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June 1999
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#74

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GI MAGAZINE

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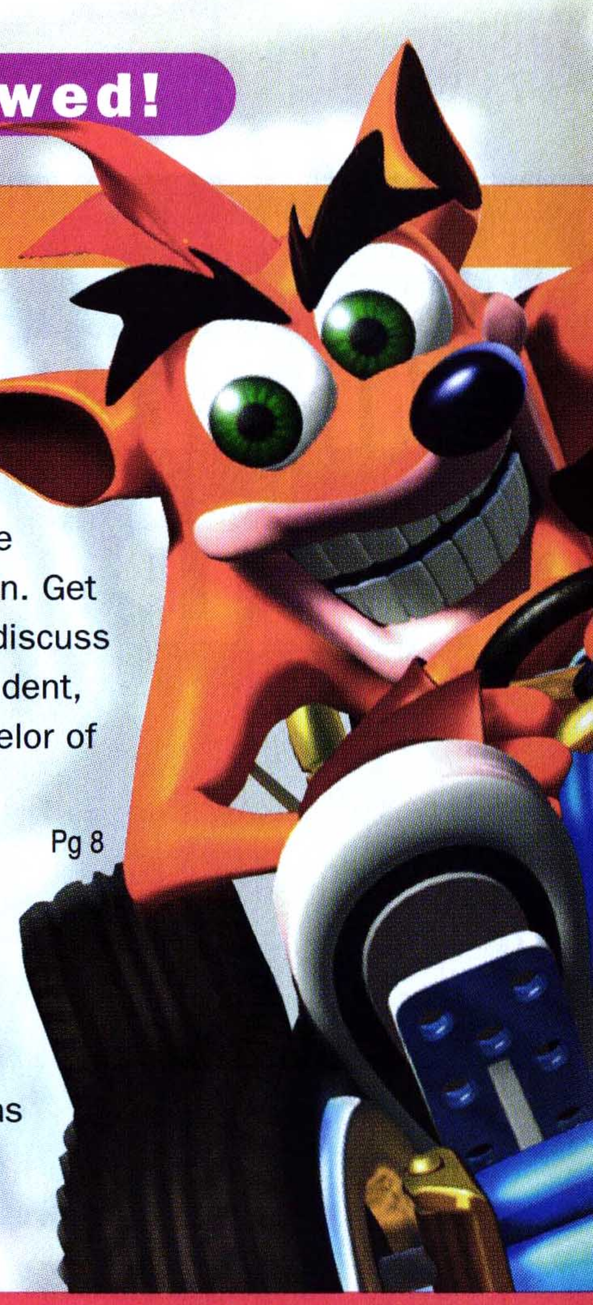
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Game Boy
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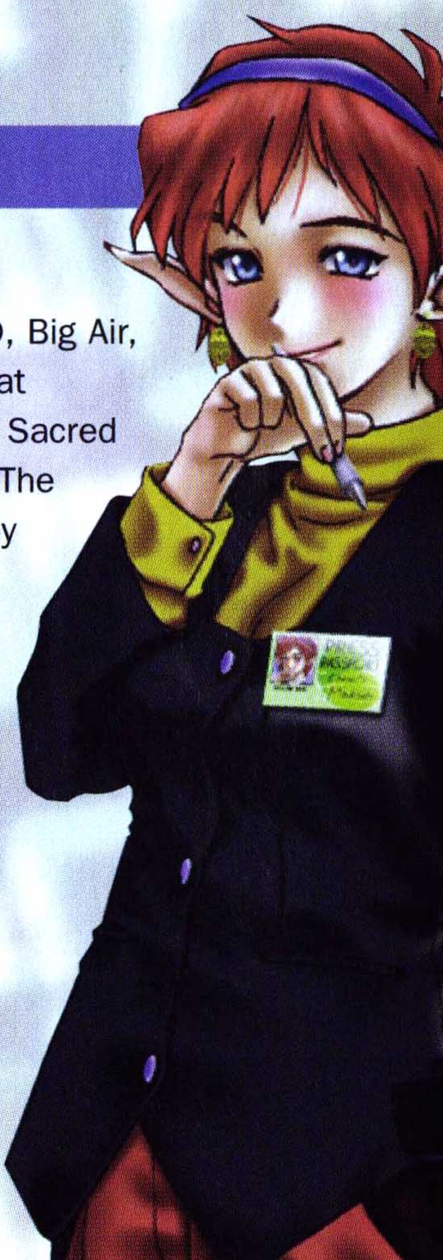
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Wild game, baby.

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LETTER FROM THE EDITOR

Gettin' Giddy With It!

BY ANDREW McNAMARA

While I have been chastised by my gaming brethren in the past for being a Sony loving, Sega hating editor, I'll be the first to tell you I'm getting pretty excited about the upcoming launch of Dreamcast. It goes without saying that I still have a number of reservations about Sega's plan and the machine itself, but it all seems to be coming together quite nicely. (I'm a cynic, what can I say?)

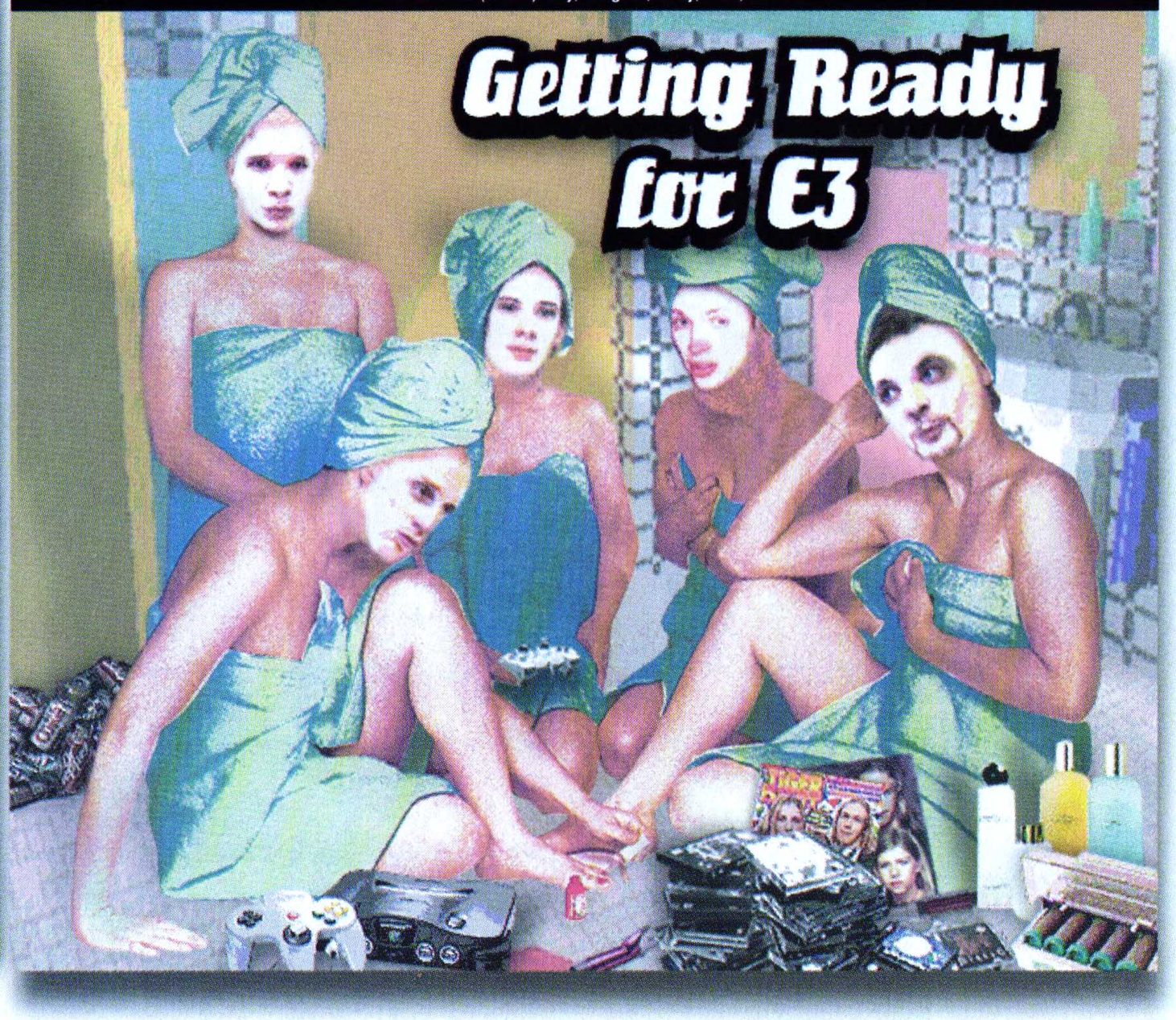
Perhaps the news about Dreamcast's super-low launch price is the source of my giddy behavior. Or perhaps it's the lineup of games that's shaping up to be, in the words of Yogi Bear, "better than the average" launch. Hey, for all I know, it could just be because I love playing GetBass!

Or maybe, just maybe, Sega wised up and started putting something in the water to sway people to its new machine – some kind of super elixir. But I doubt it. However, if I were a bettin' man, I'd put my money on the fact that the Dreamcast launch is a sign of change. A new system means that anything can happen. I can smell it. And I like it.

In the past, I have made my judgments of the Dreamcast from what I feel history has taught us, but as I watch Sega gear up for the launch, it seems to be doing everything against the norm. Which in the end, may end up to be quite revolutionary.

I can already see that hardcore gamers are going to jump onto the Dreamcast like carnies on a bottle of gin. But what is going to be the title that brings in the masses? Sonic? NFL 2000? If Sega can find that mysterious piece of software, they most certainly have a chance in the next round of hardware wars that are just on the horizon. And in the days leading up to the launch, I know I'll be gettin' giddy with it.

Girlie Gamers (L to R): Jay, Bergren, Andy, Paul, Reiner.



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Paul, The Game Professor
paul@gameinformer.com

"Last month, I abstained from recalling my fondest Star Wars memory. This month I'll share it with you. It was just two years ago and my parents were cleaning out their house in preparation for a move. My mom hands me a box and right on the top is an original 12-inch Chewbacca. Score! It doesn't have a box, but it is in great shape. I have attended industry conventions every year since '93, but I will have to skip this year's E3. It's not that bad. I don't care for L.A. and I recently went to the Tokyo Game Show. Still, the streak is broken."

Andy, The Game Hombre
andy@gameinformer.com

"Whew! What a month. Running this place is like running a mad house. As a matter of fact, I think Aaron Spelling could turn our day to day office life into an awesome Fox show. We've got all the perfect characters like Jay, The Big Word Gamer, running dictionary definitions in his blurb, and writing previews that demand a master's degree to understand. Reiner, The Flippin' Out Gamer, who rants that if anything he writes ever gets edited, it's completely and utterly destroyed. And then there's Matt, the New Guy Gamer, completely lost, not knowing what city he's working in. Give me a call Aaron, I see smash hit written all over it."

Reiner, The Raging Gamer
reiner@gameinformer.com

"My brethren here at GI are accusing me of having an attitude problem. Just the other day I overheard the Gonzo whisper, 'He's mad again.' Well, duh. I'm the freakin' Raging Gamer, not Bill Cosby! I'm angry twenty-four hours a day. If you want to cool my jets, then stick me in front of a good vid or Star Wars. Only then do I find inner peace. Lately, I've been a little high-strung. The Gonzo doesn't share the same enthusiasm for Star Wars as me, Jar Jar gives me a headache, and Elizabeth Hurley still hasn't returned my Resident Evil 2 T-shirt."

Bergren, The Game Burrito
bergren@gameinformer.com

"The three day party and game extravaganza, aka E3, is fast approaching. Sure, I want to see the new games, but I confess, I'm more excited to have a billion dollar industry kiss my big ol' butt for three days. During most of the year, I'm a lowly magazine editor working long hours for table scraps, but at E3, my fellow editors and I make an amazing transformation into kings as the gaming industry showers us with limo rides, free food and spirits, and plastic bags full of worthless free crap."

Jay, The Gonzo Gamer
jay@gameinformer.com

*"dynastic (dy*nas"tic) adj. 1. of or relating to a dynasty or line of kings. dynasty (dy"nas*ty) n., pl. -ties. 1. a sequence of rulers from the same family, stock, or group: the Ming dynasty. 2. the rule of such a sequence.*
*replete (re*plete") adj. 1. abundantly supplied or provided; filled: a speech replete with sentimentality. 2. stuffed or gorged with food and drink. 3. complete: a scholarly survey, replete in its notes and citations."*

Matt, The Original Gamer
matt@gameinformer.com

"Who is the O.G. and where does he come from? It all starts in my homeland of Romania. There I was, a small gypsy lad who made his living picking pockets and telling fortunes. It was a simple life, until a corrupt cop captured me and put me on a ship to America. I made my way to Minneapolis, where I quickly took to burglary. Last week, on a routine house break-in, I crept into the living room, only to find the Game Hombre playing Zelda 64 in his underwear. During a brief altercation, I trapped Andy in the Boston Crab until he promised me a job."

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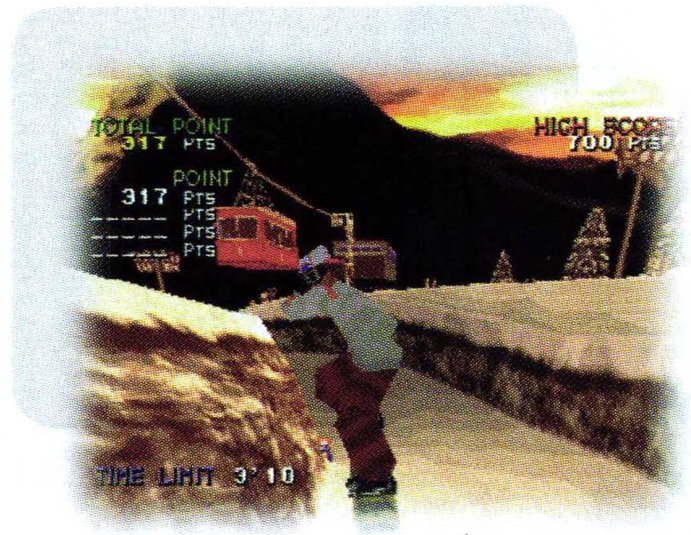

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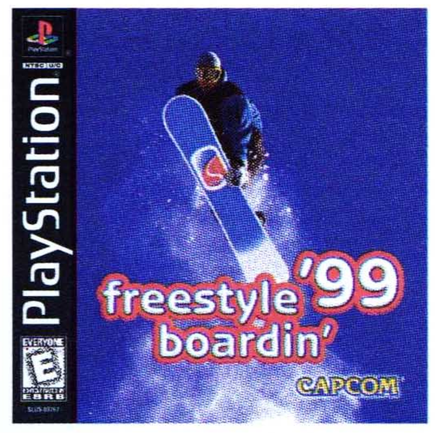

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Letters From Our Readers

Questions Concerning Imports

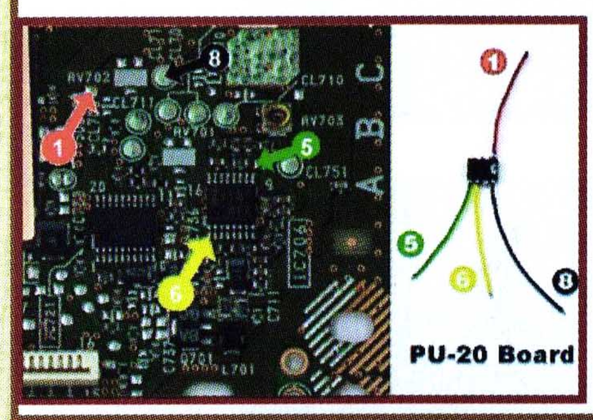
I have recently been looking into buying an import (Capcom Gen. 2: Ghosts and Goblins). Do you know the best place to purchase import games? Also, I heard something about needing a converter for my PlayStation. Do I really need one, and if so, where is the best place for this kind of thing? I would really appreciate it if you could help me out.

By the way, I have been reading your mag for about 6 years now. You guys have some balls. Some of your reviews are so insulting (funny) that I wonder if Acclaim or 989 Studios programmers set up car bombs for the reviewers. You got the best magazine around. It's amazing how NP gives the worst N64 games 8.0 and up... hmmm....

Chuck Agnew
via aol.com

We do buy our fair share of import games, but we haven't got all the answers. Obviously, the Internet is a great way to find more information and nearly every large city has a few stores that sell Japanese games. If you can't find any place to buy imports around your town, we recommend BuyRite (www.buyrite1.com). It is very reliable. Regarding the ability to play Japanese (import) games, you do need a converter. It is actually a small electronic component that needs to be wired to the CPU board inside your PlayStation. This component is commonly referred to as a ModChip and is offered by many of the same places that sell import games. The ModChip is sort of risky because it can fry your PS-X if installed incorrectly. It also doesn't help that Sony isn't too fond of the folks that sell them. You may have to search around a bit for ModChips. (Sorry we can't be more specific. Sony has loaned us a special PlayStation that plays all Japanese titles and we've never used a ModChip.)

When you've been around for so long, there are only a select few in the industry who'd dare set bombs in your cars. So most of them leave them under our desks.



Therapy for PlayStation Neglect

I am on this Starcraft kick and need help. I have been neglecting my PlayStation and other systems. This, I must say is pretty sad. I am in school and go to work, so it is hard to find the time. Can you suggest a way to work around this?

Cameron Ostrander
via netscape.net

The first step in winning back your systems is good old fashioned loving care. Gently soothe the console with kind words, take it to the park, and out for ice cream (double dip). When you have won back its heart, take the PlayStation and fire up your favorite game. Play the game for about 15 to 30 minutes. Next, get back to Starcraft, because everyone knows that it will never be as good on the consoles. You have the best of both gaming worlds – roll with it.

Twisted Metal 64? Never!

You know how they have Vigilante 8 for N64? I was wondering if they were going to make the Twisted Metal series or Rogue Trip for the N64?

Brian "monkey" Davidson
Geyserville, CA

Since Twisted Metal is created by Sony subsidiary 989 Studios, the likelihood that Sony would ever bring one of its most popular PlayStation franchises to N64 is nil. Never happen. On the other hand, you never know about SingleTrac's Rogue Trip. This game could spawn on N64, Dreamcast, or even Game Boy.

While we're on the subject of successful franchises, Pokémon will never be on Dreamcast or PlayStation.

The Evangelist Speaks in Defense of GI

I just finished reading Dear GI in the April issue and I am seriously PO-ed. For everybody like Craig Ravitch who thinks they know better than the GI Editors, I'm going to explain this once and for all. The GI Editors have been in this business for over six years. THEY KNOW WHAT THEY'RE TALKING ABOUT!!! If a game gets a bad score, there is a reason for it. If you don't agree with that reason, don't whine about it. Not only are you challenging a decision made by people who have more experience than you, you are wasting valuable space in the magazine. I pay twenty bucks per year to subscribe to GI, and when I read letter upon letter from people who don't like the score their favorite game got, I'm wasting time and money. If you really feel that strongly, buy the game anyway! A game's score is the GI Editor's OPINION on a game. If you don't agree with it, that doesn't mean you can't buy and enjoy the game. Arguing with GI only proves that you can't take criticism and shows how weak your gaming kung-fu really is!!!

Harry Huberty, The Evangelist Gamer
via uswest.net

Thanks Harry. You're right about wasting space, but sometimes we just can't resist the temptation to lambaste a whiner. Plus, we are trying to open the door to actual constructive criticism and crush the type of letter we get from the reader you mentioned.

Most Original Letter of the Decade

Since you're probably pretty tired of numbered questions, I've decided to ask mine as an Aristotelian dialogue between Diogenes, a Greek philosopher, and Squirtle, a Pokémon.

Diogenes: I see that Nintendo has released Super Smash Brothers.

Squirtle: Squirtle squirtle.

Diogenes: I am well pleased that the Minnesota Game Cynic School of Philosophy has rendered a positive judgment of the game's merits, and plan to buy it as soon as possible.

Squirtle: Squirtle. Squirtle squirtle squirtle.

Diogenes: I, too, wish they had included more characters. However, surely you must admit that this raises certain ethical questions. For example, why Nintendo chose to use Purin's Japanese name, rather than the American "Jigglypuff," and how does this reflect on the final game? And do the Pokémon in the game evolve, such as Purin becoming Pukrin?

Squirtle: Squirtle?

Diogenes: Nonsense. I personally happen to like the character, despite its obvious unsuitability in a fighting game. Nintendo obviously sees her as heavily marketable, especially to the collectable bean bag set. But that notwithstanding, precisely how can Game Informer get created each month when it is obvious from the GI Office Cam (TM) that no one seems to do anything other than play games?

Squirtle: Squirtle squirtle.

Diogenes: .....

Squirtle: Squirtle squirtle squirtle squirtle. Squirtle squirtle!

Diogenes: Well, when you put it that way, I agree.

Rob Wintler
Derwood, MD

First of all, Purin's name was changed to Jigglypuff for the American release of Super Smash Bros. None of the Pokémon transform in the game.

As for the GI Office Cam, it is selective about what it will capture, and will stray away from a subject it determines to be busy. Plus, the Cam hates to see people typing. We'll see if we can set it to "Work Mode" for you. It is a major misconception that all we do is play games. As you may or may not know, we squeeze in some time to do daily updates for gameinformer.com and, as you can see by the magazine you hold in your hands, the work is always completed.

April Fool's Joke Not Exposed

Was what you said about the Final Fantasy collection in your April 99 issue an April Fool's joke? If it was, it is a very cruel one. You said that FF 4 would not be included. If this FF collection thing is not a joke, then will the collection include FF 1, 2, and 3? (The Japanese version, of course!)

Chris "Big Boss" Thompson
via aol.com

This is not a joke. The Final Fantasy Anthology is coming to PlayStation this summer. Final Fantasy IV will not be included (like it was in Japan), but we can tell you where to get a completely translated version. Just grab Final Fantasy II for the U.S. Super NES. It's the same game minus some new CG stuff. We have not heard of plans to re-release the NES Final Fantasy collection, but you can still find the original Final Fantasy for the NES. Unfortunately, parts II and III never made it to the U.S.

By the way, there is no April Fool's joke. (Except for the picture of Pappy Bergren. He's not really our pappy.)

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

Envelope Art

June Winner Matthew Hadley, Red Oak, TX

Link's exciting new workout is loosely based on Tai Bo.

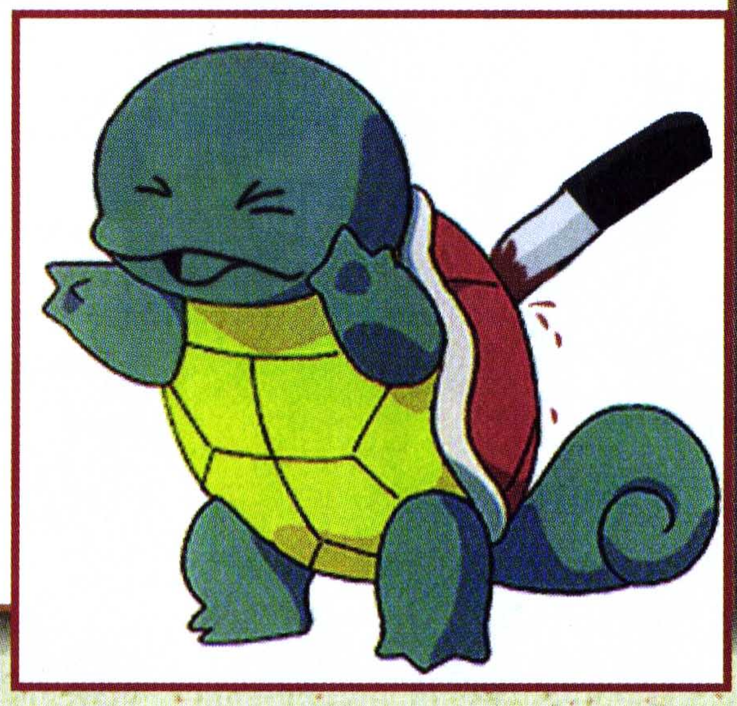
Pokémon Hater

Hey, I'm tired of hearing about Pokémon. What is the deal? All the people who like Pokémon are nerds! All they do is sit and talk about it. They are all nerds who sit and study and talk about Pokémon and math. I am tired off hearing about and seeing all these people who like Pokémon. What is so special about it? All you do is find all the dorky imaginary things.

Tim Hamilton
via hotmail.com

Solve 3z + 7 = 8z - 3. z = Squirtle! Whether with pop music or the hottest show on TV (which for many is Pokémon), some people just love to go against the popular consensus. We are referring to you.

Do your own thing and get yourself a Pokémon t-shirt and put a red X on it. General consensus around here is that Pokémon for Game Boy rocks, but not everyone can like it. You don't have to go with the crowd on this one, but you are missing out on a video game phenomenon that's bigger than the both of us.



The Bit War Continues

I'm responding to your article on pg. 21 in your April issue. The one about the new PS-X 2. In this article it states that the new PS-X 2 is a 128-bit machine with a 250 MHz processor, and that the Dreamcast is 64 bit with a 200 MHz. Well, according to the pros at Fantasy Realms in W. Spfld, MA, where I'm from and bought my own Dreamcast, it is 128-bit and has a processor four times the speed of the new Pentium III. Unless they are wrong, I would have to agree with Craig R. on pg. 8 with the part about your hand in Sony's butt. Sony might have something for us gamers, but until I see it, I'll have to support the Sega Dreamcast. Nothing on the market today can compare!

Moreil
via aol.com

We must refer you to the Dreamcast Technical Page (www.canadawired.com/~gvink/Sega), the Net's best site for just this subject. Proprietor Gordon Vink has this to say, "The Semiconductor Industry Association (SIA) bases its classifications for a CPU's bitness on external bus sizes. The maximum width of the [Dreamcast's] SH-4 external data bus is 64 bits, so the SIA would classify the SH-4 as a 64-bit RISC architecture. We here at Dreamcast Technical Pages classify the SH-4 as a multiple bit-sized CPU where it uses multiple bit sizes for maximum advantage depending on the function of the CPU."

Based on this information we tend to agree with Vink, and we will not call the Dreamcast 128-bit. But forget about bits, they mean little.

They Get All the Good Games...

Why do the Japanese get all the good games before WE do? We get stuck waiting to see if the game will even make it here (that goes for systems too).

Abraham Acosta
via pacbell.net

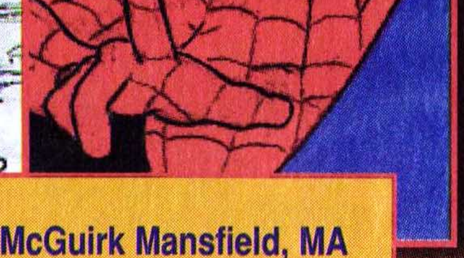
Console systems are, for the most part, manufactured and designed in Japan and other parts of Asia. Sony, Nintendo, and Sega all have headquarters in Japan. Game development companies like Square, Namco, and Capcom are headquartered in Japan. See the pattern?

You only think that the Japanese get all the good games because you only hear about the good games. The Japanese gaming market is overrun with crappy games. For every good game there are about 20 pieces of software so horrid that you wouldn't know whether to laugh or cry.

You've got two choices. Learn Japanese and import the games and systems you want or wait for Final Fantasy VIII and Dreamcast to arrive Stateside.

Michae Person
St. Paul, MN

After the Black Sabbath concert, Spider-Man couldn't stop screaming at the crowd and showing the sign of the devil.



Joanna Harrop Gaithersburg, MD

After searching for many years, these weary travellers never did find the mysterious tree dragon.

Mike McGuirk Mansfield, MA

That should teach Mario to stop trying to take Spyro's temperature (if you know what we mean).

Roy Thompson, Northfield, OH

Doin' the claw...doin' the claw...come on everybody...let's do the claw.

F.W. Bonnes, Huron, SD

Now my banana friends, we take over the world. Ha ha ha!!!

CTR

CRASH TEAM RACING

PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing (4-Player Via Multi-Tap)
- **Special Features:** 8 Characters (Plus More Hidden); 4 Ways To Get Turbos; Multiple Game Modes Including Adventure, Vs., & Battle; Weapons; Multiple Paths; Dual Shock, Analog, & Memory Card Compatible
- **Created by:** Naughty Dog for Sony Computer Entertainment America
- **Available:** November for PlayStation

40% Complete

PLAYSTATION'S MASCOT HITS THE ROAD

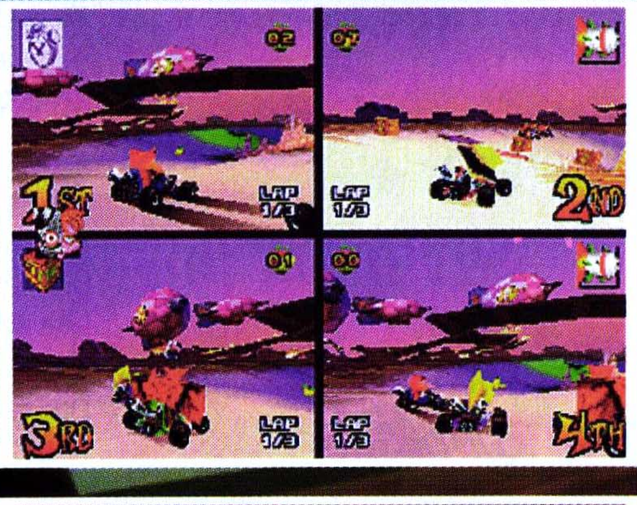
For months, Game Informer has known that Naughty Dog's latest secret project was a character based racing game, and that the Dogs had left the action/platform phenomenon it had helped create behind. Little did we know that this racing game would not only feature PlayStation's biggest star, Crash Bandicoot, but that it would encompass the whole Crash universe.

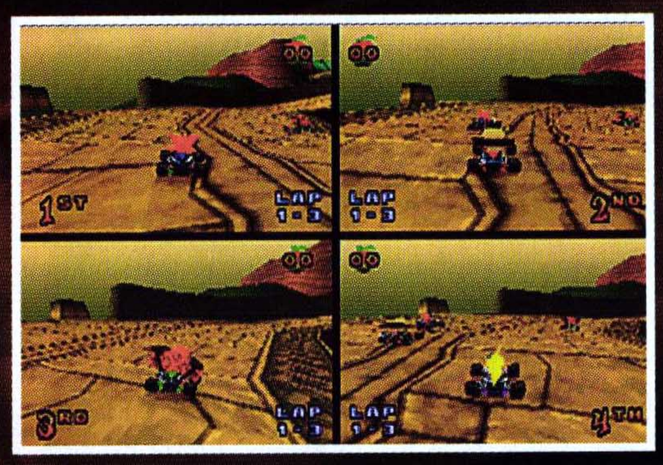
The story leading up to the creation of Crash Team Racing is a twisted tale indeed. Universal Interactive Studios formally announced that Naughty Dog would not be working on the next installment of the Crash platforming game for PlayStation, leaving little doubt in the minds of gamers everywhere that the Dogs would never get its hands on the bandicoot again.

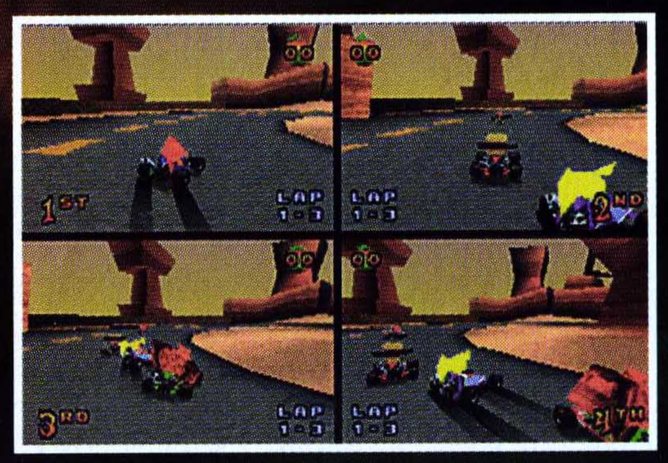
But never say never. Crash Bandicoot is back, and luckily for us, he is once again under the tender loving care of Naughty Dog. At the time of this article, Crash Team Racing is still early in development. So early in fact, that no discs of the game exist. The game is still trapped on the computers and in the minds of the Dogs as it works to complete a playable version for E3 in May.

Even with the odds stacked against us, Game Informer set out to get all the information on this rather curious new twist in the story of Crash. Taking a platforming star and transplanting him to a racer has been done before, but few saw Crash Team Racing coming.

In bringing you the worldwide debut of Crash Team Racing, Game Informer faced a rather unusual situation – reporting on a game that is so early in development even the president of Naughty Dog, Jason Rubin, was unsure exactly what would end up in the final product. But you can rest assured that Crash Team Racing has gotten the green flag and is coming to the PlayStation this holiday season. And after our conversation with Jason, it seems that it will likely change everything you ever thought a cart racing game should be.





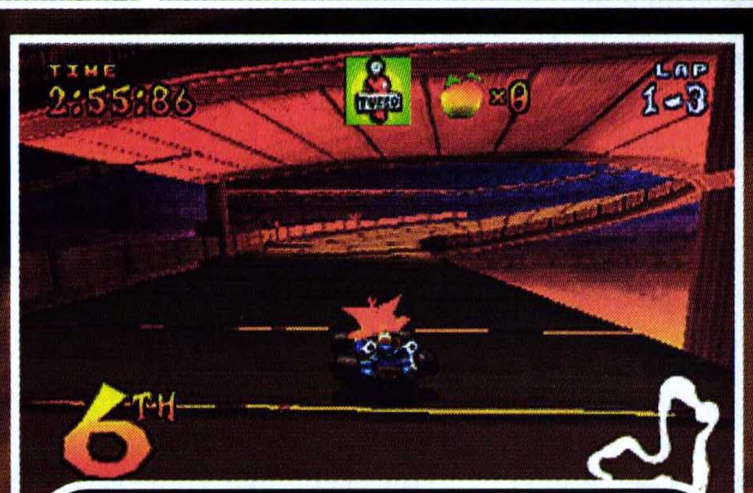


ACTION STAR TURNED SPEED DEMON

The Crash Bandicoot character is known worldwide. He has sold millions of games across his three-game career, and it doesn't look like there is any chance of him slowing down anytime soon. Crash has even been spotted hawking pizzas on TV and dancing his special jig all over Japan. But what you may not known is that Crash Bandicoot isn't actually owned by Sony Computer Entertainment America, or even Naughty Dog for that matter. The keeper of the license is none other than Universal Studios, and it has kept a watchful eye on Crash as he has grown from platformer wannabe to PlayStation superstar.

Sometime in the future, you can expect to see a platforming version of Crash, but this year the only way to quench your Crash Bandicoot thirst will be in his racing debut. And it won't be your typical racer, as Naughty Dog has packed a number of gameplay modes, tracks, and characters into this monster.

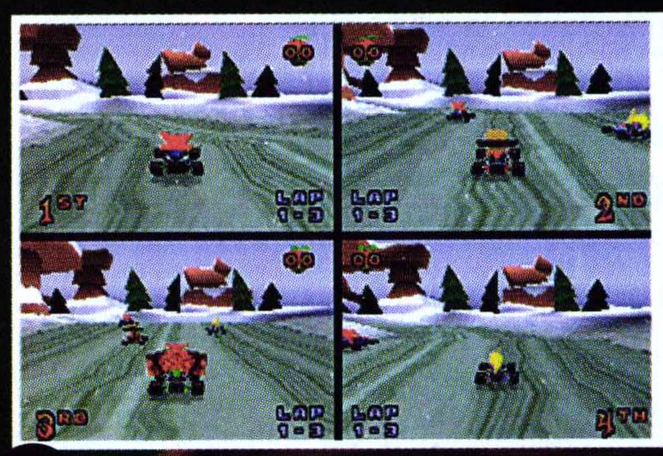
In all, there are over 20 tracks currently in development across its Adventure, Time Trail, Versus, Gran Prix, and Battle modes. And what good is any cart racing game if you don't have a vast array of weapons at your disposal to foil your fellow racers. From homing missiles to time warps, Crash Team Racing will keep the action coming. And if speed is your thing, Crash Team Racing certainly delivers with an ingenious new turbo system that rewards you for hang time off of jumps, as well as how well you powerslide through the turns. So buckle your seatbelts boys and girls, as Crash puts the peddle to the metal and flies from platformer superstar to road warrior.



Sixth Place? That's no way for Bandicoot to race.

Playing the computer is fun, but the best way to play CTR is multi-player.

Crash Vs. Coco – A classic battle!



This track is super slippery!

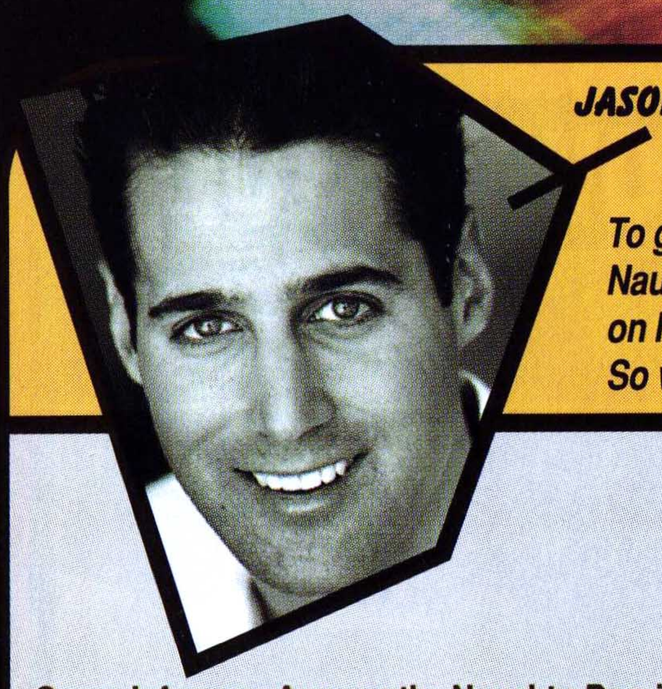
Crash takes on his arch rival once again.

Nice touches, like the waterfall on the left, are found throughout the game.

Hmmm...that water looks familiar!

THE STORY

Unlike the platformer Crash games, the antagonist in Crash Team Racing is not played by the diabolical Neo Cortex. There's a new mad scientist in town and his name is Nitros Oxide. His obsession is speed. Some have even said he has a need for speed. A need so great that he has descended on Crash's quaint little island paradise to execute his plan to speed up the world...Forever! And the only thing standing in his way is Crash and the other inhabitants. Crash and his friends aren't the only ones out to stop him either; Neo Cortex and his cronies are more than willing to put a stop to any new evil nemesis that cuts into their turf. So join Crash, Coco, Cortex, Tiny, Dingodile, N. Gin, Pura, and Polar as they race to save the planet from spinning out of control.



JASON RUBIN

THE INTERVIEW

To get the latest and greatest on Crash Team Racing, we went straight to the source and talked to one of the founders of Naughty Dog, as well as the lead on the game, Jason Rubin. During our one hour interview with Jason, he gave the skinny on how Crash Team Racing works and what will hopefully make it one of the best racing games to grace the PlayStation. So without further adieu, read on to find out all there is to know about Crash Team Racing.

Game Informer: Apparently, Naughty Dog just can't stay away from the old Bandicoot. Tell us the story that led you from swearing him off to doing a racer with the little fella a year later.

Jason Rubin: We never actually swore him off. We simply said we weren't sure what the future of Crash Bandicoot was going to be because our three project deal with Universal was up. What ended up happening is that we said to ourselves, "Who is the publisher and who would we want to work with?" Obviously, Sony was the only answer. So we went to Sony and said, "Look, we've wanted to do a cart game for a long time, we really want to do a cart game." They say, "Okay, we want to publish a cart game, go to it." So we started making the game and then we all agreed that it would make the most sense to do something with Crash because we knew him well, we love the character, and we think gamers want him back. So we had Sony go to Universal, and Sony got the rights to Crash Bandicoot from Universal. So it's the same kind of three party deal, but it's a different structure. We're making this game for Sony; Sony's our publisher and we're working directly with them. And it'll be using Crash Bandicoot, which is a Universal license. Basically, the reason we did a cart game is that we were sitting around after Crash 1 and we said, "Okay, what are we going to do? We got Crash 2 definitely. What can we improve?" Everyone's hand went up. We don't actually raise hands around here, but you understand the point, there was plenty of stuff to do. Then we were sitting around after Crash 2, "All right, should we do Crash 3?" We could improve this, we could do that, we really should add a little more variety. "I had this idea for a wave," someone said. All right, great, let's do Crash 3. Crash 3 finishes. "Okay, Crash 4?" Silence. Nothing more to do. We really kind of capped out the Crash series with Crash 3, and I don't think there was anything else we would have wanted to do. Having said that, we had always wanted to do a cart game. So it just kind of made sense to move on to a new genre, and the Crash thing came around a little later and we're extremely, extremely happy it ended up working out.

GI: Cart games have been popular since Mario Kart, so what is Crash Team Racing going to do to be different and better?

JR: Well, we started out with the basic cart structure. It's not a Gran Turismo game, we're not trying to simulate real life driving. We're also not trying to simulate the feeling you get by beating someone sheerly by driving faster and cornering better than them. It's really, in a sense, a party game. Whether you're playing it as a one person game or a two or four person game, or a three person game, it really is about the interaction between the carts. We have power-ups, we have missiles, we have poisons, we have things you can do to the other carts. But in terms of the actual driving, I think we're going to fall somewhere, not between, but we're heading more towards...ah...realism isn't the right word...physics than a Mario Kart would. We have a gravity that seems realistic. You don't do these tiny little hops off of big jumps when you're going really fast. You feel like you're in a real world with real gravity. If you know how Diddy Kong racing physics are, it feels like you're floating around. You hit a little bump and you're flying for miles and it feels kinda jelly beany; very bouncy. We're gonna be kind of, not realistic, but somewhere in the real world. And what we've done is we've added a lot more vertical movement and a lot more off road elements to the game so that there are a lot of bumps and you can go off of the front end of a jump, jump over the space in-between it, and land on the backside of the next jump if you time it right. So I guess the way of saying it concisely is that we've taken a Mario Kart and we've tried to add elements of Vs. Excite Bike to it so it has a little bit more of that air feeling. There's a hang time meter, so if you go up into the air for .5 seconds and land it, you'll get a little bit of a turbo boost. If you go up for a full second, you get a bigger turbo boost, if you're in the air for a second and a half, which is quite a long time, then you get an even bigger turbo boost. And there is actually a meter on the screen that shows you how much air you've gotten. So it really is a little bit more of an air focus. It's a new engine, it's new gameplay, it's a lot of fun, actually.

On the blimp level the tracks narrow and the railings disappear.

GI: We heard that there were going to be flips or spins in the air. Is this something that is new to this game?

JR: There aren't really spins in the air. It's not about stunts, it's not a stunt game. The entire game surrounds turbos and you're trying to get as much time in turbo as you can. So as you're just driving around, you can only go so fast and you can do various things to get turbos. You can pick up a turbo as a power-up with the Crash crates that are laying around. You can a hit a turbo pad that's on the ground, sort of like the Crash 3 motorcycle or any other racing game where they have a turbo pad. You drive over it, you go faster. Those are the standard types. And then we've added two more types. The first is the air time. If you get air and you get good air, you get a turbo out of it. So you can actually increase your speed by staying in the air longer. So you really are looking, Dukes of Hazzard-style, for a bump anywhere in the road where you can hit and get just enough air to get over the creek and get your extra turbo out of it. And on top of that, we have a powerslide mechanic that's very different from any other. When you enter the powerslide, there's another meter on the screen that kinda moves up, and after a little while in powerslide, if you release the gas briefly you get a turbo in the powerslide. You can actually do this three times in a row. So as you're going around a corner, you kinda go jump into a powerslide, powerslide, powerslide, release gas gets you a turbo, powerslide, powerslide, powerslide, release gas gets you a second turbo, powerslide, powerslide, powerslide, release gas a third time gets you the most powerful turbo. Now that sounds like four very simple ways of getting turbos and you just gotta figure out where on the screen you can do them, but actually it's quite complicated. If you hit a turbo pad, that will get you to a jump faster, and when you hit the jump, you'll then go higher which will give you a bigger turbo. Which means that when you land, if there's another jump in front of you, you'll get another turbo out of it that you might not have gotten had you not hit that original turbo pad. You kind of have a chain of events as you're going through the level where you're continually building your speed as you're using these turbos. So here I am coming to a corner. I better get all three of my powerslide turbos, because if I get the third one, which is the most powerful of the three, I get just enough power to get a second and a half [of air time] off the first jump, which will give me the biggest of the turbos I can get from a jump, which will give me another jump...do you see what I'm saying? So you get this kind of...

GI: Snowball effect?

JR: No, chain events. You don't have to do that sequence. On the simple level, you can just go in and drive around, and we're testing this game on eight and nine-year-olds, as well as people who haven't played driving games before. They can stay on the course, they can race, it's fun. But if you really want to go for Time Trial mode, or you're going for the Adventure mode and you're up against some of the harder characters, you're going to have to start learning how to do this powersliding, and how to do the air time, and how to

Stay on target...stay on target.

Release the gas during a powerslide to activate a turbo boost.

chain this whole thing together and go around the course. Now, this is all being balanced right now, but currently if a decent lap time is 50 seconds without using all of the turbos properly, you can probably bring that down 15 seconds by doing it well, which means 45 seconds off your total time, which is an amazing difference between doing and not doing the turbos properly. It really is more of a constant skill-based, edge of your seat kind of game.

GI: Does that concern you as far as the balance of the game, making it too difficult?

JR: Well, the key is going to be that we need to weigh the characters and enemies as we're going so that it properly ramps up the difficulty for the players. If the player never learns this stuff, then maybe the carts he's racing aren't quite as hard as the guy that does learn it. Certainly, in multiplayer the balance comes from people playing with other people. It comes from the fact that if one guy's winning and getting all these turbos out of nowhere, people are going to be like, "How are you doing that?" And they'll start to learn. Yeah, it's a challenge, but if we just went in and had done what everybody else had done in the past, which is drive around the course, hit all the turbos, and maybe you get a good powerslide and get that single turbo out of a powerslide in the corner, but then there's really nothing to do until you hit the next big corner. If we did that, we really wouldn't be expanding the genre, so we're trying to push it to the point where there's something new for people to try to achieve.

Have you ever smelled wet bandicoot? It ain't pleasant.

GI: Obviously, there are action/platform fanatics and experts at Naughty Dog, but who would you consider to be the racing nut, or nuts, involved with the project?

JR: I think we all are. We all played Super Mario Kart and we all played Mario Kart 64. That is probably, besides the action games, the genre that everyone in the office wanted to work on the most. I was pretty good at Mario Kart 64, but as usual, Evan [Wells] can beat everyone at everything. He's kind of like the guy that goes and sets all the best times for the games. The three kinds of genres we play here are the action/platformers, the drivers, and then the corridor shooters. That's really the three that we play.

GI: Is Crash Team Racing based off a derivative of the Crash 3 engine or is it completely new?

JR: Utterly and completely, absolutely new, down to the memory card load/save code. It's new. In fact, there's no GOOL, so the basic structure had to change. This is the first true free-roaming engine we have written on the PlayStation. This engine really could have been a character based action game, and you'll see that when you play it. Certainly, if a guy got out of a cart, moved a little slower, and there were more crevices and stuff to jump over (which you obviously don't put too many of in a racing game), it really could be a character-based action game. For a while, when we were designing this engine, we didn't know whether or not we were going to do a cart game or a character-based action game. So this engine is kind of like what we think is the next generation of last year's Spyro engine. We really tried to push the free-roaming engine and then we put carts in it. It's totally and utterly new. It has a totally different programmer working on it, in fact. We basically have an entire new team working on it, with the exception of Greg Omi, who also did the low-level coding on Crash 3 and Crash 2. Both Andy and Steven are off working on something else.

GI: What characters appear in Crash Team Racing?

JR: Our goal from the beginning, once we found out we were getting the Crash license, was to make absolutely [every character] from the Crash world appear somewhere in the game. Whether playable, waving a flag, or just off in a corner, to get all the big characters back somehow. So your favorites like the snow beaver had to be there, right?

GI: Yeah!

JR: And he's a playable character. The eight main playable characters are Crash, Coco, Cortex, Tiny, Dingodile, N. Gin, Pura, and Polar. Pura is the name we've given, actually gave a long time ago but wasn't really used around the United States, to the tiger that Coco rode on in the Great Wall. And Polar is the snow beaver, which is actually a Polar Bear.

GI: Snow beaver?

JR: Snow beaver.

GI: How many tracks will be available in the game?

JR: More than 16, but we're not sure exactly where we're going to end up, but we'll have a full range of tracks. We're not going to do a Namco, where you have one track with two extra gates that you can open.

GI: We noticed on some of the tracks there are alternate routes. Are there going to be secret routes, like a smash through walls kind of thing? Or are you sticking to straight racing, which is just different paths?

JR: We definitely have some secret paths where you can blast through walls, or if you do a jump, you can jump a river that you may have had to go around or take a bridge over, and things like that. So there are definitely multiple paths. And again, multiple weapons that you can fire against the other carts and the like.

GI: How forgiving is the side of the road when a cart drives on it?

JR: No stickiness. It's not going to bring you down to zero speed. That's actually one of the things we've really been working on; trying to figure out how you can make the walls damaging without totally bringing you to a stop. You can go around the track by pushing up against the outside wall and kind of scooting around with it, but that obviously has to slow you down a little, but it can't be really nasty. That's something we're working on and I guess at E3 you'll see whether or not, at least to this point, we've been successful with it. But we're trying to make it very unsticky.

GI: What's the control configuration? Is it gas, brake, turbo?

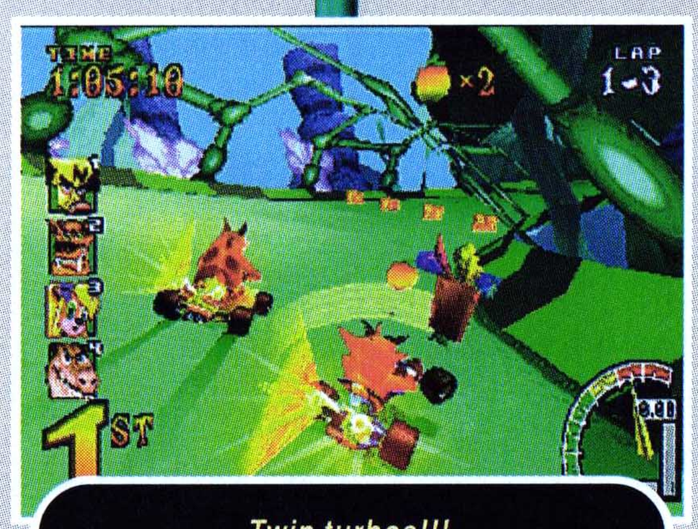
JR: There's no turbo button. The turbos you have to get through other means. There's a power-up button and if you happen to have a turbo power-up, then I guess that button becomes the turbo button, but the basic buttons you're going to use are gas, brake, and hop. And then on top of that there is the action button, I guess you could call it, which basically spawns the power-ups. So if you don't have a power-up, it's only three buttons: gas, brake, and hop. If you go over a little bump, you probably won't go very high. If you go over a little bump and time the hop right, you'll get much more air off of it because you're kind of kicking off. So the hop becomes very important, not just for entering powerslides, but also for maximizing the amount of airtime you're getting. If you want to get the big turbos, you have to master that hop at the top of every bump. The X button is going to be gas, square is brake, circle is the power-up button, and then R1 is hop. And we also have analog gas on the second Dual Shock controller.

Beautiful landscapes abound!

GI: What new effects have you put into this game? In Crash 3 you had the z-buffered water. Have you had any new innovations lately that we'll see in this game?

JR: We're definitely working on effects all over the place. One of the nice things about working on a system like the PlayStation, which is consistently a hot-selling hardware unit that you can keep developing for, is that you can bring your bag of tricks along with you. So I guess water was the big creation for the last game and water will make a prominent appearance for this game, which is nice because you don't have to reinvent the wheel, you just bring it along with you. So the question is, what else can we invent? A lot of what we've invented has to do with, almost invisibly, the way that engine works to not distract you. We don't have a lot of pixels growing to very large proportions and getting extremely ugly like a lot of other free-roaming engines have in the past. We don't have polygons dropping out when they get really big on the side of the screen. We don't have things popping up in the distance. We have no fog whatsoever. We don't have things going to Gouraud in the distance. If you look at the game, you'll notice that as far as you can see off into the distance, there is no Gouraud. We like to say that that is very '98. In '99 we don't want to have Gouraud in the background. Our goal was, from the very beginning, to make a tiny little rock in the distance look like a rock, with texture, from the moment that you could see it come around a corner, until the moment it was right up in your face, full screen. Never see it change resolution, change texture density, never have it res out, never have it die, never have it do anything weird. A lot of our technology is behind that. And, unfortunately or fortunately, people won't notice a lot of that. They'll just think, "gosh this engine looks good," and they won't notice how much technology went into that, because here we are with fifth-generation PlayStation titles coming out and nobody has gotten it right yet. And the system had it, it had it from day one, and we're finally getting it in so that you get this very solid-feeling world.

But then again, we also have some fancy kinda...you know, developer boners. We have a missile trail where the heat coming off the back end of the missile actually warps the air on the screen, so that if it goes across a striped wall, the stripes bend and warp with the trail. And the time warp effect from Crash 3 is now one of your projectiles. And when it goes out, it not only does the lighting and everything that it did from the last game, but it also warps the screen around it in this giant ring so that the whole screen kinda pulls and warps around it. So we're still doing a lot of, you know, boners, but at the same time, our main focus of this game has been to prove that the PlayStation can do the best engine that anyone can do in this generation and I think it can.



Twin turbos!!!

GI: On multiplayer, are there going to be CPU players or is it just the people you're racing against, or is that an option?

JR: In 1-player you play against seven racers. In 2-player you can either go head-to-head with someone else and just leave the track kind of empty, or you can bring enemy characters in so you can play kind of the full field. In 4-player, we don't have any enemy characters planned, we didn't really see a reason to do that, because when you get four people around and they're all yelling and screaming at each other who's in first and laughing, there's no reason to have a computer player there. You ignore them anyway, right? You don't care if...you're Ripper Roo and you're coming up on Crash and there's Pura in the middle. You don't care if it's not another player, you're not really proving anything by passing them. It's really how you're working against your friends not the computer so we just left them out on that mode.

GI: Ripper Roo is in the game?

JR: Ripper Roo is in there. We tried to bring, like I said, just about everybody back from the entire series. It's like all their last hurrahs.

GI: What are the weapons, pick-ups, and power-ups? Oil, gas, steam? What've you got?

JR: No gas, you have unlimited gas. It's a cart and it's on some sort of battery, right? The power-ups you can get are – and I may miss one or two here because we're working on them as we go – I guess first, offensively, you can get a bomb which you can fire into the screen and you can detonate at any point. So it goes straight, but you can detonate it by hitting the button again. This is kind of useful because I've noticed in a lot of other games as you fire your missile or bomb ahead, it misses the guy by a quarter inch off his left side and it's a complete waste. So instead, it's got an area and when it blows up, it has a blast radius, so if it's going by and you're missing, you hit the button again and it blows, and you may still get him because you may get him with the blast radius. Then we have a missile which tracks. By the way, all of these weapons came from one of the previous Crash games. The bomb is the bomb from the water levels in Crash 3. The missile is one of N. Gin's missiles from either one of his two boss levels in Crash 2 and Crash 3. We have a time ball, which is the time ball N. Tropy made for Crash 3. The one where you kind of warp out to the levels. When you hit somebody with that, they get sucked up into it and placed back on the track. You know, it kind of warps them back in time, so you can kind of leave them back in the track. We have the TNT box and Nitro box, of course, make their presence again. The TNT box you throw out the back of your cart and if someone hits it, it jumps on top of their head, and if they don't jump a lot to get it dislodged, it blows up after counting down. The Nitro box is just plain dangerous, if you hit it, it blows up. We have poison, which is the little beakers that N. Brio was throwing around in Crash 1. If you hit that, you get poisoned and there are a half-dozen things that can happen to you. The accelerator sticks down, your steering is backwards, a little rain cloud pops out over your head and some particle rain falls down on you until you get unpoisoned. I think that's about it for the offensive weapons, I may be missing one or two.

Cart or dune buggy? You make the call.

Defensively, if you're a good guy – Crash, Coco, Pura, Polar, and any of those characters, you can pull out Aku Aku and he'll fly around you and create a little shield for you. If you're a bad guy, you can pull out Uka Uka and he does very much the same. We also have a couple other things that I'm blanking on right now. And we're constantly working with and balancing this stuff. I know that in 4-player mode, one of the power-ups that you can get that won't ever be in the 1 or 2-player modes is a power-up that lets you extend the race by one lap. So if you're in last place, you can make it a four lap race instead of a three lap race. Now, this isn't going to come out every time, otherwise it would always be a four lap race. But every now and then you can extend it and that kind of throws a monkey wrench in. So we're constantly working on this stuff. Of course, it's all tested in the Battle mode, which is going to be in there, as well as a 4-player Battle mode. We're doing a lot of work to make sure this is balanced out right.

And by the way, all of the weapons you get, including the defensive ones, can be powered-up if you have more than ten fruit. There are fruit laying around the track. So instead of getting one bomb, you can get three bombs. Instead of getting the TNT, you get the Nitro. Instead of getting poison that lasts for three seconds, you get poison that lasts for eight seconds or something like that. So you have to pick up fruit as you're going and if you have more than ten of them, they power you up. However, if you get hit by any of these missiles, you lose fruit. So there's also this constant battle to get powered up with fruit as much as you can.

GI: Are you going to have anything like the coins you had to collect in Diddy Kong? You mentioned an Adventure mode earlier, is there something like that?

JR: I hesitate to say this because we're playing with it as we speak, so I can't promise it's going to be in the final version, but we are playing with the idea that you will be able to power up your car in the Adventure mode along multiple lines, so you can speed up your acceleration, you could have a higher top speed, you could have better cornering, etc. And you'll be able to build that up and you'll be able to pick up various things on the track. Is that what you were talking about or are you talking about like the collection mode kind of thing?

GI: Well you played Diddy Kong, obviously. You could race the race and win or you could race the race and get coins in these totally outrageous spots and "pass" the level. It enabled you to open secret levels if you could get all the coins and things like that.

JR: Yeah, we have a lot of ideas for the Adventure mode. And for Adventure mode, by the way, first you work on the engine and then you go in and create the Adventure mode. But we have a lot of ideas that are kind of similar, but not the same kind of ideas for the game. You know, you have to pick up gems in this game just like in any other Crash game. So we do have some things, although I really wouldn't want to talk about them

because they could change drastically, then your readers would be like, "hey, you told us..." And then you'd get more mail than you want. So, we do have that kind of thing, but not exactly that thing. And hopefully, actually, we're going to create a bunch of them.

One of the ideas that we had was that when you went and you played say 4-player or 2-player mode, or whatever. Whenever I say 4-player I mean 4 and 3-player. Whenever you go play those modes, you'd be able to choose either standard cars, modified cars, or unlimited cars. In standard, you'd be racing your normal car. In modified you get, let's say, 50 bucks or whatever, and you can go buy whatever you want with that $50. Maybe you want top speed, maybe you want acceleration, maybe you want a mix. Unlimited means you can bring in your carts from Adventure mode. So, for example, you'd be able to go over to your friends house with your saved game and slap it in and say, "Okay, let's see if your limited car is better than my unlimited car." So, we're working on a lot of stuff like that. And of course, we're planning on supporting the PocketStation on a lot of interesting ideas that really haven't been done before with the PocketStation. But as none of this has actually been coded yet, I mean we're still working on the engine and getting it all working in the base level. It's going very well and we're on schedule and I assume this will get in, but I don't really want to go too far into it.

Hop along little doggie!

GI: Are there different endings if the game is beaten with different characters? In other words, is there a reason to beat the game with every character?

JR: We're currently working on that (laughs). We're not sure how that one's going to end up. It's all going to come down to how balanced the game is. Whether or not we think it's about the Adventure mode and all about solving it as a 1-player game, or whether or not we focus on the multiplayer element. And there are a lot of issues there and we're waiting until we do some big focus testing and stuff to decide that.

GI: Is there going to be an overworld or will it be more like your standard racing game?

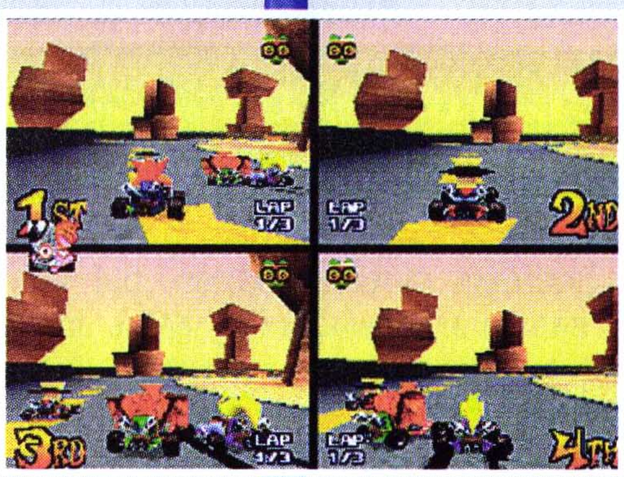
JR: There will be an overworld.

GI: Will you drive in that overworld?

JR: Yes.

GI: Are the tracks designed to go both forwards and backwards?

JR: No, we didn't want to try and balance that. For us, it was important to get the track working the best as it can in one direction. It wasn't important for us to allow people to go backwards. You kind of have to give up some stuff. How can you make a really cool jump if you have to allow people to jump both ways? I think you'll be really impressed with the engine and I think you'll be really impressed with what Evan and Dan have done in terms of pushing the genre. Because again, we didn't want to come out and just copy Nintendo, we wanted it to feel totally different and our European producer said to us last week that what really impressed him is that we didn't go out and just do Mario Kart. This game plays very different. It feels really different than Mario Kart or Diddy Kong Racing. It feels a lot more solid in terms of its physics, and at the same time it feels a lot more cartoony, the way you're always in the air and you're always doing these jumps and stuff, and it's a lot of fun. And that felt really good, because our goal was not to simply go out there and do Mario Kart, although we could probably get away with it because there is no competition on the PlayStation. But we still didn't want to do that because it's our theory that there are still a lot of people out there with both systems and we want to give them a reason to come play.



GI: Why the name Crash Team Racing?

JR: We really wanted to focus on the idea that there was a multiplayer aspect and we thought "team" had that ring to it. In addition, the characters are broken into teams. Crash and Coco are the Bandicoot team among other things. There are multiple teams. There's like a team anthem. So if Crash Bandicoot wins, it plays the Crash and Coco theme. If Cortex wins, different theme. And hopefully we'll get the characters to interact or have facial expression and/or motions that show that if their team member didn't win, then they're not terribly happy.

GI: Is there anything that you should tell us about the game we haven't asked already?

JR: Yeah. For Naughty Dog, this is the first non-character-based platformer that we have done on the PlayStation and really, in the last three or four years, our games have been quite similar to each other. It's been liberating to use all these ideas that we had pent up inside us in terms of engine and technologies. In terms of gameplay elements, other things have finally been able to come out. I think that the freshness of the game when you see it is really going to excite you because this is Naughty Dog's opportunity to go out and do something different and we're all just having a blast doing it.

GI: How big is the team working on the game?

JR: There are now 19 people at Naughty Dog, and two of the programmers and one of the artists is not working on the game. That would leave 16 and Justin is an administrator, so he doesn't really work on the game either, so I guess 15.

GI: What is your next project and how many projects are in the works at the moment?

JR: We have one more project that we're working on and it's not far enough that we can really tell you much of what it's going to be. Our theory is that this year and the year after are going to be humongous PlayStation (current PlayStation) years. So without saying what system we're making the next title for, this year at least, there is no doubt in my mind that PlayStation will capture again 60-70% of the software market. So it's definitely still the place to be.

GI: What's the other half of the Naughty Dog tandem, Andy Gavin, up to?

JR: I can't tell you. All I can say is that he is in absolute Gavin glee. He's smiling cheek to cheek right now. He's back to doing what he really loves doing, which he hasn't done in a little while. So he's having a blast and so is Steven.

GI: Earlier, you made it sound like you would never make a Crash Bandicoot action/platformer again.

JR: That's not necessarily true. All we're saying is that currently our plan is to finish a cart game and then we're not really sure what our next project is going to be.

GI: Would you be interested in making a Crash Bandicoot platform game for, let's say, PlayStation 2?

JR: Would I be interested in that? I think a lot of things would have to go our way. If Crash is attached to the straight in straight out character-based action gaming he's been doing for the last three titles and people look at a cart game and say, "It's great, I love it, but I want another in and out game." I don't think we're going back to the Crash engine we've done. So people would have to be ready for something new with Crash on the PlayStation 2. I don't know, we'd have to see. This is kind of an experiment for us. We want to see what people think of Crash doing something different. I think they're going to love it. I think that they're absolutely going to love this thing. I really do. About three or four weeks ago, I came into the office when no one else was around and started playing it. It is really and truly fun to just drive around. That's without any other carts on the track. So I think that this is going to be really big. And we'll see what happens in the future. One thing that is worth mentioning is the fact that this title is a Naughty Dog and Sony project.

Also, when I say it's being done with a new team, obviously it's the same Naughty Dog artists and obviously I'm still working on it, and Andy is still around and he still does get involved. But we have a new programmer, Danny Chan, another new programmer, Gavin James, and Greg Tovaris – three new programmers working on this game along with Greg Omi. And we have a different way of designing this game than we've done in the past because Mark Cerney isn't working on it. We do, luckily, have all our producers from the Crash series from Sony and they're incredibly useful.

tokyo game show spring '99

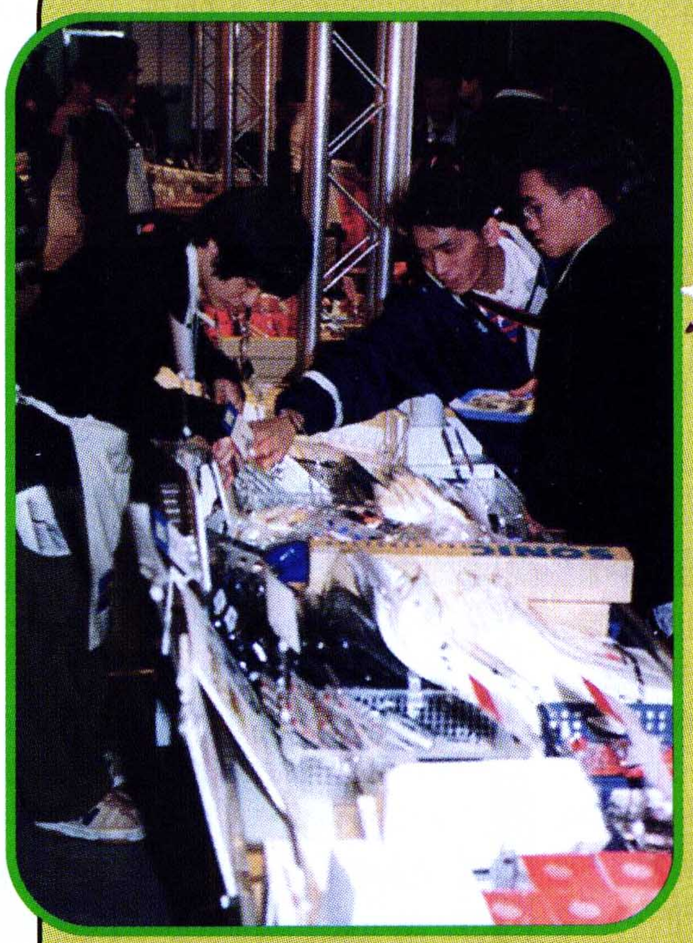
More than 163,000 people (including one from Game Informer) attended the 6th Tokyo Game Show. Held at the Makuhari Messe (Nippon Convention Center), an hour's train ride from central Tokyo, the TGS is a festival of video games. It's all here. You can play the latest video games, spend some cash on video game merchandise, and admire the lovely "companion ladies" – all while dressed as Paul Phoenix from Tekken.

While our reporter didn't go as far as dressing as his Tekken name-sake, rover Paul Anderson took a look at this spring's Tokyo Game Show.

Where's Sony's PS-X 2?

Some were eager to see anything about the next PlayStation, but Sony politely informed everyone that there was nothing.

shopping spree



Two gamers peruse Sega's selection of merchandise. The Game Show has a whole section devoted to selling game related products.

Paint it solid orange and we may convince them it's a toy.

Resident Evil Guns

The Resident Evil guns were on display, but not for sale. These arms are one step below a BB/pellet gun, and there's a chance you'd be shot dead if you carried one in the States. These "toy guns" shoot plastic BBs but look exactly like the real deal.

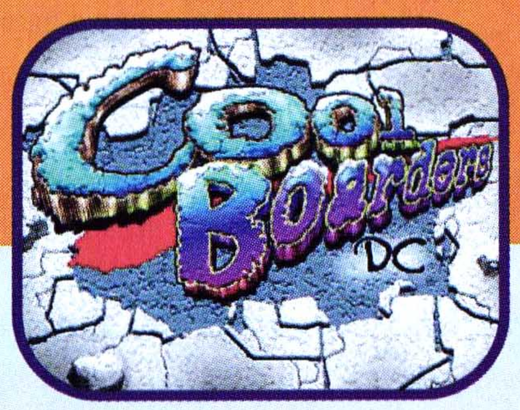
Soul Calibur – Namco DREAMCAST

This Namco fighter was easily the most dazzling at the show. The graphics appear to be even better than the arcade counterpart. Details and effects dwarf Virtua Fighter tb's graphics and easily make Soul Calibur the pre-miere DC fighter. The U.S. release for Soul Calibur has not been announced, but Namco will probably bring this game to the U.S. before the end of the year.

dreamcast

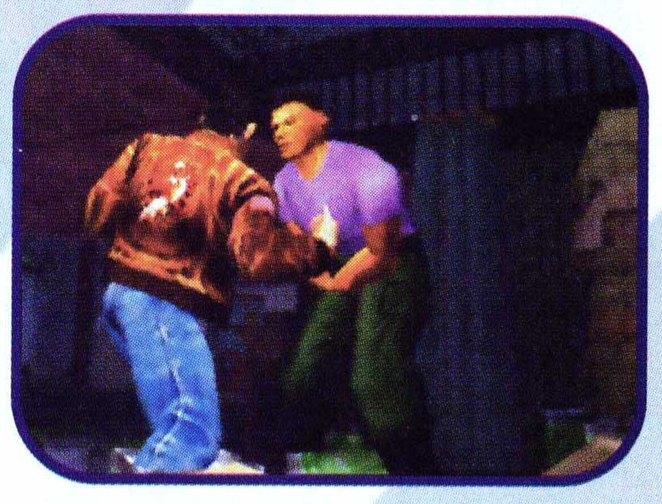
Cool Boarders DC (working title) – UEP Systems DREAMCAST

Don't get confused. UEP controls the rights to the Cool Boarders name in Japan, but don't expect to see this snowboarding game in the U.S. with the same title, as Sony-owned 989 Sports has the rights to this name. That aside, the 30% completed game was looking good. Expansive courses and fine details should make this title a hot commodity for a lucky U.S. publisher (still undetermined).



Shen Mue – AM2/Sega DREAMCAST

Sega's much ballyhooed game from Yu Suzuki and company took up a large portion of Sega's booth. However, the game was only shown in parts. These sections of the game ranged from a prescripted battle where the player followed onscreen commands to a free battle that was kind of like playing Virtua Fighter in a huge 3D arena. Shen Mue is scheduled to be released in chapters beginning in August in Japan. A second chapter is then supposed to make it before year's end. Reports out of Japan indicate there may be as many as 16 chapters priced at around $25 each. Shen Mue's release in the U.S. is uncertain, but it is unlikely that any of the chapters will make it here until 2000. Sega of America may opt to bundle three or four chapters together for the U.S.



Frame Gride – From Software

DREAMCAST

If mecha combat is your thing, then keep an eye out for Frame Gride. From Software, the makers of Armored Core for PlayStation, is designing a 3rd-person, head-to-head battle game where you can build and battle bipedal walking mechas. Also, the game is being promoted for network play and will have two-player games via a split-screen mode.

Airforce Delta – Konami DREAMCAST

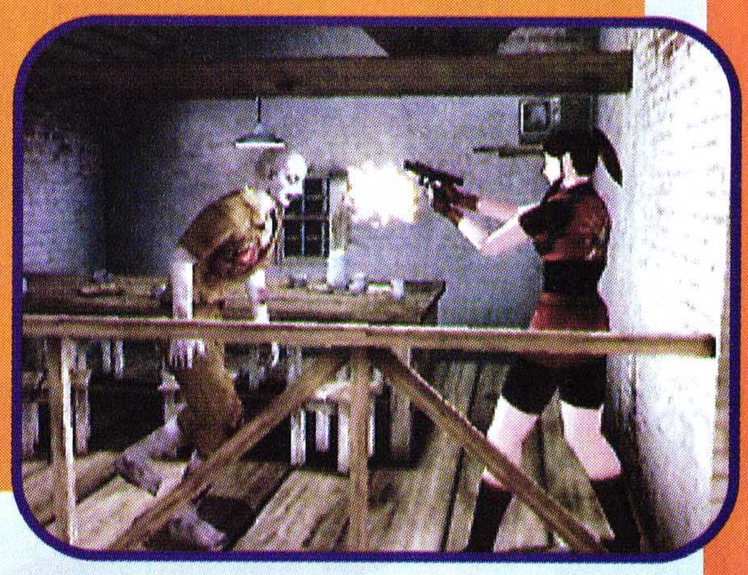
This flight combat simulator from Konami didn't receive much attention, but it very likely will be Konami's first DC game to reach the U.S. A selection of authentic planes and solid graphics will fill the flight sim niche.

the latest games...

There are always a lot of titles unveiled at the Tokyo Game Show – 412 to be exact. Of those games, most are pretty worthless if you don't have a propensity for horse racing, mah-jong, or train engineering. Additionally, Japanese adventure games with static picture panels and a lot of text are a big deal at the Tokyo Game Show, but these 40 or so titles will rarely make it to the States.

Resident Evil: Code Veronica – Capcom DREAMCAST

Unfortunately, Capcom's Dreamcast Survival Horror was only shown on video. Currently, the sound effects are identical to other RE games (we expect this to change), but the graphics look fantastic. We witnessed the return of the classic hunter beasts from the first Resident Evil game and expect a bunch of new creatures as well. This game probably won't go on sale in the U.S. until 2000.



Other Dreamcast Notables

- House of the Dead 2
- Marvel Vs. Capcom

Where's Nintendo?

Nintendo is a sponsor of the Tokyo Game Show, but does not display any titles. Even so, there were only 12 third-party N64 titles. One was pretty interesting (see wrestling sidebar, pg. 18).

grapplin' with japan

Wrestling video games are fairly popular in Japan. For years, familiar faces from United States wrestling factions have made brief appearances in the All Japan Pro Wrestling league. For the most part, Japanese wrestling stars a bunch of has-beens and weaklings. Yet the video games that come from Japan are the best in the world. In fact, you might have already played some of the Japanese games dressed in WCW tights. For a couple years, THQ has teamed with Asmik and Aki for the successful Nintendo 64 series and WCW vs. The World for PlayStation.

Asmik has created a new game for the N64 called All Japan Pro Wrestling 2. This engine could possibly become THQ's first WWF title for N64. The control is nearly identical to the game we know as WCW Revenge, but the graphics, such as faces and crowds, have been nicely updated.

On the PlayStation and Dreamcast front, you need not look any further than Tomy and Yuke's Toukon Retsuden 4. Tomy only had an early version of the Dreamcast title on display, but it is clearly the best wrestling game we've ever seen. The PlayStation version is in development and THQ will likely use it for their first WWF game on PlayStation.

Dragon's Quest VII – Enix PLAYSTATION

Dating back to the days of the NES, this RPG series (known in the U.S. as Dragon Warrior) has enjoyed a loyal following. While this installment was only on video and didn't look as spectacular as other RPGs, you can bet that the story will be quite entertaining. Look for the Japanese release this summer (finally). And rumor has it that Sony is eyeing this baby for a Stateside release.

Persona 2 – Atlus PLAYSTATION

The follow-up to the underground RPG, Persona 2 should offer a great experience for Persona fans and RPG players. The continuation of the Revelations series, Persona 2 will again put large emphasis on acquiring an enemy's life essence and using it as magic. In the first game, there were more than 100 Personas to acquire and this game will likely deliver a ton more when it releases in Japan and the States.

Dino Crisis – Capcom PLAYSTATION

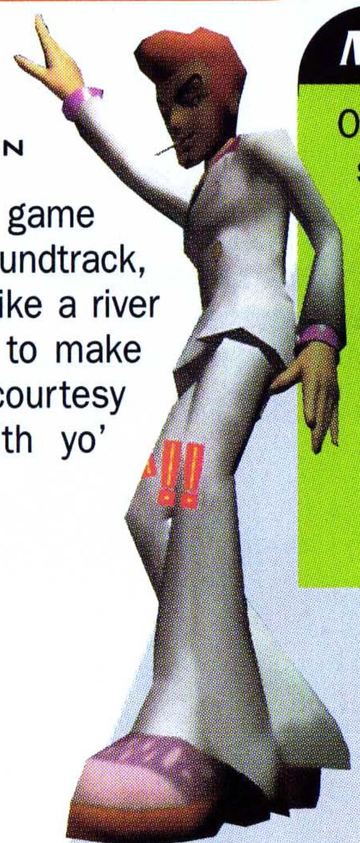
Like another popular Capcom game (Code Veronica for DC), this game was only shown on videotape. What we saw reminded us very much of Resident Evil 2 – except with dinosaurs. This game will definitely scare your pants off. Raptors lurk in the halls, pterodactyls swoop from the sky, and the massive T-rex does whatever it wants.

Ace Combat 3 – Namco PLAYSTATION

PlayStation pilots will recognize this air combat series which Namco should have here this summer. The short demo that was shown was simple dogfighting above a large city. The graphic effects such as lighting and shading of the planes and the flare of the after-burners are quite a leap forward from the last game in the series.

playstation

PlayStation



Monster Farm 2 – Tecmo PLAYSTATION

Other than some obvious changes to update the graphics, this sequel that we will soon know as Monster Rancher 2 has some cool updates. Unlike the first game, you can now raise, train, and breed multiple monsters at the same time. You can also form a team of five monsters and go for the championship. Of course, there will be some new monster breeds as well as some familiar favorites.

Bust A Move 2 – Enix PLAYSTATION

This is not the puzzle game. This is the sequel to the game that we know as Bust A Groove. With a thumpin' new soundtrack, along with some non-traditional dancin' environments (like a river raft), this game is likely to make its way to the States courtesy of 989. Get down with yo' bad self.

Racing Lagoon – Square PLAYSTATION

We didn't expect too much from Square's strangely styled "racing RPG", but we were pleasantly surprised after we played it for a few minutes. Like most RPGs, Racing Lagoon has a large environment to navigate. Presented with an overhead view of a city, you cruise your car down the streets, stop at the bank for funds, and pull into garages to acquire new equipment for your car. Battles occur randomly and you flash into a standard racing environment to gain more money and experience. Let's hope this game makes it to the States.

Dance Dance Revolution With Power Pad – Konami PLAYSTATION

Japanese gamers go crazy for this game in the arcades, and Konami's bringing it home complete with a floor pad control. What you do is pick a song and follow along by tapping your feet on four sensors. Soon you'll discover that you are actually executing some fresh new dance steps. However, we don't think we'd be caught dead doing any of the steps at a local club.

Legend of Mana – Square PLAYSTATION

Square heads will recognize this title as the long awaited follow-up to the SNES classic, Secret of Mana. With graphics that are stylized in a fashion similar to its predecessor, this action/RPG will offer two-player simultaneous action. The environments are rich and the enemies are spectacular. We can't wait for this title to make it to the States. Look for the Japanese release this summer.

Other PlayStation Notables:

- Um Jammer Lammy
- Omega Boost
- Lunar 2 Eternal Blue
- Rising Zan the Samurai Gunman

hey ladies...

The English translation is "companion ladies", but we call them hostesses, flight attendants, or maybe just a great opportunity for a photo. Each company hires a couple squads of these gals to distribute fliers, game demos, video tapes, and other promotional materials. They also pause for anyone and everyone to snap their photo. There's even a competition to see who has the best "companion ladies" team. Contestants are judged on congeniality, uniforms, and bouts on Soul Calibur (not really).

Everyone loves the Dreamcast girls!

the handhelds

Competition for Game Boy?

There is no doubt that the handheld market is owned by Nintendo's Game Boy and Game Boy Color; now two companies want a piece of the action. Bandai and SNK each released a handheld system earlier this spring and here's what we found.

WonderSwan – Bandai

This little gem is experiencing strong sales that are driven by a huge lineup of games anchored by a version of Square's Chocobo Dungeon. Even though this handheld has a black and white display, the low price (around $40) and 30 or so games that have already been announced should keep the WonderSwan on the minds of Japanese players. Only one question remains: Will Bandai bring the WonderSwan to the U.S.?

NeoGeo Pocket Color – SNK

The black and white version was released in Japan a little over a year ago and Japanese players looked the other way. The new colorized version is priced at around $80 and has a selection of titles almost identical to those that were made for the black and white unit. There are around 30 titles in the pipeline that include some classic SNK games like Baseball Stars, as well as new titles such as Midway's Blitz. Let's see how this colorized version does in Japan and in the States.

Fox Interactive Readies Hot Properties

Fox Interactive is preparing a huge lineup of games based on some of the most popular Fox franchises. The company has been a little quiet with game releases in the last year and this power packed selection of games looks extremely promising.

Headlining all the action is the return of John McClane in ***Die Hard Trilogy 2*** for **PlayStation** and ***Die Hard 64*** for the **Nintendo**. The PlayStation title, like its predecessor, mixes driving, action/adventure, and shooting together into a thrilling package that spans across three blockbuster films. *Die Hard 64* takes a different approach than the PlayStation and is styled more like ***GoldenEye***. Imagine reliving the action in the Nakatomi plaza in first-person. *Die Hard 64* looks very promising. So promising that we were banging on Fox Interactive's door in an attempt to play the game and lay to rest suspicions that this game could very well be the next *GoldenEye* phenomenon. *Die Hard* for the PS-X will arrive this fall with the N64 game following in the winter.

Next up is a new PlayStation game based on the upcoming Fox film ***Planet of the Apes***. The film is currently in development hell, but the action/adventure game will put you in the role of an astronaut stuck in a strange future ruled by the apes. The story will be a new twist on the classic plot from the original film. *Planet of the Apes* will debut for PS-X (and PC) early next year.

Die Hard Trilogy 2

Die Hard Trilogy 2

Die Hard Trilogy 2

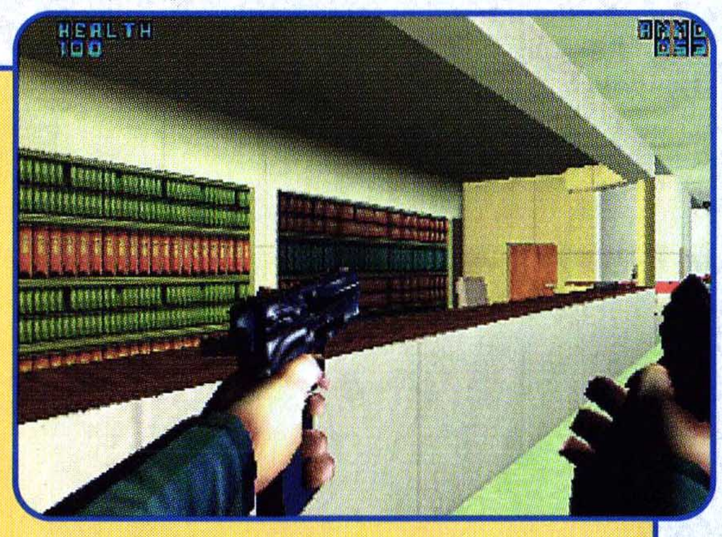
Planet of the Apes

Croc 2 – GBC

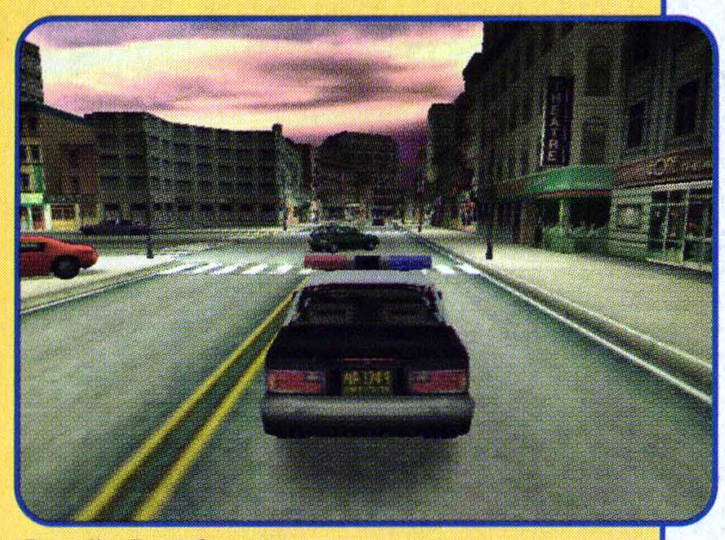
Fox Interactive will support **Dreamcast** with a PC to console port of ***Deadly Pursuit*** (tentative title) next year. As the name suggests, this title is all about the chase. Taking a page from Fox TV's addiction with car chases, *Deadly Pursuit* puts the player in a cop car and the action ensues as you run down the bad guys.

Fans of bad girls will be glad to know that ***Buffy The Vampire Slayer*** is under development for PlayStation, but the exact details regarding the game are unknown. We suspect that this title may not see the light of day until the middle of next year.

Speaking of hot Fox properties, ***Alien Resurrection*** is still in development for PlayStation and will arrive this fall (see March '99 for a preview). The lovable platform star ***Croc*** is gearing up for a second wacky adventure for PlayStation and **Game Boy Color**. Rounding out the Fox lineup is two sports titles from **Radical Entertainment**. Look for **Fox Sports** to bring both the NHL and NBA to the PlayStation this fall.



Die Hard 64



Deadly Pusuit

Dreamcast to Arrive In September

Sega of America announced the launch details of its next system, the **Dreamcast**. It will arrive in stores on September 9 (9.9.99), with a suggested retail of $199.

In a recent teleconference, Sega of America's president and COO, **Bernie Stolar**, gave the run down of launch titles, price, and gave participants a few interesting tidbits – namely on ***Sonic Adventure***. When asked if any changes (or fixes) were planned for *Sonic Adventure*, Stolar commented that more than a dozen members of Yuji Naka's Sonic Team have been working on localizing the flagship Dreamcast game. While he didn't go into detail, it looks as though Sonic may be considerably better than its Japanese counterpart.

Stolar also answered a question about Dreamcast peripherals and confirmed that most, if not all, of the existing Dreamcast controllers (steering wheel, light gun, force feedback, etc.) will be available in North America. **GetBass** and the **ASCII** made fishing controller are definitely on the way.

As for the **Dreamcast 56k modem**, Stolar declined to answer any questions regarding the device and only revealed that an announcement was coming at E3. However, *Game Informer* learned that the inclusion of the modem hinges on **Microsoft** and **NEC**. Sega has asked the two companies to carry the cost of the modems to keep the price of the Dreamcast under $200. If neither of these companies comes through, the modem will be sold as a peripheral add-on.

Sega announced 12 games that would accompany the launch on September 9, but **Midway's *Mortal Kombat Gold*** and ***Blitz 2000*** have been omitted. Midway previously stated that these game would be available at launch.

Sega expects there will be 30 titles available for Dreamcast by year's end and more than 100 next year.

Dreamcast Launch Titles

- ***Sonic Adventure*** – Sega
- ***Virtua Fighter 3tb*** – Sega
- ***Super Speed Racing*** – Sega
- ***NFL Football*** (working title) – Sega
- ***NBA Basketball*** (working title) – Sega
- ***Geist*** – Sega
- ***House of the Dead 2*** (with light gun) – Sega
- ***Sega Rally 2*** – Sega
- ***Power Stone*** – Capcom
- ***Ready 2 Rumble*** – Midway
- ***Castlevania*** – Konami
- ***Soul Calibur*** – Namco

editor's top ten

10. The House of the Dead 2 – Dreamcast
9. Legend of Zelda: Ocarina of Time – N64
8. GetBass – Dreamcast
7. SaGa Frontier II – PS-X
6. Hybrid Heaven – N64
5. Super Smash Bros. – N64
4. Legend of Legaia – PS-X
3. Fighter Maker – PS-X
2. Need for Speed: High Stakes – PS-X
1. Episode I Racer – N64

reader's top ten

10. GoldenEye – N64
9. Spyro the Dragon – PS-X
8. Gex 3: Deep Cover Gecko – PS-X
7. Super Smash Bros. – N64
6. Gran Turismo – PS-X
5. WWF Warzone – PS-X
4. WCW/NWO Revenge – N64
3. Legend of Zelda: Ocarina of Time – N64
2. Syphon Filter – PS-X
1. Pokémon – GB

top ten things heard while in line for the first showing of Episode I

10. "Can I borrow your coffee can?"
9. "This has been the best 72 hours of my life."
8. "If you could actually get a date, would you rather go cruising in a TIE fighter or an X-Wing?"
7. "I hate Jar Jar Binks."
6. "Right after I see Episode I, I'm going to start waiting in line for Episode II."
5. "I'm sorry, mall policy prohibits the wearing of facial coverings. You'll have to take off that Darth Vader mask."
4. "I'm pretty sure Queen Amidala will turn out to be Luke and Leia's mother. Do you think Amidala will be their mother? She's got to be their mother."
3. "Do you have an extra battery for my lightsaber?"
2. "I feel like I've seen most of the movie already."
1. "Are you waiting for Pokémon cards?"

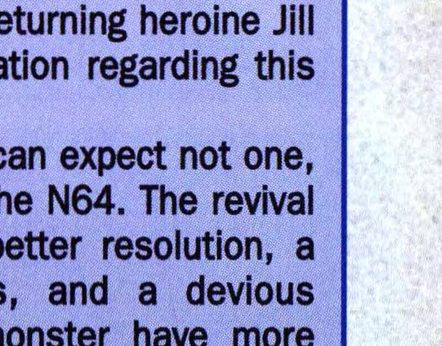
Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine
Attn: Top Ten
10120 West 76th Street
Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Nemesis Leads Resident Evil's Undead Army

This month brings a cavalcade of ***Resident Evil***-related news. As we reported in our April issue, there will be a new prequel to *RE 2* for the **PlayStation**. We have now learned that the name has been changed from ***Resident Evil X*** to ***Resident Evil Nemesis***. *Nemesis* will take place 24 hours before *Resident Evil 2*, and features a new male partner to tag along with returning heroine Jill Valentine. At press time, there was no information regarding this new character's name.

Long-suffering **Nintendo** fans can expect not one, but two *Resident Evil* games for the N64. The revival of *Resident Evil 2* will include better resolution, a ton of new gameplay features, and a devious new monster. Does this new monster have more significance than shotgun fodder? (see pg. 55 for more info). Capcom also has a prequel to the series entitled ***Resident Evil Zero*** in development for the N64. Apparently, saved files from *Resident Evil 2* will work with *Zero*.

Finally, Capcom is bringing *Resident Evil* to the **Game Boy Color**. The story line will be the same as the original *Resident Evil* for the PlayStation. This game should definitely test the limits of the GBC, as the brave souls at Capcom are attempting to recreate *RE's* 3D environments instead of opting for a side-scrolling adaptation.

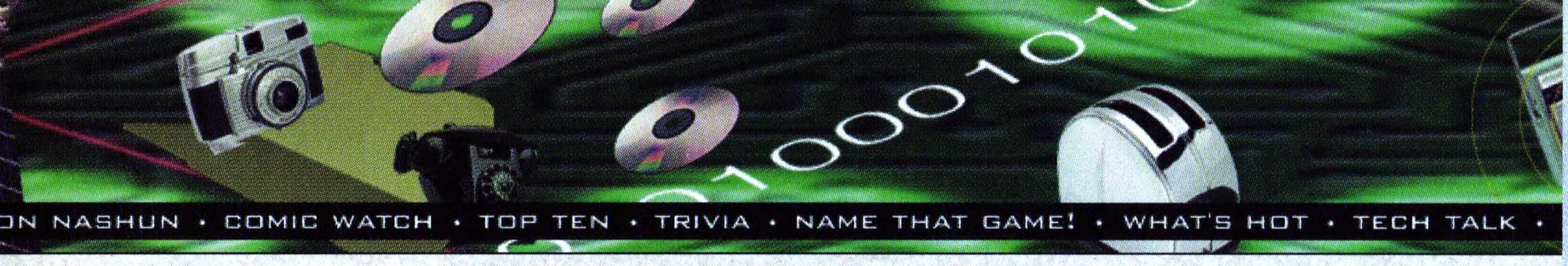


Resident Evil – GBC

Resident Evil Nemesis

Capcom's Samurai Survival Slasher

Finally, the rumored ***Resident Evil*** ninja game might finally be a reality, although in a different form. It's called ***Onimusha the Demon Warrior***, another addition to the Survival Horror series that runs on the *RE 2* engine. The game takes place in the Sengoku period, pushing gamers to test their skills in real-time sword fighting. Even though this release is running on the same engine, its look is quite different from *RE 2*. The backgrounds utilize beautifully textured polygonal objects instead of painted backdrops. It should be available for **PlayStation** in early 2000. For now, think *Resident Evil 2* with swords.



Castlevania 64 Gets Reworked & Dracula Soars to Dreamcast

KONAMI'S FALL LINEUP

PlayStation
- *Suikoden II*
- *Soul of the Samurai*
- *Rally Racing*
- *NHL Blades of Steel 2000*
- *NBA In the Zone 2000*
- *International Superstar Soccer 2000*
- *Vandal Hearts 2*
- *Fisherman's Bait 2*

Nintendo 64
- *Goemon's Great Adventure*
- *Hybrid Heaven*
- *Castlevania Special Edition*
- *NHL Blades of Steel 2000*
- *NBA In the Zone 2000*
- *International Superstar Soccer 2000*

Dreamcast
- *Castlevania*
- *Airforce Delta*

Game Boy Color
- *Azure Dreams*
- *Rally Racing*
- *Spawn*
- *Motorcross Maniacs 2*
- *International Track & Field*
- *Survival Kids*
- *NHL Blades of Steel 2000*
- *NBA In the Zone 2000*
- *International Superstar Soccer 2000*

Track & Field – GBC

Survival Kids – GBC

Konami is one gigantic and busy company. The company is currently supporting any console and handheld system it can get its hands on. Konami recently gave us a rundown of the more than 20 games the company will release this year and beyond.

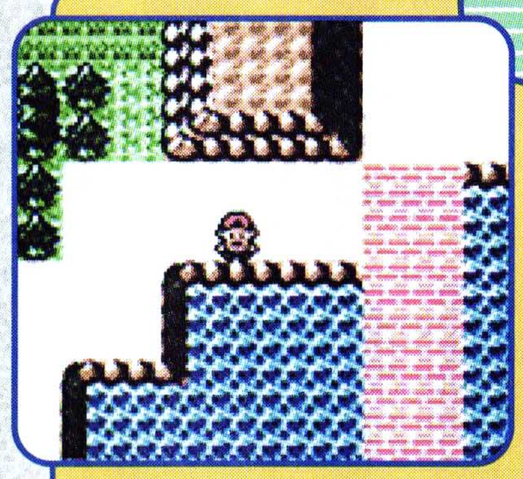
Castlevania continues to be a mainstay in the Konami lineup with a version scheduled for both the **Nintendo 64** and **Dreamcast**. The Dreamcast *Castlevania* is under development in Konami's American studios, while the N64 game will be handled again by Konami's Kobe, Japan studio. Dubbed ***Castlevania Special Edition***, the N64 game will feature more playable characters and refined graphics and gameplay...actually, many would say fixed graphics and gameplay.

Sequels are in order for other Konami franchises including ***Vandal Hearts***, ***Sulkoden***, ***Fisherman's Bait***, and the myriad of sports tiles. On the **Game Boy Color**, Konami is set to deliver several promising products like the button mashing ***Track & Field***, and a modern day action/adventure called ***Survival Kids***.

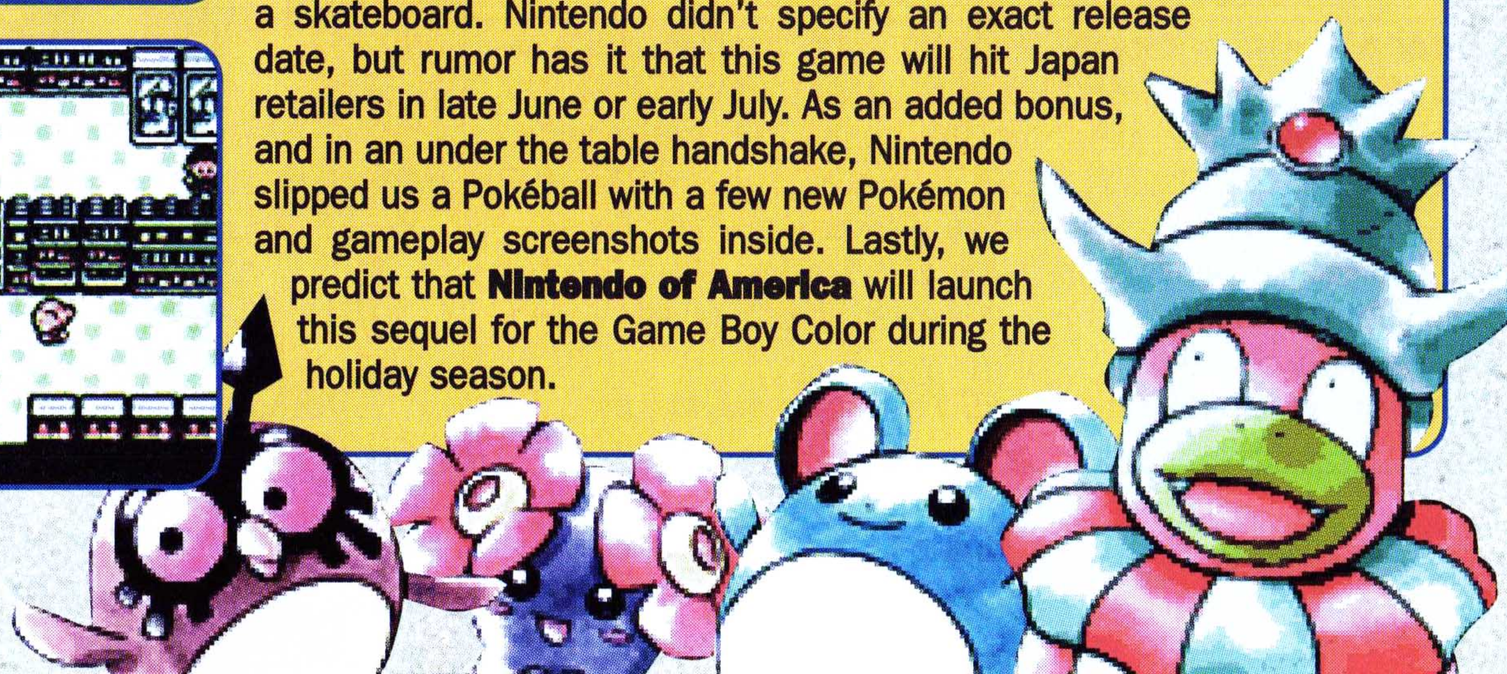
Peruse the list of Konami's fall lineup.

Suikoden II

The Madness Continues... Pokémon Sequel Readies for Launch



The anxiously awaited ***Pokémon*** sequel is as slippery as a slug and as secretive as the Batcave. However, after a month of pestering, **Nintendo of Japan** finally broke down and divulged a few new details to the hard-hitting *GI* editors. Several of the new characters in ***Pokémon Silver*** and ***Gold*** were in fact unveiled in the cartoon series. So if you see a critter you don't know on your tube, then write its name down and get ready to catch it in this **Game Boy Color** sequel. Also, Ash will eventually acquire the ability to cruise around and speed up his expedition on a skateboard. Nintendo didn't specify an exact release date, but rumor has it that this game will hit Japan retailers in late June or early July. As an added bonus, and in an under the table handshake, Nintendo slipped us a Pokéball with a few new Pokémon and gameplay screenshots inside. Lastly, we predict that **Nintendo of America** will launch this sequel for the Game Boy Color during the holiday season.



Game Informer's Site O' The Month

Smithsonian Institution

Game Boy Euro-Asia Page
http://gameboy.s-one.net.sg/

With reporters scattered across the globe, this site is on the pulse of the Game Boy. Frequently updated news and previews will help keep you on the cutting edge of Game Boy happenings. Pay 'em a visit and be sure to tell 'em Game Informer sent ya'.

VIDEO GAME TRIVIA

1. *What is the name of the upcoming Resident Evil game for PlayStation?*
2. *Naughty Dog, Inc. is best known for what PlayStation game series?*
3. *True or False: EA is working on a wrestling game featuring the WWF.*
4. *What is the name of Bandai's handheld system that was recently released in Japan?*
5. *What is the U.S. release date of Sega's Dreamcast?*

[Answers on the bottom of page 26]

Allen Ludden

Name That Game!

This game originally hit arcades in 1994 and was subsequently released on numerous home systems (PlayStation version shown). Created by Atari games, this fighting game featured a host of prehistoric beasts and nasty finishing moves. What game is it?

[Answer on the bottom of page 26]

Data File:

➤ As reported last month, **Namco** is releasing a new ***Tekken*** game in Japanese arcades. The official name is ***Tekken Tag Tournament*** and it will arrive in Japanese arcades in June.

➤ **Acclaim Entertainment** will lose its license for **WWF** games after the release of ***WWF Attitude*** for **N64** and **PS-X**. The company is rumored to be looking at the renegade **ECW** (Extreme Championship Wrestling) for an endorsement.

➤ Is **Dreamcast** ready for a beat down? Let's hope so. Rumor has is that **Capcom** is bringing its arcade fighters ***Plasma Swords*** (*Star Gladiator 2*) and ***Street Fighter 3: 3rd Strike*** to the Dreamcast.

➤ ***Ogre Battle 3*** has slid at amazing speeds down the release list to an October release. With **Nintendo** supervising development, and utilizing the loading-free technology of **Nintendo 64**, this could be the most intense chapter in **Atlus'** famed series. Gah!!! Must...kill...orcs...

➤ **Natsume** has announced that the third installment to the ***Lufia*** chronicle, ***Rune Chasers***, has been scrapped for **PlayStation**. Don't bite your fingers off just yet. *Lufia Rune Chasers* will now be developed for **Game Boy Color**, and get this, it'll be out before the end of the year.

➤ ***Pokémon*** fans around America have one more reason to jump for joy. A full-length animated film called ***Mewtwo Strikes Back*** will be released later this year in the United States.

➤ Word around Hollywood is the script for the ***Tomb Raider*** live action movie is finally complete. This film from **Paramount Pictures** isn't scheduled until the summer of 2000.

➤ **Left Field Productions**, the development team behind ***Kobe Bryant Basketball*** for **N64**, is said to be hard at work on a sequel. The company also has a boxing game, and rumor has it Nintendo is considering calling it ***PunchOut 64***.

➤ The classic **NES** action/RPG ***Crystalis*** will make its way to **Game Boy Color** later this year.

Metropolis For Dreamcast

Bizarre Creations has been going off about ***Metropolis***, its ambitious racing game for the **Dreamcast**, for quite some time. Now, pictures have been posted on Bizarre Creations' website (www.bizarrecreations.com) for all to enjoy. The details in the game so far are excellent, and Bizarre Creations claims that the game is still very far from completion, with few visual effects implemented as of yet. The game is a racer set in a bustling city. Both arcade-style gameplay and in-depth racing detail are available to give a little something to every kind of racing fan. The game is scheduled to be a release title for the Dreamcast in Europe (September 23), and plans to bring it to the U.S. and Japan are underway as well. Now, have a look at these screens and await the release of *Metropolis*.

Indiana Jones Eyes PlayStation

Details on the long awaited return of **Indiana Jones** are for the most part non-existent. However, a new look at the game has drifted out of **LucasArts**. Just like ***Fate of Atlantis*** for **PC**, ***Indiana Jones: The Infernal Machine*** introduces a new story that has few ties with the movies and books. LucasArts is really doing a number on this title. As you can see, the look of the game is spectacular, including every little detail from a dirtied old hat on Indy to creepy cavern effects. The game will also include voice clips for all of the cutscenes. But don't expect Harrison Ford to reprise his role in this game. Wouldn't it be nice though? Lastly, *The Infernal Machine* will include more action than *Fate of Atlantis*. Puzzle solving will still be a factor, but now, you'll be forced to use the whip and Indy's agility much more. When can you get your adventurous hands on this one? LucasArts says this winter for PS-X and PC.

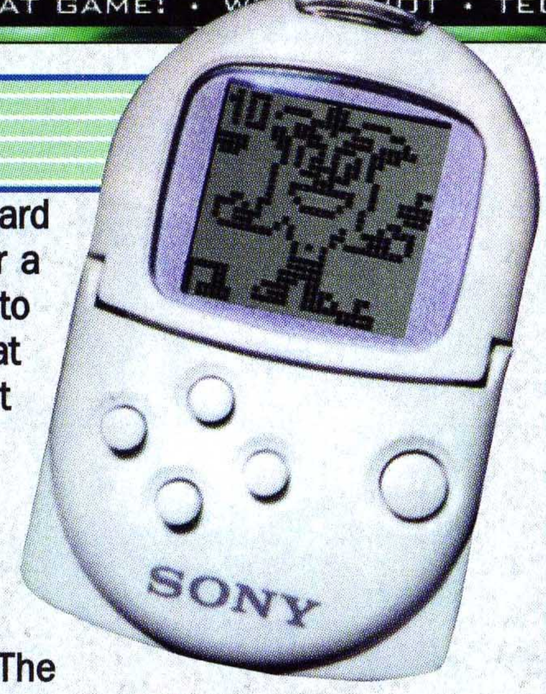
Capcom's Class Reunion

Capcom's games reproduce faster than bunnies. Here a sequel, there a prequel, everywhere a sequel, prequel. Now, it's ***Rival Schools'*** turn to join in on the frenzy. In a few months, **Capcom Japan** will launch ***Rival Schools 2***, a monumental one-year reunion that reunites last year's class and introduces a whole new flock of classmates on the **PlayStation**. *Rival Schools 2* will deliver more mini-games, a larger adventure story, and **PocketStation** support.

No official word as to when *Rival Schools* will make it to the U.S.

Where is the PocketStation?

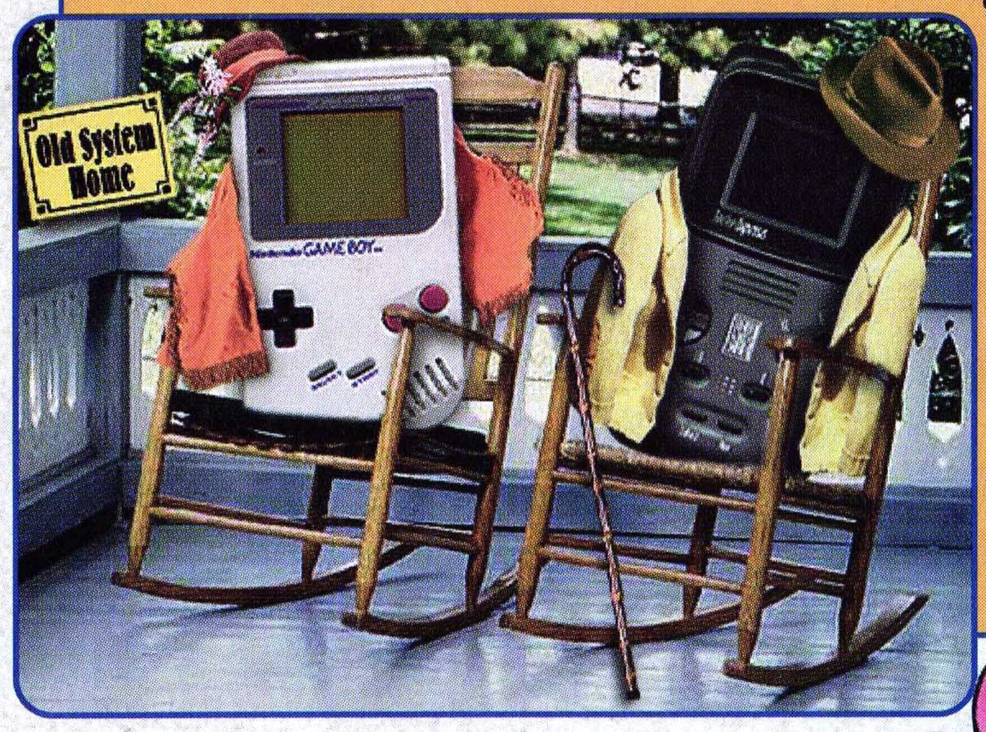
The small **PlayStation** peripheral that is part memory card and part handheld game machine has been out in Japan for a number of months and should have already made it to the U.S. Sony announced the **PocketStation** at last year's E3 and, as you may know, it has yet to surface. So where is the PocketStation?



A **Sony Computer Entertainment** spokesperson declined to give specifics to when and if the PocketStation would surface, but did say it may make an appearance at the upcoming E3. The Japanese PocketStation is a hard to find item and supply may be a main concern for the U.S. launch. Additionally, the battery system in the PocketStation is prone to a quick loss of power. This may be another problem that Sony wishes to address before bringing the PocketStation to the States.

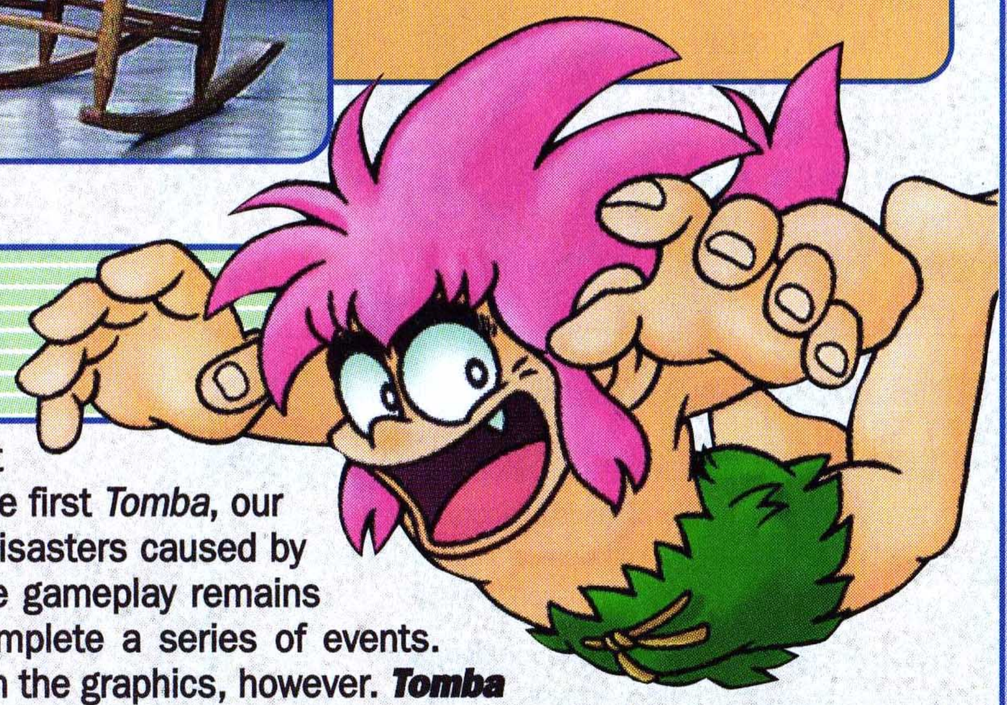
Nintendo Slowly Puts Workhorse to Rest

After a ten year reign on the handheld market, **Nintendo** is slowly phasing out the standard black and white **Game Boy** units (including the **Game Boy Pocket**) throughout the next year. With the new **Game Boy Color** surpassing 8 million units in sales, Nintendo will turn its focus to the new handheld.



A number of Game Boy Color titles in the pipeline, including ***Super Mario Bros. DX***, ***Griffey's Slugfest***, and ***Smurf's Nightmare***, will not be compatible with the old Game Boy. Even more Game Boy Color only titles are on the way. Luckily, the enormous library of standard Game Boy games work with the new Game Boy Color.

Tomba 2 On The Way



Tomba ain't no gangster, but he still hates pigs. Just like in the first *Tomba*, our hero is trying to overcome the disasters caused by his enemies, the evil swine. The gameplay remains largely the same as players complete a series of events. There are some major changes in the graphics, however. ***Tomba 2*** features a fully 3D polygonal environment, character voice-overs, and much shorter load times than its predecessor. Our hero has a few new tricks up his sleeve as well: new weapons, more mini-games, and animal suits, like the flying squirrel suit, that grant him special powers. To help players on their way, there is a bug guide to give advice, and arrows that point the way to new areas. Depending on the events you complete, there are 4 different endings. Also, saved data from the first *Tomba* can trigger events in *Tomba 2*.

THINK ABOUT THIS!

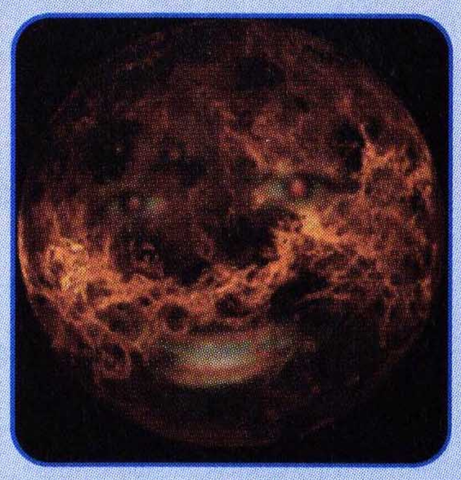
Pixelated Preaching: A Vision of Loonitasus

by Reiner

After watching Keanu Reeves renew himself as a semi-legitimate Hollywood actor in The Matrix, I participated in a serious discussion regarding the "not what it appears to be" story from this daring film. The debate with my intellectually retarded brood of friends was so good that I stepped back and looked at my entire life through a "what if" perspective. Many of my theories were too far-fetched to be true. The planet Venus could never transform into a sentient being named Loonitasus. Come on! It's absurd! But some of my assumptions made me a believer in Conspiracy 101. Now sit back and grab a rag. You'll need it to wipe the sweat off your brow from the intensity that is about to bang on your brain from my pixelated preaching.

I believe that Sony rotted out Sega from the inside. The device Sony used to accomplish this feat was the Sega CD. That's right. Way back when Sega launched the Sega CD, Sony also thought about developing a console of its own. Remember Sony and Nintendo's 32-bit CD-ROM that never made it out of development hell? Sony kept a tight lid on this secret development, and probably hitched a ride with Nintendo to learn a few tips. Sony never wanted to make a machine with Nintendo. No way. Sony then released a bunch of software for the Sega CD under the guise of Sony Imagesoft. This software was horrible...no...the most putrid gaming I can think of (next to Digital Pictures that is). Games like Cliffhanger, 3 Ninjas Kick Back, Ground-Zero Texas, Frankenstein, and the miserable ESPN sports line turned people away from the Sega CD, and ultimately, sent Sega through a downward spiral it has yet to recover from.

The only kink in this thinking is Mickey Mania. That game was actually pretty good, but then again, it could just be a game to cover Sony's tracks and make this little theory of mine seem ridiculous. Sony also released a few stinkers like Hook, Last Action Hero, and Smart Ball for the SNES, and Nintendo may have been unaffected by these releases because its library was too large, or Nintendo could have been in cahoots with Sony all along, thus the non-aggressive 32/64-bit marketing approach.

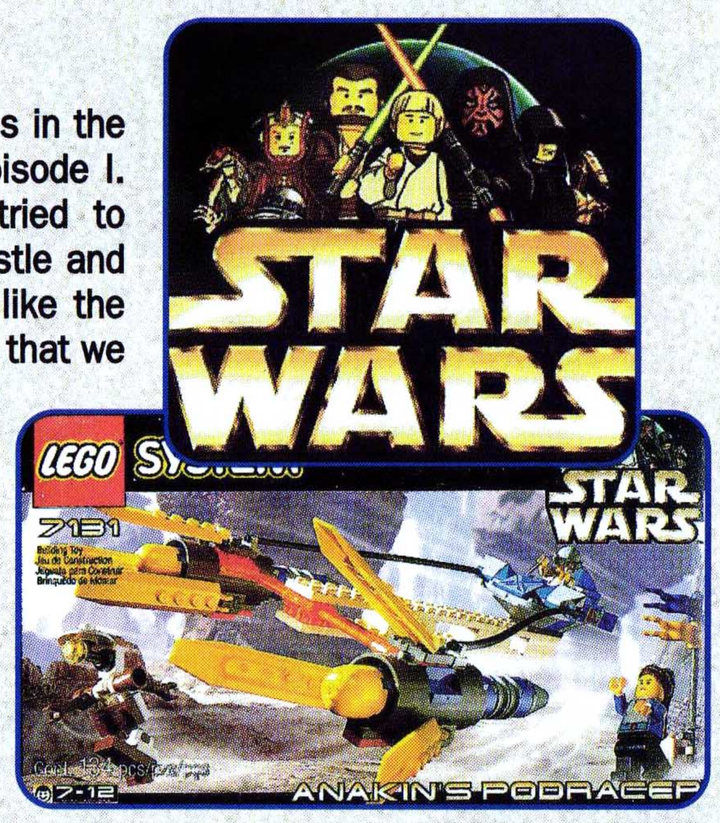


The planet Loonitasus

Now let's look to the future. Let's say Dreamcast tanks on retail and Sega goes under. Will Sony and Nintendo grant Sega the privilege to create software for PlayStation 2 and Nintendo's unannounced high-end console? Or will Sony and Nintendo be too fearful of a round robin effect that Sega would use to get the upper hand, just like Sony possibly did? We'll have to wait and see. Don't believe what you see or hear. Use your mind to solve the hidden riddles.

Build Your Own Podracer

Lego, the world's most versatile toy, now comes in the form of the speedy podracers from Star Wars: Episode I. Before looking at the official Lego pods, we tried to construct several pods of our own with our old castle and city Lego sets. Sadly, our creations looked more like the *Toxic Avenger* than a roman-chariot vehicle. It's not that we don't have the mental capacity to create a pod out of bricks, we simply didn't have the correct pieces to do so. That's all. Later this month Lego will debut two pod related sets, **Anakin's Podracer** at $14.99, and **Mos Espa Racer** at $89.99. If you can afford the Racer set, then skip out on the Anakin set. The Racer set comes with Anakin's pod, Sebulba's, and Gasgano's. Both of these sets also include bonus figures like Padme and pit droids.



SNK Launches New Handheld

Baseball Stars Color

King of Fighters R-2

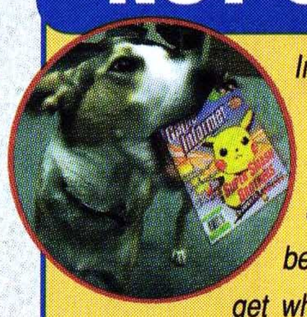
Puzzle Bobble Mini

SNK has put the **Neo Geo Pocket Color** up against the **Game Boy Color** in the U.S., and it brought on the competition earlier than expected. Originally, the NGPC wasn't going to be available until it arrived at retail stores in September. SNK is not only shooting to make NGPC available on retail shelves a bit sooner, but has made the color handheld available to U.S. consumers in mid-April via its web site, www.snkusa.com.

Already available in Japan, the Neo Geo Pocket Color is not only lighter than the Game Boy Color, but also has a larger screen that is easier to see in varying light and from side angles, almost three times the colors, and the two AA batteries will last you twice as long (40 hours). A lithium battery allows for backup and saving of games in progress, as well as keeping time on the system's built in clock even when it's off. Other built-in features include an alarm, a calendar, an international clock, and a horoscope. All this for $79.99, a price comparable to the GBC!

The Neo Geo Pocket Color will be available in three casing colors; Platinum Silver, Platinum Blue, and Anthracite. Ten titles are currently available, with 15 more on the way within the next few months.

NOT GETTIN' ANY?



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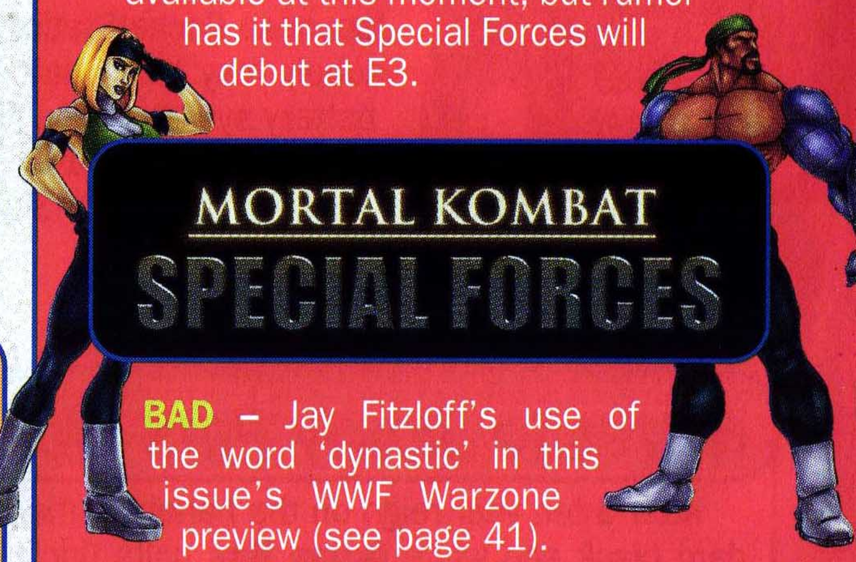
Video Game Trivia Answers:
1. Resident Evil Nemesis
2. Crash Bandicoot
3. False. EA is working on a WCW game.
4. WonderSwan
5. September 9, 1999

Name That Game Answer:
Primal Rage

THE GOOD, THE BAD, THE UGLY

GOOD – Who said Mortal Kombat was dead? If you thought Mortal Kombat: Mythologies Sub-Zero was a bold venture for the MK universe, then look out! Midway and creator John Tobias are currently developing Mortal Kombat: Special Forces, an action/adventure that combines 2D combat with 3D exploration, like that in Tomb Raider. Special Forces features two playable characters, Sonya and Jax. As you can see from the artwork, these characters are pumped and in better shape than they've ever been in. No other details are available at this moment, but rumor has it that Special Forces will debut at E3.



BAD – Jay Fitzloff's use of the word 'dynastic' in this issue's WWF Warzone preview (see page 41).

GOOD – This may be a positive step in the PlayStation library, or maybe it's not. PlayStation game developers are using a formula made popular by Mario Kart and Diddy Kong Racing. There are currently five character based racing games in development. Crystal Dynamics is working on a Gex racer, Square has Chocobo Racing, 989 Studios has an unnamed game up its sleeve, there's a Muppet racer being made by parties unknown, and finally, this month's cover story, Crash Team Racing.

UGLY – Titus Software's upcoming Superman game for Nintendo 64 has undergone reconstructive surgery, but according to representatives at Nintendo (who will remain nameless), the chunk of Kryptonite that was jammed down Superman's jockey and caused the game to develop a horrific gameplay curve has not been removed, nor will it ever be. Apparently, the Kryptonite was hidden between two large rocks, and was crammed in such an awkward place that Titus and Nintendo couldn't save ol' Supes in time. Next time you see him, don't be surprised if he's flying backwards, or hunched over grabbing his little red briefs. Of course, we'll put the game through its paces and make our own judgment, but we will not have this luxury before the game hits retail. Superman should be shipping as we speak. Let's hope these Nintendo reps work for Lex Luthor and speak only lies about America's favorite cape wearing hero.

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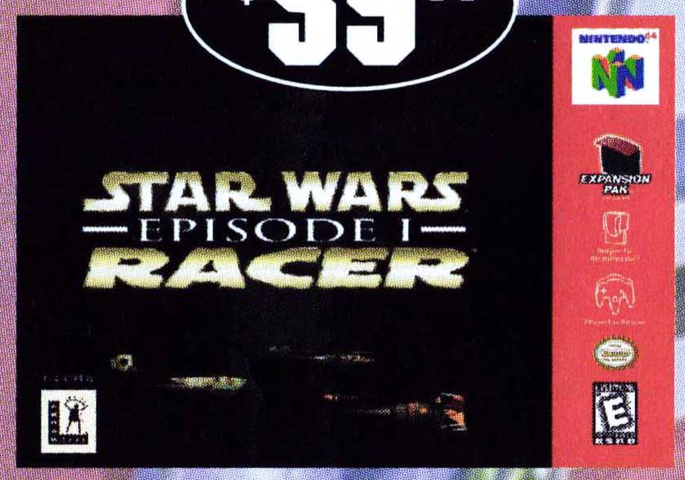

EXPECTED RELEASE DATE
MAY 17, 1999

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NINTENDO 64

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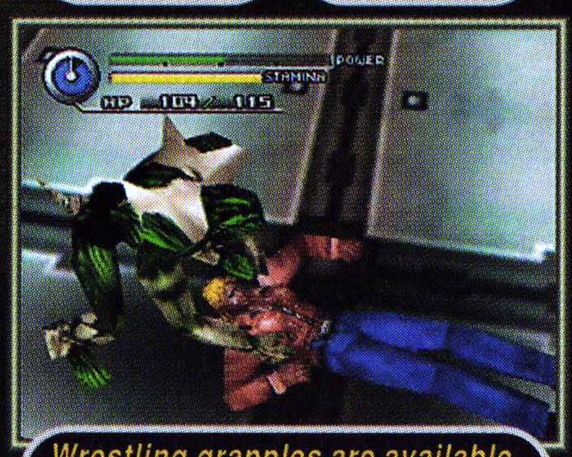
HYBRID HEAVEN

- **Size:** 128 Megabit
- **Style:** 1-Player Action
- **Special Features:** Action/Turn-Based Battles; Acquire New Moves & Wrestling Grapples; Tons of Realtime Cutscenes; Rumble, Controller, & Expansion Pak Compatible
- **Replay Value:** Moderate
- **Created by:** KCEO for Konami
- **Available:** June for Nintendo 64

Bottom Line: 7

"Just Thinking About When We Rule the World Turns Me On."
– Jerry

This Konami Computer Entertainment Osaka release features more story content and cinematics than we've ever viewed in a Nintendo 64 game. Like Metal Gear Solid on PlayStation, this game's backbone is its story. The action is more or less secondary. Hybrid Heaven's introduction is lengthy and comes packed with voice-overs and trigger music that actually delivers suspenseful moments and intriguing new plot twists. While the voice-overs are left behind at the intro, the same high caliber animation and directing is found within a slew of additional cutscenes. The story is a good one. One that keeps you guessing. One that keeps you on the edge of your seat. Your character doesn't know who he is, who he fights for, or where he is. He's not even sure he's real. He's not even sure he exists.



Wrestling grapples are available as combat techniques.

If you like the theatrical release, The Matrix, then you'll surely take a liking to the plot in Hybrid Heaven. As for gameplay? Hybrid Heaven's general play mechanics and foundation of exploration are as basic as they come. Surprisingly, for delivering such a well thought out story, the play doesn't really push the gamer to do much more than avoid a few robots and find the door with the green tint. Sure, you'll need to jump over a few pitfalls, shoot a few enemies, and solve a couple of riddles, but if you use your head and don't try to rush through every environment, these feats are a piece of cake...almost too easy.

Hybrid Heaven's only challenges are found within the wicked battle sequences. Picture if you will, a turn-based wrestling game with role-playing themes. Your player starts out weak and incompetent; kind of like Andy Kaufman. But after winning a few bouts, he gains experience, acquires new moves from the enemy, and eventually garners abilities that would make Dean Malenko jealous. The movement in combat is all realtime, but all of the actions are based on an energy meter that must be filled before a move can be used. Your character will even learn some great wrestling moves like the Boston Crab and the Shoulder Drop.

Hybrid Heaven pushes forward the story as its strong suit and delivers plenty of action in its combat. This is a unique N64 release that dares to be different. ■

ANDY
THE GAME HOMBRE

Concept 8
Graphics 8
Sound 7.5
Playability 8.25
Entertainment 9
8 OVERALL

"Even though Hybrid Heaven suffers from repetitive objectives, sloppy animation, and plain-Jane graphics, this game is quite entertaining. **I like to think of it as the world's first wrestling RPG**. While pulling off pile drivers and choke holds is a great way to take out enemies, perhaps the game's best attribute is its futuristic storyline. It's not great, but it keeps you hooked, and with the addition of all the cutscenes, it is a rare treat for N64 owners. Even the fighting engine is fairly revolutionary with its half action, half menu-based combat. Hybrid may not be the best game ever, but it's pretty darn good. If you're looking for a fun adventure, definitely check it out, as Hybrid had me hooked."

PAUL
THE GAME PROFESSOR

Concept 8
Graphics 5
Sound 3.25
Playability 5
Entertainment 2.5
4.75 OVERALL

"You can just look at my score and realize this clunker is not close to heaven (it's closer to another place). I give it credit for being different from anything else on the N64, but it is just not that fun. The story is horrible, filled with mediocre text and stupid characters. The battle system is not bad, but the repetition of the retreating and engaging is just too dull. Equally dull are the drab graphics. **The enemies lack definition, originality, and are just plain dumb looking**. Hybrid Heaven doesn't have anything going for it. Across the board the game is not worthy and I highly advise you to steer clear. This one will go straight to the bargain bins and rightfully so. It is a poor game."

REINER
THE RAGING GAMER

Concept 7.5
Graphics 7.5
Sound 8.75
Playability 7.25
Entertainment 9
8 OVERALL

"From its obscurities in story to its repetitions in gameplay, I should tear this game a King Kong size hole. But instead, I'm going to praise this release. Why I like this game, I'll never know. I laughed painful tears through most of it, yet I walk away from each session completely fulfilled and ready to go another ten hours. Hybrid Heaven is a strange game that redefines video game cheese, and that's why I love it so much. **The story is diabolical, yet severely retarded**. The characters share the same difficulties. Get this, the bad dude is named Jerry. How cool is that?! Hybrid Heaven does have some high points, like inventive combat and finely polished cutscenes, but still...this game is pure cheese. Who knows? You may enjoy it."

A Disturbance In The Force

Nintendo 64

Review

- **Size:** 1 or 2-Player Racing
- **Style:** 256 Megabit (With Built-In Save)
- **Special Features:** 23 Pods; 25 Tracks; Soundtrack by John Williams; Authentic Movie Sound Effects; Exclusive Dialog by Jake Llyod, Andy Secombe, & Lewis Macleod; Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** LucasArts for Nintendo
- **Available:** May 21 for Nintendo 64

Bottom Line: **9**

A great disturbance in the Force has just swept across the galaxy, and even the most powerful Jedi couldn't sense it. Mace Windu was blind to this action. Cranky ol' Yoda was equally unaware to this strange occurrence. None of the Jedi saw this one coming... none of the Jedi were prepared for a Star Wars racing game. We knew LucasArts was working on an Episode I product, this was a given, but we never imagined that the first Episode I game for Nintendo 64 would be a racing game. We believed that we would see a Factor 5 flight simulator similar to Rogue Squadron, or perhaps a GoldenEye-like first-person adventure, but never did we expect Racer. It's kind of like a dog giving birth to kittens or a Vulcan smiling. For hardcore Star Wars maniacs, this release is extremely confusing.

For over 20 years we've been trained to think about Star Wars in a certain way. With the release of Episode I, we'll have to broaden our horizons and open our minds to new possibilities like gungan aerobics or wookie skydiving. We'll need to find new faith in Lucas, and establish a new desire. Episode I will be hard to adapt to the larger Star Wars canon, but we'll have to change, otherwise, our world will end and we will die.

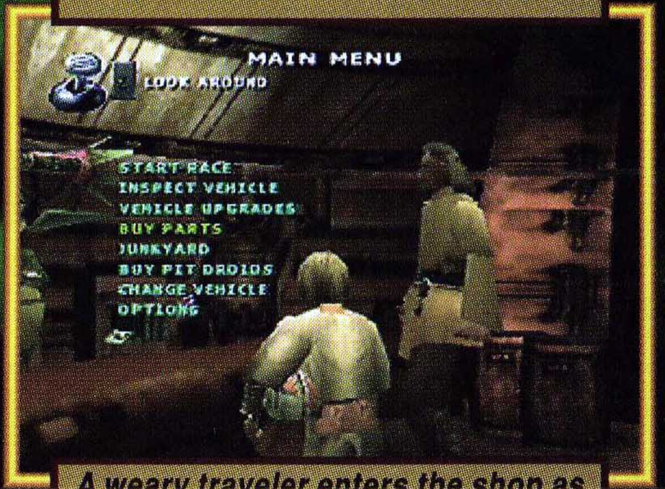
Racer is a good way to get accustomed to the new prequels. After you observe the intensity and ferocity of this event in the movie, you'll want to play the game. LucasArts has worked wonders with this scene and have authentically recreated the vehicles, terrain, and speed that you'll see in the film. The pods are extremely fast, breaking speeds over 700mph. When your pod moves this fast, you'll experience a sensation that really hasn't been expressed in a video game to its utmost potential. Extreme G and Wipeout 64 are good comparisons to what Racer delivers, but the feeling of being completely out of control with the environment whizzing past your face at breakneck speeds can only be found in Racer. You'll sweat buckets, forget to blink for ten minutes, then walk away from the game blown away.

The soundtrack, by John "God" Williams, makes this experience even more electric. Staying on the track and handling the pod is hard enough as it is, but the competitors add extra difficulty as they bang your pod and throw foul mouthed Huttese taunts in your direction. Racer features 23 different pods, 18 of which are from the movie, the rest are concept pods and a few characters that were left out of the film. With these speed demons, 25 tracks await. Tatooine, Dovo IV, Mon Gazza, and several other locations throw out harrowing courses like Sebulba's Legacy, Zugga Challenge, and the Executioner.

This is yet another racing game for Nintendo 64, but on the flip side of the coin, it is one of the few Star Wars games for Nintendo 64. Watch the movie first. If the podrace scene gives you the shakes, then run out and purchase the game.

Not every pod is limited to just two engines.

Anakin fights for position.



A weary traveler enters the shop as Anakin haggles with Watto.

Saddle up to 23 different pods.

Racer's graphics and effects are incredible.

ANDY
THE GAME HOMBRE

Concept	8
Graphics	9.5
Sound	9.5
Playability	9
Entertainment	8.5
OVERALL	**9**

"Holy Mackerel! **Racer is the fastest game ever to grace the N64**. After Wipeout 64's horrible showing, I thought it might be impossible for an N64 game to move so quickly and still keep the pop-up to a minimum, but Racer does it with ease. Besides the blazing graphics, Racer also has some great gameplay. The other pods bang with you for position as you fly by the seat of your pants through tracks that are full of twists, turns, and difficult shortcuts. And of course, once you get the force really flowing, this game utterly rocks. Flying under Jawa Sandcrawlers, going sideways through tight spots, barely grazing the blast doors as they close upon you; all with the awesome tunes of John Williams pumping in the background. Racer is phenomenal."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	9.5
Sound	9.5
Playability	8.75
Entertainment	8.5
OVERALL	**9**

"When this game surfaced, I couldn't believe that N64 owners would have to play yet another racing game. Sure there are far too many racing games, but this is Star Wars. Racer starts out at a fairly easy pace, and it really doesn't get going until you start upgrading your chariot. Soon enough, Racer moves out. It is incredibly fast and the racing circuits are absolutely huge. **Figuring out new paths and short cuts is half the fun**. Like most Nintendo games, the control is dead solid, but may turn out to be a little too hard for a beginner. Experienced pilots will have little problem beating Racer in a weekend. This may be the game's only fault. This is a fantastic game that any fan of the Force should not miss."

REINER
THE RAGING GAMER

Concept	7.75
Graphics	9.25
Sound	9.25
Playability	9
Entertainment	8.25
OVERALL	**8.75**

"Racer doesn't embody the essence of Star Wars at all, and it's going to take some time to digest this prequel property as the next chapter in the Star Wars canon. Thankfully, Racer's sound effects and soundtrack make this difficult transition much easier. John Williams' new soundtrack is brilliant, and I can't believe LucasArts didn't include an option where you could turn on the music, rather than only hear bits and pieces of it through triggers. This is the only complaint I have with this racing game. **The gameplay is great, its speed is almost unfathomable, and the detailed graphics will floor you.** LucasArts also made this game quite challenging. The first few tracks are easy, but after that, look out for Sebulba!"

Nintendo 64

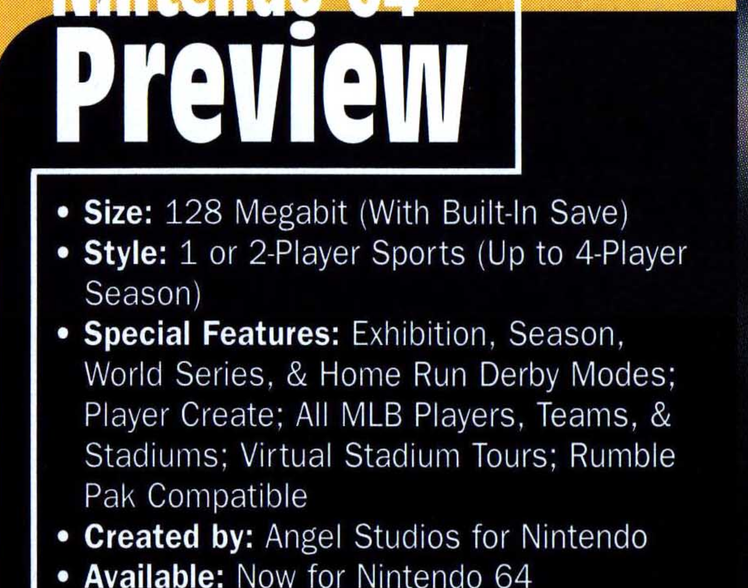
Preview

- **Size:** 128 Megabit (With Built-In Save)
- **Style:** 1 or 2-Player Sports (Up to 4-Player Season)
- **Special Features:** Exhibition, Season, World Series, & Home Run Derby Modes; Player Create; All MLB Players, Teams, & Stadiums; Virtual Stadium Tours; Rumble Pak Compatible
- **Created by:** Angel Studios for Nintendo
- **Available:** Now for Nintendo 64

100% Complete

KEN GRIFFEY JR.'S Slugfest™

Nintendo's Slugger Returns to the Plate



After another gruelling 162 game season, the Yankees will still take home the pennant.

As Jose "Rocky Road" Canseco has demonstrated, outfielders are also potential pitchers.

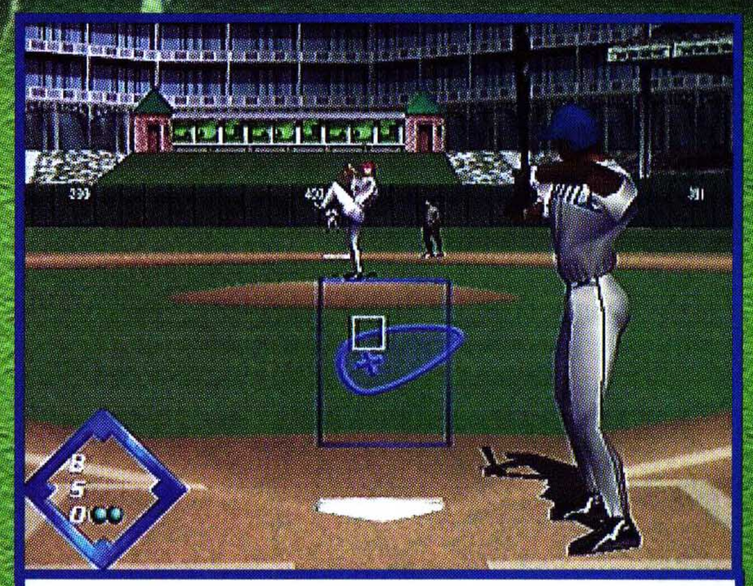
Slugfest excels in fielding. If you mess up a play...then it's probably your fault.

Ken Griffey Jr. is returning to the Nintendo 64 for his second season. As the long-time poster boy for Nintendo baseball, Griffey has graced a number of games on the Super NES and Game Boy. The newest in baseball for N64, Ken Griffey Jr.'s Slugfest, arrived at Game Informer just before this issue went to press and we were able to sneak in this preview report.

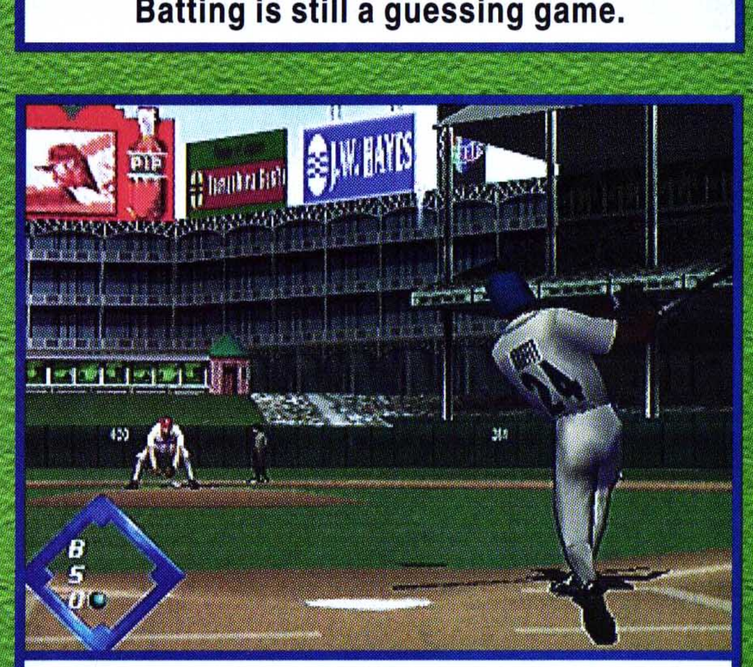
First and foremost, this year's version of Griffey has a player create option. This feature was sorely missed last year, but you can now add a player of your own design into the free agent pool and add the player into the roster of your choice. The player create features some typical options that will let you modify the player's height, weight, batting stance, facial hair, and the like. The player's skills can also be adjusted between various hitting and fielding attributes.

The look and play of Griffey hasn't changed much. The playing perspective and camera work were highly praised in last year's game. The graphics engine provides smooth transitions between the batting screen and fielding screen. This makes fielding a sharp grounder or a line drive fairly easy. It also makes real-life fundamentals (like charging a ground ball) part of the playcontrol scheme. Minor adjustments have been made with the pitching and batting interface. The batting cursor is no longer a circle, but is shaped more like a bat. This makes hitting a little more realistic, but you still have to hit the ball in the sweet spot to drive it over the fence. Another minor addition is the pitcher cam. This is simply a behind the pitcher perspective when you are in the field.

Ken Griffey Jr.'s Slugfest is one of only three baseball games for the N64 this season. With its minor changes and tweaks, it may only be slightly better than the previous season. It is quick, beautiful, and full of many options, but we'll have to hold off on The Bottom Line until next issue.



Batting is still a guessing game.



The son of Ken Griffey takes a wild cut at a nasty curve.

Call the paramedics!!! A collision is on the way!

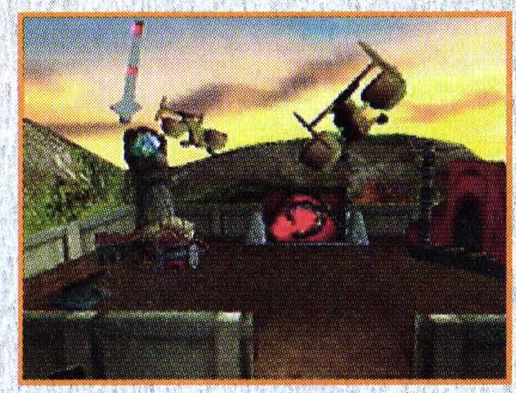
Nintendo 64

Preview

- **Size:** 256 Megabit
- **Style:** 1-Player Strategy
- **Special Features:** 3D Units, Buildings, & Terrain; All The Original PC Missions, & Many New Ones; Play As GDI or NOD; Easy Army Control; Expansion, Controller, & Rumble Pak Compatible
- **Created by:** Westwood Studios/Nintendo
- **Available:** June 28 for Nintendo 64

75% Complete

Strategic Placement



For a system to have been around as long as the Nintendo 64 and not have a real-time strategy game is both amazing and pathetic. At least now that Nintendo has decided the time has come, they're doing it right with Command & Conquer (C&C). Set in a dark future, C&C has the world split into two warring factions: the western bastions of democracy, the Global Defense Initiative, and beasts of the east, the Brotherhood of NOD. Both sides are fighting over Tiberium, the valuable mineral which is used for building all machines of war and as cash for training troops.

C&C revolves around the completion of missions for your faction. You will be given an assignment and a set amount of units to start with. Sometimes, what you're given is all you have to meet objectives. But usually, you'll either find, or need to build, various structures that let you assemble more efficient killing machines (tanks, aircraft, and shock troops, for example). In the meantime, the AI opponent will be working diligently to prevent your progress. A successful C&C commander must keep track of finances, troop location, and adequate defense before an offensive strike can even begin to be calculated.

Much like the PlayStation port, C&C for the Nintendo 64 has a lot of nice control features to make ordering around an army easier. The cursor for selecting troops can be dragged by holding down A, creating a box to surround a group. Those units will then act as one, all following the command you give. If you decide that crew is worth keeping together, you can assign them to a C button, calling them all to attention with a quick touch.

Nintendo 64

Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 4 Character Types & 20 Character Models; Over 30 Levels; Puzzles; Secret Moves & Levels; 3D Map; Deathmatch Mode; Rumble, Controller, & Expansion Pak Compatible; Six Bosses
- **Created by:** Midway
- **Available:** September 21 for Nintendo 64

42% Complete

Slash You Silly

Last March, the Gauntlet name made a resurgence when Midway delivered Gauntlet Legends to arcades nationwide, complete with new 3D environments and the ability to save characters and gain experience. Gauntlet's rebirth has been fantastic and, in typical Midway fashion, the action will travel to the Nintendo 64.

A degree in deductive reasoning is not a prerequisite to play Gauntlet. There are some hidden areas, puzzles, and secret moves to deal with; but make no mistake, this game is hack'n slash all the way. The monsters are relentless, flowing from a spring that never runs dry. During the slaughter, you'll also have to find power-ups and square off against the occasional boss character (six in all, two new to the N64). As one of four character types (warrior, archer, wizard, and Valkyrie), you will encounter these evil-doers in exotic 3D environments seen from a somewhat isometric view.

Nowadays, games seem to receive an enhancement or two before they are ported to the next system. Gauntlet Legends' move from the arcade to the N64 will be no exception. In fact, Legends gets more than its fair share with about twice as many levels, half of them new. In all, there will be six worlds, each comprised of six levels. The new worlds are SkyTown, Ice Domain, and Battlefield. Other changes include a 3D map, a Deathmatch mode, and a heavier emphasis on story.

The upcoming release of Legends is exciting news for N64 owners, and that's not just because it will be one less racing game to choose from. Gauntlet is a fine franchise, and Legends not only lives up to the Gauntlet name, it garners more respect for it.

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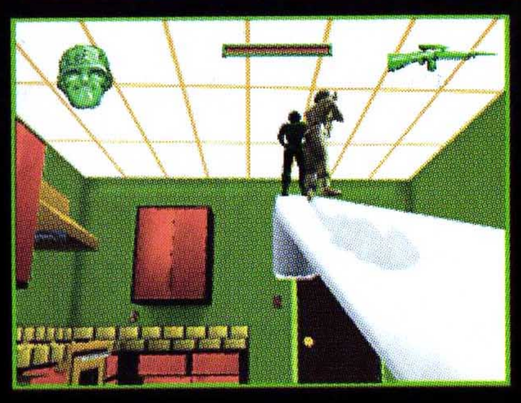
Nintendo 64

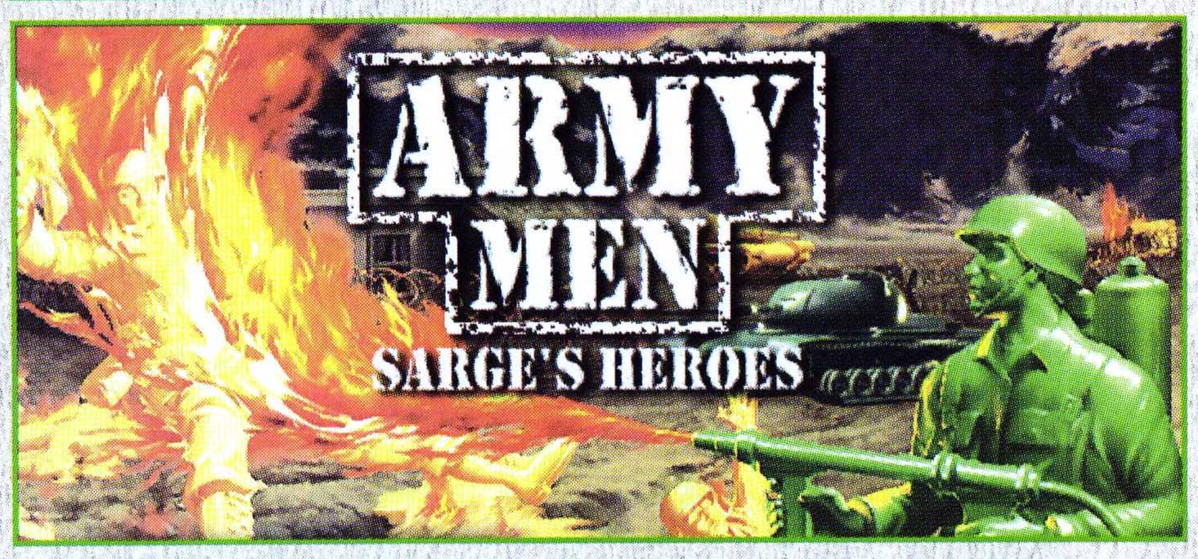
Preview

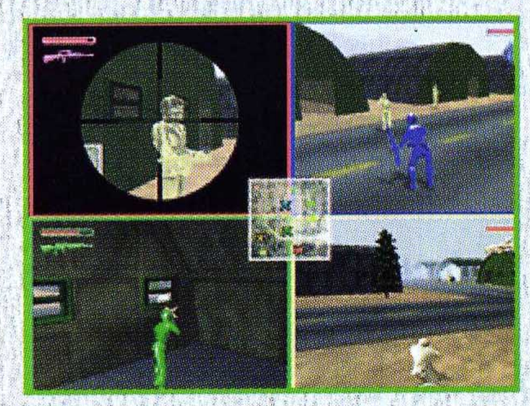


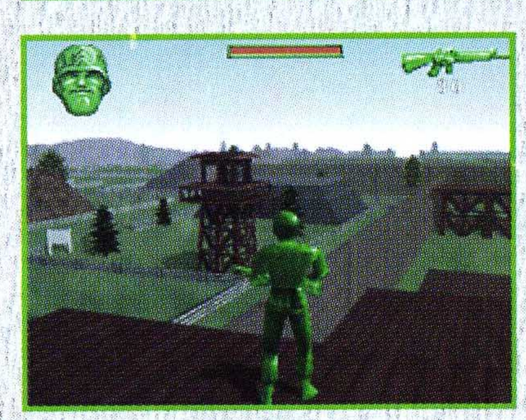
- **Size:** Unknown
- **Style:** 1 to 4-Player Action
- **Special Features:** Wide Array of Battlefields (Kitchen, Den, Backyard); Tons of Weapons & Vehicles; Several 4-Player Modes; Impressive Artificial Intelligence; Expansion, Rumble, & Controller Pak Compatible
- **Created by:** 3DO
- **Available:** Winter for Nintendo 64 (PlayStation Release Undetermined)

40% Complete

STARS, STRIPES, & PLASTIC







A nostalgic militia has been marching across the video game industry, targeting all of the baby boomers. 3DO and its surprisingly popular Army Men franchise has laid claim to the PC market in two real-time releases, Army Men and Army Men II, and it has also seized PlayStation territory with Army Men 3D (see page 56). Now, the Nintendo 64 has been targeted. Come this winter, the battle for plastic supremacy will be waged on the 64-bit battlefield with 3DO's fourth Army Men game, Sarge's Heroes.

Just like Army Men 3D, this title delivers non-stop action from a third-person perspective; however, this plastic powerhouse of a game is not a sequel nor an enhanced port. While the similarities are uncanny, Sarge's Heroes is in fact a different game. This 64-bit war game dives deeper into military tactics and mission objectives. Of course, the primary goal is the same – destroy the Tan Army before they destroy you.

This time Tan has gone too far. It's kidnapped and tortured several Green Army troops with magnifying glasses, toy ovens, M80 fireworks, and garbage disposals. Tan has even set up camp in neutral and Green Army territories. It is up to Sarge (played by you) to free your people and rid the world of Tan once and for all. Don't worry, Sarge is well equipped with the latest and greatest weapons; and if you're any kind of military madman, Tan's blood will flow like a river across countertops and backyards.

Sarge's Heroes also comes equipped with a 4-player deathmatch that pits four different armies against one another. The last team standing will take control over the world. 3DO has stated that Sarge's Heroes will launch for the Nintendo 64 in the winter, with a PlayStation version coming shortly after.

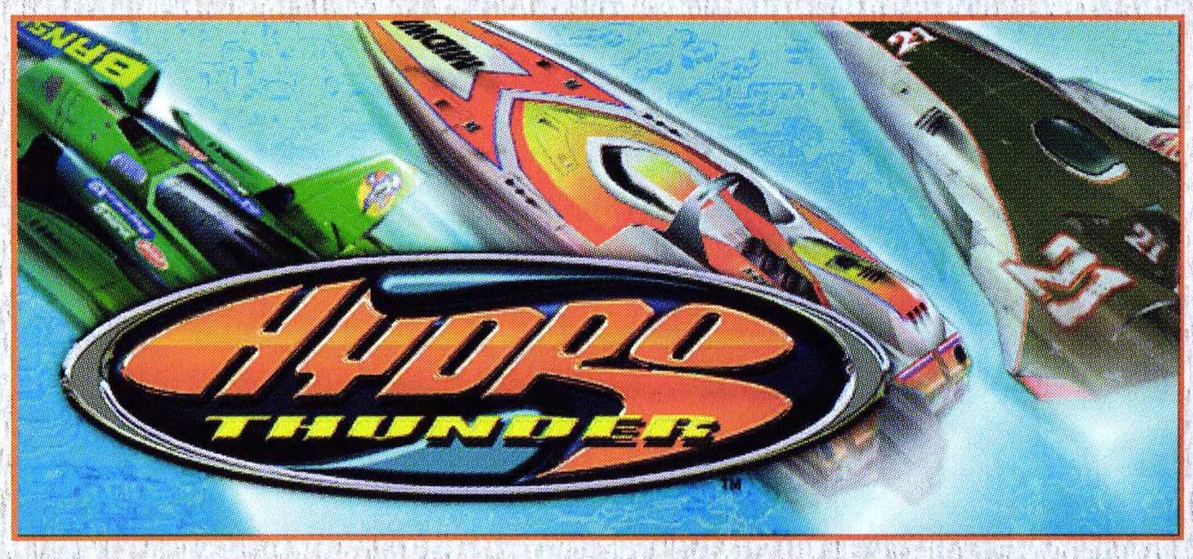
Nintendo 64

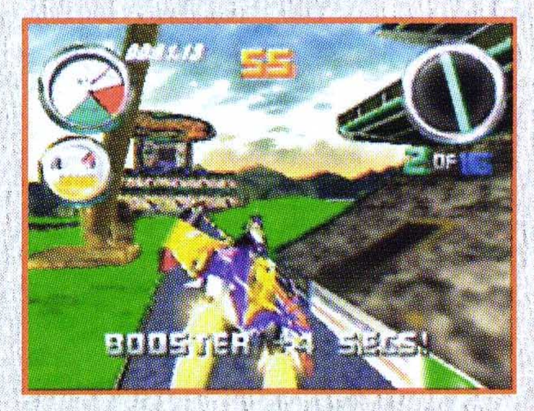
Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 11 Tracks; 13 Boats; Booster Fuel Power-Ups Allow Jumps & Invincibility; Realistic Water Physics; 2 & 4-Player Split-Screen; Rumble, Controller, & Expansion Pak Compatible
- **Created by:** Midway
- **Available:** 4th Quarter for Nintendo 64

35% Complete

Wave of the Future





Although the last thing any Nintendo 64 owner needs is another racing game, Midway's Hydro Thunder could surpass all competitors. Choosing from 13 boats, up to four players can speed around 11 tracks. While cornering for the lead position, boaters have to keep an eye peeled for four and nine second power-ups of floating Booster Fuel to fill their 18 second capacity tanks. Shrewd use of the fuel allows for shots of speed, super jumps, and brief invulnerability.

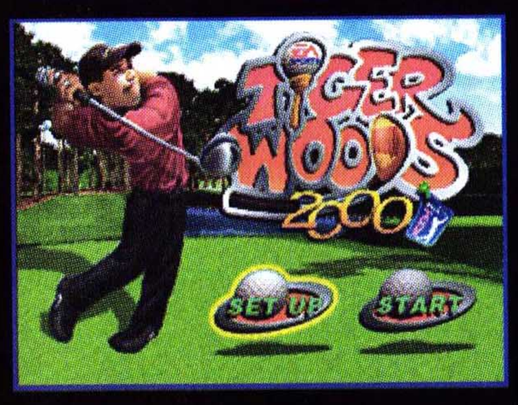
Hydro Thunder is one of those games that's easy to learn, but hard to master. As such, it is a fantastic multiplayer experience. Despite large disparity in aggregate skill levels, a newcomer will feel part of the race, being able to run very close with a jaded pro once the rudiments of control are learned.

That is, of course, unless that master mariner decides to float over to the numerous concealed areas hidden in every track. Knowing the motion of the ocean is vital to sneaking into the secret crevices and shortcuts that will separate the speeders from the trollers. Hit a wave wrong while trying to make a sharp cut, and your hydrofoil will end up in the bleachers.

Also, word around town is that Midway is going to throw in a few extras that weren't in the quarter collecting version. Expect a few hidden tracks, and maybe some other surprises to show up with this cartridge. Hydro Thunder was the top dog of high speed racing excitement in the arcades, and just may enjoy the same fate on the Nintendo 64.

Nintendo 64

Preview

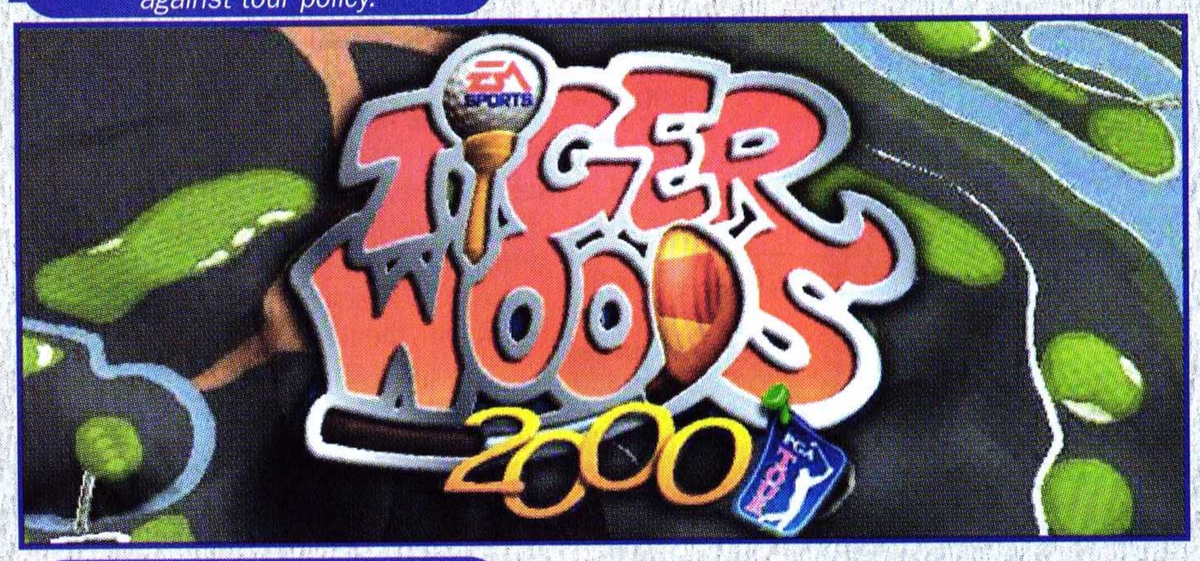


- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Play as Tiger & Other PGA Players; 2 Authentic & 1 Fantasy Course; Hidden Equipment Upgrades; Player Editor; Rumble & Controller Pak Compatible
- **Created by:** Saffire Corp. for EA Sports
- **Available:** Fall for Nintendo 64

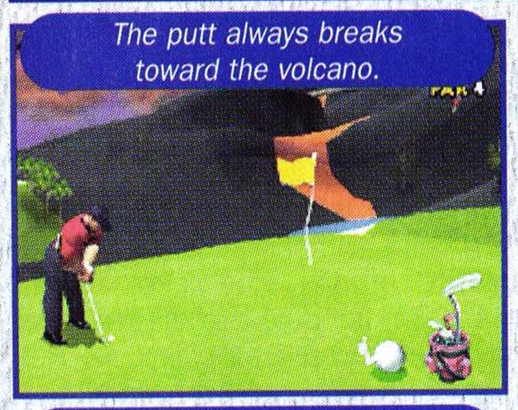
60% Complete

Remember, riding in a cart is against tour policy.

Golfing Reality Check

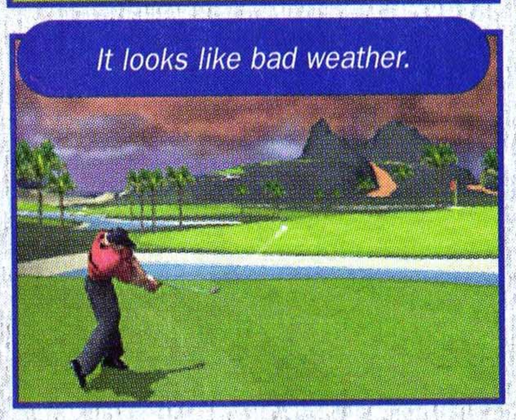


The putt always breaks toward the volcano.



He got all of 'dat one.

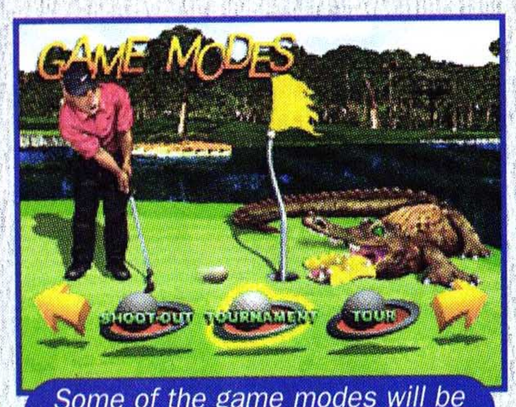
It looks like bad weather.



Taking a page from Hot Shots Golf and the upcoming Mario Golf, EA Sports is heading away from the hardcore golf simulation and into the world of golfing fantasy. EA Sports says that its first golf game for the N64 "leaves reality behind" and will be quick-paced and easy to play.

Don't expect this game to introduce new fundamentals to existing golf. You'll still play on a course with a set of clubs and a little white ball, and attempt to use the least amount of strokes per hole. This game has familiar modes such as Skins, Match-Play, and Stroke-Play. It even has two authentic courses – TPC Canyons and Pebble Beach. However, the substance of this golf game will be action-packed rounds of monster drives, zany power-ups, and trick shots. EA Sports also says the game will be fast-paced with 18 holes taking less than 30 minutes. A large portion of Tiger Woods 2000's gameplay will consist of unlocking various items including characters, new skills, and equipment. Various secrets will also be scattered across the course, and players will have to uncover these secrets to upgrade existing equipment. As with many EA Sports titles, Tiger Woods 2000 will have a One-Button mode that will make it easy for anyone to pick up and play.

Tiger Woods will have some big competition in the form of Nintendo's Mario Golf. Even so, both games should be a pleasant alternative from the lackluster offerings for the N64 so far. Tiger Woods 2000 will be a featured game from EA Sports at the upcoming E3. Look for more in the coming months.



Some of the game modes will be familiar to any golfer.

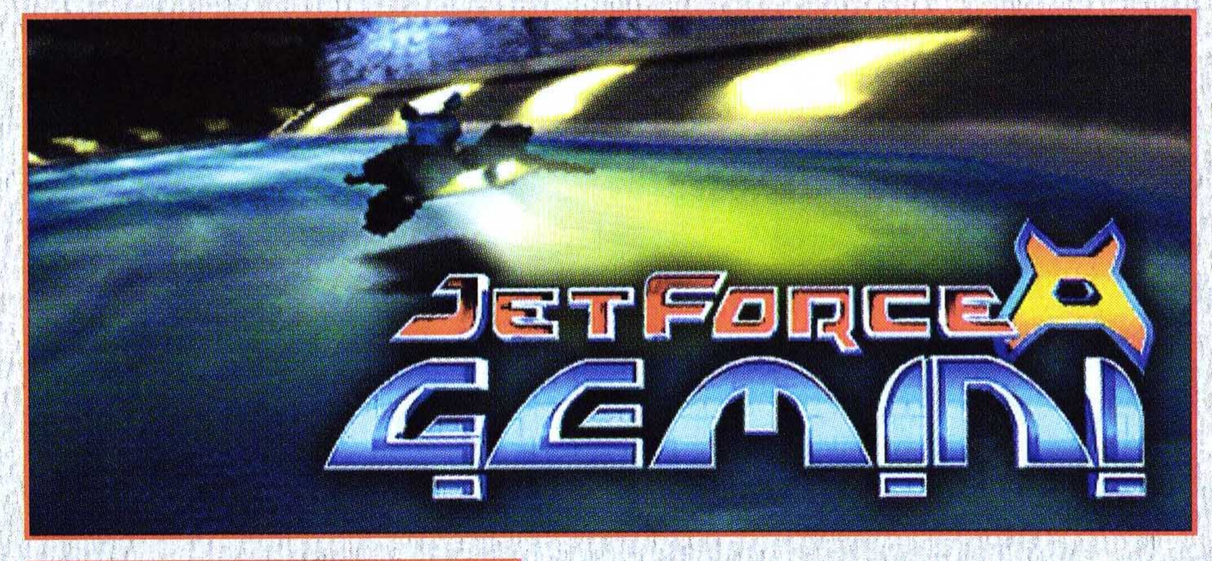
Nintendo 64

Preview

- **Size:** Unknown
- **Style:** 1 to 4-Player Action
- **Special Features:** 3 Playable Characters; Multiple Weapons & Vehicles; 2-Player Cooperative Quest Mode & 4-Player Deathmatch; Rumble Pak Compatible
- **Created by:** Rare
- **Available:** August 30 for Nintendo 64

80% Complete

When Strawberry Shortcake and Starship Troopers Collide



On August 30, Rare will unleash Jet Force Gemini on the Nintendo 64. For over a year now, Gemini has been shrouded in mystery, and the only impressions it's made have been in the form of a handful of pictures and one really short teaser video. No one outside of Rare and Nintendo has played it yet. Whether it's really good or really bad, Rare has done an astonishing job keeping this game under lock and key. LucasFilm could learn a thing or two about secrecy from these guys.

At a glance, Gemini looks amazing. The characters and worlds are some of the most creative we've seen from Rare, and the lighting effects and detail in textures are phenomenal. The heroes of this galactic saga are Juno, a blue-haired, attitude-driven rebel without a cause. Vela, a red-haired, sharp shootin' maiden. And let's not forget the lovable pet, Lupus the wonder dog.

Gemini's gameplay is loaded with fast-paced, laser-firing mayhem. Just like in GoldenEye, targeting and accuracy play important roles; although this time, human targets have been replaced by gigantic insects. Will beheading bugs be just as entertaining as capping hapless security guards? We'll have to wait and see. Gemini also pushes the player to explore huge worlds. To make transportation easier, a slew of vehicles await as well. To top it off, Gemini comes packed with a ton of multiplayer modes like a 2-player Cooperative Quest and an all-out 4-player deathmatch.

If you thought Rare was a praiseworthy developer before 1999, then throw on a diaper and get ready to leak. Perfect Dark...Jet Force Gemini...Donkey Kong 64...ahhh...This is gonna be one heck of a year for N64 owners.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 33 Characters; World Tour & Dramatic Battle Modes; Attribute & Ability Customization; Dual Shock & PocketStation Compatible
- **Replay Value:** High
- **Created by:** Capcom
- **Available:** Now for PlayStation (Dreamcast & Game Boy Color Release Undetermined)

Bottom Line: 8

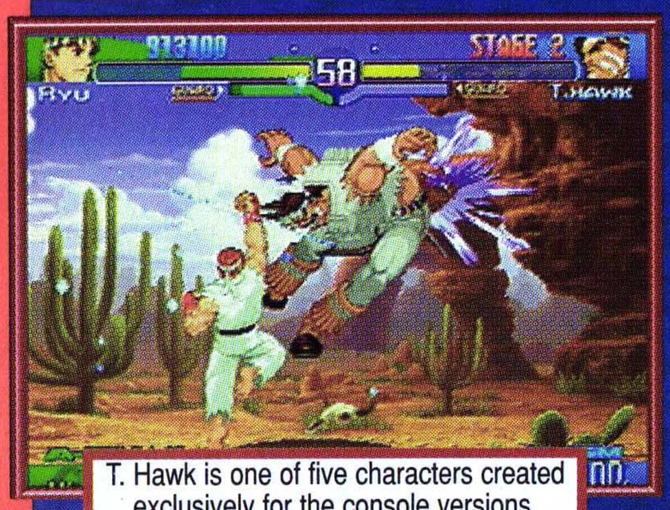
The Wait Is Over

Something went amiss with the release of Street Fighter Alpha 3, and all of our index fingers point in the direction of Mount Sony. If all went according to plan, Alpha 3 should have hit retail shelves on March 16 (selling out a day or two later), and the February issue of Game Informer (with Alpha 3 on the cover) should have reached the tenth slot on the New York Times' Best Seller list by March 22. But noooo!!! Darth Sony and the new PocketStation peripheral altered this plan, and...Alpha 3 is just now hitting retail, and the February issue of Game Informer (with a groovy Alpha 3 strategy guide packed inside) has yet to sell over 50 copies (please buy one!!!!).

Both Capcom and Game Informer learned a cold hard lesson from this fiasco – never underestimate the power of the darkside. Sony delayed the PocketStation and, since Alpha 3 was the first game with PocketStation support, it too was delayed. Capcom even altered this product so that the PocketStation mode, which allows you to train characters on the go, no longer exists on the main menu. The PocketStation mode is now hidden and accessed via a code.

Who cares if the U.S. version of Alpha 3 is slightly different, offering one less option? Who cares if Ken and Ryu are secret lovers? And who cares if Game Informer plans to burn a warehouse containing four-hundred thousand February issues (with a killer Alpha 3 preview inside) as a tax write off?! We certainly don't. All that really matters is that Alpha 3 makes it to the States so that all the good children and kung-fu fanatics can breathe in this amazing release! And of course, that Game Informer gets all of its money back (in small unmarked bills). There really isn't too much more we can say about Alpha 3 that we haven't said already in our outstanding, award-winning, life-saving, February issue (call 612-946-7266 to order now!!!).

Alpha 3 is hands down Capcom's best Street Fighter effort yet for any console. With a whopping cast of 33 characters, all featuring smooth arcade quality animation, this fighter is hard to deny. Five of these characters (Dee Jay, Guile, T. Hawk, Fei-Long, and Evil Ryu) were created exclusively for the consoles, and no, these bad boys are not cheap additions like those in Midway's MK Trilogy. They are all well balanced and compatible with the main cast. As always, Capcom has introduced a slew of new game modes, like the magnificent World Tour mode that opens up a whole new can of whoop ass, allowing players to gain experience and customize their fighters' attributes and abilities to their liking. Other new modes also specialize in 2-on-1 battles. Team up with a friend against the CPU or set your skills against two mighty CPU combatants in this highly energetic addition to the SF Universe.



T. Hawk is one of five characters created exclusively for the console versions.

Nothing baffles the competition more than floating purple trails.

Shock the monkey.

The A, X, and V-isms deliver different martial arts and techniques.

Two gals + one guy = a whole lotta butt kickin'.

ANDY
THE GAME HOMBRE

Concept	9
Graphics	8.5
Sound	8.5
Playability	9
Entertainment	8.5
OVERALL	**8.75**

"Street Fighter has gotten a bad rep over the last couple of years, mostly because every single PlayStation port has come out with one leg already in the grave, but this time things are different. SFA3 is actually a pretty good port. Check that...it's a great port. The addition of the World Tour mode is huge. This mode is a blast to play as it puts a little adventure and variety into the standard one-player game. **Collect experience, kick the crap out of two Sagats, and then gain a new power – it's a nice twist.** For Street Fighting fans, this game is an absolute must. The animation is smooth, the modes are numerous, and the fighting is arcade perfect. For others, this game is a great excuse to hop onto the Street Fighting craze."

PAUL
THE GAME PROFESSOR

Concept	5
Graphics	8.75
Sound	8
Playability	9
Entertainment	1
OVERALL	**6.25**

"If you have a passion for Capcom fighting games there is not a chance you should pass up this title. With over 30 fighters in this game and tons of secret game modes to unlock, you really can't go wrong. The World Tour is probably the most entertaining and can really extend the longevity of the one-player game. Additionally, the -isms give the fanatic a chance to really explore the depths of the SF moves universe. I am not a fanatic and **I don't think this game has much over the Super NES versions or the recent SF Collection.** If you want to further your competence in throwing fireballs with Ken and Ryu, go for it. I did that years ago."

REINER
THE RAGING GAMER

Concept	9.25
Graphics	9
Sound	8.25
Playability	8.75
Entertainment	9.25
OVERALL	**9**

"Capcom's 2D fighters are top dog in the arcades, but in the port to PlayStation, these fighters have been harassed and beaten bloody. Sure they're fun to play, but hard-core fans who groove to the beat of the arcade scene have found these games inferior and lacking in control and animation. With Alpha 3, these complaints can now be laid to rest. Capcom has pieced together an impressive package, which not only mimics the arcade version stride for stride, but also comes loaded with a slew of new features and characters. I really can't say anything negative about this release. **The animation is fantastic, there's no slowdown whatsoever, and the control is nearly arcade perfect.** The list of praises goes on and on..."

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PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Quest Mode; 16 Characters (6 From FF VII) Plus More Hidden; Multi-Tiered Arenas; 360° Range of Motion; Hand-to-Hand & Weapon-Based Combat; 4 Minigames; 4 Difficulties; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Dream Factory for Square Soft
- **Available:** May 7 for PlayStation

Bottom Line: 6.75

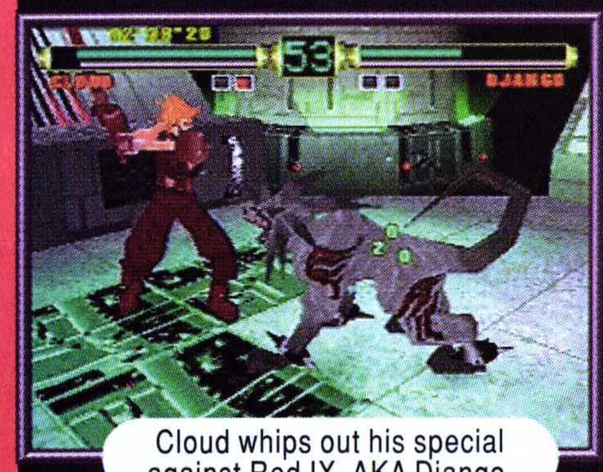
More Than Just a Fight

Many know that Square's new fighter, Ehrgeiz, contains six characters from Final Fantasy VII: Cloud, Tifa, Yuffie, Sephiroth, Vincent, and Zax. No doubt some obsessed FF VII fans will rush out to buy this game for that fact alone, but what if you could care less about the record-selling RPG? Are these characters just a gimmick to detract attention from a sub-par game?

Maybe it is a gimmick, but Ehrgeiz offers more than just token appearances from Cloud and the rest of his posse. Perhaps the biggest extra in Ehrgeiz is the Quest mode – The Forsaken Dungeon. Some fighting games include a lame story mode that seems patched together at the last minute. In Ehrgeiz, the Quest mode is quite large. It includes a small town just outside of the 21 level dungeon where players can interact with villagers, and buy and sell goods at the magic shop, blacksmith, item shop, and marketplace. It's very much like an RPG, with an inventory to manage weapons, armor, items, and materia. That's right, players can collect different materia like water, thunder, and fire.

Watch out for traps in the Quest mode.

The Beach Battle offers fun in the sun.


Cloud whips out his special against Red IX, AKA Django.

Throws and grapples play a part in Ehrgeiz.

Tifa bowls over the competition.

Like Eddy, Jo incorporates breakin' into her attacks.

Four minigames also add to the game's depth. They won't keep you excited for long, but they are fun to mess around with once in a while. For puzzle fans there is Battle Panel. It's similar to Othello except it's not turn-based. Instead, two characters run around on the gameboard and can tackle each other. There is also the Infinity Battle, a survival mode; a Battle Beach mode that is like a mini Track & Field on the beach; and a Battle Runner mode that blends Roller Derby (without the roller skates) and the card game Uno.

The fighting aspect of Ehrgeiz also has a couple of things to brag about. First is the fact that it runs at 60 FPS, creating an ultra-smooth appearance. Then, there is the 360° range of motion that adds an extra dimension. This is also useful for novices, making it easier to run from anyone who is kicking their butts. Last are the multi-tiered arenas. Obviously, these add another dimension, but they also give the game a little pro wrestling flavor. If a player is on a level above an opponent, he or she can perform a body press, which is equivalent to a frog splash.

Ehrgeiz offers solid fighting along with the extras found in the minigames and the Quest mode. Obviously, the inclusion of FF VII characters will attract some gamers as well. But just how good is this game? Let's find out.

ANDY
THE GAME HOMBRE

Concept	8
Graphics	8
Sound	7
Playability	5
Entertainment	4
OVERALL	**6.5**

"For all that Ehrgeiz has going for it – the smooth animation, the solid 3D environments, the Quest mode – this game is average at best. Which is weird, because Ehrgeiz has all the fighting game essentials, plus the extras like minigames and a quest, but it just doesn't help. I found myself quickly bored in both the Arcade mode and the really impressive Quest mode. The fighting just isn't frantic, the quest just isn't interesting. Luckily, Ehrgeiz does have one saving grace – the FF VII characters. They alone make this game worth renting for a night so that you can live out all your Tifa and Yuffie catfight dreams. If you're looking for a fighter, go with Street Fighter Alpha 3."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	8.5
Sound	7
Playability	5
Entertainment	5
OVERALL	**6.75**

"For Square heads, this is one of those games you have to check out. It's got the FF VII characters and the Tobal–style Quest mode. I give this game credit for being different from most fighting games on the system, but I don't find the action very entertaining. It is a nice change of pace as the quest will add quite a bit for single players who can easily whoop the standard tournament fight. However, the overall fighting engine is weak and far inferior to obvious games like Tekken, DOA 2, and Tobal. The players all seem to skate around in environments that are much too small. The running is way out of hand. **As a fighting game or as an action/adventure alone, Ehrgeiz wouldn't cut it. Combining the two makes this game only slightly above average."**

REINER
THE RAGING GAMER

Concept	6.5
Graphics	8.5
Sound	7
Playability	5.25
Entertainment	6.25
OVERALL	**6.75**

"I have the greatest respect for Dream Factory and its innovative fighting releases. I'll even argue that Dream Factory's Tobal 2 (which is still unreleased in the States) is the best PlayStation fighter to date. Ehrgeiz on the other hand, I cannot endorse as a game to play. **The characters are poorly designed, and the combat lacks the dynamics needed to keep you thoroughly hooked.** Both Tobals featured a nice fighting chemistry that allowed players to create strategies and techniques. In Ehrgeiz, the combat is like ping pong. You never really have complete control. The minigames are also disappointing. The quest is somewhat cool, but again, it was better executed in Tobal 2."

PlayStation

Review

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 2 Playable Characters; 86 Possible Endings; 3 Combat Options; Over 800 Items; Private Actions; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Tri-Ace/Enix for Sony Computer Entertainment America
- **Available:** June 8 for PlayStation

Bottom Line: 7.5

This Time, It's Personal

ANDY
THE GAME HOMBRE

Concept	7
Graphics	9
Sound	8.75
Playability	7
Entertainment	0.5
OVERALL	**6.5**

"Star Ocean is one of those games that falls into the category of great, except that it's just too exasperating to play. Which is a shame because this game shines in many areas. For example, I love the voice-overs during combat – there's nothing better than annoyingly funny sayings screamed out during battle conversations. Then there are the dramatic camera angles, the great surround-sound tunes, and the incredibly quick load times; but all of this greatness is for naught, as there is too much extraneous text causing excruciating pauses in the action. **This game is fantastic in theory and could easily have been a classic, if it wasn't for its After School Special story and irritating characters.** Great game, but I hate the story."

PAUL
THE GAME PROFESSOR

Concept	9.5
Graphics	9
Sound	9
Playability	8
Entertainment	9
OVERALL	**9**

"Although I didn't even know about a first story, Star Ocean's second story is monumental. **This game is huge and is filled with new concepts in battle and character development.** The combat reminds me of a mini version of Dragon Force, and there is the option to control the battle or just watch. Building a character is really entertaining because there is just an overwhelming amount of options. The entire skills development and item creation can consume many hours by itself. That's a good change of pace, because the actual adventure moves pretty slow. That's really the only fault of Star Ocean – the text and story are painfully slow. This is a really hardcore RPG and I only recommend it to those up to the challenge."

REINER
THE RAGING GAMER

Concept	6.5
Graphics	7.75
Sound	7
Playability	6.75
Entertainment	6.75
OVERALL	**7**

"Star Ocean's introductory sequence showcases advanced civilizations, wonderful technologies, gigantic space stations, and an underlying Star Trek-esque theme. To be quite frank, it gave me goosebumps. But then the game started, and all of this intriguing science fiction was stripped away as my character slid into an alternate dimension of rehashed fantasy concepts. An hour into the quest, Star Ocean reminded me of Beyond the Beyond. It's slow...really slow. **This is the kind of RPG that traps you in towns and forces you to digest hours of text.** The combat is also mostly unrewarding; however, if you take the time to get into this RPG, you'll see that it's actually quite deep. With 80+ endings, and a ton of secrets to find, this RPG will keep you playing on."

Not since the Dragon Warrior series for NES have we had the pleasure of an Enix produced role-playing game finding release in the United States. Thanks to Sony and Star Ocean The Second Story's unprecedented depth, Enix may soon be telling North America, "don't call it a comeback."

Right out of the starting gate, players get a choice that will affect the story for the entire game – to play Claude, a young buck from another planet, or Rena, an attractive mage in search of her origins. Both will meet one another and decide to stop the malignant Sorcery Globe from screwing up the planet Expel.

As with any other RPG, combat is a big part of this game. Star Ocean lets up to four of your party members engage in a fray. You control the protagonist, while the rest act as you've directed by selecting tactics (use all magic points, stand and guard, etc.) and formation. For yourself, three combat options are available: Standard, Semi-Active, and Full Active. Deciding between these, you can run around a real-time battlefield, using feints and sneak attacks, or have a traditional turn-based affair.

As characters go up levels, they not only acquire hit points, magic points, new combat moves, and spells, but also skill points. Various guilds will teach skills that range from the handy (Strong Blow) to the esoteric (Functionality). Skill points can be used to raise these abilities. When a character attains a certain combination of skill levels, she or he learns a specialty. These can be used to turn junk into items worth having. Alchemy can turn iron to gold, while a cooking specialty turns ordinary meat into a delectable baby rabbit risotto.

As you travel, you'll find more characters willing to join you in your quest. There is no guarantee, however, that all these personalities will get along. All party members have a hidden "emotional level" score that measures their feelings for all others. Not only do emotional levels determine which of the 86 different endings you'll see, but also how well your group performs in combat. For example, if Claude loves Rena and sees her fall in battle, he'll go nuts and immediately attack the monster that killed her, doing double damage.

Emotional levels are built up partly by fighting together, but mostly through Private Actions. Whenever your quest takes you near a village, you may decide to split up and see the town on your own. Depending on which characters are in the group and what you've accomplished so far, meeting party members in town may elicit a plot interlude. The answers you give will cause large fluctuations in participating characters' emotional levels (see page 70 for GI's fabulous Private Action PTP).

With all the options, alternatives, and turns Star Ocean has, it is one of the rare RPGs that is playable more than once. However, this raises the question, is it worth playing in the first place?

This spell is simple, but effective.

CG cutscenes abound.

Lush surroundings are the norm.

Battles can get pretty hectic.

Emotions radiate from characters' heads all the time.

PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Sports
- **Special Features:** 8 Professional Skaters With Exclusive Signature Tricks; 10 Levels (Parks); Tons of Tricks & Combinations; Innovative 2-Player Modes; Dual Shock & Analog Compatible
- **Created by:** Neversoft for Activision
- **Available:** September for PlayStation

45% Complete

TONY HAWK'S PRO SKATER

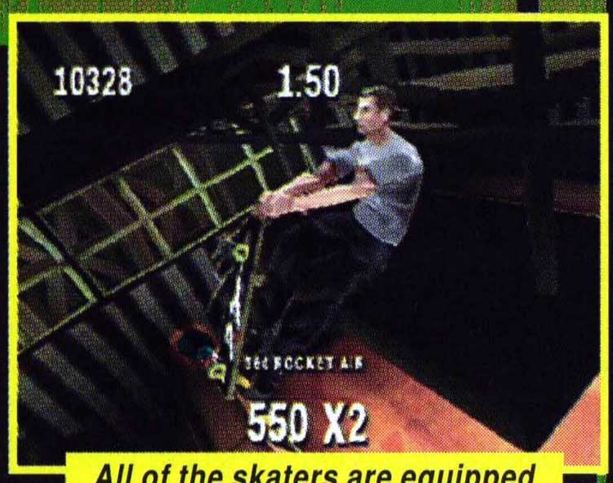
Thrashin' for Revolution

Skateboarding is a dynasty long forgotten in the video game world. Echoes from the past recall fond memories of Skate or Die II and 720°, but recent ventures like Street Sk8ter have turned most gamers into sk(hate)ers. Activision claims to have a solution. A remedy that can cure any wound, no matter how hideous it may be. Activision has called upon Neversoft, developer of MDK and Apocalypse, to invent the ultimate skating fantasy for PlayStation. From what we've seen thus far, Neversoft has hit the nail on the head. At only 45 percent complete, Tony Hawk's Pro Skater is already one sweet ride. There's absolutely no racing in this game and no clock to beat. It's all about tricks and parks. Activision has also licensed a slew of big bands to transform this game into a glorious skating fantasy. From what we hear, gamers may be Sailing the Seas of Cheese and Entering the 36 Chambers when this game ships in September.

Big air demands big tricks.

SKATERS

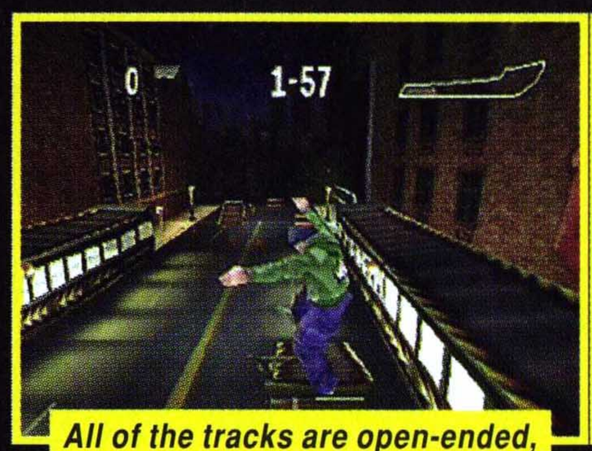
Tony Hawk has been a major player in the skateboarding circuit since 1981. With his trusty 32" x 9" piece of wood, Hawk defies death and performs some of the most miraculous stunts known to man. Hawk was the first skater to pull off a 720° in competition. He's also won more championships than any skater in the world. Hawk is to skating what Jordan is to basketball. But even with all this glory behind him, he still hasn't met his greatest challenge. He still hasn't met you and your 6" x 2" PlayStation pad. In Pro Skater, you can thrash as the man or, if you have what it takes, against the man. Tony Hawk and eight other professional skaters are here to meet your challenge. All skaters come equipped with a signature move or two of their own. Tony Hawk motion-captured some of these moves, but most were hand-animated by Neversoft. These animations include great tricks like the Indy Nosebone and the Benihana, and also amazing biffs like the face plant and the tragic fall that ends in a broken bone or two.



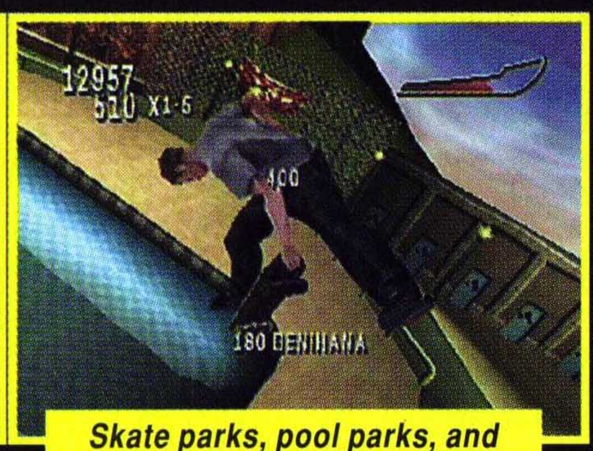
All of the skaters are equipped with signature moves.

LOCALS

The thrills in Pro Skater span across open-ended skate parks, pool parks, and even downhill courses in schools, freeways, shopping malls, and crowded downtown zones. In these parks, you can grind on anything that looks grindable. Drop into a pool, slide across a picnic table, descend a stairwell, and nail man-made halfpipes and jumps. Some of these obstacles are even modeled after popular skating sites.



All of the tracks are open-ended, allowing the player to grind on anything that looks grindable.



Skate parks, pool parks, and downhill courses are all part of the package.

TRICKS

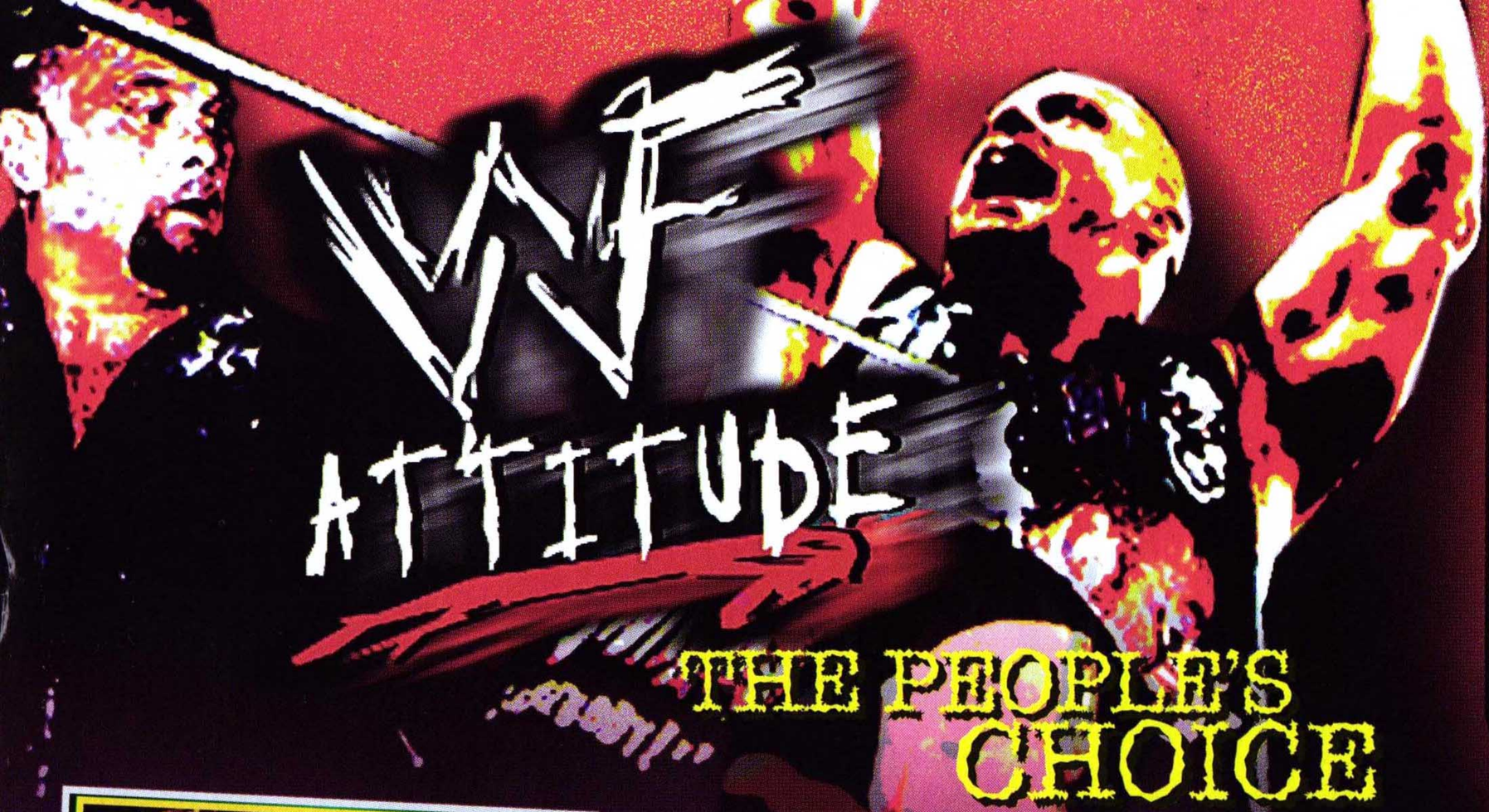
Pro Skater is running on the same engine that brought Apocalypse to life. Neversoft says that in early form, a Bruce Willis model (with gun in hand) was the first skater to break in Pro Skater's halfpipes and rails. Bruce must have looked rather awkward, but the nine pro skaters are no joke. Tony Hawk and company can bust a slew of tricks, combining every grab, kick, and grind into a super hero-like gesture. Kickflip into a Stalefish, or spin into a Rocket Air. You'll need to pull off some miraculous suicidal moves, because the judges are tough. Their scoring is based on how difficult a trick is, how long a grab is held, how much rotation there is, how smooth the landing is, and even how many times the move has been performed in a run. Diversity and originality are needed and, of course, so is a heap of luck. You'll even be called upon to perform huge dismounts on railslides. Pro Skater's controls are very much like those in the Cool Boarders series, where perfection is a requirement. Some of the moves will even call for fighting game-like taps and rotations.

To railslide you'll need to keep the skater balanced. At the end of a rail, you can attempt to nail a huge dismount.

MODES

Pro Skater comes packed with a ton of thunder in its modes. The 1-player game demands that the pros be topped in a tournament. The multiplayer also throws out a ton of thrills like those found in the inventive Graffiti mode. In this mode, a field of ramps await. As you thrash, the ramps will be coated with the player's color for the highest trick performance. The players will then fight for ramp supremacy by trying to score the biggest trick on that specific ramp, voiding out the other player's color. At the end of the match, the player with the most ramps wins.

Skate against a friend for ramp supremacy.



PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting (Up to 8-Player Via Multi-Tap)
- **Special Features:** 40 Wrestlers (10 Hidden); Over 400 Moves; 7 Title Belts; 15 Game Modes; Improved Create-a-Wrestler Mode; Career Mode; Create Your Own Pay-Per-View; Dual Shock & Analog Compatible
- **Created by:** Iguana West for Acclaim Entertainment
- **Available:** Late May for PlayStation

90% Complete

THE PEOPLE'S CHOICE

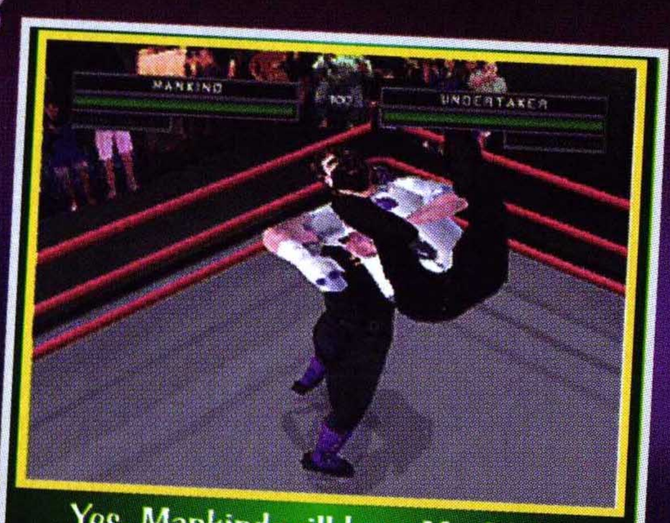
When WWF Attitude is released by Acclaim, a dynastic loss almost as great as The Rock losing the belt to that jabroni, Stone Cold Steve Austin, will occur. Attitude marks the end of Acclaim's long standing licensing agreement with the WWF. Rather than bleed the three iconic letters dry with inferior product like some other company did with another wrestling organization, Acclaim is going to job their last match with style.

Attitude will have all of your favorite people's champions like The Rock, The Rock, and The Rock, and around 40 pieces of trailer trash for him to lay the smack down on. Every wrestler is replete with improved entrances, theme songs, signature moves, and trademark quotes and taunts. With match conditions (First Blood, I Quit, Hard Core, Steel Cage, etc.) and more moves (including more reversals, counters, and 2-on-1 moves), it looks like every little bit of madness that the WWF has will be translated to the PS-X.

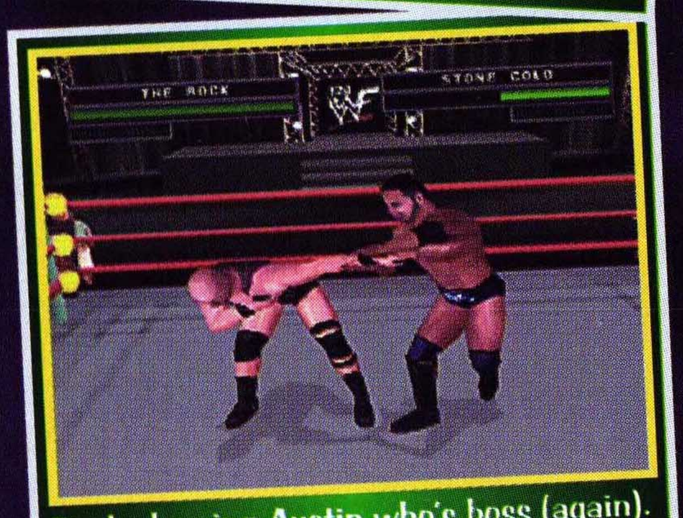
Ah, but perhaps you're one of the foolish few who wouldn't be satisfied with playing as The Rock. Luckily for you, roody poo, Acclaim wisely expanded its Create-a-Wrestler mode. In addition to five body type choices and highly adjustable facial features, costumes can have whatever slogan you desire written on the jackets, pants, and/or sleeves. Your selection of moves can be put together from scratch, or taken from a couple wrestlers and mixed together. All of your moves and finishers can then be renamed to reflect your inner thoughts. Also, rather than have the announcers (Shane McMahon and Jerry Lawler) call you Player 1 all the time, you can select from an extensive list of nicknames.

Once your pile of monkey crap is ready, the expanded Career mode lets you hit the road and start working your way up from house shows, to dark matches, to being a mid-carder, eventually becoming main event material (second only to The Rock, of course). When that illustrious time comes, it's time to use the Create Your Own Pay-Per-View mode. An eight match card consisting of whoever you want fighting however you want is set up, with the name of your event displayed on the banners and ring apron.

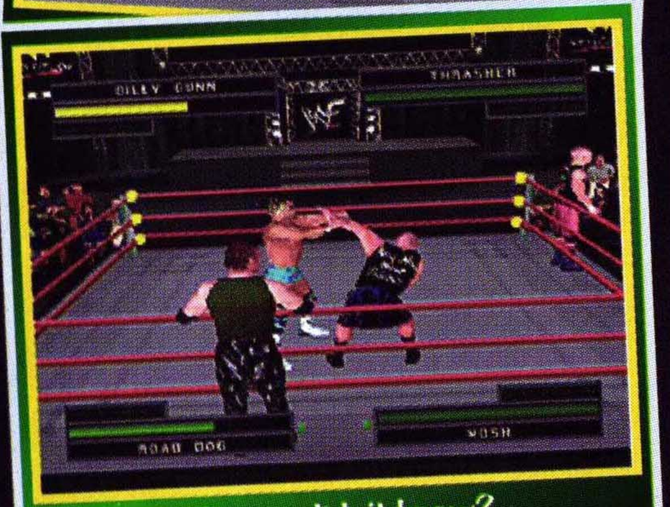
By taking everything that people liked about War Zone and adding to it tenfold, Attitude should not only satisfy the millions...and millions of wrestling fans everywhere, but also stand as an incredibly hard act for THQ to follow. If ya smell what...ah no! This ain't no sing along with The Rock preview!



Yes, Mankind will have Mr. Socko.



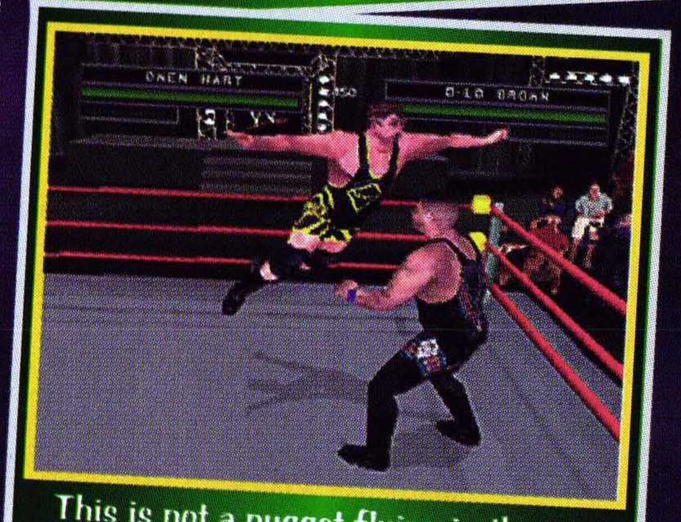
Rock showing Austin who's boss (again).



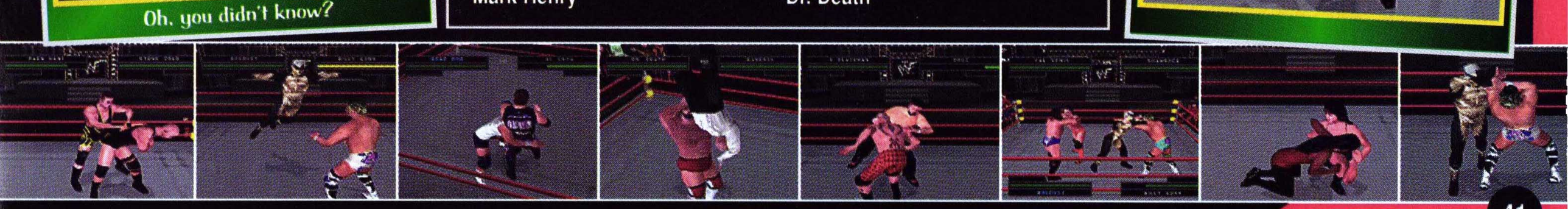
Oh, you didn't know?

In no particular order, here's the 30 non-hidden WWF wrestlers that made it into Attitude.

The Rock	Gangrel	Mosh	Faarooq
The Undertaker	Edge	Thrasher	Bradshaw
Kane	Christian	Taka Michinoku	Jeff Jarrett
Ken Shamrock	X-Pac	Owen Hart	Steve Austin
The Big Bossman	Triple-H	Steve Blackman	
B.A. Billy Gunn	Mankind	Droz	
Road Dogg	Goldust	Al Snow	
D'Lo Brown	Val Venis	Brian Christopher	
Mark Henry		Dr. Death	



This is not a nugget flying in the air.



PlayStation Preview

ONLY IN JAPAN

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Non-Linear Story Progressions; Individual, Party, & Army-Based Battle Scenarios; Character Combination Attacks; Analog, Dual Shock, & PocketStation Compatible
- **Created by:** Square Soft
- **Available:** Now in Japan for PlayStation (U.S. Release Winter)

Translation Analysis

Difficult – Reaching a full understanding of this RPG's play is nearly impossible unless you know Japanese.

The Colors of War

With seven different scenarios molded into a non-linear story, and combat sequences that would allow the player to combine five character attacks into a mighty blast, the PlayStation debut of SaGa Frontier appeared as though it were destined for greatness. When it finally released, SaGa ran headfirst into a brick wall. Conceptually, this RPG was brilliant. But as a game, it suffered in a plethora of ways. The combat graphics blinded the eye with hideous textures, and the seven different stories carried a bundle of confusion interwoven into poorly written dialogue. Simply said, SaGa didn't turn out as expected, and that's why Square has completely reworked its design in the sequel, SaGa Frontier II.

As you can see from the pictures, SaGa Frontier has shed its ugly skin and has opted for a different approach. Using watercolors and cartoony character illustrations that appear to be the evolution of the characters in Final Fantasy Tactics, Square has forged a very attractive environment that is not only unique to RPGs, but to all of PlayStation gaming. To our knowledge, the only game to experiment with watercolors prior to SaGa II was Nintendo's Super Mario World 2: Yoshi's Island. SaGa II's appearance also capitalizes on dramatic camera angles and fountains of animations.

As far as story content is concerned, SaGa II still grants plenty of freedom to the player. This time though, the seven different quests that were available from the get go in the original have been replaced by one adventure featuring a ton of side quest outlets. At times you'll have the luxury of perusing many events, including wars and development of secondary characters. Unlike most of Square's games, this one steers clear of science fiction and delivers straight up fantasy.

Square has also reworked the gameplay in SaGa II. The party based battles hold many similarities to the original release, and as expected, the combination of multiple character attacks is still intact. The options and techniques have been completely reworked. Now, instead of jamming on a button to get through an annoying battle, you'll need to use your wits, change weapons on the fly, and find an enemy's weakness and soft spot. If this wasn't enough, SaGa II also comes equipped with two new battle sequences. One is a head-to-head duel against an enemy. Both you and the opposition program in four movements prior to combat. After choosing your fate, you sit back and watch how your techniques stack up against the computer's. The second addition is a real doozy. When two nations engage in battle, and if you are involved in any sort of way, you'll have control over one of the teams and will need to strategically move troops across a battlefield. These scenarios also come packed with missions, like the protection of a castle or the eradication of a troublesome clan.

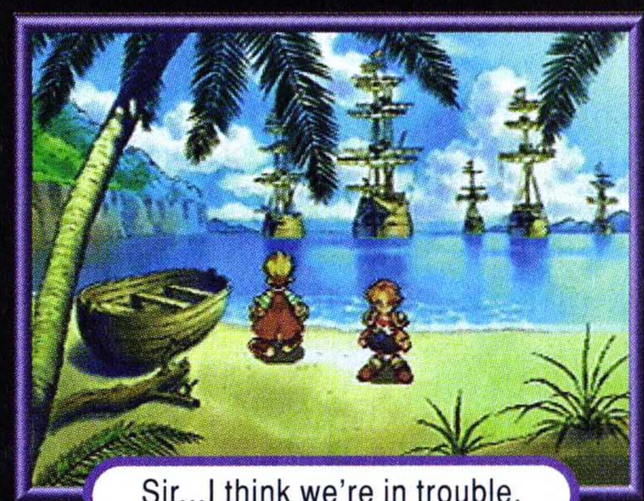
Like us, Square Soft is excited about this one and has already announced that it will be available in the States later this year.

A new addition to the SaGa series is the technique heavy head-to-head duels. Mano-a-mano, baby!

Exploring dungeons is delivered in a Chrono Trigger-esque fashion. There are no random battles. You'll always see the enemy before it attacks.

Square loves dynamic spell effects.

Party-based combat still holds many similarities to the original.



Sir...I think we're in trouble.

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...the troops stand their ground...

...then it's up to you to control the action.

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PlayStation

Preview

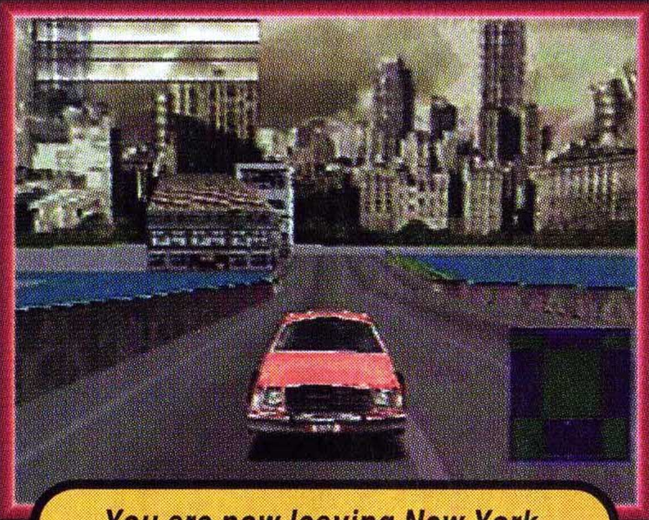
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Modeled Cities (NY, LA, San Fran, & Miami); Realistic Handling & Damage; Over 40 Missions; Camera Drops; Director Mode; Film Save Via Memory Card; 70's Style
- **Created by:** Reflections for GT Interactive
- **Available:** July 8 for PlayStation

60% Complete

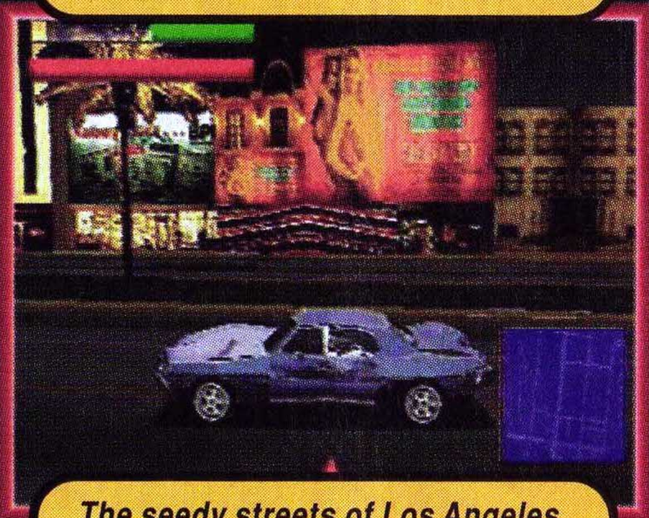
DRIVER

IT'S A CRIME

Make no mistake, Driver is a driving game. But to limit it with that label is entirely unfair. There are no tracks or checkered flags. Instead, missions of misdeeds take place on the modeled streets of four cityscapes. You may have to go from point A to point B, but get there however you like. Afterwards, make a short film of your stunts in Director mode. Driver is here to change everyone's view on the limits of the driving genre.

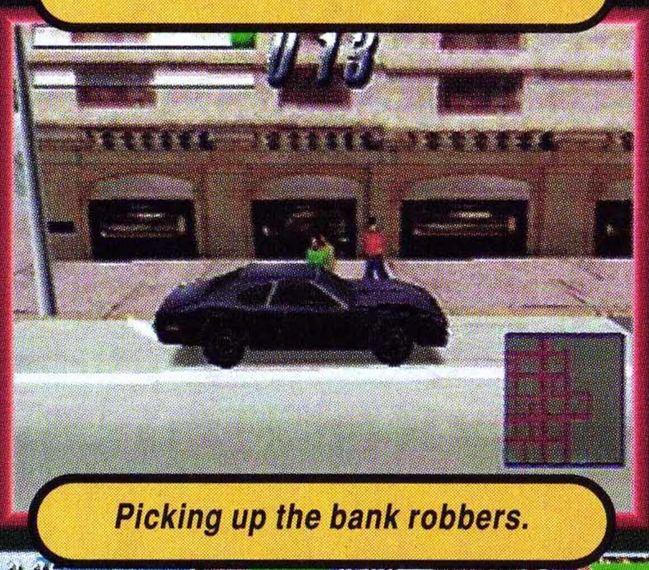


You are now leaving New York.



The seedy streets of Los Angeles.

A roadblock on Miami's shore.



Picking up the bank robbers.

The Man Behind the Wheel

It's the 1970's and there's a powerful crime ring exercising its power in four of America's largest cities. As an undercover cop named Tanner, you'll pose as a driver-for-hire, running jobs for criminals. If you pull off enough successful operations, your name just might get around enough that you'll eventually get to the center of the criminal organization and be able to dismantle it from within.

The Grand Tour

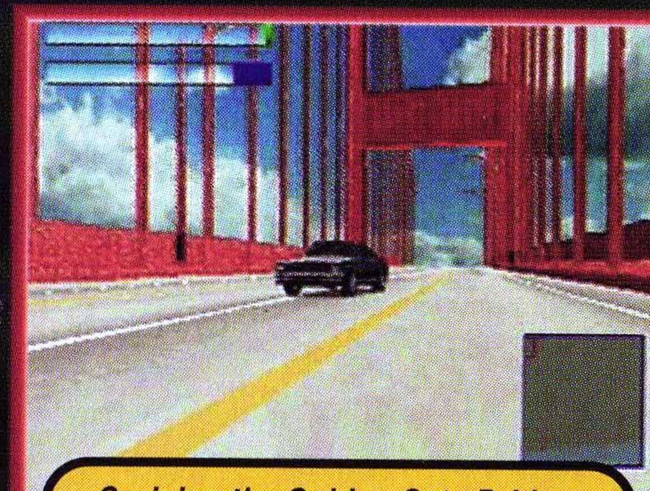
Reflections spent a long time driving around with a camera, capturing the streets of New York, Los Angeles, San Francisco, and Miami. After removing extraneous free advertising, they were left with city sections so exact they could be used as 3D road maps. If you live or work on the 30 miles of road, or in one of the 150,000 buildings captured for each city, you'll be able to do a Rockford on your neighbor's lawn or smash into the convenience store that overcharged you for beef jerky. Unfortunately for your lead-footed desires, everyone else in the city is going to be obeying traffic signals and speed limits, getting in the way of your recklessness.

A Life of Crime

Despite its sparse furnishings, Tanner's apartment sports an expensive piece of 70's technology: an answering machine! After you drop the bank robbers off at the safe house, three more jobs might be waiting for you at home. Missions include simply getting to a checkpoint quickly, tailing someone without them noticing, and scaring the truth out of a passenger in a taxi. For the most part, the things required by your underground contacts will draw the attention of local law enforcement. Two bars on the upper left of the screen tell you how badly you've messed up your muscle car and how much police attention you're attracting. When the latter meter red-lines, losing the cops is added to your mission duties.

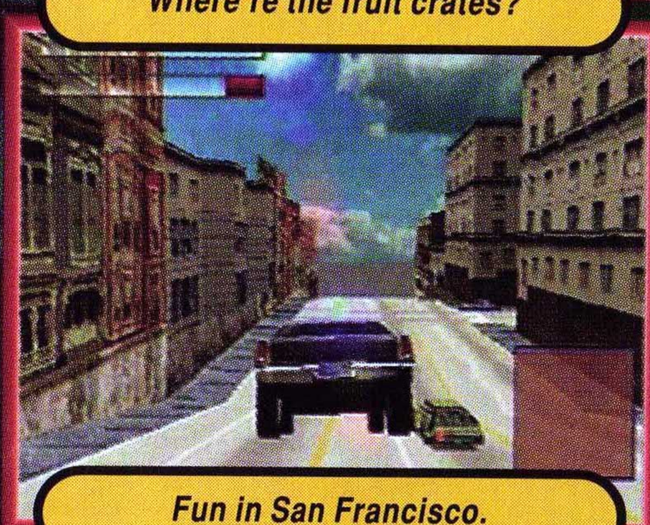
Smile for the Camera

Could there be anything better than playing Driver? Sure, directing a Driver scene. Every second behind the wheel is stored. During an exciting chase, pressing Select will drop a camera wherever you deem fit. After the run, Director mode allows a would-be cinematographer to splice together footage from the drop cameras, Tanner's dashboard, a cop car's hood, the top of a building, a civilian's viewpoint, or a load of other camera angles. Once you've spliced together a masterpiece, around three minutes of footage can be saved on two blocks of a memory card, and you can share it with the world.



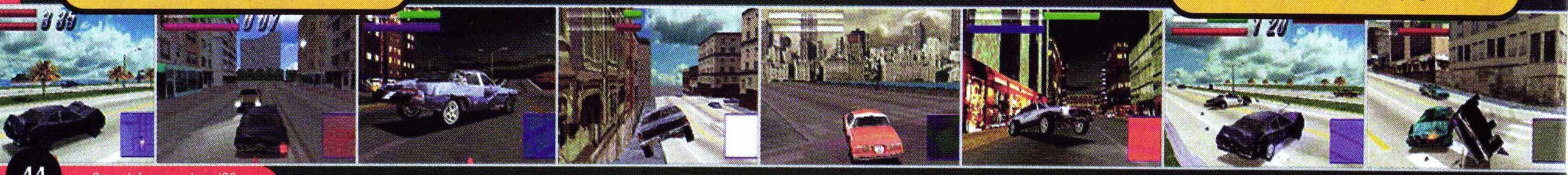
Cruising the Golden Gate Bridge.

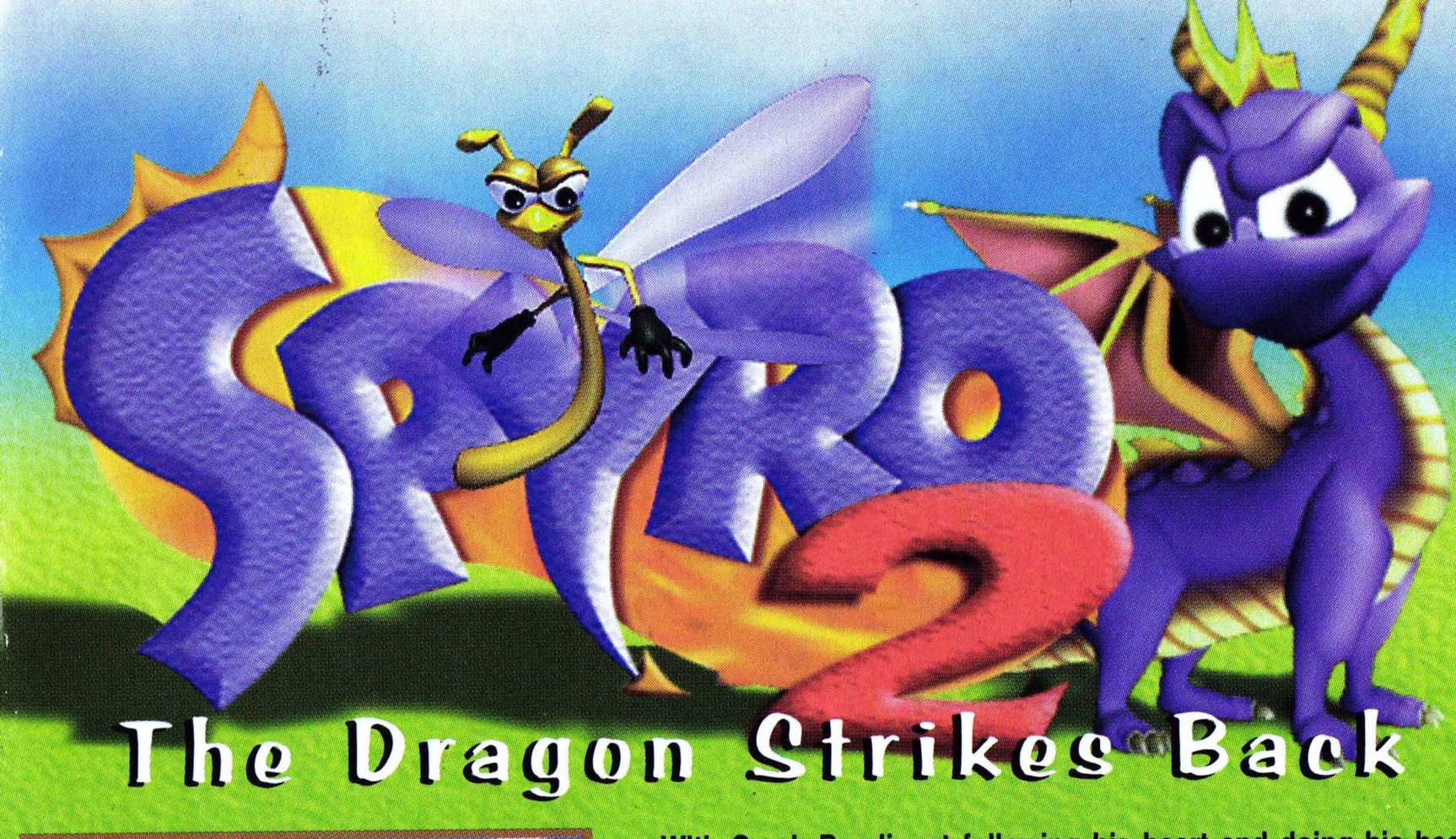
Where're the fruit crates?



Fun in San Francisco.

Watch the paint, pig!





The Dragon Strikes Back

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Over 30 Stages; Trigger Events; New Moves Including Swimming, Climbing, Supercharge, & Ground Stomp; Dual Shock & Analog Compatible
- **Created by:** Insomniac Games for Sony Computer Entertainment America
- **Available:** 4th Quarter for PlayStation

50% Complete

With Crash Bandicoot following his heart and doing his best Jeff Gordon impersonation, the PlayStation will be in dire need of an action/platform star for the upcoming holiday season. For the last three years, Crash has pulled in tremendous numbers as he bounced on retail shelves yelling, "Buy me! Buy me!! Buy me!!!" Who better to fill the shoes of the silly orange critter than Spyro the Dragon? Last year, Spyro got off on the wrong foot and looked like it would pass on as another great retail tragedy, but as the months went by, and kids started to network and socialize, Spyro's numbers grew rapidly and now rival those of the Crash Bandicoot games. Sony plans to release Spyro's sequel during the holiday season, and you can bet that the original release will join the ranks of the Greatest Hits club. With Spyro at 20 smackers, we predict another bandicoot-like revolution is on the way. A whole new audience means a whole lot more people craving the sequel.

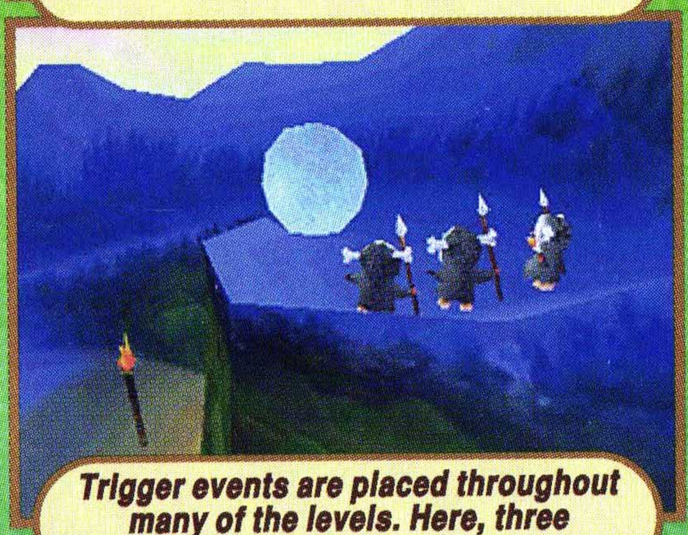
Ever since it put the finishing touches on Spyro's PlayStation debut, Insomniac Games has been knee-deep in development, piecing together a sequel of epic proportions. Spyro 2 (tentative title) will be an even bigger and more complex game than the first. Young Spyro has grown up a little. His wings and tail look a bit longer, and get this, he no longer fears the big blue. Spyro can now swim around and splash in the water without drowning. He can also climb on certain walls, ground stomp, and fly more gracefully. Of course, his main weapons remain his hot-to-trot flame breath and the horns on his head.

Yes, sir. After battling Gnasty Gnorc and freeing all the elder Dragons, Spyro has become brave and fearless. Shortly after the first adventure, and at the beginning of this one, Spyro decides to take a break and vacation. His destination? The beautiful Dragon Shores! Or at least that's what he wants everyone to believe. With all of his new-found inner strength, do you think Spyro's going to sit around on his tail? Heck no! He's off to far-off lands. Places filled with evil and cunning beasts. Worlds yet untouched by his Dragon clan. Spyro is off to breathe in the adventure of a lifetime, and this winter, you'll be invited to tag along and document Spyro's amazing adventure on your PlayStation controller.

Spyro 2's gameplay is deeper and more complex. Of course, the ultimate goal on each level is the same – collect all of the treasure. But the means to get the treasure will be much more dynamic and sinister. This adventure will consist of 30 new worlds packed to the hilt with new enemies and tricky new feats. Spyro's sidekick, Sparx, is also back in a more aggressive form. Let's not forget about the sheep. There's gotta be some sheep brutality in this game somewhere, otherwise...uh...we'll break some heads!!!

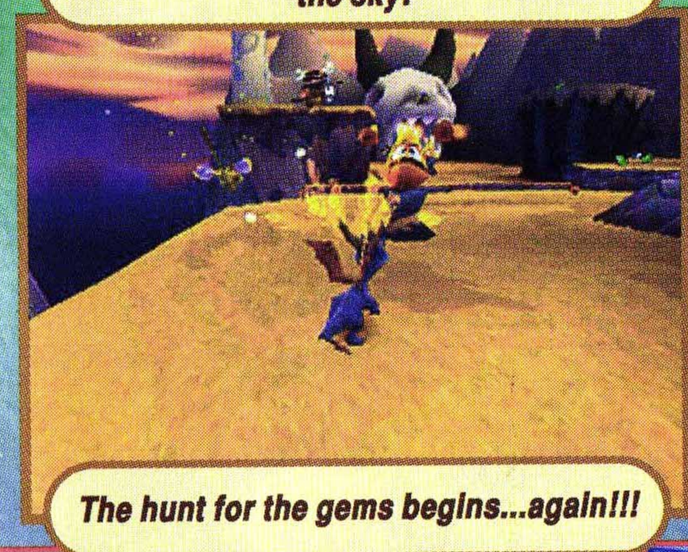
If you haven't played the original, then do so. You'll see why we're so excited about this sequel, and why we call it the most anticipated platformer of the year.

Mysterious new worlds await.



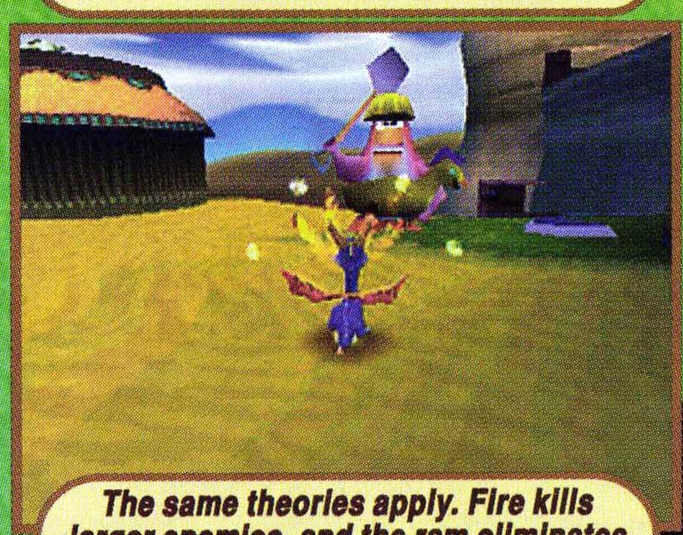
Trigger events are placed throughout many of the levels. Here, three cannibalistic penguins plan an ambush

Glide...fly...young Spyro takes to the sky!

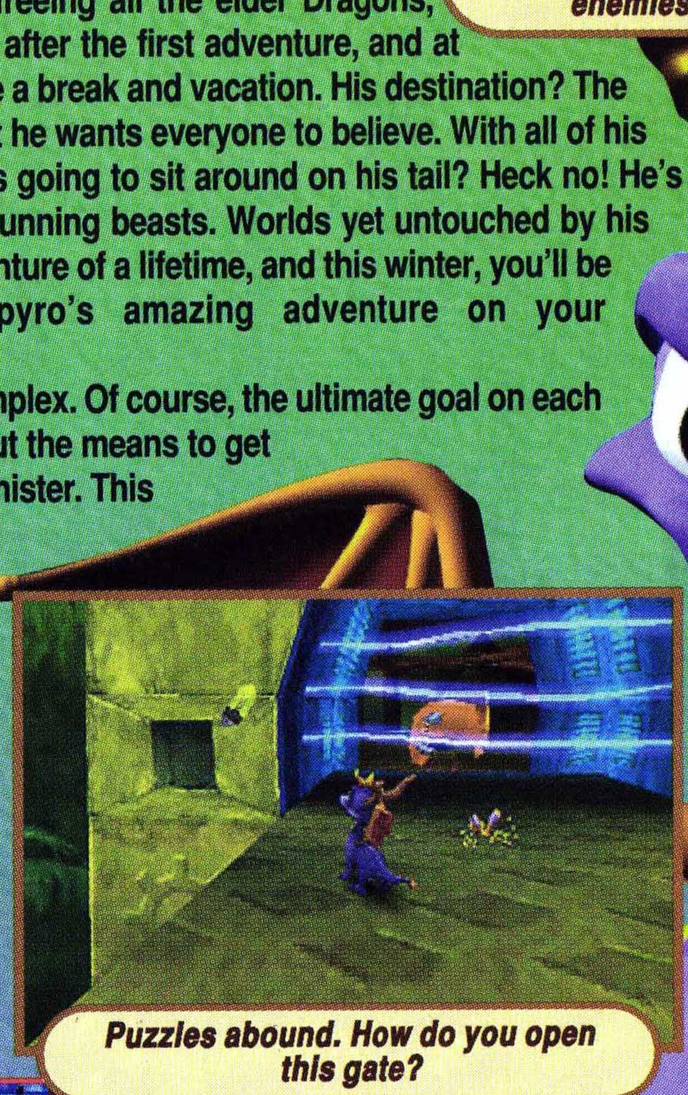


The hunt for the gems begins...again!!!

The Spyronator is no longer afraid of water. He can swim!



The same theories apply. Fire kills larger enemies, and the ram eliminates enemies coated in armor.



Puzzles abound. How do you open this gate?

Uniquely immersive role-playing experience is limited only by your imagination.

Collect over 150 creatures including rare and ultra-rare breeds. Then custom combine them into millions of powerful new monsters.

Strategically use your monster's dominance of one of the four elements: Earth, Wind, Fire or Water.

Pit your creation against a friend in the arena mode.

INFINITE MONSTERS

Welcome to the world of Jade Cocoon: Story of the Tamamayu. As Levant, a Cocoon Master, you will engage powerful monsters in deadly one on one combat. As the magic and talon clash of these titanic battles turn to your favor you can call on the mystic Cocoon powers and capture a fallen foe as they are on the brink of death. Once captured these mighty creatures can be trained to fight for you and combined with other monsters to form millions of new beasts. Once created these creatures will be your key to surviving the perils of the forest.

TEEN T CONTENT RATED BY ESRB

PlayStation

GRAVE ENTERTAINMENT

Genki

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COMING JULY 14, 1999

ジュラ COCOON

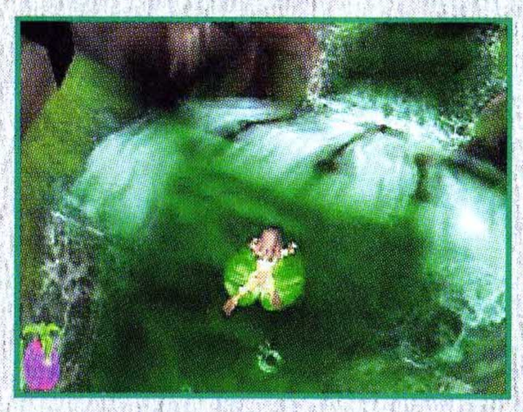
STORY OF THE TAMAMAYU

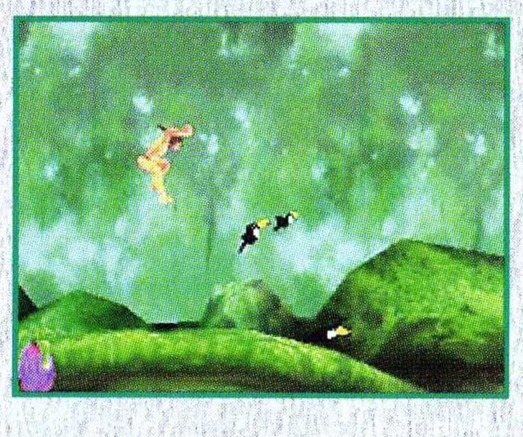
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Play Tarzan at Different Ages; 14 Exotic Environments; Vine Swinging; Elephant Riding; Tree Surfing; Many Hidden Areas; Filthy, Stinking Apes; Dual Shock & Analog Compatible
- **Created by:** Disney Interactive for Sony Computer Entertainment America
- **Available:** Summer for PlayStation

30% Complete

SWINGING WITH JANE





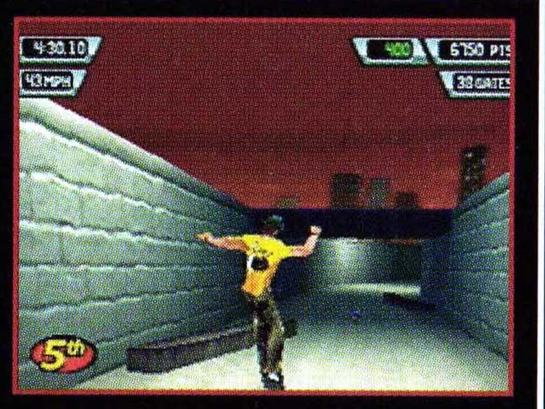
Ever since Edgar Rice Burroughs penned Tarzan of the Apes in 1914, the ultimate swinger has faltered, but never fallen. Appearing in countless novels, radio serials, comic strips, and movies, the king of simians will soon, thanks to an upcoming Disney animated feature, add the PlayStation to his extensive list of appearances. Maybe movies with formulaic plots, overworked soundtracks, and cute, singing animals aren't your thing, but Tarzan for the PlayStation might be. Rather than making a cookie cutter title that's more a marketing gimmick than a game, Disney is working on making Tarzan a platformer that can stand on its own merit.

Tarzan starts the player off as a young lord of the jungle, still learning how to master the African elements. As players become more competent with the game control, Tarzan begins to pick up more maneuvers. In addition to the standard platform elements of running, jumping, and swimming, Tarzan will learn the requisite skills of life in the scrub, like swinging on vines, climbing trees, riding elephants, and courting the lovely Jane.

As Tarzan travels through 14 scenic stages, he eventually befriends his young chimp friend Cheetah, who becomes his faithful sidekick, following and helping for the remainder of the game. If you do well, both will grow into the adult adepts of vines that we all know so well.

Naturally, the dark continent isn't a safe place for a misplaced boy raised by apes to lounge about. Tarzan will have to face crocodiles, lions, tigers, and worst of all, human hunters on safari who are bent on breaking up his Pongidae family. Tarzan will have to decide with what genetic genus his roots lie, probably busting a few Homo Sapien heads on his path of self-discovery. Unga unga.

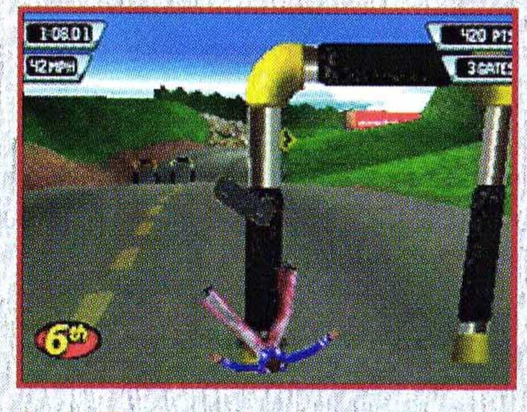
PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Race on Skateboards, In-Line Skates, & BMX Bikes; 13 Characters; 5 Locations & 27 Track Variations; 5 Modes; Tons of Tricks & Combos; Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** 989 Studios
- **Available:** Now for PlayStation

Bottom Line: 5.75

	ANDY	PAUL	REINER
Concept:	6	5	6
Graphics:	7	5	6.5
Sound:	7	1	6
Playability:	7.5	7.75	4.75
Entertainment:	6.75	4.75	6.5
Overall:	6.75	4.75	6



2Xtreme 4 U

989 Studios is redefining another classic of PlayStation lore. Both Twisted Metal and Cool Boarders have been sliced and diced by the blade of 989 Studios; now the Xtreme series is on the chopping block. Thus far, 989's Frankenstein-like experiments have received mixed reviews. Many proclaim that Cool Boarders is a better product than ever before, yet Twisted Metal has been beaten bloody by fans from the SingleTrac days. How will Xtreme fare?

Just as they did with Cool Boarders and Twisted Metal, 989 has designed an entirely new engine for Xtreme; however, the gameplay and design are basically one and the same. The track designs, scoring system, racing styles, and overall look of 3Xtreme mimic those in 2Xtreme. The big differences are polygon graphics, bigger air, faster speeds, and improved tricks. 3Xtreme also includes longer tracks, more variety in tracks, and motion-capture animations from Andy MacDonald (skateboarding), Chris Potts (biking), and Todd Grossman (in-line skating).

The gameplay still demands flawless runs. Smashing into a gate or bailing after a jump could put closure on what you thought to be a perfect run. 3Xtreme is here, and it's better than ever. However, is it 2Xtreme 4 U? Ha ha ha!

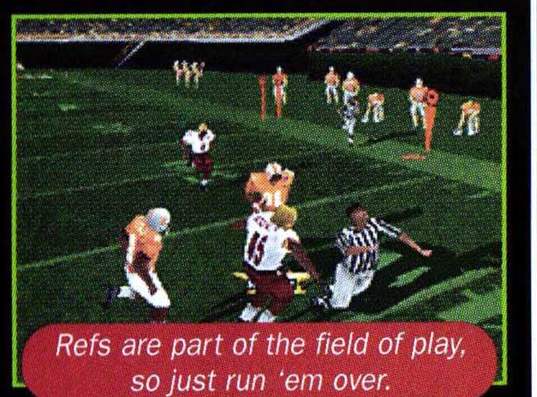
Andy, The Game Hombre
"3Xtreme is definitely better than previous Xtreme offerings, but it just doesn't float my boat anymore. It's fun, but there's nothing terribly difficult about it, so the game quickly loses my interest. I'd say that it's at least worth a rental."

Paul, The Game Professor
"I can say I have never really enjoyed any of these games, but somehow you get sucked in. The graphics look really horrible; they are almost worse in this game than in its predecessors. The sound effects are equally bad and the environments are boring. Stay away."

Reiner, The Raging Gamer
"This Xtreme regurgitation is true to the original...maybe a little too much for its own good. Have any of you played 2Xtreme lately? It was fun a year and a half ago, but now it's outdated. 3Xtreme delivers plenty of air and tricks, but the gameplay just isn't very entertaining. The graphics and framerate are also troubled."

PlayStation

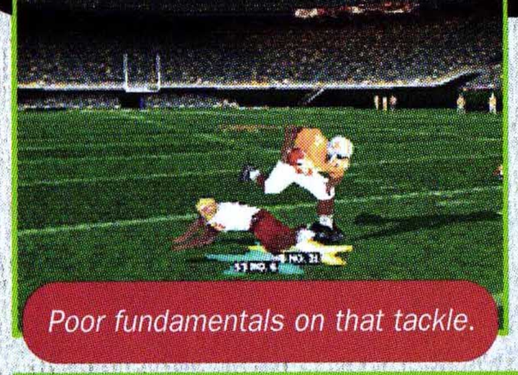
Preview



Refs are part of the field of play, so just run 'em over.

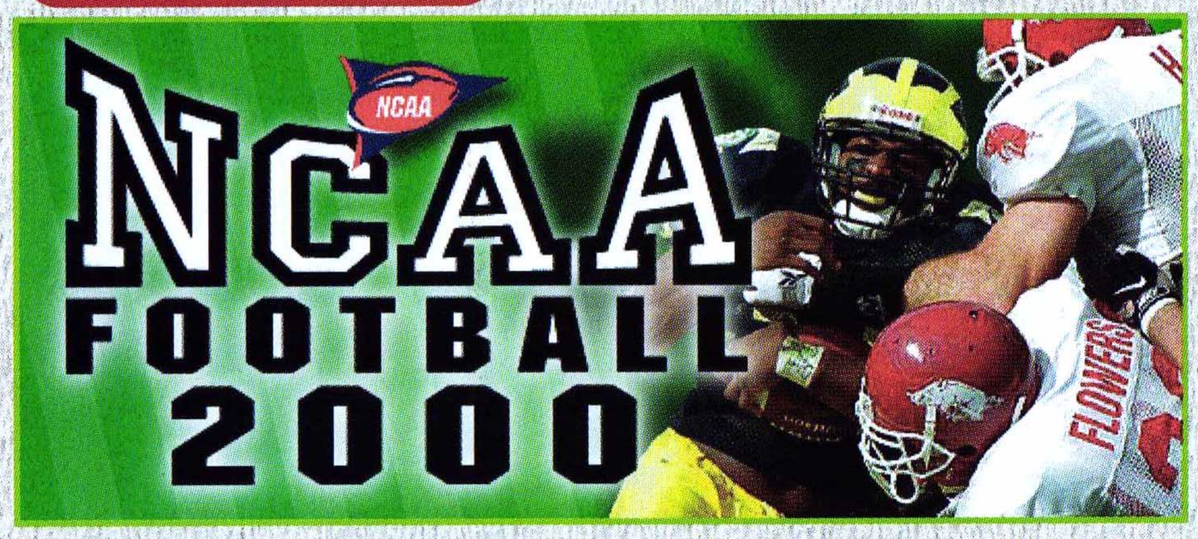
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (8-Player Via Multi-Tap)
- **Special Features:** 140 Division 1-A & 1-AA Teams; 80 Historical Teams; Play Editor; Dynasty Mode; Team-Specific & Custom Playbooks; 23 Bowl Games; Dual Shock & Analog Compatible
- **Created by:** EA Sports
- **Available:** August for PlayStation

70% Complete

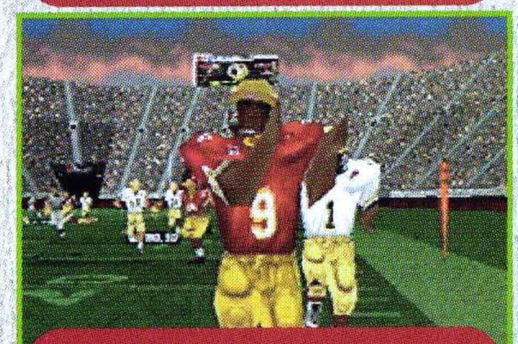


Poor fundamentals on that tackle.

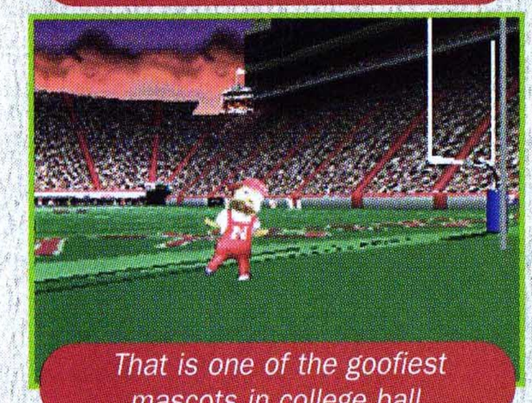
THE QUEST FOR THE BOWL



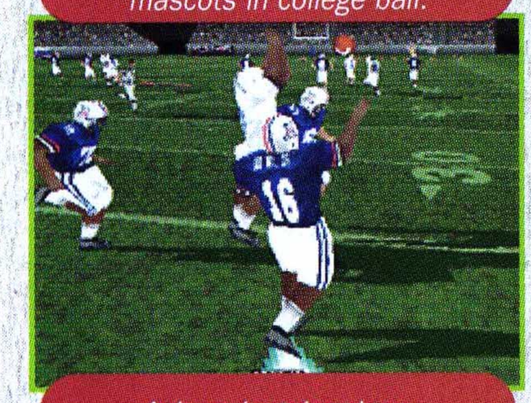
The safety is ready to crunch that receiver.



Look back at the ball!



That is one of the goofiest mascots in college ball.



Auburn is going deep.

The next season of college football is around the corner, and that means EA Sports' NCAA Football 2000 is also in the pipeline. EA is busy putting the polish on this game, the third in the PlayStation series. Nearly every feature and option is being reworked, revamped, and added to. EA Sports boasts that last year's installment of this game was the number one selling college football title, and it's not hard to assume that they are shooting for the same goal with this year's version.

If you were one of the unfortunate souls who did not find your favorite college team on previous installments, EA Sports may have the answer to your gridiron dreams. NCAA Football 2000 will include 21 more teams than last year, boosting the total to 140 teams representing Division 1-A and 1-AA. Add this to the 80 teams from college seasons of old, and this game packs 220 teams. Even if your favorite school isn't included, you can simply create it. With the teams, come the plays and playbooks that are specifically designed for each team. If your team's playbook is a little too conservative, you can always design your own playbook from a selection of over 1100 plays. You can also create custom plays via the play editor.

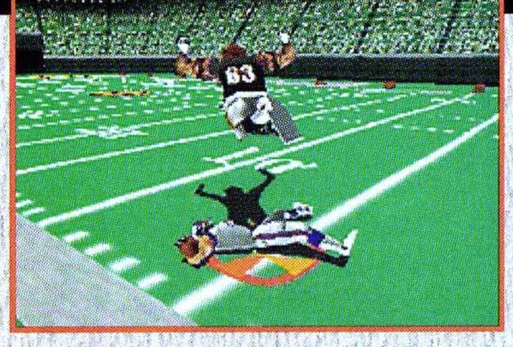
Expect changes in typical EA fashion. That is, don't expect a lot of changes to come in playcontrol, but look for minor adjustments that EA hopes will make the game more enjoyable. The animation has been reworked with over 100 new motion-captured moves. This game, like Madden, will also feature a full sideline of players and coaches. You may even see crazy mascots roaming the sidelines. The Dynasty mode also returns and EA is promising a deeper set of options and possibilities. Look for more recruiting options and even a mode to redshirt players.

PlayStation

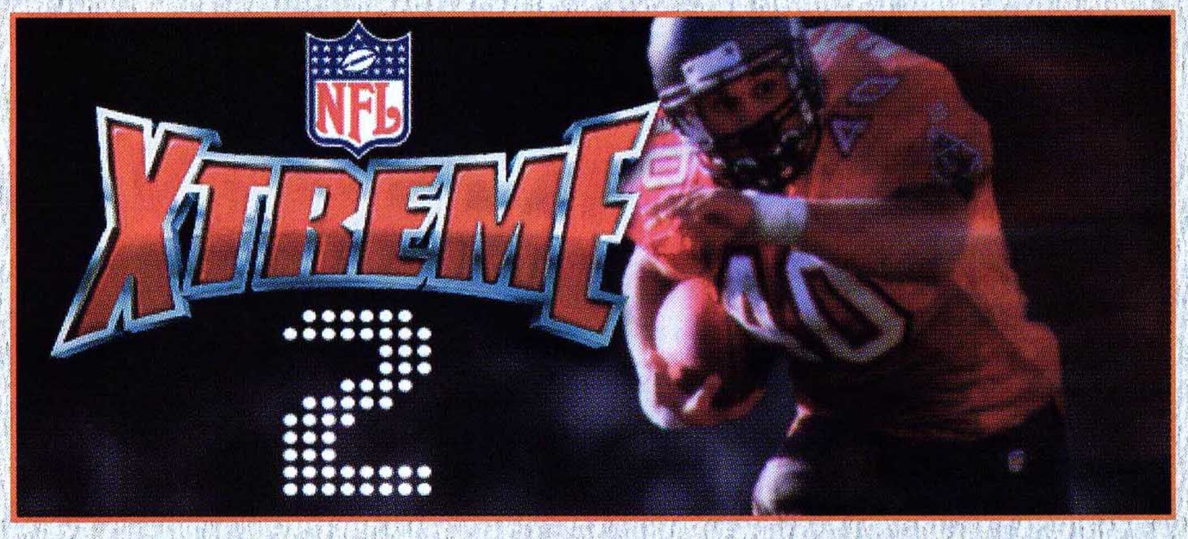
Preview

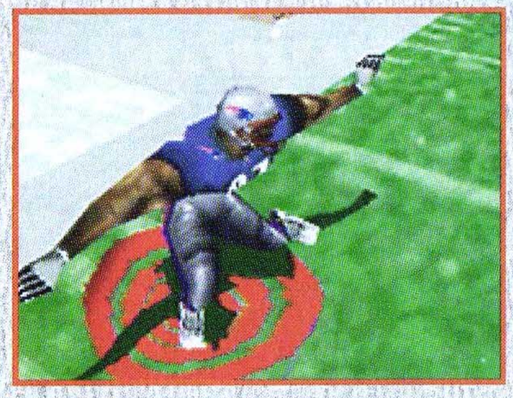
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 125 Streamed Trash Talking Samples; 350 Animations (250 New); 5 on 5 Gameplay; Smaller Players; All Players Are Eligible Receivers; Pass the Ball Past Line of Scrimmage
- **Created by:** 989 Sports
- **Available:** July for PlayStation

60% Complete



NO HOLDS BARRED





America's love for wrestling is more apparent than ever. WCW Nitro ratings beat up on Monday Night Football last year, and a new species of NFL games are taking the antics of pro wrestling and weaving them into the grid iron. Last year's NFL Xtreme was not as crazy and wacky as it could have been, but this year's version could turn into the Blitz basher 989 has been looking for.

Xtreme 2 has 350 animations and 250 of them are new, including a roundhouse kick, funky dancing moves, and crazy tackles where players twirl opponents around in the air. 989, obviously not concerned with originality or class, even includes an animation where a player gets slammed in the nether regions of his anatomy.

New and improved trash talking has also been added. Twenty-three Pro Bowl players gave the audio for Xtreme 2, including Michael Strahand, Ray Buchannon, and John Randle. The 125 samples have also been streamed so they occur faster and more naturally during the game.

The gameplay in Xtreme 2 has also been overhauled. For instance, the front-end is simplified to make choosing plays easier and faster. The control is easier too, so that two-button combos are no longer required to perform most of the special moves. On offense, you won't be forced to control the QB at the snap – any player can be controlled. Some drastic rule changes are present too. Each player is an eligible receiver and you can throw the ball even after you've passed the line of scrimmage.

Look for our review in the next month or two to learn if Xtreme 2 is the Blitz killer 989 longs for.

Dreamcast Preview

ONLY IN JAPAN

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters (Eliot & Dogs); Long & Short Range Attacks; Real-Time Cutscenes With Spoken Dialog; Dramatic Camera Angles; VMU & Puru Puru Compatible
- **Created by:** Climax Graphics for Sega
- **Available:** Now in Japan for Dreamcast (U.S. Release Undetermined)

Translation Analysis

***Manageable** – Blue Stinger's puzzling play is rather difficult to solve since the majority of clues are in Japanese.*

Shattered Dreams

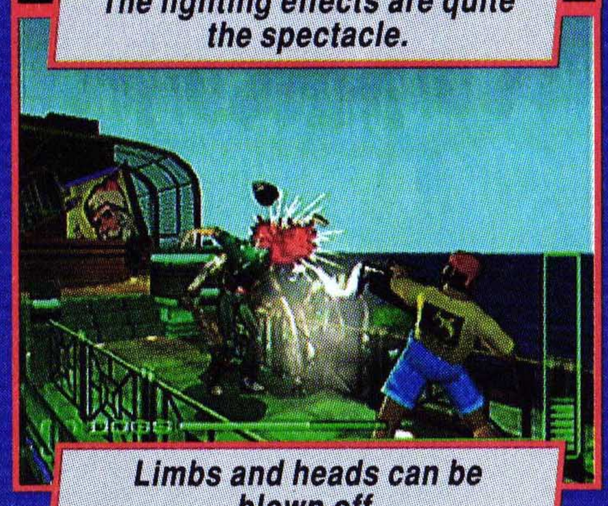
BLUE STINGER

When the Dreamcast made its debut on the Japanese market, Blue Stinger looked like one of the machine's most promising titles. Its graphics showcased beautiful texture work and out of this world effects. A few months later we learned that the creatures roaming the streets in Blue Stinger were crafted by Robert Short, who also designed the special effects in the films E.T., Beetlejuice, and Predator. We also found out that Blue Stinger's director is Pete Von Sholly, a madman who brought to life the films Mars Attacks!, James and the Giant Peach, and The Mask. We could hardly wait for this release. Sure the Dreamcast has been batted around, but a game like Blue Stinger could very well yank this console off the chopping block. Well, Blue Stinger has come to the Japanese market, and we got our hungry hands on it. What you see below is more a cry for help than a testimony of greatness. Sega of America has added Blue Stinger to its upcoming release list, and hopefully, it'll get beaten into shape before it hits the States.

graphics

This is where Blue Stinger stands out as a truly remarkable piece. The environments are heavily detailed. The cities are coated with gorgeous textures ranging from rusting metals to a plethora of colorful billboards. The lighting effects are also drool-worthy. All of the characters feature real shadows that are affected by lights within the environment; their bodies also portray realistic reflections and appropriate details to specific lighting. The character designs are basic, yet still somewhat impressive. Their eyes blink, mouths and fingers move, and most of their animations are realistic. Their running animations are a little cheesy, but you quickly forget about these motions minutes into gameplay. Blue Stinger's monsters (officially titled Dinocytes) are very cool. Picture, if you will, the zombies from Resident Evil hunched over with an extra set of arms. You'll also see Dinocytes in the form of fish and a giant tyrannosaur.

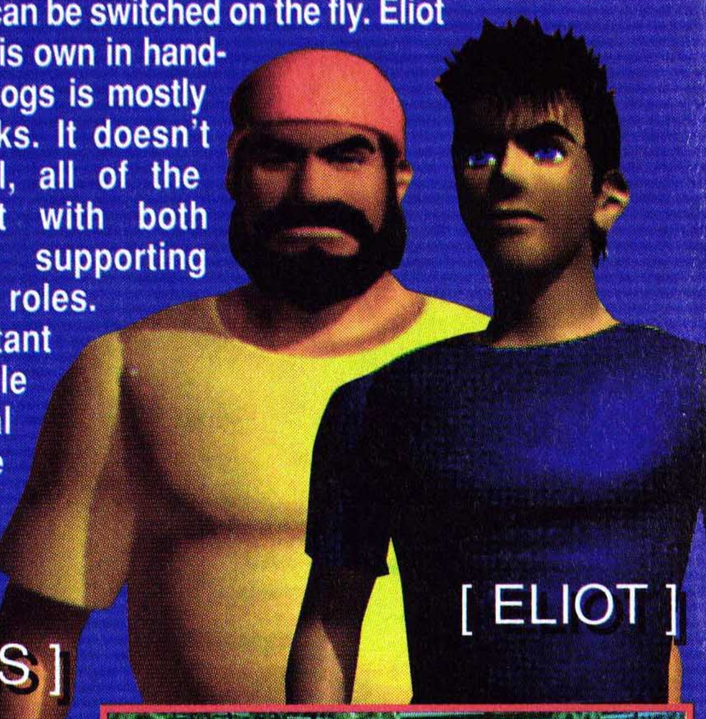
The lighting effects are quite the spectacle.



Limbs and heads can be blown off.

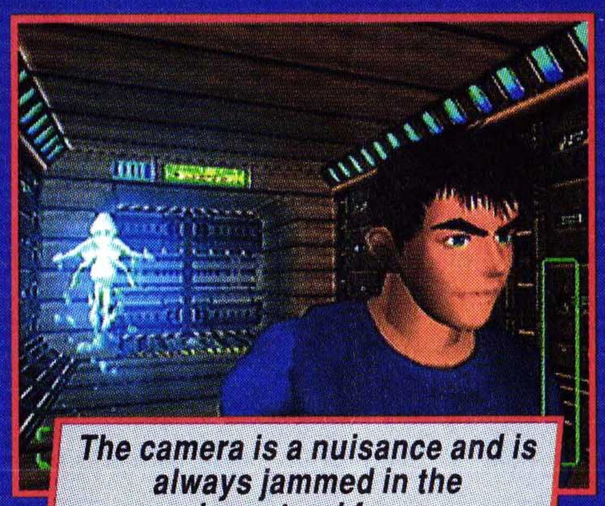
characters

It's up to Eliot G. Ballade, a member of ESER (Especial Sea Rescue), and his newly found friend, Dogs Bower, to investigate and save any civilians from the disasters that are tearing apart Dinosaur Isle. Both Eliot and Dogs are playable, and can be switched on the fly. Eliot has the ability to stand on his own in hand-to-hand combat, whereas Dogs is mostly limited to projectile attacks. It doesn't matter who is in control, all of the scenarios are compliant with both characters. Two other supporting characters also play big roles. Janean King relays important messages to the terrible twosome; and a mystical being, Nephilim, guides the team as she freely glides through the skies in every scene.

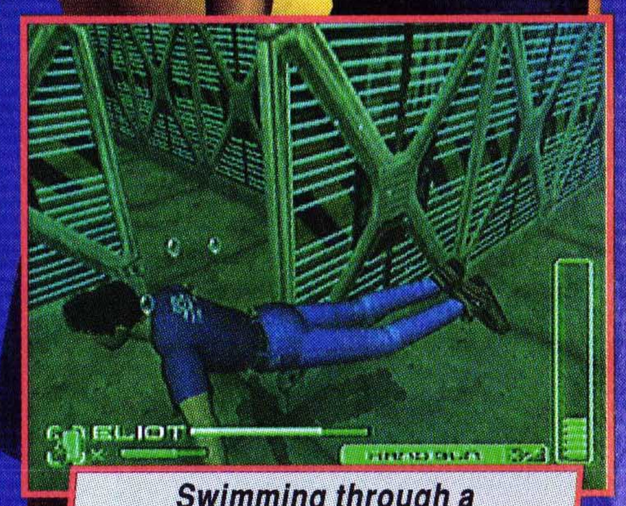


gameplay

Combat-wise, Blue Stinger is very comparable to Resident Evil. There's a ton of blood, the auto-aiming is similar, and inventory management and map tracking are nearly the same. Weapons like a shotgun, bazooka, stun rod, axe, bow gun, and a slew of hand guns are available. Unfortunately, Blue Stinger doesn't deliver any means of camera control. Instead, carefully planned dramatic angles are implemented into every zone. Very seldom do these angles actually work well. The majority of the time, the camera is very bothersome and right in front of your face, not on the characters' backs like you'd expect to see. Another disappointment is Blue Stinger's overuse of keys. Stumble across a corpse, and the body contains a key. Kill a boss, guess what? It's got a key.

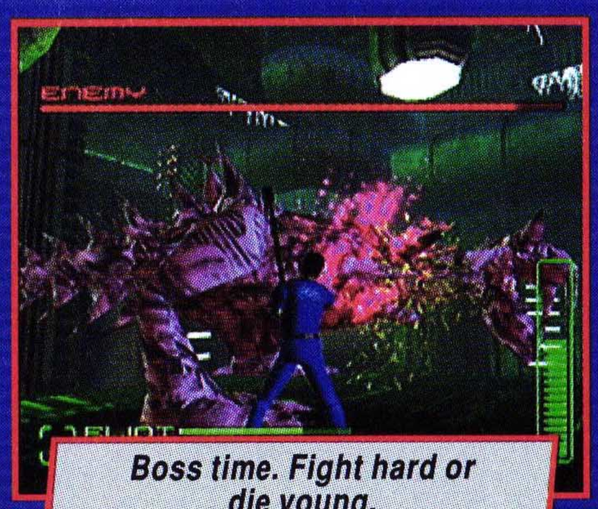


The camera is a nuisance and is always jammed in the characters' faces.



Swimming through a tricky labyrinth.

Certain weapons, like the trusty axe, inflict immense damage that draw fountains of blood.



Boss time. Fight hard or die young.

cinematography

Blue Stinger's storytelling must be so ingenious that it was created to entertain a species of higher wisdom than the human race. We just don't get it. Every spoken word is like a bullet to the brain. Picture Keanu Reeves starring in Weekend at Bernies 2, or John Goodman replacing Shannon Tweed in all of her brilliant roles. Blue Stinger's story is absolutely horrible. It lacks direction and any kind of interest. When it comes time to port this game to the States, Sega had better bring in a team of writers to mend the story's wounds. We admire the coarse language and occasional moments of zen, but the rest has to be spiced up. Changes must be made.

Dreamcast Preview

ONLY IN JAPAN

- **Size:** 1 GD-ROM
- **Style:** 1-Player Sports
- **Special Features:** Arcade & "Consumer" Mode; Multiple Lures; Underwater Viewpoint; Sweet Voice-Over Action; Special Force-Feedback Spinner Reel Controller & VMU Compatible
- **Created by:** Sega
- **Available:** Now in Japan for Dreamcast (U.S. Release Pending)

Translation Analysis ***Manageable*** – Most is in English, but how many pounds is 6000g?

ゲットバス

GetBass™

SEGA BASS FISHING. SEGA

Cast Out Your Lure, Reel Without Fear

Usually, a system is released in the U.S. before it gets a really good fishin' game, but the Dreamcast has broken this rule of thumb with the graphically delicious GetBass. GetBass is the first (and therefore best) next generation fishing game and features both Arcade and Consumer (a.k.a. Tournament) modes to suit any style of fisherperson.

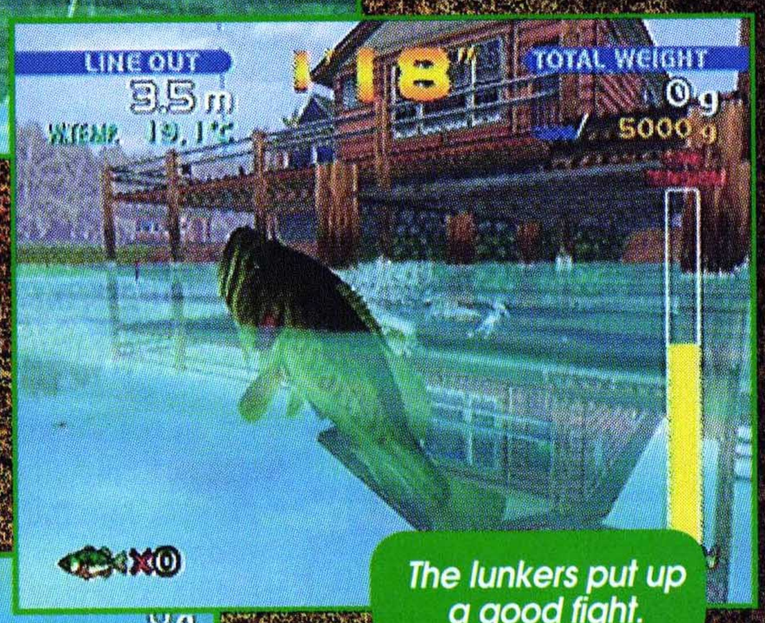
Arcade mode gives you a very limited time to catch enough grams worth of fish to advance to the next phase. The lake dwellers bite like crazy in this mode, and you'll be given bonus time for hooking them and bringing them back to the boat fast. Of course, bigger fish mean more bonus seconds, so go for the lunkers. There are four different areas to visit, and as you catch fish, you'll be rewarded with more lures.

Tournament mode is for the more patient fisherperson. Here you'll start in an amateur bass tourney which consists of five stages, and each stage is broken into three segments, so you'll get used to some similar scenery. If you fail to win the overall tourney, your game's over, so keep an eye on how many grams you've netted. Again you'll be rewarded with new lures as you catch fish, up to 16 in all. Some lures work better at certain depths and in certain types of weather, so you'll have to make adjustments depending on where the lunkers are hiding.

The rich colors and smooth polygon capabilities of the Dreamcast bring this game to life graphically, but the most beautiful feature is the special controller that comes packed with this unique import title. It looks and feels like a fishing reel, complete with right side spinner (sorry lefties). It also has rumbling capabilities, so you'll be able to feel the big ones shaking in your fist.

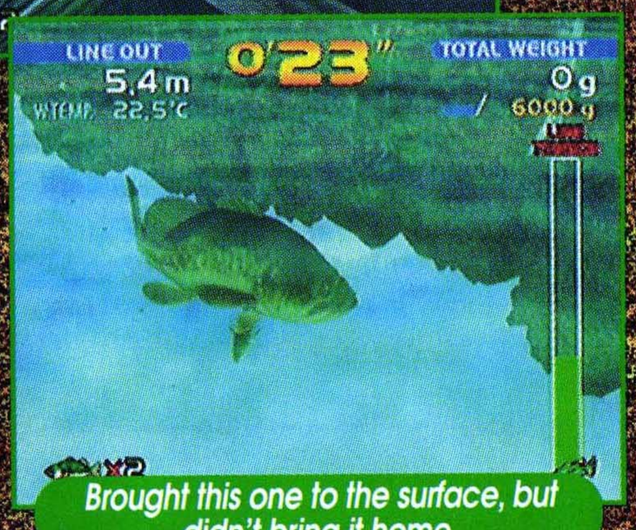
It's a heck of a fishin' game, which will leave some people bewildered because who would play a fishin' video game anyway? Fans of the genre, once they've learned the grams-to-pounds conversion rate, will be amazed and delighted as they go out not to fish bass, but to GetBass.

Another beautiful day of fishing.



The lunkers put up a good fight.

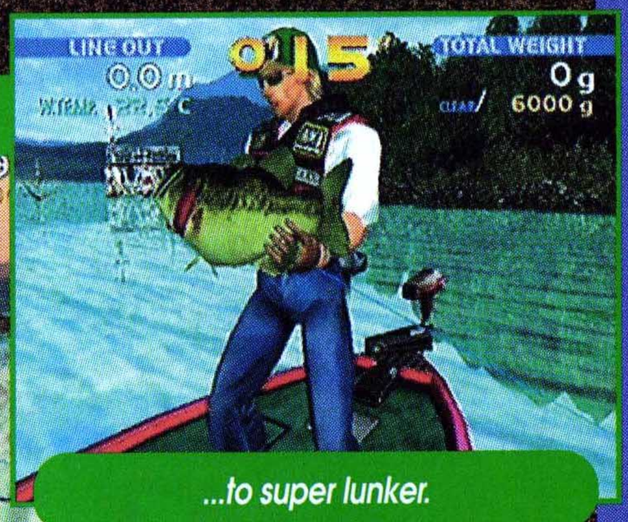
Leave the small ones, hook the big ones.



Brought this one to the surface, but didn't bring it home.

The fish go from small...

...to medium...



...to super lunker.

Dreamcast

Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Random Dungeon Generator; Turn-Based & Real-Time Battles; 6 Characters; Time Travel Story Arc; Monster Missions & Minigames; VMU Compatible
- **Created by:** Climax for Sega
- **Available:** Winter for Dreamcast

55% Complete

Playing an Important Role

Climax and Sega of America have been in cahoots for quite some time now. First with LandStalker and Shining Force on Genesis, then with Dark Savior on Saturn, and now with Climax Landers on Dreamcast. Interestingly enough, the story in Landers, which revolves around time travel, is rumored to cross over into these other games. If you look closely at the pictures, you'll see familiar characters like Ryle from LandStalker, Lady from LadyStalker (not released in the States), and even a few characters from Dark Savior as well. The main character in this quest, Sword, who does in fact wield a sword, is a new creation, not featured in a previous Climax release.

Sword is one of the six playable characters that come together to eradicate evil throughout the ages. Lander's gameplay is completely 3D, delivering both real-time and turn-based battles. Just like Sega's Saturn release, Virtual Hydlide, all of the dungeons in Landers are randomly generated and different each time they are visited (buyers beware of a strategy guide for this RPG). Landers also makes good use of the Visual Memory Unit (VMU), allowing gamers to play monster missions and minigames on the go.

As always, this first RPG is an important one - one that will hopefully pave a path for a plethora of role-playing releases in the future.

Dreamcast

Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** 5 Levels; Hundreds of Miles of Terrain; Railed & Full 3D Areas; 5 Different Relationship Outcomes & 2 Endings; Realistic Physics; VMU Compatible
- **Created by:** Netter Digital Entertainment for Sega
- **Available:** Winter for Dreamcast

65% Complete

The Emotional Shooter

Who better to craft a science fiction shooter than the visual effects team of Babylon 5? That's right, the highly acclaimed CG wizardry of Netter Digital Entertainment is transforming a poorly executed science fiction drama into an explosive new shooter exclusively for Dreamcast. Sega of America is also lending a hand in the creation of this exciting release. Geist not only works on gamers' reflexes and patience, but their emotions as well. As you swoop through caverns and negotiate treaties with laser fire, an involving story will creep up and take your breath away. Depending on the way you negotiate the emotional parameters presented through Geist's story, you'll be led to one of five different relationships. Whom your character ends up with is based on how you play, and what choices you make.

Don't worry, you'll have plenty of time to ponder these decisions as you pilot your spacecraft across hundreds of miles of terrain separated into five stages. The action is heavy. The sound effects booming. And the physics are so realistic that the force of an explosion will affect surrounding objects, including your ship.

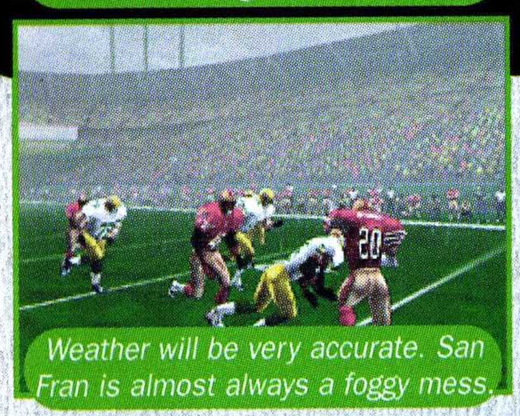
Be warned. Geist is coming to feed off your emotions. If it's anything like Total Eclipse, it'll bring you to tears.

Dreamcast
Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 31 NFL Teams Plus Over 30 Classic & All-Star Teams; Play Editor With VMU Compatibility; Player Create & Draft
- **Created by:** Visual Concepts for Sega
- **Available:** September for Dreamcast (Launch Title)

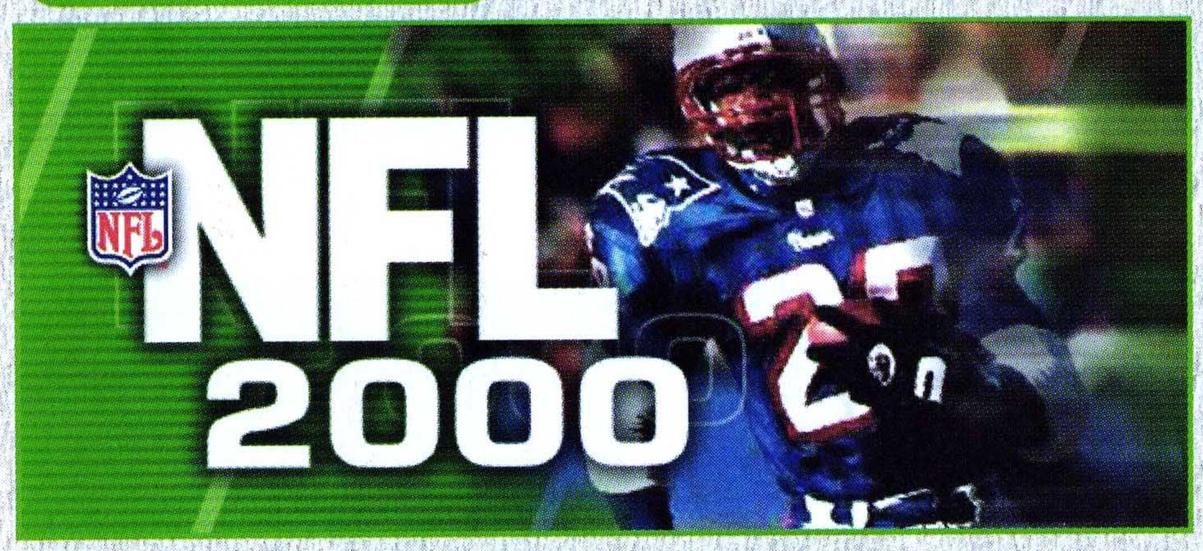
60% Complete

Talk about detail! We can almost read the logo on the ball.



Weather will be very accurate. San Fran is almost always a foggy mess.

Sega Returns to the Gridiron



If there's one thing you need to launch a system, it's a solid library of sports games – NFL football to be exact. Football is easily the most popular of any video game in the sports genre, and that's why Sega isn't fooling around with football on the Dreamcast. NFL 2000 (working title) is going to be on the shelves for the DC launch, and developer Visual Concepts has been working on NFL 2000 for well over a year. The company plans to include some features that could make many sports fanatics forget Madden and GameDay ever existed, and leave the PlayStation gridiron.

Graphically, NFL 2000 boasts over 1,300 motion-captured player animations, painstakingly created stadiums, and a large variety of sideline and crowd activity. The polygon power of the Dreamcast allows the game's artists to include many familiar football moves. Plus, individual player details such as gloves, extra pads, and jersey cinches will be included. Marquee NFL players will have distinctive signature moves and animations. The minimal amount of video and screenshots have been visually stunning to say the least.

The big concern (as with any sports game) will be the playcontrol and AI. Visual Concepts has been in the football development circles for many years, and this leads us to believe that NFL 2000 will not disappoint. However, this question and many others will likely be answered at the upcoming E3, where we'll have a chance to put this game through its paces.

Chandler! He's a dead man!

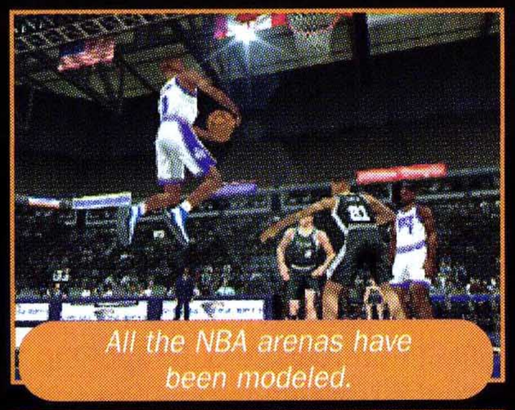
Jump ball!

A heated Central Division match-up in Green Bay.

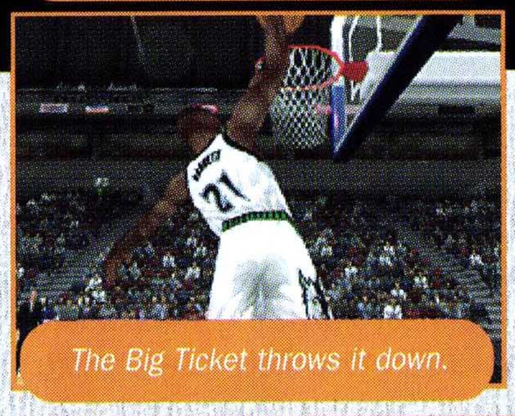
Dreamcast
Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** Team Specific Playbooks; Player Facial Expressions; Animated Crowds & Sidelines; 400 Individually Modeled Players; Player Create; Season Stats; VMU Compatible
- **Created by:** Visual Concepts for Sega
- **Available:** 4th Quarter for Dreamcast

45% Complete

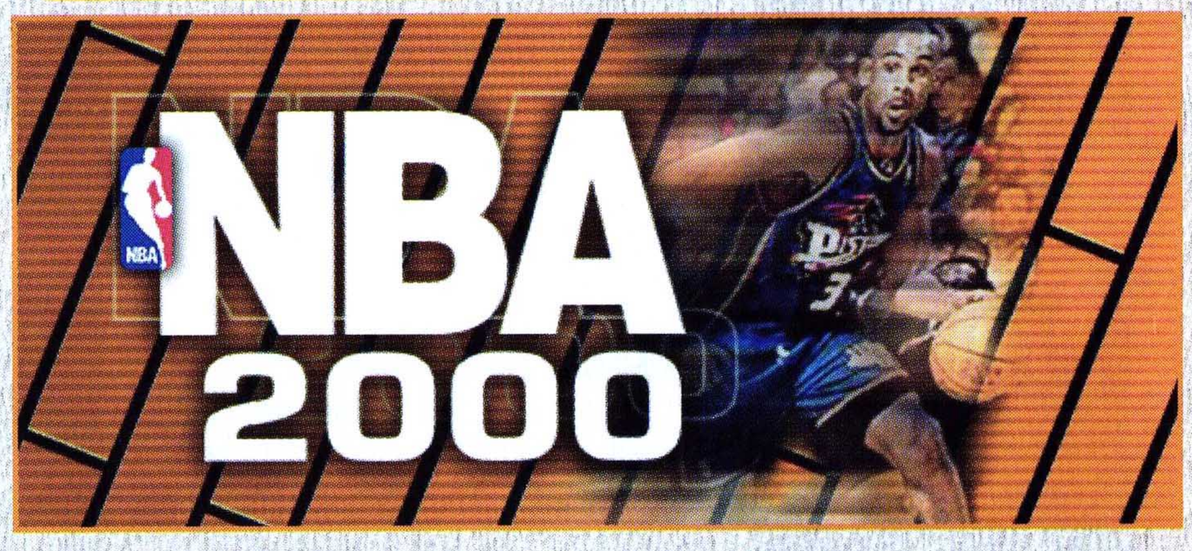


All the NBA arenas have been modeled.



The Big Ticket throws it down.

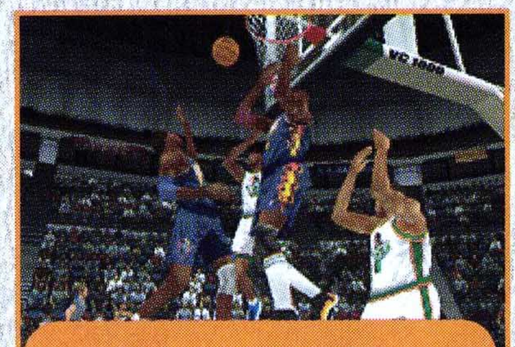
Dreamcast's Hardwood Hero



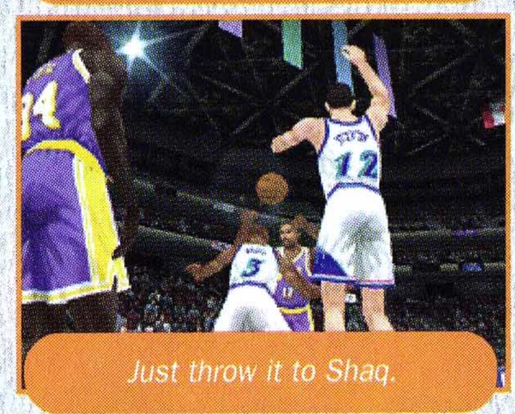
Not only is Visual Concepts readying an NFL game for Dreamcast, the developer is also hitting the hardwood and bringing the NBA to the Dreamcast. As the second most popular league in sports gaming (next to the NFL), the appearance of NBA 2000 (working title) is not too surprising. Although we have seen only limited video and screenshots, NBA 2000 boasts some impressive features.

As with Visual Concepts' football game, motion-captured animation is used to create realistic moves. Claiming to have more than four times the animation of existing basketball games, NBA 2000 has over 1,600 moves. Everything from a simple chest pass to a thundering monster dunk is included. NBA borrows a little from NBA Live's implementation of player facial expressions, but Visual Concepts is going even further. Graphic details go as far as to animate the coaches, bench players, and the scorer's table – something that has never been done in basketball games, but is possible with the Dreamcast. NBA 2000 also boasts polygonal crowds that will wear team colors, wave banners, and react to the on-court action.

We haven't played NBA 2000, but have spent considerable time playing Visual Concepts' basketball games for the PlayStation and Saturn (NBA Fastbreak '98/NBA Action '98). These games were solid on the playcontrol side and may give a hint as to what some of the basic fundamentals will be. On the fly play calling, juke/spin move, post up move, icon passing, and other control features are bound to show up in NBA 2000. We'll have a lot more on NBA 2000 in future issues.



It's got to be the shoes.



Just throw it to Shaq.

Who missed the assignment?

That's what we call "ups."

Nintendo 64

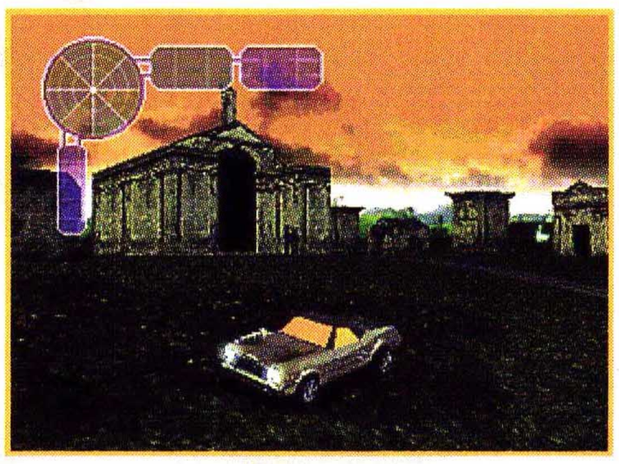
Preview

- **Size:** Unknown
- **Style:** 1 to 4-Player Action
- **Special Features:** New Power-Ups, Weapons, Special Moves, & Modes of Play; Expanded Quest Mode; New Vehicles & Characters; Improved Effects; Rumble & Controller Pak Compatible
- **Created by:** Luxoflux for Activision
- **Available:** Fall for Nintendo 64 (PlayStation & Dreamcast)

60% Complete

Vigilante 8: Second Offense

Vigilante 8 is coming back for seconds, and it'll brake for no one...not even your motha. Many of V8's charismatic characters are making a return, and as you might have guessed, they will be joined by an asylum of new roadsters, all sporting Mad Maxian egos and 70's personalities. Second Offense delivers the anticipated graphical changes as well. Brake lights, exhaust, fog, water effects, and realistic explosions are now part of the package. A handful of additions are also on the way for gameplay. Besides the expected new power-ups, weapons, and special moves, Second Offense also delivers several new game modes, and an expanded Quest mode that presents more diverse objectives and larger arenas. Buckle up and sit tight! Second Offense ships this fall for Nintendo 64, PlayStation, and Dreamcast.



Nintendo 64

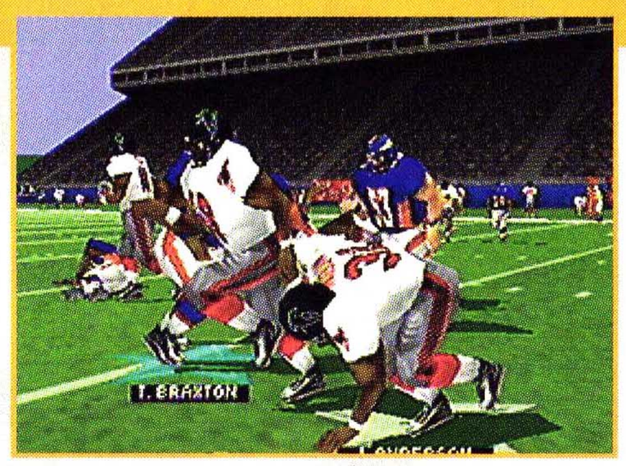
Preview

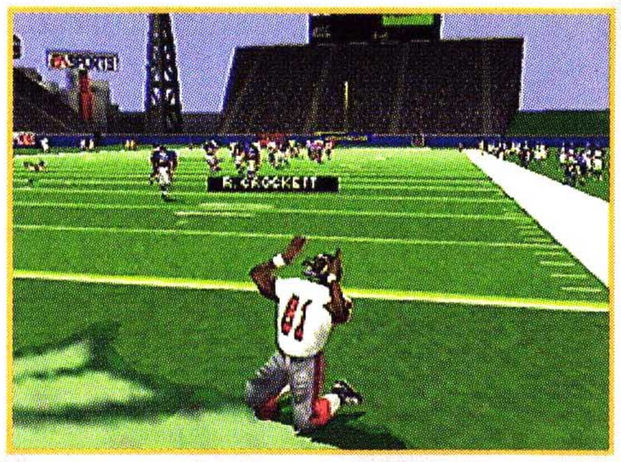
- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create Player & Customize Roster; Play Editor With Team-Specific Playbooks; Franchise Mode; Fantasy Draft; Custom Season; Rumble Pak Compatible
- **Created by:** Tiburon for EA Sports
- **Available:** Late August for Nintendo 64

60% Complete

Madden NFL 2000

Last year's Madden game was initially well received, but problems with framerate and audio left a sour taste. The framerate made the game feel loose and the commentary didn't work right. These areas should be the focus of this year's game, because Madden's N64 competition, Acclaim's Quarterback Club, beat it in both categories. We have yet to hear if Madden 2000 will utilize the RAM Expansion Pak, but it may be in EA's best interest to stay competitive with Acclaim. As far as features are concerned, EA Sports is staying the course, but (like the PS-X version) will revamp the arcade mode in an attempt to capture some attention away from fans of Blitz. It will again be a two-horse race between EA and Acclaim for top N64 football honors, and in the coming weeks we'll get to play both of these games. Stay tuned for more on football in GI.





Nintendo 64

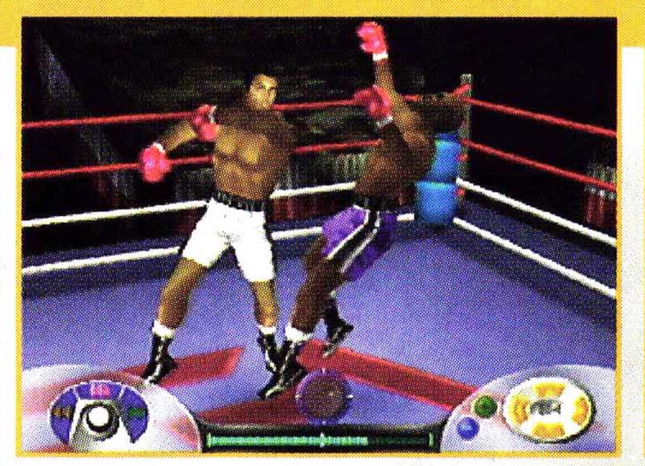
Preview

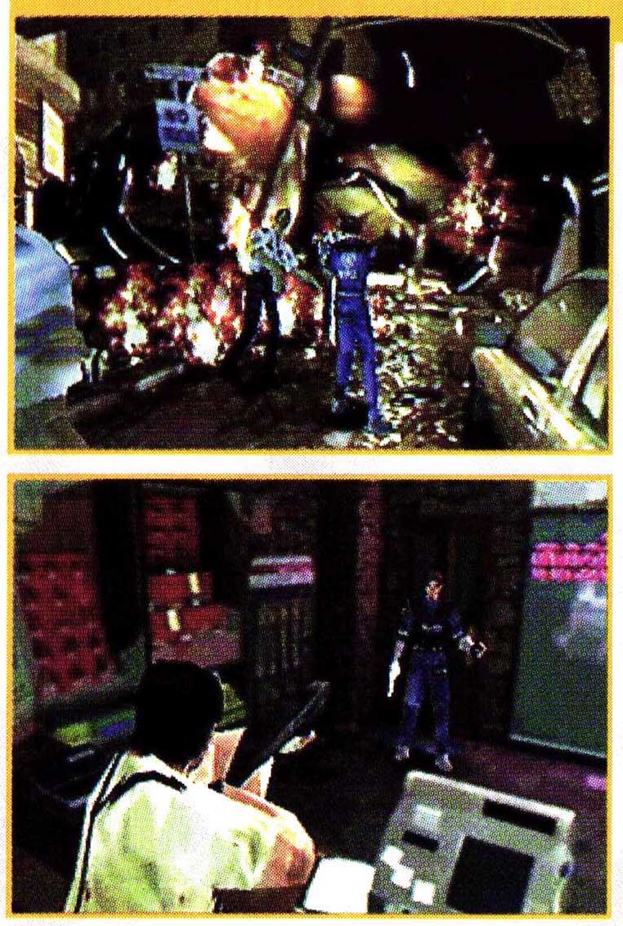
- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** Over 25 Real Boxers Including Sugar Ray Leonard, Oscar De La Hoya, and Muhammad Ali; 3 Modes: (Career, Slugfest, & New Great Fights); Create Boxer; New Flashstart Option
- **Created by:** EA Sports
- **Available:** Fall for Nintendo 64

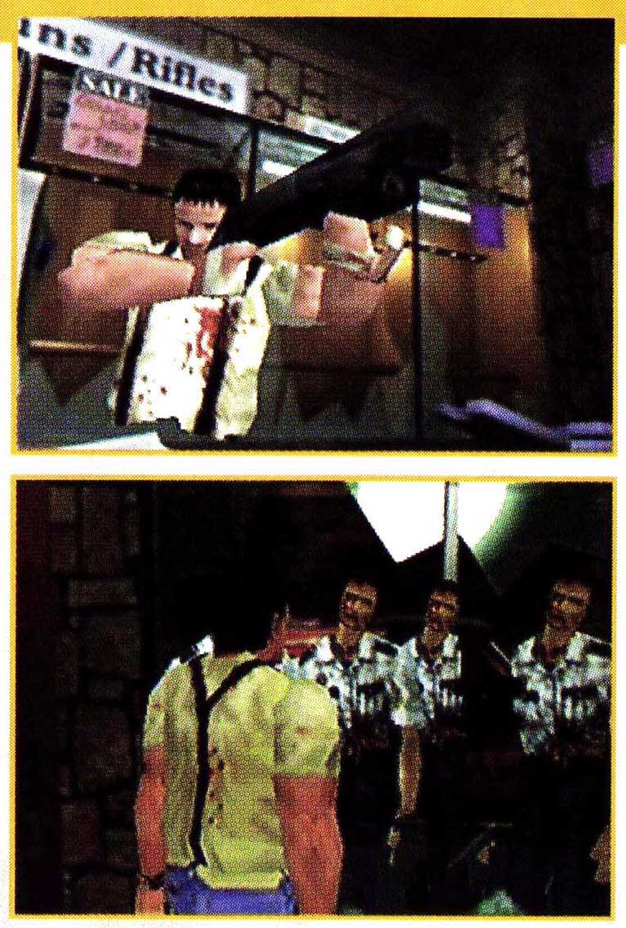
60% Complete

Knockout Kings 2000

We didn't think too highly of the PlayStation version of Knockout Kings, but since there are no boxing games on the N64, and the original PS-X version sold well, it comes as little surprise that EA will port this pugilist party to the cartridge-based console. Naturally, EA has included a couple of extras so N64 owners can feel a little special. There is a quick start option called Flashstart and there will also be a Great Fights mode that will allow you to re-enact classic bouts. In addition to creating your own boxer, there will be over 25 boxers including Roy Jones Jr., Lennox Lewis, and Joe Frazier to choose from. Look for EA's slugfest sometime this fall.







Resident Evil 2

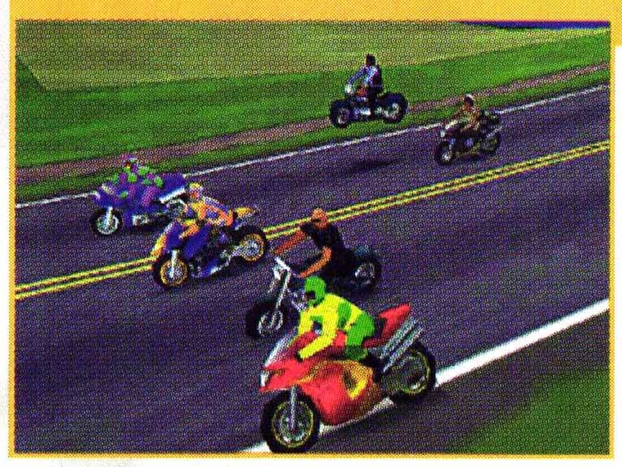
Nintendo 64 owners can rejoice and celebrate now that one of the greatest video games of all time is scheduled to land on their systems. Resident Evil 2, the horrific and bloody adventure from Capcom, will be an incredible 512 megabit, allowing for both the Claire and Leon adventures and all the FMV found in the PS-X version. The N64 version will feature a number of exclusive features like no load times, high resolution graphics, and hidden costumes. Not surprisingly, Nintendo made Capcom include a feature that allows players to adjust the level of mature content. Also, after the game is played once, items will be relocated randomly for more replay value. Look for Resident Evil 2 this fall for N64.

Nintendo 64

Preview

- **Size:** 512 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters; Character Specific Weapons; Mini Quests; FMV; Analog & Rumble Pak Compatible; Exclusive N64 Features
- **Created by:** Capcom
- **Available:** Fall for Nintendo 64

60% Complete



Road Rash 64

Road Rash has been around the track a few times. Ever since the Genesis days, players have thrilled at the doubly entertaining concept of competing in a motorcycle race and flogging opponents at every opportunity. When this series hits Nintendo 64 in the form of Road Rash 64 this October, the mayhem possibilities should reach an all time high. Not straying from the basic formula, Road Rash 64 adds more characters (including a few of the feminine persuasion), more bikes and weapons to buy, and new modes into the mix. Will the latest of this venerable racing series keep the line vital, or bring it to a screeching halt? At the least, the first ever 4-player split-screen asphalt assault should keep the action from getting too stale, too soon.

Nintendo 64

Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 6 Modes of Play (Thrash, Big Game, Pursuit, Team Race, Gauntlet, & Escape); 2 & 4-Player Split-Screen; New Weapons; New Characters; Bike Upgrades; Controller, Rumble, & Expansion Pak Compatible
- **Created by:** Pacific Power for THQ
- **Available:** October for Nintendo 64

40% Complete

Fighter Maker

The combat engine, graphics, and sound of Fighter Maker are nothing but an early Tekken rip-off; and if it were just a fighter, it wouldn't be worth the plastic it's burned on. However, as its name implies, Fighter Maker is the first game to allow players not only to tweak a fighter's moves to their tastes, but to create a combatant from scratch. The design tools are about as simple and fast as possible, but it will still require a serious time investment (it took us 40 hours to make one fighter, despite borrowing heavily from the CD's built-in moves). Another huge complaint is that fighter appearances cannot be customized at all. Still, it's definitely worth renting, if only to fool around a little. Hopefully, this isn't the last we'll see of Fighter Maker. With a beefed up engine, quicker tools, and adjustable appearances, this could be a truly amazing game.

PlayStation

Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Create Your Own Fighter; 20 Character Appearances; 20 Built-In Fighting Styles; 600 Built-In Moves; 1 Fighter per Memory Card
- **Replay Value:** High
- **Created by:** ASCII for AGETEC
- **Available:** Now for PlayStation

Bottom Line:

8

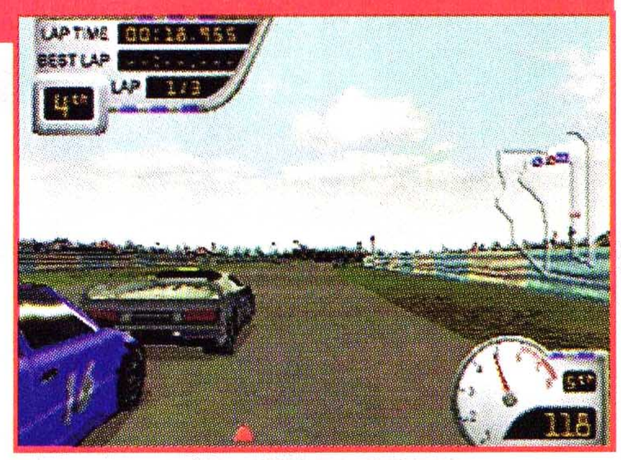
PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Over 45 Licensed Cars; 5 Tracks; Arcade, Season, & Pink Slip Modes; Variable Weather; Car Upgrades & Tuning; 3 Cockpit Views
- **Replay Value:** Moderately Low
- **Created by:** Westwood Pacific for Electronic Arts
- **Available:** Now for PlayStation

Bottom Line:
6

Sports Car GT

Sports Car GT has over 45 licensed cars, but comes up short with only 5 tracks. Also, the graphics are dull and the control is too friendly, often rewarding sloppy driving. However, there are a couple of solid modes: Season and Pink Slip. The Season mode requires you to graduate through four classes and lets you (by winning cash) upgrade and fine tune your automobile. Or, you can save up and buy a whole new car. The Pink Slip mode adds an element of fear where you and a friend can race saved cars against each other. The winner gets the loser's car and if a memory card is removed, both cars are lost. But these modes are not enough; stick with Gran Turismo or Need For Speed: High Stakes.



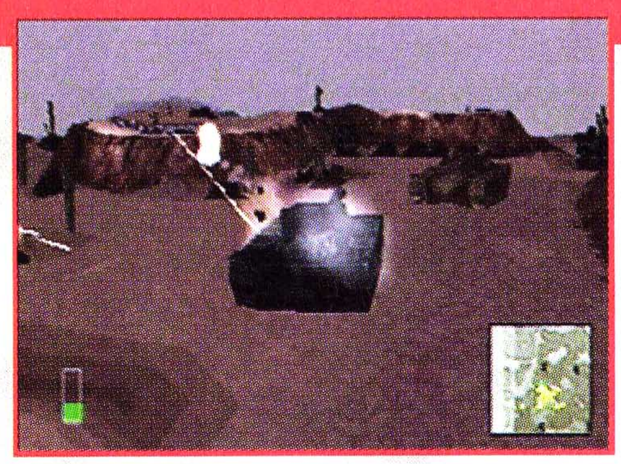
PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Training Mode; In-Depth Mission Briefings; Jeep, Half-Track, Cargo Truck, & Tank Vehicles; Rifle, Grenadier, Bazooka, Mortar, Flamethrower, Minesweeper Men; Dual Shock, Analog, & Memory Card Compatible
- **Replay Value:** Moderate
- **Created by:** 3DO
- **Available:** Now for PlayStation

Bottom Line:
8

Army Men 3D

Playing the role of Sarge, Army Men 3D puts you right into front-line action as you complete missions that are essential to the survival of the Green Army. Outfitted with a rifle, Sarge heads out to take down the Tan menace, but he will have some help along the way. There are numerous weapons to pick up as well as vehicles to drive, but the most important item Sarge has in his arsenal is his wit. Figuring out the best way to take down enemies and how to complete each of the objectives is the primary goal. The graphics in Army Men aren't spectacular, but they definitely get the job done. Overall, the action in Army Men is straight-forward, but fun nonetheless. There are some things wrong with this game, but the good outweighs the bad. If you are looking for some no-nonsense action, Army Men 3D certainly delivers.



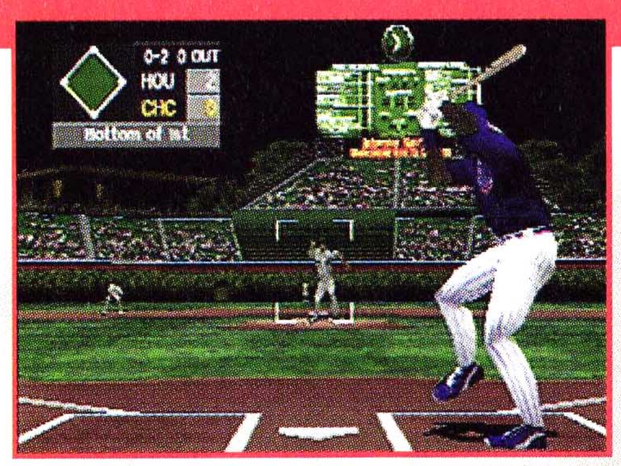
PlayStation
Review

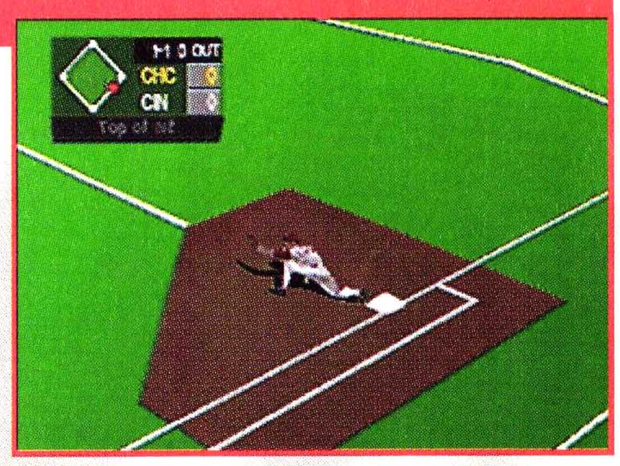
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Stat Tracking; Create Player; Trades; Home Run Derby; Play-by-Play Announcer
- **Replay Value:** Moderate
- **Created by:** Interplay Sports
- **Available:** Now for Sony PlayStation

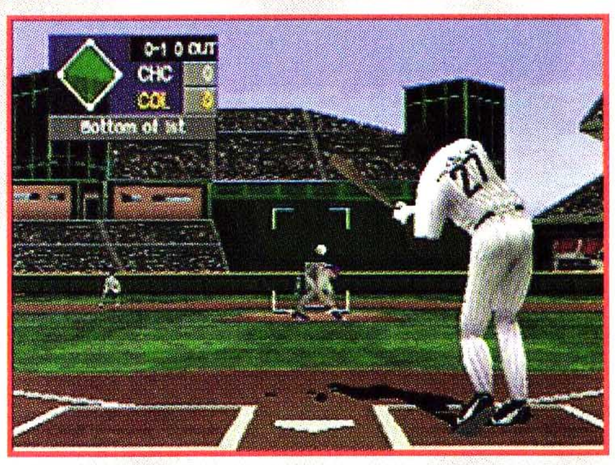
Bottom Line:
5

Interplay Sports Baseball '00

You have to give Interplay credit. Year after year, this company goes into the dugout and puts together a PlayStation baseball title. Each year it improves slightly, but never comes close to topping the games by Sony or EA Sports. This year is no different. The minor hiccups in last year's game have been fixed, but the overall graphics engine is pretty jerky. This is never more apparent than when you attempt to get your fielder to the ball and he overruns it. It is also obvious when the camera attempts to keep up with a ball thrown across the infield. Fielding in this game is atrocious, so is the AI. The stadiums and player models are fairly decent, but we couldn't help but be frustrated and disappointed with the game as a whole. If you got a late jump on the video baseball season, look to another game on PlayStation. Baseball 2000 is still in the minor leagues.







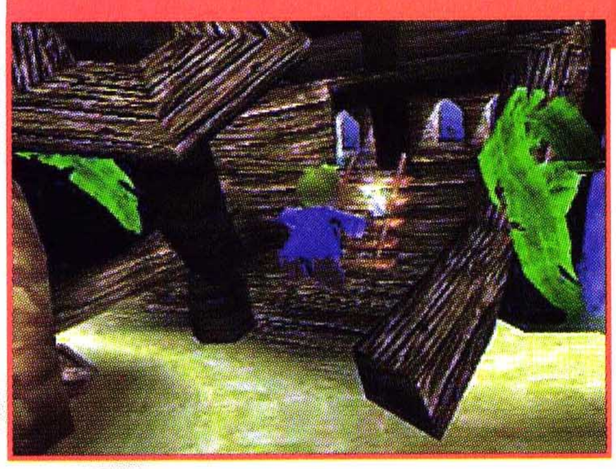
High Heat Baseball 2000

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** All MLB Teams & Stadiums; Easy/Family Mode; Home Run Derby; Commentary by Ted Robinson
- **Replay Value:** Low
- **Created by:** Team .366 for 3DO
- **Available:** Now for PlayStation

Bottom Line
3.5

This is the inaugural season for 3DO's baseball game on PlayStation and it is easy to tell. This game doesn't have what it takes to compete with the seasoned veterans on the system. First of all, this game is missing a player create mode, which is definitely a prerequisite in our book. Even if you could make your own player, he would look identical to all the other players. High Heat's player design is really generic, and there is no distinction between a big bruiser like McGwire and a pipsqueak like Jeff Blauser. When it comes to playcontrol, High Heat is standard fare, but is hampered by horrible batting and extremely slow gameplay. If there is one redeeming quality about High Heat, it's the commentary from former Twins broadcaster Ted Robinson. As you know, that is not saying a whole lot; but then, High Heat Baseball is not worth a whole lot.



40 Winks

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** 2-Player Simultaneous Play; 7 Dream Levels; 7 Arcade Minigames; Transform Into Different Characters by Finding Costumes; Non-Linear Gameplay; 1, 2, Freddy's After You
- **Created by:** Eurocom for GT Interactive
- **Available:** November for PlayStation

65% Complete

Ruff and his twin sister, Tumble, can't sleep. To take care of their dire siesta straits, the two of them decide to enter their dreams and steal the 40 Winks from the villainous NiteKap and his sidekick, Thread-Bear. If they succeed, no one will ever have nightmares again. Luckily, since their adventure is a dream, the kids can become other characters by finding different costumes. Transforming into monsters, robots, ninjas, and super heroes will be commonplace as they fight tons of ethereal enemies in various 3D fantasy locales such as castles, haunted houses, underwater, and outer space (each of which has its own arcade style minigame to play). 40 Winks may look kiddie-cute, but its gameplay is going to be adult-addicting, forcing both the game players and game characters to lose a lot of sleep.

Toy Story 2

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 7 Worlds; Story Arc Follows the Movie; Jetpack Flying; Intuitive Camera Controls; Pixar Quality Animation; Dual Shock & Analog Compatible
- **Created by:** Disney Interactive/Activision
- **Available:** December for PlayStation (Nintendo 64)

55% Complete

Pixar's monumental CG sequel, Toy Story 2, will debut in theaters this December. Disney Interactive and Activison have whipped up a game based on this exciting film, and as luck would have it, this game is rumored to release on the same day as the movie for both PlayStation and Nintendo 64. This time around, Woody is noticeably absent. When Andy is shipped off to Cowboy Camp, Woody is kidnapped by a greedy toy collector. It's up to Buzz Lightyear and the rest of the dysfunctional toys to bring Woody back to safety. In the game, only Buzz is playable. With a wrist laser gun, and a spiffy jetpack fastened to his backside, Buzz is the essential toy for this missing toy emergency. Seven worlds have been constructed around the plot of the film, delivering Pixar quality animation, dynamic textures and effects, and a heap of adventure.

Monaco Gran Prix 2 – Nintendo 64
Bottom Line: 5

Unlike its PlayStation counterpart, Monaco Gran Prix 2 on the Nintendo 64 looks fantastic. Simple graphic nuances such as sand and grass sticking to the tires really add a lot to this game. Unfortunately, it doesn't have a license either, so the game is once again moot.

Alexi Lalas International Soccer – PlayStation
Bottom Line: 2.25

This game has one thing going for it: Alexi Lalas. Using one of the most popular American soccer players, Take 2 scored big. Other than that, this game is putrid.

Big Air – PlayStation
Bottom Line: 4

Someone has yet to dethrone Cool Boarders as the PlayStation snowboard champ and this game doesn't even come close. The physics bog down the racing and the modes are boring as all heck, especially the incredibly short halfpipe. Plus, there really isn't much of an opportunity to catch air. Accolade should have called it Rare Air.

Castrol Honda Superbike Racing – PlayStation
Bottom Line: 6.25

For most, this is an average racing game. But for those into motorcycle circuit racing, especially if it involves the Honda RVF-RC45 (the only bike in the game), this could be a real gem. Tires, brakes, and gearbox are completely adjustable, giving complete control and untold joy to those in the know.

Kensei: Sacred Fist – PlayStation
Bottom Line: 5.25

With so many fine fighting games out there, don't bother with this one. The characters and modes are all average, and the animation is pretty poor. There is a grapple button and a defend button, but besides those, the combat is somewhat limited. You can't even jump.

Monaco Gran Prix 2 – PlayStation
Bottom Line: 5

Monaco Gran Prix 2 may not look the greatest, but its gameplay is super smooth and it's actually a lot of fun to play. The game even features a number of interesting options to let you tweak it between a fast-paced arcade and a standard simulation. However, without the real drivers, Monaco Gran Prix 2 is just a bad looking racing game.

PlayStation

Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 8 Wu Tang Clan Members, Each With Unique Moves; 3 Modes of Play (Practice, Multi-Player, & Story); 10 Arenas; 36 Chambers; 1 Ol' Dirty Bastard; Dual Shock & Analog Compatible
- **Created by:** Activision
- **Available:** Fall for PlayStation

40% Complete

Wu Tang

For those who feel there is nothing left to be explored in the heavily retread fighting game model, Activision wants you to try its Wu Tang style. This is no coincidence of names; the game will feature all eight members of the Wu Tang Clan, showing how killer bees go on the swarm in a 70's style kung-fu fighter. Each member will bring da ruckus with his own unique fighting moves and Shaolin stance. In Story mode, Wu fans will finally get a chance to explore the much rapped about 36 chambers. When mastered, each chamber unlocks additional special moves. Wu Tang will also include a multiplayer mode where up to four people can play as a team or against each other. Best of all, three new and exclusive Wu Tang Clan jams will form like Voltron for the sountrack. If what Activision says is true, Wu Tang could be dangerous!

PlayStation

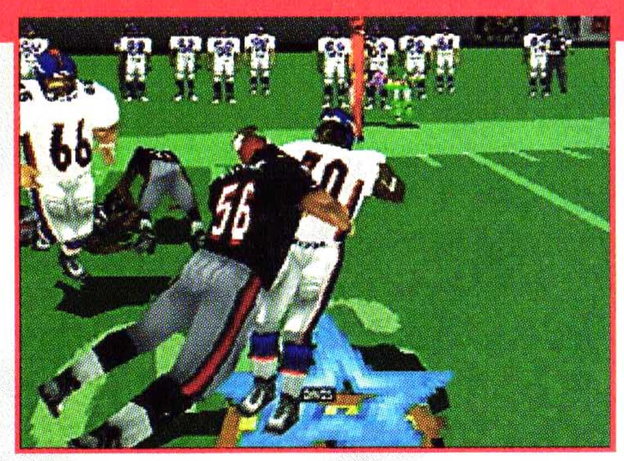
Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** Create Player & Customize Roster; Play Editor With Team-Specific Playbooks; Franchise Mode; Fantasy Draft; Custom Season
- **Created by:** Tiburon for EA Sports
- **Available:** Late August for PlayStation

60% Complete

Madden NFL 2000

The top football game of last year is back, and this year the Madden football franchise celebrates its tenth anniversary. Don't expect major changes to this year's game, but look for refinements in playcontrol, graphics, and a revamped arcade mode. As you may notice from the screenshots, the new Madden will feature players and coaches on the sidelines (which were very empty in last year's game). The development team is also planning to add crazy taunts and other over-the-top style to the arcade mode, while still keeping the popular Franchise mode and other sim features for the football purists. For the new millennium, John Madden has hand picked the best players from the century to form the All-Madden Millennium Team. Expect some other classic teams, as well as the goofy (and sometimes annoying) commentary from the big man himself.



Dreamcast

GREY IN JAPAN

Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** New Cross Fever 4-Player Battle Royal Mode; Survival & Training Modes; 15 Characters; 20 Summon Characters; VMU & Puru Puru Compatible
- **Created by:** Capcom
- **Available:** Now in Japan for Dreamcast (U.S. Release Fall)

Translation Analysis

***Easy** – This fighter is loaded with English. Only the victory taunts and text endings remain indecipherable.*

Marvel Vs. Capcom

This arcade port thrives on Dreamcast technology. The gameplay is lightning quick, not hampered by any slowdown or obnoxious load times. The animation is smooth, delivering all the thunderous moves without alteration, and the graphics (while a tad distorted in resolution) are sharp and colorful. Much to our dismay, the Dreamcast controller is about as anti-Capcom as can be. Pulling off Supers is a miserable experience, one very similar to the Street Fighter II/SNES days. The controller isn't made for this kind of fighter, as its button layout is too obscure to manipulate correctly. It's still a really fun game to jam on, but in tight situations, you'll kick the Dreamcast out of the house for its control mishaps. Let's hope Sega revamps the controller, or ports over the joystick for Dreamcast's launch. Capcom has gestured at a fall release in the States.

The House of the Dead 2

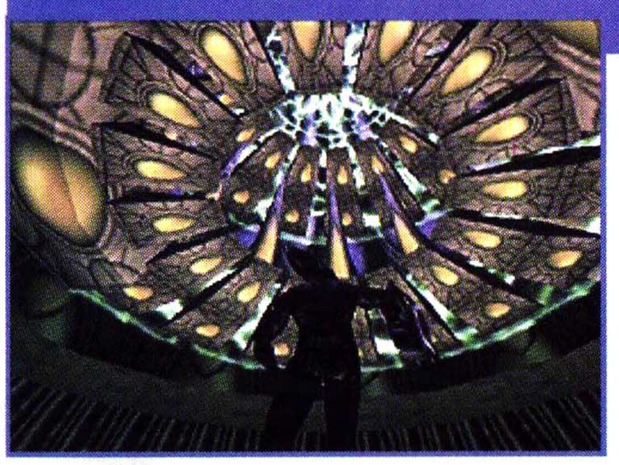
Dreamcast Preview

Little variation can be found between the Naomi Board and Dreamcast versions of House of the Dead 2. From texture quality to the energetic soundtrack, this arcade port is well executed and praiseworthy. Sega has implemented a handful of new options and game modes that will add longevity to the 30 minutes it takes to conquer this game. As with every shooter, House 2 doesn't last very long. The levels come and go at breakneck speeds, but each one comes packed with a ton of carnage, a slew of secrets, and several alternate routes. Accurate shot placement is just as needed a skill as quick reflexes, and much to our satisfaction, the Game Gun peripheral is light, dead-on accurate, and comfortable to the hand. For all the lightgun slingers out there, stay tuned! House 2 is coming to a Dreamcast near you.

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Accurate Shot Placement; Level Branching; Arcade, Boss, Original, & Training Modes; 5 Difficulties; Continue/Life Toggle; Game Gun, VMU, & Puru Puru Compatible
- **Created by:** AM1/Sega
- **Available:** Now in Japan for Dreamcast (U.S. Release Fall)

Translation Analysis

***Manageable** - Some options are in Japanese; otherwise, just point the gun and kill.*



MDK2

Dreamcast Preview

Dreamcast is preparing its American assault on all fronts. With superior fighting games a lock, Dreamcast is tying up the action/adventure genre with Blue Stinger, Shen Mue, and now, MDK2. Developed by BioWare (famous for Baldur's Gate on PC), this sequel picks up where MDK left off – with the Streamriding aliens poised to re-invade earth. This time around, not only can you control Kurt Hectic, but also Dr. Hawkins and Max the robotic dog. Kurt will again have a sniper option and the ribbon chute, but the other characters will wield new weapons all their own. By adding superior lighting effects, realistic physics, and a complex AI which gives game inhabitants detailed interaction and mannerisms, BioWare is working hard to ensure that the Dreamcast version doesn't come off as a weak PC port, but a standout launch title.

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** Continuing Story From MDK; 9 levels; 3 Playable Characters (Kurt Hectic, Max the Robotic Dog, & Dr. Hawkins); Character Specific Weapons; Sniper Mode Returns
- **Created by:** BioWare for Interplay
- **Available:** Fall for Dreamcast

40% Complete

Paperboy

Game Boy Color Preview

Midway has lifted everything but the handlebars and witty commentary from the 1984 Atari arcade classic, Paperboy, and ported it to Game Boy Color. In Paperboy, a player must pedal a bike down the delivery route, landing a paper at the door of subscribers and knocking out the windows of non-subscribers. Pot holes, inconsiderate motorists, uncontrolled pets, and breakdancers will get in the way; but if you succeed, you get to rip it up on an obstacle course, scoring bonus points for finishing the course in style. Even the 2-player mode, where one person tries to run the route better than the other, made it to the GBC. With Paperboy from Midway, the Game Boy Color continues on its path of becoming a nostalgia-ridden gaming geek's wet dream of a system. Not that that's a bad thing.

- **Size:** Unknown
- **Style:** 1 or 2-Player Action
- **Special Features:** Direct Arcade Translation Without Voices or Handlebars; 2-Player Vs. Mode; Angry Subscribers; No Pedaling Required
- **Created by:** Midway
- **Available:** May for Game Boy Color

60% Complete

Populous: The Beginning – PlayStation
Bottom Line: 7

Thanks to a handy tutorial, Populous: The Beginning is easy to jump into and get the hang of. Once again, this series proves to be highly addictive as you work to eradicate foreign tribes and make the world a better place for your people. The graphics lack definition, but are sufficient for this type of game.

Rampage 2: Universal Tour – PlayStation
Bottom Line: 5.5

Mindless destruction and a whole lotta monotony are crammed into this monstrous release. If you don't mind jumping on a building for six hours straight, then by all means, add Rampage 2 to your library. Otherwise, you may want to avoid this one. The PlayStation version comes packed with lengthy FMV cutscenes not available on the N64. If you're going to purchase one or the other, make it the PSX version.

720° – Game Boy Color
Bottom Line: 7

The longevity of this game is limited, but 720° is one of the best skateboarding games around. The downside is that the control is a tad sensitive, and it's sometimes hard to tell what direction you're facing.

Joust/Defender – Game Boy Color
Bottom Line: 6.75

Both of these classics look identical to their arcade counterparts; even the sound is right on the money. To much dismay, the gameplay doesn't elicit the same enthusiasm. Both games need to be oiled up with looser controls. If you bought the previous Game Boy version, the only change is a splash of color.

Klax – Game Boy Color
Bottom Line: 7.75

For those who may not remember, Klax is a flashback to the days when Tetris ruled the world. Wait a second, Tetris still rules, and as a matter of fact, so does Klax. Simple, yet very addicting.

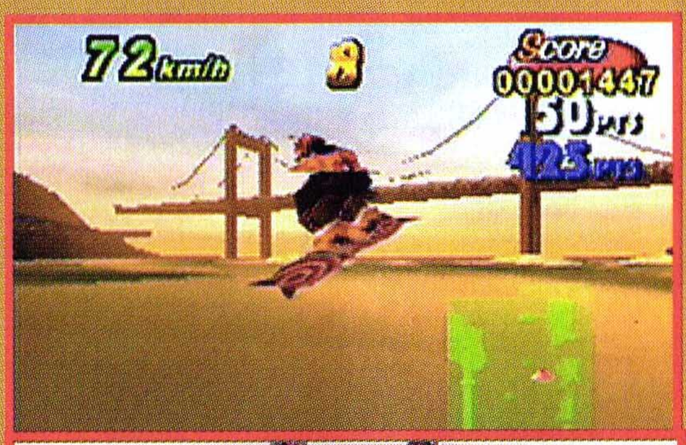
NBA In the Zone '99 – Game Boy Color
Bottom Line: 4

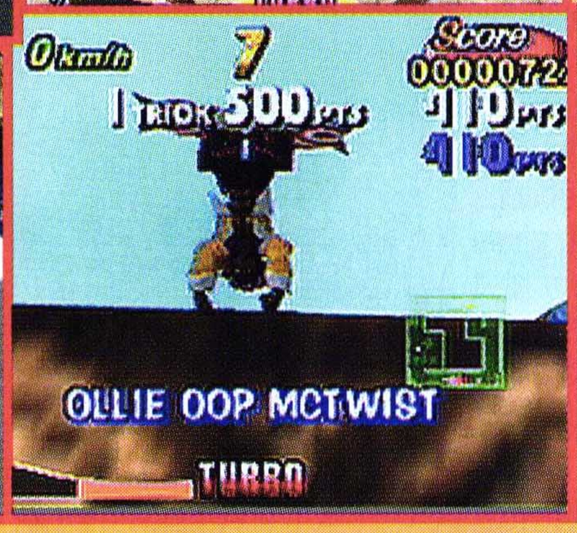
The courts and players look great, but aside from that, there isn't much here. Switching players is difficult, and your teammates prove to be lazy, never going for rebounds or loose balls.

There comes a time in every magazine's life where there are just too many games to cover in a single issue. This is just such a time. With E3 upon us, publishers are showing more games than we could possibly shove into one issue...until now. Welcome to Photo Phile, Game Informer's newest department. This section is a little short on text, but filled to the hilt with pictures for you to peruse and admire. So check out the latest and expect to see more Photo Philes on these games and many more in the coming months.

AIRBOARDIN' USA – NINTENDO 64

CREATED BY: HUMAN FOR AGETEC
AVAILABLE: FALL





Developers seem to have an odd fascination with futuristic boarding games, but Airboardin' is close to an actual skateboarding sim. The tricks are named after real life moves. Rail slides, spinning ollies, grabs, and flips have some obvious skate/snowboarding influence and the futuristic elements have players skating up the sides of buildings. Giant citywide skateparks are formed from locations like San Francisco and Paris.

TAZ EXPRESS – NINTENDO 64

CREATED BY: ZED TWO FOR INFOGRAMES
AVAILABLE: FALL

Zed Two is moving from the puzzle game Wetrix to the action/platform game Taz Express. The game is made up of six large worlds, each containing several stages. Naturally, you will take on the role of Taz, who has found a job as a delivery boy at a local next-day courier in order to pay the rent. Taz's first job is to deliver a large wooden crate from the ACME Corporation, which he must protect at all times. As Taz, you'll encounter a barrage of obstacles, some of which are brought on by a cast of Looney Tunes characters.

DUCK DODGERS – NINTENDO 64

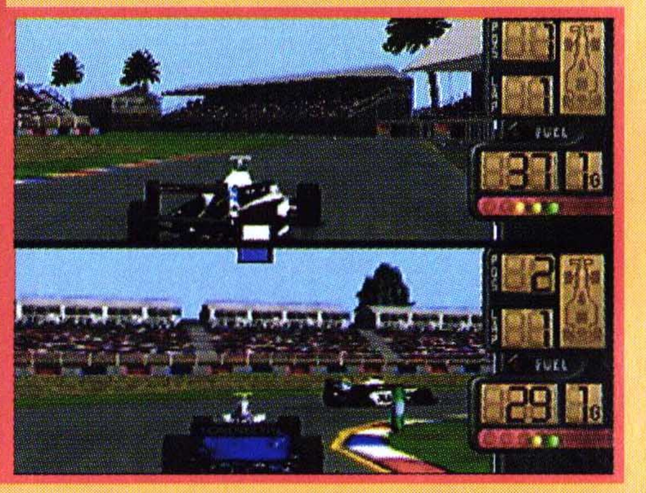
CREATED BY: PARADIGM FOR INFOGRAMES
AVAILABLE: DECEMBER

In this action/adventure game, Daffy Duck (as the galactic explorer Duck Dodgers) and Porky Pig are off to save the solar system from the vertically challenged, Marvin the Martian. Along the way, the duo must locate Marvin's favorite weapon, the PU-36 explosive space modulator, which is scattered across the universe on seven planets and 42 levels. Combining action-adventure, exploration, and puzzle-solving, Duck Dodgers should offer a variety of gameplay conditions.

F-1 WORLD GRAND PRIX II – NINTENDO 64

CREATED BY: VIDEO SYSTEMS FOR NINTENDO
AVAILABLE: JULY 26

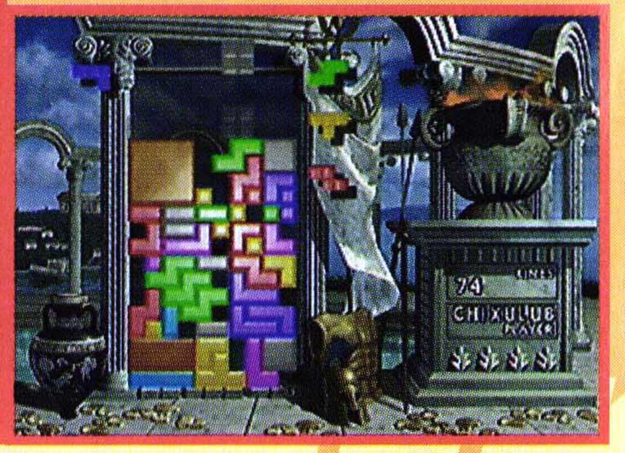
Video Systems and Nintendo are bringing yet another N64 racer into an already oversaturated market. F-1 World Grand Prix II features 22 drivers, 11 teams, and 17 authentic F-1 courses. It also has three skill levels, five game modes, 2-player simultaneous racing, and the ability to customize your car. Looks like a pretty standard racing game so far.



THE NEW TETRIS – NINTENDO 64

CREATED BY: NINTENDO
AVAILABLE: JULY 26

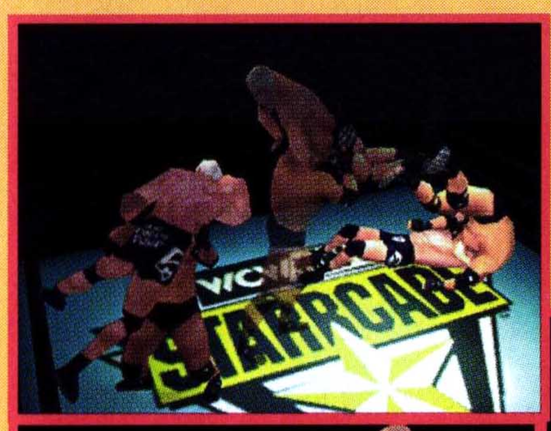
Just when you thought you couldn't make the original Tetris any better, The New Tetris appears on the horizon. Play within seven unique worlds (Japan, the Mayan Civilization, Egypt, Greece, United Kingdom, Russia, and Morocco), as you master new spins and building with multi- and mono-squares. And don't worry, you won't travel this new experience alone, as The New Tetris supports 4-player simultaneous play.

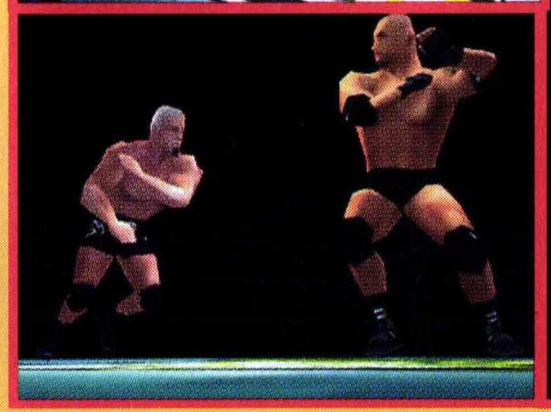


super-mini previews

WCW MAYHEM – PLAYSTATION/NINTENDO 64

CREATED BY: KODIAK FOR ELECTRONIC ARTS
AVAILABLE: FALL



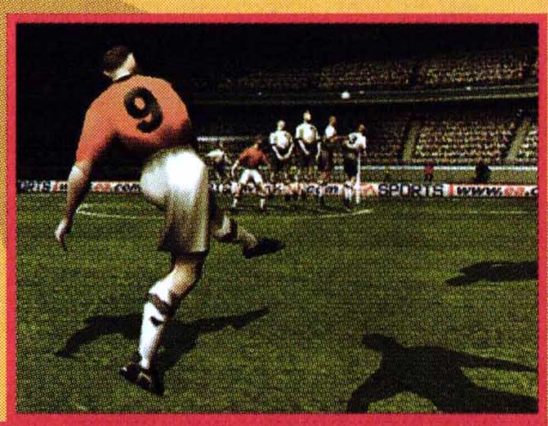


With 15 WCW sets, 600 motion-captured animations, and crowds that chant, cheer, and boo; Mayhem is getting ready to be the next big thing in wrestling. After the Gonzo Gamer blew this baby open in last month's issue there ain't much left to say, but WCW is your hook-up – holler if you hear me.

FIFA 2000 – PLAYSTATION/NINTENDO 64

CREATED BY: EA SPORTS
AVAILABLE: FALL

FIFA Soccer is EA Sports' best-selling product line and features an unparalleled collection of national teams, domestic leagues, and international matches. With 42 classic teams, you can match today's top teams against the greatest of all time. FIFA's Season mode has been redesigned to deliver league and cup matches in one schedule and lets you fight for the right to earn advancement into the European Cups for the next season. Another new feature is increased physical contact with mid-air collisions.



NASCAR 2000 – PLAYSTATION/NINTENDO 64

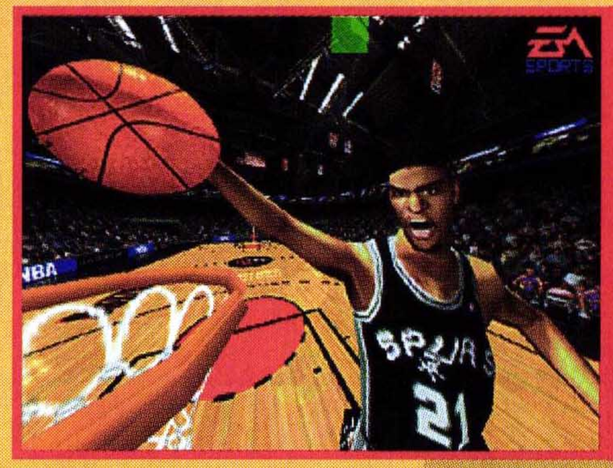
CREATED BY: EA SPORTS
AVAILABLE: FALL

If EA's upcoming WCW game won't be under the EA Sports banner, why is NASCAR 2000? While NASCAR outcomes aren't predetermined, these fat, lazy drivers are not even close to the athletes that those rope jockeys are. NASCAR 2000 will have all new paint jobs and teams, including the addition of rookie Dale Earnhardt, Jr. There are also 17 licensed NASCAR tracks from last year, plus the addition of Homestead. The PS-X version also includes a number of fantasy courses and a Create Driver feature.

NBA LIVE 2000 – PLAYSTATION/NINTENDO 64

CREATED BY: EA SPORTS
AVAILABLE: NOVEMBER

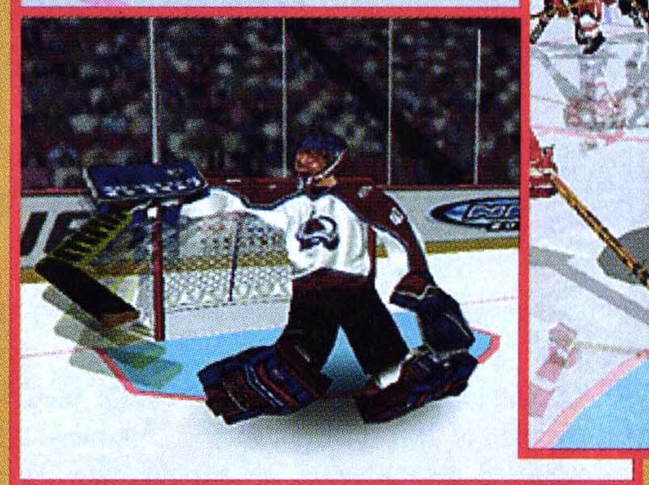
Live 2000 is the sixth title in EA's series. As expected, Live 2000 will deliver all of the NBA teams and players. The on-court emotion will be enhanced with player speech, as well as a new broadcast-style camera technology. The big addition to this year's offering of NBA Live will be the ability to challenge your favorite NBA players to a game of one-on-one on an outdoor court.

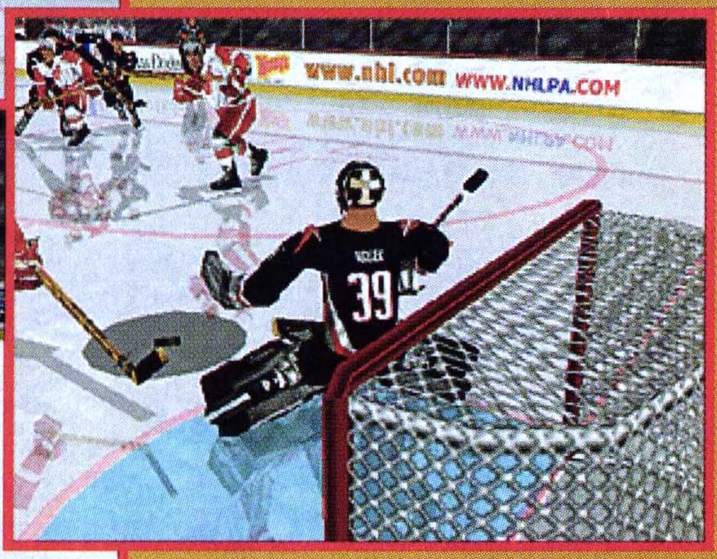


NHL 2000 – PLAYSTATION/NINTENDO 64

CREATED BY: EA SPORTS
AVAILABLE: OCTOBER

Many consider this to be the best sports gaming series ever created. The purists who have been playing NHL since the Genesis days may be sad to hear that NHL will get easy control and Arcade mode. This is the way of EA Sports these days. Sometimes it works (Madden), sometimes it doesn't (Triple Play).





NIGHTMARE CREATURES II – PLAYSTATION/NINTENDO 64

CREATED BY: KALISTO FOR ACTIVISION
AVAILABLE: FALL

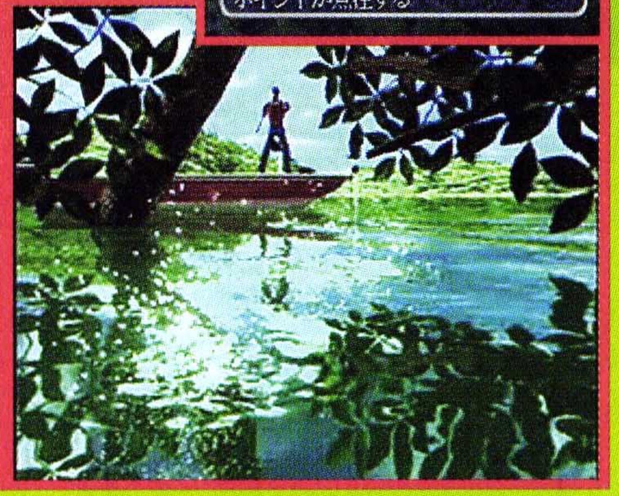
Well, all right! The original had a few problems with control and action, but that's what this sequel is for. This tale takes place 100 years after the first adventure, and because of this great leap in time, Nadia and Ignatius have passed on. Three new characters stand in their place. Rachelle Donnerty, an English major, Charles Havensmith, an exorcist, and Herbert Wallace, an occult specialist are here to help you slash through 18 gigantic levels. The action is more realistic and easy to manhandle, and the atmosphere more terrifying. We can't wait to see this Kalisto product in action.

URBAN CHAOS – PLAYSTATION
CREATED BY: MUCKY FOOT FOR EIDOS
AVAILABLE: SEPTEMBER

Eidos promises an innovative gaming experience with Urban Chaos. Players become Darci and/or Roper (son of Three's Company's Mr. and Mrs. Roper?), cops who can move about freely in a realistic 3D city environment. Transportation options include subway, motorcycle, or even hang glider. Players must interact with onscreen characters to gain weapons and information. Also, Urban Chaos features greater plot variety with 30 missions, and multiple branching sub-missions and random event scripting. Action play includes hand-to-hand combat, gunfights, and car chases.

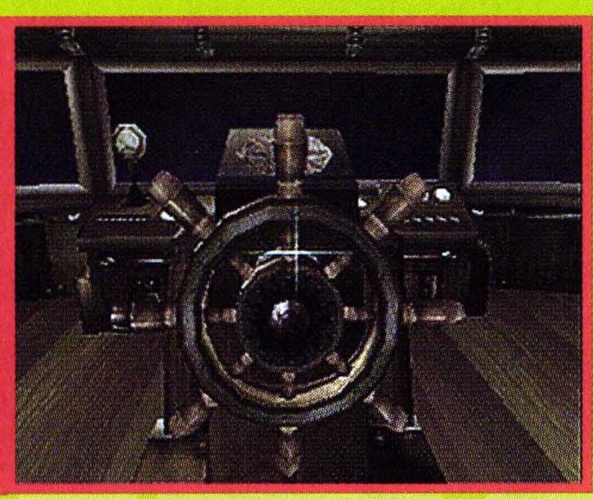
BASS LANDING – PLAYSTATION
CREATED BY: ASCII OF JAPAN FOR AGETEC
AVAILABLE: AUGUST

GI is rarely sorry to see another fishing game hit the market. Even if the game sucks, the principal is sound. AGETEC calls Bass Landing a "super realistic fishing simulation game," but the jury is obviously still out on that. Bass Landing will feature huge lakes to choose from, a Training mode, tons of options, and all kinds of different fish. The icing on the cake, or rather, the slime on the leech, is that Bass Landing will even be packed with a fishing controller.



ECHO NIGHT – PLAYSTATION
CREATED BY: FROM SOFTWARE FOR AGETEC
AVAILABLE: JULY

In this adventure game, you will embark on a mysterious journey back in time to discover your father's past life, and travel across three eras to unlock the significance of the mystical red and blue talisman stones. Along the way, you must choose between good and evil as you confront more than 40 unusual characters. In addition, there are 50 minigames and puzzles, and more than 10 haunting locations like a ghost ship, a subterranean coal mine, an ancient castle, and even an old-fashioned casino. To succeed, you must locate about 50 objects and use them to help lost souls find eternal peace.



FEAR FACTOR – PLAYSTATION
CREATED BY: KRONOS FOR EIDOS
AVAILABLE: NOVEMBER

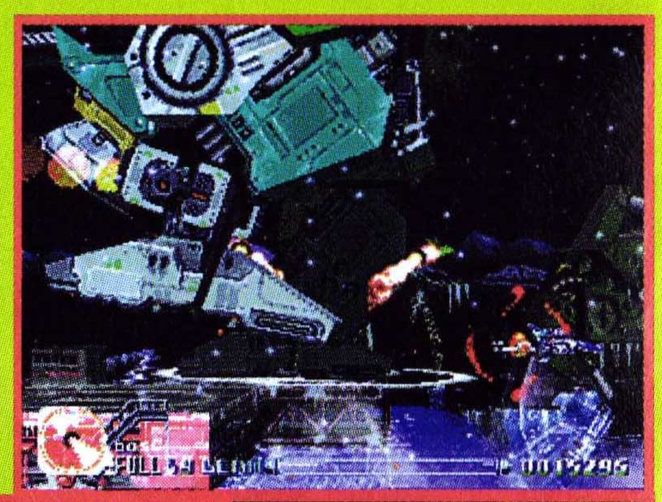
Fear Factor is an anime-style action/adventure game where you take control of three mercenaries as they try to find the missing daughter of a powerful leader of the Hong Kong Triad. The game contains over 100 environments across eight distinct worlds, from the streets of Hong Kong to the depths of Hell. Eidos believes Fear Factor will have some of the most dynamic environments to date with the help of seamless pre-rendered animated backgrounds, animated loops, and animated streams.

OMIKRON – PLAYSTATION
CREATED BY: QUANTIC DREAM FOR EIDOS
AVAILABLE: SEPTEMBER

Omikron was on hand at last year's E3, but was in the very early stages of development. In this action/adventure game, you will enter the parallel universe of Phaenon and the domed city of Omikron, where the evil Prince of Demons, Astaroth, is collecting souls. Your job will be to possess the bodies of Omikron inhabitants to make sure Astaroth fails and does not take over the universe. The graphics and environments are promising and the idea of controlling a great number of Omikron's citizens is intriguing too.

R-TYPE DELTA – PLAYSTATION
CREATED BY: IREM ENGINEERING FOR AGETEC
AVAILABLE: JULY

The deadly Bydo are back, and it's time once again to limber up your trigger finger and save the universe. R-Type Delta takes the legendary R-Type series into a brand new dimension with new graphics, new weapons, and new enemies. Other features of R-Type Delta are seven levels, three ships (and one secret ship), three weapons (each with three power-up levels), and seven lethal level bosses. Side-scrolling shooter fans should keep an eye on this one.



super-mini previews

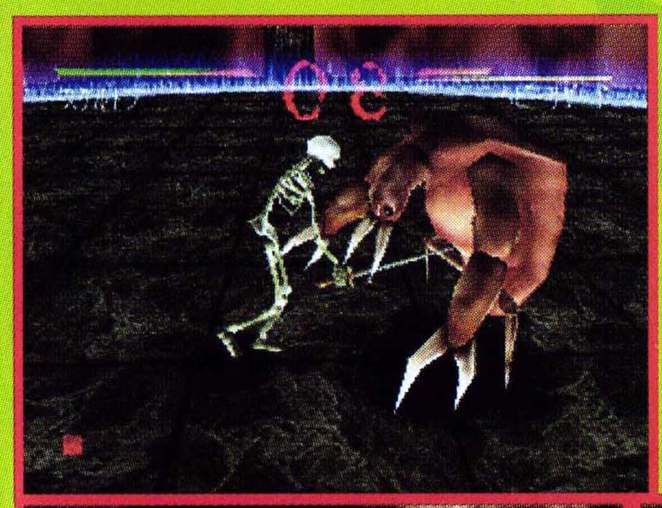
FIGHTING FORCE 2 – PLAYSTATION

CREATED BY: CORE FOR EIDOS
AVAILABLE: OCTOBER

After Dr. Zeng failed to take over the world, he and his followers vanished, and the large (and no doubt evil) Nakamichi Corp. bought his research foundation. Some of the information included technology for a cyborg soldier. This has made the CIA somewhat nervous, so it recruits the legendary Hawk Manson to conduct some deadly espionage and bring down Nakamichi. New features of FF2 include improved AI, a new 3D engine, a new camera system, and an interpolated animation system that should allow for more moves per character. However, the big question is, will FF2 still have all that dang loading time?

SHADOW TOWER – PLAYSTATION

CREATED BY: FROM SOFTWARE FOR AGETEC
AVAILABLE: AUGUST



Shadow Tower is a first-person action/adventure game along the same lines as King's Field. You must explore the Shadow Tower floor by floor, but the strange thing is that the Tower descends into the ground. You'll meet up with all kinds of enemies and, as you encounter them, they are added to your journal. Then, you can enter a 3D fighting game as any of the enemies you have encountered. The fighting game can also be played with two people.

TRICK'N SNOW BOARDER – PLAYSTATION

CREATED BY: CAVE FOR CAPCOM
AVAILABLE: FALL

It seems everyone has one snowboarding game, but Capcom is breaking the shackles of conformity and releasing a second. Freestyle Boardin' '99 will be followed by Trick'N Snow Boarder this fall. Developed by Cave, it is basically the sequel to Steep Slope Sliders on the Saturn. Course types include halfpipe, big air, snowboard park, and alpine. Plus, special hidden characters from another popular Capcom game are included. This game also comes with a Story mode that lets you travel around the world to make a snowboarding video. To succeed, you'll have to get some sweet air and defeat rivals.

SABOTEUR – PLAYSTATION

CREATED BY: TIGON FOR EIDOS
AVAILABLE: OCTOBER

Saboteur is an action game featuring a modern day ninja named Shin. Let's hope he's better than the last ninja Eidos tried to pawn off on us. Using a third-person perspective, you must succeed in combat and solve puzzles in an effort to rescue your sister from the evil EyberGen Co. You'll have a number of weapons to assist you, as well as your sidekick, Shiro, a computer-controlled mutt that will fight by your side. At various places in Saboteur's 20 levels (ranging from office buildings to lunar bases), you'll be able to drive vehicles like a Kawasaki motorcycle.

GRANDIA – PLAYSTATION

CREATED BY: GAME ARTS FOR SCEA
AVAILABLE: FALL

This RPG was a premier title for the Sega Saturn in Japan – so much so that Game Arts decided to bring it to the PlayStation. Thanks to Sony, yet another Japanese RPG with rich art and deep story is coming to the U.S. This game may be overshadowed by FF VIII, but fanatics should keep an eye on Grandia.

RISING ZAN: THE SAMURAI GUNMAN – PLAYSTATION

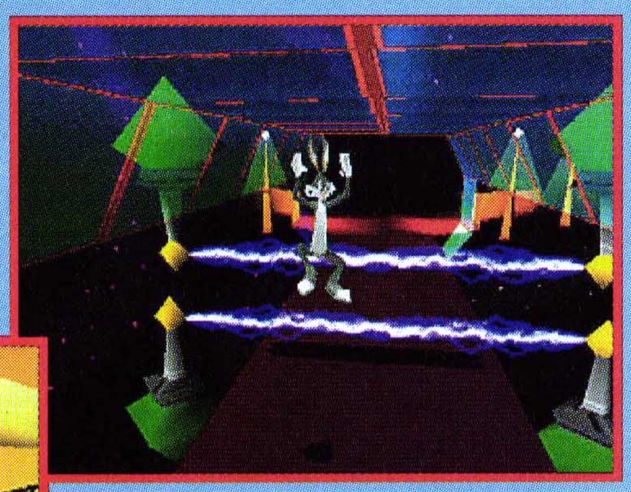
CREATED BY: UEP SYSTEMS FOR AGETEC
AVAILABLE: SEPTEMBER

Rising Zan is a wacky, tongue-in-cheek, arcade action game that is reminiscent of the spaghetti western flicks that Clint Eastwood made famous. You play as Zan, a warrior who carries a samurai sword and gun to confront waves of strange enemies. Zan's father was killed when he was a kid, and his dad's friend helped raise him by teaching him the ways of the samurai. Now that Zan has grown up, he must save his old town from evil. Rising Zan contains a lot of minigames and puzzles, is very fast-paced, and has a lot of humor.

LOST IN TIME – PLAYSTATION

CREATED BY: BEHAVIOR INTERACTIVE FOR INFOGRAMES
AVAILABLE: MAY

From the creators of Jersey Devil, Lost in Time features Bugs Bunny as he travels through five time periods (Stone Age, Medieval period, pirate days, 1930s, and the future). Bugs encounters classic Looney Tunes villains intent on destroying him. There are also bonus levels based on vintage episodes like Duck Season, starring Daffy and Elmer Fudd. Bugs has an array of moves including bouncing, sneaking, jumping into rabbit holes, and hovering with his floppy ears. Plus, Bugs will pull a variety of gags and pranks. Lost in Time will also feature two-player tag-team gameplay and real-time 3D animated sequences.



LE MANS 24 HOURS – PLAYSTATION

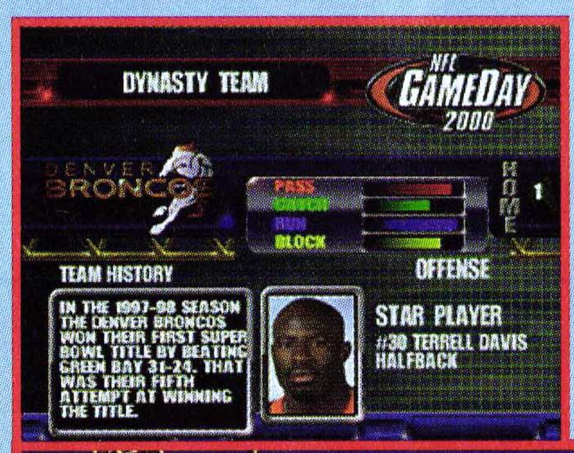
CREATED BY: EUTCHNYX FOR INFOGRAMES
AVAILABLE: SUMMER

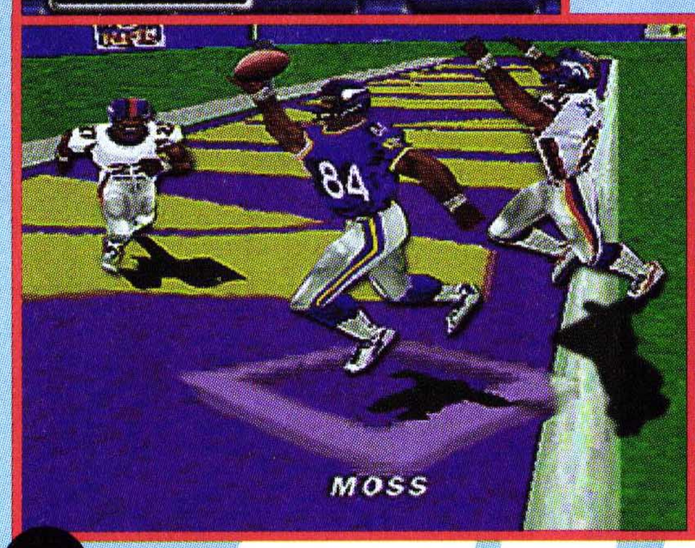
Le Mans includes 24 hours of real-time gameplay to simulate the challenging French race. Driving and lighting conditions also change to reflect changing weather conditions and the passage from night to day. In addition to the Le Mans name, Infogrames licensed the race teams, race circuits, and the official ACO rules. The course has great variety, including city streets, long straightaways, and 180 degree hairpin turns. Le Mans definitely has the sim fan in mind with collision damage, car setups before the race, tune ups, pit stops, and team management.

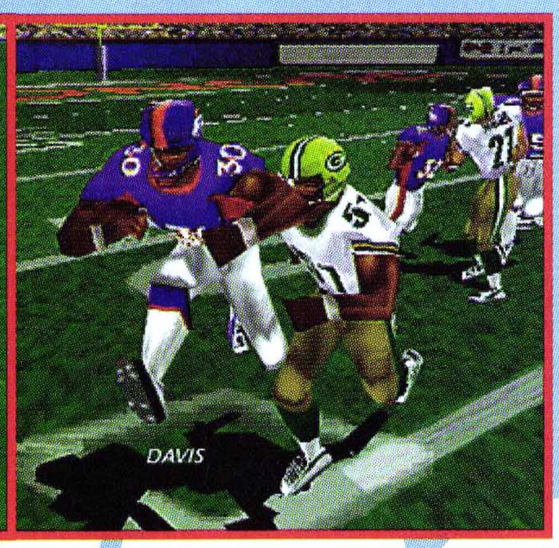
NFL GAMEDAY 2000 – PLAYSTATION

CREATED BY: RED ZONE INTERACTIVE FOR 989 STUDIOS
AVAILABLE: LATE AUGUST

This game has been fairly solid year after year, but at last year's E3 we didn't get a chance to play the '99 version. Fumble! We hope the same fate doesn't befall us this year. The graphics already set the curve for the system, and the playcontrol is extremely innovative. Graphics outweighed attention to playcontrol last year, but we think this year may be different.







DARKSTONE – PLAYSTATION

CREATED BY: DELPHINE/G.O.D. FOR ROCKSTAR
AVAILABLE: FALL

(PC Images Shown)

Darkstone is a 3D medieval, action RPG that puts you in pursuit of seven magical crystals to empower a mystical orb and defeat the evil dragon, Draak. It plays very much like Diablo. The quests of Darkstone will lead you through 32 dungeons where you'll confront lizardmen, poisonous scorpions, vampires, and underworld bosses like the Prince of Darkness. You also get to control two heroes at the same time. In all, there are a total of eight interchangeable characters.

SHAO LIN – PLAYSTATION

CREATED BY: POLYGON MAGIC FOR THQ
AVAILABLE: AUGUST

What do game developers do when writer's block flares up? Immerse gamers in Hong Kong kung-fu movie plot shtick! Ha ha! That's right, baby. Shao Lin is an all-out, step on ya face, four-player fighting game. If Smash Brothers didn't turn out so well, we'd question this game...hmm...actually we still do question it. We're a little worried that Polygon Magic, the masterminds of Shao Lin, sucked in a large dose of Chronicmosingodoso, a strange green-tinted fog that has been known to make people do weird things like streak across Central Park naked, drink gong water, and produce conceptually challenged vids.

SPACE INVADERS – PLAYSTATION

CREATED BY: Z-AXIS FOR ACTIVISION
AVAILABLE: FALL

As with Asteroids, Activision will show another classic arcade game revamped and modernized for the PS-X. Naturally, the graphics are 3D and the effects dramatically improved. Space Invaders will also be laced with cinematic cutscenes. During gameplay, you'll be inside a land-based tank, and dodge and attack over 20 types of enemies through 10 different worlds. You'll also have access to more fire power including power-ups like neutron and zenithal blasts, as well as lob shots which can be tossed at the aliens as they reach the ground.

X-MEN – PLAYSTATION

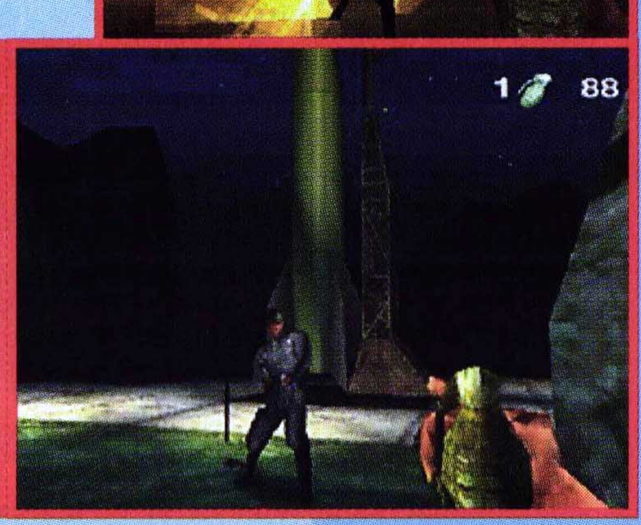
CREATED BY: SYROX FOR ACTIVISION
AVAILABLE: SPRING 2000

We've been waiting for this one for quite some time, but it keeps sliding further out of our reach. Capcom has already worked wonders with this license as a 2D fighter, and we'd love to see what Syrox does with this remarkable license as a 3D fighter. All we know is that many of the popular mutants from the past are crammed into this game to fight oppression and persecution. Oh yeah, they also need to take down some sinister dude named Apocalypse.

MEDAL OF HONOR – PLAYSTATION

CREATED BY: DREAMWORKS FOR ELECTRONIC ARTS
AVAILABLE: FALL

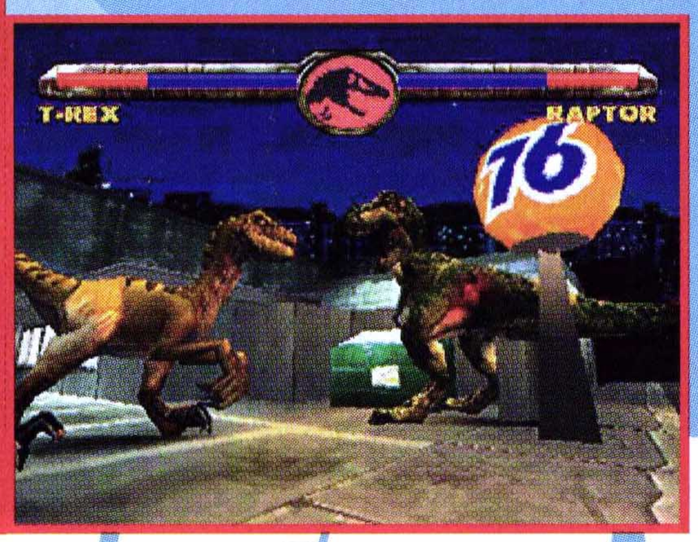
To ensure that Medal of Honor reflects the realism of World War II, developer DreamWorks Interactive called upon Capt. Dale Dye, USMC (retired), the top military consultant who contributed to Saving Private Ryan, Platoon, and Born on the Fourth of July. With Dye's knowledge and a killer 3D engine under its belt, this first-person shooter brings gamers to the heart of war. Across thirty missions await 15 authentic WWII weapons that can be used to mow down swarms of soldiers. You can even throw on disguises to move unnoticed through levels. Medal of Honor also comes equipped with several 2-player modes including co-op.



WARPATH: JURASSIC PARK – PLAYSTATION

CREATED BY: BLACK OPS FOR ELECTRONIC ARTS
AVAILABLE: FALL

Dinosaurs. The main attractions at Jurassic Park are going claw-to-claw in a raging primal roar. As reported first by Game Informer (May '99), EA has teamed with developer Black Ops for this tournament fighter starring the dinosaurs of Jurassic Park. We don't think EA has had its hands on a fighter since Shaq Fu, and we're almost sure it will be better than that. The stage is set for a prehistoric battle.



HOT WHEELS – PLAYSTATION

CREATED BY: STORMFRONT FOR ELECTRONIC ARTS
AVAILABLE: FALL

Two Hot Wheels toys sell every second of the day. This is an impressive number, not nearly as earth-shattering as the ten issues of GI that sell every nano-second, but impressive enough to make us wonder where this game has been for the last ten years. Over forty classic Hot Wheels cars like the Twin Mill, Mongoose, and Cat-A-Pult are coming at ya; and they'll even have the ability to flip through the air, pulling off tricks and stunts. As expected, Metallica, Mix Master Mike, and Rev. Horton Heat have provided a few songs for this wacky, wild racer.

SLED STORM – PLAYSTATION

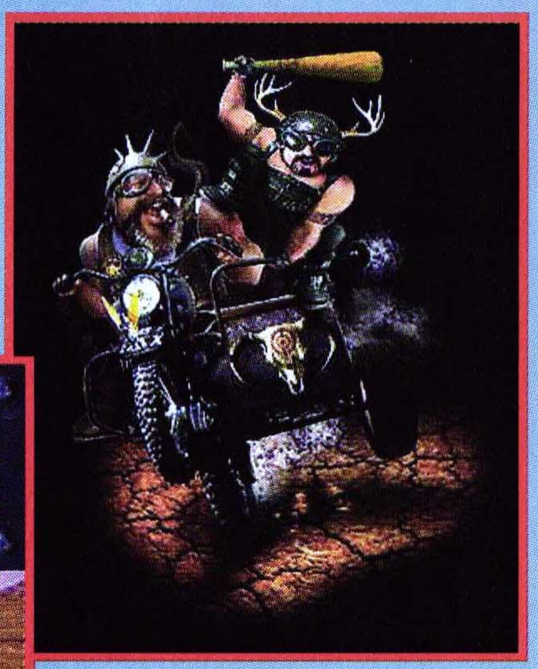
CREATED BY: ELECTRONIC ARTS
AVAILABLE: LATE SUMMER

If you don't already own a sled (of the fast, motorized variety), you can start saving the cash. Otherwise, welcome to EA's take on snowmobile racing with adventure in mind. This game will have both closed circuits and open-styled environments, and promises over 50 tricks. Plus there will be hidden shortcuts, sled bashing, and plenty of the cold, white stuff.

ROAD RASH 2000 – PLAYSTATION

CREATED BY: ELECTRONIC ARTS
AVAILABLE: FALL

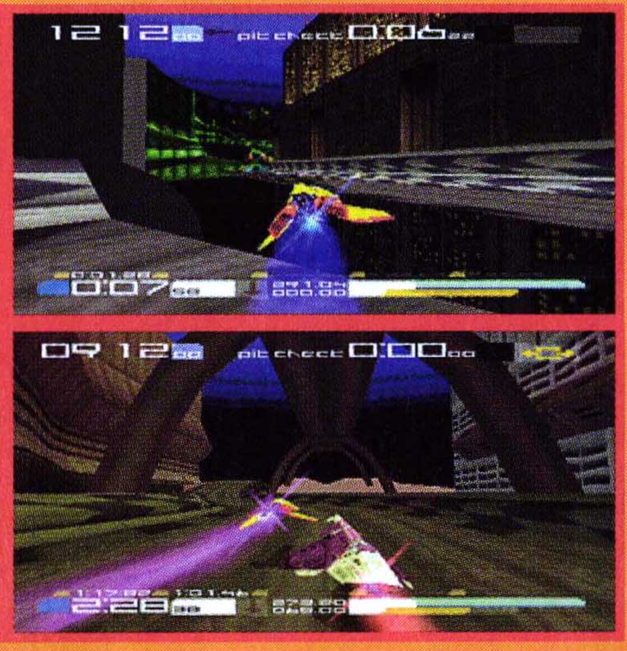
Grab the cycle and your favorite cattle prod for complete mayhem on the streets. Fighting has always been a part of Road Rash. This year's version gets a twist with a new two-player Sidecar mode. EA also promises a Pursuit mode where you get to play as the cops. Hey, just like Ponch.



WIPEOUT 3 – PLAYSTATION

CREATED BY: PSYGNOSIS
AVAILABLE: 4TH QUARTER

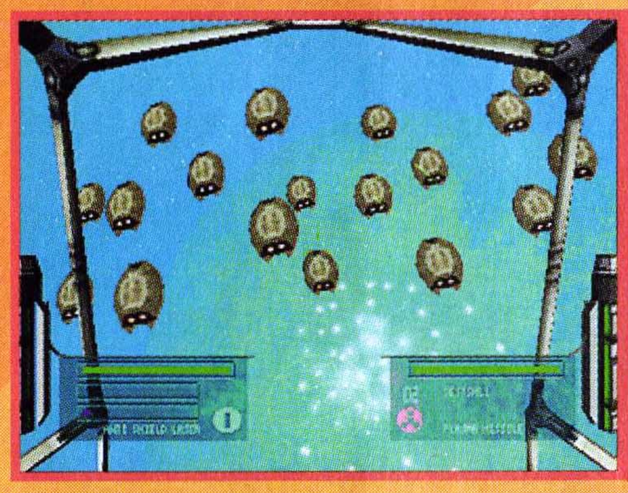
Back for yet another run, the third installment of Wipeout is finally coming to PlayStation. Featuring eight new circuits, three new teams, four new weapons, Dual Shock Analog compatibility, and enhanced game modes; Wipeout 3 should set a new standard for combat racers. And finally all our prayers have been answered, as this new installment will include 2-player split-screen racing.



COLONY WARS RED SUN – PLAYSTATION

CREATED BY: PSYGNOSIS
AVAILABLE: 1ST QUARTER 2000

Gone are the days of working for the man, because in Colony Wars Red Sun you play the role of a Han Solo-type bounty hunter out for nobody but yourself. The mission structure has been redone to give you more freedom, but you may find yourself helping the Navy or the League whether you like it or not. Red Sun will also feature more upgrades for your ships, as well as a greater choice of weapons and a wider range of enemies.



OUTCAST – DREAMCAST

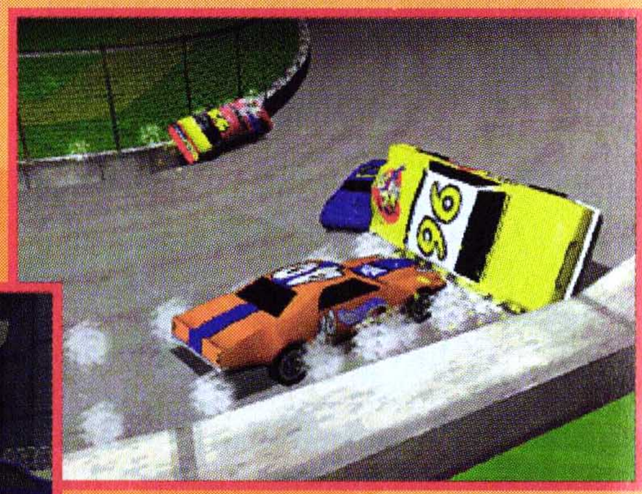
CREATED BY: APPEAL FOR INFOGRAMES
AVAILABLE: WINTER

This adventure game has been in development for quite some time for the PC and will also make its way to the Dreamcast. The graphics and environments are both solid, but Infogrames is most proud of the AI that this title will deliver, giving each character a unique personality and creating reactionary behavior. In the story, scientists have discovered a parallel universe that threatens the safety of earth. Your goal will be to explore the nether world and stop the growing black hole that threatens earth.

DESTRUCTION DERBY 3 – PLAYSTATION

CREATED BY: PSYGNOSIS
AVAILABLE: 1ST QUARTER

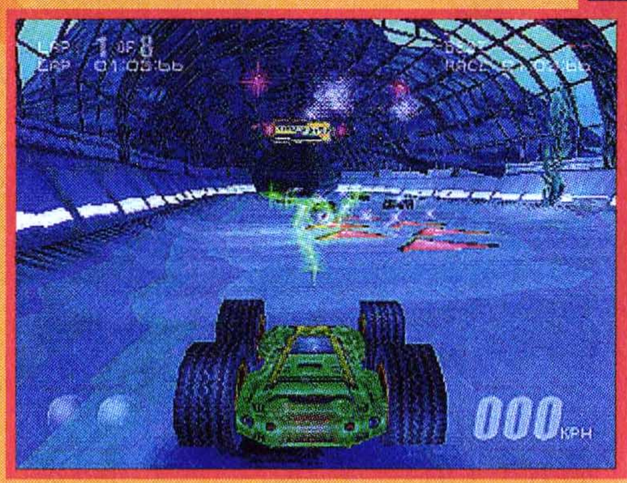
Sporting a host of new features, including more realistic vehicles and spectacular crashes, Destruction Derby 3 is finally coming back to the PlayStation after a three-year hiatus. With new crazy tracks, rooftop arenas, and all the wacky fender-bender action from before; Destruction Derby 3 promises to be everything a rear-end rammer could dream of.



ROLLCAGE EXTREME – PLAYSTATION

CREATED BY: PSYGNOSIS
AVAILABLE: 1ST QUARTER 2000

Hot on the heels of the first, Rollcage Extreme is set to come next year. Pushing the envelope with 20 new tracks across six different environments would have been more than enough for this racing sequel, but Psygnosis didn't stop there. Extreme will also feature all new game modes, including a Stunt mode where players can perform tricks to gain points (halfpipe, here we come), a rumble soccer game, and a destruction time attack.



SUPREME SNOWBOARDING – DREAMCAST/GBC

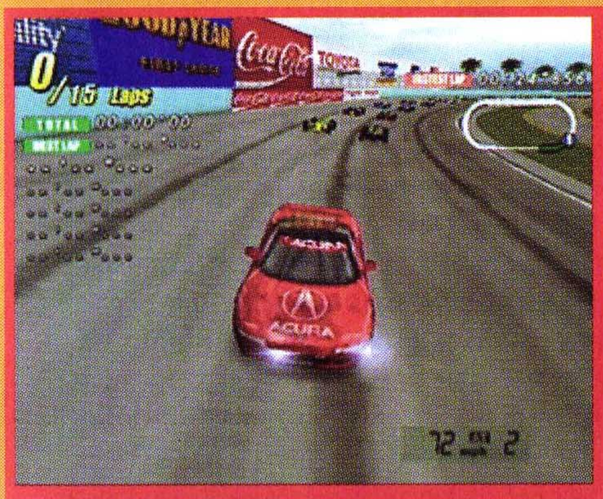
CREATED BY: HOUSEMARQUE FOR INFOGRAMES
AVAILABLE: FALL

It was only a matter of time, but finally, Infogrames has jumped on the snowboard bandwagon. At least it had the decency to keep off the PlayStation and will instead deliver to the Dreamcast and Game Boy Color. Like all the others, there will be plenty of "gnarly" tricks to be executed. In addition, SS features three environments (alpine, forest, and ski resort), each with three unique tracks. There will also be two halfpipes, two ramps, real-time lighting effects, and six changeable characters.

SUPER SPEED RACING – DREAMCAST

CREATED BY: SEGA
AVAILABLE: SEPTEMBER

There is definitely a large selection of racing games in the pipeline for the Dreamcast. This game simulates the world of CART with tracks, drivers, and teams from the league represented. Already released in Japan, the game is a fairly generic racer with reasonably nice graphics and a smooth racing engine. There isn't too much here that you haven't seen in other racing games, but if you like CART, this should be your ticket to ride.



MISSION: IMPOSSIBLE – PLAYSTATION/GBC

CREATED BY: X-AMPLE FOR INFOGRAMES
AVAILABLE: SUMMER

Infogrames is bringing its spy thriller, Mission: Impossible, to both the PlayStation and Game Boy Color. Each new version of M:I will contain various enhancements and offer a different number of levels from the original version that first appeared on the N64. In the game, you utilize classic Impossible Mission Force (IMF) weaponry and gadgets throughout the adventures, which emphasize strategy and stealth, instead of a series of violent rampages. While the PS-X version will be out this summer, expect to see M:I on the GBC this fall.

GODZILLA: THE SERIES – GAME BOY COLOR

CREATED BY: CRAWFISH FOR CRAVE
AVAILABLE: NOVEMBER

As a video game license, Godzilla has great potential; but thus far, this king of the thunder lizards hasn't found his niche in the video game community. Maybe his vision has been too big? In November, developer Crawfish will unveil yet another Godzilla game, this time based on the popular cartoon series. In this side-scrolling attempt, Godzilla is on a rampage; and as he kills and destroys, he'll accumulate valuable experience points which will power-up his abilities and attacks. Can Godzilla break the curse, or will he forever be banished from the video game realm?

STREET FIGHTER ALPHA 3 – DREAMCAST

CREATED BY: CAPCOM
AVAILABLE: WINTER

The Dreamcast hasn't launched in the States yet, and Capcom has already announced three fighting games for this high-end console. Joining Power Stone and Marvel Vs. Capcom, kung-fu enthusiasts can smash heads with 31 martial arts experts in Street Fighter Alpha 3. This port is rumored to feature arcade-perfect gameplay and all of the extra modes and characters found in the impressive PlayStation version.

BABE & FRIENDS – GAME BOY COLOR

CREATED BY: IMS PRODUCTIONS FOR CRAVE
AVAILABLE: OCTOBER

You may not be able to fulfill all of your barnyard fantasies with this Game Boy Color release, but you'll definitely get some new ideas as you help a wee little piggy named Babe make the farm, and the entire world, a safer place for the animal kingdom. This beastly puzzle game is developed by IMS Productions and will be published by Crave in October. Apparently, the play involves pushing hay barrels around. ...hmmm? Not exactly the play we were expecting, but we'll roll with it.

EARTHWORM JIM: MENACE 2 THE GALAXY – GAME BOY COLOR

CREATED BY: IMS PRODUCTIONS FOR CRAVE
AVAILABLE: OCTOBER

Big Jim has been stuck in development for the last three years now, and we're beginning to wonder if his Nintendo 64 adventure will ever happen. Crave and developer IMS Productions are making sure that Jim won't be written off as just another worm in the dirt. Not yet anyway. Come this October, Jim will bounce back into the gaming spotlight with his Game Boy Color debut, EWJ: Menace 2 The Galaxy. This release is said to feature gameplay nearly identical to that found within the original EWJ for Genesis. Wahoo! Jim! Jim! Jim!

TARZAN – GAME BOY COLOR

CREATED BY: ACTIVISION
AVAILABLE: SUMMER

Activision hooks up with Disney to bring Tarzan to the Game Boy. Players can run, jump, and swim their way through 15 levels of Jungle Hunt-style action. It seems some evil hunters are trying kill a family of apes, and Tarzan just ain't having it! In his quest to protect his simian pals, the T-man has to contend with deadly snakes, killer crocodiles, and some seriously ticked-off elephants. Its release will coincide with Disney's upcoming merchandise cow, the animated Tarzan movie, this summer.

BATTLEZONE – GAME BOY COLOR

CREATED BY: CLIMAX FOR CRAVE
AVAILABLE: 4TH QUARTER

This was a fine action/strategy game by Activision for the PC last year. In that game, you drove around in a tank and attacked the enemy while managing resources, building structures and vehicles, and leading your force to victory. Of course, the GBC version of Battlezone will more than likely go through a number of drastic changes that will make it unrecognizable.

GI PC

WHERE DOS & WINDOWS COLLIDE — WHERE DOS & WINDOWS COLLIDE —

by Bergren, The Game Burrito

This is Game Informer's annual E3 preview issue, and indeed, some of the games in this month's GI PC will be found at the convention. Roller Coaster Tycoon, while not the most original title,. is my flavor of the month. In the coming months, look for PC highlights of the Expo.

preview — Shogun: Total War - EA

Instead of wizards or tank commanders, Shogun: Total War has samurai and ninjas. Shogun takes place in feudal Japan when civil war was at its peak, and combines turn-based strategic campaigning with real-time tactical battles. Therefore, you'll be able to fight your enemies on the field of battle, as well as participate in more mundane tasks like tax collecting, researching troop types (including samurai, ninja, warrior monks, and geishas), and building armies and defenses. You can also send ninjas to infiltrate enemy territory and assassinate other faction leaders. Or, take a more civil approach and send an emissary to negotiate with your enemies. Other features of Shogun, coming this May, include FMV cutscenes and panoramic 3D landscapes.

8.25 — Roller Coaster Tycoon - MicroProse

Roller Coaster Tycoon (RCT) is almost identical to Theme Park. The concept of both games is to build an amusement park filled with a variety of rides and attractions, and to show a profit. The most important difference is that RCT gives you a lot more freedom in designing roller coasters. You can build some intense tracks, but if they're too crazy, your patrons will be too scared to ride them, or if they're unsafe, they may die. In RCT, you don't compete against other parks. Instead, you must complete different scenarios (21 in all) by meeting criteria like getting 600 people into your park by the end of year three. I got really addicted to RCT. I was frustrated at times when my customers were too wimpy to ride on some of the roller coaster masterpieces that I built, but other than that, this game rocks. If you like sim games and building insane roller coasters, RCT will not disappoint.

8.75 — Commandos: Beyond the Call of Duty - Eidos

Despite a comical lack of realsim, Commandos remains one of my favorite strategy titles. With no resources to mine or tanks to build, the emphasis is put on sneaking around and killing WWII Nazis. The eight-mission sequel is almost exactly like the first Commandos, with a couple of exceptions. There are two new playable characters that briefly appear - a Yugoslavian military officer and a woman with the Dutch resistance. Characters also have new abilities. You can knock out an enemy soldier and force him to do your bidding. To distract a soldier, you can throw rocks or a pack of cigarettes. The AI is slightly better too, not allowing you to get away with some of the cheap stuff anymore, like killing the soldiers in a patrol unit one at a time by laying a bear trap. This time around, the missions are more difficult and more original. For instance, you'll have to kidnap a German officer, rescue P.O.W.s, and save an officer from a firing squad. Whether you've played Commandos before or not, Beyond the Call of Duty is a blast.

8.5 — X-Wing Alliance - LucasArts

In X-Wing Alliance you are Ace, a member of the Azzameen family, owners of a successful shipping and storage company. Initially, the family is caught between the Empire and the Rebellion, and missions center around delivering cargo and seeking vengeance on those who double-cross you. But later, things get dicey with the Empire, and Ace joins the Rebellion. The focus on story is admirable, but the Azzameen family are geeks, a fact further emphasized by the lame voice-overs. Alliance doesn't really offer anything new in terms of gameplay, but the graphics are vastly improved (with 3D acceleration), and the addition of the Millennium Falcon and ejected pilots floating in space are nice bonuses. In all, there are 20 ships to pilot and the combat of this series is still solid, further enhanced by screaming TIE Fighters and John Williams' music. If you don't think Star Wars is the ultimate, X-Wing Alliance will be just as fun as Descent: FreeSpace or Wing Commander Prophecy.

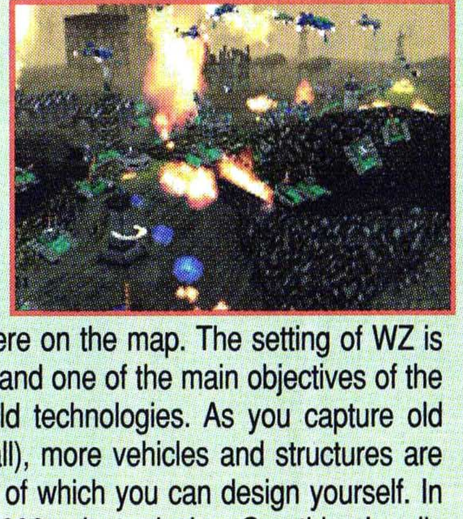
6 — Lands of Lore III - Westwood

If I don't get to play Tiberian Sun soon, I may take a hostage. The size of Westwood's RPG is pretty impressive, but most everything else is pretty bad. Lands of Lore III (LOL3) has most of the RPG basics you would expect, but executes them with little depth. It's more like a point and click game with the RPG elements painted on lightly as an afterthought. The mouse control lacks real precision, making exploration a chore. And if I have to smash one more barrel, someone's gonna pay. Skills and experience points seem to play a minor factor, so I never became interested in building my character's attributes. The real-time combat was weak and the first-person view is often a hindrance when enemies swarm around or below you. And sometimes, enemies won't fight back, turning the melee into a button mashing session. Few things happened in the beginning of LOL3 to get me excited and, in the end, I never got into it.

6 — Intellivision Lives! - Intellivision Productions

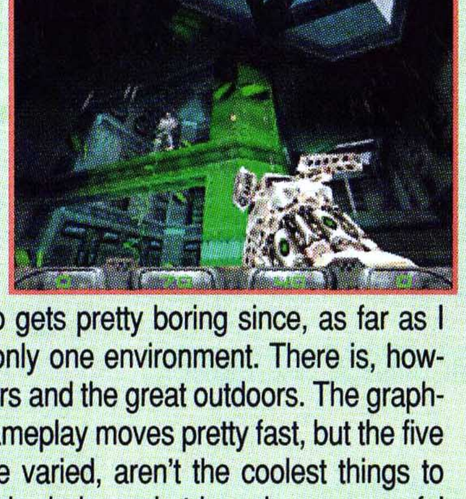
Intellivision Lives!, for both Mac and PC, comes with over 50 Intellivision classics including Sub Hunt, Astrosmash, Utopia, and Frog Bog. While most licensed Intellivision game are not on this CD-ROM (like Dungeons & Dragons), box art from each is included. Retro games can be fun for awhile; but once the nostalgia wears off, I usually get extremely bored. Sure, there are exceptions like Asteroids, Ms. Pac-Man, and Kaboom!, but for the most part I crave the best current games. Intellivision Lives! is no exception. It was fun at first, but that wore off quickly. If you've been playing games since at least the early 80s and are a big fan of Intellivision, then you'll definitely want to get a copy of this game. Otherwise, I say live in the now. You can buy this collection at www.intellivision.com for approximately $30.

7.75 — WarZone 2100 - Eidos



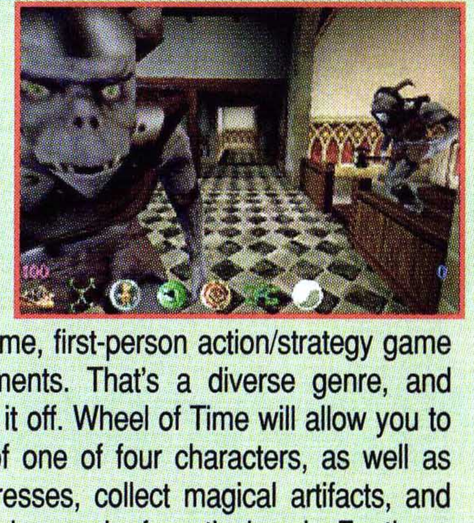
WarZone 2100 (WZ) has nice features like sweet 3D graphics and multiple targets to assign your units. Also, a destination point for newly constructed vehicles can be established anywhere on the map. The setting of WZ is post-nuclear America, and one of the main objectives of the game is to salvage old technologies. As you capture old technologies (400 in all), more vehicles and structures are made available, many of which you can design yourself. In all, there are around 2,000 units to design. One thing I really like about WZ is that vehicles and other units carry over from mission to mission, allowing the experience, rank, and overall killing effectiveness of individual units to be increased. WZ fits on 2 CDs, but the missions are often redundant: defend, attack, acquire new technology, repeat. This may not be a big deal to some, but I got especially tired of it when I entered a timed mission that allotted me two hours. After an hour, I was ready for the next mission.

preview — Daikatana - ION Storm



Many of you may have already downloaded the Daikatana deathmatch demo off the web. It's cool to finally get a look at a game that has been in development for far too long, but the demo gets pretty boring since, as far as I could find, there was only one environment. There is, however, a blend of corridors and the great outdoors. The graphics are solid and the gameplay moves pretty fast, but the five weapons offered, while varied, aren't the coolest things to frag with. There is a sidewinder rocket launcher, a powerful Ion Blaster that emits a jagged green beam of death, a Shot Cycler that is a cross between a shotgun and a machine gun, and a Vizatergo that launches mines. Although I wasn't that impressed with this demo, I am looking forward to the final retail version which will feature four time periods to fight in with exclusive weapons for each. Plus, your character will be able to build attack speed, power, and level rating, as well as fight alongside other non-playable characters.

preview — Wheel of Time - GT Interactive



If you've read the series of thick novels by Robert Jordan, then pay attention. GT and Legend Entertainment are teaming up to bring you Mr. Jordan's world in the form of a real-time, first-person action/strategy game with role-playing elements. That's a diverse genre, and hopefully, GT can pull it off. Wheel of Time will allow you to take on the identity of one of four characters, as well as control your own fortresses, collect magical artifacts, and assault enemy citadels in search of mystical seals. For those who have read the books, you may be interested to know that the four playable characters are The Amyrlin Seat, The Leader of the Children of the Light, The Forsaken, also known as the Dark One, and The Hound. Lastly - and this is a real big shocker - Wheel of Time is another GT game that will utilize the Unreal engine. Look for it this August.

ARCADE BRIGADE

By Beaux, The Arcade Assassin

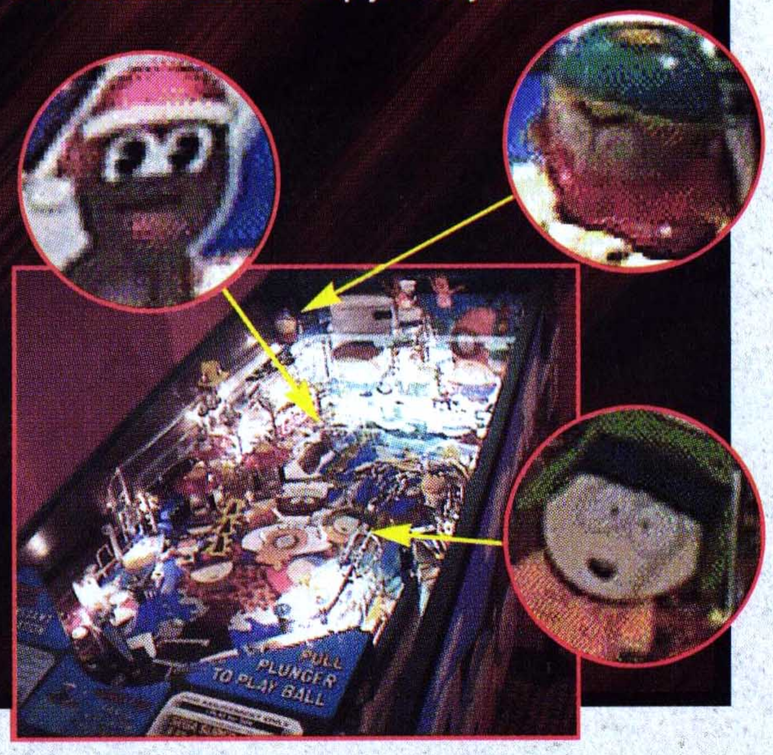
After a two week arcade assault, here it is, my first month of the Brigade. It's time to head to the house and lick my blistered fingers. Don't worry, I should be all right in a few days and back at the arcade building up that monster callus.

South Park Pinball

Size: H 78" x W 28" x D 54" x WT 250 lbs
Style: 1 to 4-Player Pinball
Special Features: 5 Ball Multi-Ball; Gratuitous South Park Quotes; Smacking Kenny to a Bloody Pulp
Replay Value: Moderately High
Created By: Sega
Available: Now in Arcades

Bottom Line: 7.75

Mr. Hankey has come early this year and brought with him one crazy pinball game. The ramps are pretty much your standard fare, but when you hit the various bumpers and ball locks, you are rewarded with quips from the show. The events tie in with the show nicely, with the expected death of a certain South Park character (you keep walloping a rubber likeness of him with the ball). This game has an insane multi-ball, where 5 balls are going at one time. No time to think...must hit flippers! Pack up your Cheesy Poofs and load up on tokens because this one will keep you busy for a while.

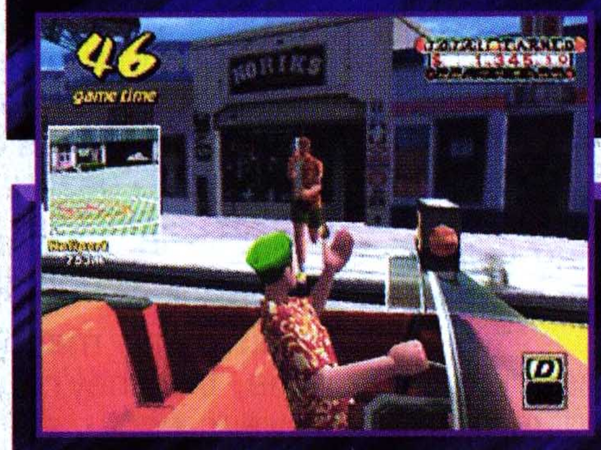


Dirt Devils

Size: Unknown
Style: 1-Player Racing (More With Linked Cabinets)
Special Features: 3 Tracks; 7 Vehicles; Lots Of Mud; Big Air
Created By: Sega
Available: Late '99

95% Complete

Another Sega masterpiece? We will just have to wait and see, but it looks promising so far. You can choose between three tracks and seven cars. The tracks are made up of a basic loop, an intermediate figure eight, and a complex expert course loaded with twists and turns. Each course is crammed with big air jumps and plenty of mud to sink your tread into. The cars consist of a Hum-Vee, a Dune Buggy, and five other off-roading bad boys. We look forward to seeing how this one will stack up when it hits.

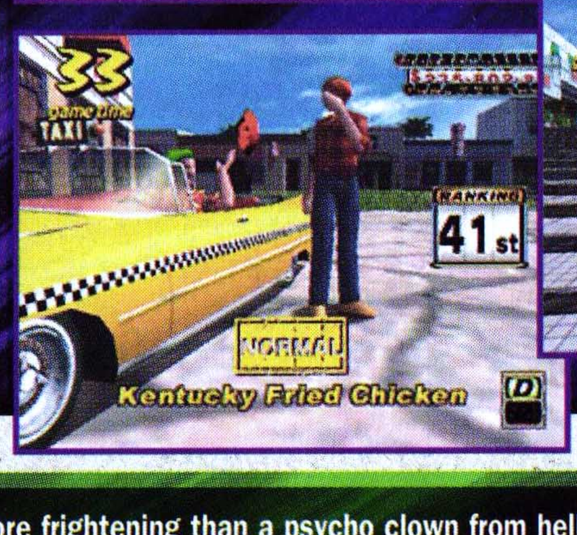


Crazy Taxi

Size: Single Stand-Up Unit or Deluxe Sit Down Version
Style: 1-Player Racing
Special Features: Four Vehicles With Different Drivers; Interactive Environments; Jumps & Shortcuts
Created By: Sega AM3
Available: Now in Arcades

Bottom Line: 9.25

As the name suggests, this is a whacked out racing game where the goal is to get a good paying fare. Eager passengers line the enormous city and their only thought is for a ride – a quick ride. You are judged on speed alone and disregard for local traffic laws are encouraged. The quicker you deliver the passenger, the more time (and money) is awarded. Crazy Taxi is a money muncher, but after a few spins through town, it's easy to get your money's worth. Definitely one to look for in the arcades.



CarnEvil

Size: Stand-Up Unit
Style: 1 to 2-Player Shooter
Special Features: Weapon Power-Ups; Accurate Shot Placement; Tracked Gameplay; Buckets of Blood; Pump Reload on Gun
Replay Value: Moderately Low
Created By: Midway
Available: Now in Arcades

Bottom Line: 5.5

What is more frightening than a psycho clown from hell? How about an entire big top full of demented, blood-thirsty carnies? Well, if you think that's scary just wait until you play CarnEvil. The gun feels like a cheap toy that couldn't take out a gnat, much less a crazed zombie. The levels are poorly laid out and the tracks are so outrageous that you never get the feeling of being there. Taking on the bosses seems more a test of speed than skill. It also tries way too hard to monopolize on every hot horror icon from the past 10 years, but fails miserably in delivering anything scary at all. Actually, I was scared once, when I had to pay another dollar to beat it. If this one doesn't make it to your arcade, I wouldn't worry too much.

Play to Perfection

A Game Monger's Strategy Guide

WARNING:
This guide reveals elements of the game you may want to discover by yourself, thereby possibly reducing your enjoyment of the game.
USE AT YOUR OWN RISK!

Star Ocean
The Second Story™

In Star Ocean The Second Story, it's not enough to keep track of your characters' hit points, you have to watch their feelings as well. Every character in your adventuring party has his or her affections for every other person quantified by a score known as emotional level. Though you'll never see this number displayed, you'll definitely see it in action as the game progresses. Characters who have strong feelings for another will assist that person more than others in combat situations, going berserk if their friend/lover gets in a tight situation. Characters' emotional levels are also what determine which of the 86 different endings you'll get to see.

The main factor in affecting emotional levels are Private Actions. Whenever your group is near a town, or at certain other points during the game, your party can split off, with the main character you've selected at the beginning (either Claude or Rena) going around and having a heart-to-heart talk with everyone.

Listed here are the one time only Private Actions for both Claude and Rena that can alter emotional levels differently, depending on your choices. Whenever you feel a little private time coming on, look up the town you're in, who you're with, where you're at, and what's happening. Below, your reaction options are listed with a symbol that tells how the characters involved will feel toward each other after the encounter is over. Soon, you'll be playing your party like a Latin gigolo in a reformatory school.

- Big increase in emotional level.
- Minor increase in emotional level.
- No change in emotional level.
- Minor decrease in emotional level.
- Big decrease in emotional level.

A name in parenthesis following the symbol denotes that only the peson(s) listed will be affected.

Note: By no means are these all the Private Actions in the game, but they're a lot of them. We discovered these on a preview copy, so forgive us for any spelling and name changes that were made in the final version.

Rena Lanford

Arlia

Claude
By the church, after staying in Cross, but before doing the quest at Mars.
Claude asks Rena if she has any pets.
- How about you?
- Hmm... no, not really.
- If you go to the forest, there are lots of friends there.

Ashton
In the item shop if you have more than 2,000 FOL.
Ashton's dragons want Rena to buy a very expensive helmet.
- OK, I'll buy it.
- No way, it's a bit too expensive.

Bowman
Inside the newlyweds' house.
Bowman is making fun of the newlyweds and gets Rena involved.
- By the way, what exactly are you doing here anyway?
- Is it like this with your wife too?

Salva

Claude
By the north exit.
Claude asks Rena what she thinks is beyond the sky.
- There's nothing beyond there, don't you think?
- It would be great if there was another world out there.
- Hmm...I don't know.

Celine
In the jam shop.
Celine asks Rena to look for the jam shop owner.
- I'll go look for her.
- Why don't we come back later?

Jam Shop Owner
By the mansion construction after Celine has asked Rena to seek her out.
The store owner ponders if she'll be a famous singer, despite her freckled face.
- (All Party Members) Don't give up on your dreams so easily.
- (Celine) Dreams are dreams, you're living in reality.

Opera
In front of the weapon/jewelry store.
Opera wants to bet whether a man or woman will next come out of the shop.
- Sounds fun. (The change depends on bet.)
  - It'll probably be a man.
  - It'll surely be a woman.
- Nah, I'd rather not.

Bowman
At the accessories' counter.
Bowman asks Rena what would be a good gift for his wife.
- How about an aquamarine? It has a sense of purity.
- How about an arduous ruby?
- How about a topaz? It has a sophisticated shine.

Celine and Ashton
At the accessories' counter.
Ashton asks Rena if she likes gems.
- I like them too. (Celine offers to buy Rena a jewel.)
  - Well then, I guess I'll take a sapphire.
  - If you insist, I suppose an emerald.
  - A diamond would be good, I guess.
- I'm not really interested in them.

Cross

Claude
On the way to the castle before going to Mars.
Claude is noticing what a bustling city Cross is.
- That's true. It's because it's a castle town.
- Oh, so Arlia's just the sticks, huh?
- Really? Isn't it just noisy?

Mars

Claude
On the bench next to the forest before Bugu Taikai is finished.
Claude asks Rena what kind of sky she likes best.
- When it's blue, I suppose?
- I like the red sunset.
- I like the sparkling nighttime sky.

Precis
In the weapon/item store before Racool Castle is visited.
Precis wants to play hide-and-seek.
- Some other time, I promise.
- I can't do something childish like that.

Hilton

Celine
By the boat in the marketplace.
Celine's friend, Almana, asks Rena if Celine has a boyfriend.
- I don't think there's anyone in particular.
- She's going out with somebody.

Celine
In the hall of the inn.
Celine worries that if she gets any fatter, she won't fit into her clothes.
- Wh, what are you talking about?
- You shouldn't worry about your weight.

Little Girl
By the skill guild.
A little girl wants help finding her mother.
- (All Party Members) Help her find her mother.
- (All Party Members) Leave.

Lacour

Celine and Precis
By the vine-covered tower on the west end of town.
Celine and Precis ask Rena what she thinks of Claude's clothes.
- I think he looks kind of cool.
- They are kind of tacky.
- Would you want people to be saying that about you?

Linga

Precis
Outside his house if Bowman's not in the party.
Precis insists on going to see the Sorcery Globe.
- OK. Let's go together.
- No, we're not going to play here.

Bowman
Inside the library.
Bowman tells Rena she should board at his house and attend college someday.
- Really? That would be great!
- No, I don't think I could do it.
- I don't want to get between you and your wife.

Central City

Claude
Near the center square if Feenal has already visited.
Claude is standing alone in a corner.
- Leave him alone.
- Call him.
- Watch him.

Noel
On the fifth floor of the inn.
Noel says the town is strange because only people can live in it.
- But a town is a place for people to live, isn't it?
- Don't you think that's a bit of an exaggeration?
- What's wrong with a place with only people?

Chisato
In the grocery market.
Rena wants to know about Chisato's egg-eating habits.
- Boiled or raw?
- Can you cook?
- This is a bit too many though, don't you think?

North City

Ernest and Noel
In front of Noel's home.
Ernest asks Rena if she thinks Noel is an ancestor of theirs.
- Maybe a genetic mutant?
- Perhaps the product of a cat and human or something?
- That's just what his race is like.

Giveaway

Claude
Inside the college if Claude likes Rena better than any other female character.
Claude says there's something he's been meaning to ask Rena.
- What, Claude?
- Say Nothing

Ashton
On the top floor of the inn.
Ashton asks Rena if she knows much about fortune telling.
- Yes, sort of.
- No, I don't.

Fun City

Celine
In front of the battle stadium if Celine has the Chogo skill and Rena is fond of Claude.
A crowd of people are chasing Celine screaming, "I love you!!!"
- Chase after her.
- Pay no attention (Find a bottle of cologne on the ground.)
  - Find Celine and return it to her.
  - I guess I'll use a bit myself
  - I have a bad feeling about this; I'll throw it out.

Claude C. Kenny

Arlia

Rena
In Rena's Room before staying the night at Cross.
Rena says she was remembering something that happened a long time ago.
- What happened?
- What were you like as a child?
- You should think about the future instead of the past.

Celine
In front of the item shop.
Celine wants to give Claude a magic charm she found on a skeleton.
- I appreciate the thought, but I can't take it.
- Thanks, Celine!

Ashton
In the item shop if you have more than 2,000 FOL.
Ashton's dragons want Claude to buy a very expensive helmet.
- OK, I'll buy it!
- No way, it's a bit too expensive.

Bowman
Inside the newlyweds' house.
Bowman is making fun of the newlyweds and gets Claude involved.
- By the way, what exactly are you doing here?
- Is it like this with your wife?

Rena and Precis
In front of Rena's house.
Precis is arguing with Rena about whether or not Claude has a girlfriend.
- I don't have a girlfriend.
- (Rena) Actually, I'm going out with Rena.
- (Precis) If only Precis would be my girlfriend.

Salva

Rena
In the weapon/jewelry store after you've met with the King of Cross.
Rena asks Claude what he thinks of an emerald pendant.
- Hey, that's pretty.
- I don't really know that much about gems.
- Want me to buy it for you?

Celine
In the jam shop.
Celine asks Claude to look for the jam shop owner.
- I'll go look for her.
- Why don't we come back later?

Jam Shop Owner
By the mansion construction after Celine has asked Claude to seek her out.
The store owner ponders if she'll be a famous singer, despite her freckled face.
- (All Party Members) Don't give up on your dreams so easily.
- (Celine) Dreams are dreams, you're living in reality.

Opera
In front of the weapon/jewelry store.
Opera wants to bet whether a man or woman will next come out of the shop.
- Sounds fun. (The change depends on bet.)
  - It'll probably be a man.
  - It'll surely be a woman.
- Nah, I'd rather not.

Bowman
Outside of Alen's house.
A girl talking to Bowman asks Claude if he knew of a disturbance in Salva.
- It's famous, so I know.
- No, I don't know. What happened?

Cross

Rena
In the church if Rena and Claude don't already have a moderate emotional level.
Rena tells Claude she'd like to get married in a church some day.
- Eh, you really are a girl.
- Eh, didn't you already have your wedding?
- I'd like to get married in a place like this too.

Rena and Celine
In the east alley if the Mars quest hasn't been completed.
Claude sees Rena and Celine in a hushed conversation and gets three choices.
- Approach them and join in the conversation.
- Apologize for interrupting, then eavesdrop.
- Leave.

Precis
In the southwest corner of town.
Claude sees a vendor selling Precis a perfume that will make men like her.
- I've got to hurry and stop Precis!
- Sounds interesting, let's watch.

Ashton and Precis
By the item shop if you have at least 100 FOL.
Precis thinks the shop ripped her off and wants Ashton to back her up.
- Go, Ashton!
- Wait, wait, wait, Precis!

Mars

Rena
Outside the food shop before Bugu Taikai.
Rena is wondering whether or not it's safe to shop at an open-air store.
- Yeah.
- I dunno...

Rena
Coming out of the elder's house after going to Racool, and if Ashton is in the party.
Rena and Claude bump into each other.
Rena says she's some kind of monster.
- Your powers saved me many times, you know.
- Well, it's certainly not an ordinary power...
- Monster? You're not Ashton here.

Precis
In the weapon store before Racool Castle is visited.
Precis wants to play hide-and-seek with Claude.
- Some other time, I promise.
- I can't do something childish like that.

Precis
In front of the weapon store after Bugu Taikai is over.
Precis is arguing with a kid and tells Claude that fighting with a kid is a pain.
- Ha ha ha, that's true.
- You're a kid too.
- I think that eventually people will stick with machines.

Ashton
By the food shop.
Ashton asks Claude if Gyoro or Ururun is stronger.
- Gyoro is stronger.
- No, Ururun is stronger.
- Both are strong.
- Gyoro and Ururun are the same person, aren't they?

Herlie

Bowman
In Elanore's house after you've gotten the Metox Plant.
Bowman and Claude must decide if Elanore's mother should take a risky medicine.
- Gambling on the possibility to save her is in her best interest.
- She should live to the fullest in her last year.

Hilton

Celine
In the hall of the inn.
Celine worries that if she gets any fatter, she won't fit into her clothes.
- Wh, what are you talking about?
- You shouldn't worry about your weight.

Linga

Precis
Outside of Jean Medicine Home if Bowman's not in the party.
Precis wants to tag along to see the Sorcery Globe.
- OK. Let's go together.
- No, we're not going to play here.

Precis
Inside her house if her Salva PA was performed.
Precis's father asks Claude to join them for tea.
- OK then, I will.
- No, it's all right.

Central City

Rena
The second floor of the hotel before clearing all four fields.
Rena asks if you can spare a minute.
- Sorry, I'm kind of busy right now.
- What is it, Rena? (You talk about her origins.)
  - Well, you're a Nedian, that's for sure.
  - You're our friend, right?
  - Well...I don't really know myself.

North City

Celine
In the inn before clearing all four fields.
Celine tells Claude he should get his fortune read.
- No thanks, I'll pass.
- All right. (The fortune teller asks what you want to know.)
  - About my luck.
  - About the result of my training.
  - About my compatibility with Celine.

Precis
In center square if Feenal has already been visited.
Precis declares herself the mood maker of the party.
- I guess getting depressed won't help anything.
- Don't you mean troublemaker?
- Don't overwork yourself, Precis.

Chisato
Upstairs in her house if she is fond of Claude.
Claude interrupts a conversation between Chisato and her mother.
- What were you talking about?
- You don't need to tell me.
- Sorry for butting in on your conversation.

Giveaway

Ernest
Inside a classroom in the college.
The room is very quiet due to exams.
- You really need to cheat to get by on exams.
- It's best to be serious about this kind of stuff.
- Wonder if I should take the exam too...

Armlock

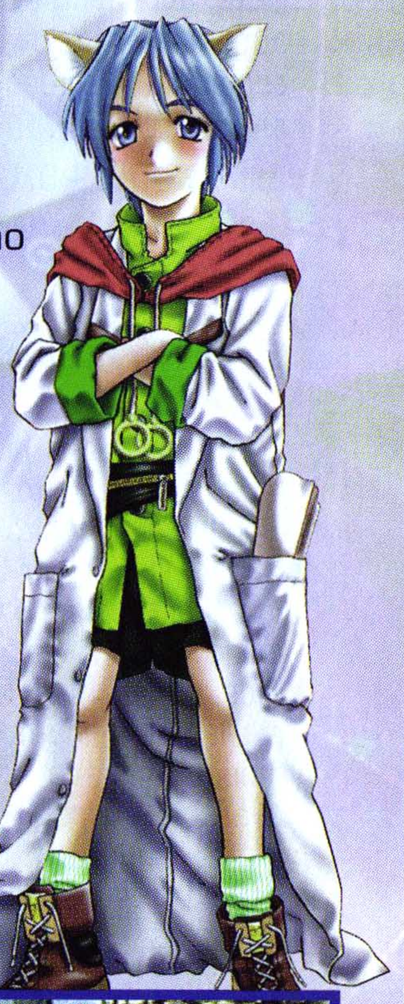
Rena
This one starts automatically once PA is selected outside of town.
Rena asks Claude to come get some cake with her.
- Sure, I guess. (Go to order at the restaurant.)
  - I'll have the same as her.
  - A strawberry shortcake.
  - A Mune No Tokimeki.
- I don't like sweet food.

Ashton
In front of the restaurant.
Ashton asks Claude if he wants to have tea.
- I'm kind of busy right now.
- With you?
- OK, sounds good.

Precis
In the inn.
Somebody plays guess-who? with Claude.
- Rena, right?
- Precis, right?
- Ashton?
- Ernest?

Precis
In Mirage's workshop after visiting Monsho Research, but before going to Fun City.
Precis is checking out the workings of a water-squirting machine.
- Find something interesting?
- Do you know what that's for? Let me tell you...
- Nothing.

Leon
In Mirage's house.
Leon is thinking of how far Claude has come.
- Have you gotten homesick?
- True. I can't believe it myself.
- Yeah, a lot has happened.



Fun City

Rena
At the fortune teller if Rena is very fond of Claude.
Claude sneaks up as Rena is asking about their future together.
- I just got here now.
- I was here the whole time... (Go to cover-your-butt statements.)
  - I'm glad you think of me like that.
  - Don't worry, it doesn't bother me.
  - You shouldn't rely on fortune telling.

Nintendo 64

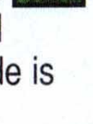
Micro Machines 64 Turbo

Enter all of these codes during gameplay from the Pause screen.

Transform Into Objects – Down (x2), Up (x2), Right (x2), Left (x2)
Third-Person View – Left, Right, Left C, Right C, Left, Right, Left C, Right C
Turbo Mode – Left C, Down C, Right C, Left C, Up C, Down C (x4)
High Bounce – Left C, Right (x2), Down, Up, Down, Left, Down (x2)
Show CPU – Right C, Up C, Left C, Down C, Right C, Up C, Left C, Down C
Debug Mode – Left C, Up C, Down (x2), Left C, Right C (x2), Up C, Down C. (Now, input any of the codes listed below during gameplay.)
Instant Victory – Z + Down C
Change Camera – Hold Z and press Up, Down, Left or Right
Camera Zoom – Hold Z and press the L or R Button
CPU Control – Hold Z and press Left C

Jonathan Talyor Thomas
Flamington, TN

Bust-A-Move '99

Enter this code at the Title Screen. 
Note: A little green dragon will appear in the lower right hand corner of the screen when this code is entered correctly.

Extra Worlds – B, Left, Right, B

"Virtual Gap Boy 2000"
Phoenix, AZ

Beetle Adventure Racing

All of the codes in this racing game must be found to be unlocked, not inputted on a controller. To bring up the Cheat Menu, enter Coventry Cove and run directly into the haystack right next to the road and the barn. Now, finish the race. The Cheat Menu will now be available via the options. At this point though, none of the cheats will be available. Simply cruise around the tracks and look for Boxes hidden behind trees and rocks, and stuffed atop cliffs and roofs. Look everywhere, and smash into the boxes to unlock a code. To get new cars simply win the Championship. To get the multiplayer tracks smash all 100 points on a track.

Shawn "The Beetle Man" Camp
Oakland, CA

Quake 64

Enter this code at the Password screen.

Debug Mode – QQQQ QQQQ QQQQ QQQQ

"The Rhino"
Toledo, OH

Wipeout 64

Enter both of these codes during gameplay.

All Vehicles – Hold Z + L Button + R Button, then press Down C (x4), Right C, Up C, Left C
Velocitar Track – Hold Z + L Button + R Button, then press Left C, Right C, Up C, Right C, Left C
Cyclone Weapons – Hold Z + L Button + R Button, then press Left C, Right C, Down C, Left C, Right C, Down C, Up C

Enter all of these codes during gameplay.

Infinite Energy – Hold Z + L Button + R Button, then press Up C, Down, C, Left C, Right C, Up C, Down C, Left C, Right C
Infinite Ammo – Hold Z + L Button + R Button, then press Down C, Down C, Left C, Left C, Right C, Right C, Up C
Infinite Time – Hold Z + L Button + R Button, then press Up C, Right C, Left C, Down C, Up C, Right C, Left C, Down C

Gonza Gozada
San Jose, CA

Hexen 64

Cheat Menu – While in gameplay, pause and press Up C , Down C, Left C, Right C to make a cheat menu appear. Enter this menu and quickly enter the code you want from the list below.

God Mode – Left C, Right C, Down C
Health Refill – Left C, Up C, Down C, Down C
Level Select – Left C, Left C, Right C, Right C, Down C, Up C
Butcher Mode - Down C, Up C, Left C, Left C
No Clipping – Up C (twenty times), Down C
Collect Mode Cheats – Enter these codes at the Collect Mode screen (within the Cheat screen).
All Artifacts – Up C, Right C, Down C, Up C
All Keys – Down C, Up C, Left C, Right C
All Puzzle Items – Up C, Left C, Left C, Left C, Right C, Down C, Down C
All Weapons - Right C, Up C, Down C, Down C

Eric "The Power Man" Dickens
Alilpeni, TX

Lode Runner 3-D

Enter this code during gameplay from the Pause screen.

Unlock Worlds – Hold Z, then press R Button, B, A, B, A, Up C, Down C, Left C, Right C, Up C, Down C, Left C, Right C

Tony "The Funk" Fillao
Pittsburgh, PA

Snowboard Kids 2

Enter this code at the Title Screen.

Unlock Everything – Z, B, Up C, Down, Analog Left, Analog Right, Up, R Button, Z, A

"The VidMan"
Uptown, MN

California Speed

Adjust Fog – Choose a non-series race, then when the screen fades hold L Button + R Button + All C Buttons + Down until the Track Selection screen appears. Now, scroll to the right to find the new Fog option.

"The VidMan"
Uptown, MN

Dark Rift

Play as Sonork – At the Title Screen, press Left Button, Right C Button, Up C, Down C, Left C, Right C.

Play as Demitron – At the Title Screen, press A, B, Right Button, Left Button, Down C, Up C.

Endings – Input the code for the character ending you want to see at the Title Screen.
Aaron – R2, R2, Left C
Demonica – R2, R2, Up C
Eve – R2, R2, Right C
Gore – R2, R2, Down C
Scarlet – L1, L1, Left C
Sonork – L1, L1, Up C
Zenmuron – L1, L1, Right C
Demitron – L1, L1, Down C
Morphix – B
Niiki – A
Demitron's Intro – B, B, B, Up C

Johnny "Alpha Counter" Kinnell
Yazan, AZ

NBA Jam 99

Input these codes at the Pause menu. See issue 72 for more cheats.

Super Push – L Button (x 2), Up, L Button (x2), Up, L Button (x2), Up, Z
Tie Scores – L Button (x2), Down, L Button (x2), Down, L Button (x2), Down, Z
Team Fire – L Button (x2), Right, L Button (x2), Right, L Button (x2), Right, Z
Cancel Cheats – L Button (x2), Left, L Button (x2), Left, L Button (x2), Left, Z

"GI Droid"
(location unknown – last seen tipping cows)

Rampage 2: Universal Tour

Enter all of these codes at the Password screen.

Play as George – SM14N
Play as Lizzie – S4VRS
Play as Ralph – LVPVS
Play as Myukus – N0T3T
Play as Myukus 2 – B1G4L

Jordan Booth
Los Angeles, CA

Triple Play 2000

Three Ball Count – During gameplay, hold L Button, R Button, and Z, then press Up, Down.
Three Outs — During gameplay, hold L Button, R Button, and Z, then press Down, Up.

Sean "The Dark Jedi" Davis
Flint, Michigan

Tetrisphere

Unlock the Hidden Characters - At the "New Name" screen, press the Left Button, Right C , then Down C.

Enter all of these codes as a new name.

Level Select – (saturn) (spaceship) (rocket) (heart) (skull)
Bonus Game - LINES
Bonus Music - G(alien head)MEBOY
Credits - CREDITS

Reik Metasu
Washington, DC

PlayStation

T'ai Fu: Wrath of the Tiger

Enter all of these codes at the Map screen. **Note:** The Debug Code must be entered before inputting another code.

Debug Code – R2, ▲, R2, ▲, ●, Down, ■
Level/Boss Select – R2, ▲, R2, ▲, ●, ■, Down, ▲, Up, Right, Left, Down, Up, L1
Story/Style Select – R2, ▲, R2, ▲, ■, ●, Down, ▲, Up, Left, Right, Down, Up, L2
End FMV – R2, ▲, R2, ▲, Down, ■, ●, ▲, Up, Down, Left, Right, Up, R1

Enter all of these codes during gameplay. **Note:** The Debug Code 2 must be entered before inputting another code.

Debug Code 2 – R2, ▲, R2, ▲, ●, ✖, ■
Invincibility – R2, ▲, R2, Left, Right, R1
Infinite Lives – R2, ▲, R2, Left, Right, ✖
Full Health – R2, ▲, R2, Left, Right, ●
Full Chi – R2, ▲, R2, Left, Right, ■
All Styles – R2, ▲, R2, Left, Right, ▲
Blood Rush – R2, ▲, R2, Right, Left, Right
Larger Enemies – R2, ▲, R2, Left, Right, Up
Smaller Enemies – R2, ▲, R2, Left, Right, Down

Joey Maradona
Buffalo, NY

NCAA Final Four '99

Outdoor Court – Enter Exhibition mode and make yourself the visiting team. Now, when you choose whether or not to use the Shot Meter, press and hold **L1**, **L2**, **R1**, and **R2**. With this combo held, press and hold ✖.

DaStranj1
Webville, NET

Gex: Deep Cover Gecko

Enter both of these codes during gameplay from the Pause screen. After entering one of these codes, hit Select to access the option.

Invincibility – Hold L2, then press Down, Up, Left (x2), ▲, Right, Down.
Gex Quotes – Hold L2, then press Down, Right, Left, ●, Up, Right

All of these codes must be entered from within the secret Gex vault in Gex cave.

Play as Alfred – ■, ✖, ▲, ■, Star, Star
Play as Rex – ■, Star, Star, ■, ▲, ▲
Play as Cuz – ■, Diamond, ■, ■, ▲, Diamond
Eight Hit Points – ■, Diamond, ▲, ▲, Star, Diamond
Extra Life – ▲, ●, Star, ■, ■, ✖
Ten Lives – ■, ✖, ●, ●, ▲, ■
View FMV – ●, ▲, ■, Star, Diamond, Star
View FMV 2 – Diamond, Star, ■, ✖, ▲, ●
View FMV 3 – ✖, Diamond, Star, ▲, ▲, ●
View All FMV – Star, ✖, ✖, ●, ■, ▲

"The Rhino"
Toledo, OH

Need for Speed

Bonus Track – TSYBNS
Rally Tracks – Hold L1 + R1 when choosing a track.
Warrior Car – Hold L1 + R1 when choosing a car.

"Dynamite" Duke Sheridan
Sarasota, FL

Rollcage

Enter all of these codes at the Password screen.

Easy Tracks – EEFNIEBA
Hard Tracks – EEFPHMBC
Expert Tracks – HEMPCMDD
Mega Cheat – HHMPNEED

Tony "I Bent My Wookie" Shenap
Chicago, IL

Ehrgeiz

Play as Kouji Masuda – Use any male character to beat Arcade mode.
Play as Clair Andrews – Use any female character to beat Arcade mode.
Play as Vincent Valentine – Use Tifa to beat Arcade mode.
Play as Yuffie Kisaragi – Use Cloud to beat Arcade mode.
Play as Zax – Beat the arcade mode with all of the FF VII characters.
Play as Django – Beat the Arcade mode with eight non-FF VII characters.

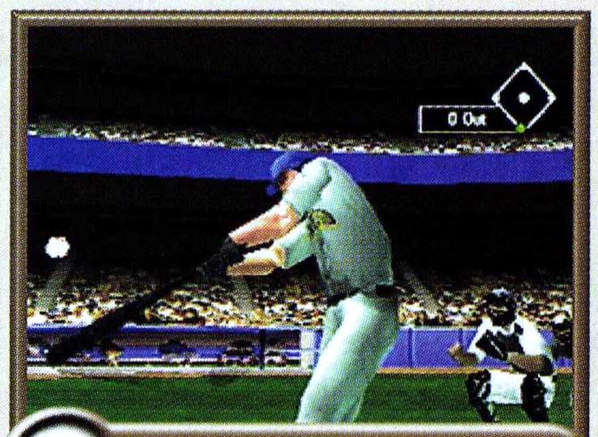
"The Kramer Gamer"
Whitefish, MT

Disruptor

To enter these codes, you'll first need to turn off real-time by pressing L1 at the in game map.

Full Health - ▲, ✖, ✖, ●, ✖, ▲, ■, ■
Full Ammo - ✖, ■, ▲, ▲, ✖, ●, ▲, ✖

Brandon Eid
Irving, TX



Triple Play 2000

Hit a Homer – Step into the batter's box, hold **L1**, **L2**, **R1** and **R2**, then press ▲, ■, ▲, ●, ✖, ■, **Left**, **Right**.
Automatic K – While on the pitcher's rubber, hold **L1**, **L2**, **R1**, and **R2**, then press **Up**, **Down**, ▲, ■, ▲, ●, ✖, ■. Note: You'll need to slide one past the competition (ball or strike) to rack up the K.

Enter all of these codes at any point during gameplay with **L1**, **L2**, **R1**, and **R2** held.

Camera Control – Right, Left, Up, Down, Right, Left.
Announcer Commentary – Up, ▲, Right, ●
Additional Batter Info – Left, ■, Up, ▲
Fun Trivia – Down, ✖, Right, ●
Weather Update – ✖, Down, ▲, Up

"Virtual Gap Boy 2000"
Phoenix, AZ

Bust-A-Move '99

Enter this code at the Title Screen. **Note:** A little green dragon will appear in the lower right hand corner of the screen when this code is entered correctly.

Extra Worlds – ●, Left, Right, ●

Louie O'Connor
Lancaster, IL

code of the month

Need for Speed: High Stakes

Enter all of these codes at the User Name menu accessed through the Options screen. Note: Enabling these codes will disable the Save Game option.

Unlock Phantom Car – flash
Unlock Titan Car – hotrod
Unlock Helicopter – whirly

Enter all of these codes at the Car Selection screen.

Slower CPU – Select Tournament or Special Events, then freely choose which track and car you would like. Now, move the cursor up to the Race icon (at the Car Selection Screen). Press **Start**, then quickly hold **Left** + ■ + ● before the loading screen appears. Release this combo when the environment appears.

Drunk Mode – Select any mode, any track, and any car. Press **Start** on the Race icon (at the Car Selection screen), then simultaneously press and hold **Up** + **R1** + **L2** before the loading screen appears. Hold this until the race commences.

Enable Dashboard – Select any mode, any track, and any car. Press **Start** on the Race icon (at the Car Selection screen), then immediately hold **Up** + ▲ + ✖ before the loading screen appears. Hold this combo until the race begins.

Turbo Mode – First enable the Dashboard code. Quit the game, then reenter the Dashboard code (**Up** + ▲ + ✖). Now, press your horn (**Up**) to give your car an extra boost.

Rob Halbur
Webville, COM

ENTER TO WIN!

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

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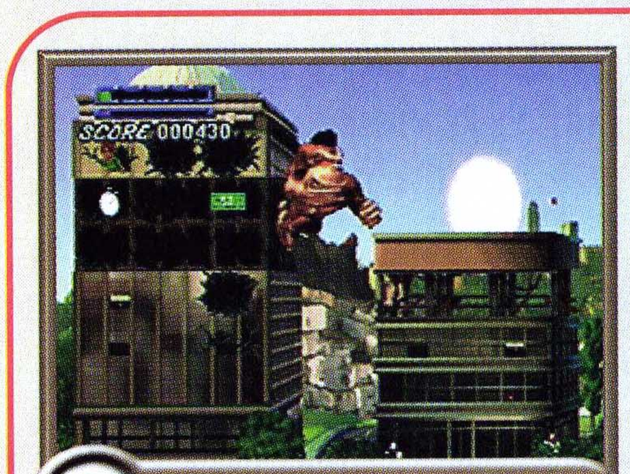

Rampage 2: Universal Tour

Play as George – SM14N
Play as Lizzie – S4VRS
Play as Ralph – LVPVS
Play as Myukus – N0T3T
Play as Myukus 2 – B1G4L

Jordan Booth
Los Angeles, CA

Need For Speed II

To unlock these extraordinary vehicles, enter these codes at the Password screen.

Semi – SEMIME
VW Bug – BUGME
Army Truck – ARMYME
Saab – BEETME
BMW 850 – BMRME
Mercedes Benz – BNZME
Bus – BUSME
Citreon – CITME
Crate – CRATME
Jeep – JEPME
Jeep 2 – YJME
Toyota Landcruiser – LCME
Limousine – LIMOME
Log – LOGME
Mazda – MAZME
Outhouse – OUTHME
Audi Quattro – QUATME
Semi Trailer Cab – SEMIME
Utility Truck – SNOWME
Trash Bin – STDAME
Trash Bin 2 – STDBME
Trash Bin 3 – STDCME
Tram – TRAMME
Tyrannosaurus Rex – TREXME
Van – VANME
Volvo Wagon – VOVME
Wagon – WAGOME

Jenny Vakner
New Bridge, ID

ONE

Enter these codes at the Password screen.

Unlock Level Select – HEVYFEET
Unlock All Weapons – MAXPOWER
Debug Mode – HEYBUDDY
Full Pause – THEPRESS

Shiny Happy Ugly Nerdman
Buffalo, NY

Army Men 3D

Enter both of these codes during gameplay from the Pause screen. Note: These codes need to be entered quickly.

All Weapons – ■, ●, R1, L1, then hold R1 and apply R2
Invincibility – ■, ●, L1, then hold L1 and apply L2

Dammon Martin
Starring Lake, PA

Need For Speed III: Hot Pursuit

Enter all of these codes at the Names screen.

Standard Cars and Tracks – SPOILT
More Camera Views – SEEALL
The Room – PLAYTM
Caverns – XCAV8
AutoCross – XCNTRY
SpaceRace – MNBEAM
Scorpio-7 – GLDFSH
Empire City – MCITYZ
Jaguar XJR-15 – 1JAGX
Mercedes Benz – AMGMRC
El Nino – ROCKET

Squall Vizoss
San Francisco, CA

Star Wars: Masters of Teras Kasi

Big Head Mode – Hold **Select** while choosing a character. Release **Select** when the match begins.
Clean Screen – Hold **L1**, **R2**, and **Select** while the match loads. Release this combo when the match begins.
Unlock Mara Jade – Highlight Team mode (set on the Jedi difficulty) and hold **L1**, **L2**, and **R1** when you enter this menu. The computer will automatically pre-select both teams, and the message "Battle for Mara Jade" will flash onto the screen. Win this battle and Mara is yours.
Super Deformed Characters – While the match is loading, hold **Select**, **Up**, and ✖. Release this combo when the match starts.
Tiny Mode – While the match is loading, hold **Select**, **Up**, ✖, and **R2**. Release this combo when the match begins.

"The Klunky Face Guy"
Ninnehaja, PA

Syphon Filter

The Syphon Filter codes were released at different times, and because of this, they landed into three separate issues. To make your life a heck of a lot easier, and to fix The Gonzo's mistakes, we're printing all of the codes into this issue.

Level Select – Pause the game and enter the Options menu. Highlight Select Mission, then press and hold **Left**, **L1**, **R1**, **Select**, ■, ✖ (in this order, one after the other).
All Weapons & Ammo – Pause the game and highlight the Weapons option. Now, press and hold **Right**, **L2**, **R2**, ●, ■, ✖ (in this order).
Weaker Enemies – Pause the game and highlight Map. Press and hold **Right**, **L2**, **R1**, and ✖ (in this order).
Super Ammo – Pause the game and highlight Silenced 9mm. Hold **Left**, **L1**, **R2**, **Select**, ■, and ✖ (in this order).
Expert Mode – At the Title screen, hold **Left**, **L1**, **R2**, **Select**, ■, ●, ✖ (in this order).
View FMV – Enter the area in Level 1 where Gabe crawls through a window to find an elevator. Go straight and hop over the boxes. Here you will run into several pictures on a wall. Approach the Flak Jacket. Now, pause the game, then press and hold **Right**, **L2**, **R1**, and ✖ (in this order). Walk into the movie theater to view the FMV cuts.

Ariel Ciprian
Bronx, NY

Fade To Black

Enter all of these codes at the Password screen.
Level 2 – ▲●✖●■✖
Level 3 – ✖●✖●▲✖
Level 4 – ✖■▲●●▲
Level 5 – ■■▲✖✖▲
Level 6 – ▲✖✖✖✖●
Level 7 – ●●▲✖▲✖
Level 8 – ■■✖▲■■
Level 9 – ▲✖✖▲●▲
Level 10 – ✖▲■●▲✖
Level 11 – ●■✖✖■✖
Level 12 – ■▲✖■●✖
Level 13 – ✖✖●▲●▲

Jeff Lee
Las Vegas, NV

Street Fighter Alpha 3

Play as Guile – Enter World Tour mode and build any character to level 30. Doing this will unlock a new U.S. local. Here Guile will challenge you. Beat him and he'll be added to the Character Select screen.

Play as Evil Ryu – Enter World Tour mode and build any character to level 31. Doing this will open a new location in Japan. Beat this stage and Evil Ryu will be added to the Character Select screen.

Play as Shin Akuma – Enter World Tour mode and build any character to level 32. Doing this will unlock a new Japan location. Beat this stage and Shin Akuma will be selectable. To access him from the Character Select screen, highlight Akuma, hold **L2**, then press any button.

Shin Balrog – After you beat World Tour mode, the ending should say something about Shin Balrog. To access him at the Character Select screen, highlight Balrog, hold **L2**, then press any button.

New Ism Modes – Simply play the game for three hours and new modes (Classical, etc.) will open up.

Survival Mode – Accessed by beating World Tour stages.

Team Battle – Likewise, accessed by beating World Tour stages.

Dramatic Battle – Unlocked by beating Arcade mode with the difficulty set to 8. Once opened, several other Dramatic Battle options can be unlocked by beating the stages in Dramatic Battle.

Final Battle – Likewise, opened after beating Arcade mode with the difficulty set to 8.

"The Rhino"
Toledo, OH

Irritating Stick

Note: This code was tested on the Japanese version of the game and may not work on the U.S. version.

Seven Lives – Highlight the 1P Play icon then press **Right** (x4). Move the cursor to Tournament and press **Right**. Now, move to Course Edit and press **Left** (x2). Move to Option and press **Left** (x6). Finally return to 1P Play and press ✖.

"Vinny, The Virtual Nuisance"
New York, NY

GameShark
VIDEO GAME ENHANCER

ATTENTION!
The codes below only work with InterAct's GameShark enhancer attachment.

Game Boy

Looney Tunes: Carrot Crazy

Enter this code at the Password screen.

Level Skip – Taz, Elmer, Daffy (during gameplay, pause, then press Select to skip to the next level).

"The VidMan"
Uptown, MN

Montezuma's Return

Infinite Lives – ELEPHANT
Walk Through Doors – SUNSHINE

"Power Man"
Poon, KY

Rugrats The Movie

Enter all of these codes at the Password screen.

Train Crash – BVBYFJND
Hospital – TQMMY_QK
Light Woods – RJDBCVRT
Dark Woods – VNGBLJCV
Reptar Ride – BJGSMVSH
Ancient Ruins – LJTBWQQD

Lynn Helgeson
Rochester, MN

Twouble

Enter all of these codes at the Password screen.

Granny's House – Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar – Taz, Sylvester, Tweety, Hector, Granny
In the Garden – Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets – Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop – Taz, Hector, Tweety, Sylvester, Granny

"GoD"
Webville, COM

TMNT: Fall of the Foot Clan

Restore Life – Pause the game and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**. Note: This code can only be used once during gameplay.

Bonus Games – At the Level Selection screen, simultaneously press **A** + **B** + **Select**.

Sandra Todd
Detroit, MI

Operation C

Enter this code at the Title Screen.

Ten Lives – **Up** (x4), **Down** (x4), **Left** (x4), **Start**

Daniel Easely
Tucan, CA

Beetle Adventure Racing

Low Timer –
81025dd4 3f40

All Cars –
8002cff7 000b

All Tracks –
8002cff3 0006

Lode Runner 3-D

Infinite Lives –
8015299f 0063

All Nav Pieces –
8015298b 0005

High Gold –
80152aff 0032
8015293b 0032

NBA In The Zone '99

Away Team Scores 0 –
8129195c 0000

Away Team Scores 150 pts –
8129195c 0096

Home Team Scores 0 pts –
81290378 0000

Home Team Scores 150 pts –
81290378 0096

Infinite Time Outs Home –
80290374 0007

No Time Outs Home –
80290374 0000

Legend of Legaia

100 AP for Vahn –
80084816 0064

Vahn at Level 99 –
80084838 0063

100 AP for Noa –
80084c24 0064

Noa at Level 99 –
80084c4c 0063

100 AP for Gala –
8008503e 0064

Gala at Level 99 –
80085060 0063

100 AP for Gala –
8008503e 0064

Game Time 0:00:00 –
80084570 0000

Need For Speed: High Stakes

Infinite Cash –
80115da6 3b00

99 Points –
80115eb4 0063

All Gold Medals –
30115f81 0001
80115f82 0101
80115f84 0101
80115f86 0101
80115f88 0101
80115f8a 0101
80115f8c 0101
80115f8e 0101

Infinite Pursuit Time –
8005e1ee 2400

T.R.A.G.

Infinite Health –
8011ade 000fa

AP Ammo –
800981a8 03e7

HP Ammo –
800981aa 03e7

Pokémon

Note: Leave the GameShark power switch off until you start your game. Also, turn the Shark off when you save the game.

Infinite Health –
01282dc1

Infinite 1st Item –
01631fd3

Infinite 2nd Item –
016321d3

Infinite 3rd Item –
016323d3

Infinite 4th Item –
016325d3

Infinite 1st Spell –
01282dd0

Infinite 2nd Spell –
01282ed0

Infinite 3rd Spell –
01282fd0

Infinite 4th Spell –
012830d0

games index

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Dark Rift N64
Disruptor ..... PS
Ehrgeiz ..... PS
Fade To Black ..... PS
Gex: Deep Cover Gecko ..... PS
Hexen 64 ..... N64
Irritating Stick ..... PS
Legend of Legaia ..... PS
Lode Runner 3-D N64
Looney Tunes: Carrot Crazy ..... GB
Micro Machines 64 Turbo N64
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NBA Jam 99 ..... N64
NBA In The Zone '99 ..... N64
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TMNT: Fall of the Foot Clan ..... GB
T.R.A.G. ..... PS
Triple Play 2000 ..... N64, PS
Twouble ..... GB
Wipeout 64 ..... N64

STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between $.95 and $1.25 per minute.

Acclaim
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Electronic Arts
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GT Interactive
900-225-5248
Konami
900-896-4468
LucasArts
900-740-5334
Midway
903-874-5092
Nintendo
900-288-0707 (Game Counseling)
425-885-7529 (Automated)
Sony
900-933-7669
THQ
900-370-4468

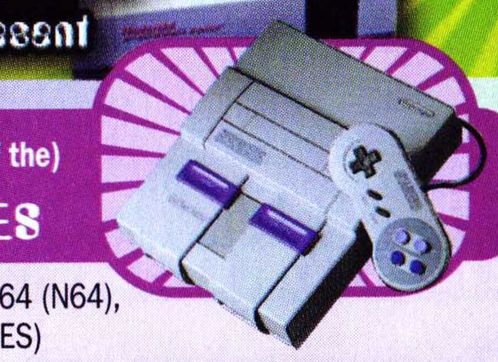
Classic GI

gaming from the past to the present

Mystical Ninja, (The Legend of the)

SNES

Availability: Common
Replay Value: Moderately High
Similar Games: Spike McFang (SNES), Goemon 64 (N64), Goemon's Adventure (N64), Secret of Mana (SNES)
Access Tip: See Classic Codes Section
Overall: 9

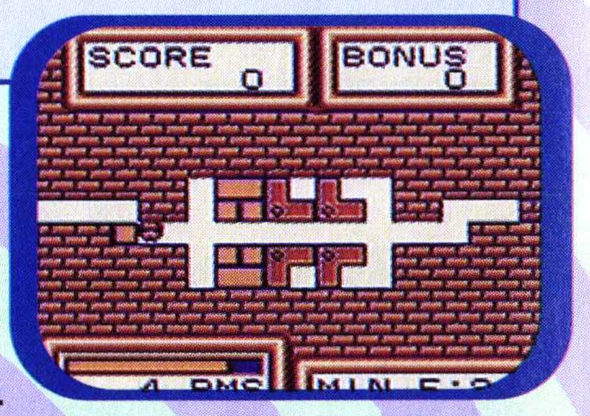


Goemon wasn't introduced to U.S. players until Konami released Mystical Ninja 64 last year. Prior to that, players knew Goemon as Kid Ying, the star of The Legend of the Mystical Ninja. This Konami-developed game is part shooter, part platformer, and part adventure. Mystical Ninja also mixes in some minigames that not only add gold to your coffers, but can be extremely addictive. Hitting the SNES in 1992, Mystical Ninja was something of an underground hit because it didn't really fall into the typical ninja hack-and-slash. Mystical Ninja is, in many ways, a thinking man's game. You have to remember correct paths to various locations, buy items, and learn the correct ways to defeat a slew of bosses. If that isn't enough, Mystical Ninja is a fantastic two-player game. With sidekick Dr. Yang (Ying and Yang, get it?), Mystical Ninja offers some of the most entertaining tandem action found on the SNES. Konami's new N64 game, Goemon's Adventure, closely mimics many concepts of this title. A true testament to how well this SNES classic has stood the test of time.

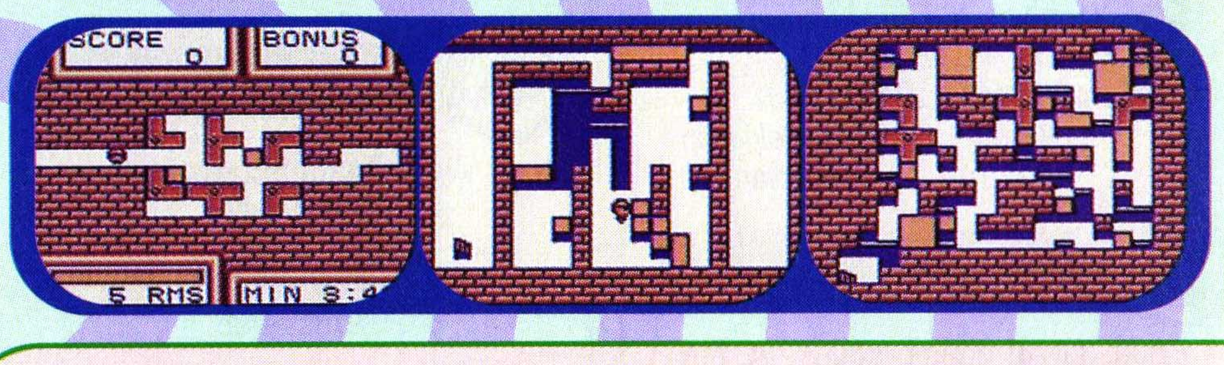
Kwirk

Game Boy

Availability: Uncommon
Replay Value: Moderately High
Similar Games: Boxxle (GB), Adventures of Lolo (NES)
Access Tip: There aren't many tips that you can give for a puzzle game other than – be patient.
Overall: 9



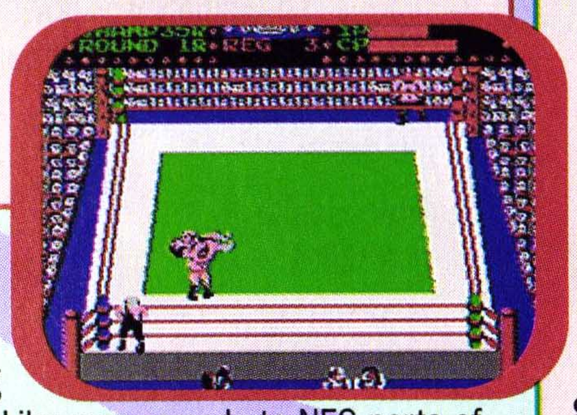
As the name suggests, this Game Boy title is somewhat peculiar, but that is why it is one of Game Informer's Top 25 Game Boy carts. Originally developed by Atlus for the Japanese market, Acclaim brought this puzzle game to U.S. players in 1989. Essentially, the goal of Kwirk is to escape from a room that is filled with moveable doors and blocks. There are two game modes - Going Up or Heading Out. Going Up is simply a test to see how many rooms you can successfully escape from, and Heading Out is a timed event to test how long it takes you to escape from a set number of rooms. Like most puzzle games, there are various skill levels that culminate in some arduous chambers that can take many hours (even days) to solve. Luckily, there is a level select that lets you continue your progression. If you like puzzle games, Kwirk is hard to beat.



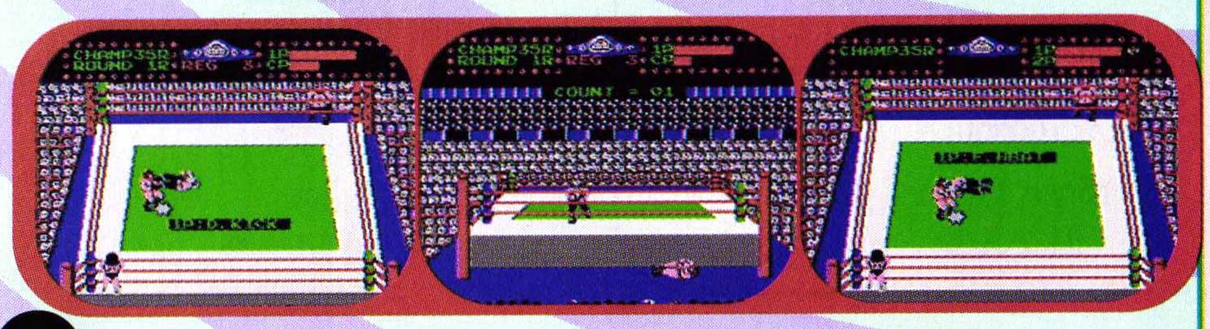
Tag Team Wrestling

NES

Availability: Common
Replay Value: Moderate
Similar Games: Muscle (NES), Wrestlemania (NES), WCW (NES)
Access Tip: This isn't a button masher, so be precise with the buttons to execute the better moves.
Overall: 7.75



Wrestling video games have come a long way since this gem surfaced on the NES. Based on the arcade classic of the same name, Tag Team Wrestling was created by Data East. Like many arcade to NES ports of the day, Tag Team wasn't exactly a masterpiece of graphic quality when it was released in 1986. The NES version also lacked some of the moves that made the arcade game so popular. Nonetheless, Tag Team has some features which set a precedent for many wrestling games to follow. Players can acquire a weapon, execute submission holds, and take the fight to the ring apron. Tag Team's move selection is a little odd in that after you begin a grapple, you have to quickly tap the button to scroll through a text-based move selection. It is confusing if you are just used to button mashing. Ultimately, Tag Team doesn't seem to have stood the test of time, but it does hold the distinction of being the first wrestling game for the NES.



classic codes

Contra – NES
30 Lives (The Classic Konami Code) – Before the Title screen fully appears, hit **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **B**, **A**, **Start**. Note: This code has to be done very quickly. Also, by adding Select right before Start, you will execute the code for a two-player game.

Skate or Die 2 – NES
Level Select – While playing in Adventure mode, press **Start**, **A**, **Select**, **B** on Controller Two, then press **Up**, **Left**, or **Right** to choose a level.

The Legend of the Mystical Ninja – SNES
Unlimited Burgers – Enter this at the Password screen and remember not to buy any hamburgers. **v x Z + + I h : @ Y n n 3 + ! $ T + K K h G : ! < + ! + X @ r**

Toy Story – SNES
Invincibility – In level one, walk over to the dresser with the army barrel on top and jump into the first open drawer. From this point, press and hold **Down**. Once your star starts flashing and spinning, you'll be invincible for the rest of the game. Why can't all codes be this easy?

Turn & Burn: No Fly Zone – SNES
Passwords
Level 2: **NQBJKLFF**
Level 3: **GSZWBFPT**
Level 4: **RRHCZJVM**
Level 5: **BPYXDLNF**
Level 6: **LFMGWTKQ**
Level 7: **PDTBCZNJ**
Level 8: **DKUWGSQK**
Level 9: **GKQZBLCT**
Level 10: **DCMHRPFJ**
Level 11: **WZGNJYZX**
Level 12: **JDZFMLFV**
Level 13: **SPBCTRRG**
Level 14: **SPWVJKDH**
Level 15: **LPKQBPFZ**
Level 16: **TDLJGSHX**

WarioLand: Super Mario Land 3 – Game Boy
Max Everything – Pause and hit the Select button 16 times. If the last digit of your lives has a blinking box around it, press and hold the **A** and **B** buttons. Press **Left** and **Up**, and you can change every number of your stats to 9 (or 6, or 7, or whatever).

Ecco the Dolphin – Game Gear
Level Passwords
Medusa Bay: **QMBRB**
Under Caves: **WRRKC**
Ridge Water: **SRRGD**
Open Ocean: **CKRKE**
Cold Water: **OONYF**
Open Ocean: **GCJAG**
Deep Water: **YAHWV**
The City of Forever: **CWVEI**
Origin Beach: **IOJKJ**
Dark Water: **KOFQK**
Dark Water: **KWFAL**
The City of Forever: **IIMWO**
The Tube: **QKOOO**
The Machine: **YAPOW**
The Vortex: **SSKOQ**

This is your game.

This is your game on the blink.

ANY QUESTIONS?

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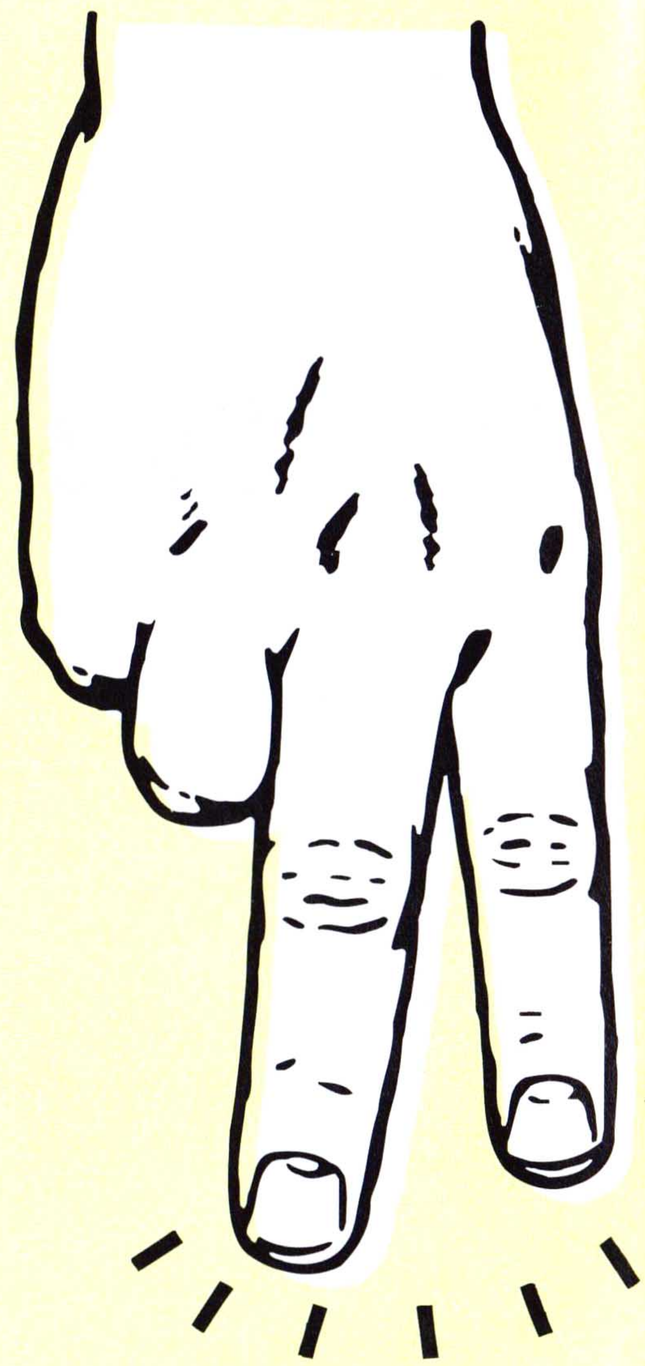
fig. 1

Fastball

fig. 2



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Curve

fig. 3

Griffey

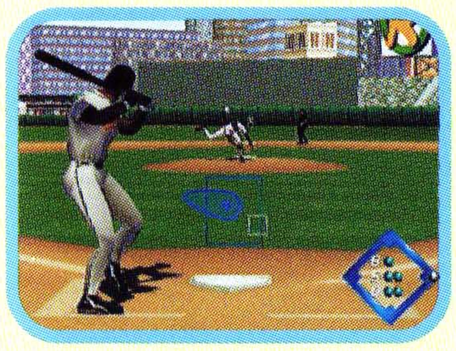

fig. a) WHAM!

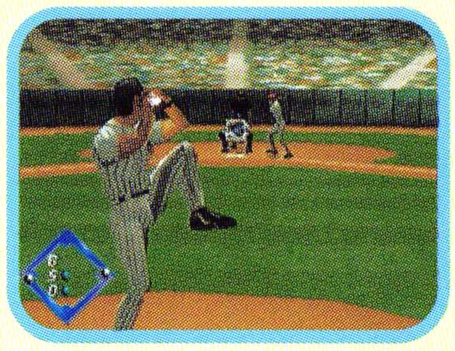

fig. b) CRACK!

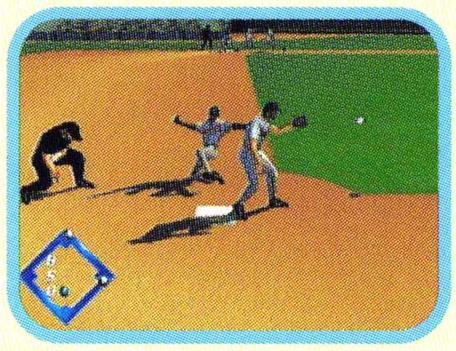

fig. c) SLIDE!

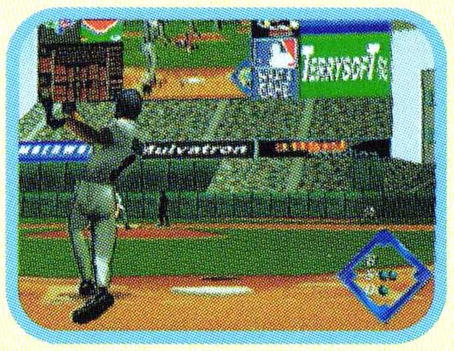

fig. d) SLAM!

SPORTS™

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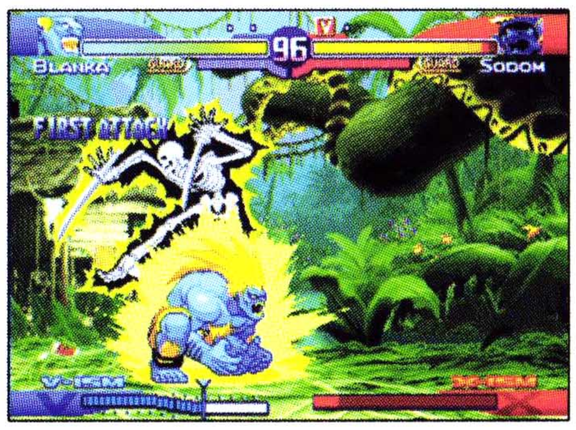

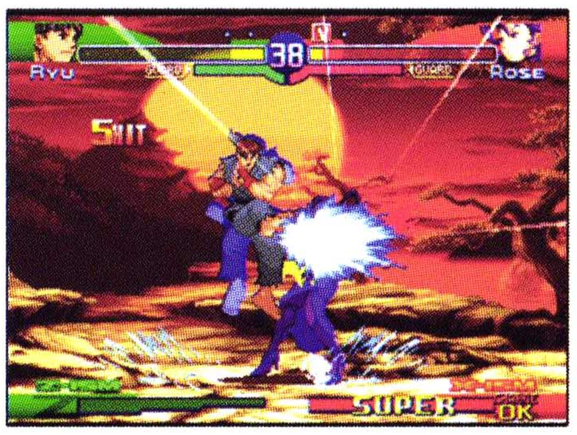

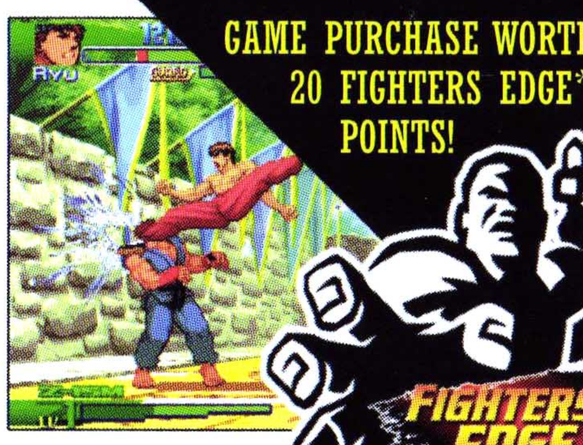

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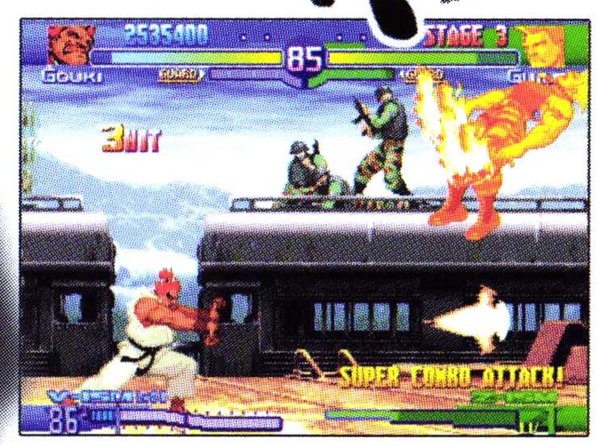

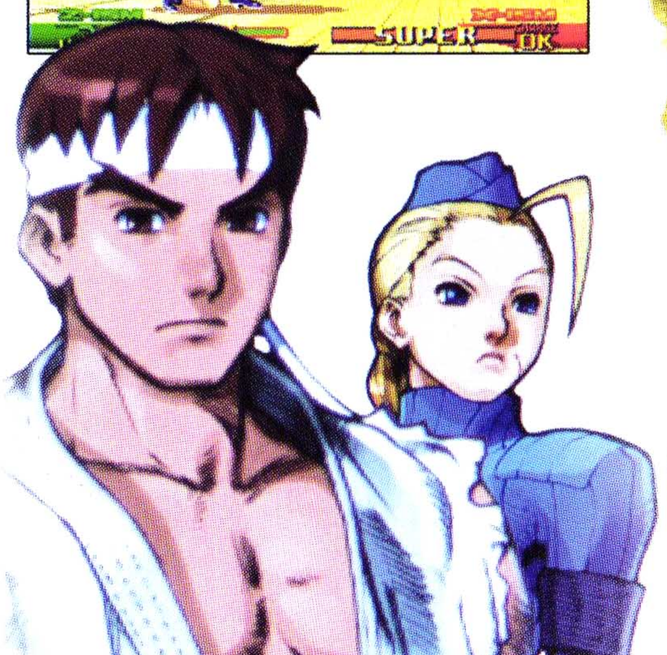

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reviews archive

JUNE 1999

BL = Bottom Line

2 LIVE REVIEWS

PLAYSTATION

TITLE	BL	DATE
A Bug's Life	7.5	Jan-99
Ace Combat II	8.5	Sep-97
Activision Classics	5	Oct-98
Adidas Power Soccer '98	2	Sep-98
"Adventures of Lomax, The"	7	Jan-97
Akuji the Heartless	6.75	Mar-99
All-Star Baseball '97 w/ Frank Thomas	5.5	Jul-97
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Assault Rigs	8	Feb-99
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Atari Collection Vol. 2	7.5	Jun-98
Auto Destruct	7	Feb-98
Azure Dreams	8	Jul-98
BackStreet Billards	7.5	Dec-98
Ball Blazer Champions	6.25	Jun-97
Batman and Robin	5	Jun-98
Battle Arena Toshinden 3	7	Jun-97
Battle Arena Toshinden 3 (Japan Import)	6.75	Mar-97
BattleSport	3	Sep-97
Battlestations	6.75	Apr-97
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Brahma Force	7.5	May-97
Brave Fencer Mushashi	7.75	Dec-98
Bravo Air Race	5	Sep-97
Breath of Fire III	8	May-98
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Multi-Racing Champ.	8.25	Sep-97
Mystical Ninja Starring Goemon	8	Mar-98
Nagano Olympics 98	5.5	Mar-98
NASCAR 99	7.25	Oct-98
NBA Hangtime	8.25	Feb-97
NBA In The Zone '98	4.75	Apr-98
NBA Jam 99	7	Feb-99
NBA Live 99	7.25	Dec-98
NFL Blitz	9	Oct-98
NFL QB Club '98	5	Dec-97
NFL QB Club 99	8.25	Dec-98
NHL 99	8.25	Nov-98
NHL Blades of Steel '99	6	Apr-99
NHL Breakaway '98	8.25	Mar-98
NHL Breakaway 99	6	Feb-99
Nightmare Creatures	8	Jan-99
Off Road Challange	5	Sep-98
Olympic Hockey 98	4	Feb-98
Penny Racers	5.75	Feb-99
PilotWings 64	9.5	Aug-96
Quake 64	7.5	Mar-98
Quest 64	6.5	Jul-98
Rampage 2: Universal Tour	5	Apr-99
Robotron 64	5.5	Feb-98
Rush 2: Extreme Racing USA	8.75	Dec-98
San Francisco Rush Extreme Racing	8.75	Nov-97
SCARS	7.75	Dec-98
Snowboard Kids	6.75	Apr-98
Snowboard Kids 2	6.25	May-99
South Park	7	Jan-99
Space Station: Silicon Valley	6.5	Dec-98
Star Wars: Rogue Squadron	8.75	Feb-99
Star Wars: Shadows of the Empire	9.25	Jan-97
Starfox 64	9	Jun-97
Super Mario 64	9.75	Aug-96
Super Smash Brothers	8.5	Apr-99
Tetrisphere	7.5	Sep-97
Top Gear Overdrive	7.25	Jan-99
Top Gear Rally	8	Dec-97
Triple Play 2000	5.75	Apr-99
Turok 2: Seeds of Evil	9	Jan-99
Turok: Dinosaur Hunter	9.5	Mar-97
Twisted Edge	3.25	Nov-98
Vigilante 8	8.5	Apr-99
Virtual Chess	3	Oct-98
VR Pool 64	7.75	Dec-98
Waialae Country Club	3.5	Sep-98
War Gods	6.75	Jul-97
WaveRace 64	9	Nov-96
WCW/NWO Revenge	8.75	Nov-98
WCW/NWO World Tour	8.5	Dec-97
Wetrix	8.25	Jul-98
Wheel Of Fortune	8	Feb-98
WipeOut 64	7.5	Dec-98
World Cup 98	8	Jun-98
WCW Nitro	4.28	May-99
WWF War Zone	8.75	Oct-98
Yoshi's Story	8.5	Feb-98
Zelda: Ocarina Of Time	9.75	Dec-98

GAME BOY

TITLE	BL	DATE
A Bug's Life	5.75	Dec-98
All-Star Baseball '99	7	Oct-98
Animaniacs	7.25	Jul-95
Asteroids/Missile Command	7.25	Aug-95
Battle Arena Toshinden	8	Jan-97
Carrot Crazy	3.5	Apr-99
Centipede/Millipede	7.75	Aug-95
Daffy Duck: The Marvin Missions	6	Jan-95
Donkey Kong	8	Sep-94
Donkey Kong Land	7.5	Jul-95
Donkey Kong Land 2	8.5	Dec-96
Dr. Franken II	6	Apr-98
FIFA Soccer 1997	7.5	Nov-96
FIFA Soccer 97	7.5	Nov-96
Frank Thomas Big Hurt Baseball	6.5	Feb-96
Galaga/Galaxian	6.75	Aug-95
Game & Watch Gallery	5.5	Jul-97
GB Camera	7	Sep-98
Gex: Enter the Gecko	8	Mar-99
GriffeyJr. Pres. MLB	8.75	Dec-97
Harvest Moon	7.5	Oct-98
Hexcite	8.5	Jan-99
James Bond 007	8.5	Apr-98
Jimmy Connors Tennis	6.75	May-94
Joust/Defender	6	Dec-95
Killer Instinct	7.25	Jan-96
Kirby's Block Ball	8.25	Jul-96
Kirby's Dreamland 2	8	Jun-95
Legend of the River King	7	Aug-98
Logical	5	May-99
Madden NFL 97	7.25	Nov-96
Mario's Picross	7.25	Jun-95
Mega Man V	6	Nov-94
Men In Black: The Series	4.75	Mar-99
Mortal Kombat 4	5	Apr-99
Mulan	4.75	Dec-98
NBA Jam 99	7.5	May-99
NFL Blitz	6	Apr-99
NHL '95	7	Jul-95
NHL Blades of Steel '99	7.5	Apr-99
Oddworld Adventures	7	Feb-99
"Original Blues Brothers Game, The"	5	Nov-94
PGA European Tour	7.25	Jul-95
Pitfall: Beyond the Jungle	6.5	Mar-99
Pokémon	9	Oct-98
Primal Rage	7	Aug-95
Quest for Camelot	5	Mar-99
Rampage: World Tour	6.5	Apr-99
Rugrats Movie	2.5	Feb-99
Skate of Die 2: Tour de Thrash	9	Aug-97
Small Soldiers	7.75	Dec-98
Smurf's Nightmare	6.5	Jan-99
SI for Kids: The Ultimate Triple Dare	7	May-94
Super Black Bass	8	Jan-99
Super Breakout/Battlezone	8.25	Oct-96
Tamagotchi	7	Apr-98
Taz-Mania	7	Sep-94
Tetris Attack	8.5	Oct-96
Tetris Blast	8.75	Mar-96
Tetris DX	8.5	Dec-98
The Fidgetts	7.5	Apr-98
The Legend of Zelda: Link's Awakening	9.25	Mar-99
Top Gear Pocket	6	May-99
Twouble	6.5	Apr-99
Vegas Stakes	8.25	Oct-97
Wacky Sports Challenge	6.25	Jan-95
Wario Land II	8.75	Apr-98
World Cup 98	3	Oct-98
World Heroes 2 Jet	7.75	May-95

new releases

All dates subject to change. Call your local retailer for more details.

Release Date	Title	Publisher/ Distributor	System
MAY			
5/10/99	Monopoly	Hasbro/Majesco	GBC
5/10/99	Super Mario Bros. DX	Nintendo	GBC
5/10/99	Griffey's Slugfest	Nintendo	N64
5/10/99	Evil Zone	Titus	PS-X
5/11/99	Paperboy	Midway	GBC
5/11/99	Superman 64	Titus	N64
5/12/99	Black Bass With Blue Marlin	HOT-B	PS-X
5/15/99	Yars' Revenge	Vatical	GBC
5/15/99	Wild Gun	Tommo	GBC
5/15/99	All Star Tennis 99	Ubi Soft	N64
5/15/99	Monaco Grand Prix	Ubi Soft	N64
5/15/99	All Star Tennis 99	Ubi Soft	PS-X
5/15/99	Cabella's Big Game Photo Shoot	Vatical	PS-X
5/15/99	Castrol-Honda Superbike Racing	Electronic Arts	PS-X
5/15/99	Ehrgeiz	SquareSoft	PS-X
5/15/99	LeMans	Infogrames	PS-X
5/15/99	Loony Tunes Lost in Time	Infogrames	PS-X
5/15/99	Monaco Grand Prix	Ubi Soft	PS-X
5/15/99	Vermin	Eidos	PS-X
5/17/99	Barbie Ocean Discovery	Mattel	GBC
5/17/99	Star Wars Episode 1: Racer	Nintendo	N64
5/18/99	Star Wars: The Phantom Menace	LucasArts	PS-X
5/24/99	Griffey's Slugfest	Nintendo	GBC
5/24/99	Legacy of Kain 2: Soul Reaver	Eidos	PS-X
5/25/99	Bust-A-Move 4	Acclaim	GBC
5/25/99	San Francisco Rush	Midway	GBC
5/25/99	Fighting Force	Crave	N64
5/28/99	WWF Attitude	Acclaim	PS-X
JUNE			
6/1/99	Shadowgate 64	Vatical	N64
6/7/99	Conkers Pocket Tales	Nintendo	GBC
6/10/99	Tetris	Hasbro	PS-X
6/15/99	Asteroids	Activision	GBC
6/15/99	Babe	Crave	GBC
6/15/99	Dracula Returns	Tommo	GBC
6/15/99	Godzilla	Crave	GBC
6/15/99	Golf w/rumble	Tommo	GBC
6/15/99	Harvest Moon	Crave	GBC
6/15/99	Legend of the River King	Crave	GBC
6/15/99	Legend of the Sea King	Crave	GBC
6/15/99	LeMans Racing	Sony	GBC
6/15/99	Micro Machines 1&2	THQ	GBC
6/15/99	Puchi Carat	Tommo	GBC
6/15/99	Tarzan	Activision	GBC
6/15/99	Vigilante 8 w/rumble	Vatical	GBC
6/15/99	Yoda Stories	THQ	GBC
6/15/99	A Bug's Life	Activision	N64
6/15/99	Gex 3: Deep Cover Gecko	Eidos	N64
6/15/99	GT Rally	Midway	N64
6/15/99	Harvest Moon 64	Crave	N64
6/15/99	Hybrid Heaven	Konami	N64
6/15/99	Looney Tunes:Space Race	Infogrames	N64
6/15/99	Quake 2	Activision	N64
6/15/99	Rugrats Scavenger Hunt	THQ	N64
6/15/99	Tonic Trouble	Ubi Soft	N64
6/15/99	World Driver Champion	Midway	N64
6/15/99	Air Race 2	THQ	PS-X
6/15/99	Bugs Bunny Lost in Time	Infogrames	PS-X
6/15/99	Centipede	Hasbro	PS-X
6/15/99	G Police 2	Psygnosis	PS-X
6/15/99	Iron Soldier 3	Vatical	PS-X
6/15/99	Knights of Carnage	THQ	PS-X
6/15/99	Quake 2	Activision	PS-X
6/15/99	Toonstein	Vatical	PS-X
6/15/99	Ultimate 8 Ball	THQ	PS-X
6/15/99	Xena Warrior Princess	989 Studios	PS-X
6/22/99	Duke Nukem	GT Interactive	GBC
6/28/99	Pokémon Pinball	Nintendo	GBC
6/28/99	R-Type DX	Nintendo	GBC
6/28/99	Command & Conquer	Nintendo	N64
6/28/99	Pokémon Snap	Nintendo	N64
6/28/99	Driver	GT Interactive	PS-X
6/30/99	Zebco Fishing w/rumble	Vatical	GBC
JULY			
7/15/99	Motocross Maniacs 2	Konami	GBC
7/15/99	Spawn	Konami	GBC
7/15/99	4x4 Mud Monsters	Take 2	N64
7/15/99	Duke Nukem Zero Hour	GT Interactive	N64
7/15/99	In-Fisherman Bass Hunter 64	Take 2	N64
7/15/99	Jade Cocoon	Crave	PS-X
7/15/99	Return of Ninja	Tommo	PS-X