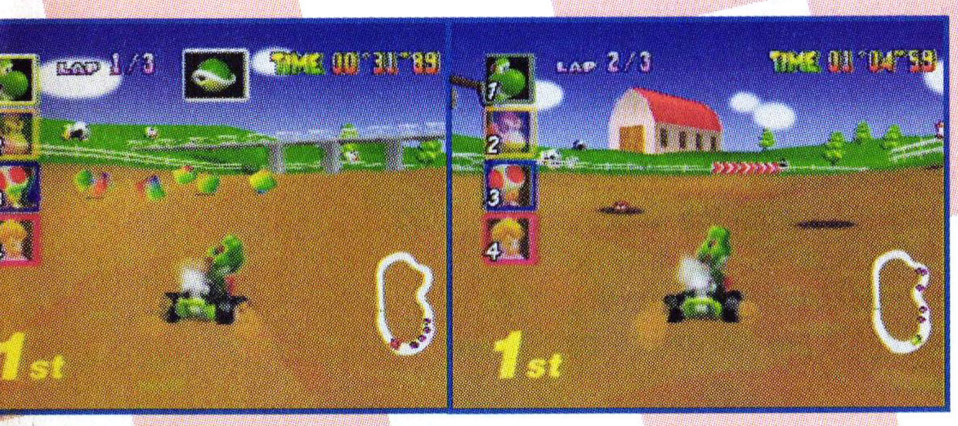




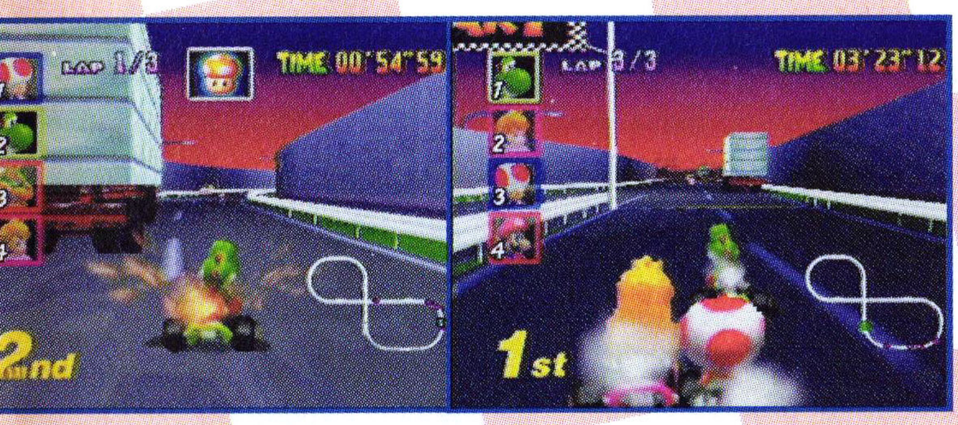
COVER STORY

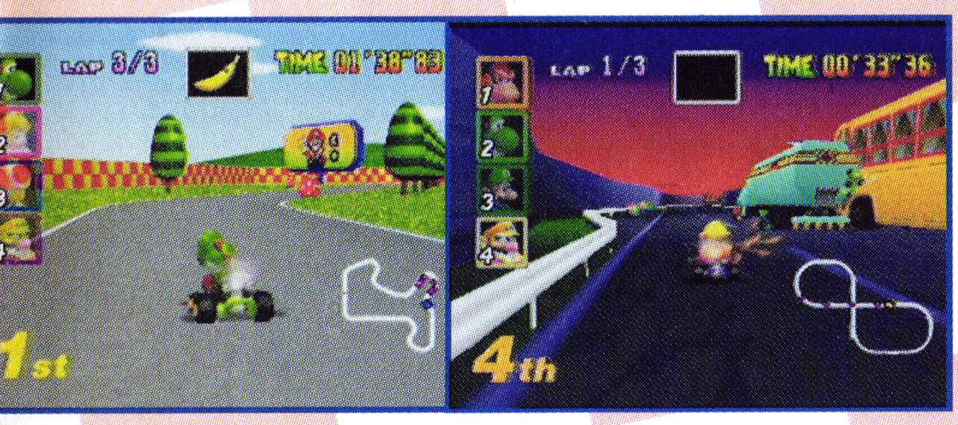
KINOKO CUP





FLOWER CUP





the Mario cast really is? Well, here's your chance to find out. This track takes place on a busy highway cram packed with buses, trucks, and luxury vehicles. Your biggest concern here is avoiding the traffic, because if you run into a vehicle your race could be over. Once you stop on this track, the other vehicles often run you over. Look for the Power-Up Boxes on the left-hand side of all the straight-aways.

FURAPPE SNOWLAND – 735 METERS

You're racing in a winter wonderland in Furappe Snowland. This track requires you to successfully power slide through all the hairpin turns if you plan on being successful. Avoid all the snowmen bombs if possible, and be sure to line yourself up in the middle of the track after going though the last turn and crossing the bridge. Falling in the water here could very well be your downfall.

CHOCO MOUNTAIN – 690 METERS

Once again, you'll be required to learn the power slide. If you slide too far when the boulders are bouncing, you'll fall off the cliff and will have to retrace your steps back to that point, which in all actuality is half the distance of the track. Try and stick to the middle of the track and hit the jumps straight on, or you'll lose some serious ground.

MARIO CIRCUIT – 570 METERS

This is one of the wackiest tracks in the game. Be sure to stay on the track at all times, or the man eating flowers located near every turn will make sure you won't finish in first. Use the power slide, and try to harness a turtle shield for as long as you can. It'll help keep the opposition off your tail.

STAR CUP

You're going to have to be a super star if you want to grab the Gold Cup here. This Cup is loaded with massive jumps, dangerous turns, and the return of Bower's Castle.

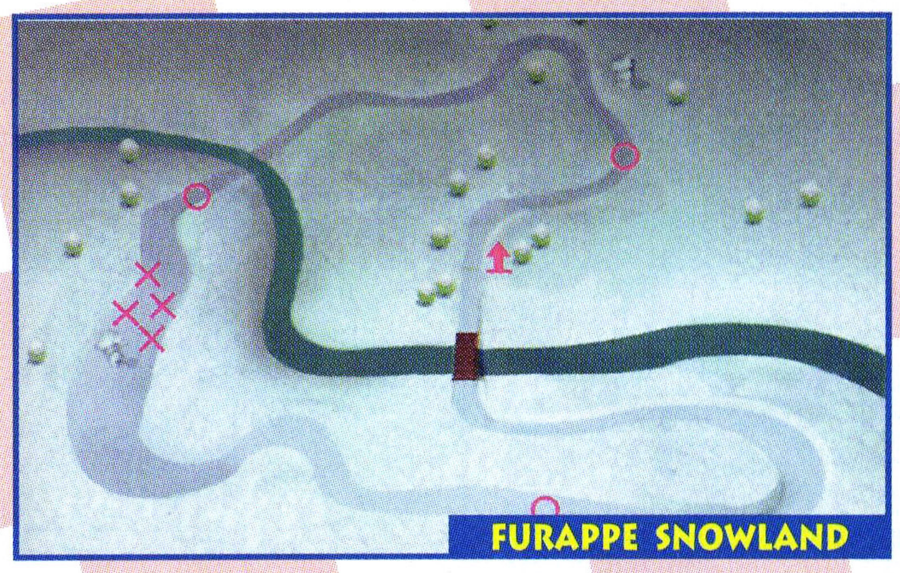
WARIO STADIUM – 1560 METERS

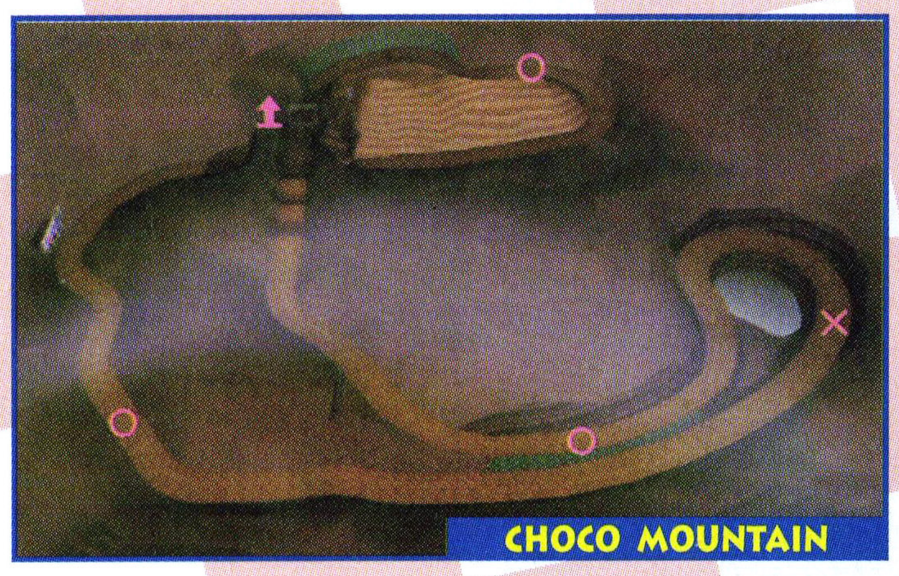
If you want excitement, well here it is! Wario Stadium is plump full of jumps, hairpin turns, and moguls. Only the most determined drivers will successfully maneuver through this long course. The Turtle Shield is key, and hitting the jumps at the right angle will also help. Knock the pesky competition out as much as possible and victory will be seconds away.

SHERBET LAND – 760 METERS

This course is a pain in the axle. First off, avoid the cliffs to the right on the first stretch of Sherbet Land. Then, keep your distance from the penguins and use the power slides on all of the hairpin turns.

● = Power-Up Boxes
✖ = Hazards
▲ = Jumps


FURAPPE SNOWLAND


CHOCO MOUNTAIN

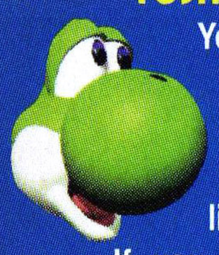
MARIO CIRCUIT

WARIO STADIUM

SHERBET LAND

once he's up and running, look out! This surprisingly intelligent ape has all the right stuff to capture the Gold Cup.

YOSHI – LIGHT KART



Yes, our green friend is back, and as always Yoshi takes this game a little too seriously. If you want a kart that slides and burns through the straightaways, then Yoshi is the pick to make. His concentration (and head bobbing) are topped by no one else.

TOAD – LIGHT KART

This guy has always been the butler through all of the Mario adventures, and he's finally had enough. He's the smallest character of the bunch, but he has one hot ride. Toad's kart is perfect for beginners since the handling and acceleration are all pretty much average. A good call for any situation.

BOWSER – HEAVY KART

When we think of Bowser we imagine pure evil, and don't worry, all the wrongdoings he can dish out in Mario Kart 64 can be done by the rest of the characters as well. Like Donkey Kong, Bowser has trouble with quick starts. In fact, he has trouble with handling also. Thanks for finally making the bad guy have the junk mobile, Nintendo! Nonetheless, some of you out there will probably like his vehicle design the best.

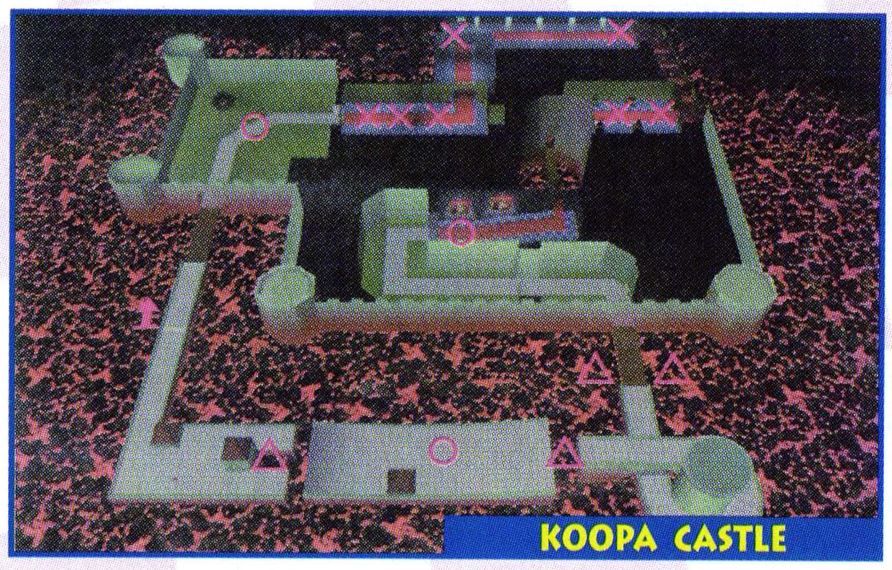
WARIO – HEAVY KART

Out of all the heavily weighted karts, Wario has the fastest one. While being a tad sluggish, he still has the ability to cause trouble and pull through and steal the gold from the good guys. Wario is the perfect weapon for the Star and Flower classes.

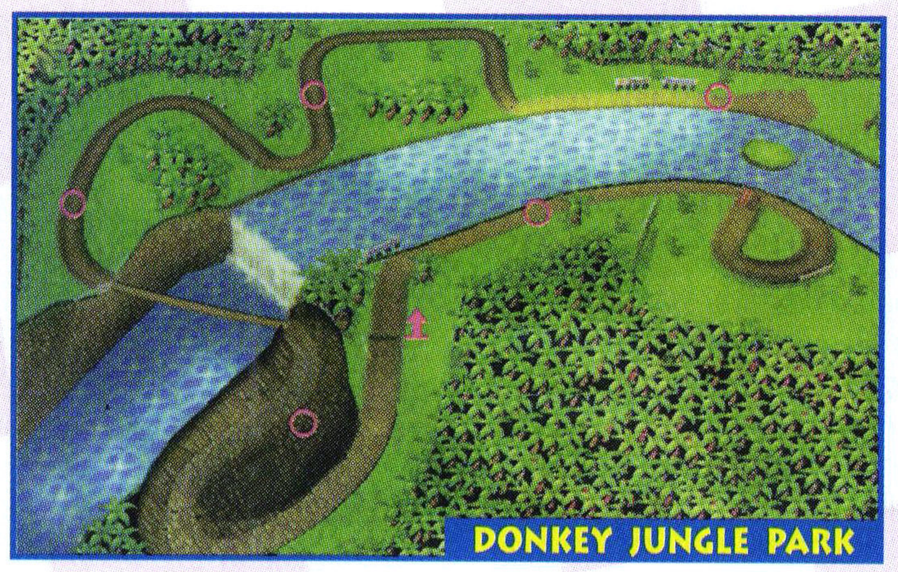
Play to Perfection:

A Game Monger's Strategy Guide

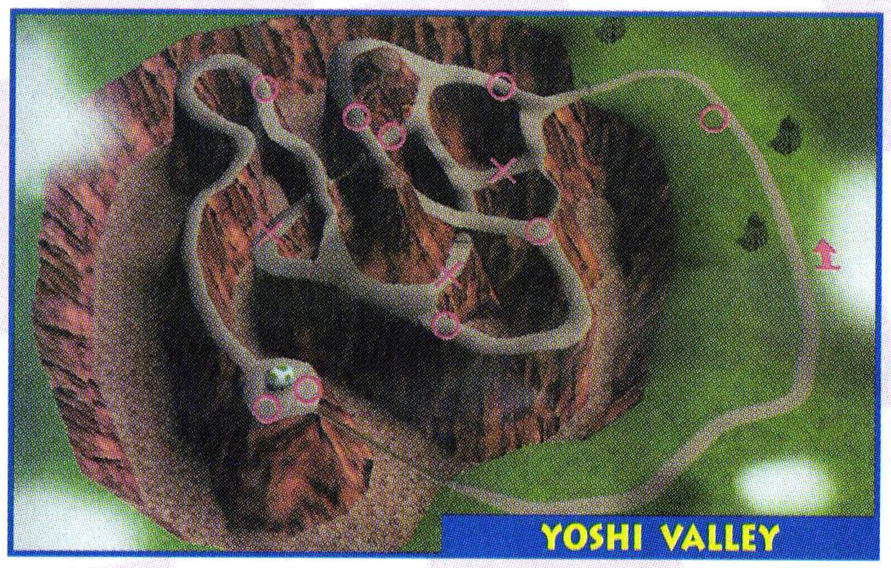
PEACH CIRCUIT



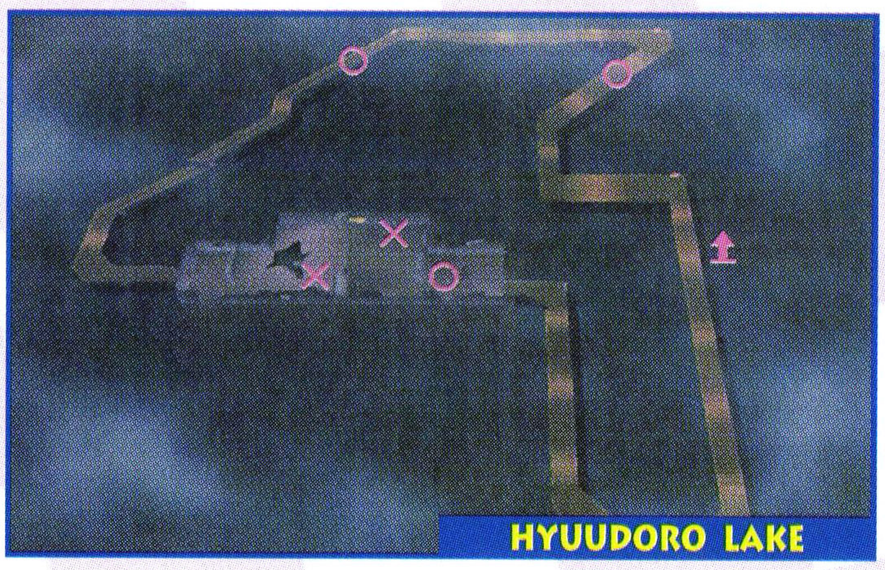
KOOPA CASTLE



DONKEY JUNGLE PARK



YOSHI VALLEY



HYUUDORO LAKE

PEACH CIRCUIT – 1025 METERS

This is another really long track. You shouldn't have a problem until the last stretch. After you take the jump and confront the second right hand turn, cut it close and hug the hill to the left. If you miss it you'll lose valuable time. Use as many Power-Ups as you can, and prepare for the final stage in the Star Cup.

KOOPA CASTLE – 780 METERS

In the 16-bit version, these castle tracks were undoubtedly the hardest. This tricky course is no exception. Stay off the track when you enter the castle confines. If you veer to the left or right you'll automatically avoid most of the slamming brick bullies. Then, when the turrets of the castle are visible, take the left route all the way to the finish line. Mushroom turbos and turtle shields are needed to be victorious.

SPECIAL CUP

This is the final assault for the Gold Cup, and you're going to need your wits and instincts to get you through this one. The last track is a whopping 2000 meters long. Don't get too flustered with these difficult tracks. Practice makes perfect.

DONKEY JUNGLE PARK – 890 METERS

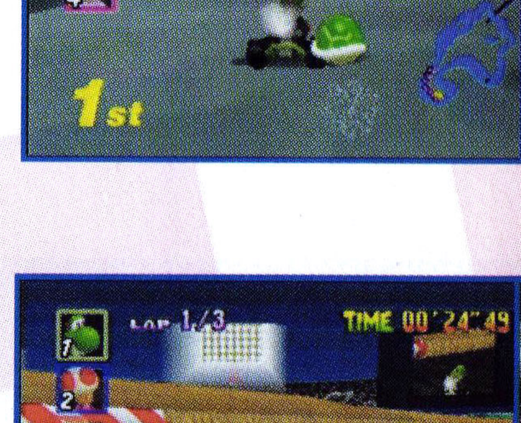
First and foremost, stay off the grass. If you do venture into the tall green you'll instantly be redirected by a coconut from an unseen monkey. Your main concern on this track is always hitting the top speed. The first part of this track features a 360° hairpin turn followed by a turbo jump across the river. Use your power slide through the entire turn and again after you land. Now, when you enter the cave, visibility is extremely difficult. Stay to the left and once you pass the Power-Up Boxes, cut up and over the hill to the left. This is a helpful shortcut that will make your first place dreams a little easier.

YOSHI VALLEY – 770 METERS

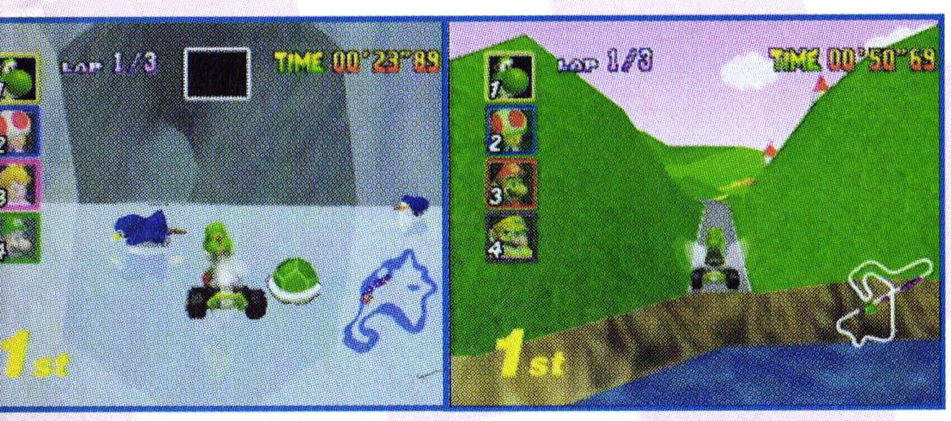
This track is more of a maze than anything else. Once you leave the grassy knoll and are confronted by the maze portion, go to your right. Grab the Power-Ups and take the next left. Quickly cut to the right, and then jump to your left. This is the fastest way through this course, and it shouldn't be a problem if you avoid the giant Yoshi egg located on the last stretch.

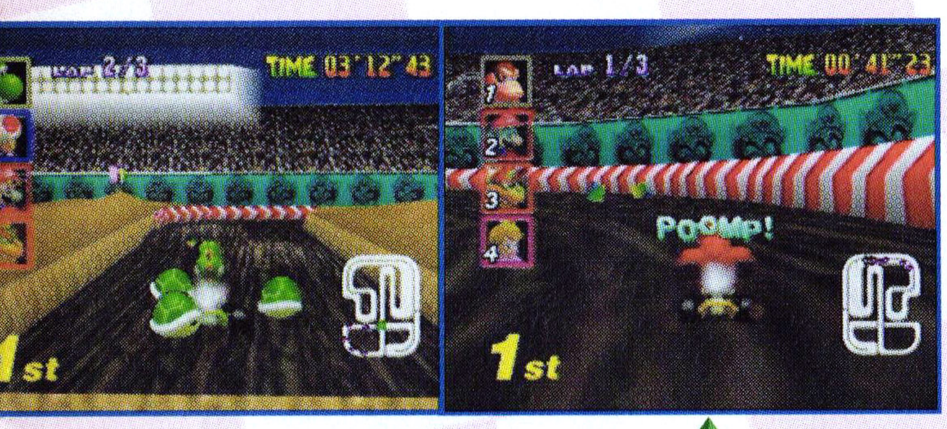
HYUUDORO LAKE – 750 METERS

Beware the ghosts of racing past. Yes, the haunted house track has also returned, and as you can imagine, it's a wicked ride. The only advice we can give is to stay on the track, as there are tons of drops in the water on this level, and the only way to avoid them is to stay in the

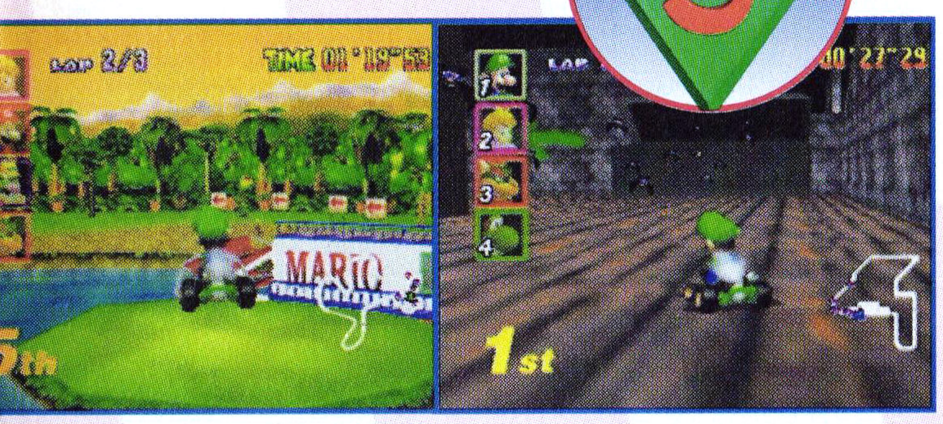


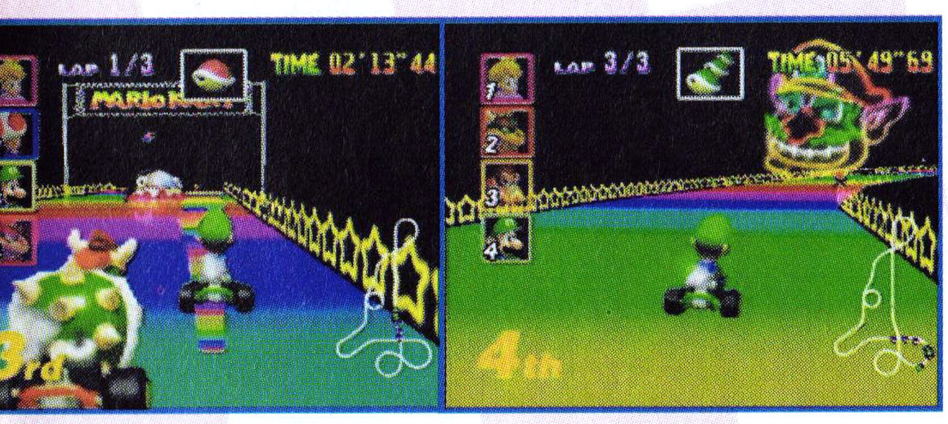
STAR CUP





SPECIAL CUP





center of the road. Don't let the ghosts distract you. Just stay focused and blow up the opposition as many times as possible.

RAINBOW ROAD - 2000 METERS

Rainbow Road is extremely long and a strain on the eyes. Steer clear of the chomps and try to keep a turtle shield as long as you can. Keep the rats off your back and victory will be your reward. Congratulations!

MULTI-PLAYER EXTRAVAGANZA!!!

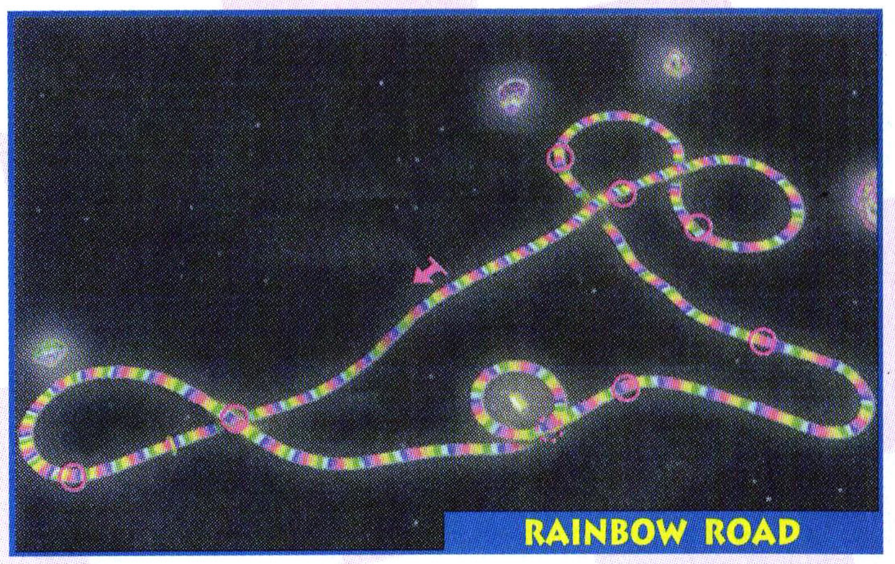
This is by far the best thing in Mario Kart 64. The staff at Game Informer thinks that the versus racing is far superior to the Battle Mode, but both are extremely fun and worthwhile. The Battle Mode features four circular arenas which are all loaded with Power-Ups. Your objective is to pop all three balloons on your competitor or competitors. In the Versus Mode, each and every first, second, and third place is tracked through standings, and the really bad racers will stand out and be mocked until the end of the game.

THE VICTOR

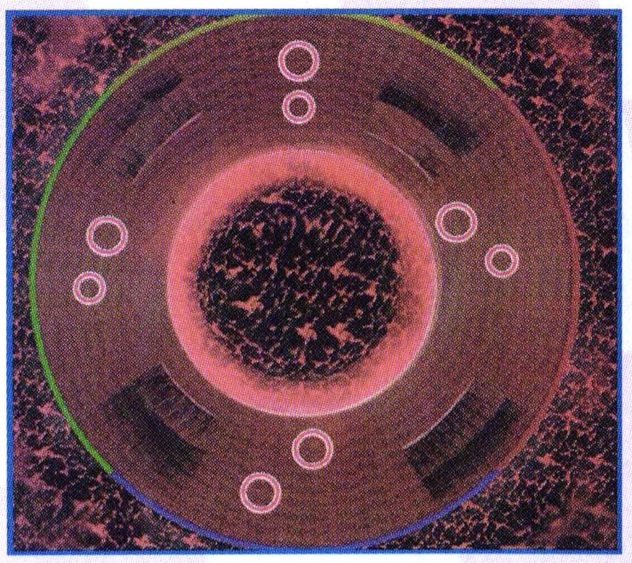
Beating Mario Kart 64 is not an easy task, but if you are fortunate enough to take gold in all the Cups and Classes you'll be rewarded with a new Class (OMake) where all the tracks are backwards in mirror mode.

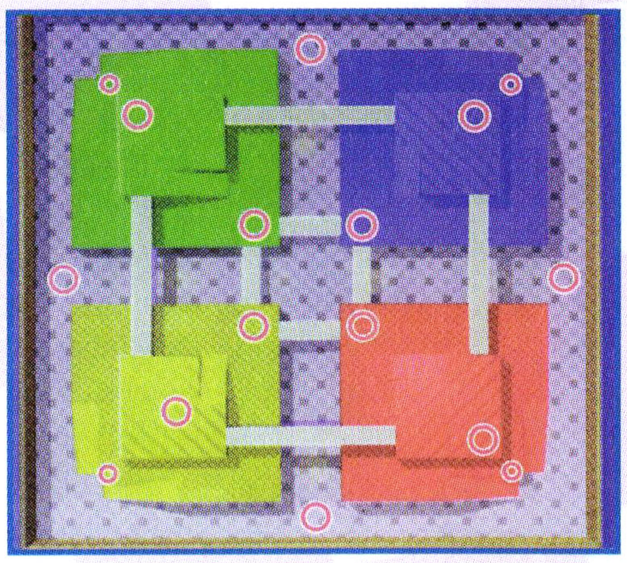
● = Power-Up Boxes
✖ = Hazards
▲ = Jumps

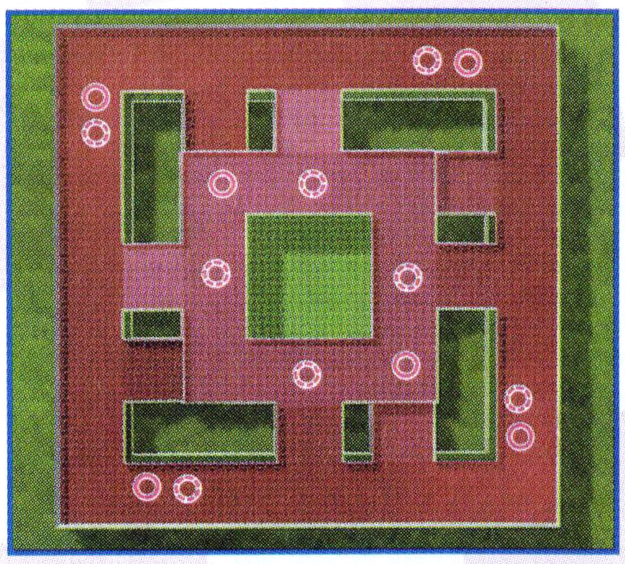
COVER STORY

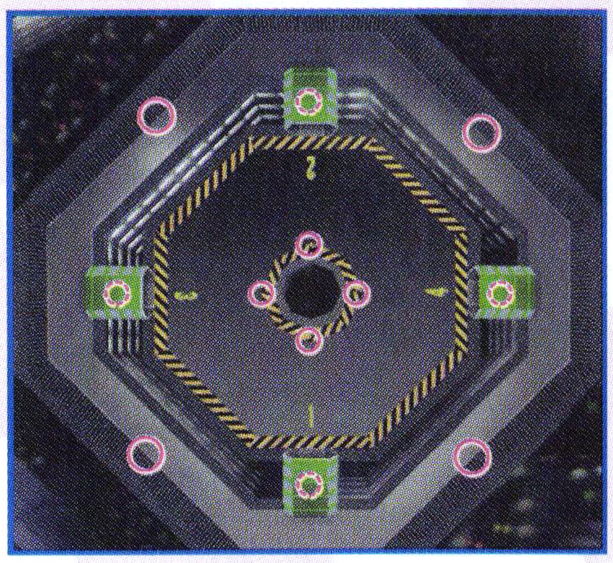

RAINBOW ROAD

MULTI-PLAYER MAPS









GI Feature

Space World 96

After fighting jet lag and Japan's huge massive-transit system, GI was finally at the Shoshinkai, a Nintendo-only trade show. The build-up to the show had journalists and industry analysts expecting to see a working version of the 64DD (running Zelda 64 of course) and a ton of hot new titles for the Nintendo 64. Unfortunately, the Shoshinkai fell short on both.

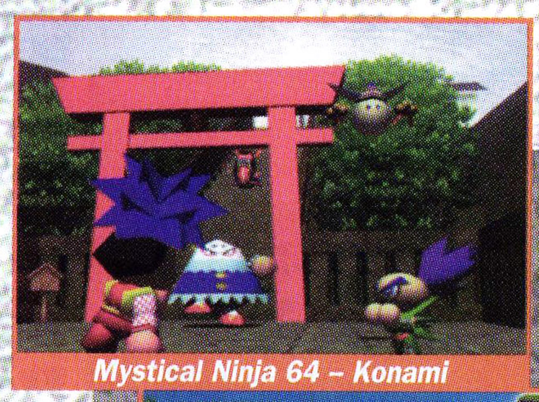
The 64DD (which stands for Dynamic Drive) was on the show floor, but not the way we had expected it. Basically, Nintendo had people with digital cameras running around the showfloor taking pictures of different people, and then they loaded the images onto the disk drive and had the 64DD running the images on a big screen. That's it! No Zelda, no nothin'. Nintendo did say, however, that they plan to release the 64DD for the Japanese and American markets sometime in 1997. A price and exact date were not released, and no games were announced (though we expect that Zelda 64 will be the pack-in game).

In other peripheral news, Nintendo also unveiled the Jolt pack for the N64. The Jolt pack, created by Seta, is a pseudo force-feedback device that fits into the expansion slot of the N64 controller. Basically, the Jolt Pack just shakes the controller while you play, but for 1400 yen (roughly 15 dollars), it's not a bad investment. Star Fox 64, Blastcorps, and Mario Kart 64 will be the first games compatible with this new device.

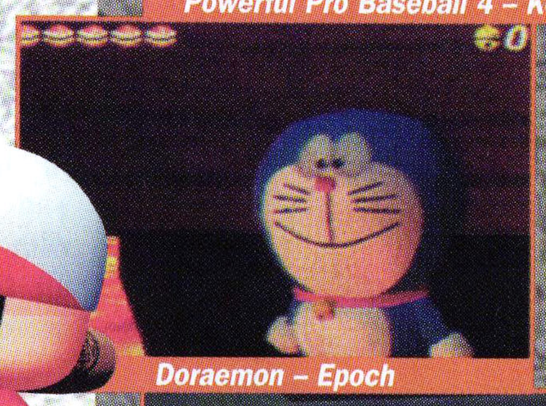
Speaking of games, there were 41 titles on the show floor (unfortunately, five of them were Mahjong). Among the Nintendo 1st-party titles that were playable, Star Fox 64 (see page 26) and Mario Kart 64 (see page 6) were the most impressive. Nintendo also had Blastcorps available for play, but we weren't that impressed by its rather shallow gameplay. Maybe it's because we didn't play it enough, or maybe it's because it sucks...who knows? Otherwise, all the other Nintendo 1st-party and 2nd-party products were only running on videotape. The videotape featured some great-looking stuff including Yoshi's Island 64 (which we broke the news on in the January'96 Shoshinkai report), Mother 3 (Earthbound here in the US), Goldeneye 007, Mission Impossible, Zelda 64, and Kirby's Air Ride. All these titles looked great but we were blown away by the footage of Zelda 64, Mother 3, and Yoshi's Island 64. These games alone could carry Nintendo through the new year. They look that good.

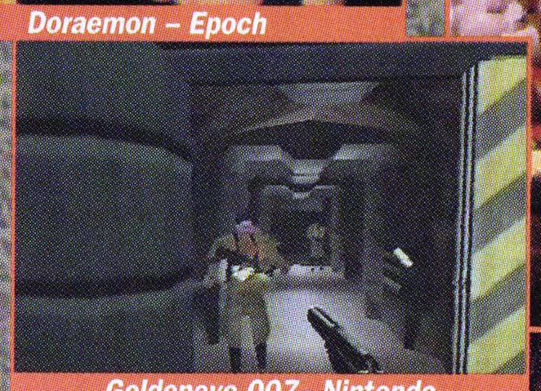
While Nintendo's 1st and 2nd-party stuff looked fantastic, the 3rd-party stuff was another story. A lot of the titles looked great, but lacked any kind of magic. Take Rev Limit from Seta for example. From a distance, it looks like a revved up version of Ridge Racer on the N64, but once we started playing it became obvious that the game ran like a tank – ultra-slow with extremely boring play dynamics. There were a couple other highlights though, including Turok from Acclaim (which is looking better by the day), Chameleon Twist from Japan System Supply, Hexen from Game Bank (which will be published by GT Interactive here in the States), and J-League Live 64 from EA (FIFA 64 here in the US).

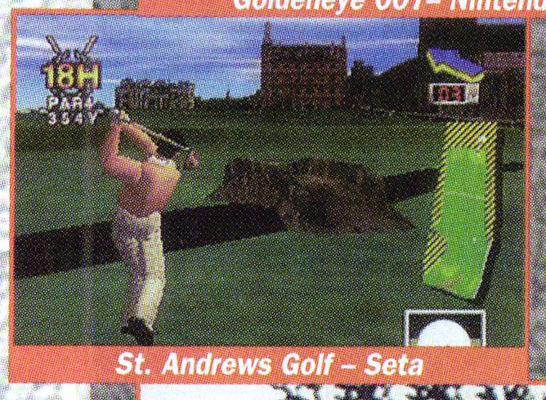
Overall, we would have to say that the show was mediocre. It was good to see that there were a number of 3rd-party companies working on new N64 products, but we were slightly disappointed by a lot of the product that was on the showfloor. Luckily, there's still hope for some of the 3rd-party products; and if you're willing to wait in between games, all the upcoming Nintendo 1st-party products look awesome.


Mystical Ninja 64 – Konami

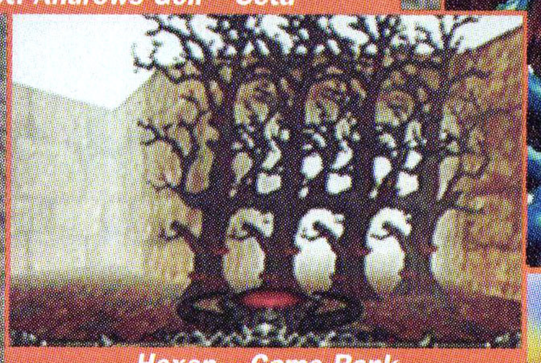
Powerful Pro Baseball 4 – Konami


Doraemon – Epoch

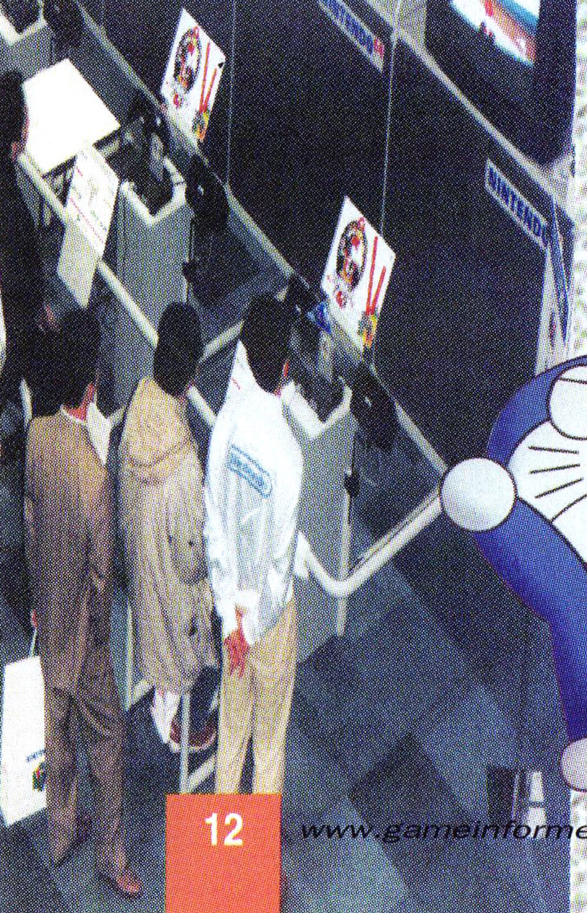

Goldeneye 007– Nintendo

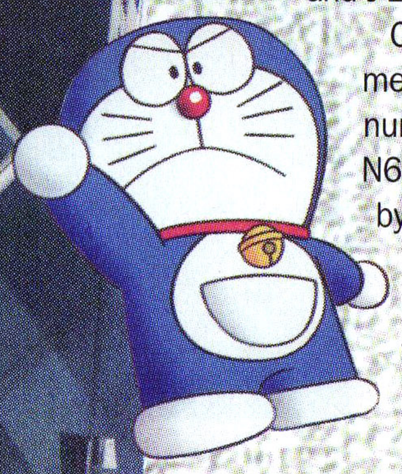


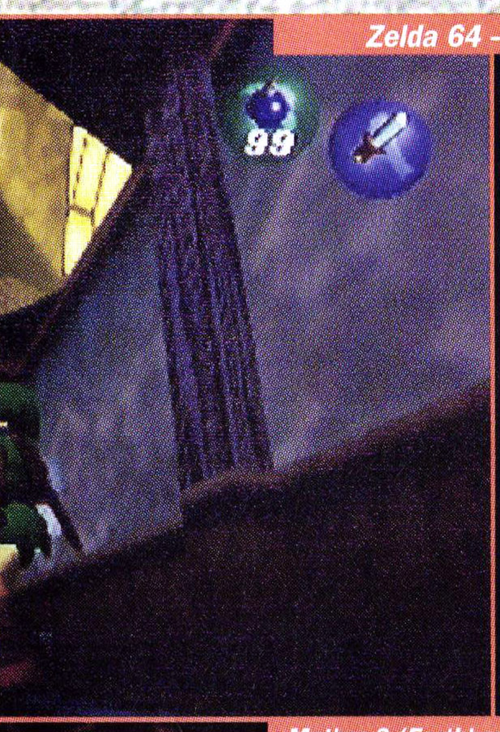
St. Andrews Golf – Seta


Hexen – Game Bank

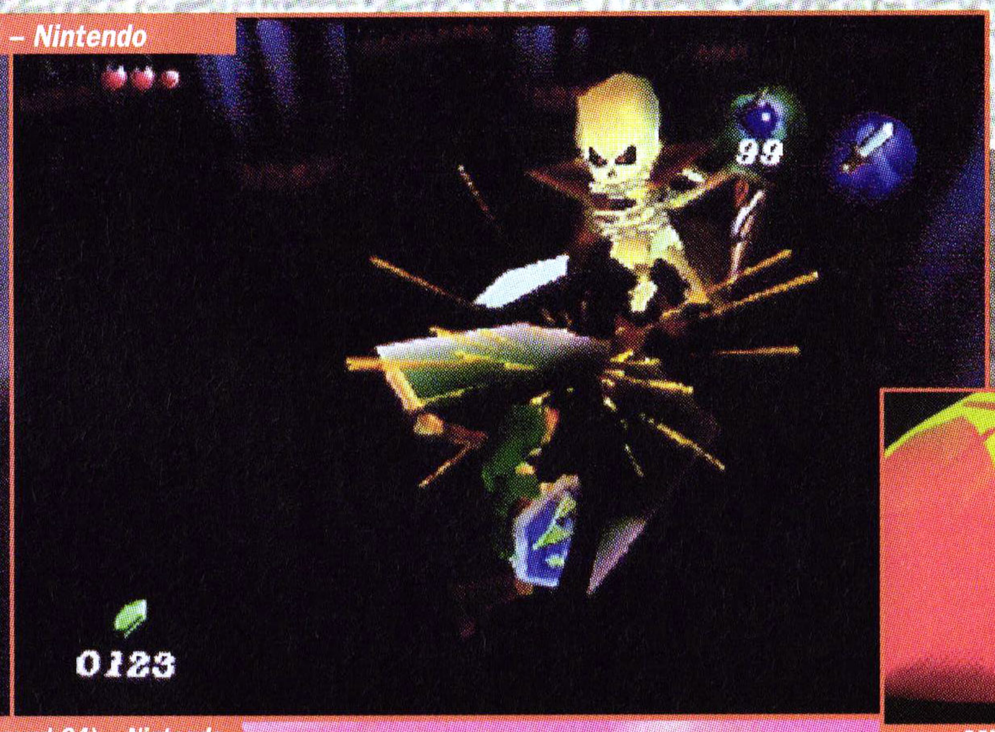
J League Soccer – Konami



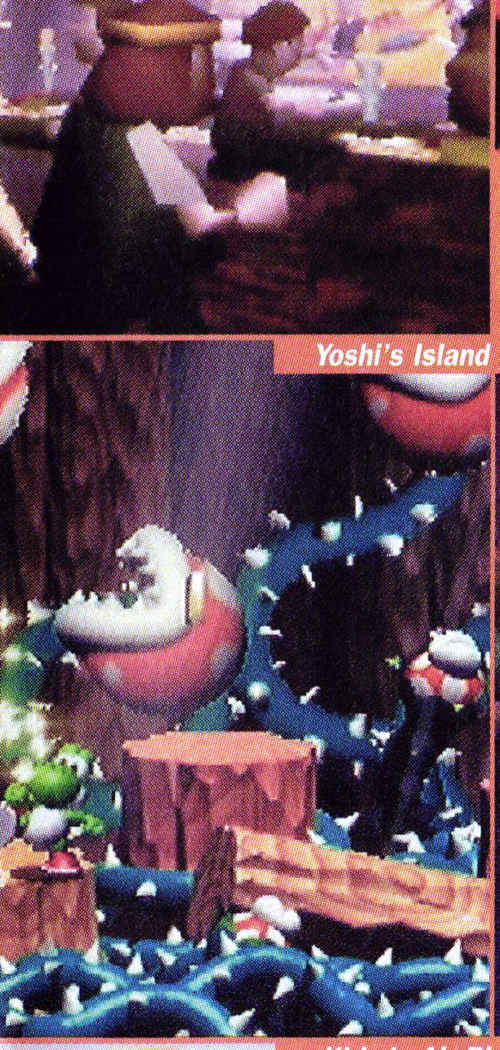




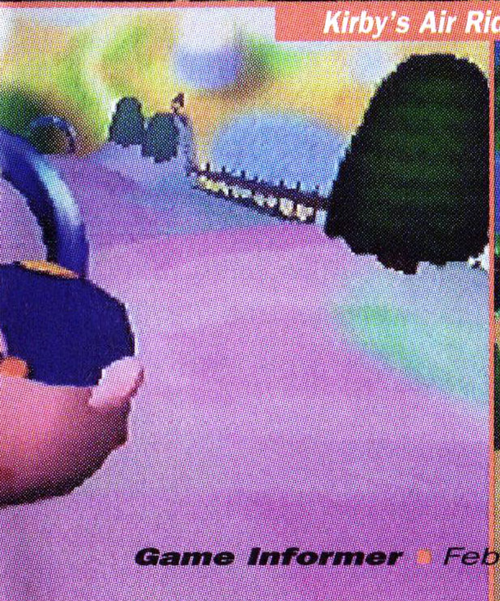
Zelda 64 – Nintendo



Mother 3 (Earthbound 64) – Nintendo



Yoshi's Island 64 – Nintendo

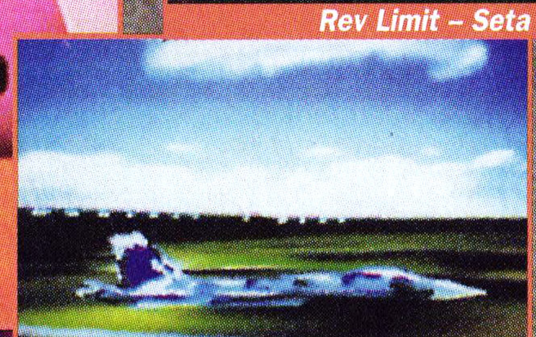


Kirby's Air Ride – Nintendo

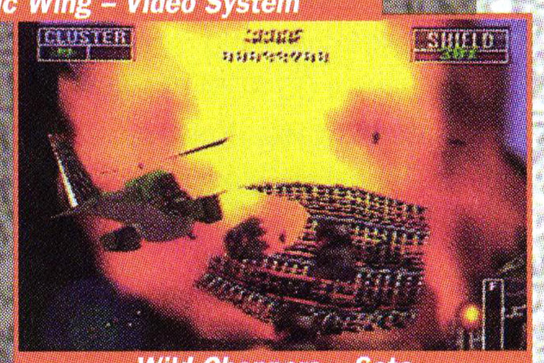
StarFox 64 – Nintendo

Mission Impossible – Ocean

Rev Limit – Seta



Sonic Wing – Video System



Wild Choppers – Seta

J League Live – EA

Blade & Barrel – Hotubuki System

Nintendo 64 Game List

Here's the upcoming Japanese N64 release schedule:

Acclaim Japan
- Turok – First–Person Shooter – 3/97

Asmik
- Virtual Pro–Wrestling – Sports – 2/97

Athena
- Pro–Mahjan Kiwame 64 – Table – 1/31/97

Imagineer
- Pro–Baseball King – Sports – 12/14/96
- Tale of the Sorcerer's Tome (GI Translation) – RPG – 4/97
- J–League Dynamite Soccer 64 – Sports – 2/97
- Multi Racing Championship – Racing – 6/97

Enix
- Go! Go! Trouble Makers – Action – 3/97
- Wonder Project J2 – Simulation – 11/22/96

Epoch
- Doraemon – Action – 3/97

E.A. Victor
- J–League Live 64 – Sports – 12/96

Game Bank
- Hexen – Action – 1/97

Hotobuki System
- Blade and Barrel – Action – 12/96

Koei
- Mahjan 64 – Table – TBA

Konami
- Mystical Ninja Goemon 64 – Action – TBA
- Powerful Pro–Baseball 4 – Sports – TBA
- Mahjan Master – Table – TBA
- J–League Perfect Striker – Sports – TBA

Seta
- Rev Limit – Racing – 2/97
- Wild Choppers – Shooter – 1/97
- Super Real Island – Simulation – 5/97
- St. Andrews Golf – Sports – 11/29/96
- Like Thunder "Go" – Table – 1/97
- Morita's Shogi 64 – Table – 5/97

Tommy
- S.D.F. Macross – Simulation – 5/97

Japan System Supply
- Cavalry Battle 3000 – Action – 11/97
- Chameleon Twist – Action – 11/97

Hudson
- Power League 64 – Sports – TBA
- Dual Heroes – Fighting – TBA
- Pro–Wrestling Game – Sports – TBA
- New Hagane – Fighting – TBA

Banpresto
- Super Robot Spirits – Action – TBA

Victor Interactive
- Mission Impossible – Action – 4/97

Video System
- 3D Shooting (Working) – Shooter – TBA
- Mahjan (Working) – Table – TBA

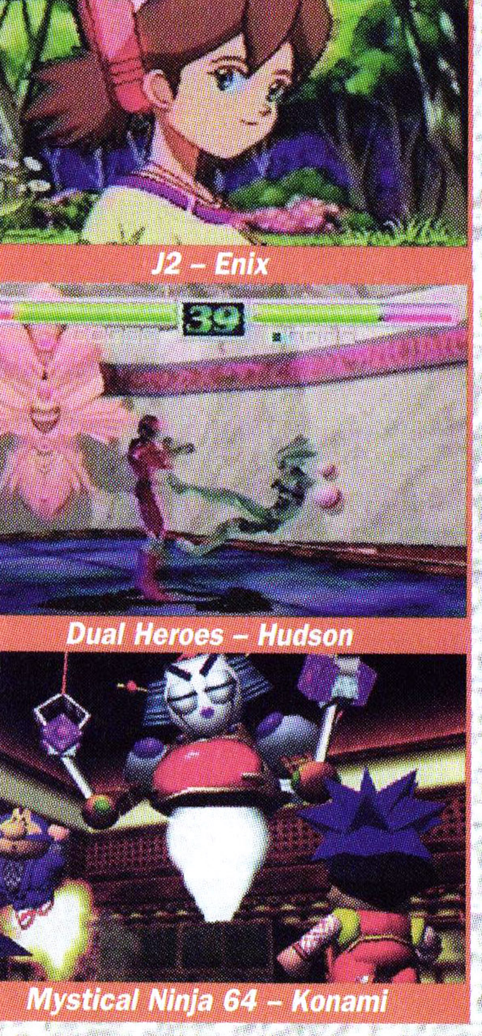
Human
- Human Grand Prix – Racing – 12/96

Bottom Up
- 64 Sumo (Working) – Sports – 5/97

(Mahjan is Mah Jong in American versions)

Shoshinkai

64 Sumo – Bottom Up



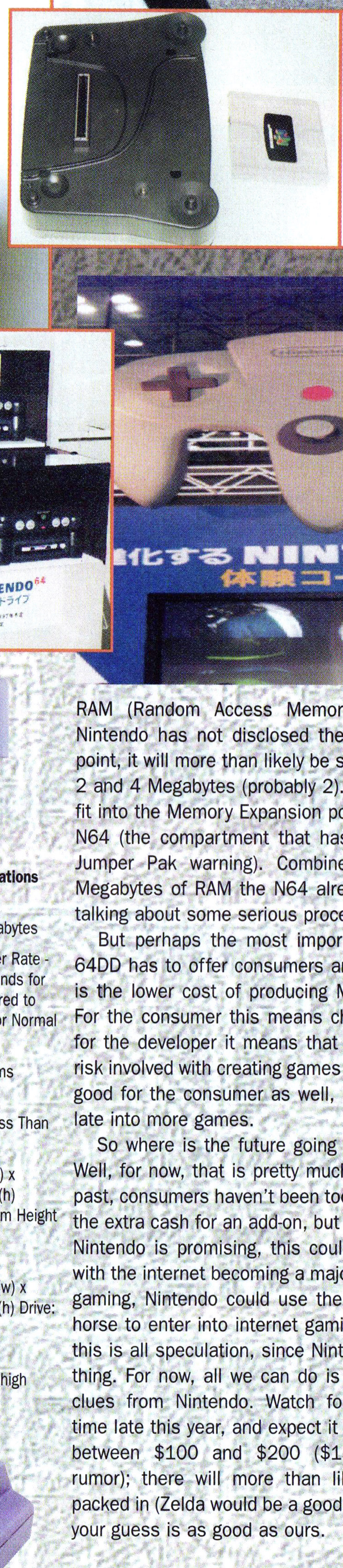
Turok: Dinosaur Hunter – Acclaim

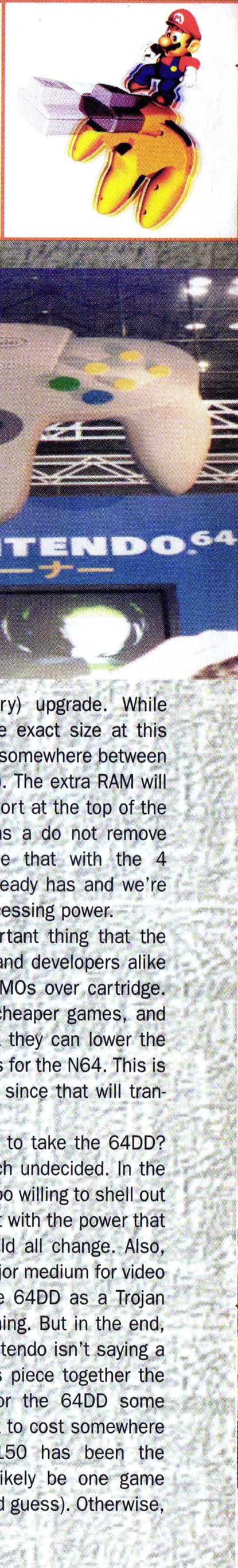
Chameleon Twist – Japan System Supply

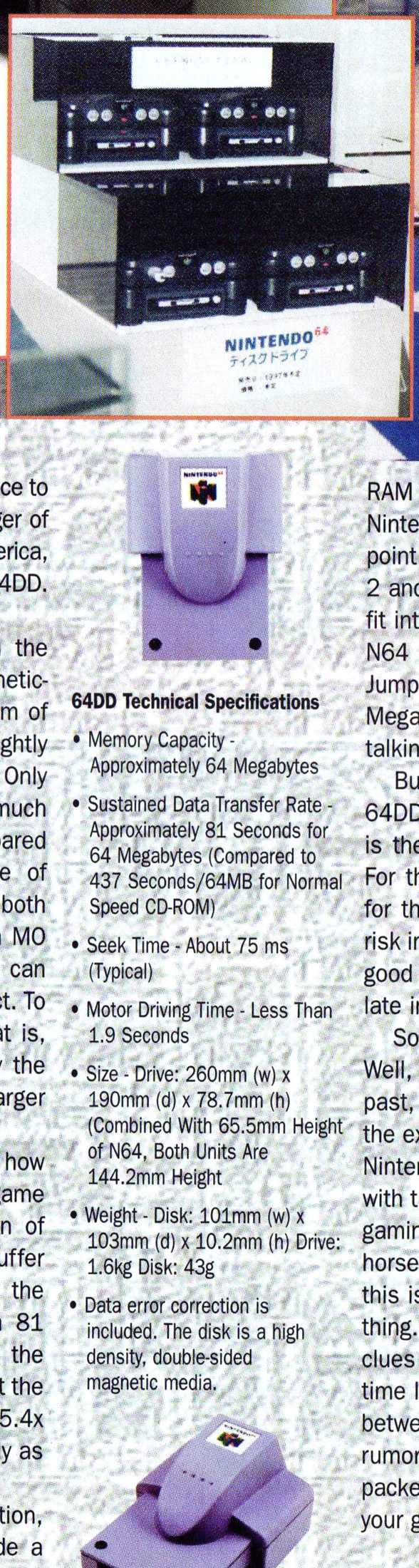
J2 – Enix

Dual Heroes – Hudson

Mystical Ninja 64 – Konami







The 64DD

During the show, Game Informer got a chance to sit down with Jim Merrick, Project Manager of Software Engineering for Nintendo of America, to discuss the different aspects of the 64DD. This is what we found out.

For those of you who are unfamiliar with the 64DD, it is a custom-made, high density magnetic-optical disk system that attaches to the bottom of the Nintendo 64. Magnetic Optical disks are slightly smaller than CD-ROMs (Compact Disc-Read Only Memory) and only hold about 1/10th as much information as a CD-ROM (64 Megabytes compared to 640 Megabytes). However, the advantage of Magnetic Optical (MO) over CD-ROM is that it is both a read and write medium. This means that an MO not only stores the game information, but can record it as well, up to 32 Megabytes to be exact. To give you an idea of how much information that is, Mario 64 is only 12 Megabytes. So in theory the 64DD could have a game that is over 5 times larger than Mario.

The real magic behind the 64DD, however, is how it can be used. A game developer can create a game that is either DD, cartridge, or a combination of both. While a game that uses the 64DD will suffer some latency problems, Nintendo states that the 64DD can transfer 64 Megabytes of data in 81 seconds (compared to the 437 seconds from the typical 2x drive). What that translates into is that the 64DD works at about the same speed as a 5.4x speed CD-ROM drive. Pretty quick, but not nearly as fast as a cartridge.

While the added data storage is a nice addition, there's even more. The 64DD will also include a RAM (Random Access Memory) upgrade. While Nintendo has not disclosed the exact size at this point, it will more than likely be somewhere between 2 and 4 Megabytes (probably 2). The extra RAM will fit into the Memory Expansion port at the top of the N64 (the compartment that has a do not remove Jumper Pak warning). Combine that with the 4 Megabytes of RAM the N64 already has and we're talking about some serious processing power.

But perhaps the most important thing that the 64DD has to offer consumers and developers alike is the lower cost of producing MOs over cartridge. For the consumer this means cheaper games, and for the developer it means that they can lower the risk involved with creating games for the N64. This is good for the consumer as well, since that will translate into more games.

So where is the future going to take the 64DD? Well, for now, that is pretty much undecided. In the past, consumers haven't been too willing to shell out the extra cash for an add-on, but with the power that Nintendo is promising, this could all change. Also, with the internet becoming a major medium for video gaming, Nintendo could use the 64DD as a Trojan horse to enter into internet gaming. But in the end, this is all speculation, since Nintendo isn't saying a thing. For now, all we can do is piece together the clues from Nintendo. Watch for the 64DD some time late this year, and expect it to cost somewhere between $100 and $200 ($150 has been the rumor); there will more than likely be one game packed in (Zelda would be a good guess). Otherwise, your guess is as good as ours.

64DD Technical Specifications

- Memory Capacity - Approximately 64 Megabytes
- Sustained Data Transfer Rate - Approximately 81 Seconds for 64 Megabytes (Compared to 437 Seconds/64MB for Normal Speed CD-ROM)
- Seek Time - About 75 ms (Typical)
- Motor Driving Time - Less Than 1.9 Seconds
- Size - Drive: 260mm (w) x 190mm (d) x 78.7mm (h) (Combined With 65.5mm Height of N64, Both Units Are 144.2mm Height
- Weight - Disk: 101mm (w) x 103mm (d) x 10.2mm (h) Drive: 1.6kg Disk: 43g
- Data error correction is included. The disk is a high density, double-sided magnetic media.

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V477 AC Power adapter replacement for use with GAME BOY®
V479 AC Power adapter replacement for use with NINTENDO ®
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GI news

Game Informer's TOP TEN

Editor's Top Ten Console Games for February

10. *Dragon Force – SS*
9. *Tomb Raider – PS-X, SS*
8. *Tekken 2 – PS-X*
7. *WipeOut XL – PS-X*
6. *Super Mario 64 – N64*
5. *Command & Conquer: Red Alert – PC*
4. *Star Wars: Shadows of the Empire – N64*
3. *NFL GameDay '97 – PS-X*
2. *Twisted Metal 2 – PS-X*
1. *Mario Kart 64 – N64*

Reader's Top Ten for February

10. *Cruis'n USA – N64*
9. *Tekken 2 – PS-X*
8. *Wave Race 64 – N64*
7. *Super Mario RPG – SNES*
6. *Crash Bandicoot – PS-X*
5. *Tomb Raider – PS-X, SS*
4. *Chrono Trigger – SNES*
3. *Final Fantasy III – SNES*
2. *Super Mario 64 – N64*
1. *Mortal Kombat Trilogy – N64, PS-X*

Top Ten Things Reiner Can Do With His Nose

10. *Eat Jell-O*
9. *Hadoken*
8. *Speak Japanese*
7. *Save Christmas*
6. *Order Pizza*
5. *Weld*
4. *Snuff out evil and wrongdoing*
3. *Signal low flying airplanes (no, that would be Andy)*
2. *Kung Fu*
1. *Travel to alternate universes through a nasal congestitory vortex*

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine • Attn: Top Ten
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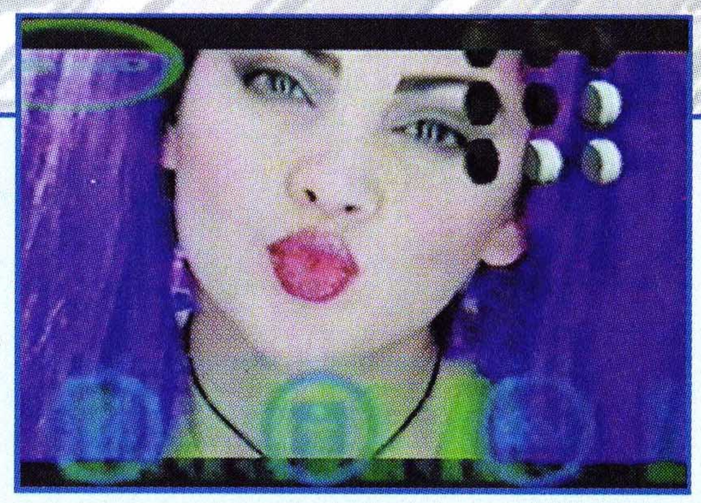
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

What's Hot!

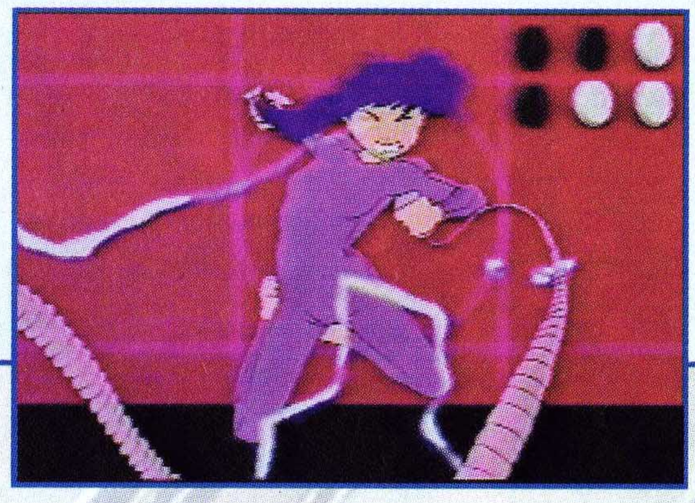


Psygnosis Game Spawns Music Video

The soundtrack for **Psygnosis'** ***Wipeout XL*** is enjoying success in the United Kingdom, and one of the songs featured in the game has also spawned a music video.

"Atom Bomb," by the techno act **Fluke**, has been in the top 20 charts in the U.K., and with that success, the song's music video has been airing on MTV Europe. The video, which features anti-gravity pilot Arial Tetsuo, includes live action, gameplay footage, and an impressive anime sequence.

The soundtrack for *WipeOut XL* is currently available on **Astralwerks Records** in the U.S.



PlayStation Development System Launching Soon

tech talk

Sony Computer Entertainment America plans to launch their home PlayStation game development unit, **Net Yarouze**, later this month. As reported, the Net Yarouze works in conjunction with a PC and development software to allow users to create original PS-X "Yarouze" games. (See *GI NEWS* Dec. '96)

The Net Yarouze will retail for around $750 for the base unit, simple software compilers, and PC connector cables. Additional development software is available and recommended at a price tag of $500.

Look for more on the Net Yarouze in future issues.

Resident Evil 2 Pushed Back to Summer Release

If you're looking to return to the World of Survival Horror, you might have to wait longer than you thought. **Capcom** announced that ***Resident Evil 2*** will not make it to the U.S. before the summer.

Originally, Capcom had planned to release *Resident Evil 2* along a similar timeline as the original version which came out in April of last year. The Japanese and English versions of the first RE game were developed almost simultaneously and were released only a few weeks apart. Apparently, Capcom felt that both games suffered from the simultaneous development. As you may know, the first installment of RE is filled with poor Japanese-to-English text translations. Capcom will focus their development time on the Japanese version (which will hit Japan in March) and then shift their focus to offer a more polished U.S. version.

For more on *Resident Evil 2* look at *Game Informer's* preview on page 38.

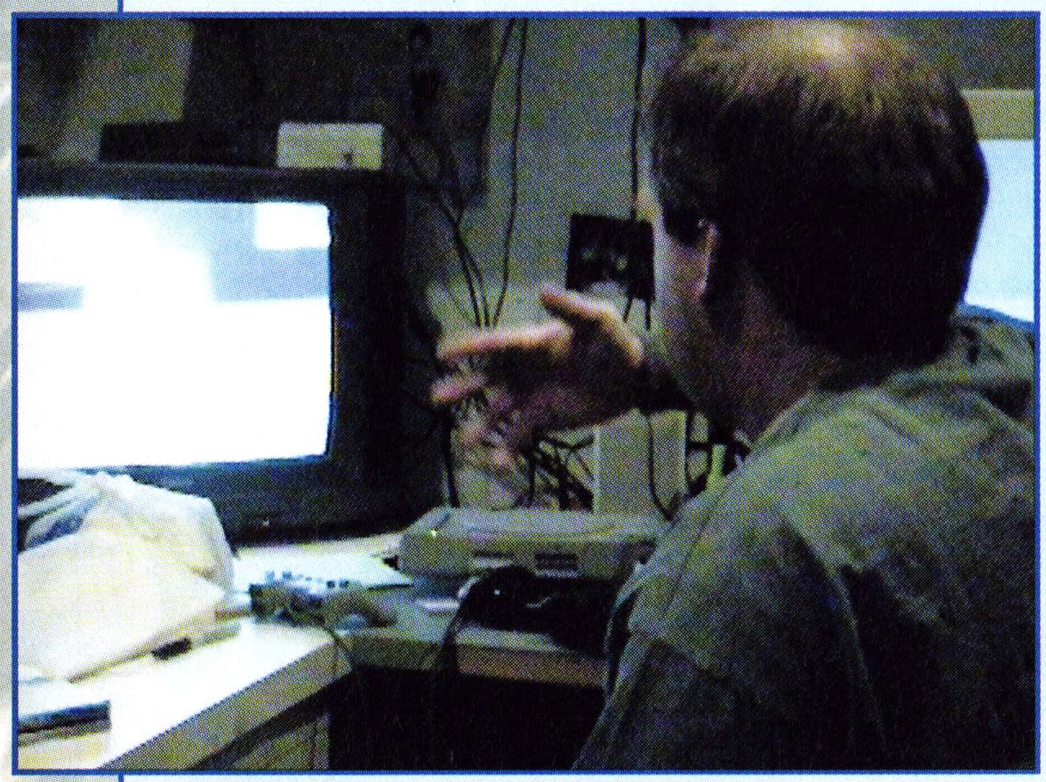
FPS Madness

Have you checked the frame rate of your favorite console game?

Of course you have. Any "true" gamer can flip on his favorite game and say, "Oh yeah, that baby is running at 30 frames per second." Or to trash something, the "knowledgeable" gamer might retort, "That frame rate is unacceptable, it's not even running at 15 frames per second."

Any way you slice it or dice it, the issue of gaming frame rates is a common topic when critiquing or discussing games. The fact of the matter is, it's basically an over-hyped and over-used cliché that is annoyingly vague and has little to do with the enjoyment of a video game.

Frames per second (fps) or "frame rate" is fairly simple to understand. A frame is a still image displayed on a TV. When a bunch of still images are displayed in quick succession, it creates the appearance of motion. Obviously, the number of frames that are displayed in one second is your frame rate or fps. Televisions in the U.S. work on a common format known as NTSC (National Television Standards Committee). NTSC televisions display no more than 30 full frames per second (or 60 half-frames if you want to get real technical). In terms of video games, a higher frame rate gives the game a "smoother" appearance.



GI editor Jon Storm investigates FPS.

A video game console can not do more than 30 fps, simply because an NTSC television will not display any frames above that. Ironically, because of a strange technical theory (which turned out to be wrong), no NTSC video display produces 30 fps. To get very technical (and please excuse us) the NTSC display actually has a maximum 29.97 fps.

Game Informer investigated the subject of frame rates with computer engineer Andrew Lunstad, Keeper of the Hammer for Fenris Wolf, a game development studio in St. Paul, MN. "Frame rates are usually something that people talk about when they don't have anything else to say about a game," states Lunstad.

"As a designer and programmer, [fps] is something we look at, but it's a small piece of a big puzzle," he adds. "It really depends on what type of game you're playing or designing. But I've never not enjoyed a game just because of a slow frame rate." He went on to say that a prime example of this is Road Rash for the 3DO. "That game probably wasn't running much over 15 frames per second, but it looked great." No one can argue that that game wasn't enjoyable.

So if you're that person who runs their PS-X through a VCR and plays it back in slow motion to try and judge the fps, or the player who judges frame rates by waving a hand in front of the face to create a strobe effect, we've got something to tell you. Sit back, relax and enjoy the game. If you don't like a game, don't use the frame rate crutch to try and prove your point.

Pandemonium! in Japan

Crystal Dynamics, creators of ***Gex***, licensed the Japanese distribution rights for ***Pandemonium!*** to Japanese toy manufacturer **Bandai**. The financial terms of the deal were not disclosed, but Bandai has stated that it will redesign the game's two characters to match up with a new toy line Bandai plans to manufacture this year.

Time's Machine of the Year

Time magazine named the **Nintendo 64** "1996 Machine of the Year." Time said that the N64 "has done to video-gaming what the 707 did to air travel."

Old Square Employees Launch Big Rain

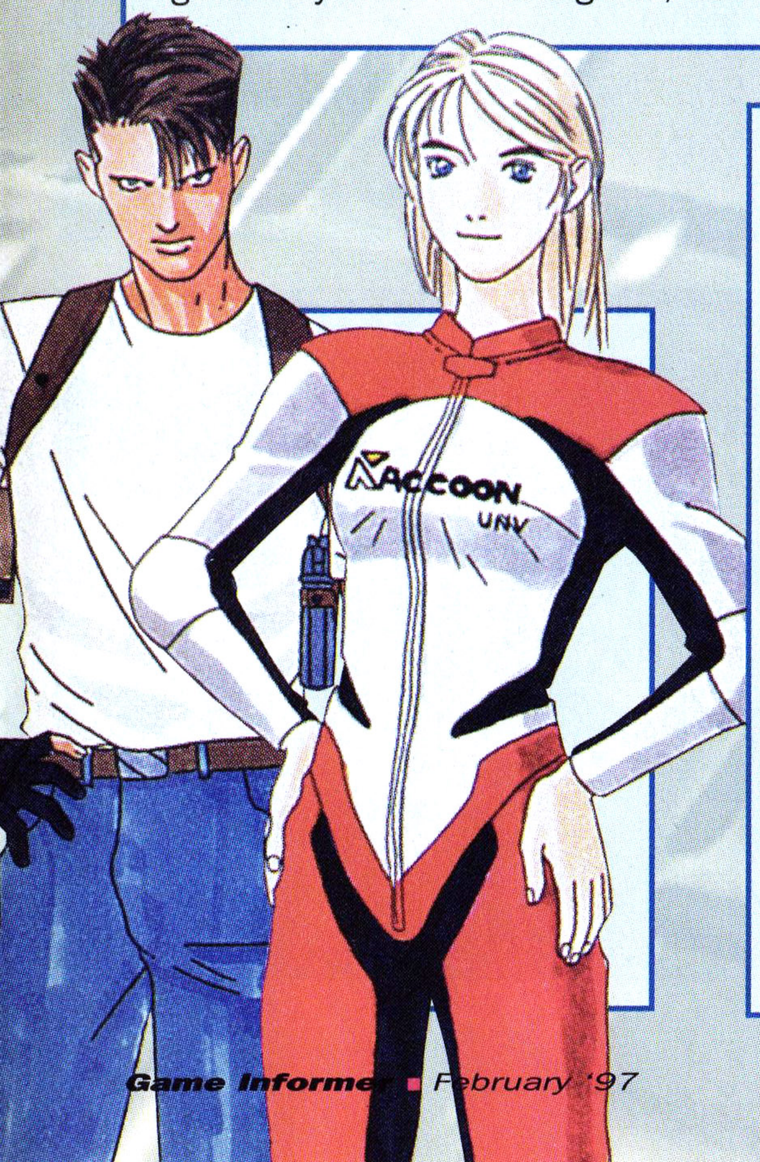
Former members of **Square Soft's** now defunct Redmond, WA office have formed **Big Rain, Inc.** The new game development house has signed a publishing deal with **ASCII Entertainment** for an unnamed **Sony PlayStation** title that is scheduled for release in 1998. The Big Rain team has many members that worked on Square's ***Secret of Evermore***, so a new RPG may be in the works.

PilotWings Creators Delve Into Entertainment

Texas-based software developer **Paradigm Simulations, Inc.** is branching out its business.

Commonly known for designing simulations and virtual reality software for high-end **Silicon Graphics** workstations, the developers' first foray into gaming was the creation of ***PilotWings 64*** for **Nintendo**. Given the success of that game, Paradigm has formed a new division, **Paradigm Entertainment**, which will create 3D game content and tools for the gaming industry.

No word as yet to what, if any, products they have in the works, but Paradigm Entertainment has already provided content and tools to **Namco**, **Virgin**, and **Atari Games**.

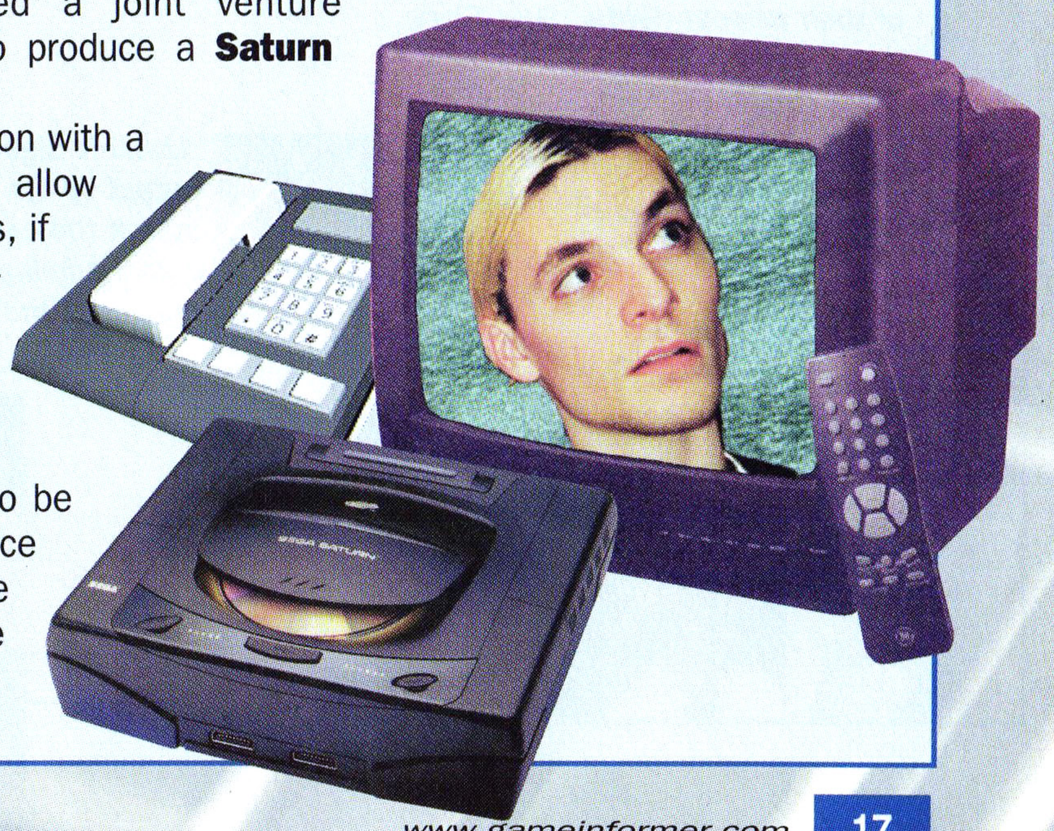


Sega of Japan Plans New Saturn Peripheral

Sega Enterprises, Ltd. announced a joint venture with Nippon Telegraph and Telephone to produce a **Saturn videophone**.

Using the Saturn hardware in conjunction with a phone, video camera and television will allow users to see who they're talking to (that is, if the person on the other end has a videophone as well). The Saturn videophone will use some of the same technology that is currently used in many businesses to conduct video conferencing.

The Saturn videophone is scheduled to be released in Japan this summer with a price tag of approximately $280. There have been no announcements concerning the Saturn videophone in North America.



GI news

What's Hot!

Namco's First Half Line-Up and New Information On Tekken 3

During a recent trip to **Namco**, *GI* got a rundown of the company's plans for the first half of 1997. Namco plans on releasing six titles in the first half of the year, and four more during the second half. While they didn't tell us what the other four titles will be, you can bet that ***Tekken 3*** is one of them. As for the others, they could be anything (especially since Namco of Japan announced that they will be producing titles for the N64). Here is a rundown of what we learned.

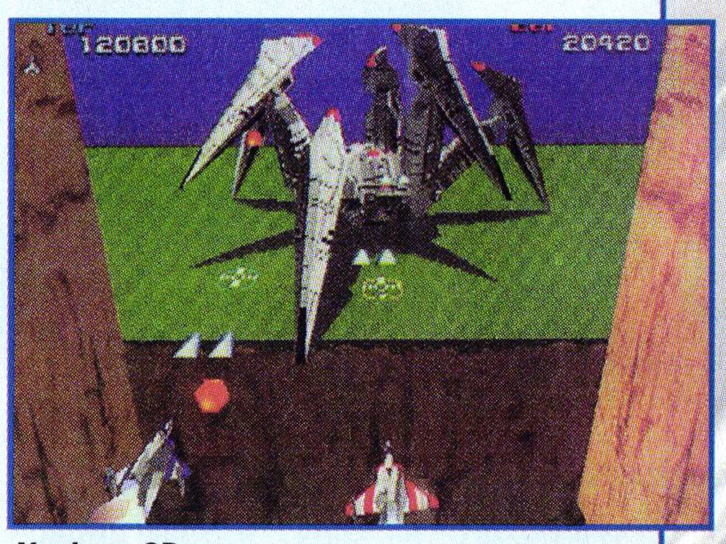
World Stadium Baseball

Soul Blade

Their biggest title of the first half, ***Soul Blade***, is slated for a February 28th release, but before that, Namco will release ***Museum Volume 3*** on February 12. Otherwise, you can look for ***Namco Museum Volume 4*** and ***Rage Racer*** to be released in the first half of the year. We also got word that Namco is working on a ***3D Xevious*** game with a simultaneous 2-player mode. The player's ships come equipped with 3 different weapons that can be powered up 4 times each.

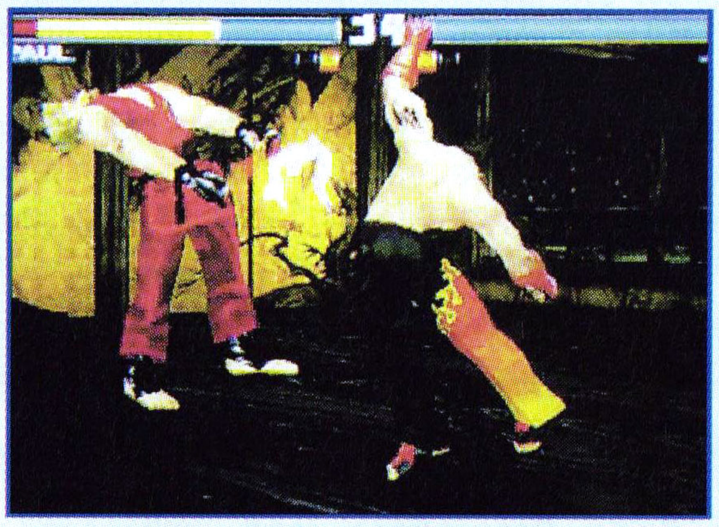
In other Namco news, ***World Stadium Baseball*** (*World Stadium EX* in Japan) is coming to the U.S. this spring. Although it has no MLB license, it is compatible with the **NegCon** controller, which will allow players to hit harder depending upon how hard they nail the buttons. ***Time Crisis***, a light gun game whose Japanese counterpart will be released in March, will come with a special pack-in gun that couples with the video output for improved accuracy. The pedal (used in arcades to duck and dodge) will be replaced by a button on the gun. *Time Crisis* should debut on the consoles this summer.

Concerning Namco's other anticipated title, *Tekken 3*, the information we have at this point is somewhat sketchy. *Tekken 3* will be set twenty years in the future, and all the returning characters (which, at this point, consists of Paul, Lei, Law, King, and Yoshimitsu) will show their age. For instance, Paul Phoenix has put on a couple of pounds and you can see it in his face. The only new character that we have any information on is Jin, who is the son of Kazuya and Jun from *Tekken 2*. That's right, the characters from *Tekken 2* have spawned (literally) new characters. There may be even more *Tekken 2* amalgams, but we don't know for sure. For more *Tekken 3* information make sure you check out **GAMEINFORMER.COM** as we will be updating as soon as we learn more.



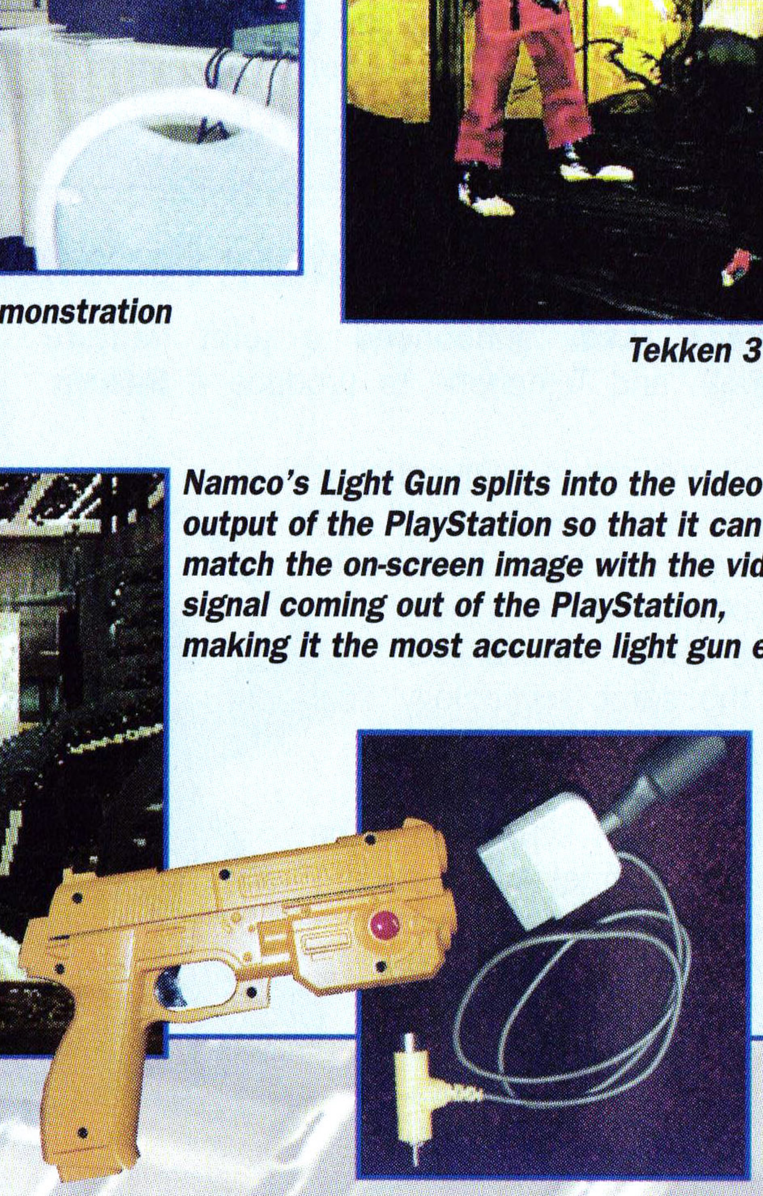
Xevious 3D

Namco's Dave Winstead gives a demonstration of their newest fighter, Soul Blade.



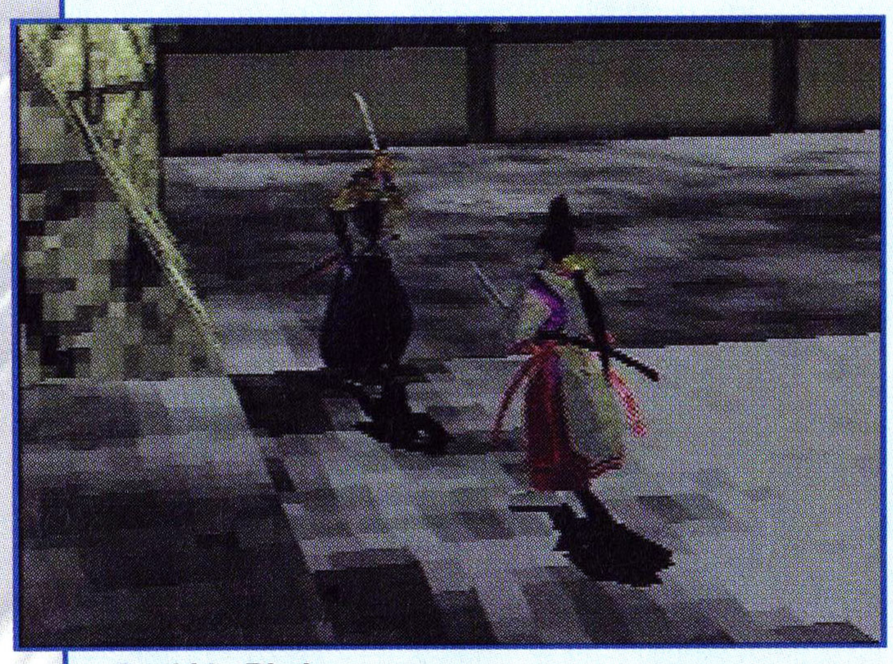
Tekken 3

Time Crisis



Namco's Light Gun splits into the video output of the PlayStation so that it can match the on-screen image with the video signal coming out of the PlayStation, making it the most accurate light gun ever.

Final Fantasy Tactics



Bushido Blade

SaGa Frontier

SQUARE®

SONY COMPUTER ENTERTAINMENT™

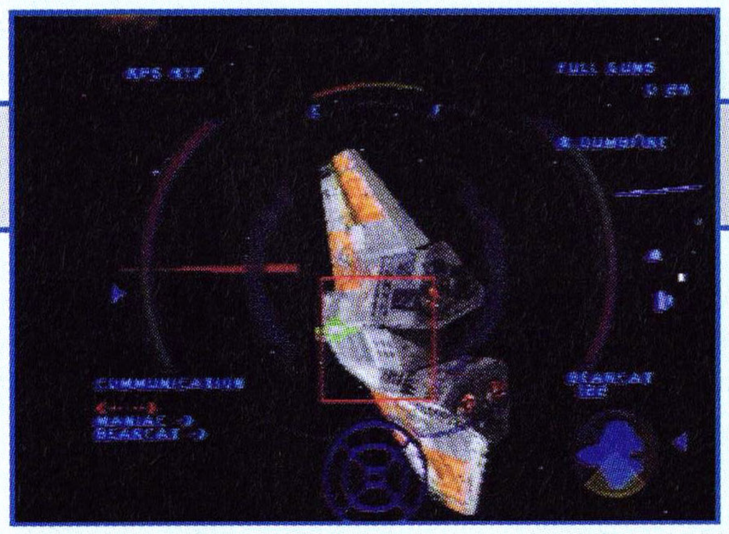
Sony And Square Finalize Publishing Deal

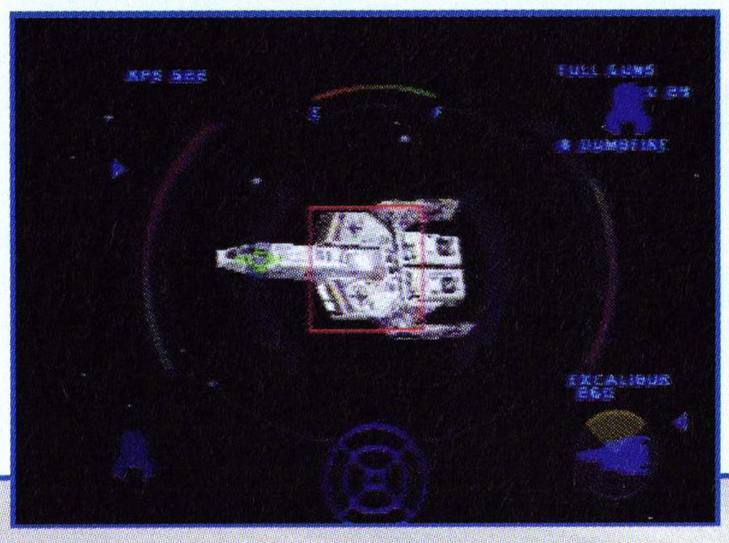
Sony Computer Entertainment America announced an exclusive multi-title publishing agreement with **Square Co., Ltd.** The deal gives Sony the full North American publishing and distribution rights to Square's **PlayStation** product line.

As reported previously by *Game Informer*, the deal gives Sony the license to publish Square's highly anticipated RPG ***Final Fantasy VII*** as well as additional titles. The new publishing agreement was long in the works, and Sony's acquisition of the publishing rights to ***Tobal No. 1*** gave many the inkling that some kind of deal was bound to happen.

The Square demo disc that is included with *Tobal No. 1* gives highlights of some of the first Square products that will be published in North America by Sony. As mentioned, *Final Fantasy VII* is the flagship title of this publishing deal, but Sony will also bring ***Bushido Blade***, ***Final Fantasy Tactics***, and ***SaGa Frontier*** to the North American players.

Now that the question of "what" has been answered, the biggest question is "when." With the release date of *Final Fantasy VII* extending by the week and many saying it won't appear in the U.S. until fall, the other titles may not hit the U.S. until next year. However, with the superior quality of products that Square produces, it may well be worth the wait.



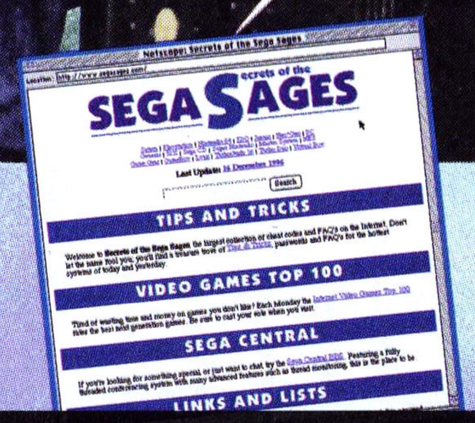


Wing Commander IV for PlayStation

Here's the first shots of **Origin's** mammoth space combat/motion picture game ***Wing Commander IV*** for **Sony PlayStation**. The game is loaded to the hilt with FMV clips and will reportedly come as a four CD-ROM set. Look for Wing Commander IV in the next couple of months.

Game Informer's Site O' The Month

Smithsonian Institution



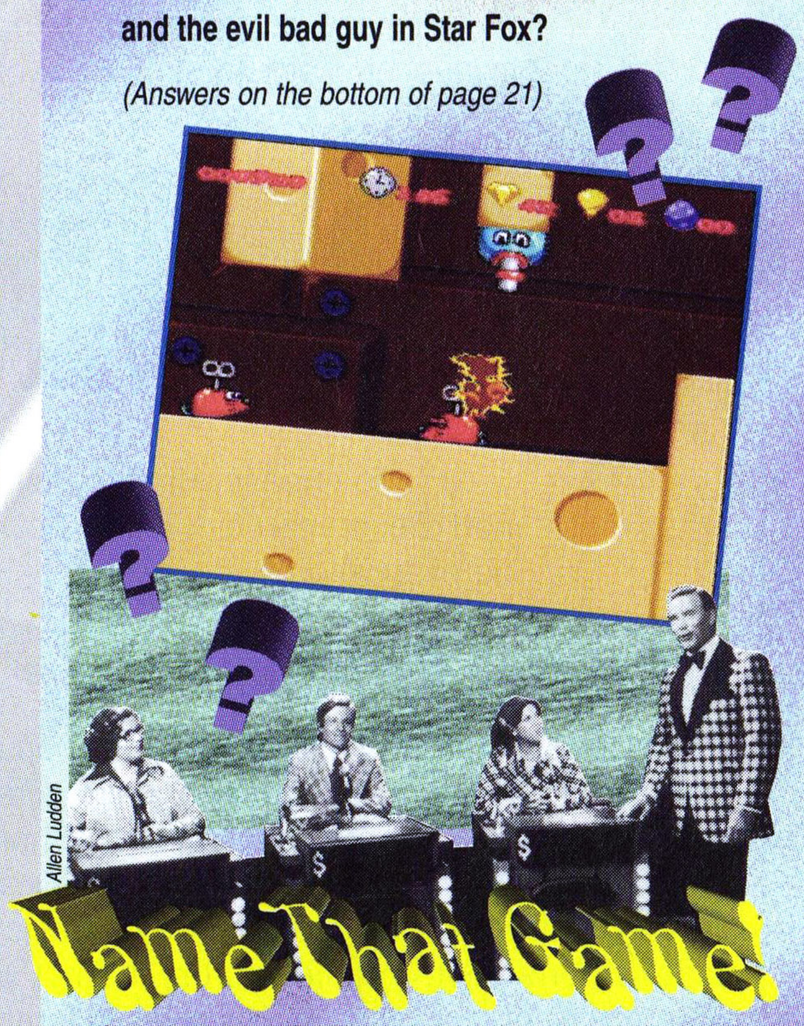
The Secrets of the Sega Sages
http://www.segasages.com/

Looking for codes on the web? Well, look no further than The Secrets of the Sega Sages. This code-intensive site offers gamers an easy way to find all the tricks for the games they own.

VIDEO GAME TRIVIA

1. **Luke Skywalker is to Darth Vader as Dash Rendar is to whom in Shadows of the Empire?**
2. **What four human based fighting games feature a bear? (And don't even think about Brutal.)**
3. **Tobal No.1's characters were designed by a famous Japanese artist. Who is he?**
4. **Konami's RPG Suikoden made its debut in the states before the game's release. What was it first released as?**
5. **What are the names of the four main characters and the evil bad guy in Star Fox?**

(Answers on the bottom of page 21)



Allen Ludden

Name That Game!

This Mindscape SNES product clucked its way down to the bargain bins almost instantly after hitting the retail shelves in 1991. What half-baked game is it?

(Answer on the bottom of page 21)

GI news

What's Hot!

Sega Extends "3-Free" Promotion

Due to the success of **Sega's "3 Free"** promotion, **Sega of America** will extend the promotion until March 15. The promotion was originally intended to run through the end of December.

Sega Saturn sales have more than quadrupled since the promotion was originated on November 18 of last year. The "3 Free" promotion gives purchasers of the Saturn ***Daytona USA***, ***Virtua Cop***, and ***Virtua Fighter 2*** at no cost. Also offered in the deal are $5 and $15 off coupons for additional software purchases. These coupons are still only valid until the end of February.

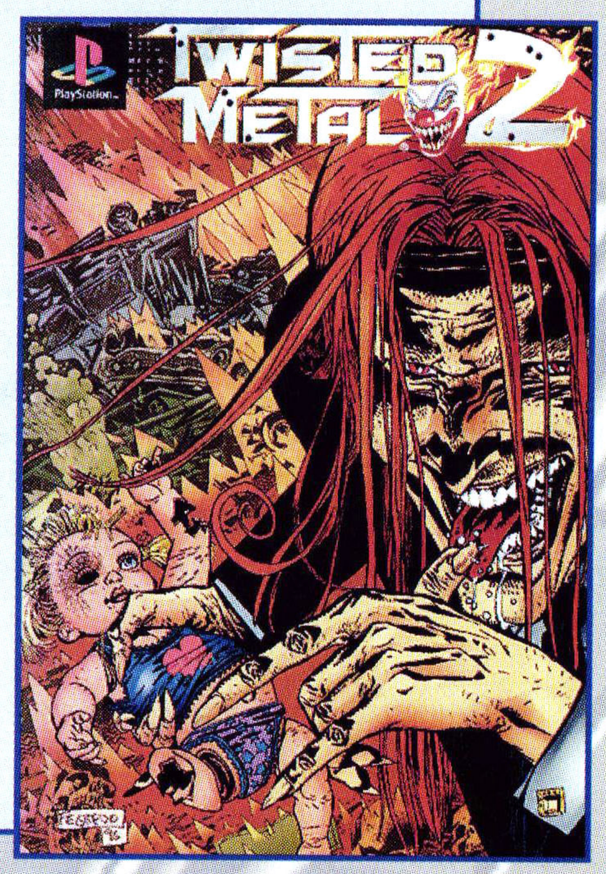
Sega of America will also be launching another promotion on February 15 that will offer three Saturn titles for the price of two. Buy any two games from a list of ten specific titles that include 8 first-party games and **Eidos'** ***Tomb Raider*** and **Electronic Arts'** ***Soviet Strike*** and Sega will send you a third one free. Contact your local retailer for more information.

Primal Rage Comic Packs More Than Expected

SIRUS Entertainment did a great job converting the monstrosities from ***Primal Rage***, the video game, into their first comic series. While missing a plot, we found the comic to be entertaining simply because the beast is smarter than the human, and it's not often that someone would actually admit to it. Anyway, the real reason we paid $2.95 for this comic was because of what was at the very back of this issue. For the first time anywhere, ***Primal Rage 2*** finally surfaced. No screens were shown, but five of the new characters were present. This game will be one hundred times different than the last, since all the characters are human avatars of their godly dino counterpart. Plus, the article stated that you will be able to morph from human to dino. Sounds interesting.

Spawn Delay Couldn't Be More Timely

Originally intended for release this month, ***Spawn*** for the **Sony PlayStation** has been pushed back to June or even later. While this late breaking news will crush the heart of at least one *GI* editor, this is actually good for both **Sony** (who is developing the game), and the whole world of *Spawn*. First, this isn't the only delay for the hell-bent hero. The animated **HBO** series, which will be the first rated R cartoon on TV, has also been pushed from a December release to June. Plus, and this may be the underlying factor, the theatrical motion picture Spawn is right on schedule for a June release. Hmmm...everything comes out in June. Coincidence? We think not! Be prepared for one hot summer, because Todd McFarlane's *Spawn* will be everywhere!



A Twisted Rendition

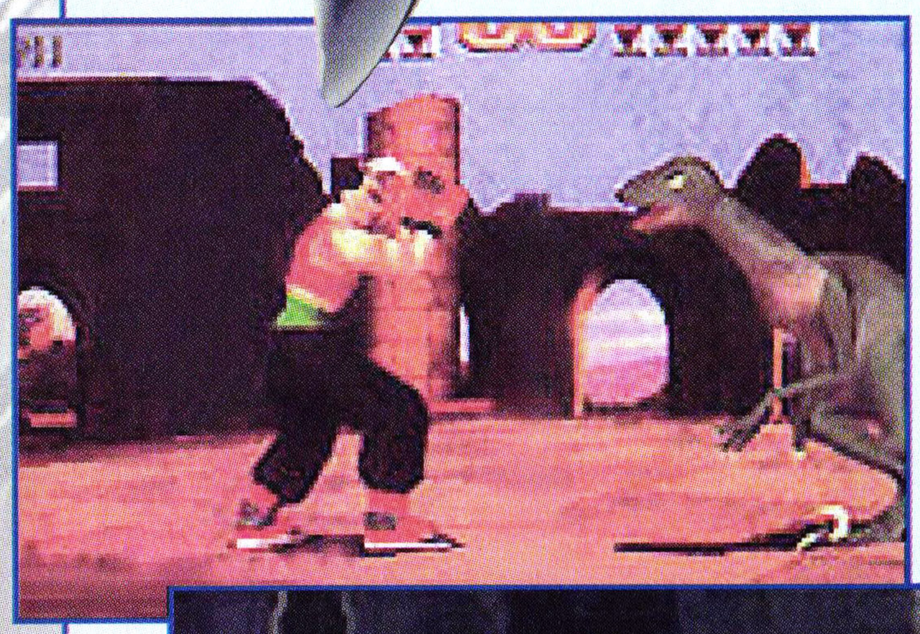
Hot on the heels of the enormously popular video game comes the first ***Twisted Metal 2*** comic book. **Sony** made a magnificent marketing move and released it to... well, that's the real question. We assume it's for sale, but we honestly do not know where you'll get it. In December, *Game Informer* had the chance to include this one shot comic into our magazine, but after further review we decided against it. Basically, this comic is about as good as any **Marvel** sidekick one shot; in other words, it's not very good at all. But if you do happen to find one, you may want to pick it up. It's rare, and maybe someday it will be worth about as much as a Tickle Me Elmo doll.

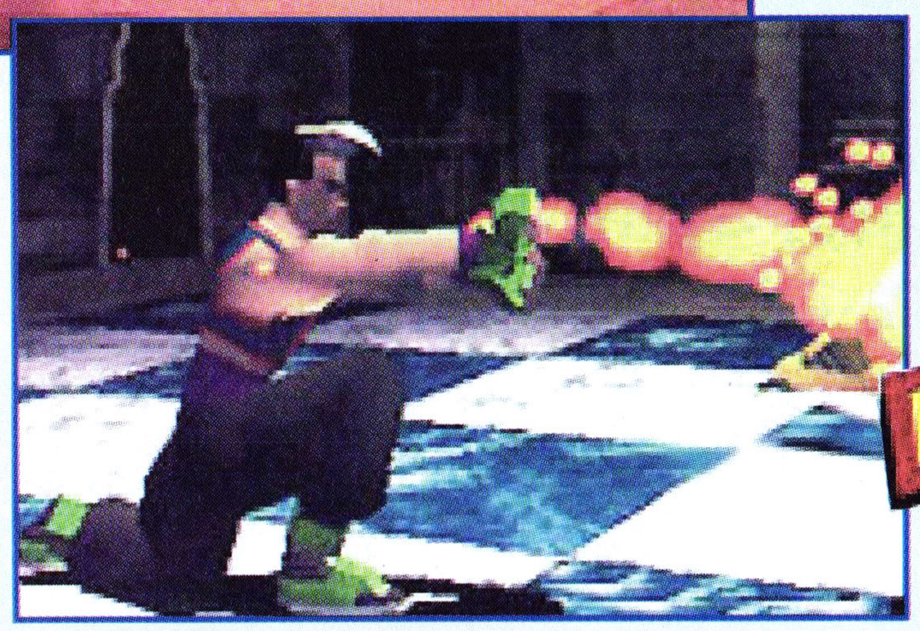
tech talk

The Wayne Foundation and ALPS Interactive Collaborate on New Gamepad Design

For those who feel their PS-X pack-in controller lacks punch, **ALPS** announces the release of their new **Gamepad** for the **Sony PlayStation**. Supposedly the first control pad designed "by gamers, for gamers," the **ALPS Gamepad** brags of new rubber grips, while extended handles seat the controller comfortably against the stomach. A sensitive directional pad and stylized shoulder buttons add to the controller's appeal. Featuring a hot industrial design and blue metallic flake paint, all it needs is a hook to attach onto your utility belt.

Square Closes in on Their First PS-X Sequel





It's hard to believe that **Square** has already announced this sequel, since the first one came out just a few months ago. Not much is known about ***Tobal 2***, but as you can see from the screen shots, more special moves have been added, and several new characters (including a dinosaur). Also, the graphic effects in both the fighting and quest modes are being updated with more textures and light sourcing. We'll keep you informed on the progress of *Tobal 2* as it comes closer to completion. Stay tuned.

TOBAL 2

Square to Produce First Feature Film

It appears that even with the ***Final Fantasy VII*** Project and a brand new sports line-up, **Square** just isn't busy enough. The latest project to leak from the Square Offices is a new feature film.

Alias|Wavefront, a subsidiary of **Silicon Graphics**, has leased its **PowerAnimator Software** to such projects as ***Crash Bandicoot*** and the box office hit movie **Twister**. Now, Alias|Wavefront will be leasing its new and experimental software package, **Maya**, to Square. According to reliable sources, Square plans on combining its current expertise in video game development with CG film production in pioneering an innovative new form of interactive entertainment. Maya software will play an integral part in this project.

Supposedly Square, a huge customer of Silicon Graphics, will have early access to Maya technology, with strong development support from Alias|Wavefront. Square is currently constructing a new studio in Hawaii that is scheduled to open this April. The feature film will be produced there, as well as future video game projects. As for the title of the film, Square is not releasing any information. However, some members of the *GI* staff are willing to bet it will be an adaptation of *Final Fantasy VII*. Stay tuned.

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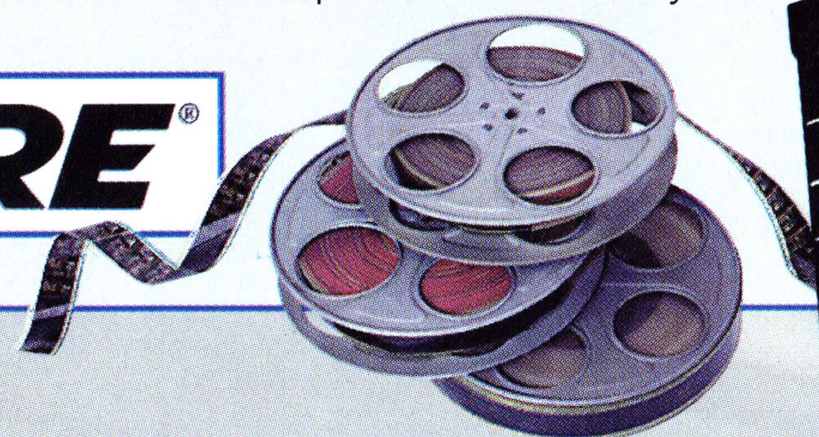

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Video Game Trivia Answers:

1. Prince Xizor
2. Tekken 2, Fighting Vipers, Ranma 1/2, Tekken
3. Akira Toriyama
4. An anime series by Viz Video
5. Fox McCloud, Falco, Slippy, Peppy, and the evil Andross

Name That Game Answer:

Super Alfred Chicken

THE FIFTH ANNUAL GAME INFORMER

Video Game Awards

AND THE WINNER IS...

GAMES OF THE YEAR

Sony PlayStation Game of the Year

Resident Evil by Capcom

The industry and the Sony PlayStation really needed a title like Resident Evil. Capcom brought mystery, suspense, and horror to a new level with this completely unique game. Resident Evil also featured two-games-in-one and classic character dialog. A true winner in every category.

Honorable Mentions:

- Crash Bandicoot by Naughty Dog
- Twisted Metal 2 by Sony
- Tekken 2 by Namco

PC Game of the Year

Command & Conquer: Red Alert by Westwood Studios

When it comes to gaming on the PC, there is nothing quite like a good strategy game, and C&C: Red Alert is the best. This two-disc set offers two-games-in-one as you can play through the game as the good guys or the bad guys. Plus, this year's edition offers tons of new units, a skirmish mode where a player can take on up to 7 computer opponents, and a level editor for multi-player games.

Honorable Mentions:

- Quake by id
- Duke Nukem 3D by GT Interactive
- Master of Orion 2 by Microprose

Sega Game Gear Game of the Year

Virtua Fighter Animation by Sega

Ever dream about having a hand-held version of Virtua Fighter to take with you anywhere? Well we have, and apparently Sega has too. Virtua Fighter Animation may not look like its arcade counterpart, but it certainly offers hours and hours of non-stop fighting action.

Nintendo Game Boy Game of the Year

Tetris Attack by Nintendo

Around the office, we call this game Tetris Attack Jr., because its doesn't pack quite as much wallop as the full-scale SNES version, but one thing is for sure – this game is good enough to win Game Boy game of the year. Tetris Attack is addictive, fun, and its got three-games-in-one.

Sega Genesis Game of the Year
Vectorman 2 by Sega

The original Vectorman scored this award last year, and it only seems right that we give it to the V-Man again this year. (Especially in a year which saw new Genesis games become almost obsolete.) This action/platform game has proved once again that nobody can push the Genesis' graphics capabilities further than Sega and Blue Sky. A definite must for any Genesis owner.

Honorable Mentions:
- Earthworm Jim 2 by PlayMates Entertainment
- Ultimate Mortal Kombat 3 by Midway Home Entertainment
- Triple Play Gold by EA Sports

Super Nintendo Game of the Year
Super Mario RPG by Nintendo

This was a tough one, but after hours of arguing there was only one clear choice. Super Mario RPG has awesome computer generated graphics, tons of hidden items, and an ingenious RPG interface. And besides all that, this game is fun. If you haven't ventured into the wild world of the RPG, this is a great place to start.

Honorable Mentions:
- Tetris Attack by Nintendo
- Donkey Kong Country 3 by Nintendo
- Lufia II: Rise of the Sinistrials by Taito

Arcade Game of the Year
Virtua Fighter 3 by Sega

In a year that saw few innovative arcade games, Virtua Fighter 3 was an easy pick as the best of 1997. While the gameplay was only slightly improved, VF3's graphics are the cat's meow. This game's a definite quarter muncher.

Honorable Mentions:
- Cruis'n World by Nintendo
- Street Fighter Alpha 2 by Capcom
- Alpine Surfer by Namco

GI Feature

Overall Best Game of the Year
Super Mario 64 by Nintendo for the Nintendo 64

It doesn't take a rocket scientist to figure this one out. Mario 64 was the most innovative title of the year. It introduced gamers to an immense gaming world that offered amazing graphics, rock-solid play control, tons of hidden items, and most importantly, a unique feeling of wonder that can only be understood by wandering the halls of Princess Toadstool's castle yourself.

Nintendo 64 Game of the Year
Super Mario 64 by Nintendo

As we've said before, Mario 64 is simply fantastic. Gorgeous graphics, ambient sound effects, and a plumber in a goofy outfit is all we need to say.

Honorable Mentions:
- Wave Race 64 by Nintendo
- Star Wars: Shadows of the Empire by LucasArts
- PilotWings 64 by Nintendo

Sega Saturn Game of the Year
Panzer Dragoon 2 Zwei by Sega

Graphically, the Sega Saturn hadn't seen anything quite like Panzer Dragoon 2 Zwei before. Crisp animation and sweet special effects pushed this title to the Saturn's limits, and more games like this could very well put the Saturn on top. Sega did a remarkable job of making this sequel feel like an epic adventure by placing the character in a rich gaming environment that delivered punch after punch in the action/shooter genre.

Honorable Mentions:
- NiGHTS by Sega
- Dragon Force by Sega
- Worldwide Soccer '97 by Sega

GI Feature

STYLE AWARDS

Best Playability in a Video Game
Super Mario 64 by Nintendo for the Nintendo 64

While analog joysticks have been around longer than console gaming, the Nintendo 64 has brought this gaming mainstay into fashion and they did it all with Mario 64. This monster game offers hours of gameplay and features the incredibly smooth control of an Italian plumber.

Honorable Mentions:
- Wave Race 64 by Nintendo for the Nintendo 64
- WipEout XL by Psygnosis for the Sony PlayStation

Best Soundtrack Featured in a Video Game
Shadows of the Empire by LucasArts for the Nintendo 64

Ahhhh...there is nothing quite like the Imperial March. As far as games or movies go, the Star Wars soundtrack is one of the most recognizable in the world. But to get to play while John William's classic thunder rings out is a religious experience all its own.

Best New Concept in a Video Game
Super Mario 64 by Nintendo for the Nintendo 64

We've said it before and we'll say it again, Super Mario 64 is the first game to give gamers a chance to explore a true 3D world. From sliding down huge mountains to snow boarding on a turtle, Super Mario 64 is a game like no other.

Honorable Mentions:
- Tomb Raider by Eidos Interactive for the Sega Saturn and Sony PlayStation
- Resident Evil by Capcom for the Sony PlayStation
- Tobal No.1 by Square Soft for the Sony PlayStation

Best Developer of the Year
SingleTrac

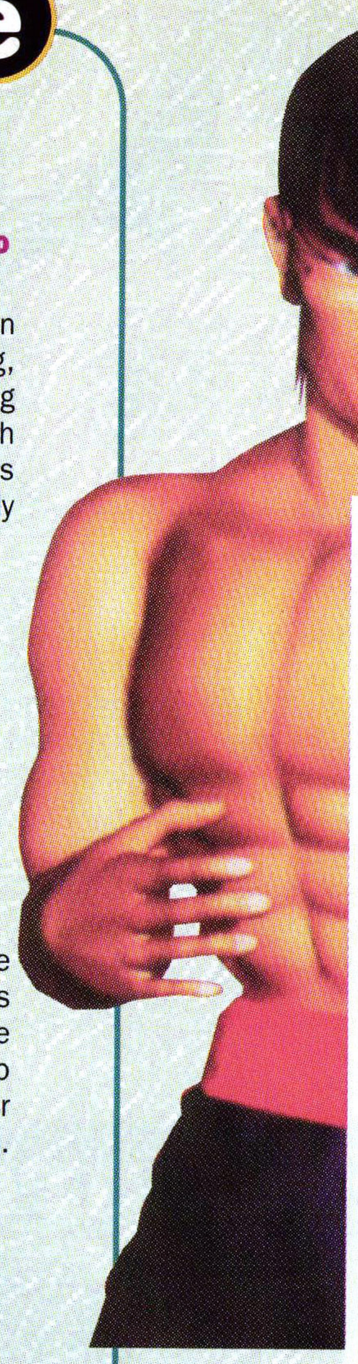
Two years ago, SingleTrac came out of nowhere and released two amazing games: WarHawk and Twisted Metal. We thought it must have been a fluke, because nobody, other than Nintendo, puts out great games each and every time. Well apparently it was no fluke, because they did it again this year with Twisted Metal 2 and Jet Moto. The only thing left to say is "Where's War Hawk 2?"

Honorable Mention:
- Working Designs for their outstanding work on the Sega Saturn (Dragon Force, Iron Storm, Shining Wisdom).

Best Video Game Accessory
Sega Net Link by Sega for the Sega Saturn

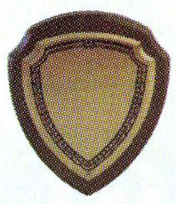
Catch a wave and you're surfin' all over the world. While the absence of a cache is rather lame (and makes for slow surfing), the NetLink is still impressive. An inexpensive way to hitch a ride on the information super-highway.

Honorable Mention:
- Sega Analog Controller by Sega for the Sega Saturn



Best Fighting Game of the Year
Tekken 2 by Namco for the Sony PlayStation

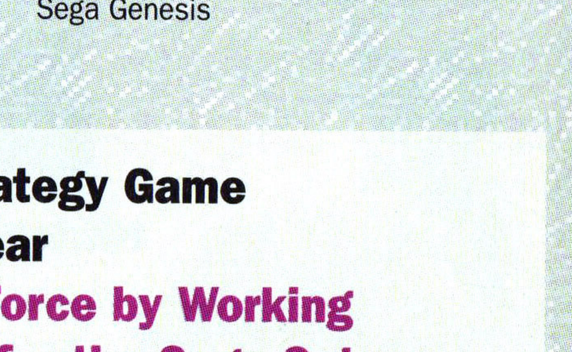
There may be millions of people who disagree with us on this one, but all we can say is: you're wrong. Tekken 2 is the best...no contest. It was the first game to feature an in-game trainer, it has 26 different characters and intuitive play control.



Honorable Mentions:
- Street Fighter Alpha 2 by Capcom for the Sony PlayStation, SNES, and Sega Saturn
- Mortal Kombat Trilogy by Midway Home Entertainment for the Nintendo 64 and Sony PlayStation
- Tobal No. 1 by Square Soft for the Sony PlayStation

Best Role-Playing Game of the Year
Super Mario RPG by Nintendo for the Super Nintendo

When it came time for us to pick the RPG of the year, we realized how disappointing this year was for RPGs. So after laughing about Beyond the Beyond, and considering Suikoden or Lufia II, we decided that Super Mario RPG was easily the most entertaining.



Best Action/Platform Game of the Year
Crash Bandicoot by Naughty Dog for the Sony PlayStation

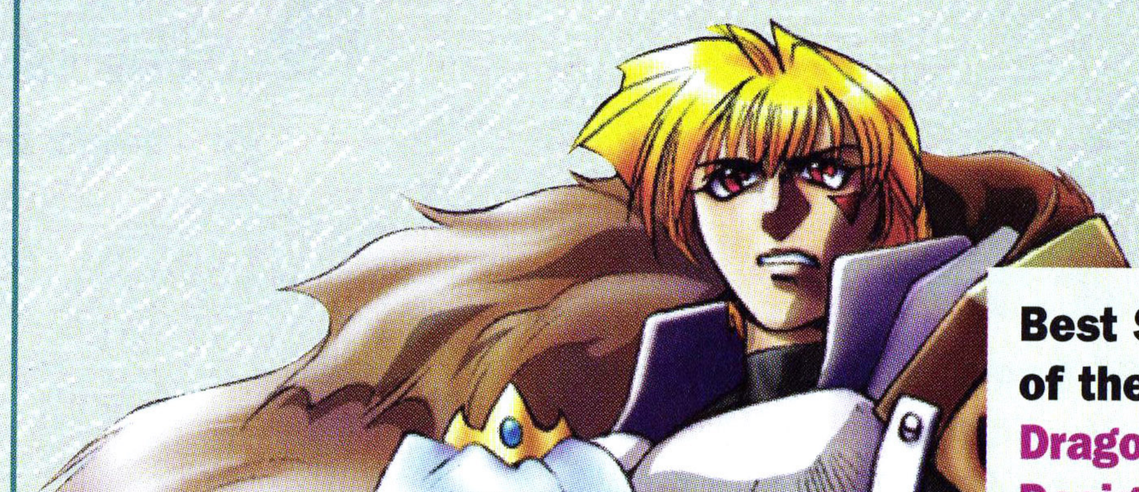
Crash Bandicoot is hands down the best action/platform game of '96. It not only combined three dimensional gameplay with the traditional 2D basis, but it also took the PS-X to new heights by being heralded as Sony's first and only mascot for the machine.

Honorable Mentions:
- Donkey Kong Country 3 by Nintendo for the Super Nintendo
- Vectorman 2 by Sega for the Sega Genesis

Best Action/Adventure Game of the Year
Super Mario 64 by Nintendo for the Nintendo 64

Take unreal play control, mix in gigantic terrains, and add 120 stars and this game will have you seeing Mario in your sleep. Did we mention that we found all 120 stars?

Honorable Mentions:
- Tomb Raider by Eidos Interactive for the Sony PlayStation and Sega Saturn
- Legend of Oasis by Sega for the Sega Saturn
- Resident Evil by Capcom for the Sony PlayStation



Best Strategy Game of the Year
Dragon Force by Working Designs for the Sega Saturn

Working Designs has done it once again with their newest Saturn strategy game, Dragon Force. It features eight different kings in a battle to reunite the land by capturing the enemy's generals and persuading them to fight for your cause. With eight different endings and huge battle sequences, Dragon Force will have any strategy nut glued to their Saturn for weeks.

Best Racing Game of the Year
WipEout XL by Psygnosis for the Sony PlayStation

The competition was very tough in this category, but Wipeout XL takes the crown by offering an edge-of-your-seat racing experience. The almost nauseating first-person view coupled with phenomenal graphic effects and ambient sounds give this game the gold.

Honorable Mentions:
- Wave Race 64 by Nintendo for the Nintendo 64
- Formula One Racing by Psygnosis for the Sony PlayStation
- Ridge Racer Revolution by Namco for the Sony PlayStation

Best First-Person Perspective Game
Disruptor by Universal for the Sony PlayStation

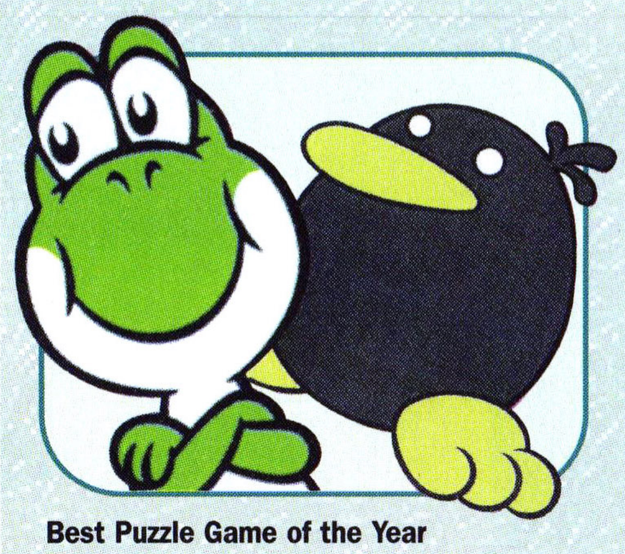
Disruptor took the classic first-person game and added a number of new dimensions, including Psionic spells, massive objective-intensive levels, and gorgeous graphics.

Honorable Mention:
- Powerslave by PlayMates Entertainment for the Sega Saturn

Best Graphics in a Video Game
Wave Race 64 by Nintendo for the Nintendo 64

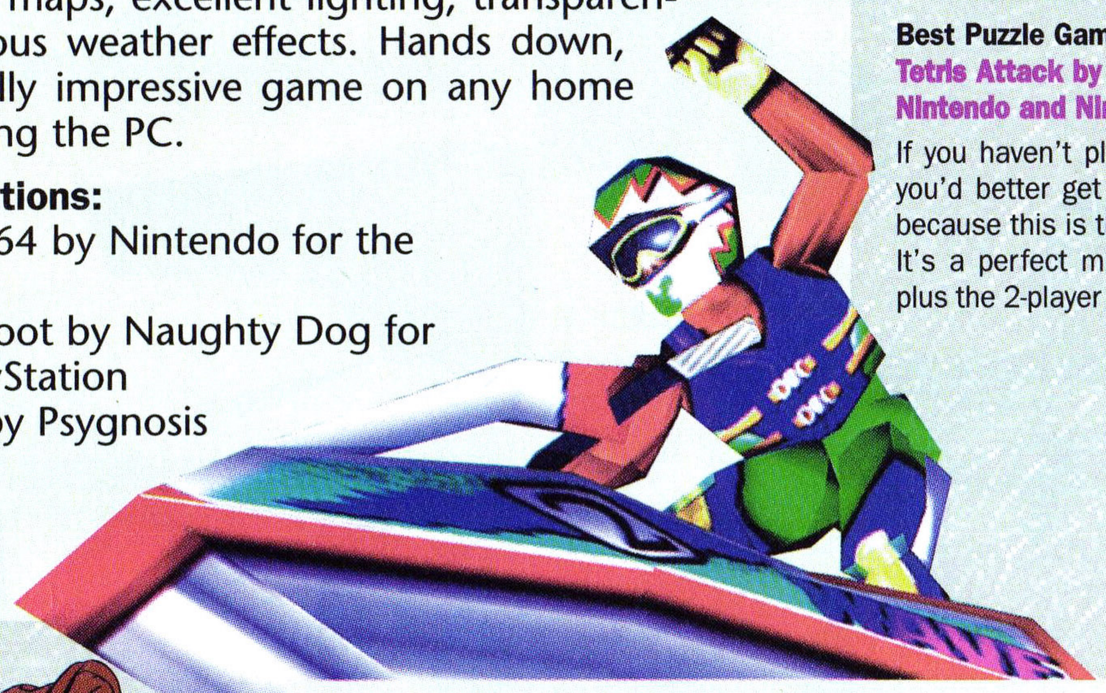
The waves alone in Wave Race 64 are enough to make you want to give this game the Best Graphics award, but fortunately it doesn't stop there. This game features tons of texture maps, excellent lighting, transparency, and gorgeous weather effects. Hands down, the most visually impressive game on any home system, including the PC.

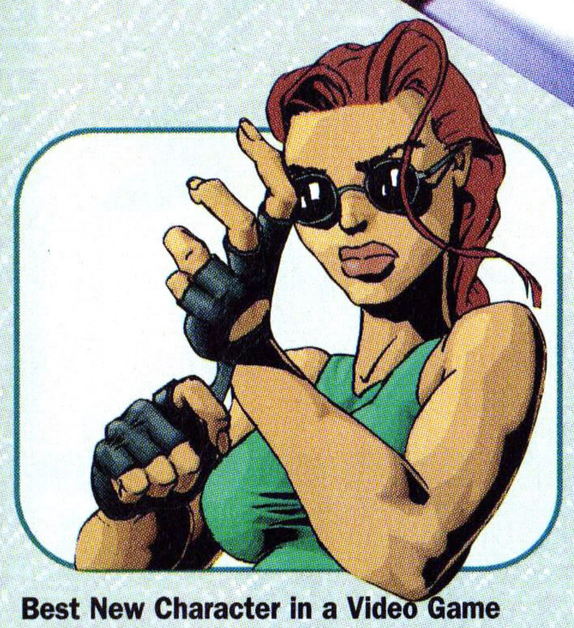
Honorable Mentions:
- Super Mario 64 by Nintendo for the Nintendo 64
- Crash Bandicoot by Naughty Dog for the Sony PlayStation
- WipEout XL by Psygnosis for the Sony PlayStation



Best Puzzle Game of the Year
Tetris Attack by Nintendo for the Super Nintendo and Nintendo Game Boy

If you haven't played this game yet, then you'd better get off your butt and buy it, because this is the best puzzle game ever. It's a perfect mix of action and strategy, plus the 2-player game is...ohhhhh so nice!





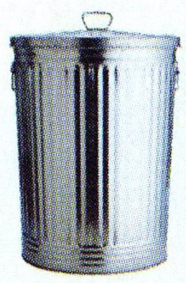
Best New Character in a Video Game
Lara Croft from Tomb Raider by Eidos Interactive

What else can we say? She is a perfect mix of beauty and grace. Well, that...and she wears a magnum on each hip.

Honorable Mentions:
- Crash Bandicoot in his first self-titled adventure by Naughty Dog
- Barry from Resident Evil by Capcom "Barry... Where's Barry?"
- Axel from Twisted Metal 2 by Sony

Worst Game of the Year
Time Killers by T*HQ for the Sega Genesis

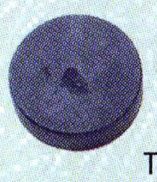
We have no idea why T*HQ released this horrible game, but they went out and did it anyway. Maybe they did it so they could win an award, but either way, Time Killers is a real stinker. As a matter of fact, all these games are so bad that they might just be worth renting so you and a bunch of your friends can sit around and laugh at them. Flushhhhhh!



Honorable Mentions:
- Floating Runner by T*HQ for the Sony PlayStation
- X-O Manowar/Iron Man: In Heavy Metal by Acclaim Entertainment for the Sega Saturn and Sony PlayStation
- X-Perts by Sega for the Sega Genesis

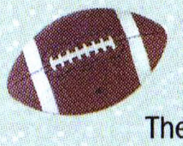
Best Sports Game of the Year
Game Day '97 by Sony for the Sony PlayStation

If you're going to judge sports games by innovative additions that take players to the next level of play, this game is the pinnacle of ingenuity. GameDay's creative play control features and challenging computer AI have set the standard for all sports games. After playing GameDay '97, we are no longer satisfied with 16-bit play control coupled with updated graphics.



Best Hockey Game of the Year
NHL '97 by EA Sports for the Sony PlayStation and Sega Saturn

This was a tough pick. Although NHL's competition may have introduced incredible graphics and innovative play control, NHL '97 mixes smooth and realistic animation with the bone-crushing action of hockey.



Best Football Game of the Year
NFL GameDay '97 by Sony for the Sony PlayStation

The Total Control Passing feature alone gives the nod to Sony's newest football game. The incredible amount of game control also stands out.

Best Soccer Game of the Year
Worldwide Soccer '97 by Sega for the Sega Saturn

When it comes to the world's greatest pastime, video games have got this market covered. More soccer games come out each year than do titles for any other sport, but only a few capture the spirit of the game like Worldwide Soccer '97. All the animation and moves in this game bring soccer to life with an easy to use control interface.

Best Baseball Game of the Year
Triple Play '97 by EA Sports for the Sony PlayStation

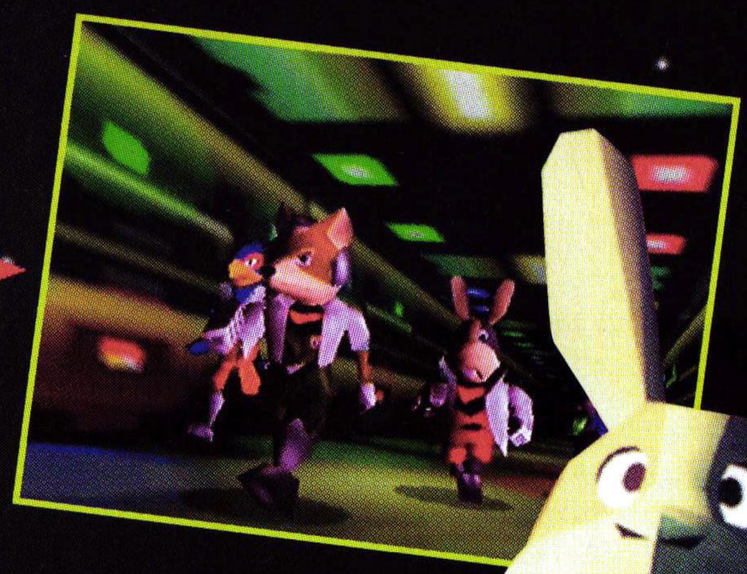
Although we can't forgive EA for taking out the spitting and scratching moves that are present in the 16-bit games, we applaud them for providing us with a baseball game that is filled with baseball jargon, quick gameplay, and slicing shots to the gap.

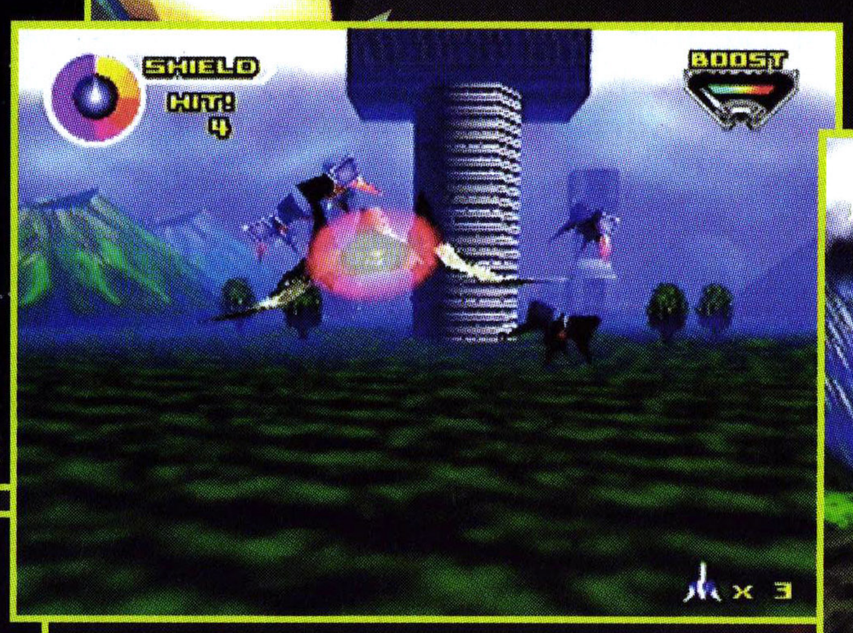
Best Basketball Game of the Year
NBA Shoot Out by Sony for the Sony PlayStation

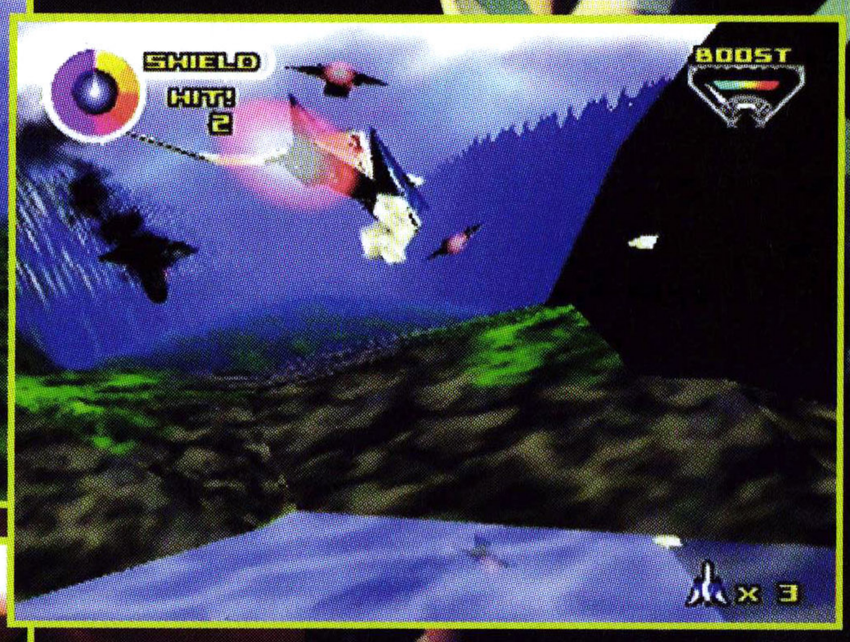
Out of all the awards, this one was the most difficult to determine. Simply because almost all of the basketball games available are missing one or two key elements. Not one company has been able to put together a complete game, but we had to choose a winner. In the end, Shoot Out was the winner. While it does suffer because it only has the '95 – '96 rosters, it was the most entertaining basketball title available last year.

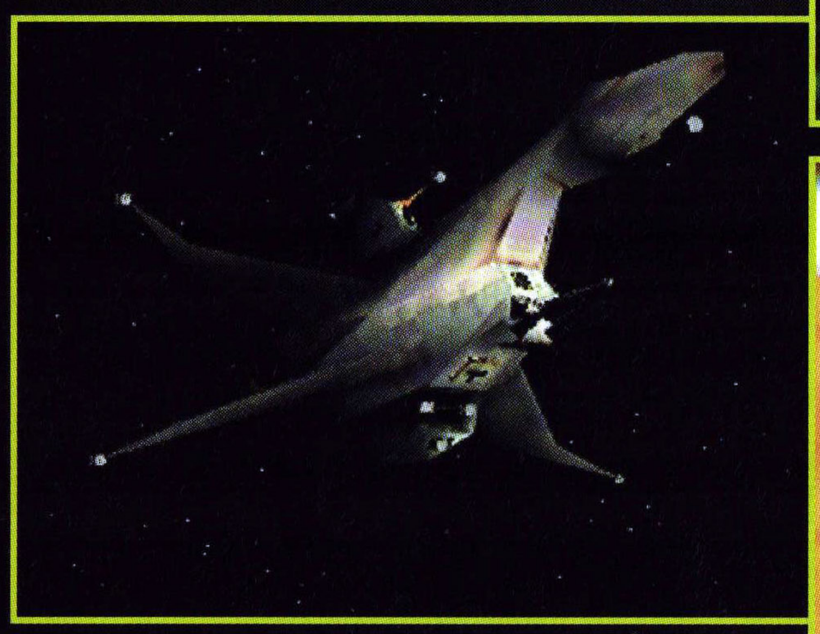
Through the Stratosphere

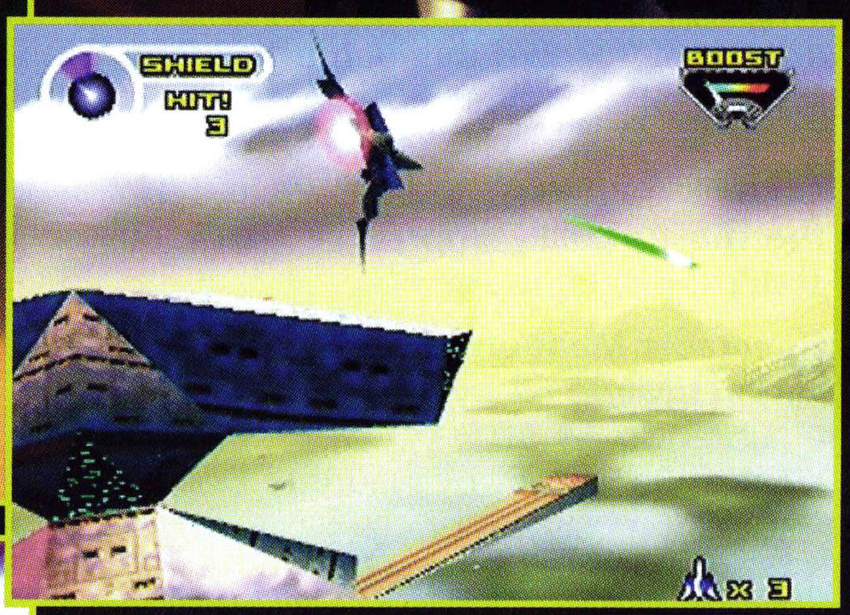
STARFOX 64

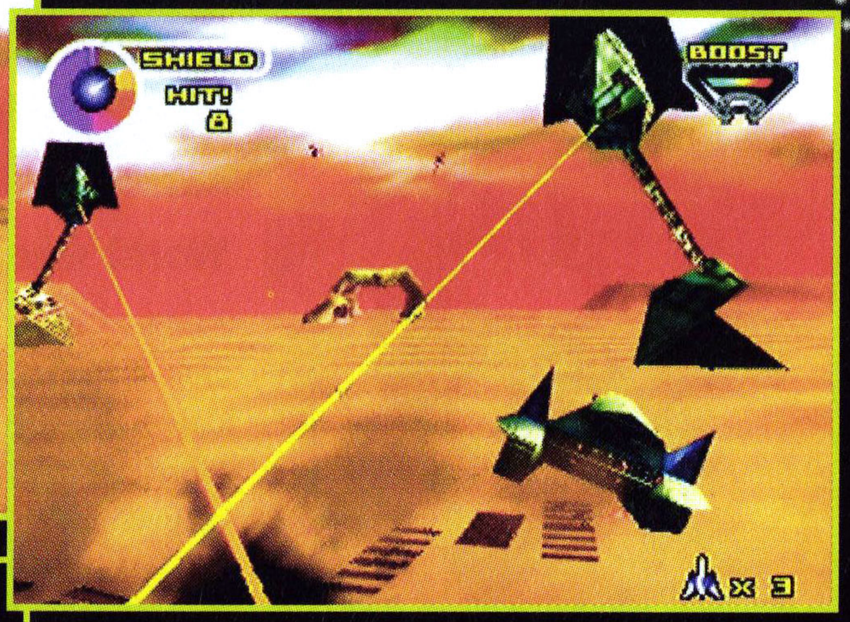


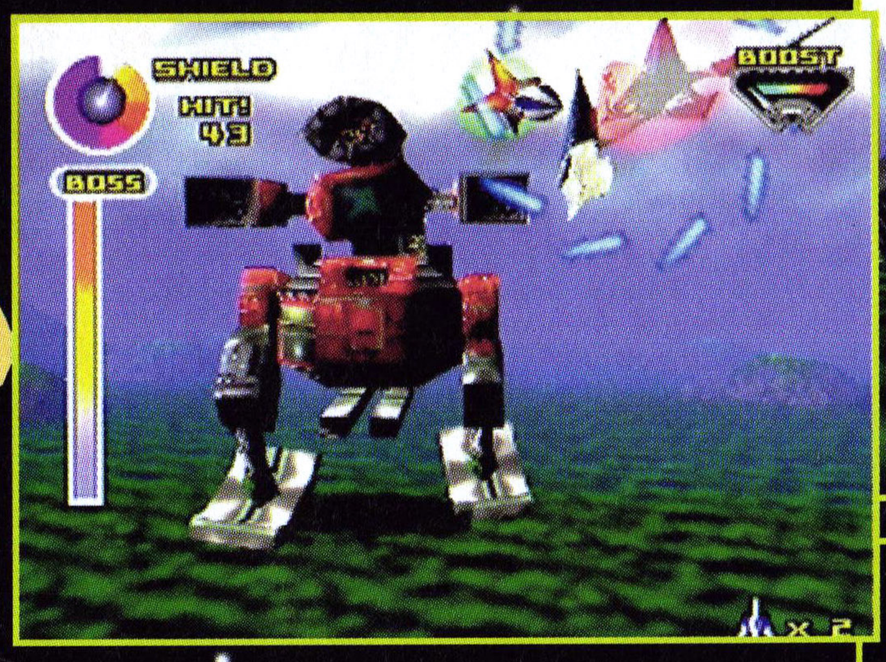


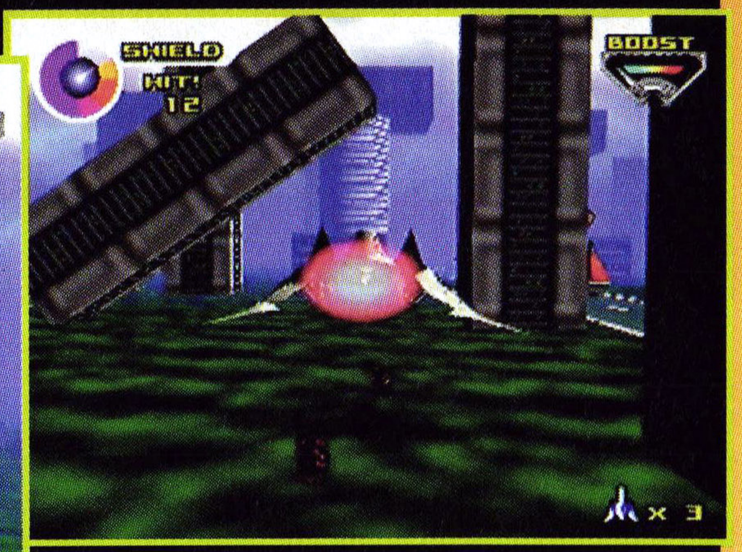


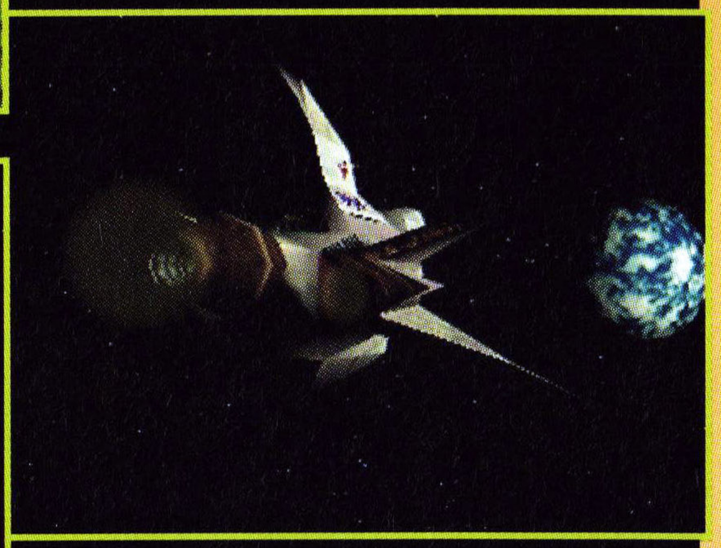


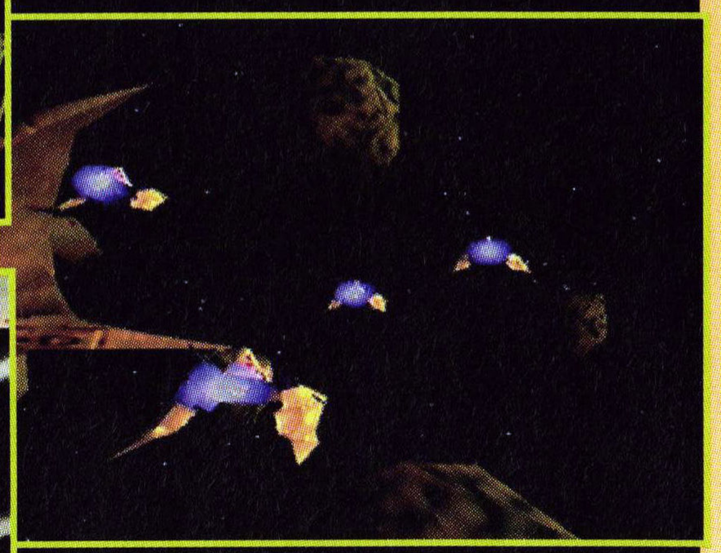


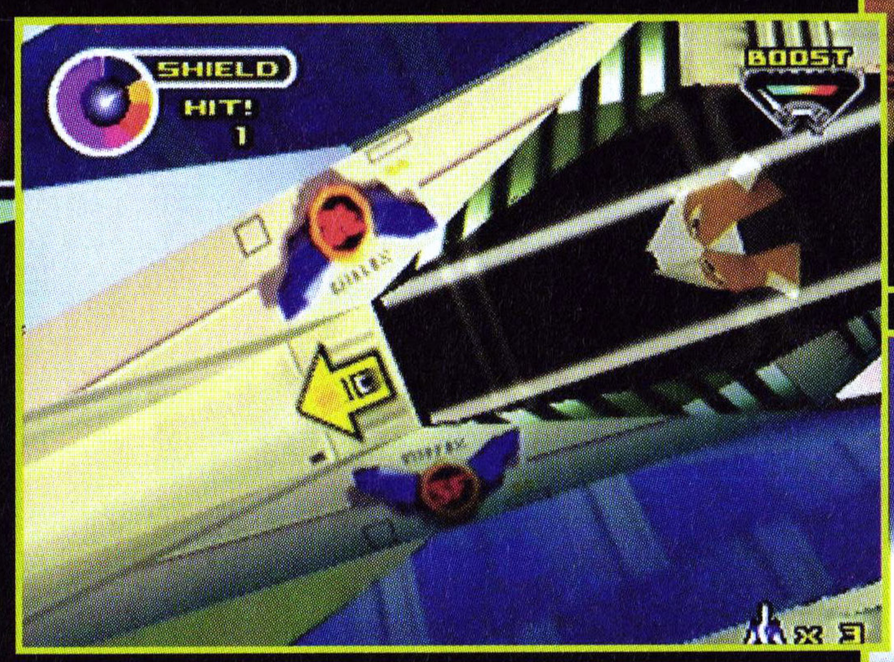


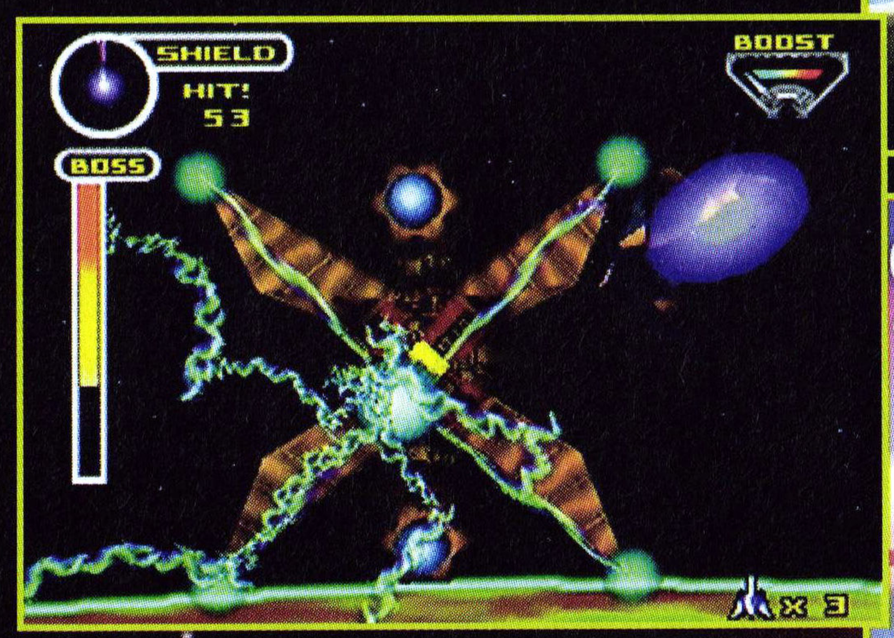


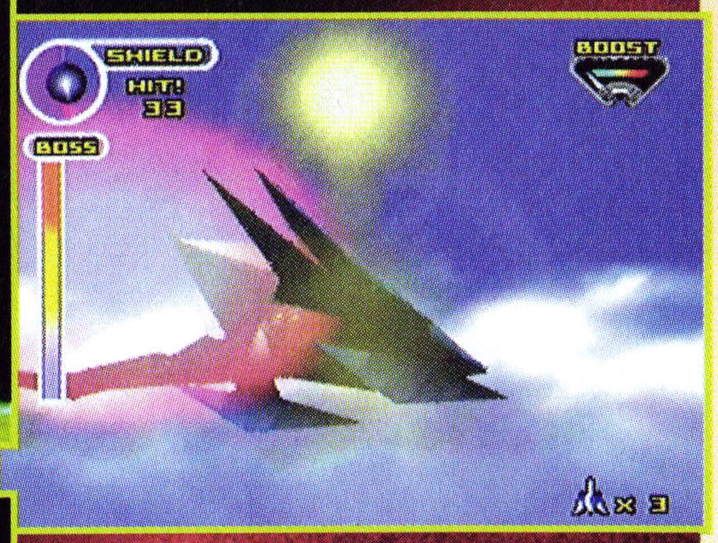


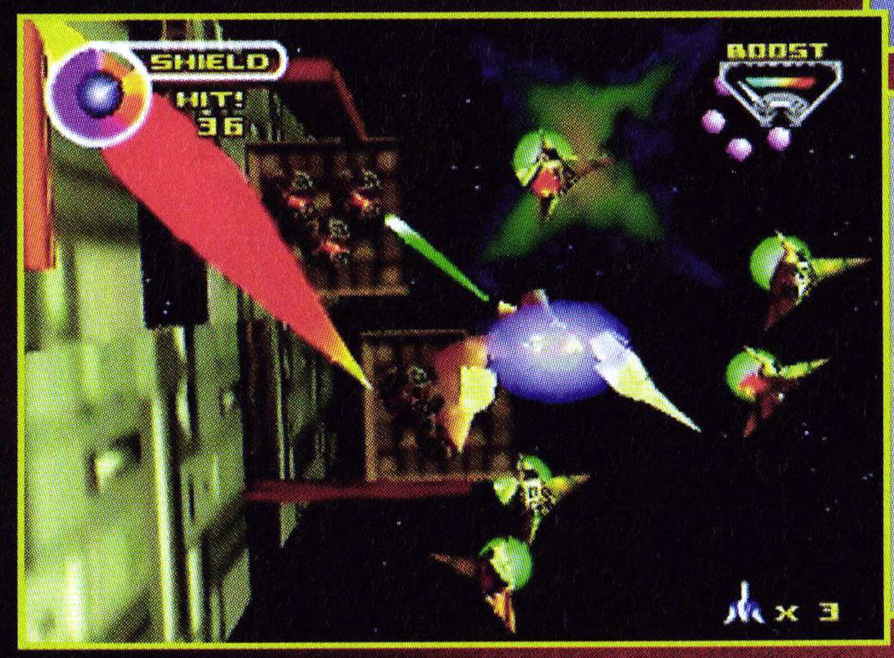












- ***Size:*** *96 Megabit*
- ***Style:*** *1-Player Shooter (2 to 4-Player Split-Screen Battle Mode)*
- ***Special Features:*** *Jolt Pack Compatible, Land and Air Battles, Tracked and 360° Flying Levels, Huge Bosses*
- ***Created by:*** *Nintendo*
- ***Available:*** *First Half 1997 for Nintendo 64*

When you think about Nintendo and their line-up of flagship first-party games, Star Fox is the game that has always stood for innovation. It was the first game to use the FX chip (which makes it the first console game to use polygons), and it was also the first game from Nintendo that didn't feature a main character on-screen (only the ship itself was visible during gameplay), which for character-happy Nintendo is a major feat. Luckily, every version of Star Fox, (including the never-released Star Fox 2 for Super NES) has been very impressive. And as you may have guessed, Star Fox 64 is no exception.

Nintendo claims that Star Fox 64 is not a sequel to the Super NES version of the game, but the story certainly sounds the same. The evil emperor Andross is back, and this time he's attacking Corneria because they deported him for being a mad scientist (doesn't everybody?). To save Corneria, General Pepper hires Fox McCloud and his gang to fight against Andross' Troops. Thus begins this new Star Fox adventure.

Like the previous version, Star Fox 64 allows you to jump from level to level by choosing your destination on the galaxy map. Some adventures will be the typical tracked Star Fox shooter, while others will involve full 360° flying. Plus, there are ground assault levels where you get to drive a Star Fox tank (a concept that was originally done in the unreleased Star Fox 2). Besides the new play-styles there are also a number of amazing new features in Star Fox 64, including a split-screen 2 to 4-player battle mode. In this mode, up to four players can go test their flying skills in a 360° battle to the death. Can you say, schwwing?

At this point, Nintendo has not announced a release date for this amazing shooter, but you can bet it'll be out sometime in the first half of this year. In the meantime, break out those SNES's and practice your flying skills.

DOOM 64

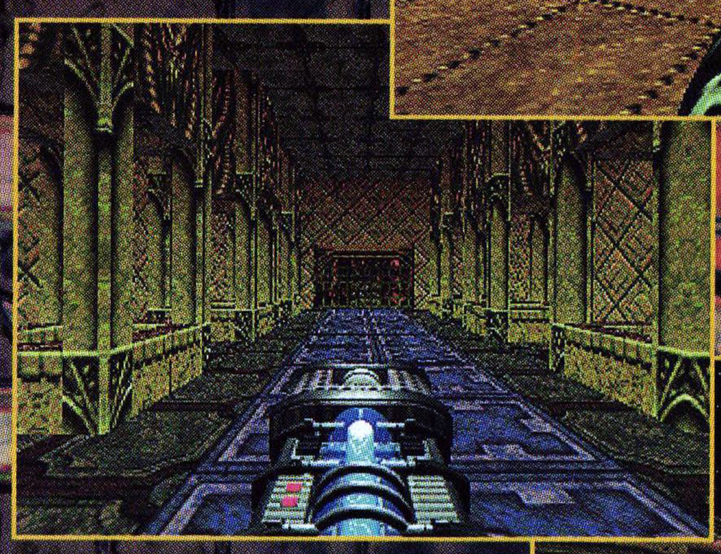
The Game That Defines A Genre Invades The Newest Platform

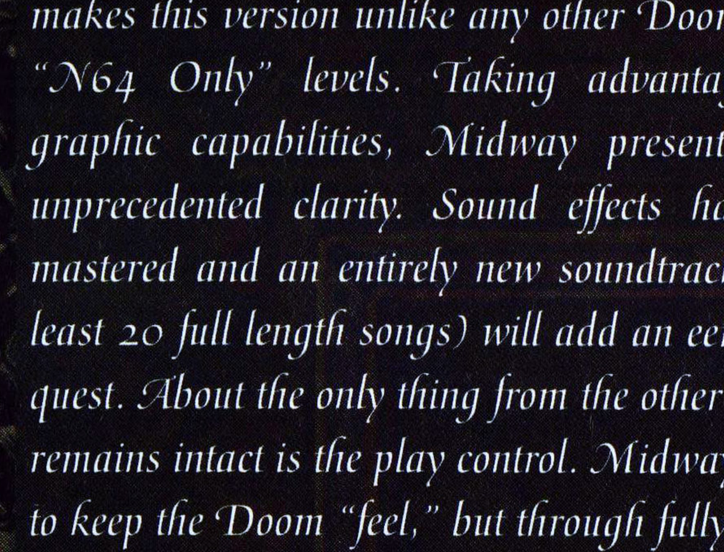
- **Size:** 64 Megabit
- **Style:** 1-Player First-Person Action
- **Special Features:** Newly Designed Weapons and Monsters, 30 New Nintendo Only Levels, Customizable Control, Memory Pak & Password Save, Ambient Soundtrack
- **Created by:** id Software & Midway Home Entertainment
- **Available:** March 30 for Nintendo 64

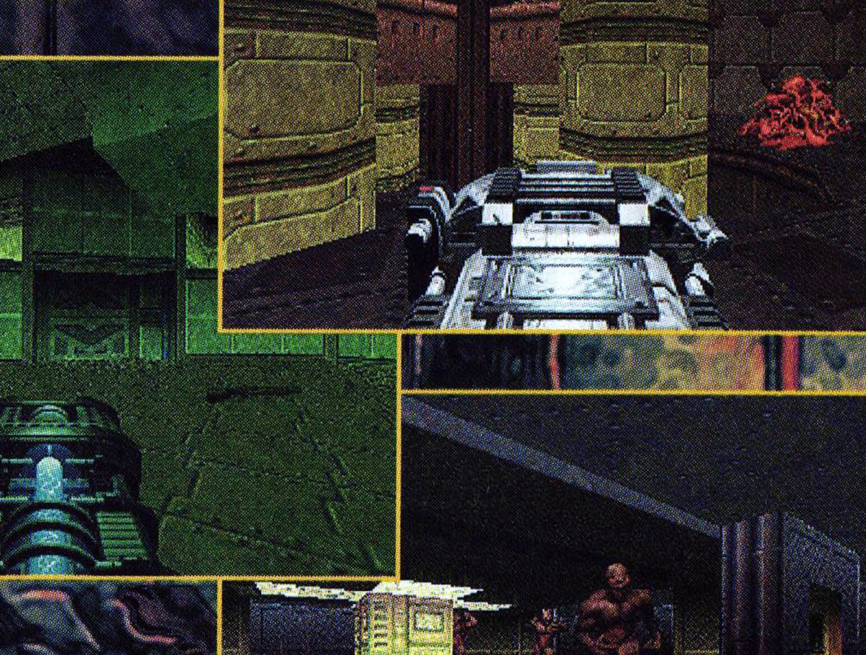
In recent years, the idea of including Doom on a video game console has been as likely as Ford putting a steering wheel into a car. The game that has been a boon to gaming networks, manufacturers, and the pocket linings of its creators is invading yet another platform. You could see it coming from miles away. The SNES, Jaguar, Saturn, PlayStation, and 32X all have Doom, so what's next? Obviously, the Nintendo 64.

Midway Home Entertainment's Doom 64 development team, some of the same guys responsible for their two PS-X versions, went back to the drawing board for the N64 Doom and redesigned every aspect of the game. Newly drawn, yet familiar enemies such as the fire-ball chucking Imps give this version a very distinctive look. What also makes this version unlike any other Doom game are the 30 "N64 Only" levels. Taking advantage of the N64's graphic capabilities, Midway presents a Doom with unprecedented clarity. Sound effects have also been re-mastered and an entirely new soundtrack (that includes at least 20 full length songs) will add an eerie ambiance to the quest. About the only thing from the other Doom games that remains intact is the play control. Midway obviously wanted to keep the Doom "feel," but through fully customizable controls the game allows players to completely exploit the analog and digital directional.

Yes, Doom will soon be a standard option on another platform, but it could be the best version yet. It is scheduled to premiere on the Nintendo 64 on March 30. Stay tuned for the bottom line.



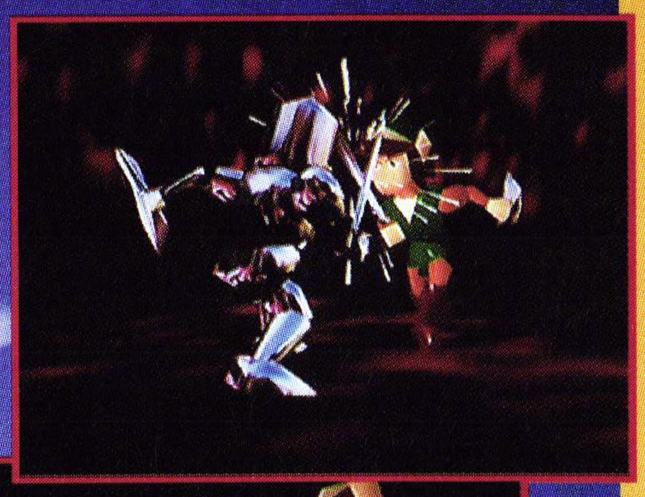


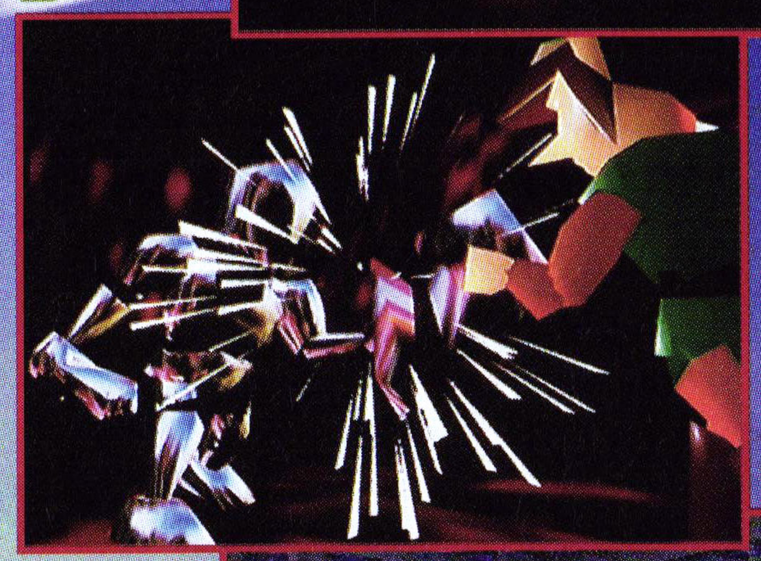


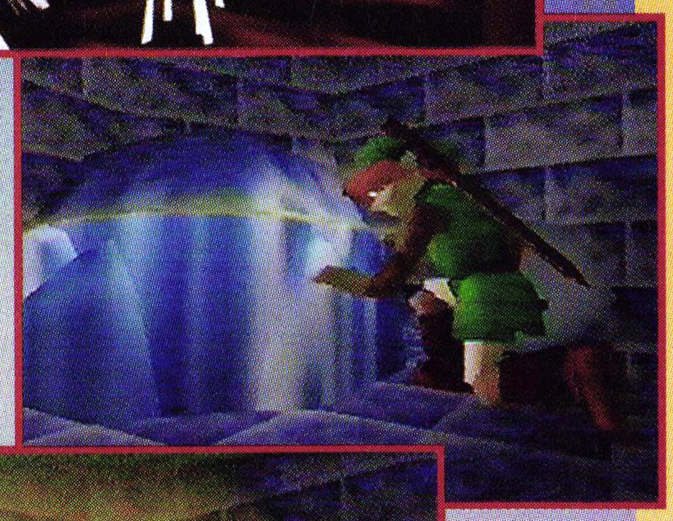
Heir to the Nintendo Legacy

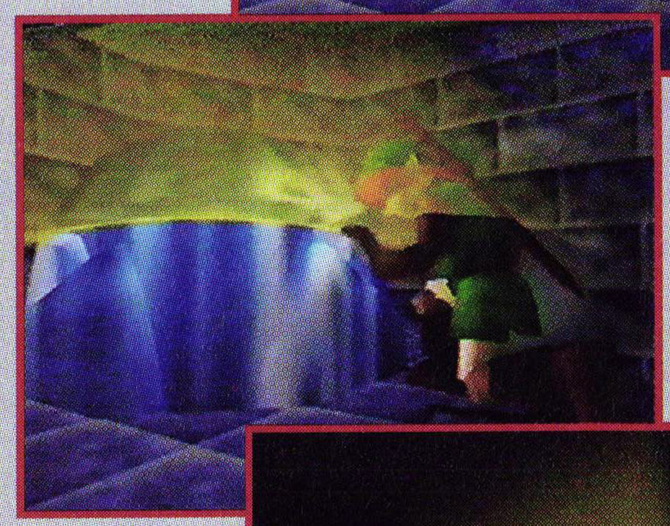
ZELDA 64

- **Size:** unknown
- **Style:** 1-Player Action/Adventure
- **Special Features:** 64 Dynamic Drive Required, Multiple Camera Views Throughout, Three Dimensional Gameplay, Superb Character Animations, Game Design by Shigeru Miyamoto
- **Created by:** Nintendo
- **Available:** Late 1997 for Nintendo 64 (Japan and US)







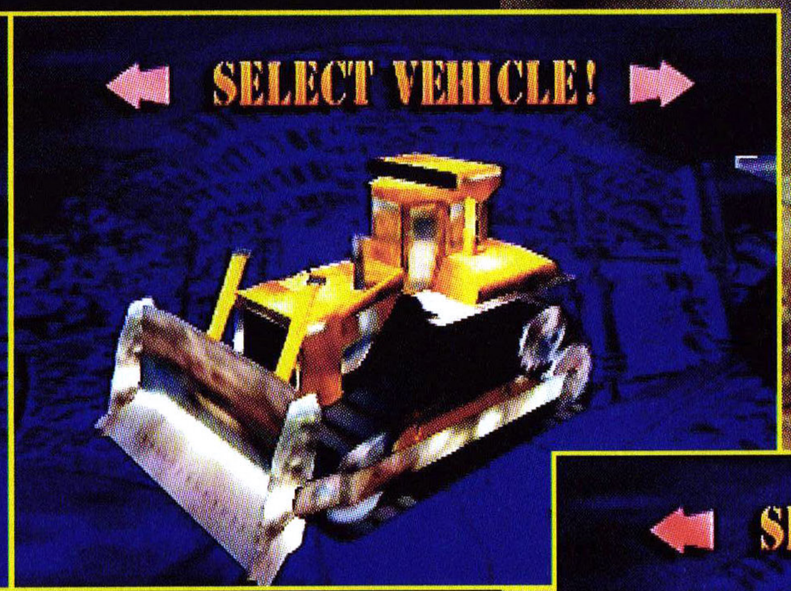


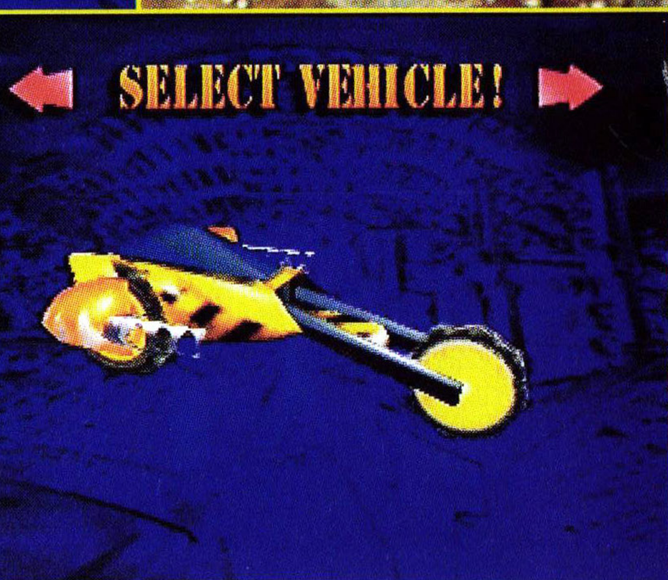
Highlighting Nintendo's achievements through the years is an easy task indeed, and Mario is most notably the secret to their success. Ultimately, every Mario title received unbridled praise and worldwide acclaim. But the success of Nintendo is not entirely due to this enthusiastic plumber, and believe it or not, Nintendo has an extremely dark shadow. Yes, Nintendo has created a happy little universe for themselves, complete with bouncing cream puffs, swinging gorillas, and hilarious turtle militias; but if you look deeper you'll see a padded cell with two characters chained to the walls – Link and Samus. These lethal rogues have only seen daylight three or four times out of all of Nintendo's existence, and surprisingly, their games are as popular if not more popular than Mario's.

Samus, who is from Metroid, has only been in three games, and Link, the star of Zelda, has been in four: two on the NES, one on the SNES, and one on the Game Boy. Well, it looks like Nintendo is ready to breathe life into their medieval quest game once again, and this Zelda 64 adventure could very well be their biggest game ever. Everything rides on the success of this title, especially if Nintendo does follow through and make Zelda 64 the first 64DD (Dynamic Drive) title for the Nintendo 64. The 64DD is the hardware attachment for the N64 that will allow Nintendo to make games at a cheaper cost because they won't need to incorporate chips into the 64DD pak (which is like an MO disc). This will mean losing some of the speed advantages that the N64 has over CD-ROM, but it will still be considerably faster. Plus, they can make larger games by using both the cartridge and 64DD drive at the same time (this could happen with Zelda 64).

Other than a brief video clip, we really don't know much more about the game. One thing that Nintendo suggested at the Shoshinkai show in Japan was that like the original Zelda for the 8-Bit NES, Zelda 64 could possibly include two quests. If you can't remember correctly, once Zelda was beaten, players had the chance to play the game through again (the second quest) with items, caves, and objectives in completely different places, thus, making it a whole new game.

The release dates on Zelda 64 and the 64DD drive are very sketchy, but Nintendo stated that both the game and the drive would be released sometime this year in the Japanese market, and shortly thereafter in the U.S. Stay tuned for more info on this highly anticipated Nintendo product.





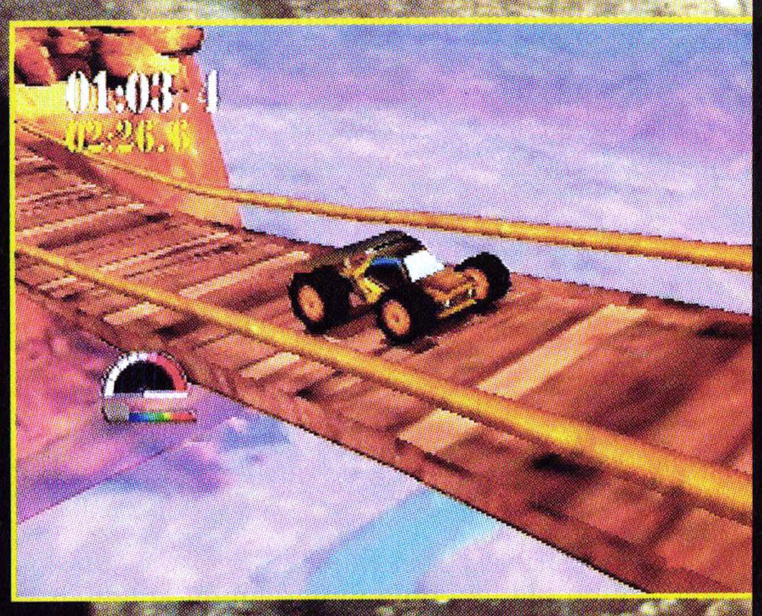
BLAST CORPS

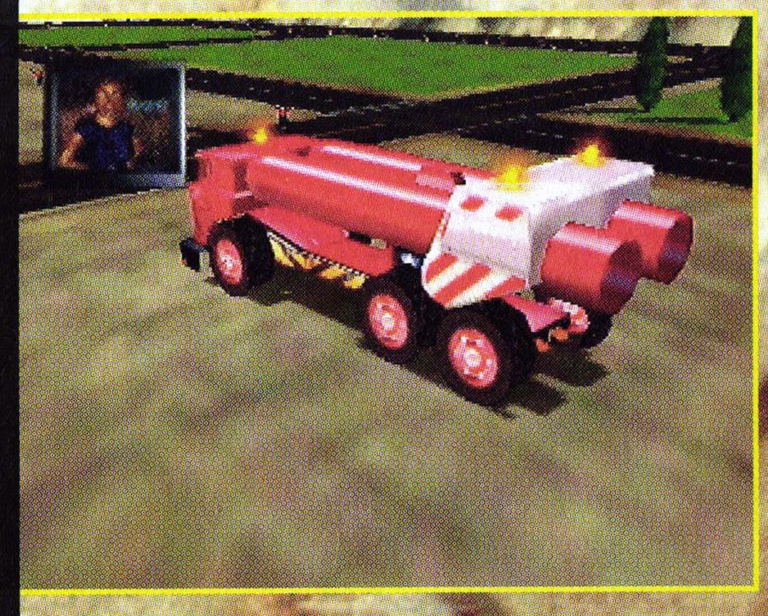
That Done Blowed Up Real Good!

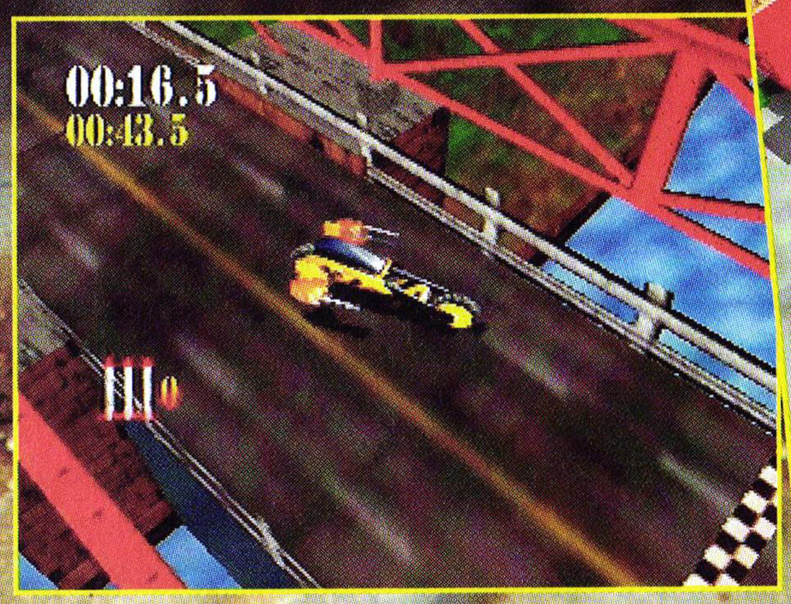
- ***Size:*** *64 Megabit*
- ***Style:*** *1-Player Destruction*
- ***Special Features:*** *Jolt Pack Compatible, 8 Vehicles to Choose From Including 5 Different Bulldozers and 3 Kinds of Robots*
- ***Created by:*** *RARE for Nintendo*
- ***Available:*** *First Half of 1997 for Nintendo 64*

Rare has made some spectacular games during their lifetime, but nothing as weird as this. The objective in Blast Corps is to destroy anything and everything that gets in the path of a tractor-trailer carrying a nuclear bomb. One mistake, and the word "ARMAGEDDON" will become more than a part of your vocabulary. To carry out your mission you will get to control eight different harbingers of destruction, including 5 heavy-duty vehicles and 3 robots.

To round out the experience, the player can add the new Nintendo jolting pack to feel each and every explosion as he/she blasts through the levels. Ready to join the wrecking crew? Then put on your hard-hat and watch for Blast Corps to hit the N64 sometime this summer.



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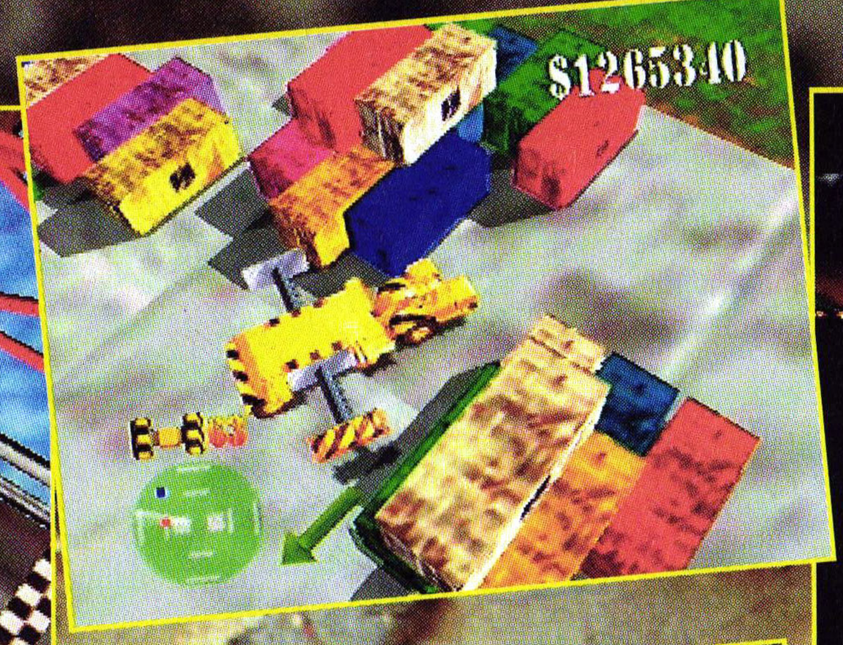
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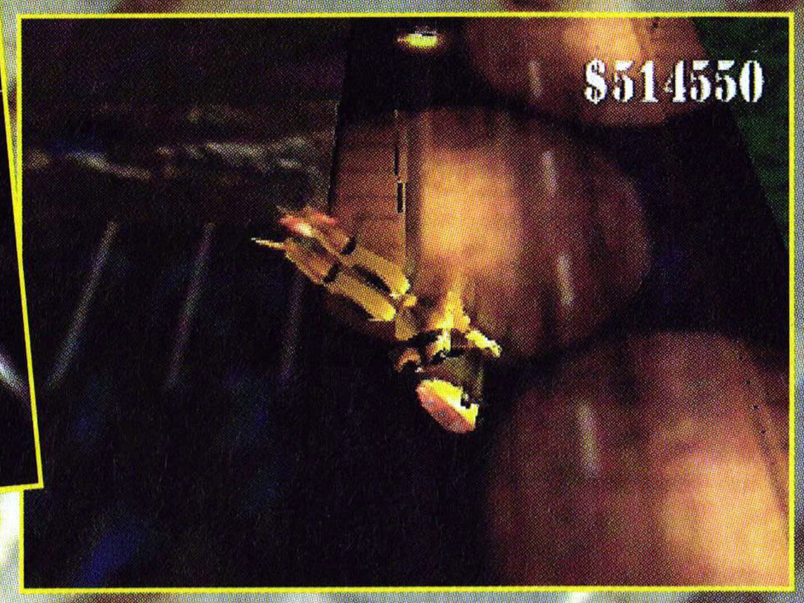
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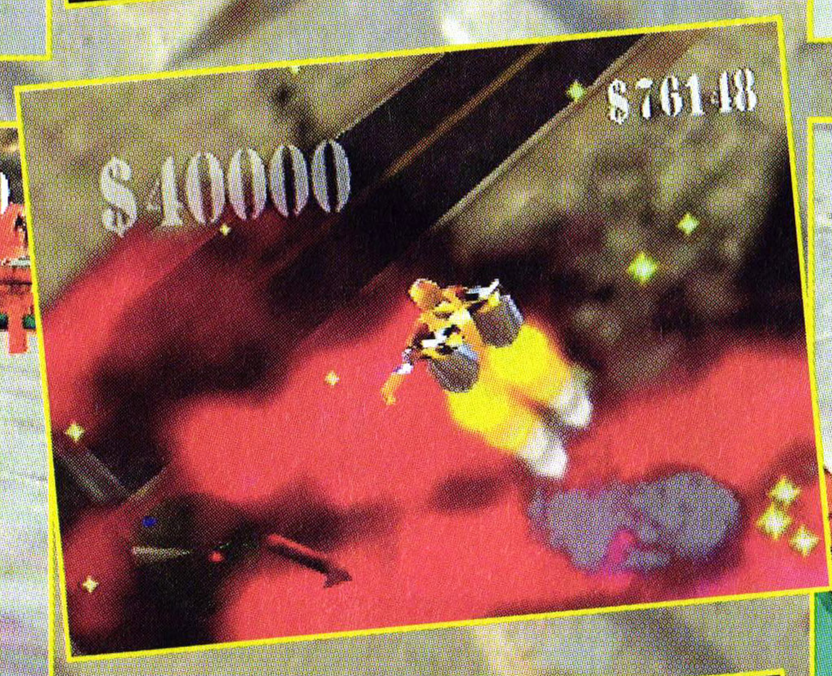
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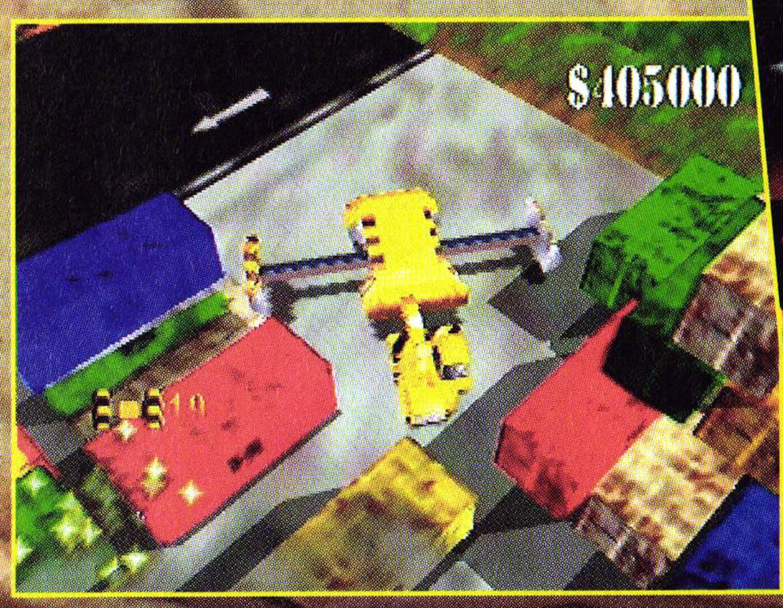
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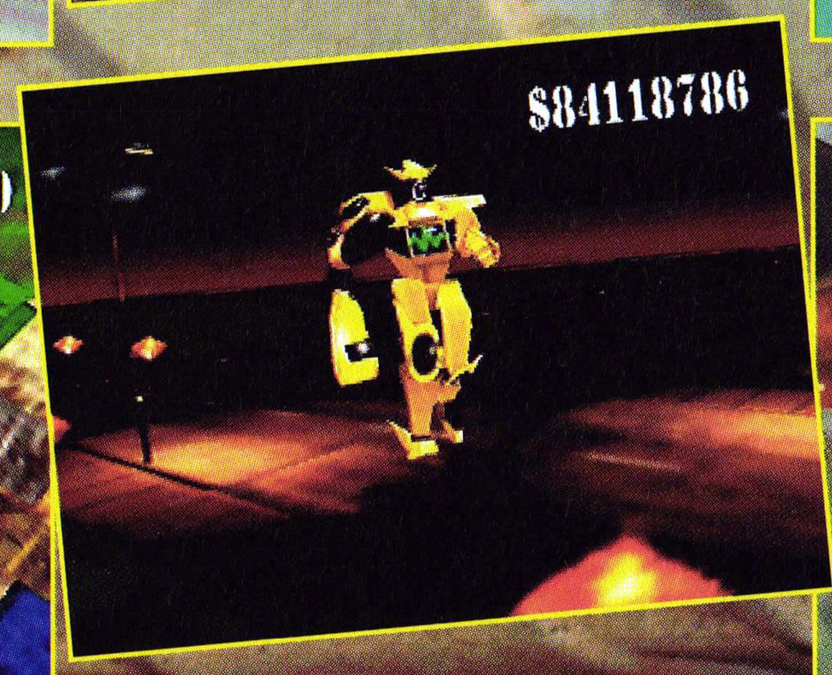
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NBA HANG TIME

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player 2-on-2 Basketball
- **Special Features:** Create Player, Secret Moves, Hidden Codes, Trivia, "On Fire" Capabilities, Full NBA License (Minus Shaq, Jordan and Sir Charles), Double Dunks
- **Created by:** Williams for Midway Home Entertainment
- **Available:** Now for Nintendo 64

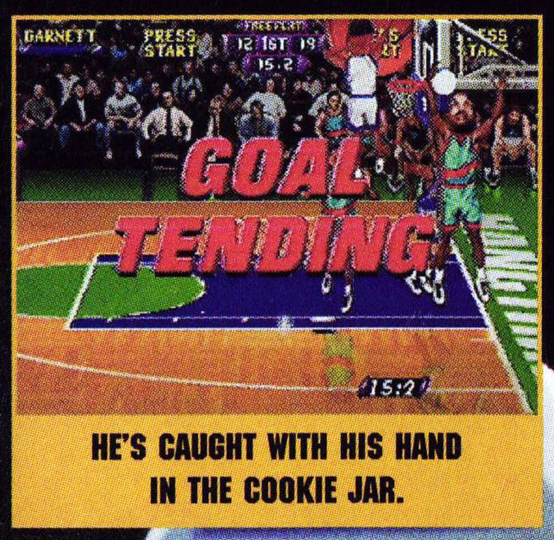
ONCE YOU GET THE HANG OF IT...

IT PROBABLY ALL STARTED WITH THE VENERABLE DR. J. ONCE A GAME EQUATED WITH MIDWEST FARM TOWNS AND CATHOLIC ACADEMIES, BASKETBALL BECAME A HIGH FLYING, SPECTACULAR, RIP 'EM UP DISPLAY OF ARTISTIC OFFENSE. AFTER DR. J, IT BECAME THE STORY OF MAGIC AND BIRD. TODAY, THE STARS IN FLIGHT ARE JORDAN, KEMP, SHAQ, GARNETT, AND EWING. IT'S A GAME FOR THE BIG BOYS, AND IF YOU WANT TO HANG WITH THEM, THEN NBA HANGTIME FOR THE N64 IS A PLACE YOU'LL SURELY BE.

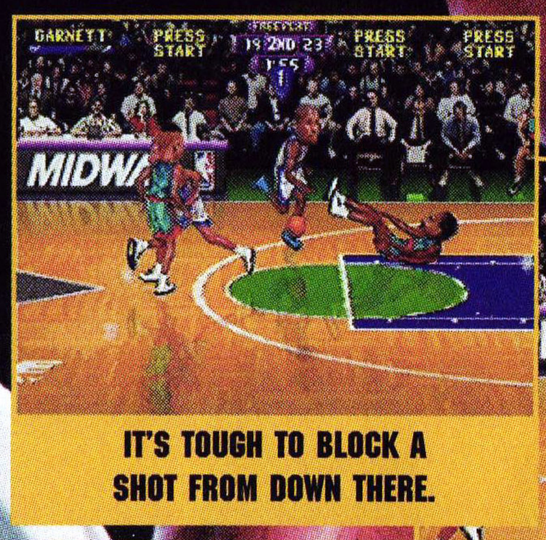
CAPITALIZING ON THEIR FAMOUS ARCADE TITLE, MIDWAY PORTED THIS TITLE TO THE SNES AND GENESIS. NOW, THEIR BIGGEST AND BEST VERSION OF HANGTIME HAS LANDED ON THE N64. THOUGH CLOSELY RESEMBLING ITS MANY RELATIVES, THE 64-BIT TITLE IS A VISUAL MASTERPIECE. THE CHARACTERS ARE HUGE AS THEY LEAP AND BOUND, FLIPPING AND ROLLING IN TARZAN-LIKE ESCAPADES. BY NO MEANS SHOULD BASKETBALL FANS CONFUSE THIS TITLE WITH A SIMULATION. IT'S AN ARCADE TITLE, AND THAT'S ITS BIGGEST STRENGTH.

ONE TO FOUR PLAYERS COMPETE IN A GAME OF TWO-ON-TWO. DEFENSE IS AS IMPORTANT AS OFFENSE, AND WITH CPU ASSISTANCE, GAMES ARE ALWAYS CLOSE AND EXCITING. THE CREATE PLAYER OPTION ALLOWS THE STORAGE OF CHARACTERS THAT CAN BE ACCESSED THROUGH PIN NUMBERS. AFTER A SERIES OF WINS, THE CREATED PLAYER RECEIVES MORE UPGRADE CREDITS. DEMON MONSTER HEADS AND REGULAR-GUY SCHMOES CAN ALL BE CHOSEN. THERE'S EVEN A SECRET CODE ENTRY BOX AT THE START SCREEN (LOOK FOR CODES IN THIS MONTH'S SECRET ACCESS). SUBSTITUTIONS ARE ALLOWED AT HALF TIME.

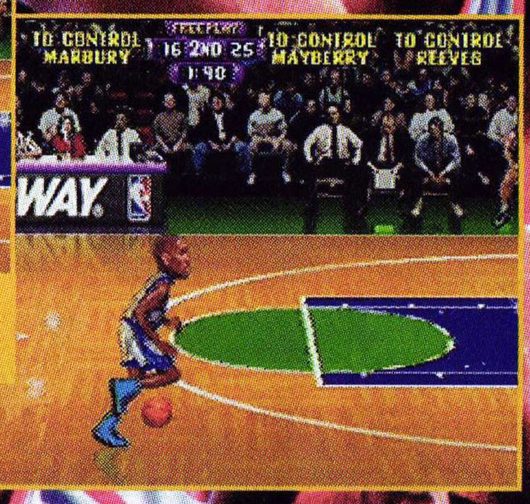
MIDWAY HAS KEPT THE FEARED "ON FIRE" CAPABILITIES OF PLAYERS, EXCEPT THIS TIME, IT'S HARDER FOR THE OPPOSITION TO EXTINGUISH THEM. MAKE A SERIES OF BASKETS IN A ROW AND THE PLAYER WILL LEAVE A TRAIL OF FLAMES, AND EVERY SHOT IS MONEY IN THE BANK. ONCE YOU GET THE HANG OF THE GAME, MAKE A SERIES OF SPECTACULAR DUNKS TO ACHIEVE "TEAM FIRE." AFTER THIS, IT'S GOODNIGHT IRENE.

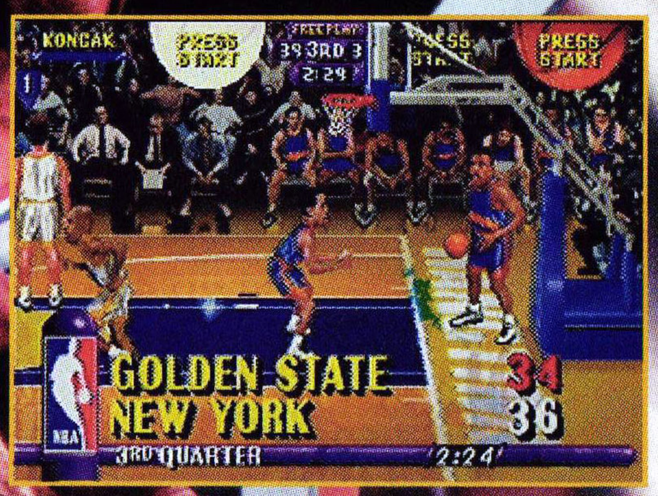


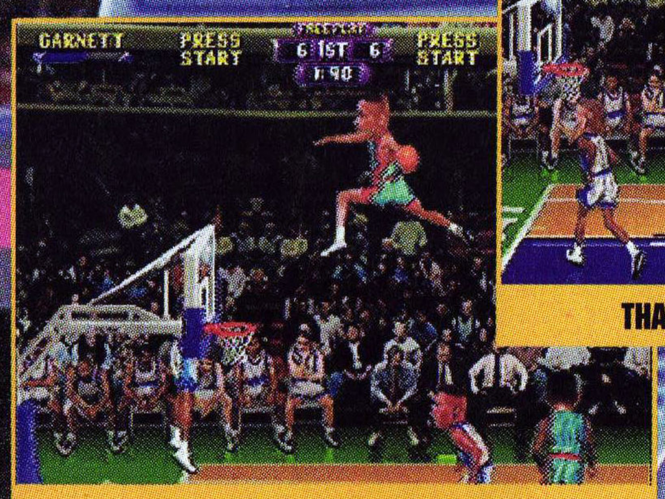
HE'S CAUGHT WITH HIS HAND IN THE COOKIE JAR.



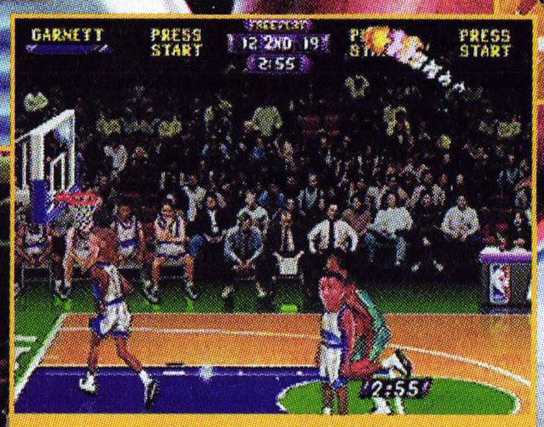
IT'S TOUGH TO BLOCK A SHOT FROM DOWN THERE.



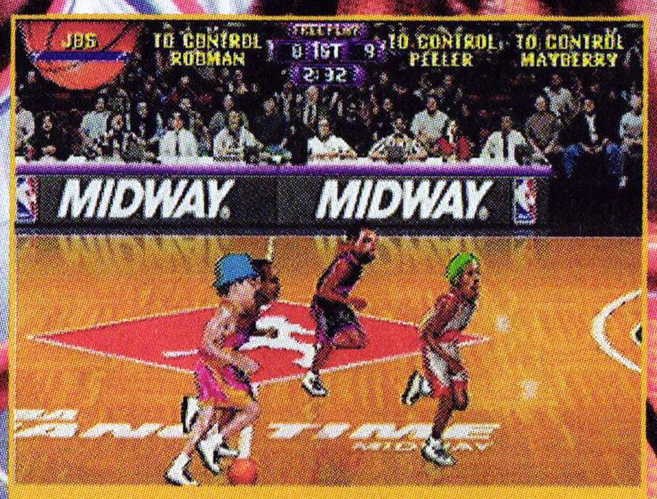




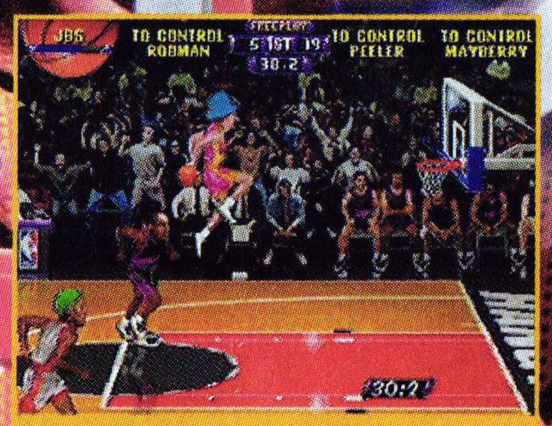
DID ANYBODY SEE THE MOVIE "THE ABSENT MINDED PROFESSOR?"



THAT BALL'S ON FIRE!



JBS IS A SUBSTITUTE BROUGHT IN FROM THE STANDS.



AIR JORDAN WHO???

▶ THE BOTTOM LINE 8.25

JON, THE GREEDY GAMER

Concept:	**8.25**
Graphics:	**9**
Sound:	**8.25**
Playability:	**8**
Entertainment:	**8.25**

OVERALL: 8.25

"Sports on the N64 seem to be taking the direction of arcade over simulation, and with NBA HangTime it appears the N64 will have some sweet sports titles. This is almost an exact translation from the arcade, chock full of codes, hidden attributes, and four-player capability. I found it somewhat difficult to play defense, especially when the CPU assistance is on. Once someone's on fire, you may as well pack your bags and head home. I see this title appealing to non-basketball fans as well as NBA junkies. The ability to create and improve players rounds out this enjoyable title."

REINER, THE RAGING GAMER

Concept:	**7**
Graphics:	**8.5**
Sound:	**8.25**
Playability:	**8.5**
Entertainment:	**8.25**

OVERALL: 8

"Combat basketball against all of the NBA hot dogs has always been a great idea for a game. Sometimes punching a seven foot jumping jack is the only cure for stress. Anyway, I couldn't get enough of the 16-bit NBA Jam titles, but the 32-bit versions had way too much loading time. Now, Hang Time is the best version yet. In fact, I'd have to say this is the best arcade port for the N64 to date. The sound is crystal clear and the graphics look really sharp. The new create player feature is the icing on the cake. This is the most entertaining N64 sports title around that delivers non-stop NBA thrills and spills."

PAUL, THE PRO PLAYER

Concept:	**7**
Graphics:	**8.5**
Sound:	**8.5**
Playability:	**9**
Entertainment:	**8.75**

OVERALL: 8.5

"The two-on-two basketball concept has been beaten into the ground by NBA Jam. Although this is basically the same game by the same minds, HangTime really adds some nice features to freshen up the dead horse. The updated rosters with rookies and the player creator make a large contribution to the game's entertainment. The translation from the arcade seems to be very true to form with excellent effects, sound, and fast game play. Although I prefer more simulation in my basketball games, there is plenty to enjoy in HangTime. A worthy game for any fan of basketball."

NBA Shoot Out '97

SONY'S DRIVE FOR THE NET

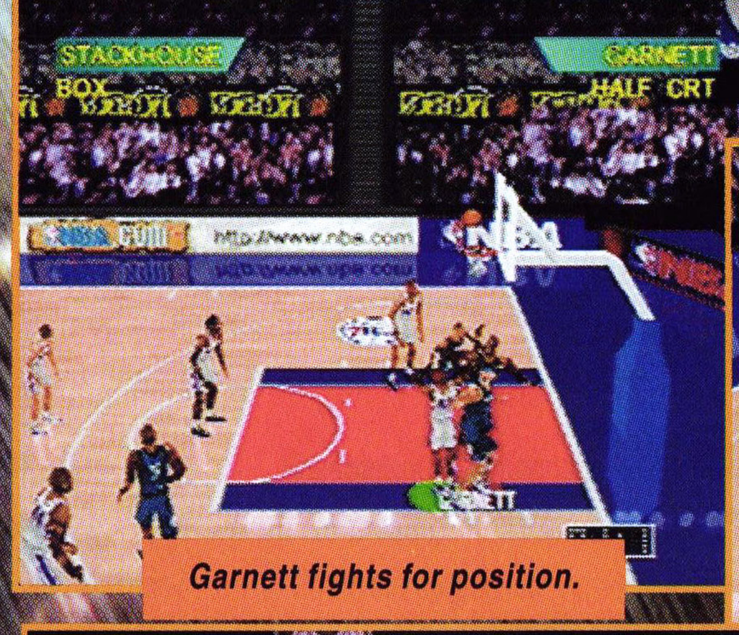
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Basketball (Up to 8-Player Via Sony Multi-Tap)
- **Special Features:** Icon Passing, Create and Trade Player, Special Dribbles and Plays, All-Star Game, Team Strategy, 3 Difficulty Levels, Call For Cutter, Stats Tracking
- **Created by:** Sony Computer Entertainment America (SCEA)
- **Available:** Late February/Early March '97 for Sony PlayStation

A few months ago, Sony introduced the world to icon passing. Their NHL Face Off '97 was a breath of fresh air in terms of play control and passing. Sony's next step was to add this feature to their popular NBA title, NBA Shoot Out. But this year's update includes more than just improved passing.

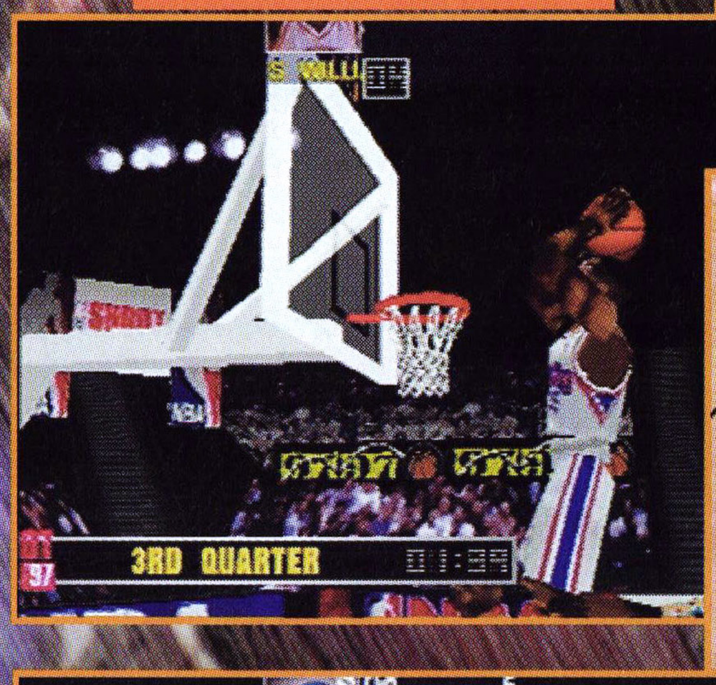
The characters are still polygonal, but one of the biggest complaints concerning last year's version was the indiscernible mass of players below the net. This year, Sony has cleaned up that mess, fine tuning the collision for realistic offensive drives. Going to the hole is still challenging, and rebounding is actually determined as much by skill as by luck. Players can now call for a cutter while dribbling between their legs or behind their back. New dunks include the tomahawk jam, windmill, and the alley-oop.

Another key feature is the coaching menu. Depending upon the game situation and individual opponents, you can coach your players into a half or full court press, crash the boards, or a user selected double team. A full NBA season can be played with an All-Star game and player awards. Shoot Out '97 also includes programmed NBA plays such as the box, inside triangle, hi-lo post, and the three point play.

Undeniably, the strength of NBA Shoot Out '97 will be found in its use of icon passing. As the ball carrier, hold down the L2 shoulder button and players will appear with icons below them. Press that icon to pass the ball to them, then depending upon the next button pushed, the receiver will turn and shoot, pass back, or pass to another player. This method goes a long way towards opening the full width of the court, while eliminating the "pass to closest player" style of most other basketball games. Look for NBA Shoot Out '97 to make its appearance in late February or early March.

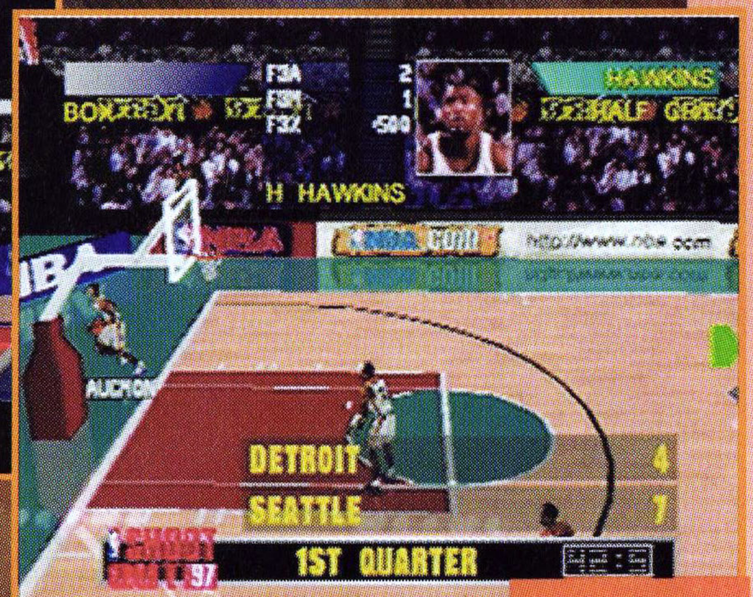


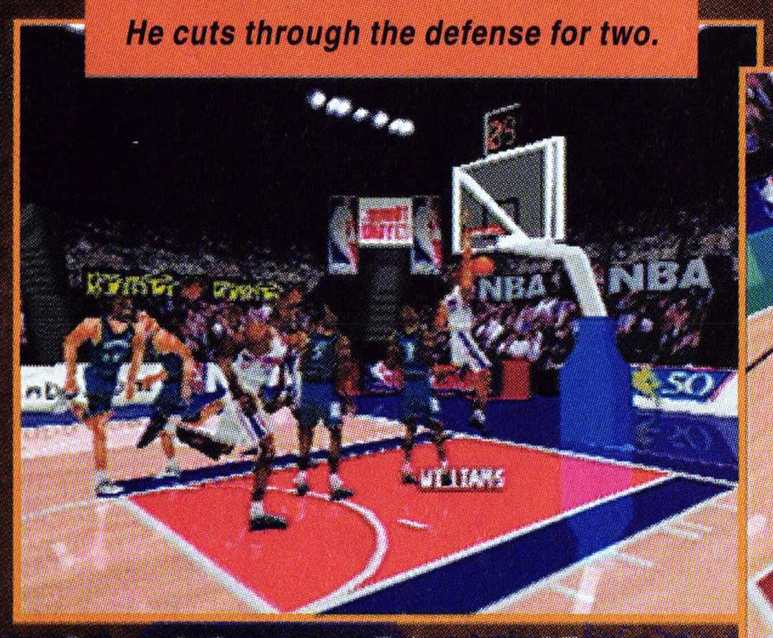
Garnett fights for position.



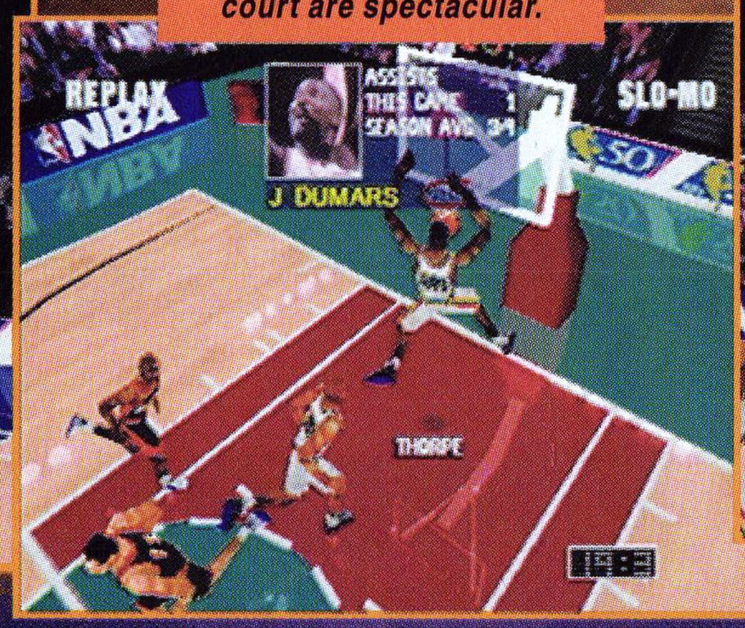
He's all alone inside.

The sideline cam is nice for 1-player games.

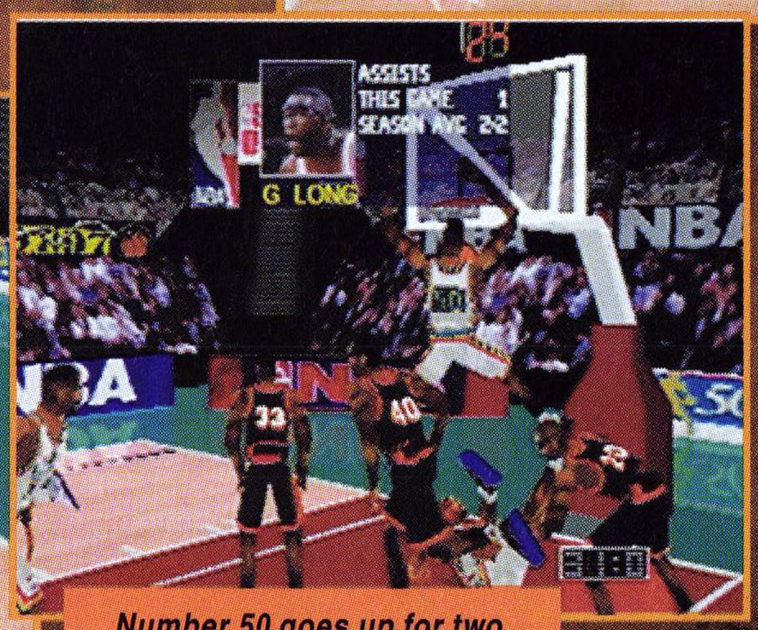




He cuts through the defense for two.



The lighting effects of the court are spectacular.



Number 50 goes up for two.

This is obviously not the full court press.

THE LOST WORLD
JURASSIC PARK™

THE GAME

It opens on the mysterious Isla Sorna. InGen must have been getting their eggs from somewhere, but where? It's here, upon this forgotten island off the coast of Costa Rica. As dinosaurs begin washing up on the mainland, people begin to ask questions. It's your job to explore this island and find out the deadly secrets within its jungles. However, this will be done in many different ways.

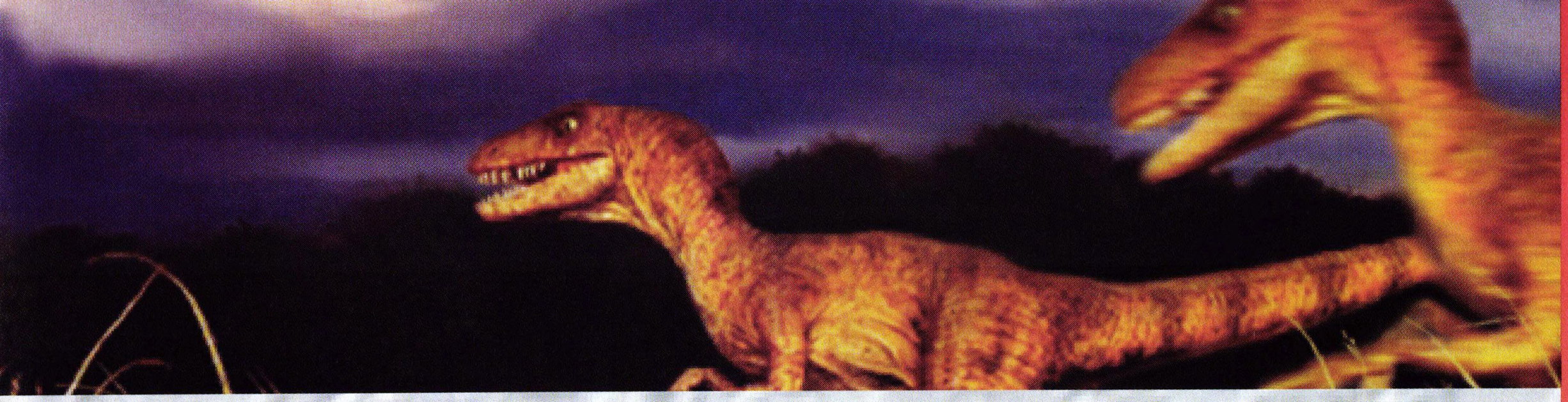
DreamWorks Interactive, the newest cog in Spielberg and company's entertainment empire, is now working on the sequel to Jurassic Park. For the first time, gamers will be placed within the world of the dinosaurs that inhabit Isla Sorna. Starting as the small "Compy," the game will progress through a series of character assimilations. At the end of each level, the player will take on a new form. This will occur after an encounter with that form. In other words, after you battle the T-Rex, you will become the T-Rex. The game is exploratory by nature, and players will encounter other humans throughout the island.

Although upon a fixed track, this track will have countless branchings and hidden areas.

By incorporating five different characters and scenarios, the goal is to put players within the world of the dinosaur. As a small Compy, you'll spend most of your time avoiding the stomping feet of giant Brontos, while as the T-Rex or the Raptor, you'll be stomping and eating those same Compys you once were. The two human characters are a Human Hunter (taken straight from the old Safari archetypes) and of course, the famous Sarah Harding. Sarah's level is the last level of the game and her quest is to get off the island as quickly as possible. If you successfully get off the island, the game will culminate in San Diego, but DreamWorks isn't releasing any info on this climax just yet.

SOMETHING HAS SURVIVED... CAN YOU?

- ***Size:*** *1 CD-ROM*
- ***Style:*** *1-Player 3D Action/Platform*
- ***Special Features:*** *Play as Five Different Characters (Human and Dino), 3 Difficulty Levels, Eat Slain Dinos For Health, Over Twenty Species of Dino Enemies, Twenty-Four Environments, No Motion Capture (All Hand Animated), Story Line That Closely Follows the Movie*
- ***Created by:*** *DreamWorks Interactive*
- ***Available:*** *June for Sony PlayStation*



THE DESIGNERS

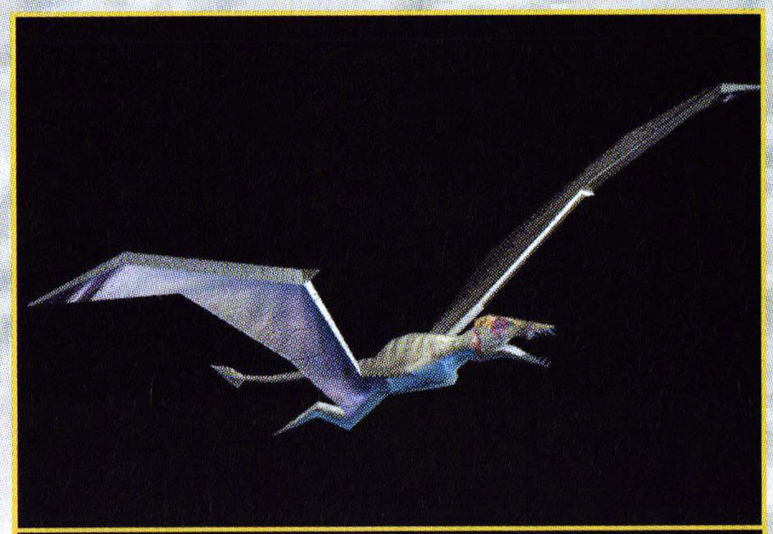
Recently, Game Informer had a chance to visit DreamWorks Interactive and meet with the development team. Here's what Producer Patrick Gilmore has to say about the concepts behind Jurassic Park: The Lost World. For those unfamiliar with DreamWorks Interactive, it's a joint venture between Microsoft Corp. and DreamWorks SKG (the mammoth entertainment company formed by Spielberg, Geffen and Katzenberg).

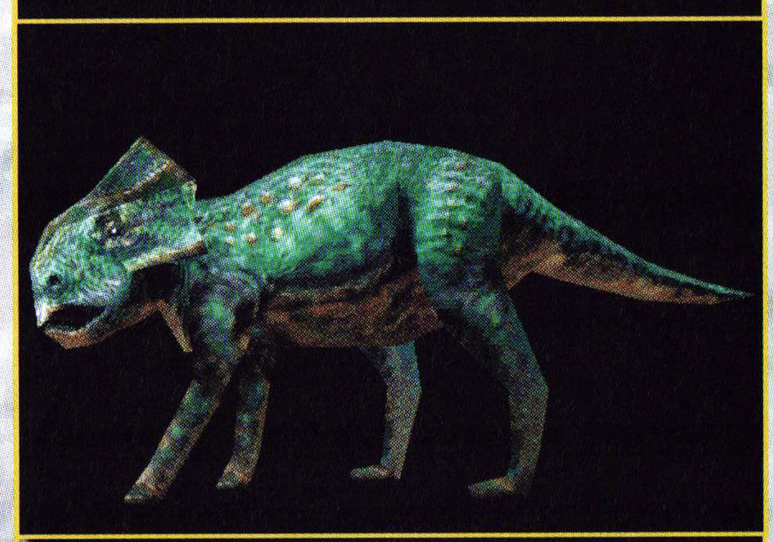
How did you go about answering the question of how hard the game was going to be?

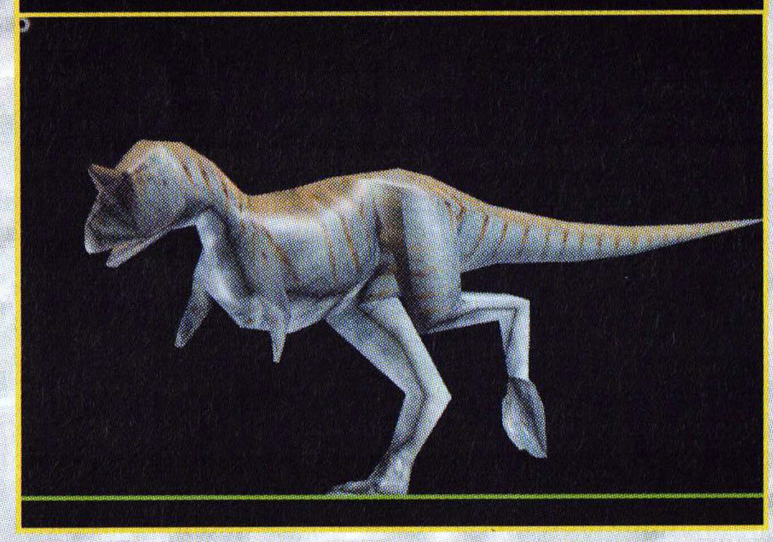
We're less interested in making players do more of the same thing over and over again, the old "now you must kill four dinosaurs instead of three." Instead, we make it so now suddenly you're a hunter, while you were a dinosaur minutes before. It's an interesting way of addressing difficulty, constantly presenting a new and diverse set of challenges.

And you carried this concept over to the problems of character control?

One thing we really focused on, the most important part of the game, is that players should be able to do what they want to do. Instead of just jumping, players should be able to crouch and attack, crouch jump and attack, jump, then crouch and withdraw. And players can do all that. Also, in terms of control, players will always know why they died. There's nothing more frustrating than not knowing what happened to your controls, therefore everything is very straightforward, very fluid.







Are there any puzzles?

No, there is none of that. Initially, the designers were coming up with all these neat tasks like stacking boxes. But I decided the game was going to focus on what it was like to be a dinosaur, or a human, upon this island. I'm always asking the designers, "Would a dinosaur do this?" If the answer is no, then it doesn't go into the game. It's organic in the sense that everything flows together into the concept of a living, evolving plot. You actually are these characters.

How about the character animations? What did you use as a basis for their movement?

We decided not to use any motion capture; everything is done by hand. The motion capture just wasn't fast enough. Doing everything by hand allows us to make the chase sequences incredibly fast and furious, without experiencing any of the polygon pop or slow-down normally associated with motion capture. Also, one of the most important things graphically is the dinosaurs. Using everything from photos to specials on the Discovery Channel, we've found that most dinosaurs have a modern day counterpart, such as an elephant. This made the mimicking of their movements much easier.

Jurassic Park: The Lost World is indeed a stunning graphical adventure. The dinosaur animations are some of the most impressive we've ever seen. You can actually watch their bones move beneath the skin. DreamWorks hopes the impending success of their newest game will bolster an already aggressive move into console gaming. With current plans to produce up to three games a year, DreamWorks interactive just may be to video games what DreamWorks Studios SKG is to the film industry. Look for Jurassic Park: The Lost World, coming this June for the Sony PlayStation.

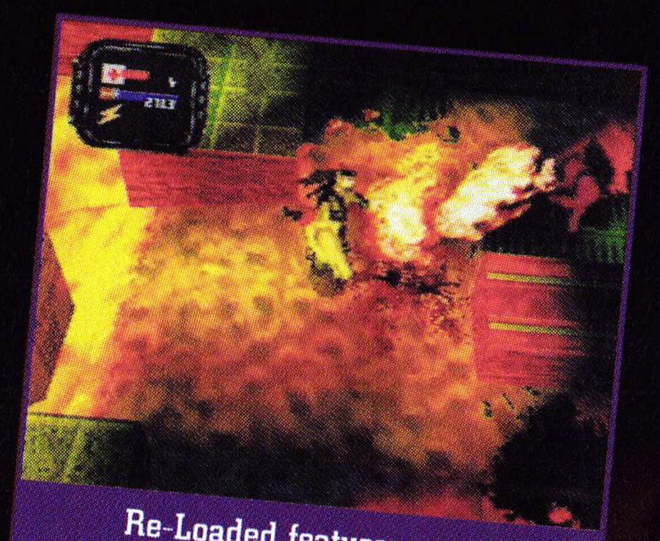
RE.LOADED

Go Tell It On the Bloody Mountain

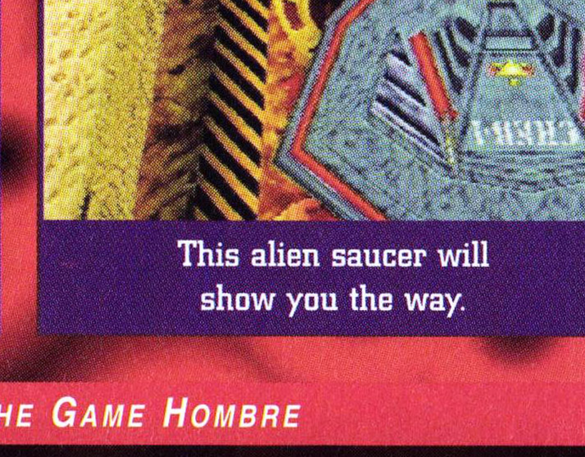
Gremlin Interactive had found their niche in success with the Loaded franchise. Never before on a high-end system had there been a title that had taken gore to such extremes. We all had our favorite Loaded moments, whether it was the popping of human flesh or the stain of life smeared on the ground. We easily comprehend the violence that was suggested here, and to much approval, Interplay Productions has now given Gremlin another chance to stain the Sony PlayStation red.

All the sabotage, mayhem, and blood curdling screams are back and better than ever in this highly anticipated sequel – Re-Loaded. Graphically and concept wise, don't expect to be blown away. The changes are minute, but noteworthy. You now have six characters to choose from, and each is packed with an exciting intro and ending FMV sequence. Plus, the level objectives are structured differently. You won't always have to find keys to successfully locate the end of the level; rather, on some levels, you'll be thrown into a searing desert where you'll have to locate a comrade, or you might find yourself in a hangar taking on a flying saucer.

Once again, all the characters have different attacks and specials, and most notably a unique appearance. It's another day, and another sequel for the PS-X, and if you dig the first offering we're sure you'll find this one entertaining also.



Re-Loaded features some amazing lighting effects.



The blood effects have been greatly altered.

This alien saucer will show you the way.

Most of the returning characters have new costumes, like this baby blue bunny suit.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Isometric Action
- **Special Features:** Six Playable Characters With Different Weapons, Exciting FMV Intros, Multiple Level Objectives, Zoom and Strafe Buttons, Hidden Power-Ups, Memory Card Save
- **Created by:** Gremlin Interactive, Ltd. for Interplay Productions
- **Available:** Now for Sony PlayStation

Andy, The Game Hombre

Concept:	7
Graphics:	7
Sound:	6.5
Playability:	5
Entertainment:	4
OVERALL:	6

"What happened? I thought the sequels were supposed to be better than the original!! Unfortunately, Re-Loaded is proof that this is not always the case. While it did manage to keep all the cool lighting effects that the first game offered, the animation is worse. The characters don't even have an animation for walking while shooting. Instead the player just slides across the screen Disappointing...to the say the least. Luckily, there are a couple of good things about this game. There is a lot to keep you busy and the level missions are pretty funny, but this game is definitely a rent before you buy."

The green swarm approaches.

▶ **The Bottom Line 6.5**

Reiner, The Raging Gamer

Concept:	6.25
Graphics:	7.75
Sound:	8.25
Playability:	6.5
Entertainment:	4
OVERALL:	6.5

"This title has been greatly overhyped to begin with. But, we have to face the fact that Loaded brought an interesting flavor to the PS-X that we all found fairly interesting and amusing. That was then, and this is now. The title 'Re-Loaded' says it all. Loaded had its day and it's been over for a long time. This game features the same gameplay engine as the first with a few advancements in enemy and background interaction. The missions are not as bound as they once were, and at times, you'll find yourself walking around doing nothing. It's a decent game, but far less than this second generation sequel should have been."

Jon, The Greedy Gamer

Concept:	7
Graphics:	7.25
Sound:	5
Playability:	7.75
Entertainment:	6.75
OVERALL:	6.75

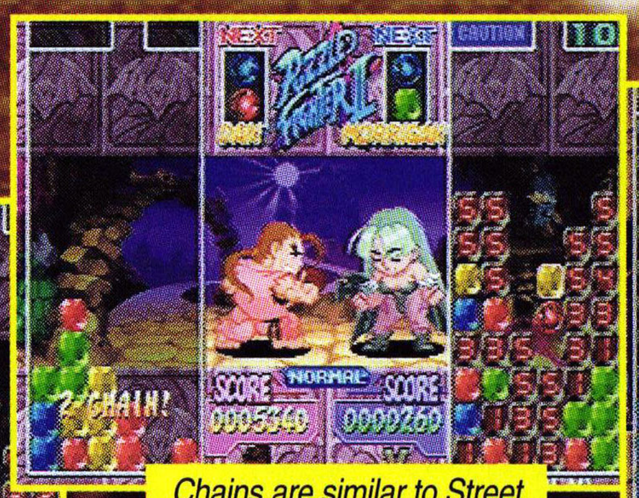
"I love action games. I love running through levels and killing things and taking out turrets and finding hidden health. Then why don't I like Re-Loaded? Because it's RE. It's a REhash of the first game, and it's REally pretty lame. The graphics are poor, and the level designs are repetitive and boring. I'll probably play this soundtrack while I'm trying to fall asleep. The mission briefings add a nice touch, and the different things to collect offer some appeal. But it's been done so many times, and in such better ways, that as far as action games are concerned, I think I'll stick with Project Overkill."

The Game is Even Longer Than the Name

SUPER PUZZLE FIGHTER II TURBO

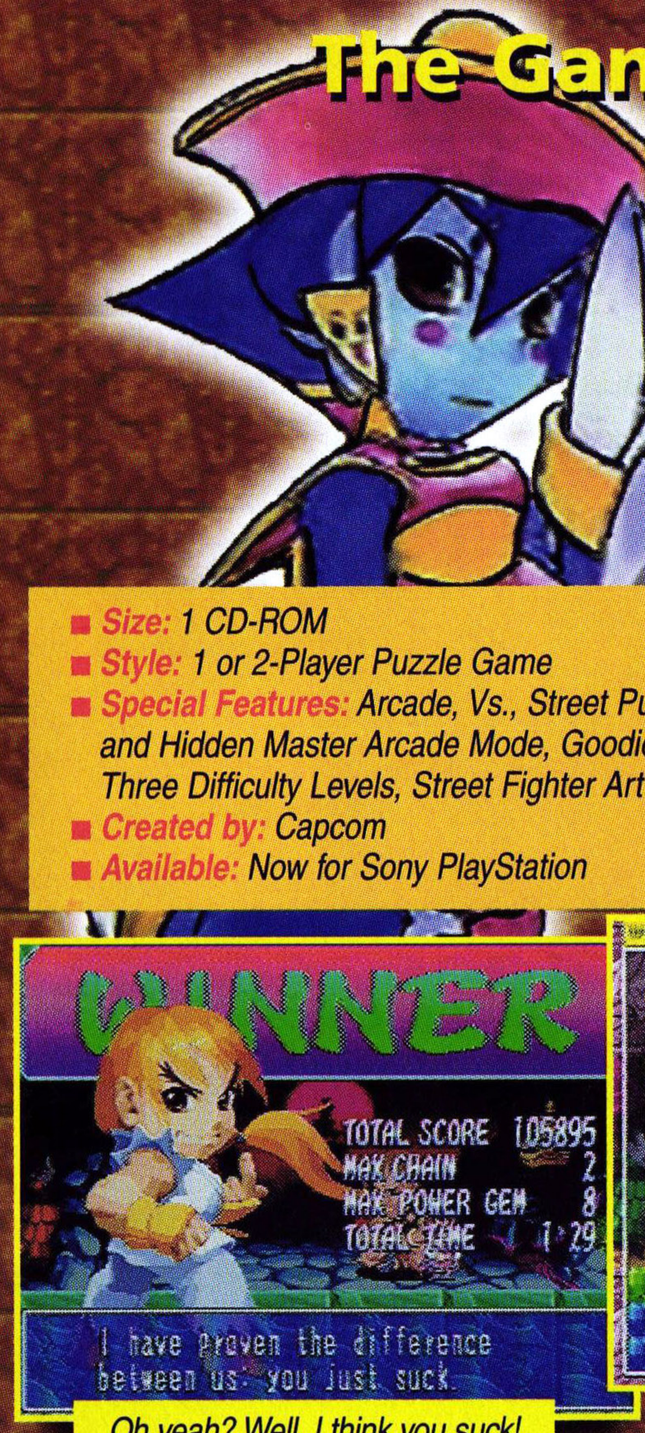
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle Game
- **Special Features:** Arcade, Vs., Street Puzzle Mode and Hidden Master Arcade Mode, Goodies Menu, Three Difficulty Levels, Street Fighter Art
- **Created by:** Capcom
- **Available:** Now for Sony PlayStation

▶ THE BOTTOM LINE 7.75

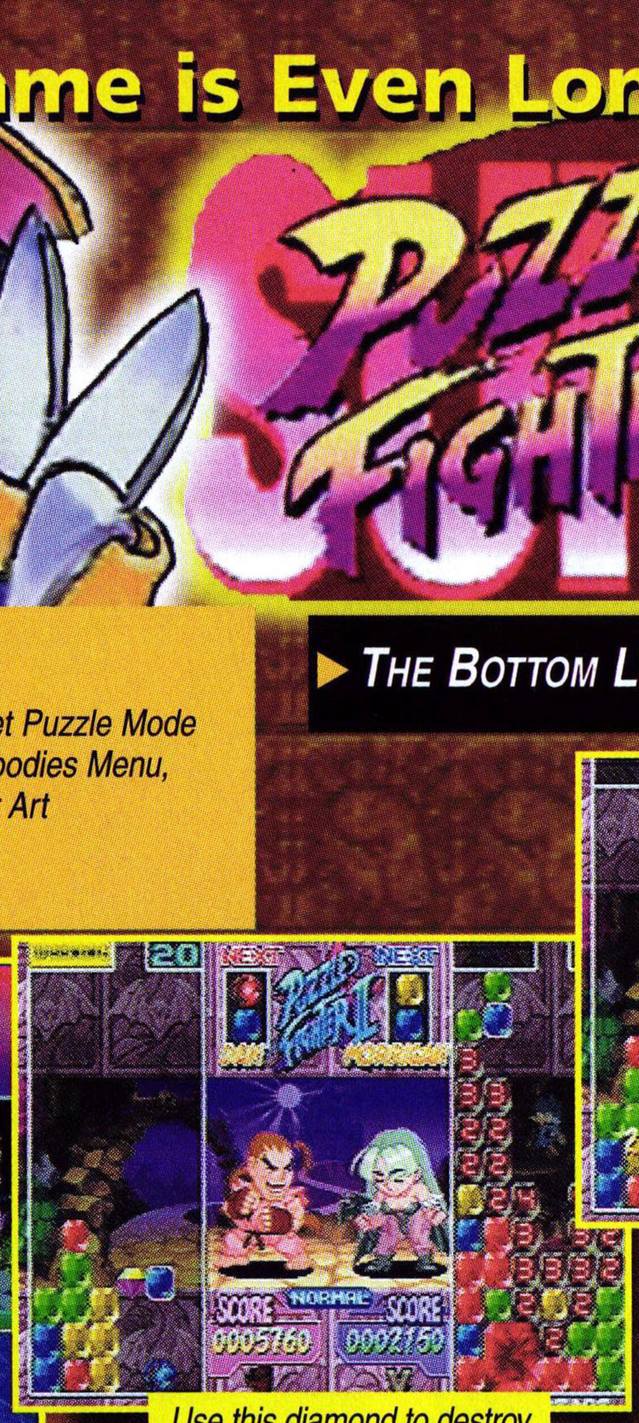


Chains are similar to Street Fighter Combos.

Akuma hits Ken with a nasty combo.



Oh yeah? Well, I think you suck!



Use this diamond to destroy non-adjacent blocks.

Akuma, Dan, and Devilot are all playable characters.

The result of a 3-chain is typically victory.

Drop this yellow breaker onto the power gem...

...in order to destroy it.

What's always fun about puzzle games is that any number of people can be seated around a television, passing the controller after a quick sixty second bout. However, this can also be a drawback in that many puzzle games lack any long term one-player appeal. Capcom, recognizing this limitation, has now paid its respects to the one-player puzzle fan.

The gameplay of SPF2T is fairly simple. Once again, colored gems descend from the top of the screen. The only way to destroy these gems is to use the glowing, color specific crash gems. These crash gems will destroy all connected gems of the same color. By placing four or more regular gems in an adjacent, symmetrical pattern, power gems are formed. One hit to a power gem will increase your score, while creating more crash gems for your use. Whenever gems are cleared from your screen, they'll drop on the opponent's screen as a numbered counter gem. Starting at five, the counter gems will become breakable only after five moves. The key to winning is to bury your opponent in counter gems. Each character has a patterned counter gem attack that varies from character to character. Obviously, each boss has the most powerful attack. There are also diamonds which can be used to clear the screen entirely of a chosen color.

While the 2-Player Vs. mode is pretty straightforward, players acting alone can enter the Street Puzzle mode. Here, the player fights for prizes such as hidden character codes, character art, and voice samples. It appears that obtaining all of the prizes will unlock the Master Arcade Mode. What happens after this is anyone's guess. The hefty one-player options, as well as the classic two-player battle, make SPF2T a memorable puzzle challenge in the tradition of Tetris and Bust-A-Move. In addition, Street Fighter fanatics, who need to see every piece of Street Fighter art ever created, will find a special joy in the goodies menu.

ANDY, THE GAME HOMBRE

Concept:	7
Graphics:	8.75
Sound:	8
Playability:	6
Entertainment:	5

OVERALL: 7

"From the moment you turn this game on it is obvious that it has great graphics for a puzzle game. There are tons of sound effects and the animation is amazing. However, this game suffers from the same problem as Baku Baku (as a matter of fact, this game is almost exactly the same as Baku Baku). The chips, and how they fall, control far too much of your destiny. Sure, some may like this game and all its hidden goodies, but I'll stick with Tetris Attack for Super NES as my puzzle game of choice."

REINER, THE RAGING GAMER

Concept:	7.25
Graphics:	7.75
Sound:	8
Playability:	8.25
Entertainment:	8

OVERALL: 7.75

"This is an intricate and appealing mutation straight from the masterminds at Capcom. I never expected to see an amalgam of a fighter and a puzzle title, but then again, no one could have expected Mega Man Soccer. Capcom loves to reincarnate their popular characters whenever possible, and for once, it actually worked. The game basics are not as good as they should be, but the number of hidden goodies and options will keep you playing for hours. This is by no means a game for the fighting crowd (boy, would you be disappointed). It's strictly a title for the articulate puzzle gurus around the world."

JON, THE GREEDY GAMER

Concept:	8.5
Graphics:	8.5
Sound:	8.25
Playability:	9
Entertainment:	8.5

OVERALL: 8.5

"Though I think Bust-A-Move 2 and Tetris Attack are more fun for two players, Super Puzzle Fighter 2 Turbo's (SPF2T) one-player game is long and challenging. There are rewards for each victory, including three hidden characters. It's a challenge to win them, but the practice is needed for the Master Arcade Mode (which I don't know how to unlock). People looking for the best 2-player puzzle game should consider this a weekend rental. But in the words of Andy, if you just can't possibly live without every single Street Fighter game out there, SPF2T won't disappoint."

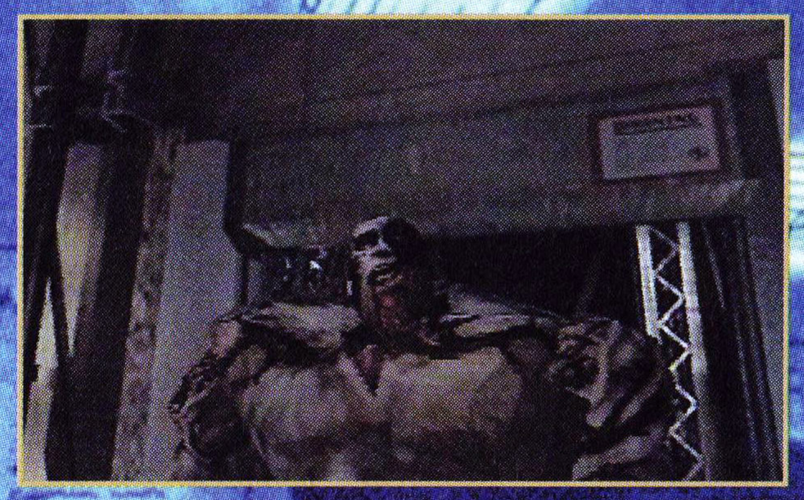
RESIDENT EVIL 2

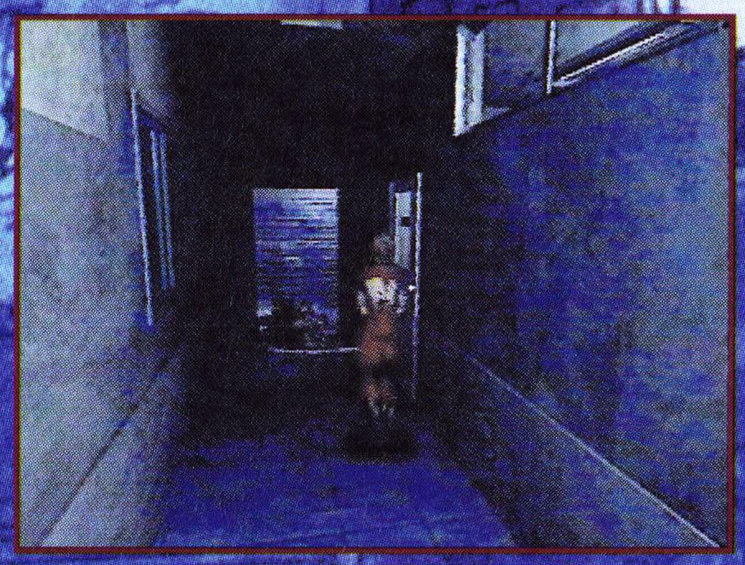
It's a Killer of a Sequel

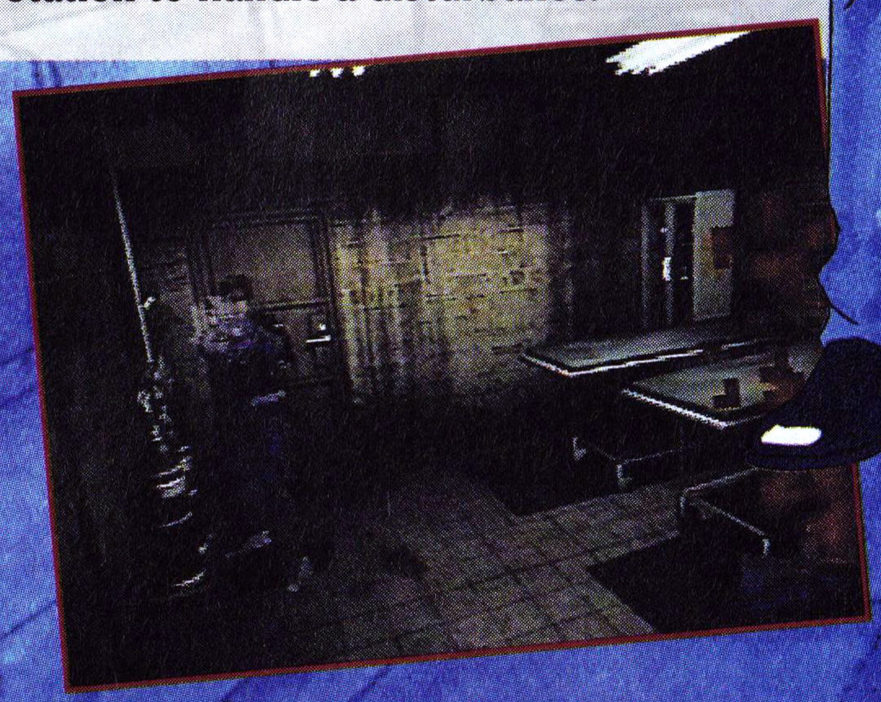
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Intriguing Puzzles, Multiple Enemy and Character Deaths, Several New Weapons, More Classic RE Suspense
- **Created by:** Capcom
- **Available:** Late Summer for Sony PlayStation

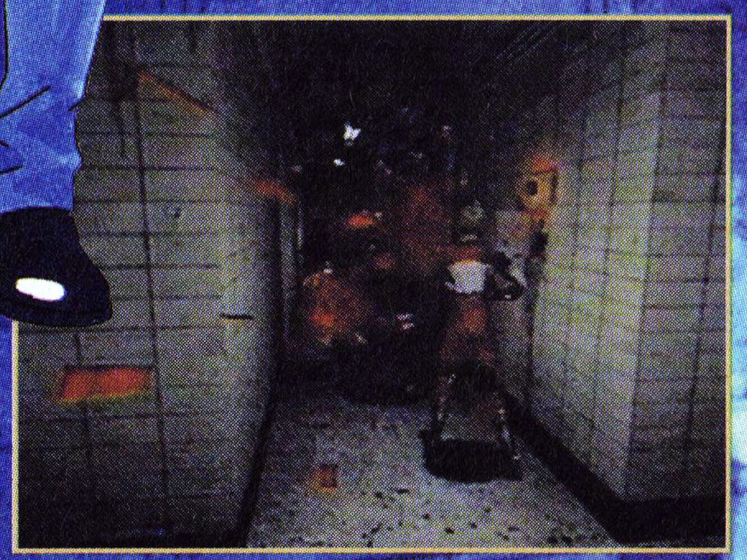
Your scrapes and wounds from the first Resident Evil adventure have finally healed, and you know that Raccoon City and the world are safe because of your valiant crusade. For now, you can relax, but this summer Capcom is going to tear off your toasty brown scabs, and let the blood run again! As Capcom has done in the past with Street Fighter and Mega Man, you can expect to return to Raccoon City over and over again. Strap on those Magnums kid, and gather your soul, because it's time to dive back into the world of survival horror in Resident Evil 2.

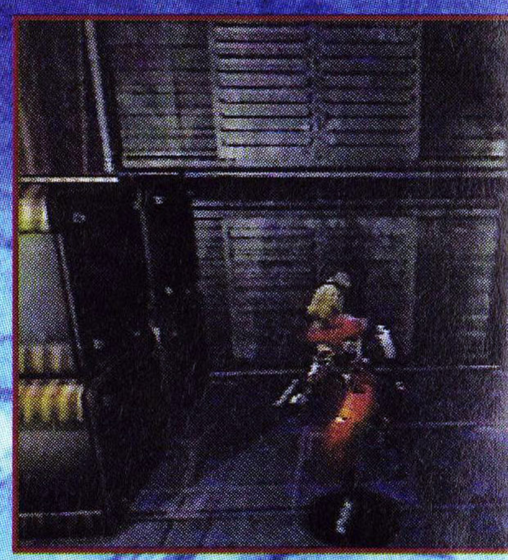
Resident Evil 2 is in all actuality a true sequel which brings the action back to Raccoon City; however, this time around things are going to be a lot different. From the gameplay footage we've seen and the info Capcom has given out, it seems that you may not be stuck to the confines of one building and its backyard. While this is just speculation, we believe that you will have freedom to explore more than one environment. So basically, you may find yourself exploring a mishap in a police station, and then moving to the local gas station to handle a disturbance.

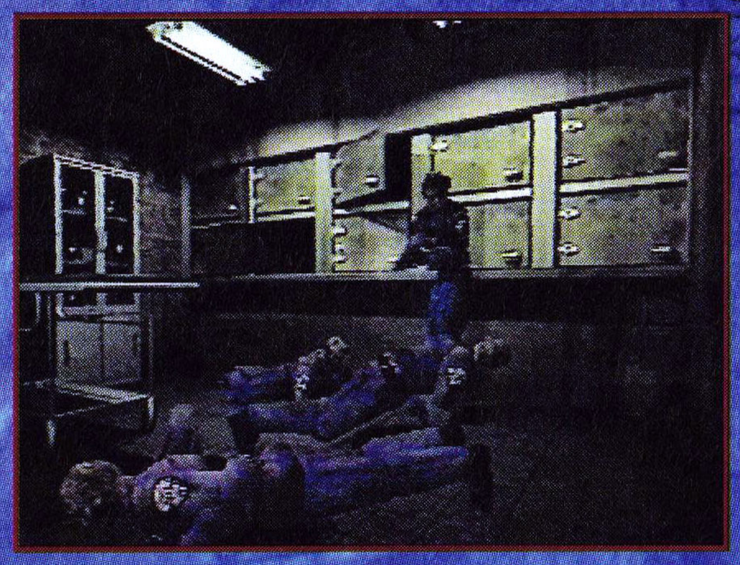


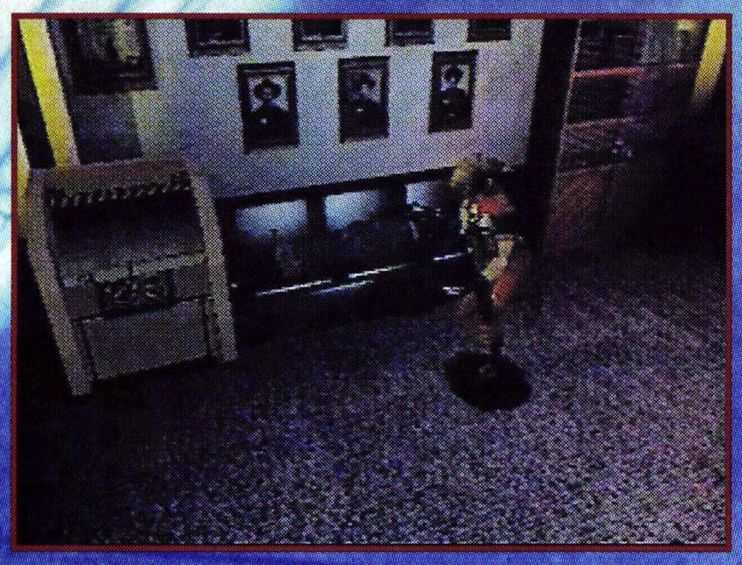


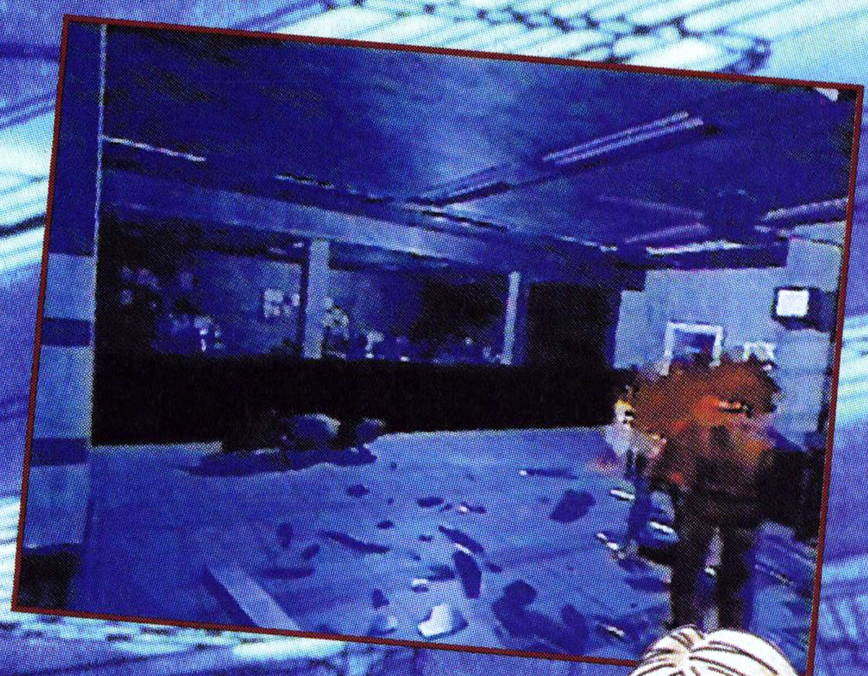


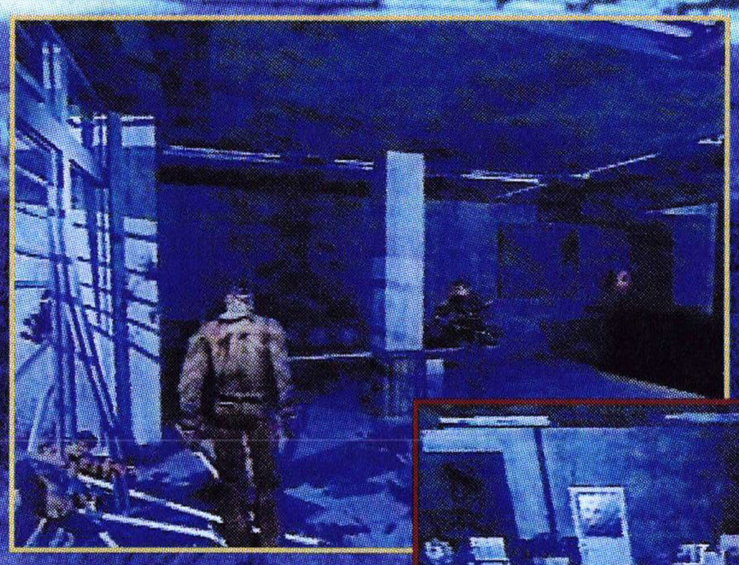


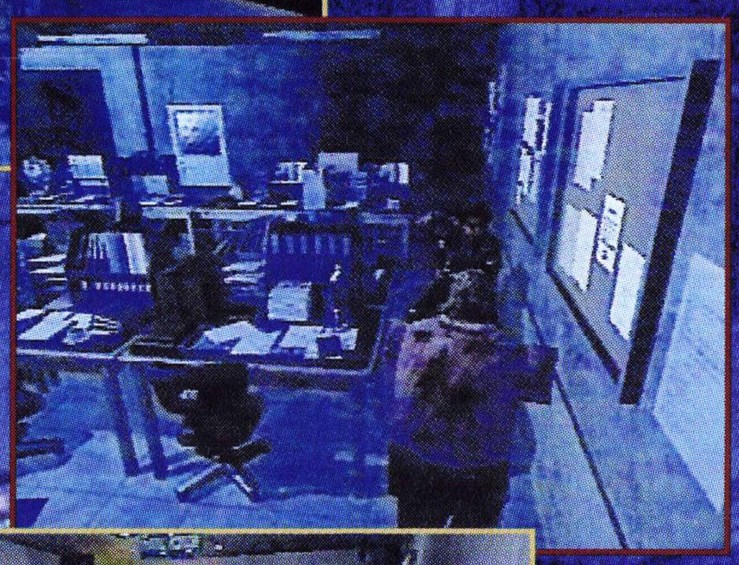


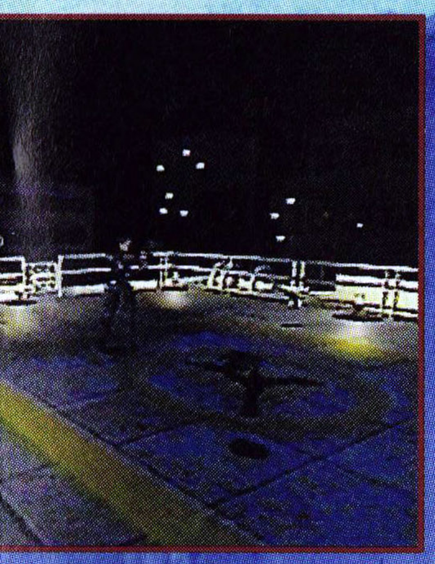


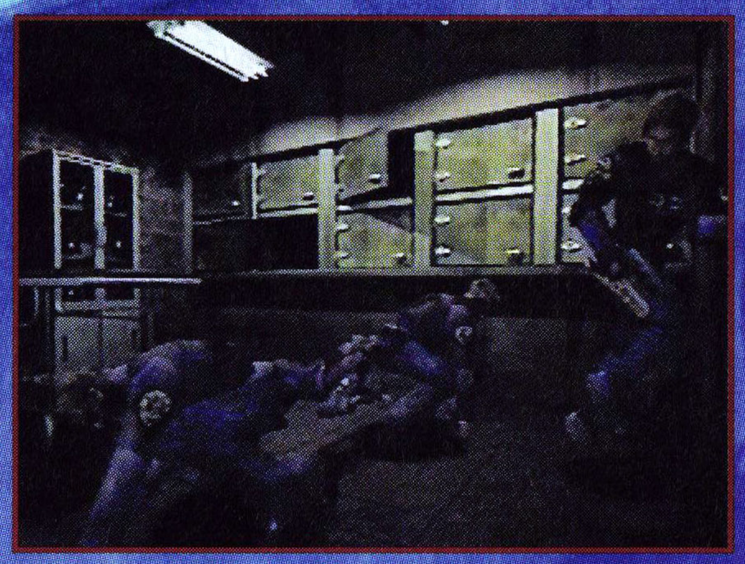








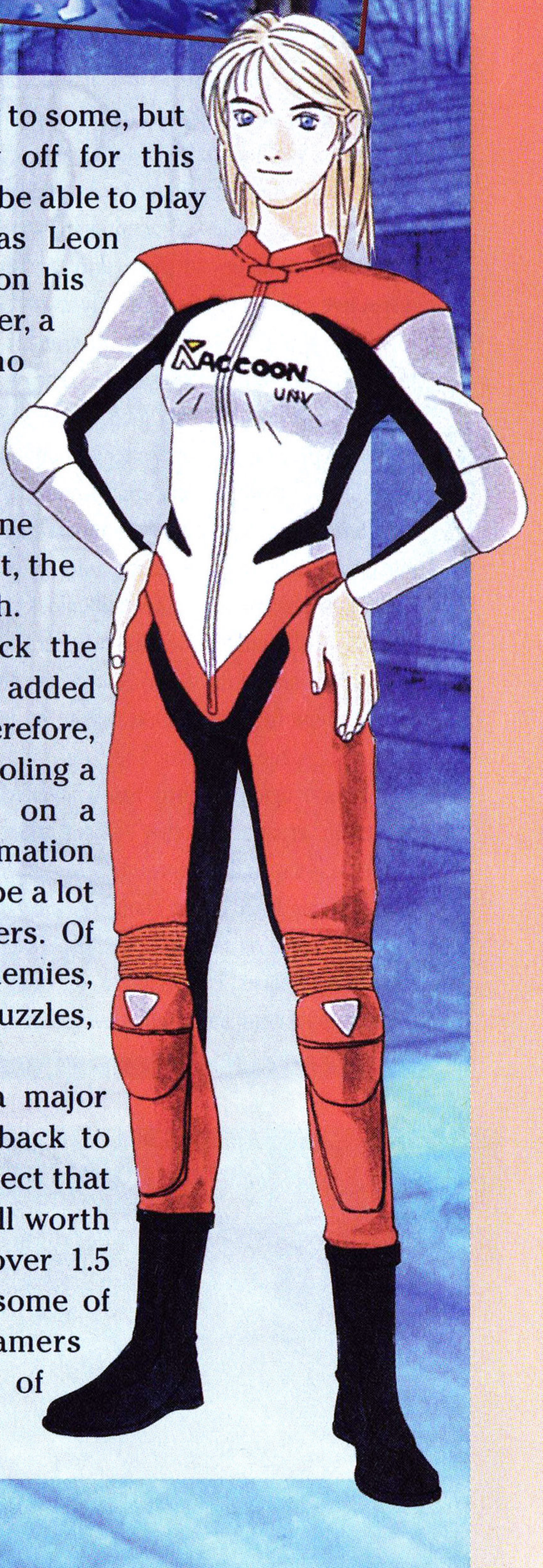




This may be disappointing to some, but Chris and Jill have the day off for this adventure. Thus, you will now be able to play two separate games again as Leon Scott Kennedy, who is a cop on his first assignment, and Elza Walker, a daredevil motorcyclist who needs to do stunts to pay for her outstanding college tuition fees. Like we said, RE2 again features two-games-in-one and for those of you who love it, the gameplay hasn't changed much.

Capcom has brought back the beautiful painted scenery and added several animations to it. Therefore, you may see a spinning fan cooling a room, or swinging shutters on a house. As far as character animation goes, Capcom said that it will be a lot easier to control the characters. Of course, expect to see more enemies, more death scenes, harder puzzles, and more weapons.

While this title has hit a major delay and has been pushed back to sometime this summer, we expect that Capcom will make the wait well worth it. Resident Evil alone sold over 1.5 million units and we're sure some of those million and a half gamers would wait 'til the end of eternity to play RE2.



ONLY IN JAPAN

RAGE RACER

RIDGE RACER EVOLUTION

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing
- **Special Features:** 4 Tracks (Each Reversible), Eleven Classes, Thirteen Oval and Circuit Cars, Hidden Cars, Time Trial, Purchase, Customize And Paint Cars, Trophies, and Lots of Jumps
- **Created by:** Namco
- **Available:** Now for Japanese Sony PlayStation, First Quarter '97 U.S. Release

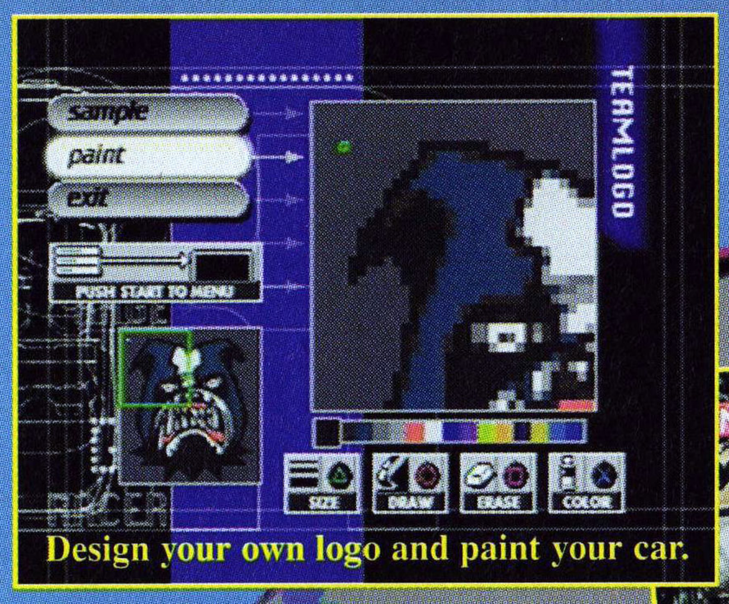
▶ THE BOTTOM LINE 8.25

From this day forth shall rage the debate, "Is Rage Racer Namco's sequel to Ridge Racer Revolution or is it a fresh start in Namco's racing evolution?" Certainly, there are many similarities between the two games. For instance, this game also features one track that mutates itself into different variations, each reversible. There's also the now-classic Ridge Racer graphics, familiar red arrowed walls and breakneck speeds. There's even the same pace of the leader car, forever one screw-up beyond reach. But don't let all this fool you. Rage Racer is certainly Namco's brand new racer, a new tradition unto itself.

There is a science to Rage Racer, a careful study of the gears and their ranges. The powerslide has been kept in theory, but not in practice. Activated this time off the accelerator, the slide inevitably hurts the acceleration curve in the turns. For this reason, technical downshifting is the recommended technique for racing. Also, there are so many uphill runs that it's necessary to race a manual transmission, constantly shifting, scraping for those two or three extra miles per hour to boost for a pass.

There are three circuit tracks and one oval track available in most of the eleven classes (counting forwards and backwards). You'll have three continues to place third or better on each track in its respective class. Trophies are only awarded for placing first on all four tracks, and the only way to win the entire game is to get a trophy in each of the eleven classes. The oval track requires a special car with poor handling but great top end speed to keep up with the pack. By placing third or better on any course you'll be rewarded with credits that you can put towards new cars and upgrades. Needless to say, you'll need to repeat races in order to fatten your purse to be able to afford the upgrades, or cars that are needed to pass each class. Passing each class will unlock new cars and upgrades that will eventually unlock the class 6 Super Cars. Here, you'll first have to purchase one of three new Super Cars, then race four other Super Cars through four races. Don't count on using fast cars to beat the slow classes, the game won't let you.

Once again, Namco has coupled the feeling of speed and power in creating another one-of-a-kind racer. Although now available in Japan, U.S. consumers will have to wait up to six months before seeing Rage Racer. Namco is wary of releasing a game to our shores so close on the tails of Ridge Racer Revolution. Because of this, Rage Racer is reflective of both Namco's growth as a multinational company, and its evolution as a game maker.

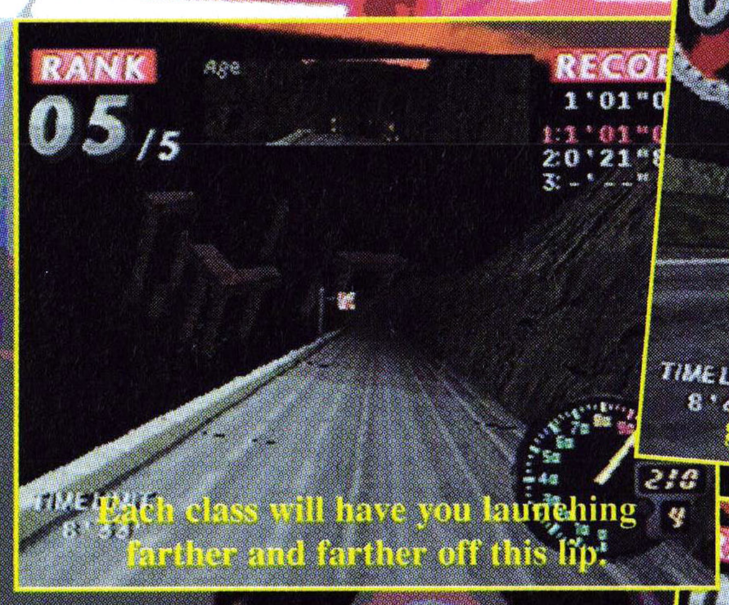


Design your own logo and paint your car.

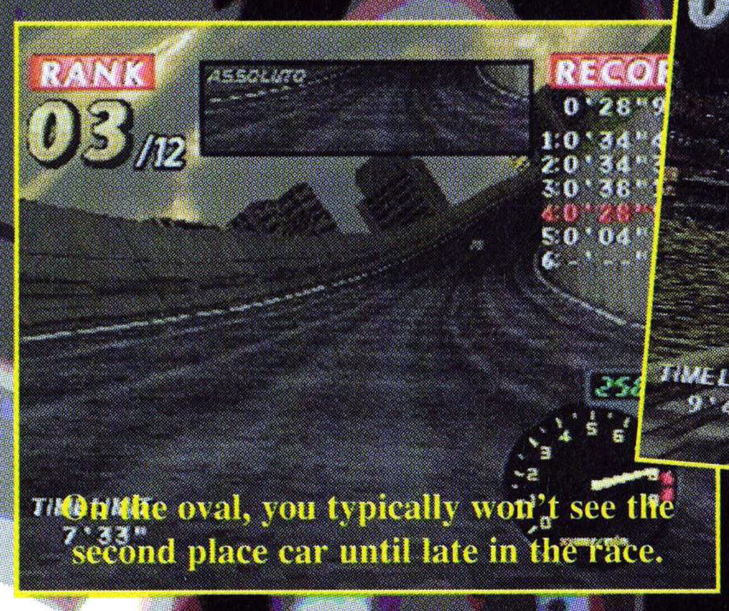
The roadster is a worthy enemy indeed.

With the Super Cars, this hill should be conquered in fourth gear, not third.

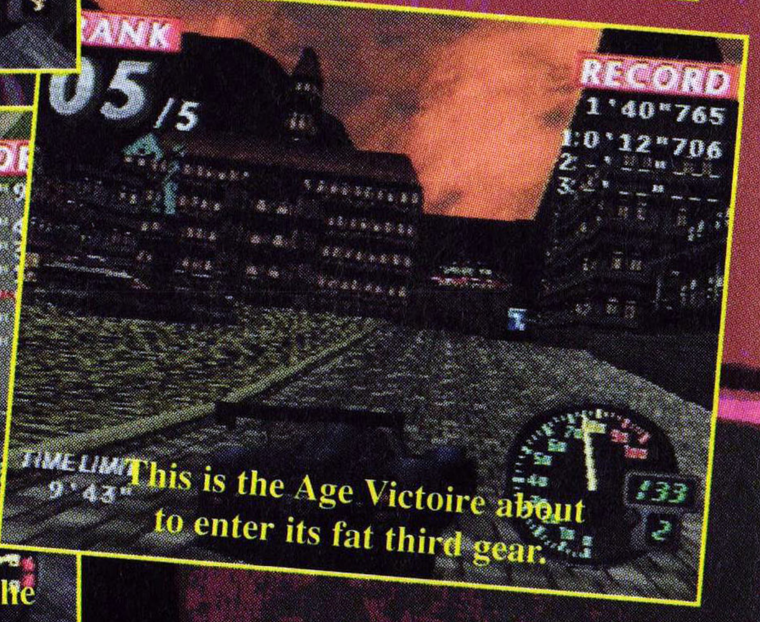
A buck sixty-seven in third gear makes this the turn of death.



Each class will have you launching farther and farther off this lip.



On the oval, you typically won't see the second place car until late in the race.



This is the Age Victoire about to enter its fat third gear.

ANDY, THE GAME HOMBRE

Concept:	6
Graphics:	9.25
Sound:	9.5
Playability:	7
Entertainment:	7
OVERALL:	7.75

"As far as racing is concerned, the Ridge Racer series is my favorite. It mixes amazing speeds with insane seat-of-your-pants power slides to create a truly fantastic game. Rage Racer, however, is a new twist on the classic Ridge Racer. Basically, Namco took the old engine and tried to make it more realistic by taking the emphasis off of the power slide and putting it on gearing. Which, for me, completely ruined the game. On the positive side, I do like the upgradeable cars, but it certainly isn't enough to save this game. I'd rather play Ridge Racer Revolution."

JON, THE GREEDY GAMER

Concept:	7.75
Graphics:	9
Sound:	8.75
Playability:	8.5
Entertainment:	7.5
OVERALL:	8.25

"Picture how you'd feel if your parents gave away your bedroom to a stranger, who then threw out all your old stuff, and painted the whole place mauve. That's how I feel when I play Rage Racer. What was once the premier game in terms of play control and feather touch racing, now plays more like Andretti and F1. What happened to the power slide? Having to purchase and upgrade cars is pretty boring, and it's lame to have to repeat races on the oval and other tracks. I'll definitely stick with Ridge Racer Revolution."

PAUL, THE PRO PROFESSOR

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

"I can hardly call this a sequel because the play control is much different from Ridge Racer. The slide used to be king, but the driving is now simplified. Holding down the throttle the entire time and braking when appropriate is a good strategy. I really didn't appreciate the graphics until I popped in RRR. Rage makes the others look like cartoons. Initially, the play control may be frustrating to veterans of the other Namco racers, but with the car upgrades, solid play control and impressive graphics, you can't help but enjoy it."

NFL GameDay '97™

▶ The Bottom Line 9.25

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (Up to 8-Players Via Sony Multi-Tap)
- **Special Features:** Complete NFL Season With Stat Tracking, Pool Draft, Create Player Feature and Trades, Special Moves, Total Control Passing and Passing Meters
- **Created by:** Sony Interactive Studios America
- **Available:** Now for the Sony PlayStation

Paul, The Game Professor

Concept:	**9.75**
Graphics:	**8.75**
Sound:	**9**
Playability:	**9.5**
Entertainment:	**9.5**

OVERALL: 9.5

"Undoubtedly, this is the best football game I've ever played. As I usually play games against a human opponent, it took me a while to discover that my multiplayer strategy and plays didn't work on the computer. The AI is tough and I found myself turning it down for quite a while. Once I gained a little experience at the Total Control passing and learning the play books, victories were more frequent, but by no means easy. Although we did discover a few statistical flaws, the excellent play control and ominous challenge of GD will keep me playing well into the off-season. Madden has a lot of catching up to do if it's going to beat this gridiron monster."

Reiner, The Raging Gamer

Concept:	**9**
Graphics:	**9**
Sound:	**8.75**
Playability:	**9.25**
Entertainment:	**9**

OVERALL: 9

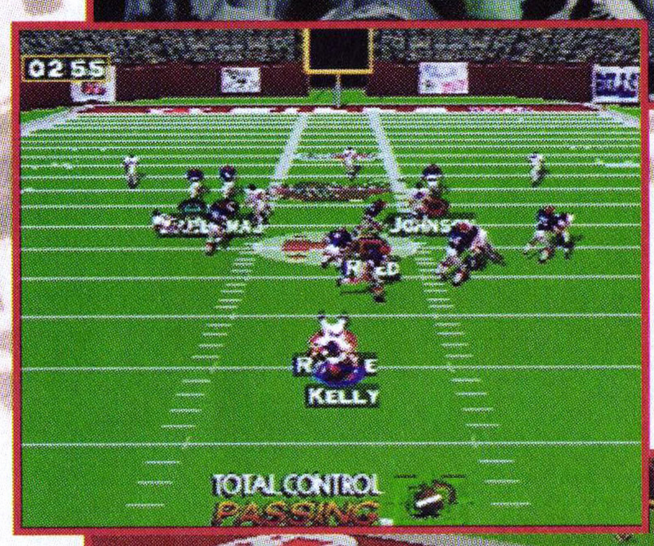
"I had to downscore this year's version a few points because it has a few bugs that really took some of the fun out of the game for me. I'm a stat freak and I love creating my own player and tracking him and his accomplishments throughout a complete season. Well, GameDay '97 allowed me to create a player, but the stats are always screwed up, and way off the mark. Otherwise, I think this is the best pigskin title to date. The Total Control Passing and extra offensive special moves really enhanced video game football to the next level. Everything else, like the graphics, play selection, and voice-overs are excellent. GD '97 is the most challenging and entertaining f-ball game to date. Look out Madden!"

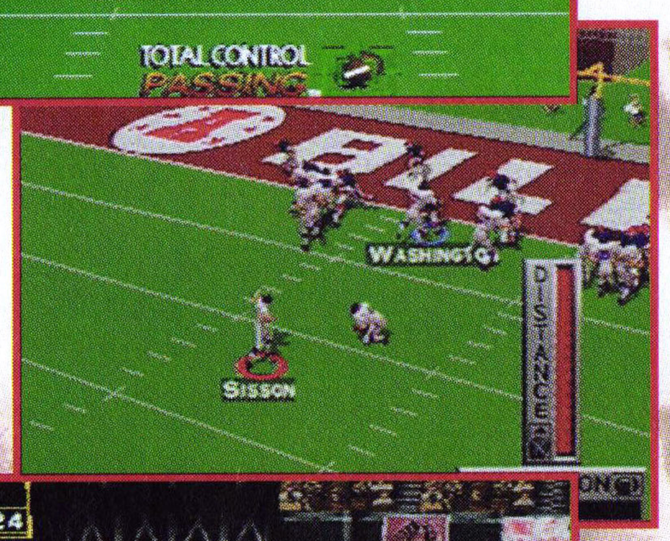
Jon, The Greedy Gamer

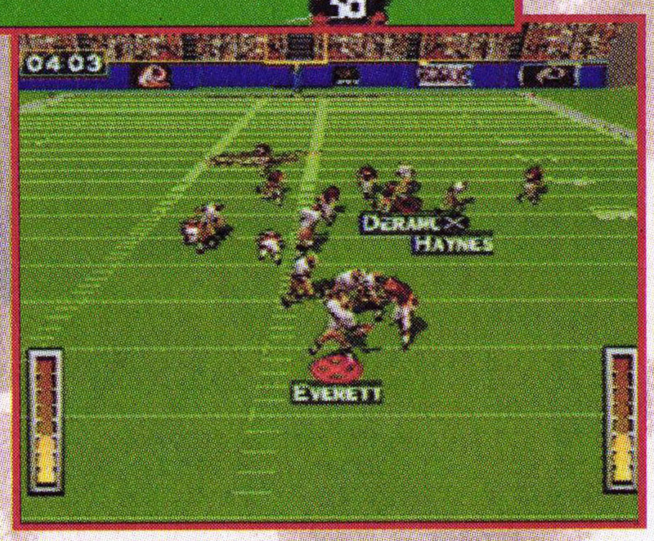
Concept:	**9.5**
Graphics:	**9.5**
Sound:	**9**
Playability:	**9.5**
Entertainment:	**9.5**

OVERALL: 9.5

"As high as I was on Madden this past fall, I'm giving the edge to GameDay '97. The play-control features are amazing, and it's hard to predict what any one receiver is going to do. I could do without the goofy codes, and there are a few stats glitches that have started showing up. Also, I think some fans are soured after the long delay in release, considering that it's a similar GameDay engine, and Sony had well over a year to improve upon it. These gripes aside, GameDay '97 is the greatest football game ever made. Its Total Control Passing now sets the standard for gameplay. This is definitely one of my few "Desert Island" games of all time."







Sony Interactive Studios is quickly becoming the premier sports development house for the 32-bit generation. Sony's team of development veterans and serious sports aficionados have made a name for themselves by introducing innovative play control features coupled with advanced computer AI. GameDay '97 is Sony's flagship sports title and it introduces new Advanced Controls and intuitive (and adjustable) computer AI that lift football to unparalleled challenge and realism.

Members of the Game Informer staff have been playing this game for quite a while; however, because of time constraints and last minute changes in the game's design we couldn't get a review of the game into the magazine until now. Because of GameDay's superior quality and Game Informer's award for Best Sports Game of 1996, we thought better late than never.

GameDay '97 is filled with memorable gaming experiences that stick out in our heads. Maybe it was Reiner's graceful one-handed interception or Paul's exploitation of Jon's "Zone" defense that defines GameDay's greatness for us. GameDay is like the real game. Strategy, skill, and intelligence all play a factor in victory or defeat. The great head-to-head competitions in the GI office were battles of two minds, and the one-player games proved to be even more of a challenge than we expected.

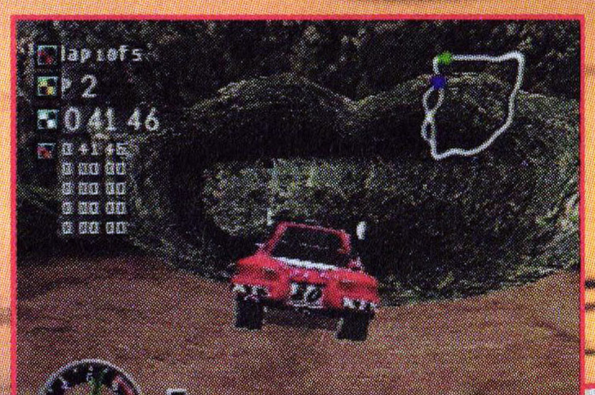
To succeed in the one-player game you must learn the nuances of Total Control Passing, a well-balanced offensive attack, and strategic use of the diving tackle or you'll be doomed to a 4 and 12 record. The four difficulties are challenging even on the easiest setting and the computer is unforgiving. Calling the pass play that works every time or using the same defensive set is not going to work in GameDay '97. The diligence of learning the game and defeating the computer is very rewarding, as GameDay unloads an Easter Egg code for every one-player victory.

The flagship of Sony's dedication to the next wave of video sports games is indeed GameDay '97. Profiting from the input of NFL players, the gaming press, gamers across the country, and their own love of video game football, Sony Interactive Studios has brought sports gaming to a new level.

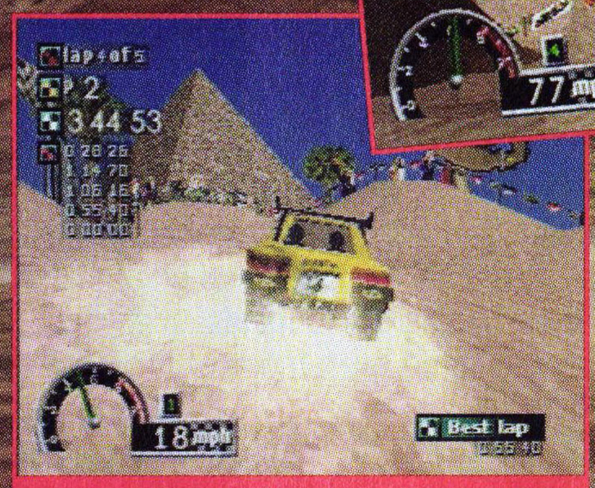
RALLY CROSS™

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Rally Racing (1 to 4-Player Via Sony Multi-Tap)
- **Special Features:** Twelve Cars, Power Slides, Crazy Crashes and Damage Effects, 18 Courses (Race Forward and Backward on Each Track), 6 Gameplay Modes (Practice, Free Run, Single Race, Season, Tournament, and Head On), Over Ten Different Kinds of Terrain, 4 Camera Angles, 2 to 4-Player Split Screen Modes, Automatic and Standard Transmissions
- **Created by:** Sony Computer Entertainment America
- **Available:** Late February/Early March for Sony PlayStation

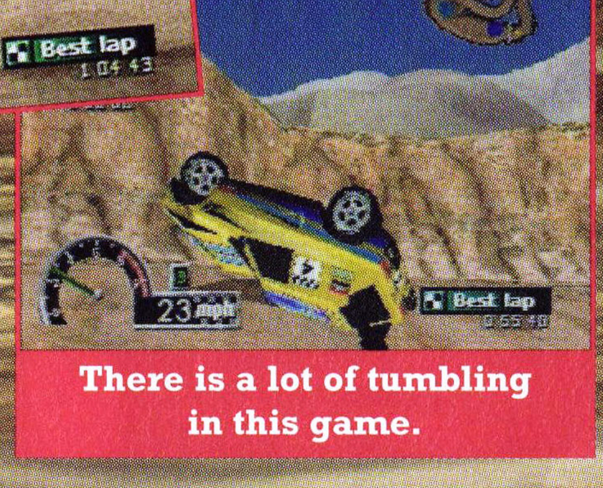
Ye Gads Man! Look At Those Features!



Mmm... pretty snow.



We always have to include the token pyramid shot.



There is a lot of tumbling in this game.

The scenery is often quite stunning.

Pull in at the jungle car wash.

Our immediate impression of this game when Sony first showed it to us was not too flattering; however, as we began to play the game, we were really impressed. Rally Cross is stacked with features. The ability to choose from six different racing modes, three difficulty levels, twelve cars, and eighteen tracks that can be raced in both directions ensures that you will be able to play this game for a long, long time.

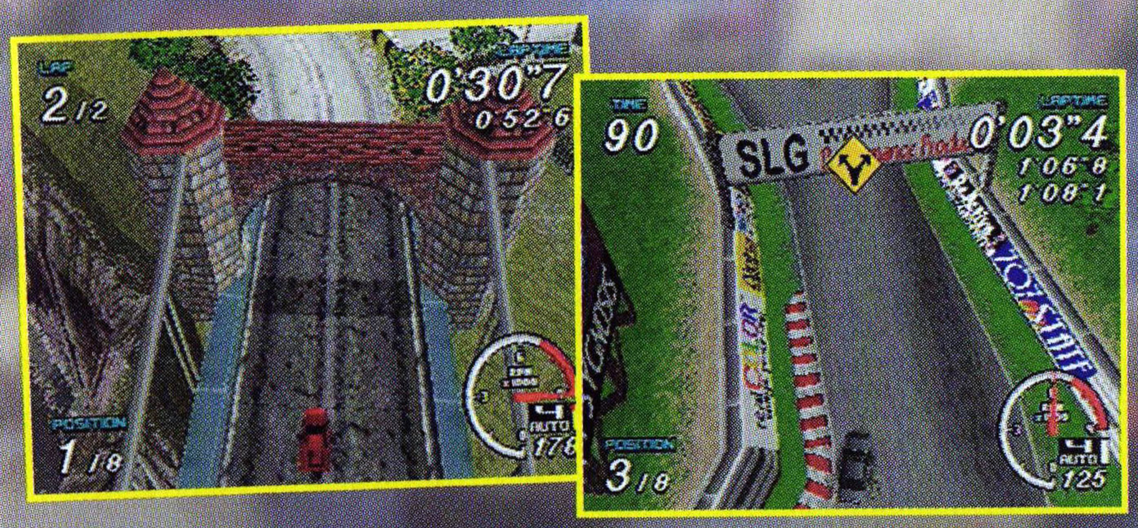
The track layouts and the way the cars handle are usually the most important aspects of a racing game and Rally Cross is excellent in both respects. The cars react specifically to over ten terrain types. Bounce, jostle, and power slide your way through mud, sand, dirt, water, grass, streams, gravel, pavement, dust, ice, and snow.

The cars themselves exhibit a high level of detail with polygonal wheels (that actually look round), brake lights, and a 4 wheel off-road independent suspension. Sony tells us that they are hoping to make the silhouetted drivers react to the motion of the car in the final version.

Whatever the final verdict on Rally Cross, we are quite impressed with how much attention Sony has lavished on this game. Let's hope their programmers don't start hallucinating from sleep deprivation before the final touches are added.

Rush Hour

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Third-Person Racing
- **Special Features:** Different Views, Switch Camera to Opponents' Cars, 8 Tuthers Cars, 8 High-Performance Cars, Multitude of Audio/Visual Options, 8 Tracks to Choose From, 3 Game Modes Inluding Time Trial, Single Track, and Championship
- **Created by:** Psygnosis
- **Available:** March for Sony PlayStation



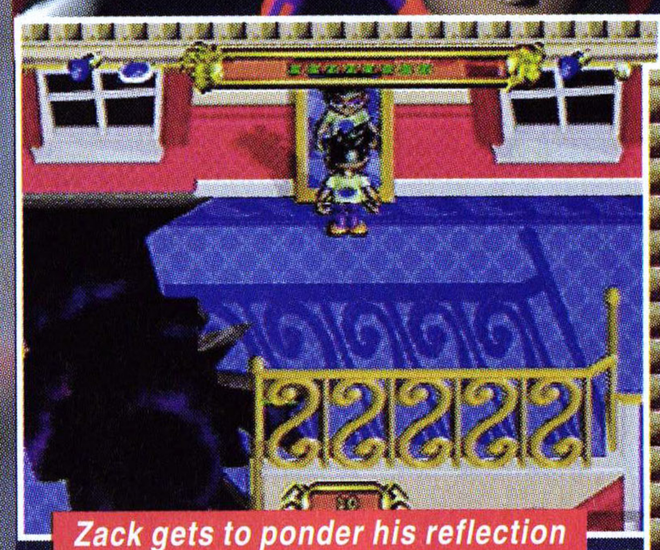
Rush Hour is a third-person racing game similar to Micro Machines and Dare Devil Derby 3D. The biggest differences are the sheer number of cars to choose from and the more realistic style of play. We can't tell you too much about the game at this point because it looks like there are a lot of features yet to be added, but the creative design of the tracks, cool cars, and the promise of more to come has us anticipating a decent game.

There are two classes of cars to choose from: tuthers and high performance. The "tuthers" class consists of heavy duty vehicles including larger trucks, pick-ups, and something that looks like a dune buggy. The high performance cars are all sports cars and make for a much more challenging race with high speed turns and opponents that catch up quickly if you wipe out.

But what good is a cool car if it's on a boring track? Psygnosis has done a great job of putting together great tracks full of detailed scenery, shortcuts, and alternate routes. The overall appeal of Rush Hour seems to be similar to slot car racing without the slots. We look forward to giving the complete version of this game a try. Just hope that Psygnosis knows what needs to be done in order to make Rush Hour a winner.

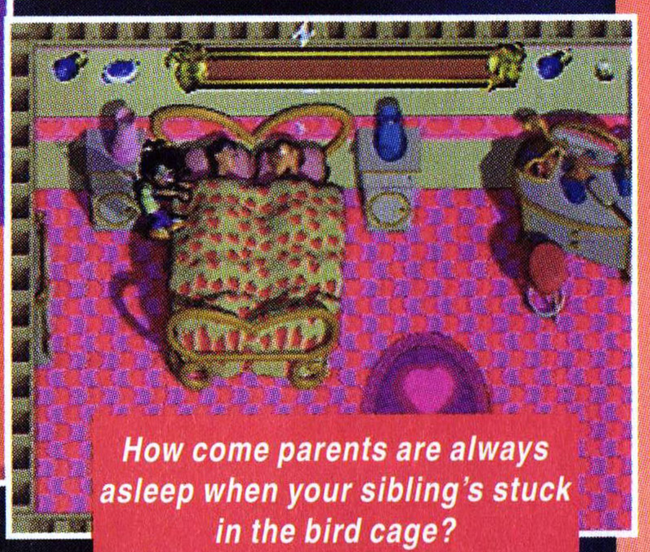
Swagman

Holy NiGHTS Swagman, I Think We've Seen This Plot Before!

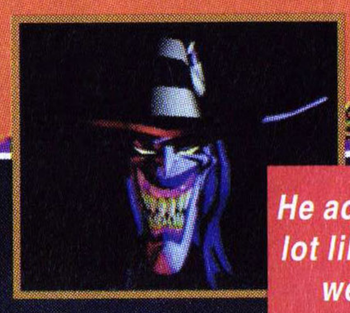


Zack gets to ponder his reflection in two different realities.

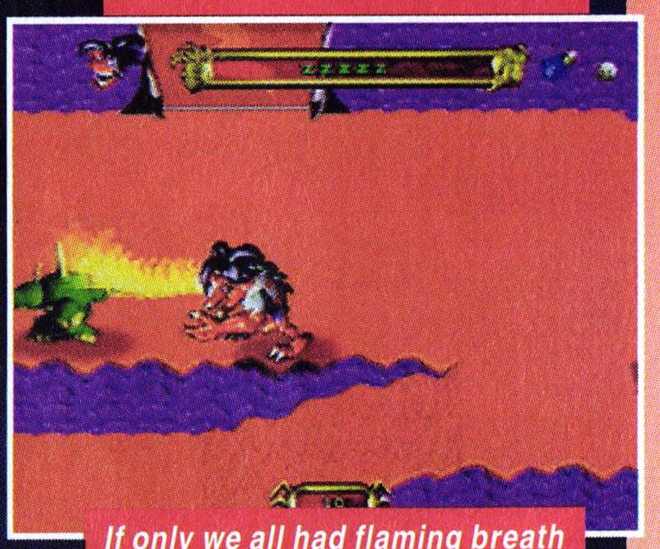
Zack finds it easier to think while jumping on a bed.



How come parents are always asleep when your sibling's stuck in the bird cage?



He actually looks a lot like Andy when we screw up.



If only we all had flaming breath in our nightmares.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Dream World Adventure
- **Special Features:** Zelda-Style Puzzles, Inventory, In-Game Helper, Two Playable Characters, Characters Morph Into Dream Beasts in Dream World, Universal Age Appeal
- **Created by:** Core for Eidos Interactive
- **Available:** March for Sony PlayStation and Sega Saturn

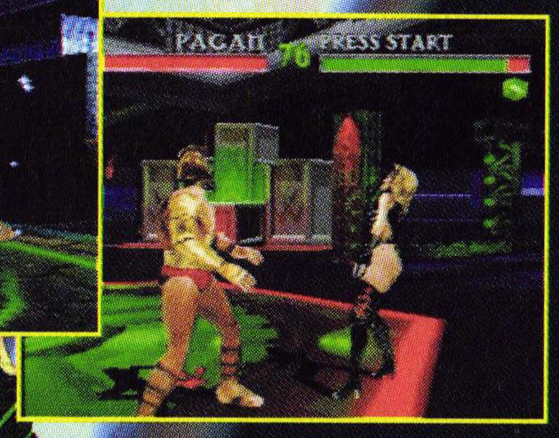
Imagine waking up to discover that there are evil dream critters in your room and your twin sister is locked up in a small bird cage. Hmm... curious. So you whip out your dream charged flashlight and power Frisbee and proceed to kick some nightmare beasty butt. Hey, what else is an eight year old kid going to do?

Swagman is an overhead perspective quest game with an overall atmosphere similar to NiGHTS. Zack and his twin sister Hannah are on a quest to stop the evil Swagman from merging his realm of nightmares with reality. To help them on their quest is a large complement of special items, a character who makes frequent appearances to give advice, and the ability to turn into dream beasties when they enter fragments of the dream realms that have drifted close to reality.

The level designs in Swagman are fairly interesting. Mimicking a style similar to the original Legend of Zelda, players will need to find keys, use cherry bombs to blow holes in walls and push crates and boxes around in order to reach crucial items.

Swagman, while challenging, is a relaxing game to play. Dream creatures are banished with the sweep of a magical flashlight and fade away when bonked with the homing Frisbee. Sometimes it's nice to pull away from all of the carnage of recent games and quest around simply for exploration's sake. Swagman will no doubt become a game that will please guys and gals of all ages.

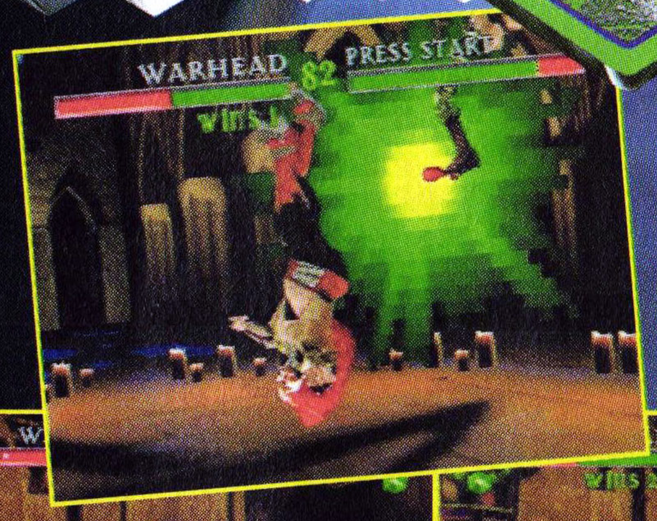
If you're too lazy to learn a fatality, uppercuts are fun

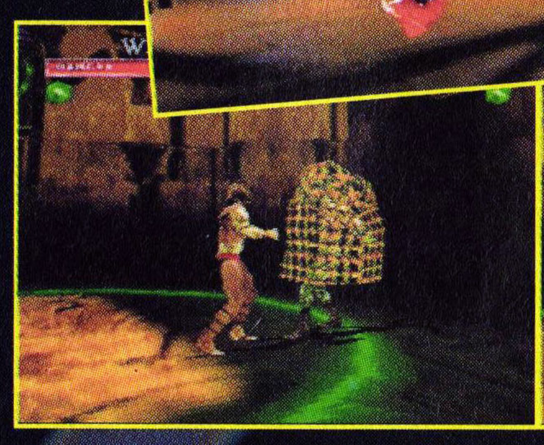


- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighter
- **Special Features:** Mortal Kombat Styled Moves in 3D, Fatalities, Dodging Maneuver, Block and 3D Buttons, Closed Ring, Ten Characters, Kerry Hoskins (Formerly Sonya in MK Series) Starring as Pagan
- **Created by:** Midway Home Entertainment
- **Available:** Now for Sony PlayStation

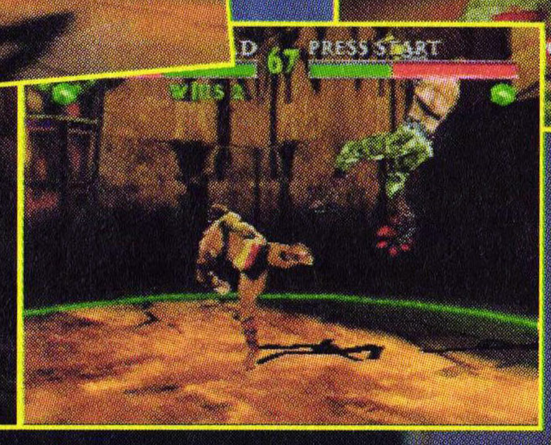
People who read Dear GI know that goths never win.

War Gods





Hmm... a web-like thing that tangles people up.



Hmm... that roundhouse kick seems so familiar...

Yaaahh! We still have nightmares from Temple of Doom!

Deja MK?

Tastes Like MK 3D But We'd Like a Little More Spice

When you start playing War Gods, the first thing that becomes blatantly obvious is the umbilical cord that connects it to the 2D Mortal Kombat series. Uppercuts, groin punches, roundhouse and sweep kicks, throws, and blocks are standard moves for all the characters just as they were in MK. The game even goes so far as to show the vertical scrolling faces of your opponents before you begin a match.

The interesting thing about this game is that it gives some insight into how entertaining MK could be in a 3D environment. The addition of lateral dodging and sliding adds a whole new aspect of defense to the game. Characters can now move quickly to either side, then follow up with an attack from an angle the opponent might not be ready to defend. Many of the special moves have been tailored to 3D as well. Vallah, for instance, has two axe attacks. One is a typical 2D attack that goes straight from her to the opponent. The other sends two axes that move in crescents towards the opponent.

Fatalities also mix really well with a 3D environment. Tak's, which is the most entertaining we've seen so far, pounds people into the ground with his fists until all that's showing is their head. He then boots the head clean off and the camera zooms out as it goes spinning into the foreground. Uppercutting someone during the fatality stage will switch the camera to a bird's-eye view that follows the characters from above as they go flying into the stratosphere.

If you're a huge MK fan but are somewhat unimpressed with our scores for this game, it is recommended that you rent it at least once. It's no MK Trilogy, but it did merit the occasional chuckle.

Andy, The Game Hombre

Concept:	4
Graphics:	7
Sound:	7
Playability:	5
Entertainment:	5
OVERALL:	5.5

"Kombo Kombatants get ready to get funky, because War Gods is here. The question is, do we care? Well, first and foremost, this game is cheesy. The characters look hokey, and the play control is just a big rip-off of MK. While this may be enough to appease hard-core MK fans, I'm not that impressed. However, it is important to note, that if you do buy this game, you won't be too disappointed, because there is a lot to this game. There are tons of moves, fatalities, and combos, but no personality."

Reiner, The Raging Gamer

Concept:	7.5
Graphics:	7.25
Sound:	6
Playability:	4.25
Entertainment:	3
OVERALL:	5.5

"After playing War Gods, I'm inclined to believe that this game wasn't designed by humans, but rather, really intelligent apes. Yes, War Gods stinks like a pile of rotten bananas, but it does have some positive points. First of all, MK fans could possibly get into this game, since it plays exactly like MK3 (only 3D). Plus, it's extremely difficult to beat (meaning great longevity and replay values). War Gods is fairly amusing, but more so a big disappointment to the MK crowd."

Paul, The Game Professor

Concept:	7
Graphics:	8.75
Sound:	8
Playability:	7.5
Entertainment:	7.75
OVERALL:	8

"There are fighters that are far worse on the PS-X, yet War Gods isn't exactly impressive. The animation is fairly choppy and it is bogged down by the familiar fatality loading. The stages are all visually impressive and many of the effects when doing special moves are pretty spectacular. I found War Gods to be enjoyable for a while but it quickly lost its luster after attempting to execute the Kombat-esque moves. Anyone who plays it will notice the similarities between this and MK. It is very gruesome to say the least, but overall War Gods falls into the middle of the fighting game pack."

▶ The Bottom Line 6.25

MEGA MAN 8

Mega Man Gets a Facelift

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform/Shooter
- **Special Features:** Classic Mega Man Weapon Acquisition and Purchasing of Special Items, Eight Weapon Bosses, Cameo Appearances (Rush, Wily, The Good Perfessor, etc...), New Graphics Engine (Finally), And Lengthy Anime FMV Clips
- **Created by:** Capcom
- **Available:** Now in Japan, February for U.S. Sony PlayStation

The original concept of the very first Mega Man was genius. The premise of taking and using the weaponry of defeated bosses proved to be an extremely addictive method of gaining power and has served "the Rock" through an almost ridiculous number of popular sequels. In the original 8-bit Mega Man, Capcom's attention to detail (the character blinked!), size, and entertaining gameplay made this game among the most memorable on the original NES.

Further along in the series, Mega Man gained allies in the form of Rush the robotic dog and Roll, his bionic buddy. He has witnessed the further addition of special abilities, new weapons, and items that have seen to it that the Mega Man craze would last for well over a decade. In all that time Capcom hardly ever strayed from the game's original engine.

To us, this has been both a curse and a blessing. We often see eagerly anticipated sequels that have been changed so drastically from their forebears that we have to wonder why the games share the same name. On the other side of the coin, it is nice to see some kind of innovation in a new game, and changes in the Mega Man series have come very slowly.

Enter Mega Man 8. The graphics have actually been upgraded and there are some new features as well. Mega Man will now have access to the Rock Ball, a ricocheting bomb given to Mega Man by the good Doctor on the introductory level. Also new is the ability to fire your standard gun while using special weapons. In standard fashion, there are eight special weapon bosses to contend with and players can buy special items from Dr. Light (as in previous games). When it debuts in the States, Mega Man 8 will be for Mega Man fans what Street Fighter Alpha was for Street Fighter addicts–more of the same game with a slightly new look.

	Andy	Paul	Reiner	Jon
Concept:	7	5	7.25	6.5
Graphics:	8	7	8	7.75
Sound:	8	6	8	7
Playability:	8.25	9	7.75	6
Entertainment:	8	5.75	7	6.25
Overall:	7.75	6.5	7.5	6.75

▶ THE BOTTOM LINE **7**

ANDY, THE GAME HOMBRE

"Frankly, I haven't been that excited about a Mega Man product in quite a long time (though I would consider myself to be a Mega Man fanatic). Basically, I got tired of the same old thing, but MM8 is surprisingly fun. While it is still Mega Man, the new additions will keep you glued to the screen."

PAUL, THE GAME PROFESSOR

"Other than some minor graphical improvements, I can't really see much that differentiates this version from the series on the NES and SNES. A challenging and classic game for those who are true Mega Man freaks."

REINER, THE RAGING GAMER

"Over ten years of Mega gaming and there still hasn't been a metamorphosis between any one of the sequels. Expect to endure the same tin man blinky eyed thrills that the first produced way back in the 8-bit days of gaming fun."

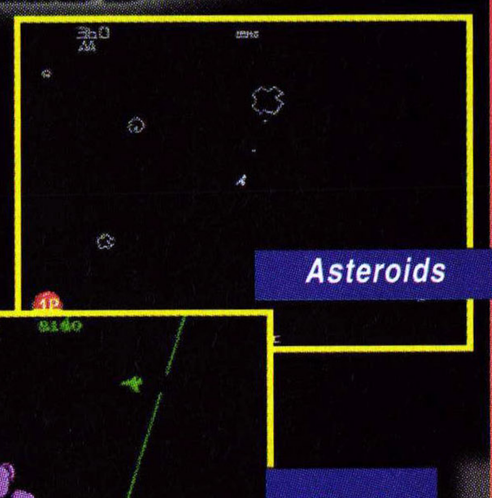
JON, THE GREEDY GAMER

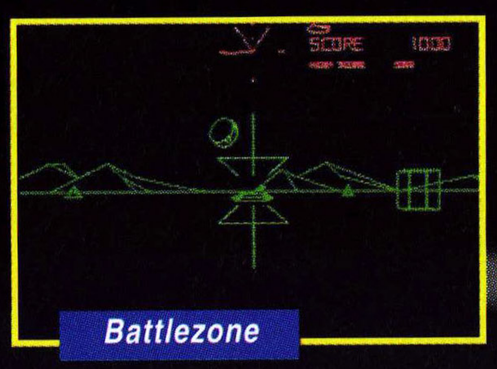
"Upgrades, graphics, and cooler levels will appease Mega Man fans. Other players should consider a rental. There are games out there with more originality."

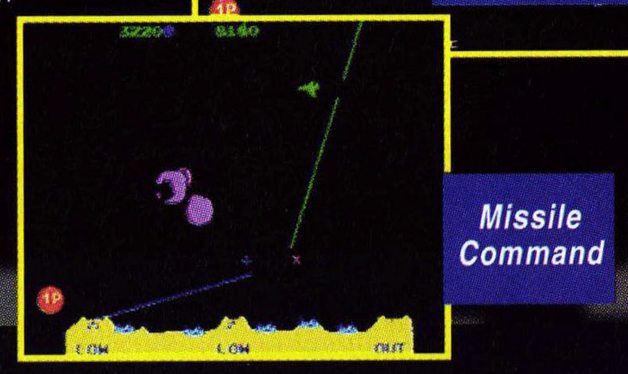
The Atari Collection 1

ARCADE'S GREATEST HITS™

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Retro Arcade Collection
- **Special Features:** Six Classic Atari Arcade Games, FMV Intros, Documentary on "Golden Age of Atari", Analog Compatible
- **Created by:** Atari and Digital Eclipse for Midway Home Entertainment
- **Available:** Now for Sony PlayStation







There has been a lot of sneering and heckling at Atari lately for their seemingly amazing ability to put out a new and innovative system and then crash and burn it before we all have time to say, "lousy software support."

But wait! There was once another Atari. An Atari that not only laid down the foundation for the whole video game industry, but was known for the excellent quality of their games as well. The answer to how the same company could be so on top of things and then fall flat on its face is simple. It's not the same company. Through a series of corporate buyouts and other plots only a soap-opera writer would understand, there came to be two companies called Atari that used the same logo. One, Atari Games, continued to put out amazing arcade games; the other, Atari Corporation, crashed and burned in '84 with the 2600 and then lost their britches with the Jaguar.

Midway Home Entertainment has not forgotten the origins of the industry and has brought back six of Atari's biggest blockbuster hits from the arcades of old. Featured in the collection are Asteroids, Battlezone, Centipede, Missile Command, Super Breakout, and Tempest. The games are all direct ports from their ancient arcade counterparts, right down to those crazy bugs that people would use to rack up hundreds of extra lives and credits. The game translations are perfect and veteran video junkies will be very pleased with this revisitation from Midway.

ANDY, THE GAME HOMBRE

"As far as classic collections go, this is easily one of the best. All these games are great."

PAUL, THE GAME PROFESSOR

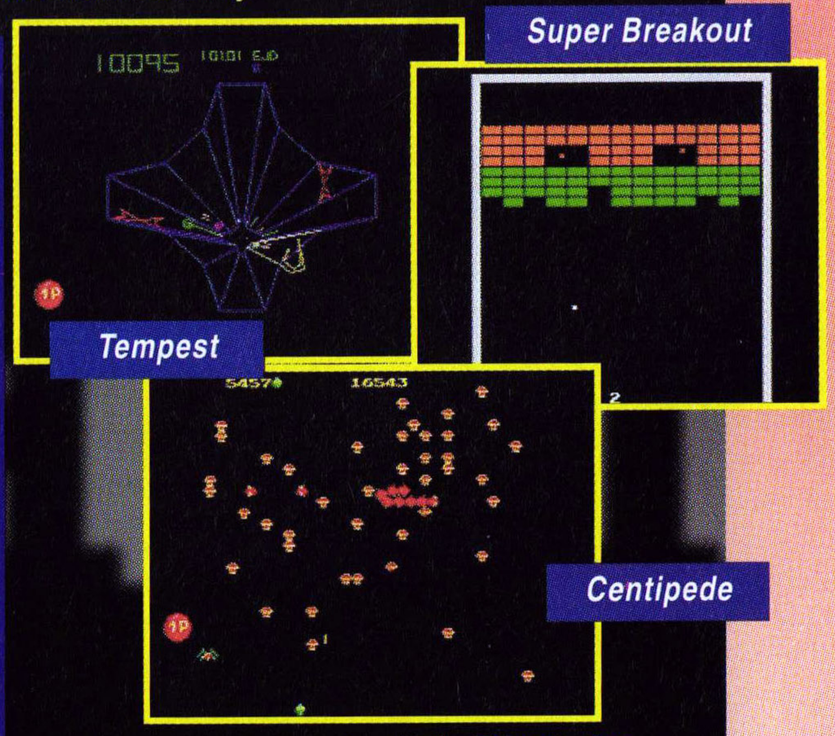
"The Atari Collection is my personal favorite as far as the retro collections go. Every game included is a true classic in every sense of the word. Ah...the memories."

REINER, THE RAGING GAMER

"The golden age of Atari's arcade division delivers a thundering history lesson to the entire gaming nation. Relive the thrills of these classics, or master them for the first time. Henceforth, this title belongs in every gamer's library, unless, of course, you already have the originals."

JON, THE GREEDY GAMER

"Within its genre, this game stands alone. When you play with Sony's dual analog joystick, Asteroids is Asteroids, Battlezone is Battlezone. Don't even consider buying this game without peripheral analog support. Also, it's the best Tempest emulation to date."



	Andy	Paul	Reiner	Jon
Concept:	8	7	7	8.5
Graphics:	8	7	7	9
Sound:	7	7	7	8.75
Playability:	7.5	9	7.5	9
Entertainment:	8	9.5	7.25	9
Overall:	7.75	8	7.25	8.75

▶ THE BOTTOM LINE **8**

Nanotek Warrior

Blast Your Way Into Microscopic Obscurity!

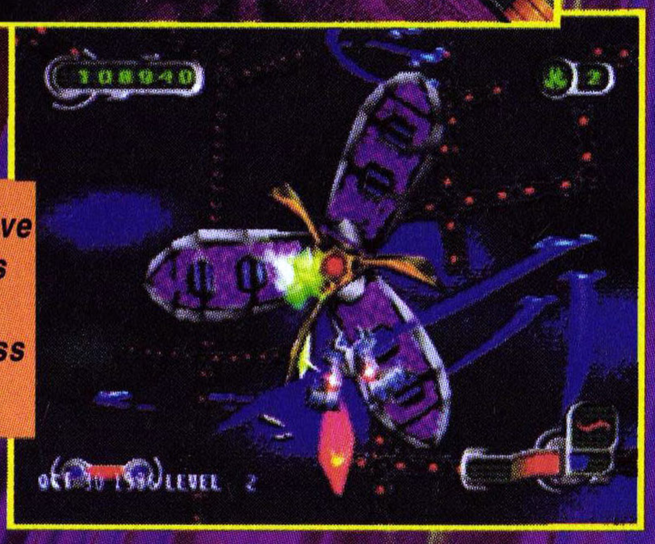
Nanotechnology, that bewildering idea that could one day take all of our concepts of production and manufacturing and turn them on their heads, has finally become a concept for a game. Imagine being able to grow a table, or have a door that just kind of "shlorks" open for you, all of this through the efforts of microscopic self-sustaining robot critters. In Nanotek Warrior the concept is more of an excuse for bizarre gameplay, weird enemies, and the fact that you appear to be racing along the inside and outside of a giant hair follicle.

Nanotek Warrior is a game of pure action. All special weapons are temporary and the overriding concern is to not get killed until you reach the end of a level and fight the crazy boss waiting for you there. There is no reverse button that lets you go back to a missed item or avoid that big wall that's rushing up at you. This is the kind of action we're talking about when we say "retro" because this is what games used to be all about: reflexes and quick thinking.

Nanotek Warrior offers action and excitement in a beautiful landscape. You will find no FMV or "plot" to this game. Just an intense high speed plunge into microscopic warfare with a jammin' techno soundtrack.

Gahhh!!! Not the balls!

This level is kind of like the Star Wars trench run. Only you're on a big cylindrical thing... and those aren't TIE Fighters.



I think we've seen this pretty flower boss before.

Reiner, The Raging Gamer

Concept:	**7.25**
Graphics:	**8.25**
Sound:	**8**
Playability:	**8.25**
Entertainment:	**7**

OVERALL: 7.75

"Nanotek Warrior is one of those novelty games that presents a unique gaming experience with an oh-so-familiar basis. Basically, this game reminds me of SNK's Neo•Geo title View Point, only three dimensional and wound within a hamster tube. It's a standard shooter game with a facelift that is fairly entertaining. Graphically, Nanotek Warrior is rock solid. I don't think this game could have looked any better. Plus, the ship controls and weapon power-ups are overwhelming and easy to man. I recommend this title to classic gamers who love arcade action. Everyone else will probably become bored with it after a few minutes."

Andy, The Game Hombre

Concept:	**8**
Graphics:	**8.5**
Sound:	**8.25**
Playability:	**9**
Entertainment:	**8**

OVERALL: 8.25

"The life of an old school shooter junky has been pretty tame since the invasion of the 32's, but now Virgin and Tetragon have decided to do something about it. And boy did they do something. This game is the best shooter I've seen since Tempest 2000 first came out on the Jaguar. It's fast-paced, logical, extremely fun to play, and best of all, this game has a lot of personality. After playing for a while you start to despise certain enemies, which drives you to play this game again and again. Definitely a great game to blast away the hours."

Paul, The Game Professor

Concept:	**8**
Graphics:	**8**
Sound:	**8.5**
Playability:	**9**
Entertainment:	**8.25**

OVERALL: 8.25

"If you're into shooters, then Nanotek should be right up your alley. Although the variation of environments is basically limited to the inside and outside of a tube, the action is intense and challenging. The controls are tight and the special maneuvers get you out of some tight situations. Graphically, Nanotek moves out. The constant barrage of obstacles and enemies requires quick reflexes, and the game is not hindered by the common slow-down that is found in many shooters. Nanotek's thumping sounds, arcade challenge, and quick gameplay are perfect for those looking for a shooter. Otherwise, I'd advise you to rent this one before you dish out any cash."

▶ The Bottom Line 8

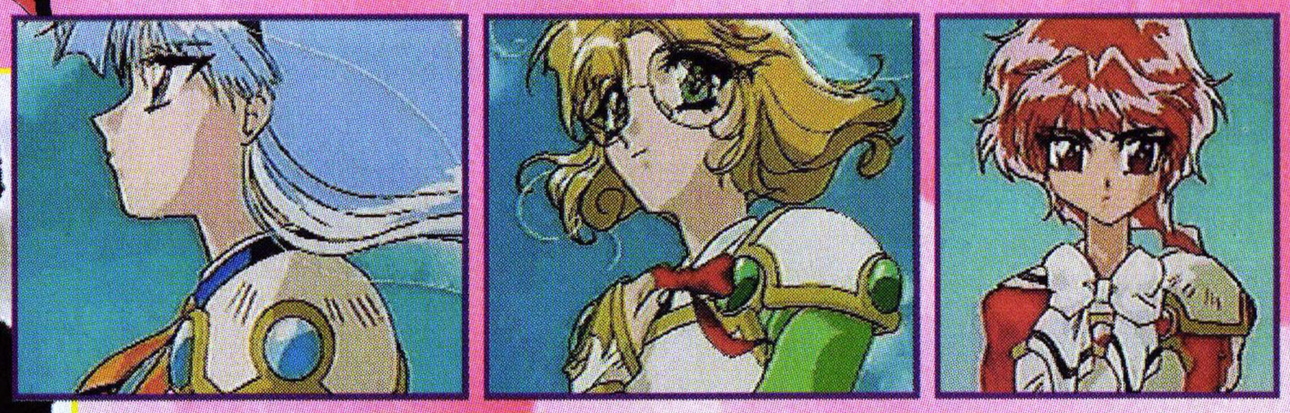
- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Shooter
- **Special Features:** Retro Arcade Action, Beautiful Graphics and Effects, 3 Speeds, Wide Variety of Enemies and Obstacles, Special Weapons, Angled Shots, Barrel Roll Dodges, Classic Millennium Falcon Lateral Maneuver, Techno Soundtrack
- **Created by:** Tetragon for Virgin Interactive
- **Available:** Now for Sony PlayStation

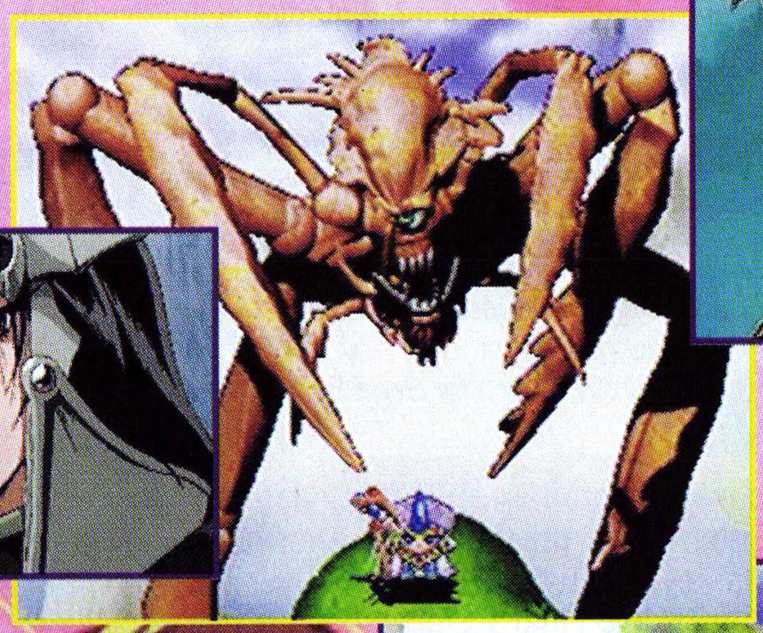
This boss should be hanging from the ceiling of a disco.

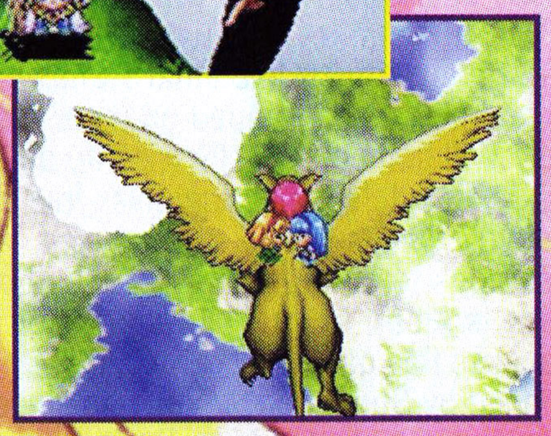
Rayearth

Corroding All of Existence

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Role-Playing Game
- **Special Features:** Anime FMV Clips, Rendered Background Art, Three Playable Characters, Real-time Combat, Battery Back-Up (3 Save Slots)
- **Created by:** Clamp/Sega of Japan for Working Designs
- **Available:** May for Sega Saturn







Tightly based on the popular Japanese anime series, and destined for a May U.S. release, is Working Designs' current project – Magic Knight Rayearth. On the shores of Japan, this title was released over a year ago, and fortunately, since we have a desolate RPG market here in the States, this title will shine as an innovative new game for the Sega Saturn. They've rolled out the red carpet to Working Designs for a successful release. Hopefully they'll succeed, because the mouths of RPGers are desert dry, and extremely thirsty.

Magic Knight Rayearth is a very large game filled with beautiful background art and classic full motion video clips. The story on the other hand is something new for the U.S. market. If you're an anime freak, then you'll relate to this concept; otherwise, you'll be a little lost. Bewildered and dazzled by its beauty, you and your schoolmates travel on a field trip to the Tokyo Tower. Within this monument the prelude to the plot takes place. Without notice, a vortex and a godly figure appear and teleport you and two classmates to another time in a distant world.

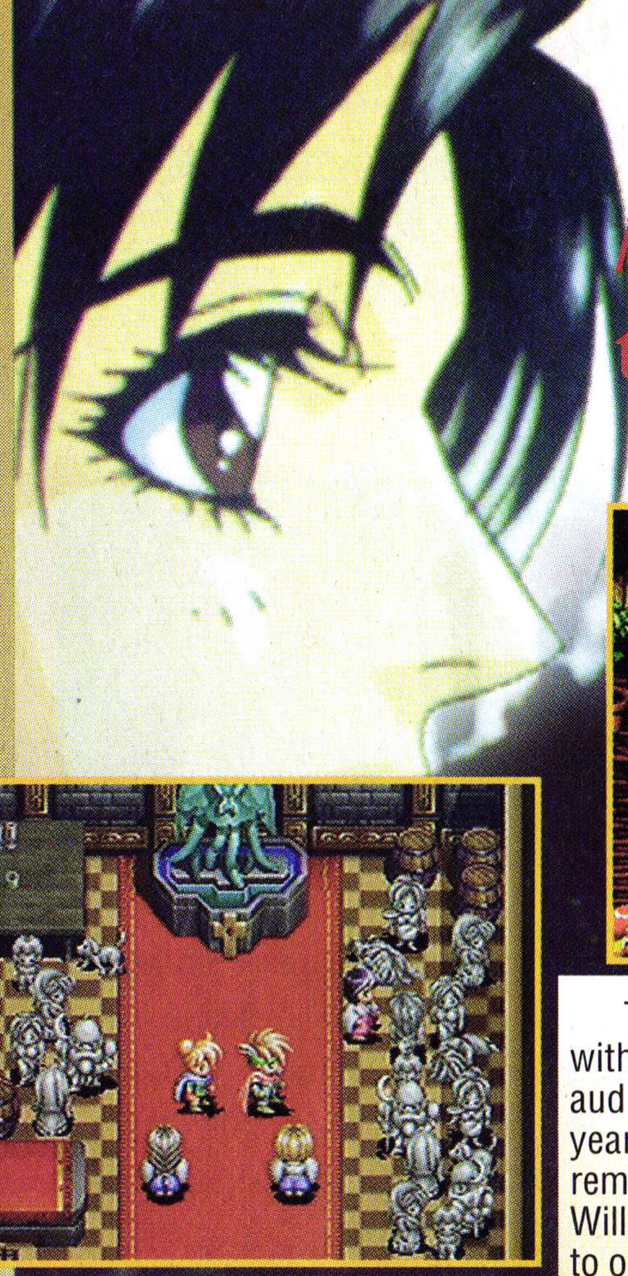
Players will be able to control all three of these characters in this real-time RPG adventure by rotating through them on the fly using the shift buttons. Each character is equipped with their own weapon and attack. Blaze uses a sword and fire spells, Umi commands a bow and has healing abilities, and Wendy gracefully fences while unleashing water attacks. The gameplay is furiously fast and sometimes requires the player to jump over pits, run past demons, and destroy villains with different attacks (via the three characters).

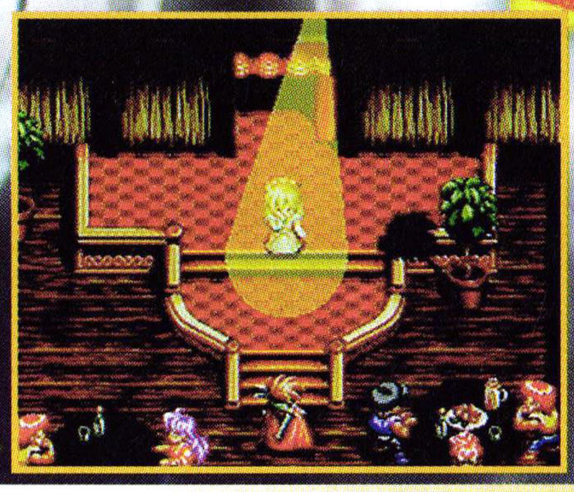
At the moment, the preview copy is plagued with load time between cinemas and story text. Working Designs has promised us that this will be taken care of before the title is released, and we've seen their excellent work in Shining Wisdom and Dragon Force. This is an epic title with a massive quest that should launch the Saturn to new heights. This is the title everyone has been waiting for, and hopefully Working Designs can deliver this port on time.

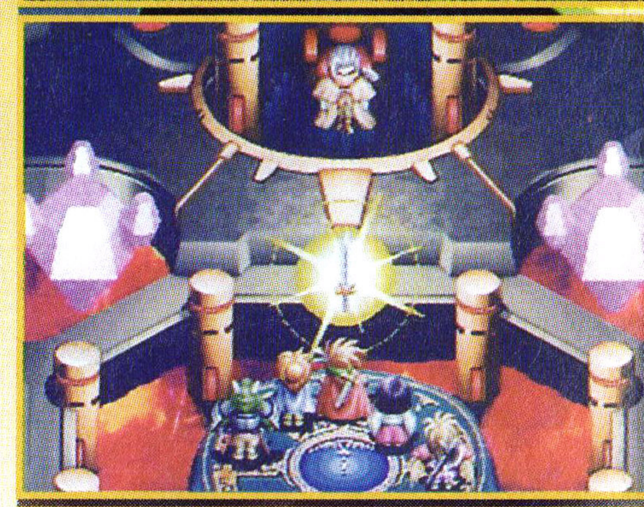
Masquerade of the Impostor

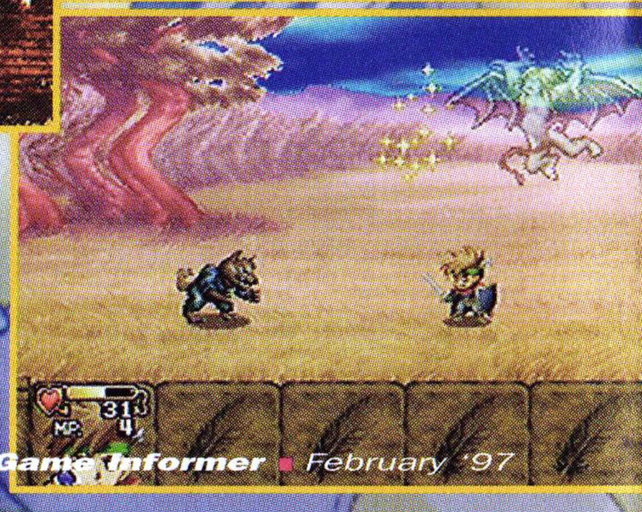
ALBERT ODYSSEY 外伝
LEGEND OF ELDEAN

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Up to Five Characters in a Party, Battery Back-Up, Beautiful Sprite Graphics, Turn Based Combat With Menu Rings
- **Created by:** Sunsoft of Japan for Working Designs
- **Available:** March for Sega Saturn









To this day, none of the Sega platforms have delivered an RPG that contends with a Final Fantasy adventure. These epic Square Soft titles drew an enormous audience that cornered the rest of the RPG market in a no win situation. Over the years, there have been games that are very much like Final Fantasy, but they've remained hidden to the U.S. market and have been trapped on the shores of Japan. Will we ever see any of these games? Will someone finally wise up and bring them to our soil? Yes! Leave it to Working Designs to set these captives free and give us a chance to play a game that has a dynamic story again.

Sega Saturn owners have waited ages to be dazzled by a true quest title, and their time has finally come. The game is Albert Odyssey, and don't be surprised if your buddy names his kid Albert, because this game will rule your life if you are not careful. This title was originally designed by Sunsoft in Japan, and since they didn't foresee a U.S. release, Working Designs snagged it from them to make sure we would experience this great adventure. Everything about Albert Odyssey screams Final Fantasy. It has the thumping orchestration, mind blowing sprite graphics, and an often cutthroat plot. You never know what is going to happen to your character or your five man party. Sometimes they'll die off, or maybe they'll be rewarded greatly. The only way to find out is to play it through.

Graphically, you won't be disappointed with the sprite characters and backgrounds. They do look 16-bit, but Sunsoft has added a nice 32-bit touch. The gameplay is divided into three parts which are city/castle walking, world traveling, and combat. The battles are easy to understand since they are all ring and turn based. You'll have time to think out your actions before the enemy attacks.

This is a classic RPG and the Saturn really needs a game like this to hook the RPG audience. Working Designs is hard at work on finishing this translation, and they've stated that the loading time is their key concern. Like Magic Knight RayEarth, Working Designs promises to have this problem licked before the release.

FIGHTERS MEGAMIX

When Two Worlds Collide

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** 22 Characters Plus 10 Hidden, Cage and Open Arenas, Super Hit Instant Replays, Tournament and Survival Game Modes, Improved Character Texture Maps
- **Created by:** AM2 for Sega of Japan
- **Available:** Now for Sega Saturn (Japan)

SNK first ventured into the world of fighting game cross-overs when they combined just about every arcade game they had developed into the King of Fighters series. Then, Capcom veered from the track of a normal unity and plotted the X-Men against the Street Fighter gang. Now, Sega has sewn together what some would call the ultimate team-up – Fighting Vipers and Virtua Fighter. It's uncanny how much the characters in these two completely different games resemble each other. It's an amalgam of diversity, power, and respect. It's Fighters Megamix, AM2's colossal and daring attempt to unite the fighting nation.

Something like this was bound to happen and luckily, it wasn't a Bug and Sonic team-up; rather, Sega took two games that are played by the same audience, and turned them into one megalith of a fighter. Besides all the characters from Virtua Fighter 2 and Fighting Vipers, there are also ten hidden characters to bring the grand total to 32 playable fighters. AM2 has also redefined the character texture maps, which gives the characters a smoother, more realistic appearance, as opposed to them coming across blocky and robotic.

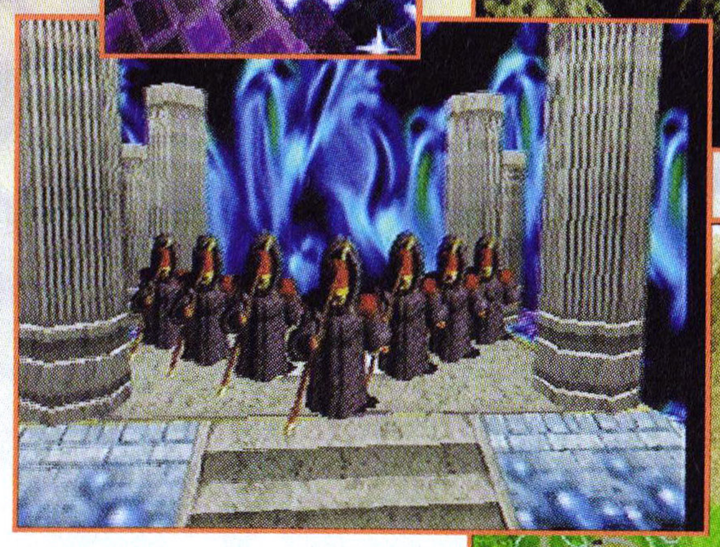
It appears that all the arenas are present from both games, and as of yet, we're not sure if the VF characters can do cage attacks or not. Sega of America still hasn't announced a State release, but they did comment on a possible three month window between the Japanese release (December '96) and the US (which would be March '97). This is a great looking game that will more than likely be one of the biggest Saturn hits of the year (if it does find its way over to the States).

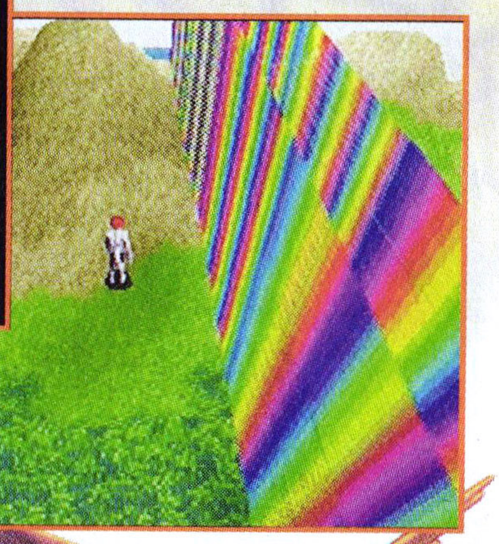
ONLY IN JAPAN

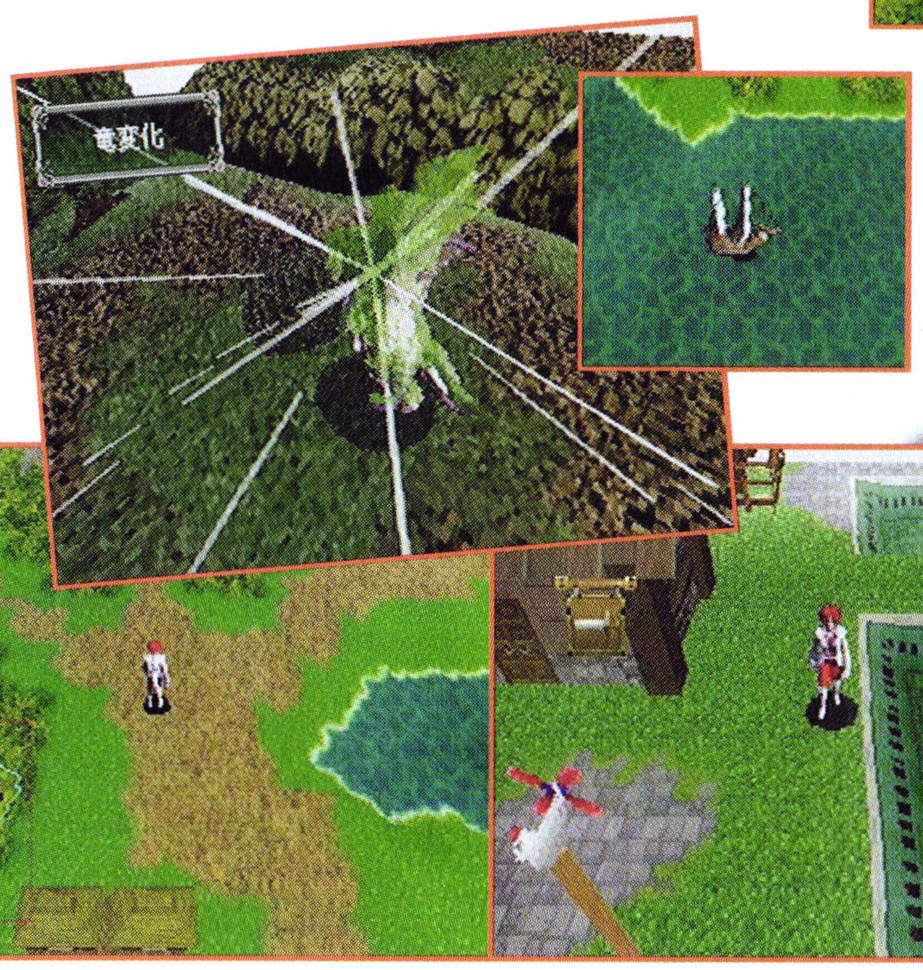
Riglordsaga 2

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy/RPG
- **Special Features:** Main Character Morphs Into Dragon, Great Spells and Effects, No Random Monsters, Ten Playable Characters, Memory Save
- **Created by:** Micro Cabin Corps. for Sega
- **Available:** Now in Japan, Unknown U.S. Release

ONLY IN JAPAN







Gamers keep waiting for that one RPG title that will blow the doors open on the American RPG market. Riglordsaga 1 was one of the few RPGs that actually made it over to the states. Its original American name, Mystaria, was promptly changed to Blazing Heroes after complications with another company's product.

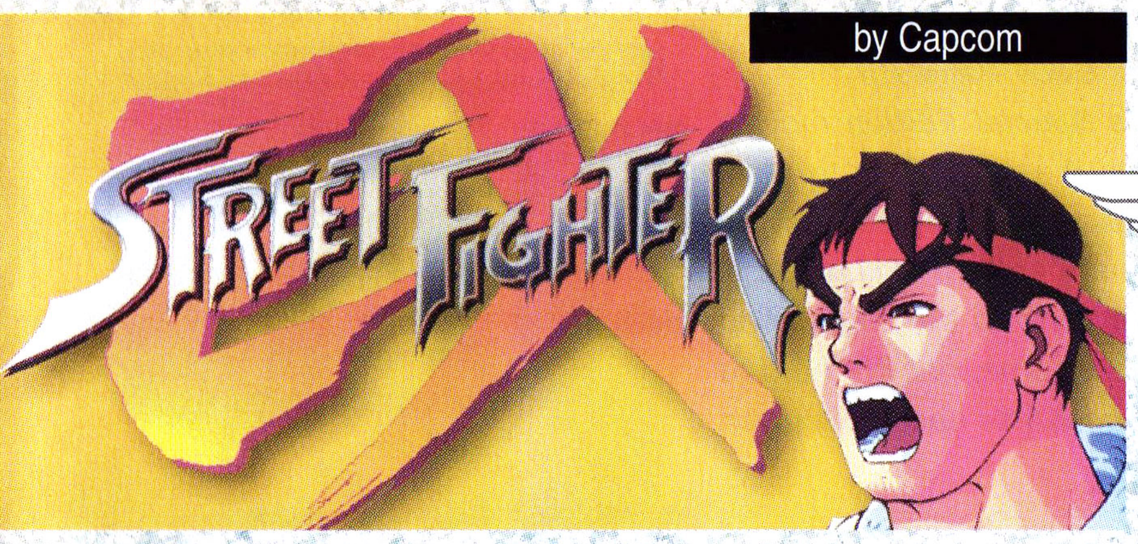
One of the more interesting features of this sequel is the main character's ability to morph into a dragon. She can then fly over obstacles in order to defeat unreachable opponents. Also interesting is the fact that there are no random monsters. It is often frustrating to have to deal with constant appearances of obnoxious enemies when attempting to find your way through a dungeon or labyrinth.

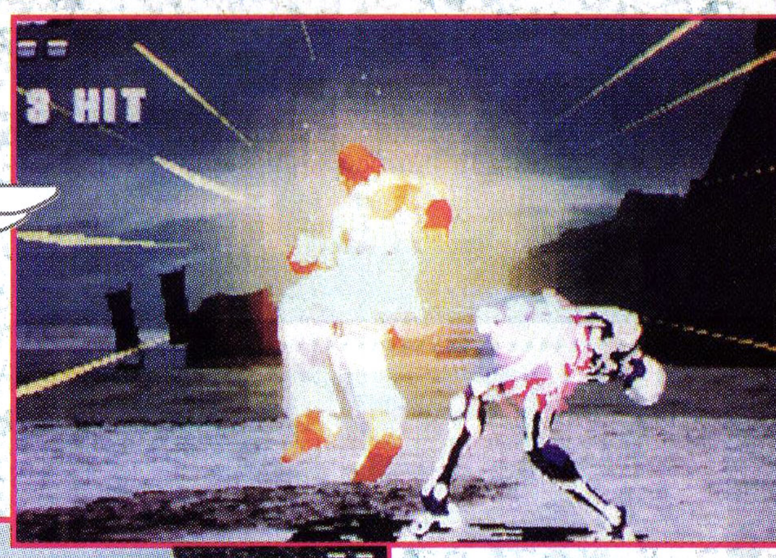
We doubt that Riglordsaga 2 will be a system seller for Sega, but it is yet another solid and attractive RPG for the Saturn. Unfortunately, we can't tell you much about the plot except that there's a lot of it, so have a look at these screen shots and keep an eye out for future previews of Blazing Heroes 2. We aren't certain that Sega plans on porting Riglordsaga 2 to the U.S., but it would be a good move on their part, so keep your fingers crossed.

ARCADE BRIGADE™

STREET FIGHTER EX

by Capcom

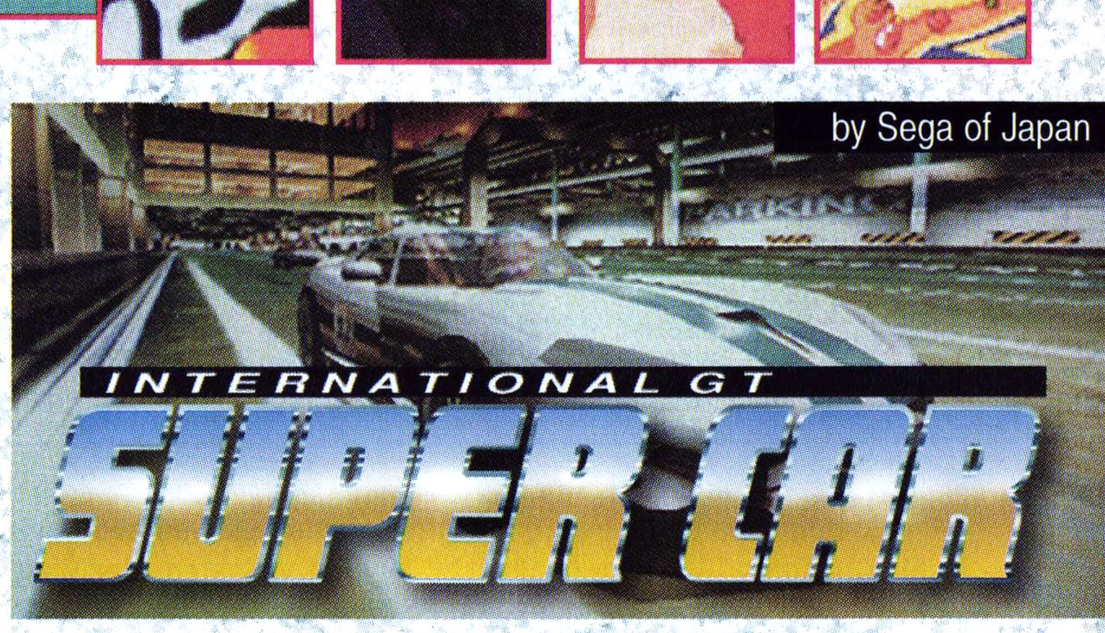




Capcom is finally doing what Disney did with their animation studios. Capcom, for the first time in a Street Fighter title is dumping the traditional "hand drawn" SFII and SFA animation and is moving to three dimensional polygon graphics. Don't worry though, the gameplay is still there, and we're sure you'll still be able to pump out fireball after fireball.

Street Fighter EX also sees a dramatic change in the playable character cast. Of course, Ken, Ryu, Guile, and Chun Li have returned, but now, Capcom has added a fierce skeleton warrior named Skullorama, and a street thug with a baseball bat named Cracker Jack to the mix. It'll be interesting to see how well this game does since it has to compete with Virtua Fighter and Tekken. Capcom has made sure to keep the SF flavor in the game, and surely all the fanatics of the last fifteen SF games will love this one too.

At this moment, details regarding gameplay are not available. From the screens we have we can tell that the Special Meter is once again present, but no word has been announced on whether or not it will be complete 3D. Stay tuned to Game Informer Magazine for more info in the following months.



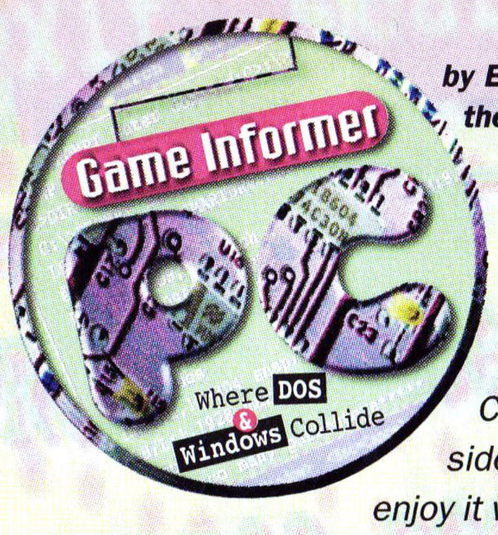
by Sega of Japan

Hot on the trail of Virtua Fighter 3 comes Sega's second Model 3 offering. Developed by AM2 (whose credits include the arcade smash Daytona USA), Super Car promises to be a sure-fire arcade hit. AM2 actually did extensive field research by test driving all the cars found within Super Car to successfully grasp the true physics and dynamics of all the vehicles. They even went out and took sample sounds of a Porsche revving the engine and a Viper burning rubber. With Model 3 technology being the most advanced thing in the arcades, you can expect to see some awesome gameplay and graphics. Words can't describe the footage we've seen, but we'll try and break it down for you. Super Car is equipped with everything a professional racer could ask for. If it's difficulty you want, Super Car has it. This amazing racer features some of the tightest hair pin turns we've ever seen, plus it appears that you'll actually have to dodge planes in an airport.

Physically, this game brings racing to life. If you hit a barrier on the side of the road, you'll hear the scratch of metal on metal, and see sparks and debris fly behind you. This racer won't push you off the wall. You'll actually have to maneuver out yourself.

We can't wait 'til this title hits the arcades. The release date is sketchy, but we're sure the wait will be worth it.

Dude, I think my ear fell off!



by Erik, the PC Jedi

"Tear This Ship Apart Until You Find Me Some Good Games!!!"

By the time you read this, the first of the ***Star Wars Special Edition*** *movies should already be out in the theaters. It just gives me the Jedi jollies to think about some of those new scenes. Perhaps this will make up for the fact that we didn't get many games that you might want to buy this month. If Command & Conquer: Red Alert hadn't come in, I think I would have gone to the disgruntled side of the force. Phantasmagoria was the only other decent game, but it's hard to enjoy it when you're stuck in an office playing a game. At least* ***LucasArts*** *has finally given out some solid information on the Star Wars games of '97. Check it out.*

Command and Conquer: Red Alert – Westwood Studios

9.5

Command & Conquer blew us all away with a terrific real time strategy engine, a musical score that is among the best ever made for PC, tons of cool units, and crazy base defenses. You just gotta love the way "orbital ion cannon" rolls off the tongue. Red Alert is pretty much the same game with bigger maps, more units, and slight adjustments to gameplay. Engineers can no longer take over a building until it has been damaged extensively. Sandbagging doesn't work anymore either. Just use silos. Buildings can now be built one space away from each other, so it's almost as cheap as sandbags.

Some of the new units in the game are paratroopers, Migs, Yaks (WWII planes that strafe infantry), submarines, gunships, destroyers, cruisers (ungodly range), a new double-barreled tank, mine layers, V2 rocket launchers (serious damage), spies, medics, and a commando named Tanya who says "ch-ching" when she kills infantry. Most of the old units are still in the game in some form or another with a few exceptions.

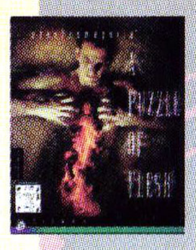
The Allies (the "good guys") are more like Nod in the first game in that they are seriously outmatched in terms of raw firepower. They must take advantage of spy satellites (reveals entire map), superior naval power, and weird stuff like a teleportation device to defeat the Soviets with dirty tricks and careful planning. C&C Red Alert is a fine example of what a sequel should be. It offers plenty of new stuff so that people will need to learn new stratagems and it resolves a lot of the problems people had with the old game.

Star Trek: Borg – Simon and Schuster Interactive

3.25

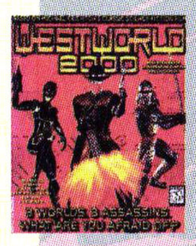
Some suprisingly good acting, plot elements, and camera work do not make up for the fact that this game's interface is the worst I've seen in the history of PC gaming. Many of the "puzzles" in the game require players to input a code. I would often find myself playing for well over an hour just trying to put the code in at the right speed or the game would screw up and assume I was wrong. It also would have been nice if there had actually been some kind of menu where you can save games and retrieve them instead of hitting "s" and typing in the name of your game. In order to quit you hit, "q". Come on guys! What are you trying to shove on us? The most frustrating part of the game was that I enjoyed all of the Star Trek stuff but none of the gameplay. It's like paying $60.00 to watch a new Trek episode, except the commercials are *really* annoying. What a debacle.

recent releases

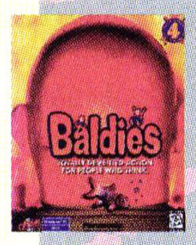


Phantasmagoria – Sierra
7.75 Gore, sleaze, and a pet rat named Blob make this horror FMV game somewhat interesting to play. It's a Stephen Kingish "Guilt complex becomes alter ego" plot.

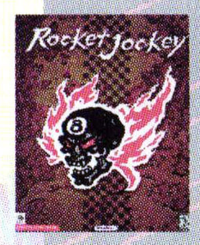
Deus – Readysoft
5 Ah... yet another treasure of a Doom clone. Play control is boring and the two "modes" that the box is screaming about are both pointless and uninteresting.



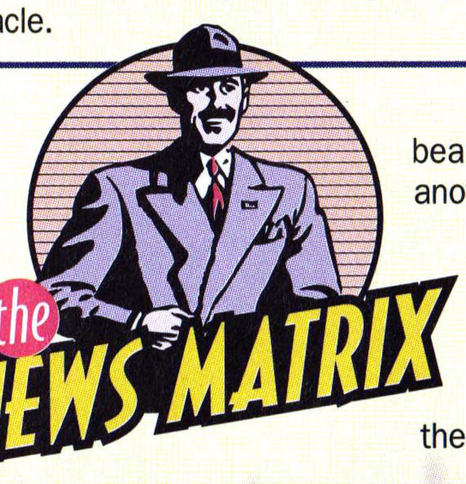
Westworld 2000 – Brooklyn Multimedia
1.75 Wow... This is bad... I mean really bad. Nice introduction artwork though.



Baldies – Panasonic Interactive Multimedia
4 What do you get when you try to mix Populous and Lemmings into one game? Crap.



Rocket Jockey – SegaSoft
4.75 This game didn't really seem like it was meant for PC. Being limited to arenas was lame and the gameplay was pretty choppy. Don't believe the hype!



Star Wars Junky Alert

To help feed the fire of your Star Wars cravings we have some information on three of **LucasArts'** highly anticipated Star Wars games, **Rebellion**, **X-Wing Vs. Tie Fighter**, and **Jedi Knight: Dark Forces II**.

Rebellion is, to our knowledge, the first Star Wars strategy game. The game focuses on both strategic and tactical aspects of space warfare. Good strategy will be determined by prioritizing to certain missions and assigning special agents to them in order to increase the chances of success. For instance, Han Solo and Chewbacca are good for espionage. The actual missions themselves feature a real time engine in a 3D space combat environment. Ever read Ender's Game? Sounds complicated, but we have faith in LucasArts. The key to final victory lies in capturing Vader and Palpatine (or Luke and Mon Mothma, if playing as Imperials) and conquering the Imperial Capital at Coruscant (or Rebel Mobile HQ, if Imperial). Rebellion will feature 2-player internet play and should be available in the spring.

Rebellion

The much awaited **Jedi Knight: Dark Forces II** is set for release in early '97. It features many of the weapons from the first game and a few new ones as well. Most notable of these is Kyle Katarn's lightsaber. That's right, he's taking it to the baddies once again and learning the force while he's at it. The beauty of this game is that you can fight baddies as a goodie or another baddie. As the game progresses, players will be allowed to make choices that could lead them to the dark or good sides of the force. Players will also gain special force abilities through an experience point system. Some of these will be the ability to see through walls, improved jumping, and the ability to grab items from afar. Last but not least is the 8-player multiplayer feature. It consists of three modes. Players can choose to fight in Total Combat (a free-for-all environment), Team Combat (in which teams can be pitted against each other), or a Territory Combat mode that features "capture the flag" style play.

X-Wing Vs. Tie Fighter can be considered the next "sequel" in the Star Wars space combat sim series. It features amazing improvements to the graphics and an internet multiplayer mode in which players will cooperate as teams in order to complete mission objectives. Multi-player mode features 15 mission scenarios and single-player mode features a total of 65 missions. Players will have access to over a dozen Imperial, Rebel, and pirate ships. Let's hope "pirate" means corellian freighters will be available. It's about time we get to live the fantasy of flying Han Solo's ship. X-Wing Vs. Tie Fighter will be available in the first quarter of '97.

CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

A long time ago, in a town far far away, there lived two boys named Pat and Jon. Home systems by day, arcades by night, the two were marked forever with the indelible stamp of video games. Now, years later, their paths have crossed again. Pat, famous rock drummer, Jon, staff editor at GI. Here's what they (and a few of their peers) have to say about their long standing love affairs with the video game.

AN INTERVIEW WITH WEEZER'S PAT WILSON

Jon: What was you favorite arcade game of all time?

Pat: I think my favorite game would be Street Fighter 2.

Jon: Were you good at it?

Pat: Yeah, I beat that game.

Jon: You like those Capcom graphics?

Pat: Yeah I did, I thought they were cool. When I first saw Mortal Kombat I was kind of bummed on it. I'm like, what's up with that? It's just a photo moving. But now I'm actually pretty impressed with it.

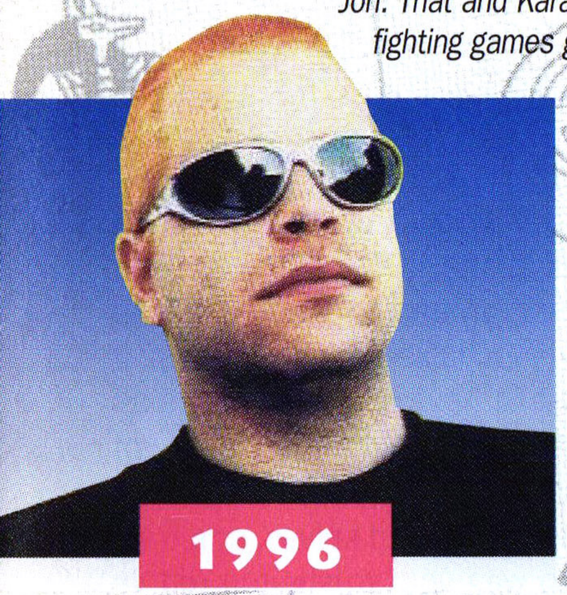
Jon: Have you played any of the new fighting games?

Pat: I like the Virtua fighter games. Virtua Fighter was pretty incredible when it came out. I just saw Virtua Fighter 3 in Japan. It's pretty cool. But I'd like to see stuff move away from combat games...well, fighting games I should say, because it seems like they've been the only things going on in arcades for the past two or three years.

Jon: Plus there are so many average fighting games out there.

Pat: Double Dragon was funny.

Jon: That and Karate Champ was where fighting games got their start.



1996

"I'D BUY EVERY GAME I LOVED AS A KID."

Pat: BEGIN!

Jon: Were you good at Double Dragon?

Pat: Yeah, beat it, beat that game.

Jon: Just use the back elbow the whole time?

Pat: Yeah [laughs].

Jon: That was so cheezy.

Pat: Yeah, it is cheezy. But is was a great game just to be able to pick up a lead pipe and konk somebody [imitates sound effects from game]. But today's fighting games, I don't really like the feeling it gives you, like, Ha! I've killed you.

Jon: Most of the letters and feedback we get are on fighting games, like MK and Tekken.

Pat: I think their popularity will swing sooner or later. Maybe not though, maybe like Rock-n-Roll, they've zeroed in on this 8 to 20, or 8 to 18 age market where everyone's in the same place developmentally, and they've found exactly what works for that market, like big fat exciting guitars, and testosterone fighting. Maybe they've worked that out, I don't know. Maybe it'll just recycle itself like rock has the entire time. I mean, in the way that rock just regurgitates and recycles because a new audience is coming up every year, perpetually, and maybe fighting games will be the same way. There will now, probably, always be a "fighting" game. Oh, you know what was an amazing game? Don had it on his Nintendo. It was a Japanese game, you're a ninja and you cruise around the subway and grab onto things up here [shows with his hands] and kick people, side scrolling.

Andy: Ninja Gaiden.

Pat: Yeah, Ninja Gaiden.

Paul: That was great, especially on the Lynx.

Andy: And it was cool on the NES. When you played the last level, unlike any other level, you'd just die and the game would be over. It would totally suck.

Jon: Was Mario your favorite home game of all time?

Pat: No, that would be NHL 95 [Genesis]. 96 bummed me out because it was lower scoring, stingier goalies, it's not right, way too much to chance. The 95 control, for me, was the most fun. NBA Jam was pretty fun when that came out, but I'm kind of bummed on it now.

Jon: Who is the best game player you've ever known?

Andy: Please don't say Jon.

Pat: See Jon, I don't even know myself, so how can I know somebody else?

Jon: What did you think of laser disc games like Dragon's Lair when it first came out?

Pat: Hated it. Thought it was like watching some lame cartoon. Oh yeah, big deal, pick A or B. Your choice is always limited.

Jon: That's one of the three games housed in the Smithsonian.

Pat: Well they clearly made a big mistake.

Jon: Asteroids was awesome.

Pat: Asteroids is the ultimate Zen game. It couldn't be any simpler, but it's just so *##$% hard.

Jon: Because it focused almost solely on play control.

Pat: That's one thing that fighting games seem to be lacking. I guess it's still there, but it's more like, "Look, I can hit you nine times in a row with Baraka." It is pretty incredible though, when you get the combination moves in MK. It's fun as hell.

Jon: A lot of games are trending back towards analog.

Pat: When Williams Arcade Classics first came out I was pretty stoked. But I think there's a way bigger market for it. There are so many other games; it can't be hard to work the code for them. So many games, I'd buy every game I loved as a kid. I'd pay fifty bucks a piece for them. Although you could probably buy the arcade machine for a few hundred bucks.

Jon: But you can't repair them. Who are you going to get to repair your old Asteroids machine, you know?

Pat: The best thing about Asteroids was the bass...Bup, Bup, Bup, Tcheeew...Track and Field stoked me back in the day. You had the two run buttons and a jump. First you start out in the hundred yard dash [pounds his knees], and your little meter goes up.

Andy: You could use an electric toothbrush.

Pat: Ahh! No way.

Andy: Man, you could hold it on there...

Pat: So that was the guy who was having all the 4 second hundred yard dashes.

Jon: Didn't somebody use the pencil method?

Andy: Yeah, comb or pencil, but the guy I always saw would turn and say, "The secret to this game is..." and chichink, he'd whip out the toothbrush. And I was like, "no way!!"

Pat: My friend Brett was really good, because he'd start out like this [pats his knees slowly], really even, and then build, and I think the game responded more to evenness then just nerve ending static.

[Paul is in background demonstrating the pencil method.]

Jon: That's cheatin'.

Paul: No way man.

[Reiner enters room with news article from paper, hands it to Jon.]

Jon: Check this out Pat. Save your brain, eat fish. Fish oil sharpens the brain at all ages, and they show five ways in which fish oil manages the brain. Castor oil is gonna make a comeback.

Paul: [inspects article] All right, here are three things that would ruin my profession: fights depression, reduces aggression and stimulates young minds. [Everybody laughs]. Those are the last three things you want to do.

Jon: So let's talk briefly about your side project. The band's called Special Goodness?

Pat: Yes, The Special Goodness. That will probably be the name of the album and it will be out on Geffen Records.

Jon: And how did the recording go?

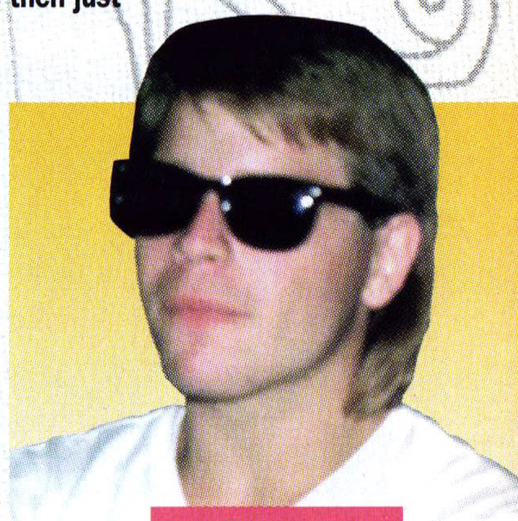
Pat: I recorded all the instruments myself, but I had help in producing it from my friend Tony Lash and he's a very thorough engineer. We took a lot of time in order to assure a really smooth sound.

Jon: How did the writing go?

Pat: I did the writing myself, but a lot of the songs were only half done arrangement wise, and he [Tony] helped me a lot with the arrangements, because at that time the whole thing was getting really incestuous with myself. I was just too close and I couldn't see what needed to be done.

Jon: Why did you opt for the single chemistry as opposed to a band chemistry?

Pat: Because dealing with people can be a big nightmare. Not only that, but I just felt like I had these personalities on the drums and guitar and bass, why not see if they made a nice band?



1986

"ASTEROIDS IS THE ULTIMATE ZEN GAME."

PlayStation/Saturn

WWF In Your House

REVIEW

7.25

Size: 1 CD-ROM

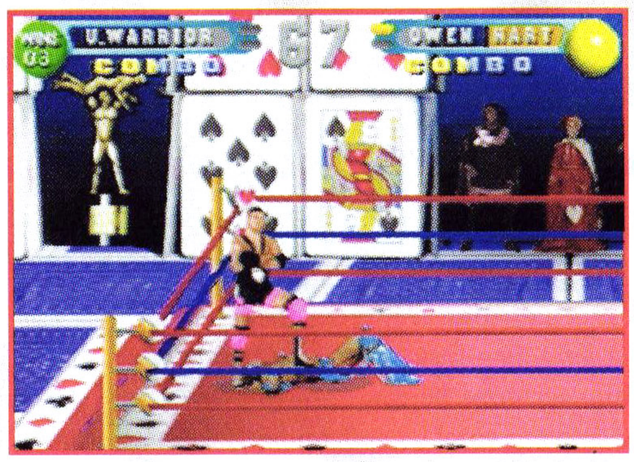
Style: 1 or 2-Player Wrestling (4-Player Via Sony Multi-Tap)

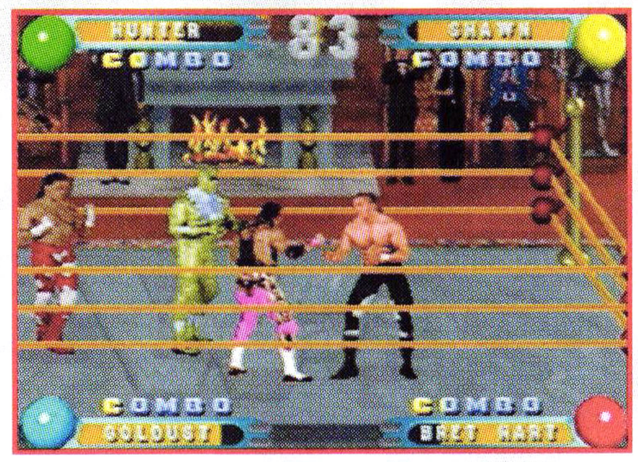
Special Features: Cooperative, Versus, and Buddy mode for 2-Player, Season, Intercontinental, and World Championships for 1-Player, Power-Ups, Combo Meter, Patented WWF Moves and Champion Wrestlers

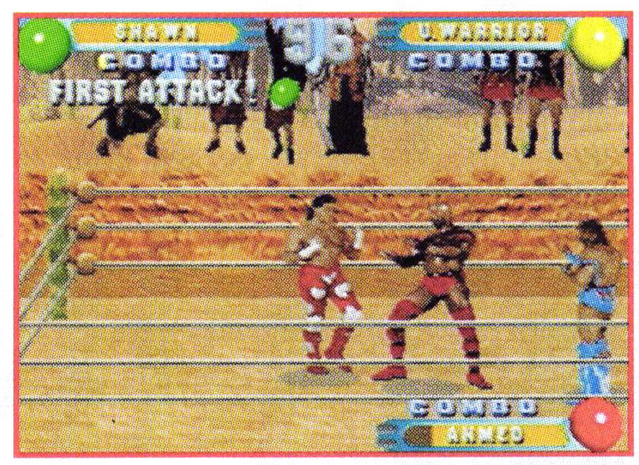
Created by: Acclaim Entertainment

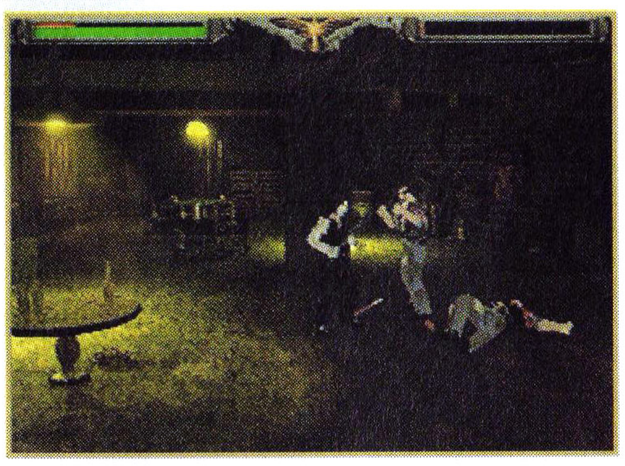
Available: Now for Sony PlayStation and Sega Saturn

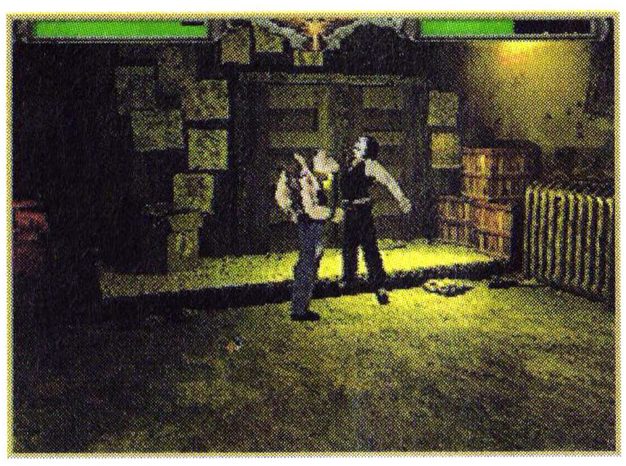
If you want these guys in your house, be my guest, because things could quickly get out of hand. Unlike the real WWF, the moves and combos in WWF In Your House actually do damage, especially when the combo meter is lit. The four-player mode makes it one of the most enjoyable games around. The moves are not that advanced, but that's the whole appeal. Anyone can play. Climb up the turnbuckle, do a Super-Fly, perform a Face-Rake, then execute a perfect Crucifixion. It's just like TV! The only thing this game is missing with its WWF license is the Choreography and Match Planning modes.











Saturn

The Crow

PREVIEW

Size: 1 CD-ROM

Style: 1-Player Third-Person Action/Adventure

Special Features: Weapon Pickups (Bottles, Knives, Lead Pipes, Etc.), Different Moves, Throws, Roving Combat, Password Save

Created by: Acclaim Entertainment

Available: Now for Sega Saturn

It's always amazing to us how quickly a new type of game is followed up by a similar game from another company. The Crow is very much like Perfect Weapon. It doesn't seem to have as many moves as Perfect Weapon, but the use of barroom brawling weapons is a nice touch. Throw bottles and knives, and then finish the job with your trusty iron rod. Is it like like being in the movies? We can say only this; "Is it ever?"

PlayStation

Namco Museum Vol. 3

REVIEW

7.25

Size: 1 CD-ROM

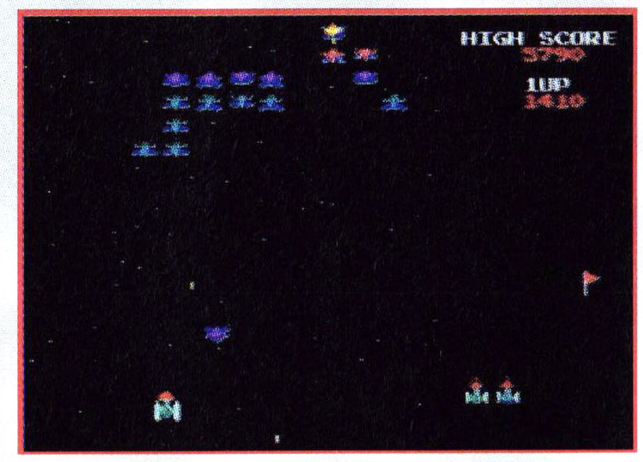
Style: 1 or 2-Player Retro Arcade Game Collection

Special Features: Six Retro Games, Museum Archives, High Scores Saved on Memory Card, Perfect Translations

Created by: Namco

Available: Now for Sony PlayStation

Volume 3 of the Namco Museum consists of The Towers of Druaga, Phozon, Pole Position II, Galaxian, Ms. Pac-Man, and Dig Dug. The museum is the usual fare of nifty information and stuff you may or may not have known about the early years of the video game era. While the games are all pretty cool, we found it hard to call Druaga and Phozon "classic" since most people have never heard of either game. If you've already bought the other two Namco Museums you probably already know what you're getting into, but we doubt this will be your favorite CD of the collection.



PlayStation

REVIEW
4.5

Tunnel B1

Size: 1 CD-ROM

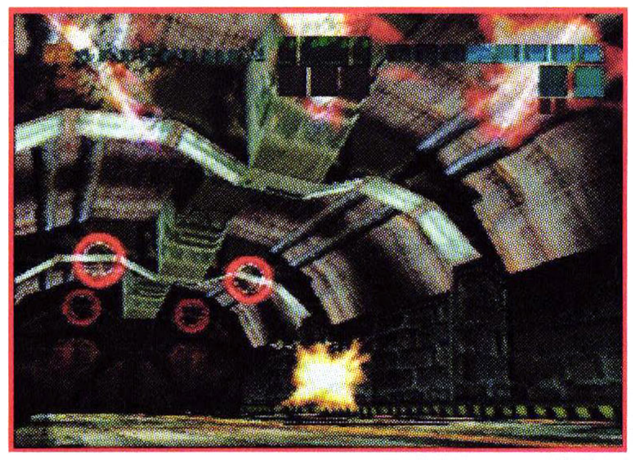
Style: 1-Player First-Person Action/Shooter

Special Features: Nice Effects, Variety of Weapons, Memory Card Save, Controller Config

Created by: Ocean for Acclaim Entertainment

Available: Now for Sony PlayStation

This game has a nice engine but it all goes downhill from there. Smooth movement and cool effects do not make up for the fact that the levels are boring, the enemies are sparse, and the puzzle portions of the game are dreadfully uninteresting. While playing Tunnel B1, one has to ask, "Did the programmers get bored in the middle of the production of this game and just put it out as is?" At first we thought maybe there was some objective or aspect of the game we were missing. Nope.



PlayStation

REVIEW
7.5

Open Ice: 2 on 2 Challenge

Size: 1 CD-ROM

Style: 1 or 2-Player 2-on-2 Hockey (2 to 4-Player Via Sony Multi-Tap)

Special Features: Optional Computer Assist, Super Moves, "On Fire" Capabilities, Stanley Cup, Full NHL License

Created by: Avalanche for Midway Home Entertainment

Available: Now for Sony PlayStation

We like to call this game NBA Jam on ice. It's an arcade-styled two-on-two hockey game with vicious knockdowns, outrageous specialty shots, and lightning fast gameplay. Unfortunately, this two-on-two concept translates better to basketball than to hockey because, true to its name, there is just too much open ice. Better defense would help, as would a Create Player and Tournament Tree. Instead, the goal is to reach the Stanley Cup by beating every team in any order, with unlimited continues. A fun multi-player game, but solo players will become bored rather quickly.

PlayStation

PREVIEW

WCW Vs. The World

Size: 1 CD–ROM

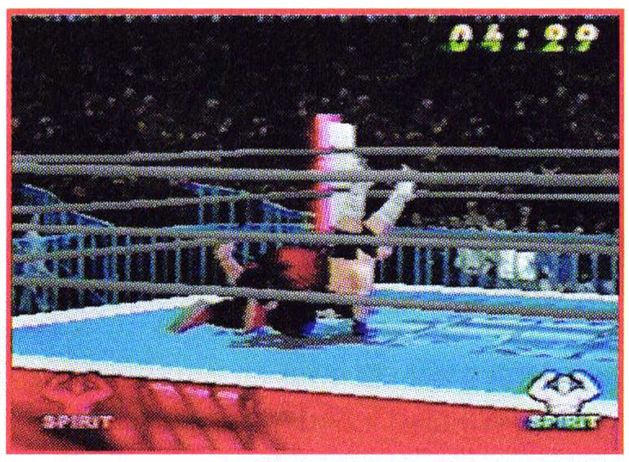
Style: 1 or 2-Player Head-to-Head Tournament Wrestling

Special Features: Over 50 Wrestlers, 9 Wrestlers From the WCW, Signature Moves, 6 World Federations

Created by: T*HQ

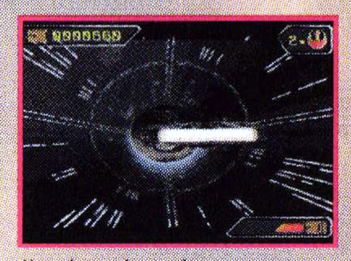
Available: March for Sony Playstation

Placing third in the Nielssen ratings, WCW is huge in the world of staged wrestling. We have no doubt T*HQ will make it big with this title no matter how good or bad of a game it is. The graphics are not exactly mind-boggling, but having over 50 wrestlers with signature moves is a pretty impressive feat. In WCW Vs. The World, players will have access to 6 international leagues that all play by their own rules, so people intimately familiar with wrestling in the states may get a look at some new and nasty ways to hurt people. Move your VCR with those monster truck video tapes out of the way and get to ready to rumble.



Dark Forces
PlayStation
Overall: 8.75
It's Star Wars Doom for the consoles. Pretty cool, but it lost a little luster in the translation from PC.

Rebel Assault 2
PlayStation
Overall: 6.75
Old-school Star Wars arcade games with awesome graphics. Some of the levels are really obnoxious but a lot of people really loved it on the PC.



Steel Harbringers
PlayStation
Overall: 6.25
The graphics in this game are pretty hokey, but the FMV clips are hilarious and you can drive vehicles. Steel Harbringers is enjoyable – like a cheesy USA Up All Night movie.

Die Hard Trilogy
Saturn
Overall: 8.5
Die Hard Trilogy closely resembles the PlayStation version and is a feat for the Saturn.

Virtua Fighter 2
Genesis
Overall: 6
Hey, it's 2D Virtua Fighter for Genesis. It was really hard to be fair to this game with all the stuff we've played on the 32's, but it's not bad compared to certain other fighters on the Genesis.

Dare Devil Derby 3D
PlayStation
Overall: 7.25
This game plays almost identically to the old NES Micro Machines title. While it's not as glamorous as all the high tech 3D racers out there now, it still manages to be a good time.

Bubsy 3D
PlayStation
Overall: 6.25
Accolade had a rough time with the side scrolling 16-bit versions of Bubsy, and it appears that this three dimensional sequel was even harder to develop. Or maybe they just like it really choppy.

Starwinder
PlayStation
Overall: 7
Though the play-control is lacking, it's a good game for extended play (44 tracks). The combination of space flight, racing and shortcuts is a nice touch. Good, but not great.

Saturn

The Incredible Hulk

REVIEW
3.5

Size: 1 CD-ROM

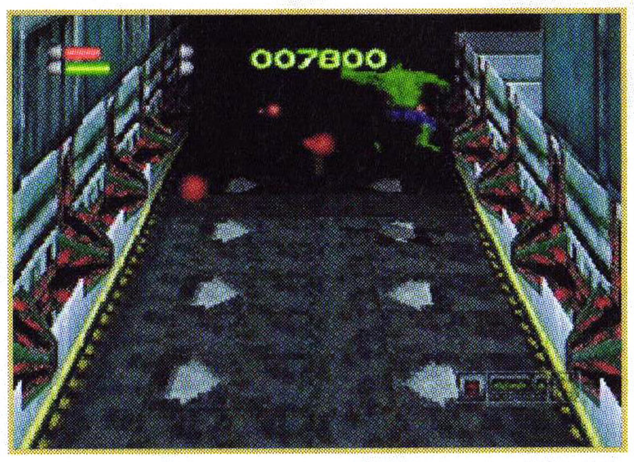
Style:
1-Player Isometric Action

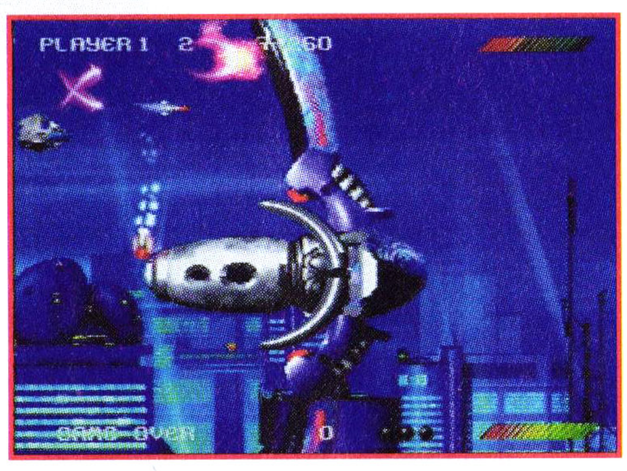
Special Features:
Special Moves, Lots of Destruction, Switch Puzzles, Password Save

Created by:
Eidos Interactive

Available:
Now for Sega Saturn

Usually when a game is really bad we try to find a reason to like it. We tried... we really tried. The graphics are below mediocre, the sound is crap, the enemies uninteresting, and the level designs seem to have been constructed from random doodles on a piece of graph paper. The Hulk himself has some almost cool moves but there's nothing fun to do with them. The only entertaining aspect of this game is all the glass you get to break, but that's a novelty that gets old real fast.





PlayStation

Project X2

REVIEW
7

Size:
1 CD-ROM

Style: 1-Player Side-Scrolling Shooter

Special Features:
Old-Style Shooter Gameplay, Choice of 3 Different Ships, Mega-Bombs, Multiple Weapon Power-Ups, Password Save

Created by: Team 17/ Ocean for Acclaim

Available:
Now for Sony PlayStation

Just when you thought side-scrolling shooter games were dead, Acclaim went grave digging. As shooters go, Project X2 is pretty cool. We doubt it will receive the same fanfare as Thunderforce 3 (a killer game for its time), but people who really miss these games should check it out. Unfortunately, as a PlayStation game, it's hard for us to recommend shelling out sixty clams for a game that could have been done on the SNES. Aside from a whopper of an FMV clip, there's really very little about this game that tastes like 32-bit. Shooter fans should rent it, but we're ready to move on.

PlayStation

Psychic Force

REVIEW
6.75

Size: 1 CD-ROM

Style: 1 or 2-Player Floating 3D Head-to-Head Tournament Fighter

Special Features:
Floating Combat, Regenerating Psychic Power Meter, Aesthetically Pleasing Characters, Training Mode, Simple Moves

Created by:
Taito for Acclaim Entertainment

Available:
Now for Sony PlayStation

The idea of a floating fight game has a lot of merit, but when it comes to overall gameplay, Psychic Force falls flat on its face. For starters, the AI isn't too bright. We cruised through the game in about twenty minutes using one move. We also found the action to be a bit slow. It is, however, a very attractive game and the characters and their moves aren't half bad (except for the dude with bunny ears). If the game looks interesting to you, it's definitely worth renting. We think you'd feel pretty ripped off if you put down sixty bucks for it though.

PlayStation/Saturn

REVIEW

8.25

Area 51

Buried amongst a stack of government papers and black budgets lies the enigma we know as Area 51. As a member of the Staar team it's your job to battle towards the center of this mystery. So draw your lightgun and get ready for some classic shooting action. Throughout the game you'll find yourself whipping down a runway in a car, grabbing hold of a ladder from a helicopter, even operating forklifts. There are tons of ammo power-ups and grenades to help battle the aliens and evil doers. Area 51's greatest strength, however, is its secrets. Not only health and weapons, but secret rooms and hidden levels are all there for the finding.

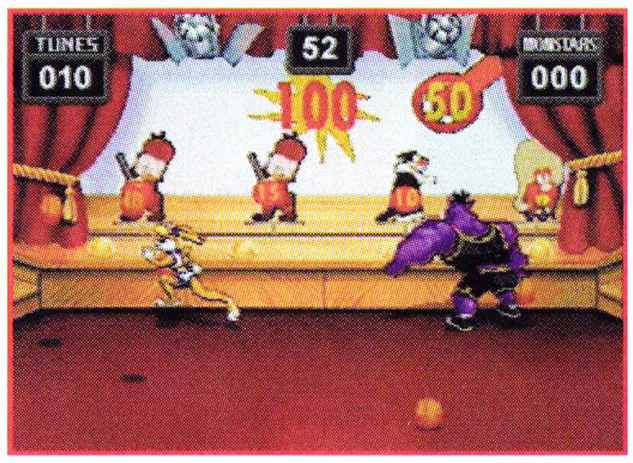
Size: 1 CD-ROM

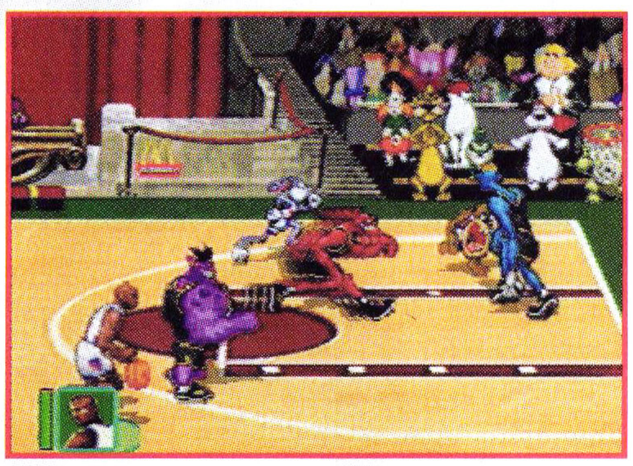
Style:
1 or 2-Player Shooter

Special Features:
Light Gun Compatible, Arcade and Practice Modes, Secret Levels, Power-Ups, Alien Enemies, Familiar Area 51 Storyline

Created by:
Atari Games for Midway Home Entertainment

Available:
Now for Sony PlayStation and Sega Saturn





PlayStation/Saturn

REVIEW

6.5

Space Jam

Although Space Jam the movie was only average, the game is pretty cool. Space Jam certainly won't quench the appetite of hardcore basketball gamers, but its appeal is that anyone can pick it up and start playing. The addition of special moves and the sub-games make this game suitable for the younger and inexperienced crowds. The special moves are a humorous touch and will no doubt bring back fond memories of all those Saturday mornings you spent in front of the tube before the words "cartoons" and "action figure commercials" became interchangeable.

Size: 1 CD-ROM

Style: 1 or 2-Player Wacky Basketball and Other Things...Game

Special Features:
Plethora of Looney Toons Characters and Monsters to Choose From For B-Ball, Characters Have Special Moves, Loads of Mini and Training Games

Created by:
Sculptured Software for Acclaim Entertainment

Available:
Now for Sony PlayStation and Sega Saturn

PlayStation

REVIEW

7.25

Perfect Weapon

Fighting quest games are undoubtedly the wave of the future. Perfect Weapon is what the Tucker was to automobiles, a little before its time. Yes, Tobal No. 1 is a long quest game, but Tobal's environments are much smaller than those of Perfect Weapon. There will be those who will love and cherish this game. With all the pick-ups, maps, spheres and vaccines, there is a great tone of adventure set within the fighting motif. However, the game will take a great deal of patience due to the changing camera angles, slow load time, and poor collision physics. Only if you have the patience should you consider this game to be a purchase.

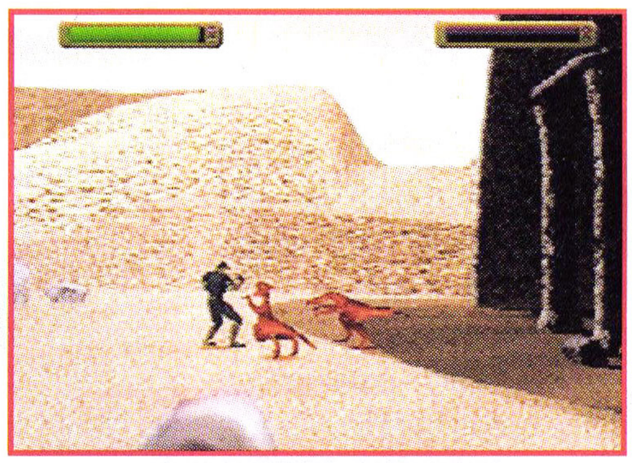
Size: 1 CD-ROM

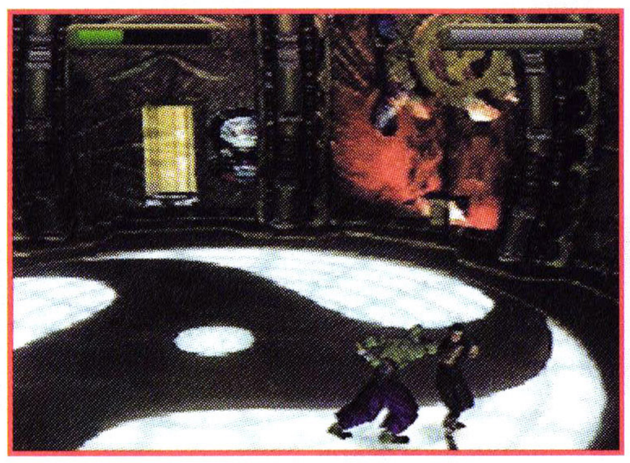
Style: 1-Player Fighting Quest Game

Special Features:
Over 44 Moves and Combos, Massive Level Designs, Special Power-Ups and Hidden Areas, Five Levels (Moons), Move Acquisition Through Enemy Defeat

Created by:
Gray Matter for ASC Games

Available:
Now for Sony PlayStation





AT A GLANCE

ONLY IN JAPAN™

PlayStation

REVIEW
6.75

K-1 The Arena Fighters

K-1 is the official governing body for matches involving various martial arts styles including kickboxing, kung fu, and kempo. K-1 The Arena Fighters is an amalgam of these various styles. Choose from eight actual circuit combatants, each with individual signature moves. Of course there are special moves, but we found the game could be won with a basic series of kick and punch combos. Though the backgrounds are beautiful, the character animations are lacking. K-1 The Arena Fighters is yet another example of a great concept lost within mediocre gameplay.

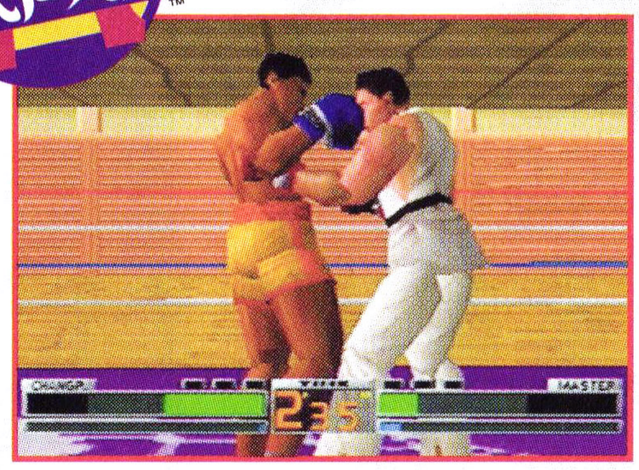
Size: 1 CD-ROM

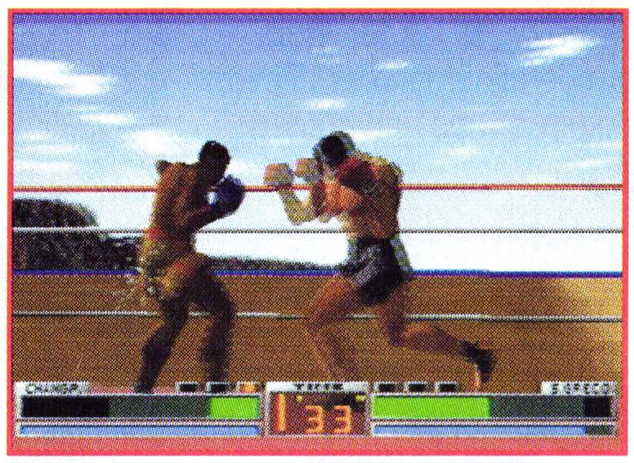
Style:
1 or 2-Player Tournament Kick Boxing Game

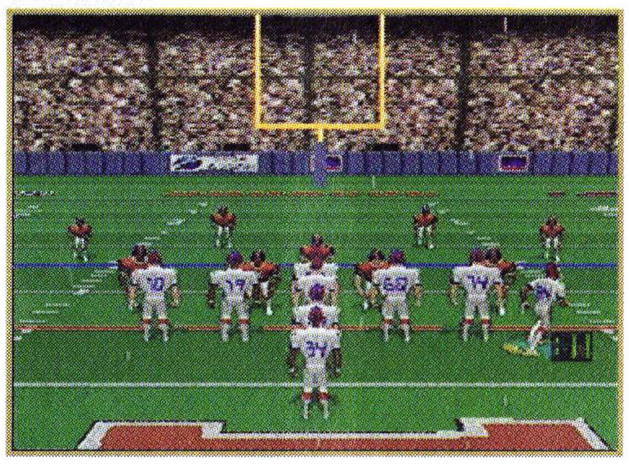
Special Features:
8 Real-Life Martial Arts Experts, 1-Player, Vs., Tournament and Team Battle, Signature moves, Full K-1 License, Create and Train Player (U.S. Version Only)

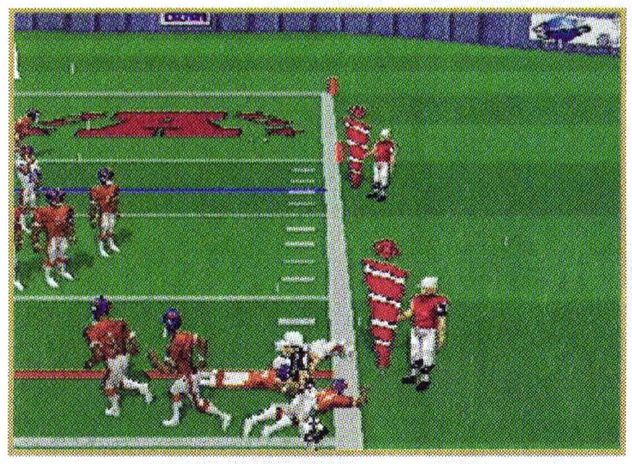
Created by: Xing Entertainment/ Kokopeli for T*HQ

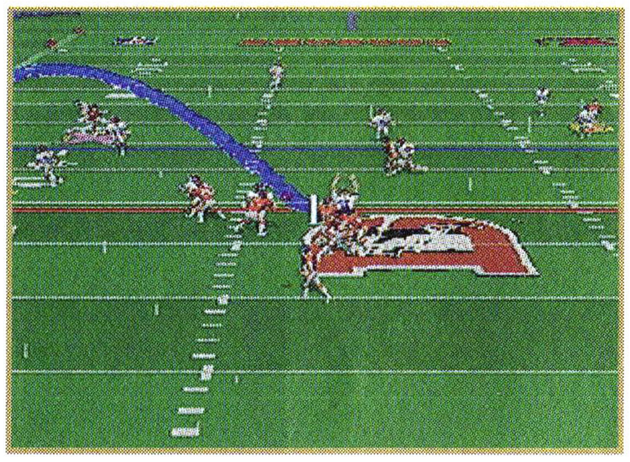
Available: Now in Japan, February 5 for U.S. Sony PlayStation

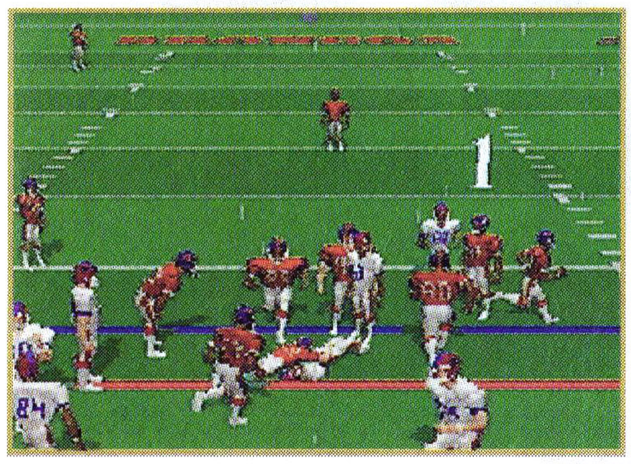












Saturn

REVIEW
4

NFL '97

In the past, Sega Sports' football games have given EA Sports a run for their money as they battled it out for 16-bit supremacy. However, Sega Sports has definitely faltered with its first 32-bit football offering. Building on the engine that they acquired from GameTek, Sega Sports offers a football game that has one thing going for it, a unique Play Editor. Other than that, the ridiculously slow play and unrealistic looking players place this game far below Madden 97.

Size: 1 CD-ROM

Style:
1 or 2-Player Football (8-Player Via 6-Player Adaptors)

Special Features:
Play Book Editor, All 30 NFL Teams and Players, Adjustable Season Length, Adjustable Camera Views During Gameplay, Practice Mode

Created by:
GameTek for Sega Sports

Available:
Now for Sega Saturn

PlayStation

REVIEW
6.25

Jimmy Johnson Football

Konami really baffled us when they picked Jimmy Johnson up from GameTek and released it almost immediately after putting out Full Contact. The game is faster than its identical Saturn counterpart, but that's not saying much. The only redeeming quality that this game has is the Play Editor; but the entertainment found there doesn't last very long. A mix of poor animation and strange play control makes Jimmy Johnson an unworthy recipient of play time. Granted, it's a heck of a lot better than Full Contact, but nowhere close to Madden or GameDay.

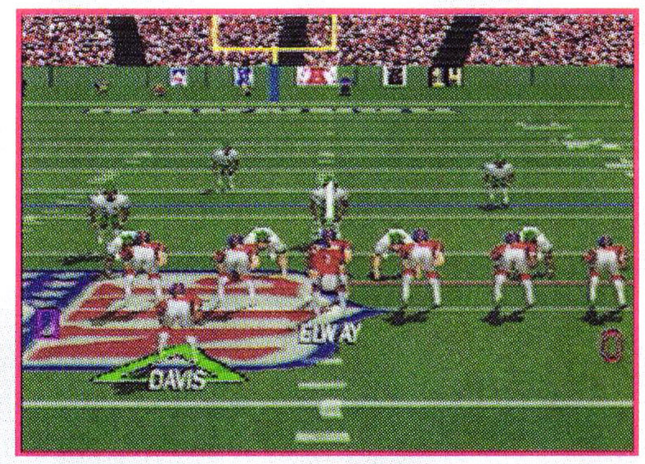
Size: 1 CD-ROM

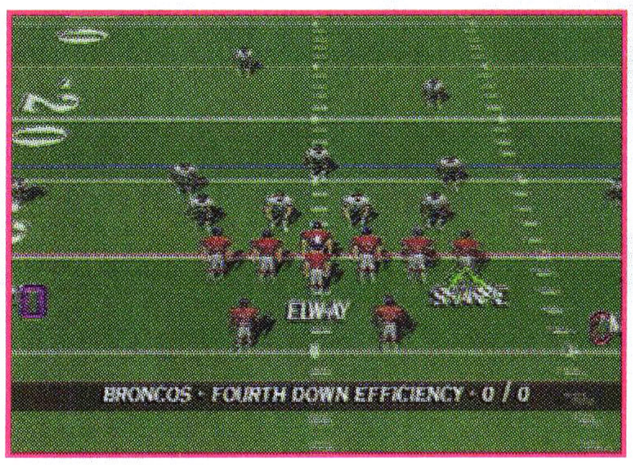
Style: 1 or 2-Player Football (8-Player Via Sony Multi-Tap)

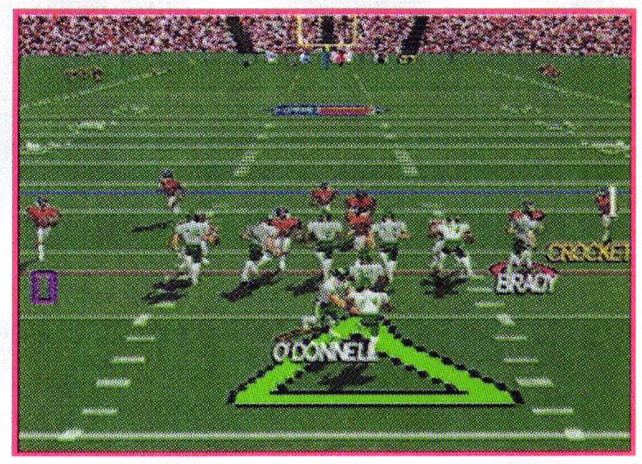
Special Features:
Play Book Editor, All 30 NFL Teams and Players, Adjustable Season Length, Adjustable Camera Views During Gameplay, Practice Mode, Memory Card or Password Save

Created by:
GameTek for Konami

Available:
Now for Sony PlayStation







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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

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Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W ___
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

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

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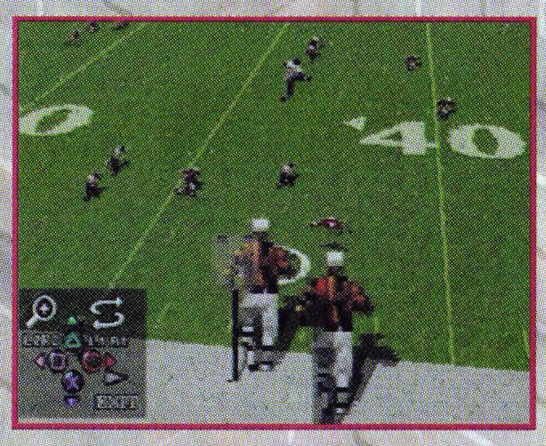
HELPFUL HINTS • PASSWORDS • CODES



NFL GameDay '97 – PlayStation

Easter Egg Menu – Input **L1**, **R1**, **L2**, **R2** at the **Start Game** screen.
???? – DOC
Development Credits – CREDITS
Higher Jumps – HANG TIME
Extreme Shoulder Charge – BO KNOWS
Sweet One Handers – STRETCH
Mega Field Goals – DEMPSEY
Dime Cuts – SAYERS
Explosive Hits – ATOMIC BOMB
Stronger O – OFFENSE
Stronger D – DEFENSE
Larger Players – FRIDGE
Faster Runs – JUICE
Superman Jumps – FROG
???? – HOGS
Slower QB With Better Accuracy – BROADWAY JOE
Really Windy – BLIZZARD
Tiny Players – FLEA CIRCUS
????? – EQUALIZER
Longer Jumps – LONG JUMP
QB Throws Lobs – TORRETA
Large Cheer Leaders – BIG GIRLS
Ref Has an Eagle Eye – BUSY REF
Slower Gameplay – SLO MO
XL Players – GOLIATH
Power Men – STEROIDS
????? – BUTKAS
Dark Field – TEMPEST
Slip and Slide – ICE SKATES

Tomb Raider – Saturn

Level Skip – During gameplay enter the **Options Menu** and open up the **passport**. Go to the **Exit** icon and press **Z**, **Y**, **Z**, **Y**, **X**, **X**, **X**. Once entered press **Start** and you'll be warped to the next level.

"The VidMan"
Uptown, MN

Star Gladiators – PlayStation

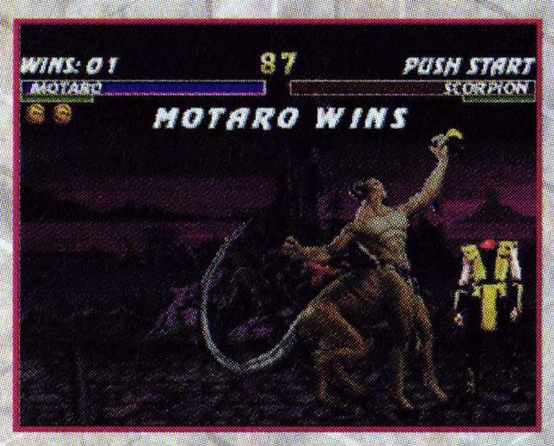
Dark Fighting – Choose a character and hold **Down**, **L2**, and **R2** until the match begins.
Big Head and Feet Mode – Select a character and press and hold **Right**, **Start**, ●, and ■ until the match begins.
Small Head and Feet Mode – Select a character and press and hold **Left**, **Start**, ●, and ■ until the match begins.
Play as Bilstein – Enter the **Arcade Mode**, hold **Select**, move to Gore and press ✖, ●, ✖, ●, ■, ■, ■, ▲, ▲, ▲, ✖ + ●. An arrow should appear pointing to the hidden character.
Play as Kappah – Enter the **Arcade Mode**, hold **Select**, move to Hayato, and press ●, ■, ▲, ■, ✖, ■, ▲, ■, ●, ■, ✖ + ▲. An arrow should appear pointing to this shelled character.
Play as Blood – Enter the **Arcade Mode**, hold **Select**, move to Bilstein, and press ✖, ■, ✖, ■, ✖, ■. Now, while still holding **Select** move to Kappah and press ●, ▲, ●, ▲, ●, ▲. Finally, hold **L1** + **R1** and release **Select** to access this Hulk Hogan look-a-like.

Fox Mulder
Roswell, NM

Sonic 3D Blast – Genesis

Stage Select – First off, you must have a Game Genie for this code to work. Enter **SARA-BJXO** into the Genie and press **Start** until the game begins. If this code works correctly the game will scream out: "congratulations you have found the secret Level Select screen." Now, turn off the Game Genie before you choose your level or it will freeze up.

John Lavallee
Uxbridge, MA



Mortal Kombat Trilogy – Nintendo 64

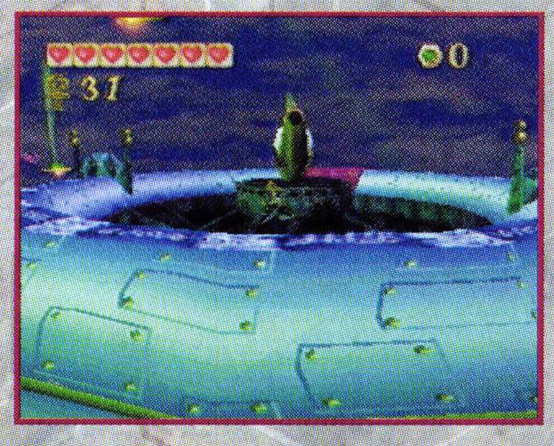
Stage Select – Highlight Sonya's icon and press **Up** and **Start**.
Fight Against Khameleon – Press **Down** and **Start** when Toasty appears on the Star Bridge stage.
New Battle Plan – Highlight Kano's picture and press **Down** and **Start**. The screen should shake when this is entered. Now, when you choose a difficulty, you'll notice that the battle plan has been changed.
Play as Human Smoke – Highlight Smoke and press and hold **Away** + **HP** + **HK** + **Block** + **Run** until the match starts.
Blow Up Baby – Do a **Babality** and then before they turn into a child, press and hold **HP** + **LP** + **LK** + **HK**. They will then turn into an adult again and blow up. It's fun!
Fight as Shao Khan – First enter the **Stage Select code**. Then, pick your character and choose **Pit 3** as your stage. Now, hold **Down** + **HP** + **LP** until the match starts.
Fight as Motaro – Once again, do the **Stage Select code** first. Choose your character and pick either Jade's Desert or the Wasteland as your stage. Now, hold **Left** + **HK** + **LK** until the match begins.
Motaro Fatality – F, F, F + HK (Close)
Shao Khan Fatality – F, F, A + HP (Two Steps Away)

"The Gutt-Man"
Webville, COM

Tobal No. 1 – PlayStation

New Camera View – Press **L2** and **R2** right after you pick your character. (While the game loads.)
Alternate Costume – Hold **Up** while selecting your character.

Kelly Laurie
Ellsworth, WI



Pandemonium – PlayStation

Enter these codes at the **Password Entry** screen.
Level Select – BORNFREE
Invincibility – HARDBODY
Gain 31 Lives –VITAMINS
Tons of Hearts – CORONARY
Invincible Enemies – EVILDEAD
Rotate Screen – TWISTEYE (Use **L1** and **L2** while in the game)
Quitting Goes to the Map – INANDOUT
Mutation – THETHING (Hold **L2** to change forms. Press **L2** and **X** to change back)
Character Swap – BODYSWAP (Press ▲ to change characters)
Master Weapons – OTTOFIRE
Pinball Screen – TOMMYBOY (After a level is completed)
Speed Greed Screen – CASHDASH (After a level is completed)
Level Passwords
Level 2 – EPIJAKCA
Level 3 – FBIJAKCI
Level 4 – KOCCCIEE
Level 5 – NGIAIBJJ
Level 6 – NIIAJBCB
Level 7 – KGCACICI
Level 8 – AHICBAJE
Level 9 – AIICFAJG
Level 10 – AIICBAJI
Level 11 – FBIIAKCK
Level 12 – FDIIAKDC
Level 13 – FFIIAKDK
Level 14 – KACACIBA
Level 15 – ADMCFAID
Level 16 – EMIIEKBE
Level 17 – OEIBIBMJ
Level 18 – FAAIAKCE

Jay Silverman
Yodaton, GA

Super Puzzle Fighter 2 Turbo – PlayStation

Enter these codes on the **Player Select** screen in either the Arcade, Vs. or Master Arcade Mode.
Access Devilot – R1 + I
Access Dan – L1 + R1 + I
Access Akuma – L1 + I

"The Human Torch"
New York, NY

Killer Instinct Gold – Nintendo 64

Play as Gargos – To access this secret boss, wait through the **Title** screen until the **Character Bios** screen appears. At this point press **Z**, **A**, **Right Button**, **Z**, **A**, **B**. Once entered, Gargos will laugh and appear at the Character Select screen.

Tons of Character Colors – Once again, at the **Character Bios** screen enter this code: **Z**, **B**, **A**, **Z**, **A**, **Left Button**. Now, enter the **Character Select** screen and press **Up** or **Down** to see your new wardrobe.

Level Select – Enter a **two-player mode** and enter the code for the stage you desire.

Wolf Castle – Up and QP
Bridge – Down and QK
Stonehenge – Up and QK
Dojo – Down and QK
Jungle – UP and MP
Dungeon – Down and MP
Museum – Up and MK
Spinal Ship – Down and MK
Space Ship – Up and FP
Street – Down and FP
Helipad – Up and FK
Sky Stage – Down and MK (Both players must do this at the same time.)

John Fabian
Chicago, IL

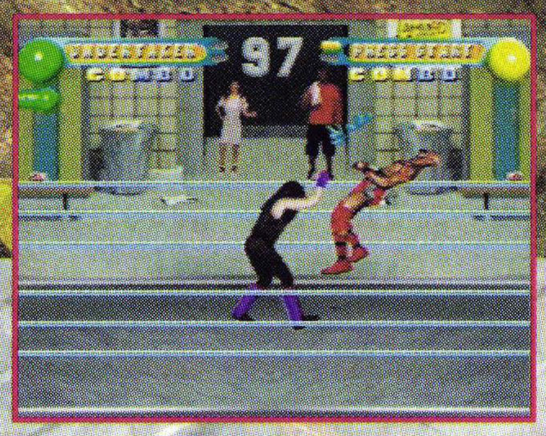
King of Fighters '95 – Saturn

Boss Code – While on the **Team Edit** screen hold **Start** and press **Up** and **Y**, **Right** and **A**, Left and **X**, and **Down** and **B**.

Second Boss Code – Beat the game in **Team Mode**, go to the **Character Select** screen and press "**Yes**" on **Team Edit** while holding down the **Left** and **Right Buttons**. Now, press **Up**, **Down**, **Up** and the bosses will appear.

Random Fighter – While pressing the **Left** and **Right Buttons** press "**No**" when it asks if you would like to edit your team.

Billy Williams
Cloud City, AK



WWF In Your House – Saturn

Random Select –
Press **Up** and **Start** at the **Character Select** screen.

Finishing Moves

Bulldog – Down, Up, P, SK, SP, K
Undertaker –
Down, Up, SK, SK, SP, SP
Ahmed Johnson –
Down, Up, P, SK, SP, K
Bret Hart –
Down, Up, SP, Down, Up, SP
Vadar – Down, Up, K, K, K, K
Owen Hart – Down, Up, P, P, K, K
Golddust –
Down, Up, SK, Down, Up, SK
Shawn Michaels –
Down, Up, P, SK, SK, P
HHH – Down, Up, SP, SP, SP, SP
Ultimate Warrior –
Down, Up, P, P, P, K

D.A.R.Y.L.
Flankton, MD

Dark Forces – PlayStation

Enter this code at the **Password** screen to unlock everything needed to beat Dark Forces.

All Levels and Weapons –
X9T!Q4L2B6

Cheats – At any time in the game press Left, ●, ✖, Right, ●, ✖, Down, ●, ✖ to enable these cheats (Invincibility, Supermap, Max Out, Ponder, Game Won).

Bruce Lambert
Hamden, CT

Final Doom – PlayStation

Full Guns and Ammo –
Pause the game and press ✖, ▲, L1, Up, Down, R2, Left, Left.

Full Map –
Pause the game and press ▲, ▲, L2, R2, L2, R2, R1, ■.

Invincibility – Pause the game and press Down, L2, ■, R1, Right, L1, Left, ●.

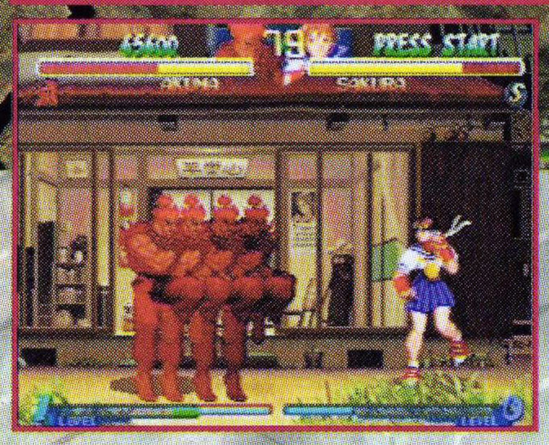
Level Warp –
Pause the game and press Right, Left, R2, R1, ▲, L1, ●, ✖.

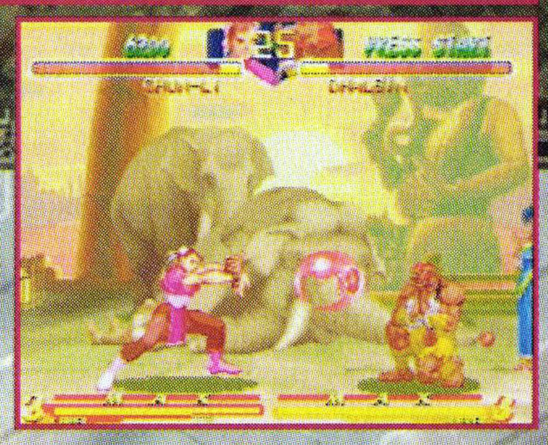
Map with Objects –
Pause the game and press ▲, ▲, L2, R2, L2, R2, R1, ●.

X-Ray Specs –
Pause the game and press L1, R2, L2, R1, Right, ▲, ✖, Right.

Lois Kent
Smallville, TN

Street Fighter Alpha 2 – PlayStation/Saturn





Original Chun Li – (SS, PS-X) Go to the **Character Select** screen and place your cursor on Chun Li. Hold **Select** (**Start** for Saturn) for more than three seconds, and then press any of the **action buttons** to pick the classic SF2 Chun Li. Her costume will change and her Kikoken move will also change to charge back, then forward with a punch.

Fighting Mid-Level Bosses –
(SS, PS-X) Don't lose a round and win more than five rounds with a Super Combo or Custom Combo finish. After your fifth match victory a new character will appear and a short dialog sequence will follow.

Fight Shin – (SS, PS-X) At the **Character Select** screen you must pick your fighter with a **punch button** (1-player controller only). Now, you must climb the ranks all the way up to Akuma without losing a round. Plus, out of all these matches you must obtain three or more perfects. Shin Akuma will reveal himself before the eighth match if this is done correctly.

Winning Posture Select – (SS, PS-X) After winning a round, but before the KO icon appears, press and hold **Select** (**Start** for Saturn), then one of the **Punch** or **Kick** buttons. Not every character has six winning poses.

New Sodom Background –
(SS, PS-X) This background will randomly change one out of every 64 matches. Some of the items will change to the theme of the west.

Zangief Appearance –
(PS-X Only) Hold **Select** before Zangief appears on screen, and he'll enter the arena with a cape animation.

Play as Shin –
(PS-X) Go into the **Options** and make sure the **Shortcut toggle** is turned off. Now go to the **Character Select** screen and highlight Akuma. Press and release **Select** and move the cursor in this order: Adon, Chun Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Once back to Akuma press **select** again, and press any action button. After this code is entered once it will be saved to your memory.

Play as Shin – (Saturn) Go to the **Options** and make sure that the Shortcut toggle is off. Go to the **Character Select** screen and press **Start** on Akuma. Release **Start** and move your cursor in this pattern: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma. Once on Akuma press **Start** and any **action button** to access Shin.

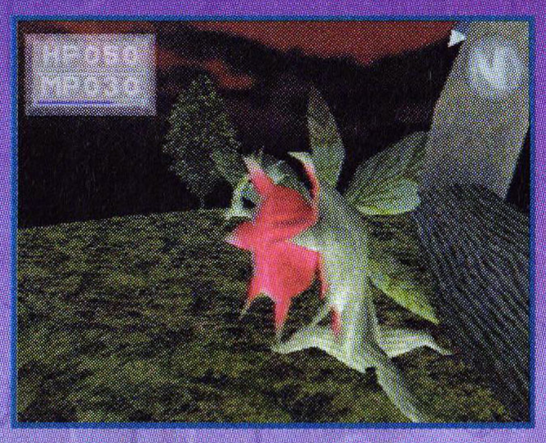
Play as Evil Ryu –
(Saturn Only) In the Japanese SFA2 comic series there was a story arc where Ryu began to use the same type of energy that Akuma does and ends up turning into an Evil Ryu. He obtained the Air Fireball, Teleport, and Raging Demon move. To play as this demon place your cursor on Ryu, press **Start** and release. Then, move your cursor in this order: Ryu, Adon, Akuma, Adon, Ryu. Hold **Start** on Ryu and press any **action button** to access his evil twin form. All his moves are just like those of Akuma.

Play as Original Zangief –
(Saturn Only) At the **Character Select** screen place your cursor on Zangief and press **Start** and release. Then, move your cursor in this order: Zangief, Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, Zangief. Now, press and hold **Start** and any **action button**.

Play as Original Dhalsim –
(Saturn Only) At the **Character Select** screen place your cursor on Dhalsim and press and release Start. Now, move your cursor in this order: Dhalsim, Zangief, Sagat, Charlie, Dhalsim. Finally, hold **Start** and press **any button**.

"The Rhino"
Toledo, OH

GAME SHARK



King's Field II – PlayStation

Quick Level Up – **801B24E4 FFFF**
Infinite Gold – **801B2534 FFFF**

Casper – Saturn

Master Code (Must Be Entered) –
F6000942 C305
B6002800 0000
Infinite Health – **160D808E FFFF**
Infinite Iron Keys –
1604D00E FFFF
Infinite Brass Keys –
1604D012 FFFF
Infinite Fool's Gold –
1604D016 FFFF

Twisted Metal 2 – PlayStation

Play As Dark Tooth –
8003434A 0E0E
Infinite Specials – **801882E6 0063**
Infinite Energy – **80187D00 0078**
Infinite Turbo – **8018830A 00C8**
Infinite Lightning – **801882F4 0009**
Infinite Homing Missiles –
801882EA 0009
Infinite Napalm – **801882F0 0009**
Player 2 Codes
Infinite Specials – **80188AFA 0063**
Infinite Energy – **80188514 0078**
Infinite Turbo – **80188B1E 00C8**

Disruptor – PlayStation

Rapid Fire – **80077680 0000**
Zodiac – **80077114 0001**
Plasma – **80077118 0001**

Pitball – PlayStation

Team 1 Scores 0 –
800890CC 0000
Team 2 Scores 0 –
800980D0 0000

Tomb Raider – PlayStation

Infinite Air – **801DDF02 0708**
Infinite Shotgun Shots –
801DDF94 0018
Infinite Magnum Shots –
801DDF94 0032
Infinite Uzi Shots –
801DDFA0 0032

Fighting Vipers – Saturn

Master Code (Must Be Entered) –
F6000914 C305
B6002800 0000
Infinite Health Player 1 –
16062828 00FA
160945A0 00FA
Infinite Health Player 2 –
16064728 00FA
160945A4 00FA
No Health Player 2 –
16064728 00FA
160945A4 00FA

Battle Arena Toshinden URA – Saturn

Master Code –
F6000914 C305
B6002800 0000
Infinite Health Player 1 –
1607476E 0200
Infinite Health Player 2 –
160723A2 0200

Mortal Kombat Trilogy – PlayStation

Infinite Health Player 1 –
8003219E 00A6
Infinite Health Player 2 –
80032316 00A6

Black Dawn – PlayStation

Infinite Missiles – **8005FCF0 0064**
Infinite Rockets – **8005FCF2 0064**
Infinite Napalm – **8005FCF4 0064**

Jet Moto – PlayStation

Infinite Turbos – **80176700 0004**

Ultimate Mortal Kombat 3 – Saturn

Master Code (Must Be Entered) –
F6017718 C305
B6002800 0000
Infinite Health Player 1 –
160D19FC 00A6
Infinite Health Player 2 –
160D20D8 00A6
No Health Player 2 –
160D20D8 0000

NBA HANG TIME

NBA HangTime – SNES

Versus Codes
Tournament Mode – 111
Fast Paced – 120
Stealth Turbo – 272
Max Speed – 284
No Pushing – 390
Unlimited Turbo – 461
Hyper Speed – 552
Max Block – 616
Quick Hands – 709
Max Power – 802
Goal Tending – 937
Versus Joypad Codes
No Tag Arrow –
Left, Left, B, Right Button
No Computer Assistance –
Right, Right + B, Right, Right + B
Rooftop Nighttime Court –
Left, Left + Y, Left, Left + Y
City Daytime Court – Down + B, Down, Down + A, Down, Down + X, Down, Down + Y, Down
Jungle Court – Left Button, Right, Button, Select, Start, Up, Down, A, B, Y, X
Grand Champion –
Start, Y, Right, A, B, Up, Start, Up, Down, Down, Start, Left Button, A, Down, Down
Super Code – Up, Right, Down, Left, Start, A, B, Y, X, Select
Team Photo – Enter your name as "Funcom" with the pin "1993"

NBA HangTime – Nintendo 64

Versus Codes
Baby Mode – 025
No Music – 048
Tournament Mode – 111
Fast Passing – 120
Stealth Turbo – 273
Max Speed – 284
No Pushing – 390
Max Turbo – 461
Hyper Speed – 552
Max Blocking – 616
Quick Hands – 709
Max Power – 802
Goal Tending – 937
Versus Joypad Codes
No Drift –
Hold **Down** when entering the **Tonight's Match-Up** screen, then when the screen appears, and while still holding **Down,** press **Shoot**, then **Turbo**.
ABA – Hold **Right** when entering the **Tonight's Match-Up** screen, then when the screen appears, and while still holding **Right,** press **Shoot**, **Turbo**, and then **Pass**.

Hidden Characters
Enter the name and the number for the pin.
Ahrdwy – 0000
Amrich – 2020
Bardo – 6000
Carlos – 1010
Cliffr – 0000
Daniel – 0604
Danr – 0000
Davidr – 0000
Divita – 0201
Dream – 0000
Eddie – 6213
Elliot – 0000
Eugene – 6767
Ewing – 0000
Ghill – 0000
Glennr – 0000
Hgrant – 0000
Jamie – 1000
Jappie – 6660
Jason – 0729
JC – 0000
Jigget – 1010
Jfer – 0503
Jonhey – 6000
Johnsn – 0000
Kemp – 0000
Kidd – 0000
Kombat – 0004
Malone – 0000
Marius – 1005
Marty – 1010
Mdoc – 2099
Mednik – 6000
Miller – 0000
Minife – 6000
Morris – 6000
Mortal – 0004
Motumb – 0000
Munday – 5432
Mursan – 0000
MXV – 1014
Nick – 7000
Nobud – 1010
North – 5050
Patf – 2000
Perry – 3500
Pippen – 0000
Quin – 0330
Rice – 0000
Rodman – 0000
Root – 6000
Shawn – 0123
Smits – 0000
Sno – 0103
Stackh – 0000
Starks – 0000
Turmel – 0322
Webb – 0000
Webber – 0000
Nfunk – 0101

Access & Allies

Operation: Code Hunt

NBA HangTime – Genesis

Versus Codes

Tournament Mode – 111
Fast Pass – 127
Hide Meter – 273
Max Speed – 284
No Pushing – 390
Hyper Speed – 552
Max Block – 616
Max Steal Ability – 709
Max Power – 802
No Goal Tending – 937

Versus Joypad Codes

Alternative Ball –
Hold Right, press A, B, C
No Tag Arrow – Left, Left, C, A
No Drift – Down, Down, B, A
No Assistance –
Hold Right and press C, C
Outdoor Court – B, A, Right, Right, A, C, Up, Down, A
Hawaii Court – B, A, Right, Right, A, C, Up, Down, A

"The Eradicator"
Phoenix, AZ

Area 51 – PlayStation/Saturn

Level 1 (Entering Warehouse) – At the beginning of the game ONLY shoot the first three **STAAR** Members to unlock the infrared vision.
Level 2 (Hangar) – Secret Room – Shoot out all the upper windows of the far back wall in the Hangar.
Level 4 – Secret Room – Shoot every yellow box while riding in the jeep to unlock this hidden zone.
Level 8 (Final Showdown) – Best Ending – Make sure that all the panels are shot off the Mothership.
Level 8 – Worst Ending – Let the Mothership escape without shooting any panels.

"Captain Picard"
Orlando, FL

Sonic 3D Blast – Saturn

Cheats Code – First, hold **Up/Left**, **A**, and **C** at the **Title** screen. Then, enter gameplay and Pause. Hit **A** to skip one act, **B** to skip the level, **C** to skip to the last level, **X** to gain a 1-Up, **Y** to gain a medal, and **Z** to access all the Chaos Emeralds.

"The Rhino"
Toledo, OH

Perfect Weapon – PlayStation

Enter these level codes at the **Password** screen.

Ice – ✖, ■, ✖, ■, ■, ●, ■, ●
Ice 2 – ▲, ▲, ✖, ■, ▲, ▲, ✖, ●
Garden –
●, ✖, ✖, ▲, ●, ●, ✖, ▲
Garden 2 –
●, ●, ✖, ■, ✖, ✖, ●, ▲
Forest 2 –
●, ✖, ●, ●, ■, ●, ✖, ■
Desert –
●, ✖, ✖, ✖, ▲, ●, ▲, ▲
Desert 2 –
●, ✖, ●, ●, ■, ●, ✖, ■
Lizard in Desert –
●, ■, ■, ✖, ●, ✖, ✖, ●
Proteus –
✖, ✖, ■, ✖, ■, ■, ▲, ●
Proteus (Without Diamond) –
■, ●, ✖, ✖, ■, ■, ■, ▲
Proteus (With Diamond) –
✖, ▲, ●, ✖, ▲, ●, ●, ▲

Enter these cheats at the **Pause** screen during gameplay.

Invincibility –
●, ■, **Right**, **Left**, **R1** + **R2**
All Moves –
R1 + ■, ▲, ●, ✖
All Spheres – **L1** + **L2** + ● + ■
Cyborg Blake – **R1** + R2 + ▲ + ●
Big Heads – **L1** + **L2** + **R2** + **Down**

"The Rhino"
Toledo, OH

Cruis'n USA – Nintendo 64

Hidden Vehicles –
At the **Car Select** screen press and hold the **Top C Button**, **Left C Button**, and the **Bottom C Button** to bring up the Police Car, School Bus, and Jeep.
Bonus Vehicles –
Beat the game and you'll be rewarded with a faster model of the vehicle you choose. Note: This code works for every car, even the hidden ones.
Bonus Tracks –
At the **Track Selection** screen hold these button sequences for the track you desire.
Golden Gate Park – Left C Button, Down C Button, Left Button
Indiana – Up C Button, Right C Button, Left Button
San Francisco – Right C Button, Down C Button, Left Button

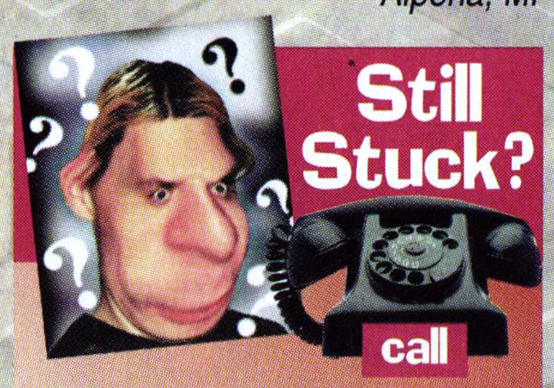
"Virtual Gap Boy '97"
Oakland, CA

Destruction Derby 2 – PlayStation

Enter these codes at the **Name Entry** screen to unlock the secrets of DD2.

Access All Tracks – MACSrPOO
Credits – CREDITZ!
Video – ToNyPaRk

Ted Monstrous
Alpena, MI



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Sega Game Play Assistance
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$1.25 per minute automated

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$.95 per minute
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206-885-7529

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

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

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

Nintendo 64 . . . . . *Cruis'n USA*
Killer Instinct Gold
Shadows of the Empire

PlayStation *2Xtreme*
Blast Chamber
Disruptor
Jet Moto
King's Field 2
Soviet Strike
Tomb Raider
Twisted Metal 2

Sega Saturn . . . *Fighting Vipers*
Mr. Bones
Powerslave
Sonic 3D Blast
Tomb Raider

Genesis . . . . . *Sonic 3D Blast*

Super NES . . . . . *Lufia II*
Donkey Kong Country 3

Game Boy *Donkey Kong Land 2*

PC . . . . . *Tomb Raider*
C&C: Red Alert

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Eden Prairie, MN 55344

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Specialized ASCIIPad,
Specialized ASCIIStick

Saturn:
ASCII Saturn Stick,

Super NES:
ASCII Pad SN,
Super Advantage,
Fighter Stick SN,
Fighter Pad SN,
Rhino Pad SN

Genesis:
ASCII Specialized Pad,
Fighter Stick SG-6,
Rhino Pad SG

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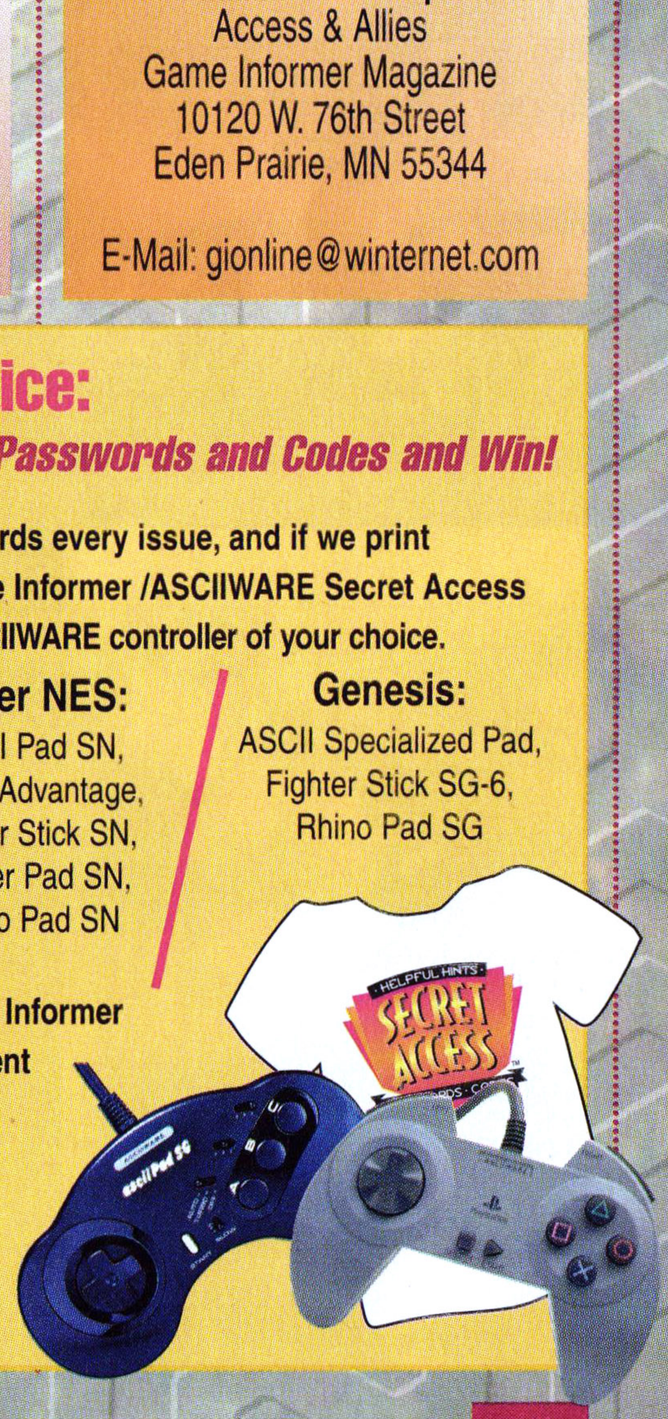

With Nintendo 64, you get 360° of total control. With Super Mario Kart 64, you lose it. It's a 4-player free-4-all that breaks every law in the book.

RULE OF THE ROAD

4-Players

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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CHANGE THE SYSTEM™

NINTENDO.64

JUPITER, 2073. NOT A PLACE FOR THE FAINT-OF-HEART. NOR THE WEAK-OF-MIND. MECHANIZED ARMIES RUN AMOK, AND YOU MUST DEVELOP THE STRATEGIES AND ALLIANCES TO QUELL THE CHAOS. GO FROM BLUEPRINT TO BATTLEFIELD AS YOU DESIGN, BUILD, PROGRAM AND LAUNCH YOUR MECHANIZED WARRIORS INTO CONFLICT IN THE FIRST IN-DEPTH STRATEGY GAME FOR YOUR PLAYSTATION GAME CONSOLE.

BUILD IT
PROGRAM IT
UNLEASH IT

NAME: OVERKILL ENGINE
MATERIAL: SUPER ALLOY
ESTIMATED DURABILITY: 5-10 YEARS
PURPOSE: DEMOLITION & ANNIHILATION

CPU
GHC-07TRI
Speed High
Capacity 225 nc
Weight 8 kg

DESIGN YOUR OWN CUSTOMIZED MECHANIZED WARRIOR FROM FOUR BODY-TYPES AND NINE WEAPONRY SYSTEMS WITH NO LIMIT OF COMBINATIONS

OKE BODY
Prowler II
Durability 530
Weight 2360 kg

ARMOR
70mm Armor
Defense Factor 26
Weight 16800 kg

MAIN WEAPON
Prowler Laser
Weight 300 kg
HM Oscillator B
Shots 200
Firepower 65 (1 shot)
Weight 400 kg

Carnage Heart™

OPTIONAL EQUIPMENT
Omni P5 Missile Interference Device
Weight 340kg

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