



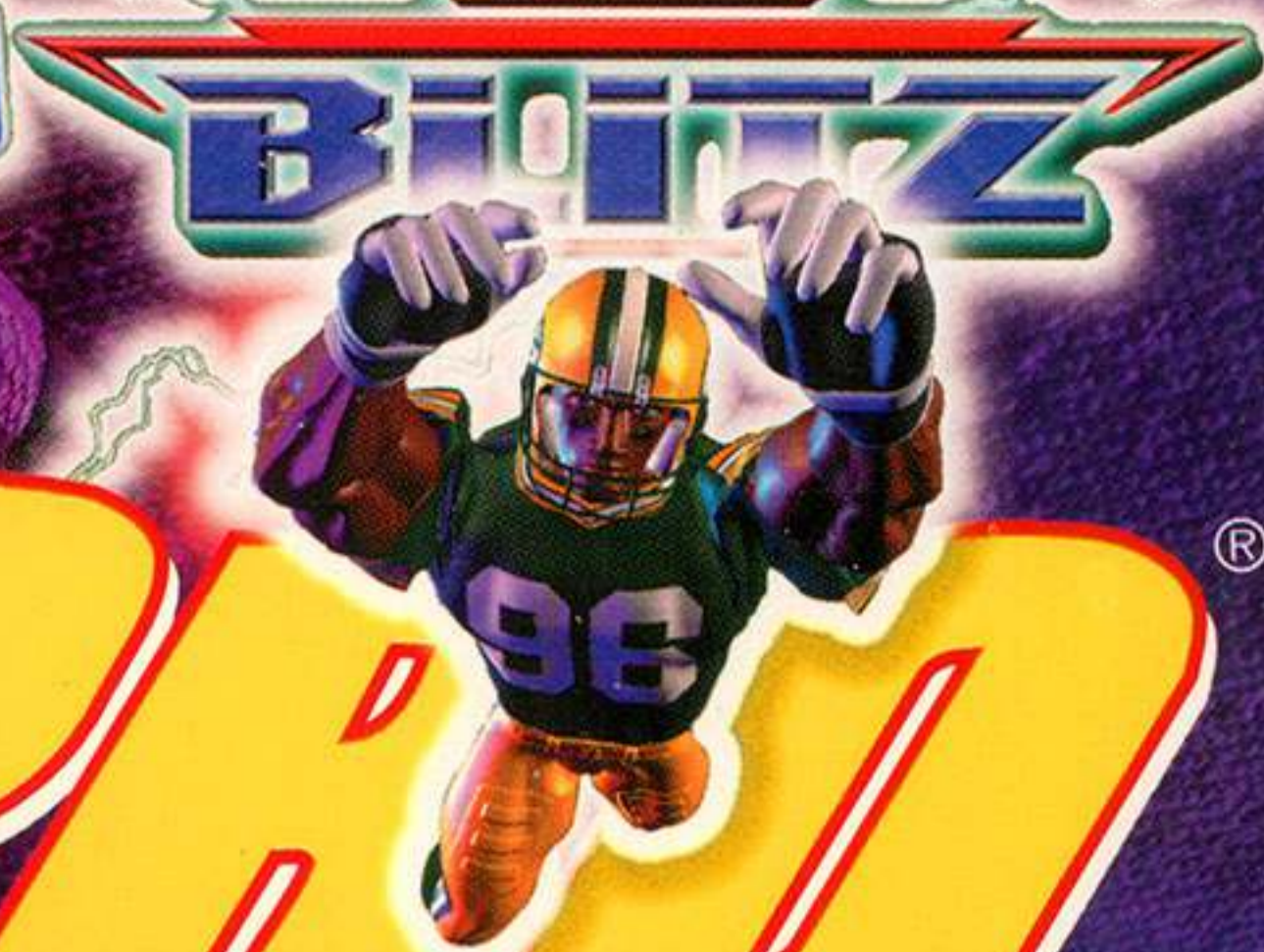
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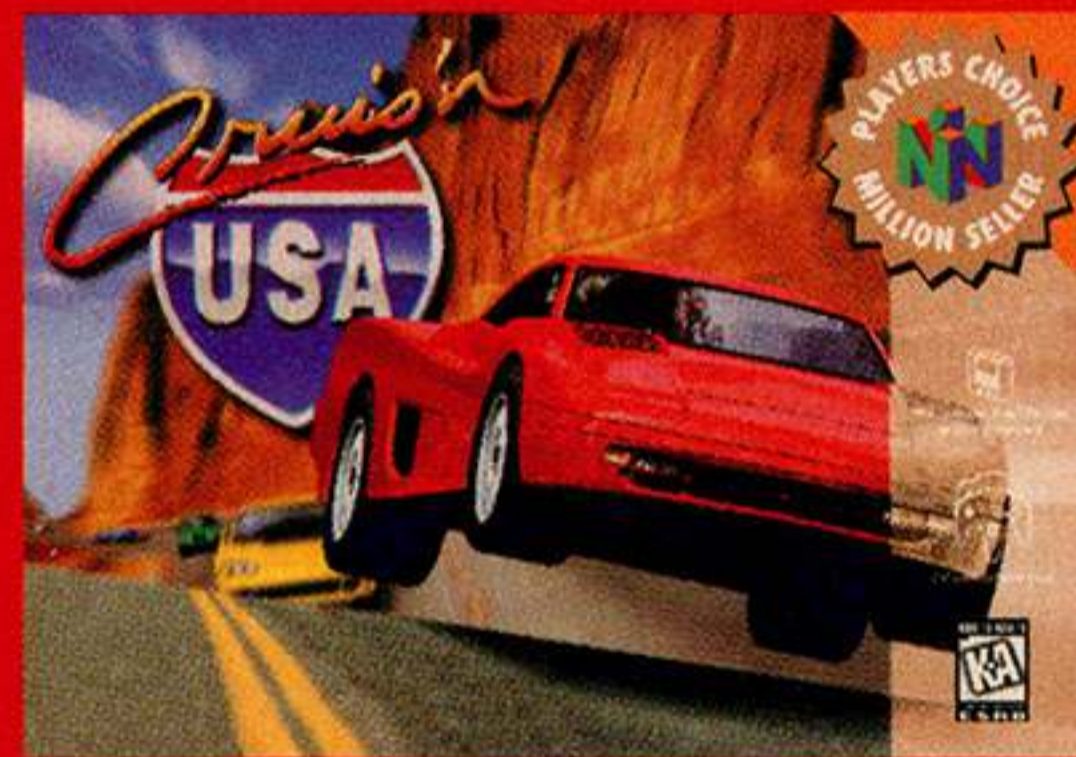
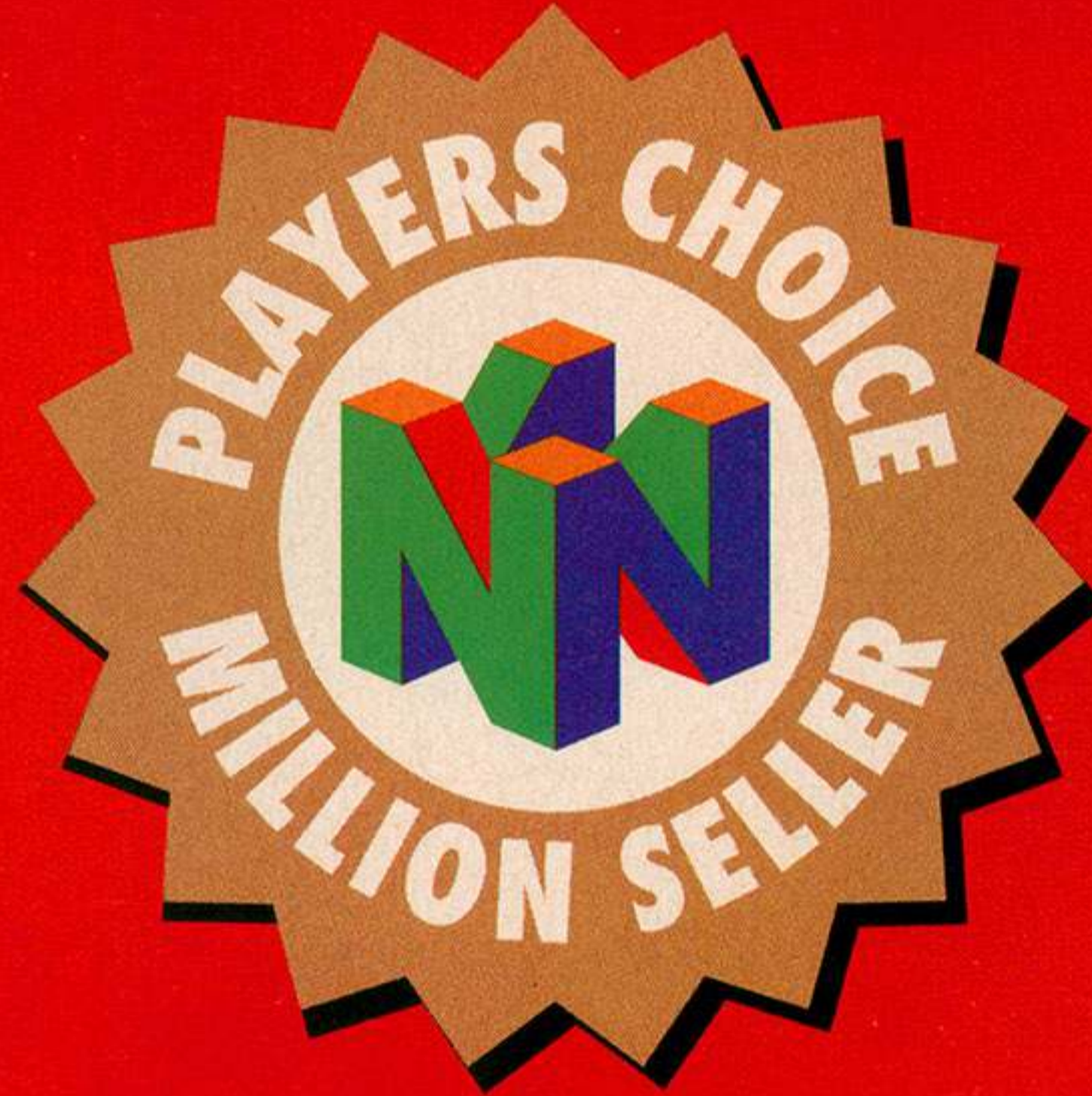
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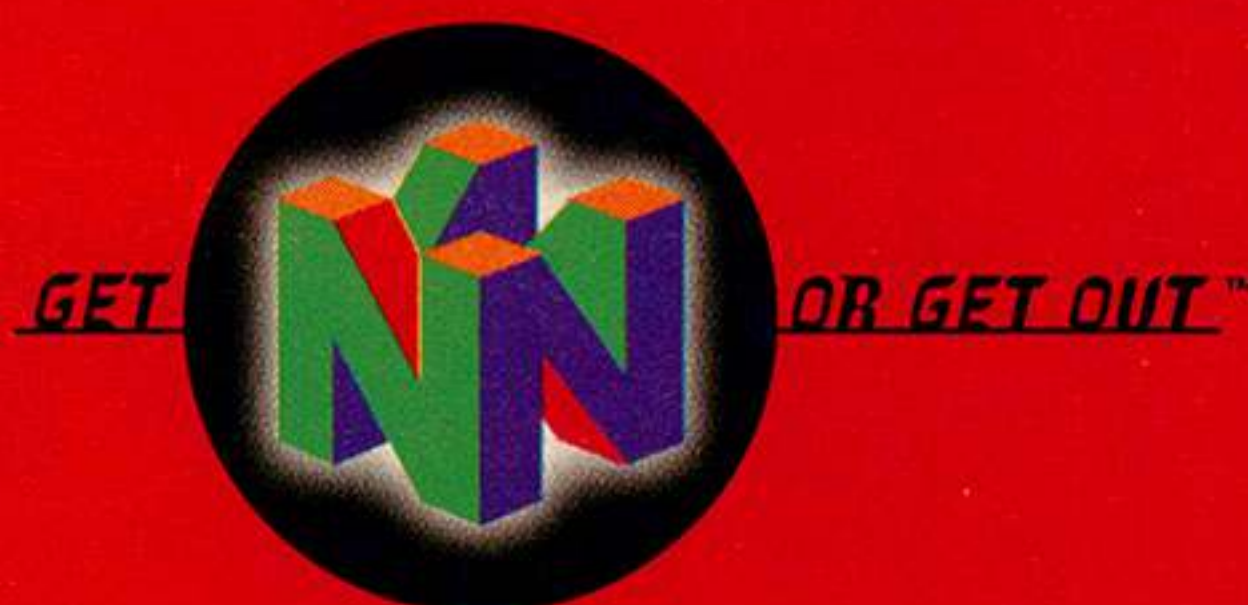
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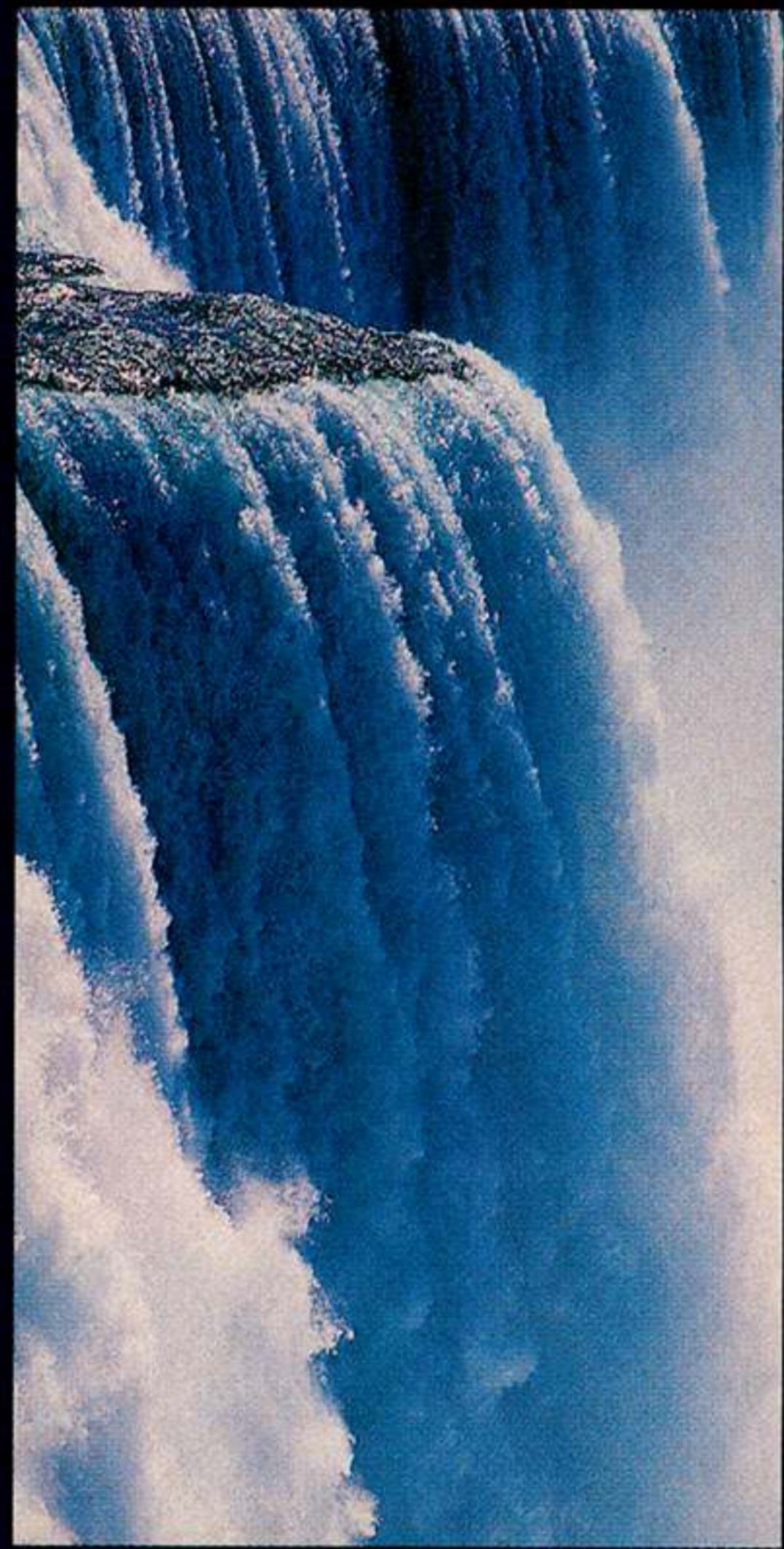


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JetMoto2

C h o o s e y o u r



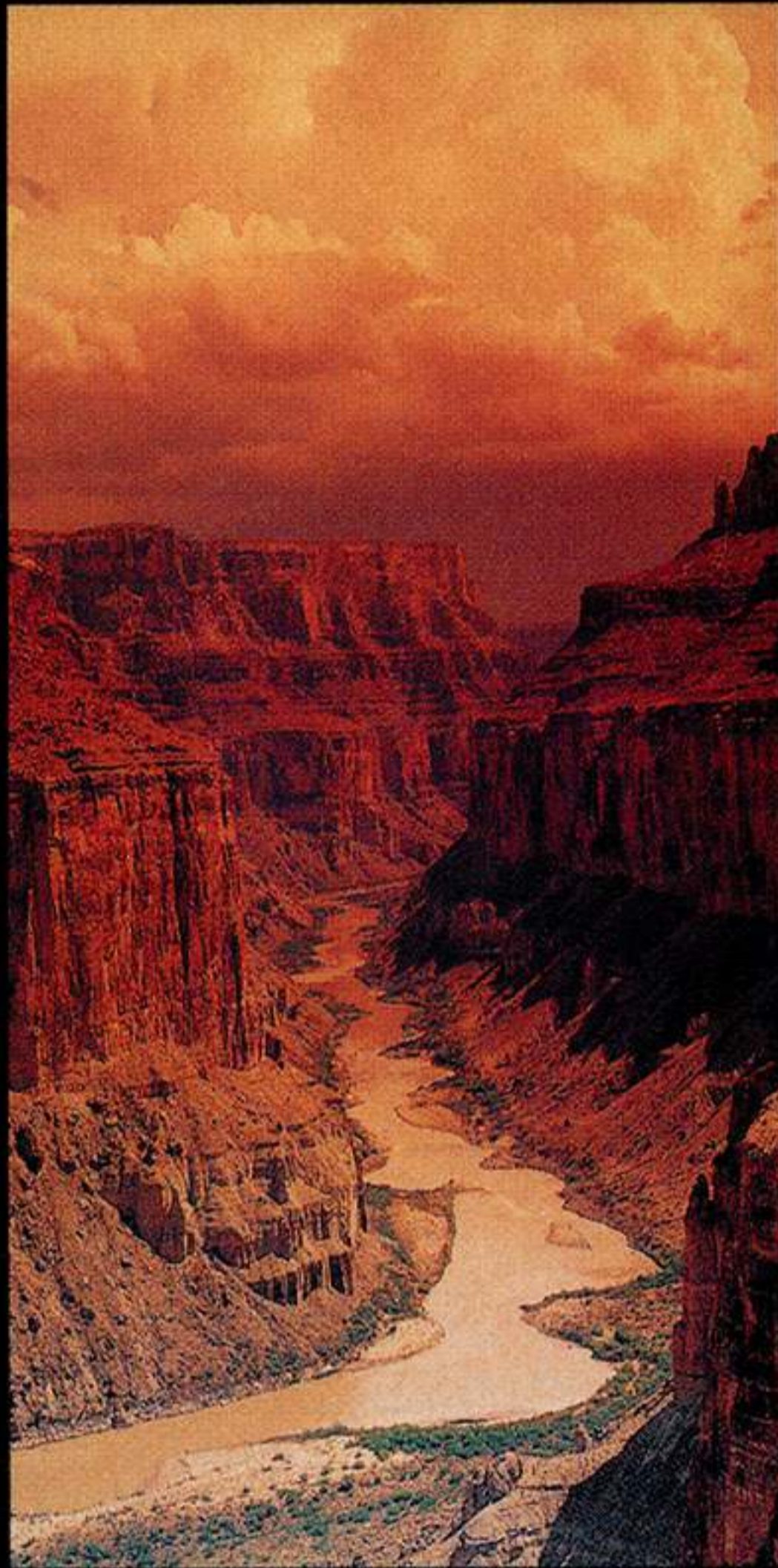
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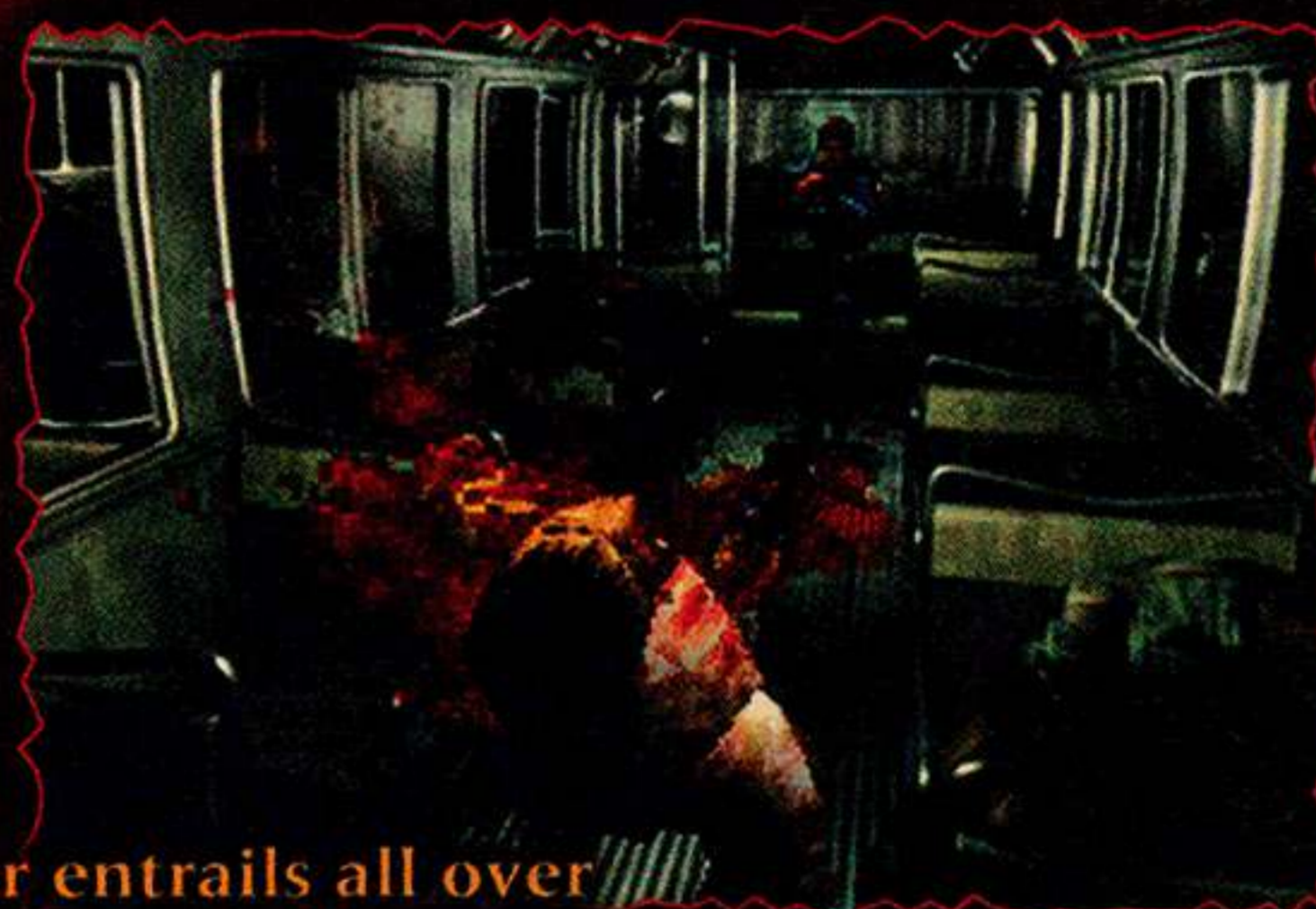
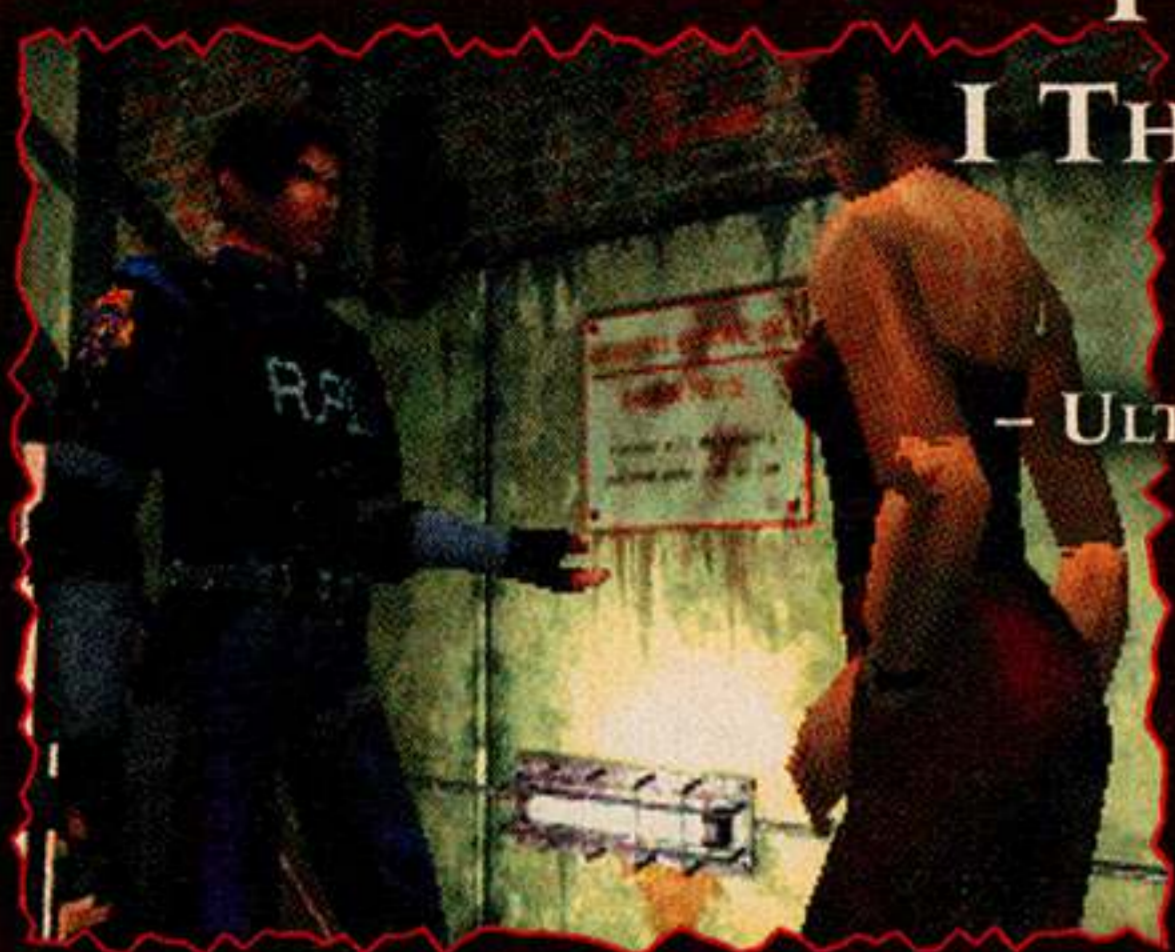
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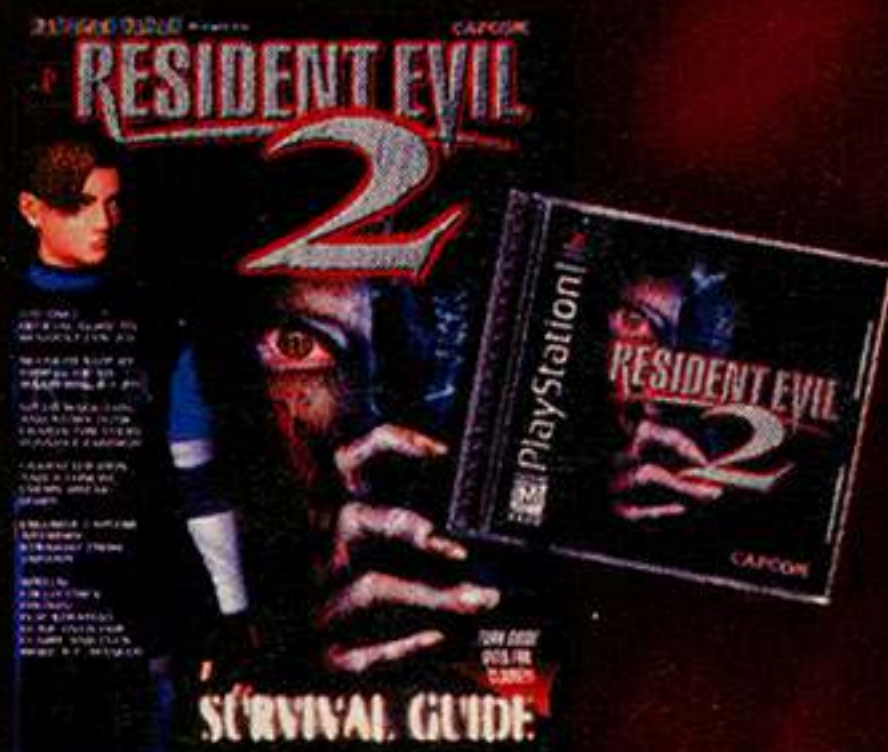
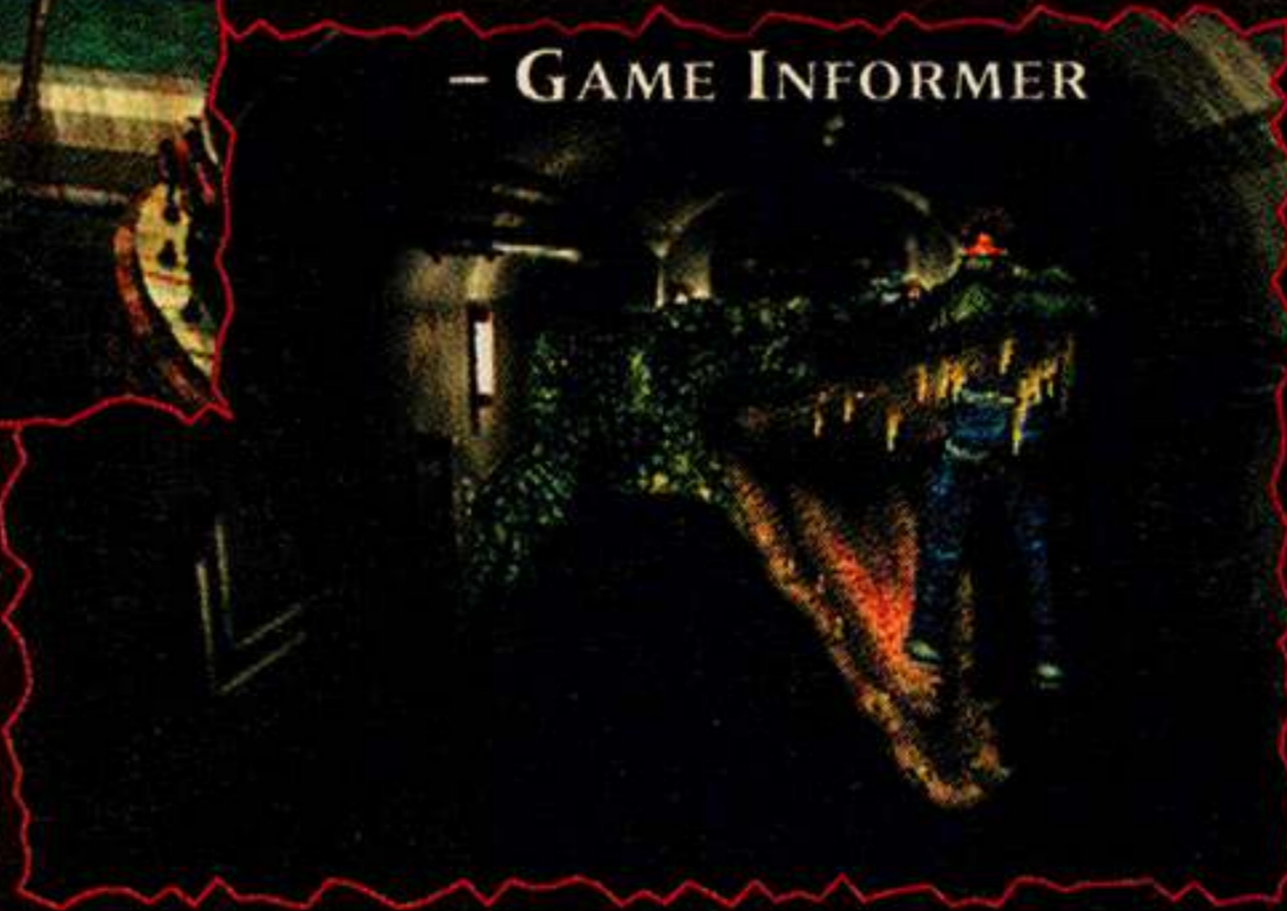
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NINTENDO 64

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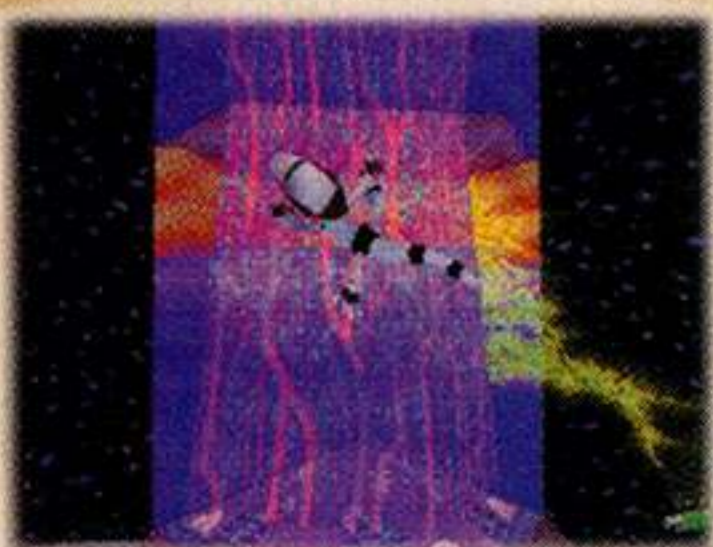
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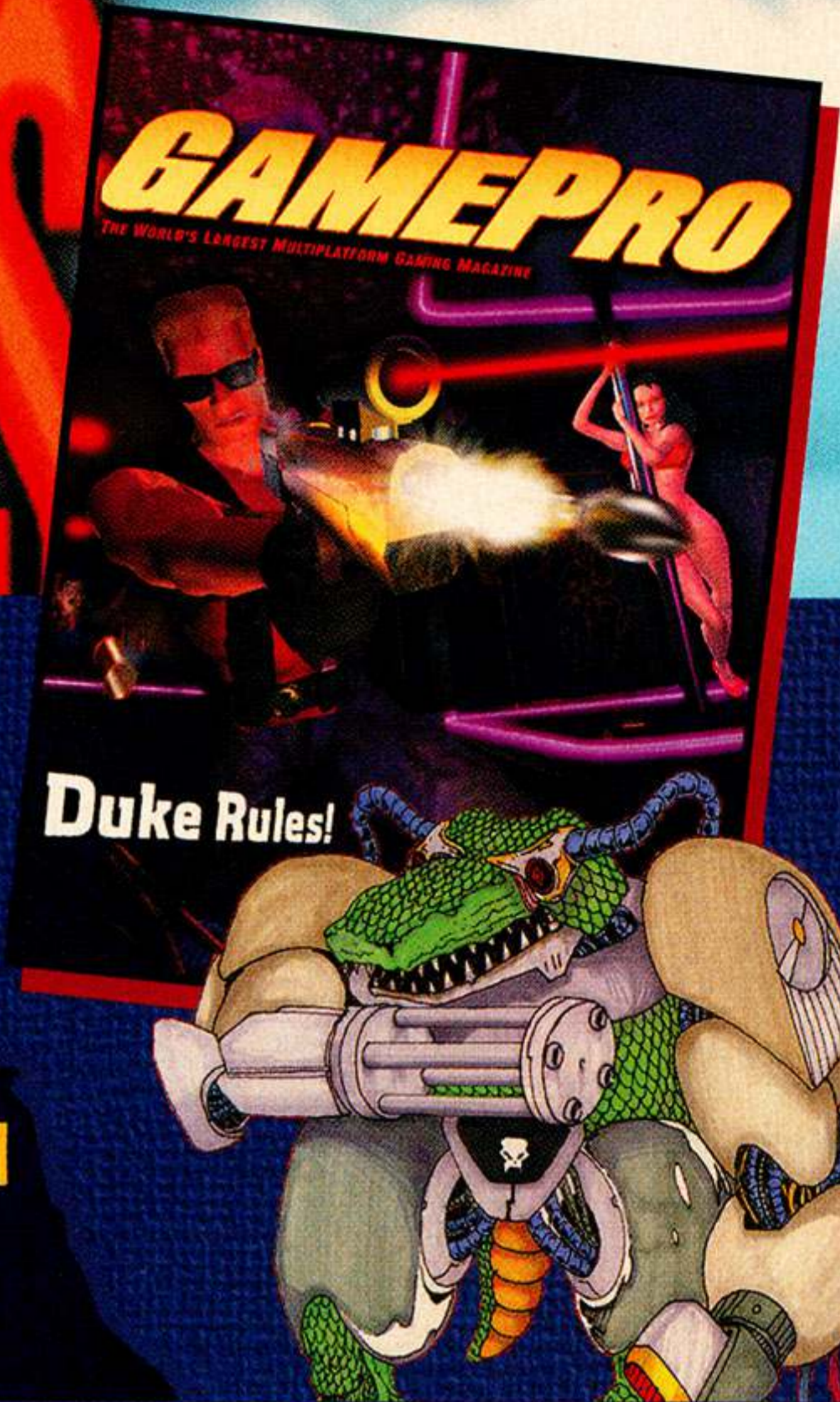
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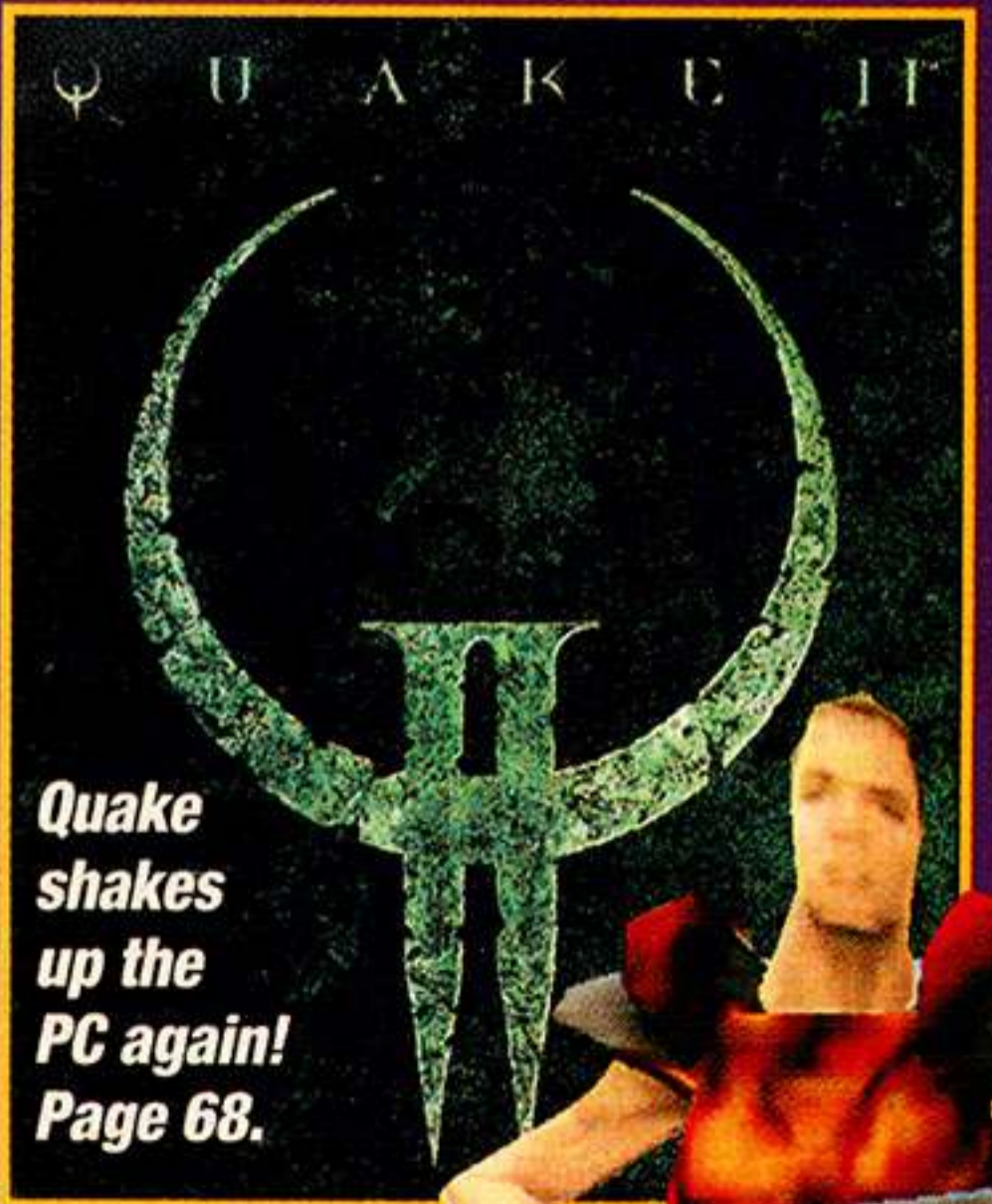
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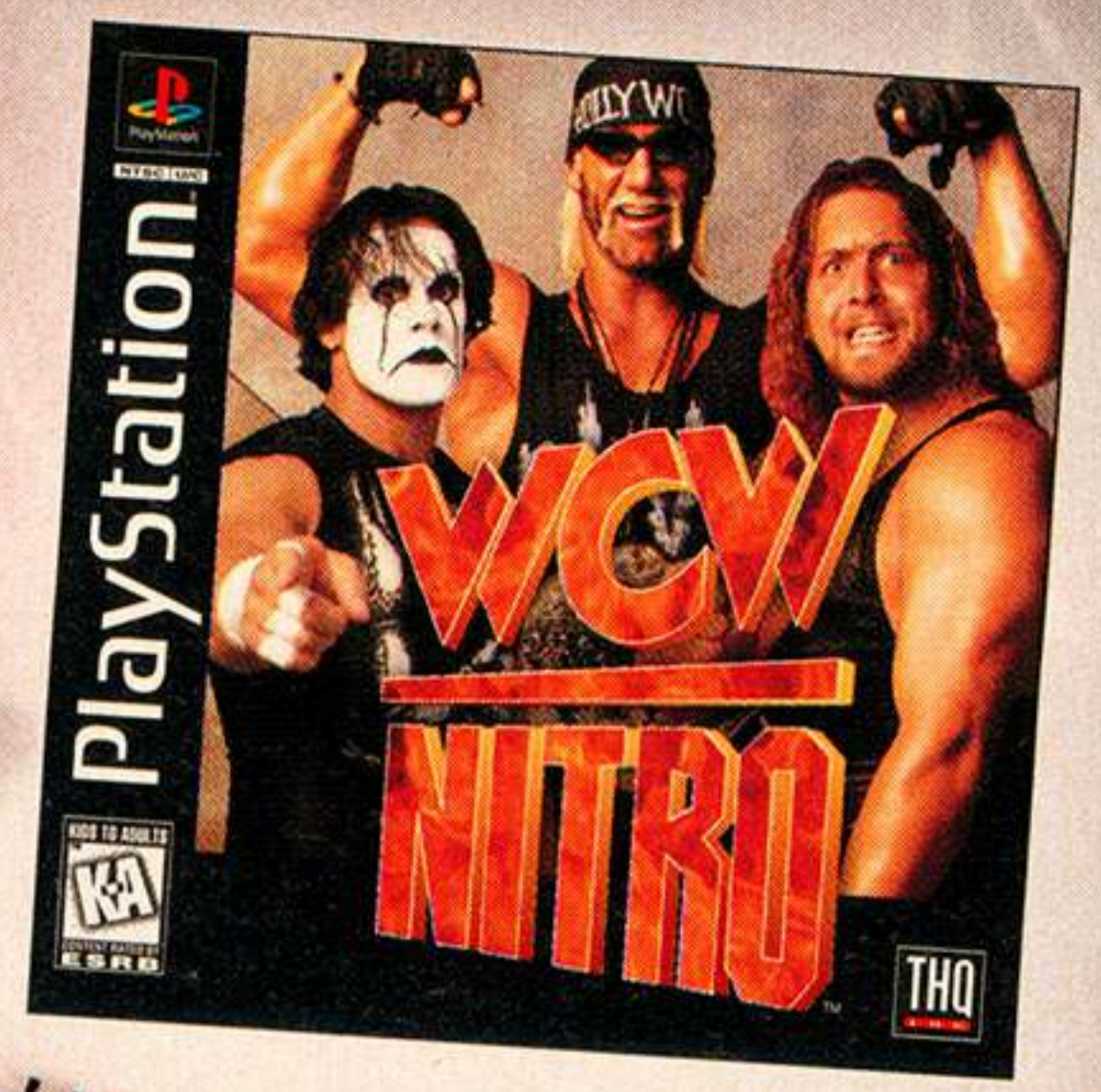
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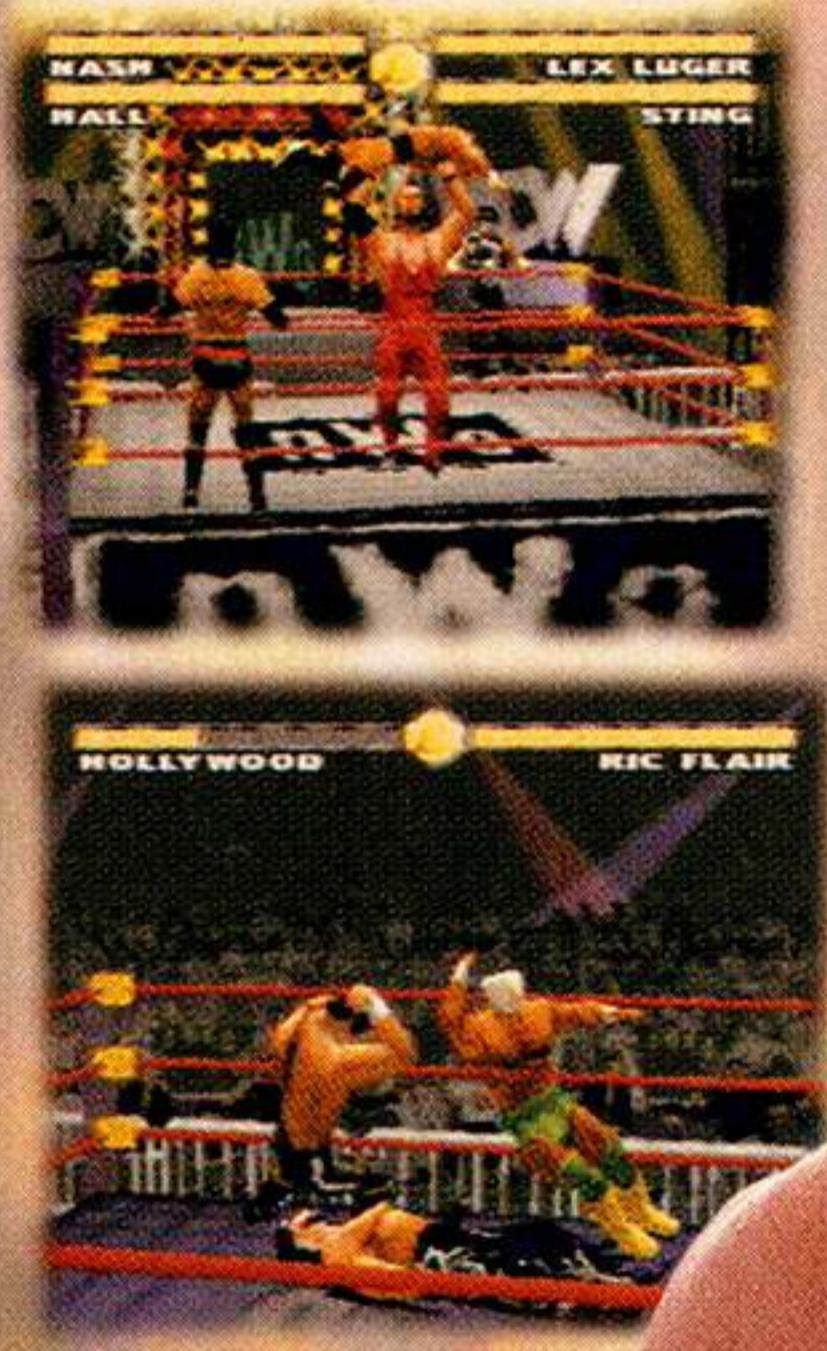


Quake shakes up the PC again! Page 68.

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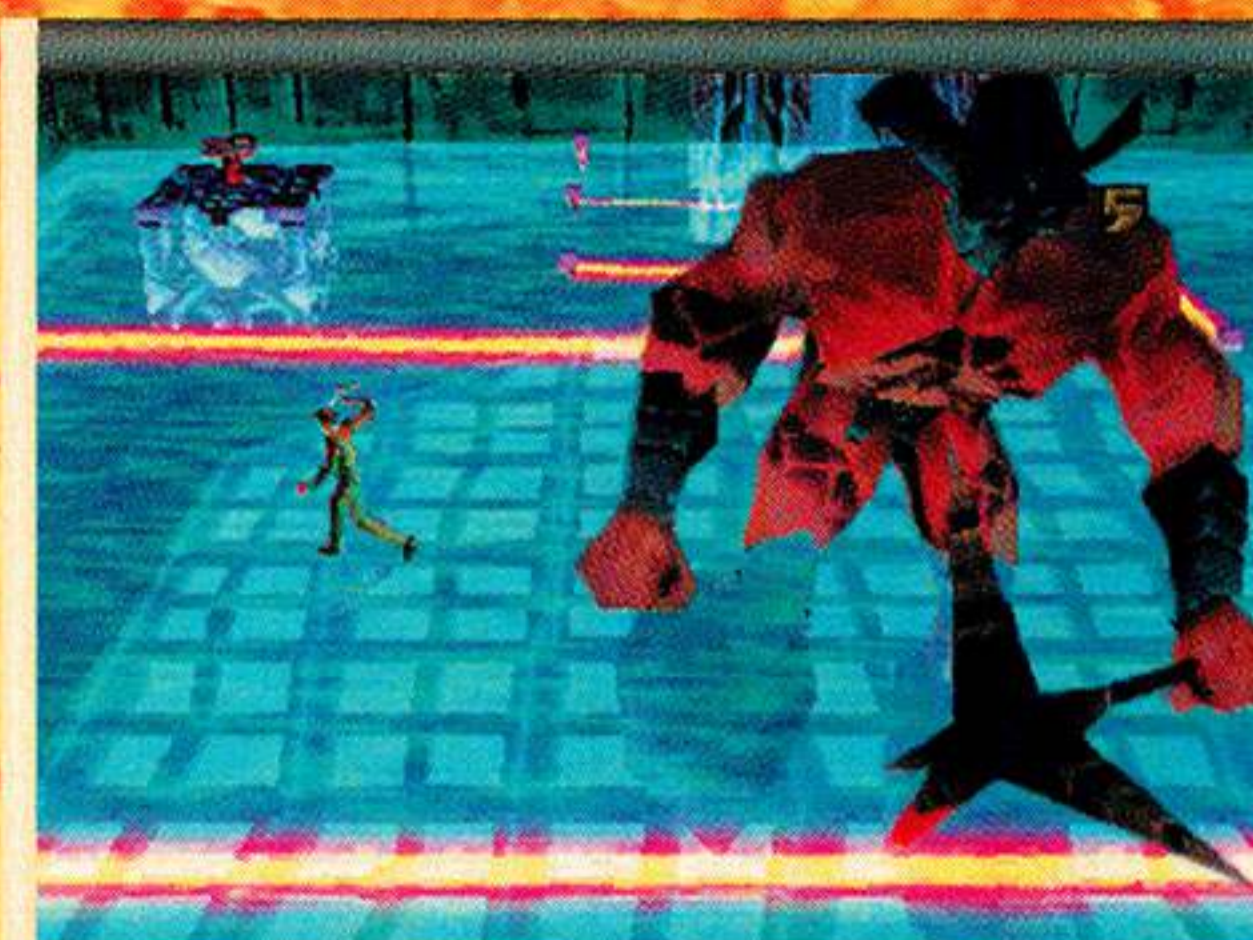


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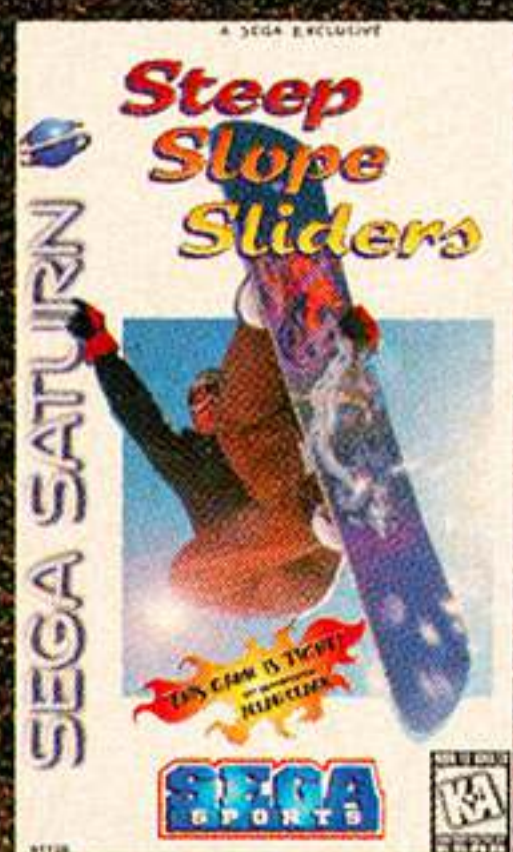
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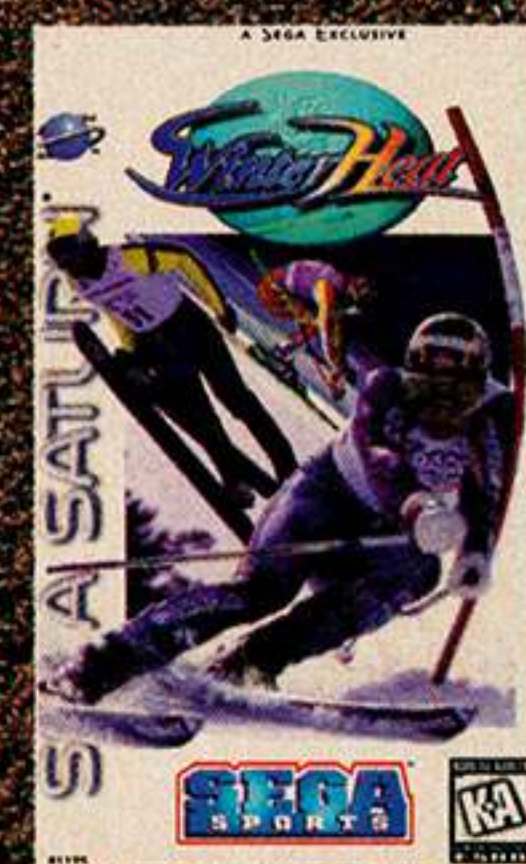


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and shoot 'til it got dark.
And then I'd keep shooting.
So I can make this shot
with my eyes closed.

But now, my hands
are your hands.
Drain it.



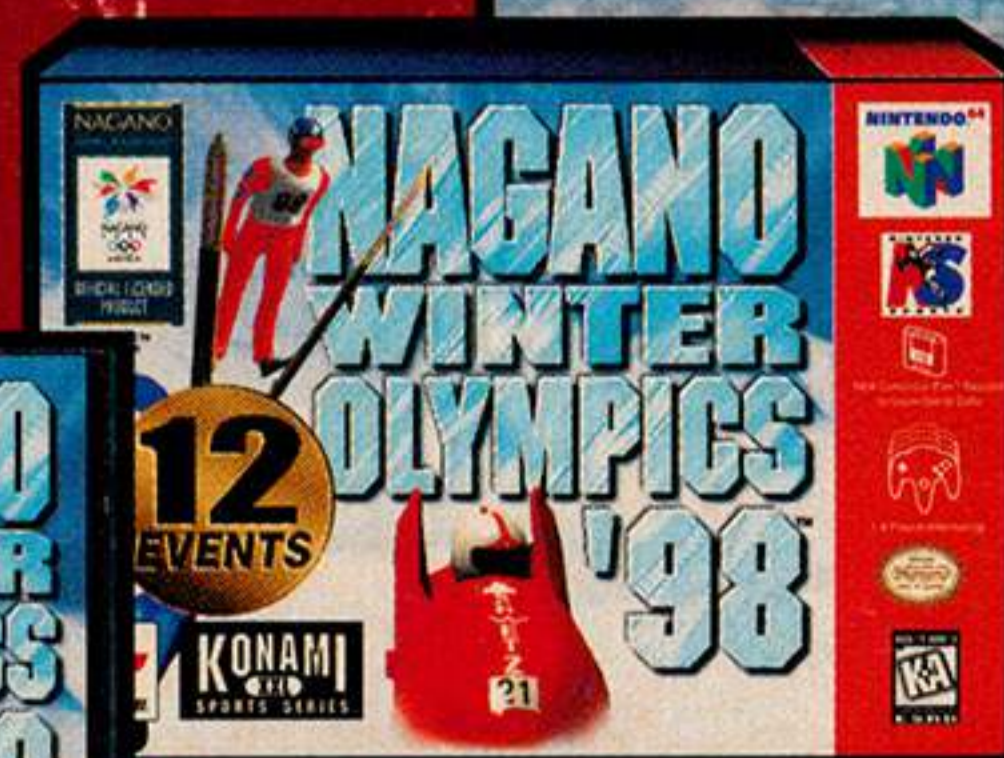
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'Coptered into virgin chutes.
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Those old-time rockers the Rolling Stones can claim that time is on their side, but it isn't always on ours.

Sk8r4Lyfe (Skater for Life) correctly points out in his letter (see right) that the preview version of Fighting Force in the August issue of *GamePro* differed from the final boxed version.

This illustrates a dilemma faced by most print publications, who face on average two- to three-month lead times—the gap between when the material is written and when it actually gets to you, the readers. That's just the amount of time it takes to create, print, and distribute a magazine.

Our goal at *GamePro* is to get you the best information about games we can as close to the time they'll be available to

TIME AIN'T ALWAYS ON OUR SIDE

you on store shelves—because that's when the hype and the TV ads start to mesmerize you. And that's when you need as much unbiased info as possible so that you can make a smart buying decision. Sometimes that information comes in the form of a preview, sometimes a review.

Our regular readers realize that *GamePro* previews are not evaluations of finished games. Previews represent information based on games still in development, which we relay to you so that you can know something about a hot game in the works. For example, in this issue our exclusive peek at Duke Nukem: Time to Kill for the PlayStation and our early look at Quake 64 are previews.

On the other hand, *GamePro* ProReviews are evaluations based on final versions of games; however, these aren't always the boxed versions of games available to consumers. For the PlayStation and the Saturn, we usually see gold master discs, which are the CDs typically sent out for duplication into the final boxed games. For the N64 we see flash ROMs, special carts that contain pre-released versions of games. Sometimes we review a Japanese version of a game if it makes our review more timely for you. For instance, our review of Yoshi's Story in this issue is based on a final Japanese N64 cart. However, before we review a gold master version or a Japanese version of a game, we obtain permission from the game publishers to do so.

But publishers still have the option to make last-minute changes. In the case of CD games, changes can occur up to a few weeks before a game ships to the stores. There's just no way *GamePro* or any monthly magazine can address such changes.

We do the best we can. The bottom line is your \$50, the average cost of a game these days. We want you to know everything you need to know, including our evaluation, so you can spend your hard-earned cash on a game you'll truly enjoy.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA

FIGHTING FARCE?



Seeing double for a reason. But is it a cheat in the final version?

I'm confused by the preview of Fighting Force for the PlayStation in the August issue [see "Sneak Previews," August 1997]. The preview contains scenes I've never seen in my version of the game, such as two players simultaneously playing as the same character, and I beat the game three times. *GamePro* also mentions a Battle Arena mode, which I have yet to see. Is there something wrong with my copy, or did Eidos just cut those options?

Sk8r4Lyfe via Internet

It's a little from Column A and a little from Column B. We previewed a very early version of Fighting Force that allowed us to access all the characters in certain modes. We don't know if Eidos left that option in as a cheat, but the Battle Arena mode was definitely cut from the final game.

THORRY

Recently, my friend and I each purchased Final Fantasy VII for the PlayStation. In my game, Aeris's name is spelled "Aeris." In my friend's game, her name is spelled "Aerith." We never made any changes to the default name given to us when Aeris/Aerith first appears in the game. Why

is Aeris's name different in each of our games?

John Grabiec
Brecksville, OH

Maybe your friend's dithk hath a lithp. We've heard that thith hath occurred on other dithkth ath well. Jutht a minor manufacturing overthight.

HANDS OFF

I've had a question on my mind a long time. Will there be a new next-generation handheld video-game system, like a Game Boy II or something of that nature? I know Sega created the Nomad, which played Genesis games, but the Nomad wasn't a very big leap forward for handheld video-game technology.

Brad Loftus
Cincinnati, OH

Good question, but we disagree about the Nomad, Brad. The Nomad was way cool—its only real problem was voracious battery consumption. Maybe you should check out Tiger's Game.com. Its display resolution is higher than the Game Boy's, and it has e-mail and Net capabilities. It also sports some pretty fantastic games, like Duke Nukem, Batman and Robin, Jurassic Park, and more. Of course, don't count out the Game Boy Pocket, because in Japan, Nintendo is working on an N64 interface and even a digital camera!

For more info, check out the feature "Nintendo's Got Games: Spaceworld '97" in the February issue.



Game Boy's digital camera



**TO FIND OUT WHICH BASEBALL
GAME IS RIGHT FOR YOU, ANSWER
THIS TRUE OR FALSE QUESTION:**

**THE PITCHER WINDS UP AND DELIVERS
THE PITCH. IT LANDS SHORT OF THE PLATE AND
BOUNCES OFF THE GRASS AND UP TOWARD THE BATTER.
THE BATTER TAKES A STRONG SWING AND KNOCKS IT OUT
OF THE PARK. IT'S A HOME RUN!**

TRUE

(GO TO PAGE 52)

or

FALSE

(GO TO PAGE 27)

BOOGERMAN WILL KICK BOTH THEIR BUTTS

I've been an avid reader of *GamePro* ever since I arrived in this country in 1993. Lately my friends and I have been fighting over a scenario we would like to see in a video game: Vectorman vs. Mega Man. I think Vectorman would beat Mega Man easily. Unfortunately, some of my friends disagree, and we've been hotly debating this for months. We need expert opinions—maybe you could ask all the editors and determine an outcome for such a match-up?

Sornom via Internet

We don't know why we answer letters like this, but here's our editors' poll:

Major Mike: "Mega Man, definitely—he has better weapons."

Johnny Ballgame: "Vectorman. Why? 'Cuz Mega Man's a punk-ass metalhead."

Dan Elektro: "Vectorman. Because Mega Man can't turn into a jackhammer."

Air Hendrix: "Vectorman. He's got balls."

Bro' Buzz: "Mega Man simply has more firepower than that girlie 'Man."

The Rookie: "Mega Man, because he has his own TV show and action figures."

Dr. Zombie: "Mega Man. He has infinitely more powers."

Scary Larry: "Vectorman. He spheres no evil."

The consensus: You (and we) need a life.

POLICENUTS

STOP THE MADNESS by telling me why I can't find a copy of *Policenauts*! You've made multiple refer-

ences to this game in your issues [see "Role-Player's Realm," October 1996], however, I can't find it anywhere. Failure to publish this letter will result in you ending up like Jeon Bigson or Harry Benson (obscure *Snatcher* references). Do not cross me again.

Jason Truman
Akron, OH

*It looks like Konami, the publishers of *Policenauts*, had only limited release plans, because our overseas editor tells us that it's already out in Japan. At this time, no release dates for an American version have been announced.*

'AVE A LITTLE ART

First of all, let me begin by saying that I've been subscribing to *GamePro* for three years now. You guys are the best!

Anyway, I have two questions. First, why did you take out "Art Attack" (the readers' drawings)? I really like to look at "Art Attack" after reading "Head 2 Head." And in your December 1997 issue, the "Role-Player's Realm" was only 4 pages, but "Sports Pages" was 11 pages. Why was there such a large difference between those two sections?

Amin Rajput
Chicago, IL

We know you readers look forward to "Art Attack," but there are times when we just don't have room for it. But we've heard your cries...so soon we'll be bringing on "Art Attack" regularly.

Secondly, the reason page counts between "Role-Player's Realm" and "Sports Pages" are so disparate is a simple one: There happen to be many more sports games than RPGs made for home systems.

I HATE LISTS

I just wanted to know a couple of things:

1. Is Final Fantasy VII coming out for the N64?
2. Is X-Men vs. Street Fighter (or any Street Fighter game) coming out for the N64?
3. How come it takes so long for N64 games to come out?
4. Why is Mortal Kombat 4 so slow in the arcades?
5. Why does the PlayStation get all the good games?

Cedric Holland
Norman, OK

1. No.
2. And "No" again.
3. Well, the cart and CD game development times are about equal, but the difference in manufacturing times between a cartridge and a CD is huge.
4. MK4 isn't slow at all. Better find a new arcade.
5. There are more—but not necessarily better—games for the PlayStation. And there are some excellent games for the Nintendo 64, so it sounds like you'd better do some more gameplaying.

NO PAGANS, NO PEACE

I'm disappointed with Matt Williams. As a faithful Pagan and a gamer, I'm offended by his letter [see "Head 2 Head," December 1997], which had everything from condemnation of anything vaguely occult to mistakenly meshing "satanic" symbols with the rest of the occult world to the demand that a special warning be placed on games with occult content.

I think that religiously conscious people shouldn't have their beliefs placed in the same taboo ratings as violence, foul language, and sexual content. If games are to have an occult warning label, then every game with religious content should carry this warning.

"Religious content" would include images of churches, synagogues, mosques, and temples. It could include statues of Buddha, any reference to God (or any gods), and anything that even smacks of any religious practices, real or fictitious. Games with magic would be rated, as would any fighting game with a special move reminiscent of fireballs, a flaming hand, teleportation, or any other moves that couldn't be performed without some serious divine intervention. Sounds silly, doesn't it?

In my opinion, the proposition that games have an occult rating also sounds silly, and perhaps a bit offensive. It's very close to a video game "witch hunt," and one would like to think that the public has matured and become more educated since Salem.

I'm offended that Matt wrote his letter without doing the necessary research, as evidenced by the mistakes made in lumping Satanism with the rest of the occult.

Jim Faza, Pagan Order of Neophytes

A: Amen.

Whaddaya Think?

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

GamePro Magazine

Dear Editor

P.O. Box 5828

San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com



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BUYERS BEWARE



By The Watch Dog

For a month where the color green dominates on St. Patrick's Day, there are still a lot of blues from wary consumers. Hopefully, the following answers will be the lucky four-leaf clover that restless gamers are seeking for relief.

Q: Why does Nintendo develop some games for the Nintendo 64 that require a memory cart in order to save data and other games that don't need this device to save?

Daniel Fournier
Laval, Canada

A: A public relations spokesperson for Nintendo answers:

"The Controller Pak is used primarily to save custom-designed teams, ghost characters, control configurations, and best times. This capability in turn will enable you to compete against friends by using your custom-saved data against someone else, anywhere, on any N64. Games like Turok: The Dinosaur Hunter also utilize both the Controller Pak and memory in the cartridge for maximum playability."



Saved confusion!

Q: Are there any Sony-licensed cleaning systems available for the PlayStation? I have the Performance CD Game and System Cleaner, but I'm afraid to use it anymore because it recently damaged the reading lens on my friend's PlayStation. Where can I find Sony-licensed cleaning systems and how much do they cost?

Eric Cauazos
Freer, TX

A: A Sony customer service rep replies:

"There aren't any officially licensed cleaning systems for the PlayStation because we feel there is no need for them. The best way to keep your system clean is by just leaving the PlayStation lid closed at all times. To clean games, just use any dry soft cloth or CD wipes. CD

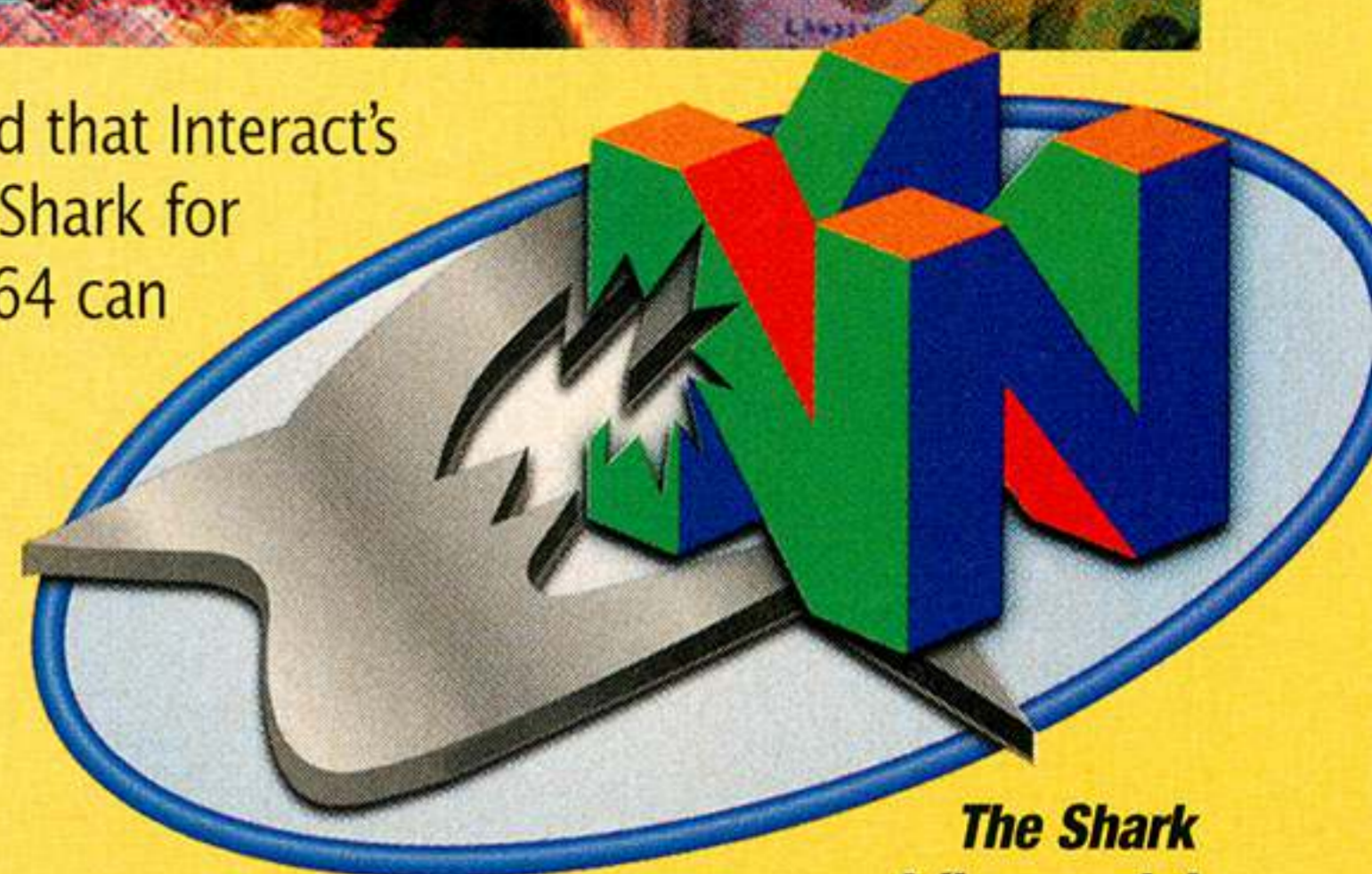
Simple house-cleaning!

wipes are usually sold in any major music store that sells music CDs."

Q: I heard that Interact's GameShark for the N64 can

enable you to play Japanese games. Is this true?

s0181154
via Internet



The Shark strikes again!

A: The Watch Dog responds:

Yes, it's true. Just like the GameShark for the Saturn (see "Buyers Beware," October 1997), the GameShark for the N64 will enable you to play Japanese games on your system, although unlike the Saturn, only a few pieces of plastic prevent you from playing any Japanese N64 game on an American N64. But as usual, be extra cautious when using non-licensed products; they can render your system and games useless and using them will nullify your N64 warranty.

Q: I recently completed GoldenEye 007 for the N64, but I still can't find the Spyder gun. This gun is in the instruction manual, and it's shown on the cover of the box. Have I been misled, or have I just not looked hard enough?

Andrew Brown
Raleigh, NC



The elusive Spyder

A: A Nintendo customer service rep replies:

"The Spyder gun doesn't exist in the American version of GoldenEye. The gun exists only in the Japanese version. For some reason, the gun wasn't programmed into the game even though the manual and box listed it as one of the weapons. However, the gameplay in GoldenEye 007 isn't changed in any way because the gun is missing."

You Make the Call

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

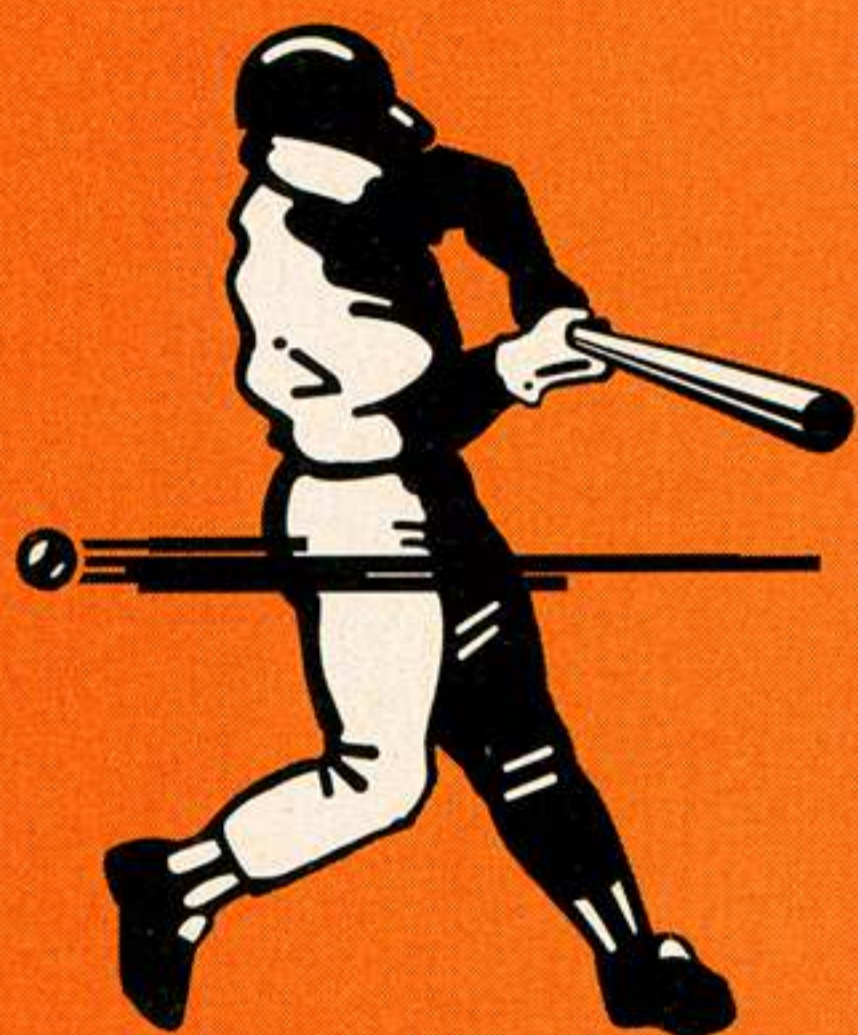
Nintendo: 800/255-3700
Sega: 800/872-7342
Sony: 800/345-7669

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

GamePro's Buyers Beware

P.O. Box 5828
San Mateo, CA 94402

E-mail us your comments at this Internet address:
buyers_beware.gamepro@gamepro.com



WRONG!

SORRY, THE HOMERUN COUNTS. BUT DON'T WORRY, THERE ARE STILL PLENTY OF BASEBALL GAMES FOR ROOKIES – SIMPLE GAMES WHERE YOU CAN HIT THE BALL EVERY PITCH. YOU KNOW, THE ONES WITH PRETTY LIGHTS AND NEAT SOUNDS. GREAT FOR PEOPLE WHO ARE JUST STARTING TO LEARN ABOUT BASEBALL.

**FOR THE CORRECT ANSWER
GO TO PAGE 52.**



VR BASEBALL™ 99



"But Susan, I have Klonoa."

"Hey baby, I WANT Klonoa!"





Everybody wants Klonoa. He's the fantasy creature from Phantomile. He's wacky. He flaps his over-sized ears to fly. He kills his enemies by inflating their bodies and launching them from any available mountain top. He's also the star in Namco's new action-adventure game in a 3-D trippy landscape. Once you've got Klonoa, you won't want to get rid of it.



KLONOA *by* **namco**[®]
Door To Phantomile

b l o w u p o r s h u t u p

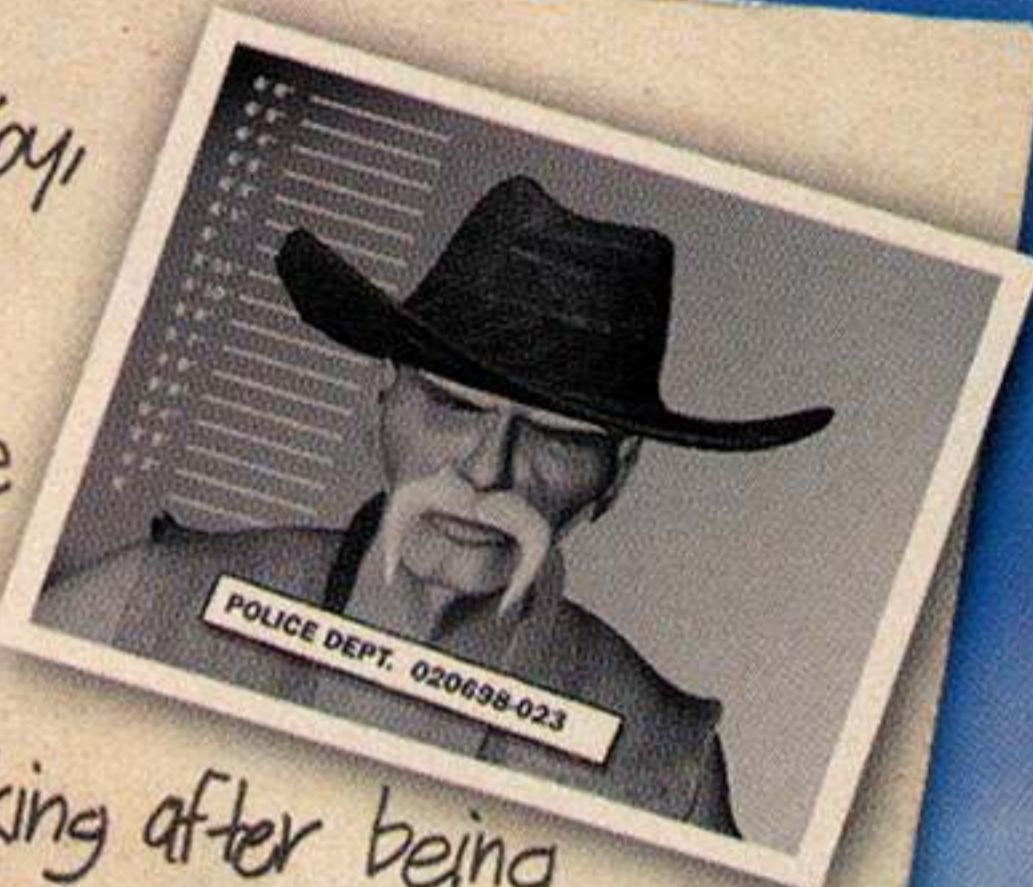
What Kind of a Maniac Takes a Semi



Into Off-Road Combat?

ACTIVISION®

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righteous
leader of the
Vigilantes.



He quit trucking after being
ambushed by the rival oil-thieving
"Coyotes" for the last time.
Now he's taking the law into his
own hands.

**VIGILANTE
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It's Crazy.

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- Over-the-Top Weapons and Attack Moves
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- Two-Player Split-Screen Auto Combat
- Behind-the-Wheel or Behind-the-Car Views

GEORGE ROMERO RETURNS TO THE DEAD

Legendary zombie filmmaker directs Resident Evil 2 commercial

Zombies are attacking the Raccoon City Police Department. The dead are rising from their graves. People are fleeing in terror. Who ya gonna call? The man who knows the undead better than anyone: George Romero.

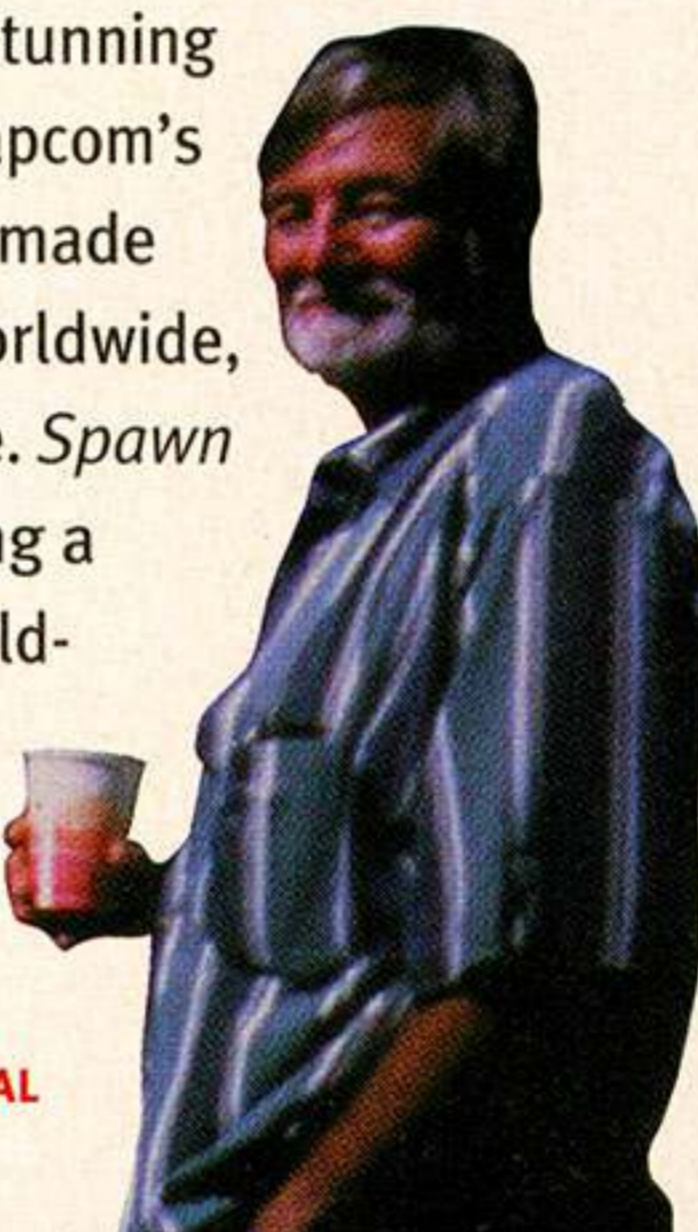
Romero, director of the horror classic *Night of the Living Dead*, recently shot a Resident Evil 2 television commercial, complete with zombified actors and a life-size model of the Raccoon City Police HQ. Sadly, despite the effort put into the production and Romero's marquee value, the advertisement will not be shown on American screens; it's for the Japanese TV market only.

The appearance of a high-profile Hollywood personality in the Resident Evil universe is just the latest event in the series' stunning popularity. Capcom's franchise has made \$200 million worldwide,

selling nearly 4 million games to date. *Spawn* screenwriter Alan McElroy is penning a *Resident Evil* film script; Jim Lee's Wild-

storm Productions, creators of the Image comics *WildC.A.T.S.* and *Gen¹³*, will develop a quarterly comic book based on the games; and Toy Biz will have their Resident Evil action figures on shelves in the second quarter of 1998.

GEORGE ROMERO DIRECTS A RESIDENT EVIL 2 TV COMMERCIAL FOR THE JAPANESE MARKET.



James Bond Targets PlayStation

The world's coolest spy is gearing up to make an appropriately stylish entrance on the PlayStation. MGM Interactive's lettin' out word about Tomorrow Never Dies for the PlayStation and the PC. A sequel to the hit holiday Bond flick, this actionfest will strive to capture the flair of the 007 movies by delivering five types of gameplay that MGM hopes will duplicate the extravagant action sequences that fill every Bond outing. Gamers will battle it out on the ski slopes, in a car and helicopter, in scuba gear underwater, and on foot, Quake-style.

The main character will resemble the



film's star, Pierce Brosnan, and long-standing Bond characters like Q will appear to load you up

with all sorts of slick gadgets. Each scene will offer sniper views (like GoldenEye's) and both first- and third-person perspectives. Black Ops Entertainment, the well-respected creative force behind Black Dawn and Treasures of the Deep, is developing the project. We'll have much more about Tomorrow Never Dies in future issues—stay tuned.



news bits

Does Dural Do Windows?

More news is leaking out about Sega's next hardware release, *Dural*. *Windows* magazine reports that the console will likely use **Windows CE** as an operating system. Windows CE was created to run on all kinds of electronic equipment, from palmtop computers to automobiles to pretty much whatever **Microsoft** can dream up. With a Windows-based console, programmers who are already familiar with creating PC games could work on *Dural* games with ease. Neither Sega nor Microsoft has made an official announcement of such a deal.



'Toon Creates Massive Headaches

It's the kind of fluke accident that gives companies nightmares: In mid-December, an episode of *Pokemon*, the top-rated Japanese cartoon based on **Nintendo's** phenomenally popular **Pocket Monsters** games, triggered epileptic-style seizures in hundreds of children, hospitalizing more than 200 for 24 hours. The evening news rebroadcast of the clip affected still more viewers. Epilepsy warnings appear on most video games, but a Nintendo spokesman told Reuters, "We

don't expect the incident to have any immediate impact on our business in the Christmas shopping season, since the television program and game are different." Well, that's a relief.

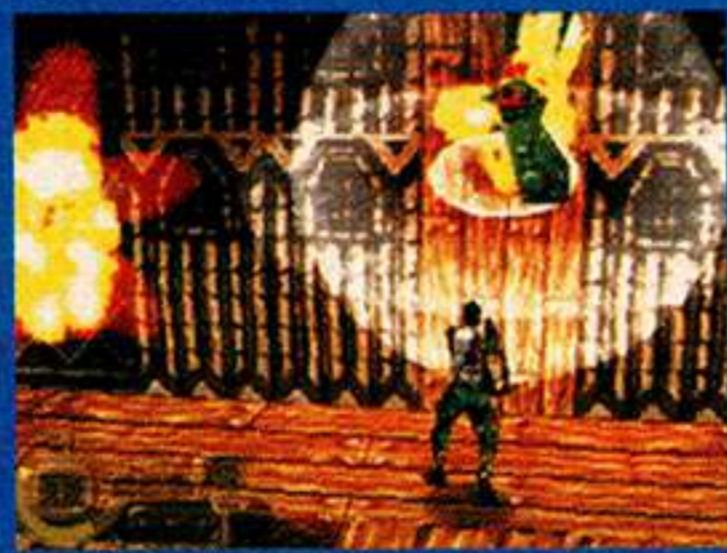
Final Fantasy VII Confirmed for PC

The rumors have been circulating for months, but at last **Eidos** has confirmed that it will be bringing the PlayStation megahit *Final Fantasy VII* to the lucrative PC market. The game will ship on three CD-ROMs some time in the middle of 1998. A day before Eidos's news, **Sony** announced that *Final Fantasy VII* had already sold a million copies for the PlayStation.



Contra Fans: "Gimme A 'C'"

Precious little is known about the latest game in Konami's Contra franchise, but we've been able to dig up three screens and the following info: The game's working title is simply "C," it's being created by an American developer, these screens are from a 30 percent complete version, and the game should be ready as early as March. We'll have the full scoop real soon.



X-Men vs. Street Fighter Toys Arrive

Toy Biz has released its new action figures based on Capcom's X-Men vs. Street Fighter, and as you can see, they're a far cry from the anemic Ken and Ryu G.I Joe toys released a few years back. The first wave features the four matchups you see here sold as two-packs for around \$10; later this year, look for sets featuring Charlie, Apocalypse, Chun-Li, Rogue, Zangief, Storm, Dhalsim, and the first-ever action figure of Cammy.



MK TV series this fall

Prepare yourself for another live-action Kombat adventure this fall. New Line, Warner Bros., and Threshold Entertainment have announced plans for a weekly, hour-long, syndicated *Mortal Kombat* television series to debut in late 1998. The series will "follow the adventures of Kung Lao and his companions as they defend Earth against the forces of Outworld in Mortal Kombat."

New Line and Threshold produced the two MK movies; together, the two feature films have grossed over \$100 million worldwide.



Static

starting to believe him. ♦ Whatever happened to Kid Icarus? ♦ LamePro is coming. Resistance is futile. ♦ There's a new coin-op in development called The Untouchable. You won't believe it. Honest. ♦ Scary Larry's complaining that his Rumble Pak won't stop shaking? No comment. ♦ Howdy to Acidburn, Fear, and the other Web site chat room regulars... ♦ Game-Pro is 100 percent Henry David Thoreau-free. Guaranteed. ♦ NFS III...NFS III...NFS III...NFS III...NFS III...NFS III...NFS III...NFS III...



EA NCAA Champ Crowned

Jerry Kuhl was crowned king of EA Sports' new PlayStation release, NCAA Football '98, at this year's Orange Bowl. Kuhl, who won last year's EA college football tournament as well, played his own school's team, University of Nebraska, squeaking out dramatic last-minute victories in each of the championship's three rounds. In the final game, with one second left and the score tied at 49, Kuhl kicked the winning field goal against University of Akron student Trent Maxwell, who was playing as Tennessee.

ASCII A/V Selector

RATING: 4.5

Old game systems never die—they just get pushed aside when new ones arrive. Since the TV has only so many jacks on the back, you wind up not playing the old ones simply because they're not connected. ASCII's A/V Selector solves the problem by letting you connect not one, not two, but six different A/V components at once, including game



systems, VCRs, and DVD players. Every slot features normal composite/RGB cable connectors as well as an S-video jack for gamers with high-end video tastes. The price seems a bit steep, but if you're looking for a way to end your clutter and keep your high-resolution games ready to rock at a moment's notice, this baby's your best bet.—Bad Hare

Price: \$59.99, Contact: ASCII, 650/780-0800.

GAMEPRO LABS



NetPro Goes To War

Lock and load, soldiers! Two new military action games battle it out for online supremacy.

By Dan Elektro

NetWar's carnage-filled credo is the more, the messier. Each player picks

netWAR

one of four characters, then joins one of four teams on a large multi-player battlefield. Initially, you're armed only with one main weapon—a machine gun, dynamite, exploding stars, or grenades—but supply ships will drop power-ups and even vehicles from the sky during play to increase your firepower. And capturing flags will give your team control of the auto-firing turrets strategically placed around the field.

There's an explosive thrill to the man-on-a-mission commando raids, particularly when multiple teams attempt to capture the same flag. The armored vehicles keep shifting the balance of power, and the server will reset the free-for-all games every so often, juggling the teams to keep things fair.

There are, however, a few drawbacks. Proper team games are hard to organize, and since friendly fire hurts, there's no way to stop some dummy from shooting his own teammates. Thankfully, more players seem interested in enlisting the help of others than in splitting ranks, and most of the other problems could be fixed with patches. If you're looking for fast online action, NetWar's big explosions, sharp graphics, and lack of lag add up to big, brain-dead fun.



The fiercest battles are waged over flags near health stations.



PROTIP: Use the terrain to your advantage. There are many areas where you can rain down instant death upon a hapless victim.



PROTIP: You can't use weapons while in the water, but pressing the Alt key will let you swim underwater to evade onshore attackers.

Whereas earlier C&C games focused on resource management and directing numerous troops simulta-

neously in real time, Sole Survivor takes a completely different approach. Players choose just one of 23 units—including new toys like a

COMMAND & CONQUER SOLE SURVIVOR ONLINE

Flame Tank, a goopy Visceroid, and four types of dinosaurs—before being thrust into the thick of online battle with up to 50 other players. Your single unit can be upgraded with power-up crates containing speed boosts, bigger weapons, radar capabilities, and more. The result is a decidedly arcade-like romp that barely resembles the other C&C games.



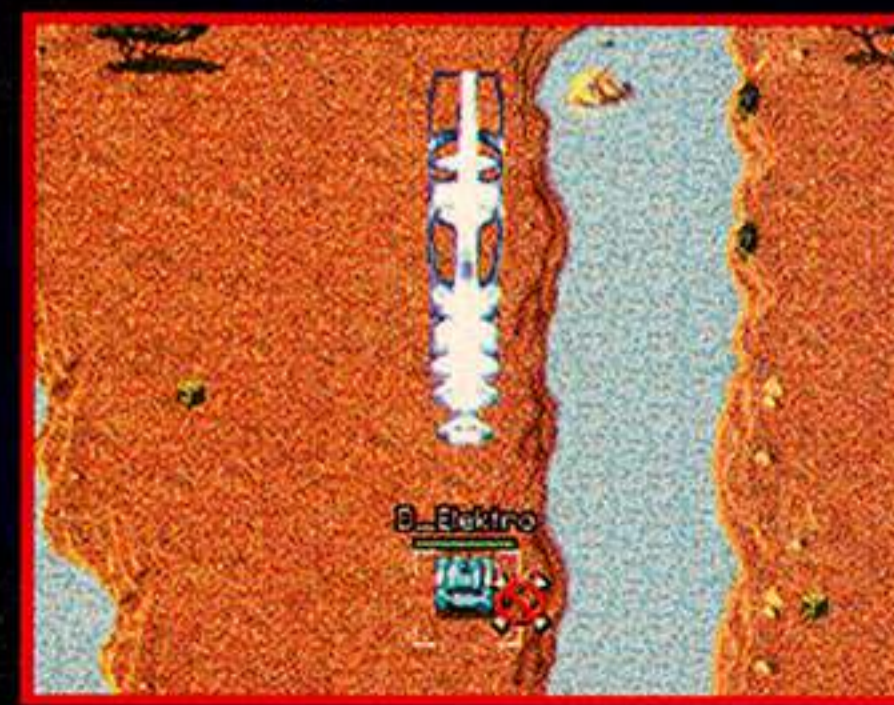
PROTIP: If your health is full, don't grab a green crate—there's a good chance it will contain a nuclear bomb.



PROTIP: Just because a unit lacks wheels doesn't mean it's worthless. Many ace players use Commandos to great effect.

able—and if it's not you, tough luck.

Still, battles are brief, and variations like Football and Capture the Flag tweak the replay value. C&C fans will definitely want to test their mettle, but until there's a T1 in every home, gamers may find themselves disappointed with the sometimes-sluggish Sole Survivor. **G**



PROTIP: Keep an eye on your Ion Danger status in the lower right window. If you get too greedy with the power-up crates, it'll come from nowhere and blast the bejeezus out of you.

NetWar

Publisher: Headland Digital Media

Price: \$29.99 download; \$39.99 for retail CD-ROM (includes one-year subscription)

System Requirements: Pentium 90, Windows 95, 16 MB RAM, 50 MB HD space, SVGA graphics, 28.8 kbps modem

URL: <http://www.netwar.com>

Command & Conquer: Sole Survivor Online

Publisher: Westwood Studios

Price: \$29.99 for retail CD-ROM

System Requirements: Pentium 90, Windows 95, 16 MB RAM, 40 MB HD space, 2x CD-ROM, 28.8kbps Internet connection

URL: <http://www.westwood.com/games/ccuniverse/solesurvivor/>

E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

Fighters Destiny

Fighters Destiny will take everything you have, and throw it right back at you. This brawler, which Next Generation Online calls "The best playing 3D fighter for N64" will challenge your skills with its Point-based contests. This point system allows you to come from behind, and win - if you can throw the right combo.

Learn moves in the "Training Mode" and perfect your skills for the 4 other fighting modes. These include: Vs. Computer, Vs. Battle (two player), Record Attack and Master Challenge.

Fighters Destiny includes 10 Fighters, plus special hidden characters and masters. Find out why N64.com raves "Smooth graphics, fast gameplay and more options than any other fighting game for the N64."

Available at a store
(and rental outlet) near you!



FACE YOUR FATE



Your Destiny Awaits!



An Infogrames Entertainment Company

The *real wheel*



Officially licensed by PlayStation!

Complete steering wheel, accelerator, brake and stick shift system! 4-way D-pad plus 8 programmable digital action buttons. Incredible 270° wheel rotation.

**Also available for Nintendo 64
with built-in Force Pack!**

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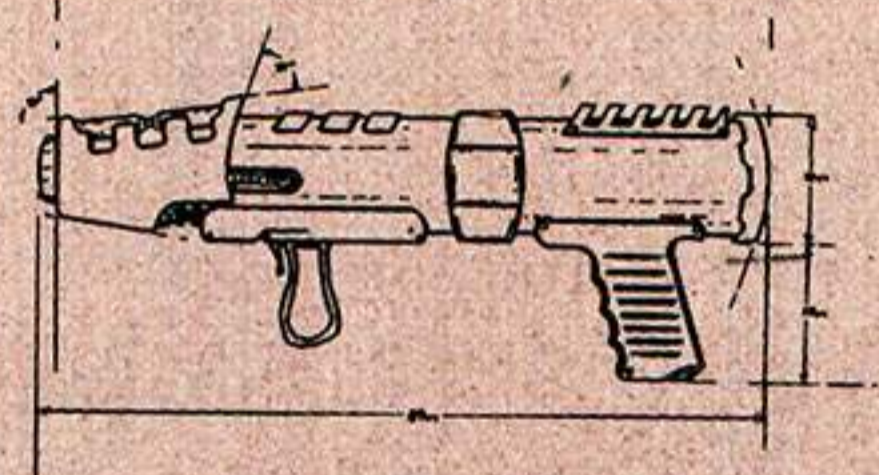
Sometimes, to achieve perfect control, you've got to get a little out of control. We at Team Mad Catz take pride in going the distance for you and your game. You want perfect replication of the high-speed driving experience. We got it. The real wheel — for PlayStation, Saturn and Nintendo 64. By any means necessary.



www.madcatz.com

PLAYER 2 HEARS THE METALLIC CLANK
OF THE DETONATOR AS THE FIRST SHARDS
OF STEEL RIP THROUGH HIS FLESH.

PLAYER 2 DETECTS THE WHISTLE
OF TAIL FINS SPLITTING THE AIR
AT TREMENDOUS VELOCITY.



THE GRENADE LAUNCHER
Short or Medium Range



U A K U™

Two Player Death Match



PLAYER 2 SUCKS HIS LAST BREATH
THROUGH A GAPING CHEST WOUND.

PLAYER 1 SHUTS HIS EYES TO ENJOY
THE ORGASMIC INTENSITY OF THE KILL.

SURE, EVENTUALLY IT'S SINGLE-PLAYER. BUT IT DOESN'T NECESSARILY BEGIN THAT WAY, INTRODUCING
QUAKE FOR THE N-64. INCORPORATING THE FEROCITY OF THE SINGLE-PLAYER GAME WITH THE
SUPREME BLOODLUST OF THE TWO-PLAYER DEATH MATCH. SO, FOR A FEW MOMENTS AT LEAST, YOU
MAY ENJOY IT WITH SOMEONE YOU KNOW. JUST BEFORE YOU BLOW THEM A NEW ORIFICE.

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 GT Interactive
Software



MATURE

AGES 17+
CONTENT RATED BY
ESRB

NOW ON

get  or get out™

Duke Nukem: Time to Kill

Worldwide
GamePro
Exclusive

Imagine this...you're relaxing in your favorite strip club, kicking back, checkin' out the dancers, when all of a sudden a butt-ugly pig cop busts through the door looking to put more holes in you than OJ's defense. What are you gonna do?

Well, if you're Duke Nukem, you're going to whip out some serious firepower and blast one little piggy all the way back home! In Duke Nukem: Time to Kill, you get to do that for hours...and in three time periods, too.

GamePro scored a worldwide exclusive first look at the newest Duke Nukem game for the PlayStation.

What's our crew-cut, gun-totin', foul-mouthed anti-hero been up to? Check it out!

By Scary Larry

Duke Raider

The developer, n-Space, has removed Duke from his familiar first-person-perspective corridor-shooter and

placed him in a third-person-perspective action game, almost making Time to Kill the 3D equivalent of Tomb Raider with testosterone. But don't start calling it Duke Raider just yet—this disc sports considerable differences, including some raunchy Duke-like gameplay.

Unlike the exploration-oriented Tomb Raider II, n-Space wants Duke to be the fastest, thrill-killing twitch shooter ever for the PlayStation. To this end, it's infused the gameplay with kick-butt visual effects that include realistic damage to the enemies, such as pig cops that explode from close-range shots, and massive helpings of environmental scarring, such as bullet-riddled walls and avalanches of shattered glass. The muscle-bound badass



Explore Roman crypts and ancient libraries.



Duke's wide range of moves will keep your fingers busy for hours.



A time to kill?



The backgrounds showcase dynamic light sourcing.

Duke Nukem: Time to Kill

will also show off a new repertoire of moves—he can swim, climb, jump, and slide—which gives the game an astonishing depth, something

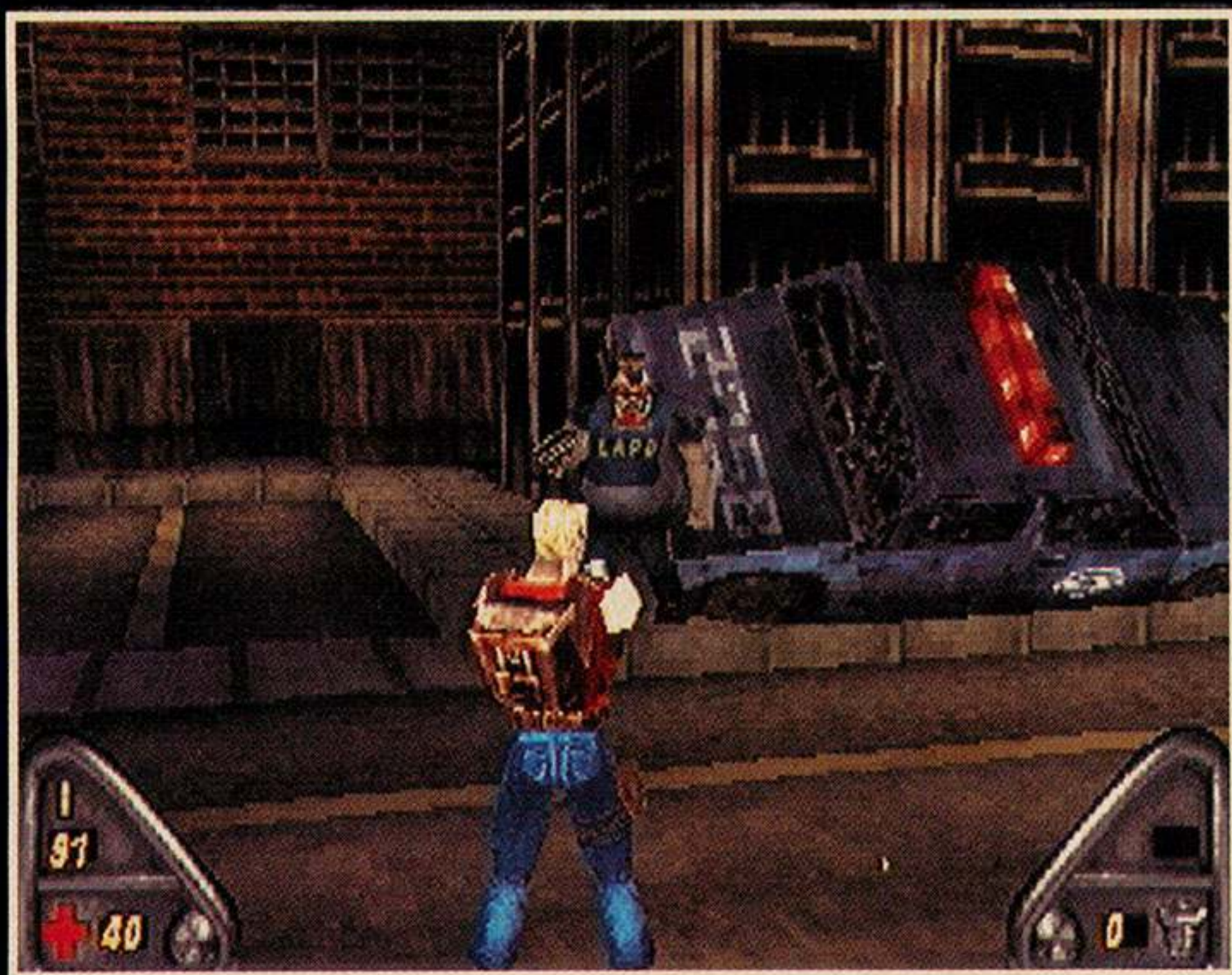
that Duke Nukem fans have been clamoring for.

Naturally, Duke will be a walking armory. This time he'll have a choice of 14 weapons, including a Gatling gun, a buffalo rifle, a crossbow, and even a Holy Hand Grenade, all dynamically animated with individually moving parts. Why include such arcane weaponry as a crossbow and a buffalo rifle? Because in this version of Duke, there's some time travelin' to be done!

Civilization or Elimination?

Time to Kill takes place after Duke has cleaned up post-apocalyptic Los Angeles (as Nukeheads will remember from the previous games). Apparently, his porky foes are still holding a serious grudge, and have decided that if you can't kill the man, you can at least eradicate his ancestors!

Taking a page from *Terminator 2*, the pigs devise a plan to travel back to three time periods to destroy the Dukester from a historical standpoint. In the Old West, they seek to turn all the gold in California to lead, so that the city of Los Angeles



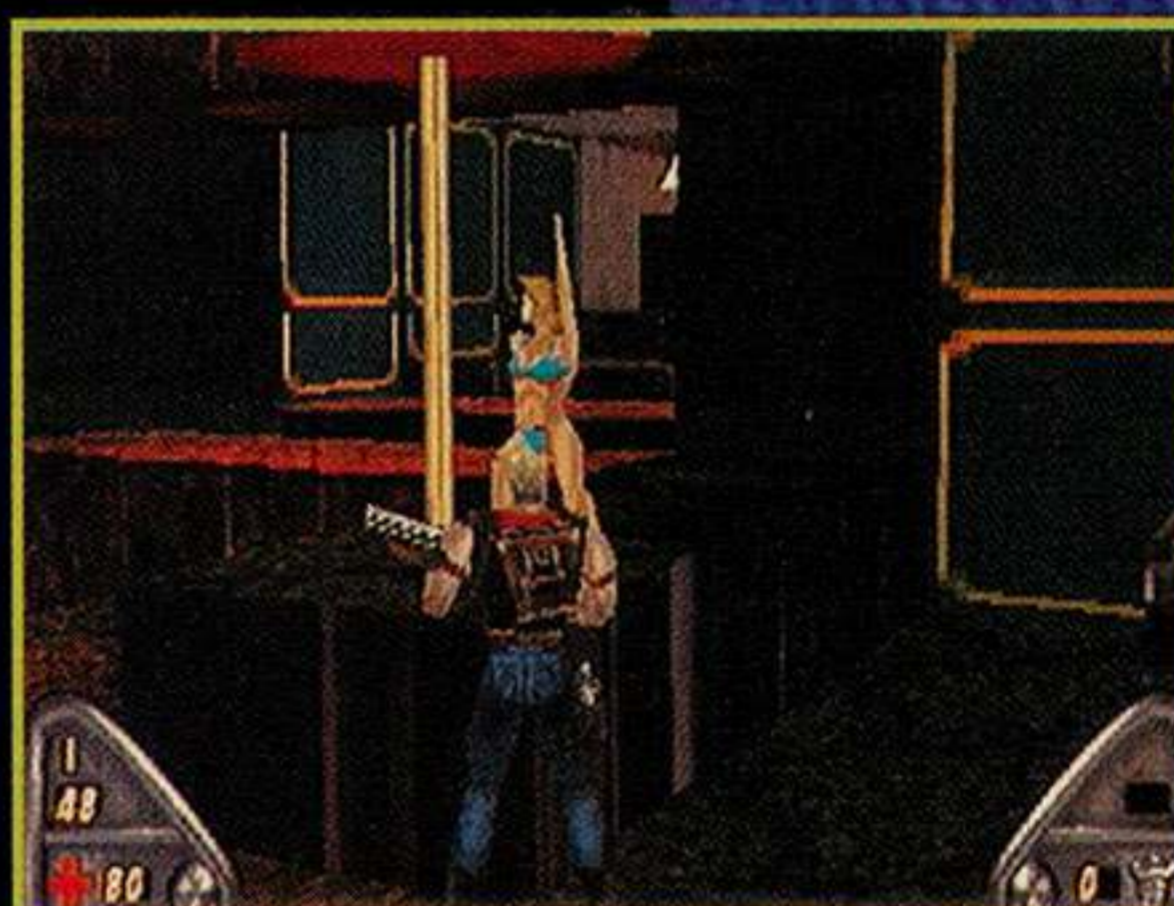
GT Interactive and n-Space (the creators of Tigershark for the PlayStation) want you to Duke it out on the PlayStation in a whole new way. So far, the results will have you saying "Damn, they're good."



Things aren't O.K. at the corral.



Old friends and new enemies abound in Duke Nukem: Time to Kill.



Duke surveys the scenery.



No time for a Roman bath.



Duke Nukem: Time to Kill

will never exist (and Duke will never arise). If that fails, they figure they'll get medieval on his butt and assassinate a distant Duke relative, the Duke of Nukem. Finally, if nothing else does Duke in, they plan to go for the all-out biggie—destroying Western civilization itself by annihilating ancient Rome. Sounds like a history-class daydream, but, hey, Duke (and you) should have it all under control.

Time to Kill should jazz action/adventure gamers, but the Duke Nukem drones will be seriously amped. The game's trigger-melting 20-plus levels will keep most action freaks satiated, and the spectacular visual effects will mesmerize even non-Duke fans. And actually snatching a page from Tomb Raider II, Time to Kill will be the only game where Duke will sport different outfits, including a cowboy hat, a kilt, and a toga. These will, of course, complement Duke's favorite moves—the butt scratch, the groin check, and the underarm sniff...idle animations that will further stoke the Duke legend.

Not for the Timid

While Duke's gameplay may have some gamers salivating, it will also warrant a close look by parents—the game starts off with a shootout in the Bootylicious Strip Club and gets worse from there. GT Interactive and n-Space expect a Mature rating, but gamers old enough to look past that will find themselves



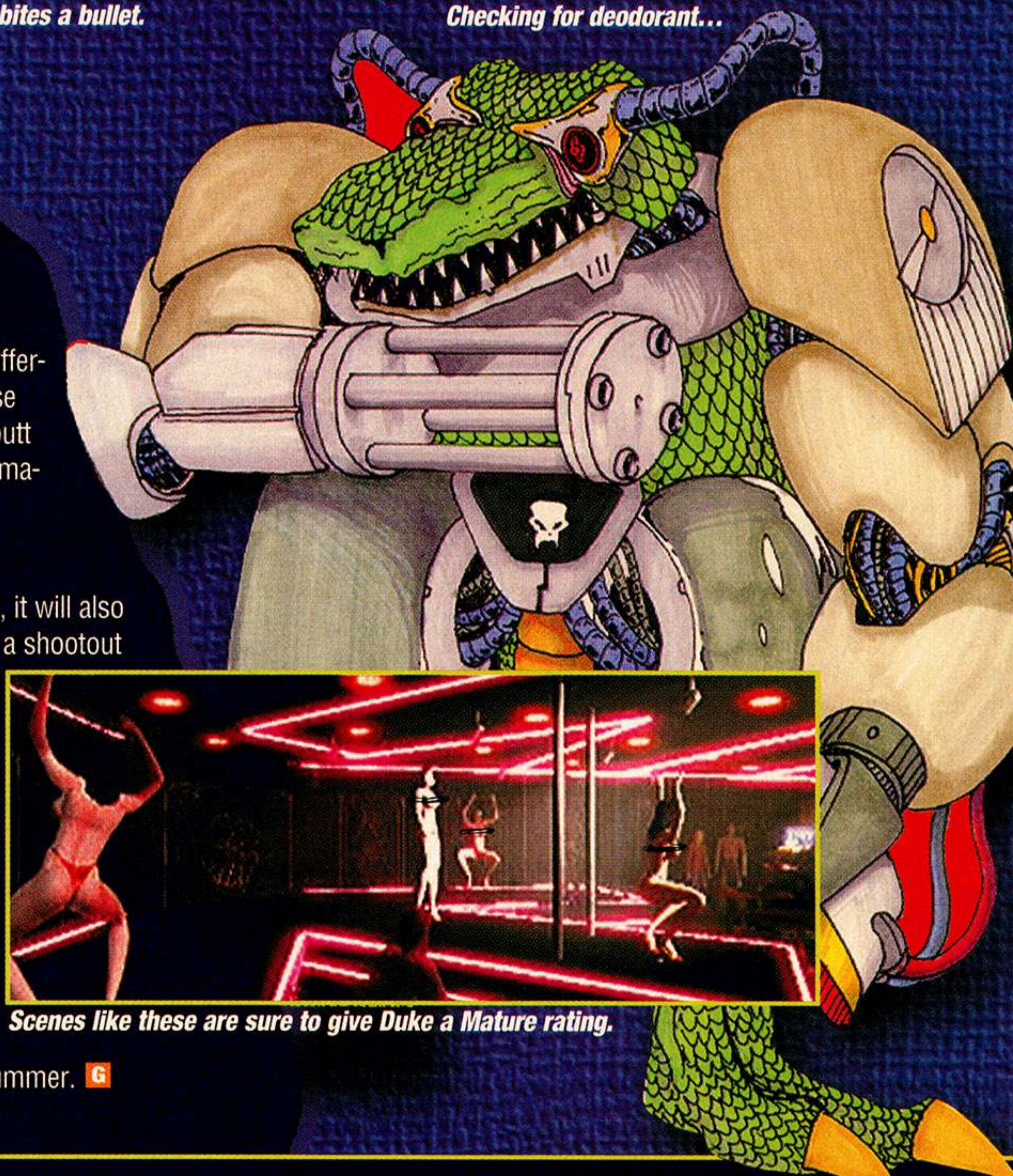
immersed in a 3D action game packed with excitement, depth, and serious fun. Duke Nukem: Time to Kill will start slaughtering gamers late this summer. **G**



Duke bites a bullet.



Checking for deodorant...



Scenes like these are sure to give Duke a Mature rating.

Duke's Developers

Erich Dyke, executive producer at n-Space, offers a few words about Duke Nukem's newest adventure.

GamePro: How did the whole concept of Duke Nukem: Time to Kill come about?

Erich Dyke: Time to Kill started when I was asked over a year ago to consider doing the ports of Duke Nukem for the home systems. The time period to finish those games was not scheduled to fit n-Space's needs, so I passed.

GP: Too busy?

ED: Exactly. Then while I was on vacation last year, I got a call from Ron Chaimowitz [president of GT Interactive], and a very simple question was presented to me: What would I do with Duke Nukem if I could make a brand-new game? The first thing that popped out of my mouth was Duke Raider.

GP: But you're adamant about not having the game referred to as Duke Raider?

ED: Well, yes, because the two games have distinctive and separate personalities. Tomb Raider is an excellent game with exploration and discovery as its focus, while Duke's more of a hardcore action game with less puzzle-solving, but certainly more gunslinging.

GP: Has 3D Realms (the creator of the original PC versions of Duke Nukem) been extensively involved?

ED: Absolutely. Since day one they've helped out creatively. We showed them preliminary sketches of enemies and levels, and they've contributed ideas and thoughts about how to fit them all into the Duke universe.

GP: And that's some universe.

ED: They [3D Realms] have a whole slew of Duke-related avenues, from toys to games to books and more. We have to make sure that Time to Kill is logically consistent with the Duke Nukem legacy.

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Stunt R.C. Copter

Will it be a chart-topping chopper-stopper?

By The Whizz

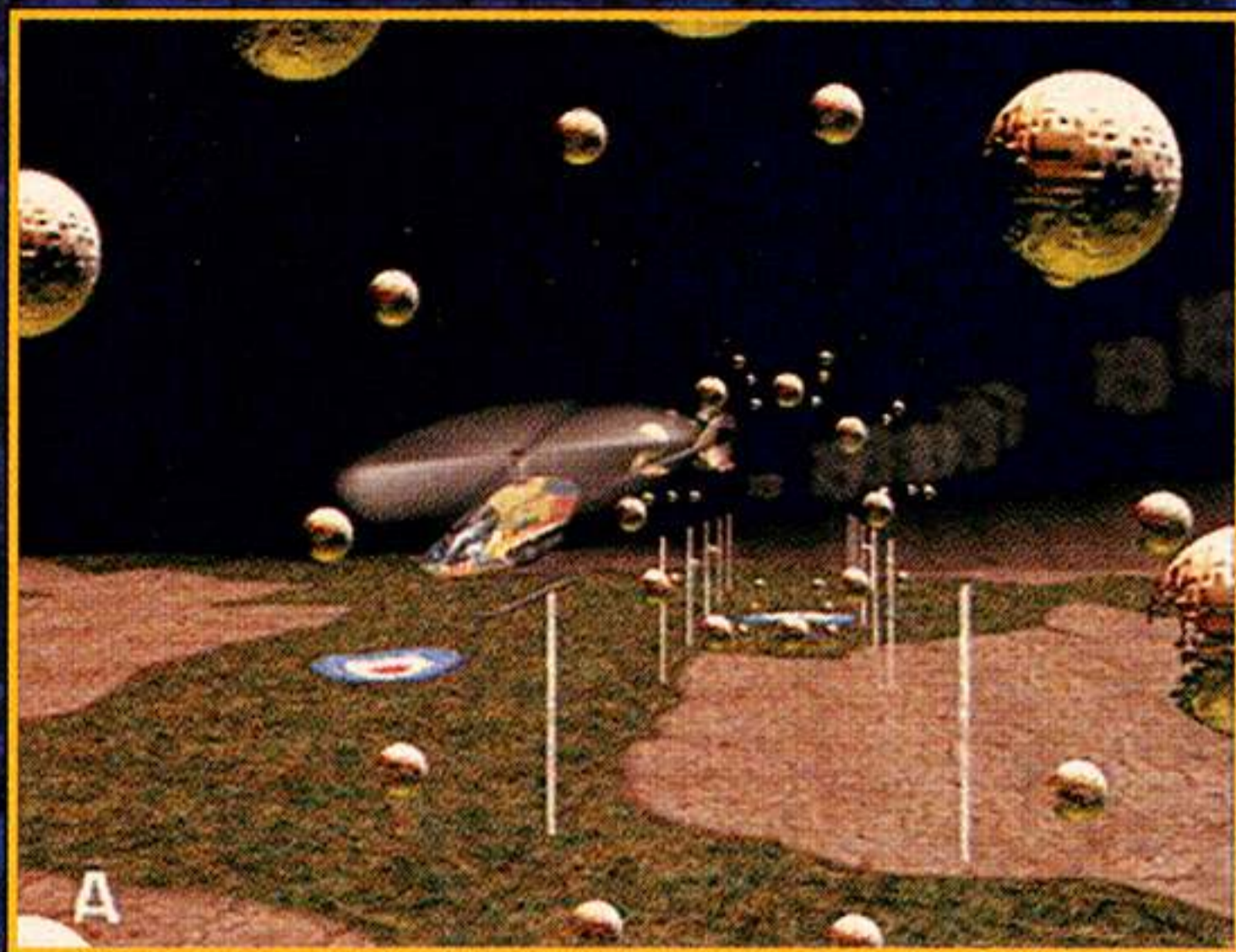
That buzzing sound in your brain could just be Shiny Entertainment pushing the video game envelope again. This time it's with Stunt R.C. Copter for the PlayStation.

Flying by Wire

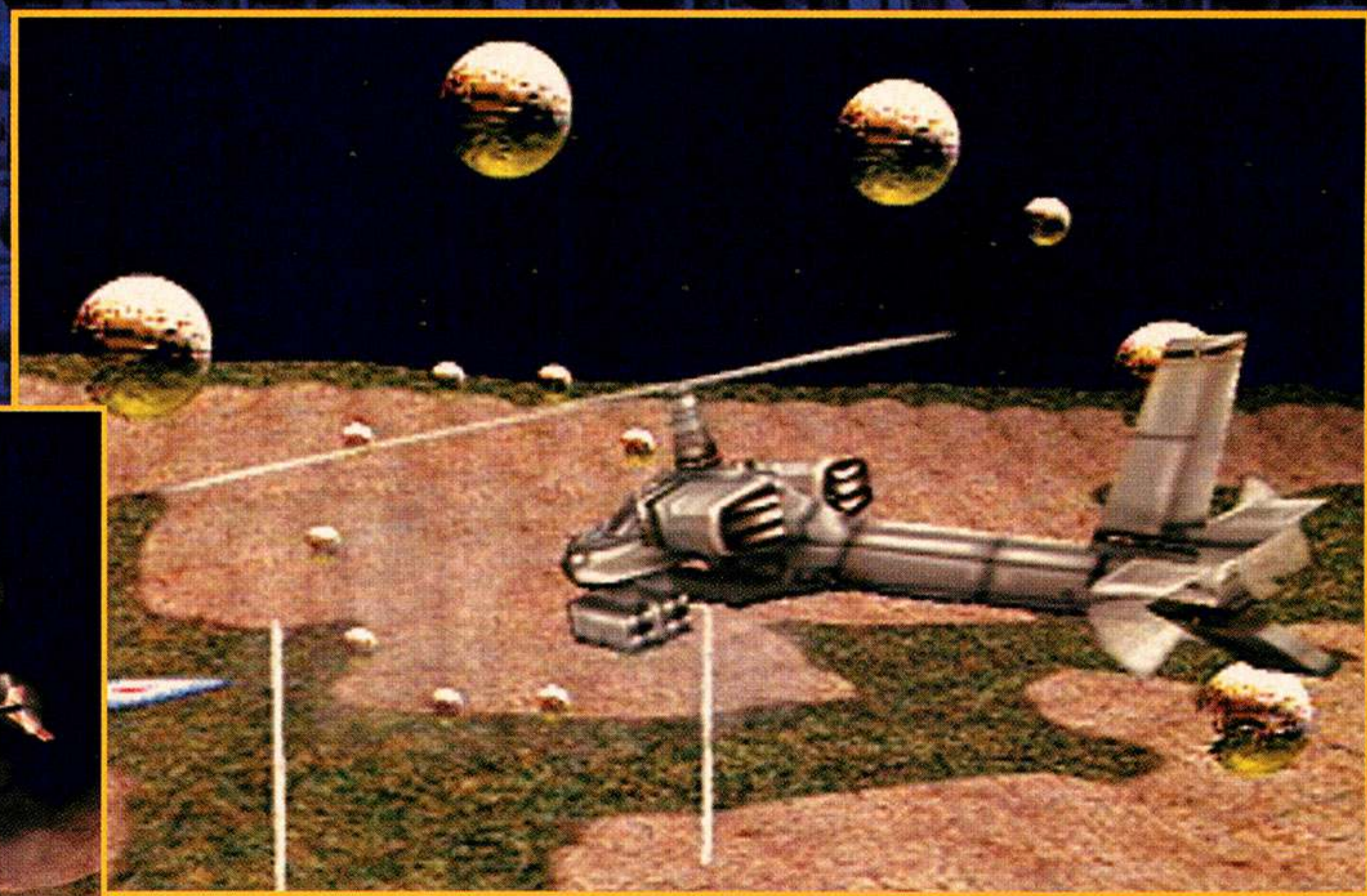
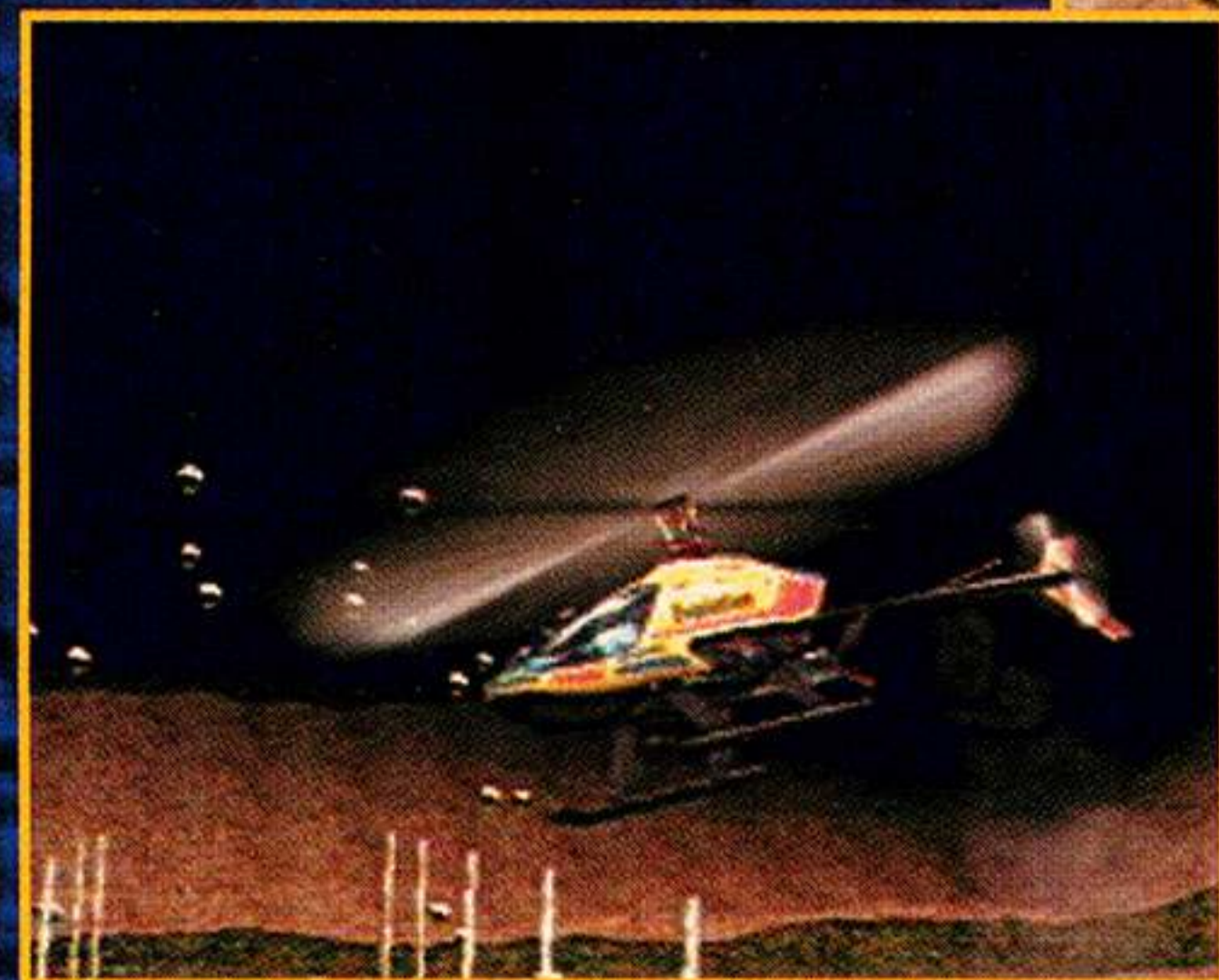
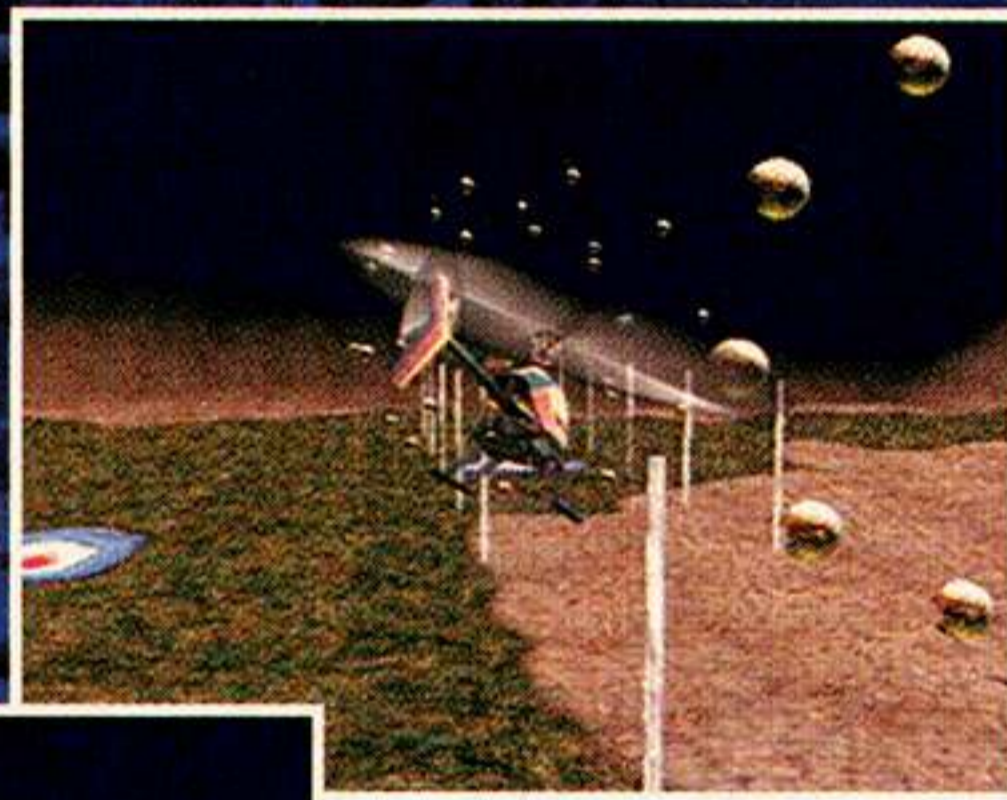
Stunt R.C. Copter (formerly called "Fly by Wire") seeks to simulate the flight and handling characteristics of a radio-controlled helicopter, right down to precise physics, such as the effect of terrain topography on the rotor lift during forward flight. Video game vets will recall the great R.C. Pro-Am series, but Stunt R.C. Copter seeks the next level.

David Perry, head honcho and visionary for Shiny, calls Copter the first video game toy. "Instead of being forced to wade through endless intro screens and menus," he explains, "within a few seconds, you'll be flying...instantly! And like a toy, you can pick it up any time and play for just a few minutes or a few hours."

But as anyone who's logged R.C. flight time knows, it ain't easy. Copter's designed to use the Sony Dual Analog controller, which actually resembles an R.C. controller. Game programmer Robert Suh confesses that the controller algorithms were the hardest part of the game



The aerial obstacle courses will challenge your radio-control techniques.



R.C. Copter will feature different types of helicopters, too.

to create. "Dave gave me a book of math equations for flight models that weighed a ton," Suh recalls. "It took me a long time to wade through that thing, but the result is that this helicopter flies exactly the same as a real one."

Fun with Fireworks

Stunt Copter is not just a dry simulation. You'll pull flips, bank turns, and tricky hovering techniques as you guide your chopper through canyon racing, assault courses, and death match free-for-alls. Although the exact number of stunt copters hasn't been determined yet, there will be a variety of craft that vary in styling and speed. Shiny has revealed one bonus chopper: A *Blue Thunder* replica, complete with functional missiles and mini-guns.

Stunts and Moves

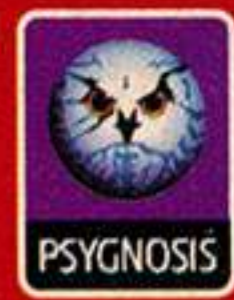
Stunt R.C. Copter is actually flying point for a series of radio-controlled CD toys, including Stunt R.C.s for a car and a boat. At press time, Shiny announced that publishers vying for Stunt R.C. included Interplay, Playmates, and another "huge publisher." Certainly, a Stunt R.C./Analog Controller bundle with Sony would be a natural.

"David told me he wanted Stunt R.C. to feel so real you could learn to fly a real R.C. helicopter by playing with it," says Suh. Pulling that off would be some stunt, indeed! **G**

Spotlight On Stunt R.C. Copter

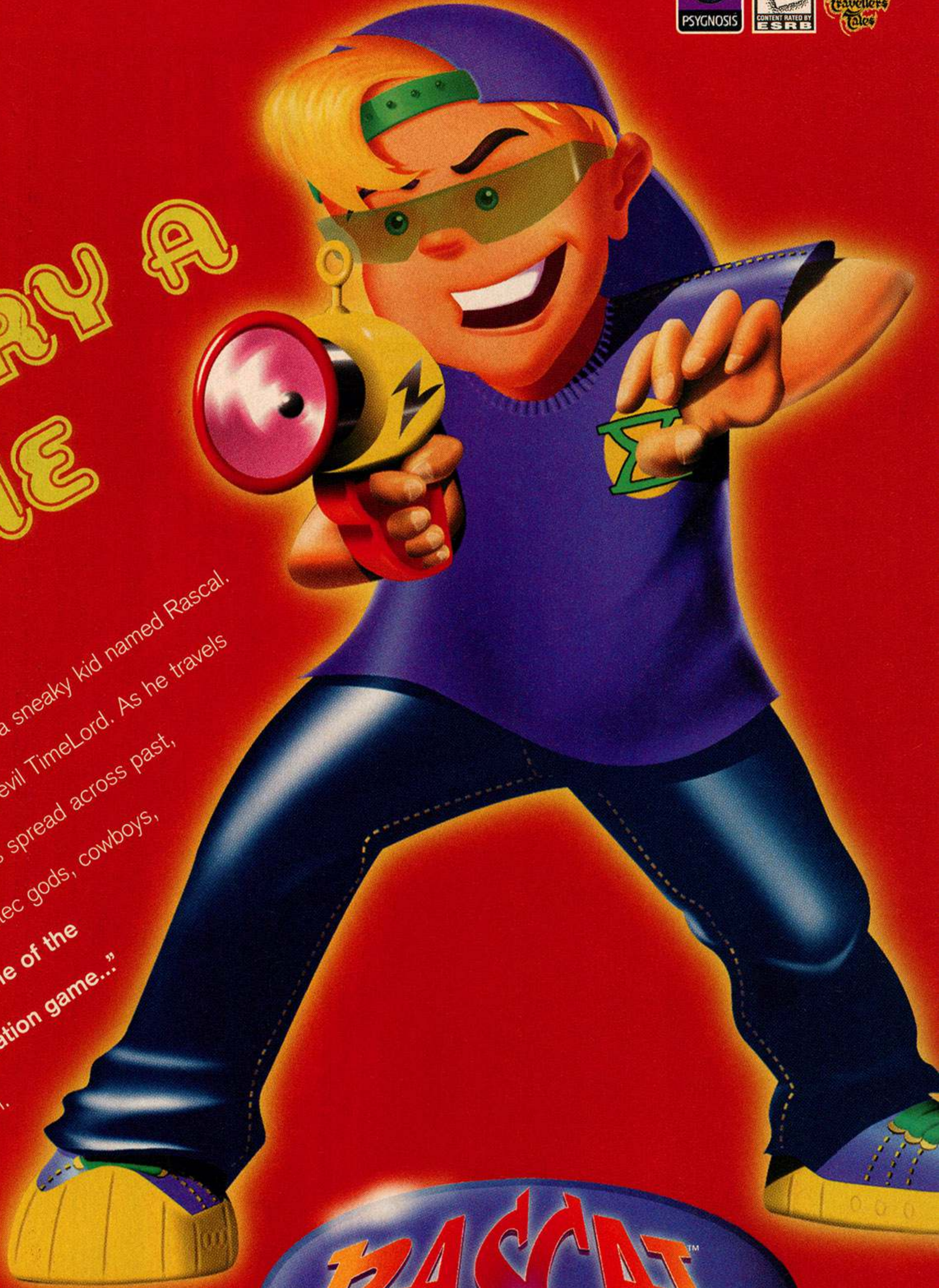


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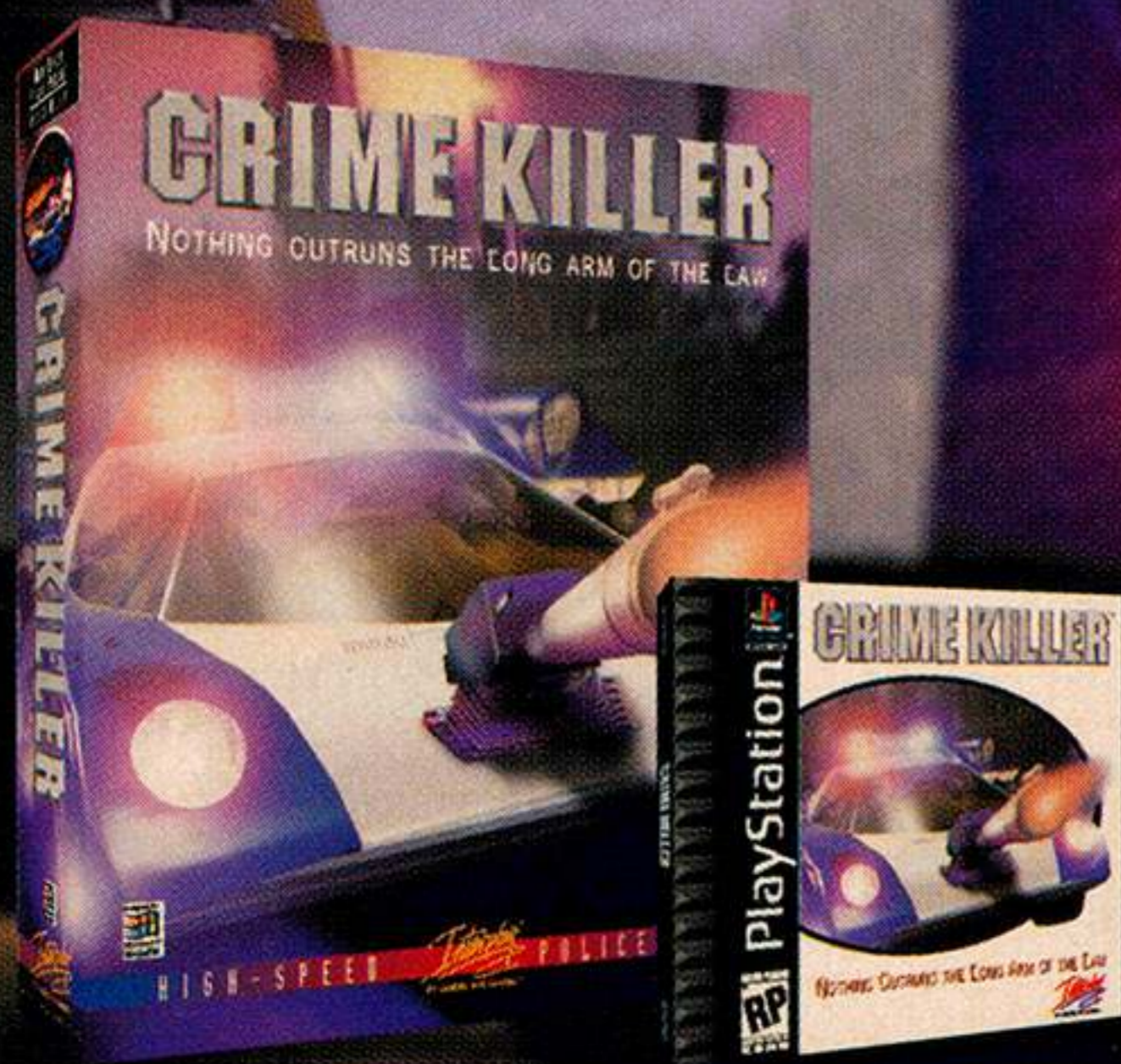


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The Nintendo 64 Strikes Back!

Nintendo has been taking knocks for a somewhat sparse lineup of games for the Nintendo 64 and the delayed release of its much-vaunted N64 peripheral, the 64DD disk drive. But Nintendo Company Limited in Japan is staying true to its "quality, not quantity" mantra: It's firing back with solid games for 1998.

Yoshi to the Rescue

The game paving the way for Nintendo's N64 titles in Japan is Yoshi's Story (see ProReview this issue). Yoshi's shows how a 2D action/adventure game can make a 3D system fly.



Yoshi's Story features 2D side-scrolling action.

Link Lives!

Of course, the N64 game drawing the most attention is the Legend of Zelda, a title that isn't about to disappoint the fans. Zelda 64 will star Link in an

all-new adventure set in a huge 3D world.

But more than just the environment is going to be different in Zelda. The controls—especially the analog joystick—will take a little getting used to, but anyone familiar with Super Mario 64 will soon be exploring Link's new setting. And this time Link won't have to make his treks just on foot: He can also ride a horse! Link rides and runs about with ease while the camera tracks his motion seamlessly in 3D.

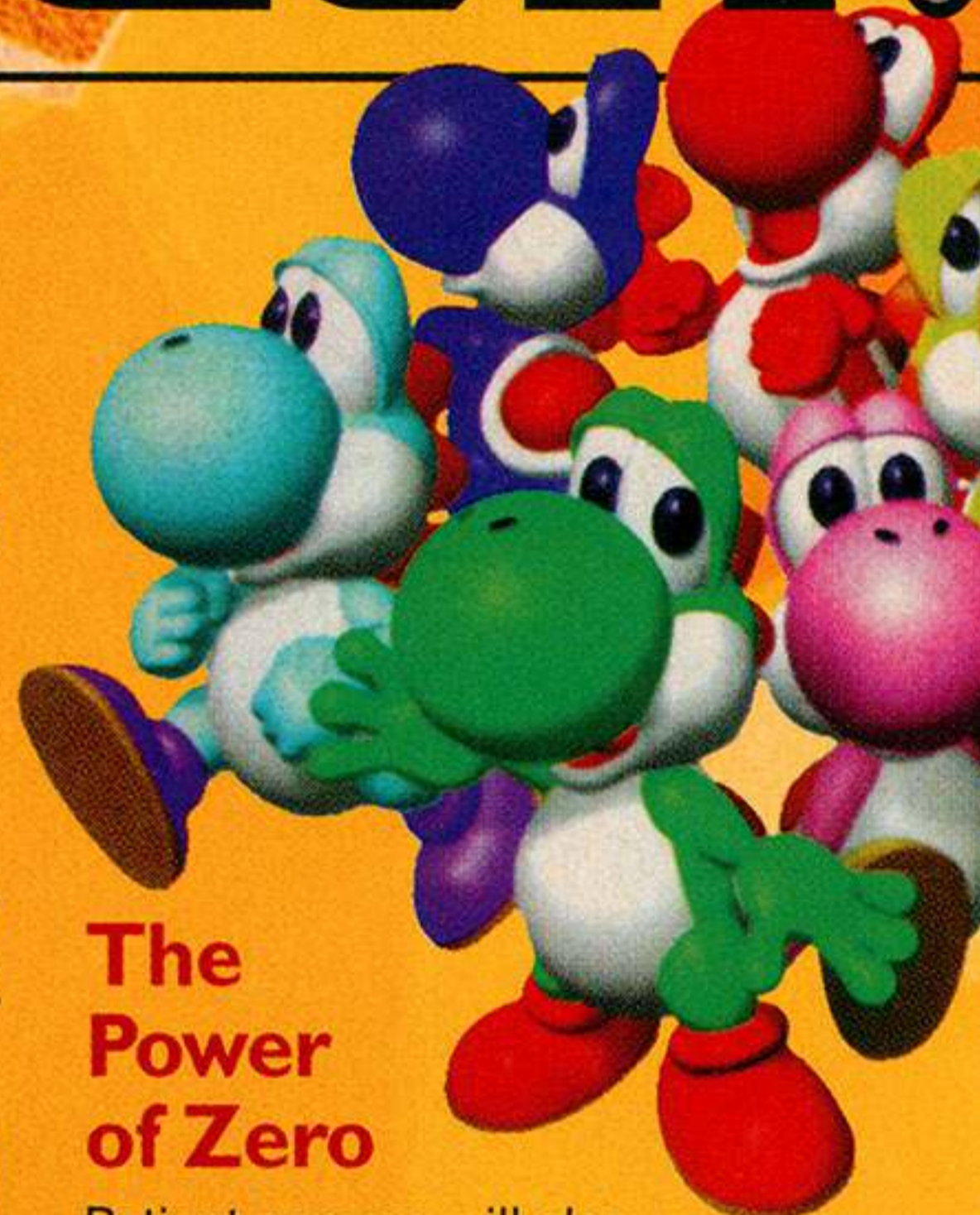
Fans of past Zelda games will take comfort in the familiar weapons and items, but much of Link's gear has been modified. For example, flinging the boomerang in 3D is especially impressive, as it zooms off into the distance and

then returns to you (a totally different experience from the top-down Zeldas of yore).

Although it's sure to be another masterpiece by Nintendo's games master, Shigeru Miyamoto (see interview "Inside the Mind of Shigeru Miyamoto" that follows), don't rush to the stores just yet—the Japanese version has been delayed and Zelda may not reach America until summer.



U.S. gamers may have to wait a little longer for Zelda 64.



The Power of Zero

Patient gamers will also be treated to another Miyamoto favorite. The time is nearly here for the next installment of one of the best Super Famicom (Super NES in the U.S.) racing games ever—F-Zero! Nintendo is gearing up to release F-Zero X in the first half of 1998.

F-Zero could be a knockout. The first few courses are done, and the game has more racers, vehicles, and options than ever. There are eight main characters and over 20 vehicles to choose from. You'll be able to customize vehicles by changing acceleration,



F-Zero X is revving up for a spring '98 release.

speed, and handling characteristics. The courses are laid out with numerous slopes and



In Japan, Nintendo is getting ready to pull out the big N64 games. Here's a report by *GamePro's* man in Japan, along with an interview with Nintendo's own game guru, Shigeru Miyamoto.

By Ken Ogasawara

valleys, as well as plenty of sharp banks and high-speed turns. As in *Diddy Kong Racing*, competing racers crowd F-Zero's screen. It will be worth the wait to play an F-Zero game this polished.

Let It Snow

The sleeper hit of the year may be 1080, which looks like it's going to be a primo snowboarding game. Once again, the N64 controller will really shine here. The characters will not only respond instantly to each shift of the analog joystick, but they'll lean further according to how steeply you tilt the stick.

Another nuance that will make this game shine is the snow. Slicing through deep powder makes it much harder to turn and keep your speed consistent, while packed snow enables you to fly across the slopes but forces you to take wider turns. If you wipe out and lose your balance, you can plow through some very deep snowbanks.

Nintendo hopes that 1080 will prove there's no business like snow business.



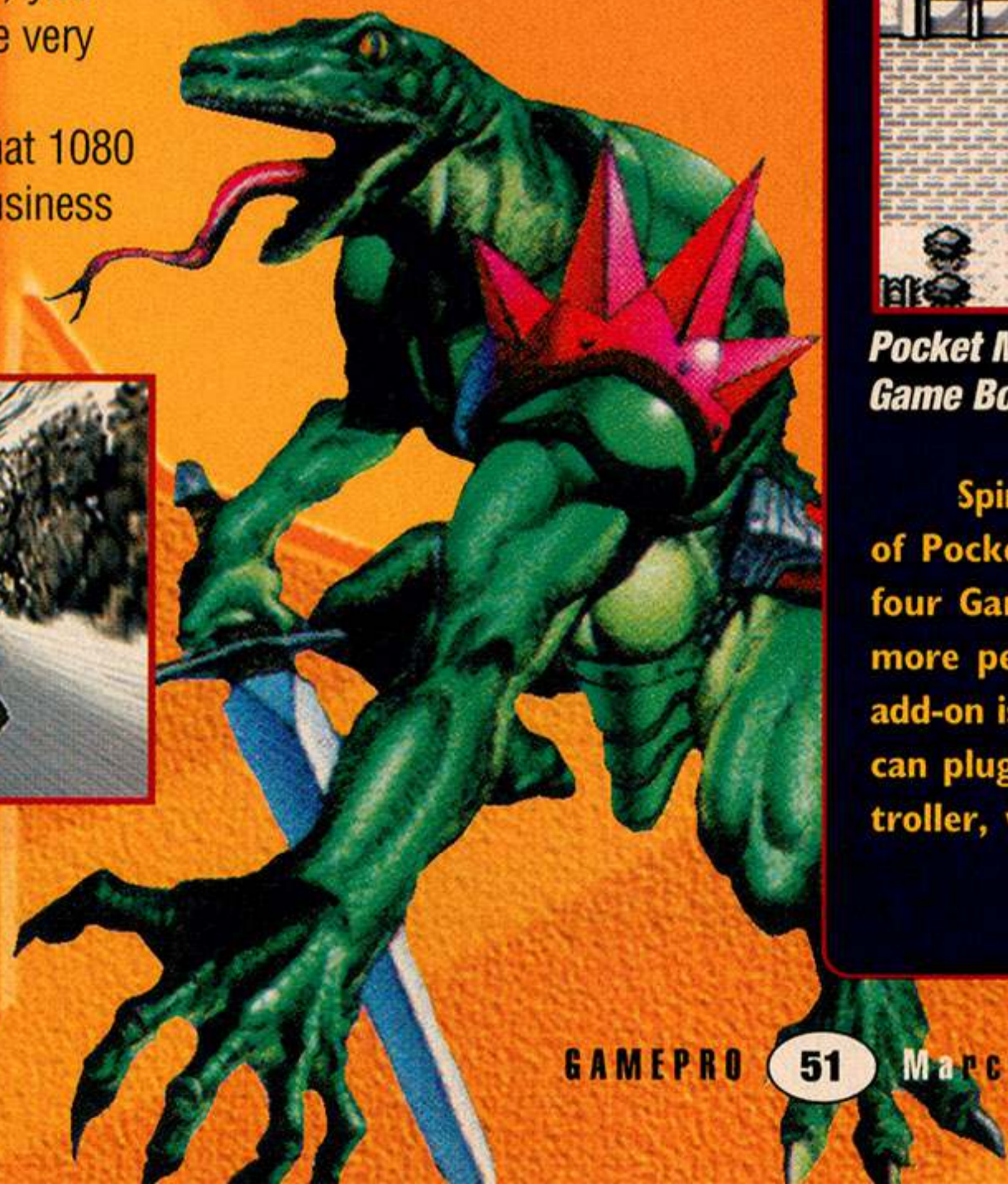
Nintendo's ready for the slopes with 1080.

Roll Out the Role-Playing

RPG fans can finally take heart: *Super Mario RPG 64* and *Mother 3* (Earthbound 64) are in development and will likely come to light in Japan and the U.S. this year. *Mother 3* will make its debut with the 64DD in June.

Wanted: Quality and Quantity

Hopefully, Nintendo's strong N64 carts and the upcoming 64DD will prime the pumps for more games from third-party developers this year. Quality is nice when there's enough quantity to support all genres and all gamers.



THE POCKET MONSTER:

It's Alive!

The N64 also has a monster lurking in its Japanese pocket. Pocket Monster for the Game Boy is a wildly popular game in Japan that's coming to the N64. This may have little to do with American gamers right now, but it's guaranteed to strengthen the N64's popularity with Japanese gamers and game publishers alike.

Those unfamiliar with Pocket Monster won't be for long since a U.S. version is on deck, but basically it's a game where you battle other friends (via the GameLink) with monsters you've created. If you win, you keep your friend's monster. Pocket Monsters are the single reason that the Game Boy is still selling well in Japan. Even though it was released only a little over a year ago, it's already one of the best-selling games of all time, with units continuing to sell briskly by the week. The soon-to-be-released Pocket Monster Gold and Silver versions will introduce new adventures and new monsters to the current 151 varieties.



Pocket Monster is haunting the Game Boy.

Spin-offs from the success of Pocket Monsters include four Game Boy games and more peripherals. One such add-on is an adapter that you can plug into your N64 controller, which allows you to

connect a Game Boy cartridge to the N64. Although it won't allow you to play GB games on the N64, it will allow you to use the stored data from a GB game with certain N64 titles. This is especially important for Pocket Monsters since one of the key elements of the game is trading monsters that you have captured from other people. A game directly utilizing this system will be Pocket Monster Stadium for the N64, where you can have



Pocket Monsters battle it out on the N64.

your monsters battle it out with other monsters.

Another N64 peripheral will be a voice-command unit that will be used with *Pikachu Genkidechu*, which can be considered a virtual-pet simulator for the Nintendo 64. With voice commands, however, the player can become even more involved in the action. Currently, the game is set up to recognize over 80 commands, all of the single-word variety. Other N64 games are sure to use this technology soon.



Another virtual-pet sim for the N64—Pikachu Genkidechu



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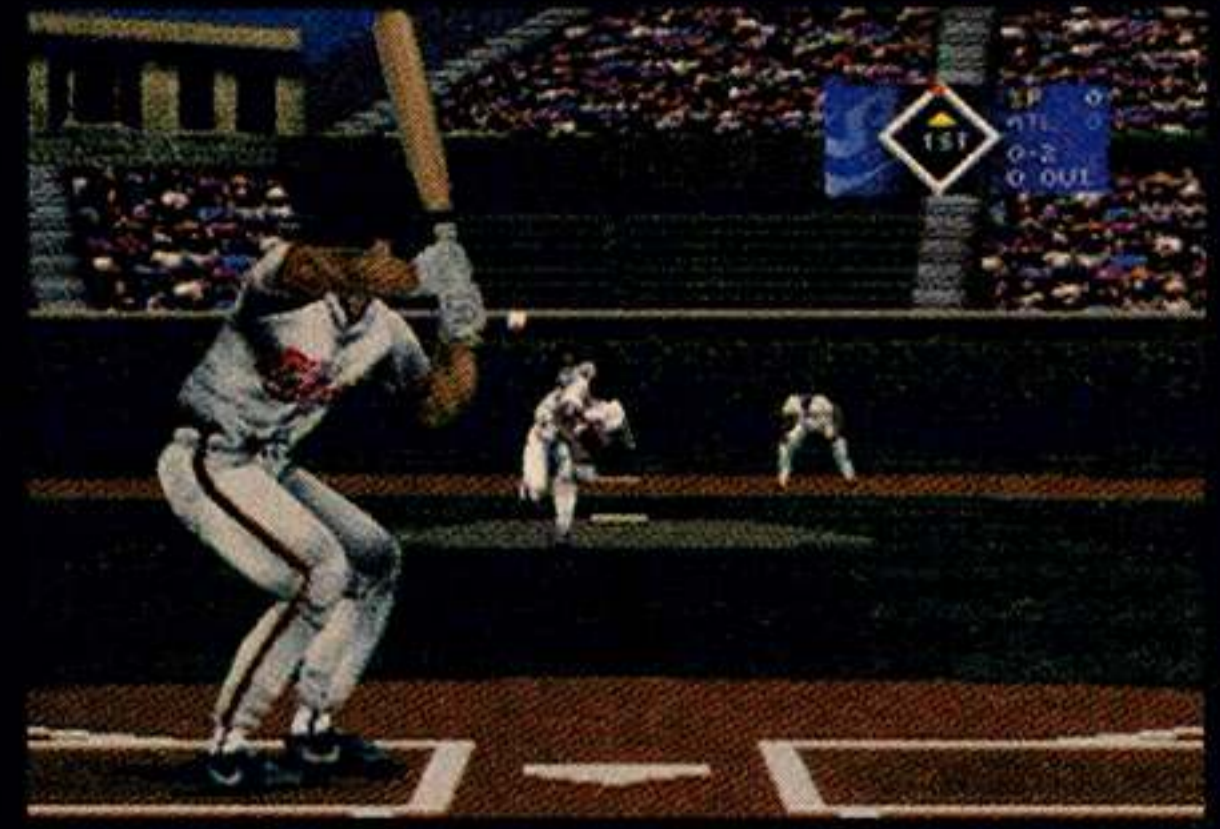
VR Baseball™ 99. It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know

that **Kenny Lofton** should score from 2nd on a gapper to the wall; that a pitcher should walk **Mark McGwire** with a base open and the game on the line; and that **Raul Mondesi's** gun is strong enough to skip the cut off man and go straight home. This isn't just another baseball game. This is baseball.

VR Baseball 99 has detailed baseball animations including motions for collision. When a runner breaks up a double play and slides into second base, you can see the short-stop get knocked on his butt. **Andrew Jones** will dive to catch hard line drives, and baserunners round the bases instead of making perpendicular cuts. We've also quickened the pace of baseball by adding a variety of quick key short cuts to speed up gameplay, and by adding an innovative menuless pitching interface that let's you pitch to a nearly infinite number of locations instantly. Which means you're now able to throw a **Greg Maddux** fastball without tipping your hand to your opponent.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball 99. Play what you've been missing.

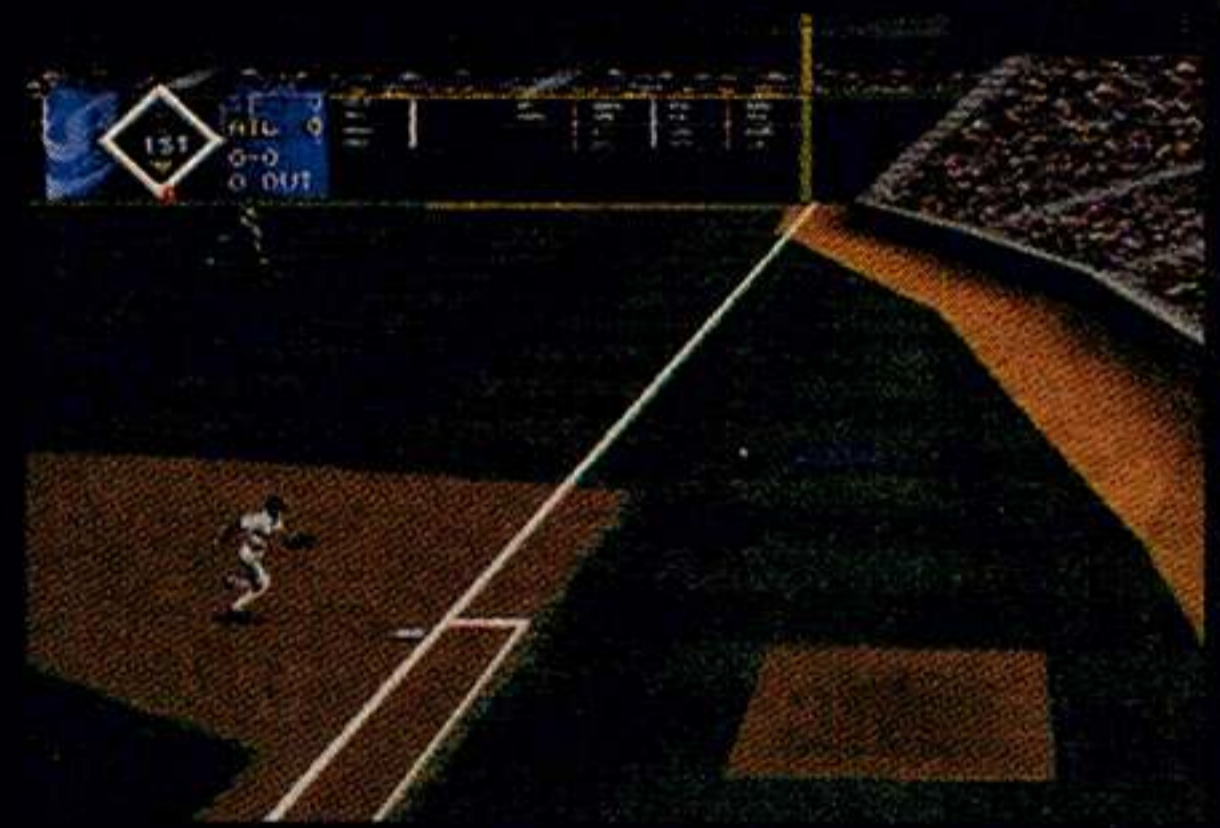
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Inside the Mind of Shigeru Miyamoto

GamePro: Can you tell us what projects you're currently working on?

Shigeru Miyamoto: Well, there are four main titles: The Legend of Zelda, F-Zero X, 1080, and Mario Artist. There are also other projects that I am looking at, but not actually working on. I'm also following the development of additional peripherals for the N64.

GP: Such as...?

SM: An adapter that will allow you to plug a Game Boy cartridge into an N64 controller-pack slot. It's being developed so that players can trade monsters with the N64 version of Pocket Monsters.

GP: That doesn't mean that you actually play the game on the N64, does it? You just trade the data, correct?

SM: That's correct, but in the future we will certainly make games where that data will be utilized. For example, currently in development is Pocket Monster Stadium, where monsters that players have developed on the Game Boy can fight against each other. In this arrangement, up to four players can trade monsters at the same time.

GP: What do you think of the current Pocket Monster craze?

SM: It is causing a headache. (laughs) It keeps the N64 from selling. (laughs) Pokémon (Pocket Monsters) is selling too much.

GP: Getting back to the main N64 games that you're involved with, when can we expect to see them on store shelves?

SM: Ahh...right now we're worried about the order in which we should release them. We plan to bring out 1080 first—while there is still snow. Probably February in Japan.



1080 features head-to-head split-screen action.

GP: Where did the snowboarding idea come from?

SM: Oh, that came about because I like skiing. I was thinking about making a skiing game after completing WaveRace. However, the current trend seems to be toward snowboarding.

With snowboarding, it seems that you can go places that you can't with skis; for example, in between trees. It seems like

GamePro had a rare opportunity to interview Shigeru Miyamoto, Nintendo's legendary leading creative mind. With the Mario, StarFox, and Zelda series among his credits, Miyamoto is naturally bullish on the Nintendo 64.

more of an adventure. Also, since I am a skier, I wanted to make sure that the game really made it feel like you were sliding across snow, and I also wanted to reproduce the effects of various types of snow. In 1080 you'll experience snow that is harder or softer and deeper in places.

GP: What happened to Zelda? Nintendo seemed to still be claiming that it would be out at year's end.

SM: Well...Yoshi's Story was delayed, sliding from the summer slot into the winter sales slot. Due to that, we put all our power behind finishing that title for the holidays. So Zelda was pushed back, probably to spring, but no promises since we have to undergo thorough bug testing and balancing, and we're not sure how long that will take yet. If I state an actual release date, the media will jump on me again. (laughs)

GP: Well, as gamers, we want to play this game NOW.

SM: Yes, of course (laughs), but we plan to get the game out during spring before the weather starts to get hot, provided that there are no major catastrophes. After that, we'll probably launch F-Zero X.

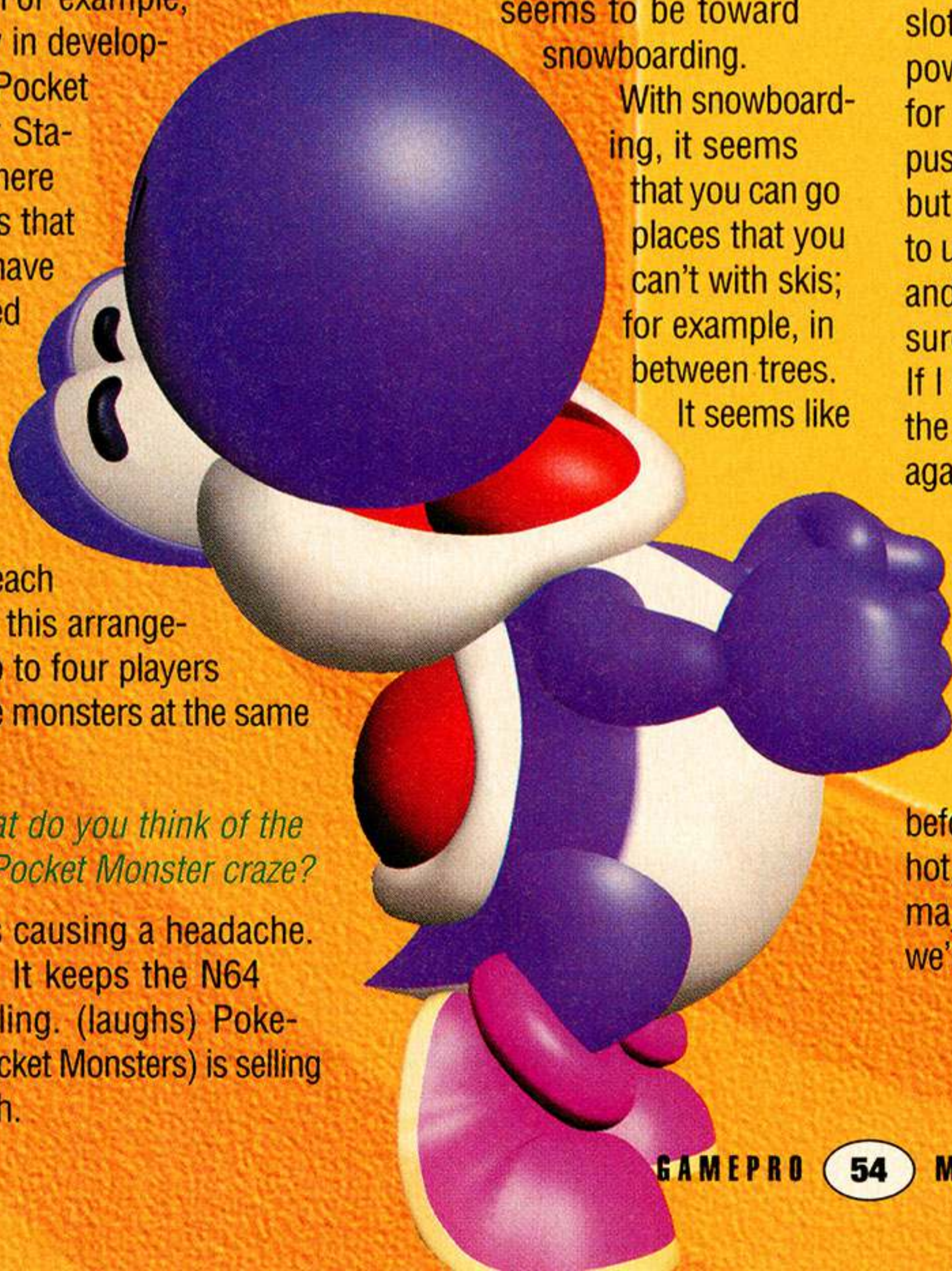
GP: So how close is Zelda to completion?

SM: The system itself is almost done—about 90–95 percent. The data part, the number of monsters, the puzzles, and so forth, that's what we are currently working hard on. After that, we do game balancing and the last big hurdle, bug testing. With many hours of gameplay involved, we want to make sure there are no logic bugs, so this process will take months to do.

GP: Will gamers who have played the 16-bit version be able to look forward to the same weapons? Or even more?

SM: Certainly. All the old weapons will be there, but the enjoyment from using them will be different since you're in a completely new viewpoint. For example, the boomerang really looks cool and the long sword looks great. I don't know what fighting-game purists will think of Zelda, but it seems to make normal players feel that they have gotten good at an action game.

What I worry about the most is the difficulty: Is it too hard? I think that maybe it's okay for it to be a bit on the difficult side for the people who play action games, but I want to make it an easier action game to play than Mario. My feeling is that even though people enjoy games, the number of really good players is on the decline. I





GP: Will you create your own elements in the DD version of *Zelda*?

SM: The 64DD version of *Zelda* will simply have additional places to explore. It's not the story that makes *Zelda* interesting, but the game system. The biggest difference between *Zelda* and an RPG is that in an RPG, the system stays the same while a new story template is placed on it. However, in the case of *Zelda*, the template changes how you play the game. That is one of the things that can be done with the DD.

GP: Okay, what happened to *Kirby's Air Ride*?

SM: So many things have been added to *Kirby's Air Ride* that it has become something that is not the original *Air Ride*. We have stopped that project to put our efforts into the snowboarding game.

We are still making the game, but it has gone beyond just the air ride. The people responsible for making the game complained that they didn't want to make a game where Kirby just slid around. They're really putting a lot of games in Kirby, so it is not *Kirby's Air Ride* anymore, but something more. (laughs)

GP: With many of the genres finally getting a few games, it would be nice to see a really good fighting game.

SM: Yes, that's true. If we had the manpower, it's possible we would do that, but right now we must depend upon other developers. For example, Namco should make a fighting game for the system. Maybe they will. (laughs) But how about *Killer Instinct Gold*?

GP: That game and another fighting game haven't gotten a warm reception from fighting-game fans.

SM: Hmm, maybe I should seriously consider making one... However, making a game takes

a lot of effort. We would not be able to make a top-level fighting game right away.

GP: But only if you would come out and set the standard for all the other developers to reach. You have been the man that all designers have been striving to emulate.

SM: Thank you. I just try to produce games that have an impact on kids when they first play them and, from then on, continue to provide enjoyment every time they are played. However, I just don't think that fighting games are the genre to do that.

We certainly were the first to make that type of game with *Urban Champ* and *Punch Out*, so Nintendo does have some expertise in the fighting department. However, I feel that I was beaten to the punch when *Virtua Fighter* came out, since I was fooling around with polygons at the time. I thought that was one of the ideal ways to create a fighting game.

My pride at that point wouldn't allow me to bring out something that would have been seen as a copy. If we had continued at that point, maybe now....

GP: Final question then: Where do you see Nintendo's place in the video game industry?

SM: Well, Nintendo is a company that makes and sells games to make a profit, so we feel that we should continue to make the market expand rather than shrink. Our company president certainly feels that should be policy. To do that, there may be times that we have to take a loss when we make a new product without following the pack...to create projects that will alleviate some of the problems in the industry. To try to keep breaking new ground... (laughs)...A bit pretentious perhaps, but we think we have that sort of responsibility. ■

want to make sure that players enjoy the game and that it has various challenges for all.

GP: Rumor has it that there are also three 64DD titles almost complete.

SM: *Mario Artist* and *Pocket Monsters*...actually, *Mario Artist* is a series of three N64 carts that will let you create many types of graphic images, including 3D polygon imagery and animation for the N64.

GP: Will gamers enjoy that?

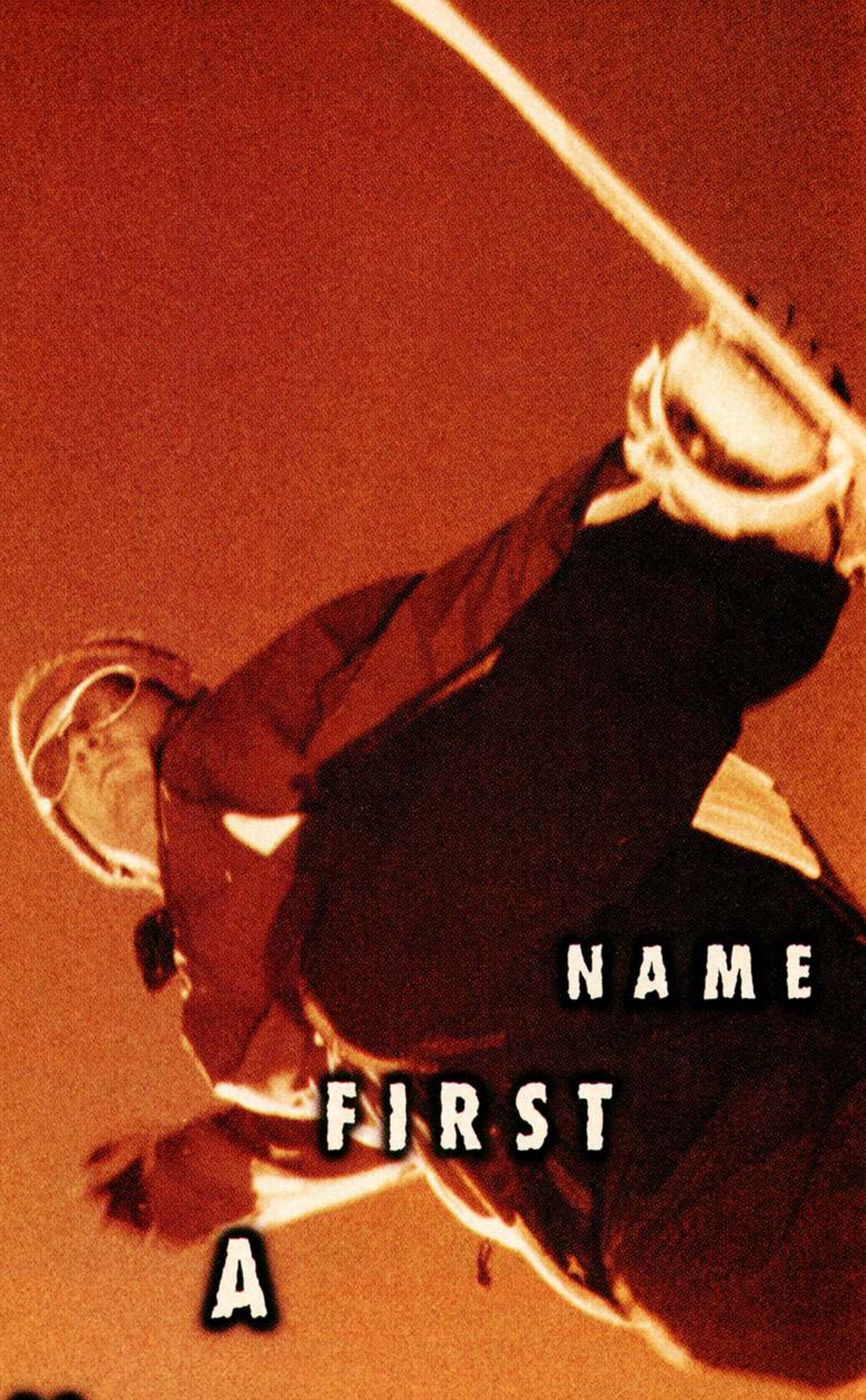
SM: I don't know. However, if they do, the N64 will be the only system that they can use to do that. Nintendo wants to make games that are not available on any other hardware. Most companies make stuff that copies something that's already selling. Nintendo has tried to make things first, to be the market leader. Even if it doesn't work, we will move on to try to create

another first. That is one of our strategies.

Also, my vision of the ideal gamer is someone who is creative. I think someone is having the most fun when they're being creative. For example, when people play *Mario*, the part of them that feels the fun comes from the creative side. When creative software is accepted as games, I think we'll have reached another level in video game entertainment. However, these projects will require a storage device like the DD.



Mario Artist will be a trilogy on the N64.



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Sneak Previews



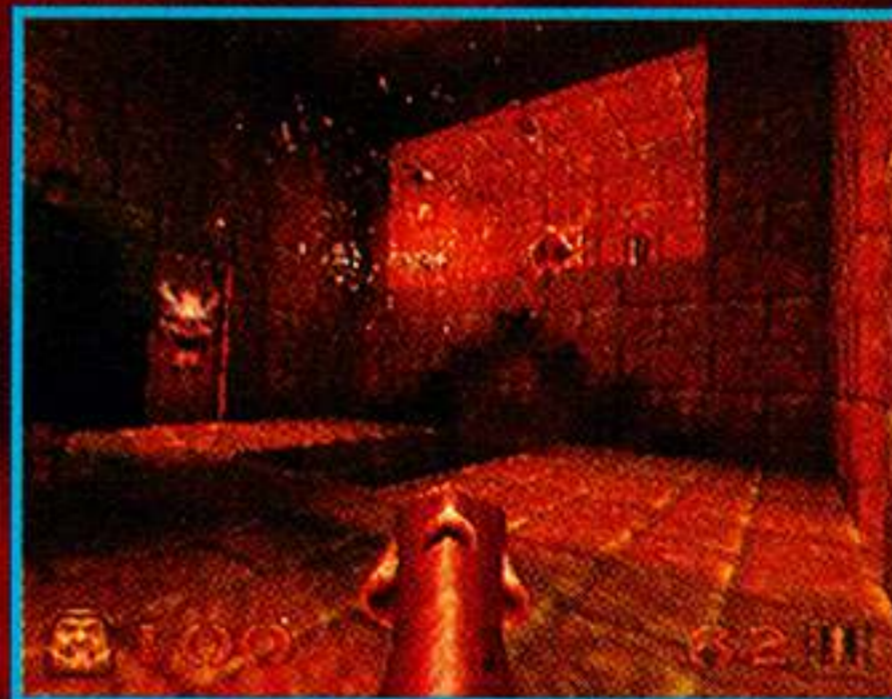
Quake

Nintendo 64

By Scary Larry



Castle Crasher



All the levels from the registered PC version of Quake are included, although some may be a little odd-looking at first. Gloom Keep's architecture seems disjointed, but the layouts of all the levels are precise. The enemies look as fantastic as they did on the PC, and even minor opaque effects, like the water, depict a masterful touch.



The biggest, baddest—and arguably, the best—version of Quake to hit console systems is gearing up on the Nintendo 64. It looks like a faithful ride for patient Quakers who've waited for a satisfying console version.

Developed and published by
Midway Home Entertainment
Available March

60% COMPLETE



The Frosting on the Quake



Starting with a superior graphics engine that really showcases the light sources in the game, this version of Quake looks even better than it did on some PCs. If you've played the GL version of Quake (a 3Dfx-enhanced PC version), then you'll recognize the smooth surfaces, clean shading, and crisp detail in Quake for the N64.



Quake Me When It's Finished



Even at this early stage of development, it looks like Midway's Quake will be a hit among corridor fans and hardcore Quake clanners alike. With a two-player Death Match mode, speed comparable to GoldenEye's, and a beautiful, eerie soundtrack, this version already has us drooling for more.





Need for Speed III

PlayStation

By Air Hendrix



After blowing a flat with its disappointing outing last year, the *Need for Speed* series seems to be back on track with the kind of fast, fun action that *Need II* sorely lacked.



On the Track



While the unfinished version we played had only one functioning car and track, it was already clear that the speed has returned to *Need for Speed*. The action moved at a quick pace, and the responsive handling made the racing raucous. But the arresting night lighting, which produces the eerie glare of cops' sirens and the stark contrast between high and low beams, stood out as one of the game's coolest touches. If everything comes together as planned (and last year, it didn't with *Need II*), *Need III* could finish as one of the top racing games of 1998.

Half the fun of *Need for Speed* has always been the slick rides, and *Need III*'s got 'em, offering eight exotic cars like the Ferrari 550, the Lamborghini Countach, the Jaguar XJR-15, and the like. The 10 circuit courses include shortcuts and branching paths (like SF Rush), but there are still none of the awesome point-to-point tracks of the original game. However, a new Pursuit mode should jack up the adrenaline as you dodge relentless cops who set up roadblocks and lay out chains of tire spikes.

Game speed was one of the big problems in *Need II*, but EA's guaranteeing a performance of at least 30 frames per second, which is pretty quick. Also, opponents should put up a better fight as CPU cars will retaliate for being cut off, rammed, or otherwise offended.

Developed and published by
Electronic Arts
Available March

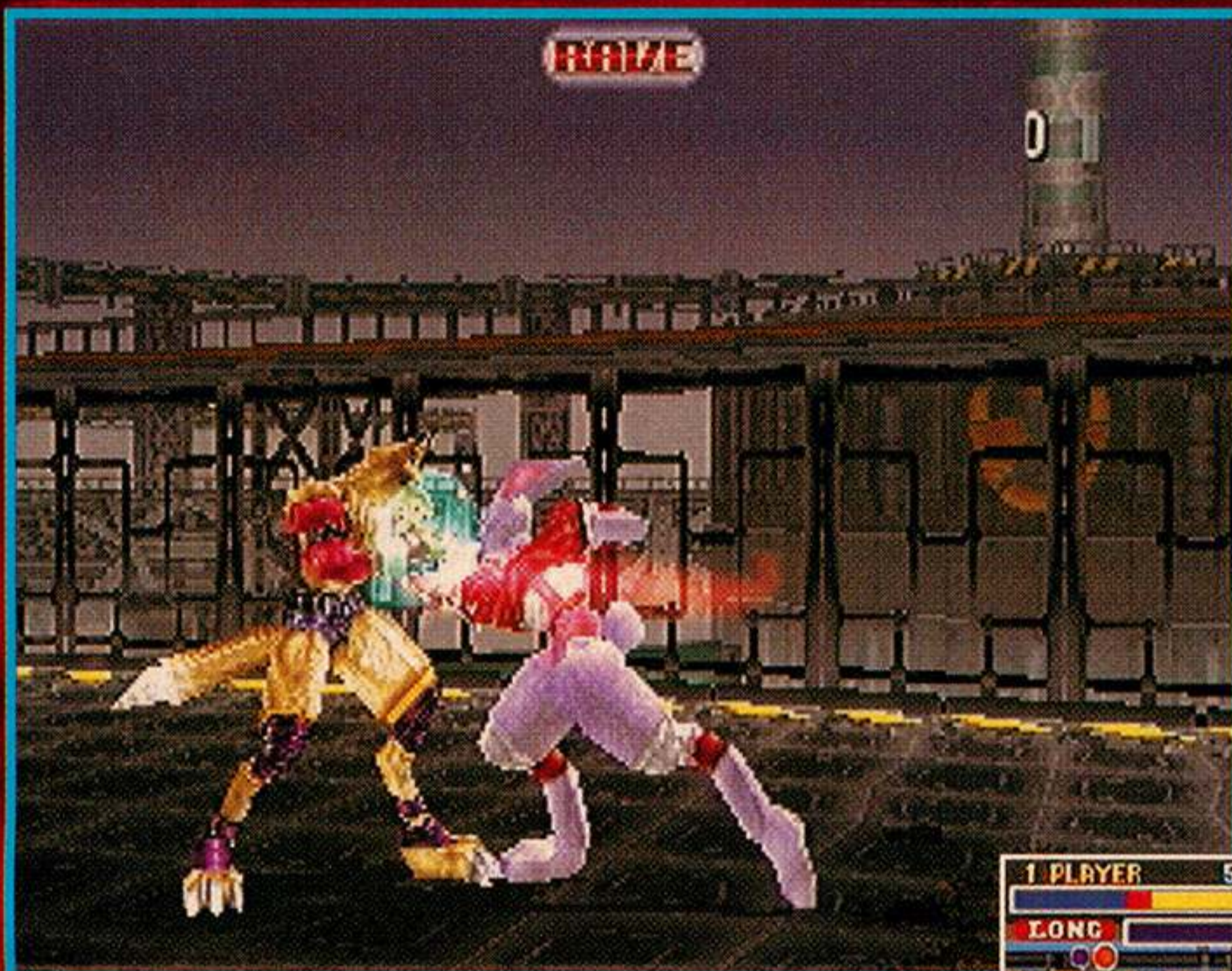
70% COMPLETE



Bloody Roar

PlayStation

By Scary Larry



Sony has a bloody good time coming your way with a whacked-out animal fighting game called *Bloody Roar*. It has bite and animal magnetism, and it's furry-iously fast.



A Bloody Good Time

STAGE 3 2'05"53 RAVE WAIT A NEW CHALLENGER



The moves come naturally, and with a little practice, you'll be able to claw through the game like a pro. *Bloody Roar* looks like a sleeper hit for the PlayStation, and if you don't get a paw on this one, you'll be missing a damn good game.

When Animals Attack



Bloody Roar is the newest fighting game to come from Sony's ranks (along with *Cardinal Syn*), and without a doubt, *Roar* roars the loudest with lightning-fast gameplay and spectacular combos. Using *Tekken*-style polygonal fighters, *Roar* lets you battle as eight characters, each with their own set of moves. During a match, you can transform into an animal (determined by which character you choose), which has its own distinct moves.

The Crowd Roars



Bloody Roar has fighting styles for everyone. You can bounce off walls and recover in midair à la *Fighting Vipers*, you can link some combos and supers together à la *Tekken*, and you can even pull counter and throws à la *Virtua Fighter*. Purists will also find the combo system well structured and solid—it delivers two-in-ones and even juggles!

Developed by Hudson
Published by Sony
Available March

80% COMPLETE



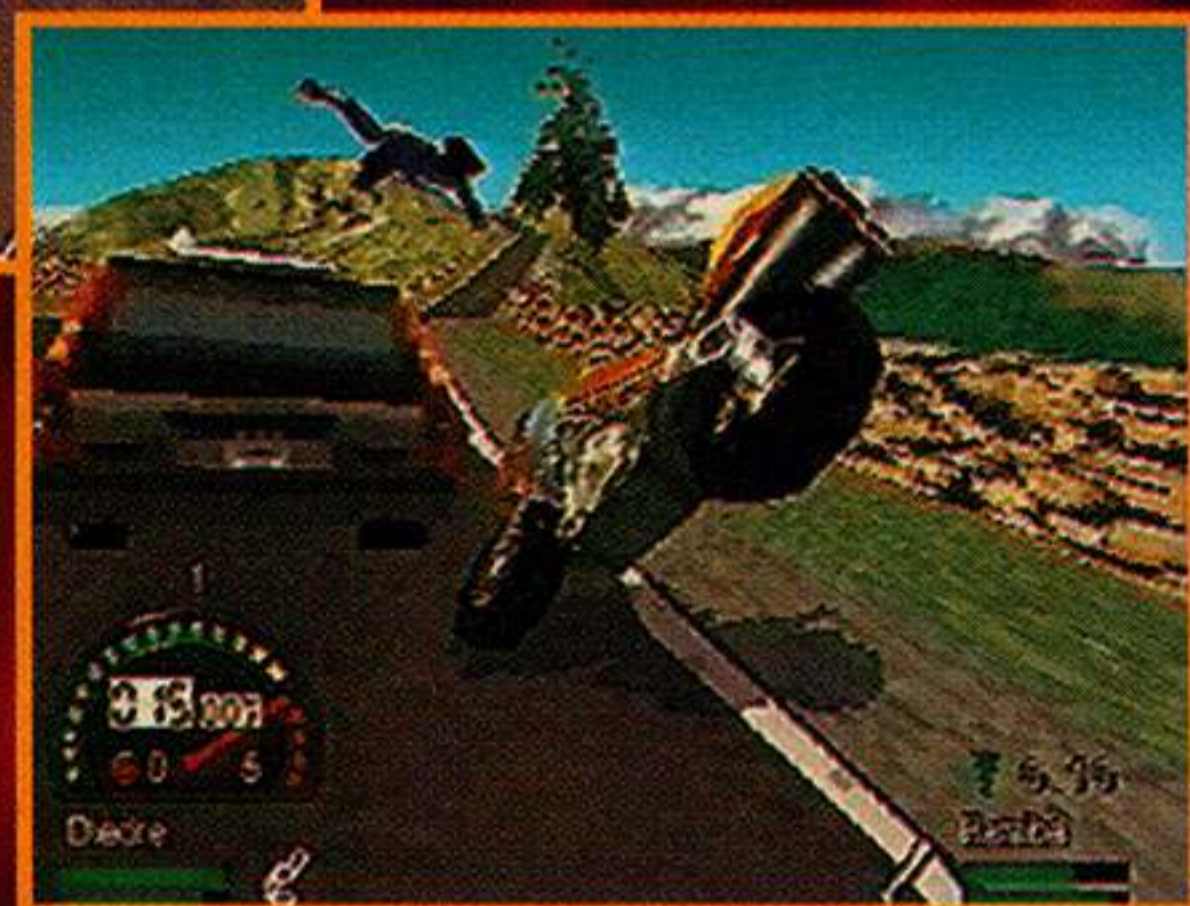


Road Rash 3D

PlayStation

EA hasn't released much new info on Road Rash 3D since our feature in the January issue (see "Spotlight on Road Rash 3D"), but this fresh batch of game screens shows that the visuals have progressed superbly since then. The game's slick 3D engine already looks cool, showcasing excellent detail in both the bikers and the terrain.

As for features, gamers will join up with one of four rival gangs, each with their own personality, then rocket through over 200 miles of interconnected tracks. Rashers will of course bust chops with clubs, chains, and some new weapons, and upgrade their ride from a selection of 20 bikes as they battle cops and the pack in a dash to the finish. As soon as we score some hands-on time with this scorching-hot prospect, we'll update you on how this latest Rash rides. —*Air Hendrix*



Developed and published by
Electronic Arts
Available March

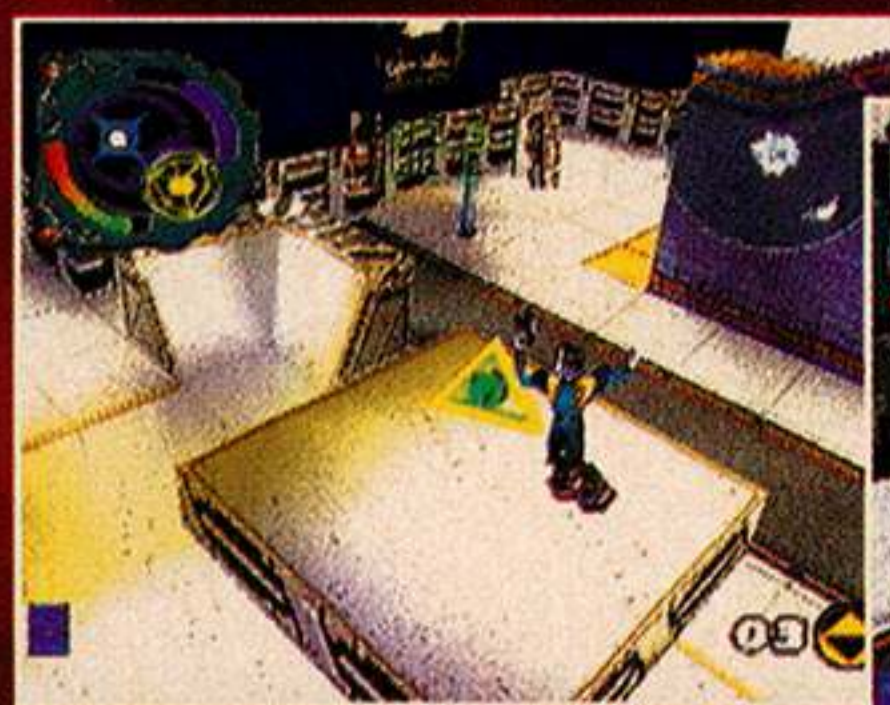
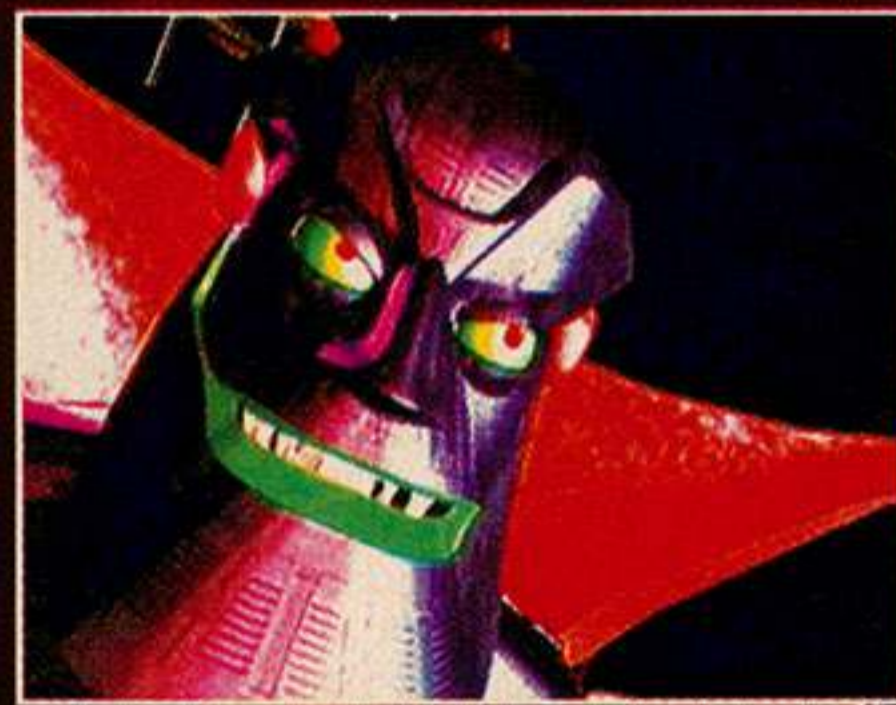
40% COMPLETE



ReBoot

PlayStation

The computer city of Mainframe is still under construction, but in the latest beta of EA's game Re-Boot, it looks like it's being built to last. A prequel to the ground-breaking computer-animated TV series, ReBoot plops players into the shoes of Bob, guardian against evil in a digital world of pixels and peril. Bob swoops around the city as he repairs system tears and prevents crashes—it's kind of like a hoverboarding game with a laser gun. Beta-stage problems include draw-in and breezy controls, but there's time to fix those. Otherwise, fans of the cartoon should be in for a treat. —*Dan Elektro*



Developed and published by
Electronic Arts
Available March

60% COMPLETE

Sneak Previews



Diablo

PlayStation

The minions of evil have been working overtime, and Diablo's dungeons are almost ready for exploration. Choose a warrior, a rogue, or a sorcerer to brave the randomly generated catacombs and caves of Diablo's lair. Two can quest together, and characters can be saved separately from games to go on multiple quests.

EA is incorporating a zoom feature to compensate for the television's lower resolution, and while this preview version features tweaked controller options, there's no mouse support—which is a shame since the original PC game was designed for one. But if traditional RPGs leave you cold, an action-filled trip to hell with Diablo should warm you to the genre.—*Dan Elektro*



BIG! BIG CLEAVER KILLING ALL MY FRIENDS. COULDN'T STOP HIM, HAD TO RUN AWAY. COULDN'T SAVE THEM. TRAPPED IN A ROOM WITH SO MANY BODIES... SO MANY FRIENDS... NNNNNNNNNNNN!



STRENGTH	20
DEXTERITY	15
MAGIC	51
VITALITY	24
HIT	67%
STAGE	1-4
ALTM	45
NA	2000
HP	10
MIG	0%
FIRE	0%
LIGHTNING	0%
GOLD	318



Developed by Climax Enterprises
Published by Electronic Arts
Available March

70% COMPLETE



Pitfall 3D: Beyond the Jungle

PlayStation

Pitfall Harry's first adventure in 3D is almost ready, and it could be a solid action/platform title—provided some key problems are fixed. Pitfall 3D's stages feature smooth rendering, and the low-key music works well with the action. Harry's smart-ass remarks can become annoying, though, as the Bruce Campbell dialogue is rife with unfunny and irrelevant banter.

Harry's easy to move around, thanks to responsive controls. However, in this unfinished preview version, faulty collision detection, uninteresting enemies, and a static camera angle (which, at times, is so close to the character, it's difficult to see what's ahead), are serious game pitfalls. Hopefully, all this will be corrected before Pitfall swings onto store shelves.—*Major Mike*



Developed and published by Activision
Available February

70% COMPLETE

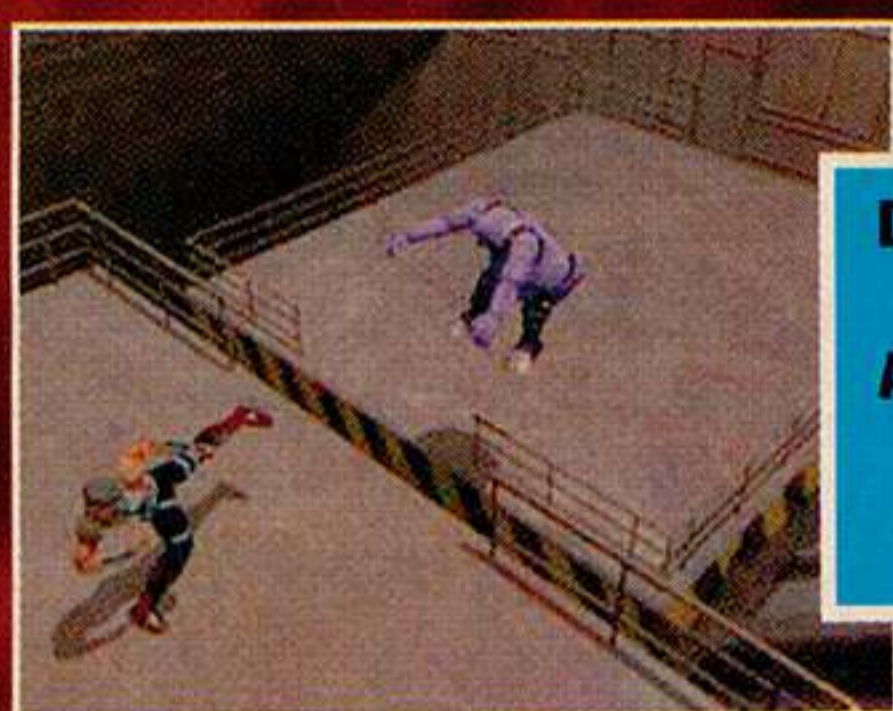




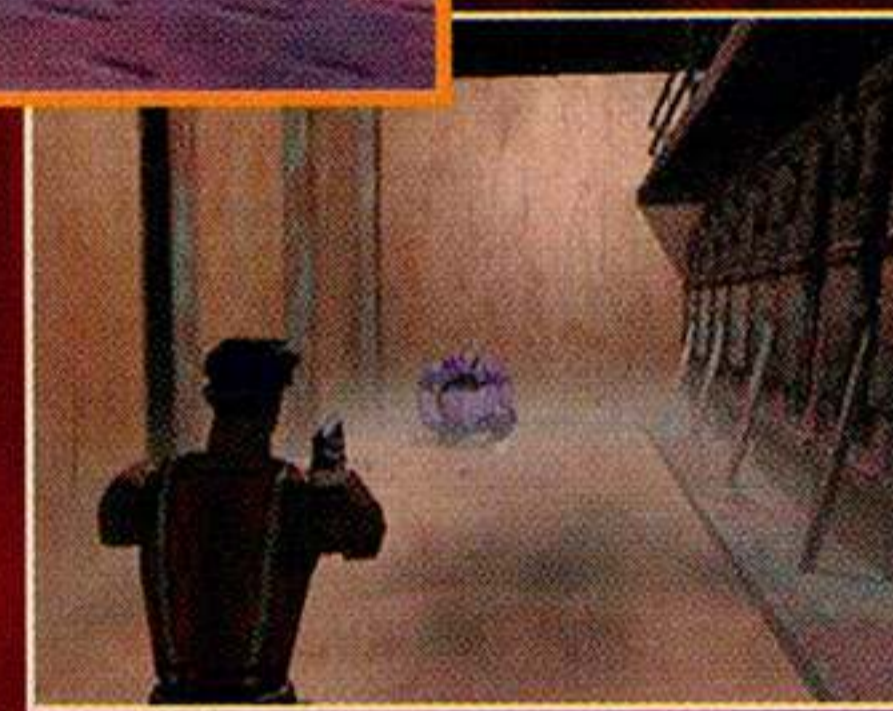
Hybrid Heaven

Nintendo 64

Konami is set to move onto the RPG battleground yet again with Hybrid Heaven. Set in the future, Hybrid relates the story of Johnny Slader, a special operations team leader who has been sent into the city to take care of a little military mess—namely, mutants created during a military experiment aimed at creating super-soldiers. Hybrid's battles will take place in pre-determined movie cut scenes; you find a monster, choose a position to attack, pick your battle option from a menu, then watch a cinema of the battle's result. Sounds interesting, looks cool, but will it satisfy the complex role-playing urges of action/RPG fans? We'll see next Christmas when we go to Heaven.—*Scary Larry*



Developed and published by Konami
Available December '98
10% COMPLETE



Punky Skunk

PlayStation

With a light, cartoony style, Punky Skunk is a one-player, side-scrolling adventure game clearly aimed for younger gamers. Punky runs, jumps, and gears up for some extreme-sports action as he paraglides, skates, and even snowboards through 34 stages, picking up stars and fighting off the evil forces of BB Badler, the baddest wolf in town. The game's most unique feature is Punky's powerful stink bombs, which

knock his enemies out! Smooth animation and controls give Punky Skunk a good hop-n-bop scent.—*Gideon*



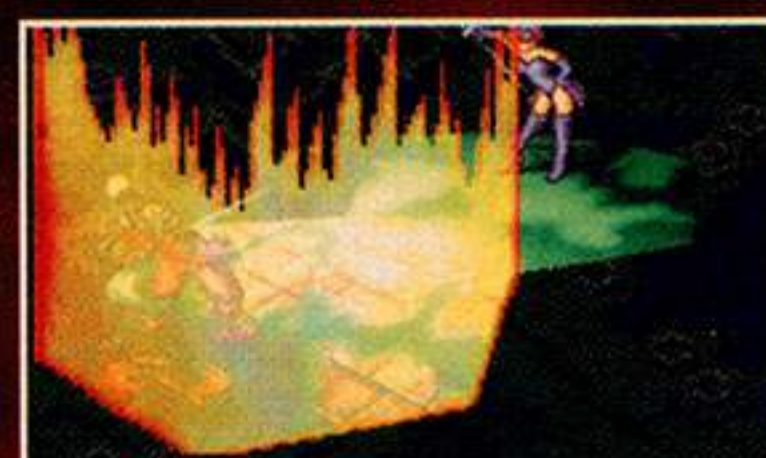
Developed and published by Jaleco
Available First Quarter '98
80% COMPLETE



Master of Monsters

PlayStation

Master of Monsters lets you create monsters, then let them fight it out in a strategy-based contest. Each monster that you make will have their own abilities and special powers and will grow stronger after each battle. Master of Monsters will also have changing landscapes as you fight, the ability to combine monsters, and a four-player match for ultimate supremacy. Although not as in-depth as Monster Rancher with its feeding and training options, Master of Monsters may have that strategic appeal to lure you in.—*Four-Eyed Dragon*



Developed by Japan Supply System
Published by Sunsoft
Available March
70% COMPLETE

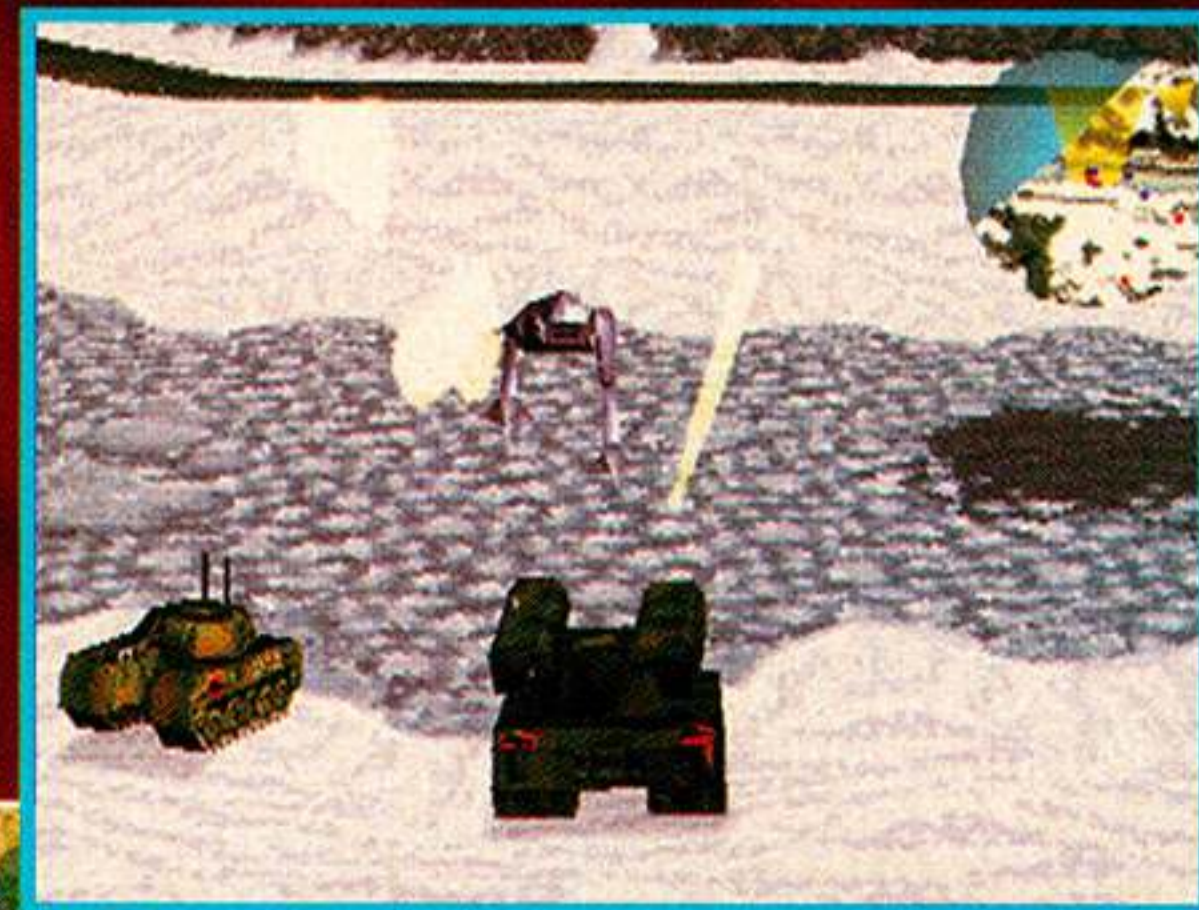
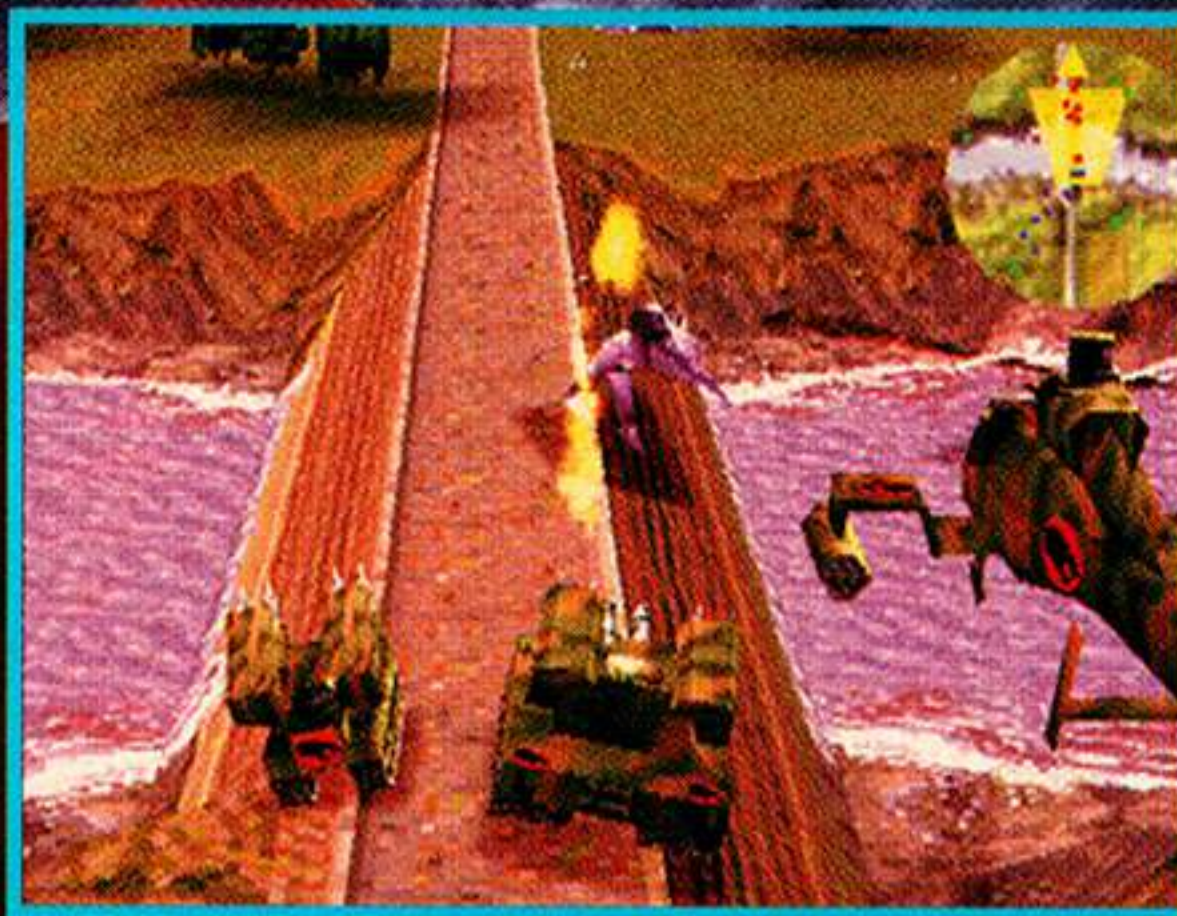


WarGames

PlayStation

Windows 95

"Shall we play a game?" The chilling catch phrase from the 1983 movie *WarGames* rings all the more true this year as MGM gets ready to launch a 3D real-time strategy game inspired by the hit flick. Scripted by the film's director, John Badham, *WarGames* puts players in command of either human forces or the robotic minions of the WOPR, a giant supercomputer with the power to launch a full-scale nuclear war. Along with the traditional helicopters, tanks, and missiles, players can enlist the aid of computer hackers for intelligence and resource gathering.—*Bad Hare*



Developed by Interactive Studios
Published by MGM Interactive
Available Second Quarter '98

60% COMPLETE



Wetrix

Nintendo 64

The developer's goal was simple enough: Create realistic-looking water on the N64. But the eventual result yielded more in the form of a happy accident—an intriguing 3D puzzle game. *Wetrix* players form reservoirs on a floating landscape in preparation for impending rainstorms; as long as your pools can contain the falling water, you're fine. However, fireballs, bombs, mines, and a two-player mode will make it anything but easy.—*Dan Elektro*



Developed and published by Ocean
Available Second Quarter '98

30% COMPLETE



Theme Hospital

PlayStation

A mild hit for the PC earlier this year, *Theme Hospital* puts you in charge of designing and running an oddball health care facility full of patients who'll test your patience. How do you cure the dreaded diseases Hairyitis and Bloaty Head, let alone people who think they're Elvis? While you're figuring that out, you'll have to hire staff and add wards to the hospital as your reputation grows. Fans of *Theme Park* will want to check into this hospital.—*Dan Elektro*



Developed by Bullfrog
Published by Electronic Arts
Available March

80% COMPLETE



Deadly Arts

Nintendo 64

Deadly Arts looks like *Monster Rancher* for the N64...but with a fighting-game flair. Armed with real martial arts moves, this 3D fighting game boasts 12 rendered characters to choose from and beautiful interactive backgrounds to fight in. The key feature, though, is the ability to create and train your own combatant who will have their own unique fighting skill and personality. Since the N64 currently has only one outstanding fighting game (*Mace: The Dark Age*), hopefully *Deadly Arts* will shape up into a breath of fresh air for N64 fighting fans.—*Four-Eyed Dragon*



Developed and published by Konami
Available Third Quarter '98
60% COMPLETE



Heart of Darkness

PlayStation PC

The mists of vaporware weren't strong enough to hold *Heart of Darkness*, Virgin's secret weapon from the 1995 E3 show. After numerous delays and a total disappearance, the game surfaces again with Interplay's acquisition. Players control Andy, a young boy who must tackle ghouls, jungles, beasts, puzzles, and mazes through seven rendered worlds. *Heart of Darkness* was conceived before polygons



Developed by Amazing Studios
Published by Interplay
Available now

70% COMPLETE

ruled the Earth, so it remains to be seen if gamers will still be captivated with a beautifully animated 2D platform adventure.—*Bad Hare*



Midway Presents: Arcade's Greatest Hits—The Atari Collection 2

PlayStation

Midway's wave of coin-op classics continues with the latest *Arcade's Greatest Hits* disc, *The Atari Collection 2*. This time, mid-'80s milestones *Gauntlet*, *Paperboy*, *RoadBlasters*, *Millipede*, *Crystal Castles*, and *Marble Madness* get the retro revival. Our beta was incomplete, but *Millipede* looked solid and *Paperboy* was mostly there. Considering that five of these six games had unique controllers in the arcade, ranging from trackballs to bicycle handlebars, it should be interesting to see if their appeal holds up when played with a humble gamepad.—*Dan Elektro*



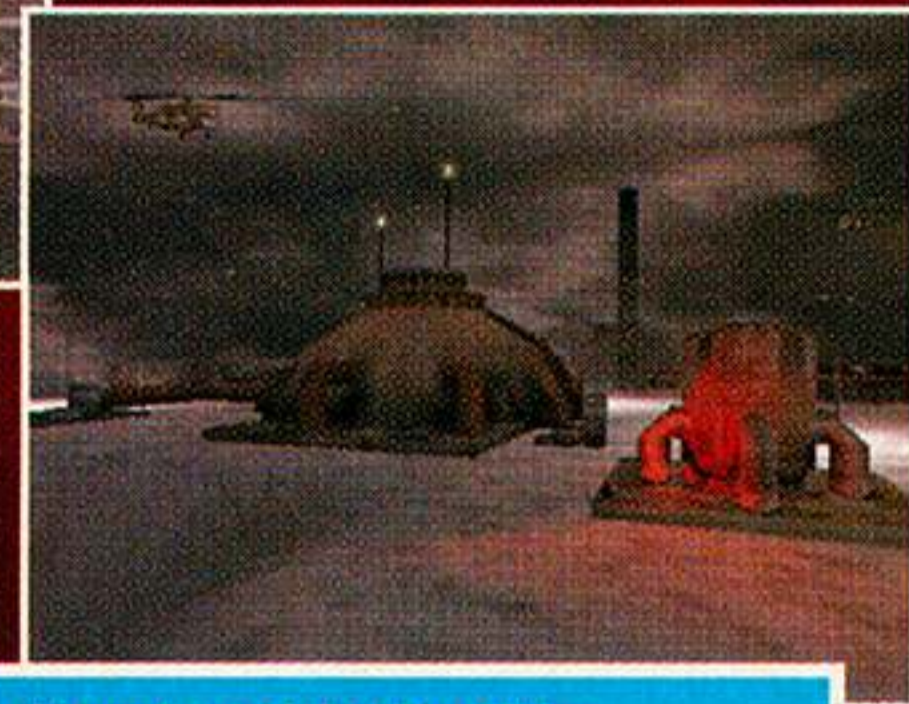
Developed by Digital Eclipse
Published by Midway Home Entertainment
Available now
60% COMPLETE



Spec Ops

PlayStation PC

Although we're still waiting patiently for this title to find a publisher, Spec Ops looks like it's turning out to be a military sim dream. Featuring real weapons and authentic tactics from the elite U.S. Rangers division of the Army, the game will send you on reconnaissance missions, search-and-destroy soirées, and rescue operations in an arcade-style, bullet-thumping, third-person view. Check out their website at www.zombie.com to see more screens and to download some Spec Ops sound bites. C'mon, Zombie—let us have it already!—*Scary Larry*



Developed by Zombie
 Publisher not yet announced
 Available First Quarter '98
80% COMPLETE



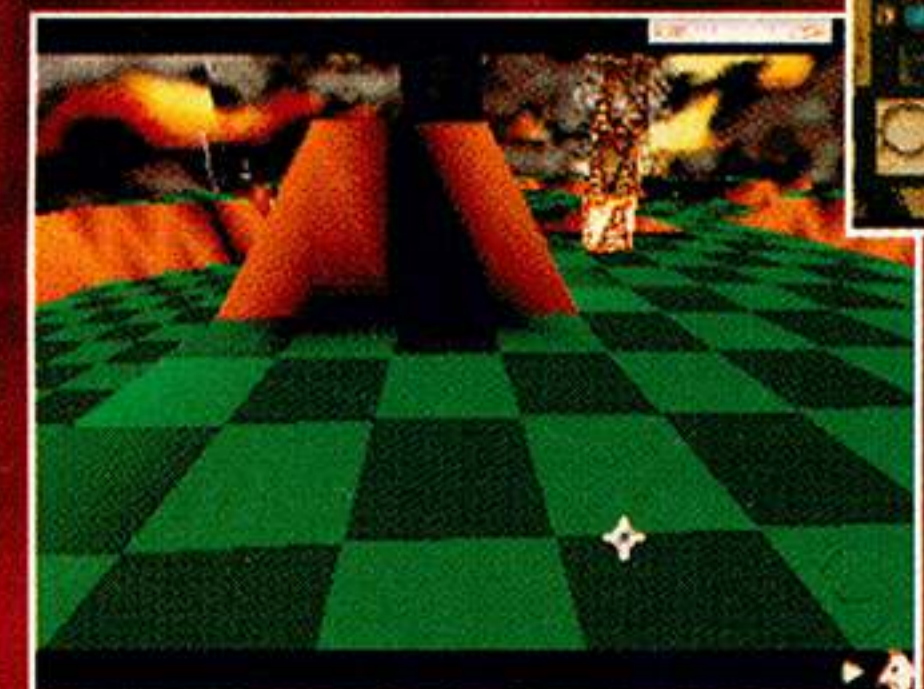
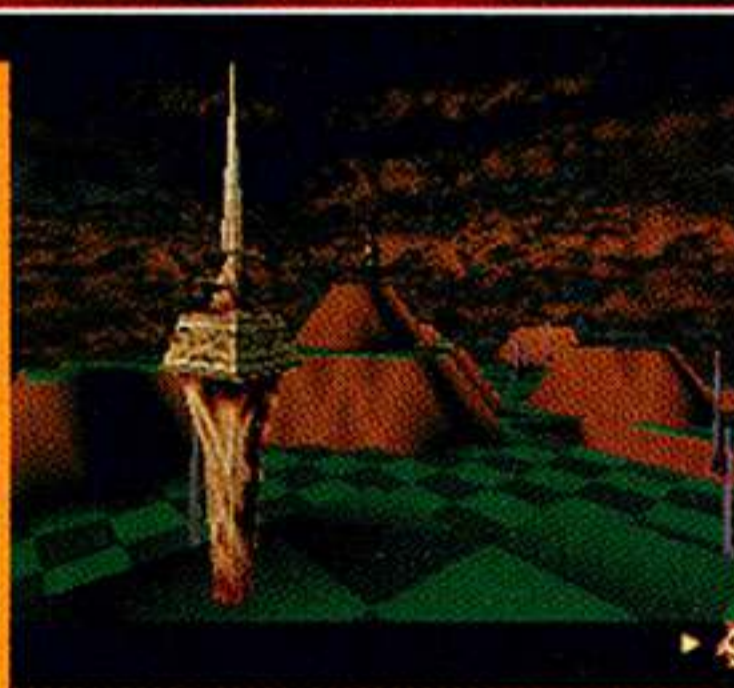
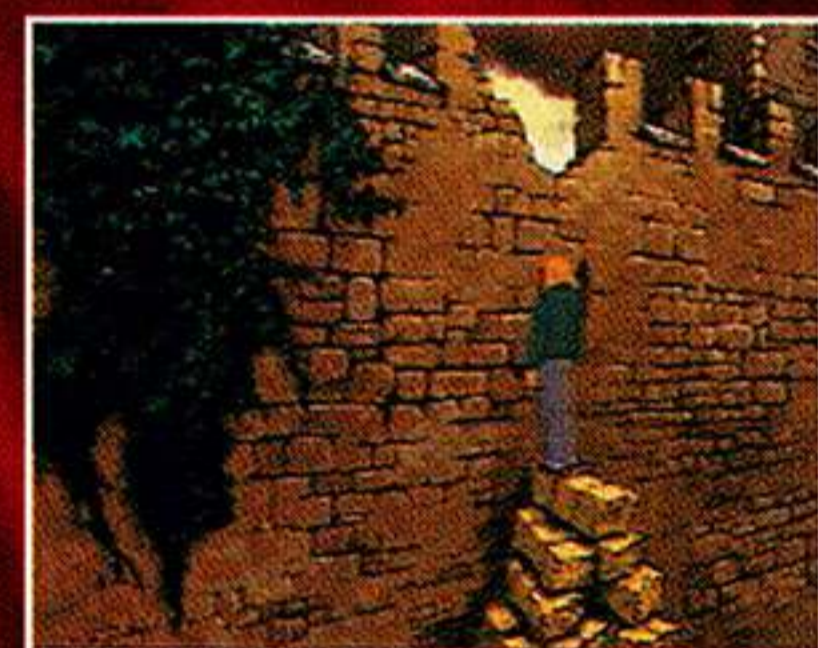
Broken Sword: Shadow of the Templars

PlayStation

Broken Sword looks like a methodical thriller with animated sequences similar to the Sierra King's Quest games for the PC. What sets it apart, however, is sprite animation from the makers of the comic *Tank Girl*, music by a British film and TV veteran, and an interwoven story line authored by a BBC scriptwriter. That's a lot of bloody talent for one game, chaps. Let's hope it's as intriguing as the staff that's creating it. These early screen shots give us some indication as to its depth.—*Scary Larry*



Developed by Revolution Software
 Published by T-HQ
 Available First Quarter '98
60% COMPLETE



Sentinel Returns

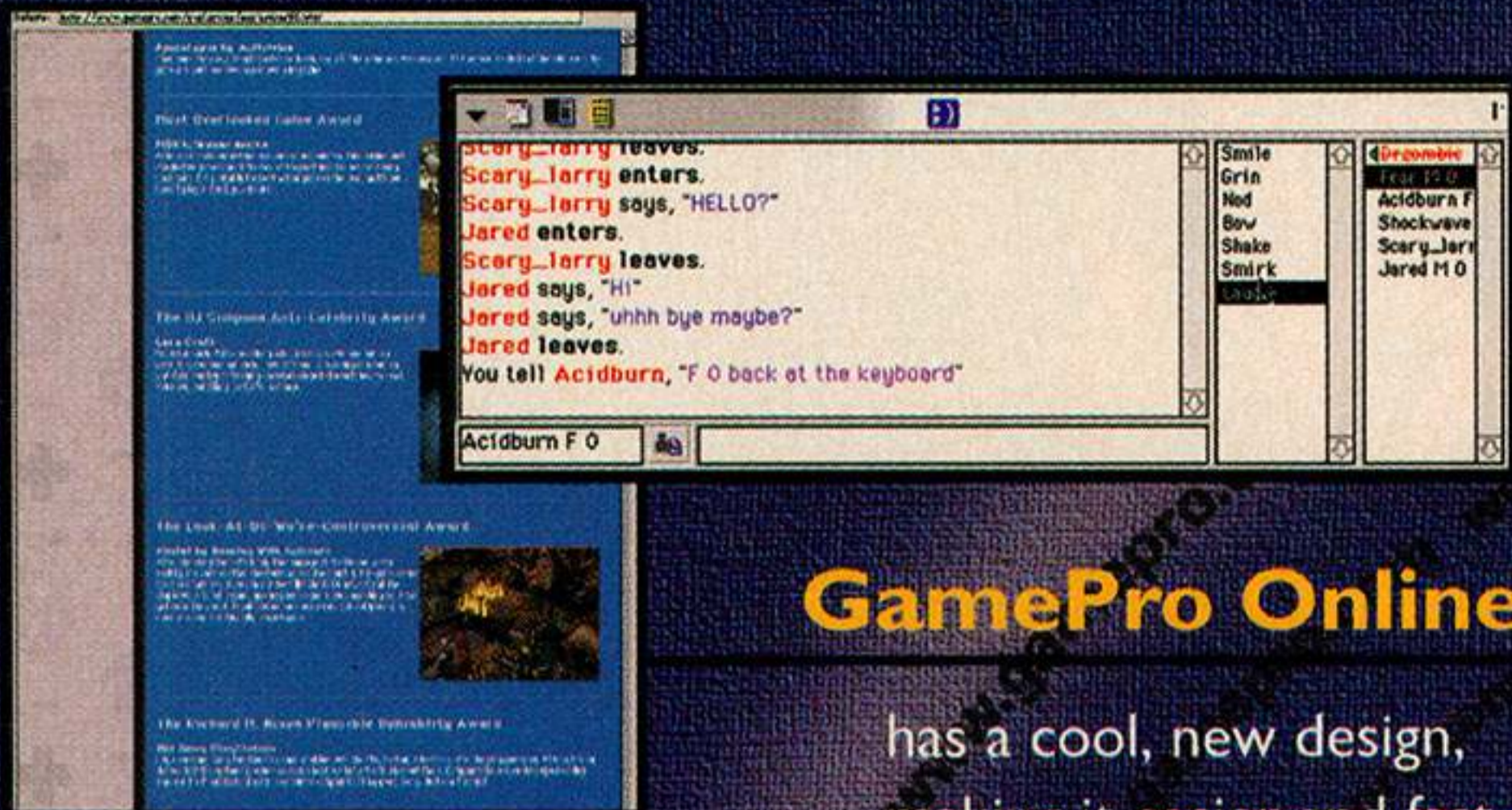
PlayStation PC

Sentinel Returns is a remake of the classic Atari ST game, *The Sentinel*. Don't remember it? Neither do we, but let's hope that doesn't stop production on the game. With a revamped musical score by director John Carpenter (*Halloween*, *Escape From New York*) and existential gameplay (you must absorb energy from objects around you, and create new objects to protect yourself), the game might be a sleeper hit. Some of the people who worked on this game also worked on Alfred Chicken and Zoop. You can't get more existential than that.—*Scary Larry*



Developed by Hookstone
 Published by Psygnosis
 Available February
50% COMPLETE

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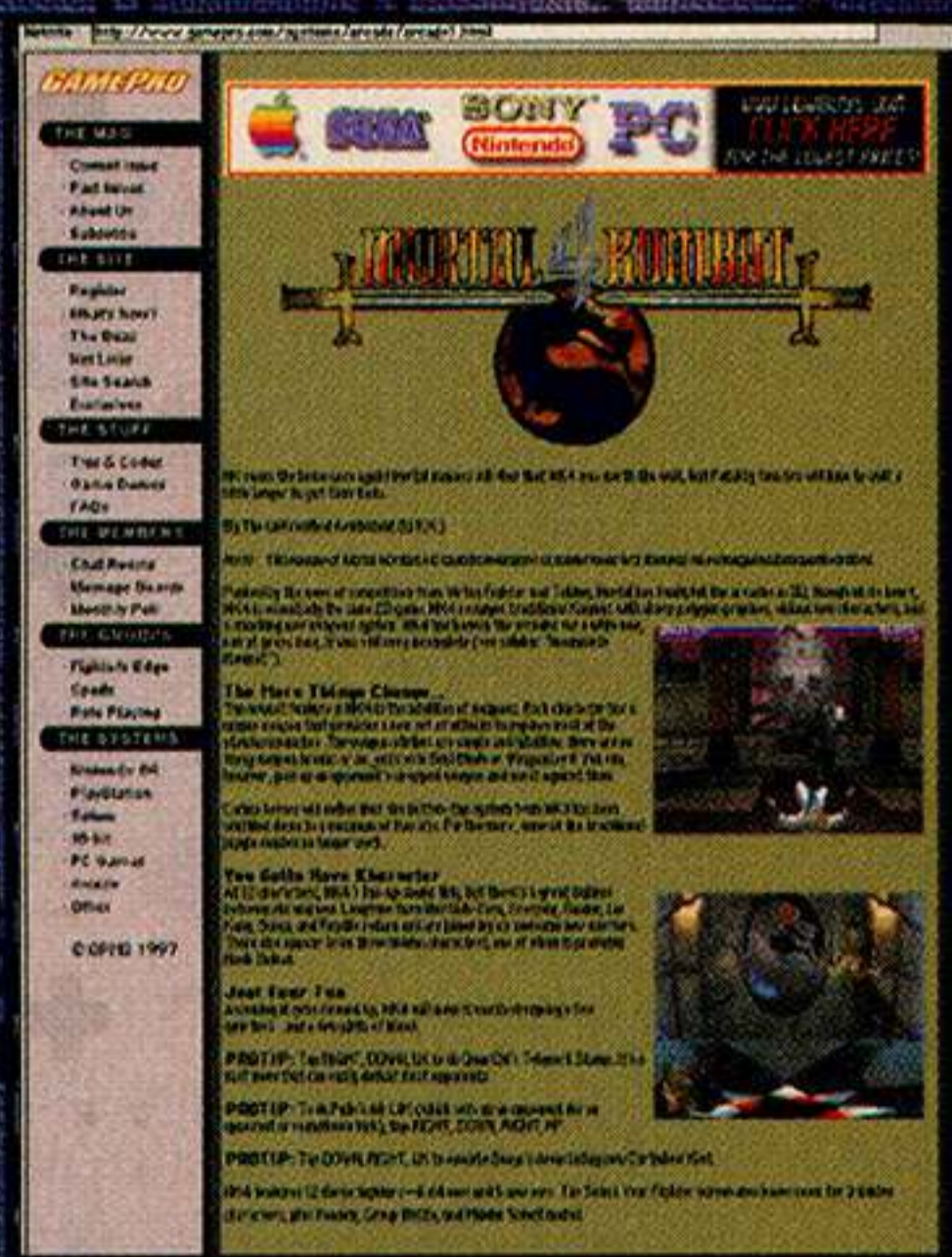
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PC GamePro
REVIEW

Win 95
By Dan Elektro

By stealing bits of the past while implementing technology of the future, Quake II lives up to its impossibly high hype.

Semper Fi

Quake II begins with a rendered cinema (gasp!), which explains a familiar plot line: One space marine gets stranded during a mission drop, then finds out he's the lucky one when the rest of the corps is decimated a few seconds later. You can guess what follows next: Lots of lone-wolf carnage.

Quake II's interconnected levels give the player the impression of raiding different areas of one large complex. Level exploration includes some great twists—you'll see objects in level 2, for instance, that you can't interact with until level 4. Other mis-

sions require you to backtrack to a previous level to complete objectives. As a result, the single-player game boasts a depth the original sorely lacked.

A revamped chain-gun has returned, as has the next model of Doom's BFG (and yes, this one offers a punch that's worth the ammo drain). Half-human, half-machine enemies will scare the snot out of you, and their A.I. ain't bad either. Items like Quad Damage can now be saved and used whenever you need them. And, in an overdue nod to the growing number of QuakeGrrls, you can play as a female character in multiplayer games.

Quake II will run without a 3D accelerator, but it's not recommended; anything over 512 x 384 resolution was too slow on a Pentium 233. Plus, you'll miss out on all the transparent water, smooth textures, and enhanced lighting effects that GLQuake II offers. The control options are as flexible as ever, plus the player can now



PROTIP: Whenever possible, lure enemies out from their positions, then seek higher ground and deliver death from above.

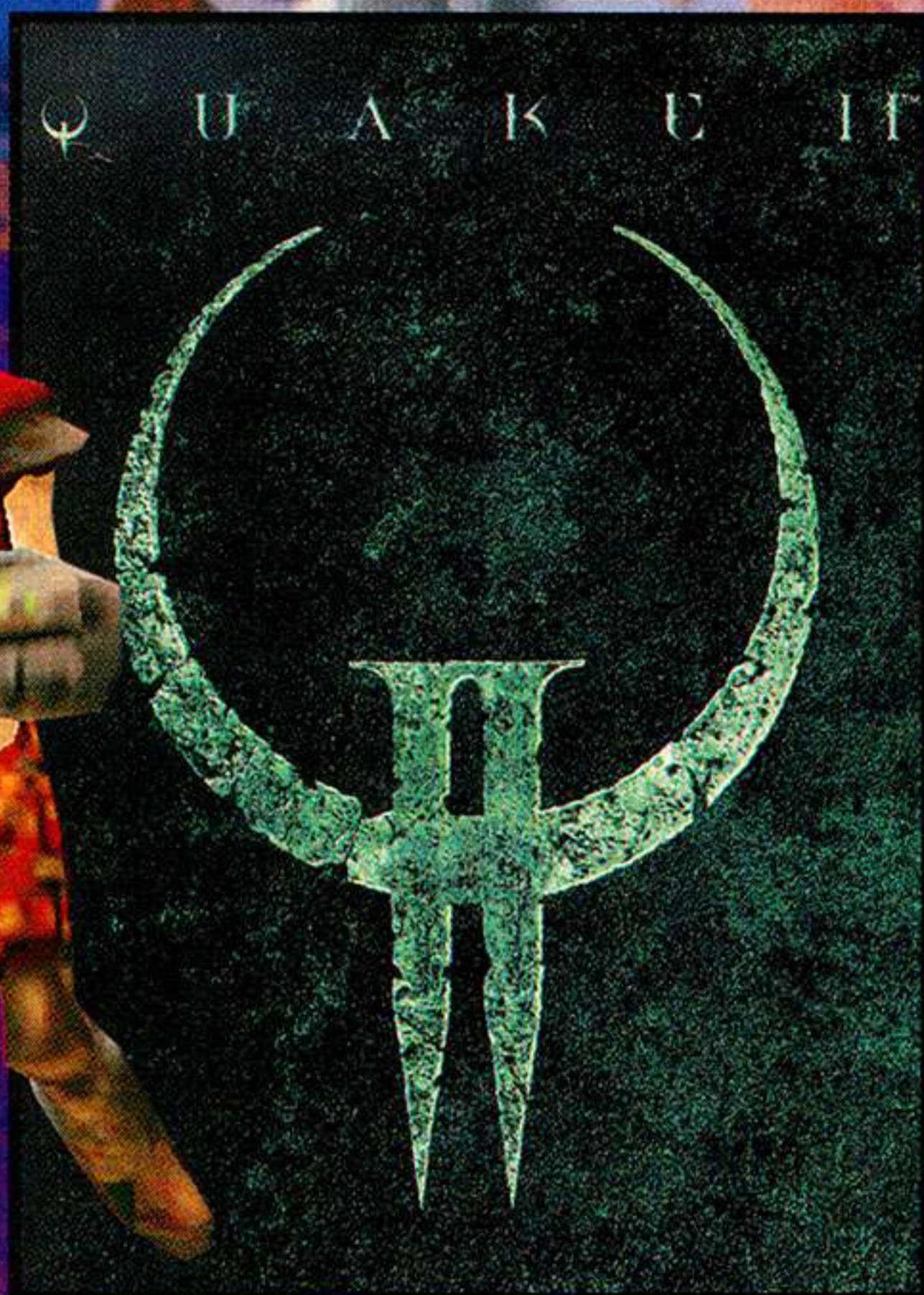
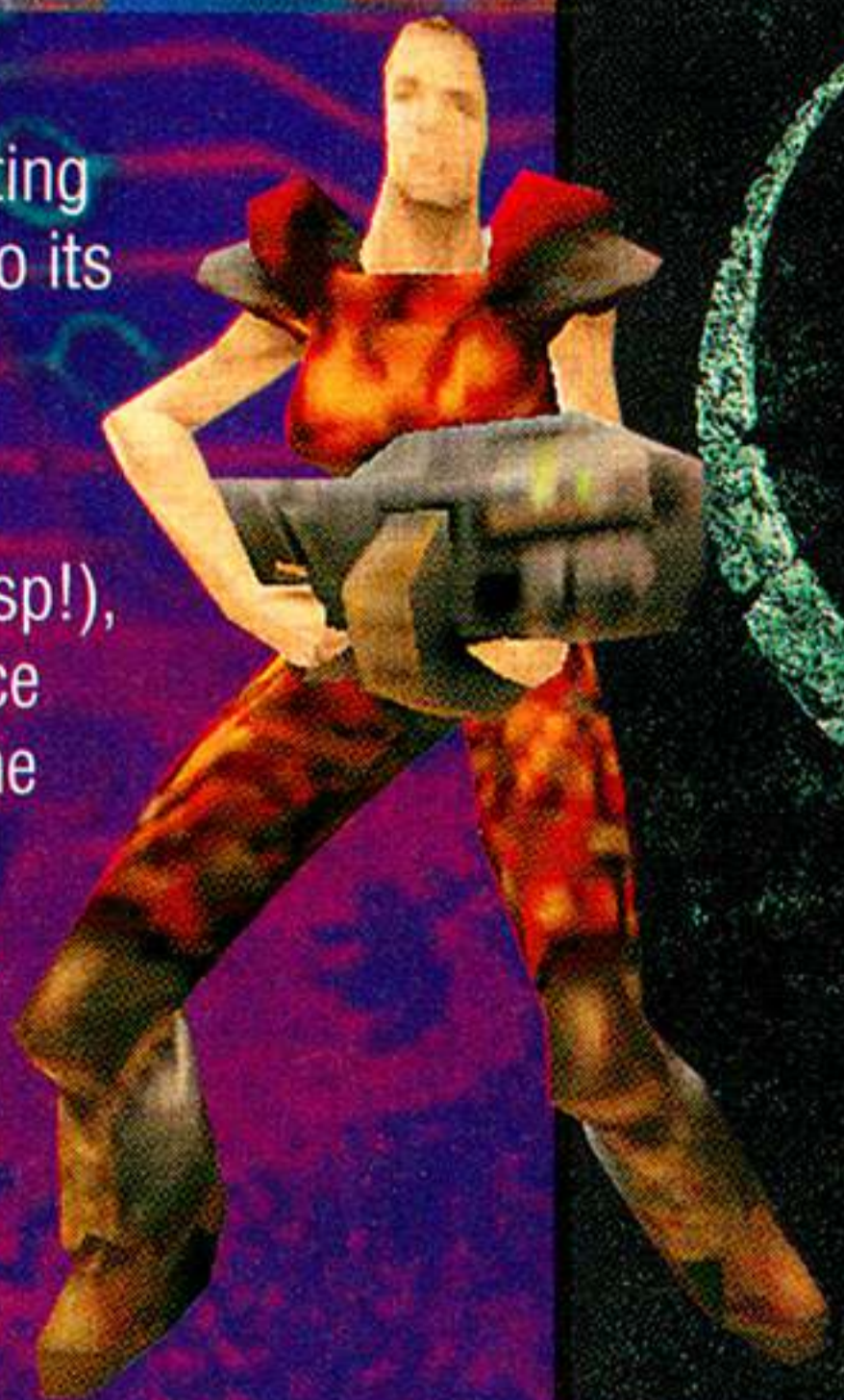


PROTIP: Many times an enemy's death includes a reflex shot that could also take you out if you're too close.

crouch. The soundtrack, an appropriately driving blend of techno and heavy metal, includes a song by Rob Zombie.

For Goodness Quake

Quake II offers the engaging, creepy feel of Doom with all the perks of Quake technology. The puzzles and mission objective give it a brain, but not one so big that it ruins the experience. Besides, you can always splatter that brain against the wall. **G**



PROTIP: In dark areas like the Warehouse, use your pistol's infinite ammo to light the way.



PROTIP: Parasites lash out at things directly in front of them with an attack probe. Shoot and sidestep to defeat them.



PROTIP: There's a chaingun hidden high above this lava pool in the Ammo Depot. Cross the bridge and drop down off the platform to find a secret area with an elevator.



PROTIP: When you get caught trying to enter the prison's Main Gate, use this pylon to block the deadly red beams, then crouch under them to get out.



PROTIP: Medics can come by and revive corpses. To prevent this, blast the bodies to bits.

Quake II by id Software

Graphics	Sound	Control	Fun Factor
			
5.0	5.0	5.0	5.0

\$59.95
Available now
Corridor shooter
32 players

First-person view
Challenge: Adjustable
Replay value: High
ESRB rating: Mature

Minimum System Specifications

- Windows 95
- Pentium 90
- 16 MB of RAM
- 25 MB on HD
- 4X CD-ROM drive

PC GamePro REVIEW

Win 95

By Boba Fatt

Heavy Gear

Looking to replace the MechWarrior license it recently lost to MicroProse, Activision turns to Heavy Gear, yet another giant robot dice game. The result is a shameless MechWarrior 2 clone—but if you're going to steal, steal from the best, right?

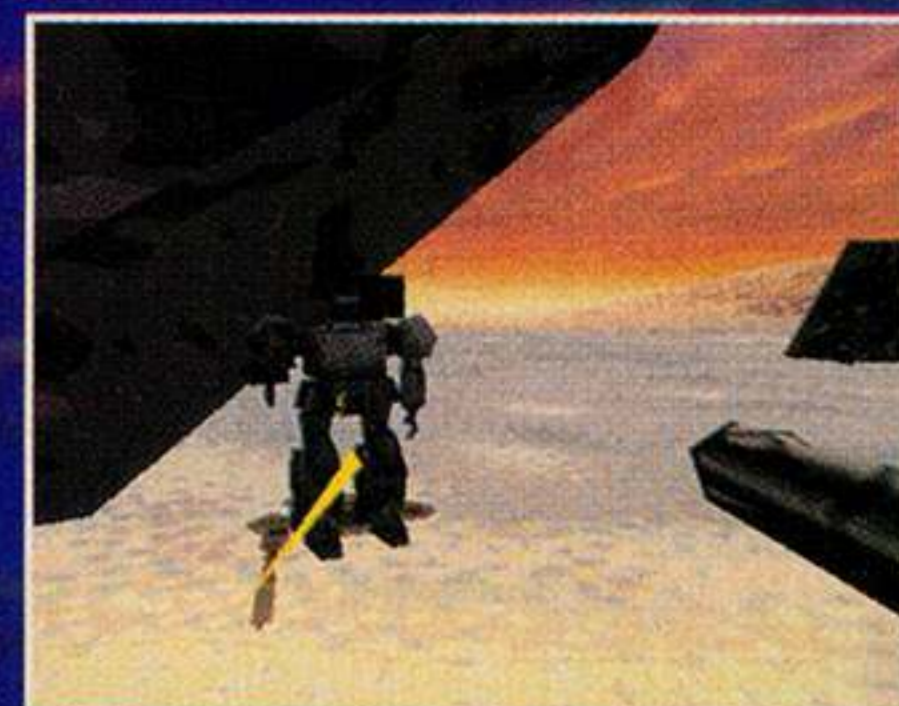
The differences between MechWarrior 2 and Heavy Gear are minimal: There's an improved front end (it's now simpler to just fight without the story), and your "Gear," or giant robot, can perform new tricks like attacking from the ground after your legs have been blown off. The controls are complicated for first-timers, but anyone who's played a flight or robot simulator will pick them up right away. Heavy Gear supports the Microsoft Force Feedback Pro joystick magnificently, delivering kickback with gunfire and slams when you get hit. Unfortunately, this makes the game leagues more difficult by disturbing your aim.

The missions start with pure combat and become more involved as the story progresses through full-motion video cut scenes. The acting is average for PC games (if you haven't guessed, that's an insult) and the story fails to compel. A 3D accelerator makes the already beautiful graphics stunning, and the enemy A.I. is impressive, but there isn't enough variety between Gears or missions to keep you interested for long.

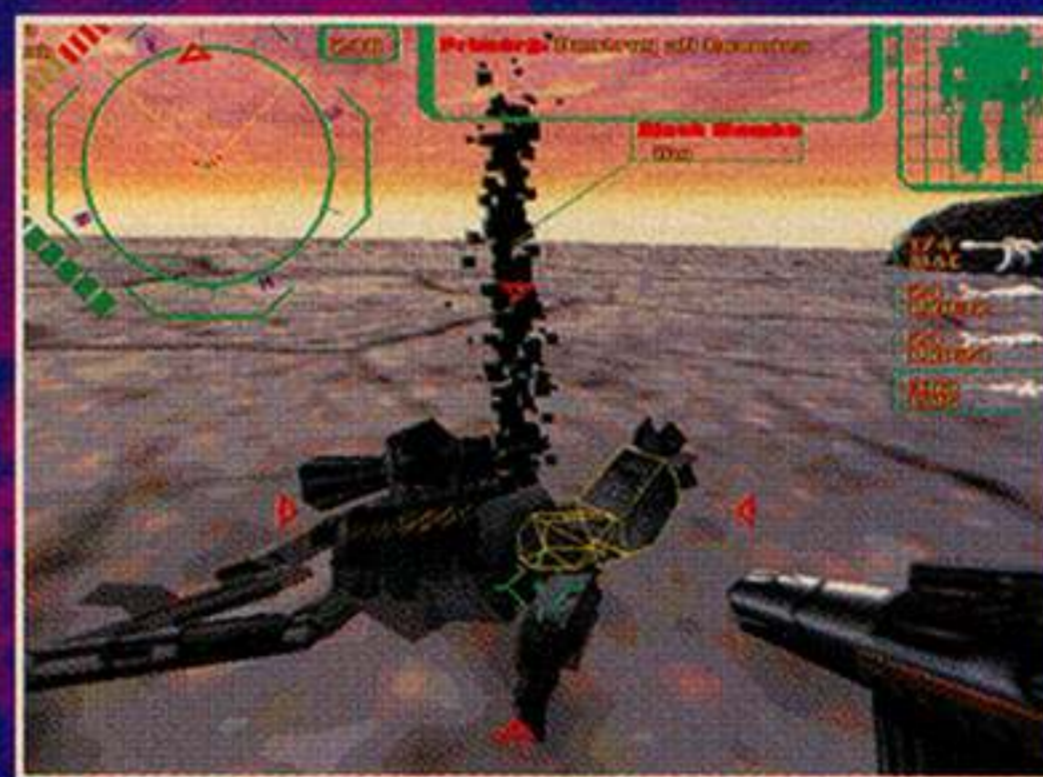
First-timers to the giant-robot-derby genre will enjoy Heavy Gear, but, ultimately, it's nothing more than a disappointing MechWarrior knockoff. **G**



PRO TIP: Take out your enemies by shooting off their legs. These Gears are quick, and this tactic cuts their movement, letting you fire away.



PRO TIP: Use rocks and boulders as cover and beware: The computer will do the same.



PRO TIP: Even a Gear missing arms or legs can continue fighting. Don't let yourself be taken out by an amputee!

Heavy Gear by Activision			
Graphics	Sound	Control	Fun Factor
			
4.5	4.5	4.0	3.5
\$49.99		Challenge: Adjustable	
Available now		Replay value: Medium	
Robot combat		ESRB rating: Teen	
8 players			
Minimum System Specifications			
• Pentium 90		• 4X CD-ROM drive	
• Windows 95		• 16-bit Sound Driver	
• 16 MB RAM		• Mouse	
• 195 MB on HD			

PC GamePro REVIEW

PC DOS, Win 95
GAMES By The Player

Wing Commander: Prophecy

The Wing Commander legacy lives on—and barely misses a beat—in Wing Commander: Prophecy.

The Prophecy programmers get offended if you call this game Wing Commander 5, but for all intents and purposes, that's exactly what this is. Despite all the claims to the contrary during its production, there's little to differentiate it from other WC titles—other than absolutely stellar graphics if you have a 3D accelerator. The biggest new feature was to be multiplayer support, but alas, that feature didn't make it into the game; it won't appear until the expansion pack is released later this year.

Starting as a green recruit, you fly a series of missions going from Nav point to Nav point, mixing it up with a mysterious alien race. The success or failure of the Confederation in the face of long odds is still largely in your hands. Mark Hamill returns, as do those cats you love to hate, the Kilrathi—but this time, as allies.

The gameplay may not have changed much from previous WC games, but a graphics accelerator provides glorious pyrotechnics. Sans a 3D card, the visuals are pretty unremarkable. The story unfolds through a series of well-acted full-motion video sequences, which are kept to a minimum.

If you want great graphics, a good story, and lots of dogfighting in space, you can't go wrong with Wing Commander: Prophecy. If you were looking forward to a brand-new Wing experience, however, you may be disappointed. **G**



PRO TIP: When you first see the Kilrathi, you'll want to blast 'em. Don't. It will make things easier on you later.



PRO TIP: Get as close as you can before firing—your ship doesn't take damage from debris or enemy ships exploding, and ammo is at a premium.

Wing Commander: Prophecy By Origin Systems			
Graphics	Sound	Control	Fun Factor
			
5.0	4.0	3.5	4.0
\$59.99		Multiple views	
Available now		Challenge: Adjustable	
Space shooter		Replay value: Medium	
1 player		ESRB rating: Teen	
Minimum System Specifications			
• Pentium 166		• 2 MB PCI SVGA graphics card	
• 32 MB RAM		• DirectX-compatible sound card	
• 150 MB on HD			
• 4X CD-ROM drive			



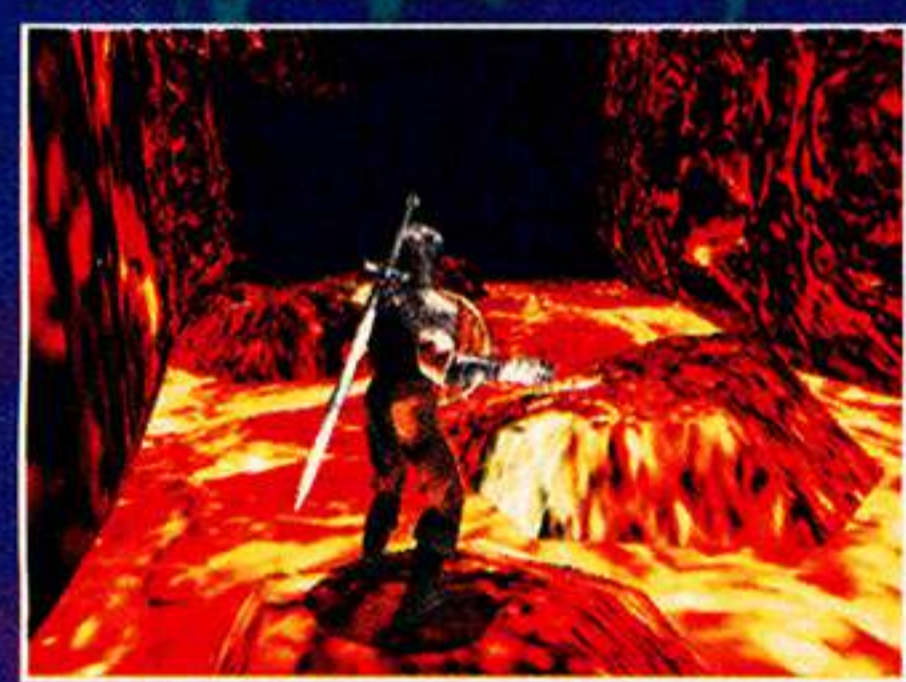
PRO TIP: Before taking out enemy cap ships, make sure you've taken out their turrets.



Die by the Sword

Win 95

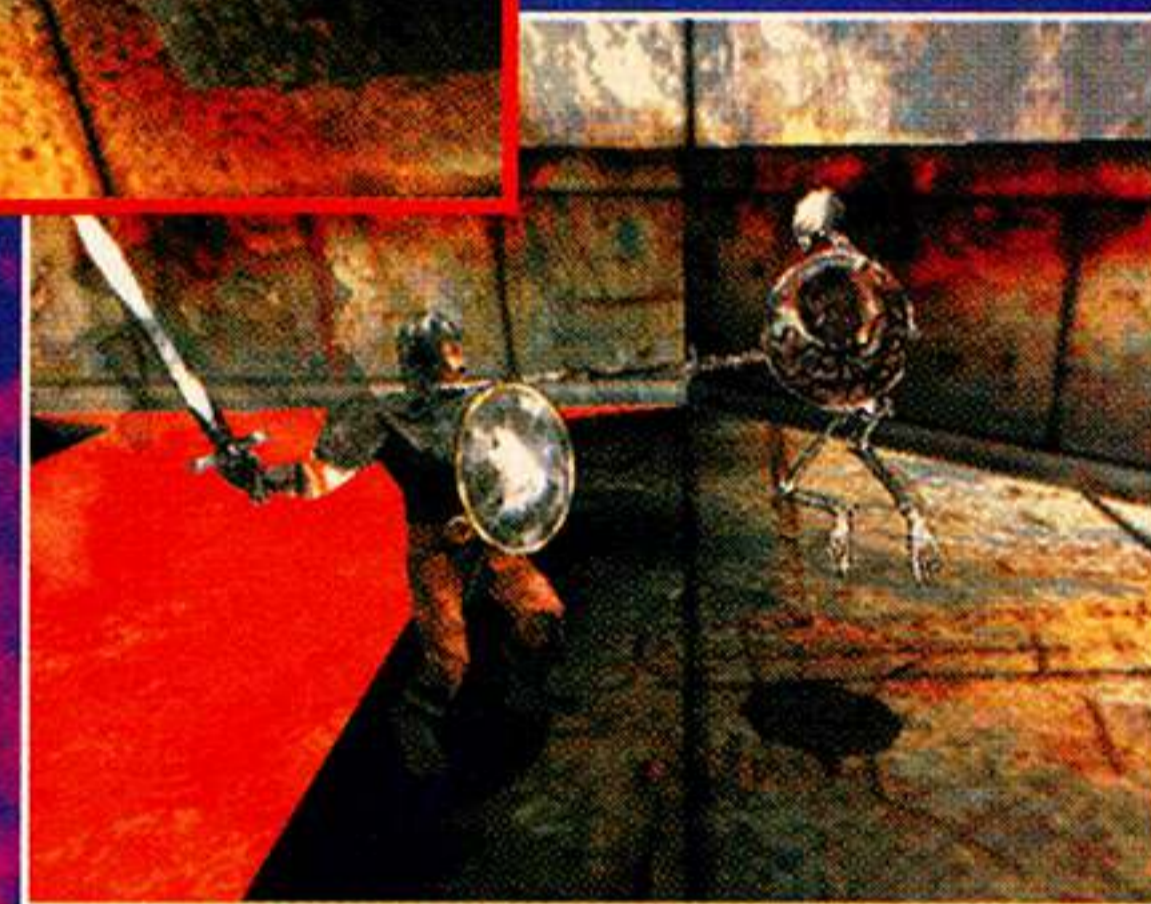
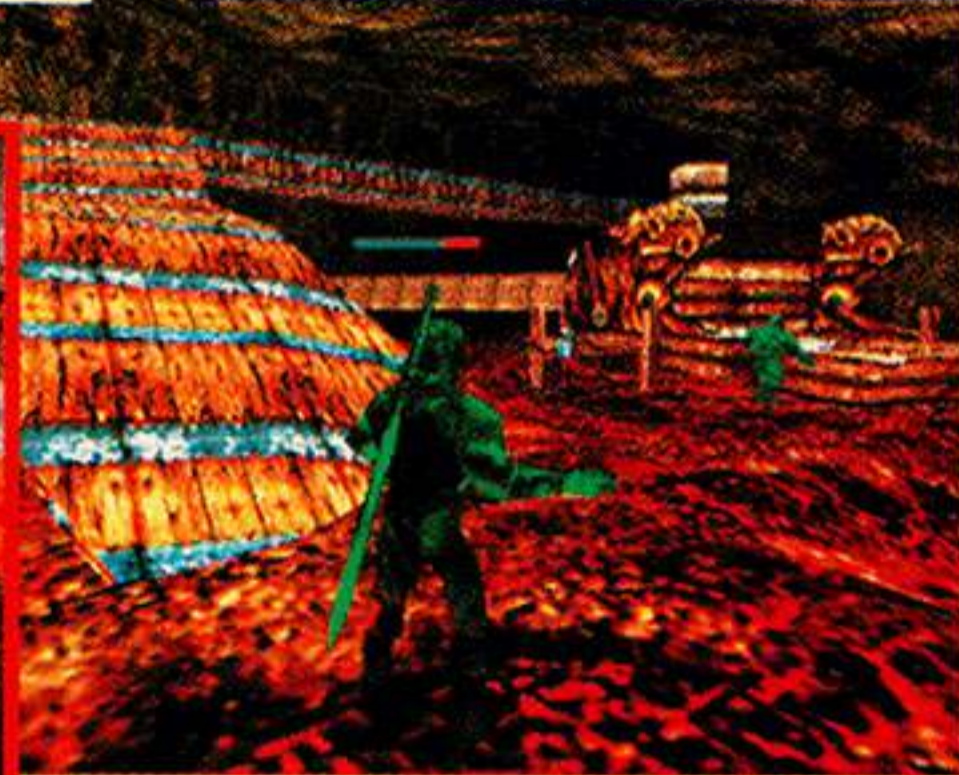
Interplay knows what medieval games should be about—big swords that turn nasty monsters into chunks of fresh beef. Die by the Sword fills that order quite well within a Tomb Raider-style quest format. The game's VSIM technology enables you to control the swing of your sword



with a wave of your mouse, creating lifelike human movements on the fly without motion capturing. As a result, players will be able to invent their own moves and attacks in real time, then save 'em and trade 'em with others—or try them out against four other opponents in the multiplayer arena. VSIM takes some practice,

but anyone looking for more complete control over their onscreen characters will find it a revolutionary innovation.—*Dan Elektro*

Developed by Treyarch
Published by Interplay
Available March



Redline

Win 95

It was an idea waiting to happen: A fragfest combining the car combat of Interstate '76 with the first-person mayhem of Quake. Accolade's answering the call with Redline, a promising title where you engage in dicey warfare between two rival gangs. The mission-based gameplay involves run-n-gun battles behind the wheel as you race toward your objective, as well as plenty of combat on foot in areas your car can't reach. There's even some arena combat for sheer, unadulterated bloodshed.

A mild RPG element adds depth with such things as experience points that pave your path through the ranks of your gang and into the later levels. Visually, Redline erupts with spectacular, futuristic scenery, but beauty comes at a price as the game

requires a 3D card. That's a small price, though, for what has the potential to be one of the hotter action games of '98.

—*Air Hendrix*

Developed by Beyond Games
Published by Accolade
Available April



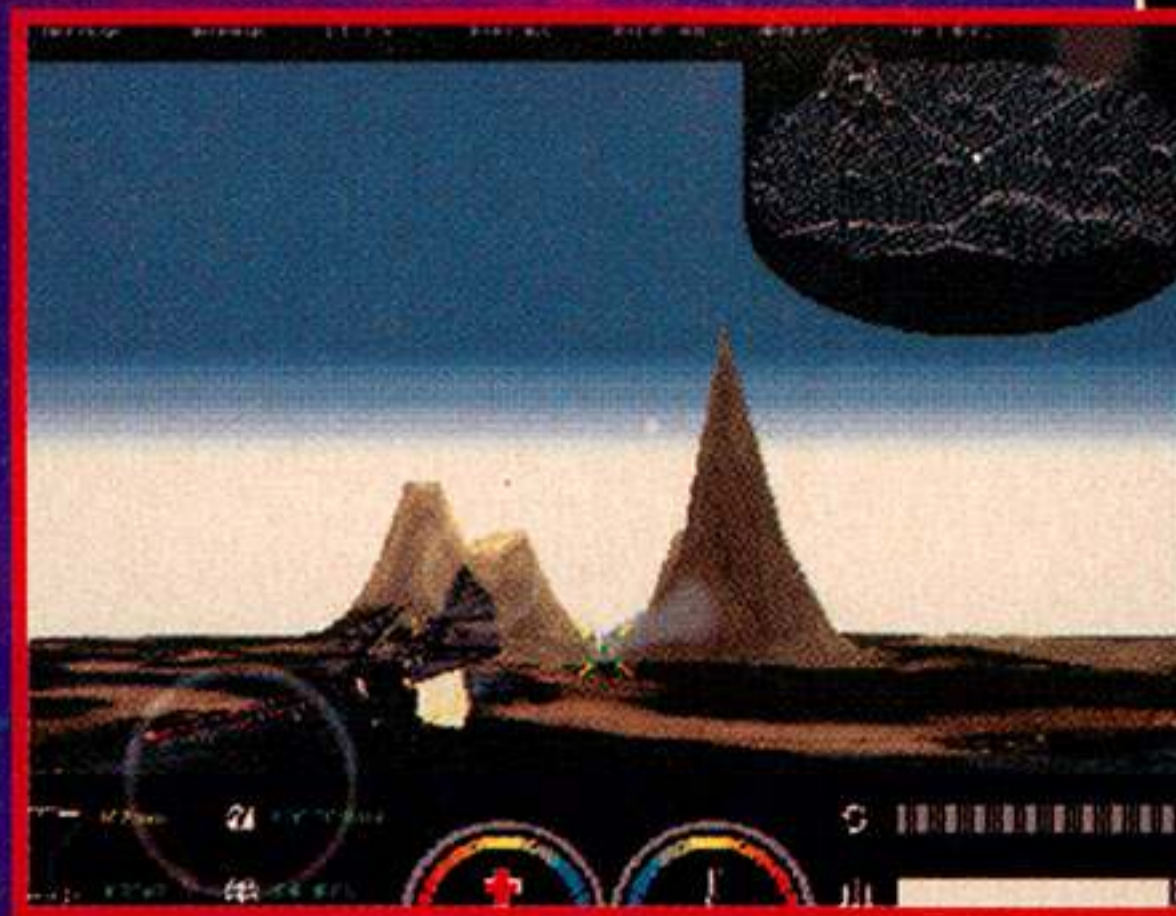


Battlezone

Win 95

Battlezone, an upcoming 3D action/strategy hybrid inspired by the original Atari title, plunges you into the heat of battle during the height of the Cold War. This ain't your father's Cold War, though—unless he was in the race for alien bio-metal technology. You'll command troops, build factories, gather resources, and attack the enemy, all from a first-person perspective. Players will battle in 30 nonlinear missions on 7 planets using over 25 weapons. Even in its alpha stage, Battlezone's a stunner and looks to have it all: beauty, brains, and brawn.—*Action Grrl*

Developed and published by Activision
Available First Quarter '98

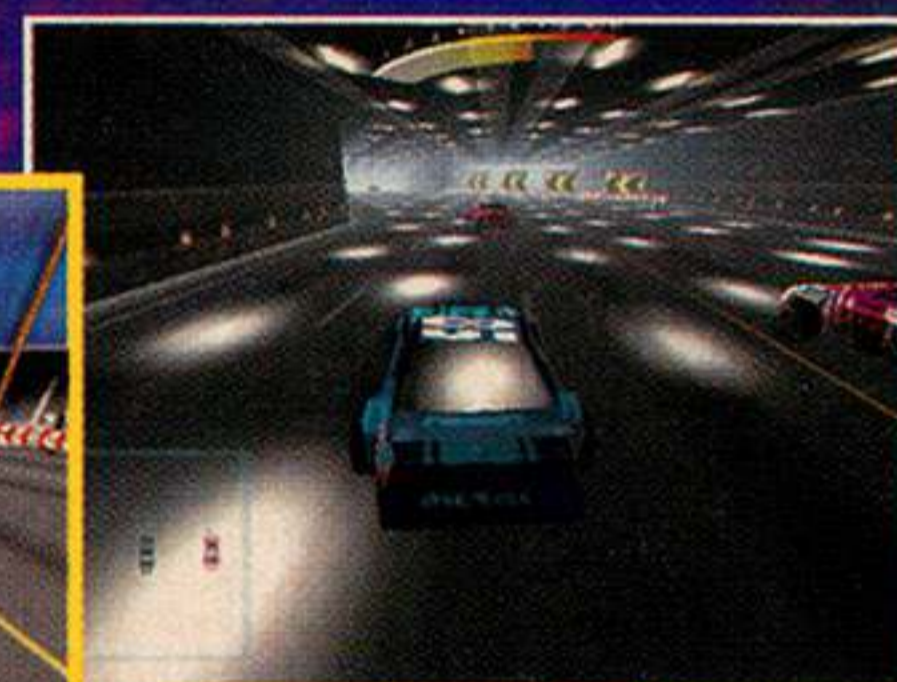


Ultim@te Race Pro

Win 95

The PC isn't in desperate need for more racing games, but MicroProse's new road burner looks like it's going to be a serious contender. Developed by Kalisto (Nightmare Creatures, Dark Earth), it's clear that Ultim@te Race Pro has been built from the ground up with 3D acceleration in mind. Visual effects include smoking skid marks, lens flares, fancy shading, and detailed textures—think San Francisco Rush on your PC. It's no slouch on gameplay, either—16 players can battle it out over the Internet on 16 tracks, including a destruction derby arena. This could be one to get revved up about.—*Dan Elektro*

Developed by Kalisto
Published by MicroProse
Available Spring '98



Iron John Hawk: The Shards of Power

Win 95

DOS

He has lots of muscles, weapons, and a ponytail. No, not Steven Seagal—he's Iron John Hawk, hero of the action/shooter/adventure game coming next year from JVC. The year is 1944, and John, while searching for his father, crash-lands his plane on the mysterious Diablo Island. His quest to find pops brings him face-to-face with giant crabs and scorpions, knife-wielding skeletons, and other deadly inhabitants of the island. Twenty-three fully explorable areas compose this $\frac{3}{4}$ -overhead adventure game, and the many puzzles to solve, objects to locate, and enemies to fend off will surely keep the replay value high.—*Special K*

Developed by JVC
Publisher not yet announced
Available March





Depression hurts. Fighting Force and Tomb Raider II can help.

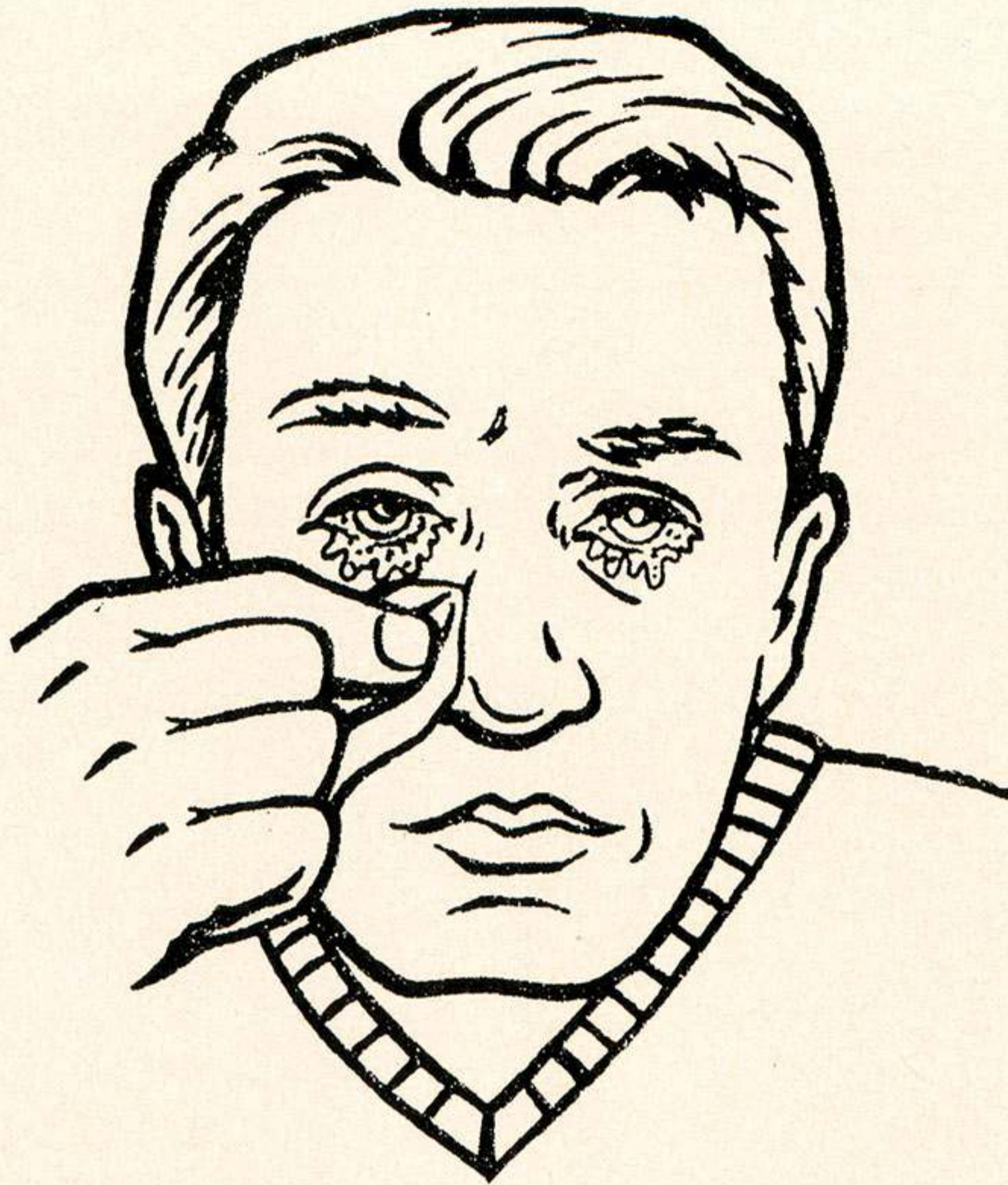
SIGNS AND SYMPTOMS **OF DEPRESSION**

■ **Persistent sadness and or irritability.**

■ **Recurring thoughts of how much better life would be if you had Fighting Force or Tomb Raider II.**

■ **Statements such as, "I'm bad. I'm stupid. No one likes me."**

When depression strikes, immediately seek the help of a trained professional at your local video game store.



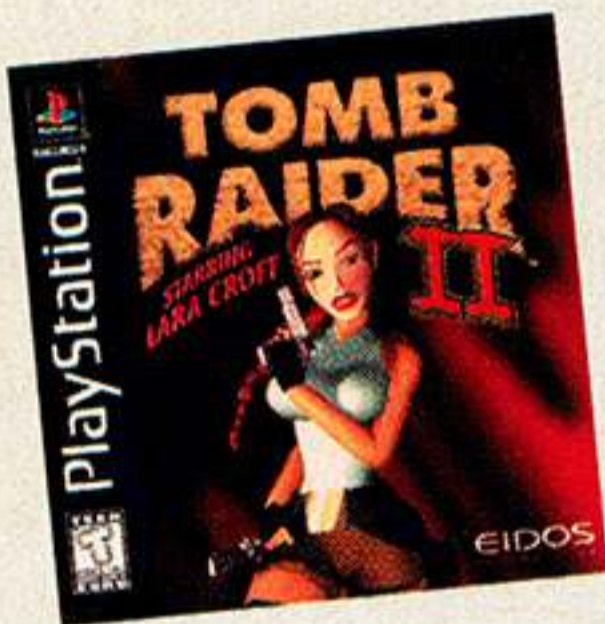
Wiping secretions



Research shows that the leading cause of depression among gamers is a noticeable lack of Eidos games.

Fortunately, this deficiency can be treated both safely and effectively with games like Fighting Force

or Tomb Raider II. But early intervention is crucial. Or else, it's only a matter of time before they threaten to do something really stupid, like go to therapy.



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Hot at the Arcades

NFL Blitz isn't just the coolest football game of the year, it's one of the most fun sports games ever created! Here are the hottest moves, codes, and coaching tips to help you win your next big game.

By Johnny Ballgame

Offensive Strategy

Halfback Options



The most consistent way to frustrate your opponent is to throw short passes to your halfback. After catching the ball (lateral or forward pass), you can then throw another pass downfield as long as you haven't crossed the line of scrimmage. By throwing short passes, your opponent can't tell if your initial receiver is going to run with the ball or pull up and pass it downfield again.



The best short pass plays are the Criss Cross, Dawg Leg, and Turmoil. Pass the ball to the receiver

BLITZ



flaring off to the sideline. If there's room to run, bolt downfield. If not, step back and look for an open receiver and pass again.

Quarterback Sneak



When dropping back to pass, roll out of the pocket with your quarterback to look for the open receiver. If no one is open right away and the defense is back in coverage, press Turbo to run for big yards.



Play after play, continue to roll out of the pocket on pass plays, both to the left and to the right. By running just a few times with your quarterback, the defense won't know whether to pull off of the man they're covering to stop the run, or stay with the receiver in case of a pass. Mix up QB runs and passes out of the same formation to best burn your opponent's defense.

OFFENSE		DEFENSE	
<ul style="list-style-type: none"> ROLL: Roll out of the pocket ROLL BACK: Roll back ROLL FORWARD: Roll forward ROLL LEFT: Roll left ROLL RIGHT: Roll right ROLL STOP: Roll stop ROLL TURBO: Roll turbo ROLL TURBO LEFT: Roll turbo left ROLL TURBO RIGHT: Roll turbo right 	<ul style="list-style-type: none"> ROLL STOP: Roll stop ROLL TURBO: Roll turbo ROLL TURBO LEFT: Roll turbo left ROLL TURBO RIGHT: Roll turbo right 	<ul style="list-style-type: none"> ROLL STOP: Roll stop ROLL TURBO: Roll turbo ROLL TURBO LEFT: Roll turbo left ROLL TURBO RIGHT: Roll turbo right 	<ul style="list-style-type: none"> ROLL STOP: Roll stop ROLL TURBO: Roll turbo ROLL TURBO LEFT: Roll turbo left ROLL TURBO RIGHT: Roll turbo right

START **START**

▲ **JUMP/TACKLE** ▲ **PASS/CHANGE PLAYER** ▲ **JUMP/TACKLE** ▲ **PASS/CHANGE PLAYER**

TURBO **TURBO**

BLITZ MIDWAY

Controller Legend

● **White:** Turbo Note: Moves in () are performed simultaneously.
● **Blue:** Jump/Tackle
● **Red:** Pass/Change Player

Da Bomb!



Throwing deep passes is reminiscent of the "old school" Tecmo Bowl games. Drop straight back in the pocket and watch your receivers run downfield. The farther you drop back, the farther they run downfield, but remember: No quarterback in Blitz can throw a pass over 60 yards.

For such a frantically paced game, patience is still necessary to pass successfully. Don't just pass to the same guy all game long; drop back and look for the open man instead. If you know a

blitz is coming, throw short. Remember, a short pass behind the line of scrimmage can be thrown downfield again.

Blind Passes



Running to the right and throwing offscreen to the left (and vice versa) can fool the defense and enable you to gain big yardage. But beware—you don't know where you're throwing, so blind passes are a gamble. The ball can just as easily be headed toward a defensive back.

Might As Well Jump



If you're about to be tackled from behind, press (Turbo Blue) to jump. Now when you're tackled, you'll be knocked forward for additional yards. On fourth-down pass plays, if your pass is a bit short, use a jump catch to snag the ball and attempt to fly toward the first down.

But whenever you're running with the ball down the sidelines, whatever you do, don't jump. All you'll accomplish is leaping out of bounds, and that's no way to win.

Flip the Script



If you've found a couple of plays you love but the defense has caught on to your game, flip the play by tapping Blue at the Play Select screen. This will help make your old play look like something new again by reversing it to its mirror image.

Offensive Moves

Spin Move

While running with the ball, tap Turbo, Turbo.

Stiff Arm

While running with the ball, tap (Turbo Blue).

Dive Forward

While running with the ball, hold Turbo and tap Blue, Blue.

Offensive Hurdle

While running with the ball, tap Blue.

To perform a super hurdle while running with the ball, tap (Turbo Blue).

Hurdle Throw

To help evade the pass rush, tap Blue to jump. Then, while in the air, tap Red to pass the ball.

Jump Catch

While the ball is in the air, tap Blue to leap up and attempt to catch the ball.

Man in Motion/Extra Blocker

While on offense, before hiking the ball, tap → or ← to move a receiver in motion. Press (Turbo Blue Red) to snap the ball and the man in motion will turn into an extra blocker for the play you just called.

Superman

To jump over the pile on goal line situations, tap (Turbo Red) while running with the ball.

Bullet Pass

Press and hold Turbo, then tap Red to throw a bullet pass.

Lateral

While running with the ball, tap Red when a teammate is near you to lateral him the ball.

Bluff Mode

While at the Play Select screen, tap ↑, ↑, ↑ to hide your cursor.

Random-Play Select

At the Play Select screen, tap (↑ Turbo) to randomly select a play.

Defensive Strategy



Suicide Equals Death



The Suicide Blitz will give you more headaches than sacks. Avoid it like Nate Newton avoids diets.

Best Blitzes



Alternate between the 2 Man Blitz and the 1 Man Blitz to best pressure the QB. Use Turbo to bring your defensive back from the corner of the offensive line and dive at the QB before he has time to react. These plays work especially well against QBs trying to roll out of the pocket.



The Near Zone enables you to blitz up the middle with your safety. When the ball is hiked, tap (Turbo Blue) to dive through the line and disrupt the play.



The Safe Cover is a great all-around play. Instead of blitzing one of your DBs, switch to one of the defensive

Push

While in pass coverage, tap (Turbo Red) to knock receivers away from the ball.

Dive Tackle

While pursuing the ball carrier, tap (Turbo Blue) to dive at him.

Defensive Hurdle

While pursuing the ball carrier, tap (Turbo Blue) to leap over the line of scrimmage.

Strip Ball

While pursuing the ball carrier, tap Red to try to strip the football away and force a fumble.

Fumble Recovery

After a fumble, tap (Turbo Blue) to dive on the ball.

Block Kick

During an opponent's field goal attempt, tap (Turbo Blue) to try to block it.

Onside Kick

During the kickoff, tap (↓ Turbo Blue Red) to attempt an onside kick.

linemen during the play to pressure the QB. Never blitz with a player who isn't supposed to blitz. You'll only leave a man open behind you and give up a big play.

Penalty-Free Defense



On pass coverage, knock down the receiver before he even has a chance to catch the ball. NFL Blitz has no penalties, so the nastier, the better. If the receiver does get to the ball before you tackle him, dive into him just as he catches it to jar the ball loose.

Insult to Injury



Always taunt your opponent after the play is over by jumping on the tackled ball carrier. **G**

Blitz Codes



To enter a code, press each button the number of times shown. After entering the code, press the joystick in the direction indicated. More than one code can be activated per game.

CODEWHITEBLUEREDDIRECTION

CODE	WHITE	BLUE	RED	DIRECTION
Show Field Goal Percentage	0	0	1	Down
No Computer Assistance	0	1	2	Down
Fog On	0	3	0	Down
Unbeatable Drones	3	1	4	Down
No Fumbles	4	2	3	Down
Big Head	2	0	0	Right
Invisible Quarterbacks	3	4	2	Left
Super Blitzers	0	4	5	Up
Ground Fog On	2	3	2	Down
Big Football	0	5	0	Right
Team Big Players	1	4	1	Right
Step Out of Bounds	2	1	1	Left
Tiny Players	3	1	0	Right

Blitz contains many additional codes and hidden players. If you uncover any Blitz secrets, e-mail them to us at swat.gamepro@gamepro.com.



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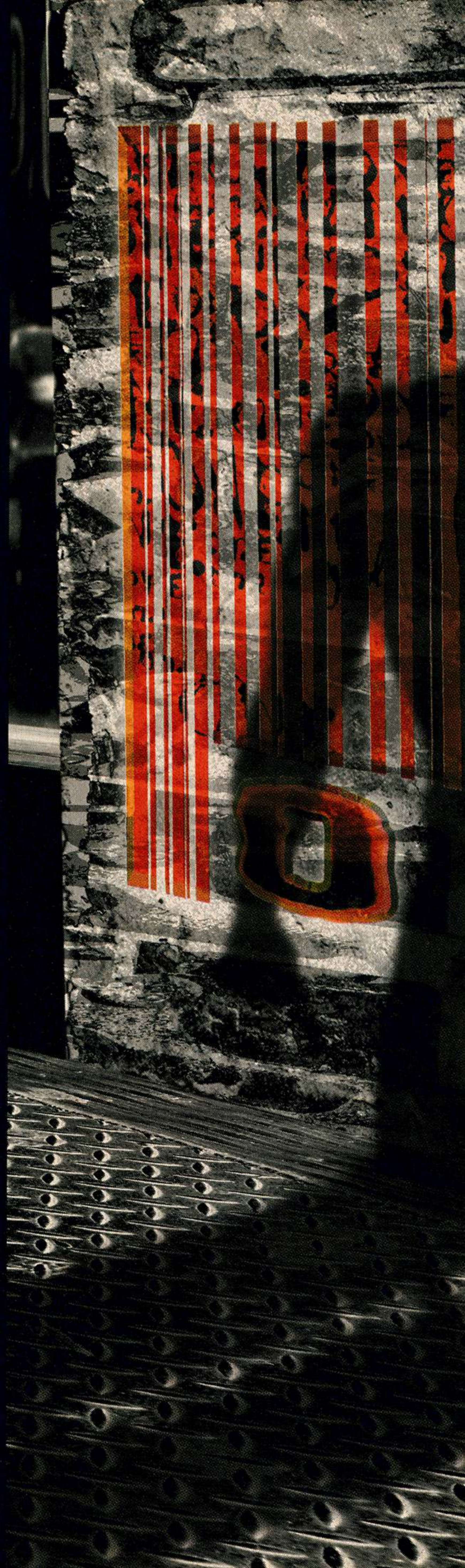
“Levels which are virtually infinite in size.”
-Official PlayStation Magazine

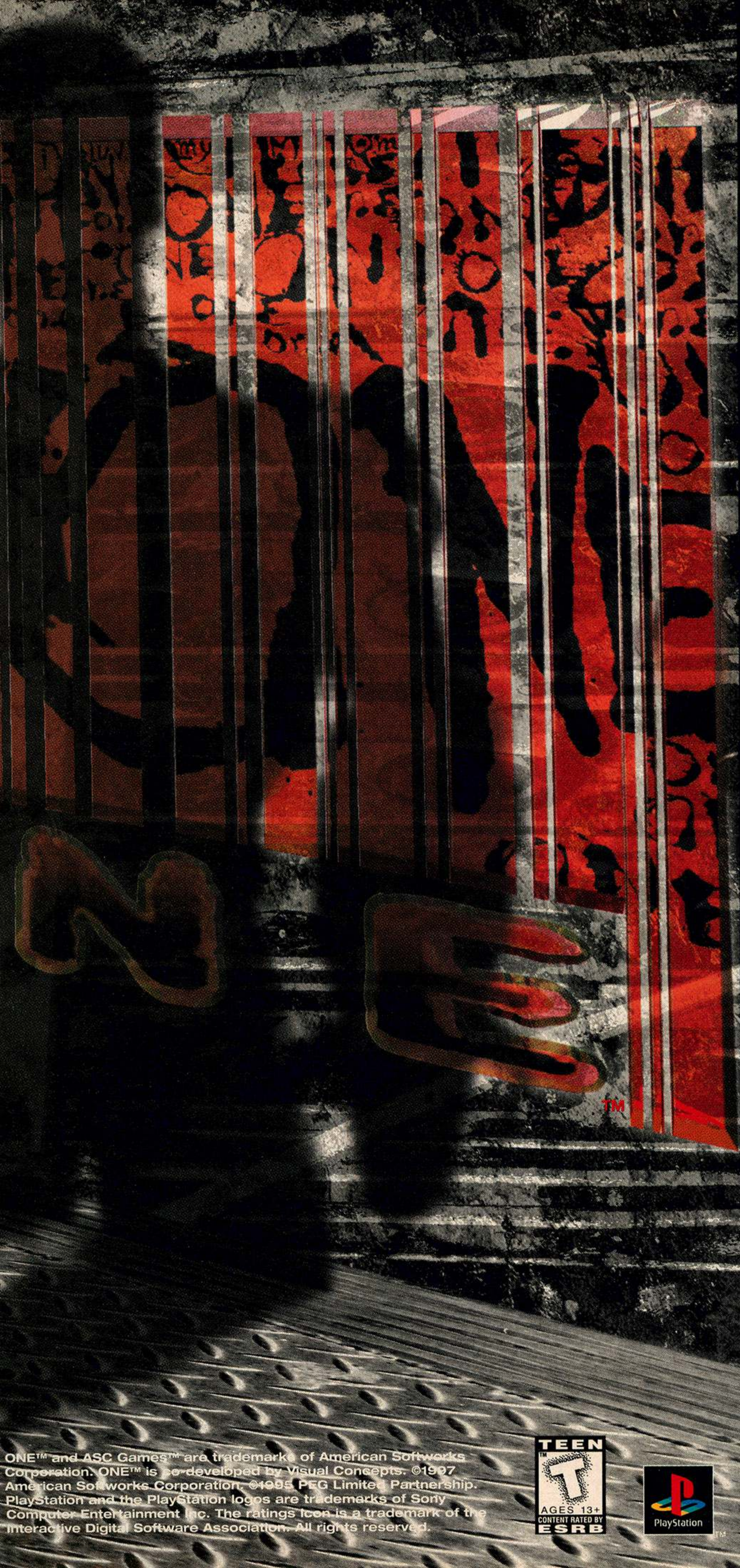
“**Completely Insane!** ASC and Visual Concepts really wanted to make ONE a killer game and they’ve succeeded in more ways than ONE.”
-Game Informer

“The **Rage Meter** is a brilliant concept that keeps the *action* at a fever pitch at all times.”
-Next Generation Online

“ONE pulls out all the stops and comes out a **winner** ... there is only ONE game in town.”
-Game Pro

“**Action Game of the Year!**”
-PS Extreme





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Co-Developed by

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Yoshi's Story

PREVIEW



Yoshi's Story

(By Nintendo)

By Major Mike

\$59.99
128 megs
Available March
Action/adventure

1 player
6 worlds
Rumble Pak-compatible



PRO TIP: To get past the bees, move very slowly past their hive. If you don't, the bees will get agitated and block your path.



Mario's favorite dinosaur pal, Yoshi, makes his Nintendo 64 debut with Yoshi's Story, a 2D, side-scrolling action/platform game with stunning visuals. The graphics, however, are where the game's universal appeal ends; Yoshi's Story is clearly geared toward young gamers. Story's gameplay is similar to Yoshi's Island for the Super

NES. You explore giant cleverly designed levels filled with coins, secrets, enemies, and bosses. Story's play mechanics are also familiar: Yoshi can grab items with his tongue, turn them into throwable eggs, and pound things into the ground.

Yoshi's Story will please younger gamers; for others it's an endurance test. The music is right out of Romper Room, and

the various yelps are so overly cute that older gamers will scramble for the mute button. Additionally, the game is simple to finish in one sitting, and the bosses are easy to defeat. Everyone, though, will find the controls frustrating; the analog stick is so sensitive you'll easily send Yoshi to his unintentional demise.

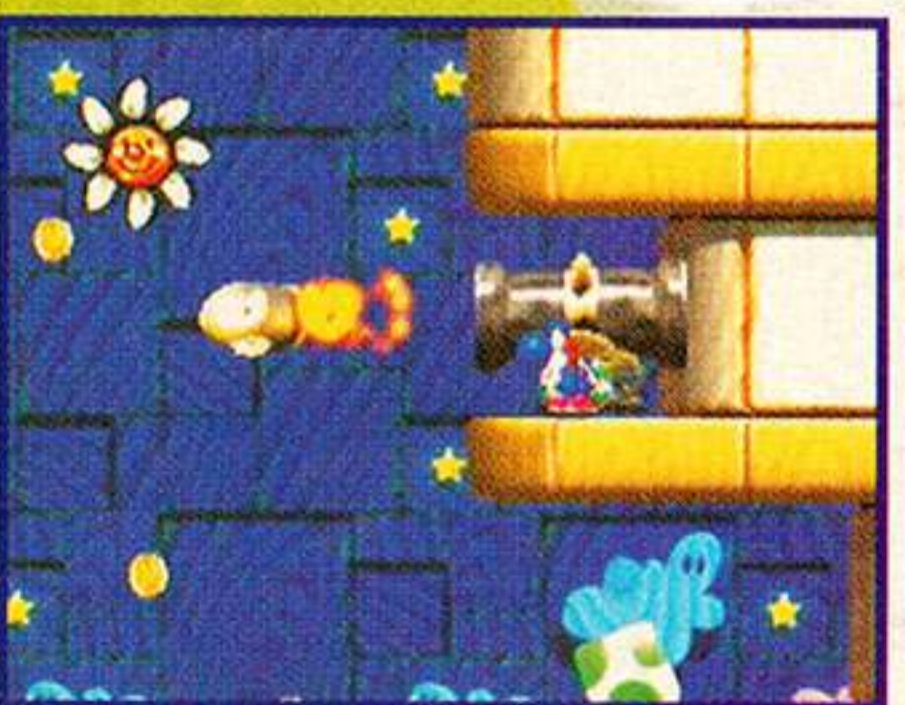
Overall, Yoshi's cute qualities and exploration will keep kids playing happily for hours. Older gamers, however, will want to think twice before cracking the binding on this Story. **G**



PRO TIP: The white Shy Guy is one of the most important characters. Try to find him, because he can revive fallen Yoshis.



PRO TIP: To pop the giant jack-in-the-box balloon, throw eggs at the white patch on its side.



PRO TIP: Don't eat everything in sight. Some items can hurt you.



PRO TIP: Free the chained dog in the first stage. If you do, he'll appear later in the game and sniff out hidden items.



PRO TIP: Don't be intimidated by the big bosses; most of them can be defeated easily by pummeling them with eggs.



Yoshi squares off against the game's main villain, Baby Bowser. Yoshi's Story is an easy game to finish, though finding all the items is time consuming.

Graphics
5.0
Story's fantastic graphics are a beautiful visual read. The seamless combination of sprites and rendered objects really brings Yoshi's Story to life.

Sound
3.0
The audio is crystal clear, but most of the music is annoying and repetitive, and Yoshi's cutesy yelps will make you grind your teeth.

Control
3.5
The analog controller is awkward and frustrating to use at first, but it can be mastered after several hours in the practice mode. A configuration option to use the digital pad would have helped.

Fun Factor
4.0
Kids will love every page of Yoshi's Story and find it impossible to put down. Older players, however, might be turned off by the kiddie qualities and quickly slam this book shut.

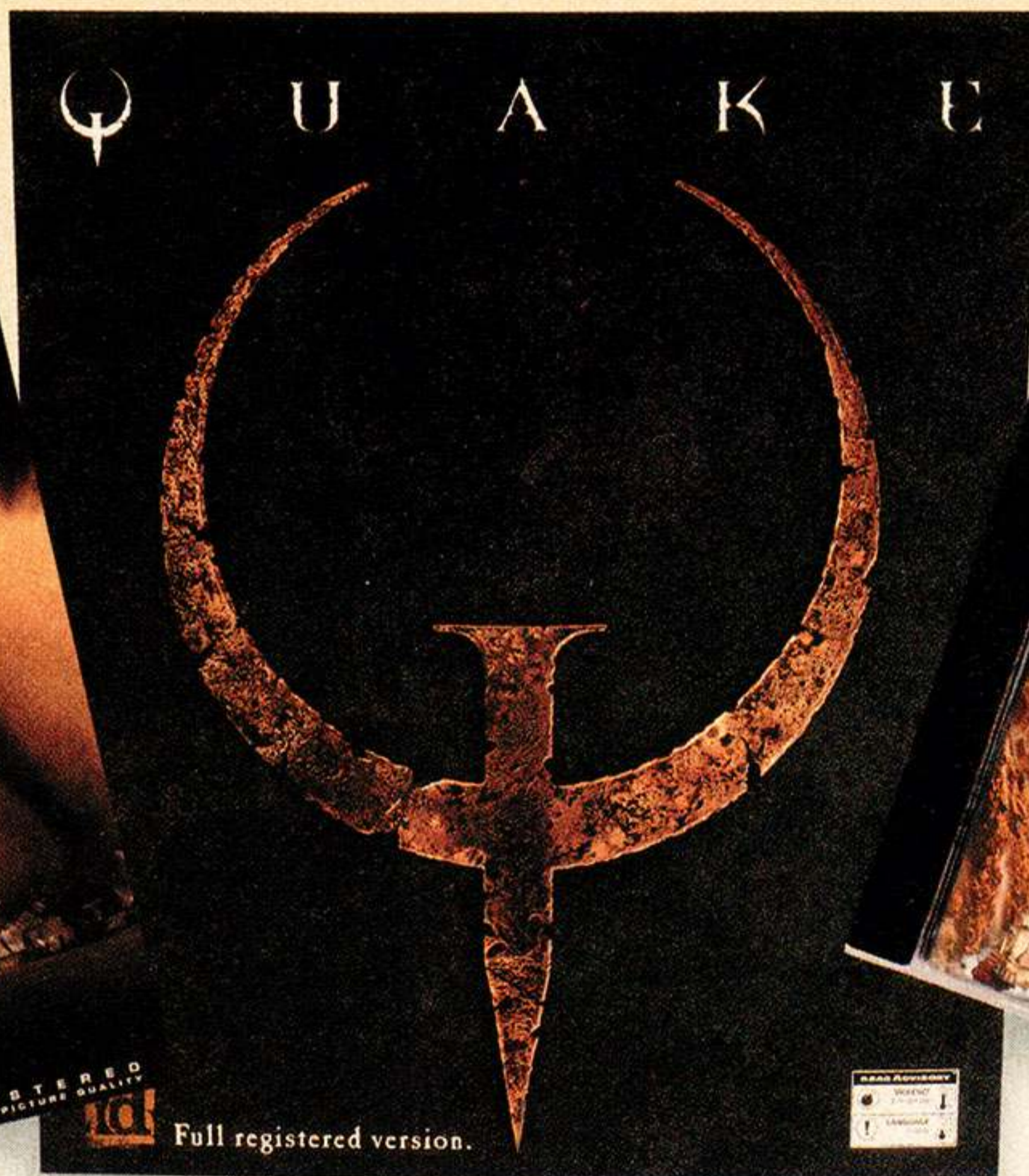
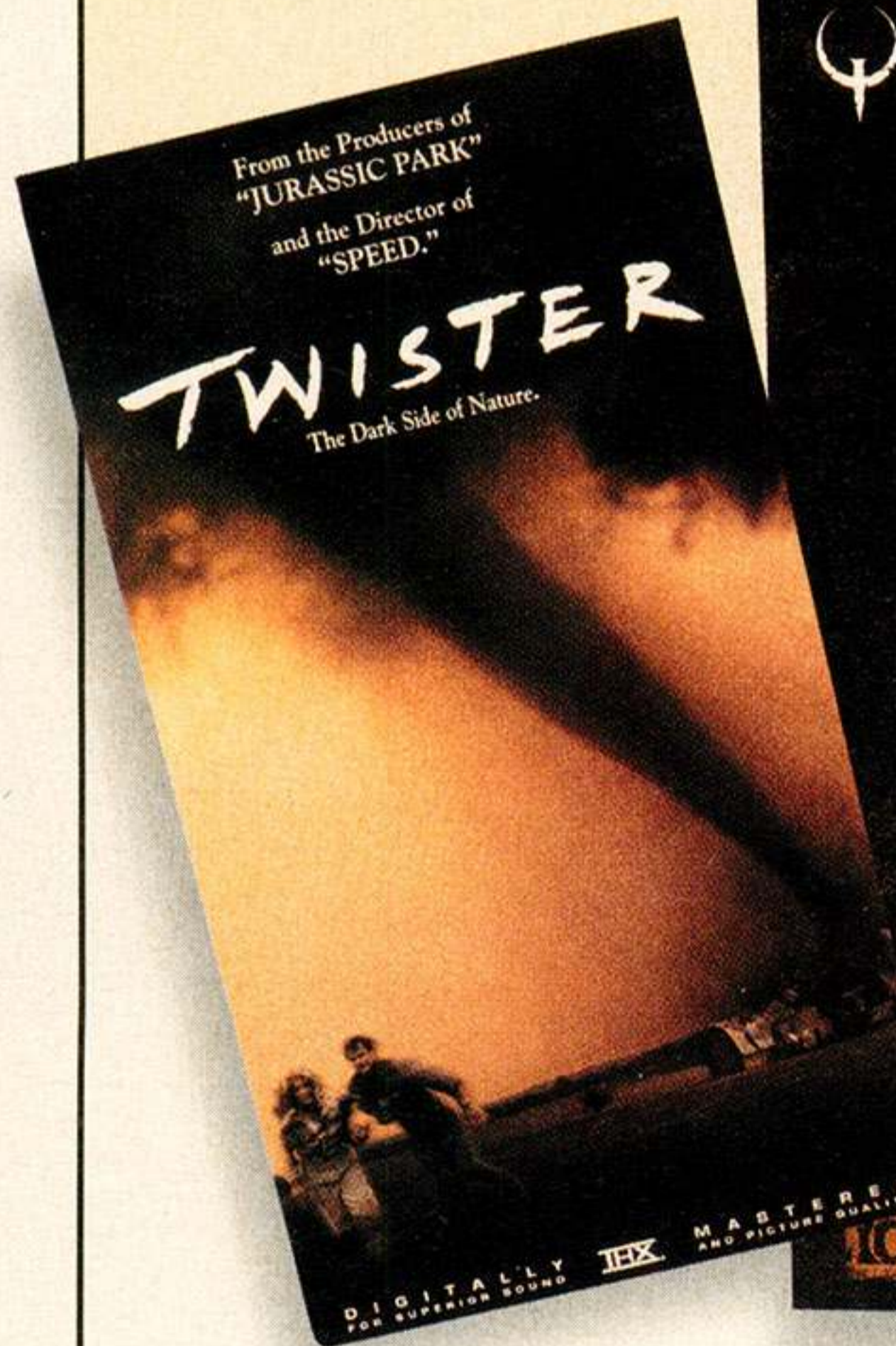
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Fighters Destiny

(By Ocean)

By Scary Larry

\$59.95

2 players

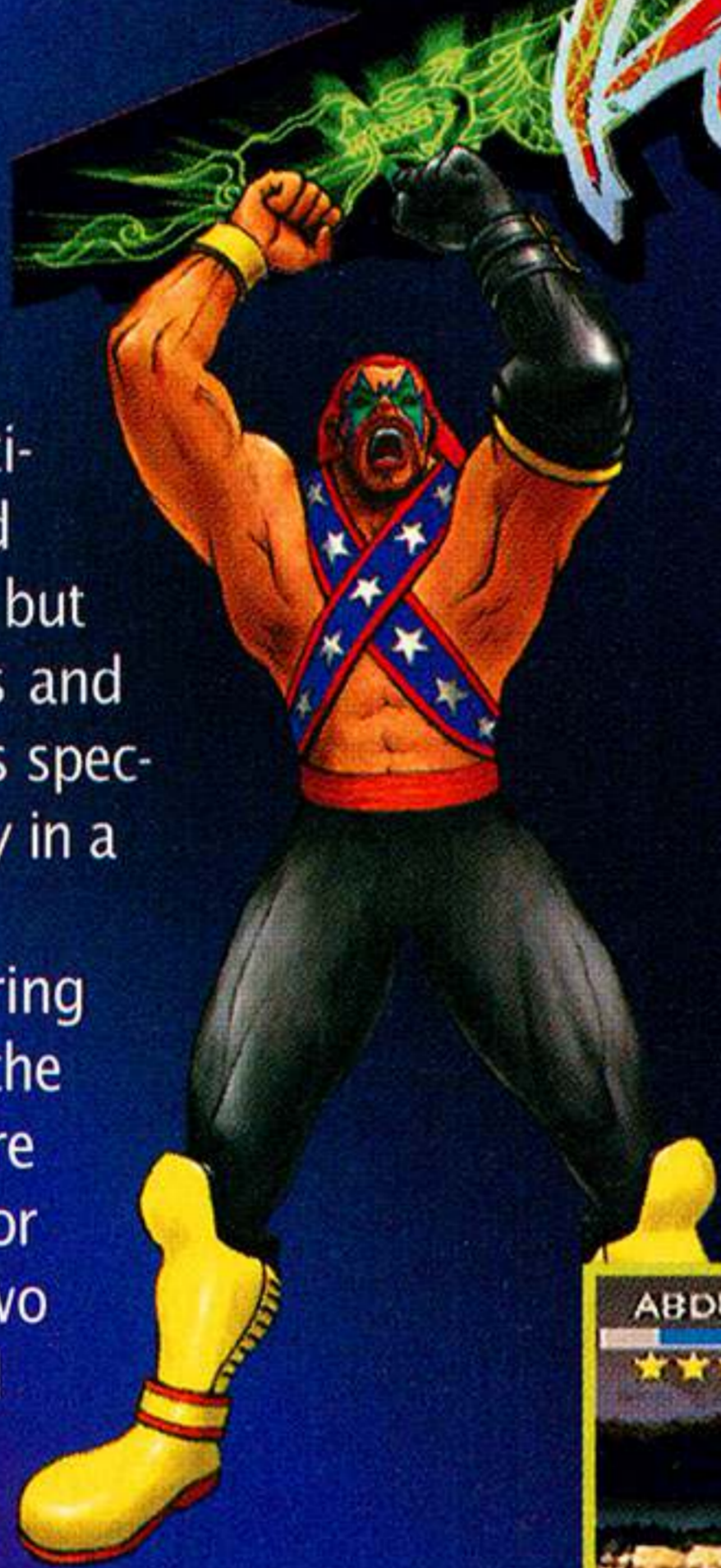
Available now

3D view

Fighting



Fighters Destiny



Fighters Destiny is hard to categorize because it's like two games: You can do multi-hit combos, throws, counters, and juggles as in most fighting games, but you can also execute lock moves and holds like in a wrestling game. This spectrum of action puts Fighters Destiny in a league of its own.

Destiny showcases a new scoring system, where instead of winning the standard two-of-three bouts, you're judged according to your moves. For instance, a throw may be worth two points; a counter, three points; and a special move, four points. You can also set the compensation meter, valuing any single fall like a special move to the maximum seven points.

Destiny's variety of modes will also keep fight fans interested, with one- and two-player contests, and survival and training modes. You can even fight a death duel with a boxing cow, but the duration of the fight (100 times to unlock a game secret) seems udderly impossible.

Graphically, Destiny doesn't exceed any boundaries on the N64, nor does it fall below the line set by games like Killer Instinct Gold. Destiny's speed fails to impress, but the sheer variety of moves gives the game staying power. The sound is likewise mediocre, but it does the job.

Fighters Destiny is quirky, enjoyable fun with lots of heart. It's destined for a place on the shelf of any fight fan. **G**



PROTIP: In the Practice mode, "Aerial" means juggle combos. Mastering these combos is key to beating tough opponents.



PROTIP: If you tap your throw buttons just as you're being thrown, you can counter the move. Beware, though—if the A.I. catches on, it will punish you with a nasty combo after the aborted attack.



PROTIP: When a fighter is in the Piyori condition (swerving, with stars around their head), do a special move to end the match.



PROTIP: Hanging onto the edge of the ring doesn't mean the match is over. Press A and B simultaneously when the opponent is near to grab them and throw them off the edge.



PROTIP: When fighting the Jokers in the Training mode, stay away from the edge of the ring. The Jokers are tougher than the teachers and will knock you out of the ring. Attack with special moves.

PROTIP: Take the time to learn the counters. They're extremely helpful (and often will end a match) if timed correctly.



PROTIP: You can't chain short combos together or link combos with throw moves (à la Tekken 2). But you can quickly do one combo, then immediately execute another.



Graphics

4.0

Although the fighters' moves and specials are bright and explosive, there's some slowdown in the sprites. The backgrounds also could have used a little more imagination.



Sound

3.5

It's more of the same song, really, with nothing better than the standard grunts and groans. Although the fighters have some unique expressions, the annoying ring announcer evens the score.



Fun Factor

5.0

The variety in gameplay makes Fighters Destiny a lot more appealing than most standard fighting games. Wrestling, kickboxing, choke holds, and straight fist-fighting all come together nicely.



Control

4.0

Problems include almost impossible timing on certain button presses (one mistake and you're doing a whole new combo) and incredibly tough Joker drones in the Training mode. A little practice should help out in both areas.

"SAY HELLO TO MY LITTLE FRIENDS"



AEROFIGHTERS ASSAULT™



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 EVERYONE **E**
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PREVIEW



Aero Gauge
 (By ASCII Entertainment)
 By Air Hendrix

Price not available
 64 megs
 Available March
 Hovercraft racing
 2 players
 6 tracks
 Multiple views

Aero Gauge



PRO TIP: Mastering turbo-boosted power-slides is the only way to maintain speed around tight corners (double-tap the gas just after you release the Slide button).



PRO TIP: The orange Z Mart is the most stable craft and the best choice for newcomers.

After two tries, the spectacle of Wipeout XL still hasn't been duplicated on the N64. Aero Gauge looks impressive at first, serving up wickedly fast hovercraft racing in 3D space, tight two-player split-screen battles, and tracks packed with thrilling loops and tunnels that harken back to the arcade classic Stun Runner.



PRO TIP: If you continually steer against the direction of your spin through the corkscrew tunnel on the fourth track, you should emerge pointed in the right direction.



PRO TIP: On the first track, go high over this tunnel so you can set up wide and slice through the final turn before the finish.



PRO TIP: For the best start, hold down both the gas and the brake, then release the brake as soon as "Go!!" flashes on the screen.

Unfortunately, the game's sparse features (a skimpy lineup of vehicles and tracks and no weapons) and serious draw-in problems quickly limit the fun. Worst of all, the absurdly tough CPU opponents mean that you're instantly out of the race if you make even the smallest error. Very few gamers will have the patience to battle against the inhumanly perfect pack, and that pretty much trashes the one-player action.



PRO TIP: On the third track, head up high just past the tunnel after the maze near the start. The wider spacing makes taking right-angle turns much easier.

If Wipeout's your game, F-Zero X is currently your only real hope. Until then, stick with Extreme-G (which is Diet Wipeout!) and take out Aero Gauge only for a rental. **G**

If Wipeout's your game, F-Zero X is currently your only real hope. Until then, stick with Extreme-G (which is Diet Wipeout!) and take out Aero Gauge only for a rental. **G**

Fun Factor

3.0 Flashing through 3D space along these stunt-laden tracks rocks, but continually getting thumped by the excessively brutal CPU opponents quickly kills the thrills. A fine weekend rental, Aero Gauge delivers more frustration than fun in the long run.

Graphics

3.5 Aero Gauge starts out sharp with psychedelic tracks and blazing speed. But the lame hovercraft and unforgivably poor draw-in problems screech this show to a halt.

Sound

3.0 Weak pop tunes drone incessantly, while the dull whooshing of the in-race sounds registers about as much as a ceiling fan. None of the sounds are awful, but none enhance the game in the slightest.

Control

3.5 The controls respond very well to the challenge of maneuvering through 3D space. The one huge flaw, however, is the ridiculously tricky powerslides, which are key to success but nearly impossible to master.



PRO TIP: Increase your speed big-time by sliding up along the edges of tunnels and other curved surfaces.

Fraaza
Your
Butt
off.



Ice Blue Color:
The Limited Edition
GAME BOY pocket
Get off your
keister before this
cool offer leaves
you behind.



Mystical Ninja Starring Goemon

(By Konami)

By Boba Fatt

Price not available
128 megs
Available March

Action/RPG
1 player
Multiple views



PROTIP: Use Ebisumaru's hammer to take care of this walking lampshade.

MYSTICAL NINJA

This sequel to 1991's Legend of the Mystical Ninja for the SNES (we've all been clamoring for this one, right?) combines 3D platform action with RPG elements for a result that succeeds more on the strength of its parts than the whole.

Mystical opens when a giant UFO comes to Oedo Town, and Goemon and his friends uncover an evil plot by the Peach Mountain Shoguns to steal the Great Stage Plan. Apparently, that's a bad thing, so, controlling Goemon (and, eventually, up to three more of his friends), you set out to stop them by acquiring various powerful items that are strewn across Japan.

Unfortunately, if you're drawn to games that feature a good story line, you should steer clear of this bland title. However, if you enjoy Mario-style exploration, the game's individual tasks and explorable areas are compelling enough to keep you interested for a little while.

N64 owners with a hankering for RPGs should check out this title, but casual RPGers should wait for Zelda 64, which promises a stronger story. **G**



PROTIP: You can obtain the all-important map of Japan at the coffee shop across the long bridge.



Goemon can swim through the channels of the town but he can't go underwater.



Mystical Ninja wastes its lush graphics on such plain, boring enemies.



PROTIP: Wait for these boards to flatten, then jam up the middle to cross this obstacle located at Mt. Fiji. Inside, you'll find the chain pipe.



PROTIP: Don't go to the fortune teller until you visit Mt. Fiji—it's not worth your precious coins yet.



PROTIP: As in most RPGs, you'll want to talk to everyone to uncover important information.



Graphics

4.5 Mystical Ninja's visuals are very reminiscent of the solid, cartoonish world of Mario 64, but the silly enemies, who have little movement or detail, spoil the riches.



Sound

4.0 Catchy, cute music fits the game's tone perfectly, but the Japanese battle cries might make U.S. gamers feel unwanted. Couldn't Konami have spent a bit more time converting this title?



Control

4.0 Very intuitive analog control is matched with very annoying camera problems. Sound familiar, N64 owners?



Fun Factor

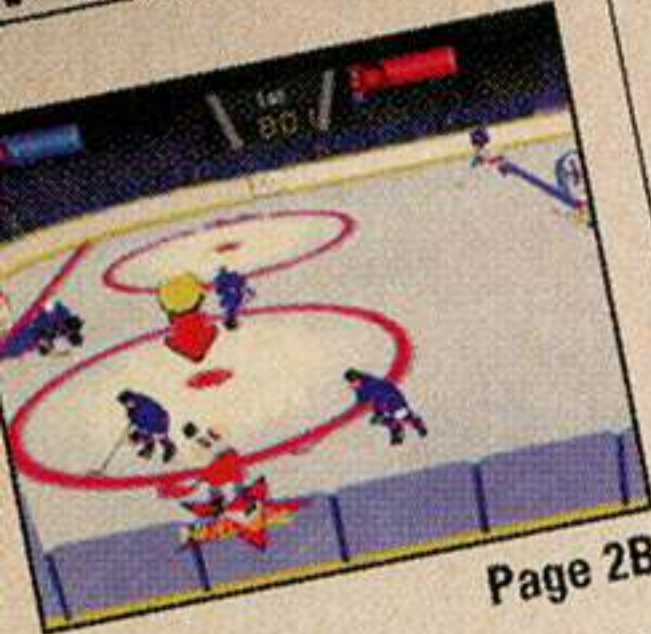
3.5 If you can persevere through the first boring town, the game becomes a little more engaging. It never gets anywhere near exciting, but it often manages to be an interesting platform adventure.

The National News

World Peace Treaty Signed All Global Rivalries Put Off Until '98 Nagano Olympic Hockey Tournament

y, February 3, 1998

AT A GLANCE



Page 2B

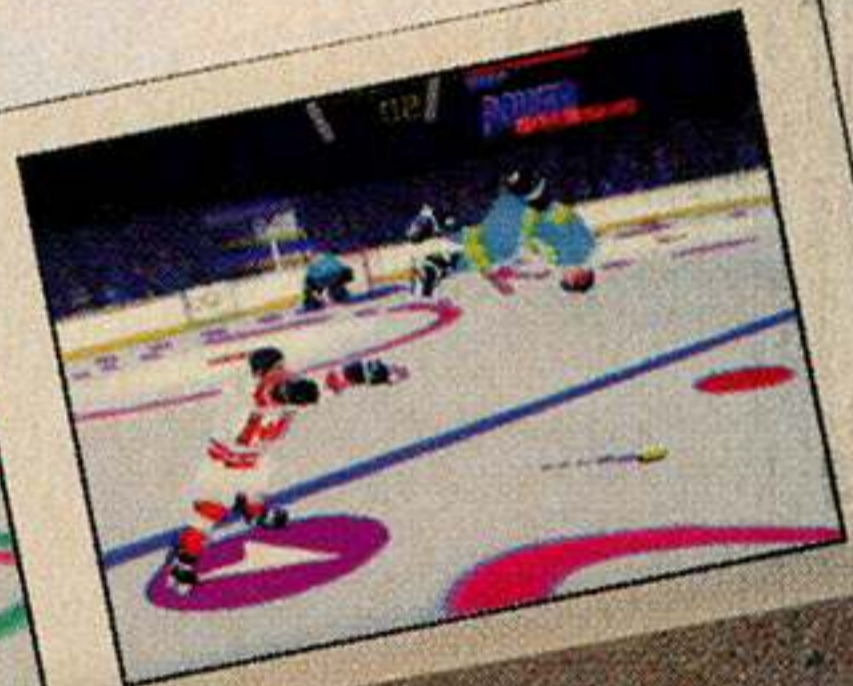
FEATURES

- Real players and player attributes.
- Medals, ceremonies and Olympic-size rink give you the ultimate Olympic experience.
- Set and save your Olympic records.
- Create your own player, put yourself on a team and lead them to glory.

Page 3B

For the first time in history, NHLPA™ pros are descending upon the Olympic Winter Games. Be a witness as former teammates go head to head. Kamensky and Yashin are headed for Russia. Kariya and Roy will be playing for Canada. Modano and Leetch are in for the United States. The rosters are real. The graphics will make you sweat. It's country against country in this engagement. And the price of glory isn't gonna be pretty.

Please see Hockey on Page 3B.



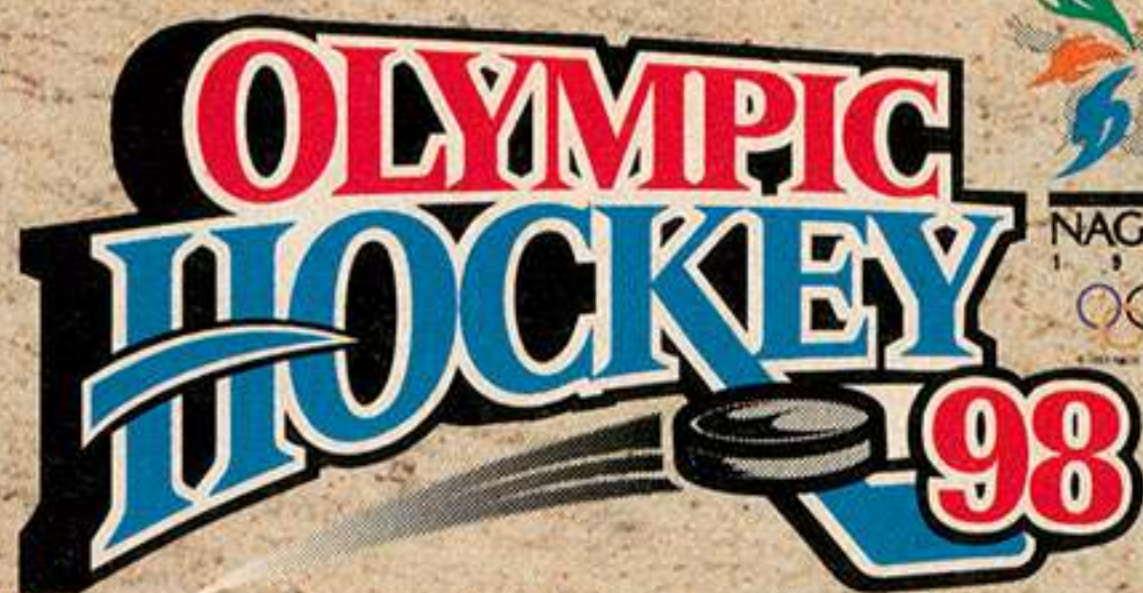
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Page 3B

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LIMITED EDITION



Your Country Needs You.

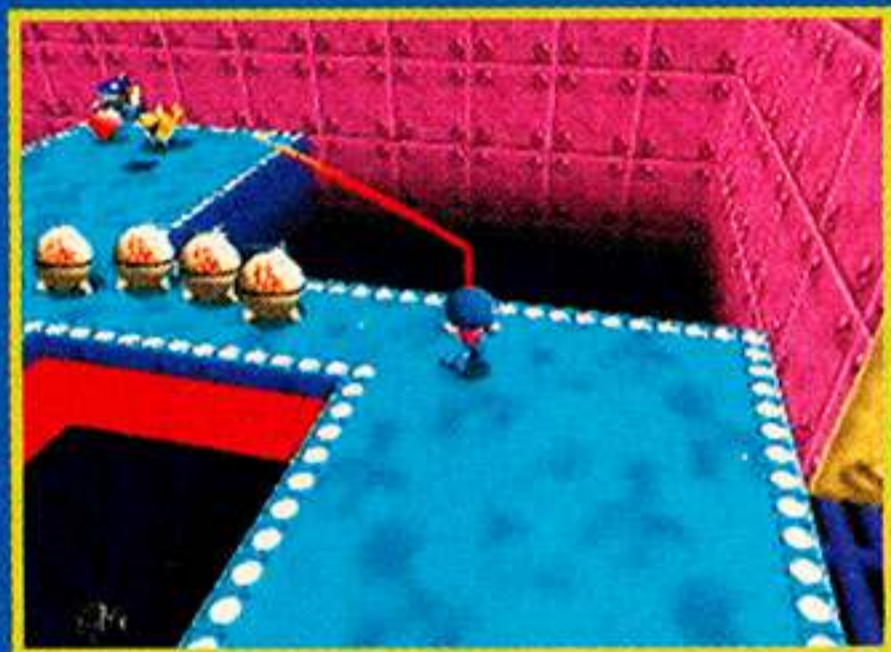
Chameleon

TWIST



By Toxic Tommy

Chameleon Twist is a fun little action/adventure cart that shouldn't be overlooked. Twist's twist is that you're really only a chameleon named Davey for a few seconds. Early on, a nattily attired rabbit who's late for a date leads you down a hole and into a weird fantasy land, and there you transform into a



PROTIP: Davey's tongue can grab stuff from many different angles.



PROTIP: Sometimes you must slurp up more than one enemy in order to have the right force for the job when you spit them out.

The visuals are sharp with sugary-sweet backgrounds and character graphics, which give Twist real kid appeal. You can control the camera for 360-degree playable views of the action; however, some angles fool you into making dumb, life-sapping missteps.

The audio's much less imaginative. The music's lively but too cartoony, and the effects do their job but little else.

Chameleon Twist looks and sounds like child's play, but there's a really entertaining, challenging action game in there, too. There's even a cool four-player Battle Royale mode that's...well, a major tongue twister. Overall, Twist is a solid game and a wholesome way to score some major tongue action. **G**

cutesy dweeble character. There's surely some major intellectual-property issues with the Alice in Wonderland people brewing here, but beyond that, Twist is straightforward hop-n-bop stuff.

Or maybe hop-n-slop is a better way to put it. The star of this slippery show is Davey's tongue. Nicely crafted controls enable you to deftly guide said tongue to do all sorts of untongue-like things as you explore six challenging stages, including a jungle, an ant hill, and candy land. You shoot your tongue out to swing across chasms, to lift yourself up to climb obstacles, and to slurp up enemies (à la Kirby) and spit them out like bullets.



PROTIP: You must try to knock the Ant Hill queen boss off the platform. Use as many of her guardians as you can.

Chameleon Twist by Sunsoft

Graphics	Sound	Control	Fun Factor

\$59.99
64 megs
Available now
Action/adventure
4 players

6 stages
Rumble Pak support
Challenge: Intermediate
Replay value: High
ESRB rating: Everyone

intendo 64



By Bro' Buzz

Robotron delivers the goods with fast-paced, reflex-sapping action.

This remade classic presents 200 arenas, topnotch challenge, and a trip down memory lane to boot. PlayStation Robotron was just okay, but Crave picked up this Midway version and, with a few enhancements, conjured up a simple but fun N64 game.

If you remember Robotron from the arcades...well, you're an old-timer for sure, but gamey gamers and newcomers alike will dig this version. There are three selectable gameplay views, but the 3/4-overhead is the best. Each arena dishes up a 360-degree shootout as you try to save hapless humans from a major robot crunching. Thirty types of enemies appear, including Brains, Quarks, Hulks, Grunts, and more from the original game.

Robotron is deceptively addictive as you breeze through the first 30 levels, building up a seemingly massive supply of lives. Trying to master the next 170 levels, however, will definitely tame any ego.

The crisp controls enable you to bust some awesome open-field moves against the robots. There's even an innovative dual-controller single-player mode that will surely make all you Robotron vets nostalgic for the old arcade machine's dual joysticks (sigh!).

Robotron's graphics and sounds rock. The game's individual character graphics stand out amidst the chaotic action, and the animation doesn't miss a beat. The music's techno-funky, catchy, and a little repetitive but perfect for this game.

Robotron's so old it's new. Good fun never ages. **G**



PROTIP: It takes several shots to destroy the aggressive Purple Brains, so always try to eliminate them first.

ROBOTRON 64



PROTIP: Each time you die while fighting the Gold boss (at Level 100), it reappears somewhere else in the arena. In the few seconds before the boss reappears, zap as many of his protectors as you can.



PROTIP: Since red Spheroids and purple Enforcers produce deadly homing mines, try to destroy them quickly.



Robotron 64 features three gameplay views, but the close-up views are murder.

Robotron 64 by Crave Entertainment

Graphics	Sound	Control	Fun Factor

\$59.99
64 megs
Available now
Action/strategy
2 players

200 stages
Challenge: Intermediate
Replay value: High
ESRB rating: Everyone



Day 42. The standoff continues. Suspect presumed paranoid. Has been known to roam dungeons and consort with bandits and sprites in **Shining Force III**. Believed to be mutilating and blowing heads off zombies in **House of the Dead**. Purported member of **Panzer Dragon Saga** cult, which claims that ancient, morphing "dragon friend" holds the key to salvation from evil. Approach with extreme caution: suspect known to use thumbs when threatened.

"Like Mario Kart in a winter environment incredibly addictive!"

-Nintendo Power,
Pak Watch, Volume 103

"We're here to tell you that Snowboard Kids is very cool."

-Tips & Tricks

Snowboard Kids

- 9 DIFFERENT COURSES, EACH OVER A DIFFERENT TERRAIN
- 5 DIFFERENT CHARACTERS TO CHOOSE FROM
- 5 DIFFERENT MODES OF PLAY, INCLUDING A HALF PIPE
- 4 PLAYER SIMULTANEOUS BATTLE RACES
- RUMBLE PAK COMPATIBLE
- OVER 36 DIFFERENT TRICKS
- REPAINT YOUR BOARD, NUMEROUS DESIGNS TO CHOOSE FROM
- 9 DIFFERENT BOARDS, HIDDEN ONES TOO, IF YOU'RE GOOD ENOUGH



ATLUS



<http://www.atlus.com>



Don't be board this winter!



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RESIDENT EVIL 2



Resident Evil 2

(By Capcom)

By Major Mike

2 CDs

1 player

\$59.99

Multiple views

Available now

MATURE

Action/
adventure



If you thought Tyrant was tough in the first game, wait until you see this game's model.

Is Resident Evil 2 better than Resident Evil? Is it worth the wait? The answer is a resounding "Yes!" RE2's strong combination of shocks, action, and compelling narrative spawns a fun, fright-filled PlayStation trip that'll keep you on the edge of your seat, clutching the controller for hours.

Scream, Too

Resident Evil 2's bigger, meaner, and more violent than the first game. All of Raccoon City is now overrun with monsters. The game's set in a huge area, but most of the action takes place in a police precinct and an underground chemical factory. Lying in wait in these locations is an enormous variety of monsters, including massive moths, behemoth alligators, poison-spitting plants, mutant dogs, zombies, and something that can only be described as the Terminator wearing an overcoat.

Formidable firepower is on hand to help you in your war against dead-kind, including tazer shotguns, flamethrowers, machine guns, crossbows, bazookas, and even six-shooters. Some of these weapons can be enhanced with add-ons, too.

Similar to the first game, RE2 delivers a megadose of jolts. You'll flinch as you're munched by a giant alligator, stare in astonishment after blowing a zombie in half only to have the torso crawl after you, and jump through your ceiling when a monster crashes through the one onscreen. When you aren't trying to elude hordes of pursuing creatures, you'll wrack your brain

PREVIEW



Graphics

5.0 RE2's graphics are more refined than the first game's, and the rendered cinemas paint a visual (if ghastly) feast. Attention to little details, like characters turning their heads toward strange noises, is right on.



Sound

5.0 Intense music dominates the soundtrack, and the excellent voices bring the characters to life. Imaginative audio cues, like dragging feet and tapping claws, alert you to approaching monsters.



Control

4.5 The controls are simple yet responsive, and the new auto-aiming feature is a great addition. The absence of a custom controller configuration is all that keeps RE2's controls from earning a perfect score.

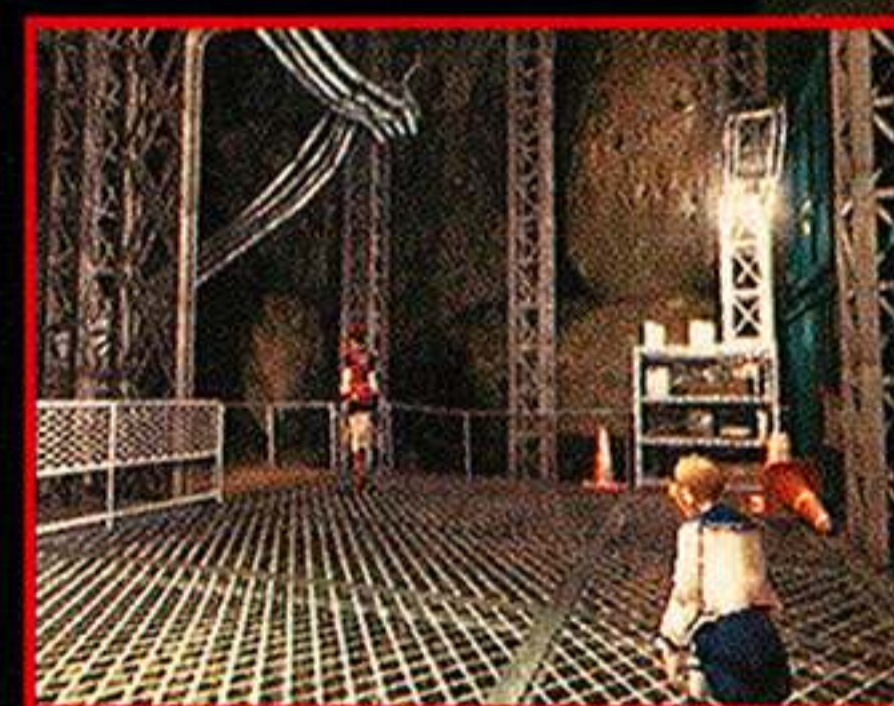


Fun Factor

5.0 If you seek frightening fun, Resident Evil 2 delivers the goods. Fans of the original should definitely snatch up this one. It's the most fun you'll ever have being scared.



PROTIP: Be wary of rooms with panoramic camera angles like this. Chances are something will come crashing in soon.



PROTIP: Don't run too far ahead of Sherry when she's following you. She gets tired easily and will stop to rest. You can't proceed unless she's with you.



PROTIP: To tell if a zombie is... er, dead after you shoot it, look for a pool of blood to form under it when it falls to the ground. Also, if auto-aiming zeroes in on a downed zombie, it's playing 'possum.



RE2 ditches the full-motion video for fully rendered cut scenes.



Some human characters are scarier than the monsters. Just wait until you meet the creepy chief of police, Irons, and Sherry's paranoid, bitchy mother, Annette.



RE2's main characters are Claire and Leon. In their respective games, however, you also control other characters.



PROTIP: When you reach the kennel, shoot the dogs in the cages. If you wait too long, they'll break out and attack you.



RE2 pumps up the replay value with its Zapping system. For example, finish the game as Claire and save the data. If you start a new game with the saved data and play as Leon, you'll begin in a brand-new location and face different monsters.

PROTIP: Carefully read any documents you come across for valuable clues.

Alternating Characters

In Leon's Game

In Claire's Game



Ada Wong can carry weapons and other important items in her inventory. Her firearm shoots rounds faster than Leon's.



Sherry doesn't carry a weapon, but her small size makes it easy for her to duck past zombies and avoid danger. She can also crawl into small areas such as air shafts.



Giant alligators are a few of the critters you'll encounter.



PROTIP: Whenever possible, use the Combine command to consolidate items in your inventory and save space.



PROTIP: Each time you topple this pursuing titan, search him for ammo and other valuable items. You can also find items on some defeated zombies.



PROTIP: To destroy a zombie, shoot it in the head with the shotgun or the bazooka at point-blank range.

to solve puzzles, like bridging seemingly impassable areas and opening sealed doors.

Perfect controls help you plot your every move, so guiding your character is a breeze. RE vets will appreciate a new feature, auto-aiming, that's especially helpful for blasting beasts.

RE2's gameplay also vaults ahead of its predecessor with its use of story and characters. As in Resident Evil, you play as one of two characters, Claire or Leon. Each possesses an engrossing and dramatic plot line; however, you must also play as other characters, too. In Claire's game, you control a little girl, Sherry, and

Leon alternates with a woman named Ada. The extra characters add variety to the action and enhance the mystery of the unfolding plot, but be advised that one sequence where little Sherry can be easily mauled by dogs goes almost too far.

Ghoul School 102

Excellent graphics heighten the horror in RE2. The pre-rendered environments look cleaner than those in the first game, and they're packed with creepy details, like blood splashes and corpses. The weapons also punch up the visuals by producing huge explosions, raging fires, and splattering carnage.

The character animations are much improved over those of the original game, and they sport superlative lifelike details that affect gameplay. For example, if your characters receive too much damage, they limp and move slower. Conversely, when you're fighting a tough boss, his attacks gradually weaken each time you score a hit.

RE2's audio provides excellent accompaniment to the visuals to create an atmosphere of dread. Poignant voices deliver the well-written, spell-binding dialogue. The music packs a wallop with symphonic orchestrations that make your heart race.

The Fright Is Right

Resident Evil 2 is a sequel that not only meets expectations, but surpasses them with ease. Once you begin this game, you're hooked. Once you finish the game, you'll drool for more. Resident Evil 2 is frighteningly good. **G**



PROTIP: In RE2, you can climb onto ledges and even over some objects. To climb, stand in front of an object and press the Attack button.



By Major Mike

Duke Nukem finally makes his long-awaited PlayStation debut with a raunchy kill-em-and-smile attitude and solid gameplay. It's enjoyable to play, but frame rate and control problems bring the fun down a notch.

Meltdown features the three episodes from the original PC version, along with some exclusive PlayStation levels. Unlike Duke Nukem 64, this Duke retains the off-color dialogue and eyebrow-raising visuals that

made the game what it is today. Additionally, the action's intense, the levels are huge, and the wide variety of weapons and disgusting alien monsters will keep corridor-shooter fans satisfied.

Duke has excellent sounds, and for the most part he's lookin' good—except during intense action sequences. Then the game slows down, the graphics get choppy, and, worst of all, control accuracy goes right out the win-

PREVIEW



By Four-Eyed Dragon

With the visually commanding force of claymation, Skullmonkeys delivers strikingly eye-popping graphics. Unfortunately, it falls short in gameplay as its platform-hopping action offers nothing new to this seriously worn-out genre.

You play as Klaymen, the hero from the PC game The Neverhood, who is called in to save the fantastical land of Skullmonkeys. Aside from the usual jumping, running, and shooting, Klaymen also packs two screen-clearing weapons, a bird-like homing bomb and a green fart that takes on your form. Throughout, the standard controls respond decently but lack innovation.

Graphically, Skullmonkeys shines with brilliance and creativity as each level is handcrafted from clay.

Even the backgrounds add an extra highlight to some of the best clay characters in gaming. The sound and music are funky and original, but the music often lacks a nice beat.

Skullmonkeys' real downfall is that despite its 3D look, it's still strictly a 2D side-scrolling game, and



PRO TIP: When fighting the Monkey Mage, time your jumps with the green light he throws at you.

everyone's played too many of those by now. Also, the paths through the game are very limited, which generates little replay value.

Skullmonkeys is purely cosmetic and may trick those who don't recognize its facade. If you're still into side-scrolling games, Skullmonkeys might be the perfect mold for you, but otherwise, there's more fun to be had with Play-Doh. **G**

DUKE NUKEM: TOTAL MELTDOWN



PRO TIP: Press on discolored wall panels—you may reveal hidden items.

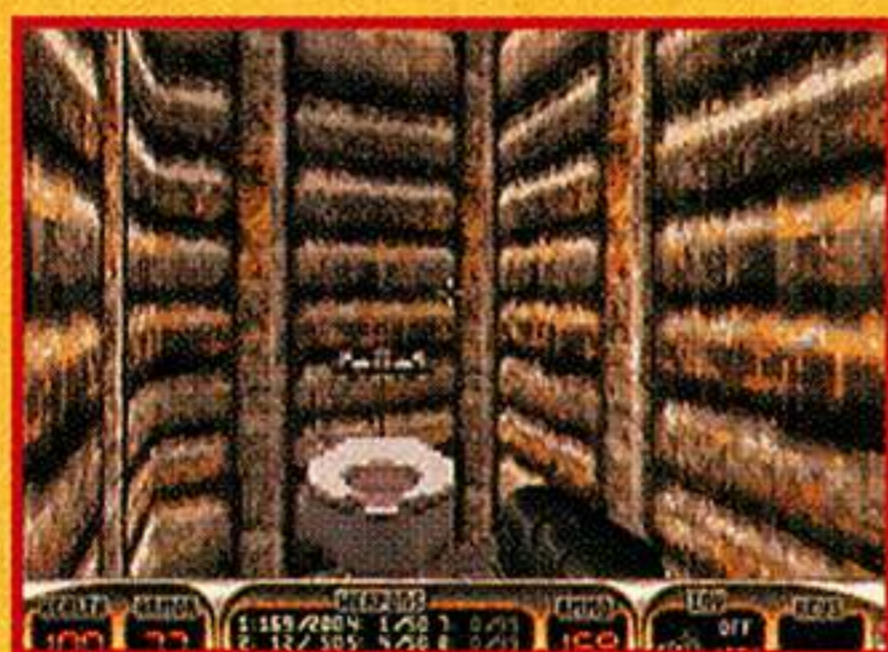
dow. Fortunately, the soundtrack rocks with jazzy music, booming explosions, and clearly audible sound effects. The controls are solid, but maintaining the item and weapon inventory can easily become confusing. The biggest problem, however, is the lack of custom configuration—the three presets

simply aren't sufficient.

Duke's a solid offering, but the game's frame meltdown keeps it out of the top tier of PlayStation corridor shooters like Doom and Powerslave. **G**



Although the graphics aren't as good as those in the Nintendo 64 version, this Duke is uncensored.



PRO TIP: If you're low on health, take a leak in one of the toilets for a small health boost.



PRO TIP: At the start of the Nightmare Zone level in the Plug and Pray episode, walk off the cliff at the beginning of the level. You'll take some damage from the fall, but you can find the Devastator weapon after you land.

Duke Nukem: Total Meltdown By GT Interactive

Graphics	Sound	Control	Fun Factor
3.0	4.5	4.0	4.0

Price not available
Available now
Corridor shooter
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Mature

Skullmonkeys by Electronic Arts

Graphics	Sound	Control	Fun Factor
4.5	2.5	3.5	3.0

\$49.95
Available February
Action/adventure
1 player

Side view
Challenge: Medium
Replay value: Low
ESRB rating: Everyone



PRO TIP: Stick to high ground to uncover hidden secrets.



PRO TIP: Use the green fart to detect danger up ahead without getting hurt.



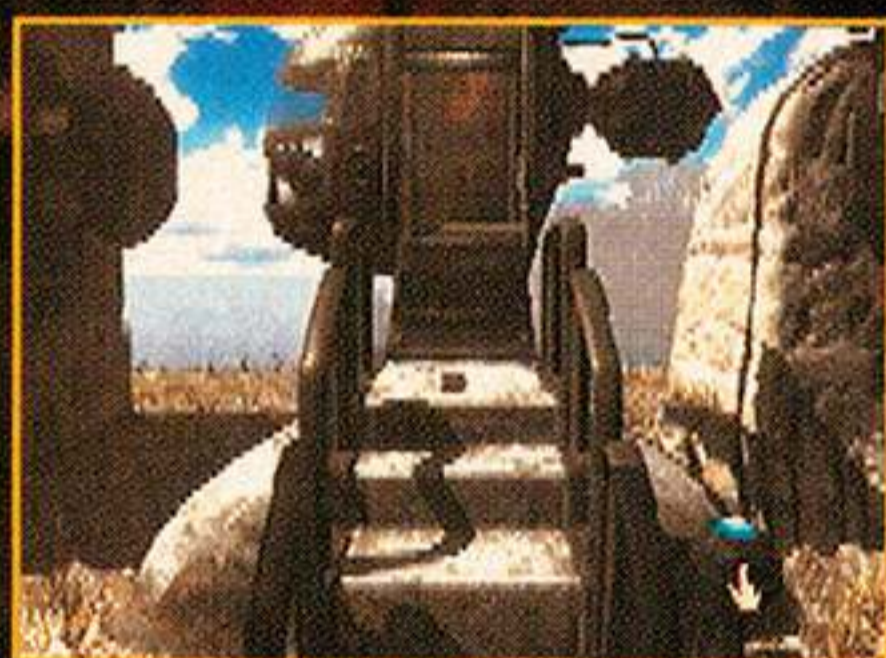
By Dr. Zombie

As the sequel to Myst, the top-selling PC game of all time, Riven lives up to its legacy. It presents a unique gameplaying experience based on exploring and making discoveries in a lushly detailed alien world.

You move from scene to scene, each showcased by photo-quality still-life graphics, solving puzzles triggered by sounds and interac-



PROTIP: Rotate the inner dome twice and release the gas lever inside to gain entrance to the power station behind the dome.



PROTIP: Pressing the blue button activates your "ride" on the island you are on.

Trigger-twitchers and action junkies will be bored stiff by the intricate plot and immense time commitment required to solve the puzzles and explore all the worlds (spanning five CDs). Those more patient, however, will be completely engrossed by this well-crafted gaming experience. Riven's riveting. **G**

Riven by Acclaim

Graphics	Sound	Control	Fun Factor
\$49.95		Multiple views	
5 CDs		Challenge: Advanced	
Available now		Replay value: High	
Puzzle/exploration		ESRB rating: Everyone	
1 player			

tive items. There are, however, no time constraints or ways to die, which may limit the fun for some. The topnotch graphics, sound, and interface, though, completely immerse you in the world of Riven.

PREVIEW

PLAYSTATION



By Gideon

Namco delves into platform gaming with Klonoa, a gorgeous side-scrolling adventure game with a definitely young look and feel. This review's based on the Japanese version, but the U.S. version is expected to be



PROTIP: Bounce on your enemies or hitch a ride on them to reach higher objectives.

identical, and Klonoa's beautiful graphics, rich soundtrack, and responsive interface demonstrate unmistakable quality.

You play solo as Klonoa, a hero who flies across six levels using his large floppy ears, zapping enemies with his magic crystal ring along the way. Klonoa also has the unique ability to ride on enemies to achieve his goals, feats facilitated by smooth, responsive controls. The luscious, detailed graphics create

a believable 3D environment; however, gameplay follows a set path and is not true 3D (just like Pandemonium 2). The end result is a young-looking, somewhat formulaic platformer that's solid, fun-filled, and easy to pick up and play. **G**



PROTIP: Avoid being surrounded. Always keep enemies to one side.

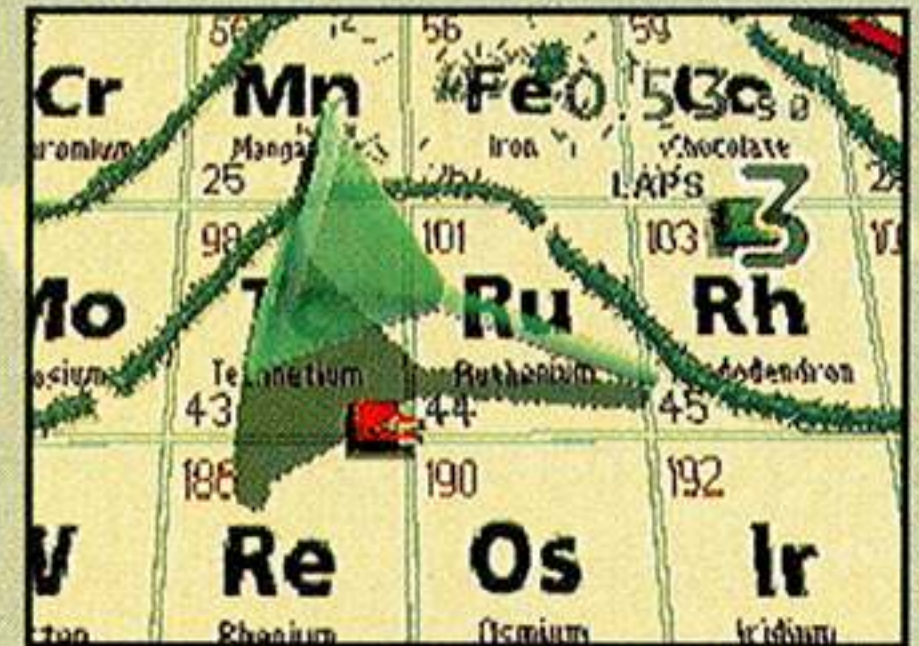
Klonoa of the Wind: Door to Phantomile By Namco

Graphics	Sound	Control	Fun Factor
\$49.99		Side view	
Available March		Challenge: Adjustable	
Adventure		Replay value: High	
1 player		ESRB rating: Everyone	



By Bad Hare

Whimsy is the word of the day as the Micro Machines franchise goes for its third lap with Micro Machines V3. Dune buggies, tanks, motorboats, and other tiny vehicles zoom across kitchen tables, science labs, and billiard rooms while grabbing power-ups



PROTIP: Always look for alternate routes around objects instead of sticking to the path.

like retractable claws and giant mallets. The gameplay evokes the classic R.C. Pro-Am, but there's no overhead map to help navigate the many sudden turns. Uncomfortable viewing angles only compound the problem. Worse still, MMV3's two-player races stop and restart whenever someone skids out or pulls too far ahead.

It might seem strange that a game with bright graphics, equally solid sound, responsive controls, and a clever premise could be so little fun, but it's the frustrating gameplay and design flaws that keep Micro Machines V3 in the pits. **G**



PROTIP: You can turn your car in midair during jumps.

Micro Machines V3 By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
Price not available		Top-down view	
Available now		Challenge: Adjustable	
Racing		Replay value: Medium	
2 players		ESRB rating: Everyone	
48 courses			



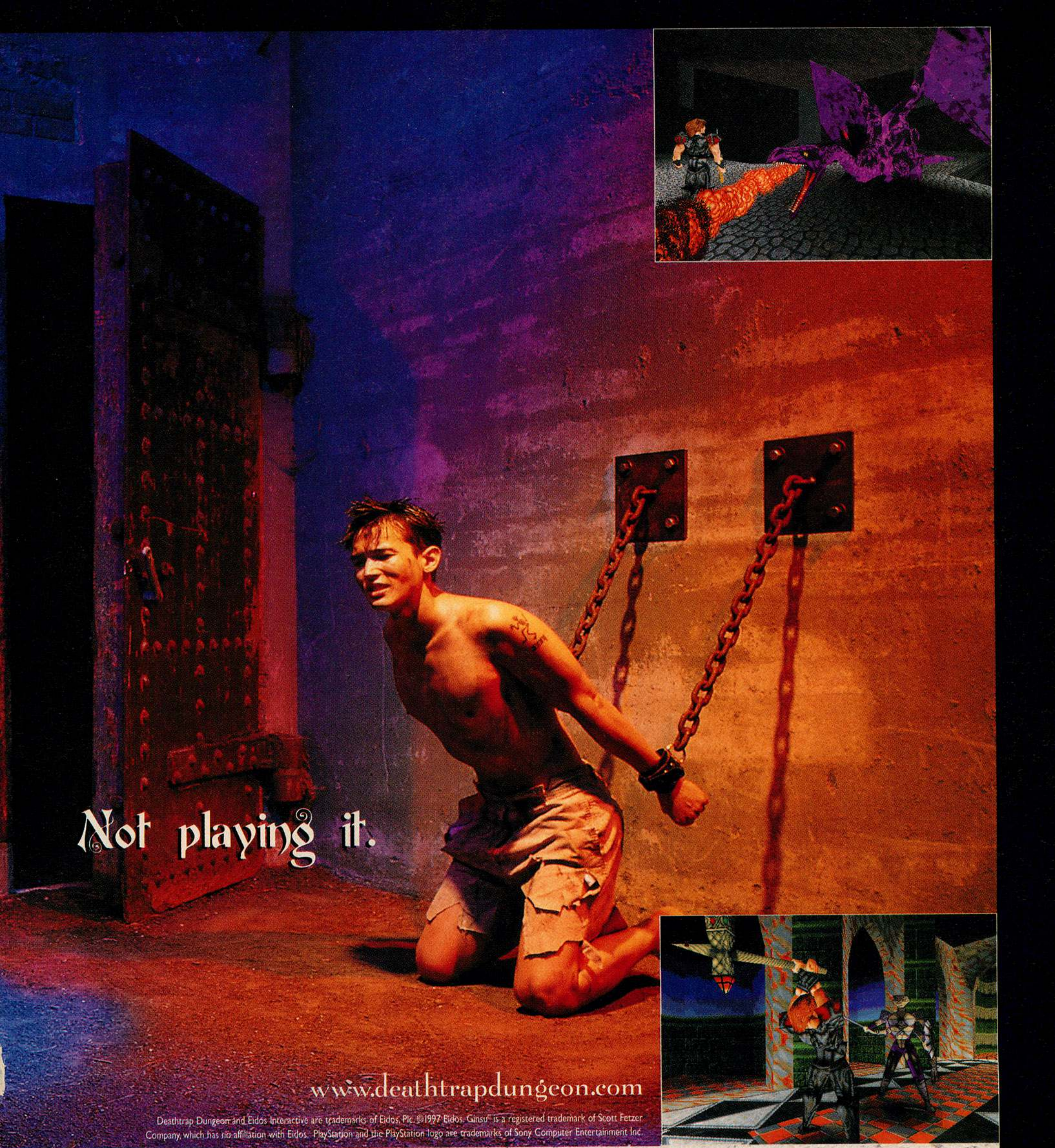
There's only
one thing
more torturous
than playing
Deathtrap Dungeon.



IAN LIVINGSTONE'S

DEATHTRAP Dungeon

“Beat me. Whip me. Just don’t hit that Quit button.” Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell



Not playing it.

www.deathtrapdungeon.com

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on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.



EIDOS

INTERACTIVE

You've been warned.



X-Men vs. Street Fighter
(By Capcom)
By Major Mike

Price not available
Available now in Japan

Fighting
2 players
4 MB RAM cart included



OVERSEAS PROREVIEW

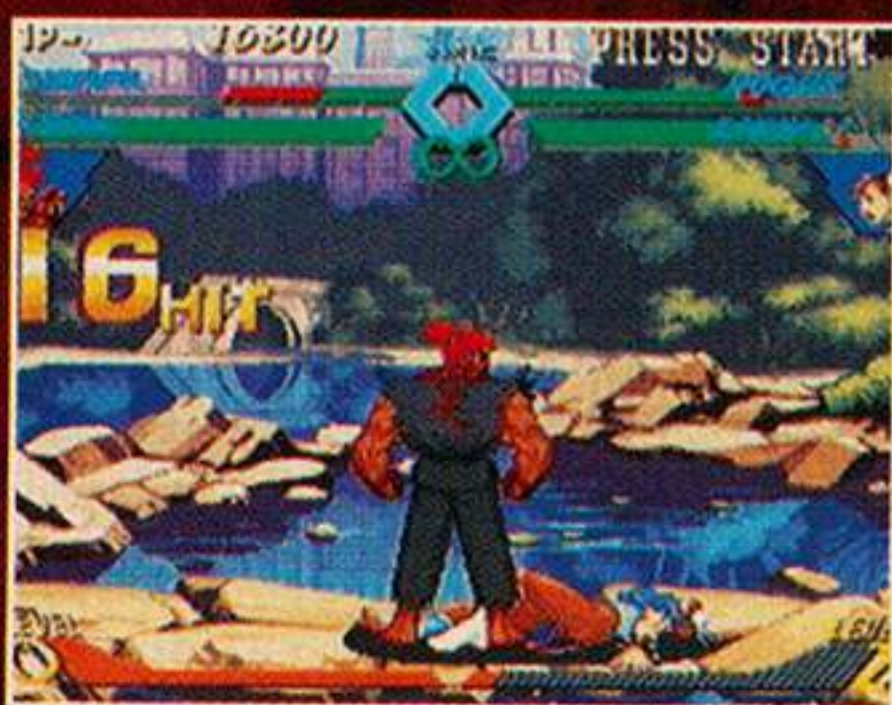
X-Men vs. Street Fighter



PROTIP: To score extra hits and execute an air juggle, pummel an opponent up in the air and chain that move into a super move. For example, playing as Chun-Li, pop an opponent in the air with a standing Roundhouse Kick, then immediately motion ↓ ↘ → and press any two Kick buttons simultaneously to juggle 'em across the screen.



On some stages you can break through the floor and continue the brawl in the area below.



PROTIP: To perform Akuma's Death move, tap JP, JP, →, SK, FP when his Super Bar is at level one. Johnny Ballgame and Dan Elektro love this one.

Although it's a superior 2D fighting game, X-Men vs. Street Fighter has two deadly strikes against it: First, it's bundled with the Saturn RAM cart, which is required to play, but increases its price, and second, it may never even make it to the U.S. That's a real shame because gamers will miss out on one of the most fun fighting games ever to hit the home market.

Mixed Doubles

Combining two popular series, X-Men vs. Street Fighter enlists nine Street Fighter Alpha characters and eight X-Men comic-book heroes. True to their roots, the SF characters keep their familiar special moves, and while the X-Men possess similar attacks, some also retain their comic-book powers. For example, Rogue can steal special moves from opponents and Storm relies on weather attacks.

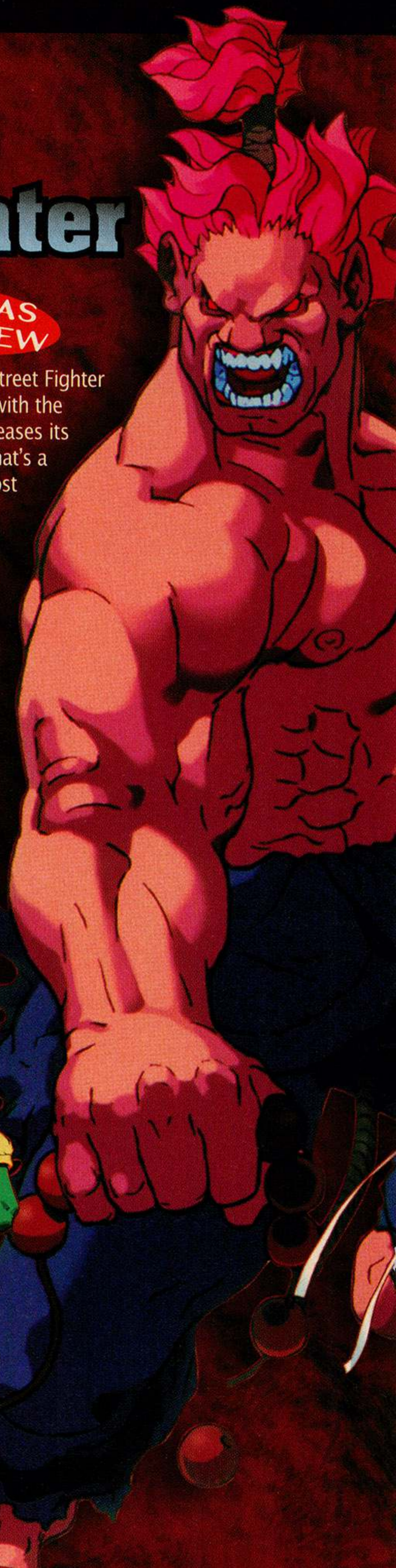
The game has two play modes—Versus and Arcade—but its best feature is the tag team structure, where you pick teams of two, then switch between fighters during a match (until one is defeated). The tag-team play is especially cool because you can combine your characters' super powers for a two-on-one assault against an opponent.

Choose the standard modes, however, and you'll get a mixed bag. Versus will keep you and a friend fighting for hours, but the Arcade mode often is just plain frustrating. (Just wait until the A.I. executes the same eight-hit air juggle combo three times in a row and you'll get the idea.) The only missing options are a practice mode like in the Alpha games and the ability to select Apocalypse's stage as a fighting background.

In its game engine, though, X-Men vs. Street Fighter is similar to X-Men: Children of the Atom and Marvel Super Heroes with high-hitting air juggles and battle stages as high as they are wide. And like those two titles, the gameplay at times relies more on flash than actual skill.

X-Cellent Fights

X-Men vs. SF requires the new 4-meg RAM cart that fits in the Saturn's memory expansion slot. The extra RAM makes possible lightning-fast graphics and incredibly fluid charac-





Sound

5.0

With effects and music that really shine, X-Men vs. Street Fighter sounds identical to the arcade version. And while some tunes are annoying, most of the tracks rock. The voices are also crystal clear, and the various hits and head-smacking cracks really put you in the action.



Graphics

4.5

X-Men vs. Street Fighter features almost arcade-perfect graphics, except for some choppy character animation. Otherwise, the animations for the backgrounds, super moves, and special moves are just as flashy as those in the arcade version.



Control

5.0

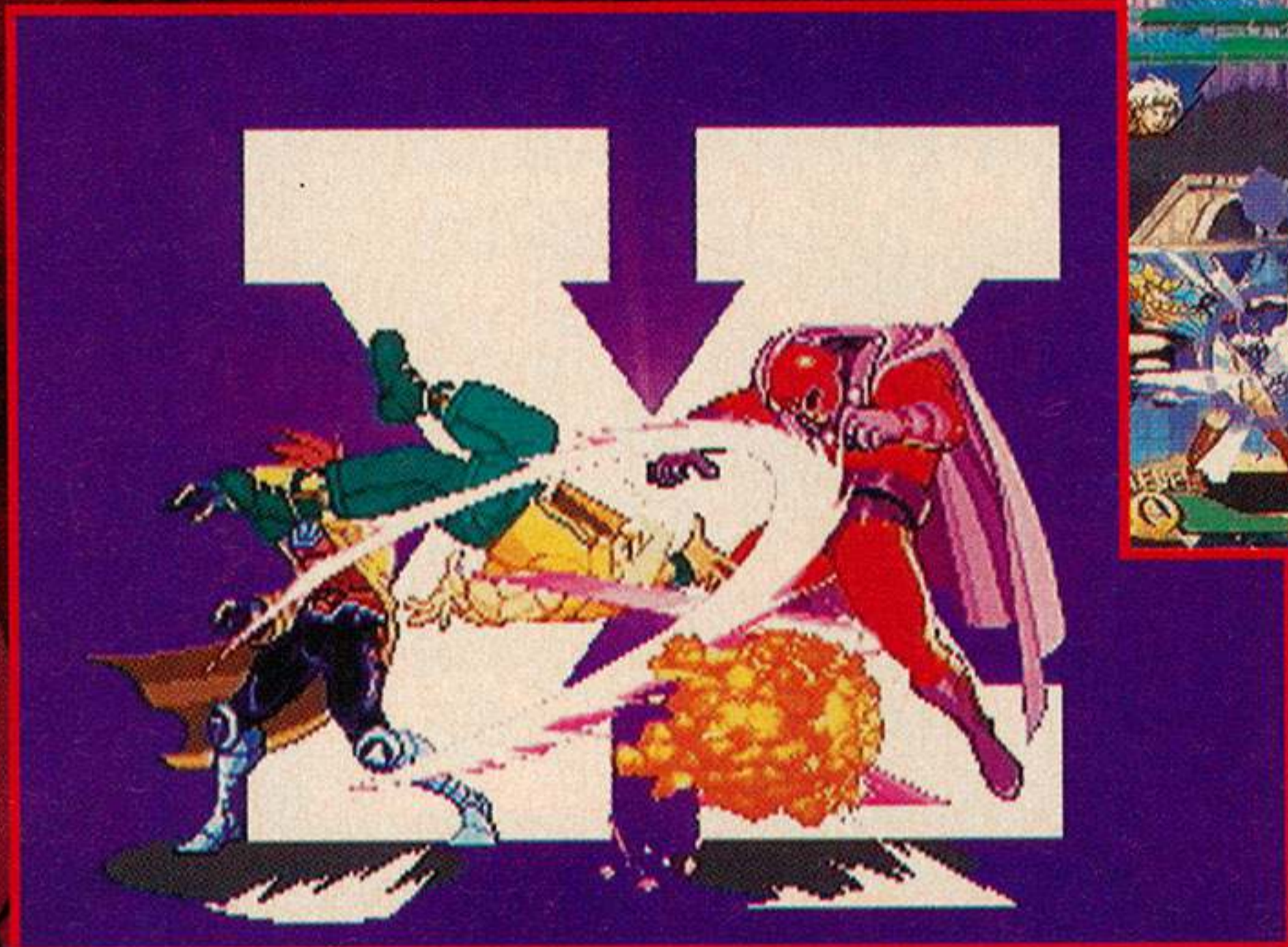
Like other fighting games from Capcom, X-Men vs. Street Fighter sports excellent controls. Everything from executing super moves to changing fighters in the middle of a battle is easily performed.



Fun Factor

5.0

X-Men vs. Street Fighter certainly delivers intense fighting fun—it's an excellent conversion of a 2D fighting game. If you have a Japanese Saturn, this game is definitely worth picking up.



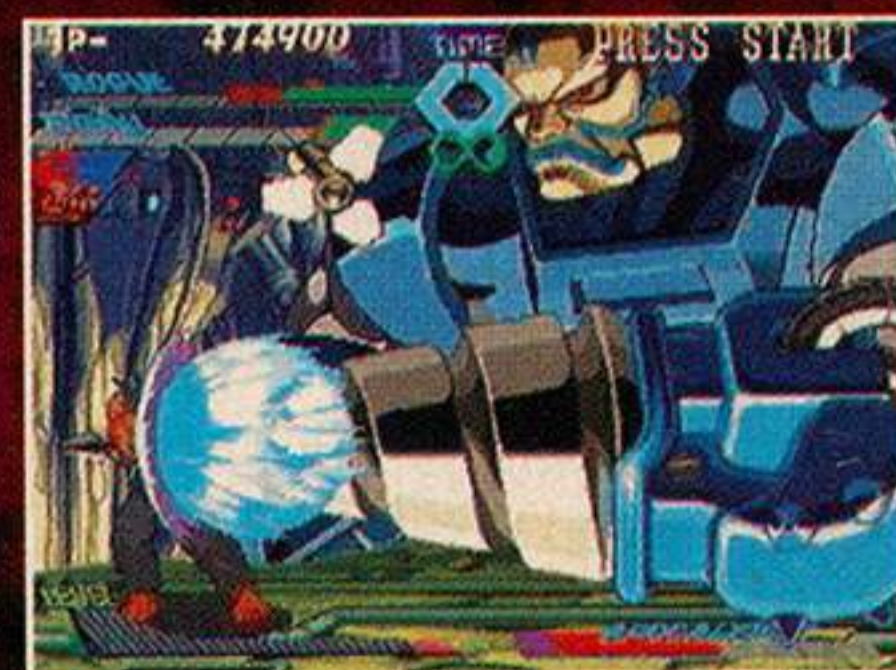
To perform a team super move, wait until your Super Bar is at level two, then motion ↓ ↘ → and simultaneously press Fierce Punch and Roundhouse Kick.



One of the game's best features is the ability to switch fighters at will.



PRO TIP: To run at an opponent, simultaneously tap all three Punch buttons and press Toward your opponent. To hastily retreat, simultaneously press all three Punch buttons and press Away from your opponent.



PRO TIP: When fighting the last boss, Apocalypse, jump or teleport past his giant drill—this attack can deplete your life bar by half even if it's blocked.



PRO TIP: Rogue can steal another fighter's special moves. For example, when fighting Zangief, motion → ↘ ↓ ↙ ← and press any Kick button. After Rogue kisses Zangief, motion ↓ ↘ → and press any Kick button to use Zangief's Spinning Piledriver.

ter animation, while almost eliminating load times. It also helps the fighters alternate seamlessly during fights with no interruption in the action. And unlike the home versions of Marvel Super Heroes and Darkstalkers, X-Men vs. SF retains most of the frames of character animation during gameplay. The only exception is that some bigger characters (like Juggernaut and Zangief) suffer from slightly choppy animation.

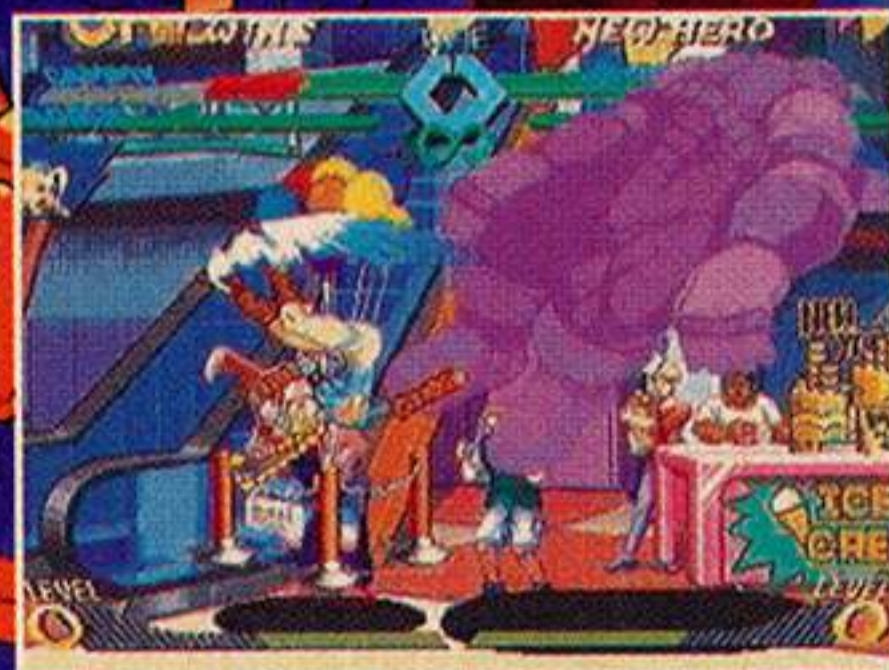
The CD audio also shines with its likeness to the arcade version's, though this means it includes some of the annoying character themes as well. The characters' voices—from Akuma's grunts to Rogue's triumphant "I did it!"—are crystal-clear and easily understood.

Total Control

X-Men vs. SF's controls are equally heroic. They're very responsive, so combos, special moves, and super moves are a breeze to execute. Two more pluses are the arcade-true six-button controller layout and the custom configuration that enables you to tailor the buttons so you can switch between fighters by pressing one button instead of two.

"Yes!"

X-Men vs. Street Fighter may not be identical to the arcade version, but it comes pretty damn close. Hopefully this game will make it to U.S. shores soon. **G**



PRO TIP: Although Cammy's one of the smallest fighters in the game, she's one of the best. To perform her "Eat this!" counterattack, motion → ↘ ↓ ↙ ← and press any Punch button when an opponent attacks with a kick or a punch.



PRO TIP: To play as Chun-Li in her other outfit, at the fighter-select screen, put the cursor over her, press and hold Start, and press any Punch or Kick button. To play as Akuma, keep pressing Up at the fighter-select screen.





Dead or Alive

(By Tecmo)

By Scary Larry



The boss appears in the middle of the fighters in the Arcade mode.

CHARACTER SELECT



DEAD OR ALIVE

Price not available
Available now

Fighting
2 players
8 fighters

Slinking its way onto the Saturn is Dead or Alive, a superior fighting game for disciples of Virtua Fighter 2's fighting style. Although DOA has some small combos and more throws than VF2, its fast action requires you to rely on quick thinking and counter defenses to win.

You select one of eight characters (among them the three most voluptuous female fighters to date) to battle in two-of-three matches against human- or computer-controlled opponents. DOA has only one boss, but the fast, ferocious fighting makes getting to him a chore.

DOA boasts a bevy of special moves, includ-

ing counterattacks (Pai Chan's counters in VF2 look like child's play by comparison). Two pluses are the excellent Training mode and the easy gameplay—Hold, Punch, and Kick buttons are all you need and all you get. Blocking is a pain, but most matches are over in a blink so you'll barely notice.

As for graphics, DOA is sure to grab headlines as one of the sexiest games of the year. Lush, realistic fighters are enhanced with superior skin tones and supple movements—there's even a mode called Bouncing Breast, which you'll have to figure out for yourself.

Dead or Alive not only competes with other fighting games on its looks, it exceeds most 3D Saturn fighters on gameplay alone. Virtua Fighter fans had better rush out now and snap this one up. **G**



PROTIP: You must defeat the end boss with each character to find their hidden costumes as well as unlock other secrets. To accomplish this, play to the end of the game with a character you're familiar with, then switch to another fighter when you face the boss. Do this until you've beaten the game with every fighter, after which you get to play as the boss.

Control

4.5 The controls mirror those of VF2 with the notable exclusion of the Block button. This means you have to hold Back and press the trigger to block. Yeah, it's annoying, but fights go so fast you won't have time to notice.

Fun Factor

5.0 It's the best-looking 3D fighting game for the Saturn, and its sheer number of moves and throws will thrill most fight fans. Fighters Megamix was not the last great fighting game for the Saturn—this one is Alive!

Sound

4.5 This is more of the same as far as fighting games go—loud grunts, a few unintelligible shouts, and plenty of skin smacking. The music is mediocre but unobtrusive.



PROTIP: Go back to the Extra Config screen after beating the boss. There might be more secrets unlocked, like Ring Size, Danger Zone Damage, and more.

TIME FOR A CHANGE

Here are some of the hilarious (and sexy) costume changes.

Gen Fu



Beach bum

Lei Fang



French maid

Bayman



Scuba outfit

Kasumi



Schoolgirl



PREVIEW



By Boba Fatt

Enemy Zero comes heartily recommended...but only if you've been studying for three days straight and absolutely must fall asleep within the next five minutes. This is the slowest, most boring game in ages: The only thing even remotely redeemable is that

Enemy Zero

you can see the developers were attempting something interesting. Needless to say, they've failed miserably.

This game's problem begins and ends with its relentless slowness. Each move results in excellent high-quality 3D cinematics, so all your possible movements are pre-rendered to the accompaniment of some decent sounds. Unfortu-



Here's Laura, the "Ripley" in this Alien rip-off, and the slowest-moving character since Jabba the Hutt.

nately, these movements are so slow that you'd think your hero, Laura, had advanced arthritis.

The concept of a game rendered this way is great, and the story, although a blatant Alien rip-off (take a cast picture of Alien and compare it to the crew roster—there's a match for every face), will do for the game's purpose, which is to try to create a tense atmosphere while you solve puzzles by finding keys and such. First-person shoot-



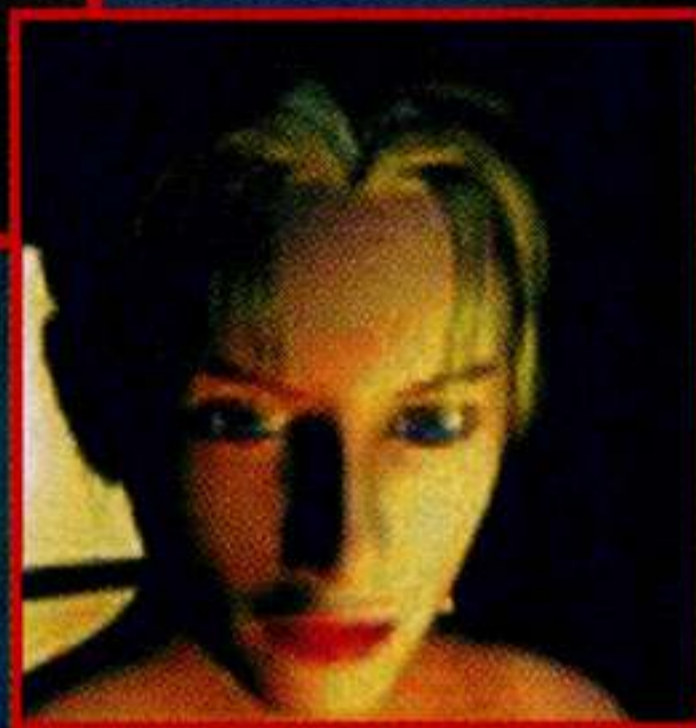
PROTIP: This security card, found in the locker room, will open the door to the elevator.



PROTIP: Unless you have a really good memory, draw a copy of the much-referred-to map—it's available in the comm unit.



PROTIP: The storeroom won't do you any good until you turn on the power in the basement.



ing areas crop up between the slow-poke interactive cut scenes, but they lead to maximum frustration: Your gun charges on a power meter, so you have only one chance to draw your gun and get your enemy in sight.

If you're a big Alien fan with lots of patience, Enemy Zero might be worth a rental. Or you could rent Alien Trilogy and actually have fun. **G**

Enemy Zero by Sega

Graphics	Sound	Control	Fun Factor
5.0	3.0	1.0	1.0
\$49.99	Available now	Adventure	1 player
		Multiple views	Challenge: Advanced
		Replay value: Low	ESRB rating: Teen



By Boba Fatt

Some classics stir such nostalgia that you're tempted to just root for a game to kick ass despite its actual execution. Such is the case with Rampage World Tour, Midway's update of the ar-



PROTIP: Double-team Scumlabs by taking on separate buildings while raging in the two-player mode. You must get everything before the city's evacuated.

RAMPAGE WORLD TOUR

cade classic Rampage. "Update" is a generous description: "Rampage 1.1" would be a better title.

Nearly a decade has passed since the glory days of the arcade original, which tempted players to trash skyscrapers Godzilla-style in a point-tallying frenzy of destruction. Gamers have waited patiently for an improved follow-up, but all Midway offers is a few silly side-scrolling bonus stages. No 3D graphics, no camera control, no combos or fatalities, not even a new monster or cinematic...just that same decade-



PROTIP: Tap Down and Kick to block your opponent's attacks. Get your paws off me, you damn dirty ape!

old city-thrashing gameplay. You can't even play with three people!

True to its title, Rampage World Tour takes you to international locations through some 130 levels, but they hardly reflect the change in scenery. A dozen or so types of buildings are repeated throughout the entire game. Scumlabs, the evil scientists who've set loose the three monsters, George, Lizzy, and Ralph, on their rampage, have the same building in every country. The awful cut scenes only add to the woes, while the sound during gameplay is merely competent. Responsive but standard controls complete the package.

Such utter failure to take advantage of new technology and add new elements to the original Rampage is inexcusable. Despite the fun of the heavy nostalgia factor, Rampage World Tour's a huge disappointment. **G**



PROTIP: Leap to another building when the one you're on crumbles. In addition to saving you time, it helps you get that destruction percentage up.



PROTIP: Stay close to the center of the screen during the bonus rounds to make sure you'll be able to reach the food before it flies by.

Rampage World Tour
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	2.5
Price not available	Available now	Action	2 players
		Side-scrolling	Challenge: Beginner
		Replay value: Low	ESRB rating: Teen



INTERACTIVE ENVIRONMENTS

DEATH-DEFYING JUMPS

ADJUST ENGINE TRIM FOR SPEED

REALISTIC WATER PHYSICS CREATE WAKE EFFECTS

SO REAL ... YOU'LL WET YOURSELF.

VR SPORTS POWERBOAT Racing™

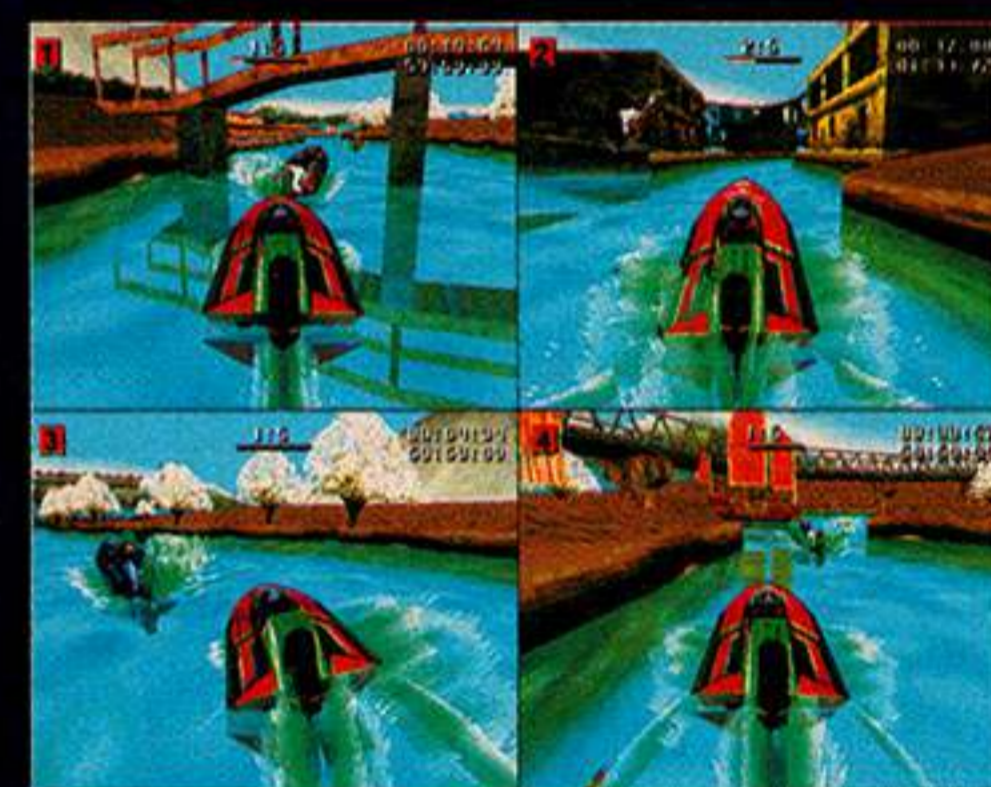
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You'll have to adjust your engine trim to maximize speed and control.



Split your screen 4 ways and play 3 friends on the same computer or challenge 6 of them over the network.



Choose between two different hull types and eight body styles, each with their own unique attributes and three different engine sizes.

- Dive under water, crash through waves and careen off jumps.
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SPORTS PAGES

Catch Olympic Fever with Nagano N64



Nagano Winter Olympics '98

By J. Boogie

Nintendo 64

Konami transforms its popular Track & Field series into a winter wonderland of snow-filled fun and cool multiplayer action with Nagano Winter Olympics '98. The game's not without its flaws, but if you'd rather play the Olympics than watch them on TV, then Nagano should satisfy all you wannabe athletes suffering from



PROTIP: Remember to reserve some energy when skating around the track. Watch your stamina bar closely so you have enough left for a final push to glory.



PROTIP: The keys to winning the bobsled and luge are to have a fast start and to ride the slope of the walls to gain more speed.

at Nagano, your only competition comes from the fun multiplayer games.

Although controlling your athlete in certain events like speed skating and the giant slalom takes

Nagano Winter Olympics '98 By Konami			
Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0
Price not available	12 events		
Available now	Challenge: Intermediate		
Winter Olympics	Replay value: High		
4 players	ESRB rating: Everyone		

commercial-induced gold fever.

Going for Gold

Nagano storms the N64 with Olympic and Championship modes and 12 challenging events from downhill skiing to curling. The game tracks all the medals you've won, your best times and performances, and even how

you rank against your friends in each event.

While those features are cool, it's what's missing from the game that melts away some of Nagano's fun. Both a Practice mode and a variable skill setting were carelessly left out. So if you suck at certain events, you not only can't practice them, but you can't even make your computer opponents any easier to beat. And if you're too good

more skill than the constant button bashing of Track & Field, some events like the snowboard halfpipe are just



PROTIP: Performing more difficult tricks on the halfpipe will score you higher points in the snowboarding competition.

too passive. All you do is strike a series of button combos, then watch as your snowboarder performs a trick. Boo.

Speed Kills

Nagano's graphics race by at faster speeds than the PlayStation version's, while the game's realistic moving characters fly to glory in ski jumping and crash into last place in the bobsled. Some noticeable breakup and draw-in problems exist, but they're not as bad as on the PlayStation.

The audio is a mixed bag of slush and hush. Skiers slice down slopes to the realistic sounds of wind and crushed snow, but the sparse announcer and mediocre music fail to capture the Olympic spirit.

Olympic Champion

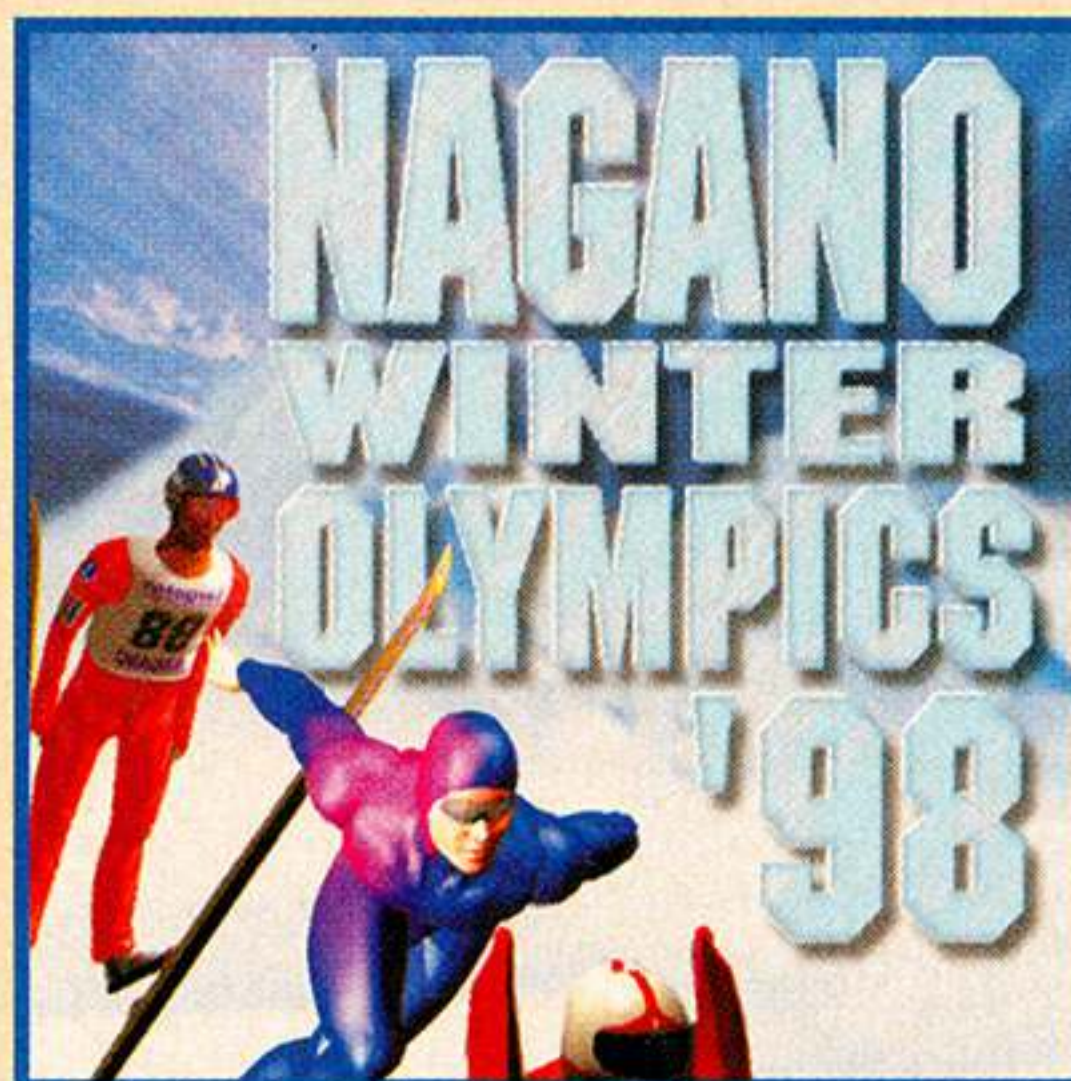
If you're trying to choose between the PlayStation and N64 versions, Nagano for the N64 is definitely the better buy. It's a fun multiplayer game that will have you and your friends laughing about who choked and who won the gold long after the '98 Olympics are over. **G**



PROTIP: When speeding downhill in the snowboard slalom, use the edge turn only as a last resort. Using it frequently will slow you down.



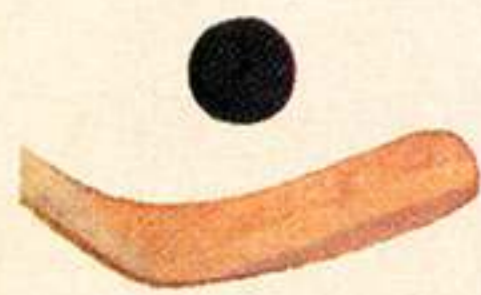
PROTIP: In curling, if your opponent is closer to the circle than you are, use a powerful toss to knock it out of the way.



PROTIP: Start your turns early in the downhill so you won't lose speed trying to turn your whole body at the last second.



The Gold Medal Is in Sight with Olympic Hockey



Olympic Hockey Nagano '98

By The Rookie

Nintendo 64

Midway's looking to bring the excitement and thrills of Olympic hockey to the Nintendo 64. If you loved the original Gretzky game but haven't purchased the '98 version, you may want to grab Olympic Hockey Nagano '98 instead.

Blood, Sweat, and Gold

While OHN is mostly identical to Gretzky '98, the feature that separates the two is OHN's tournament-style setup. Aside from Arcade, Practice, and single-match play, OHN contains an Olympics mode that enables you to skate for the gold in your own hockey contest. However, you can also compete in a Qualify mode and play as one of the teams that hasn't made it in the tournament yet (like Germany) and take



PROTIP: If you find one of your players surrounded near your goal, make an outlet pass to a winger and clear the zone.



PROTIP: Let your center carry the puck up the ice, then dish it to a wingman once you're in your opponent's zone.

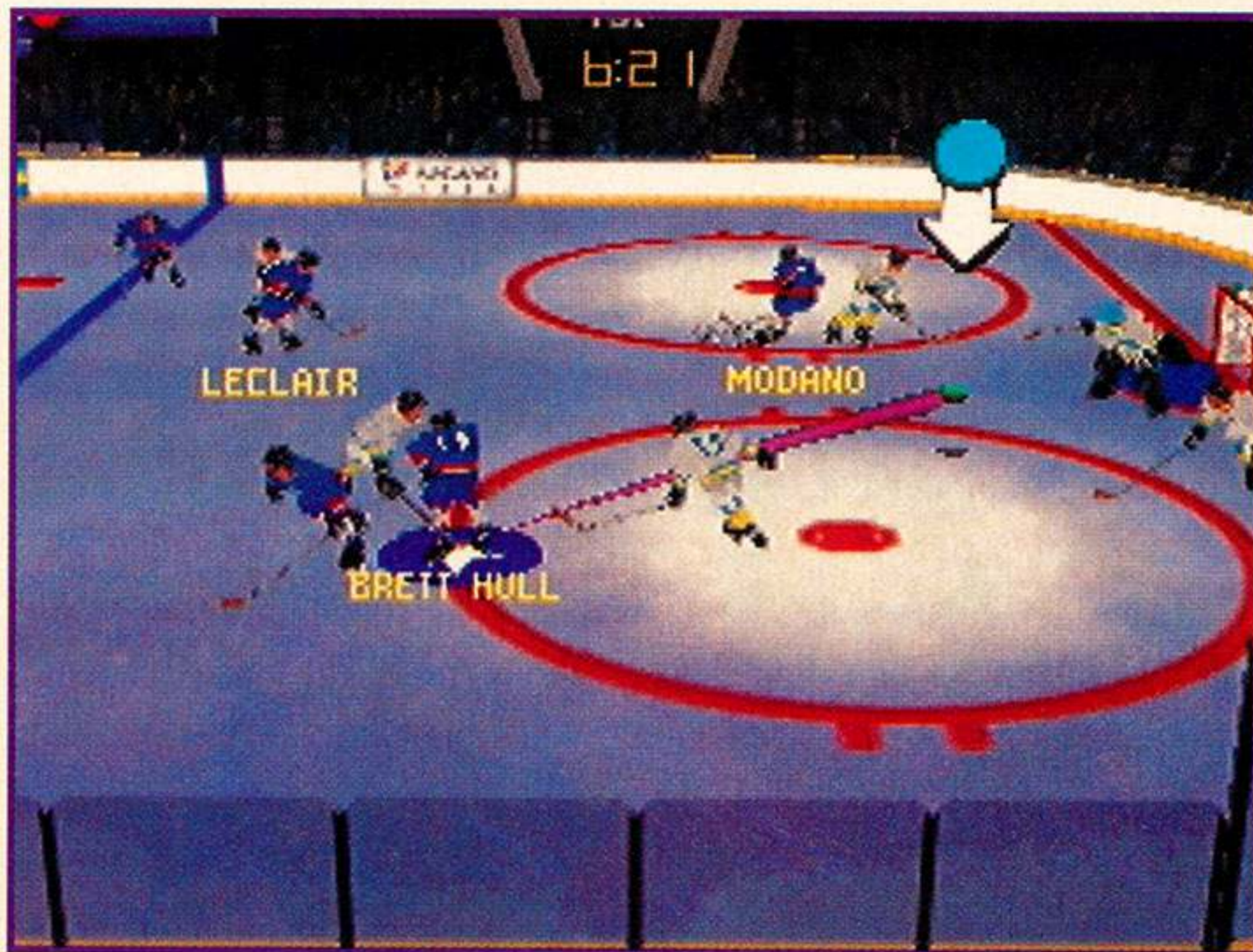
'em the distance...or you can slap the puck around in a Playoff mode.

The only other additions are the Olympic rosters (instead of NHL) and the ability to access an in-game summary of goals scored and penalty infractions. The option to make trades, however, was removed, since this game is aimed at re-creating the Olympic experience.

Ignite the Red Light

The graphics, control, and sound in OHN are identical to those in Gretzky '98. Each polygonal player looks splendid and moves fluidly, while the celebrations and looks of disgust after goals still let you rub in your superiority with authority.

As for control, you'll find the button configuration mimics Gretzky '98, with the on-ice controls responding decently. OHN also retains the option that enables you to select manual or automatic player-



PROTIP: Circulate the puck in your opponent's zone with smart passes to set up a good scoring opportunity.

switching during the game. The sound is the same as Gretzky, featuring solid in-game effects, such as pucks rapping against the boards and the sound of the horn after a goal is scored. On the downside, the same cheesy announcer is back with the same calls, and the scratching of the skates on the ice becomes irritating after a while.



The Puck Stops Here

Like Gretzky, Olympic Hockey Nagano is more of an arcade-style game with sim-style aspects. So if you absolutely love the Gretzky series and can't live without a game that features Olympic hockey, this title is the perfect addition to your N64 library. But if you aren't into the Olympic hype and prefer NHL rosters, you'll be satisfied with just a single night's rental. **G**



PROTIP: Look to score a majority of your goals with one-timers—this works more effectively than taking a slapshot from the blue line.



PROTIP: Always hassle your opponent's forward when he's in the slot—if you don't, it could lead to a goal.



Olympic Hockey Nagano '98 By Midway Home Entertainment			
Graphics	Sound	Control	Fun Factor
4.5	3.0	3.5	4.5
Price not available	Challenge: Adjustable		
Available now	Replay value: High		
Hockey	ESRB rating: Everyone		
4 players			



NBA In The Zone '98

By The Rookie

PlayStation

Konami enters the season with the newest installment of its popular sports series, NBA In The Zone '98. However, instead of getting funk-nasty on the court, it does nothing more than finger roll its way into the PlayStation roundball arena.

Goin' Baseline

Zone '98 hits the hardwood a little bit better prepared than last year with the addition of plays and strategies. Still, it's more about dunking than anything else, so don't freak out, all you Kobe Bryant wannabes—Zone's still an arcade-style scoring fest. Hey, there's nothing wrong with that, but if you're looking for something more sim intensive with depth and accurate basketball physics, you won't find it here. You also



PROTIP: Always look to steal the ball when you're on D. Usually, you can pick your opponent's pocket and fastbreak if the other way.



PROTIP: To create spacing and get a good shot at the basket, call for a screen by tapping R1.

won't find icon passing, which is almost unforgivable in a hoops title these days.

What you will find, however, are a host of other standard options, such as all the NBA teams and most of the players (including Sir Charles, Shaq, and this year's rookies), a create-a-player feature, and trades.

The graphics and sound are pretty much the same as in previous Zones. You'll find nicely sculpted polygonal players, each with a smoothly animated repertoire of cool dunks and jump shots. The in-game sound effects are the usual fare, and while the announcer is sparse on his commentary, at least he's not wrong.

Coming Up Short

NBA In The Zone '98 is better than its predecessors, but it can't compete with Live '98 in the sim gym. But if you're more into arcade action, Zone '98 will satisfy you for an evening's worth of dunking pleasure. **G**



PROTIP: As you drive into the paint, hit L1 and □ to go strong to the hole and throw down the rock with authority.

NBA In The Zone '98 by Konami			
Graphics	Sound	Control	Fun Factor
4.0	3.5	3.0	3.5
Price not available		Challenge: Adjustable	
Available now		Replay value: Medium	
Basketball		ESRB rating: Everyone	
8 players (with adapter)			



Nagano Winter Olympics '98

By Air Hendrix

PlayStation

After its resounding success with International Track & Field, Konami turns to the winter games with the less-dazzling Nagano Winter Olympics '98. Some across-the-board shortcomings crop up, but Nagano puts on a generally good show, especially as a multiplayer game.

Olympic Fever

The games begin with a selection of 13 events, including snowboarding, speed skating, ski jumping, bobsled, and even curling. While many events (like downhill skiing) are a blast, some are just boring (like freestyle aerials). But the severely limited save feature and the absence of a practice mode rank as even bigger problems.



PROTIP: To maintain speed when skiing or snowboarding, always use the Edge button when turning. Also, line up turns so that you have a straightaway until your next turn—then you can tuck into a crouch and go faster.

As for gameplay, the heart of Nagano is battling it out with a few buds—the one-player action doesn't have the staying power to hold your interest. The effec-

tive controls require the usual button-mashing frenzy of track & field games, as well as some timing-based meters like those found in golf games. The problem is that the controls are often very removed from the action, so you'll sit and watch the show, tapping the controller at only a few key moments. Yawn.



PROTIP: Take turns on the luge and bobsled by sticking tight in the crease between the floor and the wall—bouncing around only slows you down.



PROTIP: For max distance on the ski jump, stop the two meters evenly just a hair above the red lines.

Visually, Nagano delivers well-animated polygonal athletes and eye-catching tracks, but the game's speed isn't as quick as it should be, and a disturbing amount of breakup and draw-in problems interfere. The dull sounds and repetitive announcer fall flat, too.

Silver Medal

If you have both a PlayStation and an N64, definitely stick with the N64 version of Nagano—it's faster and looks better. But PlayStation Olympians won't go wrong with a weekend rental of Nagano. **G**

Nagano Winter Olympics '98 by Konami			
Graphics	Sound	Control	Fun Factor
3.5	3.0	4.0	3.5
Price not available		13 events	
Available now		Challenge: Adjustable	
Winter Olympics		Replay value: High	
4 players (with adapter) ESRB rating: Everyone			



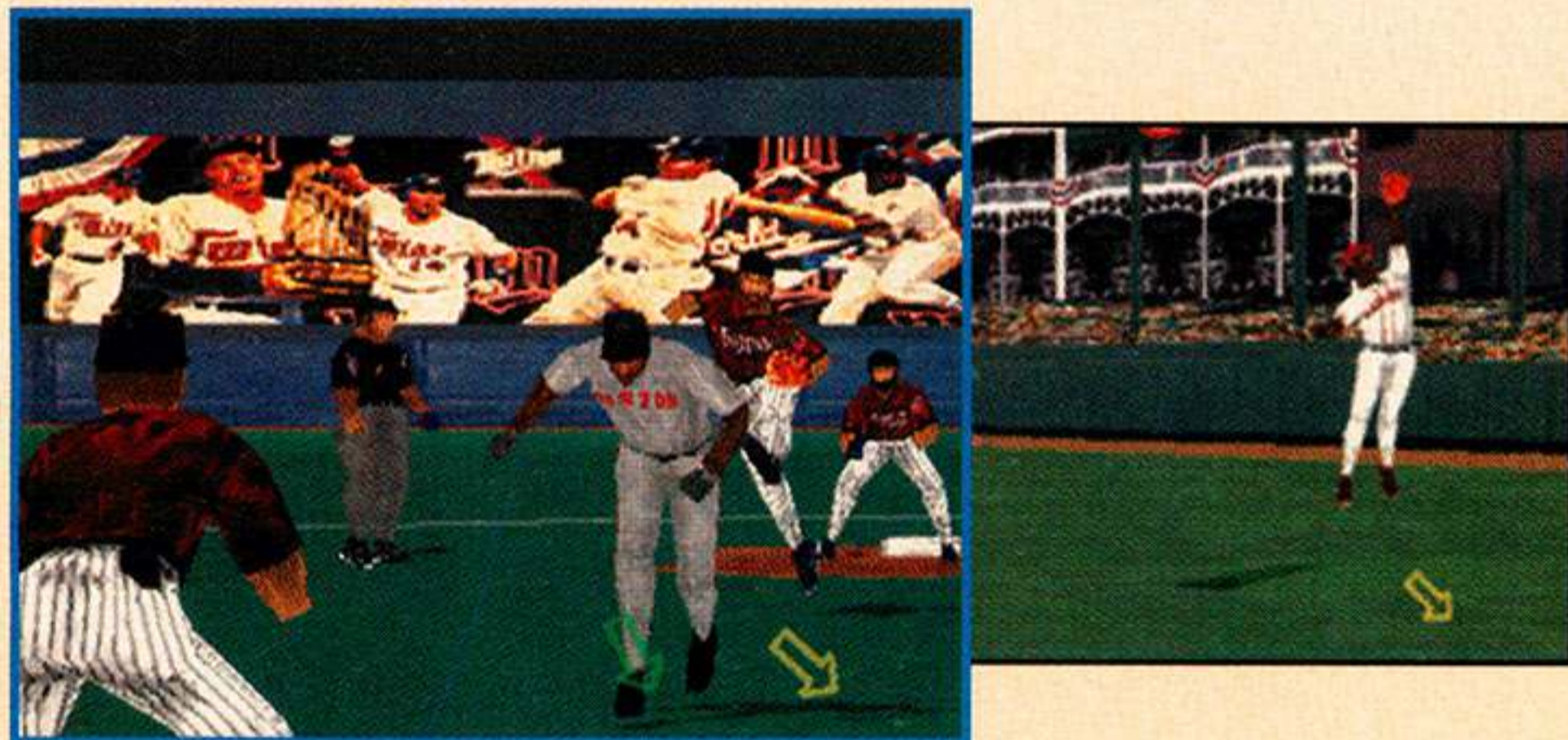
Triple Play '99

PlayStation

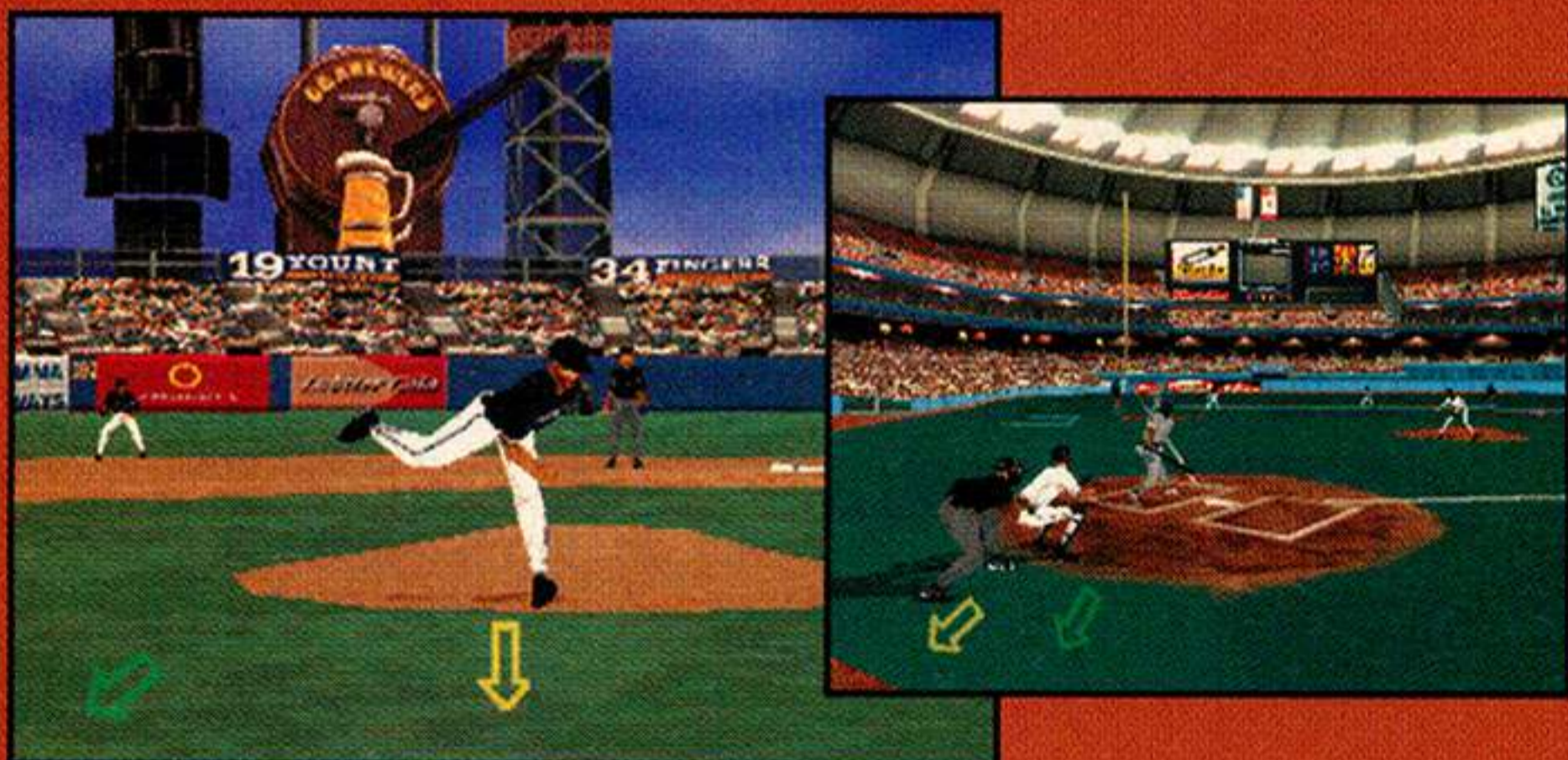
By Air Hendrix



Believe or not, baseball season is upon us, and EA Sports is striving to keep its firm grip on the PlayStation title with some sharp refinements to its Triple Play series.



Ballpark Beauty



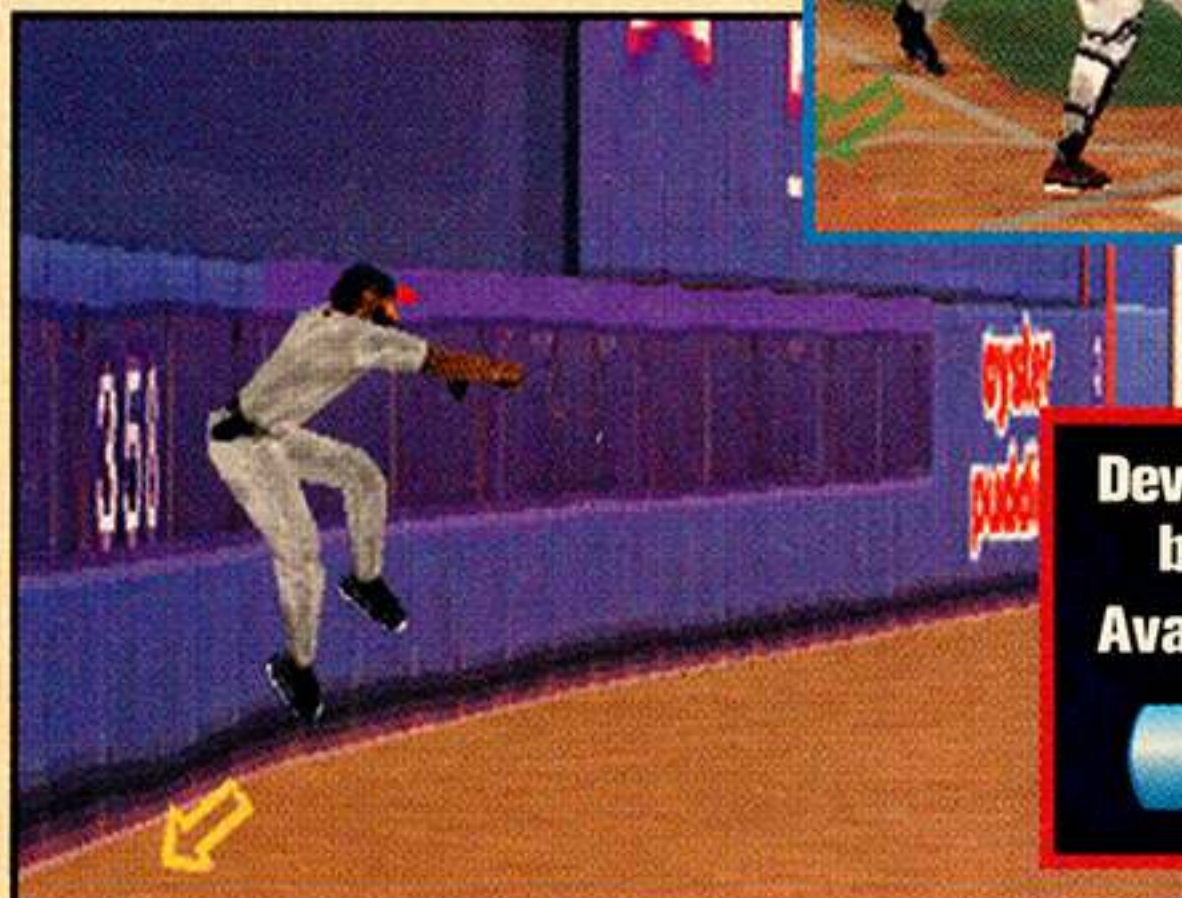
Graphically, EA redid all the stadiums from the diamond up, creating realistic, eye-catching ballparks replete with all the retired numbers, ads, and so forth that line the walls. The players also got a serious makeover and now turn their head to follow the ball when it's hit or to glare at the umpire after a called strike. More signature moves and almost three times as many frames of animation should keep the eye-candy factor high.

On the Mound



Triple Play '99 will open the season with a hot roster of new features. EA's tuning up a first-person batting view—yup, you see through the batter's eyes—that it hopes will revolutionize baseball gaming like the World Series Baseball perspective did on the Genesis. Other killer additions include a Career mode for multiseason action, two-man commentary that adjusts to your season-long performance, and new moves like a barehanded grab and throw, a running throw, and a user-controlled slide that lets you try to evade the tag with the D-pad.

On the gameplay side, EA's focusing on appealing to all categories of baseball fans, so action fiends will find a mode where they can tear the cover off the ball, and sim nuts can get knee-deep in realism. The development team's also taking pains to improve on TP98's atrocious load times and glitchy memory-card saves.



Developed and published
by EA Sports
Available March

60% COMPLETE



NBA In The Zone '98

Nintendo 64

Konami's streaking toward the basket with the Nintendo 64's first five-on-five basketball game, NBA In The Zone '98. Like its 32-bit predecessors, Zone '98 will feature a full complement of teams (all 28 franchises and 2 all-star squads), and rosters built to the hilt with almost everyone, including rookies (like Ron Mercer) and the Lakers' dominator, Shaquille O'Neal. For features, Zone '98 is scheduled to offer team-specific strategies, trades, a create-a-player option, and support of the Rumble Pak.

In the preliminary version we played, the action moved a little on the slow side, but was helped to a degree by a Turbo button. And although the graphics were very slick, they looked more like a polished 32-bit basketball game than a truly super 64-bit game. Hopefully by game time, some of these shortcomings will be addressed. Unfortunately, this is probably the only basketball title N64 ballers will have to look forward to—unless someone snaps up Z-Axis' promising hoops game (see "Sports Pages," January).—*The Rookie*



Developed and published by Konami
Available now

90% COMPLETE

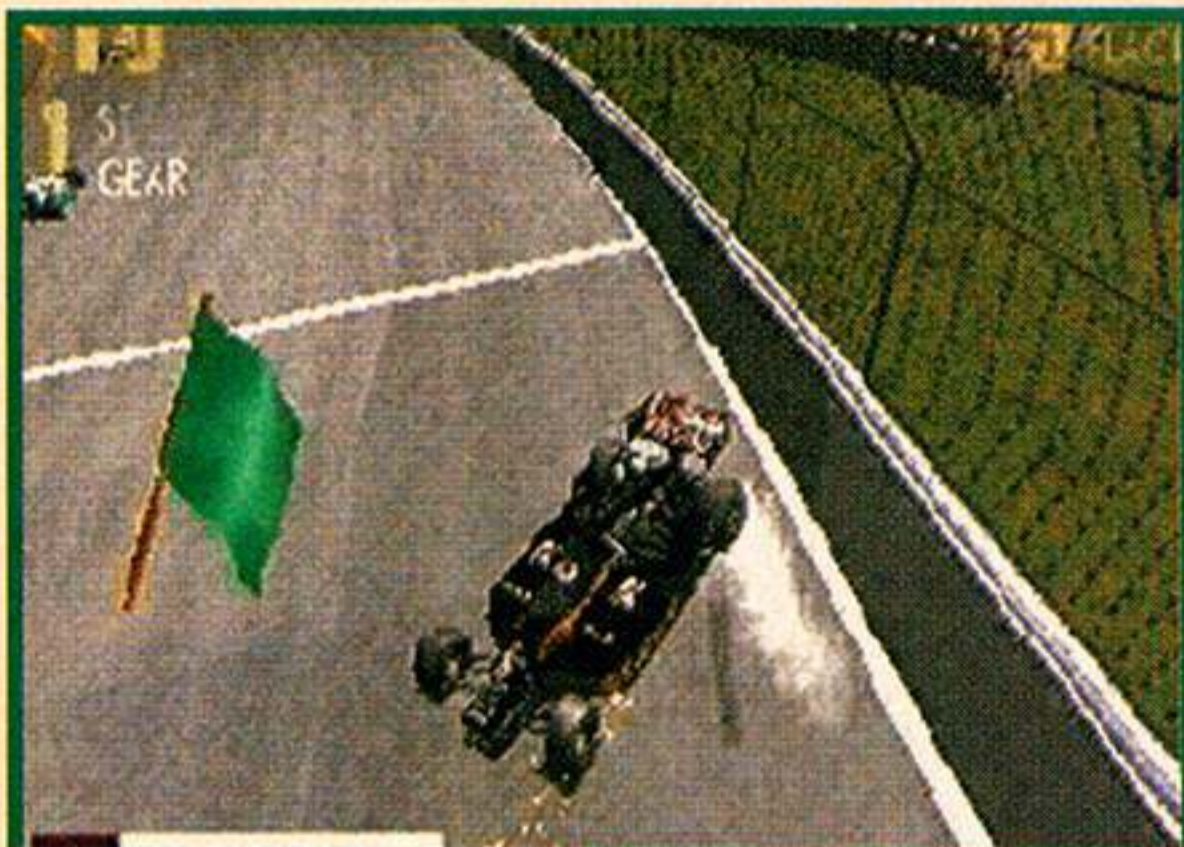


Newman-Haas Racing

PlayStation

After two successful runs on the F1 circuit, Psygnosis is prepping for a season in Indy cars with Newman-Haas Racing, a sim-style racing game based on the CART season. Gamers can climb behind the wheel as Michael Andretti, Christian Fittipaldi, Alex Zanardi, or one of 12 other drivers, then burn rubber on 15 licensed oval and road courses, such as Laguna Seca, the Milwaukee Mile, and the Rio 400. Two-player split-screen racing, in-race commentary by TV announcers Danny Sullivan and Bob Varsha, and strong car-configuration options complete this promising package.

At this early stage, the game still needed some serious time in the pits to tune up both the graphics and the controls, which Psygnosis was working hard on. If everything comes together by March, Newman-Haas Racing has the raw potential to leave Sony's unfulfilling CART World Series sucking its exhaust.—*Air Hendrix*



Developed by Studio 33
Published by Psygnosis
Available March

60% COMPLETE

SPORTS INSIDER PREVIEWS



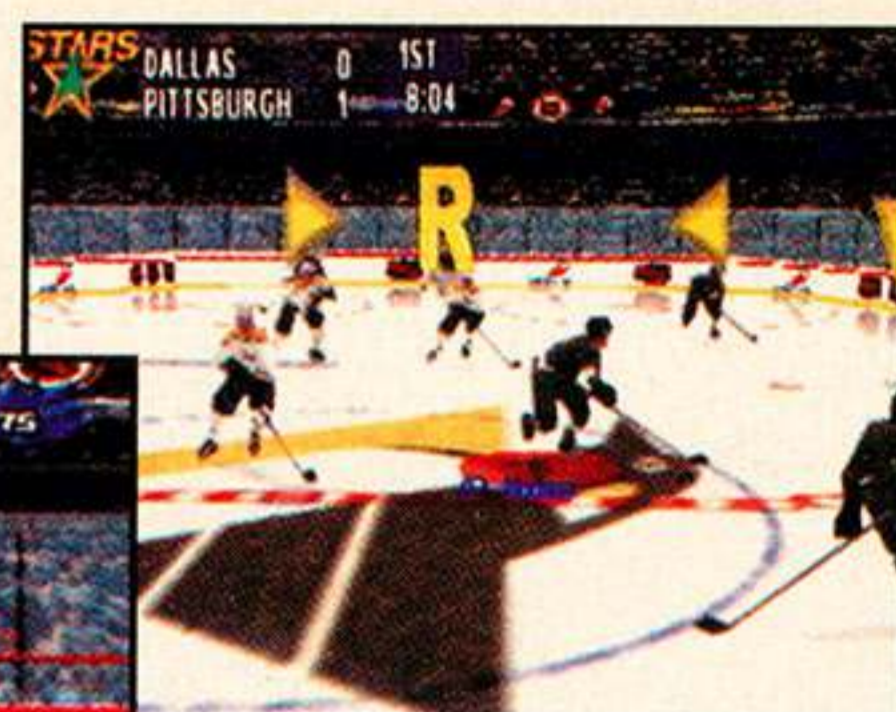
NHL Breakaway '98

Nintendo 64

Skating onto the N64 as the first real hockey sim for the system, NHL Breakaway hopes to score with the puck nuts who think that Gretzky sports all flash and no cash. Bashing the boards with a cool list of features, Breakaway includes not only

the stars of the NHL like Tkachuk and Roy, but also authentic NHL team strategies like the dump & chase and trap. You can sign and release players, trade up to six players per transaction, and even improve your player development and injury treatments by winning more games. Icon passing, momentum-based checking, and player creation round out Breakaway's impressive roster of game options. We still haven't hit the ice with a playable version yet, but when we do, we'll update you on how Breakaway stacks up to its competition.

—Johnny Ballgame



Developed by Iguana
Published by Acclaim Sports
Available February

70% COMPLETE



Snowboard Kids

Nintendo 64

Thrashing down the N64 slopes storms Snowboard Kids, an insane action/racing game hoping to excite everyone from freestyle fanatics to snow-speeding freaks. Kids includes a one-player adventure game, up to four-player head-to-head races, time trials, and a halfpipe where the best snowboarders can show off their most wicked stunts. Races take place on fantasy slopes featuring attacking snowmen and icy cliffs. Snowboard Kids might just be one of the wilder rides this winter.

—Johnny Ballgame

Developed by Racdym
Published by Atlus
Available February

80% COMPLETE



Winter Heat

Saturn

Sega Sports fans who loved Decathlete will drool over Winter Heat, which is basically Decathlete in the snow. Up to four players can compete in 11 button-pounding winter events that range from speed skating to ski jumping. You can choose from eight crazy-looking athletes, many of whom were first introduced in Decathlete, like Rick Blade and Karl Vain, and the game will track your best performances in each event. If you own a Saturn, Winter Heat is one of the most promising games to look for in '98.

—Johnny Ballgame

Developed and published by Sega Sports
Available now

90% COMPLETE



ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MARCH '98



By Johnny Ballgame

Tactics Ogre is a complex game that combines elements of traditional RPGs (building levels, a deep story line) and war sims (you maneuver characters around gridded maps like troops on a battlefield). If you ever wanted to command an army through intense wars packed with magic and mayhem, then take charge of Tactics Ogre. It's one war you won't regret waging.

Tactical Advantage

In Tactics Ogre, you command a group of characters through a series of battles in hopes of ending a savage war. Fights take place on large gridded maps that factor in elements like terrain and weather conditions when determining the outcome of a battle. For example: Shooting arrows downhill at opponents is far more successful than attempting to fire at enemies standing above you.



PROTIP: Group together several characters on an inclined area to keep the enemy from advancing.

Throughout your journey you recruit characters to join your army and equip them for battle by buying items in shops and collecting power-ups after defeating enemies. The main difference between Tactics Ogre and its close competitor Final Fantasy Tactics (see "Role-Player's Realm," February) is that you can command up to ten characters at once in Tactics Ogre while you're in control of only five in FFT.

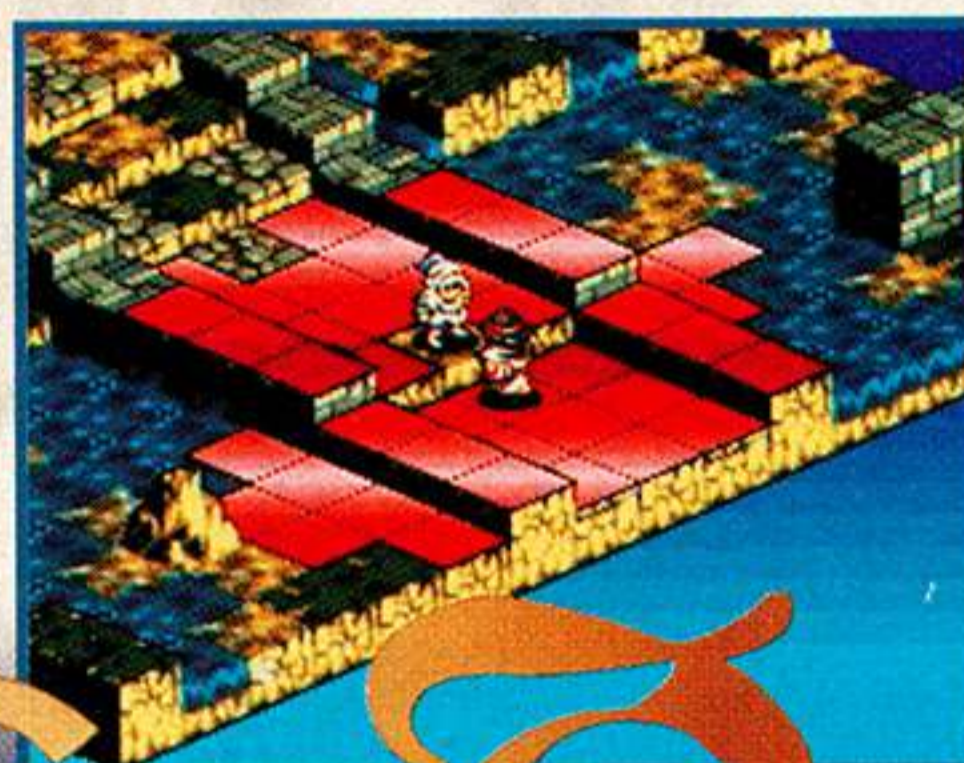
Ogre Battlegrounds

Many of the battlegrounds are larger in TO than in FFT, providing added depth in the gameplay. Also in TO, you need to think about using traditional war techniques like flanking during attacks or you'll get crushed by the opposing army, whereas FFT provides more straight-ahead battles.



PROTIP: If your main character dies, the game's over. Send your powerful troops into battle first to guarantee his safety.

Tactics Ogre



PROTIP: In between battles train your troops to increase their levels.

Ogre's graphics play a key role in the gameplay as the cool-looking terrain laid out on each map forces you to adjust your strategy accordingly. The characters seem cartoony for a war game, but their characteristics are distinct and help you remember what kind of soldier they are (knight, exorcist, and so on).



PROTIP: Kill the enemy leader quickly—the longer you let him live, the more danger you expose your troops to.

Soundwise, the game's effects are solid but not overwhelming. Nice touches like splashing water and a good soundtrack add to the overall gaming experience, but TO would be more fun if the soldiers shrieked and screamed during battle.



PROTIP: Indirect attacks enable you to strike your opponent from a distance without the fear of being hit back.

Tactically Terrific

RPG fans who are looking for a challenging game with a war-sim twist to it should buy Tactics Ogre. It's a fun game that rewards you

for thinking before striking, and it's a better game overall than its only close competitor in the genre, Final Fantasy Tactics. **G**



PROTIP: Keep your healers in range of your fighting troops. If they stray too far, a hurt member of your team may die before a healer can get to him.



PROTIP: You can accomplish your mission faster if you kill all the enemy healers first.

Tactics Ogre by Atlus			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5
Price not available Available March RPG		Challenge: Advanced Replay value: High ESRB rating: Teen	
1 player			

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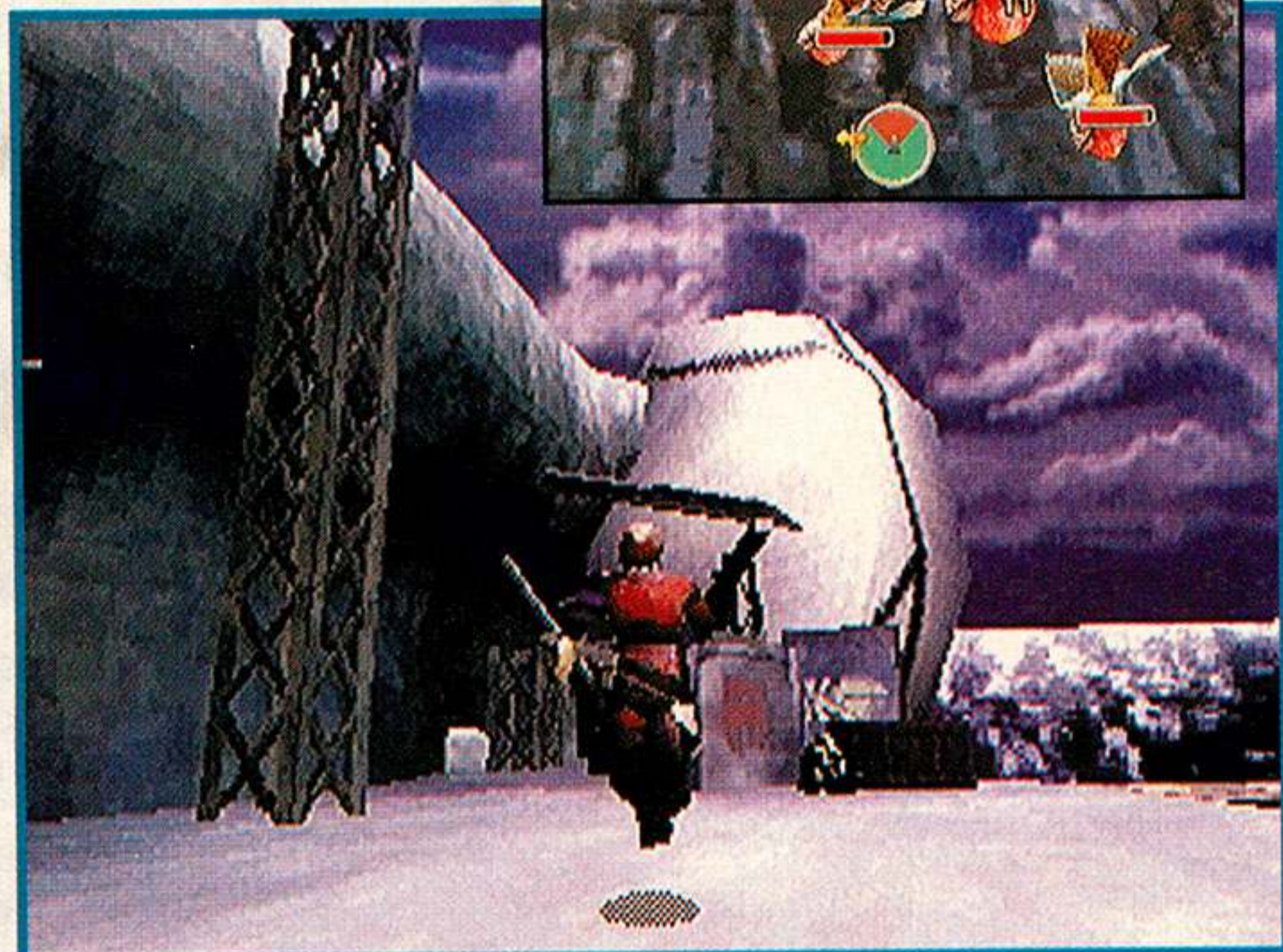
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Panzer Dragoon Saga

Saturn

By Scary Larry



High-flying, dragon-riding, shoot-em-up action is seamlessly interwoven into an RPG setting. PDS will scorch your Saturn this winter!

Dragon Forces



The RPG aspect of Panzer involves intense battles using the Dragoon system of locking on and firing—but now you can use stun spells, multiple-enemy bomb spells, and more. Each enemy has a unique defense, and swarms of enemies may require different attack styles, which will help give the game longevity.

PANZER DRAGOON SAGA



Developed and published by Sega
Available February

70% COMPLETE



Winged Warrior



With the ability to explore your surroundings on or off the dragon, a ton of cool weapons (including lasers, lightning strikes, pulse guns, and more), and experience-based changes in your dragon (it morphs as you gain experience points), Panzer Dragoon Saga is probably one of the best crossover RPGs since Super Mario RPG for the Super NES. Hitch up a dragon and ride this February with PDS.

Wind Beneath Your Wings



Players who loved the Panzer Dragoon games will have lots to rejoice about. Sega is bringing back the familiar dragon-riding interface, while mixing in a whole slew of great features—multiple lock-ons, healing spells, and most importantly, an immersive 3D game area where you will be able to fully explore your environment.



Score: 5 out of 5.
 "Colony Wars is an exceptional game which deserves a place in anyone's library."

- Official U.S. Playstation Magazine, January '98

"Colony Wars ranks as the best space combat game on the PlayStation."

- GamePro, November '97

"Best Flight Sim/Shooter."

- Ultra Game Players, Holiday '97

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EPIC SPACE CONFLICT



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Nintendo
64

San Francisco RUSH™ EXTREME RACING

At face value, San Francisco Rush can turn even the best driver into San Francisco Mush.

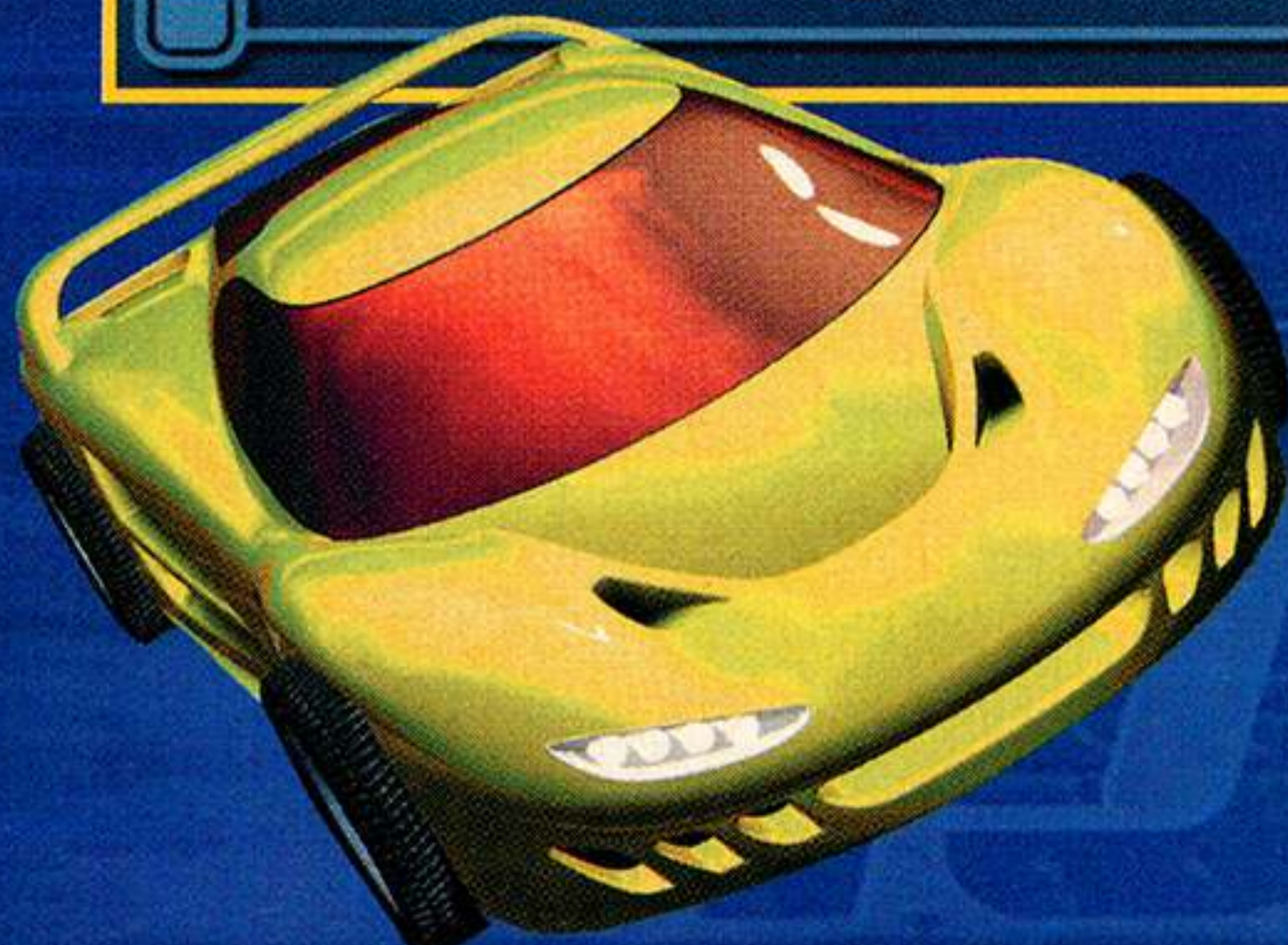
But that wasn't enough for Midway's Nintendo 64 programmers—they hid all kinds of shortcuts and secrets amidst the game's six tracks. Read on and let your driver's education begin...

-By Dan Elektro



Be the Keymaster!

There are 45 keys scattered around San Francisco Rush's six main tracks. Collecting all of them will give you access to two secret cars—a taxi and a hot rod. To grab them, all you need is patience, skill, and this guide! For SF Rush cheats and codes, please see "SWATPro" in this issue. For a complete list of every shortcut, check us out online at www.gamepro.com.



Hints and Rules of the Road

Save! Save!! Save!!!

- You must collect keys using a created player on your memory card.
- Once you collect a key, it's saved to your memory pack. It won't appear again in Practice mode or in a race. All you have to do to collect a key is tag it.

Cheaters Win!

- Use the Auto Abort Disable, Infinite Time, and Resurrect in Place codes to make the going a little easier. You might also want to remove the drones from the race for minimum interference.

Scout First

- You can scope out the tracks in Practice mode, but you can't collect the keys unless you're in a real race.
- Sometimes, a key will be much more obvious

or easier to collect if you drive the track in Backwards mode.

Key Locations

- Keys can be collected in any order. They're listed here roughly in order of appearance.
- Keep the maps close at hand. Sometimes you'll need them to identify landmarks and checkpoints.



Got It!

- If you've successfully grabbed a key, you'll hear a slide whistle sound.
- Many times, collecting a key will cause you to wreck your car. Unless otherwise instructed, use the beginner sedan or the hippie bus. They'll take the most damage of any vehicles, and a lot of times, hunting hurts.

Track 1

Total Keys: 6

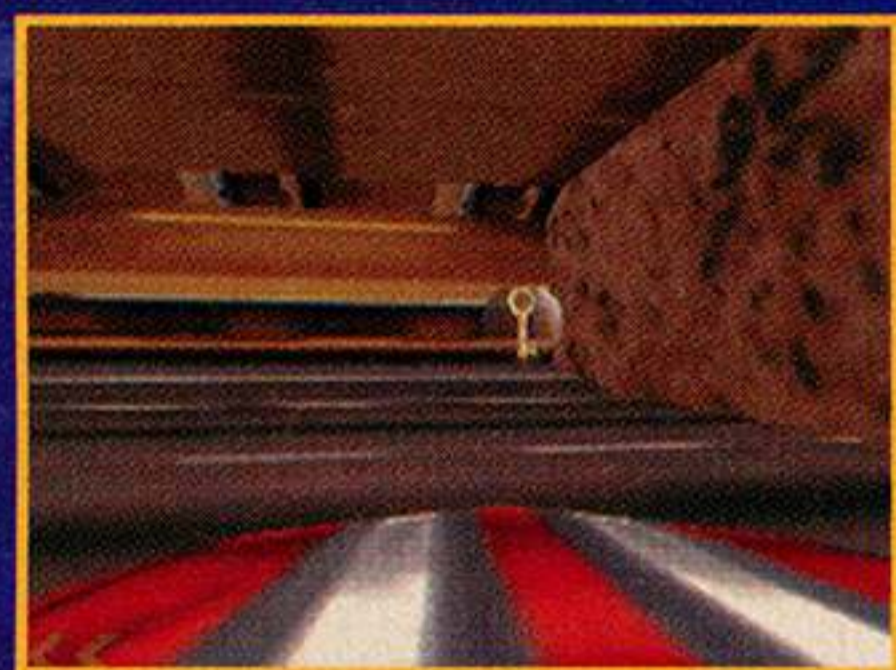
Track Legend

Key 
Checkpoint 



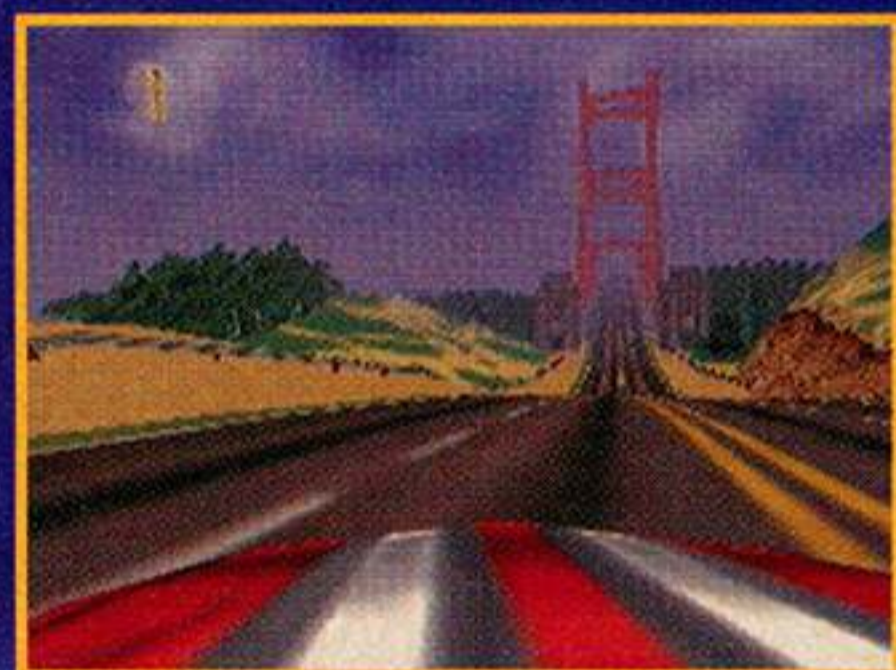
you fly into the air, try to get the key that's suspended way up high. Prepare to spend a lot of time getting your speed and angle just right to get the key.

White Sphere Key



At the start of the race, a key is behind you. Reverse the car, spin around, and the key's to your left at the back wall.

Gold Sphere Key



Just past the starting line, you'll see a key in midair to your left. To get it, drive as far as the first large trestle of the bridge, then turn around. Floor it and aim toward the sandy shoulder on your right. Hit the bump, flip in the air, and (hopefully) collide with the key.

Gold Sphere Key



After you cross the Golden Gate Bridge, there's a small paved ramp to the left. Don't take it. Instead, hit the inclined grass just past Checkpoint #1. When

Brown Fence Shortcut



Just before Checkpoint #2, drive to the left and break through the brown wood fence. You'll wind down a narrow dirt path and sneak through a small neighborhood before rejoining the track.

Purple Sphere Key



Take the brown fence shortcut. You'll follow a dirt path, but watch for a key on the grassy hill to the left near the tree that's enclosed by a fence.

Tunnel Shortcut



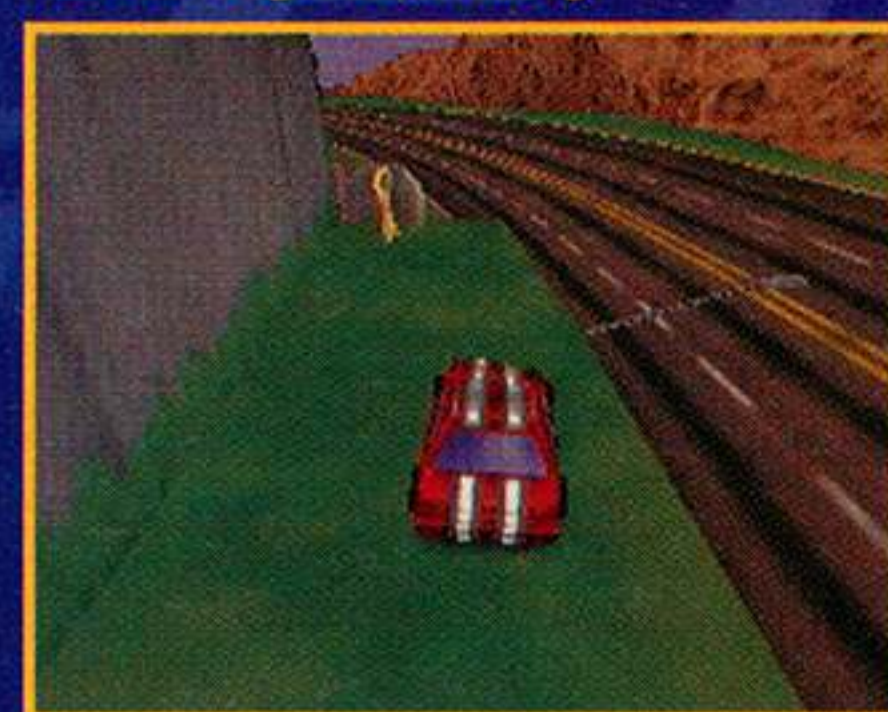
Immediately after Checkpoint #4, head left through the line of trees. There's a gray tunnel through the mountain that puts you out a few hundred feet in front of Checkpoint #5.

Green Sphere Key



At the exit of the finish line shortcut tunnel, slam on the brakes and turn around. The key's just to the side of the tunnel's exit.

White Sphere Key





Past the finish line, drive up the grass to the left. There's a small ledge hung with streetlights. Inch around the ledge and find the key at the end.

Track 2

Total Keys: 7

Track Legend

Key 
Checkpoint 



Gold Sphere Key



Go to the broken highway (where you'd normally jump to the halfpipe) and stop at the edge. If you slowly fall down the ledge, you'll find another stretch of incomplete highway (with ivy-covered walls). Follow the stretch of highway to its dead end for another key.

Halfpipe Shortcut

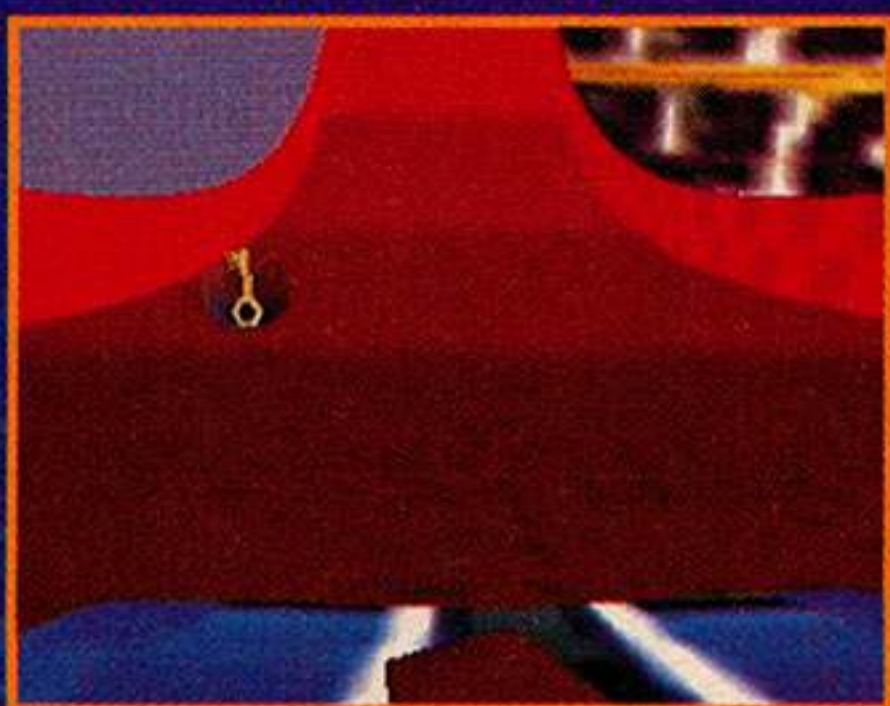


At Checkpoint #3, plow through the line of cones and keep to the right. Jump off the broken highway and steer quickly to the left so you land on the broken stretch ahead of you (provided you don't hit the top tier of the roadway in the process).



The broken stretch leads to a giant red halfpipe with full loops at each end. Drive through the colored question-mark boxes at the top of the first loop and on the wall to get extra time.

Purple Sphere Key



Take the halfpipe shortcut. A key is at the top of the full loop at the far right. You will have to speed up to 120 mph in order to make the full loop; otherwise, you'll fall. This is best navigated using the road or hood camera view.

Gold Sphere Key



Also in the halfpipe is an alcove with a key. To find it, look in the middle on the left wall from where you entered.

Purple Sphere Key



Skip the truck ramp; instead, hang a left down the small alley in front of the fountain and hotel. You'll find a key in the right corner at the dead end.

Gold Sphere Key



If you use the fountain as a ramp, you can reach a secret

tunnel in the hotel. The inside of the tunnel is plastered with Danger signs, but there's a key in the middle. To reach the tunnel, hit the fountain going about 120 mph. Aim for the center of the second story on the right side of the hotel. The tunnel's above the blue awning.

Gold Sphere Key



At the beginning of the long stretch of white piers is the track's second fountain. Jump into the fountain and collect the key at the bottom.

Gold Sphere Key





Take the truck ramp. At the yellow-and-black ramp on the rooftop, drop straight down (and hopefully land on your wheels). There's a key in the blocked-off street you're jumping over.

Track 3

Total Keys: 8



Track Legend

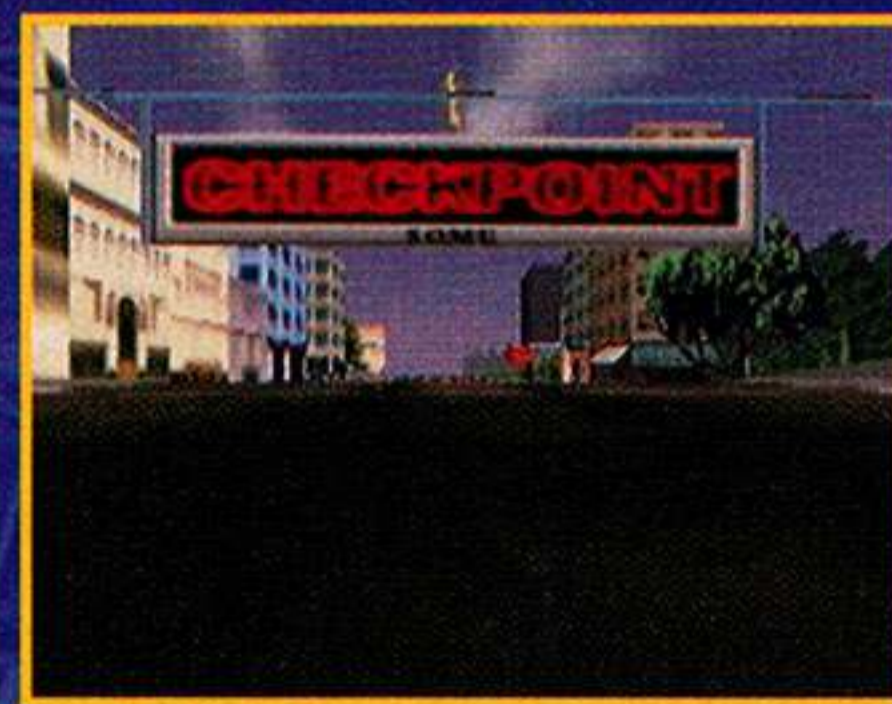
Key 
Checkpoint 

Blue Sphere Key



At the first turn to the left, look for a very steep black-and-white ramp behind a tightly spaced row of trees. Take the ramp slowly, then turn around; a key is tucked in the corner.

White Sphere Key



There is a key above the second checkpoint intersection (after the long twisting road with grass on each side just before the sharp left turn). You must snag this one by driving on the backwards version or by simply turning around on the regular track. Start from the red-and-white tower to build up speed. By the time

you turn the corner and are airborne, you should be going at least 125 mph, aiming to hit the key above the center of the road. You don't need a fast car, just precise aim.

Gulch Shortcut



After Checkpoint #3, take a left when you see the red-and-white tower. Drive between the two small houses and you'll find yourself in a halfpipe gulch. The best way to navigate it is to slide up and down the sides of the walls, avoiding the rocks altogether. You'll emerge near Checkpoint #4.

Key



Take the gulch shortcut to the left of the red-and-white tower past Checkpoint #3. You'll find a key at the top of the right wall near the first large rock.



Gold Sphere Key



Under the freeway, where the road dips beneath the overpass, a key is suspended in midair. Pass the key, then turn around and use the steep hill on the other side as a ramp. Drive straight down the middle yellow lines and you should tag the key.

Chinatown Shortcut



At Checkpoint #6, aim your car at the teal Chinese archway to the left. You'll zoom up three Chinatown roads, and if you have enough speed, you'll soar over the buildings at the top. Don't take it too fast or you'll crash; you'll also want to aim to the right once you're at the top. Leading back down the hill is the famously curvy Lombard Street, which you should be able to simply fly over.

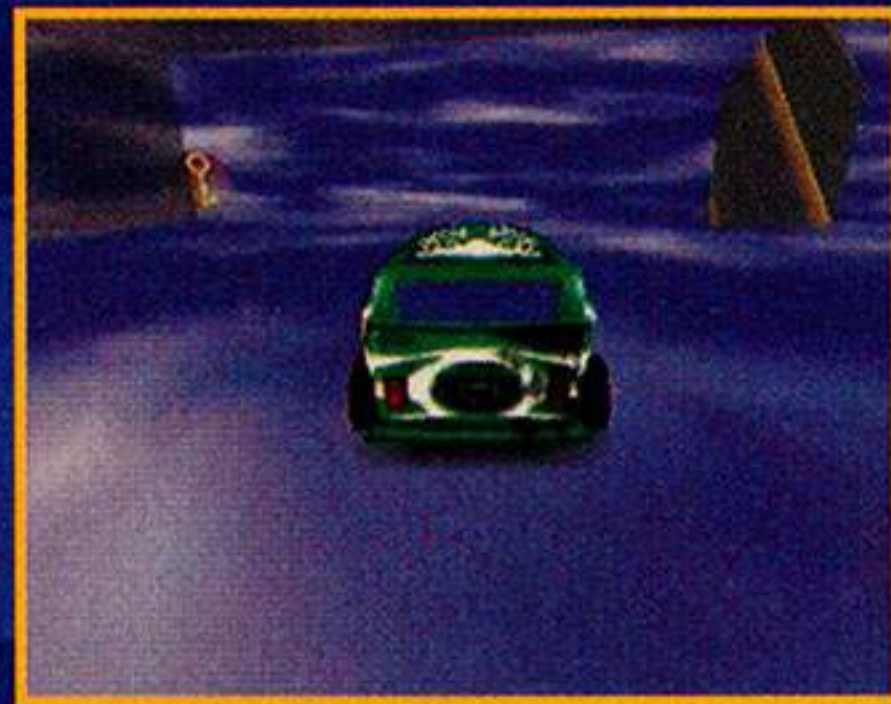
Gray Sphere Key



Take the Chinatown shortcut at Checkpoint #6, but slow down at the top—don't fly over the buildings. There's a key on the left corner shortly after you

leave the main uphill road and before you hit Lombard Street.

Pink and Purple Sphere Key



Instead of taking the shortcut through Chinatown at Checkpoint #6, follow the track to the right. You'll continue going uphill for about three turns; when you finally level out, look to the right for a solid brown fence. You can sneak past the fence to the right. Follow the tunnel into a room filled with blue sky and cloud textures. There's a key to the right of the entrance.

Water Tunnel Shortcut



As you pass Checkpoint #7, search the trees in the small grove ahead and you'll find a water tunnel obscured by some green vines. This tunnel takes you through Checkpoint #8.

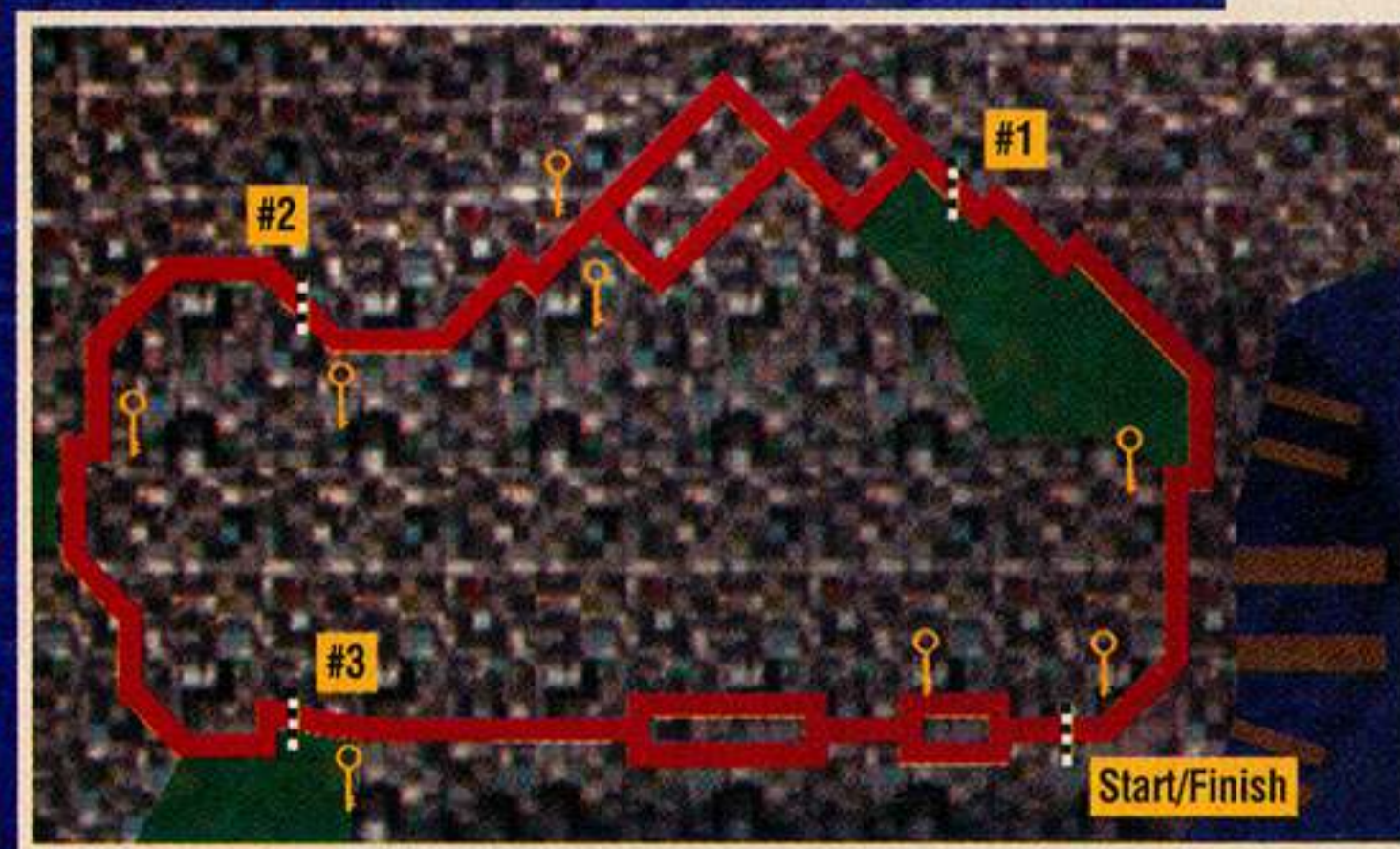
Gray Sphere Key



At the exit of the water tunnel is a key on a small orange landing with two trees. To get the key, drive up to the left corner of the platform and crash through the small green bush.

Track 4

Total Keys: 8



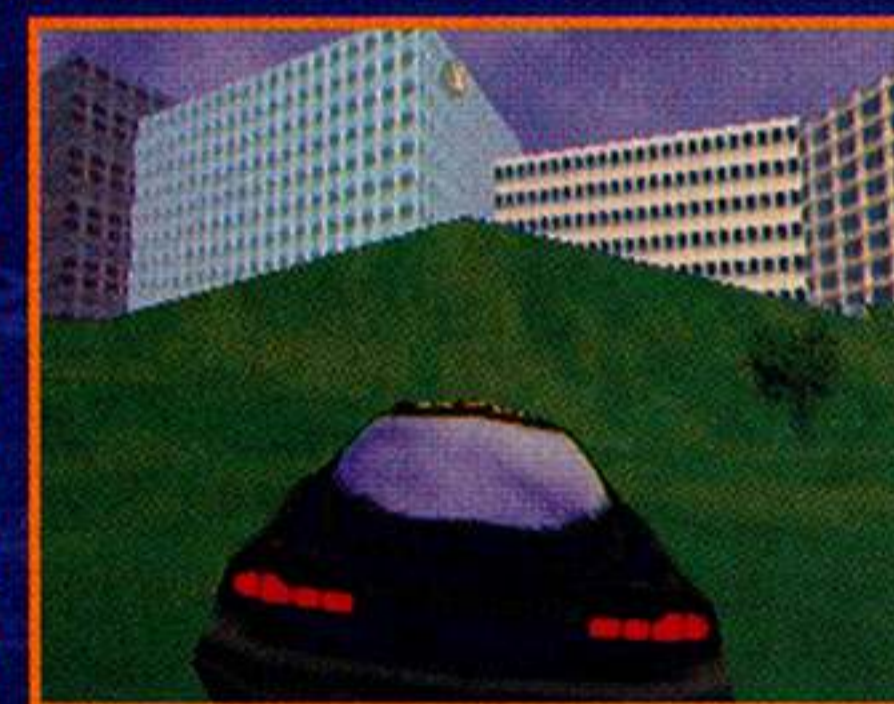
Track Legend	
Key	
Checkpoint	

Blue Sphere Key



In the bus terminal, to the right of the three parked buses at the start/finish line, there's a key in an enclosed area. To get over the barriers, use the octagonal fountain in the plaza as a ramp.

Gold Sphere Key



To the left of the main road (but before the buildings) is a large grassy embankment with a key over it. Go to the last white

Key



At the large intersection just before the start/finish line, you can find a key hidden behind the cable car to the left.

pier's large black opening and drive toward the embankment. Hit the grass at its steepest angle to fly nearly

straight up in the air and nab the key.

Purple Sphere Key



As the road slowly pushes you left before Checkpoint #1, look for a shortcut to the right of the second black-and-yellow arrow. Drive down the alley, bear left, and pass Checkpoint #1. Ahead you'll see a grassy mini-ramp that leads to three shortcuts. Take the middle level, which shoots you through three buildings. Just after the final building, you'll see a key on the roof below. It's easy to overshoot, so take this part slow. You can't turn left on the roof. Instead, carefully make a three-point turn to the right, or steer in reverse off the right rear corner of the building to grab the key.

Green and Gold Sphere Key



The top level of the grassy mini-ramp mentioned above takes you to a high catwalk. On the catwalk is a key.

Gold Sphere Key



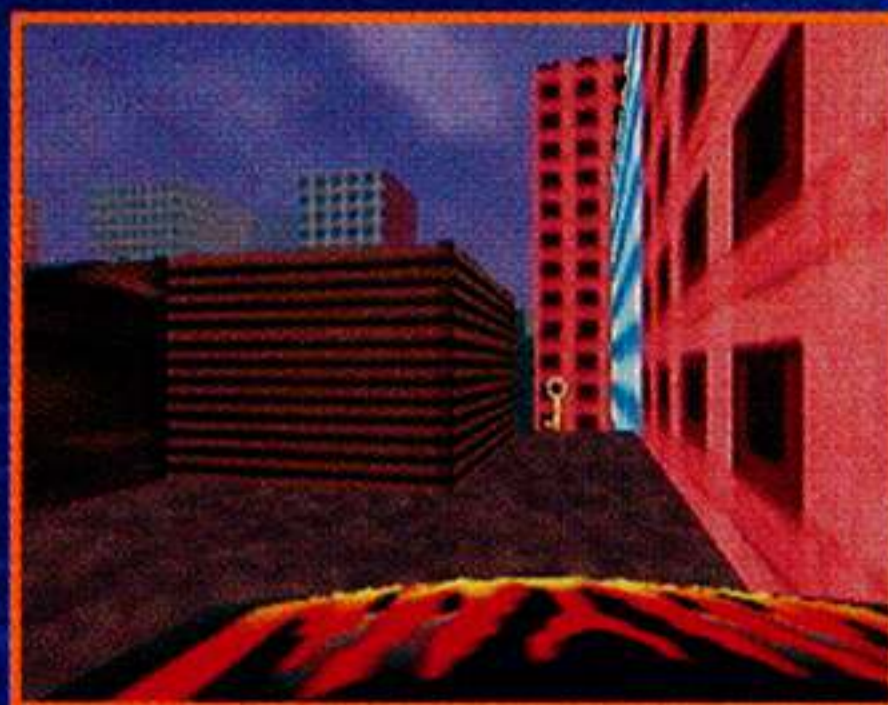
Between Checkpoints #1 and #2, you have a choice of which route to follow. Take the path to the right. After two blocks, you'll come to three white buildings, one on the left with pink windows and two on the right. Between the two buildings on the right is a small alley; a key is at the end of it.

Green Sphere Key



After Checkpoint #2, there's a cliff overlooking a paved road. An orange parking garage is to your left. If you follow the catwalk from the cliff down into the garage itself (go slowly and take corners very carefully!), you'll enter the garage's second level and find a key.

Key



At the power plant with the waterfall, take the paved ramp at the far right. Aim to the right so that you land on the upper level, but don't take the black-and-gray ramp. There's a key to the right of the ramp.

Purple Sphere Key



After Checkpoint #3, the road splits and converges twice. At the second fork, take the left channel; you'll see a row of parking meters to the left. Barely visible between the striped building and the brown building is a tight, snaking alley. Follow it slowly, make precise turns, and you'll find a key.

Beach Shortcut



If you turn around before the Marina, you can explore the warehouse area, do donuts down on the beach, or drive to the edge of a pier (or off it, for that matter).

Blue Sphere Key



Turn right at the Marina and head toward the beach. Drive to the edge of the water and turn around. Use the brown sandy incline as a ramp to propel you onto the roofs of the buildings nearby (80 to 90 mph is a good speed, and you might bounce to the second rooftop). From there, jump to the long pier to your right, closest to the beach. There's a key at the end of the pier.

Blue Sphere Key



There's another key on one of the other rooftops. Take the beach shortcut again, hop to the third rooftop, and drive over the connecting walkway to the fourth. There's a key to the right of the center of the building.

Green Sphere Key



Look for a break in the black and yellow arrows just after you pass the boats at the Marina. Hit the small grass ramp as straight as you can at about 100 mph. That will lead you to a slanted orange rooftop, which will launch you across an entire neighborhood! The key sits atop a short school building with a black roof. You'll need an Advanced car to have enough speed to pull this off, and even then, it's insanely hard.

Pink Sphere Key



Take the "neighborhood" shortcut described above again, but slow down and hop over the small grass ramp, then turn left when you see the clotheslines. You'll find a key between the two buildings ahead.

Gold Sphere Key



There's an uphill road after Checkpoint #2 that starts with a plate glass window on the left corner. Watch for a dirt ramp on the left sidewalk just before the T intersection. Hit the ramp at about 120 mph, aiming to

Track 5

Total Keys: 8



the right so you land on the roof above the middle of the street. On the roof is another key. This stunt requires a fast car, and landing on the roof isn't enough—you must grab the key while you're airborne. This might be the toughest key in the game to get.

Gold Sphere Key



Take the street to the right at the T intersection described above. Make a left three blocks

after the intersection. On the corner is a gas station with a key inside.

Gold Sphere Key



Drive up the orange brick pathway in the park next to Checkpoint #3, and use the walkway as a ramp. You'll land in a secret passage. Hit the brakes, because you just flew over a key! Go back toward the wall behind you to find it. You can also take this passageway

backwards to find this key, or you can make a right at the next block and drop down on the key from the fenced parking lot above.

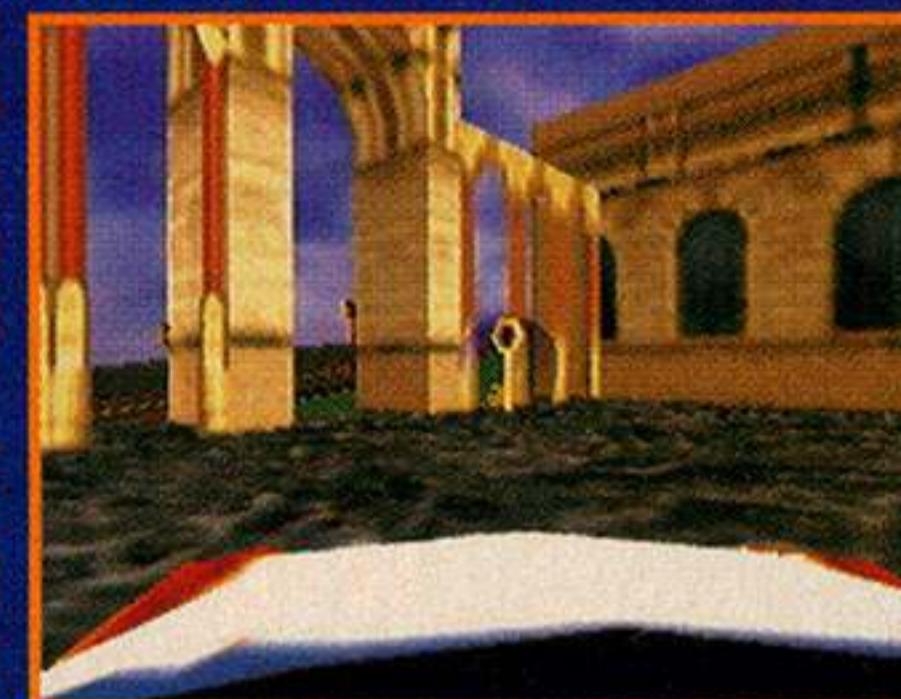
Gold Sphere Key



On the final stretch of downhill road toward the start/finish line, there's an opening next to a light-blue building in the second block to the right. Inside the parking garage is a key.

to the second level. Once there, drive over the small gray wall (take it at an angle, slowly). Look carefully for the key in the corner of the reservoir.

Blue Sphere Key



Just after Checkpoint #5 is a museum with tall columns. There's a key at the door of the museum.

Gold Sphere Key



Shortly after the museum, near the very steep curve with the water to the right, there's one lone key on an island in the middle of the water. You'll need to jump off the patch of dark brown mud and land the car on the key (or pass through it). This is a very hard key to get.

White Sphere Key





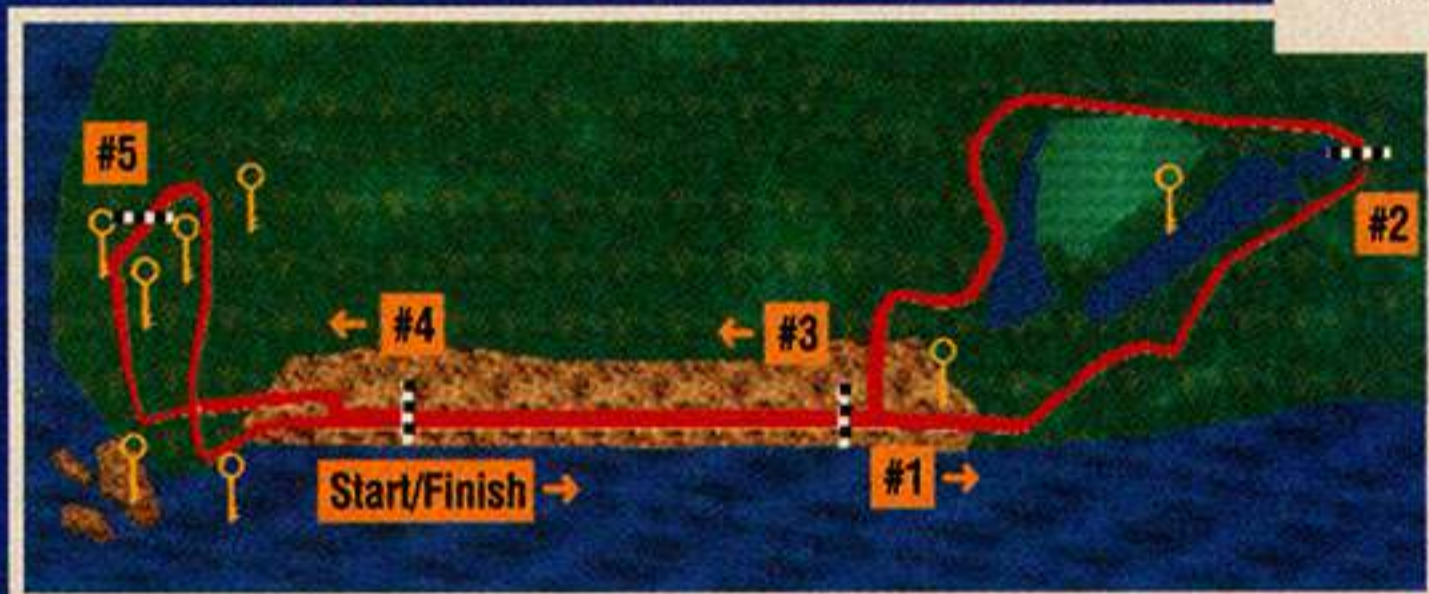
Very near the island described above, there's a key tucked behind the cluster of buildings. Go to the brown mud area at the sharp inclined turn and slowly creep down the grassy slope to the left toward the water. The key is directly underneath the white building. **G**

Track 6

Total Keys: 8

Track Legend

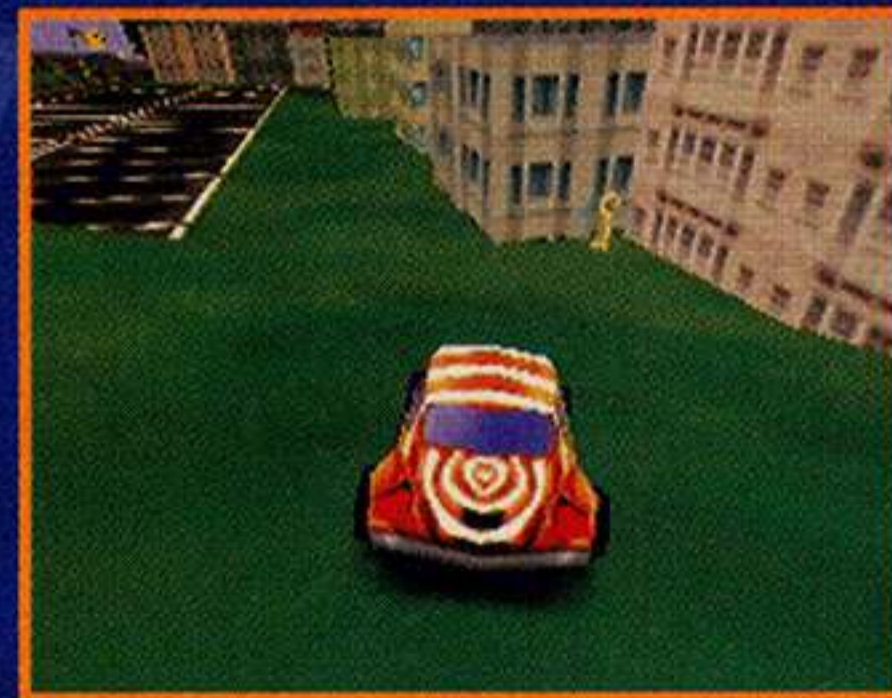
Key 
Checkpoint 



road to the left. You'll end up in a black-and-white parking lot. Head to the left, make a left

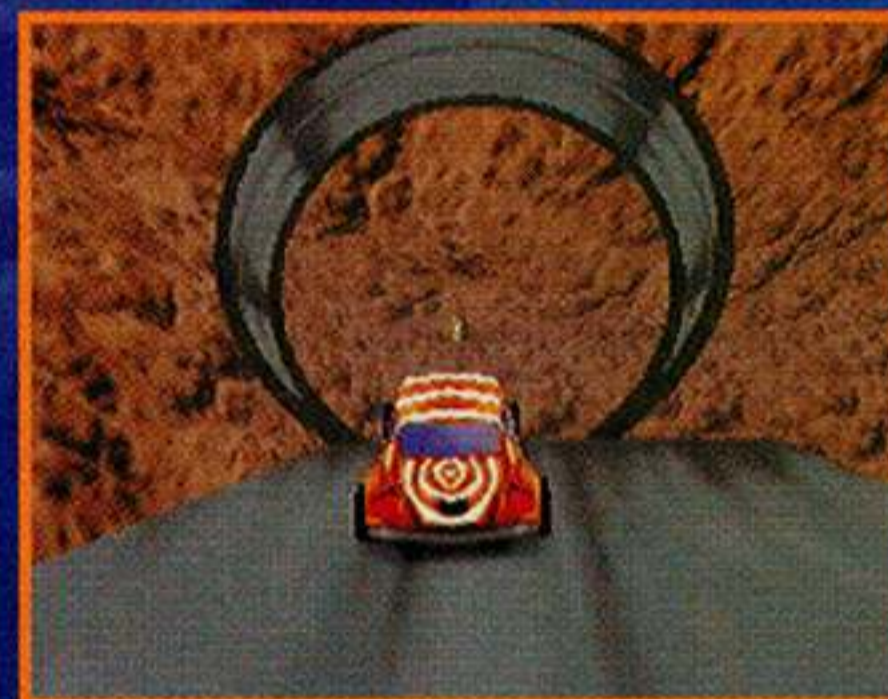
when you reach the house, and drive onto the grass. You'll find a key tucked next to a small ledge near the waterline.

Teal Sphere Key



At the bottom of the hill that leads to Checkpoint #5, make a left at the Danger sign. At the end of the parking lot is a key behind a building to the left.

Green Sphere Key



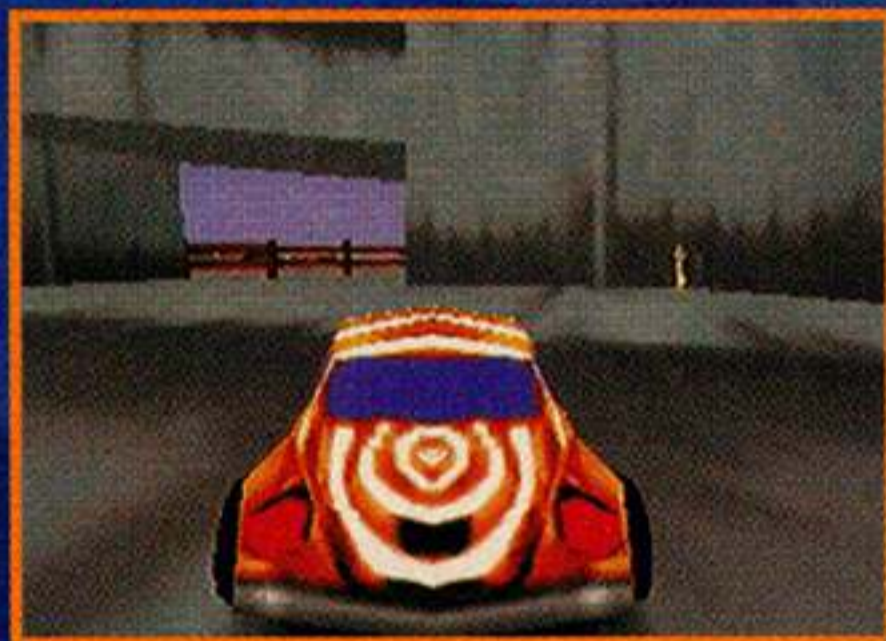
At that same intersection with the Danger sign, turn right and follow the gray wall down the steep grassy hill to the shoreline. There's a cave in the hill that immediately shoots you into a loop. In the middle of the loop is a key. Use the gray pylon to the right of the loop as a ramp to get the key.

Green Sphere Key



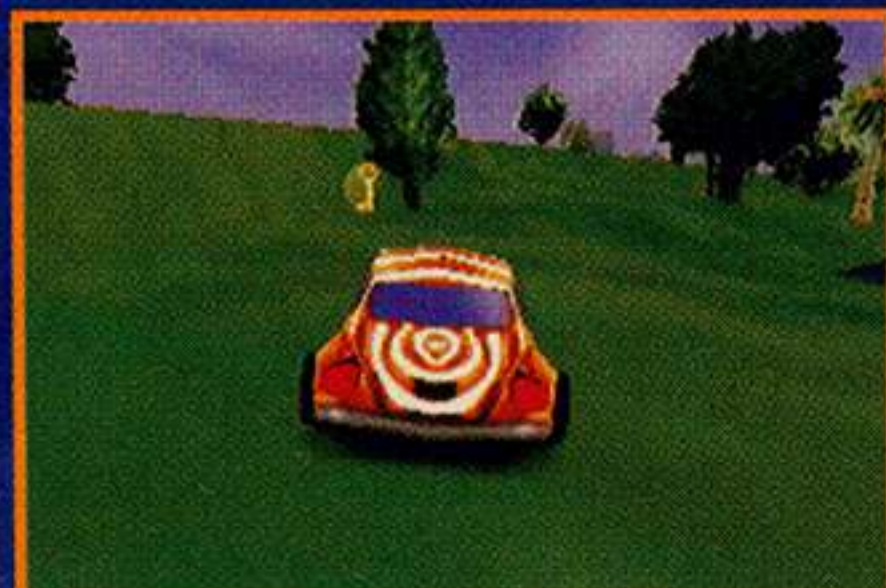
The cave has an upper level. Climb the wall in about the middle of the cave and carefully flip yourself up

Gold Sphere Key



From Checkpoint #1, the road begins to curve. Look to the left for a fence. Drive through the fence and find a key to your left.

Gold Sphere Key



After the hairpin turn at Checkpoint #3, watch for a light-gray



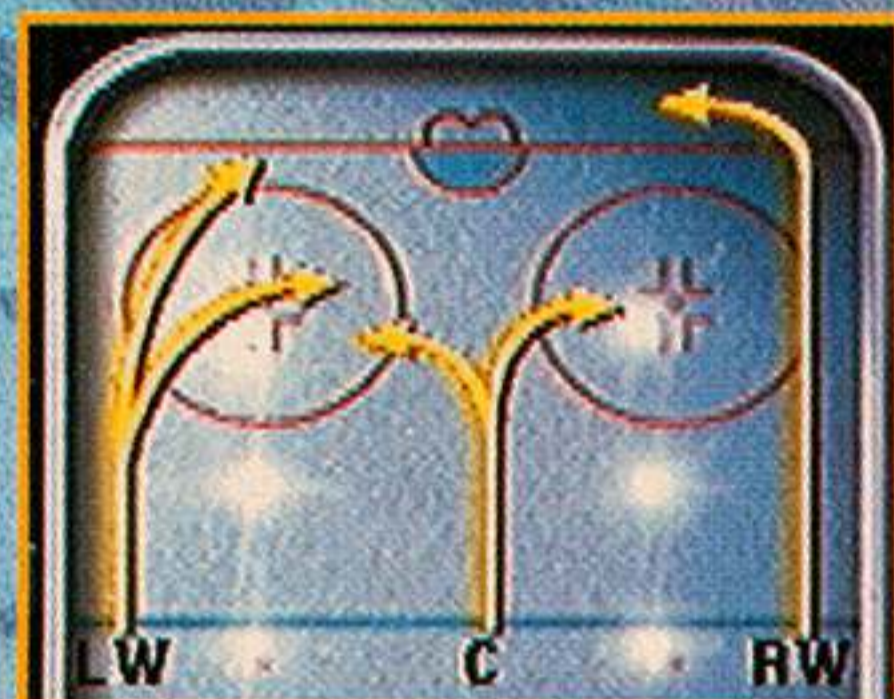
NHL 98 Opening That Playbook

Not enough of a hockey whiz to put NHL '98's cool-looking playbooks to use? With the help of Avalanche coach Marc Crawford, the pros at EA Sports explain the intricacies of the game's offensive and defensive plays. **By Air Hendrix**

PlayStation

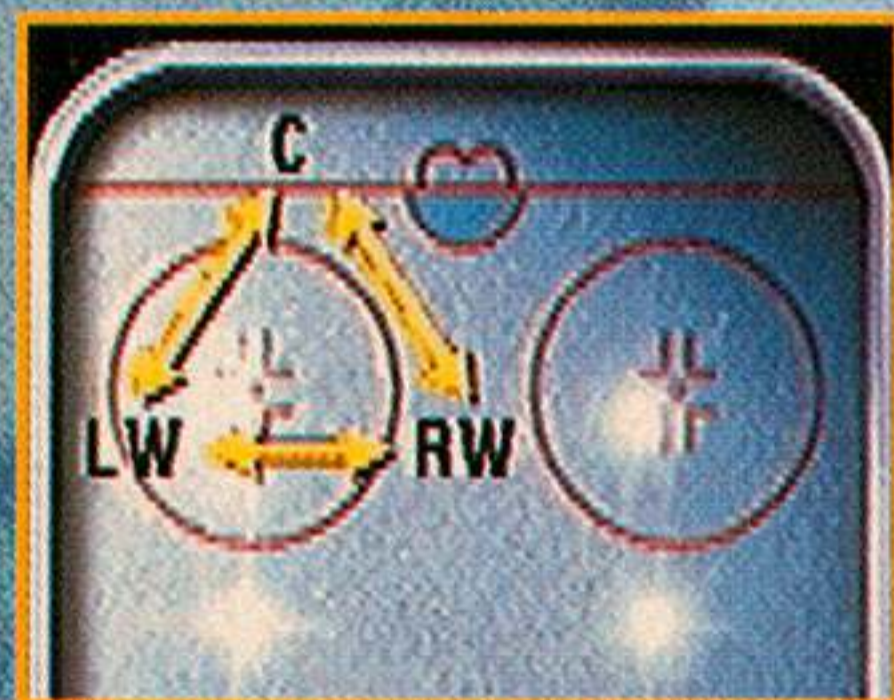
Offensive Zone

Positional



Picture those Foosball-style table hockey games where each player has a fixed region that they cover, and that gives you a good feel for the Positional strategy. This conservative approach won't ring up the goals, but it's very safe because someone can always back you up if you move a player out of position.

Triangle



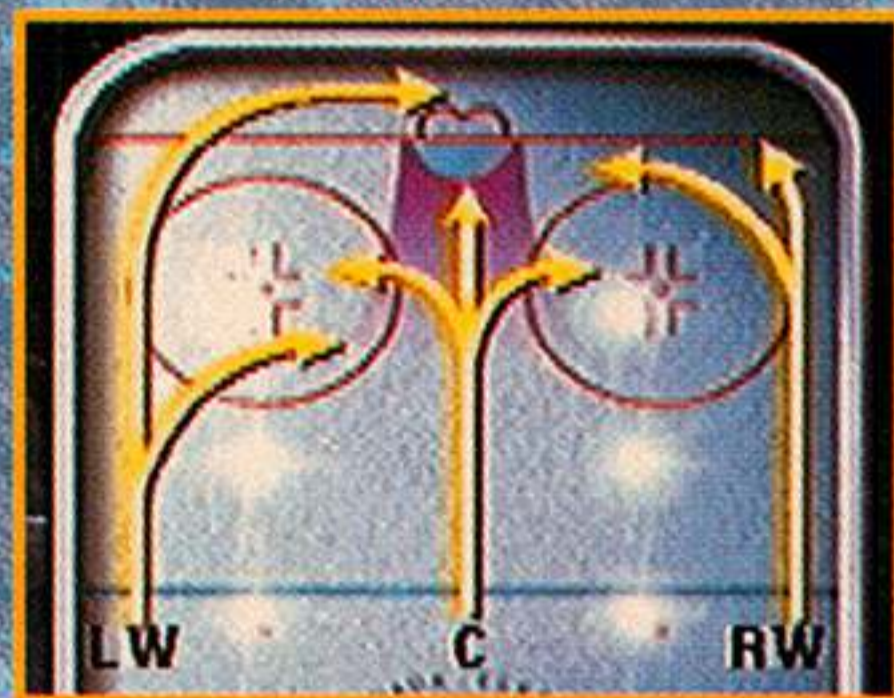
This tactic involves trying to overload one side of the ice and create 3-on-2 or 2-on-1 opportunities. Use give-n-go passes and one-timers a lot with this strategy, and be sure that you run this play with a line that has high rankings in offensive awareness.

Funnel



With the Funnel, your team is set up to charge the area from the slot up to the top of the face-off circles. Focus on moving as many players into this area as you can (without opening up your defense too severely) and continuously charge the net. Beyond creating lots of scoring chances, you'll always have someone in position to pick up a rebound.

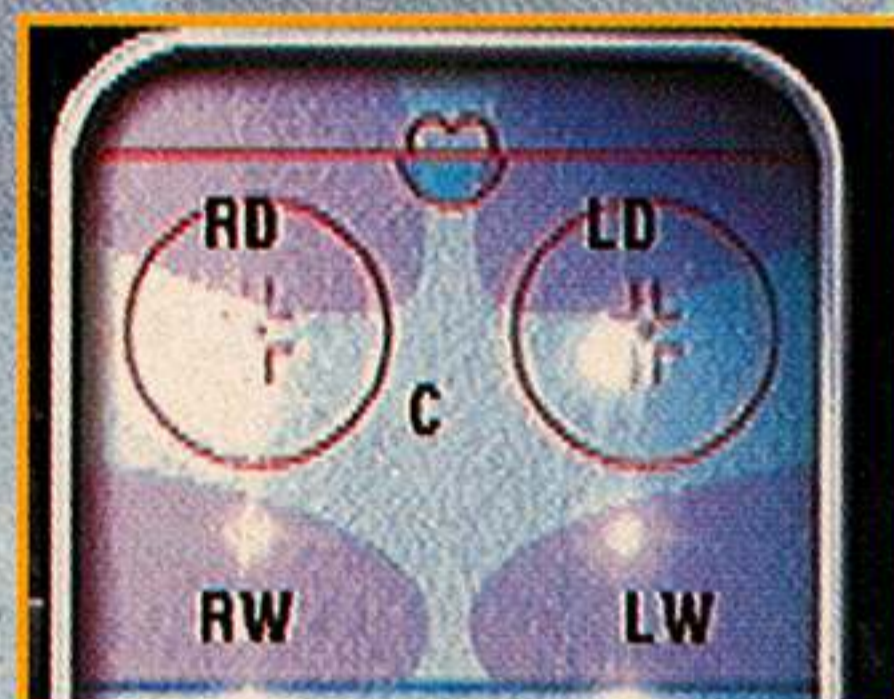
Combination



The Combination automatically adjusts your team's strategy to respond to whatever the other guy's defense is up to. For example, if your opponent is in a strict Zone, you can set up a successful Triangle in the high corner because their wings aren't there for support.

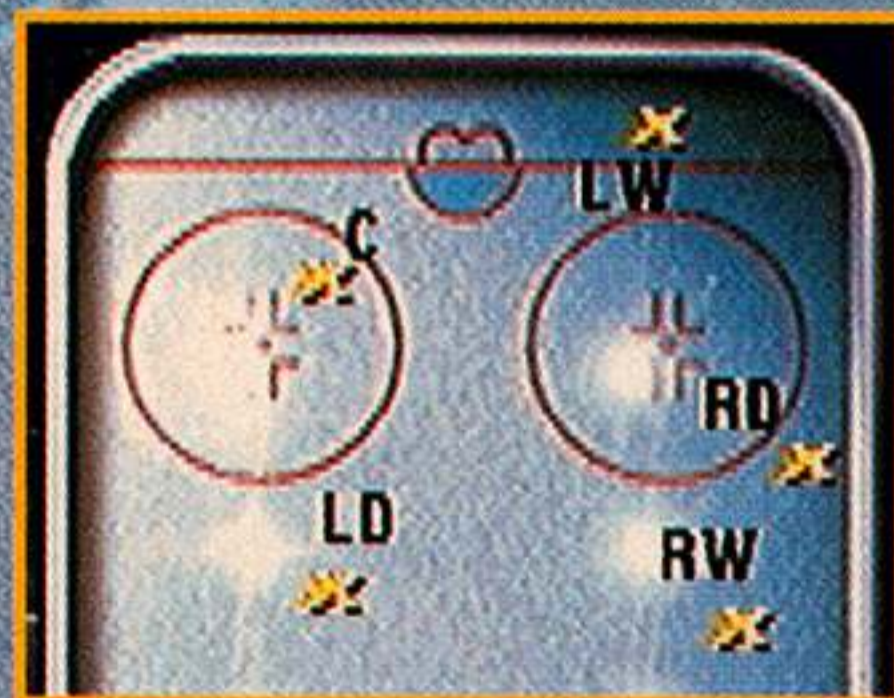
Defensive Zone

Zone



Like the Positional offense, when you play Zone defense, each player is responsible for covering a specific area inside your blue line. A generally safe strategy that offers some freedom, it should be used with players who have good defensive awareness. Focus on cutting off passes—if you play the body and don't connect, you'll likely create an opening for the attacker.

Man-to-Man



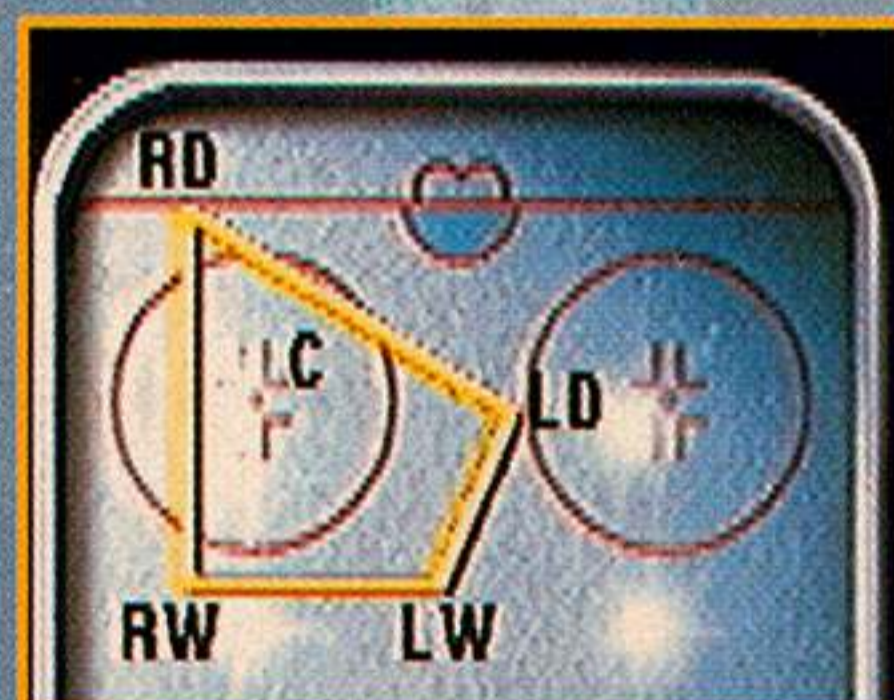
A risky defensive strategy, the Man-to-Man demands highly talented players for success—if one opponent beats his man, you'll face an odd-man rush on your goalie...or even a break-away. Try it when your top line is facing your opponent's third or fourth line.

Combination

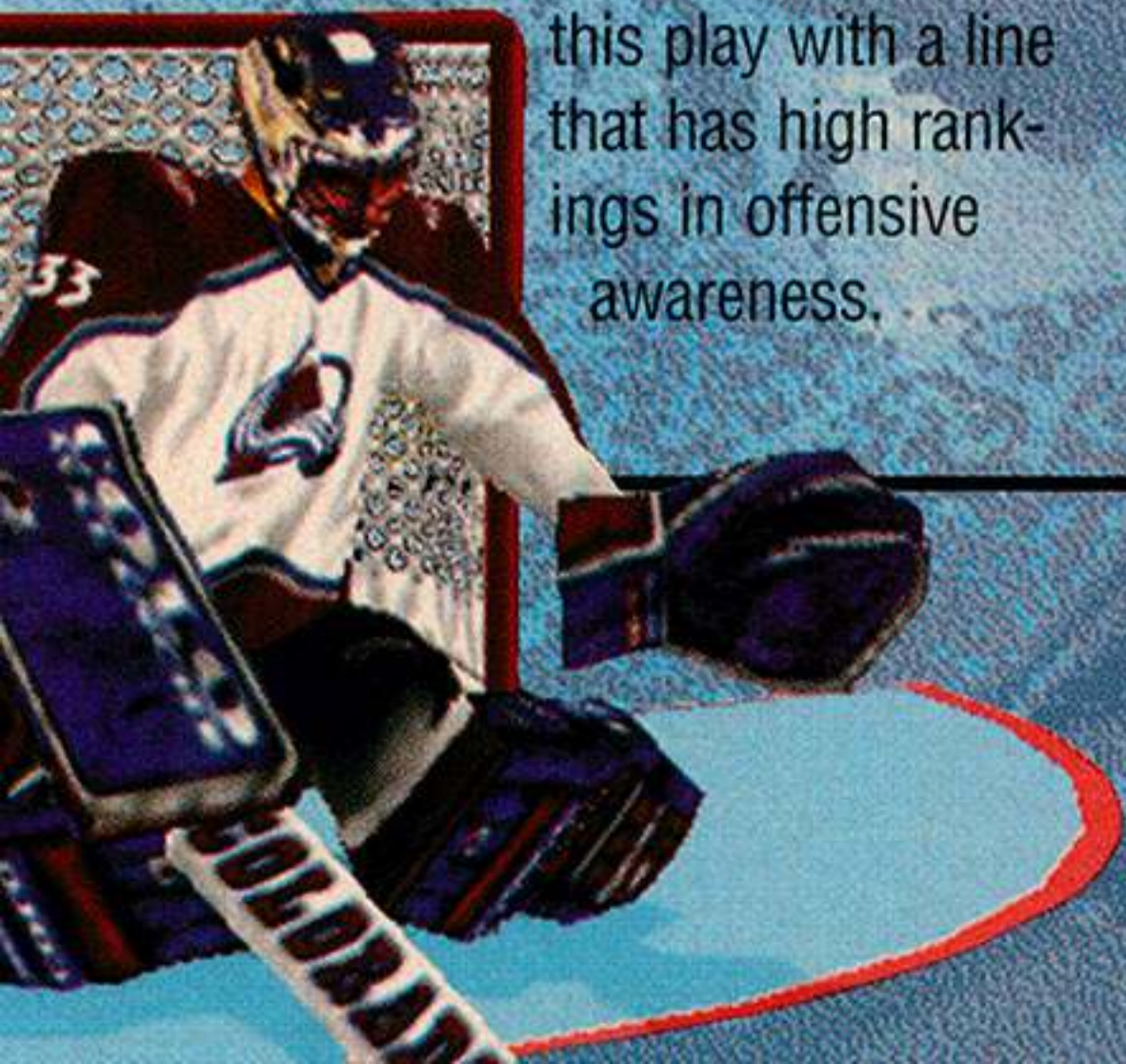


This effective defense combines Zone and Man-to-Man. Basically, the player covering the puck carrier plays Man-to-Man, and everybody else plays Zone. If your skater happens to get beat, there's often someone there to pick up the slack.

Box Plus 1



In the Box Plus 1, your wings and defensemen form a box on the appropriate side of the ice (as pictured), while the center roams wherever he's needed. This formation rotates so that a player is always on the puck carrier. To succeed with this tactic, the center should have strong defensive awareness so he can adjust quickly and smartly. It's most effective against overload attempts.



**Special Thanks To...
EA Sports**

for supplying much of the information contained in this strategy guide.

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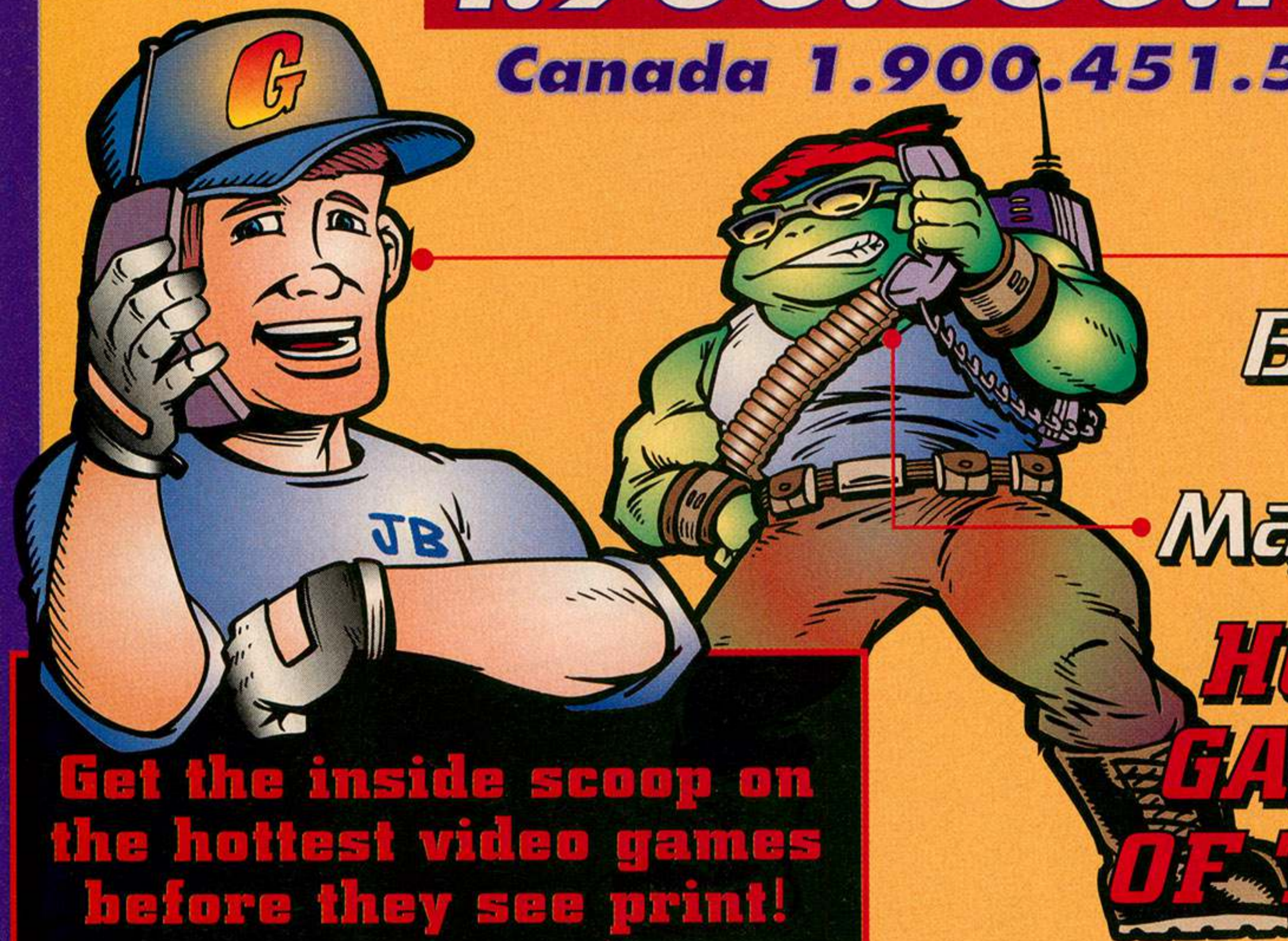
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THE FIGHTER'S EDGE

GAME-WINNING COMBOS & STRATEGIES

WCW NITRO

WCW Nitro includes an insane number of hidden wrestlers—48!—who perform three special moves each. Here's a list of moves that'll have you flyin' off the top rope on your way to the one-two-three.

By "The True Icon" Johnny Ballgame

Controller Legend



- △: Chop
 - : Punch
 - ×: Kick
 - : Action
 - R1: Back away
 - L1: Block
 - L2: Taunt
- Tap: Tap the buttons and directions indicated in sequence

Note: All moves are described with the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

Hidden Characters



Every time you win the singles championship with a different wrestler, a new hidden character will become selectable. Here's a breakdown of who you need to win with in order to uncover your favorite fighters.

Win Championship As This Character	Hidden Wrestler Uncovered	Win Championship As This Character	Hidden Wrestler Uncovered
Hollywood Hogan	Eric Bischoff	Steve McMichael	Ivan
Ric Flair	Mean Gene	Rey Mysterio Jr.	T-Rex
Sting	Chris Jericho	Jimmy Hart	Frankensteiner
Lex Luger	Disco Inferno	Steve Regal	Bones
Alex Wright	Bobby "The Brain"	Jacqueline	Santa Claws
Macho Man	Miss Elizabeth	Madusa	Annie May
Dean Malenko	Sonny Ono	Kimberly	Dweebie
Eddie Guerrero	Ultimo Dragon	Konnan	Ecto
Chris Benoit	Steve McMichael	Hulkster	Virtual Andy
Giant	Rey Mysterio Jr.	Ref	Cobra
Kevin Nash	Jimmy Hart	Stinger	Re-Animator
Scott Hall	Steve Regal	Greyling	Jaumbo
Booker T	Jacqueline	Tony Schiovanne	John
Stevie Ray	Madusa	WCW Randy Savage	Fush
Diamond Dallas Page	Kimberly	Whitey	Flyboy
Syxx	Konnan	Buzz	Tony the Rod
Eric Bischoff	Hulkster	Ivan	Eddie the Wire
Mean Gene	Ref	T-Rex	Donn
Chris Jericho	Stinger	Frankensteiner	Uncle Monkey
Disco Inferno	Greyling	Bones	Dudeman
Bobby "The Brain"	Tony Schiovanne	Santa Claws	Mike Cihak
Miss Elizabeth	WCW Randy Savage	Annie May	Steve
Sonny Ono	Whitey	Dweebie	Brian
Ultimo Dragon	Buzz	Ecto	Super Fan



Frankensteiner

Side Suplex



When standing next to your opponent, tap □, □, △

Two-Hand Choke



When standing next to your opponent, tap ↑, △, □

Choke Slam



When your opponent's health bar is flashing red, stand next to them and tap ↑, ×, ○, ○

Konnán

Back Suplex



When standing next to your opponent, tap ↑, ×, □

Power Slam



When standing next to your opponent, tap ×, ○, ×

Texas Cloverleaf



When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ←, △, □, □

The Disco Inferno

Reverse DDT



When standing next to your opponent, tap △, △, ○

Double-Arm Clothesline



When your opponent is running toward you, tap □, □, □

Buzz Killer



When your opponent's health bar is flashing red, stand next to them and tap ←, △, △, □

Chris Jericho

Torso Flip



When standing next to your opponent, tap ←, ×, □

Diving Clothesline



When your opponent is running toward you, tap △, △, △

Scorpion Death Lock

When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ↓, □, ×, □

Mean Gene Okerland

Face Smash



When standing next to your opponent, tap □, ×, ×

Power Slam



When standing next to your opponent, tap ×, ○, ×

Big Back Hits



When your opponent's health bar is flashing red, stand next to them and tap ↓, □, □, △

Jimmy Hart

Cheap Shot



When standing next to your opponent, tap □, ×, □

Harlem Flip



When standing next to your opponent, tap △, ○, △

Buzz Killer



When your opponent's health bar is flashing red, stand next to them and tap ←, △, △, □

The Ultimo Dragon

Torso Flip



When standing next to your opponent, tap ←, ×, □

Spinning-Head Scissors



When standing next to your opponent, tap △, □, △

Buzz Killer

When your opponent's health bar is flashing red, stand next to them and tap ←, △, △, □

Bobby "The Brain"

Reverse DDT

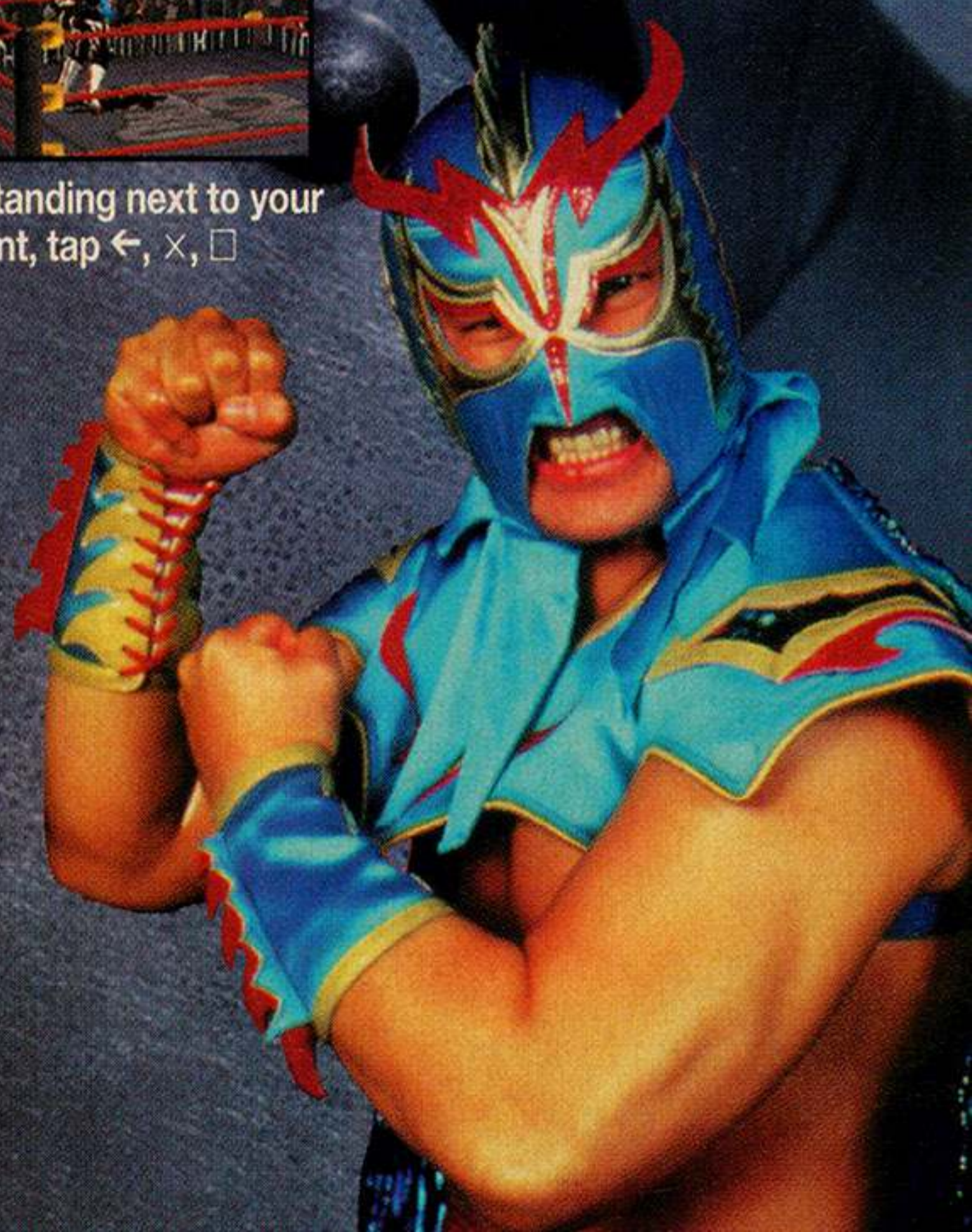


When standing next to your opponent, tap △, △, ○

Double-Arm Clothesline



When your opponent is running toward you, tap □, □, □



THE FIGHTER'S EDGE

Big Back Hits



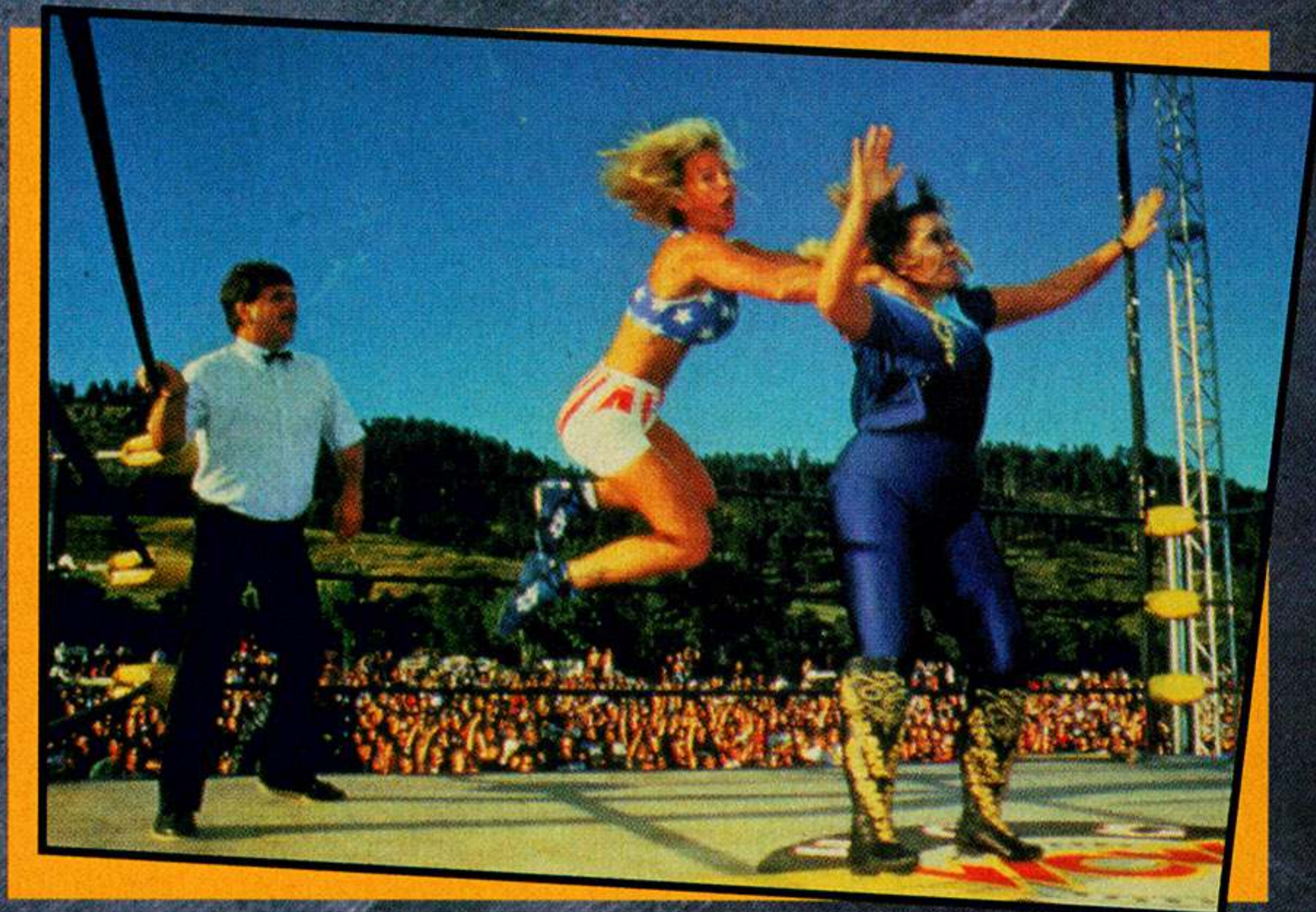
When your opponent's health bar is flashing red, stand next to them and tap ↓, □, □, △

Steve "Mongo" McMichael

Knee Bashes



When standing next to your opponent, tap ×, ○, ○



Steve Regal

Back Suplex



When standing next to your opponent, tap ↑, ×, □

Snap Ab Suplex



When standing next to your opponent, tap ←, △, ○

Harlem Flip



When standing next to your opponent, tap △, ○, △

Flying Headbutt



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, □, △, △

Texas Cloverleaf

When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ←, △, □, □

Double-Arm Clothesline



When your opponent is running toward you, tap □, □, □

Big Back Hits



When your opponent's health bar is flashing red, stand next to them and tap ↓, □, □, △

Flying Elbow Drop

When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, ○, △

Scorpion Death Lock

When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ↓, □, ×, □

Eric Bischoff

Cheap Shot



When standing next to your opponent, tap □, ×, □

Sonny Ono

Scissors Kick



When standing next to your opponent, tap ↑, △, □

Spinning-Head Scissors



When standing next to your opponent, tap △, □, △

Jacqueline

Scissors Kick

When standing next to your opponent, tap ↑, △, □

Harlem Flip



When standing next to your opponent, tap △, ○, △

Madusa

German Suplex



When standing next to your opponent, tap □, △, □

Harlem Flip

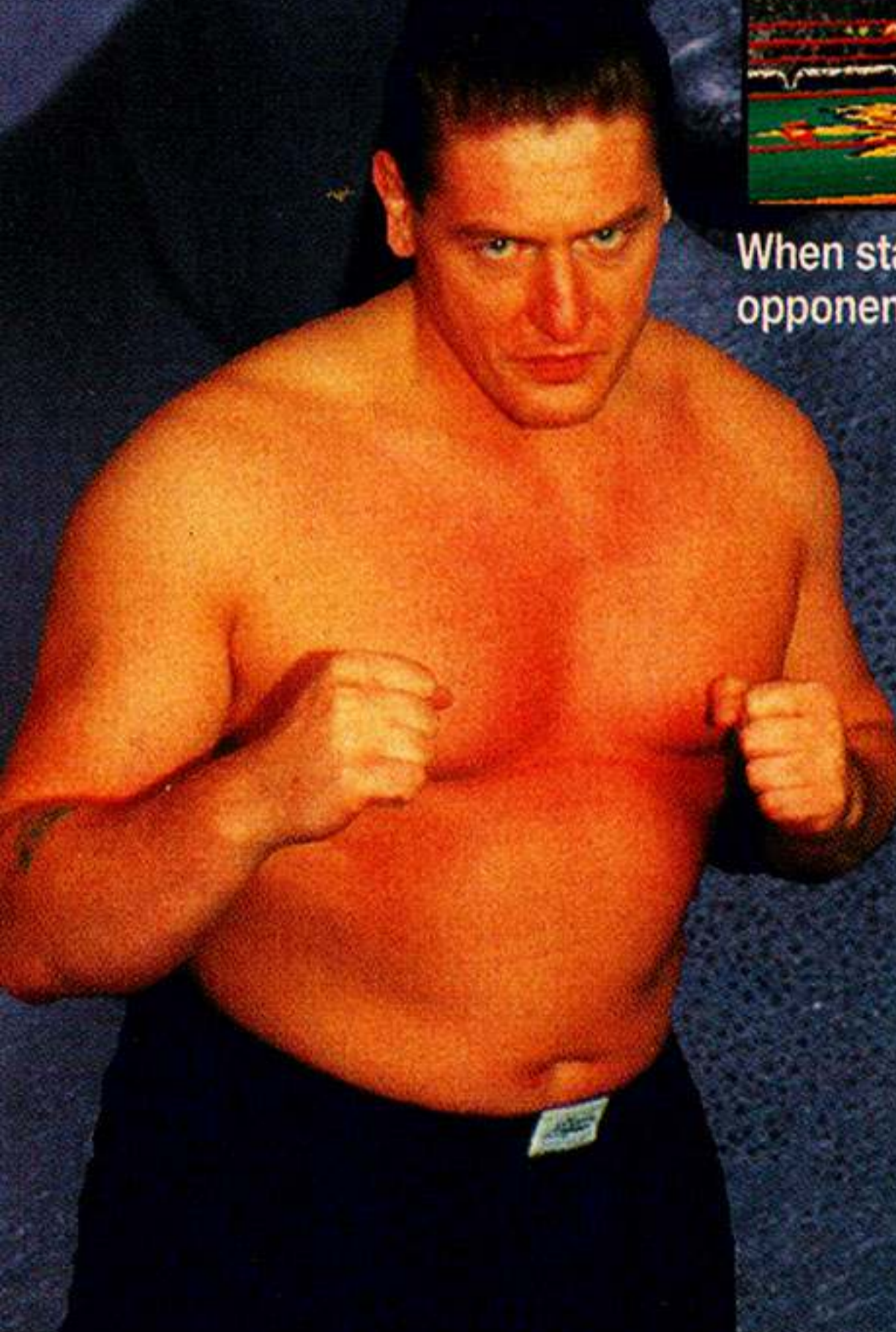


When standing next to your opponent, tap △, ○, △

Frog Splash



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, ○, ○



THE FIGHTER'S EDGE

Kimberly

Torso Flip



When standing next to your opponent, tap ←, ×, □

Atomic Headbutt



When your opponent is on the ground, tap △, □, □

Buzz Killer



When your opponent's health bar is flashing red, stand next to them and tap ←, △, △, □

Santa Claws

Knee Bashes



When standing next to your opponent, tap ×, ○, ○

Spinning Back Splash



When standing next to your opponent, tap △, ○, ○

Diamond Cutter



When your opponent's health bar is flashing red, stand next to them and tap ↑, ×, ×, ○

Stinger

Reverse DDT



When standing next to your opponent, tap △, △, ○

Stinger Splash



After whipping your opponent into the turnbuckle, back into the opposite corner and tap ×, ○, ×

Scorpion Death Lock

When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ↓, □, ×, □.

WCW Randy Savage

Face Smash



When standing next to your opponent, tap □, ×, ×

Atomic Headbutt



When your opponent is on the ground, tap △, □, □

Flying Elbow Drop



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, ○, △

Tony Schiovanne

Back Suplex



When standing next to your opponent, tap ↑, ×, □

Diving Clothesline



When your opponent is running toward you, tap △, △, △

Flying Elbow Drop



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, ○, △

Referee (Pee Wee)

Reverse DDT



When standing next to your opponent, tap △, △, ○

Big Chop



When your opponent is running toward you, tap □, □, □

Figure-Four Leg-Lock



When your opponent's health bar is flashing red and they're lying on the ground, stand by their feet and tap ↓, □, △, □

Hulkster

Knee Bashes



When standing next to your opponent, tap ×, ○, ○

Big Boot



When your opponent is running toward you, tap △, △, △

Leg Drop



When your opponent's health bar is flashing red and they're lying on the mat, tap ↑, □, □, ×

THE FIGHTER'S EDGE

Greyling

German Suplex



When standing next to your opponent, tap □, △, □

Spinning-Head Scissors



When standing next to your opponent, tap △, □, △

Torture Rack



When your opponent's health bar is flashing red, stand next to them and tap ↑, △, □, △

Whitey

Reverse DDT



When standing next to your opponent, tap △, △, ○

Atomic Headbutt



When your opponent is on the ground, tap △, □, □

Flying Headbutt



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, □, △, △

Buzz

Face Smash



When standing next to your opponent, tap □, ×, ×

Diving Clothesline



When your opponent is running toward you, tap △, △, △

Flying Headbutt



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, □, △, △

Ivan

One-Hand Pancake



When standing next to your opponent, tap □, △, △

Two-Hand Choke



When standing next to your opponent, tap ↑, △, □

Super Power Bomb



When your opponent's health bar is flashing red, stand next to them and tap ↑, □, ×, □

Ecto

One-Hand Pancake



When standing next to your opponent, tap □, △, △

Two-Hand Choke



When standing next to your opponent, tap ↑, △, □

Choke Slam



When your opponent's health bar is flashing red, stand next to them and tap ↑, ×, ○, ○

T-Rex

Knee Bashes



When standing next to your opponent, tap ×, ○, ○

Harlem Flip



When standing next to your opponent, tap △, ○, △

Leg Drop



When your opponent's health bar is flashing red and they're lying on the mat, tap ↑, □, □, ×

Rey Mysterio Jr.

Torso Flip



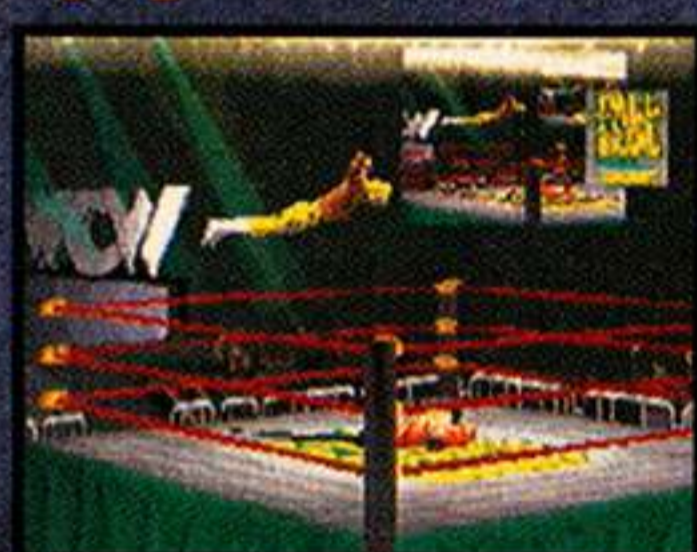
When standing next to your opponent, tap ←, ×, □

Spinning-Head Scissors

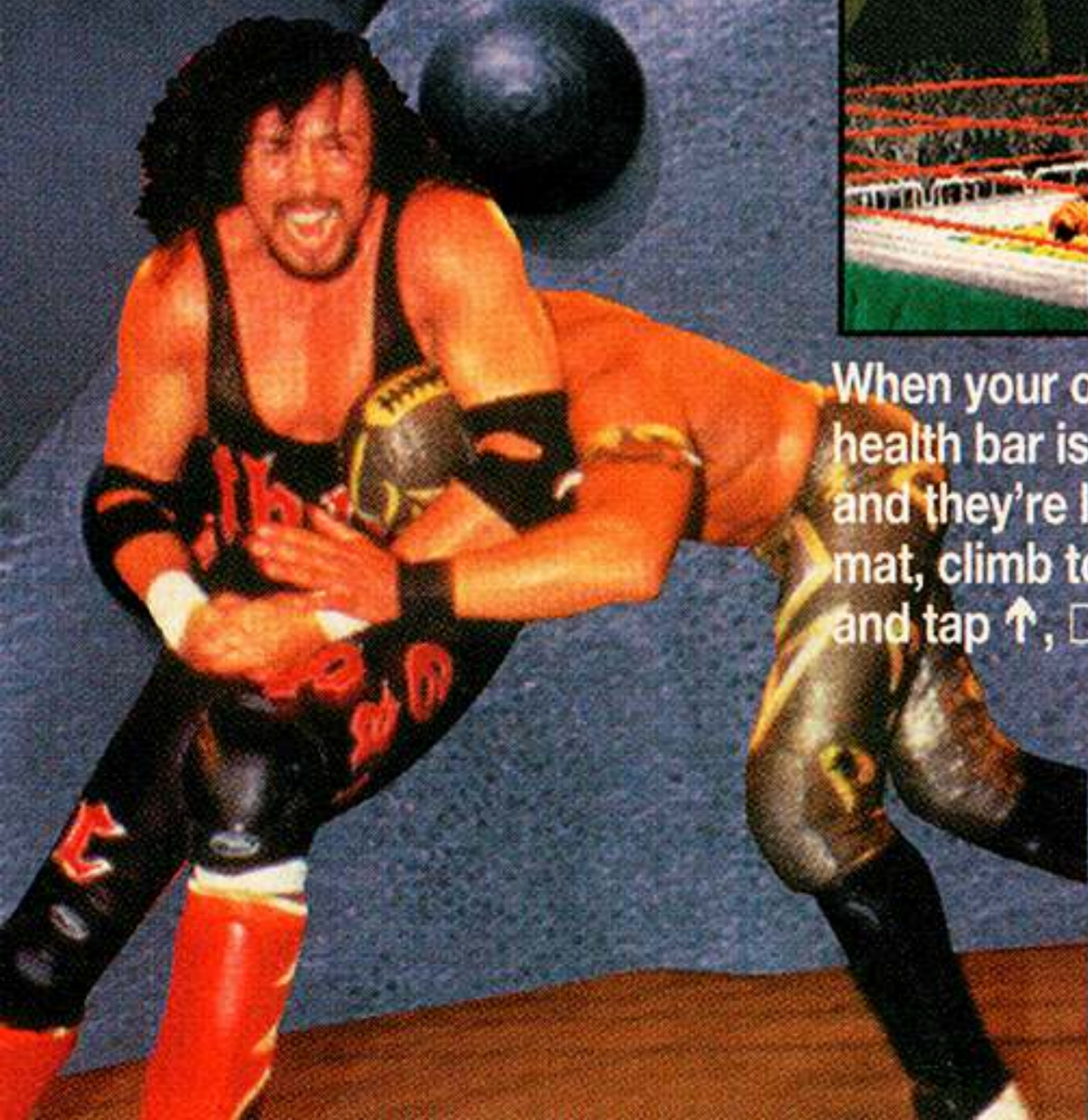


When standing next to your opponent, tap △, □, △

Flying Headbutt



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, □, △, △



THE FIGHTER'S EDGE



Miss Elizabeth

Atomic Drop



When standing next to your opponent, tap X, X, O

Snap Suplex

When standing next to your opponent, tap X, X, □

Flying Elbow Drop

When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, O, △

Bones

Side Headbutt



When standing next to your opponent, tap X, □, □

Spinning Back Splash



When standing next to your opponent, tap △, O, O

Outsider's Edge

When your opponent's health bar is flashing red, stand next to them and tap ↑, X, O, X

Annie May

German Suplex



When standing next to your opponent, tap □, △, □

Spinning-Head Scissors



When standing next to your opponent, tap △, □, △

Frog Splash



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, O, O

Dweebie

Cheap Shot



When standing next to your opponent, tap □, X, □

Power Slam



When standing next to your opponent, tap X, O, X

Flying Headbutt



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, □, △, △

Super Fan

Torso Flip



When standing next to your opponent, tap ←, X, □

Stinger Splash



After whipping your opponent into the turnbuckle, back into the opposite corner and tap X, O, X

Frog Splash



When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, O, O

Virtual Andy

Back Pancake



When standing next to your opponent, tap ↓, △, O

Power Slam

When standing next to your opponent, tap X, O, X

Torture Rack

When your opponent's health bar is flashing red, stand next to them and tap ↑, △, □, △

John

Reverse DDT



When standing next to your opponent, tap △, △, O

Harlem Flip

When standing next to your opponent, tap △, O, △

Buzz Killer

When your opponent's health bar is flashing red, stand next to them and tap ←, △, △, □

Cobra

Atomic Drop

When standing next to your opponent, tap X, X, O

Stinger Splash



After whipping your opponent into the turnbuckle, back into the opposite corner and tap X, O, X

Texas Cloverleaf

When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ←, △, □, □

Re-Animator

Scissors Kick

When standing next to your opponent, tap ↑, △, □

Spinning Back Splash



When standing next to your opponent, tap △, O, O

Outsider's Edge

When your opponent's health bar is flashing red, stand next to them and tap ↑, X, O, X



THE FIGHTER'S EDGE

Jaumbo

Back Suplex



When standing next to your opponent, tap ↑, ×, □

Snap Suplex

When standing next to your opponent, tap ×, ×, □

Scorpion Death Lock

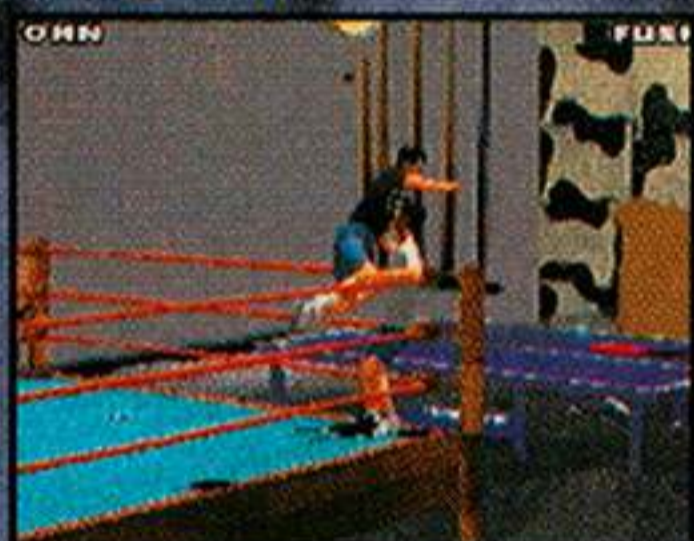
When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ↓, □, ×, □

Fush

Torso Flip

When standing next to your opponent, tap ←, ×, □

Stinger Splash



After whipping your opponent into the turnbuckle, back into the opposite corner and tap ×, ○, ×

Flying Headbutt

When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, □, △, △

Flyboy

Atomic Drop



When standing next to your opponent, tap ×, ×, ○

Snap Suplex

When standing next to your opponent, tap ×, ×, □

Buzz Killer

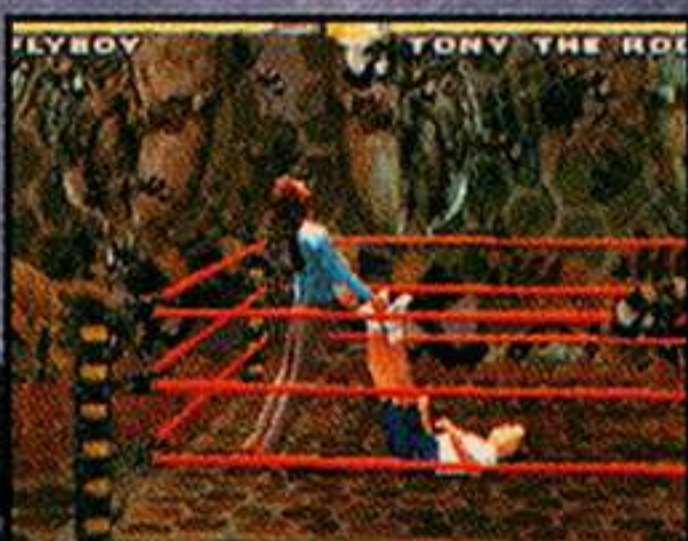
When your opponent's health bar is flashing red, stand next to them and tap ←, △, △, □

Tony the Rod

Reverse DDT

When standing next to your opponent, tap △, △, ○

Atomic Headbutt



When your opponent is on the ground, tap △, □, □

Frog Splash

When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, ○, ○

Eddie the Wire

Side Headbutt



When standing next to your opponent, tap ×, □, □

Spinning Back Splash

When standing next to your opponent, tap △, ○, ○

Diamond Cutter



When your opponent's health bar is flashing red, stand next to them and tap ↑, ×, ×, ○

Donn

Back Pancake

When standing next to your opponent, tap ↓, △, ○

Harlem Flip

When standing next to your opponent, tap △, ○, △

Figure-Four Leg-Lock



When your opponent's health bar is flashing red and they're lying on the ground, stand by their feet and tap ↓, □, △, □

Uncle Monkey

Reverse Side Suplex



When standing next to your opponent, tap □, □, ×

Snap Ab Suplex

When standing next to your opponent, tap ←, △, ○

Outsider's Edge

When your opponent's health bar is flashing red, stand next to them and tap ↑, ×, ○, ×

Dudeman

Face Smash



When standing next to your opponent, tap □, ×, ×

Spinning-Head Scissors

When standing next to your opponent, tap △, □, △

Scorpion Death Lock

When your opponent's health bar is flashing red and they're lying on the mat, stand by their feet and tap ↓, □, ×, □

Steve

Back Suplex

When standing next to your opponent, tap ↑, ×, □

Harlem Flip



When standing next to your opponent, tap △, ○, △

Flying Headbutt

When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, □, △, △

Brian

Torso Flip



When standing next to your opponent, tap ←, ×, □

Harlem Flip

When standing next to your opponent, tap △, ○, △

Flying Elbow Drop

When your opponent's health bar is flashing red and they're lying on the mat, climb to the top rope and tap ↑, △, ○, △

Mike Cihak

Knee Bashes



When standing next to your opponent, tap ×, ○, ○

Spinning Back Splash

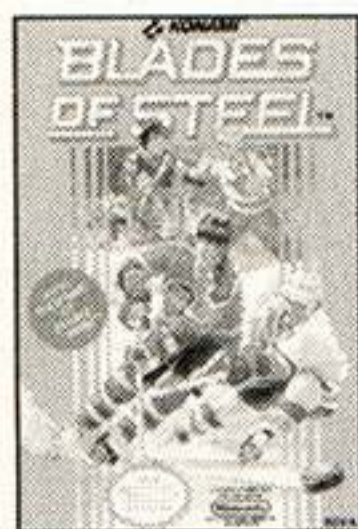


When standing next to your opponent, tap △, ○, ○

Outsider's Edge

When your opponent's health bar is flashing red, stand next to them and tap ↑, ×, ○, ×

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Nintendo64



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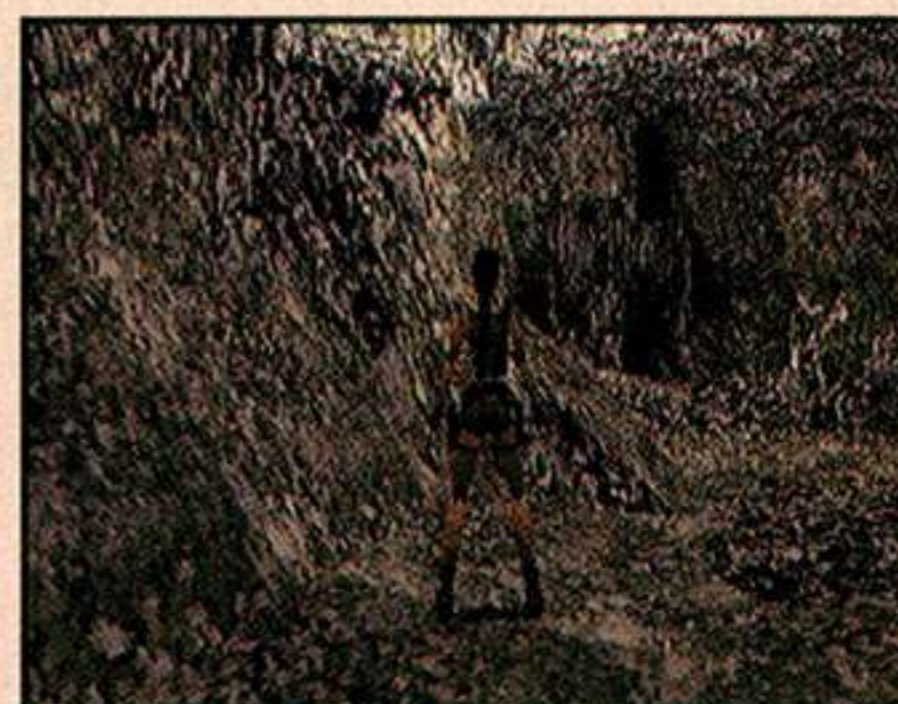
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PlayStation

Tomb Raider II

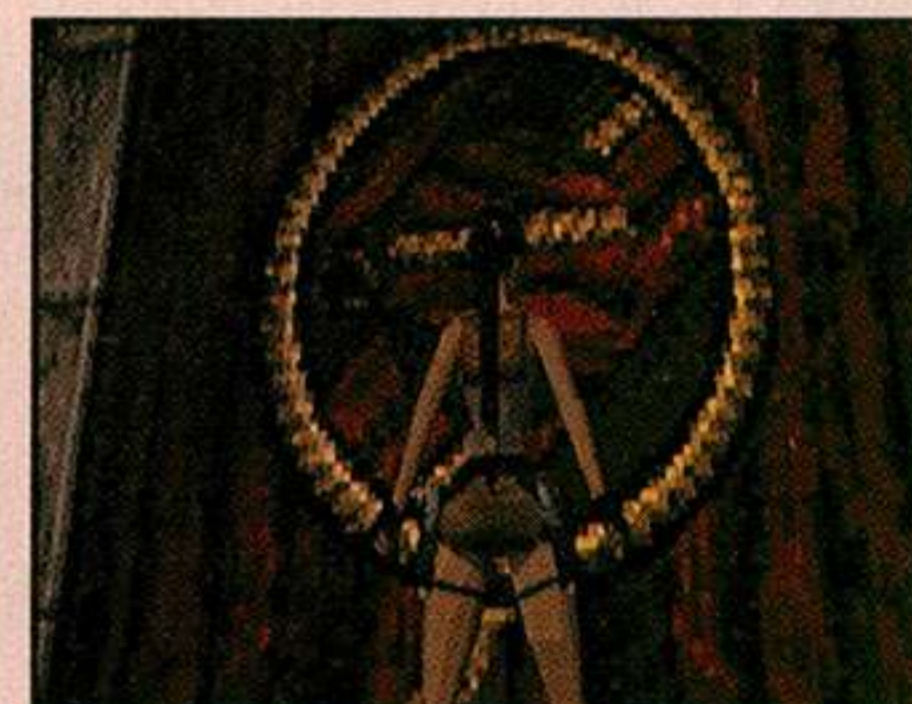
All Weapons, Exploding Lara, Level Skip, and More



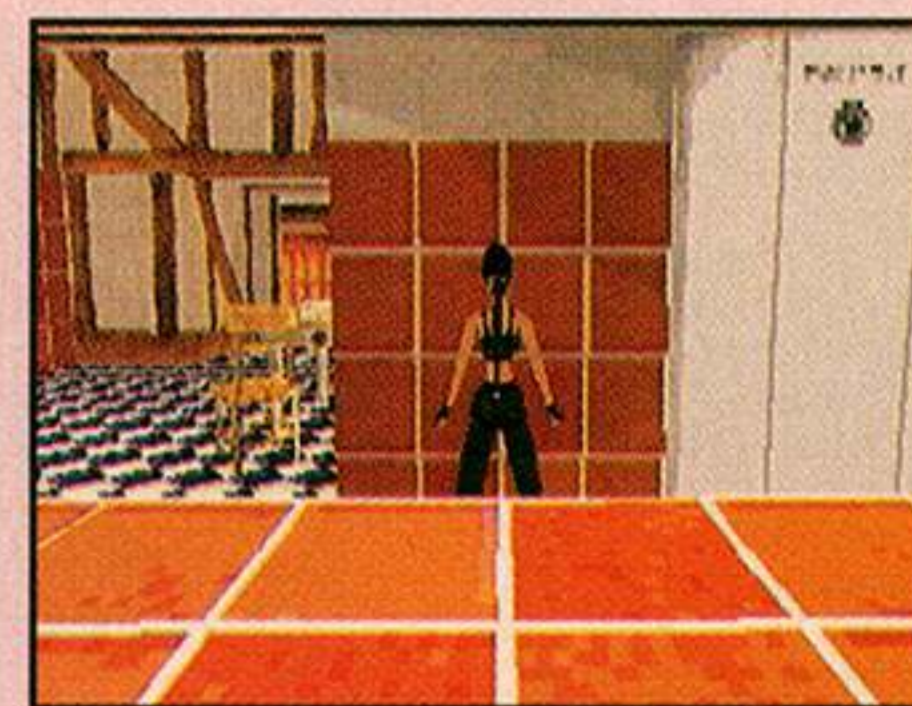
All Weapons: During gameplay, sidestep left, sidestep right, sidestep left, take one step backward, and take one step forward. Turn Lara completely around three times in any direction, **press Jump**, and while in the air, **press Roll**. If you did the trick correctly, you'll have all of Lara's weapons.



Exploding Lara: During gameplay, light a flare and **press and hold Walk**. Take one step forward, one step backward, and spin around three times in any direction. After the three spins, **press Jump**, and while Lara's in the air, **press Jump again**. If you did the trick correctly, Lara Croft will explode.



Level Skip: During gameplay, sidestep left, sidestep right, sidestep left, step backward, and step forward. Turn around three times in any direction, jump forward, and **immediately press Roll** after the jump. If you did the trick correctly, you'll skip to the next level.



No Butler in Training Mode: Enter Lara's house and go into the freezer in the kitchen. Wait for the butler to enter the freezer. When he does, jump over him, leave the freezer, and press the button next to the freezer door to lock him inside.

Jerome Galang
Chicago, IL

PlayStation

One

Password Cheats



Enter the following passwords for these cheats:

All Weapons: **MAXPOWER**

Level Select: **HEVYFEET**

Nintendo 64

Diddy Kong Racing

Magic Codes

Enter the codes at the Magic Codes option:

All Balloons Are Blue: **ROCKETFUEL**

Bananas Reduce Speed: **BOGUSBANANAS**

Disable Bananas: **NOYELLOWSTUFF**

Disable Weapons: **BYEBYEBALLOONS**

Display the Game Credits: **WHODIDTHIS**

Turn Off Zippers: **ZAPTHEZIPPERS**

Nintendo 64

Mortal Kombat Mythologies: Sub-Zero

Passwords



Mission 2: **THWMSB**

Mission 3: **CNSZDG**

Mission 4: **ZVRKDM**

Mission 5: **JYPPHD**

Mission 6: **RGTKCS**

Mission 7: **QFTLWN**

Mission 8: **XJKNZT**

Infinite Lives: **GTTBHR**

Unlimited Urns: **NXCVSZ**

View Credits: **CRVDTS**

Saturn

Duke Nukem 3D

Turn On Input Info



At the title screen menu, **simultaneously press and hold X, Y, Z, L, and R** until the words "Input Info On" appear at the bottom of the screen. When you start a game, the programming coordinates will be displayed at the top of the screen.

PlayStation

Formula 1 Champion Edition

Password Cheats



Select the Edit Driver option and enter any of the following names for these cheats:

Cheat

Four Bonus Tracks:

Helicopter View:

New Sound Effects and Music:

Babbling Sportscasters:

Big Tires:

Wipeout 2097 Mode:

Virtual Graphics:

Raining Frogs:

(Note: The Weather option must be on for the Raining Frogs cheat to work.)

Password

BILLY BONUS

ZOOM LENSE

SWAP SHOP

BOX CHATTER

LITTLE WEELZ

PI MAN

VIRTUALLY VIRTUAL

CATS DOGS

PlayStation

Star Wars: Masters of Teräs Käsi

Big-Head Mode and Play as Mara Jade



Big-Head Mode: In Arcade, VS., Survival, Team, and Practice modes, select your fighter, then **press and hold Select** until the fight begins. When the fight starts, your character will have a giant head.

Tyler Duvall
Granada, CO



Play as Mara Jade: Set the difficulty on Jedi, and at the main menu, put the cursor over Team Mode and **simultaneously press and hold L1, L2, and R1**. While holding these buttons, **press X**. If you did the trick correctly, the computer will auto-select your team (Leia, Luke, Chewbacca, and Han) and the words "Battle for Mara Jade" will appear onscreen. If you beat the computer team, a hidden character, Mara Jade, will now be selectable at the fighter-select screen.

Nick Storer
via Internet



Nintendo 64

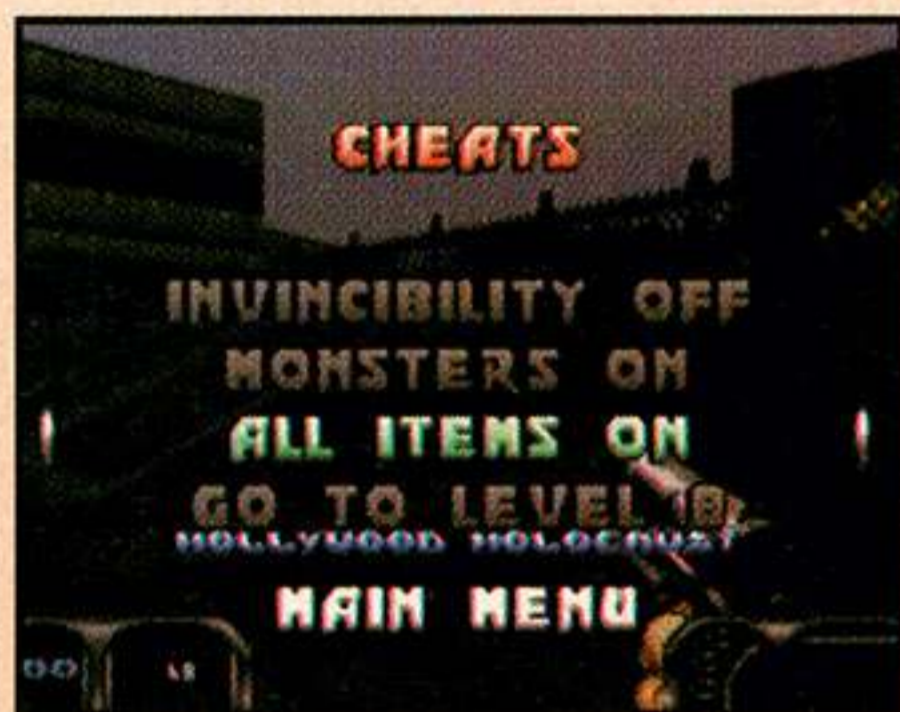
Duke Nukem 64

Cheats Menu, All Weapons and Items, Invincibility, and No Monsters



Cheats Menu: At the title screen, press **Left, Left, L, L, Right, Right, Left, Left**. A new option, Cheats, will appear at the bottom of the screen.

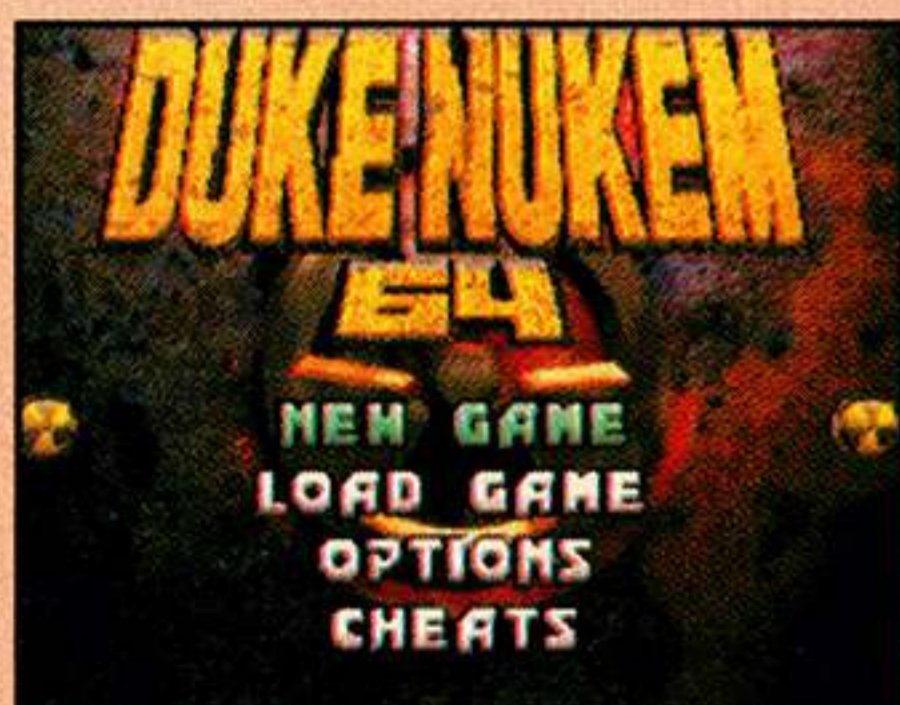
Note: The Cheats Menu trick must be entered for the following codes to work:



All Weapons and Items: At the title screen, press **R, right C, Right, L, left C, Left, right C, Right**. Enter the Cheats menu and you can now turn off and on the weapons and items.



Invincibility: At the title screen, press **R, R, R, R, R, R, R, Left**. Enter the Cheats menu. You can now turn off or on invincibility.



No Monsters: At the title screen, press **L, left C, Left, R, right C, Right, Left, Left**.

Jeremie K. Lauigne
Lake Charles, LA

** Note: These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.*

PlayStation

Pandemonium! 2

Open All Levels, Full Health, and More



Enter the following passwords for these cheats:

Open All Levels: **GETACCES**

Full Health: **HORMONES**

Unlimited Lives: **IMMORTAL**

Weapon Is Permanently in Inventory: **MAKMYDAY**

Invincibility: **NEVERDIE**

Mutant Mode Is Activated: **GENETICS**

Camera Roll Is Accessed: **GONAHURL**

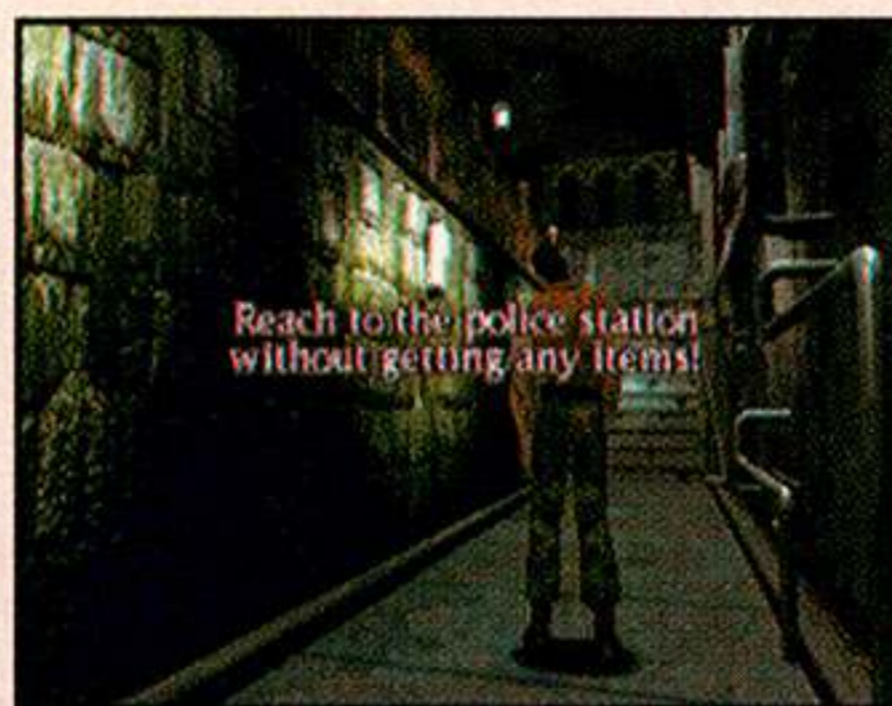
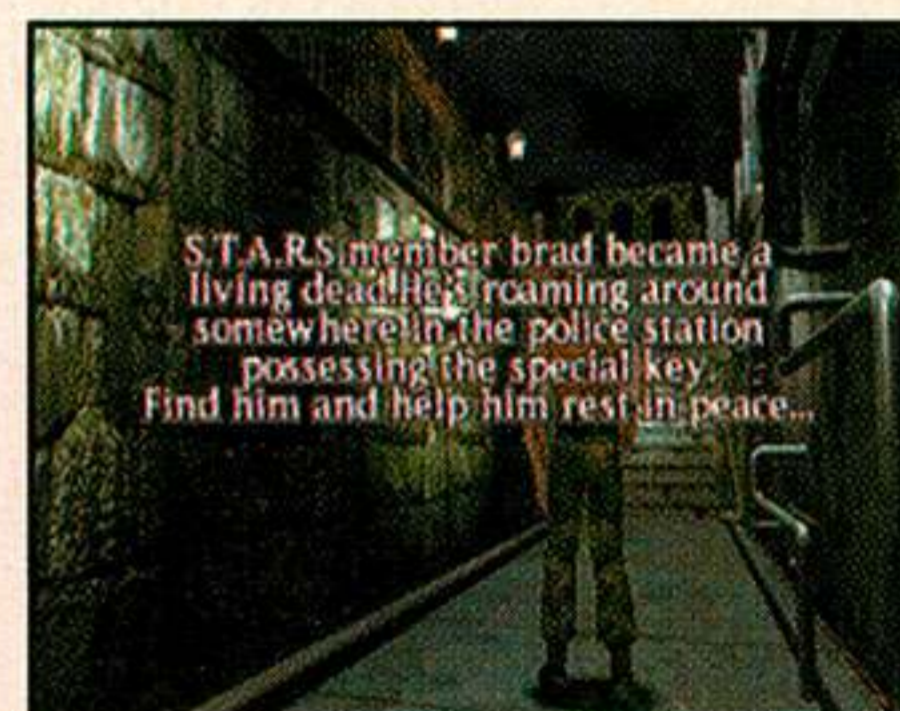
Monsters Come Back to Life: **JUSTKIDN**

Wacky Textures in the Levels: **ACIDDUDE**

PlayStation

Resident Evil 2*

Claire's Alternate Outfit and Secret Gun



Finish the game as Leon and save the data. Start a new game as Claire with the saved data and make it to the police precinct without picking up any items. At the precinct, load up on ammo and head outside. Go downstairs and shoot the zombie Brad—he's tough, so it takes about 20 shots to destroy him. After he's down, search his corpse and find the special key. It opens one of the darkroom lockers, which has different clothes for Claire and a new pistol.

Nintendo 64

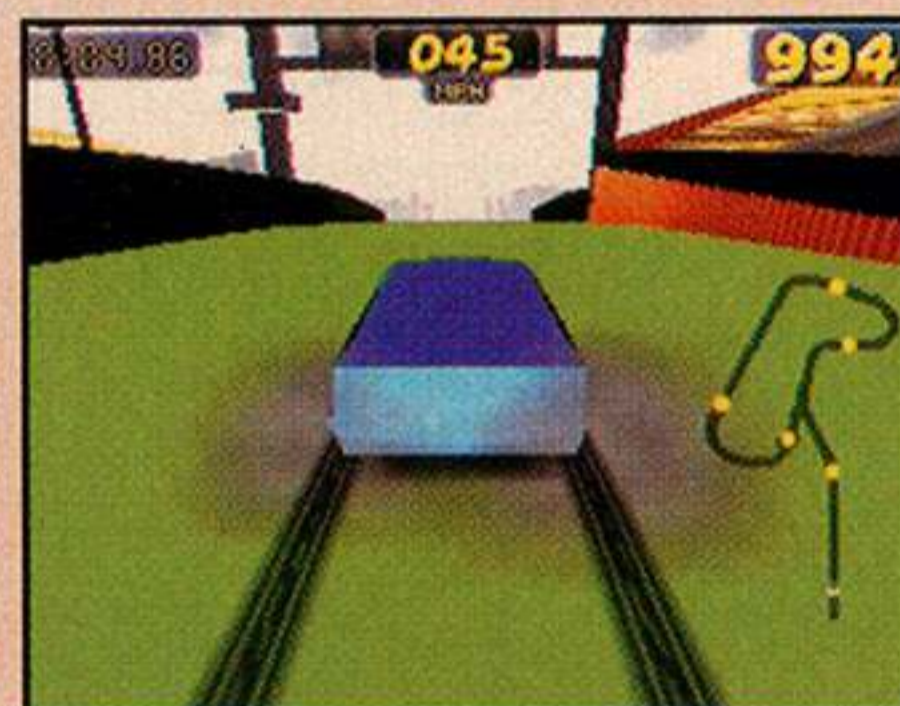
San Francisco Rush

Change Gravity, Change Track Textures, Auto-Abort Disable, Infinite Time, and More

Enter all the following codes at the Setup screen:



Change Gravity: Press and hold Z, then press Up, Down. Release Z and press Up, Down, Up, Down. A weight icon will appear. Repeat the code to switch among four gravity choices.



Change Track Textures: Press and hold right C, then hold L. Release both buttons, then press Z. Press and hold right C, then press L. Release both buttons, then press Z. A small palette pattern will appear underneath the menu. Repeat the code to switch among normal, psychedelic, or no textures.



Auto-Abort Disable: Press top C, top C, top C, top C. A small icon with "00.06" will appear along the bottom of the screen if the code is entered correctly. Repeat the code to turn off this option.



Infinite Time: Press and hold Z, press and hold bottom C, then press and hold top C. Release the C buttons, but continue holding Z. Press and hold top C, then press and hold bottom C. A small clock which gives you infinite time will appear. Repeat the code to disable it.



Upside-Down Tracks: Press Up, Right, Down, Left, Down, Right, Up, Left. The blueprints will invert, and the race and replays will be upside-down. Repeat the code to return to normal.



Respawn in Place: Press and hold Z, then press and hold left C, then right C. Release the C buttons, but continue holding Z. Press and hold right C, then left C. A small "R" with a line through it will appear. When you crash in a race, you respawn in roughly the same spot you wrecked. Repeat the code to deactivate this option.



Turn Cones into Mines: Quickly press L, R, L, R, L, R. A cone will appear at the bottom of the screen. Traffic cones will now be replaced with bright orange explosive mines. Repeat the code to deactivate this option.

Enter the code below at the Select Car screen:



Change Car Size: Press and hold bottom C, then press and hold top C. Release both buttons. Press and hold top C, then bottom C. Release both buttons and your car will change size. Repeat the code to see all the sizes.

Nintendo 64

San Francisco Rush

Change Fog Color, Resize Tires, and Drive a Flaming Wreck

Enter the following codes at the Select Car screen:



Change Fog Color: **Press and hold Z, then press bottom C, bottom C, bottom C.** If you did the trick correctly, a trumpet will blare and the color of the fog in the viewing window will change. Repeat the code to see all the colors.



Resize Front Tires: **Press and hold left C, then right C. Release both buttons. Press and hold right C, then left C.** When you release both buttons, your car's front tires will change size. Repeat the code to see the different tire sizes.



Resize Rear Tires: **Press and hold right C, then left C. Release both buttons. Press and hold left C, then right C.** When you release the buttons, your car's rear tires will change size. Repeat the code to see the different tire sizes.



Drive a Flaming Wreck: **Press and hold top C, then press Z, Z, Z, Z.** The car in the window will appear as a wreck. Repeat the code to switch between a flaming wreck, a burnt-out wreck, and a normal car.

PlayStation

Street Fighter Alpha 2 Gold

Play as Cammy in Street Fighter Alpha 2 Gold and Play as Akuma in Super Street Fighter II Turbo



Play as Cammy in Street Fighter Alpha 2 Gold: Finish the game in Arcade mode as M. Bison and get the highest score. Enter the initials **CAM** at the high-score screen and save the data. Load the saved data, then at the fighter-select screen, put the cursor over M. Bison and **press Start twice.** Now in Versus mode, you can play as Cammy from X-Men vs. Street Fighter.

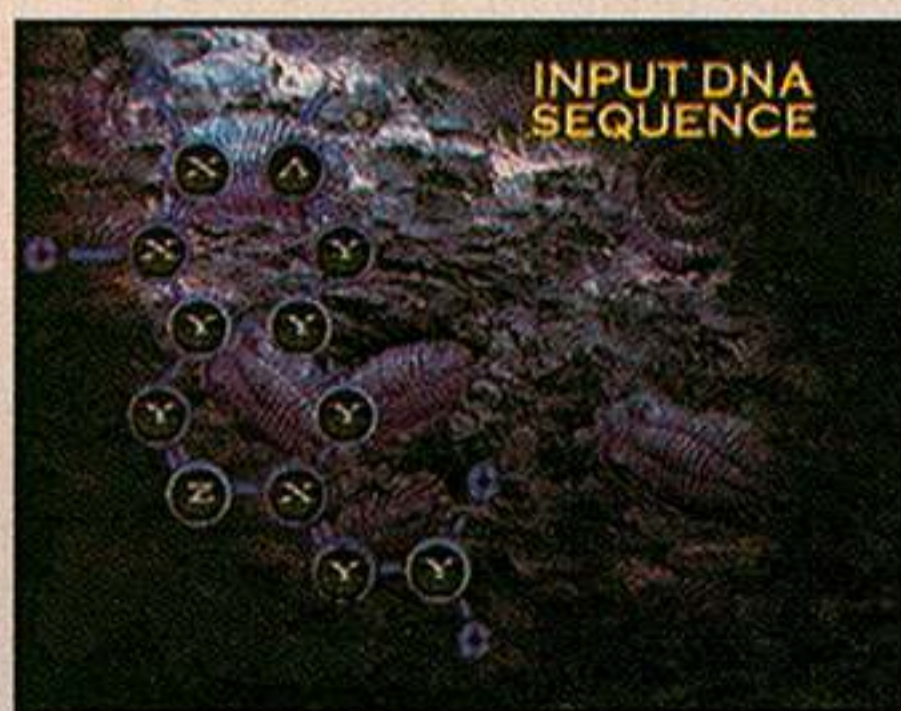


Play as Akuma in Super Street Fighter II Turbo: At the fighter-select screen, put the cursor over Ryu, then **simultaneously press L1 and R1** to make Akuma appear.

Saturn

The Lost World: Jurassic Park


Stage Select and Raptor and Compy Galleries



Stage Select: Enter the password **XAXYYYYYZXY**, then select the Options menu. Highlight Stage Select and **press Left or Right** to select any stage in the game.

Raptor Gallery: Enter the password **XZXYXYZZXY** to view conceptual and rendered Raptor artwork.

Compy Gallery: Enter the password **AYXYXXZZZY** to view conceptual and rendered Compy artwork.



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