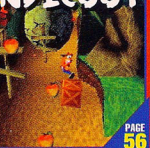


TRICKS, TIPS AND
CODES TO BEAT THE
HOTTEST GAMES!

EGM²

ENTERTAINMENT WEEKLY MONTHLY

CRASH BANDICOOT



PAGE 56

1st Island Strategy
Blowout: Bonus
Items & Inside Tips

Nights



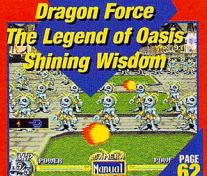
PAGE 52

Soaring Through
Sega's Unique 3-D
Mind-Blowing Title!

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- UMK 3 • Iron Storm
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- Guardian Heroes
- Super Mario RPG
- Kirby Super Star
- Dragon's Lair II • SFA

RPGs take over
32-Bit realm
Exclusive walk-throughs
& preview strategies for:



PAGE 62

WE'VE GOT IT!
STRAIGHT FROM JAPAN

64

Nintendo

the first tips & play
tactics revealed!

SUPER MARIO 64

Killer Fighting Strategies

Learn the techniques and
moves to become a master



TEKKEN 2

August, 1996

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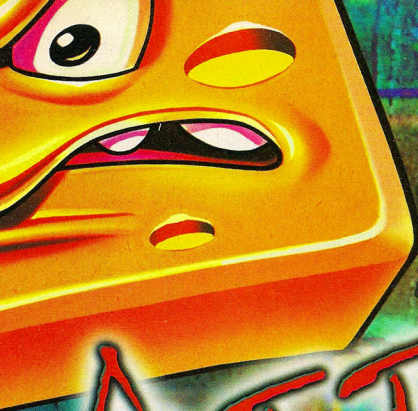


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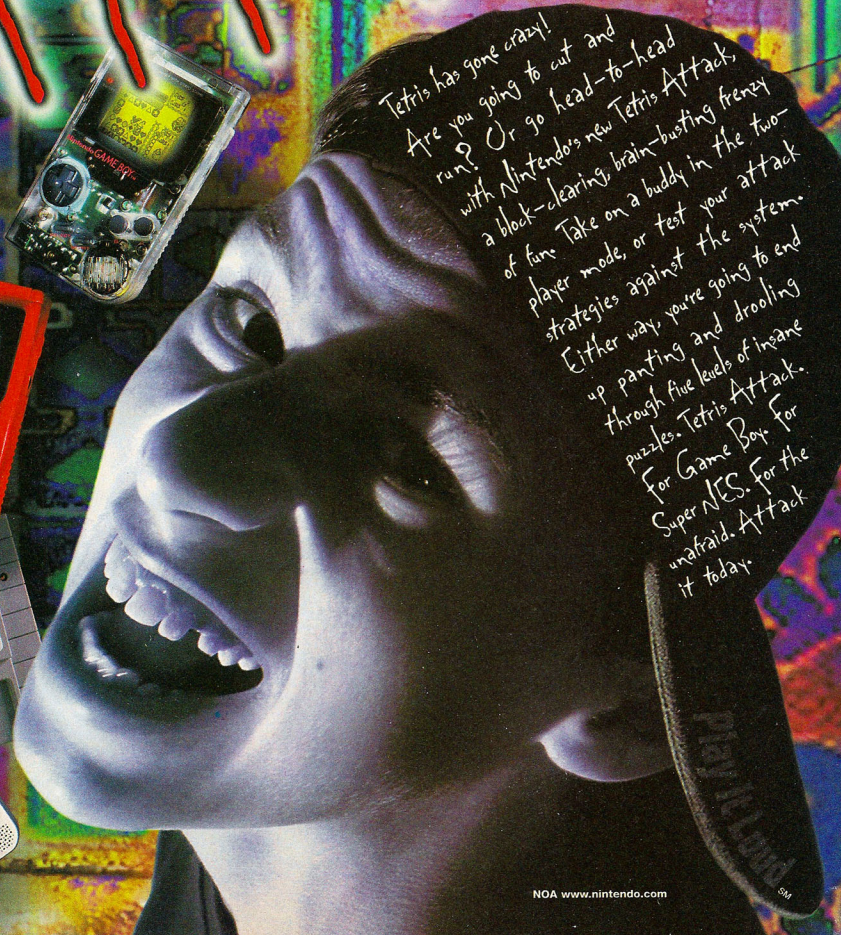
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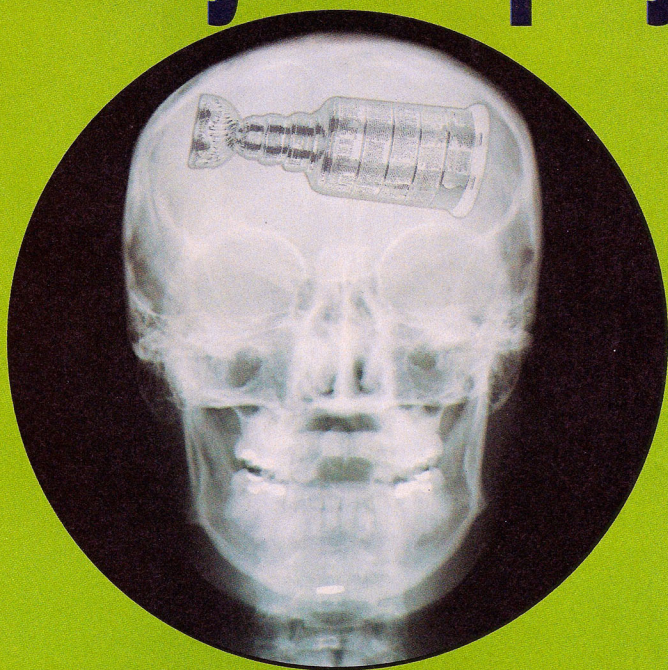


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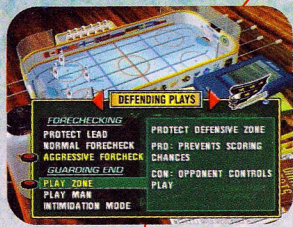
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run? Or go head-to-head
with Nintendo's new Tetris-busting frenzy
with a block-clearing, brain-busting frenzy
of fun. Take on a buddy in the two-
player mode, or test your attack
strategies against the system
Either way, you're going to end
up panting and drooling
through five levels of insane
puzzles. Tetris Attack.
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Super NES. For the
unafraid. Attack
it today.

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research, this game has been
painstakingly programmed
with the exact thoughts
of every NHL[®] player**





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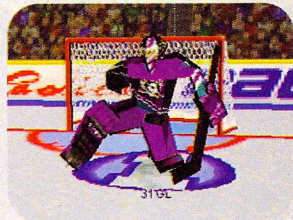
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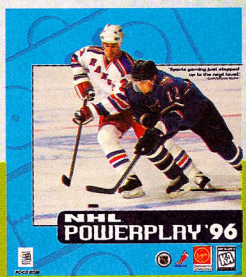


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August, 1996
Number 3.1

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It is finally here. No, I'm not just talking about Mario 64. I'm talking about the slew of games that companies have been holding onto and gearing for the seasonal release. The summer months have always been a video game slump due to the enormous volume of sales in the preceding months before Christmas. Maybe it's a self-fulfilling prophecy, but companies hold off on releasing games until September and seem to have a lot larger sales. Personally, I can't help but think that a game like Mario 64 would sell no matter what day, month or year, but you can't doubt the numbers. For whatever reason, the video game industry is running ahead full steam and we're all in for the ride of our lives.

This year touts some of the best games to come out of every company. Sure there is stiff competition, but that has only made for better games—the result is we get better and better games. This year the game on everyone's mind is, of course, Mario, and it should be. This is possibly the most impressive game I've seen on any platform, including arcade. Many wondered if it would have the playability as well as the polygons, and the answer is: This game is all that and more! Don't get me wrong...there are some imperfections, and although I'm used to the analog "stick," I still prefer a pad more like Sega's. It's just really hard not to be wowed—first by its visual quality then by its massive gameplay. Last month, I mentioned how many games are all style without substance, but Mario brings back some of the old-school playability while showing off the latest polygon visuals.

There is one point that I must make however: Although Mario is the hottest game in a long time to come out, I hope it doesn't dwarf the other excellent titles in people's minds. Trying to compare Mario to many other games will probably be a bad idea but that doesn't mean that other games aren't good. There are several games in other genres—especially RPGs—that never seem to get the credit they deserve. Of course, Mario will get plenty of press but there are numerous other titles that I hope people will enjoy just as much. Companies like Working Designs, Sega and (to a limited extent) Sony are recognizing the vast market and are pursuing RPGs as well as other gaming realms beyond the 3-D polygon craze. Sure it's hard to compete with Mario 64, and maybe the point is not to compete but to create other games with a unique look or innovative play mechanics like NIGHTS.

Now that we're over the slump, I can't wait to see the games that'll be rolling out by Christmas. Nintendo will surely add to its strong titles, as will Sega and Sony. Let's not forget the new onslaught of arcade games soon to be released, like the fabled Street Fighter Infinity and Mortal Kombat 4. Sometimes it's good to be a gamer...

(BTW: As EGM continues to grow, please write or e-mail me at egm@mc.com with any questions, comments, ideas and, of course, constructive criticism.)




BY
HOWARD
"EMPEROR"
GROSSMAN
EDITOR IN CHIEF

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contents

Cover story

number

28

game directory

A.P. Soccer	40
Arabian Knights	102
Bases Loaded '96	42
Bust-A-Move	44
Chaos in Lemmings	32
Crash	58-58
Descent	40
Discworld 2	32
Dragon Force	82-83
Dragon's Lair II	94-98
Duke Nukem 3D	28
Guardian Heroes	42
Hang Time	101
Iron Storm	36
Jumping Flash! 2	78-83
Kirby Super Star	90-93
Legend of Oasis	72-77
Magic Carpet	44
Mario 64	48-50
Mr. Bones	30
NHL All-Star Hockey	44
NIGHTS	52-54
PO'ed	44
Shellstock	39, 41
Shining Wisdom	88-70
Solar Eclipse	44
Soul Edge V II	99-100, 108
Soviet Strike	30
Star Fox 64	28
Street Fighter Alpha	38
Super Mario Kart R	30
Super Mario RPG	44
Tekken 2	84-89
Toshinden 2	38, 40
Toy Story	42
UMIK3	39
Vectorman	42
Viewpoint	42
V-Tennis	40
Worms	42
WWF: Wrestlemania	41

departments

insert coin	→ 6
press start	→ 14-18
interface: letters	
to the editor	→ 22-24
previews	→ 28-32
tricks of the trade	→ 36-44
strategies	→ 48-108
advertising index	→ 108

tricks

36 iron storm
in this great trick take control of opposing forces or play a multi-player game in Campaign Mode!

38 toshinden 2
play as the hidden characters (Sho, Uranus, Master and Vermilion) on the U.S. version!



42 toy story
an invincibility and level select code will be granted if you follow the procedure correctly!



39 ultimate mk3
fight as Human Smoke (who carries most of the same moves as Scorpion) on the Saturn!



40 wwf: wrestlemania
gamers will be able to kick the computer's butt easily with this awesome cheat!

the plumber hits the nintendo 64 with some attitude!



Everybody's favorite plumber is back in action, and this time around he's kickin' Bowser's butt! With its diverse levels, awesome 3-D effects, secrets and intense action, *Mario 64* will leave gamers completely satisfied. In this issue, we give you a sample of what everyone will be craving, but make sure to stay tuned to *EGM* for updates. The story begins on **PAGE 48**.

"Mario has an array of punches and kicks to fend off the baddies."



strategies

rpgs, rpgs and more rpgs!

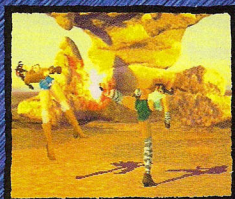
What do *Dragon Force*, *Shining Wisdom* and *Legend of Oasis* all have in common? Besides all being RPGs, this issue highlights each game with blowout strategies! *Dragon Force* pits you against other conquerors to see who can get the most land for their kingdoms. However, in *Shining Wisdom*, your adventure begins when you see a strange character walk into the shire near the castle. In *Legend of Oasis*, battle against enemies while trying to figure out puzzles. While all three have different story lines, all are awesome. Check out each RPG's strategy guide! The action starts on **PAGE 62**.

"...she will give you the Whispering Conch!"
-*Shining Wisdom*

gamers can learn the moves and combos for the PS' version of tekken 2!

So you wanna impress your friends when playing the PS version of *Tekken 2*, but you don't quite know all the moves. Don't sweat it, because in this issue, there are six pages totally packed with all the characters' moves and combos. Do you wanna pull off Jun's Arm Lock, Law's Crescent Kick or Michelle's G-Clef combo? This guide has them all, plus more. Also, to let you in on a secret...this is only the first section of a two-part guide! Your friends will be wowed once you study up on these cool moves for *Tekken 2*! The story begins on **PAGE 84**.

"Graphics, gameplay and sounds all translate perfectly!"

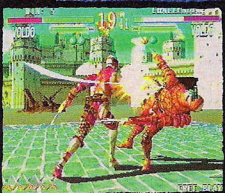


84

egm² has a lot of soul in this issue--soul edge v II

Fans of the original *Soul Edge* (as well as other fighting game fans) will be thrilled with *Soul Edge V II*. There have been numerous improvements that gamers will enjoy. For example, in this game there are air-floating combos, new backgrounds, playable characters and a new Time Attack Mode where you face all the characters in a certain order and you are ranked in 15 categories like Attack/Guard. There's a whole lotta soul shakin' goin' on in this issue! The story begins on **PAGE 98**.

"Hwang is an excellent addition to Version II. He is extremely fast and agile!"



98

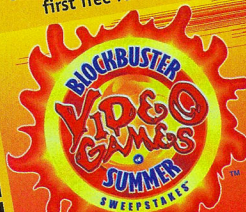
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press
start

Sega Saturn 3-D Control Pad Facts

- Price: \$40 alone, \$70 with NIGHTS video game
- Availability: This fall
- What's Analog: A "floating" thumb pad on the left side of the control. A switch on the bottom selects that pad or the

- standard D-pad.
- What's New: The Shift buttons have been replaced with bigger trigger-type ones; underneath the pad are two hand grips; colors are in black (U.S.) and white (Japan)



anatomy

Video game controllers have experienced several paradigm shifts since the early '80s that have affected the types of games we've been able to play.

The first significant change stemmed from the evolution from Atari's stiff joystick to Nintendo's D-pad. Then came the "button boom," as controllers found themselves with more and more buttons. That move, in part, precipitated the success of fighting games that required more than just one Punch and Kick buttons.

Then Sony introduced the handlebar grip with the PlayStation, prompting a slew of similarly styled controllers.

Now the emphasis is on 3-D gaming and with that, the need for precise control within a 3-D environment. That need for control has spurred the

EGM² reviews Nintendo's and Sega's new controls, and tells why they herald a new era of gameplay

growth of analog controls, such as Namco's NegCon and various flight sticks.

The next step in that evolution appears to be the next paradigm shift in controller design: an integrated analog control built into the pad.

Two new controllers—one from Sega and one from Nintendo—both have this feature (see fact lists above). Both controllers are the tools needed to play their respective 3-D games.

In NIGHTS, the Sega 3-D

Control Pad lets players easily perform midair loops at different turning radii—depending on how far the analog "ball" on top moves.

The Nintendo 64 controller also reveals applications for an analog stick, like a way to "look around" a scene by moving around a virtual camera. This gameplay element lets players find hidden areas.

After extensive hours with both controllers, here are EGM² associate editors' personal observations regarding

the merits of both 32-Bit analog controllers:

■ **John Gurka** rated the 3-D Control Pad a 7 out of 10; the N64 controller 7.5 out of 10. Regarding Sega's pad, Gurka contended that "this controller is easy to hold. It feels right in your palm. However, the analog control is very tough to get used to. It is harder to get used to on this controller than on the N64. The buttons are easily accessible, and if there was ever a game that has you switching between the normal control and analog control, this one would be easier."

As for the N64 control, Gurka said it "doesn't feel as good in your hands as Sega's, but I feel it controls better. I do like the ability to switch grips to use the different controls, but that could be a pain



The
Memory
Disk Drive
sells for
\$99.99 with
10 floppy
disks.

floppy disks replace Sony's memory cards

If it works on the PC, it ought to work on the PlayStation, right? After all, that's why the 32-Bit machine has a mouse and a CD-ROM drive (sort of).

Add to that list Interact Accessories' Memory Disk Drive, which serves as a relatively inexpensive alternative to the small memory cards.

The \$99.99 disk drive, which plugs into the PlayStation memory slot, comes with 10 3.5-inch HD floppy disks—the same kind used for PCs. Each floppy can hold

the equivalent of 15 game-save slots. In addition, the drive makes it easy to copy and save games to another disk. The initial investment may seem steep, but in the end, it averages out to \$10 per "memory card." The main question then is whether gamers will ever need that much memory space in their lifetime.

For now, players can order it through either mail order or Interact's Web site, <http://www.interact-acc.com>. InterAct is still considering whether to sell the peripheral through retail outlets.

Nintendo 64 Controller Facts



- Price: one bundled in with system, \$30 sold separately
- Availability: Sept. 30
- What's Analog: A joystick located in the middle.
- What's New: Three grip position that lets players use

D-pad with either joystick or buttons, or joystick and buttons; memory card slot in the controller; Z-trigger button located underneath; comes in six colors: gray, blue, red, yellow, green and black.



■ **AH, THE WEBS WE WEAVE:** *Psygnosis* has "moved out" of Sony's Web site into a bigger, better online pad. The new address, <http://www.psygnosis.com>, boasts more than 100 pages of new content, including a list of upcoming titles for the PlayStation and PC.

analog

in a game that requires you to [do so frequently]. The buttons are all easily accessible, except for the Z button, which is a little hard to get used to pressing. I like the memory card feature on the controller, but we'll just have to wait and see what use it really has later on."

■ **Scott Augustyn** (check out his *NIGHTS* strategy guide later in this issue) tried out both and concluded that "the Sega Saturn pad offers a more old-school controller feel...The N64 pad seems a little more precise with its joystick...but the way you have to hold the controller takes some getting used to. The ability for the N64 controller to be used with either of the two functions [D-pad or joystick] without having to turn on a switch...gives it a little more in game practicality. Overall, the N64 pad offers a more "new wave" kind of feel. It has better precision and

ana...what?

What does it mean when a controller has analog control? Well, it's like comparing a volume knob to an on/off switch. With a switch, it's either on or off—there's no middle ground. Analog, like the volume knob, has a far more varied range of operation. For instance, in *Super Mario 64*, if you shift the analog joystick only slightly, Mario walks. If you shift it more, Mario speeds up his pace to a full run. That greater sense of control seems to be the newest gaming trend.

good button availability."

■ **Andrew Baran** (did our *Mario 64* overview in this issue): "After trying out the two new analog controls for

both the N64 and Saturn, it was possible to get a rough idea. It's difficult to accurately compare the two as the control in most games varies with the software rather than the hardware. In this case, only one game for the Saturn and two for the N64 exist. It is possible to judge the two by how they feel.

"The N64's analog control feels firm, but it is a tad difficult to go in straight motions. For example, in *Mario 64*, I found myself occasionally turning during particularly stressful times. The gameplay was decent, and I was able to navigate the 3-D space with ease. The knob that composes the N64 analog system centers with ease, although I don't know how long it'll take for it to wear out.

"When I first picked up the Saturn analog controller, it felt light, maybe flimsy even. The control was decent, and while playing *NIGHTS* it was substantially easier to go in straight lines. The pad rotations and turns were easy to do and was nearly identical to Nintendo's in terms of gameplay. One slight problem I found with the Saturn analog was the "ball" didn't center to its point of origin very well.

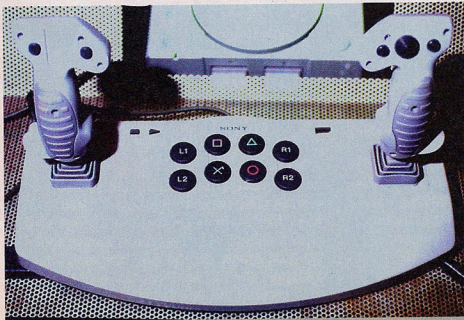
While Sony has yet to develop an analog joystick like Sega and Nintendo, it does have several joysticks coming out, including a dual joystick setup that'll be key for flight sims.

CAPCOM

■ **BIG MAN ON CAPCOM:** Neil Balthasar has been appointed director of Capcom Digital Studios, which develops new products for the company. "Given that Capcom Digital Studios is the company's first U.S.-based R&D division in its 10-year history, we have a great legacy to live up to," according to company President Greg Ballard.

■ **HEY, GO FIGURE:** The Interactive Digital Software Association has released details about its most recent study of the computer/video game market. The study—a survey of 1,700 U.S. households—revealed the following. Of course, we couldn't resist putting our own tongue-in-cheek spin on these statistics:

- 31 percent of all households own a video game system. (Wonder what the other 69 percent do in their spare time?)
- Of those console owners, 86.6 percent expressed at least some satisfaction with the *quality* of their system and 80.2 percent of them with the overall *performance*. (More importantly, what percent of those are Atari Jaguar owners?)
- Where will you find your console? Of those surveyed, one-third of them keep their system in the living room, while another third keep it in a child's bedroom. (At EGM's offices, an alarming number of our video game consoles have been found in our bathrooms...)



press start

Sony, Sega find brisk sale paces after price cuts

The system price cuts for the Sony PlayStation and Sega Saturn to \$199 have translated to bigger sales at cash registers.

According to a Sony statement, sales of the PlayStation have "increased more than three-fold" since the price drop, announced in May. Overall, Sony boasts a sales gap between it and Sega of 4-to-1.

Sony's sports titles have also fared well, especially NBA Shoot Out, sales of which have surged 250 percent.

As of press time, Sega did not have specific figures available, but a company spokesperson said sales were faring "really well," and that the Sega was experiencing inventory shortages and sell-outs due to greater demand for the Saturn.

Such news has two-fold significance for both companies, as they vie for a mass-market audience for 32-Bit gaming. In addition, the brisk sales may help stunt the impact of the Nintendo 64's launch—after all, gamers have only so much money to go around.

Sony unleashes PC powerhouses



tech specs

- Main Processor: Intel Pentium 166 MHz (PCV-90 200 MHz)
- Main RAM: 16 MB (32 MB) with 256K cache
- Video RAM: 2 MB with 3-D graphics accelerator and MPEG decoder
- Hard Disk: 2.1 (2.5) GB
- Modem: 28.8kb with DSWD, which lets PC users talk on the phone and exchange data simultaneously on the same phone line, speaker phone
- CD-ROM Speed: 8x
- Size: 9" x 14.5" x 17.25"
- Price: \$2,000 to \$3,000

Company leaps feet-first into market with high-end multimedia machines

The electronics titan that is Sony has seemingly infiltrated every aspect of the industry, from movies and CDs to PlayStations and TVs.

So it's little surprise that Sony would make inroads into a market it has yet to tap—personal computing—by introducing two new multimedia PCs, the PCV-70 and PCV-90 (see spec sheet). The small, plain violet-gray boxes are being positioned by Sony as the future standard in multimedia PCs, which is no joke when you consider the company's accomplishments in the audio/video domain.

In addition, Sony is

introducing a new monitor with built-in speakers and microphone for its PCs.

The PCs can run Windows 95, but Sony will introduce a new graphical interface that supplants Windows 95. Dubbed VAIO Space, the OS is a 3-D environment that gives users easy access to programs, online sites and features such as the built-in phone or video playback.

As expected, the machine comes bundled with a slew of programs, including two "enhanced edition" games: MechWarrior 2 and WipeOut. However, these PCs cannot play PlayStation games, as

earlier reports have rumored.

Also, Sony is giving its PCs a stereo console mentality by making future add-ons such as digital VCRs and DSS receivers to fit in similarly styled boxes that can be placed under the system.



The funny symbol imprinted on the PCs is not fancy hieroglyphics; it's VAIO, a new term signifying the integration of audio, video, computing and communications.

According to Sony, VAIO represents

"a graphical interpretation of the

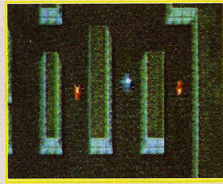
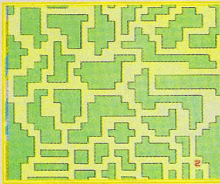
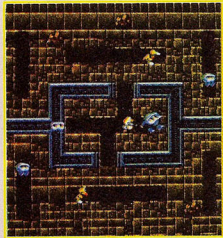
convergence of the analog and digital worlds (sine wave to the binary 101010)." Huh? Explanations aside, the PC looks sleek with a sliding door that hides floppy and CD-ROM drives. By the way, the man who designed the PC, Art Director Teiyu Goto, also created the PlayStation's appearance.

name game

Arcade classics back again?

That's right arcade classics fanatics, Namco Classics Vol. 2 is here (in Japan)! It has a great chance of making it to U.S. stores because Namco not only replicated the old classics—Pac-Man, Dig Dug (below), and Rally-X (right)

—but made them better too. The stages are 3-D and in most cases, quite a bit harder. On the right is a picture of a map of the advanced Rally-X. Hopefully this awesome classic collection will make it here in the U.S. It's sure to be a big hit!



UPDATES

Reportedly there are shake-ups in the world of WMS pinball. Rumor has it that there's major downsizing going on...more as news develops. The newest in a long line of SF games is currently called **Street Fighter Infinity** which will be 3-D.

SEGA NEEDS A VF3 FILLER

...and ready to take on the job is Sega's latest fighter—Last Bronx. LB is going to show off some of the updates Sega has achieved since VF2. Gamers may have already seen some of these advancements in other Sega offerings like

Sonic the Fighters and VF Kids (more obvious facial expressions, better shading). However, LB will also allow you to use weapons a la F. Vipers.



RANCID
PENNYWISE
DAREDEVILS
PRIMUS
THE OFFSPRING

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Beastie Boys
NOFX
HELMET
CASUAL
COULD BE NICE

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AUGUST 6th



VIDEO BY
TWS



TOP of the World



- 1. Gunblade NY**
Sega
- 2. Time Crisis**
Namco
- 3. Virtual On/Cyber Troop**
Sega
- 4. Virtual Cop 2**
Sega
- 5. Alpine Racer**
Namco
- 6. Ace Driver Vict. Lap**
Namco
- 7. Sega Rally Champ.**
Sega
- 8. Point Blank**
Namco
- 9. Daytona USA**
Sega
- 10. Rave Racer**
Namco

Courtesy of *Game Machine Magazine*,
June 1996



- 1. Attack from Mars**
Bally
- 2. Theatre of Magic**
Bally
- 3. Whodunnit**
Bally
- 4. Apollo 13**
Sega
- 5. Twister**
Sega
- 6. Addams Family**
Bally
- 7. Star Trek**
Williams
- 8. Indy 500**
Bally
- 9. Big Hurt**
Cottlieb/Premier
- 10. GoldenEye**
Sega



- 1. Tekken 2**
Namco
- 2. Golden Tee 3-D Golf**
Incred. Tech.
- 3. Bust-A-Move Again**
Taito
- 4. Metal Slug**
SNK
- 5. Raiden DX**
Fabtek
- 6. Dungeons & Dragons '96**
Capcom
- 7. Marvel Super Heroes**
Capcom
- 8. Soul Edge**
Namco
- 9. Toshinden 2**
Capcom
- 10. Run & Gun 2+**
Konami

Courtesy of *Replay Magazine*, July 1996



- 1. Super Mario 64**
Nintendo
- 2. Street Fighter Alpha 2**
Capcom
- 3. Tekken 2**
Namco
- 4. Legacy of Kain**
Crystal Dynamics
- 5. Pilotwings 64**
Nintendo
- 6. Resident Evil**
Capcom
- 7. Dragon Force**
Working Designs
- 8. Crash Bandicoot**
Sony
- 9. Super Mario RPG**
Nintendo
- 10. NIGHTS**
Sega

editor's top 10

arcade games

pinball machines

Japan arcade games

DEATH. It's what they live for.



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a *gut* feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Gaia, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you out.



<http://www.playmatestoy.com>

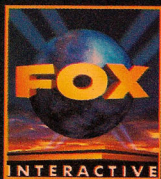
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Heart-accelerating, driving adventure as you race through New York City to find hidden bombs!

Coming soon for Sony PlayStation™, Sega Saturn™ and Windows 95™ CD ROM.

interface

letters to the editor

need help?

Are you stuck in a level? Can't quite defeat that Boss? Or maybe you have advice for others. Write to *EGM* for all your strategy questions and tips. Who knows? You might even see your name in print and win a prize. As always, nice penmanship counts...because we say so! So get off your duff and write us today! You can reach *EGM* by writing to:

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1920 Highland Avenue, #222
Lombard, IL 60118

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connected!

You can also reach the editors of *EGM* via CompuServe at 75052.1667 or on the Internet at 75052.1667@compuserve.com. If you have a computer, don't forget to check out *EGM2*'s articles, reviews and more on the World Wide Web via the **NUKE** home page at www.nuke.com.



letter of the month

Bad endings plague many of today's video games

Dear *EGM2*,

Is it just me or has a plague infecting video games come on the scene? It's a plague so terrible that it may make gamers think twice about shelling out their hard-earned cash for another game. I believe this plague is called "Bad Ending-itis." You won't know your game is infected with this terrible disease until you bust and blister your thumbs because you played the game for hours.

You pop the game in and think to yourself, "Man, these are some awesome graphics" or "This is the best game I have ever played." However, at your moment of triumph (when you reach the end), you shout out loud, "This is the ending I get for \$60?" as the ending brings the whole game down!

Any game can have a bad ending. For example, Return Fire for the PS (just what in the world does Lou Cehrig have to do with tanks and helicopters?), Doom 2 for the PC (Oh you get to kill all the monsters with a turn of a key. How thoughtful.) and Toshinden 2 (Wow, the screen rotates around your character with some guy talking Japanese in the ending).

These and many other endings are boring. Some don't make sense and some leave you hanging (which I must agree is not always a bad thing).

When a gamer plays a game obviously the objective is to get to the end. It may be fun and exciting on the way there, but the end is just boring and doesn't have any substance. It may have hi-tech, rendered, texture-mapped, digitized, etc. graphics and sounds, but the gamers need to finish the game with a sense of accomplishment.

Heck, I still love the end for Contra on the NES. It doesn't have all those fancy graphics. But when I saw the ending, I said to myself, "Man, that was cool."

I played Resident Evil for hours on end. I thought a game like this would have a

killer ending. However, I was proved wrong with a boring movie clip of the characters in a helicopter. They barely said anything and they just sat there.

If finishing a game is the ultimate goal, then developers have to make an ending that "ends" the game. So I ask them: Where is our reward?

David Orozco
Schiller Park, IL

I have to agree with you whole heartedly! It seems that companies spend a lot of time making top-quality games only to run out of "space" to have elaborate endings. I think most gamers share this opinion, and it has always amazed me why game designers or producers tend to think of the endings as trivial. This trend is present on 32-, 16- and 8-Bit. The official line most companies use is the amount of space or time was completely used up on the game itself. I must stress that—to a gamer—the ending is as much a part of a game (and in fact is supposed to serve as a "reward") as any other feature. The only real category that has consistently decent endings are RPGs. Since these games are story-based, the designers realize the time and effort put into these games deserves a significant payoff. Also, several arcade fighters like Street Fighter have some good endings, and in fact Kiz has multiple endings per character. I think that a quality ending, multiple endings or secret endings would actually increase overall playing of a game. Hopefully people like you will continue to write the companies and state your opinions.

David won his choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



More Mario questions

Dear EGM²,

I recently bought Super Mario RPG Legend of the Seven Stars and your May edition (EGM² #23) with the total blowout of the game. I did everything the book said, followed all of its cheats and found some cheats of my own.

When I got to Monstro Town, I talked to all of the people there, got the temple key, defeated Jinx and went to the end of town. However, I couldn't find the Koopa Troopas that are suppose to help me up. I also couldn't get through the doors to the right of the room with the Venus Flytrap in the upper right-hand corner and I couldn't find the gardener.

So, how do I get to the gardener? Where is the gardener? Where are the Koopa Troopas? Thanks!

Michael Witkowski
Westland, MI



• **Finding the gardener is easy when you know the steps!**

We'll be happy to help you, Michael! To locate the Koopa Troopas, talk to the lady at the inn at the end of Monstro Town! To find and get to the gardener, collect fertilizer from Shyway in Nimbus. (He's on an invisible platform.) The gardener is in a house deep in Rosetown. (You'll need to give him the fertilizer and seed before he gives you something in return!)

For more help on Super Mario RPG, read the update in the July issue (EGM² #25).

Let's get primal!

Dear EGM²,

I decided to take your advice and write. I need all of the moves and fatalities for Primal Rage on the Super NES. Please, I beg of you to tell me them!

Ramon A. Velasco
Phoenix, AZ

You can find all of the moves and fatalities in EGM² #18, or for a more recent issue, check out the fighting special in EGM² #23. However, here are a few fatalities just to



• **Diablo players will be able to give their opponents a hot foot with this move!**

tide you over for a while:

Armador

Gut Fling: (HQ*HF*LQ) D,D,D,D,U

Vertigo

Petrify: Y*B,ALL,A,A,A,I,T

Sauron

Carnage: ALL,A,T,A,I,A

Chaos

Cannonball: (HQ*HF*LQ*LF) D,I,U,D,T

Blizzard

Brain Bash: (HQ*HF*LF) D,D,A,U,T

Diablo

Fireball: (HF*LQ*LF) T,I,T,I,T

Talon

Shredding: (HQ*LF) T,D,A,U,T

Big ol' head!

Dear EGM²,

Could you tell me the code to get the big heads for the Japanese version of Tekken 2 on the PlayStation? My friend won't tell me, and I can't find it anywhere! Thanks very much.

Conor Blades
Ellsworth, Maine

Some friend he is, Conor! You can access the Big Head Mode for the Japanese version of Tekken 2 by holding the Select button after selecting your character until the fight begins. To get the Bigger Head Mode, after fighting with the Big Head Mode on, hold the Select button again before the next match!



• **Can that melon get any bigger? She should be careful around sharp objects!**

Okay, here's another chance to let your creativity really shine! Send your "What If?" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

WHAT IF...

- ...Zoop was Sushi-X's favorite game?
- ...girls had more of an advantage in arcade games?
- ...you could play as Earthworm Jim in Worms?
- ...my sister acted like a chicken? (Must I roast her before eating?)
- ...the Nintendo 64 talked? (It could say: "Don't play with me or I'll give you an Ultra Humiliation!")
- ...the N64, only appeared on planet Saturn?

Giuseppe Contelli
Amsterdam, Holland

- ...the last Popsicle in the freezer wasn't orange?
- ...Sushi-X would show his face?
- ...slimy stuff didn't grow in the refrigerator?
- ...there was a fighting game with all the fighters from every fighting game?

Eric Morris
Canton, Ohio

- ...Willy Wonka was allergic to chocolate?
- ...Scooby Doo stopped slobbering?
- ...Ronald McDonald ran out of cheeseburgers?

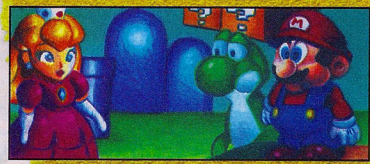
Justin Welaski
Lawton, OK

- ...Wolverine shaved his legs? (Editor's note: Watch it, bub!)
- ...Cyclops wears contacts?
- ...Nobody wanted to be in Mr. Rogers' neighborhood?
- ...I'm too sexy for my shirt?
- ...I beat my friend Anthony (Editor's note: shameless plug!) in Street Fighter Alpha 2?
- ...there was another movie called Mission: Possible?
- ...Barney was a bully and picked on little kids?
- ...Fresh Prince wasn't fresh anymore?
- ...Chun-Li had a crush on M. Bison?
- ...Ryu and Ken were mummy's boys?
- ...this "What If" list came true?

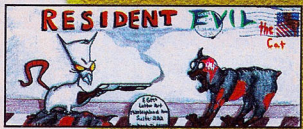
Danny Bui
Garden Grove, CA

winner

Michael Dewese of VA Beach, VA, won an ASCII Specialized Control Pad for the PlayStation.



Peter Yao • Williamsburg, VA



T.J. Collins • La Crosse, WI



Lena Yoshikawa • Tokyo, Japan



Nachy Sam • Ontario, Canada



Shane Parker • Redlands, CA

egm² letter art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: EGM² Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.



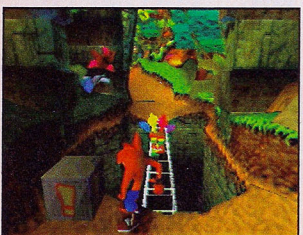
*Or at least get you to the magazine and into yourself a controller from ASCII (Gift Prize Only)

Crash who?

Dear EGM²,
I need some questions answered that have been burning a hole in my brain: Who the heck is this Crash Bandicoot guy I've been hearing about, when will his game come out and for what system?

**Logan Hodge
Texarkana, AR**

If you turn to page 56, there is a whole spread detailing Crash and his game. However, here is a little synopsis on Sony's probable mascot: Crash is a 3-D Mario-type game with a variety of perspectives, tons of bonus rounds and cool power-ups. The game's story line appears to have a



• Say "hello" to the latest mascot-type character to hit the gaming scene!

"save the girl from the baddies" theme. This PlayStation-only title should be released during the fall.

Be sure to look for more details on this awesome game in future issues of EGM!

Say it's no joke!

Dear EGM²,
I read somewhere that Capcom was making a Super NES version of Street Fighter Alpha called Super Street Fighter Zero 1.5. Were they playing a joke on the people who don't own PlayStations or Saturns? Or are they really making a Super Street Fighter Alpha for the Super NES?

**Maurice Clark
Detroit, MI**

No joke! There really will be a new SF game for the Super NES possibly called Super SFA. The big question is: Can they do it again? This new SF game is being worked on in Japan and is said to have all the characters from Alpha 2 but with some feature differences. The quality and playability is said to rival even the original release. How can it be done? By using a special new compression chip, it gives the 40-Meg-or-so cart twice the game cramming space. This title will most likely be distributed by Nintendo and should be out

the same time as the PS and Saturn versions hit (around October).

N64 has arrived...

Dear EGM²,
Hi! I'm from Singapore. I'd like to tell everybody that the Nintendo 64 has arrived, and every pore in my body is coveting for it! I saw Mario and Pilotwings...are they awesome! Gameplay and hi-res super-fast graphics. The feeling I get after seeing it is so pervasive that the PS I have looks like a "toy" compared to it! Nintendo is going to win this one. WOW!!!

**Rendy Julius Landau
via Internet**

Sure Rendy, just rub it in that we in the U.S. have to wait a little longer for the cool effects of Mario 64 on Nintendo's new super system. We're not jealous...okay, maybe a bit!

By the way, is there anyone out there who has seen the system and isn't all that impressed? Write us here and tell us why you think the system isn't so super!

This month's letter column was brought to you by Katt who would like to thank Giuseppe Contelli of Holland for all the "What ifs" he has been sending in every day for the last couple of months! "He likes me...he really likes me!"

Long before

there was ultra-super-duper-64-bit-polygon-video-

capture, hardware hype, **WEIRD TYPE**, point-

less game ratings, E3, ~~screaming guys~~ in ads,

VIRtUaL ReALiTY,

CLICHÉS

like "in your face"



and "it's the ultimate", 360° roto-

scope-rhetoric from *self-righteous*

reviewers, CD-this, **3D** -that, **MULTI-MILLION-DOLLAR**

TV commercials tainted with

TOILET humor...

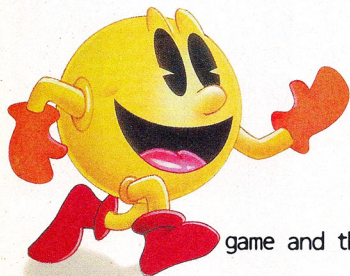


there v

Introducing Namco

Remember

the good old days?



When a game was a

game and the only tough choices



were one-or-two player mode?

The greatest icon in gaming history returns in his original romp. Can you escape the ghosts while munching your way through a maze? Pop a power pill and gobble up a few phantoms along the way.

Well those days are back and better than ever. Presenting

The arcade shooter that set the standard. Squadrons of robotic bugs set out to swarm your starship. Includes never seen before bonus rounds - plus a way to sacrifice ships to increase your own firepower.

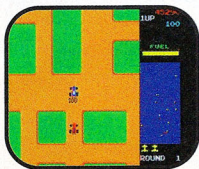
Namco Museum™ Volume 1 for the PlayStation™ - the first

was fun.

Museum™ Volume 1

RALLY-X™

in a series of five video game



Let the bad guys suck exhaust and dine on dust. You're going pedal to the metal through a maze, taking chances and checkered flags.

compendiums comprised of the

world's most famous arcade

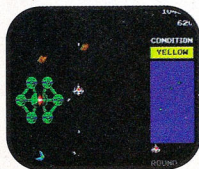
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The great granddaddy of all racing simulations. Climb into the cramped driver's cage of your 200 mph Indy car. Try to qualify, then go head-to-head against some of the greatest racing machines on earth.

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classics, plus Japanese hits never released in the U.S.



There's an entire galaxy teaming with evil and most of it lurks within enemy space stations. Blowing the bad guys to bits has never been this fun.

Also includes
ToyPop™ &
New Rally X™.



namco®



PlayStation preview

Duke Nukem 3D/GT Interactive

Duke Nukem 3D is one of the coolest action games on the PC, and now it's being translated to the PlayStation. Aliens have invaded L.A., and it's up to you to save the world. Armed to the teeth with a supply of nasty weapons, pulp the invaders before they get you. Cool graphics and excellent gameplay await you.



Use the pipebombs as traps. You can place one, then detonate it when an alien comes.

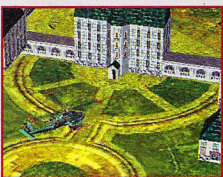
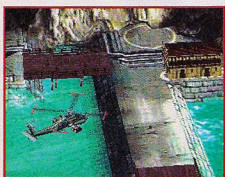
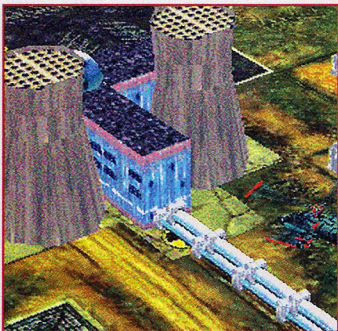


The aliens get larger and nastier the further you play in the game. Better move quickly.



PlayStation preview

Soviet Strike/Electronic Arts



Electronic Arts has brought the "Strike" series to the 32-Bit level with Soviet Strike for the Sony PlayStation.

Return to a Cold War scenario where you must navigate a chopper into Soviet airspace in order to nullify their military assets. Your

helicopter is an advanced attack ship that's loaded with an assortment of guns and missiles.

Soviet Strike does the series proud with all-new graphics and effects, combined with the excellent gameplay of the original.



JUST BECAUSE YOU HAVE TO GO TO YOUR ROOM DOESN'T MEAN YOU HAVE TO STAY THERE.



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POSSIBLE. COMPLETE WITH VIVID FULL-COLOR
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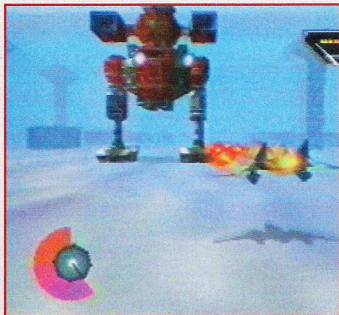
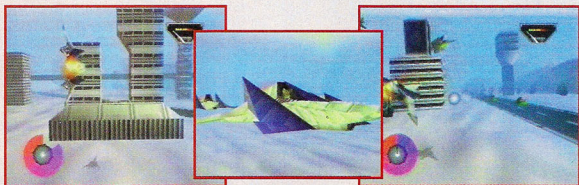
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Nintendo 64 preview

Star Fox 64/Nintendo

Star Fox 64 is almost here. It should be out in Japan by the time you read this. Once again, you assume the role of Fox McCloud in his never-ending battle against evil. The graphics are revolutionary with the N64's special effects sending you into the midst of battle where tons of power-ups are your only chance against an entire armada of ships. New to this series is a number of camera angles that add to the dramatic feel. Star Fox 64 resembles the original more than the ill-fated sequel. It's still on a set of tracks, but the gameplay and graphics will win you over. If you want a fast-paced shooter, this game's for you.



The Bosses are huge, and you must blow them apart piece by piece without getting hit.



Nintendo 64 preview

Super Mario Kart R/Nintendo

One of the most addictive games to hit the Super NES was the original Mario Kart. This souped-up sequel brings many new features to the table as well as two more characters.

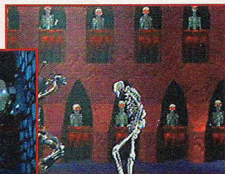
Up to four people can play at once, and there are more items and secrets. Strangely enough, it seems like Donkey Kong and Koopa Troop are missing. Still, this is yet another reason for players to take a look at Nintendo's new machine.



Sega Saturn preview

Mr. Bones/Sega

Mr. Bones is a new title for the Saturn coming under wraps. Mr. Bones uses a variety of gameplay styles. You control a skeleton on a quest. Sega's trying to do some unique things with this game, and it looks like it might be a winner. We'll show you more on Mr. Bones when it becomes available.



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Sp	Sp	Sp	Sp
Ep	Ep	Ep	Ep

Lufia II

Rise of the Sinistrals

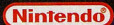
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This exciting sequel to the Lufian legend pits monster hunter Maxim and six adventuring companions against the sinister Sinistrals. The story develops into a complex maze, challenging you with big battles, puzzles and loads of surprises. You can even grow your own monsters! You will enjoy countless hours on a fantastic journey in the world of Lufia!

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PlayStation preview

Discworld 2/Psygnosis

Psygnosis has a follow-up to their successful adventure title *Discworld*. Once again players control the ill-fated wizard Rincewind as he fumbles through yet another adventure.

One big difference you'll see when you compare the games is the graphic detail which is comparable to a cartoon but just as interactive.



Disguised as a makeshift horse, you must attempt to sneak into the castle.



A popular figure on the *Discworld*, Death takes the stage to set the tone of this wacky game.



PlayStation preview

Chaos in Lemmings Land/Psygnosis

The masterminds at Psygnosis have brought Lemmings to new levels. While not much is really known about the story of Chaos in Lemmings Land, one thing is certain: The graphics look great. Instead of the old-fashioned green-and-blue pixels or cheesy-looking texture map, there are what looks like sprite-based characters. The attention to detail is really cool.

If you like Lemmings with a bit of action, you'll probably enjoy this game.



The puzzling adventures of those mindless little rodents continue in this spruced-up new game. No more little green-and-blue pixels! You can actually see the Lemmings accurately.



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OLYMPIC SOCCER

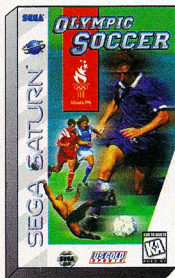
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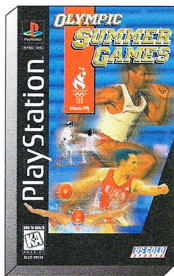
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Tricks of the Month

of the

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Tricks of the Trade
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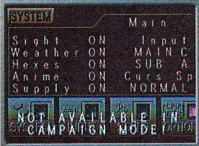
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trick of the month

IRON STORM

System Saturn

Publisher Sega



Before you couldn't play a multiplayer game in Campaign Mode.

The only way you could play a multiplayer game before was in Standard Mode. Well, here is a great trick to take control of the opposing forces or play a multiplayer game within Campaign Mode! To do this, just go into Campaign Mode and begin a game. Then, open the system file and enter the Sound Screen. Here, set the BMG to 5 and



To change that, go into the Sound Option in the system file.

play every sound effect (that's 1 to 116, in case you didn't know) using the D-pad and button C. Note: You don't have to listen to the whole sound—just a second or two of each one. When finished, exit the Sound Screen and go into the Options Menu. What you couldn't get into before, you should now be able to!

Keith Miller
Canadensis, PA



Set the BGM to 5 and listen to every sound effect to 116.



Now go into Options and you can now play Multiplayer!

Cheat Sheet

Multiplayer game in Campaign Mode

Follow the instructions above to take control of the other armies or to play a multiplayer game in Campaign Mode.

POWER TRIP



STREET FIGHTER ALPHA

System PlayStation

Publisher Capcom

Here's an interesting trick to play against the almighty Akuma in the first match when playing the computer. Just hold buttons X, L2 and R2 after selecting your fighter and until the first match begins. Akuma should then appear in place of the other character if done correctly.



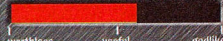
Enter code after selecting character and before the first match.

Cheat Sheet

Akuma in First Match

Enter the trick above in order to fight Akuma in the first match while playing against the computer. Note: Fighting him first might not be wise!

POWER TRIP



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TOSHINDEN 2

System PlayStation Publisher Takara



As the Options fly together,
quickly enter the Boss codes.



If done correctly, the yellow
box should turn to blue.



Then choose Master/Uranus by
highlighting ?



Use both controllers to select
both hidden characters.



Then enter the other Boss
code. The box should turn red.



Choose Vermilion/Sho
by highlighting ?

Well, you've waited long enough! The Boss codes on the U.S. version of Toshinden 2 have finally been found. Just enter the following to access them all. To access Master/Uranus: As the Options fly in together at the Main Title Screen, quickly enter: **R1, L2, X, L1, R2, Circle** on the first controller. A chime should then sound, and the yellow box should then turn to blue, if done correctly. Choose the Bosses at the Player Select Screen by highlighting the Random Select box. Press and hold the Select button to slow things down. Uranus and Master should now be selectable! After this code is entered, you can enter the second Boss code. Press Start and go to Reset. Choose Yes. To access Sho/Vermilion: As the Options fly in together at



Vermilion just about blows
away all the others!

the Main Title Screen, quickly enter: **Circle, R2, L1, X, L2, R1** on the second controller. A chime should then sound, and the blue box should turn red, if done correctly. Choose these Bosses at the Player Select Screen by highlighting the Random Select box. Press and hold the Select button to slow things down. Sho and Vermilion should now be selectable!

Aaron Strauch
Goldsboro, NC

Cheat Sheet

Boss Codes

The above codes will allow you to play as the hidden characters: Sho, Uranus, Master and Vermilion.

POWER
TRIP

worthless useful godlike

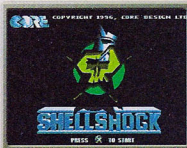
SHELLSHOCK

System **PlayStation** Publisher **U.S. Gold**



Begin playing within a game then quit out of it.

I'm gonna get ya sucka! To get this great cheat to work, begin playing a game then quit out of it by pressing Start and Select. Then at the Main Title Screen enter: Up, Up, Up, Down, Down, Down, Right, Triangle. A piano chime will sound if done correctly. Then begin a game and watch your energy bar go down then back up!



Enter the Invincibility code here at the Title Screen.

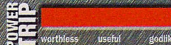


Your energy meter will still go down, but it will go back up.

Cheat Sheet

Invincibility Cheat

Enter the cheat above to access invincibility for your tank. A chime will sound, if done correctly.



ULTIMATE MK3

System **Saturn** Publisher **Williams**



At the Player Select Screen, select Smoke and enter the code.

You've seen it done in the arcade. So now it's time for the Saturn version! To play as Human Smoke, just follow these instructions. At the Player Select Screen, choose Smoke. Then, hold Left, HP, Block HK and Run buttons, until the match begins. At the start of the match, Human Smoke will appear in place of Robo-Smoke, if the cheat was entered correctly. Human Smoke carries most of the same moves as Scorpion, such as the teleport and the



Then when the match begins, Human Smoke should appear.



Most of Human Smoke's moves are just like Scorpion's.

spear! *Note: The second player can also play as Human Smoke by entering Right instead of Left.*

John Wertz
Columbiana, OH

Cheat Sheet

Human Smoke Code

Just like the arcade, the preceding code will allow you to play as the character, Human Smoke.



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Descent

(Interplay/PlayStation)
Various Cheats

Here are a couple of cheats that will give you a shield recharge and new difficulty levels of play. To access the Shield Recharge, begin playing in a game (DO NOT PAUSE) and then press: Triangle, Triangle, X, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, X. You should hear a woman's voice say, "Cheater!" and the words "Shields Recharged" will appear at the top of the screen, if done correctly. Repeat this trick as often as you wish to keep from dying. To access the hidden difficulty levels, enter the Level Select code: Triangle, Square, Square, Triangle, Circle, Circle, Square, Square, Triangle, Circle, Square, Square during gameplay (NOT PAUSED). The words, "Full Level Access Granted" will appear on the screen, if done correctly. After this, quit your game then select a new game from the Main Menu. You should then notice that there are two new levels added to the list, Ace and Insane. If you're ready for the challenge, these are the two to try!

Jason Homey
Baltimore, MD

Toshinden 2

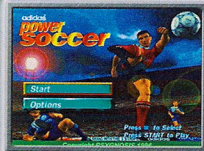
(Takara/PlayStation)
Dance Track

This little trick won't grant you a mega super mighty hidden character, but will make all the fighters "do a little jig" before finishing a match. To pull this off, just take a few jumps in the air right after you beat your opponent but before he/she does their finishing pose. When they land, he/she will do a little dance to show that they can do more than fight off their opponent!

Gibson Yen
Silver Springs, MD

ADIDAS POWER SOCCER*

System PlayStation Publisher Psygnosis



At the Main Title Screen, press Start to begin game.



When the Team Selection Screen appears, enter code.



When the game begins, notice what team you now have!

Wouldn't it be great to have the best team in the league? Well, you can. The Dream Team is here and can be accessed by entering the following code. At the Main Title Screen (Start/Option Screen), press Start to begin a game. Then when the Team Selection Screen

appears, enter the code: L2, R2, Square and X simultaneously. If done correctly, DREAM TEAM will appear as your newly chosen team. Then begin your game. Notice just how much of an improvement this team is over the rest! You should have a better feel after the first few goals!



You should find that the Dream Team is well worth having!

Cheat Sheet

Dream Team Code

The preceding cheat will give you the opportunity to play as the Dream Team that's well-skilled in many of their plays throughout the game.

POWER TRIP

worthless | useful | godlike

V-TENNIS*

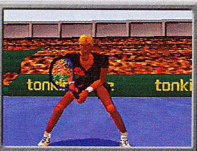
System PlayStation Publisher Acclaim



At the Mode Select Screen, choose Match.



Then enter codes here at the Player Select Screen.



If the code works, you'll hear a ball bounce sound.

Out of all the players to choose from in this game, there stands two players that outskill the rest. The problem is that you can only choose them with a code. This is Mattox and Adversa. Well here are the codes to play as them! To play as Mattox: At the Mode Select Screen, choose Match. Then at the Player Select Screen, enter: L2(X), R1(3X), Down, Triangle (4X) then press X. You should hear a ball bounce, if done correctly. To play as Adversa: At the Player Select Screen hold



Both players are considered the best from the rest.



Use them one at a time or in a head-to-head duel.

buttons: L1, R2, UP, Square then press X. You should again hear a ball bounce if done correctly. Then begin

playing your match. Both players are quick and agile. Use that quick slice to psyche out your opponent and win the match!

Todd Schneider
Wynnewood, PA

Cheat Sheet

Play as Mattox or Adversa

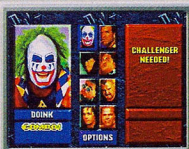
Enter the preceding codes to play as the best players, Adversa and Mattox. Both can be accessed at the Player Select Screen.

POWER TRIP

worthless | useful | godlike

WWF WRESTLEMANIA*

System PlayStation Publisher Acclaim



Here at the Player Select Screen, enter the combo code.

Here are a couple codes that should make things a bit easier. To access an Infinite Combo meter hold L1 and R2 and press: Square, X, Circle, Triangle at the Player Select Screen. If done correctly, COMBO will appear below the character's name. To make the CPU dumb, pause in a game and enter: X, Triangle, R2, Triangle, X.

Matt Montgomery
Russellville, AR



Enter the CPU code after pausing within the game.



You should then find that you can kick the computer's butt!

Cheat Sheet

Various Cheats

Enter the preceding cheats to access an infinite combo meter and to make the CPU stupid.

POWER TRIP [red bar] worthless useful godlike

SHELLSHOCK

System PlayStation Publisher U.S. Gold



At the Main Title Screen, enter the Debug Menu code.

First invincibility and now this! Another great cheat to play around with during your next game. Just go to the Main Title Screen and quickly enter the code: Up, Down, Left, Right, Down, Down, Right, Right then Square. You should hear a piano chime, if entered correctly. You will then be taken to the hidden Debug Menu Screen where you can choose from these options: Level Select, CD Test, FMVs, Credits and



The Debug Screen should then appear, if done correctly.



You can skip to various levels and start with MAX weapons!

a Sound Test! Plus, you should start each level fully loaded with all the weapons.

Cheat Sheet

Debug Menu Cheat

The code above will grant you access to a Debug Menu with a Level Select, FMVs and more!

POWER TRIP [red bar] worthless useful godlike

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*This trick was done on a preproduction of Japanese version of the game and is subject to change.

Bases Loaded '96

System **PlayStation** **hot**
 Publisher **Jaleco**
 Cheat Sheet **Various Cheats** **trip**

The following codes must be entered while in Cheat Mode. Enter the Cheat Mode first, then activate the rest of the codes for various items.

The following codes must be entered after the Cheat Mode is activated. Enter the Cheat Mode code first, then do the following to activate.

To enter Cheat Mode: Begin playing a new game, hit Start to pause and enter on controller two: Tri, Square, X, O, O, O. If done correctly, you'll hear a piano sound.

To advance to any inning: Press X to bring up "Let's Go Inning" in the upper left-hand

corner. Then change inning (up to 18) using the X button. **Hit a home run when batter makes contact with ball:** Press L1 and you'll hear, "Home Run," then unpause game. To switch back to normal play, re-enter the Cheat Mode and press the L1 button.

To have CPU take over: Press L2 and unpause game. To switch back to normal play, re-enter the Cheat Mode and press L2.



Hitting Home Runs one after the other is the way to go!

Vectorman

System **Genesis** **hot**
 Publisher **Bega**
 Cheat Sheet **Cheat Menu** **trip**

The following code will access a hidden Cheat menu that gives you some great options such as, health and lives. Just enter the code below.

Here is a great code that will access a Hidden Cheat Screen which will allow you to increase your health, gain extra lives, skip to other levels and choose various weapons! It's everything you need to help you out in this awesome game. To access this, go into the Options and enter the code: **A, B, B, A, Down, A, B, B, A.**

If done correctly, a hidden screen called, "Refus Q. Orbit's Private Option Screen" should appear. From here, you should be able to choose from the various options that will definitely help improve your game! When finished at the Cheat Screen, press Start and begin playing at the level you chose.

Worms

System **PlayStation** **hot**
 Publisher **Ocean**
 Cheat Sheet **Weapons Cheat** **trip**

Interested in a couple of new weapons to start off with in your next game of this great strategy? Just follow the directions below to access them.

There are so many cool weapons to this game that can be found in the dropped crates, but you don't always start out with them. Well, here is a cool trick to receive a few worm weapons that should come as a big help in your next battle. Just enter the Options Screen then go into the Weapons Option. Here, press the Weapons code: X and Square (roughly about eight to 10 times) and you should receive access to a Minigun, Banana Bombs and a hilarious Sheep weapon! After entering the code, begin your game and choose the new weapons by pressing the Select button, which will open the weapon chart. You should find that the Banana Bombs are great!

Guardian Heroes

System **Saturn** **hot**
 Publisher **Bega**
 Cheat Sheet **99 Continues** **trip**

Tired of not having enough continues while playing in Normal or Hard Mode? Well, here's a way to solve that. Just do the following.

Interested in taking all those continues from Easy Mode into your Normal or Hard Mode games? Just follow the proceeding instructions to play a game starting with 99 continues, without having to earn them.

Before you begin the game, go to the Option Menu and change the DIP switch to level Easy. Select a player and start the game. When the game starts or during any point in the game, reset the game by pressing A, B, C and the Start buttons simultaneously. Now at the Title Screen, select Options and change the DIP switch to the Normal or Hard Mode. Exit the Options and select Load Game where it should read how many continues you have left (99) from the easy level.

Now when you start the game, you'll be playing the Normal or Hard Mode with 99 continues!

Viewpoint

System **PlayStation** **hot**
 Publisher **Electronic Arts**
 Cheat Sheet **Various Cheats** **trip**

Here are a couple of great codes to help out your next game of Viewpoint. Just enter the following to access Invincibility and a Level Skip!

Here are a few useful codes like Invincibility, that should help out your next game in this shooter. Just enter them after pressing Pause during a game.

For Invincibility press: Square, Square, Circle, Circle, Triangle, X, Square, Up, Up, Down, Down, L1, R1 and Select.

For Level Skip press: Square, Circle, Triangle, Right, Left, Down, R1, L2, R2 and L1.



Press Start to pause the game then enter the codes.

Toy Story

System **Super NES** **hot**
 Publisher **Disney Interactive**
 Cheat Sheet **Various Cheats** **trip**

The following codes will grant Woody Invincibility and a Level Skip. Just begin a game and go to the following places to enable them both.

Here are a couple of helpful codes to move Woody along in the game. Just begin a game and move Woody to these certain areas. Note: Once the Level Skip is activated, you can skip any level by pausing the level you are in and hitting the Select button. For Invincibility: In Level One, go to the dresser (where the Army men bucket is on) and stand on the lower drawer. Crouch down for about five seconds or until you see the Top Star start to spin (which means you are now invincible).

For Level Skip: In Level One

stand on top of the army bucket and crouch down then pause the game. Hit Select to complete the level.



Stand on the Army bucket, then duck down for Level Skip.



Duck down here until the star starts spinning for Invincibility.

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The Crow

city of angels



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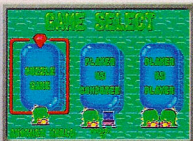
Bust-A-Move 2

System PlayStation **hot**
Publisher Acclaim

Cheat Sheet Another World Code **trip**

Interested in a whole new set of levels within this game? Just enter the following code at the Game Start Screen to access "Another World."

Does this puzzle game even need more levels? Well, if you're into puzzle games, then this is the code for you! This code will access a whole new set of levels within the game. When the Title Screen appears, press Start to get to the menu (with Game Start, Time Attack and Options). Now press R1, Up, L2, Down. A little character will appear in the right-hand corner of the screen. Highlight Game Start and choose it. In the Game Select Option under Puzzle Game will be "Another World." Choose to play the Puzzle Game and you will find the new levels, similar to the first game.



After entering the code, go to Game Select and choose Puzzle Game.

Solar Eclipse

System Saturn **hot**
Publisher Crystal Dynamics

Cheat Sheet Various Cheats **trip**

Here are a few more codes to add to the list. Some are level codes and others are power-up codes. Just pause within the game and enter.

Begin your game and press Start. Now at the Pause Screen, you can do the codes as shown below. Refer to the Legend on the right to decipher the letters to buttons:
RDDLRASCAL—Immortality throughout the game.
RDDLSUCUD—Resupply yourself with nine missiles.
RDDLSUB—Brings you to the Undersea level.
RDDLRACYCAR—Brings you to the Offworld level.
RDDLSCLU—Brings you to the Corkscrew level.
RDDLSALAD—Gives you a temporary Scatter weapon.
RDDLBUSY—Supplies you with the Energy Sponge.



Enter all codes here after pausing within a game.

Magic Carpet

System PlayStation **hot**
Publisher Acclaim

Cheat Sheet Cheat Code **trip**

The preceding code, which needs to be entered at the Options Screen, will grant you a Level Select, access to all spells and more!

This great code will give you a Level Select Option that will allow you to jump ahead to more difficult levels! Just enter: Triangle, Triangle, Circle, Square, Triangle, Circle, Triangle, Square at the Options Screen. An extra option should then appear at the bottom, Level Number, that will allow you to go through the various levels. You can then choose up to level 50 in Easy Mode and up to level 75 in Normal Mode. But that's not all! When you are playing the game, press the Start button to pause, then hit either:

- Triangle to access all the spells.
- Square to increase your Mana supply.
- Circle to complete the level you are currently playing.

Super Mario RPG

System Super NES **hot**
Publisher Nintendo

Cheat Sheet Unlimited Coin Trick **trip**

This cheat (or more of a loop) will grant you unlimited coins that will be useful for many items, syrups and more! Just follow the trick below.

Everyone knows that money is important! Well, here is a cool trick or rather a simple loop that will rack up those coins in no time! A fantastic trick that will allow you to get many items, syrups, mushrooms and maybe even hidden games. Just follow the procedure below to get the trick to work.

Near TadPole Pond, there is a place called Rose Way. This is where the trick is to be done at. Go to the screen with the five chests and the shyguy on top of them. Proceed to hit the chests very quickly (so the shyguy doesn't hit you), until you receive the five coins that were in the chests. Then proceed to the next chest. Skip the chest with the mushroom inside. Once finished, leave the screen (from either side) and re-enter. The chests should all be back! Begin this method over again until you receive your desired amount of cash! Also, if you kill the two bandit guys that chase you, then you shouldn't have to fight at all, unless you accidentally touch a shyguy when he pops out of the chest.

NHL All-Star Hockey

System Saturn **hot**
Publisher Sega Sports

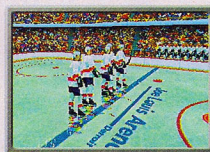
Cheat Sheet Various Codes **trip**

The following codes won't help you be an expert hockey player, but will make the game a little wacky. Just follow the procedure below.

Here are a few codes that will put a little pizzazz to your next hockey match! Just do the following to get various results in your next game of All-Star Hockey. When the players are being introduced press simultaneously: X, Y, Z, L and R buttons. Then when the National Anthem is playing, enter the following codes for different effects.

For Big Players press: L and R buttons simultaneously.
For Upside-Down Players press: A, Y, Z simultaneously.
For Midget Fat Boys press: A, B simultaneously.

For a Bouncy Puck press: X, Y, R simultaneously.
For Magnetic Puck (a free puck goes automatically to the center of the rink) press: A, X simultaneously.
Note: One code per game.



Enter the codes while the national anthem is playing.



If done correctly, you should notice the difference.

Poed

System PlayStation **hot**
Publisher Accolade

Cheat Sheet Jetpack Trick **trip**

Here is a clever little trick that will give you the opportunity to go through the floor and walls just by using the jet pack! Follow the procedure below.

To turn off collision detection, you must be in Jet Pack Mode (You can have a jet pack by going to Level 3). Now, locate a dead body of any kind. (A dead body consists of one which gave you energy. Use up some BFD90 ammo by letting off some shots and then move onto a dead body. Make sure you took energy from them. A clicking sound will confirm this.) Now stand on top of the dead body. Press Triangle to bring up the weapons selection. Now, press L1+Right+Down. You will immediately start falling through the floor! You can use the jet pack to move around, and you will be able to go through walls and any other solid object in the game! To turn it back on again, press Triangle then L1+Right+Down at the same time.

Hang-On GP

System Saturn **hot**
Publisher Sega

Cheat Sheet More Tracks **trip**

Just enter the following code to gain the three advanced tracks that you normally don't get unless you beat the first three tracks.

Normally, you wouldn't be able to access the three advanced tracks in this game unless you won on the first three tracks. But this trick will allow you to get these advanced tracks with very little effort. To do this, go to the Options Menu and highlight one of the Icon/options. Press button B to get back to the Main Menu. Now press R button, R button, L button, R button, R button. You'll hear a confirming sound. Now you can race with the long versions of the tracks!

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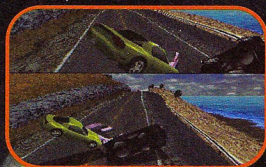
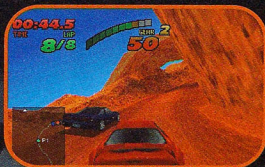
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I'LL HUFF. AND AND I'LL DOORS



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ELECTRONIC ARTS

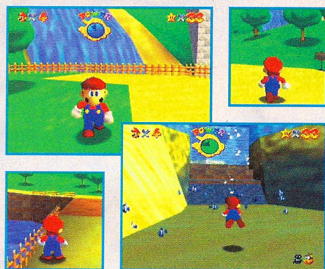
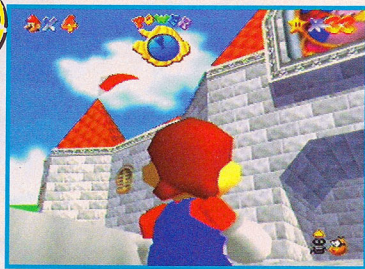


system
publisher **Nintendo 64
Nintendo**

strategy talk

There are so many levels and secrets in Mario 64 that most players will spend weeks trying to find them. Nintendo has proven what the N64 can handle. Mario has more moves, huge worlds and plenty of special effects. Stay tuned to next issues for more in-depth coverage.

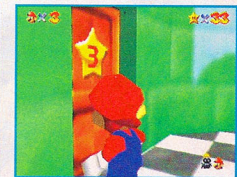
—Andrew “Boba Fett”
Baran



Wander around the castle all you want, but the real game lies inside. When you enter, you'll see a row of doors. The number on them indicates how many stars you need to collect before you enter. The premise has you collecting the stars from each level. Can you find them all? You'd better have time to kill.



This door leads to the first area you must go to.



This door requires you to pick up three stars first.



Talk to the pink bomb guys. They'll help you find secrets by launching you with their cannons. Make sure you aim higher than your target.

SUPER MARIO 64



There are stars hidden in each level. Some require you to accomplish set tasks, like rescuing a penguin. With others, merely beating a Boss will net you a star. Go back to each level over and over...



Each level has at least one star. Some have even six!

THE MOVES

Mario's back and better than ever. With the 3-D environment, Mario has a whole new bag of tricks. For the first time ever, our favorite plumber can punch and kick. The analog controller plays like a dream with the pressure on the stick determining Mario's overall speed.



If you collect the hat, Mario can fly around in true hang glider fashion. It's the perfect way to find out some of the hard-to-get secrets.

FLYING

TRIPLE JUMP

Mario has all sorts of jumps. The most useful is the Triple Jump which takes you quite a ways. Run and jump three times in a row!



Mario can climb poles and trees. Sometimes a 1-Up will pop out of the top and sometimes an owl! Master climbing early or get stuck later.

CLIMBING



The three types of Exclamation blocks are hidden throughout the game.



YELLOW

These give you coins or extra lives, depending on the world.



RED

The red block gives you a hat that can be used for short-term flight.



GREEN

Used for obtaining the chrome "invincible" Mario or turtle shells.



Unless you can find the properly colored Exclamation Mark blocks, all of the treasure boxes will be unavailable to you.

As you play, you'll notice transparent boxes in each of the levels. These give you items if you are able to find the Exclamation Mark box for each given color. Each kind of box offers a certain type of goodie, be it an extra life or a turtle shell. Often these power-ups are required to find a star. Remember, you must hit the blocks from below as well as be on dry land. Otherwise you can't open them.

ITEM BOXES



Hop on a Koopa to ride on his shell. It's great for lava rides.



The flipping guys will toss you way up into the air.

Each level has its own type of enemy. Some monsters will even help you out. Experiment with each creature to see what they do. At the end of each area is a Boss. They might seem large, but they don't compare to the might of Bowser.



Be careful or the Nekki Bird will take your hat away.



WALL HUG

In order to pass certain dangers, Mario can cling to the side of a wall to avoid getting smashed. Useful in tight situations.



Like the earlier games, Mario must brave treacherous waters to find treasure. This time around, the 3-D effects take getting used to.

SWIMMING



PUNCH

You always wondered why Mario never punched enemies. Well, now he has an array of punches and kicks to fend off the baddies.



Swing from bar to bar to cross hazardous regions. Come on, every kid knows how to play on the monkey bars. It's a whole lotta fun.

SWING

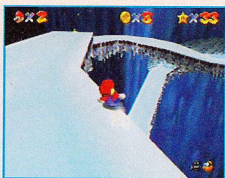
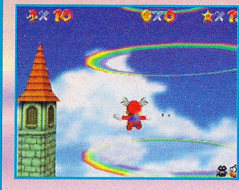
Keep running out of lives? This handy dandy 1-Up loop should solve all of your problems. In the room that opens to the first water level, there are two holes in the wall near the ceiling. The one on the left has a 1-Up. You can collect it every time you exit out of a level. You can do this even if you die. With this trick, you'll never run out of lives to play with.



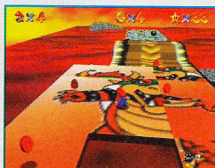
Come back here after every level for a free 1-Up!



Stand in the center of the main foyer of the castle and look up into the sunlight for an extra special surprise. It's the red exclamation box.



In the Ice Slide Level, you can cheat by pushing through a wall of ice into a secret passage. There are two 1-Ups in here to collect. When you race the penguin, you'll have to do it the hard way. Pity.



These pictures are just a small sample of the intense and diverse levels in the game that we will be blowing out next issue!

THE STOMP

With a titanic blow with his buttocks, our hero can smash foes into oblivion. It's also useful for breaking blocks and opening secret zones.



Need to get away quick? If you hit the Attack button when you're running, Mario will do a quick slide to get away. This hurts enemies.

SLIDING

CRAWL

When things are whizzing overhead, don't take chances. Mario can crawl on his hands and knees. Although slow, it is useful.



Bosses getting you down? Just pick them up. In fact, you can pick up just about everything. Enemies make great weapons when thrown.

PICK UP

" ADDICTIVE "

EGM

PSXtreme Magazine

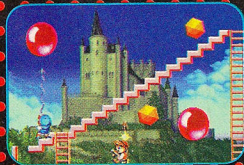
Game Pro

Video Games Magazine

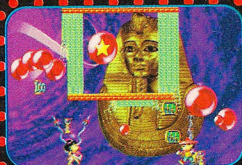
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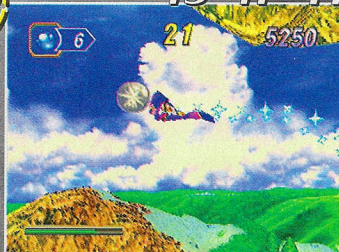
system
publisher

Saturn
Sega

strategy talk

NIGHTS is the next generation of Saturn games that will soon hit. The ASCII Pad will offer a new kind of control for games—it'll provide a 3-D type of gameplay (to some extent). The movement of the game itself is rough to pick up but can be used effectively when mastered. Although this is a phenomenal game, the replay value brings it down a notch.

—Scott "Imperial Guard" Augustyn



Although it may seem to be true 3-D, it is not. While you are on the ground, you can walk in any direction—that part is 3-D. However, while you are flying, you cannot go in or out, since flying is on a course with only slight deviations.

THE BASICS



You have a couple basic maneuvers you should learn pretty quickly: The acceleration moves you quickly but you lose control. The loop vacuum can kill enemies and reveal secrets.



THE GRAB

If you run into enemies, you might want to try to grab them. If you do, you can kill them and get a burst of speed in the direction you throw them. This is really useful!



The Freestyle Ring is a blue-and-yellow colored ring. Fly through it, then perform some acrobatics in order to score some major points.

FREESTYLING

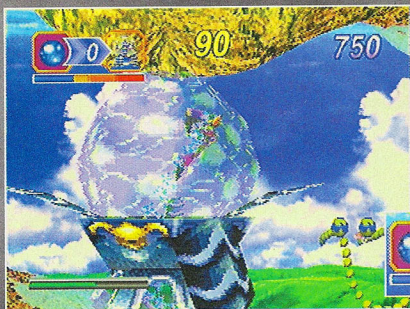
SWITCHES

In many of the levels, you will see switches like the one pictured below. Fly into these switches, and the pod will spit out some balls first. Afterward, it will spit out stars. Three or four hits is all it's got, though.



NIGHTS

into dreams ...



THE GEM GLOBES

As you go through the courses, you will collect blue balls. These balls will be used to free the Course Gem from its encasing. You will see the gem globe floating in an area in the course somewhere. Don't go there until you have enough balls to free the Course Gem, or you will be wasting valuable time.



FORWARD OR BACK?

Remember when you are flying through the levels you can go either forward or back. This comes in handy when freeing the gem.



ENEMIES ARE EVERYWHERE!

When traveling the course, be on the lookout for these little monsters. Use the grab-and-throw maneuver or the loop vacuum to kill them or to send them flying.



ANY HIDDEN STUFF IN THIS GAME?

Yes, there is! There are many hidden things in each level. Some things are hidden very well, like the occasional item that you will find after doing a vacuum loop around a group of balls or even riding up the water fountain to reach the background as well as some new rings. Other things are not *too* hidden, like the ball cages. These cages are usually at the



extremes of the level's screen and are usually not too hard to get to. It will still take you some time and maybe a little precise acceleration power in order to reach them. Think you have found it all? Go back and try the level again then. Perhaps you skipped some cool item?!





SOME OF THE MANY VIEWS

As you progress through the game, you will switch views many times. Be aware that this will also warrant a switch of control. Sometimes up won't be up and down won't be down. Get ready for it and try to master these "tricky" maneuvers.



A LOOK AT THE LEVELS



This is the opening trainer level. Look for some ball cages in this level.



This jungle has numerous vines. Use them to bounce to new areas.



Here you will start to go into odd places. Get used to the loss of control.

CLARIS' LEVELS



ELLIOT'S LEVELS



This level boasts some top-down flying scenes. They are hard to fly through.



A back view in this level while you go tobogganing.



This level makes you master your amount of control as it switches it during gameplay.

DREAMLAND BOSSES



What good would a game be if there weren't killer Bosses at the end of each level? Well this game's got some real doosies. Everything from a killer fish to a fireworks-throwing cat, the Bosses are just plain...weird. The key to beating these Bosses usually lies in grabbing a part of them and throwing it or lining up a shot with something aimed at them. Whatever it takes, you need to defeat these guys!



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Crash PREVIEW



system **PlayStation 2**
publisher **Sony Interactive**

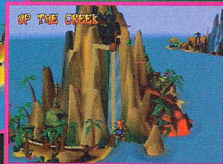
strategy talk

Crash Bandicoot is one of the coolest games I've seen in a long time. I prefer the more "traditional" side-scroller gameplay, so this title grew on me. It's still a bit early, but more old-style gamers will like it. There are enough secrets to keep me happy.

—Andrew
"Boba Fett" Baran



Crash spans three islands' worth of adventure and intrigue. Each one is progressively harder, though you will often have to go back to early levels to obtain gems from newly opened areas. Crash will really keep you busy.



THE THREE ISLANDS



CRASH BANDICOOT

BOAR RIDING!

Later in the game, Crash must ride atop a wild boar. You must dodge natives and spikes while bouncing on drums!



CRASH GAMEPLAY

Crash has two basic moves: jumping and spinning. It sounds simplistic, but there are little techniques involved with each. For example, if you spin on a power-up, it'll get whisked off the screen before you get it.



JUMP DON'T SPIN

Some boxes have more than one piece of fruit. You have to hop on them instead. If you spin, you'll end up with nothing. Use discretion.



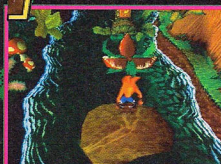
SPINNED TO DEATH

Don't spin on everything. Bridges made of blocks get destroyed quickly. TNT poses another threat. Save spinning for multiple groups of enemies.



THE JUMPS...

You can jump on most enemies, some giving you benefits for doing so. To survive Crash, you'll need to master your jumping abilities.



VENUS FLYTRAPS

There are all sorts of Flytraps. The blue ones have a set pattern, while all the others react to what you do.



TURTLES

Jump on these guys once, and they'll make great trampolines. Just watch out when they get right-side up again.



NATIVES

These guys bounce you back with their shields, so you have to jump on them once, then spin 'em to death.



MONKEYS

Twirling around, monkeys can throw you a distance if you get too close. A jumping spin should take them out.

THE LEVEL PERSPECTIVES

Each level of Crash offers a different perspective. While it may not be apparent, this makes the game a little harder because you'll have to reorient yourself on each level. There are many ways you will see Crash, and he is innovative with the way he uses the backgrounds. Always keep on your toes.



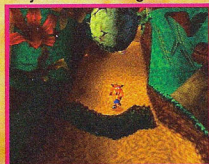
BEHIND VIEW

Standard vantage point; easy to get used to.



SIDE-SCROLLING

Plays like any of your old Mario games.



FORWARD VIEW

You run into the screen. Jumps are hard to do.

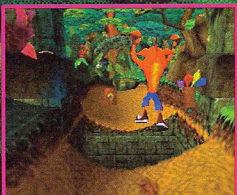
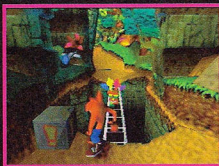


SLIGHTLY ABOVE

Enemies come up quick, but jumps are more precise.

N'SANITY BEACH

This is the starter level where you should get used to the controls. It's easy to miss finding all of the boxes. Midway through you'll come across a split in the road. First, go to the left and pick up the two boxes there. Next, go back and make your way to the right. There should be a metallic switch. Hit it to make boxes appear. Hop on each box with small timed jumps. If you don't get them all, hit Pause and return to the map. You must get the gem before continuing.



Time your jumps to get over the pits without too much worry.



The rollers can smash you flat, unless you make precise jumps.

JUNGLE ROLLERS

Jungle Rollers is just a tad harder than the first level but with one unique difference. There are rolling wheels of stone that will smash you if you get hit by them. Time your jumps carefully, and watch your footing. A lot of these traps are followed up with pits right beyond them. If you jump too far, you'll end up falling to your death.



Jungle Rollers gets progressively harder with more pitfalls and traps.



THE GEMS

If you can smash every box in a given level and win without losing a life, Crash'll get a special white gem. Gems come in different colors, and they unlock secrets that allow you to get bonus items. You can tell where some secret areas are by wispy-looking gems that drift about. The color of the puff indicates the gem you need to open up the secret (shown below).



FRUIT

Collect 100 for an extra life.



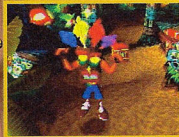
MASK

Grants you one hit...



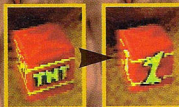
HEADS

Collect all three in a given level to enter the bonus rounds.



DYNAMITE

If you spin at the dynamite, you'll die. Instead, bounce on it to trigger it.

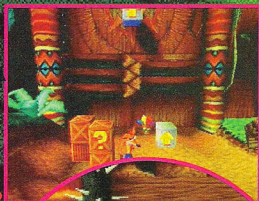


ITEMS



HINTS

Crash has a cool feature you can use to totally power-up! At any time during a level, you can pause and exit out. Normally each level has a few power-ups—from fruit to masks. Keep going in and out until you have powered up.



THE GREAT GATE

The Great Gate plays more like your traditional side-scroller with little 3-D action. Later in the level, spike traps jut in and out from the top and bottom of the screen. Time your movements right as they start to reset.



BOULDERS



Boulders is strange because of the way you must run out of the TV screen instead of toward it. Lots of nimble jumps are required with little time for preparation. If you slow down, a boulder will crush you. Your best bet for clearing the precipices is to stay in the middle of the screen and leap at the lip of the pit. Whatever you do, don't slow down during this level.



UPSTREAM

While the river's nice to look at, Upstream is one of the hardest levels. You must navigate narrow platforms. If you fall into the water, you'll drown instantly. You might want to be on the lookout for the two types of Venus Flytraps. The blue ones have a set chomping pattern, and the greens are pressure sensitive. Watch your footing, and try not to rush forward. Patience!



The blue Flytraps will bite every three seconds.



If you get the proper gem, you'll be able to get this secret.



PAPU PAPU

Papu Papu is a tribe chief who wields a giant staff that can smash a bandicoot flat. It takes strength to heft such a weapon, so Papu Papu has to spin around to swing it. Leap over the staff as it twirls around. After about three such jumps, the enemy will strike. Leap past his blow and stomp on his head. Do this three times to put him in his place.



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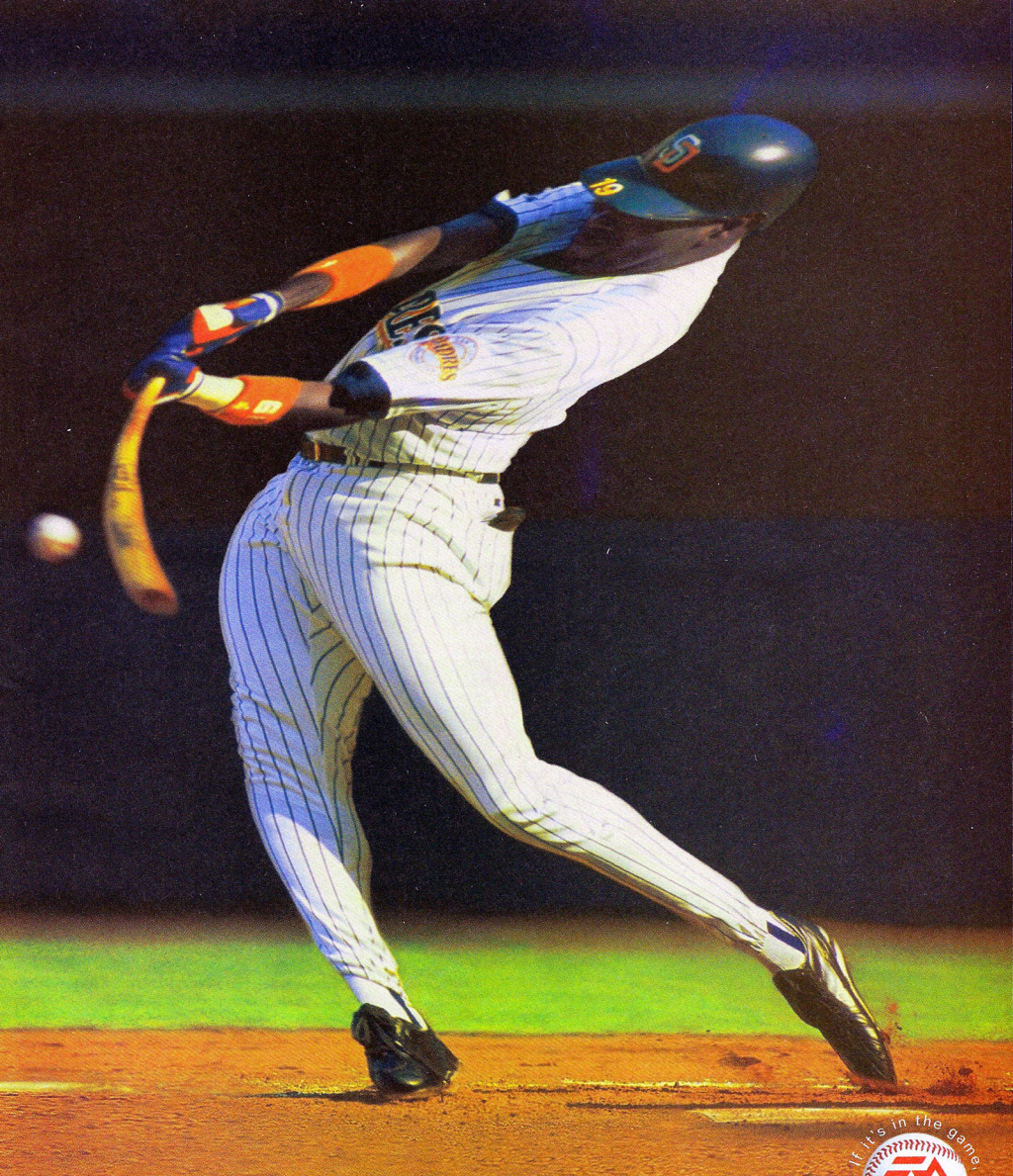
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**TRIPLE
PLAY97**

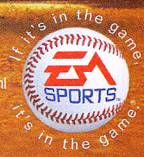
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PREVIEW



system **Saturn**
 publisher **Working Designs**

strategy talk

Working Designs has done it again with another cool game. Dragon Force is a strategy RPG. Your basic quest is to conquer the continent. Sounds easy, right? Wrong! First you must eradicate seven other kings trying to do the same. You are able to pick one of six different rulers, and most kingdoms will start off with one castle and five generals.

Since this is a preview strategy, a general strategy on how to begin your conquest is provided. Next month's *EGM* will have a complete strategy detailing in more depth, the story, magic attacks and winning strategies for each ruler. Good luck!

—David "Han Solo" Ruchala



Choose Your Kingdom Wisely

You have six rulers who you can choose from—they all start in different parts of Legendra but are basically the same. Here is a short description of each:

Wein: He starts in the south-east. Your major advantage is that you are far from most of the other major powers.

Teiris: She starts in the eastern part of the continent. You

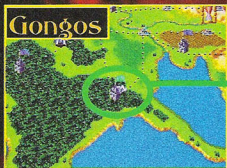
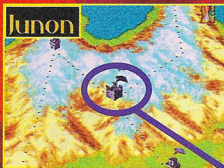
are pretty isolated and have a chance to build up your forces.

Junon: She is in the northern part of Legendra. Your best asset is that you are in easy striking distance of both Teiris and Leon.

Leon: You are in a most difficult position. Smack dab

in a major crossroad.

Mikal: You start on the west coast and have very little room to expand before bumping heads with Gongos. **Gongos:** You are in the south-western part of the continent. You have got room to expand to the north and to the east. Watch out for Wein from the east and Mikal from the north.





Units

When choosing a general to send into battle, you must take into account what you are fighting against and with.



Soldier: This is your standard unit. Average attack, average defense.



Monk: Best used as a defensive unit until enemy ranks are depleted.



Cavalry: Are excellent fast-attack troops and decent in defense.



Harpy: This unit is best used against mages and archers.



Mage: Are good at long distance but close in fighting isn't advisable.



Beast: Fast and powerful, they are great for dealing with mages.



Peon: Both excellent in attack and defensive strength.



Dragon: The most powerful unit in the game, especially in numbers.



Archer: These units are pretty much identical to the Mages.

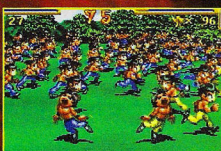


Zombie: One of the most powerful defensive units in the game.

Offense



When entering Duel Mode, make sure you're in good shape.



Those who have superior numbers will usually win.



Never have your mages engage in close combat.



Battling offensively is only a good idea if you are numerically superior and you don't have mages or archers. The only other time it is advisable to attack first is if you are going against mages or archers. In that case, use Disperse in the Special Menu so they can't hit you then advance and finally pounce on them.

Defense



This is the safest way to play. Let them come to you and attack first. In this game the old saying holds very true, "The best offense is a good defense." If the Protect



Option is available, use it. It provides an excellent wall of protection no matter how many troops you have. Otherwise use the Frntstnby Option in the Defense Menu.

Don't attack powerful opponents until you're ready.



Magic

Magic in this game comes in two main varieties: attack and defensive spells. Attack spells have two different types. Type

one is able to attack both the enemy troops and the enemy commander. Type two can only attack the enemy commander.

Most defensive spells come in the resurrection form. This allows you to replenish your troops in the midst of battle.



Attack spells come in handy by widdling down their troops.

Resurrection spells help you regain lost troops in battle.





DREAM TEAM

BASKETBALL



**GRAB
A HOLD OF
THE
GOLD**

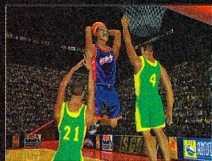


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system
publisher **Saturn
Working Designs**

strategy talk

Shining Wisdom is a great game. With not too many RPGs out for the Saturn, this is an excellent start for opening the genre to the system.

The control is a little something to get used to, with the acceleration skill being useful but very tiring on your thumb. The magic is impressive and helpful in more than one spot! The fact that you don't always have to use your sword to kill every enemy makes numerous options open to different types of players.

The puzzles are enough to stump even the most seasoned veteran, as well secret items, stores and areas are everywhere.

EGM wishes good luck to all contest applicants!

—Scott "Imperial Guard"
Augustyn



SHINING WISDOM



THE BASICS



Your most useful asset—apart from your attack—is your acceleration skill. Press B repeatedly to charge it.

ORB & YOU



Once you receive the orbs, you will be able to charge your attacks and get more powerful effects. The two above show the Blaze Orb combined with Heavy Shoes and the Blaze Orb with the Slide Shoes.

THE PLOT BEGINS...



(Kyam) Ohhh...I'm so sleepy today! Is it just me, or are you sleepy too, Mars?



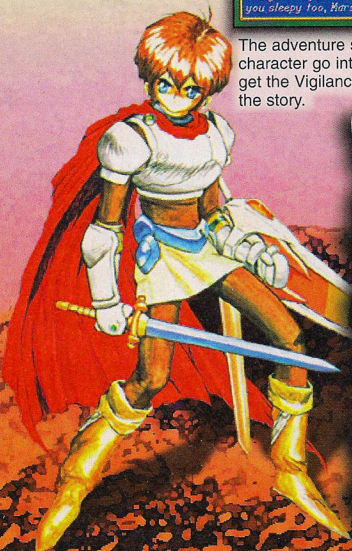
The King will want to see you as well. Be on your way, then! The King awaits...

The adventure starts on your watch. Your partner falls asleep, and you witness a strange character go into the shrine by the castle. You can follow him in and go through this cave to get the Vigilance spall. This will end your cave adventure for now—return and hear the rest of the story.

PALACIA



* Marks special points of interest



FAMILY SHRINE



Now that the Princess has arrived, the ceremony can begin.



This is your first serious adventure. While going through the shrine, you will encounter statues. If you push these statues, you will open doorways later in the level. When you finally reach the end of the level, you will witness a bizarre ceremony and be forced to fight Bangor. He is simple—sword attacks will do him in. You will receive the Stone Shoes in this level, and they will be necessary to reach the end of the level.

GUDO VALLEY



MYSTIC FOREST

In Gudo Valley, you will be seeking the fairy. In order to reach the fairy, you will need the Slide Shoes and the Magic Hands. You will get the Slide Shoes first, and with this, you will have to go to the Mystic Forest. In the Mystic Forest, you will get the Magic Hands after navigating a maze and a small puzzle. The enemy you fight in Gudo Valley is a collection of rocks. Use the Magic Hands to make short work of this Boss. You then talk to the fairy, and she will give you the Whisper Conch. This will allow you to talk to the trees in the Mystic Forest. After you talk to the trees, you will learn that you have to fight a giant spider in order to free the princess. To defeat the spider, you must be quick. Use the Magic Hands to attack from a distance. Don't get stuck in the webs though!



You see, Mars? Your eyes deceived you! Remember this lesson...



MILLENNIAL TREE

To remove some of the spurs, you must stamp on the knots with the Stone Shoes. When you get it, use the Monkey Suit to climb the vines to get to previously unavailable areas as well as to the end.



I...I...I don't believe it! I thought I'd never see myself like this again.



To defeat this Boss, you must slide into its leaves when it's on the ground, then run in and attack with the sword.

SAND LABYRINTH



You must fall through the center sand floor in order to get this treasure chest. In this chest, you will get the Mole Claw.



To get the statue, go to the left from the starting room. Dig under and hit the switch with your Magic Hands. Go north and carry it to the end.



This is one of the easiest Bosses. To beat this Boss watch the sand, and when the worm rises, run up to it and hit it with your sword. You shouldn't get hit by the fire if you are close enough. You will earn the Spark Orb from this.

WATER LABYRINTH

In order to make it through the level, you have got to smash this block. This will drop you where you need to be. The solution for the teleportation puzzle is: First, the middle symbol and next is the symbol on the right.

This will take you to the end.



To beat this monstrous creation, you have to throw two bombs at it. This will take it out and open up a huge doorway through where it was before. Don't get caught by it, though, because it takes off some big health.



Ohh, esseo little massister Ace finally trapped to the asscene of the crime!

Gudo is one of the easier Bosses to beat. A sure-win strategy for this guy is to run around in circles across the land pieces. Attack him when you get near him. When victorious, you will get the Freeze Orb.

FIRE LABYRINTH

The Fire Labyrinth is one of the toughest to get to because you have got to have the Jumping Shoes in order to even make it there. The level is pretty straightforward with not too many puzzles. There are no real brain bogglers either. The challenge is definitely fulfilled when you reach the Boss, Gueid.



So! The 'mighty' Ace finally worms his way to my humble abode.

Gueid is probably the hardest Boss. You cannot reach him for a sword attack, and your Magic Hands don't quite make it. Instead, you have got to use the Stone Shoes and freeze the fireballs he throws at you, then lob them back at him. From this battle you will receive the Blaze Orb.

MIRROR LABYRINTH



Watch the walls for these faces. Some will spit bombs, some will suck you in for damage. Things will switch on different sides.



After doing all you can on a side, go in this room and use the mirror to switch sides.



I am impressed that you solved the riddle of the Mirror Labyrinth.

Kari is not too hard of a Boss: She is not very fast and gets trapped in a corner easily. Wait until she tosses out her ball-and-chain then run in with your sword. After defeating her, you will free all the hobbits from the Mirror World.

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JUMP LABYRINTH



Up to this point the labyrinth is easy. This is the square you have to dig into to continue on toward the end.



One power you can use in these levels is the Freeze Orb. Use it and the Stone Shoes to freeze the bomb and give it a little more time to be carried around.



To make a bridge in these areas, you must use the Magic Hands and the Spark Orb. Make a hoop and a bridge will appear.



You have to go here before the Fire Labyrinth to get these Spring Shoes.

WIND LABYRINTH



Ha! So Ace arrives to save the day!!



Labyrinth. Talk to the elder. Use the Helmet to fly around the level to make it to the final henchman, Nagu. Nagu is pretty upset that you defeated his girlfriend Kari and decides he wants revenge. He is pretty easy to dodge, and if you keep on the Pegasus Helmet and equip the Blaze Orb, you will be able to fire off long-range shots and defeat him in no time. After this battle is over, you will receive the Blast Orb and will have to move on to the Light Labyrinth for the Shining Sword.

There is no major secret to the Wind Labyrinth. The only weapon you truly need in this level is the Pegasus Helmet. You will receive this item when you rescue the hobbits from the Mirror

LIGHT LABYRINTH



In order to get past this little brain buster of a puzzle, you have to use the Blast Orb and the Magic Hands. There is no combination you can use to open the door. You have to hit all three at the same time. This will open the door.



Once you find the vine, take it down and flip the switch. This will lower the spikes and let the scorpions shoot out. Use the Ice Shield to protect you from their attacks and run into them.



Once you get here simply step on the symbol to receive the sword.

CATACOMB MARSH

Well, here it is...the final showdown. In order to reach this battle, you must first go through the four other mazes and locate all the keys. You must then battle all the Elementals to force them back to their labyrinths. If that wasn't enough, you also have to battle Pazort and the Dark Titan! A good combination to take when you fight the Elementals is to challenge the Water Elemental, then Air, Fire and finally Sand. Use the Shield Orb if you have found it to reduce damage taken. Good Luck!

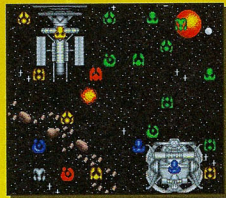
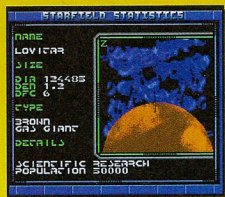




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THE LEGEND OF OASIS



system
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strategy talk

The Legend of Oasis is a cross between Zelda and Lufia 2. You have the over-ground fighting as in Zelda but the puzzle-like problems that you find in Lufia 2. This guide will take you about 90 percent through the game, showing you how to get all six spirits and what each one can do.

—John "the Hut" Gurka

Dytto

The Water Spirit



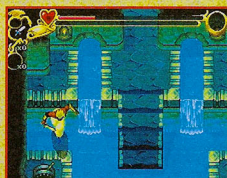
Push this rock back a little so that you may use it to jump for more height.



Jump on top of these pillars to reach the bow and arrows.



Fight this soldier for access through the door below. He is easily killed.



Run then jump over to this switch to start the platforms moving and to open the door.



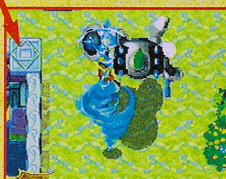
Healing Field: cures your wounds as well as others.



This is the first Boss you shall encounter. He is extremely simple, once you've learned his pattern. Whenever he jumps then lands, jump over the wave or it will hurt you. You can hit his yellow shots back at him, but the best



Bubble Bazooka: freezes enemies with ice bubbles.



Magic Vortex: attacks with raging tornadoes.



attack against him is by holding B, then pressing Forward, Back, Forward.



1. The door here is controlled by the switch to the left.
2. Shoot an arrow in between the fire to hit the switch that lowers the flame and opens the door on the left.
3. Hit this rock with your long sword when you have it. One of the fish, when killed, leaves behind an Earth Orb, powering up your sword if you have that ability. You won't need to worry about this until you have all six spirits, however.
4. Remember that the thorn is here later in the game.



Jump in this pit to get the much needed staff.



Flame Breath: has a powerful fire breath.

Efreet

The Fire Spirit



Push this ball up against the wall so you may use it to jump in order to get on that ledge. From there, you can jump over the floor.



Dash Attack: attacks in the direction Leon faces.



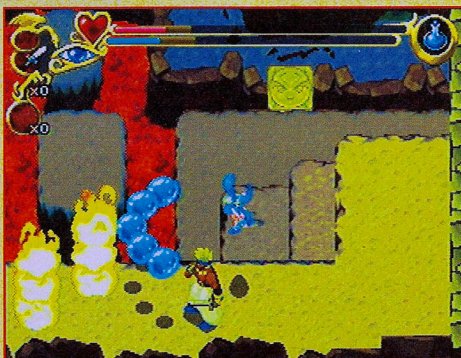
Fire Storm: engulfs the surrounding area with fire.



Break all the trees you find with the staff, because most contain items and a few contain keys as well as extremely important items.



Use the spider here for a little boost to get you on this ledge. Also, go south a little, and you'll find an overhang that you must crouch under.



Use Dytto Bazooka Bubbles to get you through these pillars of fire. Anytime you need to extinguish a flame, you must use Dytto to do it. No other spirit can do the job.



1. You need to break these trees so you can access the metal ball. The tree can be broken by pressing and holding the B button. While holding B, press Forward, Back, Forward. Then release the B button and Leon will smash the trees.
2. Use the metal ball to get to the higher platform then run and jump onto the other platform. Now break the tree for a chest holding a key.
3. Extinguish the candle with Dytto's help to open the door.
4. This is the door you need the key for. It leads to the Boss.



This guy is a little tougher than the first but not by much. Use the same attack on him as you used for the first Boss. Kill the flameballs he releases because they are a pain in the butt.



Bawu

The Earth Spirit



Gulp Attack: consumes those too close.



Geo Dive: tunnels to Leon's location.



This is one of three candles you will need to light.



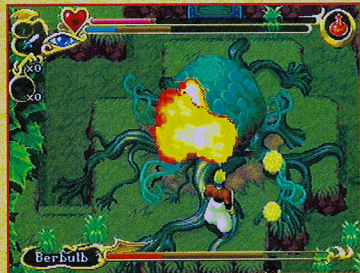
In this area, first break the tree to reveal the power-up for the staff. Once you have gotten a Scroll of Purification, charge up the rod. Shoot the pods with the charged staff to access the springs. Also, shoot the skeleton, and he'll help you out.



Mud Fang: a swarm of Bawus attacks all enemies.



This switch opens a door back the other way. To get here, you will need a key which you should have no problem finding.



Berbul is almost as easy as the first Boss. Use the same attack as you have on the others, but use Efreet's Dash Attack to quicken his death.

This is the first hole you will encounter, and you need to jump into it. It leads to the Earth cave where you may begin your journey for Bawu.



Every time you see a new hole, jump into it. These holes lead to different parts of the cave. Some are more tricky to find, so keep your eyes open.



This path leads to the cave of Darkness, Shade's realm. You cannot go here now, but remember where it is.



There is a sign somewhere that says the key is in the rock. This is the rock that sign is talking about. Push it off the ledge to smash it open to retrieve the key. To get up on the ledge, go one screen to the right, climb the stairs then walk left.

Brass

The Sound Spirit



Cone of Sound: microwave attack.



Bawu will eat the ball, allowing you access to this part.



Destructive Cacophony: hyper microwave attack.



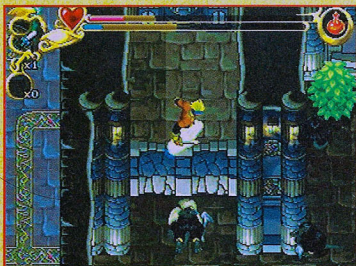
Shock Wave: spreads out from within.



You'll need to fight this mini-Boss for the right to enter the coliseum. Beat him and a hole will appear for you to jump in.



You will have to rely on your arrows and bombs to open some doors. There are some doors that open when the switch is hit, but they close another door. You need to get in between the two doors and throw a bomb or shoot an arrow.



Use the armor rats to get you up to this ledge. You will find a much needed key here. You can't kill the armor rats without the aid of the spirit Bawu.

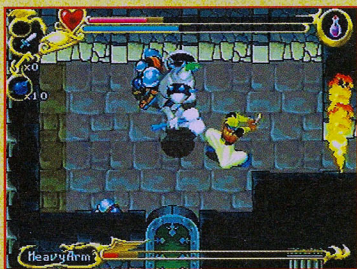
You need to maneuver the spiked ball down to this ledge in order to break the pillar. Inside the pillar is the key you have been looking for.



This Boss can be very tough. He has multiple forms, and when you defeat them, he transforms into another one.



This is the only form that you will actually do damage to him in. Try to hit him as many times as possible.



You need to fight these guys in order to get through the door. They are not too tough, however they gang up on you, causing some minor problems.



This puzzle is solved by gathering three clues from three different obelisks. Here is the solution: The first time the switches must be set Right, Left, Left. The second time is Left, Right, Left. The third is Left, Right, Right.



Vertical Shadow Strike: upward claw attack.



Shadow Reach: to grasp or pull.



Shade

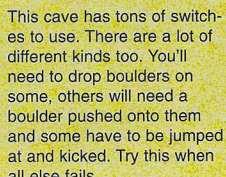
The Dark Spirit



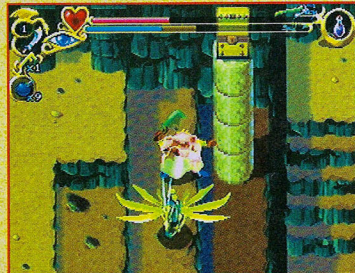
Passion: see through the eyes of Shade.



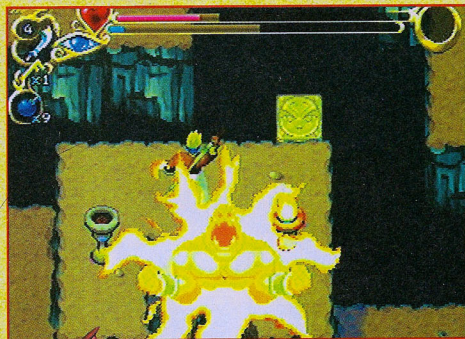
Use Destructive Cacophony to break this crystal.



This cave has tons of switches to use. There are a lot of different kinds too. You'll need to drop boulders on some, others will need a boulder pushed onto them and some have to be jumped at and kicked. Try this when all else fails.



You will now be able to destroy these pillars with your long sword. Once you have the Earth Scrolls, you can power your sword up with the essence of



the Earth. This will allow you to hit rock switches and destroy pillars. Sometimes there are items hidden in the pillars, and sometimes they just block the way through. Just make sure you destroy every one you find, because you never know which ones are hiding items.



One of the falls you take will drop you into a pit of spiders. Start your Spin Attack as soon as possible.



Here you must make the robots run into the posts to get a key. You can turn them around by hitting them.

Lighting candles often makes the small platforms with faces start to move. Whenever you see a candle that is not aflame, you should light it with Efreet's powers.



This is the second form of this Boss. In order to defeat him, you must hit his tail. Dodge his movements then strike him.



Airl

The Cloud Spirit



Fluffy Ride: float on Airl's back.

This is one of the switches you need to open the door.



Power Surge: speed energy spark attack.



Lightning: attacks with lightning bolts.



Make sure your sword is powered up with the Earth power, so that you can hit the rock switch that opens the door.



You need to jump up and throw a bomb in order to light the candle. Wait until the platform stops before throwing.

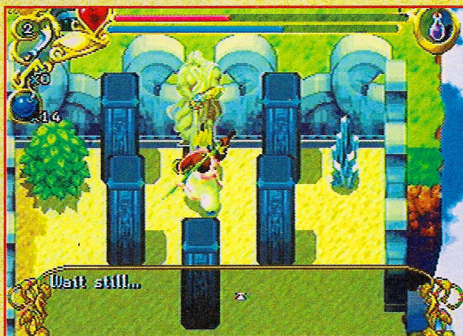
After wandering around, you'll see some bluish rocks fall from the sky. This creates teleporters for easier access to the Sky Shrine.



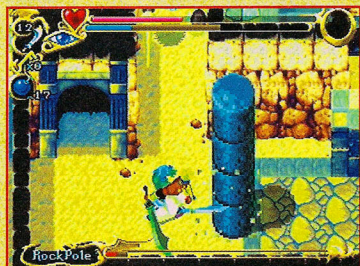
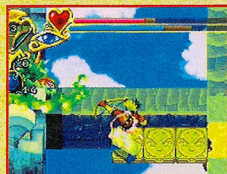
This puzzle isn't too difficult if you just look carefully. First, you need to turn the two robots so they face the opposite direction. Then read the sign and hit the switches in that order. This will open the way to the next part of the level.



Here you must first get the dark arrow scroll in the left corner. Go back to where you entered this part and power up your bow with the grey ball. Now go on the platform and kill the thorn with the arrows. This will open the way forward.



Here you must wait very patiently until he tells you that you're done. It takes a minute or two, so don't be impatient.



There are four of these types of pillars in this part of the level. Find them all and destroy them to move on. Watch out for falling rocks when you break them.



When Warhead is in this form, you can whittle him down into a red ball. Once he is in that form, hit him multiple times to do the most damage.

Jumping Flash! 2



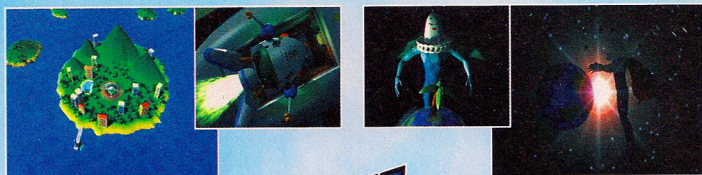
system
publisher PlayStation
Sony

strategy talk

Hot on the heels of its predecessor comes Jumping Flash! 2: Big Trouble in Little Muu! While it doesn't exactly break new ground in terms of revolutionary new visuals, JF12 offers more complex levels than ever before. Call it what you will, the diversity of this game's terrain is definitely its biggest plus. In total there are 11 new stages and seven Bosses to do battle with!

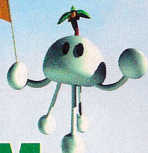
As a bonus, a slightly changed version can be played after beating it the first time around!

—Tim "AT pilot" Davis

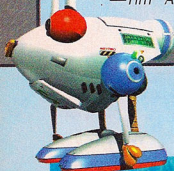


Jumping Flash! 2

Big Trouble in Little Muu



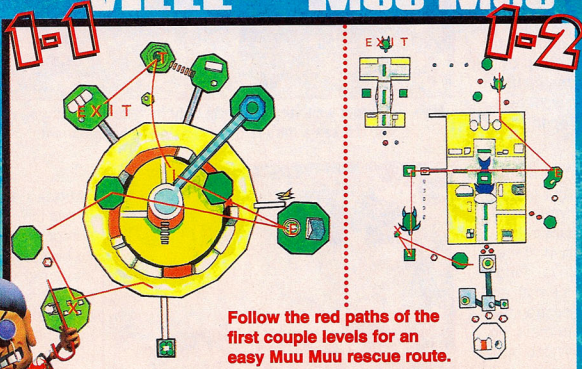
The life saving, three-step jump returns in JF12. Utilize this technique to your advantage as much as you can because it's always easier to over correct than under correct a jump.



THE WAY OF THE ROBBIT

BARONVILLE

LITTLE MUU MUU



Follow the red paths of the first couple levels for an easy Muu Muu rescue route.

Here is an example of the levels' construction you'll later encounter in the game. Remember your compass in sticky situations!

BONUS STAGES!



Finding a Golden Ring in the normal stages will gain you access to a special bonus stage where you can try and grab as many power-ups as you can in 60 seconds. Grab them all to get a free life!



PAGODA TOWN

2-1



Welcome to Pagoda Town, a land where boats fly and Muu Muus are plentiful! Many of the obstacles, such as the broken bridge (2) and the step ladders (3), you can skip by simply long-jumping over them. Keep your eyes peeled for a 1-Up enclosed in a temple opposite the exit at the end of the stage (4).

Muu Muus!



Finding the Muu Muus in this stage is still pretty straightforward, and in one instance (see bottom-left pic), you can spot three of them at a time on your H.U.D.

2-2

SHOGUN TEMPLE

Muu Muus!



In the middle of the temple lies an underground water passage that splits up the Muu Muus in groups of two. Run to avoid the ambushing spiders guarding the X one.

At the heart of this building is a raging whirlpool (A) that can be accessed by what appears to be a dead end (B). The walls with Aloha's Mug can be shot to reveal hidden items and power-ups. In situations regarding fighting on different planes (D), try to use the foreground to block enemy attacks.



This ancient warrior is tougher than he looks. Jump on top of him to kill him.



BOSS!

At the end of the ancient temple, you'll come face to face (well, sort of) with this warrior from the past.

To clear your path in a hurry, simply jump on top of his head repeatedly while shooting. He'll eventually take on more damage than you will for an easy kill.



B-1

TOWER OF BABEL

Muu Muus!



Two Muu Muus can be found immediately on the top of this stage. One is on the tower, and the other is near the crane.



Visually stunning, the Tower of Babel takes the game to new heights, literally. When you climb your way to the top of the tower (1), dive off the edge by the entrance (2) to get an extra life (3)! Don't waste precious moments trying to time your jump on the moving platform...just triple jump over it.



ANGKOR WATT

B-2

Muu Muus!



The fabled city of Angkor Watt is one of those stages that seems to pass by without you hardly remembering it. The Muu Muus are more diversely laid out here, though, and you'll have to do plenty of jumping to find them. Some crosswalks here (3) have big enough gaps for you to fall through, so be careful!



The first Muu Muu (E) is actually given to you by floating down a waterfall. The other three are on islands.

BOSS!

This ferocious Robbit-eating plant stands in your way from finishing the third stage. Avoid the standard jump-while-shooting tactic with him as you're more than likely to take more damage and be at the mercy of his teeth-infested jaws. Instead, try firing and moving to bring him down.



Remember to use your special attacks if you have them saved from another level.

SCHEEL FACTORY

4-1



The Schteel Factory has Muu Muus held hostage in some of the weirdest places yet. First climb the crane (2) to your left to rescue a Muu Muu. Shooting doors with the Baron's face (3) will reveal some hidden items, and the access to an extra bonus stage can be found near the pictured refinery (4).

Muu Muus!



Muu Muus X, I and T are all grouped pretty close to one another. The E one is far to the west in a separate area.

4-2

SECRET HIDEOUT

Muu Muus!



Beware of the ambush when trying to rescue the X Muu Muu. Lava pits pose little threat as you can survive them.



The Secret Hideout will take you through the extremes: to the cool shark-infested lake (1) to the intensely hot lava pits that dwell inside. Remember to always check your shadows (2) to avoid running into enemies that lie above you. Some baddies carry bombs with them here (3), so be careful what you shoot.



The tried-and-true method of firing down while jumping works well here.



BOSS!

This is a pretty cool-looking Boss! Unfortunately, this spider Boss is defeated as easily as the previous ones: Simply jump on his back while firing down at him at the same time. Don't worry about his little spider henchlings! They're no threat if you keep attacking the main one.



5-1

AMUSEMENT PARK

Muu Muus!



The Amusement Park rides will more often than not steer you in the right direction to finding Muu Muus.



The Amusement Park is by far one of the coolest levels in the game. A constant thorn in your side are the ever present missile-shooting enemies (1) that can knock you off your path. In the second ring of the mountain, you'll find a 1-Up (2). Carefully timed jumps (3) will let you follow a roller coaster any way it goes.

ALOHA FAMILY CIRCUS

5-2



Talk about insane! In this level, timed jumps are more important than ever (2&3). Rabbit will be doing everything: jumping from trapeze bars to being shot out of a cannon. On the ground you'll face the wrath of killer penguins. If all are successfully destroyed at once, you will be rewarded with a 3,000-point bonus.

Muu Muus!



Rescuing Muu Muus will test your skills to the max. In one instance, you'll have to become a trapeze artist (T).

BOSS!

By this time you've been attacked by a shark, an ancient warrior, a plant and a giant mechanical spider. What, you ask, could possibly top that? How about two crazed circus performers on giant

beach balls! Try to kill one at a time to avoid being seriously double teamed by these weirdos.



Concentrate your attack on one clown at a time for a quick victory.

CAP. KABUKI'S WORLD G-1



Captain Kabuki's world is wacked! Robbit will definitely be walking the tightrope here—you'll have to carefully plan your jumps in advance to avoid hitting something above you (3). Always be prepared to defend yourself against ambushing enemies (1) when you move in for a rescue!

Muu Muus!



Muu Muu's T and I can be found early in the level. One is on the railroad cart and the other is above it on the tunnel.



Avoid this Boss' mobile flamethrowers at all costs!

BOSS!



This Muu Muu packs a wallop! He'll first attack you with a wave or two of mobile flamethrowers, so be careful! Avoid the standard jump-and-shoot tactic, or he'll quickly dispatch you. Your best bet is to load up on special attacks beforehand and just unload on him before he can counter attack.



CAPTAIN KABUKI



At last, Captain Kabuki! While the Captain can give you a good run for your money, in perspective he's nothing compared to the giant mech-Muu Muu you just defeated. Kabuki's attacks are too ridiculous-looking to be taken seriously (flying hearts, guys?). However if you let too many of them hit, you'll realize that this guy's for real. After taking enough damage, he'll revert to a tank for the final battle, so keep firing!





system
publisher PlayStation
Namco

strategy talk

New things are still being discovered about this game every day. For now, here is Part 1 of 2 to chew on for awhile. Be sure to check out the hidden characters: Roger and Alex!

—Jason "C3PO" Streetz

TEKKEN 2

MOVES HOW-TO

Welcome to the first half of *EGM's* two-part look at Tekken 2, soon to be released for the Sony PlayStation. Graphics, gameplay and sounds all translate perfectly. Of course, nothing makes it more playable than a little know-how, provided in the following pages.

- △ × □ Buttons
- ▶ Direction
- CL Close range
- J While jumping
- UP Getting up
- DN On the ground
- R From behind
- OD Opponent is down
- CR While crouching

1 These symbols are located next to the name of a **1** move if it is linkable to another move on the list. Some moves were designed to fluently chain to another: These are not combos. The filled box indicates a preceding move to be followed by those marked with a hollow box.

Whiplash

Tooth Fairy

Spinning Low Kick

Triple Spin Attack

Scissor Spin Kick

Back Blow, Low Kick

3 Ring Circus

Back Spin Kick

Double Lift Kick

Spinning High Kick

Leg Cutter

Whiplash Double Lift

Blizzard Combo

Whiplash & Toe Kick

Whiplash & Leg Cutter

Screw Body Blow

Wind Mill Kick



JUN

Wind Mill Kick & Leg Cutter

Wind Mill Kick & Tooth Fairy

Blizzard Combo & Leg Cutter

Wrist Throw

Arm Lock

Belly to Back Throw

Wrist Slam

Counterstrike

Combo using ▶ ○ △ × □

+ Double Lift Kick ○ △ × □

+ ▶ ○ △ × □

+ ○ △ × □

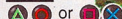
Combo using ▶ ○ △ × □

+ ○ △ × □

+ ○ △ × □

+ ○ △ × □

+ ○ △ × □



Herculean Throw

Naked Strangle

Stone Head

One, Two Punch

Spider Sword Leg

Rising Uppercut

Sky-Cleaving Leg

Axe Slice

Double Axe

Flash Punch Combo

Demon Scissors

Thunder God Fist

Devil Continuous Fist

Twin Pistons

Spinning Demon

Sweep Heel Cut

Axe Force



Destructive Fist

Violent Cleaving Leg

Earth Cleaving Leg

Hell Axle

Demon Uppercut

Shadow Feet

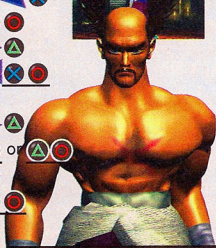
Tile-Breaker

Tile-Breaker Destructive Fist

No Crusher

Devil's Shoes

Gargoyle

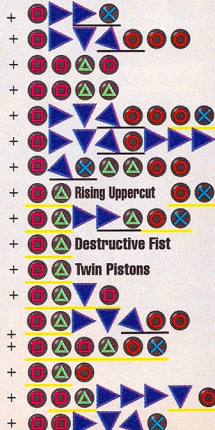


HEIHACHI

Combo using Rising Uppercut

+ ○ △ × □ or ○ △ × □ or ○ △ × □

+ ○ △ × □



1
1

Back Throw



Wrist Toss



Chest Smash



Flip Over Throw



Elbow Bust



Elbow Bust (step 1)



Elbow Bust (step 2)



Elbow Bust (step 3)



Elbow Bust (step 4)



Punch-Punch-Kick



Blonde Bomb



Punishing Slap



Punch-Kick Knockdown



Rapid Slap-Kick



Head Knee Assault



Flop Kick



Leg Slicer Combo



Flash Kicks



One-Two Hits



Can Opener



Roll Kick



Leaping Kick



Backward Toss



Shoulder Throw Buster(1)



Shoulder Throw Buster(2)



Turn Kick



Low Kick Combo



Jail Crusher



Corner Punch Combo



Flying Arrow



Corner Kick



Power Spin Kick



Grounder Punch



Leg Launch



Heart Punch



Stomach Punch



Cranial Assault



Triple Slaps



Neck Crusher



Crab Hold



Hell Hold



Leg Cross Hold



Double Hell Hold



Command Arm Lock



Spike Right High Kick



Spike Right Upper



Spike Right Low Kick



Creeping Snake



Creeping Snake + Left Low Kick



Creeping Snake + Left High Kick



Creeping Snake + Left High Kick



Flash Kick + Low Left Knee



Blonde + Right Upper



Blonde + Right Low Kick



Blonde + Right High Kick



Hopping Low Kick + Right Upper



Hopping Low Kick + Left Middle Kick



Hopping Low Kick + Right High Kick



Left Middle + High Kick



Winding Kick Combo



Toe Kick



Biting Snake



Right Low Kick + Backspin Chop



Counter Attack



Right High Kick + Left Spin Low Kick



Left Spin Low Kick + Right Upper



Right Low Kick + Back Spin Chop



PDK Combo + Right Upper



PDK Combo + Right High Kick



CR:UP



Stun Combos

There are certain moves which will stun the opponent long enough to execute an unblockable throw or even combo! If landed correctly, try some of the combos listed here (minus the combo starters).



- Combos using
- +
 - +
 - +
 - +
 - + Flop Kick
 - + Leg Slicer Combo
 - + Flop Kick
 - + Flop Kick
 - + Flop Kick
 - + Blonde Bomb
 - +
 - + Flop Kick
 - + Leg Launch
 - + Power Spin Kick
- Combos using
- + Power Spin Kick + Grounder Kick
 - + Leg Launch
 - + Flop Kick
 - + Flop Kick

- ALEX/ROGER Dash Uppercut
- DEVIL/ANGEL Laser Blast (Ground)
- MICHELLE Body Elbow (counter)
- KING King's Flicker
- NINA Heart Punch



system publisher **Super NES Nintendo**

strategy talk

This latest installment in the Kirby series is more than just one game. In fact, there are about eight separate games total. The difficulty isn't too hard, so even if you are not a great game player, you shouldn't have any trouble. It is a whole lot of fun to play, especially in Two-player Mode!

—David "Han Solo" Ruchala

Kirby Morph's

Kirby has tons of different morphs. These are only a few of them.



Bomb: Eat a bomb to get a one-hit-kills-everything weapon.



Electric: With this morph you can shoot through walls.



Umbrella: This also protects you from falling objects.



Rock: Once you get this morph, you can crush the baddies.



Fire: An excellent-ranged attack. You can hit from far away.



Wizard: Can cast a wall of crystals in front of him.



Bomb: Once you eat a bomber, you can then throw bombs.



Ice: You can freeze opponents that are attacking from above.



Mallet: You can really flatten your opponents with this one.



Ninja: Also known as Ryu Kirby. He has a Dragon Punch.



Sword: He can throw his sword like a fireball. Great for long-range hits.



Wheel: Use this when you need to get somewhere fast!



Music: You can use this weapon only three times but it kills everyone on screen.



Samurai: He has the ability to catch and jump off walls.



Samurai: He has the ability to catch and jump off walls.

Megaton Punch

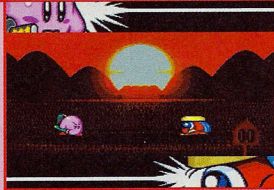


Timing is everything here. If you line up all three, you can split the planet.



The Megaton Punch contest helps you hone your timing. You have three different meters to line up. This contest will help lower your timing for the rest of the game.

Samurai Kirby



This will help you build up a fast reaction time. Wait for a flash and a beep then press the button quickly. You have until the counter hits 13 before the computer will get you.



A quick reaction time is essential for mastering this game.

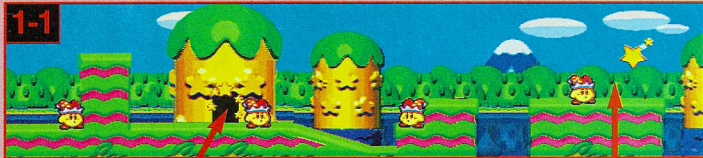
Gourmet Race



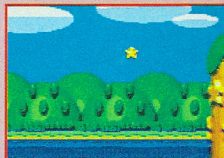
This is where those other two games will come in handy. You have to race Dedede and pick up as many items as you can. The best thing about this game is that you have the option to practice on each of the three courses that race Dedede on. It comes in handy by giving you an opportunity to plan ahead.



1-1



Spring Breeze



Go into every door you can.
Most carry helpful items.

Helpers are very useful
when attacking Bosses.



Whenever you see a star like
this, jump on it. It'll take you
to other parts of the level.



1-2



Stage 1 Boss



This Boss is very easy.
He will drop apples from his
branches. If you haven't morphed, you will want to catch his
apples and shoot them back at him.

Stage 2 Boss



These two like to
double team you.

The easiest way to beat
these two is if you're pow-
ered up. Wait until they pass
and hit them from behind. If
you are not powered up, suck
the blocks and spit them
back at the Bosses.

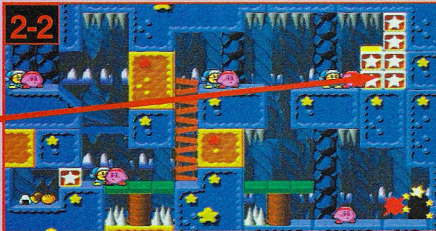
Stage 2



The 1-Ups aren't
too hard to find.

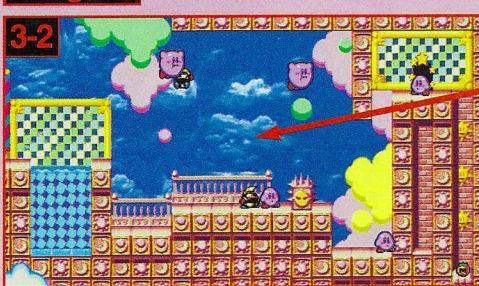


A mini-Boss awaits before
you get to the main one.



When you reach this stage, make sure you enter the door
located under the star boxes.

Stage 3



3-2

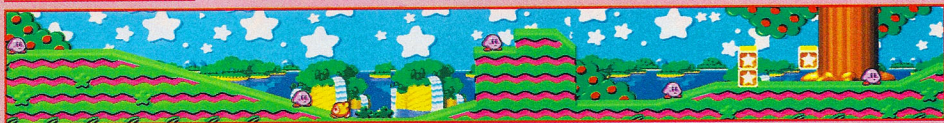


This Boss is tough. The best
weapon to use is either the
electric or the bomb because
each has a long range.



Stage 3 Boss

Dyna Blade



Stage 2 Boss



He's the chef, and if you're not careful, you'll be the main course. Don't worry—he is easy to beat. Just stay out his blasted frying pan's reach and use the Sword or Bomb Morph.



Destroy the bombs to get access to the ladder and 1-Up.

Stage 3

Make sure you get the star and the screen will catch up and smash you.



Watch out for falling objects—most explode.

You can pick up the Tire Morph here.



Stage 3 Boss



Don't use the Tire Morph against this Boss. It is easier to beat him with the Bomb, Boomerang or some other morph that has a range.

The Great Cave Offensive



Make sure you turn over every stone to look for a treasure chest.



This game is set up like an RPG. Your object is to collect as much treasure as you can. There are save points located around the worlds. Take your time and explore every nook and cranny. Most of the

chests are in plain sight, but some are a little tricky to reach.



This game is set up like an RPG. It has save points located throughout the game.

Revenge of the Metaknight



The water currents move quickly—don't get caught.

This was your enemy in the last game, but now it will get you to the enemy ship.

It is now your job to save your world. Are you up to the challenge? This next game in Kirby Super Star is more difficult than the others. You are going to have to use all of the skills you learned in the last games if you are going to beat this one.



Dragon's Lair II

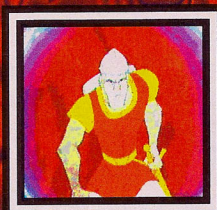


system
publisher **Saturn
Ready Soft**

strategy talk

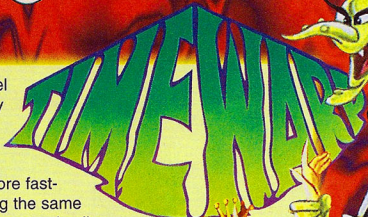
As much as Saturn fans will gripe about this next statement, it must be said in order to clarify the quality of this version as compared to the arcade: Video quality is poor, but it's hard to compete with the arcade. Beyond that, this is still a very exciting title.

—Jason "C3PO" Streetz & Tim "AT AT pilot" Davis



DRAGON'S LAIR II

Being the sequel to what some may call the grandfather of all FMV games, Dragon's Lair II provides more fast-paced action along the same hair-trigger-quick responsive lines as the first. This game is not for the controller-timid. Part 2 comes complete with 20+ moves per stage, compared to the five-10 from the first. The animation has been stepped up a notch as well. Another interesting feature added to this version was the inclusion of "hidden" special items which are optional to your overall survival but ensure special endings. Above each stage on these pages is the solve (U,D,L,R=Up, Down, Left, Right; S=Sword). Red letters indicate the areas where such items are.



LLLSDDRSRS
LDSLRRSLD

LEVEL ONE



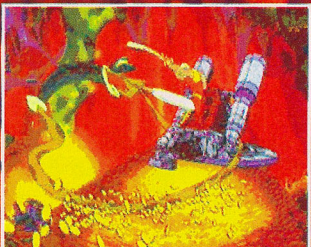
Escape the angered mother of the stolen damsel while attempting to permeate the dark castle unscathed. Be sure to try Up (rather than the first marked right) and Right instead of the second marked sword.



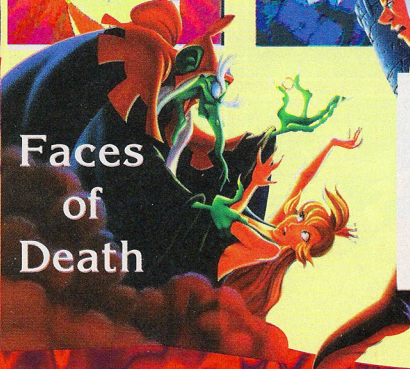
Pretty straightforward action. Welcome to the Time Machine.



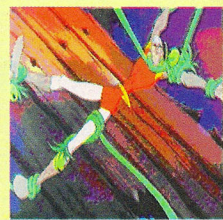
LEVEL TWO



Faces of Death



Perhaps one of the most entertaining aspects of this game is best avoided. Unfortunately, many of the death animations may never be seen by skilled players. In this editor's opinion, it's almost to their loss. Many of the animations are region-specific, with humorous elements interwoven into the morbidity of the effect. Excellent!



D L L R S S S S S S R S S L R S
 L S S L S S S R L S S S R S S



LEVEL THREE

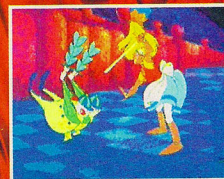
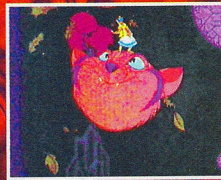
Try turning left at the high-lit sword maneuver to acquire the mysterious egg from a toppling platform.



S S S R R S D S R S L S S U L
 R R S L S S L R L S R L

LEVEL FOUR

Snag the secret goodie here by tapping Up at the specified sword area marked above. Keep on your toes throughout the entire stage!



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A memory card may be required for some features.



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 You're There



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Soul Edge



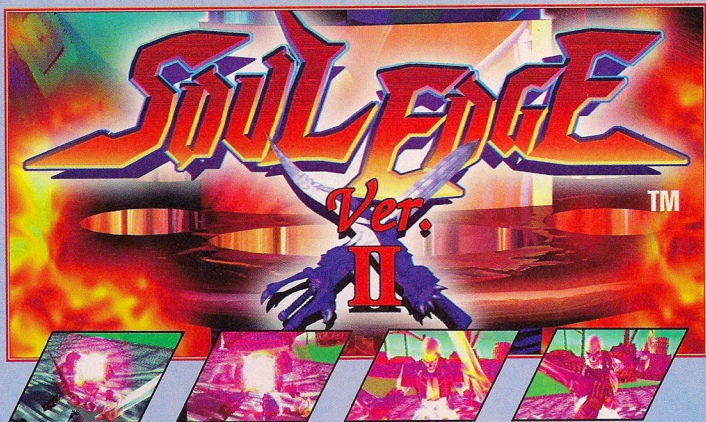
arcade

Namco

strategy talk

If you're a fan of the original Soul Edge, this one should definitely make you happy. However, if you're more of a Tekken 2 fan, then this new version still may not have enough new features to win you over. New get-up attacks, new unblockables and more add to the game greatly!

—Mark "Chewie" Hain



VERSION 2 IMPROVEMENTS

roster, bringing the total to 10 playable. Also, every character now has an unblockable. There are air-floating combos, new backgrounds and a new Time Attack Mode where you face all the characters in a certain order and you are ranked in 15-16 categories such as Win/Loss record.

Attack/Guard accuracy, etc. You can now abort your Critical Edge move (a powerful attack that takes half your guard meter). One other "improvement" is that your guard meter goes down faster (which kind of stinks since most of the "combos" are so easy to do).

- U=UP** **D=DOWN**
B=BACK
F=FORWARD
A=A BUTTON
B=B BUTTON
G=GUARD BUTTON
K=KICK BUTTON



Ver. 2 offers Hwang (playable in the Korean versions of the game) and the mid-Boss Cervantes to the character

Fearless Wretch: B,B,D,A

Prelude to Agony: DF,A

Imperial Fencer: F+B

Imperial Knight: F,B,B

Speeding Bullet: F,B,B,B

Monkey Kick: K,DF,K

Home Free: K,B,K

Dark Slash 2: A+B

Scarface: F,A+B

Hell to Fire: DF,A+B

Sabertooth Tiger: F,F,B

Darkside Kick: F,F,K

Dancin' Goblin: F,D,DF,B

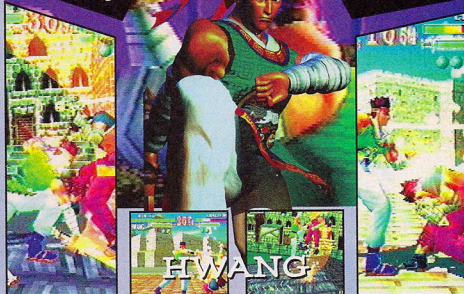
Self Destruct: D,DB,B,B

Heroic Act: DB,A+B

Ground Shaker: D+B

Hwang is an excellent addition to Version 2. He is extremely fast and agile yet, unlike Taki and Seung,

his hits pack quite a punch. His Critical Edge is a sword frenzy that slices up about 40 percent damage.



Cervantes is one of the strongest guys in V 2. His Dual Sword combos do massive damage.

His Critical Edge is a teleport drop from the sky that, when it connects, does 50 percent damage.



Glorystrike: F+A

Quest for Fire: F,D,B

Dropkick: F+K

Tightrope: D+A

Moonchild: D+B

Razor (while getting up): A

Firefly (while getting up): A,B

Firebird (while getting up): B

High Time: B,F,K

Atomic Blast: B+B,K

Razor 2: D,DF,F+A

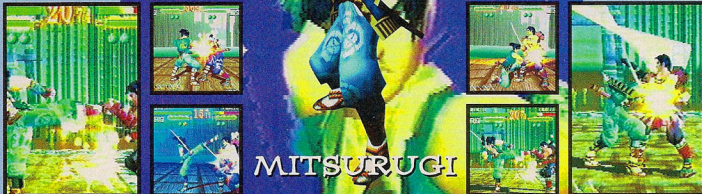
Firefly 2: D,DF,F,A,B

Firebird 2: D,DF,F,B

Wing Hopper: D,DF,F,K

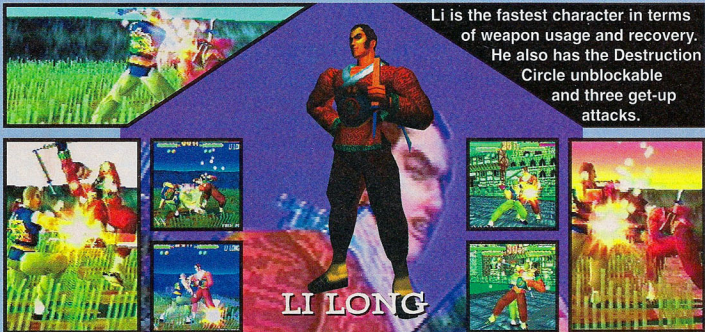
Fugitive: B,DB,D,DF,B+B

Mitsurugi has 19 new moves in all, including five new get-up attacks. He also has a new unblockable, the Hammer of God that can be devastating.



- Samurai Slash: F+A
- Darkside: F,A,B
- Nut Locker: F,D,A
- Genie Wave: D+A
- Shoulder Charge: F,D,B
- Middle Kick: F+K
- Hammer: F,DF,D,DB,B+B
- Division Bell: D,DF,F+A
- Division Slash: D,DF,F,A,B
- Div. Loop: D,DF,F+A,D,A
- Trooper: D,DF,F+B
- Rocket Kick: D,DF,F+K
- Styx: B,DB,D,DF,F A+K

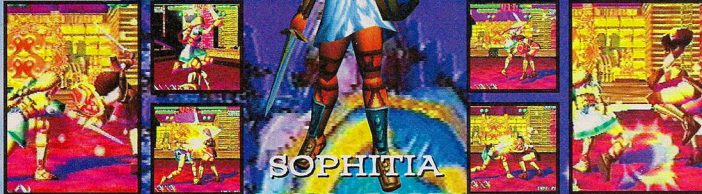
- Rattlesnake Bite: F+A
- Python Squeeze: F,A,A
- Viper Venom: F,A,A,D,A
- Boa Bite: F,A,A,A
- King Cobra: F,A,A,D,K
- Dance: F,A,A,D,K,B
- Hydra Fortress: F,A,A,K
- Hydra's Fire: F,A,B
- Komoto Dragon: F,A,B,K
- Sun & Steel: F,D,B
- Hot Stuff: D+A
- Whipping Fury: D+B
- Destruction Circle: DB, B+K



Li is the fastest character in terms of weapon usage and recovery. He also has the Destruction Circle unblockable and three get-up attacks.

- Permanent Exile: F+B
- Hooked on You: F+K
- Primal Scream: D+A
- Li's Tail: D+K
- Salute (while getting up): A
- Bad Spirit (while getting up): B
- Moonkick (while getting up): K
- Revenge (while guarding up): B
- Sunrise Slice: F,D,K
- Guard of Law: B,B,B,A,B
- Iron Butterfly: F,D,DF,A
- Asylum: D,DF,F+(B+G)

Sophitia has 12 new moves, including a cool Standing Guard attack and the Guardian of Law unblockable. Other than that, she still has short range.



- Skull Crusher: F+K
- Weed Waster: D+A
- Keep Away: D+B
- Spinning Low Kick: D+K
- Squirrel (while getting up): A
- Ace High (while guarding up): B
- Flipper (while getting up): K
- Burn Rubber: F,U,B,K
- Twister: U,A,B
- Running Free: B,D,A
- High Hope: B,F,K



Seung competes with Siegfried for longest range. She has 11 new moves, however she already had an unblockable in the original.

- Permanent Exile: F+B
- Hooked on You: F+K
- Primal Scream: D+A
- Li's Tail: D+K
- Salute (while getting up): A
- Bad Spirit (while getting up): B
- Moonkick (while getting up): K
- Revenge (while guarding up): B
- Sunrise Slice: F,D,K
- Guard of Law: B,B,B,A,B
- Iron Butterfly: F,D,DF,A
- Asylum: D,DF,F+(B+G)



- Woodcraver:** F,D,A
- Elephant Tusk:** F,B
- Power Cut:** D+A
- Bury the Stake:** D+B
- Sweep Kick:** D+K
- Brutal S** (while getting up): A
- Hunt** (while getting up): B
- Smash** (while getting up): K
- Fever:** D,DF,F+(B+K)
- Heart E.:** F,DF,D,DD,B B+G

ROCK

Rock is the brute strength of Soul Edge. He has 10 new moves including the Fullmoon Fever unblockable, making him a major force.

Siegfried didn't change a whole lot. He has excellent range with his Zweihander, and now he has an easy unblockable. He's got good endurance.



SIEGFIED



- Middle Slash:** F,D,A
- Under Slash:** D+A
- Royal Crasher:** D+B
- Low Kick:** D+K
- Cannon** (while getting up): B
- Brutal Kick:** F,F,K
- High Kick:** F+K



- Hungry Spider:** F+K
- Close To the Edge:** D+K
- Scorp** (while guarding up): A
- TNT** (while getting up): B
- UFO** (while guarding up): K
- Scorp Claw:** F,D,B
- Blood:** D,DF,FA

VOLDO

Voldo is the deaf mute fighter who amazes all. He only got seven new moves, the Blood being the unblockable. Voldo's agility is his best asset.

Taki is arguably the weakest character. Her hits do little damage and she has short range. Add that to the fact she only got six new moves!



TAKI



- Stargazer:** F+B
- Mid-Slicer:** F,D,A
- Midnight Sun:** F,D,B
- Low Blow:** D+A
- Shoulder Cutter:** D+B
- Striker** (while getting up): A

NBA HANG TIME

EGM² UPDATE!



strategy talk

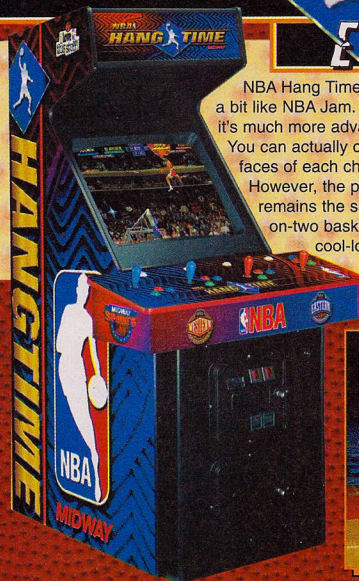
NBA Hang Time continues to light up the arcades, much like its predecessor NBA Jam did. So far, it seems the greatest asset Hang Time has over Jam is the Create-A-Player Mode, which everyone who plays the game seriously utilizes. Team Fire has also excited players since it's so devastating.

Other great features are the tricks—not just the same old tricks but the new ones, like Rooftop Court—and the new characters. The purpose of this update is to review a bit of the best features of the game and to give you some more tricks to try!

—Mark "Darth Vader" Hain

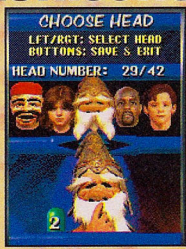
NBA Hang Time is quite a bit like NBA Jam. Graphically, it's much more advanced: You can actually create the faces of each character. However, the premise remains the same: two-on-two basketball with cool-looking dunks and

tons of techniques. Hang Time combines both of these elements, and creates one hell of a fun game. This update will quickly review the Create-A-Player Mode, plus give you some excellent codes like Baby-Sized Players, Big/Huge Head and No Pushing, which is excellent for two-player action.



PLAYER CONSTRUCTION

Create-A-Player is simple: It's the cost of one game but with no game time. It allows you to customize your character by changing height, weight, shot percent, etc. You're able to give privileges to your character like Hide Attributes (very helpful) and Big Head.



- NO TAG ARROW
- STEALTH TURBO
- BIG HEAD
- HIDE ATTRIBUTES
- IRON-BIG HEAD
- SUPER REBOUND
- SMARTER DRONE

The privileges are the best part of the Create-A-Player Mode.



There's a huge assortment of new heads to choose from!

JAMMIN' NEW CODES

A lot of the same codes for Jam work in Hang Time, like Tournament and Big Head Mode. However, there are new codes like Rooftop Court, ABA Ball and Baby-Sized Players. There are many more "trick" characters and a ton of lock box tricks as well!

NAME	NAME	NAME	NAME
ABCDE FGHIJ KLMNO PQRST UVWXY Z1234	ABCDE FGHIJ KLMNO PQRST UVWXY Z1234	ABCDE FGHIJ KLMNO PQRST UVWXY Z1234	ABCDE FGHIJ KLMNO PQRST UVWXY Z1234
JANER	DIVITA	JAPPEL	TURMEI

Besides the joystick movements like Jam, there's an MK3-type lockbox as well!

Tournament Mode	111
Baby-Sized Players	025
No Music Mode	048
Goaltending On	937
Max Block	616
Max Steal	709
Max Speed	284
Hyper Speed	552
Stealth Turbo	273

Unlimited Turbo	461
No Pushing	390
Fast Passing	120
Outdoor Court	hold <,T,T
ABA Ball	>,>,S,T,P
Big Head	^,T,P
Huge Head	^,P,T
Shot % on Twist Stick Clockwise	
^ = Up, > = Right, < = Left S=Shoot, T=Turbo, P=Pass	

pinball

Bally/Williams

strategy talk

I am not a super huge fan of pinball games, mainly because I sink at them. So when I find a game that allows you to live longer than 10-15 seconds, I'm already happy with it. Arabian Nights not only allows you to keep the ball alive, it also makes it fun to play! There are a ton of items on the board to catch your eye: from a large blue genie whose eyes light up, to a good-size lamp that spins for points when hit by the ball. The tales all follow the ancient Arabian tales we all love, from Ali Baba and the 40 Thieves to Aladdin and his lamp. It's a very cool pinball game!

—Mark "Chewie" Hain

Scorecard

Object: Collect the seven jewels of the Arabian Nights to rescue the princess.

Skill Shot: Fly the ball into play and hit the basket with the snake in it.

Multiball: Spell genie to light the locks; hit the Genie when lit to start multiball.

Jackpot: During multiball, hit the genie to score Jackpot. Shoot the lit Tiger Loop to re-light Jackpot.

Lamp: Spin the Lamp to Score Bonus, light Wish and score Lightning Value when lit.

Jewels: Complete lit Golden Symbols then shoot Magic Carpet to collect jewels.

Bazaar: Advance Bazaar letters. Orbs add Bonus X Value when lit.

Extra Ball: Shoot the right Passageway to score extra ball when lit.

Genie Battle: Strike the genie when all seven Jewels are lit to start Genie Battle.

Tales of the Arabian Nights



There are seven tales for you to follow (the lights on bottom, all of which you start by striking the genie.)



If you spin the lamp enough, it will light the "Make a Wish." Sink it (see circle), and you could earn two jewels!

Fireball Magnet

Shoot the "magic carpet" ramp to light the fireball, hit the ramp again to have the genie conjure a fireball. Next hit the genie to collect "Fireball Jackpot."



Genie Battle

When all the jewels are collected, the Genie Battle lamp will flash. Strike the genie to challenge him and begin the battle. Shoot all lit playfield shots to defeat the Genie and his skeleton warriors. Then hit the genie to banish him in unlimited multiball and smash the bottle that holds the princess!



Harem Tiger Lock

Strike the Genie to light a letter in G-E-N-I-E. All letters lit will light locks. Shoot the harem or pathways to lock a ball by the tiger. Then hit the genie to start Multiball. Hit the Genie to score jackpot, and shoot the left and right passageways to relight the lock.



Shooting Stars

Hit the large red targets to light the Shooting Stars. Then for a timed amount, the Stars will keep the ball from sinking and return it to you.

The Seven Tales

Collect the seven jewels from the tales to rescue the princess. Hit the genie when lit to start the next tale. Then shoot the lit Golden Symbols during the tale. Shoot the magic carpet ramp to collect the jewel.

1) Skill Shot

Shoot the ball into play and charm the snake. Hit the Magic Carpet Ramp for Super Skill Shot.

6) Aladdin's Lamp

Shoot the ball to spin the lamp. More lamp spins add more bonuses. Spin the lamp to light "Lightning Lamp" for added scoring and effects. Collect Lamp Bonus after every ball.

5) Harem Multiball

Travel through the Left Passageway to light a letter in H-A-R-E-M. When all letters are lit shoot into the harem to begin a quick multiball.

Make a Wish

Spin the Magic Lamp to light the Bonus to the top. This will light one Wish. Shoot into the Bazaar when "Make a Wish" is lit to choose your destiny which can be anything!

4) The Bazaar

Hit the small targets to light the Bazaar letters. When all letters are lit, go in the Bazaar to find a great prize.

3) The Lightes

If you're ever curious how many jewels you have, how many golden symbols you need or how many wishes you've had and used, just look to the playfield. If you don't get too confused, each area has the information you need.



tear-out

Here are the latest tricks and tips to keep you up-to-date on the hottest and newest titles.

SATURN:

FireCracker: B, F+K
 TopSpin: D, DF, F, UF, U+H
 A. Combo: D, DB, B, UB,
 U+H, H, H
 T. Combo: D, DF, F, UF, U+V, V, V

JUNE:

S. Kick: UF+K
 Comet Kick: D, DB, B, UB, U+K, K
 Clutch: (Near their legs)
 F, R+K
 Cartwheel: D, DB, R, UB, U+K, G

GORE:

Recipe: H, H, H, H
 Conversation: D, DF, F, UF, U+H
 Rest: D+K+G
 Increase: D, D, D

GERLET:

L. Scarlet: V, V, V, V
 Arrow: D, D, F, UF, U+V
 Storm: F, D, D, DB, B+V
 (Rapidly)
 Dance: B, B, B, F+V, V, AF+K

HAYATO:

Shiden: D, DF, F, UF, U+B, V
 Shoryu: While Dashing B, B
 Byukkohoo: F, B+K
 Asyura: D, D, D

ZELKIN:

T.R. Combo: B, B, F+B, K
 Javalin: (In air) D+V
 Super Jump: U, U or D, U
 Destruction: (During the Super)
 Jump D+K

RIMGAL:

Flame: D, DF, F, UF, U+K
 Lie Down: D, D
 Lower Flame: (While down) D, DF, F, UF, U+K

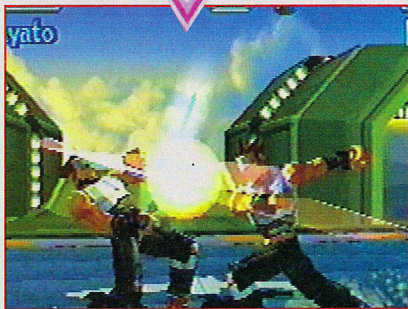
VECTOR:

Lazer: D, DF, F, UF, U+K
 Bazooka: F+V
 Low Bazooka: DF+V
 Roler Dash: DB+K+G

GAMOF:

Gamo Tornado: B, F+H, H, H
 Gamo Home run: D, DF, F, UF, U+K, H
 Gamo Screw: F, DF, D, DB, B+K
 Gamo Giant Swing: F, D, B+K

STAR GLADIATOR



Credit goes to Michael Coughlin for his update FAQ.

MOVES KEY

B=Back
 K=Kick
 V=Vertical Attack

H=Horizontal Attack
 G=Guard
 DB=Down Back
 DF=Down Forward
 UF=Up Forward
 UB=Up Backward



KILLER INSTINCT

GARGOS REVEALED!



To play as Gargos, press Up then FP, MP, MK, FK, MP, QP, QK, MK. Gargos should appear in the bar of characters and will now be playable. Also, try playing through the game with him to see his ending.

MOVE LIST

- Shoulder Rush**
D, DB, B + MK/FK
- Jumping Slam**
D, DF, F + FK
- Torch**
D, DF, F + GP
- Flight**
Up + FP
- Air Fireball**
D, DF, F + P (IN AIR)
- Laugh**
D, DB, B + FP
- Uppercut**
D, F, DF + FP
- Combo Breaker**
F, D, DF
- Enders 1-4**
D, F, DF + FP
- Ender 5**
HCF, B + FK

tear-out

PLAY AS EVIL RYU

To play an Evil Ryu you must: go to Ryu, hold Start for one second, then go to Adon, Akuma, Adon and back to Ryu. Press and hold Start then press Punch or Kick. His moves are the same except for a three-hit Dragon Punch and Akuma's Demon Super: WP, WP, F, WK, FP.

PLAY AS SF2 DHALSIM & ZANGIEF



Go to Dhalsim and hold Start for one second. Then go to Zangief, Sagat, Charlie and back to Dhalsim. Hold Start and press Punch or Kick.

Yoga Fire: D,DF,F+P

Yoga Flame: B,DB,D,DF,F+P



Go to Zangief and hold Start for one second. Go to Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken and back to Zangief. Hold Start and press Punch or Kick.



A secret aspect of the game is a special fight you will have if you go six rounds without losing. You must also finish each round with a Super or Custom Combo. After this, you'll have a small dialogue between the fighters before the match.

Ryu—Sakura
Adon—M.Bison
Chun-Li—Gen
Guy—Rose
Ken—Dan
Dhalsim—Zangief

Gen—SF2 Chun-Li
Sakura—Sagat
Rolento—Sodom
Zangief—Birdie
Charlie—Rolento
Birdie—Dhalsim

Rose—Akuma
Sodom—Ken
Sagat—Adon
Akuma—Ryu
M.Bison—Charlie
Dan—Guy



CHARACTER MID-BOSSSES

WAR HEAD

Single Missile: B, F+HP+LP
Double Missile in 3D: (3D) B, D, F+LP
Exploding Stamp: F, F+HK+LK
Shockwave Fist: (3D) B,U,F+HP

KABUKI JO

Hotfoot Containment: B, F+LP+LK
Extended Staff Attack: D, B+HP
Sai Throw: D, F+HP
Triple Sai Throw: (3D) D, F+LP
Slicer: F, F+HP+LP
Single Fireball: B, F+LP
Double Fireball B, B, F+LP
Triple Fireball B, B, B, F+LP
Katana Slash: B, F+HP+LP

CY-5

Teleport: F, F+LK
Instant Combo: D, B+HP
Low Beam: B, D, F+LP
High Beam: (3D) B, U, F+HP
Electric Shot: B, B+HP+LP
Energy Spheres: B, B+LP

TAK

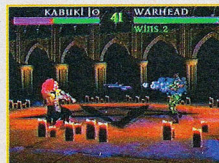
Rock Toss: F, F+HP
Stomp: (3D) B, U, F+LK
Suplex: F, B+LP
Backbreaker: F, B+HP
Bodyslam: B, F+HP

PAGAN

Teleport: F, F+LK
Skeleton Containment: B, B+LP
Electricity: F, F+HP
Helicopter Kick: B, D, F+HK+LK
Leg Toss: B, F+HK+LK

VALLAH

Bear Trap: D, B+HP
Charge: F, F, HK+LK
Gator Bite: B, D, F+LP



Shield: D, B+LP
Axe Throw: D, F+HP
Double Axe Throw in 3-D: (3D) D,F+HP
Overhead Chop: F, F+HP
Sword Swipe: B, F+HP

MAXIMUS

Teleport: F, F+LK
Net Containment: B, F+HP+LP
Mace: D, F+LP
Hammer: B, D, F+LP
Headlock: F+HP
Grapple: B, F+LP

AHUA KIN

Teleport: B, F+LK
Containment: B, B+LP
Charge: F, F, HK+LK
Clothesline: F, F+LK
Hurricane Staff: D, B+HP
Stab: D, F+LP
Single Blowgun Shot: B, F+HP
Double Blowgun Shot: B, B, F+HP
Triple Blowgun Shot: B, B, B, F+HP

VOODOO

Teleport: F, F+LK
Snake Pull: B, B+LP
Low Bat Attack: F, F+LP
High Bat Attack: F, F+HP
Cyclone Claw: F, F+HP+LP
Bone Rain: (3D) B, U, F+HP

ANUBIS

Teleport: F, F+LK
Pyramid Containment: B, B+LK
High Staff Attack: D, B+HK
Low Staff Attack: D, B+LK
Double-hit Low Staff Attack: D, B+LK, F, F
Staff Throw: F, D, B+HP
Charge: F, F+HP+LP
Fireball: B, F+HP

Credit goes to Patrick McCarron and Icemaster for their updated info.



HP=High Punch
LP=Low Punch
HK=High Kick
LK=Low Kick
D=Down U=Up
F=Forward B=Back
3-D=3D Button



Remember Last Year?

you say... **YES**

Anticipating this year?

you say... **YEAH**

**First stop: Mall of America
Minneapolis, MN
August 30th - September 1!**



GRAND POWER

SOUL EDGE

Ver II



After a long journey fraught with arduous effort, Hwang seizes the blade of his desire, only to learn of its immense evil. Disgusted, he relieves himself and others of the sword by tossing it away for all time. He no longer needs to search for such power as the sword may

have afforded him. Upon returning home, now a man, he is called to a higher purpose. Spending time with his kind, he learns of local evil and begins his quest to overthrow the tyranny affecting his people.



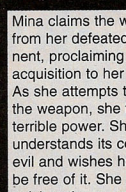
Li Long defeats his final opponent, suffering much damage. As he reaches to pluck the Soul Edge from its corpse, he feels compelled to utter the name of his love, Chie. Apparently, this invocation of her name saves her from a fatal back wound. Worried and aware of the time that has passed

she comes to believe him dead. Shortly after her loneliness and sorrow begins, she discovers that she is to bear the Li Long's child without his presence. She prays for his ethereal company for the child.



Rock had finally seized the Soul Edge. Evil be its sword, so evil be its power. Because Rock touched the sword, he lost his strength and visions of fear filled his head. He saw a mother's smile, a filling warm meal and a nice soft bed to rest in. His mind turned to Bargoo, where he longs to

be. A young child needs his protection, as he once did long ago. His quest for the sword took him away, and now it's time to return. He chooses to live life in the present and fears not what the future will bring. Gathering his items, he leaves for home.



Mina claims the weapon from her defeated opponent, proclaiming her acquisition to her father. As she attempts to lift up the weapon, she feels its terrible power. She understands its corrupting evil and wishes her fate to be free of it. She relinquishes the weapon to Earth, as she approaches her father. Basking in the sunlight of the area, she reflects and decides to return to the warmth and comfort of her home with her father.



Seigfried examines the weapon and is aware of its evil. He discovers that evil, demonic spirits dwell within its blade, pervading those who possess it over time until they become demons. Wanting none of this, he denies the weapon and casts his sights toward the nearby village. However, in the village, he finds an evil presence, lurking in the shadowy regions over the city, preparing its menace upon those hapless civilians below. It seems a warrior's plight is never done.



Sophita spies the blade's ugly presence. She casts her attentions upward, thrusting her own weapon into the sky. The gods notice this, casting a beam of light that collides with the dreaded weapon, destroying it. Soul Edge lies in a pile of pieces.

After a bit of deity intervention, she feels safe in their power for many years to come, breaking bread with her sisters. She never again thinks of the weapon or its power, relinquishing herself to the will of the gods who protect her.



With her weapons, armors, items and resources destroyed, Taki finds herself possessing the Soul Edge, aware of its true nature. She has some dealings with foul spirits, and thusly finds herself taming the foul weapon to her will. Half a year later, she has the

blade under her command, using it to smite old opponents who once challenged her. Soul Edge becomes her mighty weapon of justice and right will.

Voldo proudly claims the weapon in recognition of his dead master's last wish. He enjoys its might for a brief moment, running its dreaded blade along his cheek. After this display of morbid affection, he returns to his lair, already full of treasure. As he rests the Soul Edge to its place of display, he finally feels fulfilled. His soul is lightened briefly, as he knows now that his master's last wish is complete. However, he remains aloof, aware of the fact that others will soon come for the blade.



Cervantes takes the foul weapon from the clutches of its fallen former owner and feels its awesome power. He summons forth a massive fleet, proclaiming that he will reform the world in his image. The fleet awaits his command, ready to do his will...and all is good.



Misturigi plucks the weapon from his fallen foe, and seems dissatisfied at first. He casts the blade toward the heavens as a final test. He discovers finally that this was not the weapon to be the object of his search. Turning his back on the weapon, he resumes his unending search for his blade, conforming only to a strict code of requirements. He seeks the "sword of legend." Apparently, he resorts himself to the hearsay of others. He journeys for the most sacred blade of his desire.



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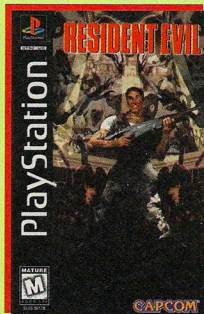
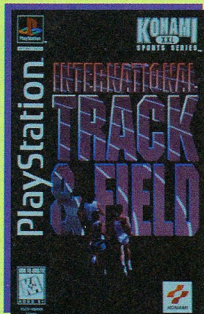
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Activision	8-9, 33	Interact Accessories	115	Tommo, Inc.	112
Advanced Productions	71	Japan Video Games	110	20th Century Fox	20-21
Blockbuster	12-13	Konami	38-39	U.S. Gold	34-35, 64-
BRE Software	109	Nabisco/Gummi Savers	37		65
Capcom	7, 51	Namco Hometek	25-27	Video Game Discounters	113
Crave	114	Nintendo	2-3	Virgin Games	4-5, 45
Electronic Arts	46-47, 60-	Pandemonium	107	Virtual i-O, Inc.	29
	61	Playmates	19	Working Designs	69
Epitaph Records	17	SVG	31	World Intl. Trading	108

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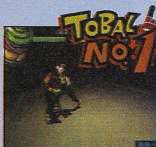


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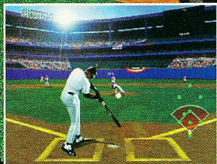
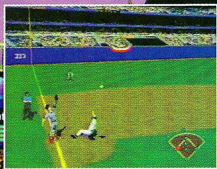
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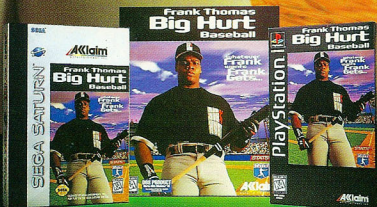
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