

CRASH

Bandicoot: Warped

A Look At The Dog Behind The Rat

Pg. 18

# Game Informer

MAGAZINE



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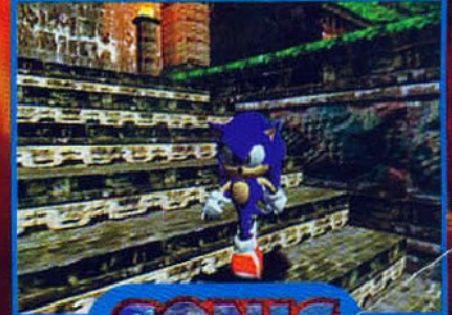
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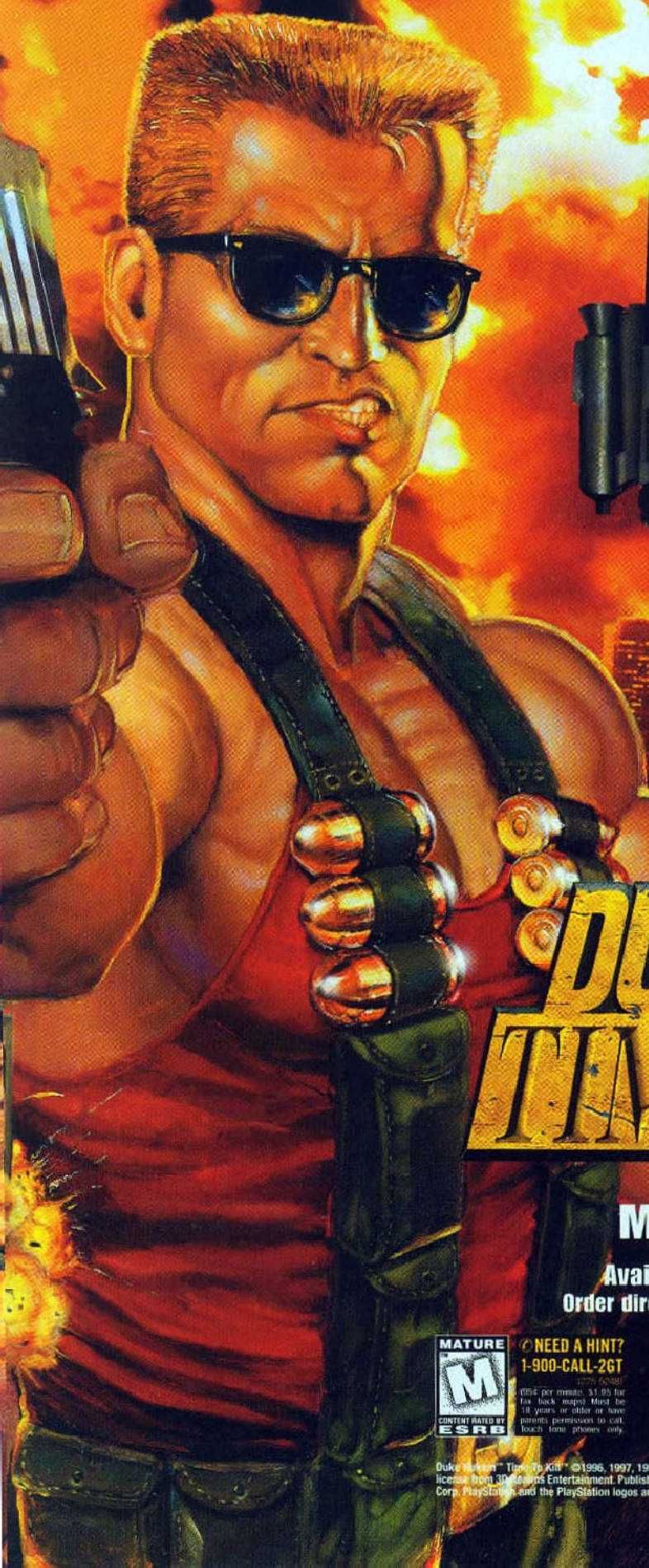
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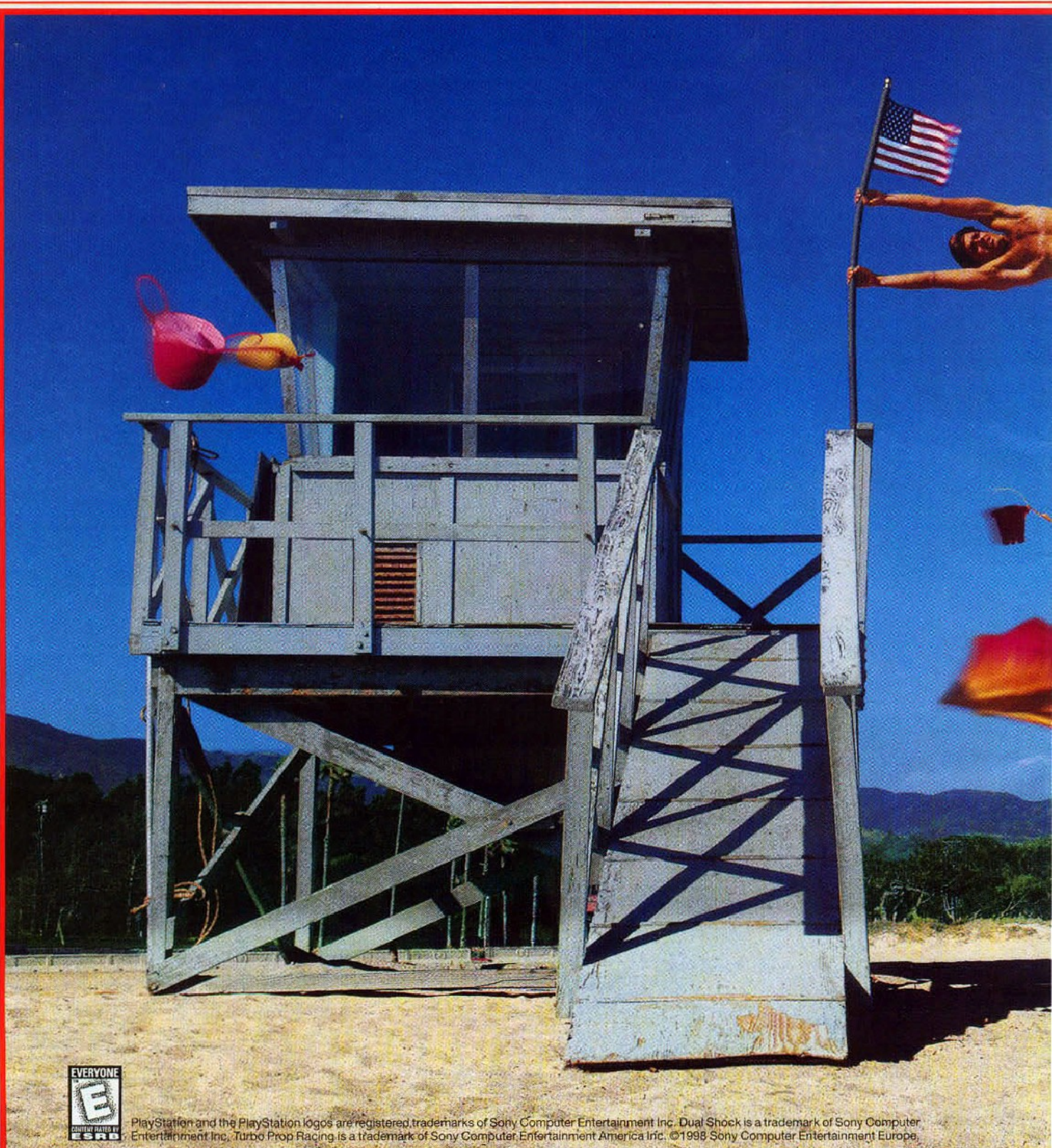
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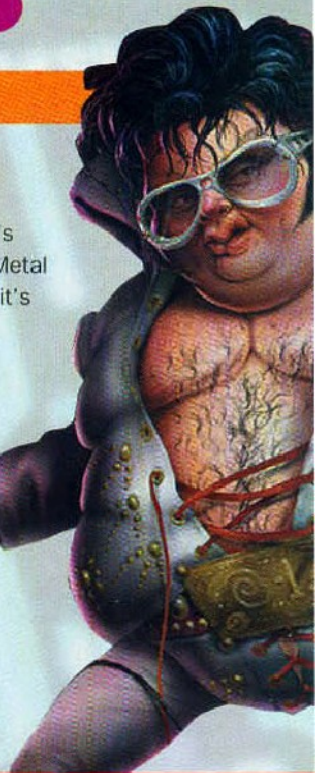
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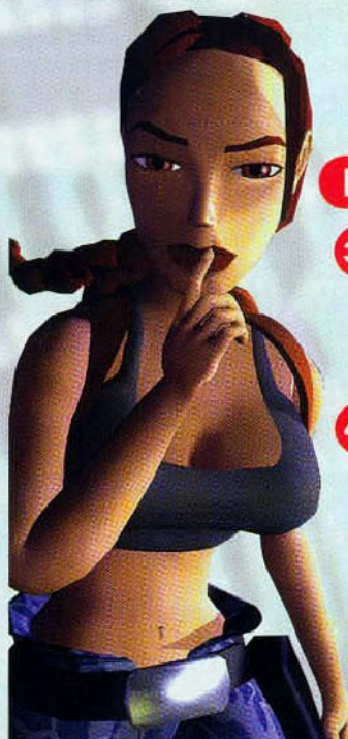
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Andrew McNamara  
Editor

Paul Anderson  
Andrew Reiner  
Senior Associate Editors

Jon Storm  
Paul Bergren  
Robert Stoutte  
Associate Editors

Thomas Blustin  
Art Director

Curtis Fung  
Production Director  
Web Graphic Design

Ryan MacDonald  
West Coast Correspondent

Chet Barber  
Intern

**Advertising Sales**

Kimberley Thompson-Benike  
National Advertising Sales Director  
10120 W. 76th Street  
Eden Prairie, MN 55344-3728  
(612) 946-8159  
Fax (612) 946-8155

**Vicki Valley**

Circulation / Marketing Manager  
(612) 946-7274  
Customer Service Manager  
(612) 946-7266

**Customer Service Department**

For change of address  
or subscription inquiry only:  
(612) 946-7266 Fax (612) 946-8155  
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10120 W. 76th Street  
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## LETTER FROM THE EDITOR

## The Big Question

BY ANDREW McNAMARA

In all my time at Game Informer I have never had a more difficult time choosing a game for the cover of the magazine than I did this month. On one hand, this brought me numerous headaches, but on the other hand, it made the gamer side of me very happy.

We had narrowed the list down to WCW/NWO Revenge for N64, Rogue Trip for PlayStation, Blitz for N64, and Tenchu for PlayStation. Now for those of you who aren't loyal followers of GI, we have for many years followed the rule (with a few unavoidable exceptions) that no game goes on the cover that isn't reviewable. We have always felt putting a game on the cover with a less-than-informative article is both sick and wrong. So when the companies involved told us that getting reviewable copies of their games would be easy, it all came down to a judgment call for us.

Now making this kind of decision isn't easy. A lot of different factors come into play (our own secret recipe), so that we can deliver the best possible cover to YOU, the Game Informer reader (I love saying that). As you may have already noticed, Rogue Trip won this round, but don't let that fool you into thinking the other

games aren't any good – they rock. However, having so many reviewable games to choose from for the cover is a rare occurrence in the video game world, and leaves us to pick the best game we can (which isn't bad most of the time, but sometimes we do pick a real stinker).

But all this talk brings me to the most important point of this whole article. In December, Game Informer is going to start a massive push to put our magazine on every newsstand from New York to Los Angeles. While we won't be everywhere in the beginning, we should be a lot more accessible to YOU, the Game Informer reader (sorry, I just had to do it again). Now here's the question of the hour: Should Game Informer continue to put only reviewable games on our cover, or should we start doing massive previews for our cover stories? Now this is a big step for Game Informer and I didn't want to make any decisions without hearing from YOU, the um...sorry, you get the point. So please drop me an email at [andy@gameinformer.com](mailto:andy@gameinformer.com), or send it standard mail to: Cover Controversy, 10120 W. 76th Street, Eden Prairie, MN, 55344.

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Vacationers (from left): Bergren, Reiner, Andy, Robert, Paul, Jon

**Andy, The Game Hombre**  
[andy@gameinformer.com](mailto:andy@gameinformer.com)

"Since this is the big football issue for GI, I figured I better say something about my team – the Vikings – because this year we are going to leave bootmarks on everyone's behind. Now the only problem that I'm going to have this fall is figuring out how I'm going to watch football and NASCAR on Sunday. NASCAR you ask? I wish I knew. Somehow or another I got addicted to the art of going fast and turning left. It's a shame EA's game doesn't capture the sport the way it should."

**Robert, The Game Casanova**  
[robert@gameinformer.com](mailto:robert@gameinformer.com)

"Oh, which one to play today: Azure Dreams, or Shining Force III? I really want to find out what's on the 15th level of the tower, not to mention which of the girls, Sell or Cheryl, is sweet on me. But, I have to get back to Shining Force III and see what happens to the Bulzome Sect and what they have to do with the Vandals! Not to mention why the Republican king is being framed! Oh, the ordeals of a gamer, destined to finish every RPG in existence. Xenogears is not too far away! What am I to do?"

**Jon, The Greedy Gamer**  
[jon@gameinformer.com](mailto:jon@gameinformer.com)

"Fall has rolled around again, and as we breathe that sweet northern air and observe the colorful canvas of the world, there's another canvas that shall be bathed in blood – the venomous venue known as Rich Stadium! I'm predicting 10-6 for the beloved Bills. I've also joined a campaign to make the Chocobo the official state bird of Minnesota, and I'm currently breeding a classic muscle-Chocobo to cruise the strip in style. It's army green, stock, with hood stripes and a 4 on the floor."

**Paul, The Game Professor**  
[paul@gameinformer.com](mailto:paul@gameinformer.com)

"Now that we have a fridge in the office, I anticipate trouble if that nasty Dr. Pepper takes up too much space. Who knows what I'll do if the scourge of soda is occupying valuable space that I could use for my main staple of deviled ham. Other than our new appliance, we just had a new game vault built for all our gear. It's huge and it's actually like walking into a museum. It also doubles as a holding pen for those who abuse their refrigerator privileges. Anyone seen Andy?"

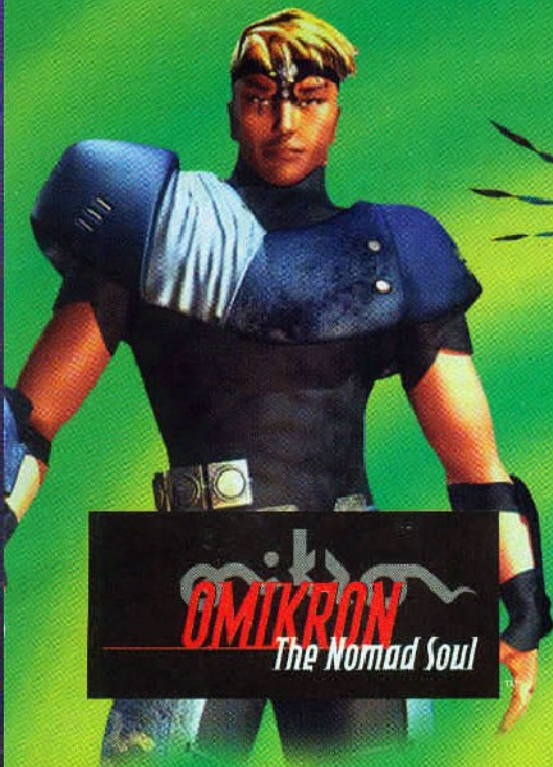
**Reiner, The Raging Gamer**  
[reiner@gameinformer.com](mailto:reiner@gameinformer.com)

"My creation is a success! Ha ha ha ha!! Ha! With this new Powered Armor Linen Symbiont (PALS) I will destroy my fellow workforce and gather a new team of gamers that will worship my every move. Ha ha ha ha!! But wait... What's this! The power is fluctuating. What!!! No!!! PALS is frightened by something. It can't be...It's the bald spot on Jon's head!!! PALS fears this shiny dome and is squeezing me in disgust!!! Aghh!!!! No!!!! I was so close to global domination!!! Aghhh...."

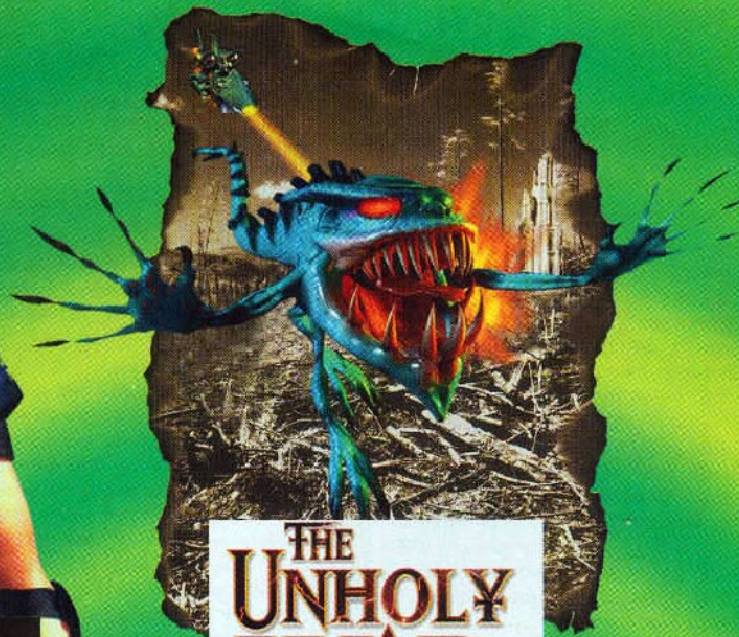
**Bergren, The Game Burrito**  
[bergren@gameinformer.com](mailto:bergren@gameinformer.com)

"While canoeing through the BWCA in Northern Minnesota, my friends and I happened upon another group paddling into the wilderness. I was about to give a polite wave when I noticed a geek in one of the canoes had a Green Bay Packer flag extended from his canoe, fluttering in the wind. Have Packer fans no shame? Have they no life? Disgusted by his display, we budgeoned the cheddar dork with our paddles and stole his flag to use as toilet paper. Justice served."

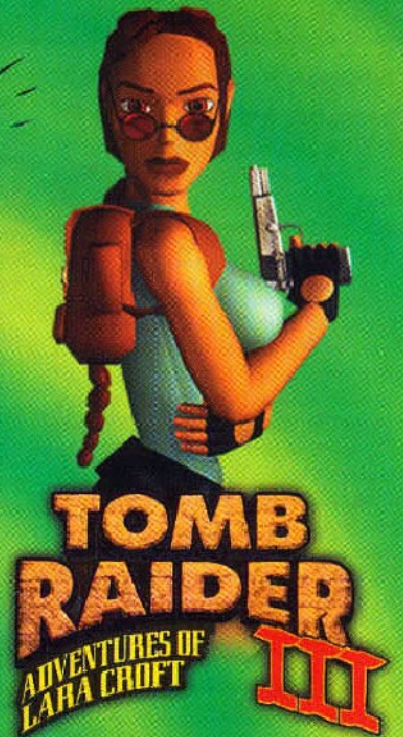




**OMIKRON**  
*The Nomad Soul*



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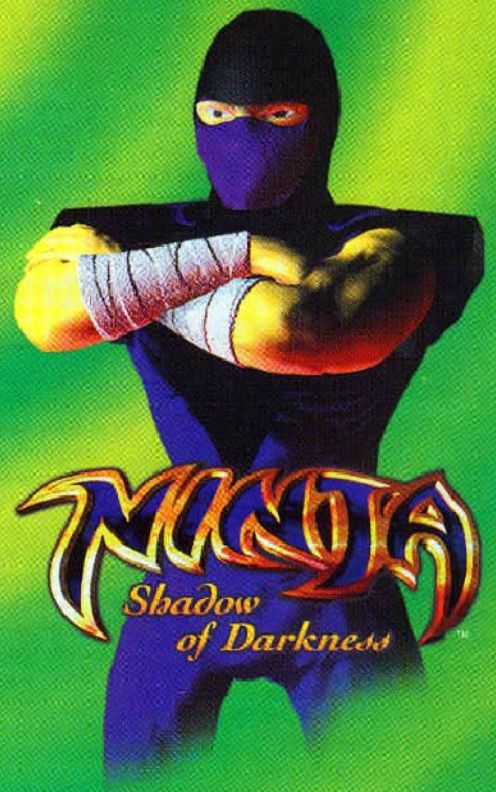


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### Bit by Bit, Dreamcast and Display

I have two questions. When does Sega's new system arrive? And don't you need a special screen to run 128 bits?

*Michael Chlipala  
Burnsville, MN*

The Dreamcast is due in Japan on November 20th. The U.S. version will arrive in Fall of '99. Remember, Game Informer strongly suggests waiting for the U.S. version to arrive, since there could be massive compatibility problems with the modems. To put it simply, the Japanese modem probably won't work in the U.S. As to your second question, the processor, which you describe, doesn't necessarily determine display. While the Dreamcast can be described as a 128-bit system in terms of

processing power, the display resolution determines how the game actually appears, and what device it can be played on. Currently, most TVs show up to 800 lines of resolution, so previous consoles didn't need to include the capability to pump a higher resolution. When HDTV is established, these new televisions will display 1920 x 1080 lines of resolution. Fortunately, Sega's Dreamcast will boast the ability to display up to 1024 lines of resolution, capitalizing on the strengths of HDTV. Let's just hope the video cable doesn't cost a fortune, because cables also determine the display options. We hate getting jacked by "hidden costs" on new consoles.

### Let's Get Ready To Rumble

I am a reader of yours for three years now, and I have something that I want to say to you and questions I want to ask. First, I first want to tell you that you've been doing great for the past three years, and you just keep on getting better. Keep up the great work. Second, here is a hard question. Can you list all the games from the year 1996 to now that have sold over a million units? Also, here is a very very (a hundred times harder) hard question. If all you people fight, who will win? That question has been in my head for a long time now. Fight it out guys! And may the best man win! Ha! Ha! Ha! Ha!

*Jim Lee  
Woodbury, MN*

Your first one's a stumper, and we wouldn't feel confident calling any list

"accurate." Companies often brag of "1 million units shipped," but that means what it says - 1 million shipped, not sold. TRST data tracks these numbers, but it doesn't count every retailer, so it's an inaccurate sample. If you ask a company directly, the person on the phone would lie - "Sure, we sold, like, 2 million Floating Runners dude." So, we just don't know. Then, you're asking about GI tough guy status? It's a constant battle, a climb, an ascendance. Currently, Jon is the strongest bald guy in the office, due to his recent body sculpting program. Andy's the quickest, and most likely to fly off the handle. Bergren was a swimmer in college, so obviously, he's never thrown a punch. Robert's a lover, not a fighter. Paul's tall, with a long reach and a quick jab, but he's short-winded, and can't anticipate a counter. Reiner is the unknown quantity.

We couldn't get him to fight. We tried for days. Finally, we started chucking his Star Wars figures around. All he said was "Stop." But when Andy said "Princess Leia wasn't a virgin when she met Han," Reiner flew out of his chair and bull rushed Andy. After a tussle, Andy admitted his mistake (or "lie" as Reiner called it). It's now down to just Reiner and Jon...stay tuned!

### Bring Back Classic MK Characters

Hi, my name is Chris Fox and I have some things to say about Mortal Kombat 4. I've been playing MK games since the first came out so there are some people I like in the game. I had never played MK4 before it came out on the PlayStation but when I played it I was really mad to say the least. Some of my fave people were not there like Sindel, Cyrax, Sheva, and Nightwolf, just to name a few. Why were all the good people gone? See, in MK4, there are only two people I like and have liked since the first and they are Sub-Zero and Sonya. Now don't get me wrong, MK4 is a good game but not the best. The best to me was MK2. I hope in MK5, if there will be one, they add these people in or I'm never playing Mortal Kombat again.

*Chris Fox*

Pretty harsh words for an MK fan. Would a true MK fan say this? That he or she would never play MK again, just because some characters are left out of a sequel? But then again, you never

played MK4 in the arcade, so you're probably not a "true fan" (unless you live in a rainforest with no arcades). All the characters were in MK Trilogy. Why do it again? In the evolution of "non Capcom" fighting games, new characters come in and old characters get axed. It's the way of gaming, and if MK4 had come out with only one new character, we would have been flooded by mail bashing MK4 for doing nothing to improve. Anyway, you can bet MK5 has been in the works for quite some time now. No details are known, but apparently, after talking to Game Informer, the MK team was so inspired by our respect for Way of the Warrior, that MK5 could possibly borrow a few characters from the game, using GI staff members for the motion capture. Andy, The Game Hombre does a mean "Teleport" to escape long work days, and Bergren, The Game Burrito's "Soft Taco Smash" is pretty much unbeatable, especially when it comes extra spicy.



### The Dawn of Civilization and GI Issue #1

I was reading some old issues of GI when I saw the following: Sega Master System, Sega's Virtual Reality Helmet, Sega Channel, and the video jukebox. What are they, and if possible, where can I get them? Also, what does your first issue look like, what kind of games were inside?

*James "The Master's Helper" Denner  
Irvington, NJ*

The Sega Master System might be found at select garage sales or from collectors. It was Sega's competition against Nintendo's 8-bit NES. The Virtual Reality Helmet never came out. It was displayed, but it pretty much sucked, so it was canned. The Sega Channel was a cable channel that allowed you to play Genesis games right on your TV for a monthly fee. It's no longer available. The Video Jukebox was an idea dating all the way back to Atari's 2600. The Video Jukebox allowed players to put about a dozen cartridges into an active cabinet, then select a game to play by hitting a button. Basically, it failed because nobody wanted to pay \$60 to avoid changing their own cartridges. Finally, do you really want to know about GI issue #1? It debuted around the time western civilization first took root - in the fall of 1991. It was 16 pages, and Sonic graced

the cover. Only two reviewers appeared in issue #1: Rick, The Video Ranger and Andy, The Game Dandy (now known as the Game Hombre). Games reviewed include De-Cap-Attack (Rick gave it a 7.5, Andy gave it an 8.5), Micro Machines (Rick 7, Andy 8), and NHL Hockey (Rick 9, Andy 9), plus there's a news article covering Galoob's legal trouble and battle with Nintendo over Game Genie. It's a rare issue. Can you find it? or more importantly, would you want to????

### Dual Shock Shocker

I just recently became a subscriber to your magazine and I would like to congratulate you on a good magazine well done. I have had a Sony PlayStation since January. In your August issue you had in your E3 section a paragraph about Sony and the PlayStation. Anyway, I would appreciate it if you could answer a few questions. Is the new Dual Shock PlayStation better than the regular PlayStation? Also, I've heard of a new "Godzilla" for PlayStation coming out from Electronic Arts. Is that true? Thanks for at least trying to answer my questions in your time.

*Devin Muraski  
St. Louis, MO*

Hey Devin, maybe you're a little mixed up. The Dual Shock PlayStation you refer to is nothing more than the standard PlayStation with the Dual Shock controller packed in (in place of the standard controller). The controller is the only difference. And yes, Electronic Arts has purchased U.S. rights to a Godzilla game. In Japan, Toho controls the Godzilla license, which it has licensed to Sega for the Dreamcast Godzilla game. Electronic Arts did confirm acquisition of the Godzilla license for a U.S. game, but wouldn't comment on the game's development status.



# Envelope Art

# October Winner

James Lebick Chicago, IL

## M.C. Dan Day

game informer's got the stuff / the readers just can't get enough, of what gi just hasta say / we all know gi's gonna stay / previews reviews tips and more, arcade pc classics galore / secret codes it ain't gonna stop, makin it's way to the top / reiner is a weirdo geek, some even say he's a freak / some say that he's really cool, not so cool to make em' drool / but my friend who acts real dandy, while sucking on a piece of candy, said his favorite was that andy / cant think of a word that goes with andy / dat game burrito's kina neat / dat bergren he got nasty feet / jus' kiddn' bergren / but dat' jon layin outsaad in da' lawn, layinn out der until dawn, aint workin, so soon he'll be gone / jus'

kiddn' jon, jus' kiddn yall! / you all rule, and so does paul! / no one's sittn on the lawn, an no one's got stinky feet, an no one is a weirdo geek... / you rule... / keep makin the best magazine in the world! / P.S. Reiner Rules! Dan Day

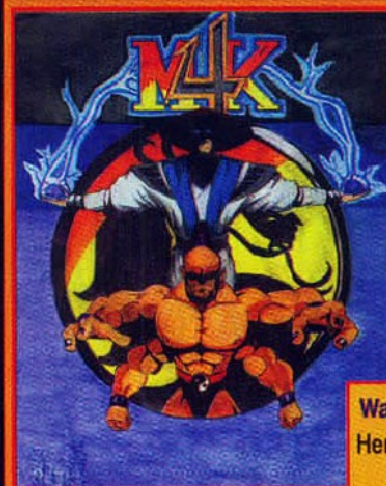
Yo yo our readers rule, cause at dope games they bust the tool / yeah they're ugly, their mommas are too, at least they can read an readin's cool / game hype dype they want the fax / GI rules, don't even ask / Reiner don't rule, we think he's a fool / our readers rule cause they're high-end cool / high-end cool, yeah the readers rule / they like Aeris, she dead she gone / can't bring her back, the grrrl done gone / grrrl readers now, they ain't wrong / keepin' us honest, true to the song / versin's right an GI's tight, it's got the goods, an it's come ta fight / fans dey say, you canna keep me away / keep on Dan Day, M.C. Dan Day

Note: LP version coming soon.



Whoa! Now this one took some serious time.

Chris Williams  
Germantown, MD  
If you want my body, and you play Final Fantasy, come on baby let me know!



Wai-loon Chan Germantown, MD  
Here's a glimpse of the upcoming MK4 cheerleading squad.

## How Can I Call All the Shots?

First off I would like to compliment you guys on the best darn magazine that's hit the gaming industry yet. I'm a reader of Game Informer, but other than reading, I play a lot of games, and would like to know more on the gaming industry, and how to get more information. I'm sure I'm not the only one who needs more information, so...

1. What do I have to be in order to be the one who "calls the shots" like the person who says "I want to make this game and this is how I want it to be."

2. What do I have to do to become a game programmer, do you go to school for it?

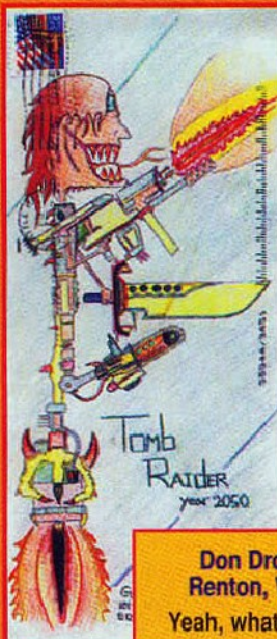
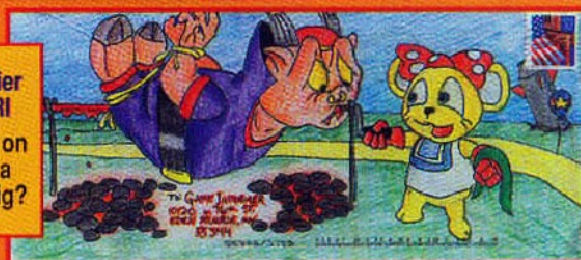
3. Do you think programming is a good career in the gaming industry and why?

Elias "Chucky" Ybarra III  
Houston, TX

In the world of video game design, especially in America, most members of the team have a large say in how a game is made. The lead programmer determines boundaries - what can and can't be done. The producer holds the most power, with large sweeping decisions about gameplay mechanics, level themes, endings, etc. The executive producer holds power as well, but deals

with more of the business aspects - such as licenses, contracts, coordination of the video and programming crews, pizza purchases, the list goes on. However, in Japan, main power usually rests with who the Japanese call "game director." Much like in Hollywood movies, Hideo Kojima is the "director" of Metal Gear Solid. But Square Soft is different, and Hironobu Sakaguchi is the "executive producer" of Final Fantasy VII, but could easily be called the director. To achieve this status, would be like an appointment to the Supreme Court. Only the very top individuals in the world are capable of directing high-power games. If you want to become a game programmer, and eventually producer, your high school guidance counselor, or college career counselor, is a great place to start. Ask him or her to help you find addresses for information. Most companies will be very helpful. Also, as you enter college and learn advanced programming, try hard to land an internship at a company. These usually lead to jobs. The industry needs tons of programmers, and although it's volatile, and many companies fail, you can usually find another programming job in relatively short notice. So yes, it's a good job with room for advancement.

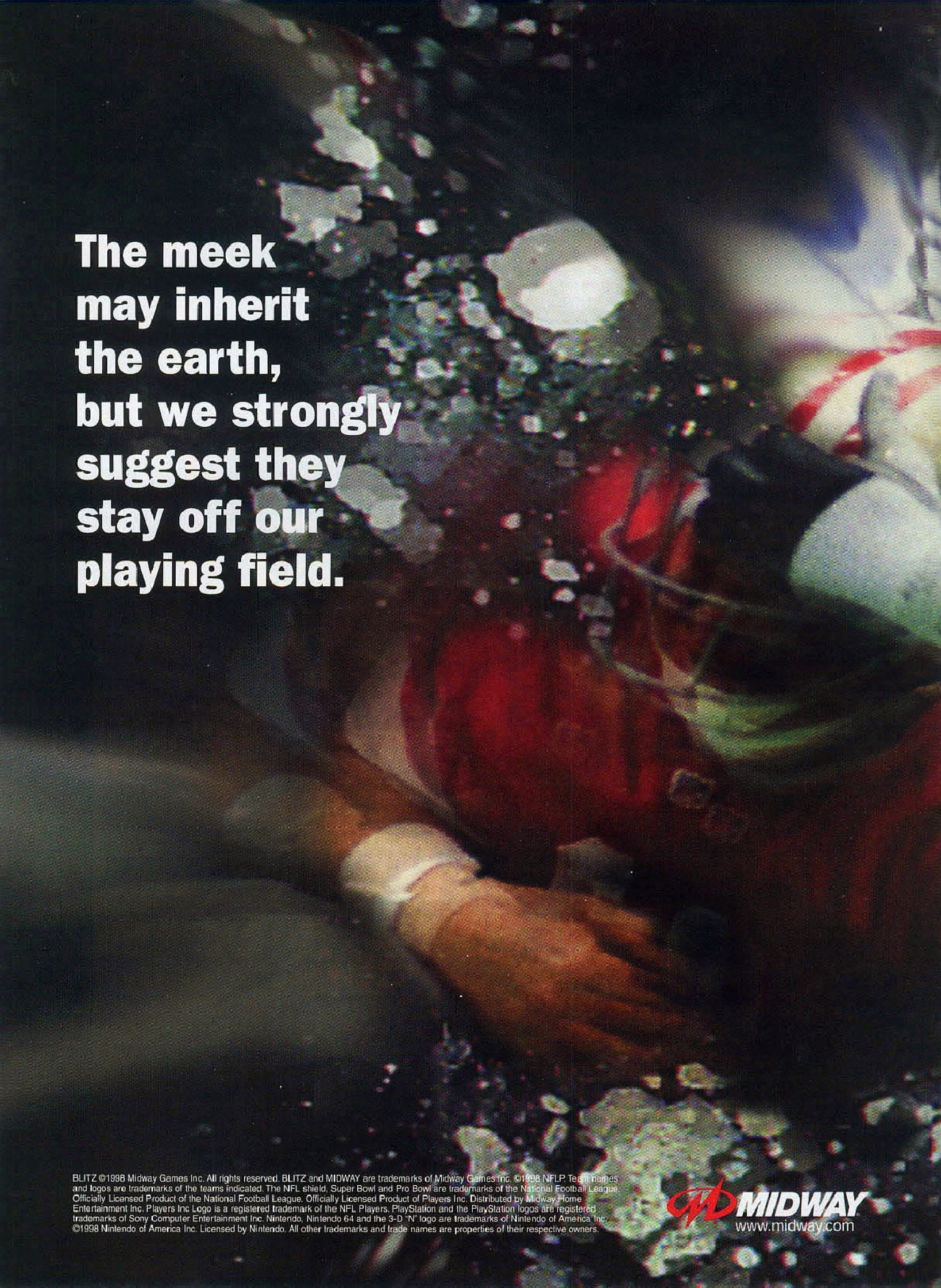
James Poirier  
Tiverton, RI  
Is that a pig on a poke, or a poke on a pig?



Don Dron  
Renton, WA  
Yeah, whatever.



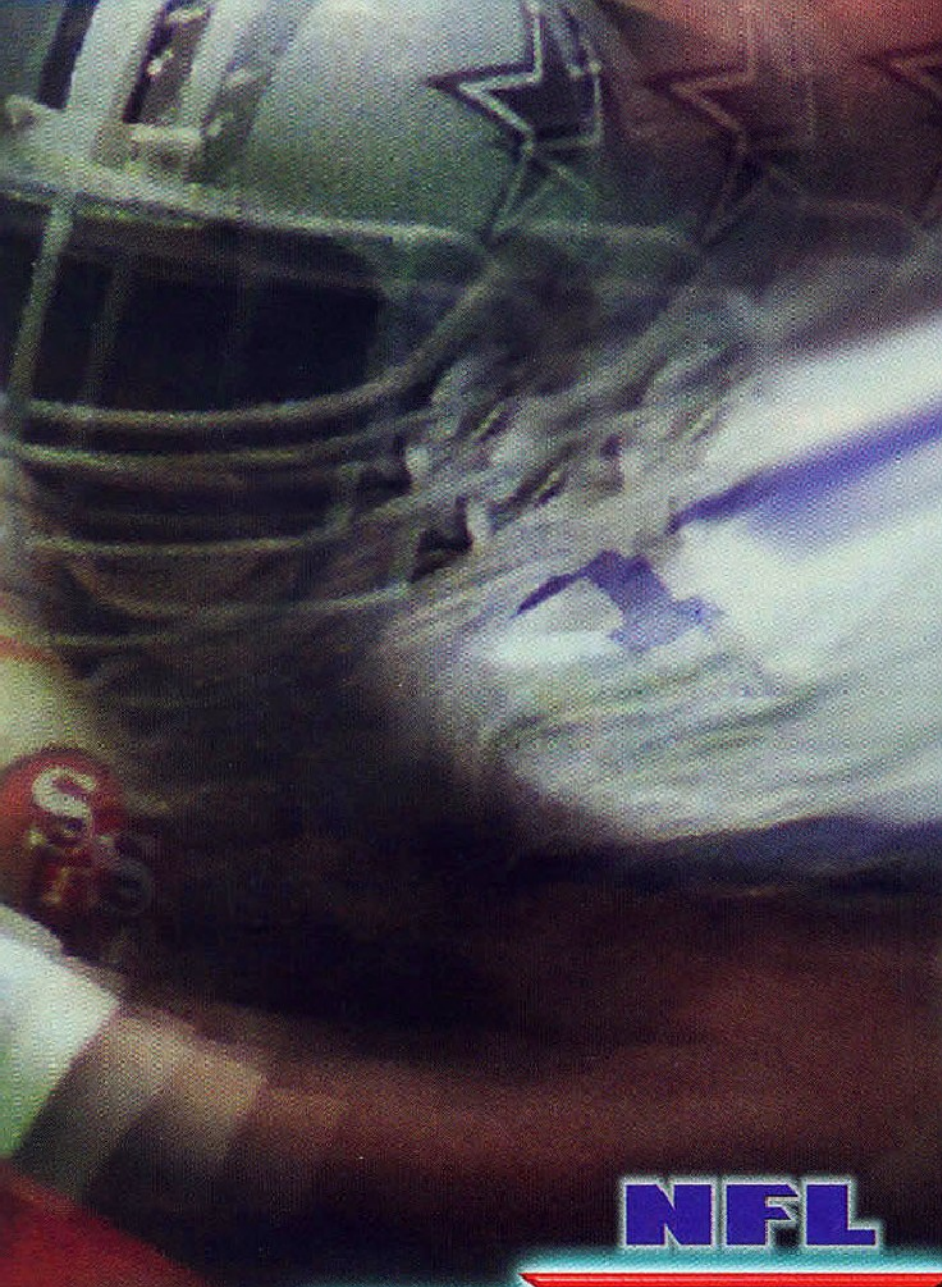
Adam Sprague  
Port Huron, MI  
Impressive!  
Very impressive.



**The meek  
may inherit  
the earth,  
but we strongly  
suggest they  
stay off our  
playing field.**

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Power-ups enable true arcade play.

Jumbo-size players.



In-your-face tackles.

Cover-your-eyes-and-don't-look sacks.



NFL

# BLITZ



No refs. No rules. No mercy.

BASED ON THE #1 ARCADE HIT!



Deadly long-range passing.

Catch-me-if-you-can speed.





The Specials are ferocious.



As in TM2, hidden moves are available.

"Unlike a lot of people out there, I did not fall head over heels for Vigilante 8. While it looked nice, there was something about it that just wasn't quite right. And after playing Rogue Trip I know what it is: It's called fun. **Rogue Trip is what vehicular combat games are all about—lots and lots of destruction.** You can blow up almost everything. Plus, the Tourist is a fantastic addition. It really adds a lot to the game. Overall, the characters are hilarious and the weapons of destruction (especially the prowler) are just awesome. While Vigilante 8 may have better graphics, Rogue Trip is the complete package and definitely the best combat game since Twisted Metal 2."

**ANDY**

THE GAME HOMBRE

Concept

8.75

Graphics

8.5

Sound

9

Playability

9.25

Entertainment

9.25

**9**

OVERALL

"I still know a lot of players who can't part with Twisted Metal 2, but it will go by the wayside when they get wind of Rogue Trip. With Twisted Metal 3 nowhere in sight, it's hard not to think that this game would have had the Twisted Metal name if Sony and SingleTrac wouldn't have parted ways. Like the previous game, there's a crazy variety in vehicles and environments. I can bet that Oscar Mayer will be a little upset with Mr. Richard Biggs. **The weapons are great, but what it all comes down to is playcontrol and Rogue Trip rocks.** The multiplayer action is outstanding, so much so that you may forget about the 1-player game."

**PAUL**

THE GAME PROFESSOR

Concept

8.5

Graphics

9

Sound

8.75

Playability

9.25

Entertainment

9.25

**9**

OVERALL

"Rogue Trip is yet another stellar release from SingleTrac. There are several uncanny similarities to SingleTrac's previous series, Twisted Metal, but who gives a flying rip?! Twisted Metal rocked hard, and so does Rogue Trip. Explosive combat, great single and multiplayer modes, and some seriously inventive characters and vehicles await all who challenge. The gameplay is well balanced and is loaded with swarming enemy AI, intuitive controls, awesome Special Weapons, and hidden moves and areas galore. **Twisted Metal 2 is still a top-rate game, but Rogue Trip crushes it in play and look.** The textures are no longer washed out, and the effects are ten times as impressive. I don't care what 989 does with TM3, because this is the one and only sequel to TM2."

**REINER**

THE RAGING GAMER

Concept

8.25

Graphics

9

Sound

9.25

Playability

8.75

Entertainment

9.25

**9**

OVERALL

**D**eep within 989 Studios, the third installment in the Twisted Metal franchise is slowly being forged. Across the globe, PlayStation gamers have praised this vehicular combat series as the best available on any console. And when news hit the streets that another sequel was in the works, Game Informer readers went completely haywire. Letters and email are continually gushing in by the truckload, asking about returning characters, how many multiplayer levels there might be, and exactly what enhancements or tweaks the gameplay could receive. The gaming nation took notice and eagerly anticipated more details, but there was nothing to be found, and 989 Studios has completely shut out the whines of the desperate and needy. To this day, these gamers are continuing their search for the whereabouts of Twisted Metal 3, but little do they know...the game they truly seek has just hit retail shelves.

So call off the dogs. You're not searching for the video game version of Bobby Fisher. You should be in pursuit of a Bobby Fisher clone who is wearing a mask. That's right. You may have been barking up the wrong tree all along. If you want the next Twisted Metal, then you shouldn't necessarily monitor the Twisted Metal series itself; but rather, the developer that created all of the pulse-pounding hysteria you crave so dearly. The new release, Rogue Trip: Vacation 2012, is created by SingleTrac, the developer responsible for Twisted Metal 1 and 2. And yes, your assumption is correct. This new vehicular combat title is more or less the real Twisted Metal 3 in disguise.

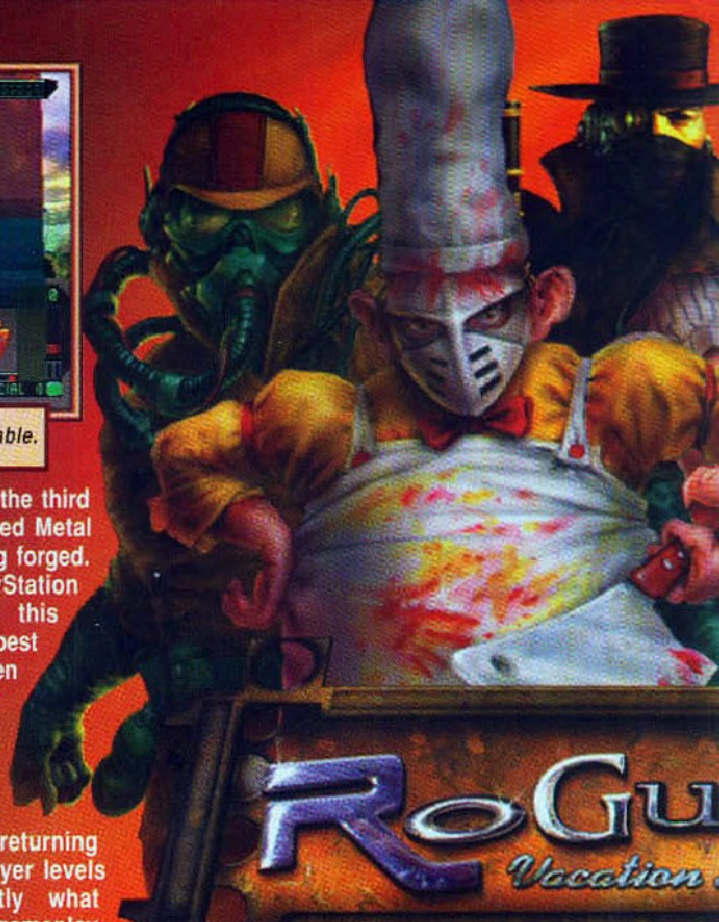
Coming to this conclusion wasn't necessarily brain surgery. We simply played the game for a minute, laughed hysterically at all of the similarities, and said, "This is just like Twisted Metal 2." Really, SingleTrac didn't hide the



Dick Biggs' weenie weapon is fully erect and ready to whack.



On the bonus levels destroy as much as you can before time expires.



# PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action (Up to 4-Player Via Link Cable)
- **Special Features:** 11 Characters (Plus 5 More Hidden); 12 Tracks; Hidden Moves; Weapon Upgrades; Tourism; 3 Separate 1-Player Modes; 2-Player Cooperative Mode; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** SingleTrac for GT Interactive
- **Available:** Now for PlayStation

**Bottom Line:** 9



Eat chicken and die!!!



Grab the tourist and hit the road.

fact it was creating another Metal-esque game. Rogue Trip streaks across the PlayStation and bares all. And what an impressive package indeed! The vehicle physics, character and track designs, enemy AI, and general wackiness of Rogue Trip exudes the fantastic scent of TM2. There's no denying it: Rogue Trip is the big, bad-ass brother of the Twisted Metal series. Right now, this brother is trying to kill the other and crown itself king of the vehicular combat genre.

Rogue Trip is one of the most explosive games on the PlayStation. It doesn't hit you in the gut with fantastic storytelling or graphical breakthroughs, it simply puts you in a car and says, "Go blow somethin' up." Almost everything in Rogue Trip can be completely and utterly obliterated (and we mean everything). If you're not tailing an enemy, or shuttling a tourist, then go shoot a missile at the White House or Washington Monument. Heck, you can make like Monica Lewinsky and free Willy if you want to.

Of course, each level holds many secrets and hidden areas that tie into the destruction. To find these sections you will need to thoroughly explore each corner and shoot a missile at almost everything. Destroy a building in one of the levels and it will fall on top of a housing structure, which in turn creates a hole that leads to a new sector. All ten of the levels feature some kind of secret (or two), and all are great for multiplayer matches as well. Believe us, you haven't played this game until you've competed against a buddy. The experience will knock you off your feet.

The 1-player game in Rogue Trip is equally impressive. The computer AI is tricky as all heck, and the amount of weapons and cars to choose from is excellent. Do you want to whack a big wiener with Dick Biggs, or launch a chicken coop at the enemy with Gator Bait? The personalities for all of the characters are absolutely hysterical. There's an Elvis impersonator, a schoolbus drivin' nun, a comic book geek, and a completely insane doctor. The vehicles suit these personas perfectly, as do the exclusive Special Weapons for each.

Becoming the king of the strip won't be based on who you pick though. Well, maybe a little. Success in this game will come in the shape of accumulated knowledge. Only if you master the ins and outs of basic gameplay, and memorize the additional special moves – like the awesome Shield and 2-Wheel Turn – will you truly excel. Then again, a little knowledge in the arts of Twisted Metal might help too. ■



Multiplayer is where the action's at.



Take a tourist to a photo op and they'll reward you with a wad of cash.



Everything must be blown up!!!



## BITCHN' CAR

**DRIVER:** Bunny  
**SPECIAL WEAPON:** Poodle Power  
**SPEED:** 8  
**HANDLING:** 7  
**ARMOR:** 6  
**MASS:** 5

This vixen drives a rippin' ride that definitely looks pretty in pink. Her Special has acquired the name "The Wet Poodles" from the GI Staff. This strange weapon blasts three pups across the plain of death. The puppies land, then chase the enemy and self destruct on impact. The Bitchn' Car may not be the best vehicle in Rogue Trip, but it certainly is one of the most entertaining to drive. It's fast and handles quite well.



## ROCK N' RULE

**DRIVER:** Elvis D. Kang  
**SPECIAL WEAPON:** Glitter Rocket  
**SPEED:** 7  
**HANDLING:** 7  
**ARMOR:** 5  
**MASS:** 5

The Rock N' Rule is just another all-around average car featuring an Elvis impersonator as the pilot. It also packs a nasty punch with its Special. If you are a fan of the Stinger, then check out this weapon. The Glitter Rocket mimics the Stinger perfectly and delivers the same results. Some people may say the king is dead, but Rogue Trip proves he's still a rockin' dude (and fat too).



## SIDEWINDER

**DRIVER:** Snake Eye Shaddock  
**SPECIAL WEAPON:** Exploding Arrow  
**SPEED:** 8  
**HANDLING:** 8  
**ARMOR:** 5  
**MASS:** 4

Now here's a strange piece of machinery. The Sidewinder is basically nothing more than a souped-up go-cart with an extraordinary country design. Yep, it even features the classic Texan trademark of bull horns on the dash. Yee-haw! The Special is even more ridiculous. The Sidewinder shoots out a dynamite arrow, complete with fuse and all. The Sidewinder may look weird, but it's a great vehicle that's surprisingly well balanced.



## VERMIN

**DRIVER:** Francis "Legs" McGee  
**SPECIAL WEAPON:** Disrupt-O-Ray  
**SPEED:** 10  
**HANDLING:** 8  
**ARMOR:** 4  
**MASS:** 3

His car looks like a pile of junk (or a VW Bug), but it really moves out. The Vermin is the fastest vehicle in the game, but that's about all it's good for. Its Special is also a big disappointment. The effect it renders is interesting, but landing the hit is the problem. The Disrupt-O-Ray is nothing more than a missile without any kind of guidance system. (Note: For short-range use only!) As the picture shows, Vermin himself is just a cross-dressin' freak with curts.



## MEAT WAGON

**DRIVER:** Richard "Dick" Biggs  
**SPECIAL WEAPON:** Weenie Whacker  
**SPEED:** 6  
**HANDLING:** 7  
**ARMOR:** 6  
**MASS:** 8

All hail the Dickster! Is this the greatest character to ever grace the vehicular combat scene? We think so. Big Dick and his Meat Wagon have great versatility, but the Special they deliver is somewhat disappointing. It's funny as heck, but extremely limited in range. Basically, the wiener jumps off Dick's ride and whacks about ferociously, hitting any enemies nearby. It's not as lame as the Intruder's, but it's close. Basically, Meat Wagon is the Sweet Tooth of Rogue Trip.



## DESTROYING ANGEL

**DRIVER:** Sister Mary Lascivious  
**SPECIAL WEAPON:** Cluster Grenade  
**SPEED:** 5  
**HANDLING:** 6  
**ARMOR:** 7  
**MASS:** 10

What do nuns do in their spare time? They become rogue schoolbus drivers who shoot halos out of their vehicle's exhaust pipe. Sister Mary Lascivious is one mean mother, who is determined to purify the world via means of vehicular combat (and an occasional death or two). Her Special is nothing more than a halo that emits light and damage. Wonder if she's tangled with Dick Biggs yet?



## BASIC TRAINING

### TOURISTS = CASH

Basically, you'll need to pick up tourists if you want to stand a chance. There is one tourist per level. All of the combatants are gunning for this sole being. Heck, they'll kill ya' if you interfere with their pursuit. The purpose of getting to tourists first is simple: If you give them a ride, they'll pay you cab fare. Take them to one of six different Photo Ops, and they'll reward you with even more money. The cash you earn can then be used for repairs or weapon upgrades. You cannot repair your vehicle unless you have the dough.

### MORE LIVES PLEASE

To add an extra life to your stash you will need to finish a level with over \$30,000 in the bank.

### REPAIRS

All of the levels feature two Repair Stations. To access these drive-thru booths you will first need to clean out your piggy bank. If you have the \$\$\$, then these booths will be available to use. They can be used as many times as you like.

### WEAPON UPGRADES

The Weapon Upgrade Station works just like the Repair Station. Simply highlight the weapon you want to

## Play to Perfection a game monger's strategy guide

**MACHINE GUN** — This is your standard weapon. Try to use it whenever you can, even in addition to other attacks. You never know when you might actually pick off an enemy with stray fire. This weapon can also be upgraded (via a pick-up) for a limited time so it fires two shots instead of one.

**SPECIAL WEAPON** — Each character has an exclusive Special Weapon. These weapons cannot be picked up. They regenerate within your inventory on a timely basis. [See BIOS for descriptions of each Special Weapon.]

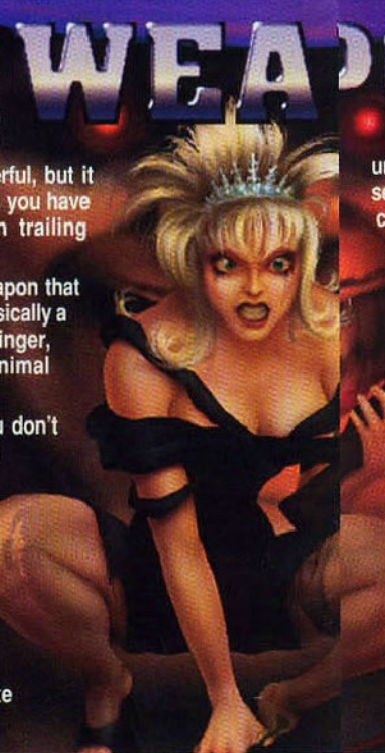
**STINGER** — This weapon is basically three energy bursts that home in on the enemy. The Weapon Enhancement version (see Weapon Upgrades in Basic Training) is extremely powerful and a must-have when dealing with tons of enemies in small quarters. It will pick the enemy apart very fast.

**BLASTER** — This weapon is extremely powerful, but it doesn't home at all. Use this firepower when you have a for-sure kill. We used it mostly when trailing opponents.

**STALKER** — The Stalker is the annoying weapon that you always seem to get whacked with. It's basically a stripped-down (singular) version of the Stinger, where only one homed-shot delivers minimal damage.

**SCORCH** — This weapon is interesting. You don't want to use it too often though. We found its abilities best used on a drive-by. All it is, is a simple flameburst that will start the enemy on fire and take a little damage off over a greater time period than usual.

**METEOR** — Just as the name implies this weapon delivers an assault from the skies that smacks the enemy with a smoldering rock. If you want to devastate an opponent, then use this. It's also quite amusing to watch.





# TRIP

power up, and the Station will work its wonders. Of course, cash is once again required.

## FROM THE BUTT

If an enemy won't get off your tail, then light 'em up. By holding down the **▲** button, weapons can be fired from the rear. Who knows? A few direct hits might shake a bogey.

Also, see the Secret Super Moves section for details on how to lay mines.

## BONUS CARNAGE

On most levels, buildings, towers, landmarks, and other cool things can be blown up. Underneath are weapons, health, and cash to help finish the level. Experiment on your own to see what happens; but remember, these hidden items are often the secret to surviving a tough level.

## THE RUBBER BURNIN' MISSILE PACKIN' ASSOCIATION OF AMERICA

Here they are gamers. The contestants enlisted to compete in this year's vehicular deathmatch known as Rogue Trip. As always, SingleTrac has recruited the best of the best to ensure the competition stays as ferocious as ever. Check out the quirky little BIOS we have constructed for more info on each character and vehicle.

This guide reveals many of Rogue Trip's secrets and may spoil your enjoyment of the game.

**USE AT YOUR OWN RISK!**



**EJECT** — Duh? When an opponent grabs a tourist, use this weapon to eject the much-wanted passenger. Surprisingly though, this weapon also delivers a little damage.

**RLB** — This TNT barrel is devastating, and the most powerful weapon in the game. If an enemy grabs one of these, then flee, because this little wooden death-dealer could end your game with one hit. Just wait until you see the firepower behind this badboy with the Weapon Enhancement. Another great fact about this weapon is it works off a trigger. Throw it out there, then detonate when you think it's ready to explode. Awesome!

# WEAPONS

until the Missile explodes. Use it wisely. The Prowler is also equipped with a self-destruct and homing option. Hitting the L2 again initiates both of these commands.

**PROWLER** — This missile is guided by you. When it fires, you take control of it and abandon your vehicle until the missile explodes. Fortunately, your vehicle is shielded

## SUPER SECRET MOVES

If you've played the 1-player game, then you've probably been hit by a few of these moves already. They are secret and require "fighting game motions" to activate. For each move, hold down the **▲** button and input the command listed below.

**Mine** — Left, Right, Down

**Cash Suck** — Left, Right, Up

**Stun** — Right, Left, Up

**Reverse Stun** — Right, Left, Down

**Shield** — Up, Right, Down, Left

**Ride On Two Wheels (Left)** — Up, Down, Left

**Ride On Two Wheels (Right)** — Up, Down, Right

**Turbo** — (Doesn't Require **▲**) Double Tap **✕** and hold

**Jump** — (Doesn't Require **▲**) L1 + R1

## PYRO

**DRIVER:** Necrobot  
**SPECIAL WEAPON:** Vapor Cloud  
**SPEED:** 4  
**HANDLING:** 5  
**ARMOR:** 8  
**MASS:** 8

This is the kind of guy you don't want to mess with. We don't really know if he's human or machine, and his Special does some crazy stuff. Basically, the Vapor Cloud works just like a flamethrower, but it doesn't spit out fire. Rather, the enemy is struck with a stream of multicolored chemicals that boil any metals. Like we said, you don't want to get in this guy's way. But he is a fun character to play as. Slow, but armored to the hilt.



## INTRUDER

**DRIVER:** Ratman  
**SPECIAL WEAPON:** The Ripper  
**SPEED:** 8  
**HANDLING:** 7  
**ARMOR:** 7  
**MASS:** 6

It's not Batman...but close. Ratman can be summed up in two words — major geek. He wears the fashionable superhero tights and drives around in a vehicle similar to Batman's very first big-screen vehicle. The Intruder has decent armor and speed, but its special weapon is weak. When you use this attack, two blades emerge from the hull of the Intruder and furiously spin. The vehicle itself bounces up and down making control a serious pain. Plus, to land a hit or two with this attack, you will need to be right next to the enemy so the blades dig in.



## GATOR BAIT

**DRIVER:** Daisy June McCoy  
**SPECIAL WEAPON:** Chicken Lickin'  
**SPEED:** 7  
**HANDLING:** 9  
**ARMOR:** 3  
**MASS:** 4

From the bayou she cometh. And cometh she does! Oh Daisy!!! She could be out wraslin' gators, but she's decided to leave the swamp haven to tickle your exhaust pipe for a while by sending a little Chicken Lickin' your way. This Special is extremely wacky; but more important, incredibly frustrating for the opponent it threatens. The Chicken Lickin' stuns the enemy, then takes off a little damage. Gator Bait is one of our favorites for more than one reason. It's a fun ride to say the least.



# PlayStation Cover Story

## BIOHAZARD

**DRIVER:** Agent Orange  
**SPECIAL WEAPON:** Zoomy Rockets  
**SPEED:** 4  
**HANDLING:** 5  
**ARMOR:** 10  
**MASS:** 10

The Biohazard is awesome. The armor on this tank-like vehicle is unmatched by any opponent. This goes for the Special as well. Biohazard features the best exclusive weapon in the game. With an almost indestructible shell, Biohazard shoots out six rockets that swirl and spin through the air. These rockets do not have any kind of targeting capabilities, but if you get behind enemies, they'd better pray your aim is a little off.



## OZONE

**DRIVER:** Schiz O' Manic  
**SPECIAL WEAPON:** Shock Treatment  
**SPEED:** 6  
**HANDLING:** 6  
**ARMOR:** 6  
**MASS:** 7

This is the vehicle you hope the CPU doesn't pick. Ozone features a great Special that has full 360° capabilities. It doesn't matter where the opponent is. If nearby, the Shock Treatment will latch on and take off a good hunk of damage. Schiz O' Manic may just be another Dr. Giggles rip-off, but his car is truly a work of art.



## BLACK HELICOPTER (HIDDEN)

**DRIVER:** Agent XQJ-37  
**SPECIAL WEAPON:** Prowler  
**SPEED:** 10  
**HANDLING:** 10  
**ARMOR:** 10  
**MASS:** 10

Too cool. If you can master the control of this vehicle, then you'll truly dominate. That is, unless your buddy chooses the UFO (the other hidden character). The Black Helicopter doesn't have an exclusive move. It simply regurgitates the Prowler — which happens to be a great weapon in itself.

## WALKTHROUGH

Here it is ladies and gents. The ultimate Rogue Trip strategy guide is now in your hands. Read carefully, and you too can be a vehicular jedi just like the Game Informer staff.

### LEVEL 1 — XLAX



Welcome to XLAX, the busiest and smelliest airport in the world. Planes launch and land by the second, and utility trucks motor from runway to runway on a constant basis. The great thing is, all of this stuff is destructible, even the entire airport. If you think a terrorist may be inhabiting a flight, then by all means, blow the heck out of the plane. For this shameless act, you'll get a bundle of cash. You can also destroy the utility trucks for nothin' other than kicks. As for the airport itself, shoot down the jetways (fun tunnels) on the terminal to reveal a path leading up to the snack area. Here you will find weapons, cash, and some windows to bust up. The jetways on the far left of the terminal will lead to the roof. A 2X Machine Gun awaits. The enemies on this level are very passive, but easily aggravated when provoked. If you're going to take them down, then make sure you have plenty of weapons and armor. Also, don't forget to snag the tourist and hit all the photo shoots. For your convenience, there are also two Repair Stations on both sides of the airport. The going doesn't get much easier than this folks.

### LEVEL 2 — DADDYWOOD

If you're looking for building-bustin' carnage, then look elsewhere. This level doesn't feature much in terms of destruction. The trees can be shot up, but that's about it. On the lower portion of the level, blow away the two gates to reveal

the Repair Stations, then use the jump move (L1 + R1) to hop up onto the buildings. At the top of this level, blast the gate, then use the turbo again to reach the rooftop of the building. Otherwise, have fun and kill 'em all. This stage features easy-to-reach weapons and cash planted in almost every corner. A cakewalk to say the least.



### LEVEL 3 — THE MAUL



This level is fun. First off, declare independence from America and blast the Washington Monument. Watch it blow up, then head for the water. Here you will find the Prowler Missiles. Finding the next trick was dumb luck on our part. How we managed to pull it off is still a mystery. Okay, drive over to the White House and shoot the newly acquired Prowler Missile. Angle your shot up and into the girl's buttocks. Doing this will remove some clothing. Repeat this process, and the fireworks will fly. Next, blast the head off Abe at the Lincoln Memorial. If you don't blast the bouncing head, it will follow you for the rest of the level. Also, don't forget about the easy target — the helicopters. These sitting targets are worth two grand each. You can also launch off pieces of the Washington Monument to reach the rooftops. Snag as much cash as you can,

because the enemies on this stage are ruthless killers.

### LEVEL 4 — AREA 51

Feeling cramped? Yep, this level is tiny and hard to maneuver in. For some awesome firepower, blast the windows and doors on all the buildings that you see. Also, on the far ends of the area, go behind the Alien Inn and the strange solar spacecraft to reveal more weapons. Blowing the heck out of the Alien Inn and any unidentified flying objects will land you some serious jing. Lastly, head for the weird blue thing in the center of the stage. Use the buildings as ramps to get on top of it, then use the teleporter to warp to the moon. The driving physics on this nearly weightless area are all out of whack, so be careful. If you're gunning for all of the Photo Ops, then you'll have to come into this area. Jump up on the teleporter to leave this area. Once you kill all of the enemies, or after a certain amount of time expires, a mini-boss will appear. Stay out of his way and blast him from the distance. One hit from that roller of his will send your lifebar tumbling down to one hitpoint. Be careful! And good luck!



### LEVEL 5 — FUNTOPIA (BONUS)

Save your game before continuing on to this bonus stage. The goal here is to collect as much cash as possible within the time limit. The total amount that can be gathered is \$22,000. To achieve this you will need to be quick, extremely quick, in destroying everything. Most of the targets need to be shot up. Use the Jump for the Ferris wheel and spinning cups and trains. As for the carousel, simply drive on the ride and smash all the little horses. Destroying everything is very difficult, but it can be done (trust us). Don't be afraid to continue on even if you don't blow it all up.



### LEVEL 6 — NEO NIGHTMARE

From the get-go you'll be dropped on either the main drag (with all of the casinos), or in the rubble pit below. The place you want to be is on the strip. There are tons of weapons up here and several key objects to destroy. The pit doesn't feature too much, except for a few weapons and a Weapon Upgrade Station. But the pit is great for combat. Both levels of this area are vast and completely open. A good strategy is to lure a single enemy down and drown them with firepower and quick maneuvering (if your vehicle permits both). Up top, hit the casinos and destroy everything inside. This stage is also home to the world's largest slot machine. And yes, you can gamble away your precious cash on it. If the slot machine posts all bombs, then the machine will tilt and be rendered unusable.



### BOSS 1 — NIGHTSHADE



The great thing about the bosses in this game, is they appear on a level you already know (or should). This strange vehicle is cake. Take it down to the pit and blast away. After half its health is lost, this combatant transforms into a more aggressive form — so be careful. Lastly, try to keep it away from the Repair Stations. It has enough cash to fix most of its damages once.

### LEVEL 7 — ETERNAL ACRES

There are seven enemies on this level, but things never get hectic. This level is huge. Everywhere you look there is a hill, and vast green fields. At one end of this area is a cavern holding a Weapon Enhancement Station and a few extra weapons. Most of the firepower is found on top of the hills. Blasting the few man-

made structures reveals some useful weapons and power-ups (like Prowlers and Machine Gun upgrades). The Repair Stations are a good haul away from the Photo Ops. So make sure you're ready for some serious battles before you stray too deep into the war zone. You can also total the helicopters carrying supplies.



## LEVEL 8 - SOCAL



This level is great for so many reasons. For starters, most of the level can be destroyed. The tall factory in the center of the stage is completely destructible and even the killer whale tank is ready to blow. Shoot the sign in the middle of this watery home and you'll unlock a Machine Gun upgrade. Jump into the tank to grab this piece, but move quickly, because the killer whale doesn't want you in his home, and will knock you out with its tail. But if the whale is kind and lets you get your business done, you can blast him into the ocean by throwing an RLB in the tank. You'll find the RLB in his tank just below the Machine Gun Upgrade. Next, look out to the ocean and shoot the planes holding advertisements to receive a quick two grand. If you need repairs, look to the beach and left-hand pier for Stations. As for weapons, the golf course and waves within the ocean itself are the keepers of the latest and greatest firepower on this level. The best strategy

we can give for beating up on the opposition is keeping yourself in the clear. This stage has many tight corners and areas. Stay out of these and give yourself some room to maneuver.

## LEVEL 9 - HELL-O-STONE



Whatever you do, don't jump off the bridges. Yes, this sounds like a stupid mistake that would never happen, but in this game, it does happen. And the result is instant death. Try to keep the battles away for these sections. Above the bridges, though, a Blaster and Prowler await. Grab these if you dare. The best area for combat is down on the plateau holding a Repair Station and resort. The only downfall to this scenario is that the enemies can dodge out of combat and repair themselves. You know how much the CPU loves to use the Shield with one hitpoint left. Even with this one flaw, it's the best spot to wage war. For cash, shoot the hot-air balloons and resort. In the area containing Mt. Rushmore, blast the General Store to unearth a Machine Gun upgrade, and zap Mt. Rushmore and anything else you can for some additional dough. And for fun, the far side of this stage contains a bridge that is out. You can turbo and jump across it. Ye hah! This jump makes you want to scream like the good ol' Duke boys!

## LEVEL 10 - QUAKE-A-RONI

First, blow up the huge skyscraper at the top of this level. Doing this will cause the top portion of the scraper to fall on top of another building. This awesome spectacle also unlocks a secret area (within the building that got crushed). Not many power-ups are here, but something can be done. If you look out the only window you'll see Alcatraz. Now, shoot the watchtower in the center of this new section. The tower will take off and destroy Alcatraz, and leave a few items on its launch pad. The rest of this level basically consists of downhill melee and not much more. At the very base of this level jump on the crumpled building and shoot the crane to get the Machine Gun upgrade. On the paths within the buildings, and hidden within the parked cars, are most of the weapons. Otherwise, the good ol' hit and run

technique works quite well against the enemies. Simply hit the turbo, fire off a few shots, then circle around for another run. Be warned though, the baddies are extremely deadly on this stage.



## LEVEL 11 - THE GULCH! (BONUS)



This bonus level is more like a normal level than anything else. The differences being: you don't need to finish it, and you don't lose a life if you die. The goal is the same as in Funtopia: Blow up all of the cars and buildings and you could very well earn \$20,000. There are eight enemies to kill, with plenty of firepower available to get the job done. If you have a keen eye, then you'll notice there are a few platforms hovering way out in the background. Yes, you can get to these by perfectly timing turbos and jumps. Good luck! You're not required to hit these platforms, but we highly recommend it. There are some good weapons and cash pick-ups out on these three areas. We also found that grabbing the Prowler (by destroying the water tower), then heading out to the platforms, is a safe way to deal some serious damage to the enemy.

## LEVEL 12 - NUKE YORK

Is this great or what?! All of the skyscrapers can be destroyed and knocked down. KABLAM!!! What a spectacle! Some of these structures require multiple hits to achieve complete destruction. Try not to use all of your weapons on them. Each scraper holds some kind of weapon or pick-up beneath it. But hear our cry. Only go after these power-ups if you find peace and quiet, allowing time to hack away on the structure with your Machine Gun. Otherwise, there are plenty of other

weapons lying around to be used. This level is enormous in size, but actually quite easy to beat. Memorizing the location of weapons and Repair Stations is the only strategy to ensure a swift and just victory. Have fun!

## BOSS 2 - BIG DADDY HISSELF

Here it is! The grand finale! As with the last boss, this one appears on the last level, so you know where the power-ups and weapons are. But don't think you can outrun this goon. He's fast, and fully loaded with tons of weapons including the dreaded Meteor. The best technique we found is the hit and run. If you do get away from him for a few seconds, launch a Prowler or two at him. In total, this guy will transform into three different forms. The changes in appearance come when his hitpoint meter changes colors (green, yellow, red). All three forms feature the same attacks, but Big Daddy can only fly in green and yellow. The last transformation is the easiest to take down. Just stay out of his way and blast him!!! Defeat the fat pig, then watch the ending and get your code!!!



## CODES

Beating the game with each character delivers a different valuable code. There are two hidden vehicles (Black Helicopter and UFO) and three different bosses to be unlocked for play. There are also several other codes to enhance the gaming experience. Here's who gives what.

- Bitchin' Car = Boss 1
- Rock N' Rule = Boss 2
- Intruder = Boss Battle 1
- Sidewinder = UFO
- Biohazard = Helicopter
- Vermin = Gulch Bonus Level
- Meat Wagon = Funtopia Bonus Level
- Destroying Angel = Double Pick-Ups
- Pyro = Infinite Turbo
- Gator Bait = Infinite Jump
- Ozone = Increased Health



# CRASH BANDICOOT WARPED



## The Man in the Wooden Mask

Deciding who deserves the spotlight at Naughty Dog was a tough choice indeed. All of the Naughty Dog staff are craftsmen in their own right, and all play a major role in the development of Naughty Dog games. But we have to choose someone as the leader of the virtual outback community (and even more importantly as the focus of this article), so we go to the top of the list and bang on the door of Naughty Dog's president, Jason Rubin. Yes, Rubin (the Jason is silent) may be the big cheese, the prime mover, and the man with the fastest car at the Dog pound, but unlike most men in power, this guy deserves all that has come to him. He also knows Crash better than anyone. And yes, being close to a video game character does sound silly, but over the last four years, Rubin has animated every move, death, and twitch Crash has performed. Saying Rubin has, so to speak, walked in Crash's footsteps wouldn't be too far from the truth.

The road to fame couldn't have been any bumpier for Rubin, but he made it to the top, where it appears he will stand for years to come. Crash Bandicoot is probably the strangest angel to ever

touch anyone, but he freed Rubin from the shackles of defeat. Long ago, Jason (who wasn't known as Rubin quite yet) teamed up with his best friend Andrew Gavin to create games. Both lads were in high school at the time, experimenting with every gaming drug from LISP to C++. But even under the heavy hand of high school, they still managed to press on into the game development industry and create Jam Software in 1986 – a two-man corporation with dreams to take over the video game world.

At the time, the Apple II was the faster pussycat of the industry. This machine purred with power and Jason and Andy jumped at the chance to make software for it. The first game out of Jam's mouth was a skiing title. Jason slaved on this project and put everything he had into it, but unknowingly, Andy accidentally copied some bootleg games over the only copy they had of the title. Jason may have been knocked down, and a tad angry at his partner, but he wasn't out for the count. He got right back up and created a new skiing game called *Ski Crazy* (originally titled *Ski Stud*) within a weekend. It was really slow though, so Andy, the programming nut, tightened a few bolts and it played better. In fact, it played well enough to be picked up and published. Baudville bought this game from Jam Software for exactly \$250.00.

Knowing there was cash buried within this industry, Jason and Andy began digging again with a new Apple II/GS title called *Dream Zone*. This graphic adventure was released in 1988 and was the strangest game these two individuals ever made. But Baudville wasn't afraid of it, and even ported it to the Atari ST, Amiga, and PC. After this release, Jam Software squeaked out another title in 1989. The game was called *Keef The Thief*, and to everyone's surprise, Electronic Arts published this title for the Apple II/GS, Amiga, and PC. To have EA publish a game was the dream of every developer in the

long time ago, in an industry far, far away, developer Rareware achieved one of the most sought-after goals in the video game industry. For three consecutive years, this impressive development house released a brand spanning new *Donkey Kong Country* title just in time for the holidays.

The kids cheered and Rareware swam through its money just like that pesky duck Uncle Scrooge. Since then, nobody has repeated this process, not even Capcom. But this year, two developers will hit the milestone. Both Core Design with *Tomb Raider*, and Naughty Dog with the infamous *Crash Bandicoot*, will hit the year-in and year-out trilogy status. Lara's adventure is guaranteed to be a blockbuster – since sex is one of its primary selling factors – but Crash has a tougher task at hand: His game has to play well, and it has to be better than the first two. *Crash 3* won't sell based on the size of its wumpa fruit or coconuts.

This sale will be all about gameplay and nothing more.

To make this article come to life in Pulitzer Prize winning form, we were given enough funding to take a Greyhound over to Naughty Dog's office to talk about, and even play, the new Crash game. So sit back, throw on those ugly reading glasses, and let us entertain you for a brief moment as we investigate the whereabouts and whatabouts of Naughty Dog's hot new product, *Crash Bandicoot: Warped*.

## From Rags to Riches: Way of the Warrior to Crash 3

industry. For Jam Software, this progression was like going from tee ball to the Major Leagues. So to start off fresh (and dissolve the relationship between them and Baudville), Jason and Andy renamed Jam Software as Naughty Dog. If *Keef* did well, Naughty Dog would probably have a great future. But to much dismay, *Keef* was a sleeper on retail shelves.

At this point, we come to a time most gamers are familiar with – the early nineties. Naughty Dog creates its second title, a classic in its own right,

*Rings of Power*. Years of hard work went into this massive strategy game, and the ever-consuming Electronic Arts bought into Jason and Andy's work for the second time, publishing the game for the Sega Genesis in 1991. This time, though, their product actually made an impact on retail shelves, and surprisingly, is still talked about today for its secret title screen sequence that featured a

topless woman, and its ability to seemingly never end.

*Rings of Power* gave occasion for these two lads to rejoice, but the good times soon turned sour. As with most small developers, Naughty Dog was broke, and to make things worse, both of these guys were in college. So the cash flow was being sucked out of every orifice of Naughty Dog, yet somehow, the company managed to stay afloat, creating a new title. In 1993, Naughty Dog caught the *Mortal Kombat* bug and began to develop a 3DO title which we all know so well, entitled *Way of the Warrior*. Seriously, Naughty Dog was bankrupt and barely had enough cash to finish it. For the game's combatants, friends of the company were enlisted. Did their friends have any martial arts training? Not exactly. Naughty Dog couldn't even afford a blue screen, or any kind of motion-capture backdrop, so a yellow sheet was glued to a wall in the Dogs' apartment. But as bad luck would have it, the apartment was too small. To film the moves in



Gavin hard at work.

the game, Jason had to open the front door and shoot from the apartment hallway. The neighbors thought the boys were shooting kinky adult flicks.

Even worse, Naughty Dog couldn't afford costumes for the combatants, so pillow cases and sheets, various items within the apartment, McDonald's happy meals, and inexpensive knick knacks were used to create the costumes. To round out the experience, Jason joined in and participated as two of the characters in the game. Most fighting games, especially those using motion-capture, require a fairly large team. Jason and Andy did it all by themselves once again. But the game was made, and like before, Naughty Dog lucked out and found a good publisher, which in this case, happened to be Universal Interactive Studios.

Pleased with *Way of the Warrior*, Universal Interactive Studios signed on Naughty Dog for three additional games. Apparently, Jason and Andy had impressed somebody, and that somebody was Mark Cerny – game design guru of Universal. Now they had the funds and publisher to back them, but what game was next for the Dogs?

Enduring a cross-country trip by car, Andy and Jason devised a plan to create a 3D action/platform game. But they came across one problem: the player would be forced to constantly look at the character's rear. Instantly, the game was jokingly codenamed "Sonic's Ass Game." Andy and Jason knew this game was going to be "da bomb," but they had no idea things would explode like they did.

In 1994, Naughty Dog began development of its 3D endeavor. Unlike previous games, this one couldn't be finished by just two people. A whole network of artists and programmers was needed, so Naughty Dog began to expand. The first person hired on was one of Andy's buddies from MIT – Dave Baggett, a programming wonder with a brain the size of a basketball. Together, he and Andy created the development tool for "Sonic's Ass Game" known as GOOL, or Game Oriented Object LISP. Basically, it's what the Dogs used to create the characters and gameplay for their platformer. Fearing a geek takeover, Jason immediately hired two artists, Bob Rafei and Taylor Kurosaki. At this point, there was a lot of excitement in the air, but the game was still missing a lead character. So famed cartoonists, Joe Pearson and Charles Zembillas, were enlisted to create the characters, and after a few weeks of knocking heads with Naughty Dog's original ideas and concepts, the character known as Crash Bandicoot was born. Development of the game immediately went into overdrive.

Within weeks, a slew of new employees was hired, ranging from computer wizard Justin Monast to artist Charlotte Francis. For 14 months it's business as usual at Naughty Dog, until the game is shown to Sony behind closed doors. A few negotiations later, Sony signs on to publish the game. There is much rejoicing! A month later the public sees it for the first time at E3 and the rest is history. Naughty Dog had matured into a full-fledged development



house, Jason changed to Rubin, and Andy was lost forever in the psychedelic world of GOOL.

Crash sales went through the roof, so the next game in the contract was a no-brainer for Naughty Dog. *Crash 2* was born. To ensure success again, Andy perfected a new GOOL 2

engine that was three times as fast, that could handle 10 times the animation frames, and twice the polygon count. This sequel was going to rock, and a year later gamers found it was one mean piece of software. *Crash 2* was completed and even more of the world played. Today, the *Crash* series has sold more than 6 million units worldwide (2.8 million in the U.S.) and counting, yet Naughty Dog is faced with the tough choice of what to do next. Yes, it has established itself as a powerful developer and could very well achieve the same success with any other product it creates, but *Crash* is a sure hit, and Naughty Dog still has one game left under contract with Universal.

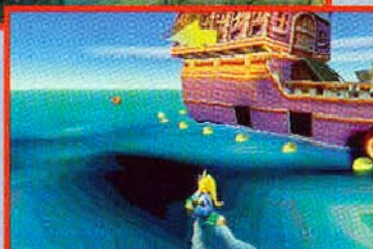
In January of this year, Naughty Dog began creating *Crash 3*. But what exactly can Naughty Dog do differently this time? *Crash 2* was greatly improved over the original offering, but what else can they do to keep us hooked. We've already retreated from rolling boulders, collected thousands of boxes, and tangled with a wart hog. What is the next step in the evolution of *Crash*? Rubin is more than willing to tell us.

## Another 10 1/2 Months

*Game Informer* is infamous for stirring up trouble at development houses (it just happens), but Naughty Dog was ready and awaiting our arrival. The only game in visible sight was *Crash Bandicoot 3*. The other project, which happens to be the first time in Dog history that two games are being developed simultaneously, was nowhere to be seen. The morale of the team was extremely high, making us believe that Rubin either just awarded raises that morning, or handed out mandatory sugar sticks just before we rolled in the door.

Upon meeting a couple of the new Dog additions like Dan Arey and Evan Wells (who both happen to have worked on *Gex: Enter the Gecko*), Rubin whisked us away to the conference room for *Crash 101*. Here, he offered us a soda and jumped right into presenting the game. Before we could ask what we'd see, or even ask a few simple questions, Rubin got to the point – and quick.

He said, "With *Crash 2* we thought we made the ultimate *Crash* game, and then the question after that was, what do we do for another sequel? Additionally, what can we do in 10 1/2 months? And the answer could have certainly been, just go back and make more levels of the



same type, but we decided not to do that, and instead traded sleep for a better title."

Rubin continued, "So Greg, Stephen, and Andy (the three programmers) began work on new engines. And you'll see in this game that there are three completely new gameplay engines. They are kind of mini-engines that don't play like the regular *Crash* levels that you are used to. They make up about a third of the game, and they do fit however, into the bigger *Crash* world. We're not making a *Die Hard Trilogy* here. We're not making a game where you're kind of going off and doing something else that is completely and utterly unrelated. There's always a Crystal on every level. There are always box completion Gems on every level. And there's always a progression through the levels, regardless of what type of level it is, in the same way as the previous *Crash* games. So these levels do fit into the overall gameplay of the world. But in terms of standard *Crash* style of levels, they are no longer that style."

And he went on, "However, we have returned with two-thirds of the game that is the classic levels. And the reason that we've done this is because *Crash 1* and *Crash 2* are the number two and number three best-selling character-based platform games on the next generation systems [*Mario 64* is #1]. So, were we to abandon that style of gameplay, that would mean that we would be abandoning a significant proportion of the gamers out there. There was certainly ample opportunity to replace the *Crash* style of gameplay. [Gamers] could have immediately jumped on *Gex: Enter the Gecko*. They didn't. They could have eaten *Croc*. They didn't. There are plenty of games out there that they could have jumped on the bandwagon with. They didn't."

So the gaming nation didn't bite on the complete 3D in *Gex* and *Croc*. So why exactly is Naughty Dog trying to change the *Crash* experience by adding the 3D element? Of the three new engines, two are completely three-dimensional. The other engine pits *Crash* on a kickin' red motorcycle against a testosterone-laden gang of roadsters. Basically, it's a driving simulator. The new 3D engines, however, take *Crash* to the air and out to sea. Well, Naughty Dog's 10 1/2 months are over and it's time to play the game. It's time to see *Crash 3* in action.

## Finally...The Game!!!

Now you know about some of the technology that went into making *Crash 3*, and just what kind of sequel it is. But making new engines is a risky business, especially with a deadline as short as 10 months. So below you will find the answers to exactly what's new, what's not, and how all the new stuff plays. Read on, enjoy, and in *Game Informer* fashion, expect to be surprised!

When we first started playing *Crash 3*, we thought Rubin was just blowing smoke, and this sequel wasn't all that was promised. At the very



beginning, you are dropped into a circular warp room (just like in the last game). But this time, the warp room is restrained to just one level. You won't need to use an elevator in the center of the room to get to the other levels. The warp room contains five different exits (basically five worlds), and only one is accessible from the start. The others are blocked by electrical fields. So we walked to the only available exit and crossed over a tiny bridge leading to a smaller room. In this room a large reflective sphere (just like the one in Michael Crichton's book *Sphere*) greets you. In front of the sphere are five buttons labeled 1-5. When you step on a button, a level name is presented at the top of the screen

with the necessary stats of what you need to collect (which in this case was two White Gems, a Crystal, and a Relic). So we jumped up into the Sphere and warped to the level.

The theme of this first stage was medieval times. Way off in the distance, Rubin's technical speak of LOD [see *Crash 101*] can be seen in a castle. It looks great and surprisingly isn't flickering or popping in and out at all. The enemies range from simple goats (like the one in *Quantum & Woody*) to untouchable invincible chickens, to sword-wielding knights. This level is much more difficult than the first one in *Crash 2*, but it is still a cake walk for the seasoned *Crash* veteran. When we first started to run with the orange platform star, we noticed one thing. The animation and moves are identical to those in *Crash 2*. This wasn't a bad thing necessarily, but it made us think this game was more of an update than anything else. But we pressed on with an open mind (slightly jaded though), grabbed the Crystal, then the White Gem for box completion, and exited through the level exit warp hole.

After leaving the level, Rubin forced us to play it again. We agreed (but were slightly confused). What? Are we supposed to do backflips for ya sandwich boy? But, back to the level we went, and upon arrival, we noticed something quite different. At the very beginning of the stage, a stopwatch was sitting idle in front of *Crash*. As the curious beavers we are, we ran up and hit the watch. At that moment, we jumped back, and a timer began to tick at the bottom of the screen tallying how much time we'd spent on the level. Rubin barked out a command to get our butt moving! We did. So we raced to the end of the level as quickly as we could, fearing that Rubin would whip us if we sat back and got a breather. At the end nothing happened though. We jumped through the warp hole and exited. Lame! Was Rubin technically insane? Would we have to do the level again? So many thoughts

passed through our minds, but soon the answer appeared.

Immediately after returning to the warp room, we noticed that we just received a Silver Relic (like the one listed in the stat screen). Plus, there was a newly added item on the stat screen. To the right side of the screen three different times were listed, each with a different Relic ranking and time. Rubin explained that we just completed a Relic Time Trial Race, and that to unlock this mode you must first grab the Crystal on the level. We had received the Silver Relic for beating the easy time, but to grab the Gold we would need a faster time. And to nab the Platinum Relic we would need to beat a time set by Sony's testers or Naughty Dog. Can you say replay value? Because if you want to unlock extra secrets and possibly different endings you will need to get every one of the different Relics.

Amazed by this new addition to *Crash* we pressed forward through a few more levels, then came face-to-face with the infamous jet ski level we've heard so much about. Of course, being the cool cats that we are, we thought "nah, this thing won't be as fabulous as everyone says." We were wrong.

Right now, we are still debating whether these levels look better than they play, or play better than they look. Either way though, these levels show off some of the finest work to grace the PlayStation [see *Crash 101*]. The waves move realistically and even have realistic lighting highlights that swim by as each wave breaks. And the movement of the jet ski is amazing as well. It bobs in and out of the water and even produces an animated wake in its path. Amazing! The gameplay on these levels is just like the original *Crash* levels...except 3D. This aspect really surprised us. And we mean, it really surprised us.

The goal of this level is one in the same, collect the boxes, grab the Crystal and Gems, then compete in the Time Trial to get the Relics. The great thing is, the ski has a ton of moves under its belt. It can flip forward and back, spin to the left or right, and even dive below the surface. Sometimes there are free lives laying on the ocean floor. To get them you will need to hit a ramp and dive below the water. Does this water look as nice as the water in Nintendo's classic *Wave Race 64*? Not quite, but it's an impressive breakthrough for the PlayStation.

We could have played this level for hours, but Rubin quickly pulled us away and made us complete the last two levels in the warp room. As with the last game, completing this task brought about a boss. The sinister, nasty, crude, and rude boss we faced was none other than Tiny the ferocious kitty. This time around though, Tiny has given up the platform jumping that he did so well in *Crash 2* and has gone completely Romanesque. Naughty Dog even dressed him in Roman gladiator garb. And the setting was that of a Roman coliseum, complete with an animated crowd and Julius

Cortex. Tiny was easy to beat again (the poor guy just sucks). We simply dodged his bouncing assault, avoided the lions he sent after us, then whacked him when he was ready for a whacking. After this, something surprising happened yet again. For



beating Tiny we received a new move – the Super Belly Flop. Wow!

Rubin explained that for beating each boss, a new move will be awarded to the player. Even after beating the last boss (which happens to be Crash and Aku Aku versus Cortex and Aku Aku's evil brother Uka Uka) a new move is granted. First, you start with the Super Belly Flop, then you acquire



the Double Jump, Death Tornado Spin, the awesome Laser-Guided Bazooka (which you use to kill the chickens), and lastly Running. As you might have guessed, the Run move will help you score better in the Time Trials.

At this point, we were really excited about *Crash 3*. But we still hadn't seen everything quite yet. To keep our enthusiasm high, Rubin showed us the WWI fighter plane stages. Simply put, Crash looks like a big dork in the big plane, but we played along and kept on smiling. The planes themselves (one for Crash and a different one for Coco) are extremely large in size and quite noisy. In this stage you only have three key moves: (1) quick roll, to evade enemy fire, (2) brake, to well...slow down, and (3) shoot bullets to kill and maim enemy fighter craft. Two of the plane stages require that targets be taken down (one as Crash and the other as Coco). The other stage is like *PilotWings* where you will have to fly through rings in a certain amount of time.

Lastly, we moved on to the motorcycle stage. Again, we expected the world, but were greeted by a bandicoot looking like a fool on top of a fantastic piece of machinery. This time, we tried to keep a straight face, but the Bandicoot just looked too wacky to not to laugh at. How can you not giggle at a marsupial wearing a custom leather jacket with a big "C" on the back of it? Anyway, these stages move fairly slow, but are loaded with great challenges and exciting turns and obstacles to avoid. The goal is to beat a series of opponents, who happen to all be riding in cars. The control is slick and the animation is great. Perhaps the best part of the stage, though, is the inclusion of the Dual Shock. The Dual Shock delivers a constant rumbling sensation that leaves your hands numb after playing. Naughty Dog even added in pitfalls, jumps, and turbos to make this sensation even more spectacular. You gotta love it! Crash is back on the hog, boys and girls!

We could talk your ear off, which we think we've done already, but there's so much more to *Crash 3* and Naughty Dog that we haven't mentioned or gotten to yet. A few good examples are: What about Coco and the tiger? And how much exactly does Gavin's brain weigh? Don't fear though, we'll be back in the next month or two with some of these answers and much much more. Perhaps a review? Otherwise, stay tuned and expect *Crash 3* to hit retail shelves on November 3 – no later.



The Naughty Dog guys love technology, and when we asked Rubin the simple question of, what have you done to improve this or that? he flew off the coop, rolled his eyes back, and spit a wad of technical jargon. Here's what that wad contained.

"The Nintendo 64 has a z-buffer. When everybody found out about it, everyone said that the PlayStation would never be able to do a z-buffer. Well, in *Crash 2* we proved them wrong by making a flat plane z-buffer. But we didn't want to stop there and we wanted to top that in *Crash 3* and make an arbitrary plane z-buffer. We succeeded. A z-buffer is one of the standard methods that graphic engines use to decide depth when drawing a 3D scene. In the Nintendo 64, as well as many of the PC graphics cards, z-buffering is done automatically in hardware. On the PlayStation, because it came out before these systems, there is no hardware support for the z-buffer.

"Therefore, if you draw a character like Mario on the N64, and he is standing in a pool of water, his upper body will be drawn above the water, and his feet will be drawn below. There will be a clean split of his legs where the water surface subdivides him. This happens automatically on a pixel by pixel basis. That means that each time the N64 draws a pixel of Mario (or the background), it asks itself if that pixel is in front of, or behind every other pixel it has drawn at that point on the screen. If it is in front of the other pixels drawn at that location, it draws. If it is behind, it does not. No matter whether Mario or the background is drawn first, everything gets sorted out by the hardware. Transparency complicates matters, but let's ignore that.

"On the PlayStation, the best the hardware can do is draw a full polygon. It never checks to see whether or not it should draw individual pixels. Because of that, the scenes in all PlayStation games are drawn from the back forward. The farthest distance is drawn first, and then everything else is drawn a polygon at a time towards the front. There are standard sorting methods for the polygons, but once the decision to draw a polygon is made, the polygon will wipe out anything it is drawn on top of, regardless of whether or not it is closer to the camera or not. So if Crash is drawn on the PlayStation with water subdividing him, the best the unassisted PlayStation can do is to decide which polygons are 'mostly below the surface' and which polygons are 'mostly above the surface.' The resulting split is a jagged edge, not a smooth subdivision.

## Game Informer Feature

"*Crash 1* had this method of unassisted subdivision. When Crash jumped in the river, he moved quickly through the surface, so the jagged subdivision was not too obvious. But we couldn't let him walk through water, or stay split by the surface for a long time. Then the limits of the PlayStation would be obvious.

"In *Crash 2*, we improved upon this by allowing Pixel Perfect subdivision by a FLAT PLANE. It is important to realize that any water surface, or the mud in the jungle, had to be a flat plane, and had to be exactly flat on the Y axis. In short, there could be no waves, and the subdividing plane could not be at a weird angle. This worked fine for still water. Also, the effect only worked on the foreground (objects) and not on the background.

Mainly, we only used it on Crash, an enemy or two, and a few boxes at the same time.

"In *Crash 3*, to make the jet ski and the Egyptian flooded level work, we had to work much harder. The jet ski level demands a true z-buffer, both on the foreground and background elements. The waves can subdivide Coco in any direction, and the background elements like the ramps, islands, and the buoys have to work too. To make matters worse, ALL of the boxes, and multiple enemies had to work at the same time as Crash

and the background, meaning that it wasn't only a neat effect, but an actual, fully operational z-buffer that could operate as well as a hardware z-buffer, and still allow the game to work at 30 frames per second. It was a bitch.

"In terms of Level of Detail (we call it LOD, you GI guys call it: 'that five levels of detail crap you use for hiding pop'), Naughty Dog has worked hard to create a level of detail swapping methodology that is invisible to the player. A tree might be 20 polygons in the distance, 40 as it gets closer, and 300 by the time it is next to you. We sometimes use five levels, sometimes more. The point is not that we discovered the technique, just that we have struggled to use it more transparently than other games."

We tried to understand all of Rubin's insightful banter, but with our short gaming attention spans, we were for the most part lost, and only asked one question in response. "So is that why Crash is orange?" Rubin frowned and shook his head.



Bob Rafei, Dan Aery, and Evan Wells designed most of *Crash Bandicoot: Warped*

### The Naughty Dog Kennel

(Standing) From Left to Right: Andy Gavin, Eric Iwasaki, Mark Cerny, Dave Baggett (no longer a "Dog"), Joe Labbe, Malcolm Hee, Danny Chan, Justin Monast, Stephen White, Evan Wells (Kneeling or Sitting) Eric Pangilinan, Jason Rubin, Rob Titus, Morgan (Dog)

Not Pictured: Greg Omi, Charlotte Francis, Dan Aery, Bob Rafei



## Game Informer TOP TEN

### Editors' Top Ten Games for October

- 10 Shining Force III - SS
- 9 Tenchu - PS-X
- 8 Final Fantasy VII - PS-X
- 7 Hot Shots Golf - PS-X
- 6 Banjo-Kazooie - N64
- 5 NFL Blitz - N64
- 4 WWF War Zone - N64
- 3 Spyro the Dragon - PS-X
- 2 Madden NFL 99 - PS-X
- 1 Rogue Trip - PS-X

### Readers' Top Ten Games for October

- 10 Chrono Trigger - SNES
- 9 Tomba! - PS-X
- 8 GoldenEye 007 - N64
- 7 Banjo-Kazooie - N64
- 6 Final Fantasy VII - PS-X
- 5 MLB Baseball '99 - PS-X
- 4 WCW vs. NWO: World Tour - N64
- 3 Gran Turismo - PS-X
- 2 Tekken III - PS-X
- 1 WWF War Zone - N64

### Top Ten Reasons We Play Vids

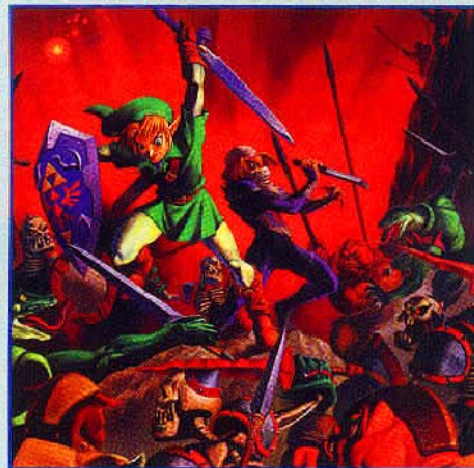
- 10 With a little more work, we're hoping to make the pro tour.
- 9 We flunked out of beauty school.
- 8 There's nothing good on TV.
- 7 At 5 a.m., the bar is closed.
- 6 It keeps us sheltered from the harmful ultraviolet rays of the sun.
- 5 The flashing lights suppress our urge to chew on furniture.
- 4 Women like men with excellent hand/eye coordination.
- 3 Last night's fortune cookie read: "Play vids or die."
- 2 There are more women in video games than in our personal lives.
- 1 It's our job.

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:

Game Informer Magazine  
Attn: Top Ten  
10120 West 76th Street  
Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

## Who Is Link's Buddy? A Second Hero Joins the Zelda 64 Adventure



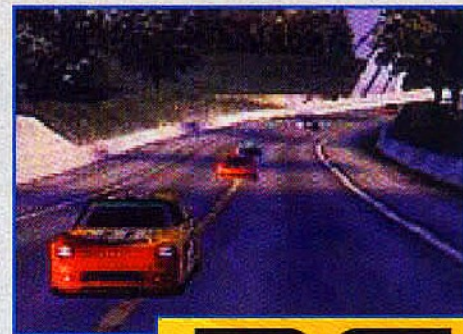
This artwork appeared in **Nintendo Co., Ltd's** 1998 annual report and reveals a new character in Nintendo's **Zelda** universe. This masked character is known only as Sheik. His overall role in this adventure is still a mystery, but we do know that he aids Link at some point in time. We've seen actual gameplay footage where the two characters meet on a tiny wooden bridge and play music together. Link plays an ocarina shell, and Sheik uses a harp. From what we saw, Sheik actually taught Link a new tune to play. It was a beautiful sight to say the least, but does Sheik play a bigger role? The picture to the left certainly says so, and rumors out of Nintendo hint at the possibility of Sheik being playable, or some kind of new hero who helps Link for a majority of the quest.

Stay tuned as we unveil more details concerning **The Legend of Zelda: The Ocarina of Time**, coming to **N64** on November 23.

## Ridge Racer Type 4, Ace Combat 3 Announced

News has leaked from Japan that **Namco** will release a new **Ridge Racer** game for **PlayStation**. Titled **R4: Ridge Racer Type 4**, the game is the next logical step in the **Ridge Racer** series. Along with more tracks, Namco plans to add championship-style modes, where players assume the role of an up-and-coming driver. In addition, players will select from a huge list of cars, each of which can be custom painted. **R4** will release in Japan this December, while a U.S. release is likely for spring '99.

Namco also announced development of **Ace Combat 3**, another title destined for U.S. shores. Expect **Ace Combat 3** sometime in the first half of 1999.



# R4

RIDGE RACER TYPE 4

## New Details on Activision's X-Men

The **Game Informer** staff was shocked when **Activision** unveiled **X-Men** at **E3**, and to be quite frank, we're still a little dazed and confused when it comes to this product. It came out of nowhere! At E3, the version was only 10% complete, and there wasn't much to see (just Iceman and Wolverine). Now, the game is taking form and sounds quite impressive. So far, only 4 of the 13 characters are in the game. Joining Wolverine-boy and Ice-guy are Beast, one of this, the Brood. All four of these characters look great. Beast didn't have most of his animations yet, but he still looked good and burly. Other characters include Gambit, Mr. Sinister, and Storm (no relation to **GI** editor Jon Storm). And if all goes well, no Liefeld characters will make it in. Let's hope this story predates Rob's reign of terror and disruption of the **X-Men** universe.



We also have a few details on the gameplay. When you get attacked and a hit lands, the character shows it. We don't believe that every injury will be shown, but it will be more of a Battle Armor He-Man effect, where only a few spots show after a certain number of hits. This is a great feature nonetheless, and really hasn't been explored except in **Art of Fighting** and briefly in **Cardinal Syn**.

The game is being developed by **Syrox** in the U.K., and should be released for **PlayStation** in the first quarter of next year. There will be a Story mode feature with real-time cut-scenes for each character as well.



## Commentary

by Paul Anderson



### Football Developers Are Loudmouths

The conflict between the developers of *GameDay* and *Madden* has escalated into a shouting match. In no other genre of gaming do I see such disrespect for fellow developers. One side will berate the other's framerate, while the other will call itself the innovator. In fact, in another publication, a studio executive even referred to the competitor's AI as some kind of bodily excrement. C'mon...do I have to listen to two action/platform producers bicker about whose character is cuter? No. I think this kind of behavior is alarming, I think it's distasteful, and I think they should keep it up.

Sure, the talk can be ridiculous, off-base, and completely untrue, but sometimes the results are hilarious. As it is with the commentary by the **Sony** studio executive mentioned above. This guy makes a crack about **Electronic Arts'** marketing term known as "Liquid AI" while his own marketing team has just come up with an equally mundane "Authentic Football Intelligence." Yes, as cool as A.F.I. sounds, I don't think I'd use football and intelligence in the same phrase. And what the heck makes it "authentic"? I think it's the same thing that made EA's "liquid." In some respects magazines play up the comedic and sometimes bitter rivalry, like we did with last month's feature, or this month's ratings. But the rivalry goes deeper than that. Some of these same guys have been going at it since the 16-bit days of *Montana vs. Madden*.

I've witnessed the trash talkin', the hype, and the fierce competitiveness from the teams at EA Sports and **989 Studios** for many a year. And it has made their games rock solid. Both are truly innovators and borrow from each other heavily (even though both sides claim "they are" and "they don't"). Take a look at the new animations in *Madden* or the new TV-style presentation in *GameDay*, each was obviously influenced by the competitor's previous installment. Yet, if you just look at these two new "borrowed" features, both EA and 989 have outdone one another. In *GameDay*, the announcing work of Dick Enberg specifically introducing every stadium location with inane facts, like Buffalo is also home to hot chicken wings, is eerily realistic, especially when the intro is sometimes different. On the *Madden* side, the variety of animations in the game is phenomenal and is punctuated by the "de-cleater" tackle where the ball carrier is completely flipped over the tackler's head.

The banter from developers of football games can be unprofessional, annoying, and even personal, but I'll be right there in the noise because it has always been entertaining. I'll even amplify it. If it means better games, I'm all for it. I can hear the developers now. "For the new millennium our game will have unprecedented gelatinous AI..." Keep talkin'.

## Blue Is Back Again! Sonic Adventure Unmasked

On August 22, Yuji Naka and **Sega** revealed the much-anticipated (and much overdue) return of Sonic The Hedgehog. **Sonic Adventure**, the latest Sonic Team project, is the flagship title for Sega's new **Dreamcast**. Featuring 640x480 resolution and gameplay speed of 60 frames per second, it's being touted as a "high-speed action/RPG," by Shoicho Irimajiri, president of Sega of Japan. The game features six playable characters and at least six different environments. Also, *Adventure* features one of Naka's trademarks, the A-Life system, which alters gameplay based on performance. Furthermore, speculations indicate each level will be altered and tailored to the six different characters, offering a unique experience each time the game is played with a different character. To add even more replay value, each level will feature an "Action" style and an "Adventure" style to complete with each character. Even the Chaos monsters will change in the game, thanks to a combination of the A-Life system and trading captured Chaos creatures with others via the VMS.

As usual, Sonic's goal is to acquire the Chaos Emeralds and prevent Dr. Robotnik from taking over the world. Bonus stages, including snowboarding and flying, are also in the game. *Sonic Adventure* is slated to release on November 23 in Japan, the day of the Dreamcast launch.

Here is a list of the playable characters in *Sonic Adventure*:

- Sonic The Hedgehog
- Big The Cat
- Knuckles The Echidna
- E-102 Gamma
- Amy Rose
- Miles "Tails" Prowler

# SONIC ADVENTURE

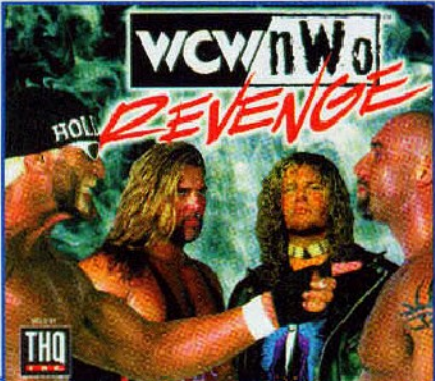


## Changes Come to the WCW Lineup

THQ has moved two of its WCW titles to a January release. While **Nintendo 64** gamers will still get **WCW/NWO Revenge** in mid-October [see pg. 36], THQ's plan to release a **PlayStation** game and another N64 game by year's end has changed slightly.

Originally, THQ planned to use **Tomy's Toukon Retsuden 3** engine as a basis for the PlayStation release **WCW/NWO Live**. The *Retsuden* game is very popular in Japan and has garnered plenty of praise amongst import players, with some judging it as the best wrestling game ever created. Rather than rush out a product using this engine, THQ decided to call upon a game that **Inland Productions** already had in the works. THQ has dubbed this game **WCW/NWO Thunder** and it is actually an update of Inland's previous **WCW Nitro** release. *Thunder* promises a slew of new wrestlers complete with authentic theme music and pre-match entrances. THQ says there will be over 60 wrestlers in all. The "other" N64 title, *WCW Nitro*, is a direct translation of this new PlayStation *Thunder* game. THQ stated it still has Tomy's *Retsuden* engine and will adapt it for an upcoming **WWF game** to appear by the end of 1999.

Both *WCW/NWO Thunder* for PS-X and *WCW Nitro* for N64 are scheduled to release in January.



## Nintendo 64 Games Get Cheap

Four games have been added to Nintendo's reasonably priced **Nintendo 64 Players Choice** series. **Kobe Bryant in NBA Courtside**, **Diddy Kong Racing**, **GoldenEye 007**, and **WCW vs. NWO: World Tour** have been inducted into the Player's Choice series. All four of these games come with an MSRP of \$39.95. *GoldenEye 007* is still a hard game to find at \$59.95. Let's hope Nintendo has a warehouse full of 'em. At \$39.95, *GoldenEye* will go quick.

## Crave Holds Back on Shadow Madness

Due to the fierce competition that erupts every holiday season in the bloodbath known as the video game market, **Crave Entertainment** announced it will delay the launch of its new **PlayStation RPG**, *Shadow Madness*, until early 1999.

According to the game's executive producer and lead writer, Ted Woolsey, "Although *Shadow Madness* is on schedule for a November release, we'll definitely take full advantage of any extra time to add new features, refine the overall gameplay, and polish the screen text."

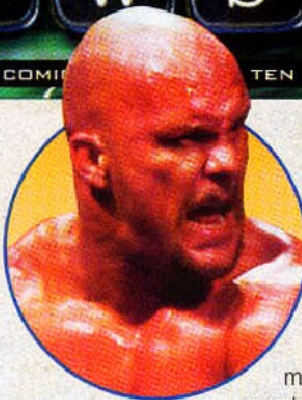
## Sega Fans To Gather This December

Sega fans should be on the lookout for the first annual **SegaCon**. Tons of Sega-related events are planned including everything from game tournaments to displays of classic and future Sega games and systems. The **Master System**, classic arcade titles, and the brand new Japanese **Dreamcast** will all be in Wilmington, North Carolina on December 5 and 6 for the SegaCon. For more information, check out [www.segacon.com](http://www.segacon.com) or email representatives at [webmaster@segacon.com](mailto:webmaster@segacon.com).

## Golgo 13 Returns As Anime

The notorious assassin that's as cold and suave as James Bond returns to the States for a brief visit. **Golgo 13** will not be stopping by the video game scene though. This mission is strictly for viewing, not play. **Golgo 13: Queen Bee** is the new anime from **Urban Vision**. The film, in fact, is a sequel to the original **Golgo 13: The Professional** anime and **Golgo 13** graphic novel. This time his adventure will take him deep within the hive of a criminal organization. His objective: Kill the Queen Bee, who (we might add) is quite the looker. Will he complete his mission or perish?

This anime contains violence, nudity, and adult situations. It will retail for \$19.95 (English Dubbed), and \$29.95 (English Subtitled). The approximate running time is 60 minutes.



## WWF War Zone Slamming Success For Acclaim



Acclaim's **WWF War Zone** for the **PlayStation**, released on June 24, was initially hard to come by. Many retailers sold out of the product and had to reorder. According to Acclaim's press release, a buyer for **Babbages Etc.** said, "The game basically sold out over the first weekend." Furthermore, according to the divisional merchandise manager of **Kay Bee Toys**, "[*War Zone*] is currently our number one title outselling all other games by a huge margin."

*GI* was initially skeptical of these claims made by Acclaim, so we held our own informal survey of video game retailers around the Minneapolis/St. Paul area. After a hectic day of phone calls and visits to various locales, we verified that **WWF** is indeed a hot commodity.

## Sega, 3Dfx Settle Lawsuit

As **Dreamcast** looms on the horizon for **Sega**, the company has finally reached an agreement with **3Dfx**, resolving a legal battle lasting nearly a year.

If you recall, Sega had once considered using a 3Dfx chip for the new system. But after being wooed by **NEC** and **VideoLogic**, Sega changed its mind and chose to use the **Power VR2**. 3Dfx, outraged by the decision, as well as the brush-off from Sega, brought a lawsuit against the company, claiming it had made an agreement with Sega to use the 3Dfx chip. 3Dfx also wanted to protect its technology and felt that Sega, NEC, and VideoLogic were all privy to many of 3Dfx's secrets.

Although no terms were announced in the press release from 3Dfx, nor any other details whatsoever, the dispute is now at an end as Sega has apparently made a settlement with 3Dfx.



## Godzilla Eyes Electronic Arts

**Electronic Arts** confirmed it has definitely acquired the **Godzilla** license for use in the U.S. No details were available on plans or development status for any **Godzilla** titles.

In further EA news, **LAPD 2100 AD** has officially undergone a name change, again. Originally, the game was tentatively titled **Future Strike**. The name was then changed to **LAPD 2100 AD**. Now, the game is officially called **Future Cop: LAPD**. Apparently, EA is suffering from the 3D *Mega Man* syndrome.

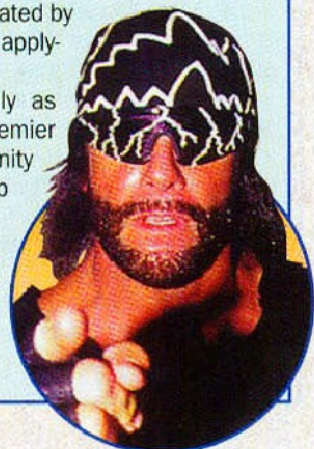
## EA Prepares for WCW, Invests in Developer

**Electronic Arts** announced it has made a minority investment in **Kodiak Interactive Software Studios, Inc.** (or, K.I.S.S. Inc.) and has created a long-term multi-title deal with the 36-person company.

The first games under this agreement will be a series of **WCW** games for the **PlayStation** and the **Nintendo 64**. "Kodiak is a dynamic, growing developer with a great team of experienced producers, designers, programmers, and artists," said Don Matrick, president of worldwide studios for EA. "The portfolio of games created by their industry veterans is impressive. We are looking forward to applying the talents of this innovative team to our products."

George Metos, president and founder of Kodiak, is equally as enthusiastic. "We are delighted to be partnering with the premier publisher and distributor of interactive entertainment. The opportunity to create a whole new EA franchise based on World Championship Wrestling is exciting."

So, wrestling fans, a new era of games is about to head your way. And as the bar has been raised significantly by **WWF War Zone** and the award-winning **WCW vs. NWO**, you can expect the games to only get better. The first **WCW** games from EA should arrive next fall.



"Homicidal Vacations Since 2001"

# ROGUE TRIP

*Vacation 2012™*

## MAGAZINE

The Official Organ of the Amalgamated Association of Automercenaries

### VACATIONING IN HELL

We road tested 14  
**KILLER KARS** on  
the twisted streets of  
NukeTown

### BURNT RUBBER, TOASTED FLESH

Aromatherapy on the Road

Tips for Snagging Tourists-- And How to  
Avoid Premature Ejection Once You've Got 'Em

**A<sup>3</sup> BABE OF THE MONTH INSIDE**

Special FREE Issue for Automercenaries





Dick Biggs, Editor

## Welcome back,

**Automercenaries!** Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer stupidity of one desperate enough to risk his life for a **photo-opportunity.**

Treasure that moment. It's what being a thrill-killing, road-rioting madman is all about.

Keep on truckin'!

*Mr. Biggs*



GREETINGS FROM AREA 51

# HELL on Wheels

You're gunning it down Main Street. Shrapnel glancing off your windshield. Geiger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when we road-tested 14 state-of-the-art tricked-out deathmobiles one glowing summer afternoon among the napalm trees of Nuke Town.

For raw hearse-power, nothing beats the **Sidewinder.** Five tons of tank with more firepower than the Third World War. Too big? Well, try on the **Bitch-In Wheels** and put the muscle back where it belongs - behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice - the **Meat Wagon.** This fuel-injected weeniemobile says more about you than a pair of socks stuffed down your trousers ever can.

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You want high-octane performance? **Car Combat Ultra?** Look no further than the pulse-pounding **Pyro** - a flame-spewing semi filled with fuel. You never run out of gas and if you do go down, you can take everyone with you

.....continued on page 72



## Sister Mary Lascivious

Thought for the Day

-Thou Shalt Drive Like A Righteous Mad Bastard.  
† So Sayeth the Lord.



## When Was the Last Time a Tourist Hit Your Window at 92 mph?

Hey, it happens. You have a bad day. Someone sends a missile your way and bang — *Premature Ejaculation* — out flies your tourist and before you know it everyone's got little bits of Hawaiian shirt and entrails all over the windshield. No problem. Whip out a 40 ounce bottle of ever-loving **SPLATTER-X** Windshield Cleaner and, hey presto...the future's so bright you gotta wear shades.

Removes Human Build-Up!



## THE BLAST WORD

Every self-respecting Automercenary knows there are few things in life more enjoyable than vaporizing, burning, bombing and totalling stuff. Here's our hot picks for the tastiest targets the post-apocalyptic world has to offer.:

**AIR FORCE ONE** - It's a helicopter. It's the President. It's dust.

**GOLF COURSES** - One driver and 18 holes of fury!

**BLIMPS** - Zap the zeppelin!



White House? — White Trash!



KILL THE CADDY!!!

### AUTOMERCS ON-LINE

On the road? Get on-line for **weekly cheat codes**, the latest updates, screen shots, hints and tips (better than a road map) and killer kontests. Go to [www.roguetrip.com](http://www.roguetrip.com) for the lowdown on all the low life.

## FENDER BLENDER

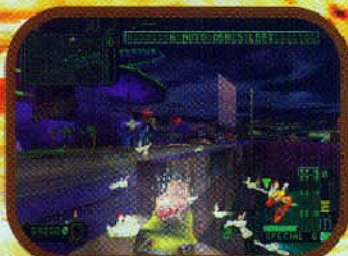
What the well-armed are packing these days (and how to get more bang for your weapons buck.)



### Meteor Balls

They bounce. They burn. 'Nuff said.

\$800 each



### Sticky Weapons

Clamp one on your enemy and sit back while he tries to palm it off on someone else, or go down trying.

10 for \$850



### Pyro Weapons

Hose your foes with gasoline - then sit back and ignite for the kill.

\$5000 each



### Stingers

Killer bees got nothing on these babies, so go ahead, kill with confidence.

\$7750 per round

## AUTOMERCENARY HALL OF SHAME

### ELVIS D. KANG

"Don't be cruel. Your automercenary is true. Thank you. Thank you very much."



### AGENT ORANGE

"A vacation should be just like war. Only with better photographs."



### NECROBOT

"!!!"



### BITCHIN' BUNNY

"There's so much fun waiting for you in my back seat...!"



## FOUR PLAY

Don't drive alone, Rogue Trippers. Go multiplayer, because Automercenaries that slay together, stay together!



## THE BEST RIDE OF ALL

### Check out Li'l Gator Bait.

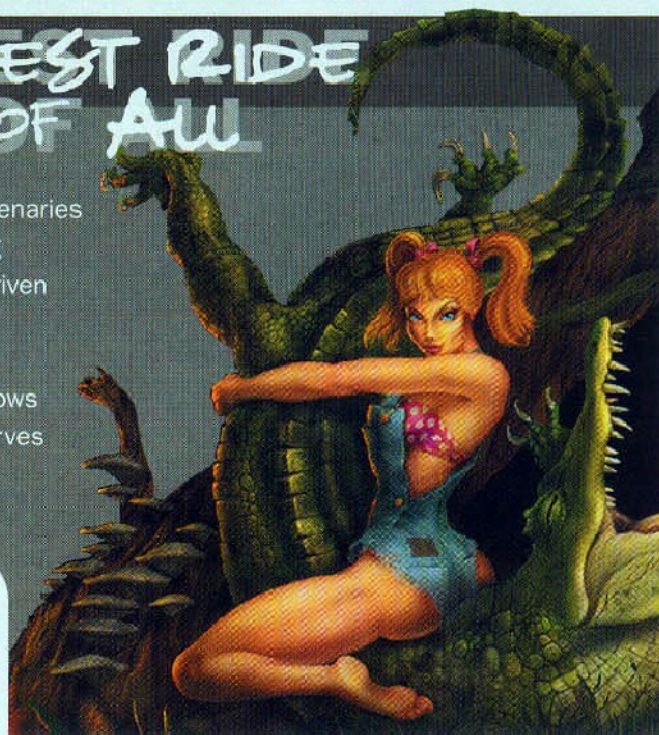
Some of you automercenaries probably seen her tooling around in her propeller-driven swamp-hopper.

Well, looky here - the A<sup>3</sup> Babe of the Month shows you all her dangerous curves on page 96.

Lube up and drive on!

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## Action Figures on Horizon: Lara, Turok, & More!

**Playmates Toys Inc.** announced a lineup of toys, many of which have video game tie-ins. Witness: **Turok** and **Tomb Raider** will come storming to retail shelves with a full line of action figures, and in the case of **Turok**, a diorama as well.

First of all, **Tomb Raider's Lara Croft** will come in assortments of 9-inch collectible figures. Nothing else is known about the poses, or if wild beast figures will accompany her, but the line will launch alongside the release of **Tomb Raider 3** in November.

Next, a **Turok** action figure line will launch in October to coincide with **Acclaim's** release of **Turok 2: Seeds of Evil**. The line includes a diorama, along with 5-inch figures of Turok characters such as Turok, Joshua Fireseed, Tal'Set, Campaigner, Primagen, and Adon.

Also worthy of note: Playmates plans to release a line of toys based on the new **DreamWorks** movie **Antz**. As **Antz** will no doubt become a **DreamWorks Interactive** video game, these toys should be video game collectibles as well. **Antz** the movie will be in theaters starting October 2.



## Eidos Grabs Crystal Dynamics' The Unholy War

**Eidos Interactive** has acquired the publishing rights to **Crystal Dynamics' PlayStation** game **The Unholy War**.

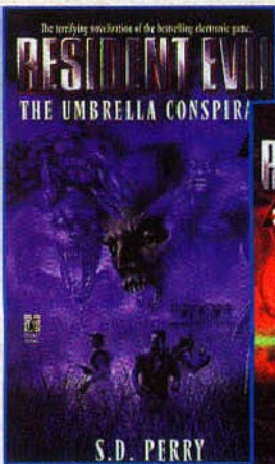
Crystal Dynamics had been searching for a publisher/distributor for this game (as well as **Akuji The Heartless** and the highly acclaimed **Legacy of Kain: Soul Reaver**) prior to May's **E3** show. Now that Eidos has entered the picture, the search may be over.

**The Unholy War**, scheduled for release in October, will include a playable demo of **Soul Reaver**. Crystal Dynamics would not comment on the agreement, nor would it comment on future publication deals. **Game Informer** speculates that Eidos is an obvious candidate to acquire the games **Legacy of Kain: Soul Reaver** and **Akuji The Heartless**.



## Resident Evil: The Novels

For those of you who can't get enough of the **Resident Evil** world, **Pocket Books** has brought something else to help color in the dark corners of the franchise. Two **Resident Evil** novels are out, and more are on the way. The first two books, one about the events that happen between the first and second **Resident Evils**, and another that novelizes the first game, are a must for **RE** fans. The novels are written by **S.D. Perry**, and are not watered down in any way, instead bringing the gruesome details you would expect to the table and laying them out for all to see. Check your local bookstores for these titles, called **Resident Evil: The Umbrella Conspiracy** and **Resident Evil: Caliban Cove**.



## Game Informer's Site O' The Month



**Zach Meston's Bold (But Not Brash) Website**  
<http://home.earthlink.net/~zmeston/>

**Zach Meston's site** holds nothing back, offering frank commentary on the industry and a patrol of the gaming press. If you want to read a good rip-session and have a good laugh, **Zach's site** is the place to be.

## VIDEO GAME

## TRIVIA

- 1 What video game has spawned two novels by author S.D. Perry?
- 2 Electronic Arts recently acquired the rights to what swimming lizard?
- 3 What is the name of the Sony PlayStation unit that allows home programmers to design games?
- 4 Spyro is developing a new X-Men game for what publisher?
- 5 Sega used its SVP chip in only one game. What was it?

[Answers on the bottom of page 32]



## Name That Game!

This fighting game was published by Acclaim for the SNES. In addition to a Match mode, the game also featured a Story mode, and told a tale of the most famous martial artist to ever hit the silver screen. What game is it?

[Answer on the bottom of page 32]

## Data File:

► **Crystal Dynamics** is reportedly working on a character-based racing game tentatively entitled **Poseidon**. As you may have guessed from the nautical name, the racing will take place on, or under, the water. *Game Informer* speculates it could show up on **PlayStation** as early as next summer.

► **Activision** has announced that its hit vehicular combat game **Vigilante 8**, is coming to the **Nintendo 64**. No word yet as to new additions or changes, but expect a few small changes. **Vigilante 8** is scheduled to hit the **Nintendo 64** in February of next year.

In an unexpected turn of events, Activision, developer of **Pitfall** and **Blast Chamber**, has signed an agreement with **Disney Interactive**, developer of Disney games, to publish at least six new multi-platform titles. One of the titles will be based on the upcoming **Pixar** film **Toy Story 2**. The other games have not been announced yet, but reports show that two of these titles will be based on upcoming films, and the other three titles will be based on past Disney features.

► Finally, there's a skateboarding game coming to the **PlayStation**. **Street Boarders**, from **Microcabin**, is a skating game coming to Japan on October 23.

The game features many of the staple moves of real skaters, including kick-flips (yup, no more stupid 1440s as your only "cool" tricks), and will sport Dual Shock and analog compatibility. No word yet on an American release, but who would want the egg on their face for passing this game up?

► **THQ** has scrapped any plans to bring **SpeedTribes** to the **PlayStation**... **Electronic Arts** has shelved its arcade-styled football game tentatively entitled **Air It Out Extreme**... **989 Studios** revealed that both **Tobu** and **Syphon Filter** have been delayed until early 1999... **Psygnosis** is working on **G-Police 2** which is rumored to appear as early as March... **DreamWorks Interactive** is planning to re-release a more playable version of its dinosaur action game. It is coming back from the dead as **Lost World: Jurassic Park Special Edition**... **Nintendo** estimates it sold over 11 million **Game Boy** units last year. That brings the total installed base of **Nintendo's** handheld to a whopping 65.8 million... **Berkeley Systems** plans to release its hilarious trivia game **You Don't Know Jack**, on the **PlayStation**... **SNK** is anticipating over 7 and possibly up to 12 games for the launch of its **Neo Geo Pocket** handheld... *Game Informer* staff members enjoyed an afternoon episode of **Mr. Roger's Neighborhood** while constructing this issue.

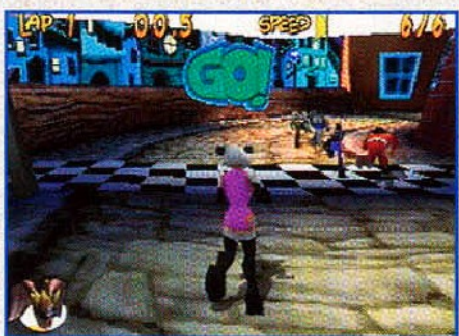
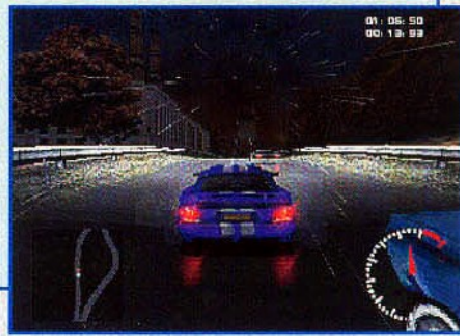
## Plenty of Horsepower Planned for Test Drive 5

**Accolade's Test Drive 4** had plenty to offer the **PlayStation** driving enthusiast when it launched last year, and the company promises even more with **Test Drive 5**. The game, due to hit stores the last week of September, will include 28 licensed cars and a number of bands including **KMFDM**, **Gravity Kills**, and **Pitchshifter**.

### Here's the list of cars:

- |                              |                                 |
|------------------------------|---------------------------------|
| 1998 Dodge Viper             | 1966 Shelby Cobra 427SC         |
| 1998 Chevrolet Corvette      | 1967 Pontiac GTO                |
| 1998 Aston Martin Vantage    | 1968 1/2 Ford Mustang 428CJ     |
| 1998 TVR Cerbera             | 1969 Chevrolet Camaro ZL-1      |
| 1998 Jaguar XKR              | 1969 Chevrolet Corvette ZL-1    |
| 1998 Saleen Mustang S351-R   | 1970 Chevrolet Chevelle SS LS-6 |
| 1997 Chevrolet Camaro SS LT4 | 1971 Plymouth Hemi Cuda         |
| 1998 Nissan Skyline          | 1969 Dodge Charger.             |

Plus, 12 "super-charged enhanced" cars and 12 "secret" cars will be included in **Test Drive 5**, making a total of 40 cars accessible to the player.



## 989 Studios Runs Wild

If there's a niche that **Nintendo** has thoroughly locked up, it's character-based racers. The U.S. has received very few cutesy racing games for the **PlayStation**. But **Universal** and **989 Studios** plan to change all that with the release of **Running Wild**, a racing game where you play as one of six contestants, each an animal/human hybrid. There's a ram, a zebra, a panda, an elephant, a rabbit, and a donkey. Basically, you take to the road and race across six different courses and three levels of difficulty. Sound familiar? Well, duh. Expect the game to come out later this year, but don't necessarily expect it to be the caliber of **Diddy Kong Racing**.

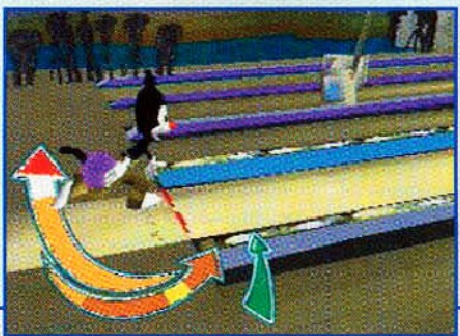


## Animaniacs To Go Bowling on PlayStation

**ASC** is planning to release a **PlayStation** bowling game starring the **Warner Bros.** cartoon characters from **Animaniacs**.

Based on **ASC's** successful game **Ten Pin Alley**, the game will be aptly titled **Animaniacs Ten Pin Alley**. The feisty and wisecrackin' stars of the show – **Wakko**, **Yakko**, and **Dot** – will hit the lanes with seven other cast members including **Hello Nurse**, **Mindy**, and **Ralph the Guard**. Expect plenty of hijinx as the **Animaniacs** interfere with games or yell from the audience.

**Animaniacs Ten Pin Alley** should arrive on the **PlayStation** in November.





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"I WILL destroy you in the Battle mode ....  
I WILL destroy you in the two player split screen mode...  
I WILL destroy you in the combat cable link mode ....  
I WILL DESTROY YOU MAGGOT!"

-SGT.Steel

"Look here Son, I WILL use your head  
as an anchor and your butt  
as a seat cushion"

-Officer J.B.Nightstick

"When the flag goes down baby  
your gonna feel the funk of my  
Disco Fever Ray, You'll be  
hearin' "Stayin' Alive" til' ya die"

-Ebony Justice

"I will continually upgrade my sinister  
hearse boat and weapons to extreme  
necropotent proportions and your  
weak pale flesh will ROT IN PIECES"

-Dr.Graves



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- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats- all fully upgradeable.
- Two player split screen or combat cable link.



ASC GAMES™

[www.deadinthewater.com](http://www.deadinthewater.com)

## New Releases

RELEASE DATE	TITLE	PUBLISHER	SYSTEM
<b>September</b>			
9/25/98	Knife Edge	Kemco	N64
9/25/98	Bombberman World	Atlus	PS-X
9/25/98	Master Of Monsters	ASCII	PS-X
9/26/98	Madden NFL 99	Electronic Arts	N64
9/26/98	Lost World Special Edition	DreamWorks	PS-X
9/26/98	NHL Hockey 99	Electronic Arts	PS-X
9/28/98	Pokemon	Nintendo	GB
9/28/98	Cruis'n World	Nintendo	N64
9/29/98	Deadly Arts: GASP	Konami	N64
9/29/98	NFL Blitz	Midway	N64
9/29/98	NFL Blitz	Midway	PS-X
9/29/98	Pool Hustler	Activision	PS-X
9/29/98	Rogue Trip	GT Interactive	PS-X
9/29/98	Tenchu	Activision	PS-X
9/29/98	Wild 9	Interplay	PS-X
9/30/98	Flying Dragon	Natsume	N64
9/30/98	Brunswick Bowling	THQ	PS-X
9/30/98	Duke Nukem: Time To Kill	GT Interactive	PS-X
<b>October</b>			
10/1/98	Resident Evil 2 Dual Shock	Capcom	PS-X
10/6/98	Extreme G 2	Acclaim	N64
10/6/98	Team Losi RC Racer	Fox Interactive	PS-X
10/12/98	Duck Tales 2	Nintendo	GB
10/12/98	Smurfs	Nintendo	GB
10/13/98	Fighting Force	Eidos	N64
10/13/98	Battleship	Hasbro Interactive	PS-X
10/14/98	Super Black Bass	Hot B	GB
10/15/98	Elmo's 123	NewKidCo	GB
10/15/98	Elmo's ABC	NewKidCo	GB
10/15/98	V-Rally	Ocean	GB
10/15/98	Space Station Silicon Valley	Take 2	N64
10/15/98	Elmo's 123's	NewKidCo	PS-X
10/15/98	Elmo's ABC's	NewKidCo	PS-X
10/15/98	NCAA GameBreaker '99	Sony	PS-X
10/15/98	NHL Face Off '99	Sony	PS-X
10/15/98	Rival Schools	Capcom	PS-X
10/15/98	Tiny Toons	NewKidCo	PS-X
10/20/98	Turok 2: Seeds of Evil	Acclaim	GB
10/20/98	Body Harvest	Midway	N64
10/20/98	Buck Bumble	Ubi Soft	N64
10/20/98	Turok 2: Seeds of Evil	Acclaim	N64
10/20/98	Knockout Kings	Electronic Arts	PS-X
10/20/98	MediEvil	Sony	PS-X
10/20/98	Metal Gear Solid	Konami	PS-X
10/25/98	Charlie Blast's Challenge	Kemco	N64
10/25/98	Armored Core: Project Phantasma	ASCII	PS-X
10/27/98	Backstreet Billiards	ASCII	PS-X
10/25/98	Body Harvest	Midway	PS-X
10/26/98	FZero X	Nintendo	N64
10/27/98	Twisted Edge Snowboarding	Midway	N64
10/27/98	Bushido Blade 2	Square Soft	PS-X
10/27/98	Motorhead	Fox Interactive	PS-X
10/27/98	NBA Live 99	Electronic Arts	PS-X
10/27/98	O.D.T.	Psygnosis	PS-X
10/27/98	Small Soldiers	DreamWorks	PS-X
10/27/98	StarCon	Accolade	PS-X
10/30/98	S.C.A.R.S.	Ubi Soft	N64
10/30/98	Tonic Trouble	Ubi Soft	N64
10/30/98	WCW/NWO Revenge	THQ	N64
10/30/98	Cool Boarders 3	Sony	PS-X

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



Armored Core: Project Phantasma



Cool Boarders 3



Knockout Kings



Small Soldiers



StarCon



Tonic Trouble

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### Video Game Trivia Answers:

1. Resident Evil. The novels are *The Umbrella Conspiracy* and *Caliban Cove*.
2. Godzilla.
3. Yaroze (Japanese for "let's do it.")
4. Activision.
5. Virtua Racing for the Sega Genesis.

### Name That Game Answer:

Dragon: *The Bruce Lee Story*

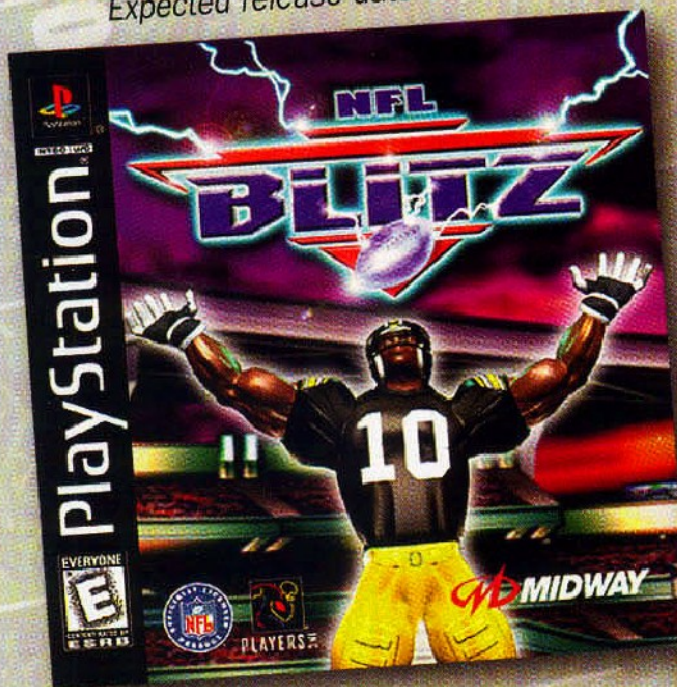
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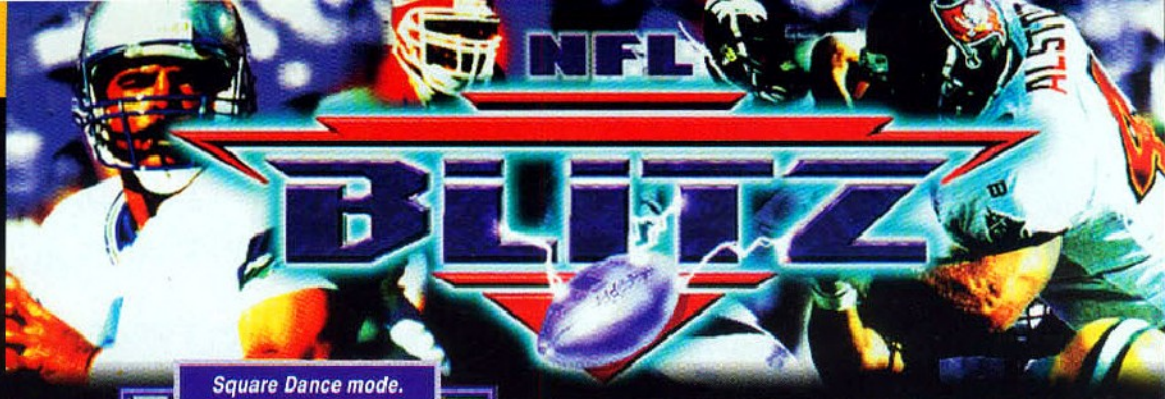
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# Nintendo 64 Review

- **Size:** 256 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** 7-on-7 Football; Late Hits; No Penalties; Play Editor; NFL & NFLPA Licenses; Arcade & Season Modes; User Records; Rumble Pak Compatible; 3 Difficulties; Controller Pak Compatible With Blitz '99
- **Replay Value:** High
- **Created by:** Midway Home Entertainment
- **Available:** Now for Nintendo 64

**Bottom Line:** 9



## The Three Stooges Get Drafted

**JON**  
THE GREEDY GAMER

Concept  
**9.25**

Graphics  
**9**

Sound  
**9**

Playability  
**9**

Entertainment  
**9.5**

**9.25**

OVERALL

"Pretty much everyone's played Blitz before, and having a home version is a no-brainer. The 2-player game just never wears thin. **Having this game at home will be awesome for football Sundays.** Setting up your own mini-tournaments, establishing rivalries, and constant trash talking is the typical Blitz session. The translation is nearly flawless, but the home version's even better, since the Play Editor is perfect for multiplayer gaming. Your own plays are deadly, so it basically amounts to an arms race between you and your friends – shut down the new money play before it's too late! Yep, Blitz is a game you must have. Plus, you can take your created plays to the arcade for Blitz '99. I can't think of a single reason not to buy this game."

**PAUL**  
THE GAME PROFESSOR

Concept  
**9.75**

Graphics  
**8.5**

Sound  
**7.75**

Playability  
**9**

Entertainment  
**8.75**

**8.75**

OVERALL

"There's not much to gripe about with Blitz. It is a great translation of an extremely entertaining arcade game and Midway packed in some killer new features. **The Play Editor is crucial and opens a huge variety of options** in this game and the upcoming arcade sequel. Although untested, you can be sure that I'll be one of the first to try my home-designed plays at the arcade. This is the first of many titles that I hope will take advantage of this feature. Obviously, having the season with the current roster update is also a nice bonus in this version. I guess the only thing I did notice about Blitz was that it occasionally suffered from slowdown, but on a whole it is an attractive football package."

**REINER**  
THE RAGING GAMER

Concept  
**8.5**

Graphics  
**9.25**

Sound  
**8.5**

Playability  
**9.25**

Entertainment  
**9.5**

**9**

OVERALL

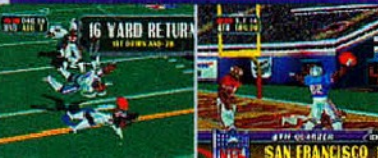
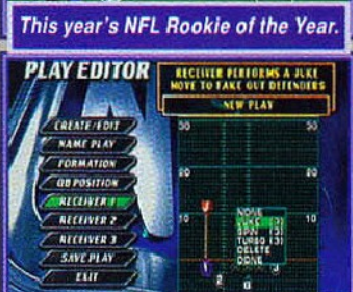
"This port of Blitz is phenomenal. All of the action from the arcades has been transported to the N64 with very little variation or flaw. The only noticeable differences are the occasional moments of slowdown and the addition of a Season Mode. Don't get me wrong, the Season Mode is great, but it needs two things. One – stat tracking for individual players and league leaders, and two – the removal of the stupid default that automatically makes you lose if you stay tied after three overtime quarters. For the entire football scene, I would still pick Madden as my first choice, simply because I love having all of the players and fantasy options galore. But **if you only play for 2-player duels, then Blitz is the one and only choice.**"



In case you've been stranded in the far reaches of the third world for the past few months, NFL Blitz is Midway's arcade-style football game featuring some of the fastest and most amusing gameplay ever found in video football. Like Mike Tyson, or the Three Stooges, Blitz glorifies the cheap shot. Even if a play has been whistled dead, it doesn't matter. After sacking Trent Dilfer, jump on him one more time and let him know he's a punk even though he managed to weasel his way into the Pro Bowl. And when Michael Irvin goes up for a pass, feel free to deck his skull before the ball gets there because there's no such thing as pass interference. Heck, bite his ear off or stab him in the neck with scissors. If you can figure out a way to do it, it's legal.

Diehard fans of simulation football games might cringe at the thought of no rules, but rest assured, quality competition can still be found in this game. First off, the control is precise, and easy to learn. Ball carriers can stiff-arm, spin, hurdle, jump, and lateral. Plus, Blitz moves fast and smooth. Obviously, it's not as impressive as the arcade unit, but when you see Blitz on the N64 you will be very surprised at how close it comes. Once in a while you will experience some slowdown, but overall the game is so fast and crisp you won't give it a second thought.

There is actually one feature the home version has that the arcade doesn't – a Play Editor. Each user is allowed to create up to nine different plays for his or her playbook. Choose from five formations and put the quarterback in either the shotgun or the regular set. After that, create routes for up to three receivers. During a route you can also instruct a receiver to juke, spin, or turbo to help get open. When finished, give the play a name and you're ready to embark on your coaching career. Later, if you decide a play isn't effective, you can edit it or delete it altogether. Plus, you can take your controller pak to the arcade and use your plays in Blitz '99 when it's released.



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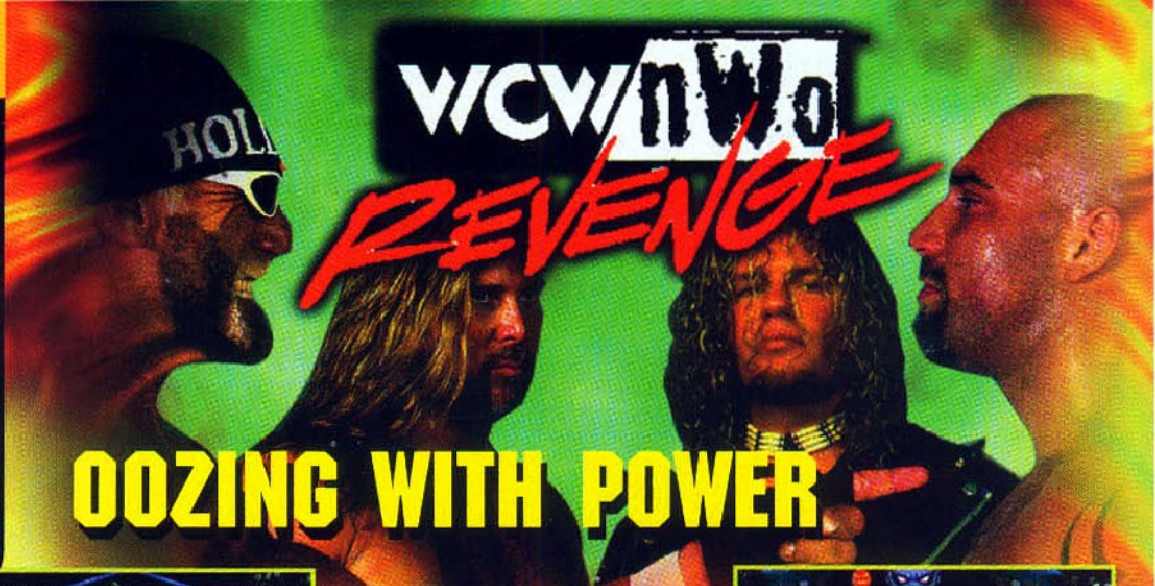
PlayStation

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# Nintendo 64 Preview

- **Size:** 128 Megabit (With Battery Backup)
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 70 Wrestlers; 700 Frames of Animation Per Wrestler; Weapons; Virtua Fighter-Styled Instant Replay; Costume Edit Mode; 40-Man Battle Royale; Voice & Caricature of Referee Mark Curtis; Rumble Pak Compatible; User Records
- **Created by:** Asmik for THQ
- **Available:** Late October for Nintendo 64

**95% Complete**



## OOZING WITH POWER



Uncle... Uncle!



Extreme pain is in someone's future.



Enter Goldberg!



Rick Steiner gives in to his primal urges and plunges off the top rope.

It would be easy to write off WCW/NWO Revenge as a simple upgrade of last year's World Tour, but nothing's farther from the truth. From the second you pop this game into your Nintendo 64 it oozes with power, boasting all-new textures, all-new moves, all-new wrestlers, all-new arenas, and an all-new attitude.

Before you even enter the ring, you can edit any of the over 70 (possibly 80) wrestlers by switching outfits with other characters (and even masks for the hooded heroes), and alter the colors at the touch of a button. Move the Hulkster into Raven's flock, put Larry Zbysko into the NWO — you name it, it's in here.

Choose your wrestler and head into one of six arenas based on actual pay-per-view arenas, including Bash at the Beach, Souled Out, Halloween Havok, Starrcade, and Super Brawl. Each wrestler has his own unique entrance before the bout, filled with fireworks, smoke, and electronic razzle-dazzle. Goldberg comes in slapping his face, DDP comes accompanied by Kimberly, and Hogan has the ever vigilant Eric Bischoff at his side.

Once the wrestling begins it's easy to see how improved the graphics and animations are. Each character has his own signature moves, and even a swagger in his step. For instance, Giant and Big Sexy don't slip in under the ropes — they step over them. Rick Steiner crawls on the floor like the wild animal that he is, and Rey Mysterio Jr. climbs like a monkey on the ropes.

There are also a number of new moves at your disposal. After fighting in the runway outside of the ring, you can then run and slide under the ropes back into the squared circle. And if you were lucky enough to get one of the many weapons from the crowd, you can bring that in with you too. A couple of smashes to the head, and your opponent's down. Luckily, there's a new move that lets you easily jump to either side of a downed opponent to set up your most shattering slam. But be careful, almost every move in Revenge has a counter. One false move, and you could get your butt smacked by a thunderous signature move, or by one of the game's new combos (which can only be used by characters, such as Goldberg, who do them in real life).

During matches, the ring is watched over by referee Mark Curtis, who comes onscreen to count off pins and ring-outs. But it's a good thing he's there, as other wrestlers will run in during a match to help their cohorts in crime. For instance, say Konnan is getting pummeled by Buff Bagwell; Sting will run in, weapon in hand, to equalize the situation.

Winning matches is the key to unlocking many of the hidden characters found in WCW/NWO, but don't worry about saving them to your Controller Pak — as Revenge features battery backup to store hidden characters and unlocked modes. The battery will also keep track of user records and high scores from matches, as the game scores you on overall performance (to let you show who truly holds the title).

Watch out because this October the WCW and NWO are coming and they got Revenge on their minds. The question is: Are you up to the challenge?



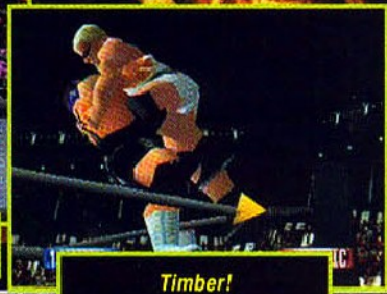
"The table" quoth the Raven.



What exactly are those guys doing?



Sting comes to the rescue of his Wolf Pack compatriot.



Timber!



Wrestler name: Hollywood Hogan  
 Real name: Hollywood  
 Costume: Hulk  
 Hair: [unclear]

“A fully-loaded fighter...a new kind of fighting game”

-Nintendo Power

“Very unique fighter...the originality shines”

-EGM Players Guide

“Innovative gameplay and variety”

-ign64.com

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Super deformed mode. Collect all 200 items to build the most powerful fighting machine ever!



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# Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 6 Worlds With Multiple Level Objectives; 20 Weapons; 4 MB RAM Pak & Rumble Pak Compatible; Massive Boss Creatures; 4-Player Deathmatch; New Turok Storyline
- **Created by:** Iguana Entertainment for Acclaim
- **Available:** Late October for Nintendo 64

**85% Complete**



## You Ain't Seen Nothin' Yet

In the 3D action genre, Turok 2: Seeds of Evil stands unchallenged this holiday season.

Gamers are hungry for another shoot-'em-up and Acclaim's upcoming release will satiate this need. After being blown away by Turok 2 at E3 [see August '98], we had a chance to check out the multiplayer modes, a bunch of new weapons and enemies, and witness the possibilities of an upcoming Nintendo 64 peripheral that works wonders with this title.

Playing a "kill or be killed" match-up against one, two, or even three of your gaming comrades has obviously proven successful with N64 games like Mario Kart, GoldenEye, and others. Turok 2's design team plans at least 12 multiplayer environments, boasting that Turok 2's deathmatch will be, "The best the N64 has ever seen." The Blood Lust mode is the standard deathmatch mode, and options can be set for available weapons and number of players per team. The Frag Tag mode is slightly similar to a mode in GoldenEye; one player is "it" and is totally defenseless. This person must escape through a warp to collect points and make another opponent "it." The multiplayer mode has at least eight characters to play as, including enemies, and even the original Turok comic character (who was later swapped for the younger Turok that we all know from the first game). The multiplayer options and overall quality of the graphics already make GoldenEye look ancient. An excellent example of what players can expect is in the bow and arrow fight. When you shoot an opponent with an arrow, you'll see the arrow stick in the opponent, and the opponent in turn sees it in his or her field of vision. It's quite a sight to see a guy running around with an arrow stuck in his ear.

The 1-player game is divided into six separate environments that range from a castle-like port town to an alien spaceship. Filled within these massive worlds are some of the nastiest and most gruesome enemies you have ever seen. The rather mundane human enemies found in the first Turok are gone. Standard dinosaurs such as the raptor and compy are abundant on some levels, but nasty dinosaur hybrids called dinosoids run rampant. All of the enemies are very intelligent. Some will retreat when they see you have a big weapon, or they will dodge and hide from gunfire. Other foes will attack with ferocity when you get too close. Especially spectacular are Turok 2's boss creatures. Massive oozing, pulsating creatures such as the disgusting creature dubbed "Mother" make a huge impact on the game. The bosses will challenge players, while giving them a visual treat. As mentioned, the Tek Bow (complete with sniper mode) is an essential, but you have to see the Cerebral Bore. Think of a lock-on missile that, once it connects, drives a drill straight into the dinosoid's brain. The blood sprays like a fountain as the enemy crashes to the ground. The insane designs of the weapons, and the destruction they inflict, are not for the faint of heart (or those under 17).

Turok 2's graphics are easily the N64's best ever. But the graphics get even better when playing with the 4 MB RAM expansion pak. What's that, you say? The RAM pak (as we call it) is a small cartridge that plugs into the small door on top of the N64 unit, upping the N64's RAM. Although Nintendo has not announced plans to release the RAM pak, such a device will allow Turok 2 to run in high resolution. Nintendo would be stupid to keep this RAM pak out of gamers' hands. The game works fine without the extra RAM, but once you see the difference, there is no turning back.

Turok 2 will be out at the end of October and is easily Acclaim's hottest property. Keep on the lookout, as it's going to be one of the flagship games for the N64.



This is just a taste of Turok 2's ominous special effects.



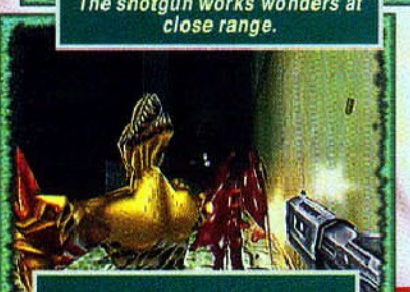
The environments are beautiful...



...and extremely dangerous.



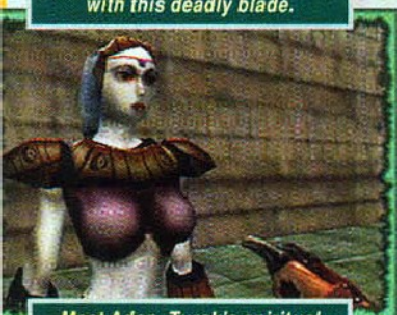
The shotgun works wonders at close range.



It bleeds!!



Turok's knife has been replaced with this deadly blade.



Meet Adon, Turok's spiritual guide.

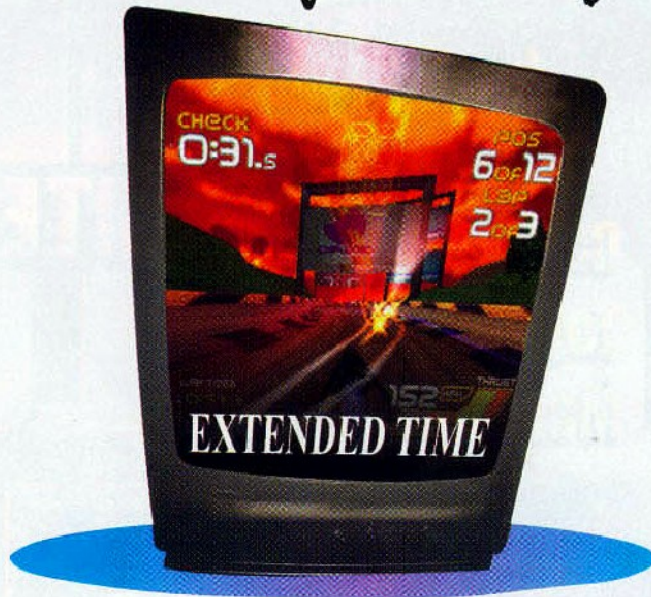


The minions of Primagen.

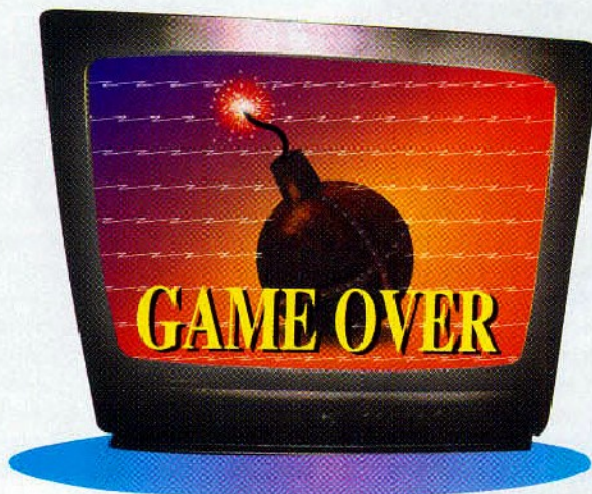




This is your game.



This is your game on the blink.



ANY QUESTIONS?

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**PLAYER'S  
EDGE**

# Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create Player & Customize Rosters; New Graphics Engine; Multiple Seasons With Free Agency & Retirements; Create Team Mode; Commentary by Mike Patrick & Randy Cross; Rumble & Controller Pak Compatible
- **Created by:** Iguana Entertainment for Acclaim
- **Available:** October for Nintendo 64

**90% Complete**

**Can It  
Topple  
Madden?**

# NFL QUARTERBACK CLUB 99

The newest football season on the N64 is about to begin. While we gave you the bottom line on Madden 99 in this issue, Acclaim and developer Iguana are still putting the finishing touches on NFL Quarterback Club 99. Luckily, just before this issue went to press, Game Informer had the chance to playtest the game for the first time.

Last year's version of QBC dazzled players with its high-resolution graphics and you would think that all Iguana had to do with this installment would be to touch up and add a few animations. However, the team at Iguana completely redesigned the player models and packed in nearly 450 animations. You'll see linemen dig in their cleats as they go into a three-point stance. The QB will fake counters or jump pass after handing off (a la Brett Favre). In the huddle, huge lineman huff and puff as they try to catch their breath. There are even 10 different animations for injuries. Also worth noting is, in snowy conditions, players' footprints dot the field and tackles will leave larger skids.

Aside from the all-new and extremely detailed graphics package, QBC 99 goes right after sim fans with the multiple season mode. Similar to the Franchise mode of Madden, QBC allows you to play over a number of seasons complete with free agent signings and other GM duties. Players' attributes will also change over the course of time. For example, say you were playing as the Vikings and (not that this would ever happen) Cris Carter has only 10 catches for 100 yards in an entire season. This sub-par performance might lead to things such as his speed and catching ability dropping before the next season. To be sure, a slick Player Create mode will allow you to fill the gaps in your team, or you can make just one player if you want. The Team Create mode will give you options to pick jersey and helmet colors, compile a playbook of 128 plays, and draft the top talent to concoct your fantasy football team. For the historian, you can go into the Historic Sim mode and relive key moments from every Super Bowl. Finally, insane football fans will also be able to play as NFL Europe teams including the Claymores and the...well...those other guys. The list of modes and features is long and comprehensive and QBC is definitely keeping up with Madden in these departments.

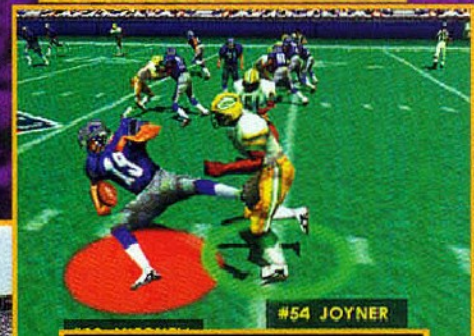
The biggest and most important question concerning QBC 99 is the playcontrol and computer intelligence (or AI). Unfortunately, we won't be able to figure out the answers to these questions until we see a complete version. What we saw and played of QBC 99 was impressive, let's just see if Acclaim and Iguana can jell the game for the new season. ■



Get ready for some turf burn.



What's this guy's name again?



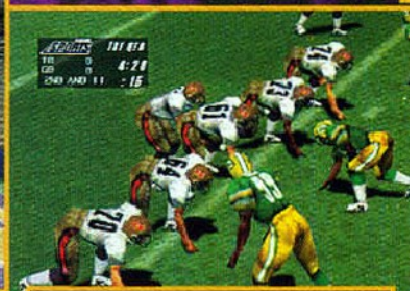
Mitchell doesn't stand a chance.



QBC has great moves and even better animation.



This will be a common occurrence this season.



Two NFC Central teams square off.



Barry has all the moves in QBC 99.



# Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create Player & Customize Roster; Play Editor with Team-Specific Playbooks; Franchise Mode; Fantasy Draft; Custom Season; Rumble & Controller Pak Compatible
- **Replay Value:** High
- **Created by:** Tiburon for EA Sports
- **Available:** September 25 for Nintendo 64

**Bottom Line: 8.75**

**VIKES, PACKERS, BRONCOS...  
THEY'RE ALL HERE!**

"Madden on N64 isn't as good as PlayStation. It comes down to control. The analog stick is weak, and there's really no difference in running speed, so like last year, it's analog emulating digital, which sucks. But my gripe is really with the N64 controller, because the c-button and shoulder layout is uncomfortable and awkward. I simply despise it. The game rocks though, and I think the extras like Franchise Mode, Play Editor, and new graphics make Madden the N64 football game to have. Acclaim might patch up its AI problems with QBC '99, and as a whole QBC '99 looks worlds better than Madden, but I'd stick with EA and gameplay. You're guaranteed a product that works, and in this case, Madden is exceptional."

**JON**  
THE GREEDY GAMER

Concept  
**9**

Graphics  
**8.75**

Sound  
**8**

Playability  
**8.5**

Entertainment  
**9**

**8.75**

OVERALL

"I am a little concerned that I haven't seen anything of QBC '99 at the time I write this. Nothing, other than screenshots that is. What I do know is that this version of Madden blows away last year's games. The computer is tough, the graphics are excellent, and the options are endless. I've spent countless hours perfecting the ominous attack of the Vikings and it's hard to set the game down. Obviously, the graphics on this game dust its PlayStation sister, but the N64 lacks in playcontrol and sound. It could be attributed to the N64 controller, but the play doesn't seem as tight as the PS-X version. That aside, anyone who picked up and enjoyed last year's game should definitely pick up Madden 99."

**PAUL**  
THE GAME PROFESSOR

Concept  
**9.25**

Graphics  
**9.25**

Sound  
**8.75**

Playability  
**9**

Entertainment  
**9.5**

**9**

OVERALL

"To compete with Quarterback Club, Electronic Arts had to make Madden hi-res. What did this do? Well, it made the game look really sharp, but it also killed the framerate. The game doesn't slow down any, it just gets a tad choppy and the controls become much looser. Other than this, Madden shines. **The frontend is spectacular** (except for the missing create player feature in the Franchise Mode), and the gameplay is currently unmatched on the N64. The new wrap tackles, jukes, and catching animations are incredible and oh so realistic. Madden 99 is good, real good. So good you may not think about another football game until next season rolls around."

**REINER**  
THE RAGING GAMER

Concept  
**9**

Graphics  
**8.75**

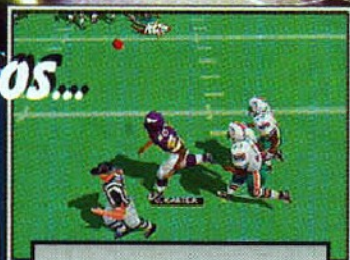
Sound  
**8**

Playability  
**8**

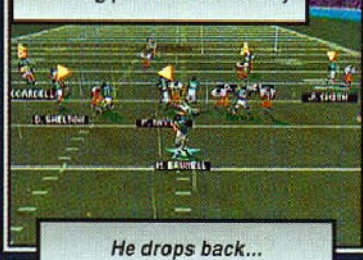
Entertainment  
**9.25**

**8.5**

OVERALL



Crossing patterns are deadly.



He drops back...



The definition of shoestring tackle.



He manages to keep his feet.

**T**he race for the top football game on Nintendo 64 was a hard fought battle last year. EA's Madden and Acclaim's Quarterback Club were both hot sellers, but last season's QBC introduced gamers to high-resolution graphics (Hi-Res as Acclaim calls 'em) and it had the luxury of a full NFL license. These features alone may have given QBC the slight edge in sales. Yet, in this current season, EA is firing on all cylinders and has included a new graphics engine along with the NFL team license. But that is just the tip of the iceberg.

Of course, EA Sports went the route of high-resolution graphics. Players appear to be larger and far more defined than in last year's game and the animation is far more elaborate. Tackles come in many forms as players are pulled down by the ankles, wrapped up around the waist, or simply picked up and thrown to the ground. The Nintendo 64 version has far more animations than its PlayStation counterpart. The level of detail is most evident in games played in the snow. Just like playing at Green Bay in December, you can actually see the players' breath in the cold winter air.

Just like its PlayStation counterpart, Madden 99 on the N64 has plenty of options including the all-new Play Editor, Franchise Mode, and everyone's favorite - Player Create. The Play Editor opens up a whole new era in the Madden series and allows for the construction of up to three offensive and defensive plays. One of our favorites is the "dipsy-doodle" (as we call it). In this Game Informer play, the four wide receivers line up wide and then converge to the middle of the field. Unsuspecting linebackers are left with their hands full. There is an endless variety of plays that can be a nice addition to the standard playbook for each team. With the Franchise Mode, you not only take the role of field general, but you are required to be a shrewd general manager as you must closely monitor rosters, get rid of the slackers, and re-sign key players over the course of a number of seasons. It sounds easy, but it takes plenty of time to negotiate a contract with a lineman who thinks he's worth a couple million dollars a season.

For years, Madden has been known for its simple and concise control. Sending a receiver up for a jump ball and coming down with it has been a solid and easily-executed maneuver for the wily Madden veterans. It is still one of the best moves in any sports game, but this year's game adds more to the playcontrol, especially on the defensive side of the ball. Defensive line shifts and power tackles add a lot of dynamics to the game. For example, the 3-4/flash blitz works especially well when the line shifts wide. This creates a mismatch on the outside and allows the blitzing linebackers to often get a free run at the QB. However, you're dead if the opposition runs up the gut. The power tackle works like a speedburst when you're not around the ball carrier, but once he's in range WHAM! The sound of the hit alone will sometimes make you cringe. Speaking of sound, Madden 99 has excellent on-field sounds, but seriously lacks the commentary from Madden and Summerall found in the PlayStation version.

The verdict is still out on QBC '99 as to whether it has what it takes to compete with this new and improved version of Madden. Football fans may have tough choices this season, but the review staff at Game Informer can help guide your way with the bottom line. ■



# Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Create Wrestler; Cage & Weapons Matches; 4-Player Battle Royales; 2-Player Cooperative or Versus; Rumble & Controller Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Iguana for Acclaim
- **Available:** Now for Nintendo 64

**Bottom Line: 8.75**

	ANDY	PAUL	JON
Concept:	9	9.5	9
Graphics:	8.75	8.75	8
Sound:	8	8	9.25
Playability:	9	9	8.25
Entertainment:	9	9	8.75
Overall:	8.75	9	8.75



What GI editor created this beast?



"Let me out! Pleeasee!"



### Andy, The Game Hombre

"I really like the fact that with this game engine you can always tell who has the upper hand. Plus, the graphics and the create player are fantastic. It needs more wrestlers, but this is definitely a great wrestling title."

### Paul, The Game Professor

"If you want a comparison between this and the PS-X version, this has the slight edge in graphics, but it lacks the FMV wrestlers. Otherwise, this is a solid wrestling game. If you're a WWF fan, you will not be disappointed."

### Jon, The Greedy Gamer

"Compared to the WCW titles, War Zone lacks tons of wrestlers, but its Create Wrestler is totally awesome. Furthermore, War Zone is about button mashing, so it's not as skill based, but for all around fun and 4-player madness, N64 War Zone is a must-have for grappling enthusiasts."

## If You Thought WW II Was Bad...

If you thought the bloody beaches of Normandy were a war zone, just wait until you see what happens when Stone Cold, Shamrock, Mankind, and the British Bulldog square off in a 4-player cage match. Heads will roll, and pain will take its toll, because WWF War Zone is total war, where combatants brawl and tumble through a tumultuous championship climb.

Any serious wrestling fan has heard all about this game, and the verdict is finally in. With an unbelievable amount of options, including cage and weapons matches, a Gauntlet mode, a Training mode, and the best Create Wrestler option we've ever seen, War Zone delivers a serious piece of software. The graphics are in Iguana's patented Hi-Rez, so each wrestler is sharply defined, and the complicated throws and holds connect smoothly. The sound, particularly during a bone-crunching move, makes you cringe with evil pleasure because inflicting pain is the name of this game. The extras and hidden secrets are outstanding, especially the ability to create female wrestlers. War Zone also includes true wrestling strategy, and in order to knock out the top contenders, it's essential to time the finishing move to perfection.

This year, the N64 boasts two new wrestling games. Acclaim's War Zone features an amazing Create Wrestler feature, but THQ's WCW/NWO Revenge offers many more wrestlers (and many more moves). The choice is yours, but War Zone will not disappoint.

# Nintendo 64 Review

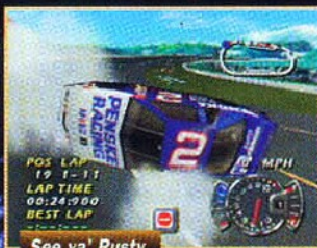
- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 17 NASCAR Tracks (No Daytona); Adjust AI & Physics; Unlock Historic Drivers; 20-Car Field; Soundtrack Includes Stevie Ray Vaughn
- **Replay Value:** Moderate
- **Created by:** EA Sports
- **Available:** September 22 for Nintendo 64

**Bottom Line: 7.25**

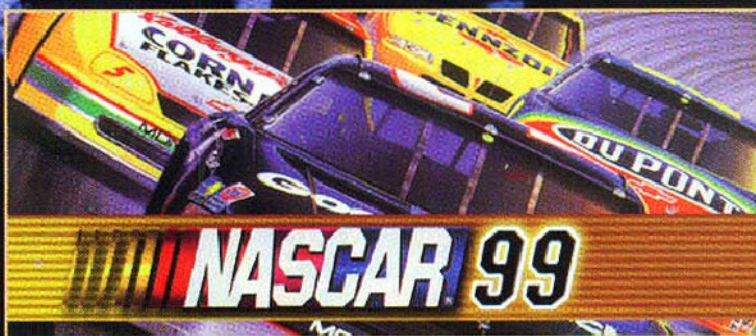
	ANDY	PAUL	JON
Concept:	7	7	8.25
Graphics:	6.5	8.5	9.25
Sound:	7	6	8.25
Playability:	6	8	8
Entertainment:	5	5	8.25
Overall:	6.25	7	8.5



Night descends on Charlotte.



See ya' Rusty.



## BECOME THE INTIMIDATOR

The stock car scene finally finds its way to N64, a racing-plagued platform, but NASCAR 99 is more than just a standard racing sim. This game is a full-out attempt to re-create the NASCAR experience in every detail, and it does a pretty darn good job.

While only 20 cars comprise the field (as compared to 30 on PlayStation), the cars are huge, and perfectly colored. When those nail-biting moments of car contact occur, debris flies onto the track, a little smoke flares up, and you're fighting the controller just to keep your line. With speed-sensitive steering, it's important to watch your speed and tach going into every turn: too hot, and you'll bang the wall; too cold, and the pack will breeze by you laughing all the way.

Improvements over last year's PlayStation version include the addition of the Brickyard 500 and Watkins Glen, night racing, and classic drivers like The King and Benny Parsons. However, one annoying "change" to the game is the omission of a rearview mirror. This makes driving in the "first-person" and "in-car" views nearly impossible, since cars to the side of you don't register onscreen. On the very first lap you'll turn into a phantom car, hurtling you to the wall and a frustrating "race over." Pitting is also insignificant, and can't touch true NASCAR strategy (unless you want to race 50-lap races).

NASCAR 99 is about as real as it gets, and N64 owners dying for a NASCAR game will love NASCAR 99. But next year, we'd like create-a-driver (with paint options), a chance to hire and fire pit teams, plus in-depth tire and fuel strategy.



Trouble in turn 2.



Ridin' Dale at the Brickyard.

### Andy, The Game Hombre

"This game is fun to play just because it's NASCAR, but in the overall scheme of things it sucks: (1) The pitting stinks (you have to take 4 tires), (2) the announcer has about two lines, and (3) your car has no rearview mirror."

### Paul, The Game Professor

"It's great to see that EA included the Brickyard in this game, but overall it's just not that fun. The cars and damage are well done, but the sound and overall framerate are horrible. Only NASCAR fanatics need apply."

### Jon, The Greedy Gamer

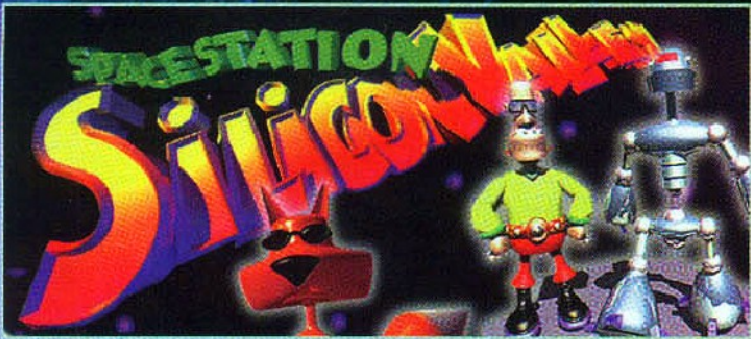
"NASCAR 99 rocks hard, especially with Stevie Ray playing guitar, but the "no rearview mirror" sucks. I race in first-person view, and I can't tell what's happening on the sides. The 20-car field is also lame, and the pitting setup has got to change. I like this game a lot, but more barriers have to be broken."

# Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Over 40 Creatures; 90 Abilities; Interactive Environments; 4 Areas With 10 Levels Each; 10 Camera Angles
- **Created by:** DMA Design for Take 2 Interactive
- **Available:** October for Nintendo 64

**75% Complete**

## Survival Of The Fittest



The world is in imminent danger when the Space Station Silicon Valley, which has been missing for 1000 years, suddenly returns. A group of marines flew out to the station some time ago, but have not been heard from since. So it's up to Danger Dan and his robot buddy Evo, heroes for hire, to head out to the station and investigate the mess.

In the very strange game called Space Station Silicon Valley, you play as Evo, whose mission is to go through the 40 levels and prevent the space station from careening into Earth. As you go through the levels, you have to take control of robot-animals, creatures that evolved on their own over the 1000 years in very unique ways. Ranging from tank turtles to flying dogs to juggling bears, these zany animals have to be killed in order to take control of them. Once you control them, you can use their abilities to solve the many puzzles.

Although there are solid platforming elements involved, the gameplay is so dynamic that players quickly focus on acquiring each of the different species. Using each animal's strengths, you are able to find many extra things to do apart from the missions.

To keep the player from thinking too hard, DMA has kept the game lighthearted, with lots of silly diversions. All of the animals nod their heads to the beat of the music, and many have abilities that seem to serve no useful purpose.

With the entertainment opportunities that Space Station Silicon Valley presents, it could be a hit. That is, if players can look past the quirkiness of the whole thing.

# Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 13 Vehicles; 12 Tracks With 3 Variations Each; New Rear-Fire Weapons; All New Physics Model; Rumble Controller, & 4 MB RAM Pak Compatible
- **Created by:** Probe Entertainment for Acclaim
- **Available:** October for Nintendo 64

**90% Complete**

## Acclaim's N64 Racer Returns

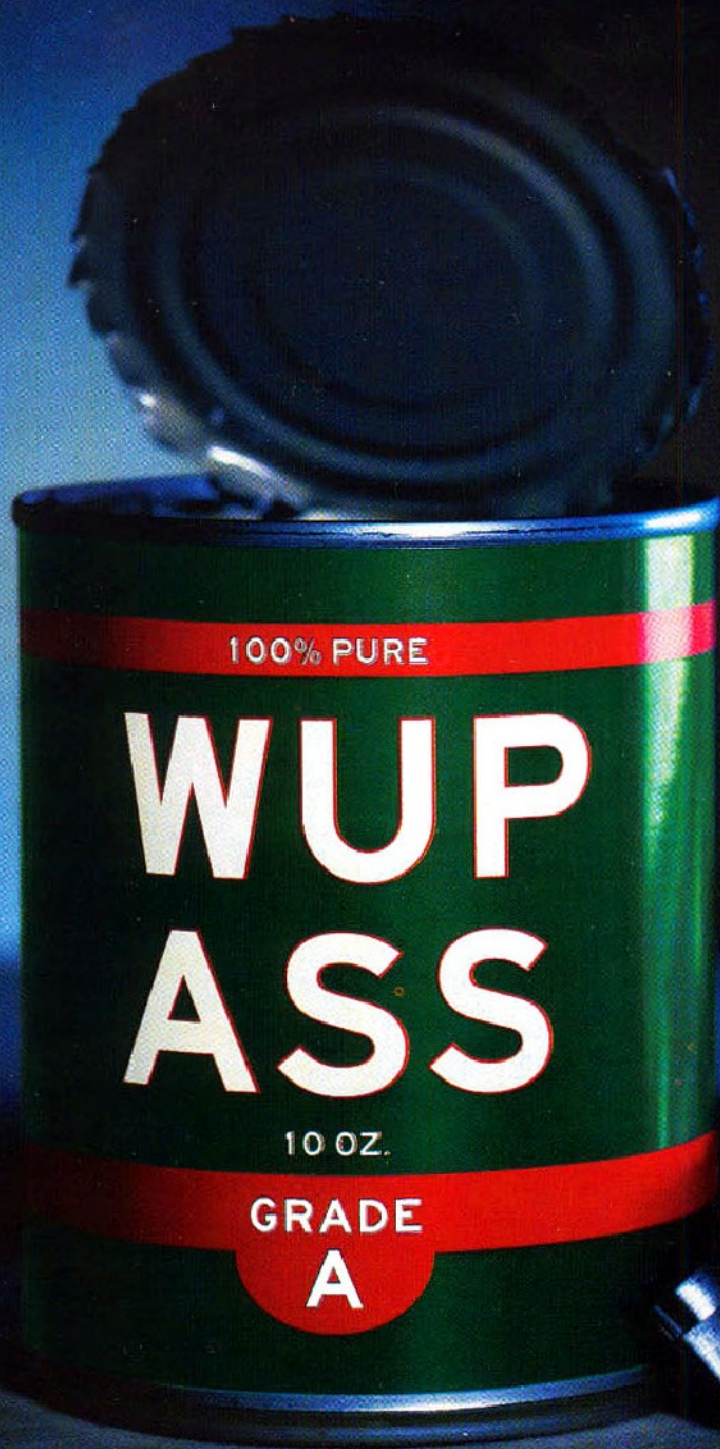


When Acclaim launched Extreme G last year it was a welcome and popular addition to the Nintendo 64 lineup. This year is a different story. Not that Acclaim's upcoming sequel won't be popular or well received. The problem is, Extreme G 2 joins an ever increasing market of racers that now includes Psygnosis' Wipeout 64 (a series that arguably reinvented the racing combat genre). Acclaim and developer Probe Entertainment know that gamers won't settle for a mere track update.

To appease fans, Probe has completely rebuilt the game engine from the ground up. Last year's game wouldn't even allow you to turn around on the track; but this year, Extreme G 2's new physics model re-creates a "truer" (if you can be true to something that doesn't exist) racing environment. The vehicles (13 in all) sway to the turns and even pivot in a manner similar to a motorcycle. Speed and big air are the essence of Extreme G 2, along with the combat.

The "race for first while destroying all who come in your way" concept is only part of this title. Extreme G 2 also incorporates a 4-player deathmatch with tank-style machinery. Each tank mimics its race-bike counterpart with colors, but these machines are built for head-to-head combat, not speed.

Extreme G 2 might have some stiff competition from other games, but the improvements we've seen make it one to keep an eye on. Look for a review in the coming months.



NFL XTREME™ A HIGH-SCORING, 5-ON-5, IN-YOUR-FACE, GRIDIRON WAR. THERE'S NO RULES, NO PENALTIES AND NO BOUNDARIES. IT'S A HELMET-POPPING, TRASH-TALKING, LATE-HITTING FREE-FOR-ALL. ENJOY.



# XTREME™

AFTER THE COIN TOSS,  
ANYTHING GOES.™

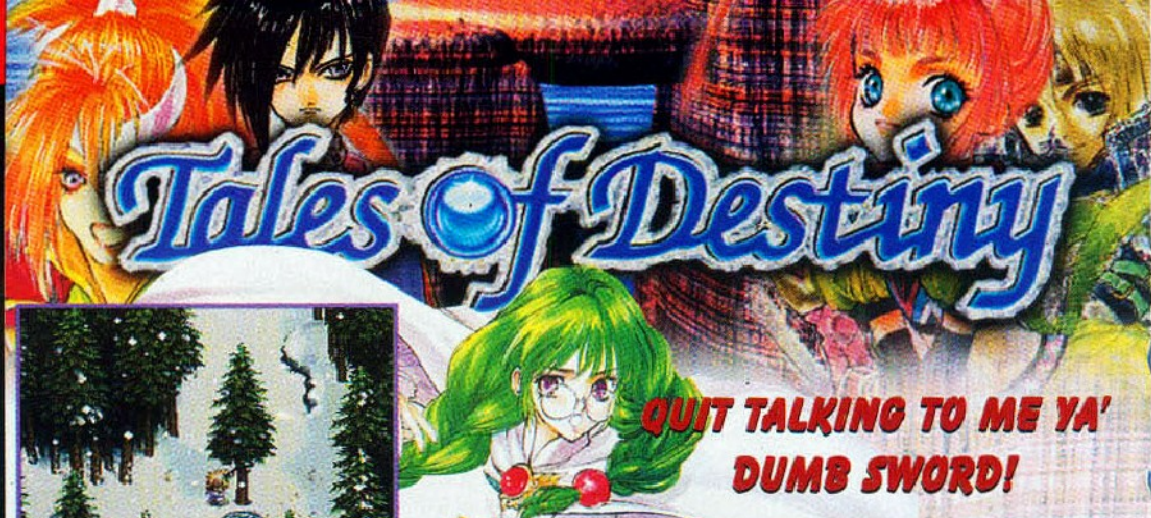


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# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Real-Time 2D Battle Scenes; 9 Characters To Play As; Interesting Storyline; Really Fast "Run" Button; 6 Swordians To Collect; Memory Card Required
- **Replay Value:** Moderately Low
- **Created by:** Namco
- **Available:** September for PlayStation

**Bottom Line: 6.75**



**QUIT TALKING TO ME YA' DUMB SWORD!**

Tales Of Destiny comes to the table with lots of original story styles, and a unique game engine. For starters, the main character, Stan Aileron, is a stowaway on an important ship, a ship that just happens to be carrying a very valuable sword. After the ship is attacked, and Stan is discovered, some monsters try to steal the sword. Instead, Stan finds the sword, and to his surprise, it talks to him. Apparently Stan has been "chosen" by the sword (named Dymlos) to be its master. The sword is sentient, and has many abilities, like spellcasting and special attacks. After Dymlos helps Stan escape, it explains the existence of other swords like it – a race known as the Swordians. Thus begins Stan's quest to seek out the other Swordians, and to thwart his competition – a mysterious evil menace also trying to acquire the swords.

The game is similar to many other RPGs in a physical sense; walk around, talk with people, acquire items and gold to get you equipped for whatever may lie ahead. However, this game does stray from the norm in a variety of ways. First, along with gold, the party acquires lens – crystals with energy properties – that are sold for money. Many people seek out the lens; they are valuable to a corporation that buys them for use in industry. Although supplying the towns with heat and lighting is the major use of lens, there seems to be other uses as well, for the company is acquiring far more lens than it could ever use. Hmm...

Another unique characteristic is the fighting interface. Instead of the typical menu, you are treated to a 2D side view of the characters and their enemies. Then, you attack and cast spells, all in real-time. It's kind of like Guardian Heroes for the Sega Saturn, only simpler. This is a pretty entertaining way to do the battle scenes, as you will not be completely bored by the time you have entered battle for the billionth time.



Save Points are located throughout the game.



Everyone gets in on the action.



Hey dude, you've got a hole in your wall!



A look at the beautiful Dymlos.



What would The Arbor Foundation have to say about this?



The view is breathtaking.



A shot of the overworld.

## ANDY THE GAME HOMBRE

Concept  
**7**

Graphics  
**6.5**

Sound  
**6**

Playability  
**7**

Entertainment  
**6.5**

**6.75**

OVERALL

"Tales of Destiny isn't necessarily a bad game, but it ain't great either. Using an action-styled battle engine, Tales does have something new to offer RPGers. Unfortunately, the members in your party really don't do that much, so the battle basically falls on the shoulders of your character. This makes getting new characters almost completely uneventful (though you can use them in battle). Throw in a slow-moving storyline, Super NES-like graphics, and Tales isn't much to write home about. It's better than Granstream Saga & Beyond the Beyond, but it isn't nearly as good as the Suikodens or Final Fantasies of the world."

## JON THE GREEDY GAMER

Concept  
**7**

Graphics  
**7.25**

Sound  
**6.5**

Playability  
**7.25**

Entertainment  
**7**

**7**

OVERALL

"Nothing's worse than an RPG with a cool story and lame battle interface. I'm totally bored with the "action" battle interface. I basically sit there and pound the circle button, while watching my useless party members hack on some wimpy beast. The encounter rate is pretty high, so I surfed the Web while exploring (note: this is a bad sign). I do like the different areas, from beaches to forests to shrines, everything looks different, but the graphics almost seem like you're watching the game through waxed paper – basically everything lacks definition. RPG fanatics should play this game through because the translation's good, the end secrets are cool, and there are lots of items, but others should spend their RPG time elsewhere."

## REINER THE RAGING GAMER

Concept  
**6.5**

Graphics  
**6.75**

Sound  
**6**

Playability  
**7.25**

Entertainment  
**7.75**

**6.75**

OVERALL

"Mediocre. This one word sums up Tales of Destiny perfectly. The overall look and animation is as generic as it comes and not very lifelike, and the story itself is often funny, but more times than not campy as all heck. The combat scenarios are interesting, but choppy in execution. If Namco could have implemented in more user control, these scenes would have shined as innovative and a fresh change from all other RPGs. But not all of Tales is bad. The game does manage to stay mildly entertaining and engrossing enough to play all the way through. If you consider yourself an RPG nut, then by all means give the Tale a tug, but otherwise, there are better tales to be yanked."





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# PlayStation Review

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

**Bottom Line: 9.25**

Last year Madden got shot down in the graphics department. It was blown off the field by the dazzling polygon graphics found in GameDay '98. Not to say that Madden 98 didn't please plenty of pigskin players, but in the eyes of many video football fanatics Madden had to come up with big changes for the '99 season. And EA Sports has delivered with all new graphics, new playcontrol, and a motherload of features and options.

The obvious change in graphics comes with Madden 99's polygonal engine. Polygons are great, but all the triangles and texture maps mean nothing without animation. Madden 99 has a huge variety of animation and nowhere is it more apparent than with the tackles. For example, linebackers submarine running backs and actually flip the runner into the air, cornerbacks ride the opponent as the ball carrier struggles for extra yards, and the D-line sends the QB flailing with a strategic shoulder to the chest. On the other side of the ball, running backs stumble and reach to the ground to catch their balance, but they also juke, spin, and hurdle. Throw in some excellent stadium replicas, deteriorating fields, and mud on the jerseys, and the looks of Madden 99 are exceptional.

With all the new additions to the graphics, the playcontrol scheme also received some updates. Although the tried and true Madden control is still apparent, EA Sports added an offensive juke move, receiver-specific pump fakes, line shifts on defense, and a redesigned power tackle move that also acts as a speedburst. EA also gives a little help to the Madden newbies by adding the One-Button option. When turned on, the option will put control of nearly every move into one button. The computer decides what move is appropriate, be it a stiff-arm, juke, jump, etc. It even selects the open receiver.

Off the field, Madden 99 offers more options than ever before. Leading the way is the Play Editor. Here you can create up to three different offensive and defensive plays that can be added to any team's playbook. Choose blocking assignments, coverage, and even 64 different pass routes for receivers. For simulation fans, the Franchise mode allows multiple-season play where you see players retire, free agents sign on (all while staying under the salary cap), and yourself getting fired if your team doesn't perform well. It doesn't stop here as Madden 99 also allows you to create a Custom Season using any of the more than 100 teams. You pick the teams and choose what leagues the teams will be in. Just imagine, you can put all of the Bills Super Bowl teams together to create the chokers league.

EA Sports has surpassed expectations with all of the new additions packed into the game. Will Madden come out on top in this year's football season? Leave it up to the football experts at Game Informer for the scoop.



**With Reed & Moss wide, defenses will be scared.**



**Bears vs. Cards: Battle For The Basement.**



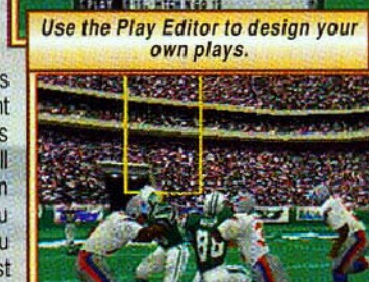
**The game will highlight big plays with an auto-replay.**



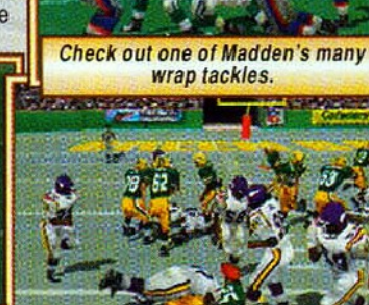
**The Vikings' 4-3 is always tough.**



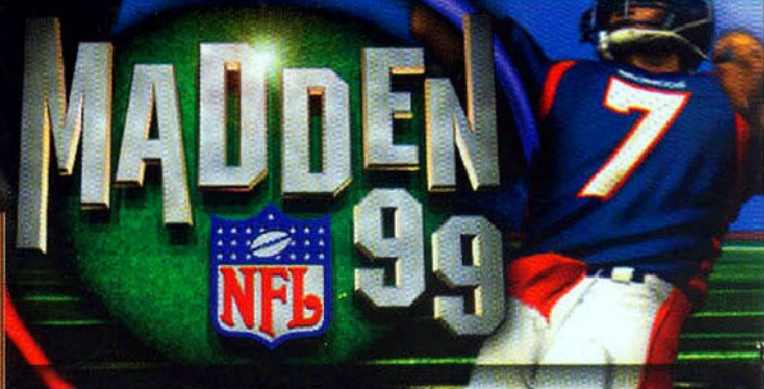
**Use the Play Editor to design your own plays.**



**Check out one of Madden's many wrap tackles.**



**Packers fans better get used to this.**



## THE BEST MADDEN EVER?

### JON

THE GREEDY GAMER

Concept

9.25

Graphics

9

Sound

8.75

Playability

9.25

Entertainment

9.5

**9.25**

OVERALL

"Simply put, **Madden 99 is the most complete console football package ever made.** Things like the Play Editor, the Franchise Mode, the Draft, and team-specific playbooks offer so much depth to the 1-player game. And the gameplay is right up there too, especially the manual pump fake. Plus, with the different motion patterns, and short play clock, you actually achieve a rhythm to your offense, and every aspect of the game is under your control. Then there are the graphics. Compared to GameDay, Madden has many more tackles and hits. When you play inside linebacker, come up to plug the hole, and stand the halfback straight up, it's exactly like real football. There's a lot to say about this game, but I'll end by saying Madden 99 rules big and whoops GameDay hard."

### PAUL

THE GAME PROFESSOR

Concept

9.5

Graphics

9.25

Sound

9

Playability

9.5

Entertainment

9.75

**9.5**

OVERALL

"What a difference a year makes. Madden 99 packs so much new stuff it boggles my mind. Sim fans are going to freak out with the Franchise Mode. You really have to be up on the workings of a club's front office to succeed. All the new animation, especially the new tackles, are exceptional. You can almost feel the pain when you're hammered in the backfield or flipped on your back. The custom playbooks are awesome. It's fun just to design crazy plays and try them in a game. Madden has passed its competition with this year's version and raised the bar on all future games. **Forget about GameDay, this is the football game to have.** It delivers on every aspect and will keep you busy long after this year's season has ended."

### REINER

THE RAGING GAMER

Concept

9

Graphics

8.75

Sound

8.5

Playability

9.5

Entertainment

9.25

**9**

OVERALL

"Last year GameDay made Madden look like crapola. The fast polygon action that GD delivered was just too much for Madden's cheesy little sprite guys to compete with. But even though the look of Madden blew, the play was still mighty impressive. This year though, **Madden's move to the polygon realm is nothing short of spectacular.** The gameplay is tight, fast, and above all, very realistic. The jukes on runs around the corner, the spin catches cutting across mid-field, and the zillion different forms of wrap tackles are superbly animated. The overall experience is as you would expect - traditional EA with all the necessary new enhancements like the Franchise mode and Play Editor. This is the football to get for the PS."



# NFL GAMEDAY '99

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** Adjustable AI & Game Speed; Create Player & Customize Rosters; Fantasy Draft; Custom Season; Total Control Passing; Dual Shock & Analog Compatible; Memory Card Required
- **Replay Value:** Moderately High
- **Created by:** RedZone for 989 Studios
- **Available:** September for PlayStation

**Bottom Line:** 7

## A Rebuilding Year?

"This year's GameDay bites. It goes without saying that I pretty much live for football, but I'm constantly cursing GameDay. The defense is totally stupid, the season options are completely worthless, the play clock means squat, play selection is annoying, catching takes zero skill, you can't arrange rosters outside of a game, there's no punt after a safety, the sound repeats constantly, penalties are insignificant, money plays are everywhere - I could go on for hours. **Compared to Madden, GameDay never even gets out of the backfield,** and it's a poor poor effort from 989. Nothing's changed from last year (except it looks nicer), and no thought was put into the simulation aspects. I expect much more next year, and remain extremely disappointed."

**JON**  
THE GREEDY GAMER

Concept	7.5
Graphics	9
Sound	8
Playability	7
Entertainment	7

**7.5**

OVERALL

"I think the dazzling graphics that GameDay had last year caused me to overlook a few things that became annoyingly apparent with this game. First, passing on every down and marching down the field is too easy even with the difficulty maxed out. As the ball is arriving to the receiver, moving toward the ball and timing a jump works nearly every time (especially with the receiver running fly and post patterns). Not to mention the Pro Blue/Fade is a money play 75% of the time. **After the GameDay creators crucified Madden 97 for money plays, I am disgusted with this rushed and half-@\$\$ed game.** Do yourself a favor and skip GameDay '99 and go back to GameDay '97. Now that game played."

**PAUL**  
THE GAME PROFESSOR

Concept	8
Graphics	9.25
Sound	8
Playability	5
Entertainment	3

**6.75**

OVERALL

"Now this is one nasty piece of software. **GameDay '99 could possibly be the biggest disappointment of the year.** After losing out last year, Electronic Arts rebounded and came out with guns a blazin'. 989 Studios (and GameDay) simply stood there and took the hits. In other words, Madden crushes this game. GameDay still has the fast arcade-like football action that we enjoyed so much last year, but it hasn't improved much at all. The player models look ten times better, but the gameplay is stagnant and not very entertaining, and pale compared to what Madden has to offer. GameDay also suffers from money plays (the turn around jump catch), and extremely limited fantasy options. This year, give your cash to big John and EA."

**REINER**  
THE RAGING GAMER

Concept	6.75
Graphics	8.75
Sound	6.75
Playability	6.5
Entertainment	4

**6.5**

OVERALL

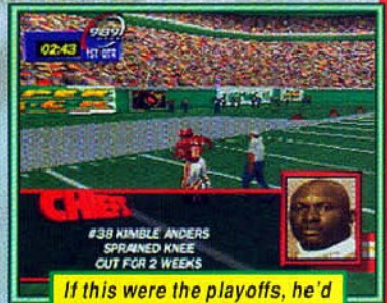
GameDay '98's polygon graphics were an industry first and it can be argued that this alone had a lot to do with its success. 989 Studios is not resting with last year's graphics and GameDay '99 improves by more than doubling the polygon count on player models (with over 350). This gives the players plenty of detail. Couple this with the huge number of motion-capture animations and GameDay boasts a very impressive graphics package on many fronts.

Utilizing such NFL talent as Tampa Bay fullback (and last year's cover boy) Mike Alstott, and up-and-coming rookie QB Ryan Leaf, 989 has painstakingly used a total of nine NFL players to re-create subtle football movements in an attempt to capture the nuances of the game. A healthy supply of player celebrations, teammates helping each other off the turf, and other actions you might see on the field are all found in this new version. Yet other nuances like a variety of catch animations are disappointingly absent. However, GameDay '99 does introduce new stadium models (complete with shade from the bleachers), polygonal referees, larger menu and play select screens, and new TV-style camera zooms and cutaways that are further exploited by the inclusion of NBC commentators Dick Enberg and Super Bowl XX MVP Phil Simms. All nicely done, but the voice of Simms becomes repetitive and quite annoying as he describes how some slow fullback is going to enter the NFL's fastest man competition.

GameDay has always been an innovator in terms of playcontrol, introducing football games to such things as the swim move, stiff-arm, and other moves. It's the now familiar Total Control package that utilizes nearly every button on the controller. The basic controls from the previous game remain intact, but 989 has added defensive moves to shift the line, or call up the secondary into tight coverage. GameDay '99 unveils a new artificial intelligence (AI) scheme that its developer has christened "Authentic Football Intelligence." We're not exactly sure why 989 used football and intelligence in this phrase, as the AI in this game can be described as dismal. Sure, defenses will disguise coverages, offenses will exploit your tendencies, and wide receivers will run various option routes, but the general inconsistency as the computer covers receivers out of the backfield shoots down all arguments that this game's AI is anything above average.

In terms of options such as season play, roster management, and creating your own players, GameDay seems to have continued down the same road it has for the last couple of seasons. Starting a season with a new fullback that has your name is straightforward, but extras such as playing more than one team in a season, or playing multiple seasons with general manager responsibilities, are sorely needed.

Last year's game blew us away. Does this year's game do the same?



If this were the playoffs, he'd stay out there.



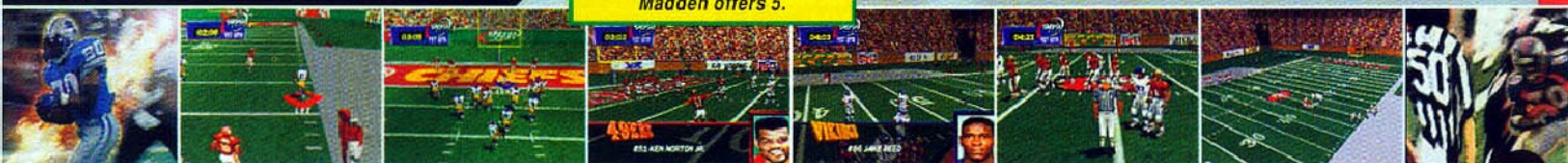
The Vikings, feared warriors of the NFC Central.



In this view, it's tough to see the wide receivers.

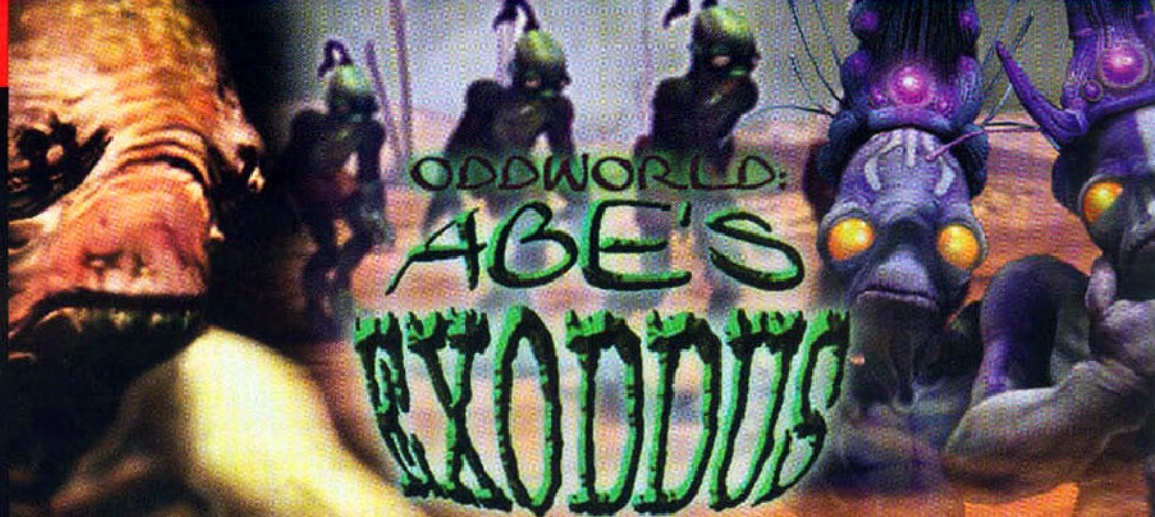


GameDay offers 4 receivers, Madden offers 5.



- **Size:** 2 CD-ROMs
- **Style:** 1-Player (2-Player Alternating)
- **Special Features:** Updated Gamespeak & New Game Emotion; Amazing & Hilarious CG Sequences; Elum Riding; New Enemies & Traps; Memory Card Required
- **Created by:** Oddworld Inhabitants for GT Interactive
- **Available:** November for PlayStation

**75% Complete**



## ODDWorld: ABE'S EXODDUS

### There's a Whole Lot of Mudokons Going On

**G**ame Informer has been waiting for Abe's Exoddus since the day we saved all 99 Mudokons in Abe's Oddysee. And since the game was unplayable at E3, we have been chomping at the bit for a playable version to arrive in our office. Finally, our dreams have come true, and now we have a little more skinny on one of the most anticipated sequels of the year (at least for us).

Like Oddysee, when you first turn on the game, you are given the opportunity to check out the Gamespeak. Surprisingly, it lists the Giukkons, Paramites, and Scrabs, in addition to the Sligs, as "controllable" characters. Instantly we were gliddy with excitement, and adventured into the game itself.

On the surface, there's not much different about Abe's Exoddus when compared to Abe's Oddysee. The graphics work in the same fashion as before (with prerendered computer-generated backdrops), the animation is to die for, and the control is rock solid and almost identical to the first game. But with one major change – the addition of more modes to Abe's Gamespeak. Replacing the two whistles, fart, and laugh are "All 'Ya," "Sympathy," "Stop It!," and "Work."

"All 'Ya" gives Abe the ability to call all his Mudokon brothers at once (avoiding those troublesome, personal introductions in a moment of extreme urgency). The command "Work" enables Abe to get the Mudokons to help him in his quest, as they are capable of turning cranks and flipping switches when ordered.

The "Sympathy" and "Anger" commands are a little more complex. When Abe isn't close to a Mudokon and presses one of these emotions, he either hisses (scary!), or awws (how cute!). But when close to a Mudokon, Abe will slap the senses back into his Mudokon brother with the "Anger" command when he is under the influence of Laughing Gas, or pat him on the back and tell him "sorry" with the "Sympathy" command when a Mudokon is angry. It all sounds a little confusing, but it is actually quite easy to pick up on and the interaction between the characters is quite funny. Oh yeah, for fans of the fart in the first game – don't fear – it has just been moved. By pressing the X button in the standing position Abe will let one fly.

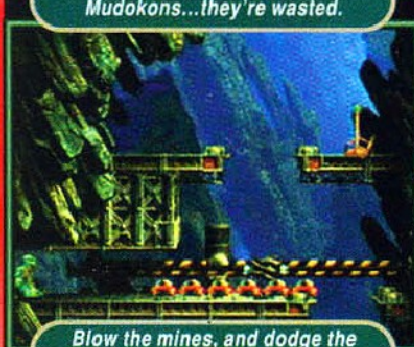
While the game emotion is perhaps the best new feature, there are tons of other fantastic additions. For example, the blind Mudokons keep walking in one direction until you tell them to stop. And you can use this to fool them into thinking you're someplace else by calling to them from another area. It's a handy trick when you need them to flip switches for you. Also there are tons of new enemies and action sequences to master, which we'll get into next month, as we continue to keep a close eye on Abe.



Sneak past the sleeping guard.



Check out these Mudokons...they're wasted.



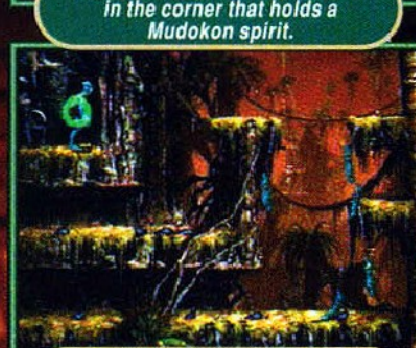
Blow the mines, and dodge the spinning grinder.



When you take control of the Paramites you can climb up threads.



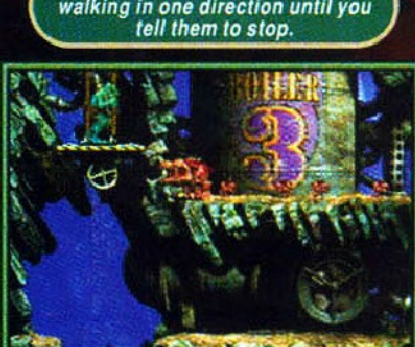
That Scrab is protecting the lock in the corner that holds a Mudokon spirit.



Don't step on the Slurgs because they will alert the Fleechs.



The blind Mudokons will keep walking in one direction until you tell them to stop.



Check out the smaller Slogs... Cool, huh?



NAME:  
RIPLEY  
ELLEN



DUE SOON

**ALIEN**  
RESURRECTION  
THE GAME



# PlayStation Preview

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Gameplay Emphasizes Stealth; Hand-To-Hand & Weapon-Based Combat; Power-Ups; Snake Cam; Radar; Real-Time Cut-Scenes; Beautiful Cinematics; Dual Shock & Analog Compatible; Directed by Hideo Kojima
- **Created by:** Konami Computer Entertainment Japan for Konami
- **Available:** October 25 for PlayStation

## 90% Complete

## The Art of Stealth

During last May's E3, Metal Gear Solid (MGS) was easily one of the most played games. And with good reason too. The control is perfect, the AI is solid, the graphics are stunning, and the atmosphere is intense. Hideo Kojima, the director of MGS, has left no stone unturned in searching for the ultimate gameplay experience.

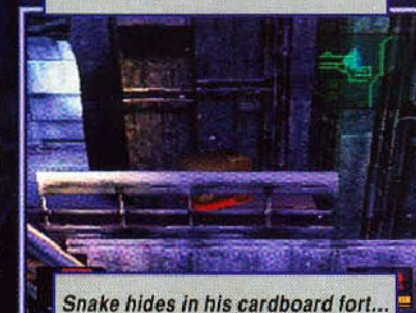
Fans of action/adventure games and spy thrillers will absolutely fall in love with this game. The intro FMV sequence gets you in the mood as our hero, Solid Snake, prepares to infiltrate the enemy's hideout in frigid Alaska. The intro gives the feeling of being at the movies, and when the credits stop, Snake is ready for action. In the first mission, Snake is below the hideout in a large underground room filled with guards under the command of Solid Snake's arch rival, Liquid Snake. To reach the surface, Snake must make it to an elevator on the other side of the room, but instead of shooting everything in sight, Snake must try to avoid the enemy by using his refined techniques of stealth. But the first mission plays more like an opening scene, and once Snake gets past the bad guys and begins his ascent to the surface, the credits continue, letting the player know there is plenty more to come.

With heavy emphasis placed on Snake's ability to move about undetected, even the smallest task sets the player's heart a thumpin'. Thankfully, there is a radar screen to help Snake keep track of the terrorists. Plus, the radar shows their field of vision and the range of surveillance cameras. In some cases, the radar shows an area teeming with guards, and the final destination seems impossible to reach. When this happens, Snake can attract the guards' attention by rapping on an object. Then, as they move to investigate, Snake can silently escape behind them. But there's more. Snake acquires the classic cardboard box which he can crawl under when hiding spots are scarce. Then, by switching to the "Snake Cam," he can peer out of a small slit cut into his brand new fort.

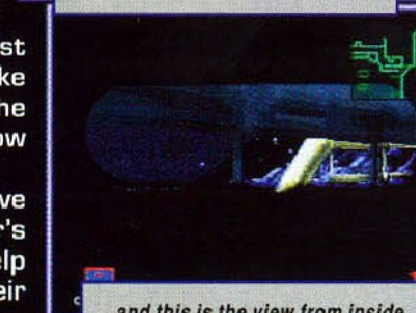
Of course, sometimes Snake has to get violent. He can use a gun, or one of many other weapons, but that often attracts too much attention. Therefore, it is often wise to utilize Snake's hand-to-hand combat skills and sneak up from behind a guard and break his stinkin' neck. The only way this game could be more immersive is if the controller left blood on your hands.



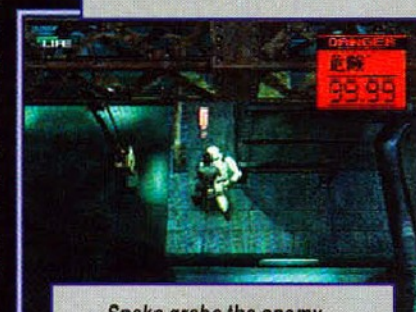
"Hmm, what do we have here?"



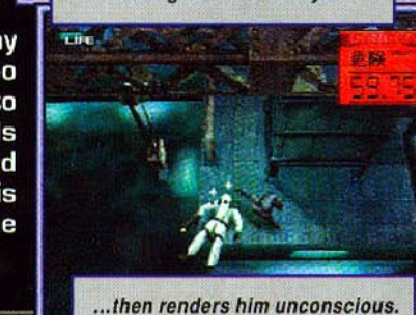
Sneak hides in his cardboard fort...



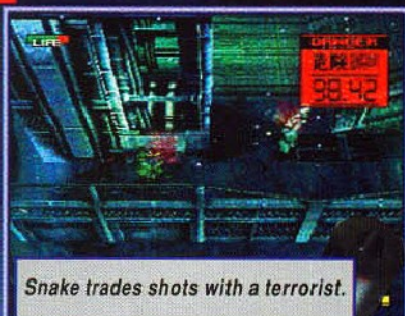
...and this is the view from inside.



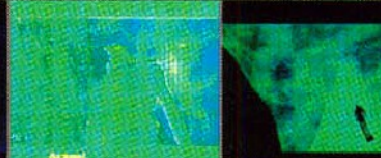
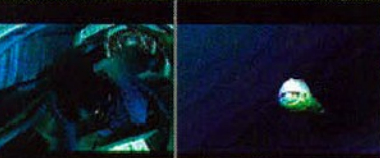
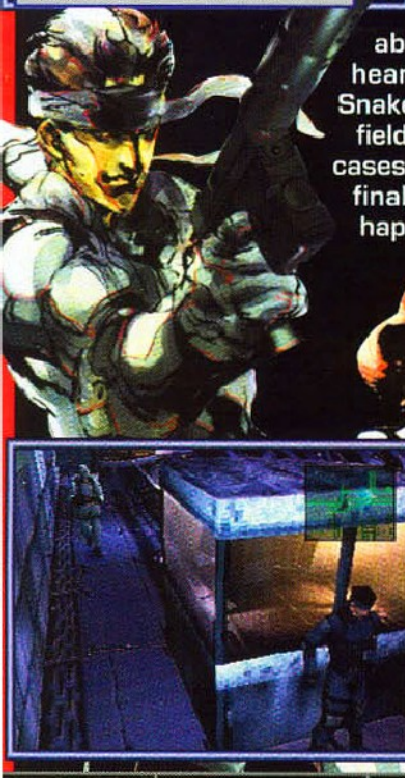
Sneak grabs the enemy...



...then renders him unconscious.



Sneak trades shots with a terrorist.

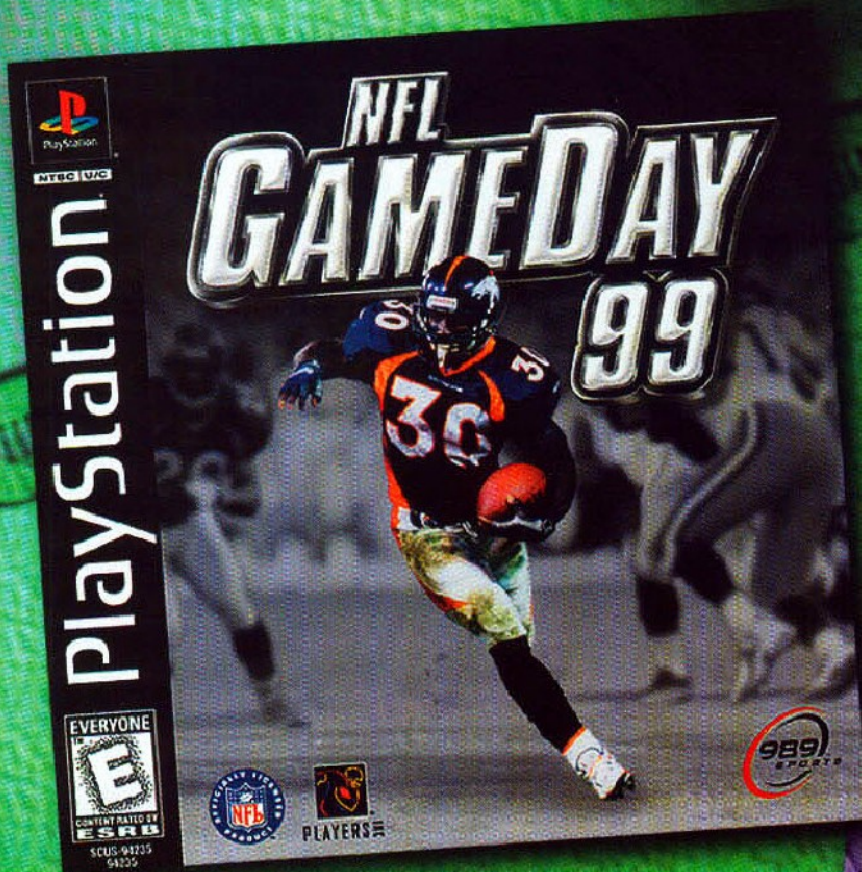


# FuncoLand

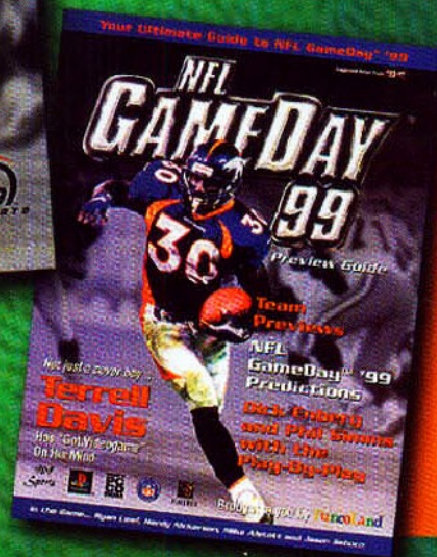
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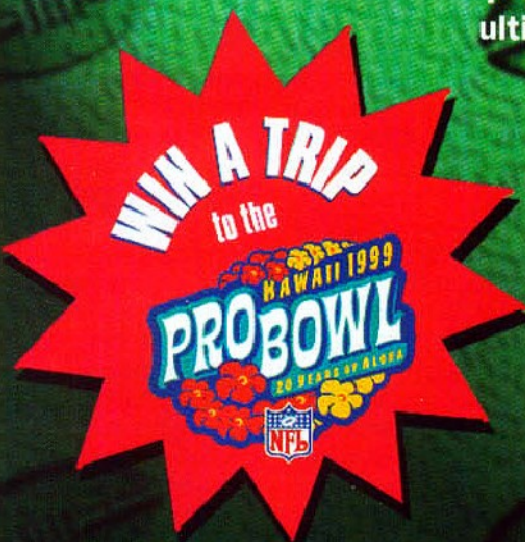
"The #1 football game is back  
and is better than ever!"  
- Game Informer Magazine



NFL Game Day '99  
preview guide is your  
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# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 Player Action/Adventure
- **Special Features:** 2 Playable Characters; Stealth Indicator; 10 Levels (2 Exclusive to U.S. Release); Over 20 Weapons & Spells; Scoring System Rewards Stealth & Cunning; 2 Difficulty Levels; Map; Cut-Scenes; Orchestrated Sound Score
- **Created by:** Sony Music Entertainment Japan for Activision
- **Available:** Now for PlayStation

**95% Complete**



## BE YEMMY, YEMMY QUIET



Let's play horsey.



Perfect execution.



You should be looking for a boyfriend.

Excuse me?



Death from above.



Simply wait and kill.

# IN

the old days, the working conditions in Japan were abysmal. Ninjas, for example, didn't have organized labor unions to provide a steady income, nor did they have the proper healthcare for all of those gaping wounds received during a hard day's work. Today, ninjas have fat contracts, full dental plans, and fancy gold-plated, diamond-studded shurikens. They just want to kill as many people in the shortest time possible and have lost all respect for stealth and sneaky underhandedness.

If you think modern ninjas are just a bunch of no-talent food processors who don't live up to the work ethic set by their blue-collar fathers before them, then Tenchu, the new PlayStation game from Activision, will change your mind. It has some rough edges, but Tenchu admirably relays the sensation of being a stealth assassin. The idea is to avoid fighting whenever possible. To succeed, you must be patient and master sneaking up behind enemies and killing them before they can react. If you can perform an "undetected kill" a majority of the time, you'll not only achieve a better score, but the levels will be easier to complete since you won't have to deal with retaliating enemies draining your health meter.

To help move unnoticed through Tenchu's 10 levels, you'll always have a rope and grapple to give you access to higher ground like rooftops, trees, and cliffs. From above, you'll have the ability to move around and watch the enemy guard below. If you wait until his back is turned, you can jump down, cut his head off, and then return to your roost and search for the next victim. Tenchu also uses a stealth indicator that lets you know if an enemy is suspicious of your presence, and tells you when danger is near.

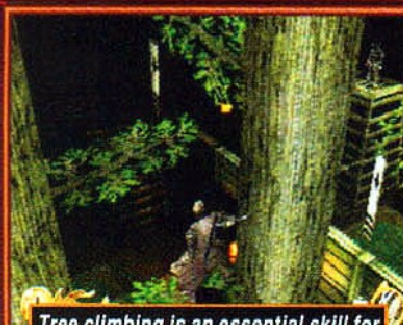
Inevitably, however, you will have to face an enemy or two head-on. This is one of those rough edges we talked about. The control is pretty stiff and enemies sometimes prove to be a bunch of boneheads. But overall, Tenchu is great, and with the help of various items and power-ups, come a lot of creative ways to dispose of enemies. Of course, there are the traditional throwing stars, but you might choose to bait a guard with some delicious poison rice. Once he eats it and the stomach pains set in, jump out and slash his belly. It's all in a day's work.



Ouch!!

RESULTS	TIME	17:13		
	EVENTS	SCORE	HIGH	
UNDETECTED KILLS	3/14	150	150	
DETECTED KILLS	2/14	10	10	
SPOTTED	6	120	120	
INNOCENTS	0	0	0	
<b>TOTAL</b>		<b>350</b>	<b>350</b>	

◆ NEXT PC-ITY **MASTER NINJA**



Tree climbing is an essential skill for all ninjas.





## GRAND PRIZE (ONE WINNER)

Trip for two to Universal Studios in Los Angeles. Includes round-trip airfare, two nights hotel accommodations, \$100 spending money, VIP passes to Universal Studios and a one-year subscription to Game Informer.

## FIRST PRIZE (FOUR WINNERS)

PlayStation game console, copy of Spyro the Dragon™ & one-year subscription to Game Informer.

## SECOND PRIZE (TEN WINNERS)

Copy of Spyro the Dragon™, PlayStation branded T-Shirt & one-year subscription to Game Informer.



## DRAW TO WIN

Pick up your pen, crayon, paintbrush, chalk, or lump of coal and draw your favorite scene from Spyro the Dragon™ on a STANDARD SIZED ENVELOPE. Every single envelope will be eyeballed by our esteemed panel of judges – to include members of Universal Interactive Studios and Insomniac. They will look at neatness, artistic ability and creativity. You must send in your entry by November 15, 1998. We notify the big, bad winner by May 15, 1999 (well you have to give us some time to fairly judge the many wonderful entries!!)

Send in your drawings on a standard sized letter envelope (9 1/2" x 4 1/4"). Be sure to include your name, address, gender, date of birth, phone number with area code and answers to these questions:

- 1) Do you own a PlayStation?
- 2) How many PlayStation games do you intend to purchase this year?

When you are ready to send it off, address it to:

Game Informer – Spyro the Dragon Art Contest  
c/o Linzee International  
1306 Old County Road  
Belmont, CA 94402

**Remember:**  
We must receive your entry by  
November 15, 1998.



1. No purchase necessary. To enter, draw any scene from Spyro the Dragon on a standard size letter envelope (9 1/2" x 4 1/4") and send it with your name, address, gender, date of birth, phone number and your answers to the following questions: 1) Do you own a PlayStation game console? 2) How many games do you intend to purchase this year? Send the envelope to: Game Informer – Spyro the Dragon Art Contest, c/o Linzee International, 1306 Old County Road, Belmont, CA 94402. Entries must be received by November 15, 1998. You may send as many entries as you wish, but each entry must be sent in separately. Sony Computer Entertainment America (the "Sponsor") is not responsible for lost, late, mutilated, illegible, incomplete, postage due or misdirected entries. All entries become the sole property of Sponsor and none will be returned. All entries must be the entrant's original work. Entries not satisfying these Official Rules will be automatically disqualified.

2. Judging Criteria: All entries received will be judged by a panel of independent judges composed of video game industry professionals. Judging of the entries will begin on or about November 16, 1998, with a final decision to be made on or about May 15, 1999. The decision of the judges will be final and binding in all respects. By participating, entrants agree to be bound by the Official Rules. Judging Criteria: 1) neatness 33.3%; 2) artistic ability 33.3%; and 3) creativity 33.3%. Entries must be the original, unpublished and sole work of the entrant. Sponsor reserves the right to refuse any entries featuring gratuitous depiction of violence or sexual behavior, or positive depictions of alcohol or tobacco. The drawing must be the original, unpublished and sole work of the entrant. Winners will be selected from all eligible entries received by mail on or before November 15, 1998.

3. Prizes: One (1) Grand Prize winner will win a trip to Universal Studios, which includes round-trip coach class air fare from closest major airport to winner's home to Los Angeles, California, hotel accommodations for 2 nights, two (2) tickets to Universal Studios, \$100 spending money, and a 1 year subscription to Game Informer magazine (a.r.v. of \$2,000). Saturday night stay-over is required. All travel details will be at SCEA's discretion and the trip must be completed within six months of acceptance of prize. Prize will be forfeited if winner is unable to travel during designated time. Winner and guest are responsible for all meals, gratuities, and any other expenses not specified herein. Four (4) First Prize winners will receive a PlayStation game console, Spyro the Dragon game and a 1 year subscription to Game Informer magazine (a.r.v. of \$230.00). Ten (10) Second Prize winners will receive a PlayStation branded T-shirt, the Spyro the Dragon game and a 1 year subscription to Game Informer magazine

(a.r.v. of \$80.00). Sponsor reserves the right to substitute a prize of equal value if prize is unavailable. Prize is non-transferable and no substitutions allowed. Winner shall be notified by mail and/or telephone. Once notified, allow 8-10 weeks for delivery of prize and/or travel documentation.

4. Eligibility: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner will be required to sign an affidavit of eligibility/release of liability/prize acceptance which must be returned within 7 days of receipt. Affidavit must be signed and return within the stated time period or prize may be forfeited. Additionally, as a condition to receiving the prize, the winner shall be required to execute an assignment transferring and assigning all of his or her rights, title and interest in the drawing submitted as an entry to Sponsor. If the

winner is a minor, then prize will be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and Judges and their parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as result of this contest or receipt of prize.

5. Winner List: For a list of winners, send a SASE to: Spyro the Dragon Winners List and send to address above. Requests must be received by May 30, 1999. Please allow four (4) weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Stunt Mode; Link Cable Compatible; 13 Characters With 13 Stages; Huge Tricks; Bigger Air Than All The Rest; Dual Shock Compatible
- **Created by:** SingleTrac for GT Interactive
- **Available:** November for PlayStation

70% Complete

Tons of games are trying to capitalize on the "board" craze sweeping America. Selling to the legions of fans who march out to buy the next Cool Boarders, or the next 1080, is a lucrative niche, since they go and purchase hordes of these respective games each year. The bad thing is, although the games are very pretty and handle well, they don't really capture the essence of what drives these crazed amateur stuntmasters. These daredevils want the big air in a bad way. They want the system to be open-ended so they can make up their own tricks (rather than use a precreated set of moves). This is probably the biggest attraction in Streak – as the air gets bigger, the stunts get bolder.

If you have been reading GI for the last six months, then you already know quite a bit about Streak. This game has us so stoked it keeps us at the office, playing like mad through the weekends. While the premise itself seems old, as it is very similar to Jet Moto, nothing could be further from the truth. The control itself feels rather different than everyone's favorite bike game, and the collision, hit detection, and physics all seem very new. The characters are not nearly as aerodynamic or central-weighted as in Jet Moto; rather, in Streak it's a little harder to begin rotations. But when you do launch, you can create massive tricks that will astound and amaze. As you get in the air, you can grab the board and rotate it in any direction. If you take the jump too far, you can even put on the rear thrusters to stall out in mid-air.

But once you learn to pull the huge dazzlers, and streak with the best of them, you'll land gaps that have 10 seconds of hangtime with ease. Add this to the cool characters and interesting story, and GT has a hit on its hands, a cult classic in the making.

The areas are as fresh and entertaining as anyone could wish for. Sure, there's the typical city level, and the beach level, but there's also the funhouse level, the castle level, and even a factory level complete with hot, molten steel. Although a castle level seems a bit dull, wait until you take the first leap off the top.

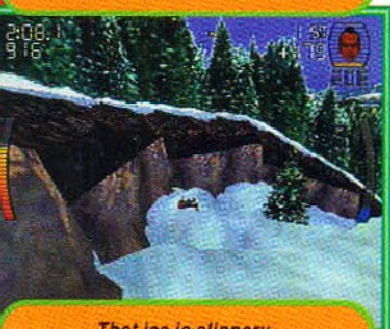
And that's only the beginning. There's even a mode that allows the player to abandon the race for first place and focus on tricks instead. But pulling the tricks can be dangerous, as there are many "ghost" textures, or solid places that seem landable, but actually send you falling to your doom, screaming, "NO! THERE WAS A PLACE TO LAND! REALLY!!!" But nothing's perfect, right? Even so, it's a great idea, especially considering that many who played Jet Moto 1 and 2 got bored with the racing aspect and instead just headed to the Nightmare track to do huge tricks – like blasting off the Butterfinger sign and flying straight up into the air. These are a few great memories from SingleTrac's games, and we're sure its newest endeavor, Streak, will create even better ones.



Big Air + Mad Tricks = FUN



Into the Wild Blue Yonder.



That ice is slippery.



That's a narrow gap.



Whoa. Psychedelic.



Ready to go.



A little wall action.



Now that's a drop.



Over the gap.



# TOMB RAIDER

## ADVENTURES OF LARA CROFT

# III

## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 5 Unique Vehicles To Drive; Hi-Resolution 512x256 Graphics; Alternate Paths on Each of 15 Levels; Improved Artificial Intelligence; New Moves; Dynamic Lighting Effects; Dual Shock & Analog Compatible; Memory Card Required
- **Created by:** Core Design for Eidos
- **Available:** November for PlayStation

**70% Complete**

**HI-RESOLUTION BABY!**

## LARA

Croft, the sexy and sultry vixen of video gaming, is returning for yet another round this November with the release of Tomb Raider 3. Featuring improved hi-resolution graphics, Tomb 3 isn't just another "throw-out-a-couple-of-me-too-levels" title. This monster is going to feature five new environments with three levels each, new vehicles including a kayak and a plane on the Area 51 level, new moves, and improved artificial intelligence (AI).

While these improvements sound impressive, the enhanced AI is perhaps the most important. We think Core Design would agree with us on this point, as it went out and hired someone to solely concentrate on this one aspect of the game. Tigers think like tigers...piranhas swim away when you splash into the water and then quickly reconverge on their target...humans actually try not to get killed and will come after you as if their own lives depended on it. But perils aren't all that await you in Tomb 3, there will also be lots of indigenous life to encounter - birds and bats fill the air...fish school in the rivers...and monkeys hide in the trees.

The control in Tomb 3 is also a little different; it's been slightly modified to incorporate Lara's new moves. Lara can now crawl on the ground (YES!), swing from vines, unleash a super burst of speed (over and above her standard run), and even grab onto the underside of objects and move about in the classic monkey bar style. Lara even has a knife that she can use in and out of the water for battle, or as a tool to pry treasure free. And yes, Tomb 3 is Dual Shock and analog compatible. It even uses both analog sticks, as you can control Lara with the right stick (she jumps when you push down on it), and control the camera with the left (which fires her weapon when it is depressed).

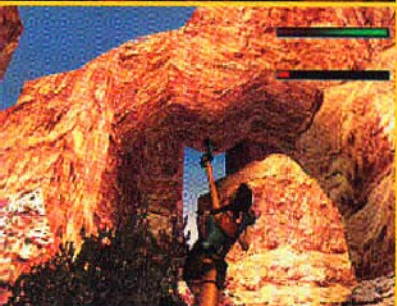
All in all, Tomb Raider 3 is shaping up to be a worthy addition to the Lara Croft lineup and a game that shouldn't be missed by fans of the babe in blue.



This angry tribe knows what it wants for dinner.



Tomb Raider 3's movies are much better than in 1 or 2.



Watch out for the bandits in the mountains.



Skyrockets at night... afternoon delight!



Here's a picture of Lara just hanging around.



Now that's what we call dynamic lighting!



Run to me my dear.



# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Strategy
- **Special Features:** Turn-Based Strategy & Real-Time Combat Game Modes; 14 Playable Characters, Each With 3 Moves & Additional Specials; Purchase & Spawn Reinforcements; Analog Compatible; Includes Legacy of Kain: Soul Reaver Demo
- **Created by:** Crystal Dynamics for Eidos
- **Available:** October for PlayStation

**90% Complete**

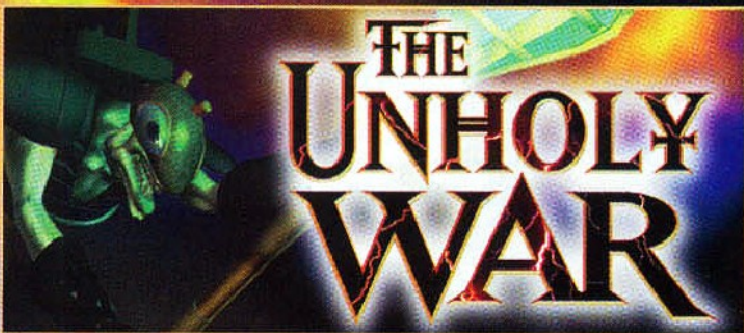
## A Sci-Fi Battle Royale



Pitting fast characters against slow opponents works well.



Bloody heck! It went right through 'im.



I have a big staff.



I'll move here.



Now, that's electric.



Magus is quick and nasty with that big blade.

In the project known as The Unholy War, the "creators of Star Control I & II and the co-designer of Archon" are attempting to amalgamate the action and strategy genre. At the moment, it appears as though these highly acclaimed PC personalities have, in fact, fused the two genres together in a fashion the gaming world has yet to experience.

What we have here is a strange piece of software. The Unholy War is basically chess meets a fighting game. From the start, the player will need to choose what team he or she would like to play as: either the Teknos or the Arcanes. Both teams are equally balanced and feature seven exclusive combatants on each side. The warriors all feature different abilities (like speed, strength, and health) plus three separate attacks. Some of the characters are gifted with flight, others can spawn helpers.

The action segment is where these attributes and abilities come into play. But you will first need to choose a character equal to your opponent. For instance, if the computer character flies, you won't want to choose a character who can't jump or fly. All 14 arenas are small, 3D, and multi-tiered in some way or another. On some of the levels there are teleports, power-ups, and even hazardous sections. The goal is to deplete the other player's health by any means possible. The difficult part is, the three different attacks run off a meter. When you use one of these attacks the meter will deplete, then slowly grow again.

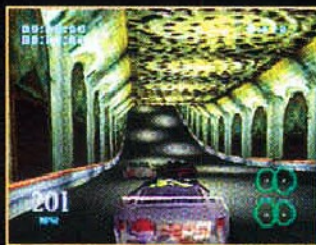
The strategy portion of The Unholy War is extremely basic and easy to understand. Simply move your character across a hex grid, then attack. The attacking can either be action-based, or simple, generated hits. In this mode you can also cast spells (one per character) and buy reinforcements with the cash you receive for winning battles.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Jeff Gordon as Both Your Friend & Enemy; Stock Car Racing Physics; 2-Player Link or Split-Screen; Extreme Super Speedways; Memory Card, Dual Shock, & Analog Compatible
- **Created by:** Real Sports for ASC Games
- **Available:** February '99 for PlayStation

**50% Complete**

## The Future of NASCAR



Look at that series of turns up ahead.



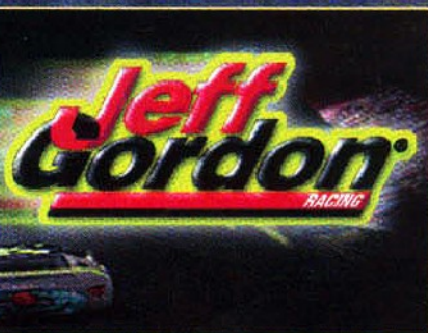
Bright lights on the front stretch.



He's coming into the turn at 312 mph!



Trading hi-tech, futuristic paint.



Jeff Gordon, the Winston Cup Champion everyone loves to hate, is actually a hardcore gamer. Speaking with Gordon, we learned of his race trailer, his comfortable chair, and his PlayStation. During race weekends, Gordon retreats to his trailer and plays games for hours on end - games like Gran Turismo and Cool Boarders 2. Well, Gordon wanted to make his own game. After striking a development deal with ASC, the concept took shape, and Jeff Gordon Racing for PlayStation is a look at what stock car racing could be like in the year 2012.

Picture this: your favorite NASCAR oval cut in half, with two tiers for driving, plus jumps, 60° banks, and all the thunder of stock car racing. Or how about your favorite oval turned into a figure-8, with cross traffic, a loop turn, and wrecks galore? Seriously, there are major wrecks in this game, and if you're tired of the lame crashes in most games, Gordon Racing will set you straight.

Because it is a stock car game, Gordon Racing follows a tight physics model. Onscreen is the weight distribution, or "force" diagram. The weight on each wheel is measured and represented, so racing enthusiasts can watch the weight distribution as a car performs the impossible. Players can choose 1 of 12 different cars, and eight tracks are available for play. Also, ASC is now a member of Game Informer's "Thank You List" for including a 2-player link option, alongside the standard split-screen. And finally, everything culminates as you face your enemy - the ultimate showdown with Gordon himself.

# S.C.A.R.S



Hairdoo ala Turbo

Acute Retinal Burning (just an excuse to wear rad shades)

Lock-Jaw

Dislocated shoulder

Wears "standard issue" race gear 24 hours a day

Blistered Raw Nub

S.C.A.R.S Elbow (Tendonitis)



## SCARRRED FOR LIFE?

Intense racing action hits the streets September '98 for PlayStation® Game Console and PC-CD ROM. October '98 on the Nintendo® 64. Play alone or inflict permanent damage on up to 3 of your friends. And, if you fall behind, you can always BLAST 'EM. They'll always remember you - every time they look in the mirror.



Web Site: [www.ubisoft.com](http://www.ubisoft.com)



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# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Fighting Combos & Special Moves; 20 Levels; Over 100 Character Moves; Various Kung-Fu Styles; Power-Ups & Collectibles; Bosses; Dual Shock Compatible; Real-Time Cut-Scenes; 27 Enemy Types
- **Created by:** DreamWorks Interactive for Activision
- **Available:** November for PlayStation

**60% Complete**

## UNLEASH THE CHI



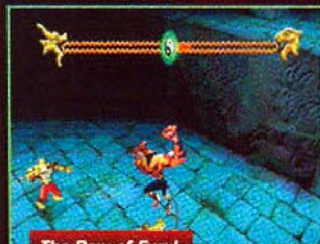
Uppercut.



Throw an opponent off a cliff.



Unleash the Chi.



The Paw of Fury!

As video games evolve, the lines between genres continually blur, or erase altogether. As gamers, we like to see companies experiment and forge the new ground that takes video games to new heights. As consumers, however, we can get a little nervous when companies mess with the equation, because if they screw it up, we're out 50 bucks.

T'ai Fu is another attempt at merging two styles into one game. On one hand it's an action/adventure title set in ancient China. Players assume the role of a tiger named T'ai, a renegade member of the defunct Tiger Clan accused of brutally murdering the Panda Monks. Through 20 different levels you can obtain different power-ups and collectibles. Plus, there are some platforming elements to be conquered, and you'll even run into the occasional switch to pull.

But T'ai Fu also attempts to be a fighting game. After the Monks were slaughtered, the people wanted blood. More specifically, your blood. You must now face members of the other clans (like the Snakes and Monkeys) as well the head honcho, the Dragon Master. To survive, master the different fighting techniques of the different animal clans, including specials and combos. In all, there are over 100 character movements such as the Pounce Attack, Crane Hover, and the Monkey Roll. In addition to these fighting styles, you can use your Chi power which is limited in supply, but quite powerful. Chi is magic based on the elements such as water, earth, fire, and lightning.

Will Activision and DreamWorks bring gaming to new heights? Find out this November when T'ai Fu is released and GI unveils the bottom line.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Bruce Willis; 11 Levels (4 Boss); 9 Weapons; Secrets; Cinematic Cut-Scenes; Power-Ups; Dual Shock & Analog Compatible; Checkpoints; Music From Poe
- **Created by:** Neversoft Entertainment for Activision
- **Available:** November for PlayStation

**75% Complete**

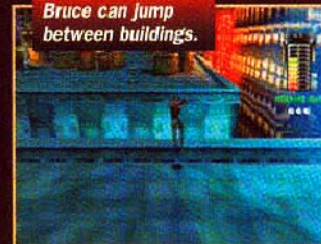
## HE'S VERSATILE



Please, no flash pictures of Bruce during gameplay.



That's Death.



Bruce can jump between buildings.

Every time you venture into a convenience store, it seems you're bound to see the mug of Bruce Willis plastered on the Enquirer along with his raspy ex-wife, Demi. It gets a little old, so after reading the tabloids and paying hard-earned cash to see the summer smash, Armageddon, it's good to see Bruce taking part in something more worthy...video games.

In Apocalypse, Bruce is some hero named, get this, Trey Kincade. Okay, whatever, but the swell thing about this third-person action game is the freedom of control. While cruising through the game's 11 levels, Bruce can be moved in one direction with the left d-pad while firing his weapon in any other direction using the icon buttons. Better yet, if you have an analog controller, the movement is even more fluid and you can aim in practically every direction, not just a few points in the 360 degree range of motion. This is hardly a breakthrough idea (Robotron), but it lends itself nicely to mowing down the swarming enemy masses.

The enemies themselves are pretty tame even though they are a force collected by the Four Horsemen of the Apocalypse. It seems these guys, Death, Plague, War, and The Beast, have been roaming the earth, rounding up this force in order to destroy humanity. In addition to being henchmen recruiters, the Horsemen also play the role of four separate boss characters standing in the way of our hero, Bruce Willis.

Soon, GI will have a reviewable copy of Apocalypse and then we can answer more questions regarding length, AI, and level design. Until then, just hope it doesn't take another two years.

# PlayStation Preview

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Animated Cut-Scenes; Character & Mecha Battles; 3D Worlds With Camera Panning; Multi-Button Combo Battle Interface; Magic: Jump & Run Buttons; Playable FF VIII Demo
- **Created by:** Square Soft
- **Available:** November for PlayStation

**90% Complete**

**The RPG Experience of the Year?**



The RPG genre is connected to developer Square Soft like a zit on a teenager. Square has been entertaining the world with RPG epics since the grand ol' NES days, and Square has found the most success with its Final Fantasy franchise (which in fact will hit the whopping eighth installment in late '99). But there is always room for a new adventure. Over the years we've found other Square titles to be equally as impressive as Final Fantasy – both Chrono Trigger and Secret of Mana kept us on our toes for hours upon end. On October 15, we hope Xenogears delivers yet another memorable experience.

Right off the bat, we can tell you this is not the next big epic like Final Fantasy VII. But don't take our words the wrong way. Xenogears does more than enough to achieve the status of greatness. The combat scenarios are very dynamic and unique to this genre, and the look (while a tad grainy in the textures) is exceptional and very stylish.

How the combat scenarios work, however, is hard to explain. You see, you don't just hit a button to attack. The entire attack interface is based on a combo system. Every time you attack you will need to hit a series of buttons to create a combo string. Don't fear though, you don't have to time these attacks like in fighting games. These combos feature unlimited selection time and a data screen telling you how to link the moves together.

Right now, we can honestly say this game is going to turn out exceptionally well. The only important piece still missing is the story and English translation.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 2-Player Deathmatch; Lots of Voice-Overs; 15 Levels (Plus 2 Hidden); Hilarious CG Segues; Unique Power-Up System; Secret Moves
- **Created by:** AndNow/Appaloosa for MGM Interactive
- **Available:** November for PlayStation

**70% Complete**

**DROPPING A LOAD ON YA**



These jumps are pretty tricky.



Hey! What happened to my head?



There's nothing like a good explosion.



Gotta derail that train.



Beware of the minefield ahead.



Tiny Tank wants to tell you something.

Tiny Tank: Up Your Arsenal is reminiscent of many other games, but similar to none. With 15 levels and a Deathmatch mode, this game is loaded with things to do. Thanks to the control and environments, you feel very at home in the world. This intuitiveness offers gamers the opportunity to become immersed, as the rest of the game takes over to add up to one entertaining experience.

At the beginning, you are thrust into a post-apocalyptic world filled with runaway robots, all looking to take out ol' TT (that's Tiny Tank). He has many moves, from jumping and floating to quick sidesteps. He even has a small tank that pops out of his heinie to seek and destroy. Along the way, you acquire more guns, as well as positronic brains. These brains give TT added abilities, including better targeting and faster healing, depending on how you allocate them. Even the Teenie Weenie Tank, or "poop tank" if you will, changes its abilities based on the amount of brains it has. The allocation of brain power can be changed on-the-fly, which becomes an important strategic element.

Although the game seems to have a lot of "fluff" in the form of voice-overs and radio talk shows which star the evil Mu-Tank, even these add to gameplay. The talk shows offer a chance to become familiar with the enemies' key weaknesses, and adds a convincing level of immersion. Enemies will call in and chat with Mu-Tank about their troubles, ranging from narcissism to strategy on defeating TT. It's an interesting way to offer the gamer an inside scoop on how to beat enemies, but it also gives tons of comic relief, as Mu-Tank makes itself out to be a therapist like Frasier Crane. With this sort of all-encompassing effort, Tiny Tank: Up Your Arsenal could turn out to be a very entertaining game indeed.

# PlayStation Preview

- **Size:** 2 CD-ROMs
- **Style:** 1 or 2-Player Fighting (8-Player in Tournament Mode)
- **Special Features:** 20 Characters (Plus 4 More Hidden); Double-Team Attacks; Flashy Supers; Arcade Disc & Evolutions Disc; 3D Movement; Edit Fighter Mode; Grading Mode To Teach Moves
- **Created by:** Capcom
- **Available:** Fall 1998 for PlayStation

**80% Complete**

## A Most Ambitious Fighter



"Feel the wrath of my Super Blade Attack, weakling!"



Hey! That's a low blow!



"Ahh, that's the spot..."



Tag teams are in effect.



Tardiness is not treated lightly at this school.



Some kids need stricter guidance than others.

In terms of replay value, Capcom has created a new fighting game to set the standard for all others to follow. Called Rival Schools: United By Fate, this ambitious fighter features 24 characters and a ton of things that aren't necessarily needed in a fighter, but are definitely appreciated. Like the Edit Fighter Mode. We have already seen what Capcom can do with this in Pocket Fighter, and it is a welcome option to gamers bored of the same old same old.

And that's not all. The two-disc game features an Arcade disc, and another disc, called Evolutions. The Arcade disc is simply that. But the Evolution Disc is filled with mini-games, training and classes, a Story mode, multiple group battle modes, an Edit Fighter mode, a league mode, a normal Practice mode, and a "goodies" option. Unfortunately, the game will lose the "School Life" mode, which is basically a simulation game like Tokimeki Dating or Graduation. Why? Because Capcom has to hit the almighty Xmas season, and the translation would take too long. Sad, isn't it?

As with all Capcom fighters these days, there are supers, counters, fireballs, as well as touches of X-Men Vs. Street Fighter. Capcom also added new grab attacks, where your alternate player comes in and lends a helping hand. Some of these double-teams do serious damage; others recharge health or your super meter; still others are just really flashy. It's worth playing with all of the characters just to see their run-in attacks. The mixture of different features from Capcom's other fighting engines, as well as some new features, keeps this game fresh and...dare we say it...innovative.

# PlayStation Preview

- **Size:** Unknown
- **Style:** 1-Player Role-Playing Game
- **Special Features:** New Magic System; Completely New Graphic Style; Steal Magic From Enemies; Spectacular Boss Explosions; Dual Shock Measures Some Attacks & Limit Breaks
- **Created by:** Square Soft
- **Available:** Winter '99 for PlayStation (November 20, 1998 in Japan)

**50% Complete**

## The Demo Has Landed



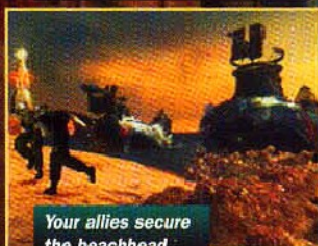
Squall initiates his Limit Break...



...then lets it rip.



Bosses now explode in spectacular fashion.



Your allies secure the beachhead.



Double magic allows you to cast two spells at once.



After months of waiting, Game Informer has finally played the demo of Final Fantasy VIII. The demo reveals basic concepts behind the battle and magic interface, while letting us examine the new character models and environments.

The largest change, and one that must be addressed first, is the loss of Magic Points. If the Bible is central to Christianity, Magic Points are a mainstay in almost every RPG ever made. Yet Square throws that old concept out the window, and now players must "leech" magic from enemies. This is a battle command, just like "attack" or "spell," so leeching takes one full turn. The stolen magic is tallied in the magic menus, and it seems you can build almost unlimited numbers of every spell.

Secondly, the actual battle sequences are very similar to Final Fantasy VII: characters have Limit Breaks, Summon spells (called Guardian Force), and a timed attack meter. As suspected, characters possess certain unique abilities. In our demo, Lenore, who doesn't talk, lacks Limit Breaks but can cast a Guardian Force, while Zell is an acrobatic fighter balanced between magic and physical attacks. Squall, hero of the story and wielder of the Gunblade, can cast "double" and "triple" magic, allowing party members to cast double spells in one turn.

One key innovation is the use of the Dual Shock. Squall's Gunblade does damage in conjunction with the R1 button - the better your timing, the higher the damage, and the greater the rumble. In all, the demo is a challenge and definitely worth taking the time to play. It's a long time until FF VIII descends upon the U.S., so keep watching for more from GI, keepers of the FF faith.



# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Play as Xako or Mia; Unique Platforming/Skateboarding Premise; Tricks Used as Attacks; 10 Locations With 5 Levels Each; Power-Ups Include Protective Gear; Decoys & Dek Attacks; Endorsed by Vans Skateboarding Apparel
- **Created by:** Psygnosis
- **Available:** November for PlayStation

**60% Complete**



Mia lines up for the big jump.



Doing a little warp action.



**The More The Merrier...Right?**



The stars are like coins, or rings, or fruit, or...you get the idea.



Dekkin' in the pool.



The practice course is up ahead.



Watch out for the tree.

The more we see of Psybadek, the more we wonder where the game is going. Sometimes, we think Psybadek is really great, with lots of new ideas and concepts. Then we see the way those concepts are being put to use, and we sit around and ponder what exactly is going on in Psygnosis' collective mind. It seems that the game is suffering from split personalities. On one hand it's a platformer, on the other it's a racer, and doesn't know exactly where to go.

Xako and Mia, the two main characters, are trying to save their friends. To do so, they use their trusty Psybadeks to cruise through levels and bounce on baddies' heads, unlock secrets, and bust interesting tricks. By collecting stars, players acquire keys to unlock other areas. There are many power-ups, including dek charges to use for attacking, helmets and gloves for protection, even decoys used to confuse the enemy. The levels are very colorful and highly detailed with lots of interesting monsters and surroundings to keep you entertained. Each has a different theme, like a jungle level, a winter level, a desert level, and so on. Although most of the levels have the same goal of getting to the end, some feature unique objectives, such as herding cattle and shooting various animals with eggs.

Another interesting thing about this game, however, is the Vans license and the cross-promotion surrounding it. We have already seen how game companies exploit a license to push a game, but only recently has fashion become the hot commodity, with games like 1080 Snowboarding using the power of clothing to convince people to buy. Check back with GI in the coming months to see how much mileage Vans and Psygnosis can get out of this potentially decent game.

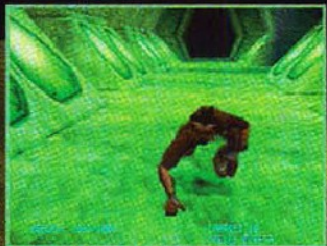
# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Summon Spells; Primeval, Mystical Environments; Projectile Weapons; Puzzles; 30 Different Enemies; 14 Levels; Retractable Claws
- **Created by:** Crystal Dynamics
- **Available:** November for PlayStation

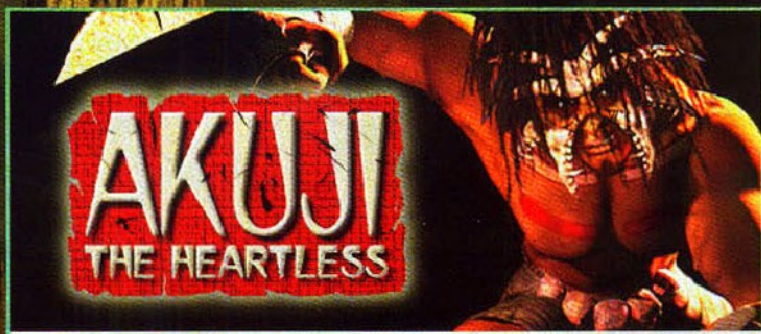
**70% Complete**



Akuji or Tarzan?



**A Broken Heart Can Be Mended**



Trouble on the bridge.



Death to the rainbow rhino.



Akuji's massive lats help him climb.

When we hear the term heartless, it conjures images of despotic rulers, torture masters, or arch villains like Lex Luthor. But Akuji is heartless for another reason - he lacks a heart. No, this isn't some Wizard of Oz quest to discover feelings and emotion. You see, on Akuji's wedding day, he was all stoked to marry this beautiful, wonderful woman, which in turn would have led to eternal peace on his planet. But an evil brother threw a wrench into Akuji's plans. Basically, the brother killed Akuji and ripped out his heart. Ouch! Akuji was then banished to hell, and now he's trying to get back home.

We've finally been able to play Akuji, and are pleased to report the game is pretty cool. It's a little like Tomb Raider, and a little like Gex (after all, it's running on an updated Gex engine). Crystal Dynamics has painted the landscape in a surreal voodoo-style darkness. Akuji is constantly finding himself in some creepy death dungeon, where evil wizards, rainbow rhinoceroses, and medusa-like witches hunt him with a brutal temper of abhorrence and fury.

The best part of this game is Akuji's ability to use magic and summon demons. Sure, Akuji could just use his retractable claws to fight through the game, but magic is everyone's preferred instrument of death. Akuji has standard spells like the fireball, but he can also teleport into enemies, then explode them. The best spells, however, are the demons. Akuji can summon demons to perform special tasks. Some will hunt and track a single enemy, others will destroy everything onscreen. Yes, this title is coming along nicely (Crystal just needs to fix that darn camera).

by Bergren, The Game Burrito

After two months of E3 highlights, it's time for some actual reviews. Unfortunately, some of the games featured this month are a little dated due to the extended E3 round-up, but hey, deal with it. Some of these games are still good.

Where DOS and Windows Collide



**Unreal – GT Interactive – 8.5**

**B**y now, many of you have had a chance to play, or at least get a look at, the highly hyped Unreal. Rumor has it, even a future Abe's project will use the Unreal engine. Perhaps you have even decided whether or not to purchase this game. In my opinion, Unreal is a lot of fun and can be a serious challenge. However, consider this: In the coming months, there will be a ton of other first-person shooters rising to the surface like Duke Nukem Forever, Recoil, Requiem, Half-Life, Vigilance, Sin, not to mention the countless add-ons, the list goes on. If you absolutely have to have a new game now, then by all means, Unreal is intense. However, if you don't have the economic means to buy all of those games, you may want to wait and see how the rest of the crop shapes up.

One of the best things about Unreal is the enemies. They're big, fierce, highly trained, and ultimately deadly. The Skaarj kick butt. These guys are too fast to run away from and are incredibly agile. They can jump very high and flip from side to side so it's difficult to get a bead on them. Plus, they have both close and long-range weapons. Since you have to work to bring these bad guys down, you usually won't have to defeat a whole regiment at once, but rather, one or two individuals.

The environments are pretty cool too. Although there are a good number of corridors, Unreal also lets you enjoy the great outdoors once in a while. Go outside and enjoy the big blue sky. But don't sit there too long, or you'll get smacked by a flying lamprey that sucks your innards. And as with most good games, these blood suckers don't inflict tons of damage, but they sure are fast little buggers. If you want action that checks your gut once in a while, Unreal fits the bill.

**"If you want action that checks your gut once in a while, Unreal fits the bill"**

**Dominion: Storm Over Gift 3 – Ion Storm – 8.5**

**D**ominion: Storm over Gift 3, the first game released under the Ion Storm label, is a real-time strategy created by Todd Porter, who has worked on games such as Ultima VI and Wing Commander. But Dominion is more like Command & Conquer, especially the graphics and interface. But to say it's a ripoff is like saying one car's design rips off another's because it too uses four wheels and cylinders. Dominion simply borrows logical choices.

Before I even installed Dominion on my PC I was happy it came packed in two CD-ROMS. With four races to command and about 60 missions, Dominion offers mucho playtime. The four races in question are the Humans, Mercs, Scorps, and the Darken. But behind the cheesy names, each race has its own special strengths and weaknesses in regards to secret weaponry, armor, unit cost, and more. However, as with most games, the flow chart of structures, vehicles, infantry, etc. for each race are remarkably similar for alien races that are supposed to be...well...alien. Everyone has a refinery, a chassis plant, and a power plant. I know we must keep things fair, but it would be refreshing to see an army obtain power by doing something imaginative, like effortlessly tapping the unlimited supply of static energy in a planet's atmosphere or something like that.

Overall, however, Dominion is a solid game. Explosions are sharp and colorful and there are a good number of vehicles and structures to build and upgrade. The AI shows signs of life and is usually smart and aggressive. When the computer attacks, it seems to always focus on the biggest threat. In one instance, however, I had one last remaining powersource that was completely exposed and it would have been mission over had the computer simply destroyed my refinery with the two tanks it had parked a stone's throw away. Also, the game has lots of FMV, but it becomes repetitive. If you're going to make FMV, at least do it right.



**"Explosions are sharp and colorful and there are a good number of vehicles and structures to build and upgrade"**



**MechCommander – MicroProse – 8**

**M**ech, Mech, Mech!! It feels good to use that word so freely. FASA, the company that owns the word (if you can own a word), frowns heavily upon using the word "mech" in reference to bi-pedal powered battle tanks in any game not licensed by FASA. Last time we used the word mech in reference to an unlicensed game, FASA quickly sent a letter from its lawyer demanding us to cease and desist. Therefore, GI must use the incredibly lame "mecha," when discussing an unlicensed game. But not this time. Mech, Mech, Mech!!!!

MechCommander is a real-time strategy game, but instead of building bases, you build up your own company of mechs. Creating your own mech force is a lot of fun and, of course, you'll start with the bare minimum. As you complete missions you will earn resource points to buy bigger and stronger mechs, as well as soldiers to drive them. Mech drivers attain higher ranks by completing missions and accumulating kills. As far as the mechs go (18 types in all), points can be spent repairing them, buying new weapons, or getting a whole new mech altogether. But that's very expensive. To save money you can capture enemy components and salvage fallen mechs.

Up to 12 mechs can be brought to battle; unfortunately, building my mech force was more fun than commanding it. Don't get me wrong, the control, AI, and graphics are all up to par and the strategy elements are extensive, but I got bored fighting the bad guys, especially without a mid-level save feature. It was challenging, but with only 12 mechs under my command, I wanted to wreak more havoc.

For the most part, MechCommander is a well designed game. And even though I didn't get into it that much, I have no doubt that strategy fanatics will love this game. It's long and very challenging. So if you have an interest in the BattleTech universe and real-time strategy, definitely look into MechCommander. In the meantime, I'll wait for MechWarrior 3.

**"It was challenging, but with only 12 mechs under my command, I wanted to wreak more havoc"**

**recent releases**



**Descent: FreeSpace – Interplay**

**7.5** As far as space combat simulators go, FreeSpace is average. It has a solid variety of ships and weapons, but the graphics (like explosions) and HUD are nothing special. The 2-CD package also features a non-linear structure, plus a mission editor. Good, but not great.



**Extreme Tactics – Piranha Interactive**

**6.5** This is the type of real-time strategy game that has potential if it's ever made into a sequel. There's a lot of flexibility in gameplay; for instance, you can design your own vehicles. Actually, it's more like matching different parts including weapons, shields, radar, chassis, and more. The problem is, the "parts" aren't that cool to begin with. In addition, the control is awkward and the vehicles seem to continually get in each other's way.



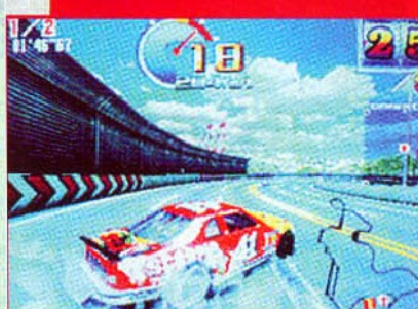
**Redneck Rampage Rides Again – Interplay**

**6** Even though it's a sequel and it involves aliens, the light-natured hick approach of this first-person shooter is still somewhat unique. Redneck Rampage is also pretty humorous, but despite that, I still got bored. My main complaints are that the enemies are rather dumb and the level designs are blah. Redneck 2 just doesn't meet the standards now in place for this crowded genre.



**Jewels II – Dreamcatcher Interactive**

**8** Jewels is a mix between a puzzle game and a graphic adventure. Your job is to solve 24 different puzzles spread throughout an ancient civilization in order to uncover the Treasures of Kavi. If you're a puzzle-freak, then check this out because the puzzles are pretty diverse and vary in difficulty. However, I just didn't buy into the silly adventure they tried to force on me.



### Daytona USA 2

Arcade-savvy racing nuts have been waiting on this one for a long time. Daytona USA 2 features new Model 3 Step 2 boards and a Crash Impact Generator for the most realistic racing yet. One seat can serve as a stand-alone unit, or can be linked with up to 15 other units for 16-player racing.

As before, there are three cars and three courses; however, two of those courses are new. Sega chose to leave the first course in, because it was perfect for racing against friends. In addition to the two new tracks, Sega has included three race modes: Beat The Clock (a time trial mode), Real Players Only (a mode with no CPU racers), and No Assist (removes the "Auto Assist" feature). These new modes add replay value to an already excellent title. Daytona USA 2 should already be in arcades now.

### Area 51 - Site 4

Atari is releasing a sequel to Area 51. Called Area 51 - Site 4, your goal is to blow up all the aliens in four new locations. Each location has six objectives, which once passed, allow access to Site 4. With 18 waves, a new boss alien, secret rooms, power-ups, the return of Missile Command, and lots of shooting action for Area 51 fans, this game has some pretty solid replay value.



### Gauntlet Legends

"Elf needs food...badly." Although these words will never be heard in a new arcade machine again, Atari is bringing back Gauntlet, complete with 3D graphics. The level design is very different from before. Instead of continually heading deeper into a dungeon, Gauntlet Legends is set up in three areas consisting of five levels apiece, with bosses and sub-bosses. Although the boss idea is nice, the idea of being able to complete Gauntlet is very lame. There will once again be the same four classes to choose from, except for the Elf. Why? Well, the Elf was "sexually ambiguous," and has been replaced with the sultry Archer. Plus, there are hidden characters, like a minotaur, to play as. So it's not all bad. Games within the game like "It" are still present. Death still roams the halls, but the Thief and Sorcerer are gone.

Other new additions to the sequel include: The Shop, a place to stock up on health and increased attributes; at least 20 power-ups, of which 16 are new; a new "turbo" button for combos and secret moves, as well as to run (duh); a password feature to continue your game later; multiple magic spells; 13 different species of enemies each with different types (for over 50 different monsters); experience levels; and Rune Stones, of which all 13 must be found to get to the final boss. Now that's a lot of new stuff! Gauntlet Legends should be in arcades everywhere by the time you read this.



### Blitz '99

The hottest thing to hit the arcades since Tekken, Blitz has received an overwhelming response from gamers seemingly content with their 32- and 64-bit systems. With the sequel comes a host of new features, including Fire. Receivers will now get hot after a few consecutive passes, preventing the defense from bringing them down! Other big additions to the game include weather-altered playing fields, and four joysticks on the cabinet, allowing for twice the mayhem, and twice the smashing hits. Not to mention new animations, more colorful comments from the players and the announcer, and a medley of new formations and plays to keep things lively.

Apart from the excellent improvements mentioned above, Midway is bringing something new to the arcade scene. Players with created plays saved on their N64 controller pak will be able to use up to nine safety-burning plays in Blitz '99, via a slot on the arcade machine. Could this be a revolution in the way games are made for the arcade, as well as the home?



## Nintendo 64

### Preview

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Commentary by Bill Clement; NHL & NHLPA Licenses; New Beginner Level; 1998 Rules Changes Included; On-The-Fly Strategies
- **Created by:** EA Sports
- **Available:** November 3 for Nintendo 64

90% Complete

### NHL 99

Finally, EA Sports is porting its PlayStation hockey to N64, and we couldn't be happier. One of the most legendary sports games in history, EA's NHL franchise should feel right at home on the polygon-friendly N64. Numerous improvements have been made to AI and skater animation, plus Mark Crawford now hosts a "Coaching Drills" mode. For serious season fans, the game includes an expansion draft for the Nashville Predators, and the 1998 rules changes. Plus, a new Beginner mode has been added, allowing players to simultaneously play at different skill levels. The Rumble Pak lets players know when a skull-breaking hit has been administered, and 18 top international teams are represented. Nice.



## Nintendo 64

### Preview

- **Size:** 32 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Customizable Cars; Track Editor Feature; Car Trade Feature; Upgrades Include Weapons, Engines, Spoilers, Tires, & Body Styles; 4 Types of Courses (City, Dirt, Snow, & Desert); Controller Pak Required
- **Created by:** Takara for THQ
- **Available:** 1st Quarter '99 for Nintendo 64

60% Complete

### Penny Racers

Penny Racers is the newest release in the long-standing Japanese series, Choro Q. Six competitors race on a variety of tracks in some wacky Matchbox-style vehicles. Play as one of 30 cars, each customizable with parts acquired through beating opponents or purchases from a shop. After each race is complete, the top three finishers are allowed to permanently take parts from the losers. Penny Racers also has a solid Track Editor for players in need of new courses. With the Track Editor, the game moves beyond a simple racer with super-deformed cars and matures into a statement about the culture that surrounds us. Not really, but it's still a neat feature.



## Nintendo 64

### Review

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 360° Flight Radius; 20 Missions; Over 15 Weapons; Buzz Ball Game; 2-Player Split-Screen
- **Replay Value:** Moderate
- **Created by:** Argonaut for Ubi Soft
- **Available:** Now for Nintendo 64

Bottom Line:

8

### Buck Bumble

Buck Bumble offers solid control. Maneuvering Buck through the air is easy to learn, and the heavy dogfighting gets pretty intense. It's interesting that the enemies attack and pursue you intelligently – some go head-to-head, others swarm in groups of three. Unfortunately, Buck's mission layouts get very repetitive; they're basically search and destroy. Plus, the fog is overwhelming at times. However, Buck is a good game that packs plenty of entertainment. The control is fluid and the graphics shine.





### NBA Tonight

From the combined talents of ESPN and Radical Entertainment comes a game based on the show of the same name – NBA Tonight. Featuring commentary by Dr. Jack Ramsay and Stuart Scott, NBA Tonight gives the player a TV-styled game with player intros, laser light shows, and humorous one-liners. As far as the game is concerned, NBA Tonight has all the standard bells and whistles including Icon Passing, playcalling, and both a Season and Playoff mode. Though it's still early, the game packs a lot of animation for the players, and the classic ESPN lines just roll during the entire game. NBA Tonight isn't perfect yet, but it just may be one to watch this fall.

### PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** Full NBA & NBAPA Licenses; Pregame Hype; Commentary by Dr. Jack Ramsay & Stuart Scott; Icon Passing; Playcalling
- **Created by:** Radical Entertainment for ESPN Digital Games
- **Available:** October 20 for PlayStation

75% Complete



### Beavis & Butt-head (working title)

In the duo's first appearance on the PlayStation, the boys have just finished filming their newest Hollywood movie. Anxious to get back to the couch and watch TV, the two soon realize they have no money (their paychecks have been mailed home). The adventure begins when they submit their labors for hire. What new wacky, crazy, and lazy work details will Beavis & Butt-head encounter? Your guess is as good as ours. One thing we do know about the game is you will be able to control what Beavis and Butt-head say, similar to the Gamespeak in Abe's Oddysee. You can probably envision what sick and twisted events these dynamos will encounter.

### PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** Control Beavis & Butt-head's Speech; Classic Bits & Characters From TV Show; 3D Environments; Appearance by Cornholio (?)
- **Created by:** New Level for GT Interactive
- **Available:** November 16 for PlayStation

80% Complete



### Tecmo's Deception II

If you're looking for something off the beaten path, then Tecmo's Deception II could be it. Don't get us wrong, there is plenty of death and blood in this game, but it's not spilled in the normal fashion. There are no nail guns, battle axes, or rocket launchers – just traps. In Deception II, your job is to protect a castle from intruders by setting a variety of traps that use items such as falling balls of fire, bear traps, hallucinogenic drugs, pendulum blades, and many, many more. In addition to a plethora of deadly traps, you will encounter a lot of odd characters trying to overtake your castle. For instance, although not very original, note the picture of the dude that looks like a Tusken Raider.

### PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Trap Setting; Turn Captives Into Loyal Assassins; Command Your Enemies; Dual Shock Compatible; Non-Linear Story; CG Cut-Scenes; 3D Environments
- **Created by:** Tecmo
- **Available:** Now for PlayStation

95% Complete

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Updated Rosters; All the Animation From the Arcade Game; Many Secret Codes; Memory Card Compatible; Dual Shock Compatible; Video Gallery; Arcade & Season Modes
- **Replay Value:** High
- **Created by:** Midway
- **Available:** Now for PlayStation

**Bottom Line:**

**8**

### NFL Blitz

Blitz features all the hard-hitting, high-flying action of the arcade. With all the teams and updated stats, Blitz is sure to please NBA Jam fans, as well as the legions of "Blitz faithful" already in place. The only real problems with this game are that sometimes switching players won't register, or the game switches you away from the action. The graphics are not quite as good as the N64 version, and there is no Play Editor. But the gameplay is intact and offers a solid challenge, even for the Blitz masters. If you don't have an N64, check this game out. But if you're a hardcore gamer who owns all the systems, get the N64 version.



## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 9 Worlds; Primary & Secondary Weapons; Collectibles & Power-Ups; Checkpoints; Varied Level Designs
- **Gameplay Like:** Jet Skiing & Free Falling
- **Created by:** Shiny Entertainment for Interplay
- **Available:** Now for PlayStation

**65% Complete**

### Wild 9

Believe it or not, Wild 9, developed by Shiny Entertainment, should be in stores right now. Most of the levels are pretty standard – get to the end, kill the bad guys, and get as many collectibles and power-ups as possible. Your main weapon, The Rig, emits a beam that grabs ahold of enemies, allowing you to swing them around overhead and slam them on the ground repeatedly until they explode. You can also use The Rig to swing up to higher areas. Some levels go in a different direction. For instance, in one you're on a water bike cruising around in a bayou crowded with trees while trying to tag a bad guy with missiles. It's very reminiscent of the forest moon Endor.



## PlayStation Preview

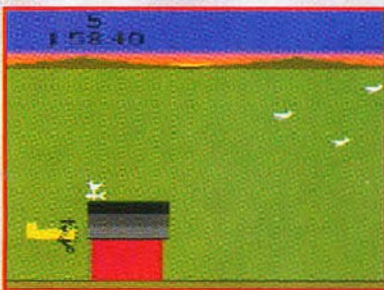
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 8 Pro Riders; 9 Events; Circuit Mode; Gear Sponsors Such as Burton & Morrow; 2 Difficulty Levels; Soundtrack Features Foo Fighters, Pennywise, & More
- **Created by:** Radical Entertainment for ESPN Digital Games
- **Available:** October 20 for PlayStation

**80% Complete**

### X Games Pro Boarder

Pro Boarder has eight professionals like Peter Line and Jamie Lynn and a soundtrack with bands like Pennywise and the Foo Fighters. To counter these expenses, ESPN included plenty of endorsements. You can't go 15 seconds without seeing a Mountain Dew banner, plus there is gear from Burton, K2, Morrow, Sims, and more. There are nine events, but due to similarities, it's more like six. You can go for big air in I-70 and Mt. Baker Gap, or race down the mountain in Freeride, Boarder X, or Midnight Express. There are also two halfpipe events, Slopestyle, and a Stadium event. The weak part about the racing competitions is that the field only contains three riders.





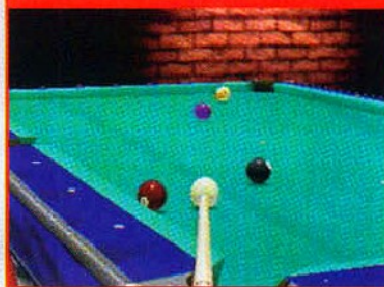
### Activision Classics

This game includes 30 of Activision's games that were first released on the Atari 2600. True translations of these games, including sounds and multiple game settings, can be found on this disc. For the collector or long-time gamer it's worth a look. Otherwise, the curious can just rent it for a day. Here's a partial list of our favorites: Barnstorming, Pitfall, River Raid, Skiing, Stampede, Tennis, Kaboom!, Chopper Command, Keystone Kapers, Dragster, and Enduro. A true blast from gaming's past.

### PlayStation Review

**Size:** 1 CD-ROM  
**Style:** 1 or 2-Player Retro Compilation  
**Special Features:** 30 Atari 2600 Games; Black & White Screen Mode; Audio Toggles; Controller Configuration  
**Replay Value:** Moderately Low  
**Created by:** Activision  
**Available:** September 22 for PlayStation

**Bottom Line:**  
**5**



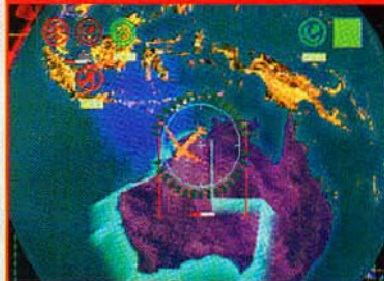
### Pool Hustler

ASCII's Backstreet Billiards has a little competition this fall, as Activision recently announced plans to publish Pool Hustler for PlayStation. With development roots in Japan, Pool Hustler includes a Story mode where the object is to advance through city venues by winning money and maintaining a reputation. As pool enthusiasts, we are immediately impressed with Pool Hustler's control. Shots are fairly easy to line up, and the cue pushes through the ball for a nice stroke. Remember: stroke, don't poke. In Story mode, bets are wagered prior to each game, but the competition also offers bets on specific shots. Often, it throws off the rhythm of the game and makes you choke a shot. Pool fans have two new games this fall, so watch for the upcoming bottom line.

### PlayStation Preview

**Size:** 1 CD-ROM  
**Style:** 1 or 2-Player Sports Games & Individual Shots; 12 Different Opponents; Trick Mode; Story Mode (Hustling Simulator); Different Cues  
**Created by:** ASK for Activision  
**Available:** September 30 for PlayStation

**80% Complete:**



### Global Domination

Global Domination calls itself a mix between Command & Conquer and Missile Command. That's a pretty good description, but you'd have to throw "The Fall Guy" in there too, because the FMV acting is totally cheezy. In the game, you are a member of ULTRA, and your mission is Global Domination (who would've guessed?). The game lets you play as one of 56 different nations, and the gameplay demands keen tactical thinking and arcade twitch skills. You can launch defensive weapons to repel attacks, or carry out a full nuclear strike. With the conflict editor, players design their own scenarios, and there's an Arcade mode where the emphasis is on action and quick gameplay.

### PlayStation Preview

**Size:** 1 CD-ROM  
**Style:** 1-Player Action/Strategy  
**Special Features:** Conflict Editor; Live-Action Mission Briefings; Historic & Futuristic Weapons Technology; 20 Scenarios  
**Created by:** Psygnosis (Leeds Studio)  
**Available:** November for PlayStation

**75% Complete:**

### Virtual Chess - Nintendo 64

**Bottom Line: 3**

Chess engines are a dime a dozen, but Virtual Chess is just lazy programming. The game doesn't include notation, there are no historic games or other interesting tidbits, and the wacky animations are boring. We love chess, but we hate Virtual Chess.



### Lemmings & Oh No! More Lemmings! - PlayStation

**Bottom Line: 7**

For Lemmings fans, this is a great gift, but it offers nothing new to the jaded gamer. A direct port of the original PC games.



### Team Losi RC Racer - PlayStation

**Bottom Line: 7**

Team Losi's control is good and very forgiving. The RC cars haul pretty nicely and have plenty of chances to catch air on a lot of well-designed and varied courses. However, Team Losi is not a very challenging game and the low framerate causes some serious chop.



### Street Fighter Collection - PlayStation

**Bottom Line: 8**

While SFII is not arcade perfect ("hand-cuffs" and "statue" glitches are not in), the other two games, SFII Champ. Ed. and SFII Turbo, are. A must for SF fans who don't own an SNES.



### Ninja - PlayStation

**Bottom Line: 2.5**

Horrible graphics, bad control, a pitiful excuse for a fighting engine, and no story all add up to one word: SUCKS! Put Ninja out to pasture and play Tenchu instead.



### WWF War Zone - PlayStation

**Bottom Line: 9.5**

War Zone is the best wrestling game ever. Well, not quite as good as the N64 version. More options than you can shake a stick at. Play it to believe it.



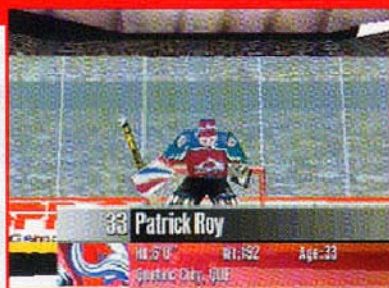
## PlayStation Preview

**Size:** 1 CD-ROM  
**Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)  
**Special Features:** 16 International Teams; Sports Centeresque Presentation; 6 Modes; Create Player; 3 Difficulty Levels; Flip Passing; Commentary by Gary Thorne & Steve Levey; Highlighted Puck  
**Created by:** Radical Entertainment for ESPN Digital Games  
**Available:** November 10 for PlayStation

**75% Complete**

### NHL National Hockey Night

National Hockey Night was created with the serious ESPN fanatic in mind. Trademark bits from Sports Center and National Hockey Night broadcasts are prevalent throughout the experience. Whether it's the Sports Center theme song, Steve Levey's inane comments, or the "Did you know?" trivia, this game breathes the legacy that is ESPN. The control is very straightforward and responds well. Additionally, in true Sports Center fashion, the frontend is statistically thorough, including league and team leaders. All of the NHL teams are present, as well as 16 international ones. The six modes are World Tourney, Season, Exhibition, Playoff, Shoot Out, and Head 2 Head. from the developers of NHL Powerplay, National Hockey Night comes packed with just about everything.



## PlayStation Preview

**Size:** 1 CD-ROM  
**Style:** 1-Player Strategy/RPG  
**Special Features:** Unique Monsters Acquired From Other Memory Cards; Breed & Trade Monsters With Friends; 2-Player Battle Mode; Attributes Based on Name, Card Save, & Other Odd Facts  
**Created by:** Jaleco  
**Available:** October for PlayStation

**80% Complete**

### Dragon Seeds

If you are a fan of Monster Rancher, then listen up. Jaleco has come up with some unique ideas for its forthcoming breeder/battle sim, Dragon Seeds. Play as one of over 100 different monsters, each with its own attributes and attacks. There are many different ways to acquire monsters, such as using old memory card saves from other games, winning monsters in tournaments, or by splicing genes together at the lab. Nearly everything you do has an effect on your monster, all the way down to the name you choose for it. With creature swapping capabilities and 2-player battle, this is one interesting title indeed.



## PlayStation Review

**Size:** 1 CD-ROM  
**Style:** 1 or 2-Player Action (5-Player Via Multi-Tap)  
**Special Features:** 3 Games: Normal, Battle, & Challenge; Password Save; FMV Intro; Over 20 Power-Ups & Special Vehicles; 7 New Multiplayer Characters; Dual Shock & Analog Compatible  
**Replay Value:** Moderate  
**Created by:** Hudson for Atlus  
**Available:** Now for PlayStation

**Bottom Line:**  
**6.5**

### Bomberman World

Hudson has found great success with the antics of a single character. Bomberman has been chucking bombs for an eternity and he may never cease. Recently, Bomberman ventured out into the world of action/platform, but only on the N64. On the PlayStation, Bomberman is still duking it out in a variety of arenas, trying to blow everything but himself (and the abundant power-ups) to high heaven. Over the years, this format has become rather boring as a 1-player game and only slightly redeeming as a multiplayer game. The arenas are pretty much the same as they have always been, but a tad more interactive. The sluggish Bomberman World is only useful for very young gamers and some party functions where everyone isn't a natural at vids.







### Monkey Hero

Long ago, there existed three worlds: the Dream World, the Waking World, and the Nightmare World. But in time, the Nightmare World broke from its barriers, and began to conquer the other worlds. Uh oh, better call Monkey Hero! Monkey is the hero, and it's up to him to restore balance and save the world. The gameplay in Monkey Hero could be described as a Zelda rip-off, especially the puzzles. Throughout the deep dungeons, Monkey must find keys, push blocks, kill baddies, and make long jumps. A number of special attacks and abilities help keep the gameplay fresh. Monkey Hero definitely can't match Zelda, but it might actually be fun. Watch for more as the release date approaches.

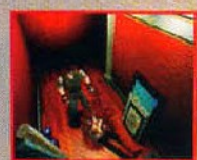


### PlayStation Preview

**Size:** 1 CD-ROM  
**Style:** 1-Player Action/Adventure  
**Special Features:** Learn New Moves Which Open Different Areas; Charge-Up & Projectile Attacks; Story Based On Chinese Folk Tale  
**Created by:** Blam! for Take 2  
**Available:** November for PlayStation

**80% Complete:**

**Resident Evil: Director's Cut - Dual Shock Bottom Line: 7**



In terms of offering anything over the previous Director's Cut, this game only has the rumble and a new soundtrack. Don't expect anything more as far as gory content. A good value if you've never played the game.

**Resident Evil 2: Dual Shock Bottom Line: 8.5**



If you have the patience to play through everything again, it may be worth your while to get this game. A whole new Hyper Battle mode will open and you'll be able to play this mode as Chris from RE 1. For the true RE nut only.



### TOCA Championship Racing

Originally, EA was going to publish TOCA, but when the company decided to pass on it, 3DO stepped in and took over. With eight tracks and three modes, including a Championship mode, TOCA has a lot to offer racing fans. This isn't NASCAR, so many of the tracks are fairly technical and usually require a couple of laps to learn the layout of the turns. In the beginning, there are eight cars to choose from, including an Audi, Peugeot, Nissan, Ford, and Volvo. The downfall of TOCA is the control. It takes a while to get used to, and even then, the steering can be difficult. Sometimes, even a slight turn of the wheel sends the car spinning off the track.



### PlayStation Preview

**Size:** 1 CD-ROM  
**Style:** 1 or 2-Player Racing  
**Special Features:** 8 Tracks; 8 Cars; 3 Modes: Time Trial, Single Race, & Championship (Short or Full Season); 3 Difficulties; Horizontal & Vertical Split-Screen; Changing Weather  
**Created by:** Codemasters for 3DO  
**Available:** Now for PlayStation

**95% Complete:**

**Spice World - PlayStation Bottom Line: 3**

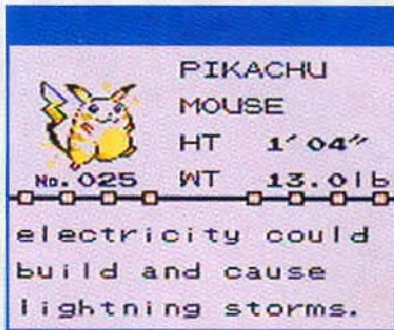


If you like setting up dance routines and listening to the Spice Girls you'll like this "game." We don't!

**All-Star Baseball '99 - Game Boy Bottom Line: 7**



All-Star doesn't deliver the caliber of gameplay (or the 2-player mode) that Nintendo's Ken Griffey does. But All-Star is still an exceptional game that includes a complete season, updated rosters, and a home run derby.



### Pokemon (Red & Blue Versions)

Pokemon comes in two versions: a Red version and a Blue version. Both colors feature an identical game, but a different set of Pokemon. Basically, you will not be able to collect all 150 Pokemon critters simply playing the game by yourself. To accomplish this feat, you will need to link up with a friend (who has the other version) and trade. But the primary use of linking is to wage war, choosing up to six pets to battle your friend's six pets. But first you will need to play the awesome 1-player quest to power up the Pokemon and make them as feisty as possible. Pokemon is basically a virtual pet/RPG/trading simulator. It's loaded with longevity and tons of variety.



### Game Boy Review

**Size:** 4 Megabit  
**Style:** 1-Player Role-Playing Game  
**Special Features:** 2-Player Link Compatibility for Battles & Trading; 150 Monsters to Raise & Customize; Item Collecting; Save Anywhere  
**Replay Value:** Moderately High  
**Created by:** Game Freak for Nintendo  
**Available:** September 28 for Game Boy

**Bottom Line: 9**

**Harvest Moon - Game Boy Bottom Line: 7.5**



Farmers are cool, and so is Harvest Moon. This RPG/farm simulator allows you to fulfill all of your barnyard dreams. Harvest crops, tend to mated cows, and get muddy with those darn piggies. Yes, Harvest Moon is definitely a classic.

**World Cup 98 - Game Boy Bottom Line: 3**



This game is unplayable on the Game Boy screen. Sure, you could use the Super Game Boy for the SNES, but don't bother. The game blows. It has a lot of frontend options, but the play is horrendous.

## WARNING!

This Ninja PTP will reveal many of the secrets found in the game. USE AT YOUR OWN RISK!

## BASIC TRAINING:

### Forget the Techniques!

Forget about the special move for each weapon (hold attack for two seconds, then release). It usually serves only one purpose: getting you killed by falling off a cliff.

### Cheat!

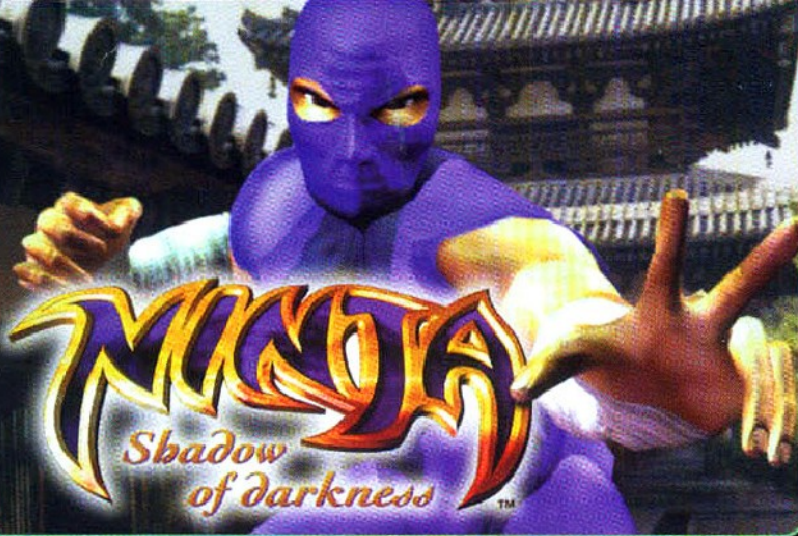
Many enemies have a "zone" they will not leave, even if you want them to. Just stand behind these invisible barriers and fire daggers at will.

### Forget Blocking!

In Ninja, the best defense is a good offense. Never stand still (which you must do while blocking). Punch and kick constantly when an enemy is near.

### Temporary Invincibility?

Use your Smart Bomb (R2) to render yourself unassailable for a very short amount of time. Very handy in tight situations.



## Level 1

Start by opening three chests, picking up items, and whacking enemies until the KEY appears to open the gate. Don't touch the beehives, they will only bring you pain. After heading through the gate, continue on. The next chest on your left will have some food. Head past the logs, kill everyone, and a chest will appear with a KEY. In the chest behind the tripwire is some more food. If you set off the trap, just run away in a straight line until three spears have fallen. Continue on through the gate and you will see a small area with a chest and a rotating blade. Go in there, because one of the two chests contains the next KEY (the other has some money). Avoid the rolling logs, beat up some female enemies, cross the bridge, and then fight some more. If you get hit, don't worry, there's some food right after that. Next, dodge some more rotating blades and fight off a small army. Go to the right and grab that power-up in the chest behind the tripwire. Head into the river and explore thoroughly, especially under the waterfall. Beware of the flying fish, as they will knock you off the narrow platform that separates Mr. Ninja from a watery grave.

Be sure to dodge the lightning on the other side of the river, as it really stings. Grab the sword and use it to cut enemies all the way to the end of the level. Then dodge the rolling spikes by waiting for one to come to the bottom of the hill, and leap beyond it. When you get to the end after crossing the log you first have to go right to get the KEY. Then head left (watch out for the trees!) and meet the boss.

## Boss 1

This boss is simple. Use your daggers to hit him until he shoots a fireball at you. When he does, use your secret move (R2) to become invincible and hit him back. This move is limited, so use the special attack with caution.

# Play to



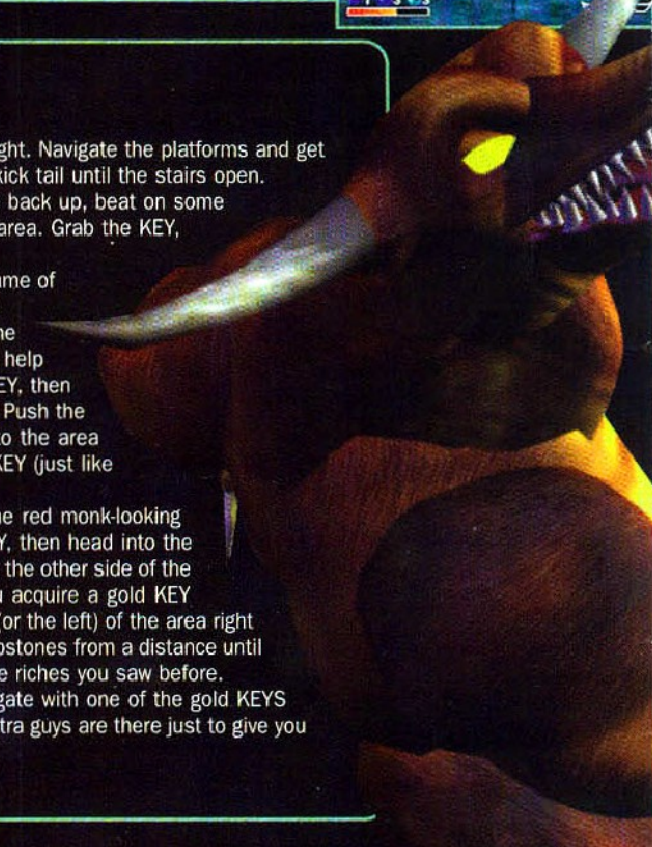
## Level 3:

Smack the two guards waiting at the door and head to the right. Navigate the platforms and get the KEY from the mean old samurai. Go through the gate and kick tail until the stairs open. Head down and step on the plate to open the next area. Come back up, beat on some more villains, and go through the gate and across to the next area. Grab the KEY, heading through the silver gate to the right.

Keep Off The Grass! At least, that should be the name of this level. Beat all the enemies, then venture onto the grass and beat the sleeping dragon. If you go on the grass earlier, then you are in trouble, as the dragon will help out the villains by giving them fire support. Get the KEY, then go to the other side, which is the same, but mirrored. Push the button (just like the other side, remember?) and go to the area with the dragon. Beat the dragon, and get the other KEY (just like the other side).

Get through the gates and head to the left. Kill the red monk-looking guys quick, as they pack a nasty punch! Grab the KEY, then head into the small grove. Beat all the folks in the grove and head to the other side of the main gate, doing the same thing as above. Once you acquire a gold KEY from each side, head up the middle. Turn to the right (or the left) of the area right before the slope and beat the samurai. Shoot the tombstones from a distance until they explode, and the gates will open, allowing you to obtain the riches you saw before.

Go up the slope, beat the two samurai, and open the next gate with one of the gold KEYS acquired early. Head straight up the stairs ASAP, as all of the extra guys are there just to give you grief. That's the end!



# Perfection a game monger's strategy guide

## Level 2:

Right when you start the level, beware the falling columns. Just rely on the same technique used to deal with the falling redwoods. The first chest to the left holds 100 1-ups. Just kidding! It's really a trap. Hope that didn't cost ya! The chest on the right contains some coins (really).

Once you get up the stairs, go to the right, dodge the plant, and grab the power-up. Then head on past and kill the green monsters, plus the skeletons. Kill the crawling torsos by leaping on them. Go up the stairs and beat on the demons. After beating them, grab the KEY. Head back to the big mean plant and go left through the gate. Slip inside the area behind the boxes (on the left side) and kill all the monsters back here. Open the chests and get the gold KEY, the money, and the munchies. Take the KEY and head to the other side of the big mean plant. Go through the gate, kill some other wimpy ninjas, and head left. Beware of those evil plants on the bridge! Get across and head up the stairs. Explore thoroughly, evading the exploding boxes, and get the KEY. Use the KEY on the gate on the lower floor. Dodge more exploding boxes and head back across the bridge. Go to the other bridge on the other side. Grab the KEY (you should have two of them) and head through the two gates.

Kill the enemies hanging out at the tree and get the gold KEY. Head through the gate and beat up on some evil spiders and skeletons. Get the last KEY and go through the final gate.



## Boss 2:

This boss is easy. All you have to do is stay away from the two-headed beast, and the fire-covered walls, and hit him with tons of shurikens. Dodge the lightning and keep moving. When he stomps, dodge the area that turns purple and keep shooting. Piece of cake.



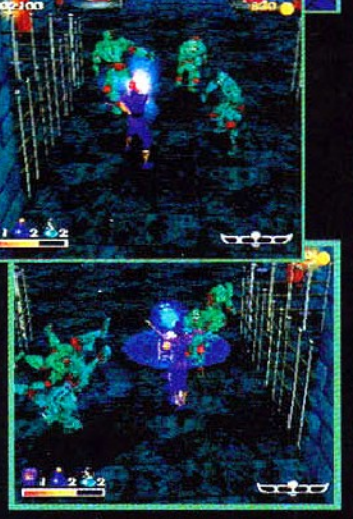
## Level 4:

Head into the first area and kill all the bad guys. Beware of the pits! Then go forward some more, through the gate, kill the ghost skeletons, and head up the stairs (on either side). The left side has some money and a power-up, the right has the much needed KEY. Go through the first of the two silver gates and pick up some food and a fauchard. Go through the next gate. Same deal: go to both sides and pick up the KEYS and the stuff. There's a sword on the left side. Then, do it all one more time, but the upstairs is a little different. Go to the left side, and kill the guards. Then head up the stairs to the left of the spikes. Kill the dragon statue and head over to the chests. Kill the new guards and then go to the other statue. Hit the switch and get out of there before the statue kills you, then slide down the middle and get the KEY.

In the next area, the floor disappears behind you, and places you in a room with a lava pit. Head up one of the sets of stairs and start kicking tail. Open each shutter by hitting it with daggers, all the way around. There's a power-up and an axe in the chests on the right side of the pit. After opening all of the shutters, head back to the pit and touch the statue. Then you meet a boss: the statue.

## Hell 1 Boss:

This boss is pathetically simple. Stay on the move and keep hitting the beast with daggers, using your special when you absolutely cannot dodge. Repeat the process until the guy is toast. End of level!



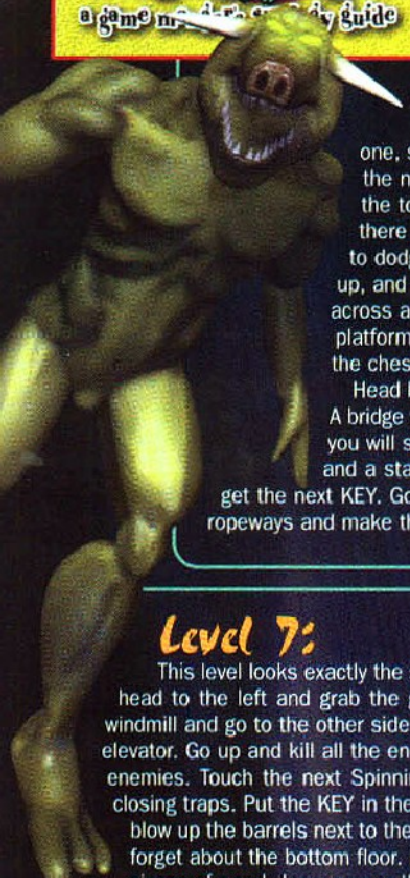
## Level 5:

After beating the ninjas at the beginning, two chests will appear. Go down the corridor and head through the door. Continue through the next door, to the right, cross the bridge, dodge the falling beams, and continue on until the gold KEY is in your custody. Head back until the bridge collapses, and go back to the door with the gold KEY. Keep heading forward and kill all the baddies until a chest, holding a silver KEY, appears. Go through the door and head to the right. Go on to the end and jump on the elevator. Grab the KEY at the end of the elevator and return to the other door. Watch out for the traps as you round the corner. Head on to the back of the room near the gold door. Grab the KEY from the chest in the back of the room. After hitting the switch near the door, return to the large hole in the corridor. There should be an elevator there. Take it, and head on to the next area, which looks like the last area, but backwards. Keep on going and nab that last KEY, which opens the corridor to the mini-boss: a spider. Kill the spider (be sure to dodge its web and pounce on the baby spiders) and the level is complete.



# Play to Perfection

a game mechanic guide



## Level 6:

These next two levels are almost entertaining. Start the level by going up the stairs on the left and grabbing the KEY. Head back down the stairs and go towards the bridge. Grab the KEY out of the chest next to the bridge, then cross. Dodge the fire and kill the gargoyles. For some reason, using the daggers works better than punching. Take them out and use the KEY you got earlier to open the gate.

Remember when we said this level was almost entertaining? Here's why. You will now come across the first of many Spinning Boxes that, when touched, create a bridge or other opening to a new area. Hit the box and a bridge will appear. Head across and to the left. Put the other KEY in the windmill. Keep going to the left and wait at the rope-bridge thing. Jump on and go to the next hut. Once you kill everyone, some platforms will appear on one of the corners. Leap on and hop across to the next house. Head to the bottom tier and hit the Spinning Box. Go back up to the top via the elevator and go to the spikes that slam shut. In-between the two, there is another spinning box. Here's the hard part: To get between them you have to dodge the traps. If you're hit by the traps, you die. Period. Drop down, go back up, and head down and around, right next to the traps, and a bridge will appear. Run across and drop to the bottom. Take the booty and go around until you see a moving platform with a Spinning Box on top. Touch it, then head around and grab the rest of the chests.

Head back to the first hut and go to the corner where the wind is blowing like mad. A bridge will appear. Time your run correctly and get across. Go all the way around and you will see a door. Use the KEY and get ready to kick some heads. Kill all the ninjas and a stairway will magically appear! Go on down and explore thoroughly. Cross the wheel spikes at the dead end of the area and get the next KEY. Go back to the stairway just mentioned and return through to open the door on the other side. Go onto each of the moving ropeways and make the leap across to the walk on the other side. Head to the right and up the stairs. You're at the end!



## Level 7:

This level looks exactly the same as the last one. No, really. Tedious you say? Think about writing this guide! To start, head to the left and grab the gold KEY. Then, go across the bridge and head to the upper right. Put the KEY in the windmill and go to the other side where a moving platform awaits. Jump on and head to the other side, where there is an elevator. Go up and kill all the enemies and a Spinning Box awaits you. Cross the bridge that appears and kill some more enemies. Touch the next Spinning Box. Cross the next bridge that appears and get the KEY on the other side of the closing traps. Put the KEY in the windmill on the bottom floor, take the elevator up, and wait for the platform. Go across, blow up the barrels next to the room, and the door opens. Go in and head to the left. When you arrive on the other side, forget about the bottom floor. It just isn't worth it. If you are very perceptive, you will be able to make out some floating pieces of wood. Jump across the ravine from platform to platform. Kill everyone and the bridge drops. Do the same thing on the next area, and continue on. Head to the right, across the spike pattern, and stay along the wall. When you get to the

next clearing, about 12 lizard guys will jump out. Lure them over to the barrels and hit one of the barrels with a dagger. Be sure to grab the KEY, and head all the way back to the door you went through earlier. Jump down between the closing traps and use the KEY. Kick, punch, chop your way through the enemies until the platform in front of you begins to rise. Jump on and get ready for the next boss sequence.

## Boss 3:

All you gotta do is stay on him. If he gets too far away, then the fire will rain down. And let us tell ya', the fire hurts. So stay on top of the baby wyvern-thingy and beat him into submission. Then, use him to ride to the next level. (No, there's not a level that allows you to ride on the back of him and blast away enemies. That would be too cool.)

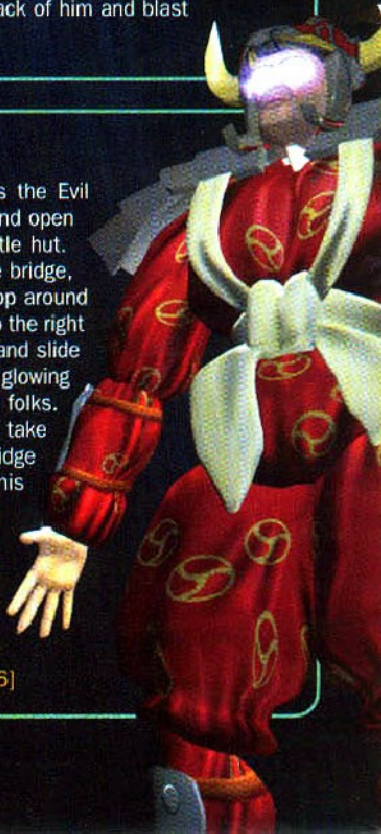


## Level 8:

Head to the left and open up the chests. Keep an eye to the sky, however, as the Evil Exploding Coconuts could drop any time! Head to the right, up the stairs to the left, and open the door. Wait at the door and kill the multitude of ninjas coming out of that tiny little hut. (Apparently, European ninjas moonlight as clowns in a traveling circus.) Go across the bridge, but don't take the leap of faith in to the river (like the game wants you to). Simply hop around the outside of the spikes and angle back into land on the grass on the other side. Go to the right and ride the moving mound of moss to the KEY. Head through the gate near the fire and slide through the big traps. After getting past the traps, touch the statue and shoot the glowing middle until it explodes. Head through the gate, slide down the hill, and beat on some folks.

If you are resourceful, you will use the Evil Exploding Flower Pods planted all around to take care of the major portion of your adversaries. Grab all the goodies left behind and head to the right (up the hill). Cross the bridge and head on to the next area. Find the KEY (it's all the way in the back, of course) by facing all of the major dangers on this level. The Evil Coconuts. The Evil Flower Pods. The mean old lizard men. Even some very small puddles of water, in which you can die. Did you know that our ninja hero can't swim? Grab the KEY and return to the small block with spikes on it. Next to the block is a small KEY hole. The block flips over, so use it to go up to the next platform. Kill enough ninjas to ensure your safety, then head to the left to kill another statue and get a silver KEY. Head back and up, and dodge the big spiked wheel by running right behind it. Drop down to the lower area when it extends too far. Do the same for the next wheel. Open the gate, head to the right, and play some Frogger on the exploding barrels. Tip: wait behind the rock until you are ready

[Level 8 continued on page 76]



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# Play to Perfection

a game maven's strategy guide

[Level 8 continued from page 74]

to make your move. Dispense some street justice to the lizards, then cross the platforms to the right. A Gold KEY awaits. Go back to the other side via the platforms, head to the right, and then do the Frogger thing again. Head across the river via the small platforms. When you do, the KEY will appear. Take the KEY and head up the hill to the right. Open the gate and get ready for some more of those KEYSTONE Ninjas. Cack 'em, and get the next KEY. Kill another statue, and get the Gold KEY. Head back across and find the KEYHOLE next to the spikes (like the one before). Jump up and use the other KEY as well. Cross under another one of

those rolling spike wheels and go up and to the right. Kill all the lizards that appear and go to the right and up the bridge. Soon, you'll face the boss: a fat man.

## Boss 4:

We don't really have a strategy for this guy. He's just too dang cheap. Fire at him while you can, until he rushes you. Take the hit, and prepare for his weak Superman imitation. Dodge it, and do the whole thing over again. Attacks do not stun him whatsoever, and he nails you pretty hard. So good luck.

## Hell 2 Boss:

Right after you face the fat guy, you are whisked away to Hell to face another of Satan's minions. Just kick him. When he winds up to hit, start running and change the direction at the last minute, or use a Smart Bomb. Repeat the process until the demon is on his back.



## Level 9:

Grab the KEY in the chest to your left, and keep going. Head around the ridge and across the bridge. Go up the hill and use the KEY you just got. Go down the hill on the right side. Then head into the water and go down, making sure to stay on the rocks (remember, he can't swim). Continue on as the "path" angles to the right and up. Fight off some fellow ninjas (who can't swim either) and continue up and back to the left where a silver KEY awaits. Backtrack along the shore and jump up at the first available platform. Head left.

Before heading up the slope, go to the side and grab the chest, which contains a free life. Go up the slope, head around the right corner, and grab the KEY. Open the small area below you. Grab the KEY. Use the KEY on the gate to the right. Trot to the left while keeping an eye on the falling boulders. Go through the gate. Round the corner and head straight to the left. On the other side of the boulder is the sword. Go across the bridge and get some gems (hooray), a KEY, and a power-up. Use the KEY at the top of the slope and head on in. Go to the ridge on the right and wait for the avalanche. Then, make some jumps and get the axe (if you

want it). Go back and scale the cliff, but beware of the falling pieces. Once you get on top, prepare for a huge battle. After grabbing the silver KEY, go up the makeshift stairs and hit a switch. Head back down and go to the right, where there is a platform. Make a guess and stand on one of the platforms. If you guess correctly, a boulder will launch you up to the next level. If not, then get outta the way. Do this three times, while dodging bear traps. Once up, make your way to the left. Get across the bridge, then prepare for the flamethrowers. Time your moves, because the flamethrowers suck. After passing, go down the "steps" and fight some more. Snag the power-up and go back, all the way to the "steps" mentioned above. Go up and to the right. If you are quick after beating everyone, you can snag three 1-ups from a chest in the right corner. Go down to the slope and climb up. Go to the right until the avalanche screws up the ridge, then navigate the spaces. In the chests there will be a power-up and a silver KEY. Head back, put the KEY in the hole next to the spikes, and go on until you see a ridge with tons of bear traps. Once you are up, go up and to the right until you see some huts. You can get a power-up from one chest and a KEY from the other. Kick the archers' butts and you'll get the next KEY. Then, meet your next victim: a giant dragon.

## Dragon Boss:

This dragon is simple. The dragon has a pattern of hissing fire straight into the air, then bouncing fireballs off the ground, then doing one of two things depending on the situation. If you are too close, the dragon will swipe you. If you're in front, the dragon will blast you with a deadly firespray. So, stay on the side and fire daggers. We chose the right because it has a better line of sight (hey, a poet, and we didn't even know it). Toss daggers until the pattern comes up, and then dodge the fireballs. If you are going to get caught by a fireball, just use the 'ol smart bomb move to escape harm.

## Level 10:

Kill all the ninjas to start the elevator. Then, get on and head to the left. Go across the bridge and dodge the closing traps. Go across another bridge. Keep moving and go across a moving platform with electric current crossing it. Get to the mine car tracks and wait for a mine car to come out. Jump on a stalagmite and get on the car. Go across the "conveyor belt" of mine carts to the safety of the other side.

Go through the door to the left. Once inside, kill the monsters that appear from the balls and then use the canisters they came from to get across to the walkway. Go up the ramp and head to the left. Beat the ninjas that mystically appear and head out through the next open door. Head to the left and up the stalagmites. Keep going up and make the big leap to the left side (the one with the gated opening). Go around and drop all of the bridges by climbing up each of the four hills and dodging the barrels that come down.

When you are at the top of each one, hit a switch on the left to open the next one. Keep going the same way until you see another leap similar to one you made a few minutes ago, then take it. Grab the gold KEY at the top of the slope to the right. Go back down to the level just below and head left until you see a huge door with eyes. Go to the left and BAM! the wall busts open and a huge, ugly, worm-ice-beast comes out.

This mini-boss is easy to beat. Just stay near the top of the screen and you can dodge the worst attack it has - the ice boulders. Try not to let the monster face you.

Take the KEY you get and open the next door. Go up the "steps" and head to the right and down another slope to the next KEY. Open the door in front of you and cross the very disturbing puzzle. Get across and avoid the spike wheels. Go through the big gate in front of you. Continue to the right and beat the troll monsters. Grab the last KEY and head into the next area, where you will fall into the tunnel.



## Levels 11 & 12

Unfortunately, for those who have stuck with the game until this point, the final two levels await. By now you have probably mastered the intricacies of Shadow of Darkness, and are ready to take on Satan himself. Can you challenge the pits of Hell and come out alive? Rely on your wits and sanity GI readers, for it's all you have when entering the realms of the Ninja.



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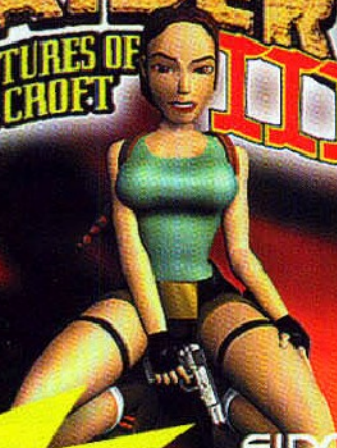
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**BLUE GEM**  
5 Treasure



**GOLD GEM**  
10 Treasure



**GREEN GEM**  
2 Treasure



**PURPLE GEM**  
25 Treasure



**RED GEM**  
1 Treasure



**CRYSTAL DRAGON**

**LEVEL GATE**



**KEY**

**LOCK BOX**



**UNBREAKABLE BOX**

**LEVEL EXIT**



### STRATEGY GUIDE PART 2 OF 2

(See Sept. '98 for Part 1)

This guide reveals many of Spyro's secrets and may spoil your enjoyment of the game.  
**USE AT YOUR OWN RISK!**

## WORLD 5 Dream Weavers

Is it something like Freddy Krueger? It must be, because this fresh new area is a real nightmare. All the stages are filled with difficult vermin and tons of treasure. But don't give in! Press on and fight into the night.

### HOME (300 TREASURE - 3 DRAGONS)

Here's your first order of business. Destroy the freak with the laser gun. Work your way around the outer rim and blow some smoke and flame into this guy's face. Use the gun to blast whatever needs blasting. Then use your fancy-schmancy list of moves to destroy all who breathe. Keep in mind though, the tick-tock bell ringers cannot be killed. They simply raise platforms when the clock on their chest is activated. All the booty is right out in the open.



Use this laser to blast the guards blocking the castle entrance.

**1** - Run. Jump. And fly over to the platform on the far right (with the Dark Passage Gate). Apply your four purple feet to this somewhat safe ground, then walk to the edge and use the particle stream to float over to the castle. Walk to the right side of this gigantic structure and go behind it. The Dragon awaits.

**2** - From the platform holding the laser gun, glide over to the nearby platform holding the Dragon known as Zikomo.

**3** - Destroy the goon with the gun, then aim the laser at the two guards in front of the castle entrance. Blast 'em!!! Now, go to the second Dragon and drop down to the ledge on the left. Run through the tunnel on the right and you will basically run right into the Haunted Towers Gate. Look past this level warp and you'll see the third Dragon.

**Dark Passage Gate** - From the one and only beginning of this Home World, destroy the enemies in front of you then leap to the ledge and Dark Passage Gate on the far right.

**Lofty Castle Gate** - From Dragon 1 walk around the corner, and BAM! The Gate awaits.

**Haunted Towers Gate** - From the second Dragon, launch to the ledge that's down and to the left. The Gate is through the tunnel.

**Jacques Gate** - Walk around the left side of the castle and you'll bump your purple arse into this level entrance.

**Icy Flight Gate** - Start from the third Dragon, then use the tick-tock baddies to create a passage to this Gate.

**Gnasty's World Balloon** - Simply look to the left from the Jacques Gate.

### LEVEL 13 - DARK PASSAGE (500 TREASURE - 5 DRAGONS)

Okay, this level is home to some of the strangest critters in the game. Simply use your horns or flamboyant breath to exterminate these obscure obstacles.

Please note though, the lantern jesters cannot be killed. They trigger the monster phases by turning their lanterns on and off. If you take them down, they will turn on the light revealing the monsters' weak form. From here you will need to be quick. The jester won't stay dormant for long. Most of this stage is linear. Follow the path, then at the circle cavern holding Dragon 3, look below the platforms you are standing on for a route leading to all sorts of goodies and the second half of this level.



This looks like an impossible jump, but good ol' Spyro can make it.

**1** - Run past two lantern jesters and around the corner. Use the particle stream to take you to the feet of this wise Dragon.

**2** - This guy lives next door to the first Dragon. Simply walk into the backyard and blast the dogs out of your way. Ascend the stairs and the neighboring Dragon awaits.

**3 & EXIT** - Would you believe it if we said this Dragon was the neighbor of Dragon 2? Use the same technique you used to get to the second Dragon. This guy has a sweet pad, complete with Level Exit and all. Those upper-class reptiles have all the necessities.

**4** - In the circular cavern enter the lowest hole in the wall (it has a green tint). From here, gather everything

you see, then when it appears that there is nowhere to go, use the Spyro cam to look off the ledge. You'll see a tiny path below. Jump to it and the Dragon is a few yards off.

**5** - Ascend the platforms behind Dragon 4, and you'll find Dragon 5 at the end of your climb.

You'll find this Box in the circular room holding the Level Exit and Dragons 2 and 3. To release their goods you will need to light a rocket. To accomplish this feat, jump out and to the right from the fifth and final Dragon. In this tiny passage you'll find the answers you seek.



Walk to the edge of the platform and you'll see the missing level portion.

### LEVEL 14 - LOFTY CASTLE (400 TREASURE - 3 DRAGONS)

This level is freaky as all heck. Even Stewart's music is a tad whacked. Anyway, remember those fat fairies that saved you in the High Caves? Well, now you have to save them. Believe us, you HAVE to save each and every one of them. We tried to finish the level without saving any (since we don't like paying people back), but there's no way around it. Damn it! Anyway, all of the fairies are out in the open right at the very stinking beginning of this stage. Free them from their jails and they'll create a particle warp for you that leads to the bulk of this very purple level. Can you believe it? A



little ways further into this level the fairies have been captured again! And then again! And again!!! And AGAIN!!! Man! Fairies suck!!! Lastly, don't miss the path straight across from the third Dragon. Use the ramps to get to the missing Gems. You'll actually have to use your brain to get here. Here's how to do it. Launch off the speed ramp into the brightly colored structure right in front of you. Run around the loop to the left and launch over to the blue roof and the booty.



Free the fat fairies.

**1** - Save the three fairies (all located at the beginning) and hit the particle warp. This Dragon slipstream will bring you to the first Dragon.

**2** - From the first Dragon, jump across a series of purple and white platforms and you'll come to a new area that is similar to the very beginning of this level. The Dragon awaits.

**3** - Look down and to the left when you come to the second Dragon. You should see the mysterious Locked Box.

**3 & KEY** - Work your way across this level and you will come to a hallway holding several "goon on a balloon" enemies. Use the particle stream to launch high enough to blast these guys (and those stinking fairy cages). Now, use the fairy stream to fly up to the third Dragon. The Key awaits on this ledge as well.

**EXIT** - Save the fairies for the fifth and final time (thank goodness) and their particle jetway will lead to the Level Exit.



Use this circular structure as a connecting ramp.

### LEVEL 15 - HAUNTED TOWERS (500 TREASURE - 3 DRAGONS)

Start this level in a gallop. Run as fast as you can through the doors and to the fairy. With one little peck on the nose, you will receive the love fire. Use this to destroy the armored enemies you passed up. Don't forget to blast the steel door and the dead guard at the very beginning. You won't have to keep coming back for kisses as you

confront more and more steel goons. There's another kiss station just a few meters down, and then another a few meters down, and so on.



Run and jump baby!!!!

**1 & SHIRT** - Destroy the steel goon on the right side and then use the particle warp to bring you to a separate platform. Use the Love Fire to destroy the box. The first Dragon is inches away from this once seemingly indestructible marvel.

**EXIT** - After hitting the speed ramp, you'll find the Level Exit behind the right-hand steel door.

**2** - The second Unbreakable Box is located behind the left-hand steel door. Don't use the power gathered from running down the ramp to destroy this box. Instead, enter the left-hand room on the opposite side of the hall and get the Love Fire to accomplish the feat. There's no better solution than lovin'!

**2** - In the hall holding three wooden doors and two steel doors, blast the door at the far end of the room to reveal a circular pink room and a wise Dragon.

**3** - Here's the biggest secret in the game. To get to this Dragon, and the second half of the level, follow these instructions carefully. Go to the speed ramp and blast through the two doors and the steel door on the left (far side). Don't be fooled by the ramp. Launch off this platform to the left. Then, use the gray ramp (with particle stream) to launch up to the undiscovered new area. Use the particle stream on this platform to get to the Dragon.

**3** - You just passed up this Box. The only way to destroy it is with Love Fire. To do this, enter the castle, go up the stairs before the knights awaken, and grab the fire. This is a special fire. It lasts forever.

### BOSS - JACQUES (500 TREASURE - 2 DRAGONS)

This level looks easy, but like last level, there's a sinister secret waiting to be found. The enemies are easy though, and the boss doesn't stand a chance against your fire.



Find the tick-tock goon that lowers this platform.

**3** - Maneuver yourself to the right and across the tick-tock platforms. You'll find the box against a wall.

**KEY** - From the Locked Box, drop down to the lower level just to the left. Jump out to the large tick-tock platform. Hit both tick-tock enemies and jump up onto the newly formed tower, then out to the cave. The Key awaits inside.

**1** - From the Locked Box, enter the structure to the right and descend down the stairs. At the bottom you will run into this Dragon.

**EXIT** - From the structure holding the first Dragon, walk out the opposite side and challenge Jacques. After jumping across a great number of platforms, a particle stream will take you to the Exit.

**2** - Go back to the beginning and jump up to the second level. Walk to the right and hit the tick-tock guy. Now, run to the left and blast the only tick-tock enemy. Jump up on the platform that appears, then down to the platform that the first tick-tock lowered. Wait until the timer runs out and the platform rises, then jump out to the Dragon.

### ICY FLIGHT (BONUS LEVEL)

First destroy all of the Lights and the very first Chest. Now, backtrack and hit the remaining seven Chests. This amazing strategy will line you up perfectly. Now, hit the trains (going head-on), and then take out both rooms of Copters. Piece of cake.



Try to breath fire early, so you can evade the lights.





## WORLD 6 Gnasty's World


This is it folks, the last area. The big difference between this World and previous ones concerns the levels. In Gnastyland you cannot go to any level you like. You'll have to do them all in order here. Don't fret though, these stages are really easy. So is the boss.


### GNORC GNEXUS (HOME)


Don't get lost. Kidding. This Home World is nothing more than a circular platform with a few steel Dragon heads on it. Beat a level and the others will open. Otherwise, we found jumping into the water and committing suicide to be equally as entertaining. There is no flying bonus level here, but there is something even better: Gnasty's big treasure room.

-  **1** - He's right in front of you.
-  **2** - First, beat the game, then come back and this Dragon will be in the same spot as Dragon 1.

 **Gnorc Cove Gate** - Again, right in front of you.

 **Twilight Harbor Gate** - Cannot be accessed until Gnorc Cove is completed.

 **Gnasty Gnorc Gate** - Cannot be accessed until Twilight Harbor is completed. At this point you should have all of the treasure for this Home World.


 **Gnasty's Loot Gate** - The only way to open this awesome stage is to complete the game with 100%.


### LEVEL 16 - GNORC COVE (400 TREASURE - 2 DRAGONS)


The enemies on this level are one in the same, but require different techniques to kill. If they wear an iron smock, then use your fire to ignite the TNT barrel in their hands. KABAM!!! If they don't have a metal smock, then the standard flame or barrel launch will work. This level is so linear it hurts. Just follow the path.






Launch this tin can into the Unbreakable Box.


 **1 & 2** - Right from the get-go you will run into an Unbreakable Box on top of some crates. Simply knock the TNT into it with your head. A little ways down another Unbreakable Box awaits. Simply ram the barrel on the previous platform so that it launches through the air and lands on the Box.

 **1** - Launch across the platform holding the second Unbreakable Box to the platform with the first Dragon. It's that easy.

 **3** - Go into the ship and pass by the Unbreakable Box. Whatever you do, don't try to bump the TNT barrels into it. Instead, jump over to the dock, dodge the TNT barrels, then knock the lonesome silver barrel into the Unbreakable Box.

 **2** - Follow the path of boats and steel girders, and you'll come across three enemies standing on barrels. Destroy them and the Dragon and a lame PaRappa joke is just a turn away.

 &  - In the fortress, simply knock the barrel into the Unbreakable Box. Use this same technique to destroy the two guards. Now, enter the tunnel they were guarding. A Key awaits.

 - Enter the tunnel with a green tint and the Box is tucked away behind two enemies.



**EXIT** - Enter the only tunnel you haven't hit (it has a purple tint) and the Level Exit is at the other end.


### LEVEL 17 - TWILIGHT HARBOR (400 TREASURE - 2 DRAGONS)

This level is linear like the last, but now, the treasure is spread throughout lower number Gems, and the enemies are more abundant and feature killer distance projectiles. The only noteworthy info we can divulge deals with the drawbridge. Hit the lever on the bridge itself so that it's upright, then use the speed ramp to launch off the bridge up to a secret area. If you look out the opposite end of this new zone you will see three Yellow Gems to capture. Also, make a quick U-turn out this window and to the right you'll find a free life.



Hit the lever, then launch!!!

 &  **1** - Simply follow the path, take the particle stream, and in the next structure the Unbreakable Box and first Dragon are right out in the open. To nail the Unbreakable Box you will need to use the speed ramp a few feet down. Get the speed you need, then race back across the narrow paths to the Box.

 **2** - Stay on the path and you'll find this Dragon right after the drawbridge.

**EXIT** - This Exit is where it should be, at the end of the level.

### THE LAST BOSS - GNASTY GNORC (500 TREASURE - 0 DRAGONS)


Whoa! It's Gnorc! Don't be afraid of him. He's a wimp. After you open the doors (with the Keys that those stupid Thieves have taken), trail Gnorc and blast him with some fire when he stops. You'll have to move quick to accomplish this. Two blasts and Gnorc is dead. All of the treasure on this level is right in front of your freakin' face.


### GNASTY'S LOOT - (2000 TREASURE)

There are no baddies on this level. Use the rockets and fly Dragon boy! Fly! Note: You can only fly to the highest point you have been. Get higher in the level, and you'll fly higher as well.



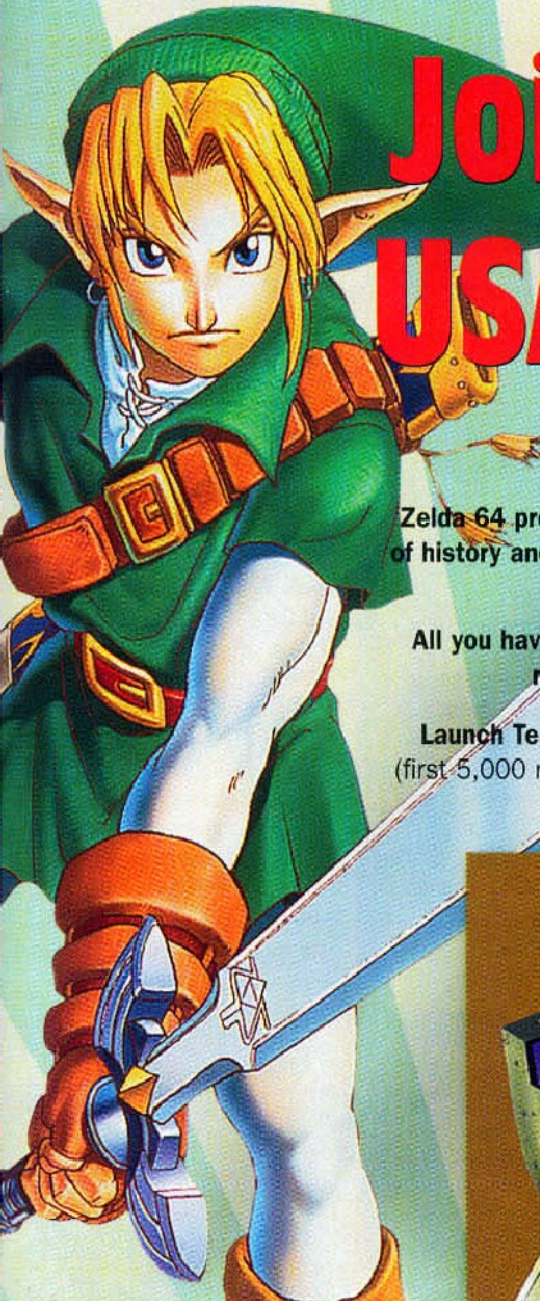
Do you have what it takes to get to this room?

 **1 & 2** - Work your way around the outer brim and you'll eventually come across a blue Thief holding a Key. Chase him and grab it. Now, walk out to the edge of the platform and jump out and to the stairs on the right. Another Thief awaits.

 **3 & 4** - Go use the Keys on the two doors, and a Thief in a plane will fly out of the last door that opened. Fly up and shoot him down. For this you will get another Key. Use the Key to open a door on one of the highest structures on the outer wall. Another "Air" Thief awaits. Destroy him to get the fourth Key.

**EXIT** - Achieve the highest height and the Level Exit is on the highest platform. If you step on this Exit with all of the Gems, then you'll see the second ending. See you in Spyro 2!!!





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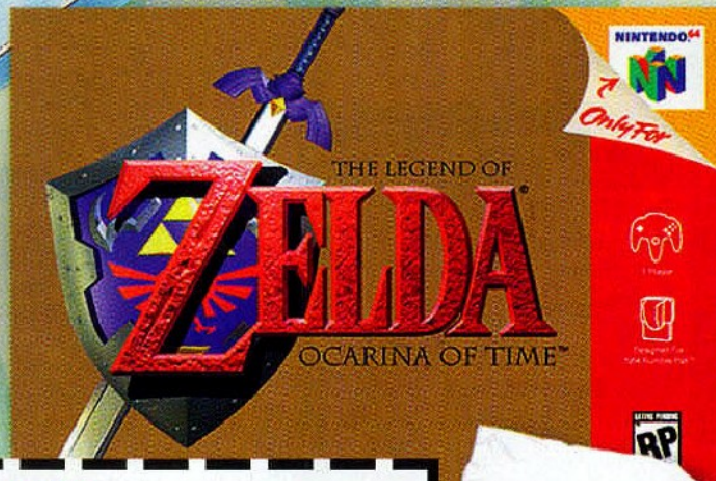
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# HELPFUL HINTS - PASSWORDS - CODES



## F-1 World Grand Prix – Nintendo 64

For all of the codes below choose Williams as your driver. Now, change his name to the name listed below to enable the cheat. After you enter the name, exit out to the Title Screen with "Start" and then go back into Exhibition, Time Trial, or any Versus mode.

**Hawaii Track** – Enter the name VACATION

**Gold Driver** – Enter the name PYRITE

**Silver Driver** – Enter the name CHROME

*Tony from Hardware Hank Gutten, IN*

## Off-Road Challenge – Nintendo 64

**Unlock El Cajon Track** – At the Track Selection screen hold **Up** and press the **Left** and **Right** Buttons simultaneously. You'll hear an air wrench when this code is entered. Now, highlight El Paso and hit **Z** and **A** to begin.

**Unlock Flagstaff Track** – At the Track Selection screen hold **Left** and press the **Left** Button. You'll hear an air wrench when this code is entered. Now, highlight the Mojave track and hit **Z** and **A** to begin.

**Unlock Guadeloupe Track** – At the Track Selection screen hold **Down** on the directional pad and press the **Right** Button. You'll hear an air wrench when this code is entered. Now, highlight the Vegas track and hit **Z** and **A** to begin.

*"Virtua Gap Boy '98"  
Phoenix, AZ*



## Major League Baseball Featuring Ken Griffey, Jr. – Nintendo 64

**Wacky Animations** – For either the pitcher or batter press **Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up** while in the box or on the mound to see the player dance.

*"The Rhino"  
Toledo, OH*

## Forsaken – Nintendo 64

**Level Select** – When the flashing Press Start icon appears at the Title Screen press **A, Right** Button, **Z, Up, Up, Up C, Down C, Down C**. If entered correctly, the phrase "Missions Open" will flash across the screen.

*David "I'm the Greatest Gamer of All-Time" Williams  
Chicago, IL*



## All-Star Baseball '99 – Nintendo 64

Enter both of these codes at the Cheats Menu.

**Baseball Trails** – GRTBLSFDST  
**Gargantuan Ball** – BBNSTRDS

*"The Human Torch"  
New York, NY*



## Rampage: World Tour – Nintendo 64

**Level Select** – Go to the Character Select screen and hold the **Left** Button and all four **C** buttons. Hold this combo for a few seconds and a sound will ring out confirming the code. Now, press **Up** or **Down** at the City screen to change the desired country, and press **Left** or **Right** to change the city.

*"The Taffy Man"  
Boston, MA*

## Jersey Devil – PlayStation

**Unlimited Lives** – Enter the overworld (the beginning of the game) and jump up and grab the extra life from on top of the fountain. Now, pause the game and check your status. Unpause and another free life will be waiting for you on top of the fountain. Repeat this process and gather as many lives as you want.

*Duncan "There Can Be Only One"  
Stanlick  
Salt Lake City, UT*

## Rosco McQueen – PlayStation

Enter all of these level codes at the Password screen.

**Laundry 2** – FLUFFY  
**Laundry 3** – SWEATY  
**Auto 1** – HOTROD  
**Auto 2** – GREASE  
**Auto 3** – BIGEND  
**Harold 1** – SMELLY  
**Harold 2** – WIDETV  
**Harold 3** – PILLOW  
**Leisure 1** – TRICEP  
**Runaround** – SPLASH

*"The Crazy Cajun"  
Austin, TX*



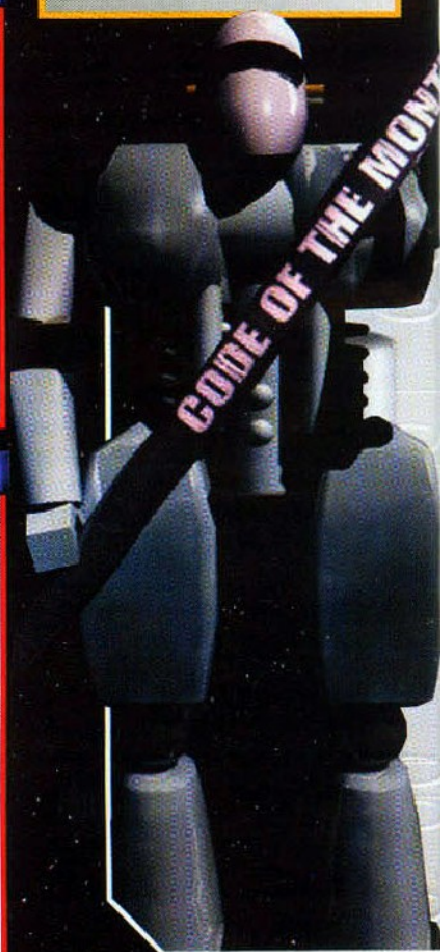
## World Cup '98 – Nintendo 64

**Unlock Programmer Team** – Choose any team, then go to the Team Customization screen and input BuryFC. Doing this will turn the current team into the Creations team.

**Classic Matches** – Win the World Cup with any team and the new World Cup Classics mode will appear at the Main Menu.

**New Sounds** – After scoring a goal press **A, B, Left C, or Down C** to hear different sounds.

*Azrael "The Smurf Killer" Gargs  
Atlanta, GA*





**Duke Nukem: Total Meltdown - PlayStation**

We've received tons of requests for Duke Nukem codes. Finally, we have something. Listed below is the only known cheat for Total Meltdown and also included are the entrances to the hidden levels. We'll try to get more.

**Super Kicks** - To access this little cheat hold L1, L2, R1, and R2, then press **■** to kick. This can be done with a weapon in hand as well.

**The Secret Levels**  
Listed below are the whereabouts to all of the entrances that lead to the super secret levels.

**Launch Facility**  
In Episode 1 access the level known as Toxic Dump and make way to the level exit. In this last room search about the walls for a crack. Shoot the crack and a secret level entrance will appear.

**Spin Cycle**  
Enter Episode 2, Mission 5 (Occupied Territory) and make way to the level exit. Don't exit just yet though. Turn around on the exit bridge and look up to the control room. If you look closely you'll see a switch. Shoot it and a secret door will open to the left. Jump to this new area and hit the button to warp to Spin Cycle.

**Lunatic Fringe**  
In Episode 2, Mission 8 (Dark Side) make way for the slime cave complete with obelisk and blast the marked wall to reveal a secret area holding the switch that accesses Lunatic Fringe.

**Tier Drops**  
In Episode 3, Mission 5 (Movie Set) touch the USA sign located at the space station set to open a secret panel that holds the button leading to the Tier Drops.

**Freeway**  
In Episode 3 enter the level known as Hotel Hell and jump through the waterfall. Inside you will find a teleporter. Jump in the teleporter and blast the flaming pots to get to the Freeway.

*"GI Droid 75-19"  
Eden Prairie, MN*

**Raystorm - PlayStation**

**Free Play Mode** - When "Press Start" appears at the Title Screen hold L1, L2, R1, and R2, then press Start. While still holding the shift buttons press **Up, Up, Up, Up, Up, Up, Down, Up, Up, Up, Up**. If entered correctly, the phrase "Limited Released" will appear. Now, enter the Options screen and set the Credit to the new Free Play option.

**Level Select** - Beat the Arcade mode. Sorry, it's the only way.

**13 Ships** - Beat the Extra mode. Again, sorry.

*Cherry "Lemon" Tart  
Pittsburgh, PA*

**G. Darius - PlayStation**

Note: These codes were tested on the Japanese version and may not work on the U.S. version.

**Unlimited Continues** - Get over 100 continues, then enter the Options screen. You will now have the ability to change Credit to Free Play.

**View FMVs** - In the Options screen highlight the Movie icon. Now, press **Down, Up, Down, Up**, then simultaneously press L1, L2, R1, and R2. After entering this, tap **Start** to activate this code.

*"The VidMan"  
Uptown, MN*

**WarGames: Defcon 1 - PlayStation**

Enter all of these codes at the password screen.

**NORAD Missions**

- Czech Republic** - ●×●●××●×●
- Russian Urals** - ××●××××●●
- Cairo** - ●●×●●▲●×■
- Cambodia** - ▲×●●××■▲●
- Swiss Alps** - ■●●■●××●×
- Libya** - ■×××●■●×■
- Channel Islands** - ●●×■▲■▲■●
- Grenadines** - ■■●▲●▲×▲▲

- Louisiana Bayou** - ×▲●■●●●×■
- China** - ●■▲×■▲▲▲
- Saudi Arabia** - ▲■●×▲●●×■
- Arctic Circle** - ■■▲■▲▲▲×▲
- New York City** - ××●▲×▲■×■
- Omaha Desert** - ●■●×■×▲●×

**W.O.P.R. Missions**

- Florida Keys** - ●×●●×●××●
- Irian Jaya** - ■▲×▲×●■×▲
- New England** - ×▲●××●●▲
- Russia** - ●●■●×▲××
- Brussels** - ××▲▲●×▲
- South Africa** - ▲▲××■××●
- Hong Kong** - ■×●▲××■●▲

- Mexico** - ■●▲▲×●××●
- Bering Strait** - ×●■▲●×■×▲
- Kremlin** - ■●×▲▲■●●
- Polynesia** - ×●▲×●××●
- Congo** - ×●■■××●×●
- Washington, D.C.** - ●▲●●▲▲×▲■
- Tokyo** - ▲■▲●×■●●

**View All FMVs** - Before the Title Screen appears hold R2 and rapidly press **Start**.

*Pika Poo Paki Patrick  
Capital Heights, MD*

**Mission: Impossible - Nintendo 64**

Enter all of these codes at the Mission Selection screen. If entered correctly you'll hear, "Ah, that's better."

**Giant Heads** - Down C, Left Button, Up C, Right C, Left Button

**Big Feet** - Down C, Right Button, Z, Right C, Left C

**Big Heads** - Down C, Right Button, Up C, Left Button, Left C

**Turbo Mode** - Up C, Z, Up C, Z, Up C

**Kids Mode** - Down C, Up C, Right Button, Left Button Z

**7.65 Silencer Gun** - Up C, Left Button, Right C, Left C, Up C

**9mm** - Right Button, Left Button, Down C, Up C, Up C

**Uzi** - Right C, Left C, Right C, Down C, Right Button

**Mini-Rocket Launcher** - Right Button, Left Button, Left C, Right C, Down C

**Wacky Credits** - Beat the game, then wait for the Infogrames logo to disappear. At this moment, you'll be thrown back into the Embassy level. Here you will be able to talk to the development team. Talk to everyone and Candice and Ethan will enter the room and the ending celebration will begin.

*James Hairston  
Jersey City, NJ*



**NFL Xtreme - PlayStation**

Enter these names at the Player Create screen. Note: It doesn't matter what the attributes are set to.

**Backward Animations** - LAMEBOY LENNY

**Big Heads** - BIGHEAD BOBBY

**Flat Heads** - COINHEAD COREY

**Long Necks** - GEORGE GIRAFFE

**Long Arms** - MONKEY MICKEY

**Short Arms** - SHRIMPY SEAN

**Big Players** - BIG BEN

**Small Players** - TINY TOM

*Harley Quinn  
Gotham, WI*

# ACCESS ALLIES

## OPERATION: CODE HUNT

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

### Nintendo 64

F1 World Gran Prix  
Flying Dragon  
F-Zero X  
Iggys Reckin' Balls  
NFL Blitz

### PlayStation

C: The Contra Adventure  
Kula World  
Madden NFL 99  
Mega Man Legends  
NFL GameDay '99  
Parasite Eve  
Pocket Fighter  
Spyro The Dragon  
Thunderforce V Perfect System

### Saturn

Shining Force III

### Game Boy

Legend of the River King

### Arcade

Street Fighter Alpha 3

### Send Secret Access Requests To:

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10120 W. 76th St • Eden Prairie, MN 55344

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ASCII Arcade  
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Mach 1  
ASCII Grip

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Super NES  
ASCII Pad SN  
Super Advantage  
Rhino Pad SN

### Genesis

ASCII Specialized  
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## WWF War Zone – Nintendo 64/PlayStation

**Secret Basement** – When the elevator is going up press L1 then R1 (or Left and Right Buttons on N64) to zoom down to the basement. This is the area where hidden characters and modes are accessed once they've been unlocked.

**Unlock the Goods** – To unearth all the secrets hidden in War Zone, the game will have to be customized in a certain way. First off, set the difficulty to Medium or Hard. Next, select the specific character listed next to the code you desire and enter the Challenge mode. All you have to do now is win the WWF title and the secret you seek should be available.

**Unlock Wrestlemania Ring** – Win the WWF titles and defend the title with any character. The title match will be held in the Wrestlemania ring.

**Unlock Cactus Jack and Dude Love** – Win the title with Mankind

**Unlock Sue** – Win the title with Bret or Owen Hart

**Unlock Pamela** – Win the title with Sue

**Fart Mode** – Win the title with Mosh or Thrasher

**Ego Mode** – Win the title with Ahmed Johnson

**New Create Player Clothing** – Win the title with Kane

**Extra Golds** – Win the title with Goldust

**Extra Colds** – Win the title with Stone Cold

**Pumped Up Stone Cold** – Win the title with a create player

**Ladies Night** – Win the title with Triple H or Shawn Michaels

**Big Heads** – Win the title with the British Bulldog

**No Meters** – Win the title with the Undertaker

**No Blocking** – Win the title with Ken Shamrock or Farooq

**Play As the Trainer** – Enter the Training mode and select Custom. Now, choose the Trainer from the Character Select screen.

**Taunts** – The taunts in this title are awesome. Simply press Punch + Block or Tie Up + Kick to perform these moves.

**Finishing Moves** – To execute one of these moves, your opponent's energy bar must be red. These work for both the PlayStation and Nintendo 64 versions.

**Stone Cold** – (Must be Tied Up) Right, Right, Tie Up

**The British Bulldog** – (Tied Up) Up, Up, Tie Up

**Farooq** – (Both Standing) Up, Up, Up, Tie Up + Block

**Goldust** – (Behind Opponent) Left, Right, Down, Tie Up

**Bret Hart** – (At Feet of Fallen Opponent) Left, Left, Up, Kick + Block

**Owen Hart** – (At Feet of Fallen Opponent) Left, Left, Up, Kick + Block

**Hearst "Triple H" Helmsley** – (Both Characters Standing) Right, Down, Left, Punch + Tie Up

**Cactus Jack** – (Both Standing) Right, Left, Up, Tie Up + Block

**Ahmed Johnson** – (Both Standing) Right, Left, Up, Kick + Block

**Kane** – (Both Standing) Down, Down, Down, Punch + Tie Up

**Dude Love** – (Both Standing) Right, Left, Up, Tie Up + Block

**Rocky "The Rock" Maivia** – (Both Standing) Right, Right, Up, Punch + Tie Up

**Mankind** – (Both Standing) Right, Left, Up, Tie Up + Block

**Shawn Michaels** – (Both Characters Standing) Right, Down, Up, Kick + Block

**Mosh** – (Standing on Top Turnbuckle) Punch

**Ken Shamrock** – (At Feet of Fallen Opponent) Right, Down, Left, Kick

**Thrasher** – (Standing on Top Turnbuckle) Tie Up + Block

**Undertaker** – (Both Characters Standing) Down, Down, Down, Punch + Tie Up

### RUN-INS

Enter these codes at any point during gameplay. Note: Entering these codes will automatically disqualify you.

**Stone Cold** – L1 + L2 + R1 + R2 + Up + Kick

**The British Bulldog** – L1 + L2 + R1 + R2 + Left + Kick

**Farooq** – L1 + L2 + R1 + R2 + Up + Punch

**Goldust** – L1 + L2 + R1 + R2 + Right + Punch

**Bret Hart** – L1 + L2 + R1 + R2 + Left + Tie Up

**Owen Hart** – L1 + L2 + R1 + R2 + Left + Block

**Ahmed Johnson** – L1 + L2 + R1 + R2 + Up + Block

**Kane** – L1 + L2 + R1 + R2 + Down + Punch

**Ken Shamrock** – L1 + L2 + R1 + R2 + Down + Kick

**Mankind** – L1 + L2 + R1 + R2 + Up + Tie Up

**Shawn Michaels** – L1 + L2 + R1 + R2 + Left + Punch

**Mosh** – L1 + L2 + R1 + R2 + Down + Block

**The Rock** – L1 + L2 + R1 + R2 + Right + Kick

**Undertaker** – L1 + L2 + R1 + R2 + Right + Block

**Thrasher** – L1 + L2 + R1 + R2 + Down + Tie Up

**Triple H** – L1 + L2 + R1 + R2 + Right + Tie Up

"The Rhino"  
Toledo, OH

## Crime Killer – PlayStation

Enter all of these level codes at the Password screen.

**The Break In** – ●, ●, ■, ✖, ▲, ●, ●, ●, ●, ●

**Rapid Response** – ●, ●, ■, ▲, ●, ●, ■, ▲, ■, ✖

**Cult Moves** – ▲, ●, ●, ●, ●, ●, ●, ●, ■, ▲

**The Hidnap** – ■, ▲, ■, ▲, ●, ■, ✖, ✖, ✖, ▲

**Family** – ●, ●, ●, ●, ■, ✖, ▲, ●, ●, ●

**Police Hijack** – ■, ▲, ■, ✖, ▲, ■, ✖, ▲, ■, ✖

**The Rescue** – ✖, ✖, ▲, ●, ■, ✖, ▲, ■, ▲, ●

**Static** – ●, ▲, ●, ●, ■, ✖, ▲, ●, ●, ●

**Use of Force** – ■, ▲, ■, ▲, ●, ●, ■, ▲, ■, ▲

**The Deadline** – ■, ▲, ■, ▲, ■, ▲, ●, ■, ▲, ■

**M.E.** – ✖, ✖, ✖, ▲, ●, ●, ●, ■, ✖, ✖

**Freeway Racers** – ✖, ✖, ✖, ✖, ▲, ●, ■, ✖, ✖, ✖

**Epilogue (FMV Only)** – ✖, ▲, ●, ■, ▲, ■, ✖, ▲, ■, ▲

Jenny Balm  
Houston, TX



# CLASSIC GAMES

gaming from the past to the present

**TMNT: Hyperstone Heist - Genesis**  
**Quick Continue** - On controller 2, right before you lose your last life, press **START**.

**Level Select** - At the Konami logo hit **C, B, B, A, A, A, B, C**. Then at the title screen press **A, B, B, C, C, C, B, A**. Start the game and a select screen should appear.

**Jungle Book - Genesis**  
**Change Screen Color** - Pause the game and hit **A, B, B, A, C, A, B, B**.

**Debug Mode** - In the first level go to the briar patch and jump into it. Before Mowgli dies, pause the game and press **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**.

**Level Skip** - Pause the game and press **B, A, A, B, B, A, A, B, A**.

**Reset Lives & Health** - Pause the game and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**.

**Skip to End** - Pause the game and press **B, A, Down, C, A, Right, Left, A, Right, Down**. Alternatively, use the Level Skip code on any bonus round.

**Flip Game** - Pause the game and press **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**.

**TMNT: Fall of the Foot Clan - Game Boy**  
**Restore Life** - Pause the game then hit **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. It can only be used once.

**Captain Quazar - 3DO**  
**Disappearing Walls** - Pause the game and hit **R Button, L Button, B, B, B, R Button, L Button, Up**.

**Life Refill** - Pause the game and press **L Button, R Button, L Button, R Button, L Button, B**.

**Foes of Ali - 3DO**  
**Cheat Mode** - During gameplay, press **R + L Buttons, C**. When the password screen appears, enter one of the following codes:  
**team** - shows photo of designers  
**prebeg** - shows photo of Ivan Prebeg  
**crowd** - removes crowd  
**zippy** - speeds up game  
**aiat** - boxer 1 is computer controlled  
**aiht** - boxer 2 is computer controlled

**Low Blow** - **Down + Right + A** or **Down + Right + B**

**POW - NES**  
**Extra Lives** - At the Title Screen enter **A, B, B, Up, Up, Down, Left, Start**.

**Way of the Warrior - 3DO**  
**Level Warp, Play As Bosses, Play As Hidden Character** - Enter these codes on the Names screen.

**GARDEN STAGE - TAJ MAHAL, JANUARY 1 1901**

**TURBO WORLD - SPEED, AUGUST 8 1980**

**ALLEY FIGHT - TUGAWAR, APRIL 16 1964**

**PSYCHEDELIC CAVES - PARANOID MAY 5 1975**

**KULL - A GAVIN, JUN 11 1970**

**HIGH ABBOTT - J RUBIN, JAN 6 1970**

**GULAB JAMUN - GULAB, FEBRUARY 29 1900**

**MAJOR TROUBLE - BAD BOY, FEBRUARY 4 1908**

**VOODOO - EVIL, JUNE 6 1966**

**BLACK DRAGON - WYVERN, MARCH 9 1927**

## classic codes

**Wario Land - Virtual Boy**  
**Level Select** - Press **A, B, A, A, B, B** at the main menu.

**Strider - Genesis**  
**More Continues** - Hit **A, C, B, C, A, Start** at the intro screen.

**Donkey Kong Country 2: Diddy's Kong Quest - Super NES**  
**Cheat Mode** - To activate cheat mode, enable the Music Test, then press **Down** repeatedly until Cheat Mode appears.

**50 Lives** - In the Cheat Mode, hit **Y, A, Select, A, Down, Left, A, Down**.

**Bubsy - Super NES**  
**Password** - Enter these passwords to gain access to each level.

- 1 JSSCTS
- 2 CKBGMM
- 3 SCTWMN
- 4 MKBRLN
- 5 LBLNRD
- 6 JMDKRR
- 7 STGRTN
- 8 SBBSHC
- 9 DBKRRB
- 10 MSFCTS
- 11 KMGRBS
- 12 SLJMBG
- 13 TGRTVN
- 14 CCLDSL
- 15 BTCLMB
- 16 STCIDH

**Bad Dudes - NES**  
**63 Lives** - On controller 2 at the title screen enter **B, A, Down, Up, Down, Up**, then press **Start** on controller 1.

**Heavy Shreddin - NES**  
**99 Lives** - At the title screen, press and hold **A + B + Left**, then press **Start**.

## Virtua Racing

**Availability:** Uncommon  
**Replay Value:** Moderate  
**Similar Games:** Super Monaco GP (SG), Formula 1 (SG), Nigel Mansell's World Championship (SG)  
**Created by:** Sega  
**Access Tip:** To access the mirror tracks, hold **A + B** when the Sega logo appears. When the title screen appears, press **Start** and select the backwards Virtua Racing title.  
**Overall: 7.75**

This is quite a unique cartridge as Sega, for the first and only time, introduced the world to what it called SVP Technology. In obvious response to Nintendo's FX chip that was found in Star Fox and Stunt Race, the SVP chip allowed Sega to show off some polygon power. Launched in 1994, Virtua Racing did not come cheap. The SVP chip boosted the price of the game to around \$100 initially. It was a pretty penny to pay for a game that is really rough around the edges. Other than the novelty of the polygon graphics, which allowed for four racing views, the game is generally weak in terms of playcontrol. Virtua Racing does have the three original tracks and a decent 2-player split-screen, but when compared to other racing games on the Genesis it comes up short.



## John Madden Football

**Availability:** Common  
**Replay Value:** Moderate  
**Similar Games:** Any football title  
**Created by:** High Score Productions for EA Sports  
**Access Tip:** For the large ref, pause a game and press **Right, Down, Left, Up, Right, Down**. Resume the game and the ref should be gigantic. To see the computer play, pause the game and enter **B, L Button, A, B**.  
**Overall: 8**

Madden Football had already made quite a name for itself on the Super NES and Genesis when EA Sports decided to release this 3DO version in 1994. The appearance of Madden (along with EA's FIFA) solidified the system's sports lineup. In retrospect, this game was quite an advancement from its 16-bit counterparts and introduced players to features that later became obvious standards in sports game development. Loads of FMV included pre-game introductions from Madden himself...er...himself, referee calls, and even crowd celebrations. The instant replay gave the player freedom to adjust the camera and watch the action from a number of different angles. The player animations were also far more detailed than any other football game of its time. Yet, the sad thing about this game is that it doesn't play better than the classics on the Genesis. It is the best football game that the 3DO ever saw, but its value lies with those who, year after year, have called football their favorite.





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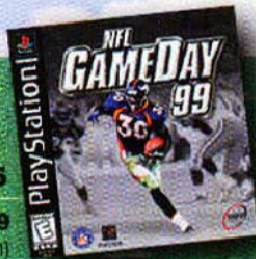


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(PlayStation)

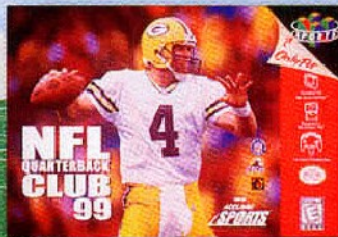


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(EA Sports)

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(Acclaim)



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NCAA Football 99  
(EA Sports)

### FUNCOLAND PIGSKIN CLASSICS

#### NINTENDO (8 BIT)

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John Elway Quarterback	...	.43
NFL	...	.93
Play Action Football	...	.43
Tecmo Bowl	...	2.93
Tecmo Bowl 2	...	6.93
Touchdown Fever	...	.93

#### SUPER NINTENDO

Bill Walsh Football	...	1.93
College Football USA 97	...	12.93
Emmitt Smith Football	...	4.93
ESPN Sunday Night NFL	...	7.93
Football Fury	...	3.93
John Madden 92	...	.73
John Madden 93	...	1.43
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John Madden 95	...	2.93

#### SEGA GENESIS

Bill Walsh Football	...	.43
Bill Walsh Football 95	...	.93
College Football	...	.93
College Football 2	...	1.43
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Joe Montana	...	.43
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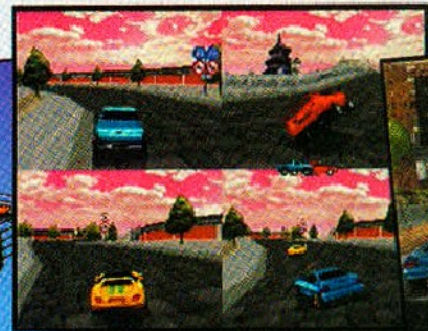
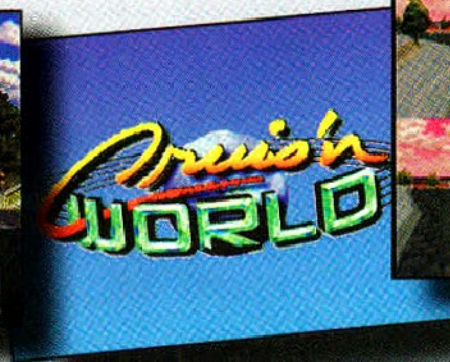
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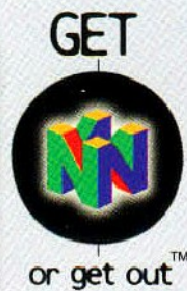
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