

Everything You  
Ever Wanted  
To Know  
About E3

Pg. 14

# Game Informer

MAGAZINE

## ODDWORLD: ABE'S ODDYSSEE

Revives A Lost Gaming Genre  
And Takes It To New Heights

**Plus:**

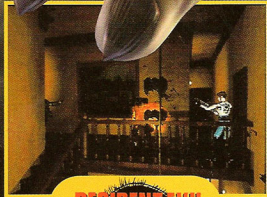
Crash Bandicoot 2 • Metal Gear • Banjo-Kazooie • Last Bronx • Raystorm  
Final Fantasy VII • Porsche Challenge • Tomb Raider 2 • Madden NFL 98



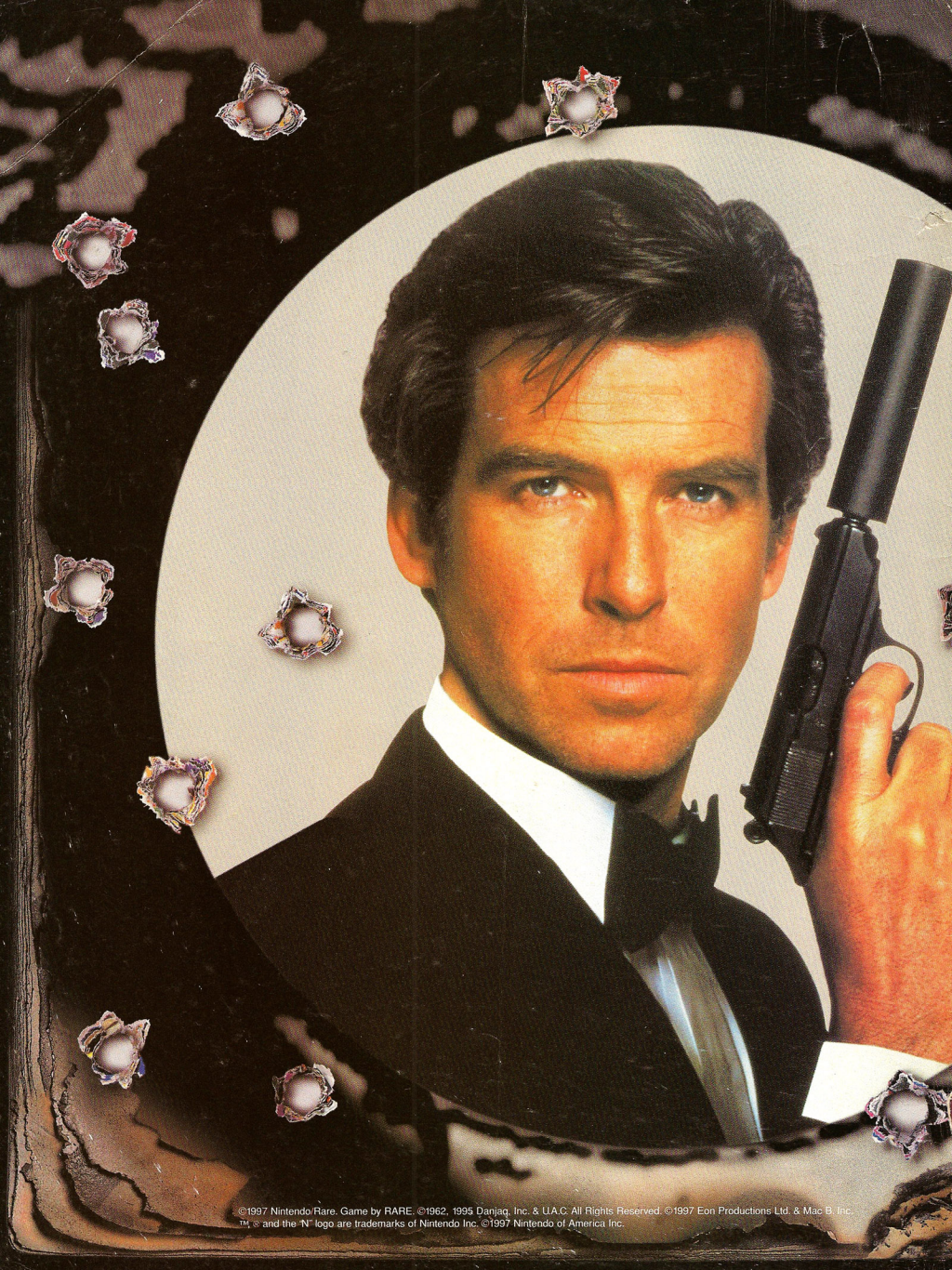
**SAN FRANCISCO  
RUSH**  
EXTREME RACING



**BLASTO**



**RESIDENT EVIL**  
Director's Cut



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Shaken,  
BLOWN UP,  
Shot At...  
But not Stirred.

It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.



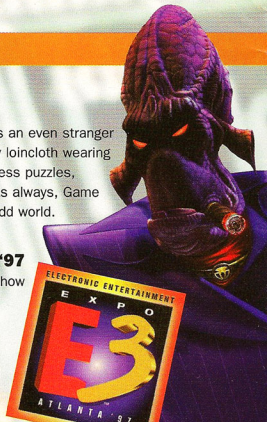
CHANGE THE SYSTEM.<sup>SM</sup>  
NINTENDO 64  




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 From the strange minds of Oddworld comes an even stranger adventure. Playing the role of Abe, a skinny loincloth wearing Mudokon, you must venture through countless puzzles, endless enemies, and an engaging story. As always, Game Informer will be your guide through Abe's odd world.
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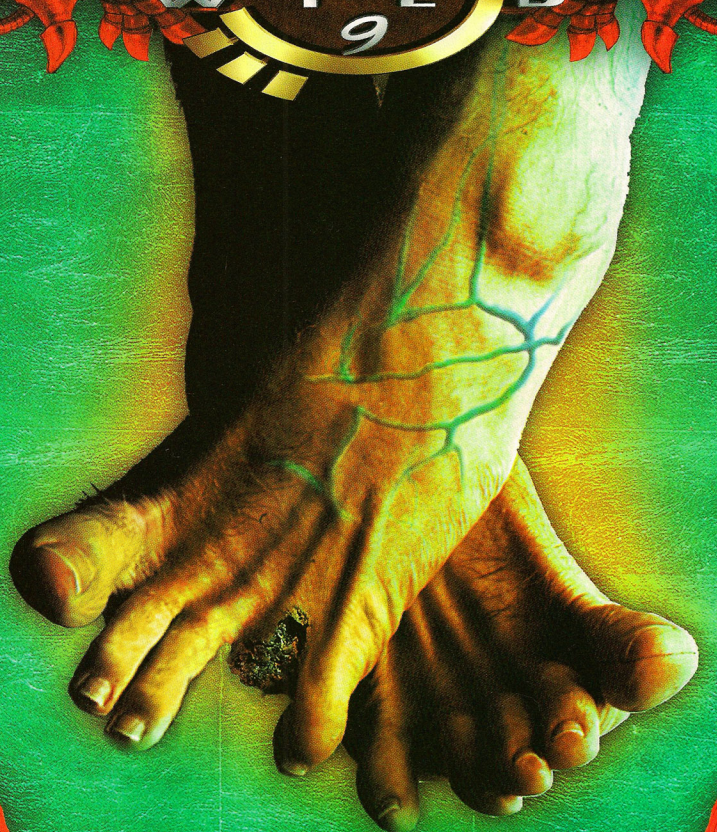
**Saturn**  
 Enemy Zero, Resident Evil, MK Trilogy



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# WILD 9



And this little piggy...  
writhed in pain  
as he was slowly  
tortured to death...



<http://www.shiny.com>

RAIING PREVIEW  
**RP**  
M 15 16 17



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## E3 Sucks



Well...actually it didn't suck, but the headline got you to look didn't it? I guess that was kind of low, but sometimes that's the way it goes. What I really want to talk about is the future of game systems. Which I know is a hot-hum subject that has been done a million times, but hey...what's one more time?

It was apparent at this show that games on the 32-bit platforms are really coming into their own. PlayStation games are really starting to pump out the polys and textures; Saturn games are looking a lot like their arcade counterparts; and the N64 apparently can do a lot more expansive environments that we ever thought possible. But what I want to address is all the talk of new systems.

Recently, there have been numerous reports on the web and in print about Sega's new machine coming out sometime in the next year or so, but I really don't think this is a reality. I've heard that Sega is using the opportunity to work on the new system as leverage to keep people developing games on the Saturn. But obviously, this shows that Sega's new system is still a long way off. Don't expect to see a new Sega system,

or any system for that matter, until sometime late in 1999. At the earliest.

The facts are, it takes a long time to create and perfect a console system and even longer to make games for it. Companies know this, and they're not going to run out and put a new system on the market without taking some time to put together a solid business plan before a major release like a new system. And even if they have a great plan and a great system, it always...always comes down to timing.

So please take any information you hear about a new wonder-machine with a grain of salt because most of the information you hear is about early testing models or hearsay (my money's on hearsay). Plus, the 32's and 64's are pumping out some great software. So why worry about the future? Bask in the gaming heaven that we have right now. There are more games to play than time to play them. There'll be plenty of time for new systems and specs when they become a reality, not idle talk.



### ERIK, THE PC JEDI

"I can sum up the E3 PC experience in one word: 'derivative.' Fortunately, most of the games were good derivatives and I saw a minimum of point-and-clickers. Among the real-timers (C&C/Warcraft/Clones), Total Annihilation from GI Interactive was my favorite. There was also a plethora of first-person shooters. Quake II, Hexen II, Unreal, and Dark Forces II all looked impressive. TPO's Pax Imperia 2 could be one of the premier conquer-the-galaxy games of the year. Otherwise, my first E3 was exactly as I expected; a colossal ringerole of tasteless promotions and vastly extravagant wastes of money that would have been better spent on product development. In other words, it was a darn tootin' good time."

### ANDY, THE GAME HOMBRE

"Alright, I could write sentences that make sense about this year's E3, but I think I would much rather ramble on Metal Gear...right! That game looks unbelievable! There's a scene in the game where Snake is fighting a Predator-style cloaked ninja, and the only way he can find him is to machine gun down the whole office in a Die Hard-style destruction fest...amazing! Next on my list would have to be Colony Wars, then probably Banjo-Kazooie (though the character makes me ill), with FF VII, Crash 2, Beatorizer, Cardinal Syn, and Gex 2 filling out the rest of rats."

### REINER, THE RAGING KAWIG

"Do you remember last month when I openly declared that I was the best Star Fox 64 pilot around? Well, now it's official, I am. I destroyed the field in the Star Fox 64 competition, and I even blasted Miyamoto into another dimension. For this feat I won a golden N64 controller signed by the big M and Star Fox artist Mr. Imamura. As far as E3 goes, it was tiring and full of great new software for all the systems. My pick for the show was Psychosis: Colonial Wars for the PS-X, and runners-up were Metal Gear, Quake 64, Superman 64, Gex: Enter the Gecko, and of course Crash Bandicoot 2: Cortex Strikes Back.

### PAUL, THE GAME PROFESSOR

"There is no doubt that any gamer would have a field day testing all of the new games at E3. I spent most of my time looking over the biggest and the best of the upcoming sports titles. Primarily, I concentrated on hockey and football. EA Sports and Sony both have good starts on their games, but companies like Interplay, Acclaim, and Konami will attempt to take away some of their thunder. There will be a ton of sports games making their way into the GI offices in the coming months and rest assured, we'll find the best ones for you."

### JON, THE GREEDY GAMER

"Boy oh boy is E3 an experience. Just walking the vast show floor, around every corner is a game I had been dying to play. Then throw in the excitement of buy-outs and leveraging, and you have the most exciting time of the year for video games. Of course Metal Gear and Colony wars blew me away, but there were a few titles that also bear mention. Nuclear Strike was cool. Darkstalkers 3 was sweet, and I'm pretty stoked for MK Mythologies. It should also be noted that underwater adventure is now a hot genre, with games like Treasures of the Deep (Namco), Critical Depth (SingleTrac), Aqua Prophecy (ASCII), and Tomb 2 with its new emphasis on underwater combat. Cool!"

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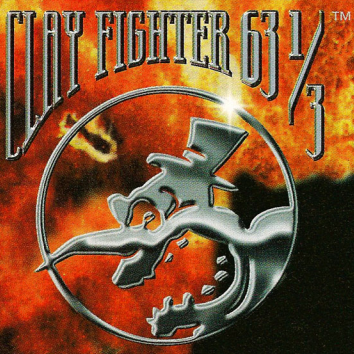
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They have been born of fire —  
hopefully they won't melt.

COMING IN AUGUST

"...MORE VARIETY THAN ANY OTHER  
N64 GAME TO DATE."  
—NINTENDO POWER



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# Dear Readers

## Mono-Question of the Month

**Readers:** Will you guys send me one of those N64s sitting under Reiner's desk? Everyone I know just spontaneously combusted and I'm kind of sad.

**Us:** Ohhh...bummer. Sorry, but there was an unfortunate incident involving the N64s under Reiner's desk. You see, on the weekends we rent our gigantic office space to the Hans Schloppenheimer Polka Band so they can have a wild and wacky polka fest into the wee hours of the morning. Unfortunately, Mrs. Ferguson brought her prize-winning sauerkraut along and in the resulting stampede, all 250 N64 units were crushed along with Reiner's desk, his computer, and all of his Spawn toys. Please don't send us any more of these letters. Reiner tends to get rather depressed at any reminder of this horrific incident.

## Random Q&A

First of all, I'd like to say that I'm a proud subscriber to your mag. I have a few questions I was hoping you could answer for me though.

1. Is 'Christmas NIGHTS' for the Saturn sold in stores? Where can you find it?

2. Does the Saturn have much of a future left? In your June issue you said Midway has discontinued Saturn development. Which companies are still putting out Saturn titles?

3. Are there any more excellent games like Dragon Force and Fighters Megamix coming out soon that might make Saturn have some kind of comeback?

4. For Command & Conquer on Sega Saturn, for mission 3 on the Nod disk, how the heck do you 'overwhelm' the prison without destroying it?

Cameron C. Stearns Jr.  
Baltimore, MD

1. Christmas NIGHTS was available for rental at Blockbuster Video for a limited time and it was also given away for free through various channels (which we won't get into). However, if you're really interested we're sure you could find it at a used retailer.

2 & 3. We don't want to say no, but it seems like we hear about yet another company (or game) that has withdrawn from Saturn production on a weekly basis. Third-parties have become a very timid bunch in recent years and don't like walking on shaky ground. However, there are some companies that are sticking around. Working Designs will remain one of the Saturn's premier developers and Electronic Arts will continue to put out Saturn versions of many of their games. Also, Capcom will be releasing a Saturn version of Resident Evil. Most people's attitude is that the Saturn is a sinking ship right now, but it's not a bad system. If you own one, it's definitely worth your while to hold on to it through the next Christmas season. (You can look at

the complete list of upcoming Saturn titles in our E3 feature on page 14.)

4. Try using engineers to take over the prison. If that doesn't work, destroy everything and everybody except for the prison. Remember, when playing Nod it's always good to destroy everything in sight (especially churches), as this will often yield large crates of money. Of course, you may want to leave some towns intact if it suits your strategy. They can make great buffer zones between you and enemy invasions, particularly if you mix in some additional barriers and defenses.

## Res 2 and the Net Yaroze

I have a few questions,

1. All the pictures I've seen of Resident Evil 2 have the same 4-7 zombie cops on them. Do you know whether there will be big guns like the .357 magnum in the game?

2. With a computer like a 486DX2, will the Net Yaroze run like Doom on a 386SX (choppy)?

3. I love RPGs, so I was hoping you'd tell me which ones could have been made with the Yaroze.

4. What level of math and knowledge of computer programming would I need to use the Net Yaroze?

Nameless  
Media, PA

1. All the pictures you've seen of Resident Evil 2 are the same because no one has a preliminary version of the game yet. Capcom has given themselves plenty of extra time to make Res 2 into something truly amazing, so we doubt that the guns will be disappointing.

2. You're making a software analogy to an issue of hardware compatibility. If anything, the PlayStation will probably be slowing the PC down. In terms of raw hardware power (RAM, processing speed), PCs win out. The reason console games are still impressive, even when compared to the PC, is that consoles are designed specifically for games and their programmers tend to be more efficient than PC programmers due to the constraints they have to work under. Besides, the PC is only there to program your games, the PlayStation is used to play them.

3. This is a hard question to answer because no one has put out a killer Net Yaroze game yet. We're not entirely sure of how limiting the software and hardware will be, but the beauty of an RPG is that it doesn't necessarily need killer graphics to be a great game. We're sure many people will love Wild Arms even after Final Fantasy VII comes out (which isn't to say Wild Arms is graphically weak).

4. Unless you're a wiz kid, we can't imagine anything short of an intense high school level education in math

and programming as adequate for using the Net Yaroze. (Note: 'Just starting to understand Pascal' is not what we mean by intense.) If you're planning on getting a Yaroze, make sure you're one of those people who can stick with something for the long haul. Learning to program and design games is a whole different world aside from the rest of the software industry and it will take quite some time to learn how to do it yourself. As far as math goes, geometry and logic are probably the two fields you need to excel in for doing games. Trust us, we've seen vid programmers in action and you wouldn't believe how quickly and efficiently these people race through code. The Net Yaroze is not for people who are afraid to learn something on their own. This probably rules out about 98% of the U.S. population.

## Duke Nukem, A Wholesome Kind of Guy

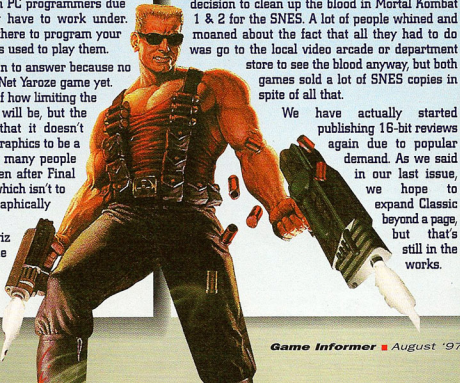
Recently, I was talking to my friend about Doom 64. We both disliked it, as the controls were very hard to get used to. Then I brought up Duke Nukem 3D. My friend said he had heard rumors on the internet that Duke Nukem 3D was coming out for the Nintendo 64. He also said that parts of the bar will be removed, because Nintendo won't license the game if they aren't. Can you confirm these rumors?

P.S. Have you stopped publishing 16-bit game system reviews? Why?

Your Fan,  
Derek Brusegard

Nintendo, ever mindful of the parents involved, will be cleaning up Duke Nukem to an extent. For the most part, it appears as though all of the original levels will remain intact with only minor modifications. Those women in the skimpy bikinis, for instance, will be wearing skimpy T-shirts instead. Luckily, the T-shirts will have very politically incorrect statements on them, and GT says that the game should have even more blood than the original. It all comes down to whether you like Duke for its action, or its... other stuff. The closest comparison we can make is Nintendo's decision to clean up the blood in Mortal Kombat 1 & 2 for the SNES. A lot of people whined and moaned about the fact that all they had to do was go to the local video arcade or department store to see the blood anyway, but both games sold a lot of SNES copies in spite of all that.

We have actually started publishing 16-bit reviews again due to popular demand. As we said in our last issue, we hope to expand Classic beyond a page, but that's still in the works.



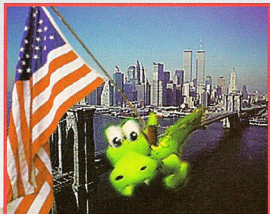


## A Popular Misconception, But We Forgive You

To start, I want to say that your magazine is the greatest. I'm thrilled with my subscription. In your June issue, you previewed a game for PS-X called Croc. The game looks awesome and I can't wait for it to hit the U.S. Seriously, I can't wait. I wanted to know if I could buy it in Japan and have it sent to my house, and how much it would cost me. Please tell me the address of the factory I can buy it at.

Kevin Haley  
Ansonia, CT

Croc will not be out in Japan before the U.S. Believe it or not, Kevin, not all games are made in Japan. In fact, many of the best ones come out here first. Crash, Twisted Metal 2, and Rally Cross were all developed right here in the United States. Tomb Raider, WipEout XL, and Destruction Derby 2 were



all spawned from European companies. By no means does Japan have a monopoly on video. The company responsible for creating Croc is Argonaut Softwars in Europe. The game will be published here in the states, however, by Fox Interactive, so you'll have to wait until the game hits the shelves this holiday season. Besides, no matter how good it looks, you should really look at our reviews before buying a game. We do our best to get them out before or at about the same time a game hits the stores. That Croc is a stunning graphical achievement on the PlayStation is impossible to deny, but there are many other factors that go into making a game fun and these won't be evaluated until we see a final version of the game.

## Finally, Someone Who Understands

I'm going to make a bold statement: "I miss the NES!" Sure, today's games have awesome mind-blowing graphics, realistic sound, and intricate storylines, but they lack the consistent quality that the NES had. Far too many games these days are just plain awful, but with the NES, there were few games that were anything less than 'okay.' So what if the graphics weren't '3-D,' and so what if all their attempts at audio dialogue sounded like someone with a voicebox? They were still fun! Many games that started on the NES are still going strong to this day, almost 12 years later! If you think about it, the NES lasted longer than the SNES



(5 years). I miss the days of side-scrolling action platform games and games with simple names like "Baseball Stars" and "Golf," not "36 Amazing Holes Presented by Some Magazine Starring Some Guy." I miss that revolutionary controller with its Select, Start, A, and B buttons. Now we have buttons with obscure symbols like a triangle. What's up with that? Don't get me wrong. I'm excited by how far games have come, but no era will be better than the "NES Era." Am I alone in these thoughts?

Chris Hodges  
Chicago IL

Not at all. We have great memories of playing vids on the NES. Never again will a company have control of a market like Nintendo had with the NES. However, we think you might be using selective memory when you say the NES didn't have very many losers published on it, because there are tons. Probably just as many as the PlayStation or the Genesis. As a matter of fact, every system from the beginning has had its fair share of boring and annoying games. But that's just the nature of gaming. We remember the good and try our best to forget the junk. Long live video games!

## AUGUST WINNER

### ALLEN OLIVER

ALEX, VA

Courtland Jenkins  
Lansing, MI  
Go ahead...try and pull his finger!



CAPCOM

MARVEL  
SUPER  
HEROES



Long Nguyen  
San Jose, CA

Even after numerous attempts by the artist, the super heroes still wouldn't smile.

Lorue Binder  
Los Angeles, CA  
Now what's that bear trying to do?



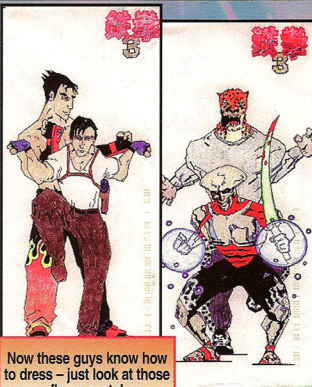
Josh Gilbert  
Glendale, WI  
Maybe Cammy and Chun Li should have stayed away from the cheesecake.



SEED TO  
GAME INFORMER  
PAGE 10, THIS STREET  
FOR U.S. NEWS STORIES

## TOMB RAIDER

Have you got  
YOUR'S YET?



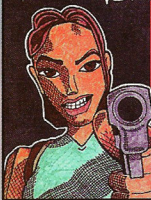
Now these guys know how to dress - just look at those flame pants!

### Wanted: Envelope Art

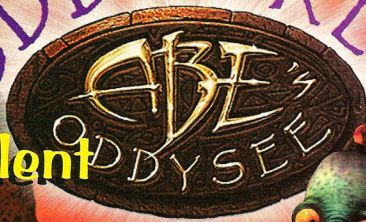
Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best damn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your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

Greg Lehman  
St. Paul, MN  
Got what?

Josh Gilbert  
Glendale, WI  
We love the one of Motaro choking himself...it's funny!



# When Great Gaming and Excellent Storytelling Collide



- **Size:** 1 CD-ROM
- **Stylr:** 1-Player (2-Player Alternating) Action/Adventure
- **Special Features:** Beautifully Rendered Backgrounds, Wide Range of Character Skills (Running, Jumping, Sneaking, Mind Control), Speaking, Making Random Noises, Throwing, Memory Card and Password Save, Unique World, Unlimited Lives/Continues, 15 Levels, Over 700 Screens
- **Created by:** Oddworld Inhabitants for GT Interactive
- **Available:** September 12 for Sony PlayStation

▶ **THE BOTTOM LINE 9.25**

**T**he fastest and easiest thing to say about Abe's is that it is similar to other well animated side-scrolling games like Prince of Persia, Out of This World, and Flashback. While comparisons usually do justice to most of the games we come across, leaving it at that with Abe's isn't even telling half the story.

The entire game takes place in an exotic alien world, full of unusual characters and beautifully rendered backgrounds. Abe's Oddysee begins in a sinister meat factory where the Mudokons, the native race of this world, work as slaves to a race of nasty carnivores known as the Glukkons. Abe has just witnessed a meeting of his Glukkon masters. Their business is not going well and they have decided to put a new meat on the market—namely, Abe and his people. Escape becomes more than just a dangerous risk for freedom. It is now imperative to the survival of the Mudokon race.

The first level is a pretty grim place to be. But then, a meat processing factory is never a pretty place. Throw forced labor into the deal and the picture becomes even more grotesque. Abe must find all the Mudokons he can, and set them free. Eventually Abe will escape the factory and move on to the outer world, a place that is as dangerous as it is beautiful. Here he will discover many hidden truths about the Mudokon race, and Abe's quest to save his people becomes even more significant, as he finds out that the Mudokon were once much greater than slaves.

So you beat up a guard, take his guns of mass destruction and... oops, wrong game. (We were thinking of the last 500 games we've played.) The fact of the matter is that Abe is a slave in a meat factory who is about to become the latest wurst. Fortunately there are two things your masters aren't counting on — your wits and Abe's unusual shamanic powers. By chanting the songs of the Mudokon, Abe can mind control certain enemies. Chanting also allows him to open up the mysterious birdgates that are located throughout Oddworld. When forced to reveal their true nature, the birds come together to create a glowing gate that will allow fellow Mudokons to escape. Most of these gates require concentration and disappear when Abe stops chanting. There are also special gates that stay open and allow Abe to teleport to other areas.

Mudokons are not always right next to a gate, so the game's creators have developed a special system called Gamespeak to help Abe communicate his needs. First, say hello to get their attention and then ask them to follow Abe to the nearest gate. If danger lies ahead, Abe can tell them to wait for a while until he takes care of it. If you need to express frustration, Abe can even curse in

## REINER, THE RAGING GMAER

**Concept:** 9.25 "Innovative, perplexing, and wickedly beautiful is exactly what Oddworld: Abe's Oddysee is. Games like Flashback, Out of This World, and Prince of Persia took video game creativity to the next step, only to be shunned by three-dimensional gamesplay. Now Oddworld Inhabitants has, so to speak, "de-evolved" to bring one of the coolest games I've ever seen to the Sony PlayStation. Yes, it's 2D, but in all honesty it's just as beautiful as Final Fantasy VII. You won't see better character animations or lighting in a PS-X game. There's over seven hundred screens of Mudokon mayhem to soak in, not to mention puzzles and hidden stuff on almost every screen. If you want to be challenged, then let Abe's pick your brain."

OVERALL:  
**9.25**

## PAUL, THE GAME PROFESSOR

**Concept:** 8.75 "Given the success of the 16-bit Flashback, I'm surprised that Oddworld is really the first developer to build off of that awesome title. Abe's has few items

**Graphics:** 9.25 that awesome title. Abe's has few items

**Sound:** 8.5 or fancy weapons, but the ingenuity behind the humor and story of the game is extremely entertaining. For the most part, Abe's requires you to first survey your situation and then execute a series of moves to advance to the next undertaking. It can become frustrating to keep trying and failing, but the reward of seeing what's next is worth the patience of getting the execution right. From the sound, beautiful animation, superb character design, and tremendous replay value, Abe's is sure to please a plethora of gamers. Give it a try."

OVERALL:  
**9.25**

## JON, THE GREEDY GAMER

**Concept:** 9 "Anyone who liked Flashback will love Abe's. Anyone who was frustrated with Flashback should take a second whack at this genre. While the puzzles are

**Graphics:** 8.25 extremely difficult, and ten or twelve deaths in a row can be frustrating, the payoff is well worth it. The payoff itself is on the one hand, the CS clips

**Sound:** 8.75 are outstanding; on the other hand, making headway into new boards leaves a sweet taste of gaming satisfaction. As for the graphics, I found myself staring at the backgrounds of every board. The artists of Abe's started with a grand vision that never lost steam. The storyline is excellent as well. Give Abe's a whirl, it's a game that forces you to think."

OVERALL:  
**9**

COVER  
STORY

Mudokon. In addition to speech, Abe can also fart, whistle and laugh. At first, these things seem unnecessary but cool. Rest assured - you will need to take advantage of Abe's full complement of abilities in order to beat this arduous quest.

Abe doesn't tote guns, but years of slavery have made him strong and wary. He jumps, runs, sneaks, and hoists himself up to freedom. He can also throw objects like rocks and grenades at different angles. Usually, when the main character of a game has such a wide variety of abilities, control becomes awkward and frustrating. In Abe's case, this is far from the truth. The game is very easy to learn and control becomes second nature in a matter of minutes.

Abe's Oddysee is one of those games that lacks simultaneous play but could easily keep a group of gamers entertained by watching, commenting, and taking turns at trying to get past certain areas over and over again. Fortunately, your "lives" are unlimited and you automatically reincarnate at certain points in the game once you get past them. This will allow gamers to sit around and take turns into the wee hours of the night.

For the last year or so, the industry has hit a 3D frenzy. It seems like every press release we get is emblazoned with the words "true 3D" or "nonlinear." People knocked Crash Bandicoot for being limited to a path. It's even been rumored that Sony keeps a stern and watchful eye on games that aren't three-dimensional. In the end, all of this squabble about 2D vs. 3D is completely insignificant when measured up to what makes a game worth playing. Abe is technically 2D but it hits hard in all of the important places. It's beautiful, involving, easy to play, thoroughly challenging, lengthy, and just plain fun. Judge a game for that, not whether it has a third 'D'.

On a final note, if you love this game like we do, then you should know that Oddworld Inhabitants has enough artistic and storyboard material to do five more Oddworld games. Love Oddworld, and it will love you back.

## Level Overview:

Abe's is a very long and complex game with great variety among its fifteen levels. Each level is intricately detailed and always contains a number of surprises.

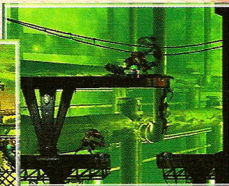
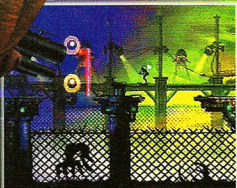
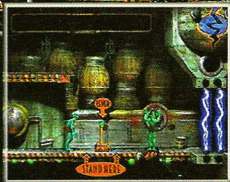
## Rupture Farms (1)

Meat and slavery are two words that don't paint a pretty picture. You must escape this meat processing plant from Hell and save as many Mudokons as you can find. Once you leave, any remaining Mudokons will die. Your chief enemy on this level is the Slig. Fortunately, the Slig have weak minds that can be controlled through chanting.

## Stockyard Escape (2)

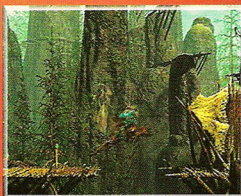
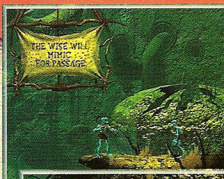
You've escaped the security guards in the factory. Now you need to dodge laser motion sensing beams while avoiding the terrible jaws of the Scrabs that lurk in pits below. Towards the end of the level you will meet the counterpart of the Slig - the Slog. In later levels you will be able to give the Slog commands by controlling the Slig.

SLIG



## Mosaic Lines (3)

Here you will discover the true urgency of Abe's quest. The world must be returned to a state of balance, and yes, the Scrabs and Paramites need your help as well. Both species are considered holy by the Mudokons (unfortunately, they tend to see the Mudokons as lunch). Helping them will help you, by giving Abe greater power over his chant ability. At the end of this level, you will be given a choice between learning the ways of the Paramite or the Scrab. It doesn't really matter which one you choose, because you'll need to learn both eventually. Once you've overcome the hazards of both the Paramites and the Scrabs, you will be able to receive great power from other Mudokons and special birdgates in future levels.



## Paramonia (4a)

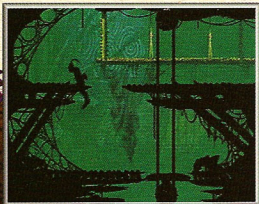
Here, you begin your journey to the Paramonian Temple. Fortunately, a faithful Elum steed awaits you.

## Paramonian Nests (4c)

This is definitely the most frightening place in the whole game. You will be in a constant struggle for survival, moving from bad situations to even worse situations. Quick-thinking and reflexes are your best bets on this level.

## Paramonian Temple (4b)

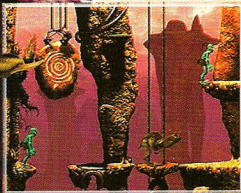
This is probably one of the most frightening places in the game. Remember the rules. Paramites will only attack you if they outnumber you, or if they feel cornered. If you throw meat, they will always go for that first. At the beginning of the Paramonian Temple, you will have the delightful opportunity to mind control a Slig and tell his Slog to hunt down other Slig.

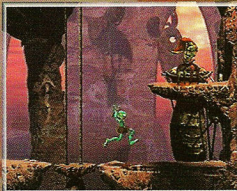


**PARAMITE**

## Scrabania (5a)

The land of the Scrabs is a harsh, desert environment. The only thing you need to know about Scrabs is what you already learned in the stockyards – run and grab hold of the first ledge you see!



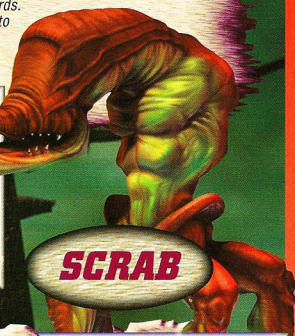


## Scrabanian Temple (5b)

At the beginning of the Scrab Temple you will need to move quickly between rocks, or the Sligs in the background will nail you. The temple itself contains a number of Scrabs and other hazards. Once again, be prepared to move fast!

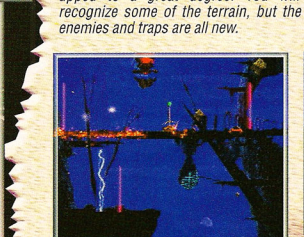
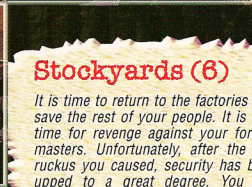
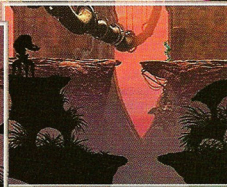
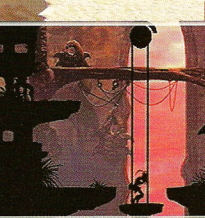
## Scrabanian Nests (5c)

The Scrabanian Nests won't require you to think quite as carefully as you needed to in the Paramonian Nests, but you will need to move a lot faster. The second you stop, you die.



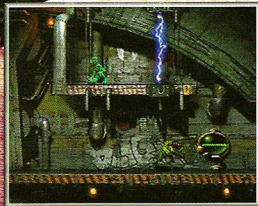
## Stockyards (6)

It is time to return to the factories and save the rest of your people. It is also time for revenge against your former masters. Unfortunately, after the last ruckus you caused, security has been upped to a great degree. You will recognize some of the terrain, but the enemies and traps are all new.



## The Boardroom (8)

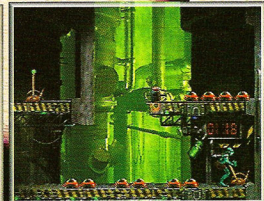
This is the last level. You will have two minutes to cruise through a number of defenses, liberate one last Mudokon (to gain a power boost), find the place where all the decisions are made, and make a formal complaint. The boardroom is cool, so we don't want to give away the ending, but we can tell you that it's very gratifying.



## The Zulags (7)

There are four different labor camps that you will need to liberate before the final showdown. Some of them intersect with your old station at Rupture Farms. Be warned though. Things may look the same, but they are very different.

LUCK



Unfortunately, we didn't get quite as much time with Abe's *Odyssey* as we would have liked before deadline reared its ugly head, but we figure a little strategy is better than no strategy, and the first two levels of this game have plenty of secrets and tricky situations. Cramming it all in took some doing so we numbered the text to help you follow it.

## Rupture Farms

There are 28 Mudokons to be found on this level. To get a good ending you must rescue at least 50. We've given you all of the secret locations for finding more Mudokons, but you'll have to figure out the puzzles in these areas yourself. If you figure everything out, you'll be able to finish the level with all 28.

The first screen is a good place to become accustomed to all of Abe's different abilities. Check the controls menu for all of his moves. Three Mudokons are hiding out down below. Walk behind the barrel in the foreground and push down. Once you're done, move on.

Jump up on to the ledge, and move on. Enter the door that leads to the background and move right to the next screen. When the guard has moved back to the previous screen, enter the door that leads to the foreground and go right. **[Fig. A]**

Use the guard to kill the sleeping guard three screens to the right. Destroy the guard under your control. Now you will need to talk to your Mudokon friends and bring them over to the elevator by the now-deceased sleeping guard. (On the way there, you will notice a chain hanging from above. Pull it and run quickly to the trapdoor to liberate another Mudokon.) Go down to the circle of birds and chant, creating a gateway for your friends to escape through. Enter the doorway to move on to the next section. **[Fig. C]**

Free the two Mudokons at the bird gate, two screens to the right. **[Fig. D]**

Once you reach the door, enter it and then come back up again (reaching the lower level allows you to continue there). Now move on to the right. **[Fig. G]**

Use your rolling ability to move under the meat grinders. Don't mess with the lever for now. Move to the next room on the right.

Talk to the Mudokons (one is hidden in the shadows) and get them to move over to the screen to the left. Try to get them between the mashers. The masher on the right will be moving more slowly than the one on the left. Leave them there and go back to the screen where you found them. Now move one more screen to the right to attract the attention of a Slig. Wait for the Slig to make a sound before quickly running back to the left and into the shadowy area on the previous screen. Stand close enough to the lever so that you can activate it without leaving the shadows (you don't have to be completely in the dark for this to work). Wait for the Slig to stop for a moment and hit the lever. **[Fig. H]**

Get off the elevator once you reach the platform and move to your left, stepping short a couple spaces from the edge. The platform below you is mined. Throw the grenades at a high angle (Circle, Back) to detonate the mines. Drop down to that platform, hang off of its edge and drop. The second you hit the ground on the next screen, roll into a ball and move to the left to exit the level. Remember, if you haven't saved all the Mudokons at this point, the remainder will die when you leave. **[Fig. J]**

Use a regular jump to get over the first batch of mines. Then run and jump to get over the second and on to the next screen. You will want to come back here later with grenades to blow up the second batch of mines. A bonus area with two Mudokons lies hidden behind one of the barrels in the foreground.)

Walk over to the guard and the Mudokon worker (don't worry about sneaking yet) and on to the next screen. Jump off the ledge and sneak back to the left. Sneak past the guard and hit the lever to turn off the electrical barrier. (Before continuing, you may wish to liberate the two Mudokons down below: The secret entrance is behind the barrel in the foreground.) Now sneak back to the screen on the right, jump up to the upper level via the ledge on the upper left, move to the left, and mind control the guard. **[Fig. B]**

Jump up to the ledge and move to the next screen. Attempting to control the guard on this screen will warrant a non-lethal zap from the security drone. Use the lever to make the guard fall into the pit. Wait a few seconds, hit the lever again and run to the open trap door to find a hidden area with three Mudokons. **[Fig. E]**

Move over to the next screen. Use regular jumps to get over the holes right after the meat falls.

On the next screen, move up to the bomb and crouch next to it. Hit the square button right after it flashes red for the third time to deactivate it. Jump onto the ledge and move on.

On this screen, do not use mind control until you have removed one of the guards by hitting the lever while the guard is standing over a trap door. Hit the lever on the ledge to the right to deactivate the electric field on the previous screen. Move the Mudokon left to where a birdgate is no longer blocked and free him. Move back to the screen where you found the Mudokon. Jump up to the platform to the right and continue on to the next screen.

Before moving, use the chant to control and destroy the Slig in the background. Now duck and roll to move beyond the gate and get to the next screen. Ignore the Mudokon until later.

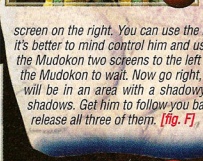
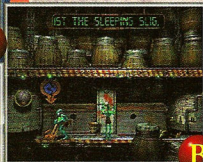
Jump up to the ledge and deactivate the meat masher by hitting the lever. Stay on the ledge and move to the next screen on the right. You can use the meat masher to do away with the Slig by hitting the lever, but it's better to mind control him and use him to kill the Slig to the right. Now you can move back to the Mudokon two screens to the left and move him to the previous screen with the bird gate. Tell the Mudokon to wait. Now go right, past the place where you just mind controlled the Slig. You will be in an area with a shadowy piece of equipment. There is a Mudokon hidden in the shadows. Get him to follow you back to the bird gate with the other two Mudokons. Chant, to release all three of them. **[Fig. F]**

In the next area there are two Mudokons. Lead them back to the same place where you left the last two. Hit the lever so that the masher on the left starts moving more slowly. Now move the Mudokons to the last birdgate you used (five screens to the left).

Once you've liberated the whole batch, return to the pillar with the door in it (one screen left of the area where you were stockpiling all those Mudokons). Enter the door to go to the lower levels, and move on to the left.

In the next screen you will see a Slig on a platform above you. Run to the left before he gets a chance to drop down and shoot you.

This area features a grenade dispenser. Pick up grenades and chuck them over to the screen that you were just on. Eventually you will get lucky and you won't hear Slig walking back and forth anymore. Pick up another grenade and take the elevator up to a new screen. **[Fig. I]**

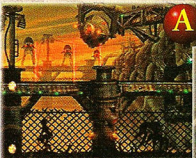


## Stockyard Escape

Like the Factory, this area has many hidden bonus areas where you can save more Mudokons. We're not sure if we found all of these hidden places, but we certainly found a lot of them.

Jump over the mines and walk to the next screen.

Before you do anything, use the chant to activate the brigdate hidden in the shadows below to save the Mudokon about to be chowed by the Scrab. In order to get by the lasers, stop before they pass over you, or, you can just duck and roll straight through them to avoid the bomb when the alarm goes off. [Fig. A]



Wait for the laser to be moving away from you towards the left. Once it passes the middle platform, jump. Wait for it to pass over you before jumping and moving on to the next screen.

Jump over the platforms to avoid falling in the hole. Nothing new here. Jump over the pit with the mines and move on.

Jump over the mine with a regular jump, and fall into the pit before the Slog gets a chance to wake up and shoot you. When the Slog turns his back to you and starts heading to the left, climb out of the hole and sneak over to the rock on the left. If the Slog wasn't too far ahead of you, continue to move on to the next screen. Otherwise, wait for him to walk past you again, before sneaking off to the next screen. [Fig. C]



Two screens later, there is a wide gap that must be cleared by making a running jump. You can find additional Mudokons to save by holding on to the left ledge and dropping down. To continue on, however, move to the left.

You will see a Slog walking on the ledge below you. Continue to move left. The Slog will follow you to the next screen. Get as close to the edge as possible. The second the Slog moves off the screen to the right, drop down, tuck into a ball, arm the explosive, and get back up to the upper ledge as quickly as possible. Back up into the right-hand corner and enjoy the fireworks. You can enter the same secret area as the one mentioned above by moving to the screen on the right along the lower ledge. Drop down and you will find a brigdate. To continue on towards your final destination, however, jump up to the ledge in the upper left and go to the next area. Make sure you pick up some rocks from the sack hanging in the place where you first saw the Slog. [Fig. E]



On the screen where you just became acquainted with your first Slog, you will see a lower level that seems to lead nowhere. Go one more screen to the left, hop down and move to the right to get there. Dangle and drop off of the ledge to get to an area where you can save more Mudokons. To get closer to the end, continue to move to the left, until you get to another Slog. Move on the step to the left, hold circle and up to throw a rock over the Slog and on to the mine behind him. Continue on.



The Slog on the upper level is sleeping. Sneak until you're directly underneath him and throw a rock (circle and up) to detonate the mine behind him. Go back and get more rocks to detonate the rest of the mines. [Fig. G]

On the next screen you will need to dangle and drop off of the cliff. Congratulations and welcome to a really cool FMV clip and the next level.



Run and jump over the Scrab pit. To save more Mudokons, jump into the pit on the right and find a hidden door in the lower right hand corner. This will move you into the background where you will need to move left until you reach a brigdate. Open it (by crouching) and enter. Finishing this area will bring you back to where you started.

In the next area, there is a pit that is too wide to jump over. When the Scrab is moving towards you and is about two thirds of the way across the bottom, run off the ledge; land, and do a quick running jump to catch the ledge on the other side. Pull yourself up as quickly as possible. [Fig. B]

off the ledge; land, and do a quick running jump to catch the ledge on the other side. Pull yourself up as quickly as possible. [Fig. B]



Hide behind the first rock you see. Your next safety point is the little rock in the lower left. Try and time it so that you can jump off the ledge and move quickly to that point right after the Slog on the lower level leaves the screen. You'll need to time it so that the Slog on the upper level is gone as well. Curl up into a ball and hide behind the rock. The moment the lower level Slog passes you, roll to the next level and jump. Don't worry if you fall to your death, as you will have reached the next continue point.

This area has a bomb similar to the one you deactivated before. It seems to be a red herring. Don't spend too much time messing around with it. To the right (in the shadows) is a brigdate that leads to another bonus Mudokon area that we will leave you to figure out. Just chant to get it open. The drone overhead will zap you with a non-lethal blast, but not before the gate opens. Sneak to the left to get to the next area.

Hide behind the rock until the two Slog start walking closely together. The moment they turn in front of the rock and start walking to the left, sneak after them and jump the moment you get to the ledge. Timing is crucial. [Fig. D]



This cliff is risky because the bats will sometimes cause you to fall off. Your safest bet is to jump off. You will fall with a resounding splat on to the next continue area, preserving all of your progress up to the point of your demise.

In the place where you have splattered there is an area to the right that will allow you the opportunity to save more Mudokons. (If you're just seeing the end of the level, get on to the lower ledge, roll into a ball and move left to the next area.)

Move up about an Abe-length and throw a rock from the crouching position (Circle and Left). The rock will hit the mine and blow up the sleeping guard. Move on to the next area.

Do not move from your rock until the guard has just started to walk away from you. Sneak up to the second rock and wait for him to be walking away from you towards the right. Move up to the third rock and repeat the process to get to the next area.

Two screens to the left you will be in the domain of a new enemy, the Slog. To save Mudokons, go down to the lower level and roll. To continue on, hoist yourself up on to the ledge in the upper left. Do a regular jump to get over the mine and move on to the next screen. Once you move up a couple of steps, the Slog will begin chasing you. Run back to the previous screen and jump over the mine. The Slog's enthusiasm will do the rest. [Fig. F]

- Legend**
- PlayStation
  - Sega Saturn
  - Sega Genesis
  - SNES
  - Game Boy
  - Nintendo 64
  - 64DD
  - Arcade
  - Working Title
  - \*\* New Game
  - \*\*\* Not at E3

**Revised E3 Game List**

**3DD**

- Army Men
- Banjo
- Battle Sport II
- Upswing

**Acclaim**

- Batman & Robin
- Extreme G
- Fantasia Four
- Forsaken
- Magic: The Gathering
- Battle Mags
- NBA Jam 98\*\*
- NFL Quarterback Club
- NHL Breakaway 98
- Shadowman
- Sport Master\*\*\*
- Tank 1.5\*\*\*
- Tank 2\*\*\*
- WWF 98\*\*\*

**Accolade**

- Dragon Ball 6
- Jack Nicklaus Golf
- Test Drive 4

**Activision**

- Apocalypse
- Grand Tour Racing 98
- Nightmare Creatures\*\*\*
- Portal 3D: Beyond the Jungle

**ASC**

- Collider
- Incredible Idiots in Space\*\*\*
- Mass Destruction\*\*\*
- One
- Ten Pin Alley
- Ten Pin Alley Strikes Again
- TNI Hardcore 4/4
- TNI Hardcore Base Tournament\*\*\*

**ASCII**

- Aqua Prophecy\*\*
- Artemis Shot
- Clock Tower
- Falory 11-79
- Master of Monsters\*\*\*
- Moon\*\*
- Shadow Madness\*\*

**Atari**

- Ogre Battle

**Bandai Interactive**

- Dragon Ball Z G1\*\*
- Beast Wars\*\*

**Behavior/Readysoft**

- Dragon's Lair 2
- Shadowan

**Capcom**

- Breath of Fire 3
- Darkstalkers 3: Vampire Slayer
- Dungeons & Dragons Collection
- Marvel Super Heroes
- Mega Man NEO
- Resident Evil
- Resident Evil 2
- Resident Evil: Director's Cut\*\*
- Street Fighter EX Plus\*\*
- Super Street Fighter II Collection
- T.M. & J. Street Fighter
- Mega Man X4
- Pocket Fighter\*\*

**Crystal Dynamics**

- Alien vs. Predator
- GEX: Enter the Gecko
- Pandemonium 12

**Dreamworks**

- Skullmonkeys

**Electronic Arts**

- Design Court\*\*
- Dungeons Keeper\*\*
- RIP! Road to World Cup 98
- Lost World: Jurassic Park
- Madden NFL 98
- MSC2K 98
- NBA Live 98
- NCAA Football 98
- NCAA March Madness
- NHL 98
- Nuclear Strike
- PGA Tour 98
- Populous: The Third Coming
- RedBox
- Road Rash 3D
- Syndicate Wars

**Hasbro**

- Beast Wars

**Illion**

- Deathrap Dungeon
- Chi\*\*
- Fighting Force
- Lunatic
- Ninja
- Tom Raider 2

**Fox Interactive**

- Alien Resurrection\*\*\*
- Alien Vs. Predator
- Croc: Legend of the Gobbo

**Gametek**

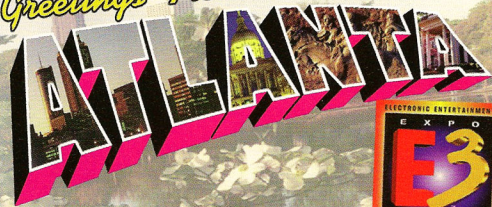
- Jeopardy\*\*
- Rothschilds: Crystal Dreams\*\*
- Wheel of Fortune

**GT Interactive**

- Courier Crisis\*



*Greetings From*



**E3 Feature**

**E3 or Bust!**

The 1997 Electronic Entertainment Expo took place on June 19 - 21 in Atlanta, Georgia. Since video games only have one show a year, this was THE place to be. Every company from Acclaim to Working Designs was present, either on the show floor or in the meeting rooms located around the convention center. And if there is something going on in the video game industry, Game Informer was there to cover it.

Unlike previous years, the battle between Sony, Nintendo, and Sega was not the story of the show. Instead, this show focused on games, rather than price-outs. In terms of sheer numbers of titles, Sony had the upper hand. In fact, Sega and Nintendo only had about 30 products each at the show. Nintendo's reason was their often-repeated cry of "quality over quantity," and Sega suffered from their ever-increasing problem of no third-party support.

**Nintendo Lives In Their Own World**

As in previous years, Nintendo unveiled their line-up to the world the day before the show at their own private press conference. At center stage was their new action/platform game **Banjo-Kazooie**. Hyped as the "newest members in Nintendo's library of trademark characters," Banjo-Kazooie **Mario 64 2** with Chuck E. Cheese-ish bear and bird taking the place of the high-profile plumber. Which, of course, was obvious to everyone except Nintendo, who stated that they will continue to go for the "sweet spot" in video gameedom - gamers from 6 to 17. (Which is quite hilarious since a couple of years back Nintendo was using its "Play it Loud" campaign to target the hip twenty-somethings.)

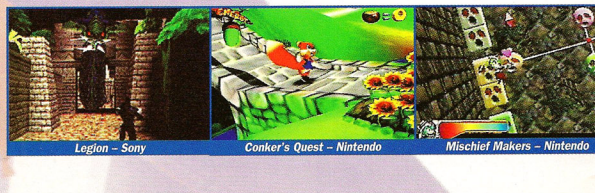
Nintendo's other games included Rare's first attempt at publishing - **Conker's Quest** (we'll just say that it features a squirrel and leave it at that); as well as **GoldenEye 007** and **Tetrisphere**. Otherwise, Nintendo left most of their line-up back in Seattle, stating that there would be over 40 games out for the Nintendo 64 by the holiday season (there are 18 available now). Of course, we were disappointed that **Zelda**, **Yoshi**, and **F-Zero** were only playing on videotape.

The best way to sum up the show for Nintendo is a statement we got from an unnamed source at Nintendo, "This is when it gets hard. Last year was easy...we were the hot new thing. This year we have to prove it."

**Sega Swears Allegiance**

The Sega booth was a strange place this year. Not only did they have a major focus on PC gaming, you could see it in their eyes that Sega is not a happy place. Certainly Sega is committing itself to continued support of the Sega Saturn, but it's obvious that they are quickly losing their hold on the 32-bit market. It's hard to tell if Sega is positioning themselves to become a software-only publisher, but its seems that this dedication to the PC market is the sign of a company looking for answers.

Luckily for Saturn owners, Sega has committed themselves to the Saturn with a strong line-up of games including **Quake** (which looks great), **Panzer Dragon Saga**, and **Sega Touring Car**. Unfortunately for Sega, third-party supporters are still dropping like flies. Hey, at least their arcade division still kicks butt.



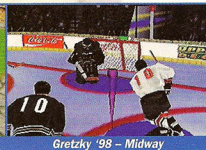




Midnight Run - Konami



Other Life, Azure Dreams - Konami



Gretzky '99 - Midway



Quake - Sega



The Wild 9 - Interplay



Unreal - GT Interactive



Mace - Midway

### Sony Files High

Riding high on the wave of 16 million PlayStations sold worldwide, Sony was an obvious force at the show. Filled to the hilt with games, their booth was alive with action. Sony had 18 playable games on the floor including such notables as **Crash Bandicoot 2**, **Jet Moto 2**, **GameDay '98**, **Final Fantasy VII**, **Cardinal Syn**, and **Blasto**.

And that was just the beginning, since Sony had games from Sony Computer Entertainment Europe on display and numerous videos running of upcoming products (can you say **Saga Frontier?**). Of course, it could be said that Sony suffered from a fair amount of sequels and a number of bad third-party titles, but overall they have the strongest line-up. In fact, we predict that the battle between Sony's sports division and EA Sports should be one of the most entertaining to watch in the year to come.

### The Pack Gets Hungry

Even though the story of the show was games, it's still a dog eat dog world out there. Sony convinced Eidos to release **Tomb Raider 2** exclusively on the PlayStation (though Nintendo blatantly showed that Eidos is working on a game for the N64 that stars Lara Croft).

A number of companies made snide comments about competition, including Sega and Nintendo, who made it perfectly clear in our meetings that Sony may have lots of games, but that, in their opinion, almost all of the games coming out on the PlayStation are sequels or video game slag (who would've thought?). Luckily, the big three weren't the only ones on the action, as GT Interactive inked a deal to buy SingleTrac the day before the show started, Kemco looked for a publisher for his **Top Gear Rally** title, and Virgin scored yet another Disney game with **Hercules**.

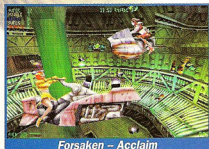
Unfortunately, there were also companies that didn't do anything at the show. For instance, Nintendo, Virgin, Interplay, and Ocean all have tons of games announced on various systems, but only a handful appeared at the show. (Which is annoying to say the least.)

### Wrap Up

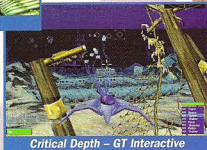
In the end, this was one of the best shows in a number of years. Not only did the big three have a lot of good games, companies like Konami and Psygnosis had two of the best games of the show in **Metal Gear** and **Colony Wars**, respectively. Also, it seems that Acclaim just may be on the way back, though a few of their titles did need some work.

As for a final word, we would have to say that this show had more good, solid games than any show before, but it was sad to see that there wasn't a truly groundbreaking game to be found. Either way, you had best start saving your pennies because this next year looks to be the biggest yet for video games.

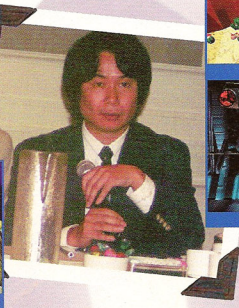
Shigeru Miyamoto, the most famous man in video games.



Forsaken - Acclaim



Critical Depth - GT Interactive



G-Police - Psygnosis



Running Wild - Universal Interactive



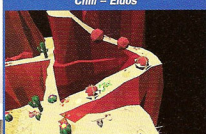
Pac Man Ghost Zone - Namco



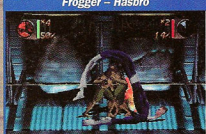
Quest 64 - TH Q



Chill - Eidos



Frogger - Hasbro



Fantastic Four - Acclaim

- Critical Depth
- Duke Nukem 3D
- God World: Ake's Odyssey
- Ultra Combat
- Unreal

### Hasbro

- Croquet\*\*
- Risk
- Secret Wars\*\*
- Battleship\*\*

### Hudson

- Bomberman 64\*\*
- Dual Heroes\*\*

### Interplay

- Clay Fighter Extreme
- ClayFighter 63 1/3
- Crime Killer\*\*
- Dreams\*\*
- Earthworm Jim 64\*\*
- Jimmy Johnson's VR Football 98\*\*
- PowerBall Racing\*\*
- Race\*\*
- Red Asphalt\*\*
- SWIV 3D\*\*
- The Wild 9
- VR Hockey 98\*\*

### Kemco

- Twisted Edge Snowboarding
- Top Gear Rally

### KOEI

- Dynasty Warriors
- P.T.C. III

### Konami

- Battle Dancer\*\*
- Castlevania 64\*\*
- Castlevania: Symphony of the Night
- Hybrid Heavens
- International Superstar Soccer
- Lethal Enforcers I & II\*\*
- Lethal Gear\*\*
- Midnight Run\*\*
- MLPGA Bottom of the 9th 97\*\*
- Mystical Wings
- Nagano Winter Olympics '98
- NBA in the Zone '98
- NBA in the Zone Dreams\*\*
- Pinky and the Brain\*\*
- Salamander Deluxe Pack\*\*
- Suldoiken II\*\*

### Malofim

- Jersey Devil\*\*

### Maxis

- SimCity
- SimCopter

### MGO Interactive

- Grand Prix Assault\*\*

### MGM Interactive

- Machine Hunter
- Maximum Gauge\*\*
- Return Fire 2
- Rollerball
- WarClames

### Midway

- Atari Collection
- Atari Collection 2\*\*
- Bio Racer\*\*
- Doom Absolution\*\*
- Gretzky '98
- Just Gear\*\*
- Mace
- Maximum Force
- MK Mythologies: Liu Kang\*\*
- MK Mythologies: Sub-Zero\*\*
- Mortal Kombat 4\*\*
- NBA Hardwood Heroes\*\*
- Quake
- Rampage World Tour
- Raptheon 64
- San Francisco Rush

### Namco

- Ace Combat 2
- Akonax\*\*
- Namco Museum Vol. 5
- Pac-Man Ghost Zone
- Point Blank
- Tekken 3\*\*
- Time Crisis
- Treasures of the Deep

### Nintendo

- Arknoid
- Banjo-Kazooie
- Banjo Harvest Moon
- Buggie Boogie\*\*
- Conker's Quest
- Crostler\*\*
- Donkey Kong Country 64\*\*
- Earthbound 64 (Mother 3)
- Zelda 64
- Golden Eye 007
- James Bond 007\*\*
- Ken Griffey Jr. Baseball
- Kirby's Air Ride\*\*
- Kirby's Dreamland 3\*\*
- Kirby's Super Star Stack\*\*
- Mario Paint 64\*\*
- Mischief Makers
- Mole Mania\*\*
- Nintendo 64\*\*
- Silicon Valley
- Sim City
- Space Invaders
- Tetrisphere
- Tetsu Plus
- Wario Land 2
- Yoshi's Island 64
- Zelda 64

### Ocean

- Mission: Impossible\*\*
- P-Rally
- Multi-Racing Championship
- Space Circus (continued on page 16)

**Paradigm Entertainment**

- Aero Fighters Assault

**Playmates**

- Covert Wars
- MDK
- VMX Racing

**Psygnosis**

- Colony Wars
- Discworld 2
- Fallen\*\*\*
- Formula 1 '97
- G-Police
- NCAA All American Football\*\*\*
- Overboard!
- Psybak
- Rascal
- Respect, Inc.\*\*\*
- Shadow Master\*\*\*



Powerboat Racing - Interplay



Nagano Winter Olympics '98 - Konami



Jeopardy! - Gametek



Klonoa - Namco

**Sega**

- Berserker
- Duke Nukem 3D
- Enemy Zero
- Euro Zone
- Lost World: Jurassic Park
- Mame\*\*\*
- Panzer Dragon Saga
- NBA Action '98
- NHL Hockey '98
- Quake
- Sega Touring Car
- Sky Target
- Sonic R
- Virtua Fighter 3\*\*\*
- World Series '98
- World Wide Soccer '98

**Sony**

- Armored Core
- Blast
- Bushido Blade
- Cardinal Syn
- Carl World Series
- Cool Boarders 2
- Crash Bandicoot 2
- Evolt
- Extreme 3D\*\*\*
- Final Fantasy Tactics
- Final Fantasy VIII
- Intelligent Cube
- Jet Moto 2
- Legion\*\*\*
- NBA Shoot Out '98\*\*\*
- NCAA GameBreaker '98
- NFL GameDay '98
- NHL Face-Off '98
- Parappa the Rappa
- SaGa Frontier
- Spawn: The Eternal
- Steel Reign

**Sony Europe**

- Medivi\*\*\*
- Rapid Racer\*\*\*
- Rescue McQueen\*\*

**Tecmo**

- Dead or Alive
- Gallop Racer
- Monster Rancher
- Tecmo Stackers
- Tecmo's Destruction II\*\*
- Tecmo Super Bowl II\*\*

**Vic Tokai**

- Gulp 13

**TH+Q**

- Bass Masters Classic: Tournament Edition
- Break the Air Race
- Broken Sword: Shadow of the Templars\*
- ♦♦♦ Break World Tournament of Champions
- Dead Unity
- Disney's Hercules\*\*
- Disney's Timon and Pumba's Jungle Games
- FIFA The Road to World Cup '98
- Great in the Shell
- Madden NFL '98
- NBA Live '98
- ♦♦♦ NHL '98
- Quest 64\*
- Ray Tracers\*\*
- Speed Tribes
- The Dark Half
- The Lost World
- VS
- WCW Nitro
- WCW Vs. NWO: World Tour

**Titus**

- Lamborghini 64
- Superman

**Ubi Soft**

- F1 Pole Position 64
- POD
- Tonic Trouble

**Virgin**

- Command & Conquer: Red Alert\*\*\*
- Disney's Hercules
- Frank the Pug\*\*
- Golden Nugget Casino\*\*\*
- Hell Racer\*\*\*
- NHL Powerplay '98
- S&M: Slaughter & Mutation\*\*\*

**Working Designs**

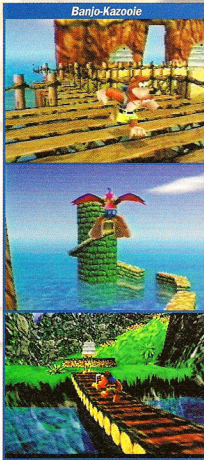
- Albert Odyssey
- Lunar: Silver Star Story
- Magic Knight Rayearth

**Working Designs/Spac**

- Raystorm
- Sega Ages



Goldeneye 007



Banjo-Kazooie

**Goldeneye 007 - N64**

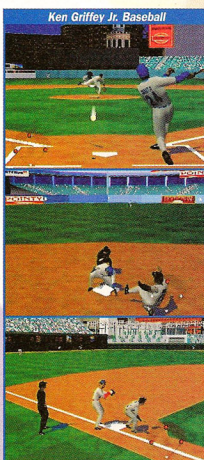
Publisher: Nintendo

Anyone who says, "Silly rabbit, Nintendo's for kids" should lend eye towards Goldeneye. The James Bond license is a fresh break from dungeons and monsters, where wits mean as much as skill. It's a race against the clock with a sharpshooter mode and different vehicles. Too bad Metal Gear made Goldeneye look PG-13.

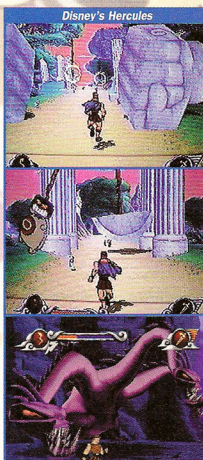
**MLB Presents Ken Griffey Jr. Baseball - N64**

Publisher: Nintendo

Ken Griffey's tearing up the majors this year while Nintendo's still in the dugout. Howard Lincoln's dream of a sports machine may come true before Christmas, but it might take more than just Griffey and Quarterback Club. Griffey's graphics are beautiful with an unbelievable amount of animation, and the gameplay is packed with everything a baseball fan could want.



Ken Griffey Jr. Baseball



Disney's Hercules



Mechs rule!



Tonic Trouble - Ubi Soft



Wheel of Fortune - Gametek

**E3 Notables**

Amidst a sea of half-baked ideas and tired old titles, E3 boasted a few promising candidates. The following are the games that caught our eye. Of course, there were others (Abe's Oddysee is a perfect example). Since we wrote six pages on Abe's, it won't appear in this section. So readers beware - just because a game isn't on this list, doesn't mean that it sucks. San Francisco Rush is another prime example (p.33). To report on these titles twice would deprive us (and you) of valuable space. Also, be sure to consult our "Best of the Show" list of games.

**Banjo-Kazooie - N64**

Publisher: Nintendo

Take a bear and a bird, a banjo and kazoo, and you have Nintendo's two newest action stars. Banjo can perform a number of moves while carrying Kazooie in his backpack. Then, like in Donkey Kong Country, players can switch to Kazooie in order to perform unique moves. Visiting the Witch Doctor will morph the characters into different animals.

Note: Legend on page 14.

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This year's E3 was rather tame, and there really weren't any shocking announcements from the big three (Sega, Sony, and Nintendo). Instead, the battle for video game dominance was fought through the look and play of new software. All three systems had a fair share of excellent titles debuting at the show, but as we all know, only a few of them will be hits. Obviously, we've seen 75% of these games, and many of them have already received great coverage from us, so I'd like Star Fox 64, Final Fantasy VII, and Oddworld: Abe's Oddysee will not be in this section, even though they deserve it. Here's the games that stroked our gaming interest, and made Game Informer's Best of the Show list.



**Colony Wars – PS-X**  
 Publisher: Psygnosis  
 Take Star Fox 64, take the stuffed plush dolls, add more strict space simulation qualities, and you've basically touched the surface of Colony Wars. This game pumps out special effects like no tomorrow, and when you fly near a star, you'll actually be blinded by its radiance. This game has sweet gameplay controls, difficult missions, and six different endings surrounded by lengthy FMV sequences.



**NHL 98 – PS-X**  
 Publisher: EA Sports  
 Hot hockey competition always means better games, and this year is no exception. New momentum-based skating, killer stick animations, in-depth coaching strategies and world teams make EA Sports the top scoring line once again. One of last year's problems has been mended, as the shot animations are much more realistic. It looks like last year's best just got better.

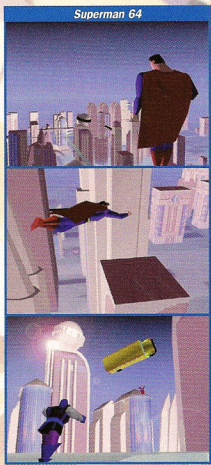


**NFL GameDay 98 – PS-X**  
 Publisher: Sony  
 We already blew the doors off this game last month and after extensive testing, the new engine looks to be performing well. The detailed animation is incorporated nicely with the play control. The running game is especially affected by Sony's increased attention to detail.

(continued on page 20)

**Superman 64 – N64**

Publisher: Titus  
 Faster than a speeding bullet, Nintendo's 64-bit of raw power bring Superman to life. Since it's based on the animated series, there's no Otis, but "Mr. Luthor" will be in attendance. Fly, fight and take on the role of a mild mannered reporter all while trying to rescue Lois Lane.



**Bomberman 64 – N64**

Publisher: Hudson  
 Bomb all night and bomb all day, Bomberman is here to stay. One of our favorite multi-player games, wasting opponents is "da-bomb." This 64-bit Bomberman includes both a classic 4-player battle mode and a new, open-ended adventure starring the Bomber himself. Bomb on.

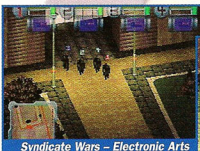


**Tetrisphere – N64**

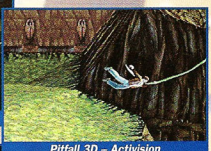
Publisher: Nintendo  
 Tetris on a sphere, it's Tetrisphere. A 3D version of everyone's favorite puzzle game might be just what the doctor ordered. Tetrisphere boasts six modes of play: Vs., Time Trial, Hide-and-Seek, Rescue, Puzzle and Vs. CPU. While it won't sell the 40,000,000 copies that Tetris did, the N64 is in dire need of a good puzzle game.

**F-Zero 64 – N64**

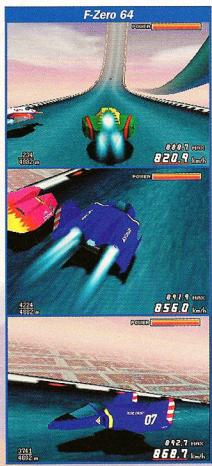
Publisher: Nintendo  
 Miyamoto's latest inspiration, F-Zero 64, will truly satisfy anyone's need for speed. The SNES version was sweet, but the N64 version leaves it in the dust. Basic racing controls coupled with mind bending speed will give the N64 an added bit of future-racing punch.



Syndicate Wars – Electronic Arts



Pittfall 3D – Activision



Shadow Master – Psygnosis



What's a game without a witch doctor?



**Stuff NOT at E3**  
 Prior to this year's E3, every reporter covering the show (for the most part) had a list of predicted or highly anticipated games or hardware stuffed in their pocket protectors. With the speculation, rumors, and impatience growing prior to E3, it's hard not to be disappointed when games are unplayable, on videotape, or just absent from a publisher or developer's E3 exhibit. Here's just a few of the noticeably absent products from the recent gaming convention in Atlanta.

**Donkey Kong Country 64 – N64**  
 Publisher: Nintendo  
 Watching a monkey leap past the character in a Banjo-Kazooie demo, Nintendo's product development manager Ken Lobb joked about the prime heading for another game. Was it a joke or does Nintendo have another holiday card up their sleeve? If not, this will be the first holiday without Donkey Kong in three years.

(continued on page 20)

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**Sega Touring Car**  
— Saturn  
Publisher: Sega  
Now here's a game that... really moves out... Sega Touring Car is the newest addition to Sega's vast racing line-up, and if you thought Sega Rally or Daytona was impressive, then wait until you see what Touring Car offers. As you crank out unbearable speeds, and zoom past nicely crafted scenery, you'll see how closely this title mimics its arcade predecessor: Touring Car is where it's at!

**Metal Gear** — PS-X  
Publisher: Konami  
Even though it was only running on a video tape, Metal Gear was quite possibly the coolest thing we've ever seen. The game looked like Resident Evil, but much more battle oriented. Tons of weapons, items, and complicated missions are only the beginning of the vast array of awesome things in Metal Gear. In a nutshell, you can run around, sneak up on guys, slit their throat from behind, put out a machine gun, kill everyone, and then dispose of the bodies. Now, head to the next room. Awesome!

#### Resident Evil 2 — PS-X

Publisher: Capcom  
To no one's surprise, Resident Evil 2 was running on a videotape, but man was it intense! From what we saw, the graphics have been greatly improved, the enemies are much trickier, more puzzles and obstacles are included, and you'll actually get to mow zombies down with a machine gun. It's hard to get much better than this, since the first game is nearly flawless the way it is.

#### Panzer Dragon Saga — Saturn

Publisher: Sega  
What can we say? We loved the first two shooter games, and Panzer Saga offers the same beautiful graphics with more variety in gameplay. This is the first Panzer title with complete 360 degree flight capabilities, an immense story line, and experience-based upgrades. If you gain enough experience points, your dragon will morph into a more powerful beast. This title won't be available until January '98, but if you are a Saturn owner, it's well worth the wait.

(continued on page 22)

#### Mega Man Neo



#### Resident Evil 2



#### Mega Man Neo — PS-X

Publisher: Capcom  
3D Mega Man? That's right, and this mega of a man gets a whole new look with polygonal graphics. Our hero also comes mega-loaded with new abilities and weapons. In a break from tradition, Mega Man can now talk to other 3D characters via the talk button. Who says Mega Man's tired?

#### Resident Evil 2 — PS-X

Publisher: Capcom  
Unbelievable new monsters, weapons and death animations should create the scariest game of 1998. Enemies drop from grates and legless zombies crawl across the floor, there are machine guns and grenade launchers, and you can still choose from two characters. Ya want some more? Come 'n get it!

#### Metal Gear — PS-X

Publisher: Konami  
I cheer, you cheer, we all cheer for 32-bit Metal Gear. The invisible Ninja enemy, tactical espionage, insane explosions and unmerciful weapons just blew us away. This game made Reiner break out in a rash, Paul almost fainted, and Jon disappeared to the men's room for a few mysterious minutes. This is one to watch.

#### Cardinal Syn — PS-X

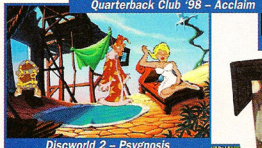
Publisher: Sony  
One sin Sony pursued in earnest is gluttony, because Syn's characters must just keep eating and eating. Even when compared to Atari Game's Mace, these characters are huge. Let's just hope Sony doesn't embrace the sin of sloth. It would be a shame to see this title delayed.



Quarterback Club '98 — Acclaim



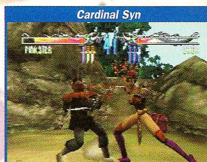
Skullmonkeys — DreamWorks



Discworld 2 — Psygnosis



That's one heck of a fighting force.



**MIA**  
MISSING IN ACTION



Nintendo 64 Disk Drive (64 DD) — Nintendo  
Nintendo was up-front with the announcement that their Nintendo 64 add on would not be at the E3. It was debuted to the Japanese market at last November's Shoshikai show in Tokyo, and we expected at least the same presentation and more from the E3. However, although Nintendo said that the hardware is complete, the company commented that the software is not yet ready for display. The 64DD is still on schedule for a March release in Japan. The American release of the hardware was vaguely announced for the spring of next year. We can only speculate that to mean April or May. The games available at release should be Earthbound 64, Mario Paint 64, and Sim City.



Yoshi's Island 64 — N64  
Publisher: Nintendo

For a game that is releasing in the fourth quarter of this year, Yoshi's Island was snubbed by Nintendo and Rare's Banjo-Kazooie and Conker's Quest. The Nintendo 64 version of Yoshi, dubbed a 2:1/2D game, was only presented on videotape. Unfortunately, the footage was nearly identical to what Nintendo provided last November.

(continued on page 22)

# ALBER TO ODYSSEY

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### Crash Bandicoot 2 - PS-X

Publisher: Sony

What else can we say except Crash 2 rocks hard. More animation, more attention to detail, and more diversity make this sequel worthy to its predecessor. Crash 2 features a unique anti-gravity room with Crash's very own jet pack, a rocket surfboard which you can perform tricks on, and amazing detail to level realism.



### Beasortor - PS-X

Publisher: Unknown

Created by Banda Interactive, this was the only game in the Sony booth that was off-limits to camera crews, and with good reason. This game is fairly original to the world of fighting games. Besides good fighting action and awesome graphics, Beasortor lets the player transform their character mid-match into a ferocious beast. Very cool. Let's hope this game finds a publisher.

MGM

1416

### Star Wars: Masters of Teras Kasi



### NBA Hardwood Heroes - PS-X

Publisher: Midway

New moves like boxing out, side and back shuffling (both on offense and defense), and give-n-goes mean Midway basketball is here to stay. All the fantasy elements are also included, like create and trade player and stat tracking. In addition, Midway promises a unique practice mode.

### Aliens vs. Predator - PS-X

Publisher: Fox Interactive

Rebellion, the masterminds behind the Atari Jaguar AVP offering, are bringing the action back to the Sony PlayStation. But now, it will be completely polygonal with more gameplay options. When playing as the Alien you can crawl on any wall or ceiling and then drop down to ambush a predator or marine. This game is still far off, but in its present form, it looks really good.

### Jet Moto 2



### Star Wars: Masters of Teras Kasi - PS-X

Publisher: LucasArts

It looks like Star Wars turns Bar Wars in this all-out brawler. Would Luke ever hit a woman? We'll find out, since all our favorite characters are available for play, including a new character named Arden Lyn. A Star Wars fighter would be the greatest Christmas present ever, let's just hope it's not a lump of coal.

### Jet Moto 2 - PS-X

Publisher: Sony

Last year people looked at Jet Moto and said, "It's just trying to be like Wave Race man." Yeah right. A soundtrack like Pulp Fiction and totally unique play control made Jet Moto one of last year's most original games. Plus, it was hard. Bet you didn't finish it.

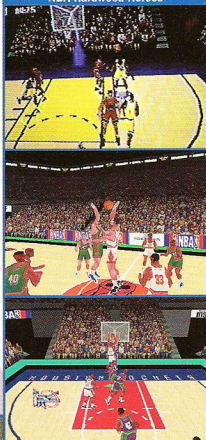
### Disney's Hercules - PS-X

Publisher: Virgin

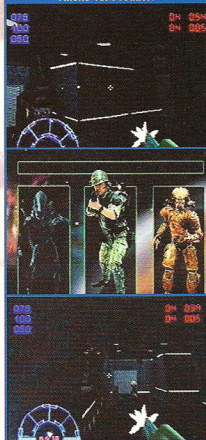
Bearing no resemblance to the cheesy TV action show, Disney's Hercules sports some nice animations and intriguing gameplay. The gameplay incorporates elements of 2D side-scrolling and 3D "into the screen" action, while Danny Devito and James Woods are a few examples of celebrity voice-overs. Although not a "bible simulator," since it's mythological, Hercules' ultimate quest is to become a god.

(Hercules pictures on page 16)

### NBA Hardwood Heroes



### Aliens vs. Predator



Test Drive 4 - Accolade



### Tekken 3 - PS-X

Publisher: Namco

There were plenty of arcade machines, but no trace of a console version. Yet, the game is still on schedule for a March '98 debut in the U.S. (December for Japan).

### Virtua Fighter 3 - Saturn

Publisher: Sega

Still another game that had only arcade versions available for play, but Sega did comment that the Saturn version is currently in development.

### Mortal Kombat 4 - PS-X, N64

Publisher: Midway

Midway stated their desire to get this game to arcades in time for the film's release, but the game's release may slip as, at press time, the game hadn't been testing. If this happens, the home release will more than likely slide to the second half of '98.

### Turok: Dinosaur Hunter 2 - N64

Publisher: Acclaim

Turok can probably sell itself for Acclaim after the successful debut on the N64. At the moment, Shadowman seems to be taking up much of the Turok team's time. The PlayStation version of Turok is still in very early development stages.





### Cool Boarders 2 – PS-X

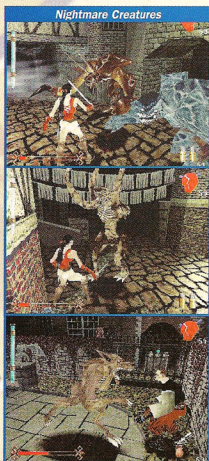
Publisher: Sony  
 Okay, so this game is just a sequel, and the game has remained almost identical, but hey, we dig it. New features include the much needed two-player split-screen, bigger jumps, new tracks, and tricks galore. If you like to shred, then you should ride Cool Boarders 2.



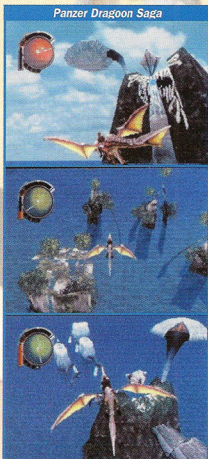
### The Lost World Arcade Machine – Arcade

Publisher: Sega  
 Running on the Model 3 board, The Lost World arcade experience is graphically just as impressive as the motion picture. The dinosaur detail is unbelievable, and at times way too realistic. This is a typical gun game, but different gameplay routes and objectives packed with hungry dino chase scenes, and save-a-comrade missions make this game extremely addictive and a thrill to play.

(continued on page 24)



Nightmare Creatures



Panzer Dragoon Saga

### Nightmare Creatures – PS-X

Publisher: Activision

This was by far one of the big software surprises at the show. Nightmare Creatures plays a lot like Tomb Raider, only with fighting-style controls and battle-based gameplay. Nightmare creatures runs smoothly, and the animation on the playable characters is truly unique.

### Panzer Dragoon Saga – Saturn

Publisher: Sega

Continuing the Panzer Dragoon story arc, Saga incorporates dragon morphing and exploration, coupled with real-time battles and 12 huge levels of RPG action. The dragon can utilize four different attacks as well as any weapon or item the player acquires. Edge, the hero of Saga, can explore with or without the dragon. Panzer Dragoon Saga is hot.

### Sonic R – Saturn

Publisher: Sega

Are you ready for a Sonic racing title? Sega looks to have gone the whole hog with Sonic R, a racing game that incorporates 3D action and even a museum dedicated to Sonic memories. While it wasn't what we expected from the boy in blue, any new Sonic game is always appreciated.

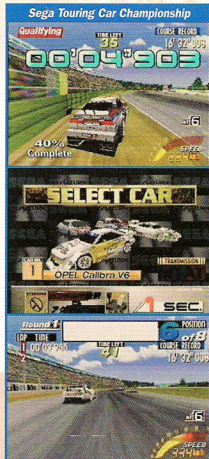


Sonic R

### Sega Touring Car Championship – Saturn

Publisher: Sega

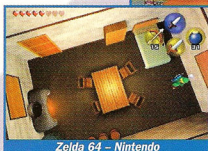
The latest arcade port from Sega, Touring Car really moves out. Torque engine feel and three circuit tracks comprise this racing tour de force. Each of the four cars demands a different racing style, and two players can compete via the split-screen. The analog control is as smooth as the arcade and the graphics are better than any Sega racer to date.



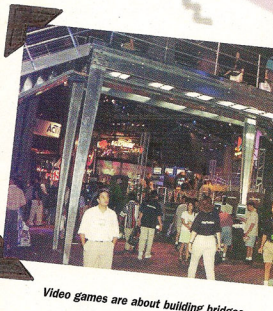
Sega Touring Car Championship



Robotech: Crystal Dreams – Gametek



Zelda 64 – Nintendo



Video games are about building bridges.

### Legend of Zelda 64 – N64

Publisher: Nintendo

Another game that is on its way to Japan by year's end and another that Nintendo showed through their trusty VCR.

### Castlevania (Dracula) 64 – N64

Publisher: Konami

Most likely, this game won't make it to the U.S. N64 until the second half of next year.

### Quake – PS-X

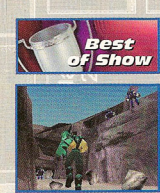
Publisher: Unknown

The N64 has one, and the Saturn does too. What's with the supposed "market leading" platform following behind on software?

### Sonic Extreme – Saturn

Publisher: Sega

The Saturn did get a new Sonic game in the form of Sonic R, but it turned out to be a weak attempt at duplicating Mario Kart. Where's the real deal?



**Best of Show**

One - PS-X  
 Publisher: ASC Games  
 The word "rage" sums this game up. There's nothing better in a shooter than complete carnage, and One displays this nicely. For example, on a rooftop level, you'll virtually destroy everything in your way, including enormous billboards and buildings. One has great explosions, huge bosses, and dynamic lighting effects that will easily draw your attention.



**Banjo-Kazooie - N64**  
 Publisher: Nintendo  
 Okay, so the musical intro makes these guys look like the Chuck E. Cheese animatronics, but once into the game, these guys are as cool as Donkey Kong and Mario. Banjo's a bear who wears a backpack supporting his sidekick Kazooie, and on their adventure you'll have freedom to control both of them. This game is like Mario, but features more textures, more detail, and more dynamics in gameplay. You'll never know what to do next in this game since it has such a great variety of terrain and puzzles.



**Gex: Enter the Gecko - PS-X**  
 Publisher: Crystal Dynamics  
 All the wackiness of the original 3DO offering has returned in this completely three-dimensional action/platform sequel. Yes, Gex is back, and now you'll have freedom to roam anywhere in TV land. Climb on the wall, hang from the ceiling, and stick Gex's tongue where it counts as you battle your way through different scenarios in your hunt for the notorious villain Rez. Gex has a gorgeous appearance with extremely detailed character animations.



**Tomb Raider 2 - PS-X**  
 Publisher: Eidos  
 Lara Croft bounces back in this highly anticipated sequel for the Sony PlayStation. The graphics in this game are almost identical to the first, but hey, it's another Tomb Raider. Eidos kept most of the new moves, weapons, and boss out of the E3 demo for obvious reasons, but it's evident that this adventure is going to be more hair raising than the first. Chandeler swinging, underwater weapons, and outdoor levels are only the beginning of new features you'll encounter on your quest.



Exodus - Sony



Parappa The Rappa - Sony



Yoshi's Island 64 - Nintendo



NHL Face Off '98 - Sony



**Various News, Rumors, and Happenings at E3 - Atlanta**

Sony Computer Entertainment Inc. (Japan) is currently developing a racing game tentatively called GT. An inside source called it "mind blowing"...Midway is considering helping out Kemco with the publishing of Boss' Top Gear Rally for N64...After Sub-Zero, the next in the MK Mythologies saga will star Lui Kang...Game Informer editor Paul Anderson refused to set foot in the Georgia Dome...Crash Bandicoot 2: Cortex Strikes Back is rumored to be sold with the analog controller and without...LucasArts is in early development of a Star Wars RPG title...Modeled after the fighter Cardinal Syn, Sorcery is another fighter in the works from Sony...Game Informer editors exchanged "choice words" with hometown boy and Soul Asylum front man Dave Pirner after his performance at the Sony party...Konami of Japan's top N64 development team is a very competitive bunch and has vowed to top Metal Gear with a similarly styled game tentatively entitled Hybrid Heaven...If you have been waiting for the 64-bit 3DO M2 system to be released by Matsushita, you'll have to keep waiting as the M2 has been put on indefinite hold...Nintendo was reportedly close to bringing Sting to perform at their pre-E3 extravaganza. Nintendo had the deal fall through and instead brought Mr. George Benson...Viacom is through with game publishing and GT Interactive has acquired the worldwide rights for all of Viacom's MTV brands...No trip to Atlanta would be complete without a stop at Six Flags. The Batman coaster is choice.

**Did You Know?**

A breakdown of the number of console game titles announced for 1997 and 1998.

Sony PlayStation = 199	Sega Genesis = 4
Sega Saturn = 47	Nintendo 64DD = 3
Nintendo 64 = 69	Game Boy = 9
Super Nintendo = 9	Total = 340



Michaelangelo's "The Plumber"



**Naughty Dog Buries the Bone At E3**  
 By Jason Rubin of Naughty Dog

The Game Informer guys were everywhere at E3. I couldn't turn around without seeing at least one of them testing a game...or drooling over the wannabe "Lara Croft." They also spent a good deal of time near **Crash Bandicoot 2** where they shot the sheep with the Naughty Dog 2000 the good and bad of the show. After hours of talking, they eventually asked me to shut up and write Naughty Dog's "developer's" opinion of E3 for this issue of GI. I grabbed Dave Baggett and Greg Omi, two of Naughty Dog's coders and we pounded keys...let's get to it!

Everyone at Naughty Dog agreed that this year's E3 showed far more promising titles than any other. Besides **Crash 2** (shameless plug) (PS-X) we will all be waiting in line for **Colony Wars** (PS-X), the Star Wars killer from Psygnosis; **Oddworld: Abe's Oddysee** (PS-X), best described as **Heart of Darkness** with a cannibalistic, alien plot; **Banjo-Kazooie** (N64), Rare's big title that features great character design and beautiful levels; **Gex 2** (PS-X), possibly the first good free-roaming PlayStation game console title; all of the Sony Sports titles (EA who?); **Parappa The Rappa** (PS-X); **FF VII** (PS-X); **Unreal** (PC); and the 3dfx **Tomb Raider 2** (PC).

From a technical standpoint, we were surprised that most developers have given up on good frame rates. There were some impressive exceptions (**Colony Wars 2**, and **Bushido Blade**), but almost every other 3D title had frequent, gameplay-spoiling frame rate bogs. It seems like developers went into E3 worried that their teams would outdo them graphically, and are compromising frame rates to get those extra polygons for "back-of-the-box" screen shots. Slugging down to 15 frames per second makes for great stills, but infuriating gameplay. To put things in perspective, if Naughty Dog were to allow **Crash 2** to slow from 30 to 15 frames per second 50% of the time, we could double our polygon count on every frame.

Likewise, we were astonished to see load times as long as a minute for some otherwise competent titles. There is no excuse for load times longer than a few seconds, even on CD's. Get out your stopwatch this winter. If a screen says Loading for more than 9 seconds, send the developer a lump of coal for Christmas.

Graphically, things look better than ever. The N64 had the pretty **Banjo-Kazooie**, but its looks were at the expense of frame rate in some areas. If Rare can speed it up, we'll buy it. More impressively, some PS-X titles are looking as good if not better! Various PlayStation titles are using software mip mapping, as well as software Z-buffers. Developers are packing in more animation than ever, as well. I remember vividly when Miyamoto-san told Crash's producer, Mark Cerny, that the PS-X allowed for more textures, and the N64 allowed for more animation. This year we saw PS-X titles with more animation than Mario 64, and N64 titles with more textures than many PS-X titles!

Sega? Well...their arcade stuff is leagues ahead of anything else on the planet. We are looking forward to a strong launch of their next system.

Basically, Naughty Dog went away from E3 with sore thumbs and long winter wish lists. We'll avoid the games with slow frame rates and killer load times, and head for the ones with the best overall gameplay/graphic balance.

Looking for us to pick a winner at the show? Gamers... hands down.



Body Harvest - Nintendo



NBA In the Zone '98 - Konami

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# Game Informer

MAGAZINE

# GAMEPRO

THE WORLD'S EARLIEST MULTIMEDIA GAME MAGAZINE

## Game Informer's

### TOP TEN

Editor's Top Ten Console Games for August

- 10 Rally Cross - PS-X
- 9 International Superstar Soccer 64 - N64
- 8 Resident Evil: Director's Cut - PS-X
- 7 Wild Arms - PS-X
- 6 FF VII - PS-X
- 5 Abe's Oddysee - PS-X
- 4 Total 2 - PS-X
- 3 Treasures of the Deep - PS-X
- 2 Triple Play 98 - PS-X
- 1 Star Fox 64 - N64

Reader's Top Ten Console Games for August

- 10 Soul Blade - PS-X
- 9 Wild Arms - PS-X
- 8 Mario Kart 64 - N64
- 7 WCW Vs. the World - PS-X
- 6 Twisted Metal 2 - PS-X
- 5 Fighters MEGAMIX - SS
- 4 Resident Evil - PS-X
- 3 Tomb Raider - PS-X, SS
- 2 Turok: Dinosaur Hunter - N64
- 1 Star Fox 64 - N64

Top Ten Vid Kamikaze Moves

- 10 Doom: Cyber Demon With the Chainsaw - "Nyaaahhh!!!!"
- 9 Doom: Cyber Demon With the Berserk Pack - "Nyaaahhh!!!!"
- 8 Doom: Cyber Demon With Close-Range Rocket Launching - "Nyaaahhh!!!!"
- 7 Mario 64: Full Contact Death Match With Bowser - "Nyaaahhh!!!!"
- 6 Crash Bandicoot: Kick the Stupid Fish in the Head - "Nyaaahhh!!!!"
- 5 Mortal Kombat: Blocking and Special Moves are For Sissies - "Nyaaahhh!!!!"
- 4 Twisted Metal 2: Playin' Chicken With Dark Tooth - "Nyaaahhh!!!!"
- 3 Tetris: Try to Spell Your Name - "Nyaaahhh!!!!"
- 2 Suikoden: Solo Adventure - "Nyaaahhh!!!!"
- 1 Soviet Strike: Take the "Earth First" Approach to Nuclear Power Plants - "Eh!!"

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

## GT Interactive to Publish New SingleTrac Game

Winning the *Game Informer* award for "Best Developer of 1996" is only a mild accomplishment for **SingleTrac**. So far, their library of titles has been outstanding, and while we kick and scream for a *Twisted Metal 3* and *WarHawk 2*, SingleTrac has moved on to a bigger project entitled *Critical Depth*. Slated to be an underwater mix of **WarHawk** and **Twisted Metal**, *Critical Depth* will be the first SingleTrac title not released by **Sony Computer Entertainment**. This time around, SingleTrac has chosen **GT Interactive** to carry this title to the **PlayStation** release racks. Strangely enough, Sony will still be publishing *Jet Moto 2*, produced in-house, and programmed by SingleTrac. The new relationship with GT Interactive could possibly be more future bound, where GT would publish SingleTrac's new N64 titles, and all of their new PS-X games. Remember, Sony has the rights to *Twisted Metal*, *WarHawk*, and *Jet Moto*, so you won't see these games on the N64.



## EA and Maxis Merge

**Electronic Arts** and **Maxis** announced that they will merge by the end of August 1997. Maxis is best known for its "Sim" line of games including *Sim City*. Since Maxis is a company specializing in games for the **PC**, EA is hoping to bolster its appeal to PC and on-line gamers. The deal is probably good for Maxis too, since they'll be networked into EA's worldwide distribution system. Watch over the coming year as EA begins to go after the PC market in earnest, and maybe, just maybe, they'll bring the soon to be released *Sim City 3000* to the consoles.



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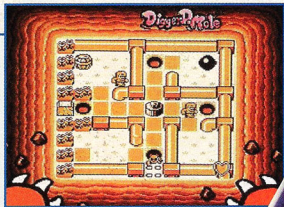
## Resident Evil for N64???

In an interview that was printed in the Japanese magazine, *Dengeki Nintendo 64*, **Capcom Japan's Yoshiaki Okamoto** shed some light on their future **Nintendo 64** plans and has revealed concepts for future games. Here's what he said.



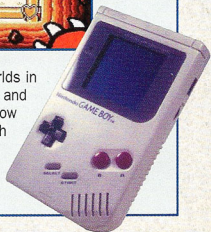
"We are researching the possibility of putting *Resident Evil* on a 128 megabit cartridge," stated Okamoto. He also went on to say that he is working through an idea of creating what he called "a ninja version of *Resident Evil*," complete with the weapons and techniques befitting a true ninja. (Has this guy been spying on **Eidos' Ninja?**)

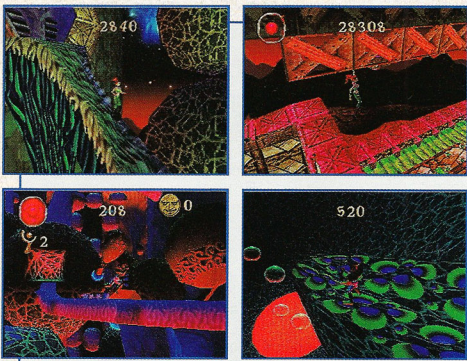
Obviously, these comments only reflect conceptual ideas and Capcom has not officially announced anything regarding their N64 projects.



## Moles Infest the Game Boy

Even though **Nintendo** has focused most of their attention toward the **Nintendo 64**, they've still managed to keep **Game Boy** players happy by continually releasing new products. The newest title to 'pop-up' is *Mole Mania*, a complicated puzzle game that plays very much like Bomberman, where you'll need to destroy obstacles and enemies that block you from the exit. There are eight gigantic worlds in *Mole Mania*, and over 170 challenging puzzles to solve. Two players can link up and compete in an intense match of speed and skill to see who can dig up and swallow the most cabbages within a given time. *Mole Mania* should be available now with an MSRP of \$19.95





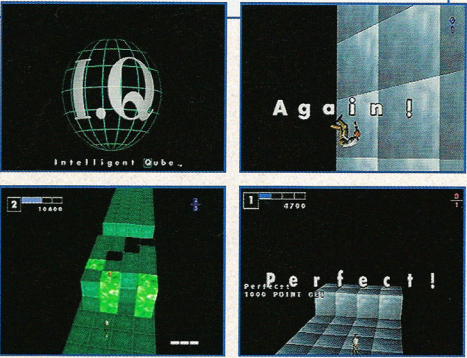
## Pandemonium! 2 Invades the PlayStation

While this title is still in an early stage of development, we were fortunate enough to see some of the new features that **Crystal Dynamics** will incorporate into the same 'tethered to a track' gameplay. **Pandemonium! 2** is a direct sequel that uses the same engine as the first, and the same two characters, who now have a funkier appearance. The level designs are also much more vibrant and colorful. New moves in the game include ledge hanging and hand-over-hand monkey bar swinging. The game itself allows the player to have more freedom in the vast environments by giving them the chance to maneuver to different tracks. The big surprise in the game is a mech level where players fly forward through a scrolling tube. This level is the coolest new addition we've seen thus far, and surely it's only the beginning of the new level designs that await. **Pandemonium! 2** should hit the **PlayStation** this winter.

## A Look At The PlayStation's First Exclusive Puzzle Game

It's rare that we get a new puzzle game in the office that isn't a rip-off of **Tetris**, but we were blessed with a new game from **Sony** called **Intelligent Qube. I.Q.**, as we like to call it, is a gaming frenzy that challenges you, beats you, and then insults your intelligence.

**Intelligent Qube** puts you in control of a little man who is standing on a large field of qubes. The object of the game is to capture (or remove) a wall of qubes that gradually rolls towards you before it pushes you off the edge or comes crashing down on top of you. Capture the tumbling wall without a mistake and you get a piece of the board back. Difficult? Yes. Fun? Very. Look for **Intelligent Qube** to hit the **PlayStation** later this month.



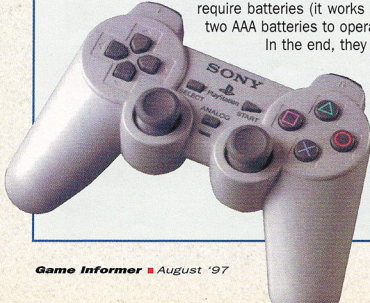
## The Sony Analog Vs. The Nintendo Rumble Pak

Both **Nintendo** and **Sony** have devices to put a little feedback into your gaming experience. Nintendo's **Rumble Pak** was recently released along with **Star Fox 64** and **Sony's Analog Controller** has been available in Japan for a few months now. Both of these devices make use of a solenoid device that vibrates the controller during various points in gameplay. After some extensive play time with both of these feedback controllers, we thought we'd do a little comparison.

The first thing we noticed between the two is that the Sony analog controller packs a little less wallop than Nintendo's Rumble Pak. To Sony's advantage, the solenoid device is built into the controller so there are no clumsy add-ons or other peripherals to purchase. Plus, the Sony Analog doesn't require batteries (it works off the unit's power), unlike Nintendo's Rumble Pak that requires two AAA batteries to operate.

In the end, they are both fairly entertaining devices that should become standard fare for all console gaming in the future. If we had to say which unit was better built, we would have to go with the Sony. Partly because it doesn't require batteries, but mainly because you can use a memory card in conjunction with the force feedback (which is not possible on the Nintendo controller unless you switch them on the fly).

Unfortunately, Sony announced at the Electronic Entertainment Expo that the North American version of their analog controller will not include the feedback device. If you're looking for that experience you will have to find an import dealer to get the Japanese version.



## Sony Again Reiterates Their Dominance

**Sony Computer Entertainment, Inc. (SCEI)** announced current worldwide hardware and software shipments while reiterating their position as "the leader in the video game industry."

According to SCEI, through the end of May, 16 million **PlayStations** have been shipped to retailers and distributors worldwide. Additionally, a whopping 114 million pieces of software have made their way through the distribution channels. Here's the full breakdown as announced by SCEI:

### North America

4.8 Million PlayStations  
30 Million Software Pieces Shipped

### Japan

7.5 Million PlayStations  
59 Million Software Pieces Shipped

### Europe

3.7 Million PlayStations  
25 Million Software Pieces Shipped



## Sony Becomes An Official Sponsor of the NBA

In a recent press release, **Sony Corporation of America** announced a new marketing agreement with the National Basketball Association, making Sony an official sponsor of the NBA. This is the Sony's most expansive corporate sponsorship to date.

As quoted in the release, "Sony will have exclusive domestic promotion rights within the consumer electronics category, as well as additional rights which will benefit all participating Sony companies."

We're not sure what all this means, but it probably has to do with displaying Sony banners and advertisements around NBA venues and on television. Plus, it could very well be a great marketing piece for their **NBA Shoot Out** series for the **PS-X**.

## Sony Goes Medieval With Cardinal Syn

As we reported in our July issue, **Sony Interactive** in Foster City is hard at work on a new 3D fighting game called **Cardinal Syn**. The game, developed by **Kronos**, will hopefully be released in January of 1998. The game is still early in development so many of the things we've learned about the game may change, though we would say the game looks quite impressive now.

**Cardinal Syn** features eight characters set in medieval times. Like **Tekken 2**, when you defeat the game with any of the characters, you will be greeted by an FMV ending and a new playable character. So by the time you're done kicking butt with all the characters, **Cardinal Syn** will have 18 playable characters.

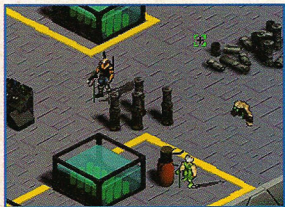
The gameplay is set along the lines of **Soul Edge**, in that each character has a weapon, a parry, and three different attacks, but there are numerous other gameplay elements being worked into the title. There will be various spikes and pits to knock your opponents into, as well as **Star Gladiator**-styled finishing combos. Movement in the game will be translated much like **Bushido Blade**, in that you can hold a shoulder button and then move your character anywhere in the arena. This movement will come in handy for picking up various items such as health power-ups, weapon and shield upgrades (there is a shield icon on-screen that goes down whenever you block) and even bombs hidden in boxes around the arenas.

With all these incredible gameplay elements and some impressive graphics, this game will be one to watch in 1998.



## Rob Leifeld's Youngblood Coming to PS-X

While **Rob Leifeld** has struggled with human anatomy, proportion, and perspective in his surprisingly popular comic series – **Youngblood**, it appears that he has done something right. **GT Interactive** is developing and publishing the very first **Youngblood** video game for the **Sony PlayStation**. While most would think this title should be strictly action, GT is filling the game with less action and more RPG elements. As you can see from the screen shots, the look is very similar to **Konami's Project Overkill**. At times, the gameplay does resemble **Overkill**, but otherwise, you'll be controlling a party of characters, and the battles will be turn-based. **Youngblood** features all of your favorite characters like **Chapel**, **Badrock**, and **Riptide**. At press time, a tentative November release date was given, but don't be surprised if the date changes.



## Conquer This!

**Westwood Studios** has announced that since 1995 their **Command & Conquer** series has sold in excess of five million units worldwide. The series includes **Command & Conquer** for **PC, Macintosh, PlayStation, Saturn; The covert Operations** (a C&C add-on disc) for PC; **Command & Conquer Red Alert** for PC (and soon for PlayStation); and **Counterstrike** (the PC add-on mission for Red Alert).



## Midway Begins Work on a New NFL Game - NBA Jam Style! Basketball Also In The Works

Game Informer spies have learned that **Midway Home Entertainment** is currently developing **NFL Blitz**, an "NBA Jam-style" arcade title.

Details are for the most part scarce, but here's what we know. The game's development is being headed by Midway's **Mark Turmel**, whose credits include other Midway sports titles including **NBA Jam** and **Open Ice**. The game will be seven-on-seven football that is said to feature special moves and a new "47-way" directional stick (as opposed to standard 8-way). Midway has not developed a football game for the arcades since **High-Impact** launched in the early '90s. An arcade port of **NFL Blitz** to the consoles should happen six to twelve months after the arcade release.

In other Midway sporting news, the **PlayStation** and **Nintendo 64** will get a new five-on-five basketball game tentatively entitled **NBA Hardwood Heroes**. It should make its way to the PS-X by the end of the year and release for the N64 in early '98. Midway comments that it will be an "[NBA] Live killer."



## Look Out Evil! Here Comes the Fantastic Four!

**Marvel Entertainment's** band of genetic misfits is on its way to the **Sony PlayStation**, and we have **Acclaim Entertainment** to thank. From what we've heard and seen, **Fantastic Four** is strictly a beat 'em up, mow 'em down super hero title. Set in a third-person perspective, with secret first-person shooting stages, players will be able to choose from **Mr. Fantastic, The Invisible Woman, The Human Torch, and Thing**. Each character is equipped with at least thirty-five different moves, and three super duper special moves. Thus, you'll see Mr. F turn into a ball, and stretch his arm to ten feet in length. The Human Torch will "Flame On" and shoot fire balls out of his hands. Thing will pound villains to a pulp, and break stuff, while the Invisible Woman simply turns invisible. Acclaim has been keeping this title really quiet and it should have been released by now, but some contract issues came up with Marvel, and we'll have to wait for a new release date.



## Jimmy Johnson Goes VR

**Jimmy Johnson's Football** for the **PlayStation** has been traded to more teams than **Herschel Walker** in the last few months and it appears as though **Interplay** is going to be the last to handle it.

The game was originally made by **GameTek**. The **Saturn** version was then sold to **Sega** and **Konami** picked up the **PS-X** version. Sega released their game as **NFL '97** and Konami appears to have sold the PS-X game to Interplay. The game will now be called - **Jimmy Johnson's VR Football '98**.

If you want a sneak peek of the gameplay, you can always check out Sega's release, but hopefully, Interplay will improve the game quite a bit before the release. Interplay stated that the game includes 124 video sequences involving coach Johnson, both the NFL and NFLPA licenses, all 30 stadiums, and "One Step" play calling.



## Game Informer's Site O' The Month



**Teleparc Game Geisen**  
<http://teleparc.com/>

This site has both an English and Japanese version and is commonly the first web site with information straight from Japan. Take a look and tell 'em Game Informer sent you.

## VIDEO GAME



- 1 What company manufactured Robotron for the arcade?
- 2 What is the name of Abe's race in Abe's Oddysee?
- 3 How many characters can you have in your party in Secret of Mana?
- 4 Mega Man first appeared on what console system?
- 5 What was the name of the first Sega console system?

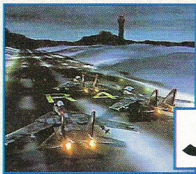
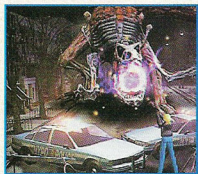
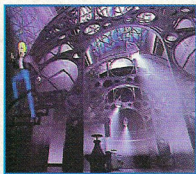
(Answers on the bottom of page 31)



## Name That Game!

This Studio 390 developed game featured a satirical, overly-muscle galactic hero that looks suspiciously similar to Sony's upcoming Plasto character. The whole point of the game was to gun down alien originals. It was released for the 390 in 1995. What game is it?

(Answer on the bottom of page 31)



## Square USA Developing RPG Title, Confirms FF VIII

**Parasite Eve** is an action/RPG that is currently in development at **Square USA's** Los Angeles studio. Slated for release in Japan by the end of the year, it will likely not make it to the U.S. until sometime next year (yes, even though the game is being produced in the U.S.). *Parasite Eve* will utilize some of the same game engine components as **Final Fantasy VII**, but the game's plot is set in current day New York and is said to include more action elements, as in Square's **Chrono Trigger**. Look for more on Square's *Parasite Eve* in future issues of *Game Informer*.

In other Square news, company officials confirmed that they have begun preliminary work on **Final Fantasy VIII**.

**SQUARE**

## Sega Ages Recreates Arcade Classics on Saturn

**Working Designs**, under their **SPAZ** label, will bring **Sega Ages**, a 3-games-in-1 arcade classic disc, to the Saturn late next month. It was not long ago that Sega's **After Burner**, **Out Run**, and **Space Harrier**, the games included on *Sega Ages*, were eating quarters at local arcades and then spawned not-so perfect translations on the 16-bit **Sega Genesis**. However, with the increased processing power of 32-bit technology, *Sega Ages*, like many other retro compilation games, promises "arcade perfect" translations of the three games. This title should be out soon, but with *Working Designs*, you just never know.



## Sega Saturn Gracefully Falls to \$149

If you haven't been to a video game store lately, on June 3, **Sega of America** lowered the price of the **Sega Saturn** down to a competitive \$149.99, which matches both Nintendo's and Sony's current pricing. Sega also slashed the price on various **Genesis** and Saturn software and hardware. When confronted on the subject, Sega simply stated that this is the third step they've taken to give gamers the best deal around. The first step was the three free games, and the second was the "Buy Two Get One Free" software coupon offer. Below is a detailed listing of all the Sega products that are now more affordable. Plus, future *Sega Saturn* games will never exceed the \$49.99 price point. Excellent!

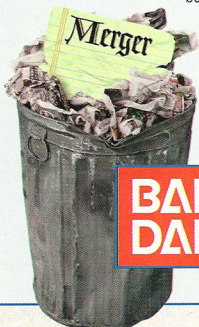
- **Sega Saturn** - \$149.99 (a \$50 reduction)
- **Sega Saturn W/Game** - \$169.99 (a \$60 reduction)
- **Sega Saturn Net Link Solution Pack** - \$249.99 (a \$200 reduction)
- **Sega Saturn Net Link** - \$99.99 (a \$100 reduction)
- **Sega Genesis** - \$79.99 (a \$20 reduction)
- **Over 30 Sega Saturn Software Titles** - \$19.99 - \$39.99 (Including **NIGHTS**, **Virtua Cop 2**, **Sonic 3D Blast**, and **Fighting Vipers**)

## Bandai Requests Merger Cancellation

The planned merger (see *GI News*, March '97) between **Sega** and **Bandai** has been canceled reportedly at the request of Bandai.

Various Japanese sources as well as Reuters, speculate that the merger, originally scheduled for October, was an ill-fated attempt by both companies to rectify their recent financial troubles; however, many financial analysts believed the merger would have a negative impact on both companies.

Both Sega and Bandai commented that they will still work together on various "product tie-ups."



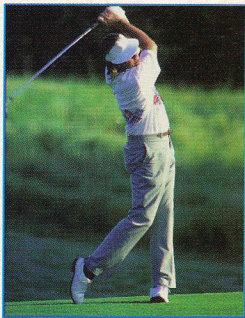


## Nintendo and Alps Electric Co. Team Up to Create the 64DD

The **64DD** (Nintendo's N64 add-on) has been the subject of much consternation in the gaming industry. Who's involved with making it, and when's it coming out? We appear to have some tidbits of information on the subject for you. So here's the scoop.

Nintendo is working with **Alps Electric Co.** to develop a memory storage device for Nintendo's 64DD MO drive. The 64DD will debut in March (yes, it was delayed again) of next year for the Japanese market. It will cost 10,000 yen (about a hundred bucks) and is said to be launching with four titles.

While we're not certain as to the exact "device" Alps is contributing to the 64DD, we'll keep our eyes and ears on Alps in the coming months.



## PGA Tour 98 Coming to PlayStation

Here in Minneapolis, golfing is usually over by the end of October, unless of course **Reiner** is on the green, then it lasts till November. Not so with most of the country, and not so with **EA Sports**. In a rare break from tradition, EA Sports will be releasing the **PC** version of **PGA Tour 98** first, with the **PlayStation** version to follow in October. Will EA Sports alter their classic tri-click swing interface? No one knows, but expect some great golf action this fall.



Also, EA Sports is trying to sign a big name golfer to endorse the product. Two hints: (1) It's not **"Kelly Eckenroth,"** current top money winner on the EA Women's pro tour, and (2) It's not **Fuzzy Zoeller**. Maybe it's that **Tiger** guy?

## Game Ice: The Solution to All Your PlayStation Problems?

In terms of games, **PlayStation** owners are probably the happiest console owners in the market right now. Unfortunately, this makes the many hardware problems of the PS-X all the more frustrating. Gamers have complained of overheating, breakdowns, and motor speed problems since the PlayStation first debuted two years ago. While a large number of these issues were due solely to people ignorantly putting their machines down on their nice thick shag carpets, systems would sometimes overheat anyways. Why does this happen? Well, the vents are on the bottom of the machine (real winner of a design idea). Apparently someone forgot to tell **Sony** that hot air rises. Thus, even when not placed on a woolly carpet, sometimes problems can persist.

Introducing: **Game Ice**, the latest in video game system maintenance. This cooling and ventilating system is supposed to keep your PlayStation running at optimal performance. Unfortunately, we don't have detailed statistics saying how many PlayStation problems are actually heat-related, but there have been a number of complaints that would seem to suggest there is some validity to the issue. The PlayStation Game Ice should be available sometime in the 3rd Quarter of this year.



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### Video Game Trivia Answers:

1. Williams
2. Muddokan
3. Three
4. The 8-bit Nintendo Entertainment System (NES)
5. Sega Master System

### Name That Game Answer:

Captain Quazar

# POWER OF THE FOX Sweepstakes



The evil Andross has once again waged war on the galaxy, and it's up to Fox McCloud and his gang of sharp shooting animal buddies to thwart his twisted plans. But Fox is going to need your help, and correctly solving the questions below will help give Fox the edge he needs. To enter, all you have to do is fill out this coupon (or something bearing that information) and send it to Game Informer.

### Questions

- 1) Which of Star Fox's side-kicks looks like a frog?
- 2) What three vehicles do you man in Star Fox® 64?
- 3) What is the name of the Robot that drops off power-ups for Star Fox?
- 4) What is the name of the last planet in Star Fox® 64? (You know, where you fight Andross.)
- 5) What other video game system has Fox McCloud and the gang appeared on?

If you are successful in answering these questions correctly you will automatically be entered in the Power of the Fox Sweepstakes.

The winners will be chosen in a random drawing of all eligible entries. Nintendo of America Inc. and Game Informer are not responsible for illegible or mutilated entries. One entry per person please.

Send your form form to:

Game Informer Magazine  
 Attn: Power of the Fox Sweepstakes  
 10120 West 76th Street  
 Eden Prairie, MN 55344

### PRIZES:

**One (1) Grand Prize Winner** will receive a Nintendo 64 Home Video Game System, a Star Fox® 64 video game cartridge with the Nintendo 64 Rumble Pak, a variety of three (3) color controllers, and three (3) additional Nintendo 64 Rumble Paks.

**Five (5) Second Place Winners** will receive a Star Fox® 64 video game cartridge with the Nintendo 64 Rumble Pak.

**Five (5) Third Place Winners** will receive an oversized Nintendo 64 T-shirt.

### Entry Form

Name: \_\_\_\_\_

Address \_\_\_\_\_ Apt.# \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_

Zip \_\_\_\_\_ Age \_\_\_\_\_

Phone Number: ( ) \_\_\_\_\_

### ANSWERS:

#1 \_\_\_\_\_

#2 \_\_\_\_\_

#3 \_\_\_\_\_

#4 \_\_\_\_\_

#5 \_\_\_\_\_

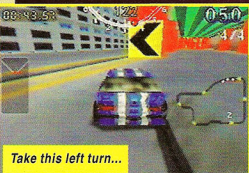
No purchase necessary. Contest is open to residents of the United States and Canada (excluding Quebec) with the exception of employees of Nintendo of America Inc. and Funco, Inc. To enter, send the entry, along with your name, address, age and phone number, to STAR FOX 64 Contest, c/o Game Informer Magazine, 10120 W. 76th Street, Eden Prairie, MN, 55344. Multiple entries are prohibited. All entries become the property of Game Informer Magazine. All taxes are the responsibility of the winner.

No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by September 1, 1997. Funco, Inc. is not responsible for lost or misdirected entries. Winners will be selected by the editors of Game Informer Magazine. Editor's choice is final. Odds are determined by number of entries received by contest deadline. Prizes will be awarded on September 1, 1997. If any prize is not claimed within ten days after notification to winner then another winner will be selected. This contest is brought to you by Funco, Inc. and Nintendo of America Inc. (c)1997 Nintendo of America Inc. Star Fox(R) 64 and Nintendo 64 are trademarks of Nintendo of America Inc.

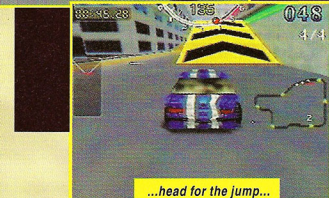
**S**an Francisco Rush seems to take its inspiration from the driving of Karl Malden and Michael Douglas. Well, maybe not, but the streets IN San Francisco are instantly recognizable. In this great American city, if you like to drive fast, then a good pair of shocks and some hefty tires will treat you well.

San Francisco Rush is a game that's all about air. Not hot air, which is what a lot of these new driving games are full of, but real air. The jumps in San Francisco Rush are some of the best ever found in a racing game. Often, these jumps come in a series. Usually, there's only a second or two to adjust before the next jump begins, which makes for a lot of spectacular crashes. Players can pick and

- Size: 64 Megabit
- Style: 1 or 2-Player Racing
- Special Features: Shortcuts and Alternate Routes, Jumps, Two-Player Split-Screen, 3 Views, Powerslide Button, Automatic or Manual Transmission
- Created by: Atari Games for Midway Home Entertainment
- Available: November '97 for Nintendo 64



Take this left turn...



...head for the jump...



...and it's Yeehah!



Choose the Extreme car for a realistic driving experience.



## The Streets of San Francisco

# SAN FRANCISCO RUSH

### EXTREME RACING



In San Francisco Rush, alternate routes are everywhere.

choose which path to follow, and the alternate paths inevitably lead to bigger and better jumps.

Midway hopes to have eight tracks available for play, ranging from Beginner to Advanced to Expert. It will take a while to learn the tracks. Then consider the many short-cuts and alternate paths, and it's obvious that San Francisco Rush will pack a lot of playing time. There are also four cars immediately available for play, but serious players will want to pick the Extreme car in order to reach the rooftops and high bridges.

For those who don't know, San Francisco Rush was originally developed by Atari Games as an arcade game. With the recent disappointment of Cruis'n, it will be interesting to see if the N64 can produce 'Arcade Perfect' racers. At this point San Francisco Rush is definitely very impressive. The control is excellent with the analog stick, but we were more impressed with the powerslide button. With this interface, just the tap of a button sends your cars skidding around the turns. Pretty cool.



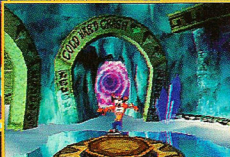
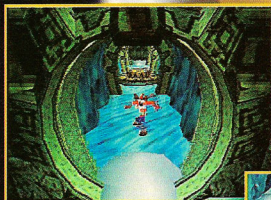
Can you say CRASH?



# CRASH 2

## BANDICOOT™

### CORTX STRIKES BACK



With over 1.5 million units sold worldwide, it's safe to assume that Crash Bandicoot has been accepted into the elite circle of action/platform stars. Nintendo has Mario as their spokesman, Sega has Sonic, and now Sony has Crash. While Crash Bandicoot is actually a second-party title, with Naughty Dog supplying the wicked development, we've seen Sony exploit this mansup into various PlayStation commercials and all sorts of Sony propaganda. This November, Crash Bandicoot 2: Cortex Strikes Back will take the PlayStation by storm. While Sony denies that Crash is their mascot, we believe that with this sequel (coming just a little over a year after the first release) Crash will be heralded as the one and only PS-X friendly face. Any newcomers will immediately be exhaled and marked as impostors.

Crash 2 is going through its final stages of development as we speak (or type), and Naughty Dog has done their part to make this sequel even more impressive than the original. In Crash, Andy Gavin (Naughty Dog's brain-boy) designed a programming language called GOOL (a Game Oriented Object LISP), which was used to create the characters and gameplay in Crash. Now Naughty Dog is using the revamped GOOL 2, a similar tool that allows for faster gameplay, more on-screen objects, more room for animation, and quicker development. Thus, Crash 2 will present extremely detailed environments (even more so than the original), tons of new character animations, longer levels, and loads of new features.

Most importantly, the gameplay has stayed true to its predecessor, meaning you won't explore vast 3D open arenas as you search for a gem. Crash 2 is still a path-based action/platform game with levels that run into the screen, as well as typical side-scrollers. Crash 1 featured a gameplay structure similar to Donkey Kong Country where the player is required to complete all the levels on a path to reach the next phase in the game. Crash 2, however, gives the player more freedom with the Cortex warp room. This room is in fact complete 3D, and players will be able to choose from one of many directions to beat the game, which is a lot like Mega Man's set up. In the middle of this area is a gigantic head of Cortex (the last boss, who talks to and taunts Crash. Rumors around Hollywood have stated that a certain someone from the Highlander TV series is being cast as Cortex's villainous voice.

- Size: 1 CD-ROM
- Style: 1-Player Action Platform
- Special Features: Jet Pack and Rocket Surfboard Levels, New Power-Ups and Deadly Nitro Boxes, Ice, Space, and Jungle Scenarios, New Character Animations and Moves, Tons of Death Scenes, Warp Rooms Allowing for Non-Linear Gameplay
- Created by: Naughty Dog/Universal Interactive Studios for Sony
- Available: November for Sony PlayStation

If you thought that the first levels in Crash were all alike, then don't worry. The warp room has the ability to send Crash off the island into snow-covered zones, into the depths of an orbiting space station, and out onto rapid rivers. For the most part, he will be on his feet scurrying around deadly traps.

Naturally, Crash still has the ability to spin and jump, but now he can also monkey-bar swing across ceiling grating, slip and slide on ice, and duck and crawl out of the way of flying objects. Other levels, which are very similar to the boar level in Crash 1, have Mr. Bandicoot riding certain objects. Expect to blast off in zero gravity rooms with a jet pack (with goggles to match), and perform dazzling stunts on a rocket surf board as you zoom up river stream.

Along with all of these different levels, there are also a series of new "area specific villains" and new death scenes for every kind of accident. Naughty Dog's character designer and animator, Jason Rubin, has created some awesome new bosses and tragic death scenes for Crash. As in the first game, Crash will die if he falls into the water, and the death scene is amazing. You'll actually feel for this little orange dude when you see what he goes through while drowning.

Crash 2 is shaping up to be one of the coolest, if not the best action/platform title for the PS-X. However, there are a handful of action/platform games coming out later this year, and Crash 2, while having a great reputation thus far, had better showcase an amazing experience if it wants to top the charts once again.

# BLASTO

## It's a Battle For Uranus!

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Platform/Shooter
- **Special Features:** Phil Hartman as The Voice of Blasto, No Load Time (Except For Level Transporters), 34 Different Enemies, Animated Sequences, Over 200 Voice-Overs, Analog Compatible, 8 Environments
- **Created by:** Sony Interactive Studios America for SCEA
- **Available:** October for Sony PlayStation

Rumors of Sony's newest action star, Blasto, have been running rampant for months now. Although the game has been in development for over a year, information has just begun to become available. During a recent trip to Sony, Game Informer got the inside scoop on what's up with the man with an attitude and a hankerin' for Uranus. As you may have already guessed from that last comment, Blasto is a parody of sci-fi heroes and shooter games.

To help with their comedic look at sci-fi heroes, Sony hired Phil Hartman of Simpsons, SNL, and Talk Radio fame to play the voice of Blasto. The game will be loaded with over 250 comments from Hartman to make

Blasto as hilarious as it is challenging.

Blasto (originally known as Captain Blasto) is a 3D shooter/action/platform game that takes place on the planet Uranus (they just couldn't resist). Captain Blasto's mission is to stop the evil Bosc and his alien horde. To do so, Blasto must infiltrate the spaceport then catch a ride down to the planet below.

This is where Blasto gets interesting. The programmers and engineers at Sony have

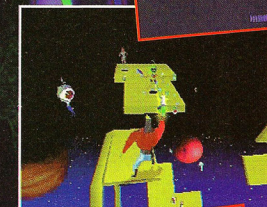
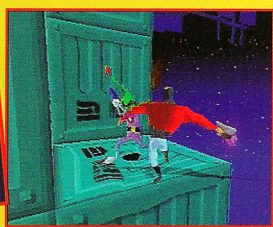
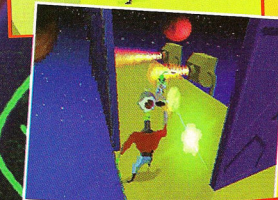
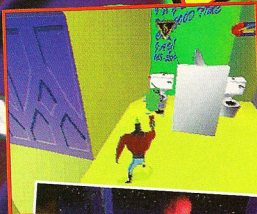
created Blasto so that the game data is always streaming into the PlayStation. What this means is that since the game never loads a "level," the player experiences Blasto as one big world. So once you start the journey there is no rest for the weary.

Blasto's journey is a free-roaming 3D adventure that incorporates many gameplay elements. There is a large amount of action/platform-styled jumping as well as shooting, but there are also many puzzle elements that add to the adventure element. Numerous pre-orchestrated scenes help move the story along and there are tons of hidden items, wicked weapons, and power-up goodies. Another goal in Blasto is to collect Blasto Babes (just wait till you hear what Phil has to say about them) who unlock various hidden areas.

In this world Blasto can walk, run, jump, shoot, swim, fly, climb, backflip, blast, and pistol-whip. To fly, Blasto uses his handy jetpack. But Blasto can also ride a big blue chicken that will help him explore this huge world that expands through 8 different environments including swamps, deserts, a gigantic alien fortress, and a whirling 3D maelstrom.

While a number of the graphics elements in Blasto aren't finalized at this point, a number of the animations are already in place. Blasto blows the heads and torsos off aliens. There are also humorous animations that accompany some of the puzzles in Blasto. For example, as you roam down one of the hallways, you see a pear trooper walking along with a newspaper. Of course, you could blow him away, but by following him he opens the door to the restroom. Here, you are greeted by numerous alien infestations to blow away, plus a couple of hidden goodies to help you on your quest.

Blasto is still far from finished, but we can already tell that it has all the right elements to be a hit. The real questions is, will all the pieces fall together? Don't worry, Game Informer is going to keep a close eye on this one and we'll keep you updated as the game gets closer to its October release.



# RESIDENT EVIL

## DIRECTOR'S CUT

### That's a Wrap!

Like a nightmare, the world of Resident Evil preys on gamers' minds. Caught within a mansion, horror and slaughter behind every door, Resident Evil was one of the first games to actually scare people. The first was Doom, but it was Resident Evil's balance between story, puzzles and frequent death that captivated 2.5 million gamers across the world. And when we say scary, we mean it, because if you didn't jump at the first plate-glass encounter with the dogs, then your skin must be made of steel.

Resident Evil 2 won't be out until March of 1998, so Capcom is offering a little fruit snack in-between meals. Resident Evil: Director's Cut is a remix of the original game that will come packaged as a two disc set. The other disc, of course, will be a playable demo of RE 2. So why should anyone be interested in Director's Cut? Here's why - Resident Evil should be played twice.

Yes, some games demand to be played twice, and Director's Cut is a perfect way to experience Resident Evil all over again. The zombies are faster, characters have new costumes, some of the puzzles occur in different order, and new FMV cut scenes with more gore add to the intensity. A few new surprises also await. Jill's old S.T.A.R.S. buddy with the bazooka is a good example of blood-curdling additions.

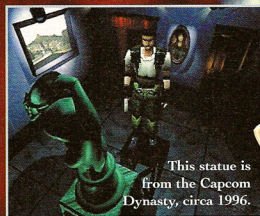
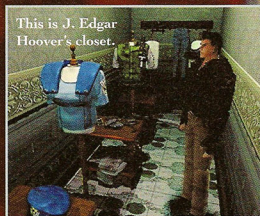
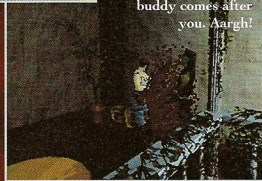
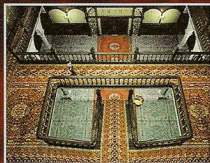
With the faster zombies, playing the game as Chris is much more difficult. Add to this more dogs, and ammo becomes VERY scarce. True Resident Evil skills are important in Director's Cut, since many enemies will have to be avoided or downed with a single shot to the head.

Director's Cut comes with three game options: Original, Beginner, and Arranged. Beginner mode will help players who found the game too difficult. Original is Resident Evil fully intact. Arrangement is the Director's Cut. There's no word yet as to multiple endings or the time-unlocked Rocket Launcher, but in Director's Cut the locked closet is open, so players can change costumes at will.

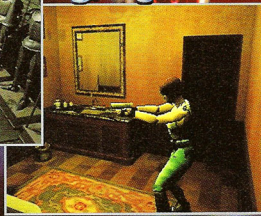
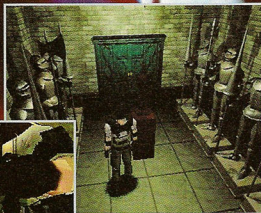
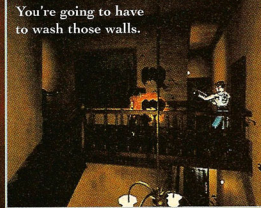
- **Size:** 2 CD-ROMS
- **Style:** 1-Player Third-Person Action/Adventure
- **Special Features:** Beginner, Original and Arrangement Mode, Different Puzzle Order, More Monsters, Faster Zombies, Unlocked Costume Change Closet, Different Camera Angles, Gory FMV, Resident Evil 2 Demo Packed-In
- **Created by:** Capcom
- **Available:** September for Sony PlayStation



...your old S.T.A.R.S. buddy comes after you. Aaargh!



You're going to have to wash those walls.



# TOMB RAIDER

# 2

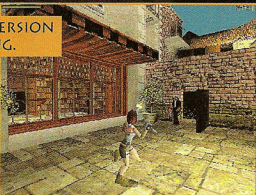
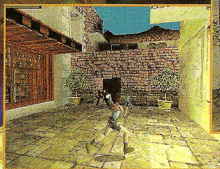
THE RETURN OF LARA CROFT

Everyone on the planet has been waiting for shots of Tomb Raider 2. A smash-hit of 1996, Tomb Raider brought action and exploration to a new level. As suspected, Tomb Raider 2 has been in the works since the first installment hit the shelves.

Maybe you didn't finish Tomb Raider. If you didn't, you missed out on the story of Atlantis. There's no word yet as to what Lara's new quest will be, or what storyline she will pursue, but it does appear to be more a 'contemporary' plot. Eidos promises to incorporate many more human foes, who will no doubt include members of a rival organization (and their pets as well). Also, many of the new environments will be set outdoors, and it will be interesting to see the kind of horizon and cityscape depths Core works into the graphics.

As with any sequel, there will also be new weapons. One of these is the underwater harpoon. New moves might include a better side jump and barrel roll, but we know for a fact that new rock and wall climbing animations will be a big part of the game. Eidos is keeping this title closely under wraps, so (as you can tell) information is scarce. Rest assured that Game Informer will follow this title closely. We'll be back next month with more information.

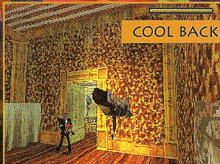
THIS IS LARA'S VERSION OF STRAFING.



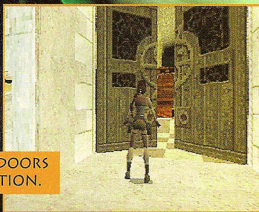
TOMB RAIDER 2 WILL HAVE PLENTY OF WATER.



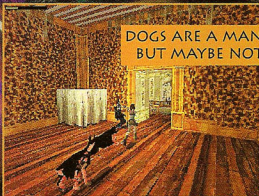
COOL BACKFLIP.



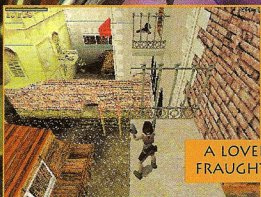
OPEN THE DOORS OF PERCEPTION.



DOGS ARE A MAN'S BEST FRIEND, BUT MAYBE NOT A WOMAN'S.



A LOVELY VILLAGE, BUT FRAUGHT WITH DANGER.



- Size: 1 CD-ROM
- Style: 1-Player/Third-Person Action/Adventure
- Special Features: New Animated Moves; Weapons, and Enemies; Invisibly Light Sourcing; Outside Environments
- Underwater Weapons; Rock Climbing
- Created by: Core Design for Eidos
- Available: November 1997 for Sony PlayStation

# FINAL FANTASY VII

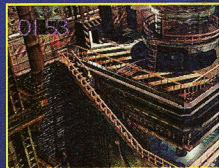
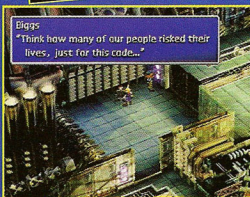
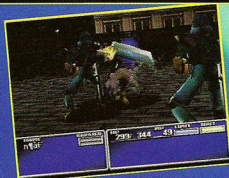
Can We Handle It?

- **Size:** 3 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Nine Playable Characters, Full Motion Video Sequences, Detailed Summon Spells, Computer Generated Backdrops, Mini Arcade Games, Five Different Modes of Transportation, New Bosses and Sequences Exclusive to the U.S. Release
- **Created by:** Square Soft for Sony Computer Entertainment
- **Available:** September 7th for Sony PlayStation

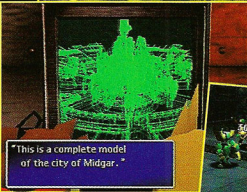
**F**inal Fantasy VII is the number one selling PlayStation title of all time, and to our misfortune, it still hasn't been released in the States. Square Soft and Sony Computer Entertainment are working their hardest to ensure a successful September 7th U.S. release, and to everyone's surprise, they've announced that the U.S. Final Fantasy VII will feature exclusive never-before-seen material. Is it dumb luck, or is it just good fortune to those who wait?

Yes, we'll finally be able to raise our heads high and be proud to be RPGers. Square Soft has just made the world's greatest RPG even better by adding two new bosses to the already massive Final Fantasy VII experience. We all know how corny the majority of Japanese movies are when they hit the U.S., but don't worry, Square Soft has done a nice job of translating this title to read intelligently, and hold an interesting plot. There have been a few sentences and organization names that we've cringed at, which will hopefully be replaced in the final copy, but otherwise, the story has been extremely good. The gameplay is identical to the Japanese version, the music and sound effects are identical, and the quest is equally as challenging.

For some reason or another, game companies think that role-playing games don't sell very well in the States. Through the years, we've had the pleasure of playing three or four 'good' RPGs a year, while Japan plays thirty or forty. All this should change on September 7th, but can we truly handle it? If Final Fantasy VII sells out on the first day, and in a month's time sells over a zillion copies, we'd better be prepared, because every game company and their grandma's company is going to be bringing RPGs our way - just like we wanted. It will be up to us to keep this flow steady and never ending. It's up to us to make this dream come true.







"This is a complete model of the city of Midgar."



"...ah geez, I'm blitzed. love them homemade cocktails. they sure do creep up on ya."



HP	344	344	61	MP	288	288	38
LU	293	293	48	SP	298	298	39

Equip: "Restore" magic

Now select the Materia you want to use:

Ability	Equip effect
Curse	Strength +10
Curse 2	MAGIC +1
Curse 3	MAXHP +20%



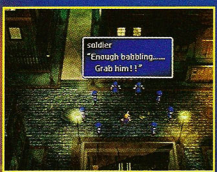
HP	344	344	61	MP	288	288	38
LU	293	293	48	SP	298	298	39

HP	288	288	38	MP	344	344	61
LU	293	293	48	SP	288	288	38

Attack Magic Item



"He used to give us nothing but headaches when he was here, but now that he's gone...I kind of miss him."



soldier  
"Enough babbling... Grab him!!"



"U... I read, 'you say sumthin'!"

HP	328	328	61	MP	271	271	38
LU	293	293	48	SP	288	288	38

EXP: 6800 / 7200  
next level: 7200  
Limit level: 1

Power	19	Attack	19
Speed	8	Magic	23
Stamina	19	Item	16
Magic power	23		
Spirit	19		
Luck	16		

Attacking power: 37  
Accuracy: 96  
Defence: 25  
Avoidance rate: 2  
Magic attack: 23  
Magic defence: 19  
Magic avoidance rate: Accessory:

Weapon: Buster Sword  
Armor: Bronze Bangle



# RAYSTORM

Working Designs  
Brings Back the Shooter

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Three Different Vehicles (One Of Which Is Hidden), Normal and Extra Mode, Difficulty Setting for Each Level, Ground and Air Targeting, Lock-On and Special Weapons
- **Created by:** Taito for SPAZ (Working Designs)
- **Available:** Now for Sony PlayStation

Through the years Working Designs has gained respect both from us and from gamers around the States as one of the greatest RPG workhouses in the world. Now, for the first time ever, they are venturing away from the Saturn and into the PlayStation's barracks. Surprisingly enough, they won't be developing an RPG for the PS-X...but something far greater. It's not just a new game Working Designs is releasing, it's a movement, a new label, and a whole new thrill for PS-X gamers everywhere.

Under the label of SPAZ, the Sony PlayStation's first and only third-party developer devoted to making nothing but shooters and oddball titles, Working Designs introduces their first shooter—Raystorm. So far, the PS-X hasn't had a fair share of blockbuster shooters like the precursor consoles had, and that's where Raystorm comes into play.

Raystorm is as intense physically and mentally as it is graphically. It's amazing how much this game packs on-screen at once. At times your greatest enemy isn't a gigantic space station, but rather on-screen confusion. Yes, this game is loaded with amazing special effects, three-dimensional rendered backgrounds, and endless swarms of enemies, but somehow, if you concentrate enough, you'll get through the chaos unharmed.

The controls in this title are for the most part generic and easy to pick up. All of your movements are done on a single plane, and attacking is basically holding a button down until an enemy dies. The most interesting feature in Raystorm is the lock-on attack, which is similar to the one found in Panzer Dragoon. Since most of the time the enemies on-screen are not on your plane (they're either above or below it), your standard shot will not hit them. Instead, you must use the lock-on attack to reach these zones. More than one enemy can be locked, and if you hit a series of them in a row, you'll be awarded with more points. Also, with each life (or if you fill up the meter by destroying stuff), you get a mega attack that destroys all the enemies on-screen. Each of the two playable ships has a different laser and lock-on attack that can be powered-up by obtaining vital enhancements.

Raystorm is a great shooter from Taito of Japan that really packs a punch. Working Designs has made the game much harder for the U.S. release. Because of this, if you change the difficulty setting from normal to easy, you will not be able to beat the game. Raystorm is available now, and if you're a shooter fan, you may want to give it a whirl.



## JON, THE GREEDY GAMER

**Concept:** 7.5 "Raystorm is the best 'true' shooter I've seen in a while. Even though there's a ton of continues, I really like playing Raystorm with my basic

**Graphics:** 8.5 three lives to keep improving my score. Sometimes it's tough to figure out what's happening on-screen, but that's why you keep

**Sound:** 7 playing from the same starting point and progressively build. Once the enemy patterns are learned, the on-screen action makes a lot more sense. Also, like Sky Shark, weapon upgrades expand the same basic weapon, which is pretty cool. Raystorm is a classic in every sense. A serious challenge with beautiful graphics.

**Playability:** 7.75

**Entertainment:** 8

**OVERALL:**  
**7.75**

## REINER, THE RAGING GAMER

**Concept:** 7.75 "Before I was getting paid to be a game dev, I played a lot of SNES and NES shooters. Life Force and Earth Defense Force were my favorites, and Raystorm comes close to being just as good as these,

**Graphics:** 8 except there is a problem. While the graphics are outstanding and loaded with great special effects, Raystorm lacks in concept and game design. All you do in this title is fly straight ahead, destroying whatever comes in your path. I like shooters that have obstacles in the fore and background, and different weapons like heat seeking lasers and spread fire. Raystorm has none of these, but it does offer a difficult challenge, great two-player action, and crazy bosses that will drive you insane.

**Sound:** 7

**Playability:** 7.25

**Entertainment:** 7.75

**OVERALL:**  
**7.75**

## ANDY, THE GAME HOMBRE

**Concept:** 7 "While Raystorm does lack some variety, I think this game brings

**Graphics:** 8 some essential elements back into the shooter genre that have been

**Sound:** 8 missing for years. Most of the shooters you see these days give

**Playability:** 8 the player unlimited credits (which pretty much insures that the game's a rental) and fairly standard graphics. Not Raystorm. This game is very difficult and the graphics are amazing with massive explosions, big warships, and huge bosses. If you're looking for challenge, Raystorm will live up to it. Wimps need not apply."

**Entertainment:** 8

**OVERALL:**  
**8**

▶ THE BOTTOM LINE **7.75**

## Approaching Deadly Heights

# ACECOMBAT 2™

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Flight Simulator
- **Special Features:** Analog Controller/Joystick Compatible, Fifteen Playable Aircraft With Different Attributes, Awesome Flap Action, Multiple Key Configurations (Novice, Expert, and Custom), Varying Mission Objectives, Dazzling Lighting Effects and Explosions
- **Created by:** Namco
- **Available:** September for Sony PlayStation

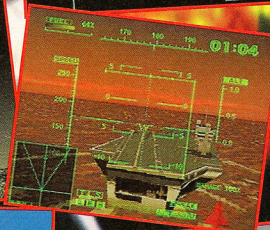
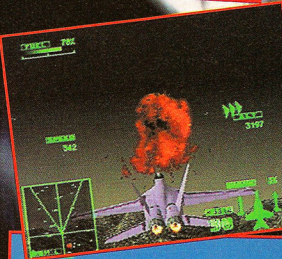
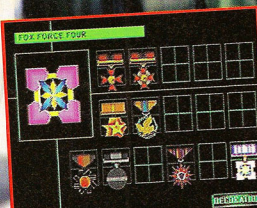
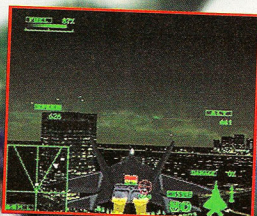
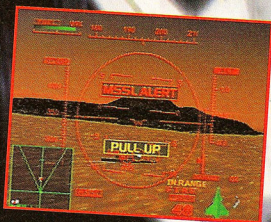


Even though it was one of the first PlayStation games available, Air Combat is still the king of all PS-X flight simulators. Its smooth controls, realistic dog-fighting, and beautiful landscapes are still unsurpassed and untouched. That is, until Namco releases the sequel later this year.

Ace Combat 2 brings back the vivid realism of its predecessor along with a few new surprises. Highlighted by a slew of new playable aircraft, gamers will be thrown into intense missions consisting of tunnel and trench runs, persistent bogies, night and day scenarios, and extreme weather conditions. Graphically, Ace Combat 2 is a vast improvement over the original. All the effects, ranging from exploding bombers to smoke trails on missiles are outstanding. The most notable change is the new look of each aircraft. All of the planes in the game now have more realistic looking textures, and moveable flaps that change with the speed of the plane.

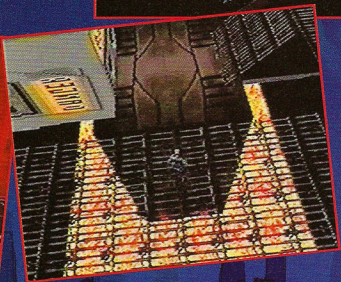
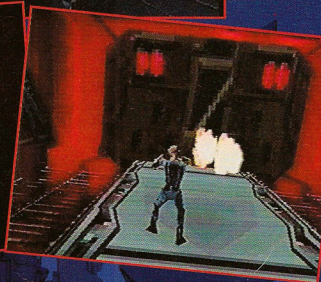
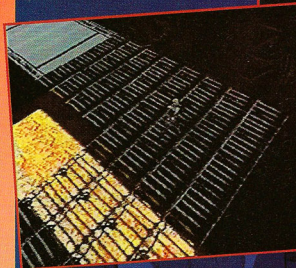
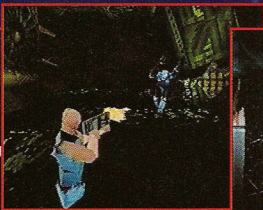
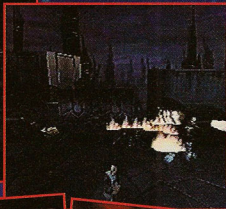
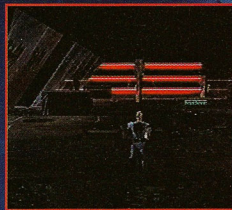
As far as gameplay goes, not much has changed. Once again, players will have limited controls in the Novice Mode, so to experience the real deal you'll need to play the game in the Expert Mode. This will allow you to perform barrel rolls, which are essential for taking on the stronger and more agile enemy fighters. Ace Combat 2 is a fairly difficult game - if you die it's going to cost you. Throughout each and every mission you'll acquire a steady cash flow for destroying all of the targets, and for avoiding damage. With solid funding and precise flying, you'll become a decorated officer, and with each new medal you take in, you'll also unlock a new aircraft.

All the missions in Ace Combat 2 are loaded with dangerous objectives and mind boggling goals. This is a great simulator that takes all the arcade action from the first and expands upon it to such a degree that you may actually think Ace Combat 2 is the real deal.



# APOCALYPSE

HOLLYWOOD BYTES INTO GAMING



The collaboration of Hollywood and the video game industry has been a successful venture indeed. We've seen blockbuster films like *Star Wars* and *Jurassic Park* make a mighty impact on gaming, and we've also witnessed *Mortal Kombat* and *Super Mario Bros* gross millions in the box office. To our dismay, one thing has been lacking - acting. The hardest thing to capture from game to screen, or vice versa, is the perfect character look. Yes, it would have been nice to have Val Kilmer play Batman rather than the fat Bat-actor they implemented into Acclaim's *Batman Forever*. Or even better yet, how about some actors that actually look like Mario and Luigi for the *Super Mario Bros* movie? Thankfully, Activision has a solution. Instead of tearing material from Hollywood, why not just grab one of the biggest actors to star in a dynamic new title?

Thus, Bruce Willis will make his video game premier in the dark and twisted *Apocalypse*. Bruce

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Cameos and Helpful Guidance by Bruce "The Virtual Partner" Willis, Huge Level Designs Featuring Detailed Texture Maps and Realistic Light Sourcing, Multiple Weapon Power-Ups and Character Moves, Death, Plague, and War
- **Created by:** Activision
- **Available:** December for Sony PlayStation

is one of the biggest grade "A" actors to hit the video game industry joining Sly Stallone, Wesley Snipes, and Malcolm McDowell. Surprisingly, Bruce is not the main star. Activision has designed this game so that Bruce Willis plays the "Virtual Partner," and you take up the role as the adventurer. Along your

quest - through industrial zones, graveyards, and sewers, Bruce will lend a helping hand as you begin to track the bringers of chaos - the Four Horsemen of the *Apocalypse*.

The game design is similar to MDK, and players will find themselves completely submerged in a realistic environment with evil around every bend. Firepower is abundant in *Apocalypse*, and so are the character moves. Throughout the game you'll need to master the dive and roll, the running jump, and the strafe to overcome deadly villains and tricky hazards.

# FELONY 11-79

## Jake 'n Elwood Couldn't Have Done it Any Better

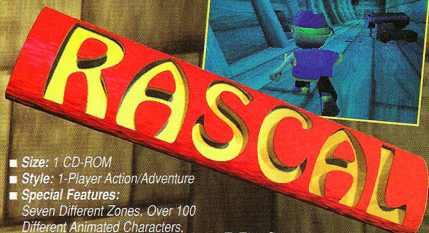
- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing Game
- **Special Features:** 4 Vehicles Available for Play (18 Hidden), Three Tracks (One Additional Test-Drive Track), Vast Number of Objects to Destroy, Special Level Objectives, 3 Modes (Regular, Time Trial, and Test-Drive), Automatic and Manual (Automatic Not Available For Some Vehicles)
- **Created by:** Climax for ASCII
- **Available:** Third Quarter '97 for Sony PlayStation

Racing games are pretty standard these days. Fortunately for those of us who enjoy the speed but need a little bit more, the occasional racing miscreant like Destruction Derby or Mario Kart comes along. Felony 11-79 (Runabout in Japan) certainly falls within this category.

While there are only three tracks (levels), replay value is enhanced by the game's total of 22 vehicles and the vastly entertaining process of destruction. In Felony, the purpose is not to race against the clock or competitors. Instead, players must destroy as much as possible within the allotted time. Levels also feature objectives such as collecting five explosive charges to destroy a gate. While Felony comes off as a blunt and rude game where breaking things is the brute purpose, it is in fact a delicate balancing act between car damage, meeting goals, and escaping before the clock runs down.

Of course, smashing up cop cars (obstacles), crashing through mini-malls (shortcuts), and running through outdoor sections of restaurants (fun), are all immensely enjoyable. As you smash into things, a list appears in the upper right tallying the cash equivalent of the objects you've just wrecked. This total is added to your score at the end of the level.

At the beginning of the game, you start with four cars. Additional vehicles are gained by beating levels, finishing under four minutes, doing massive amounts of damage, and beating levels without doing any damage. Other cars are gained through special means, like passing a certain point on track two at ludicrous speed, and finding another in the shopping center on track three. Vehicles range from standard sports cars and sedans to a street cleaning vehicle and a tank.



## He's a Little Rascal

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Seven Different Zones, Over 100 Different Animated Characters, Atmospheric Effects
- **Created by:** Travellers Tales for Psygnosis
- **Available:** November for Sony PlayStation



The company developing this game, Travellers Tales, has a short but impressive list of hit titles. Mickey Mania, Toy Story and Sonic 3D Blast were all popular games. Rascal looks like another fun game that, while targeted towards a younger audience, might in fact appeal to a wide variety of gamers.

The hero, Rascal, is a time traveler whose quest is similar to that in TV's Quantum Leap. History has taken a bad turn, and Rascal must set it straight. By collecting six specific "segments" on each of seven levels, Rascal will be able to assemble a time bubble and travel further into the mysterious history of time. The enemy is the "Evil Time Overlord," who holds Rascal's father captive.

Different time elements will intermingle to create a cohesive plot. For example, a Spanish Galleon of the past lies deep beneath the ocean, but that same galleon in the future is found within a vast desert (talk about global warming). As with most time travel plots, the story begins in a lab. The other six levels are: Castle, Aztec, Western, Galleon, Prehistoric, and Atlantis.

As for gameplay, Rascal will incorporate many puzzles and interesting characters who both threaten and aid Rascal in his quest. Psygnosis is looking to target gamers from eight years old and up, so the atmosphere should be lighthearted and entertaining. If you're tired of constant blood and killing, or if you're looking for a game with challenging puzzles and unique gameplay, Rascal just might be the game for you.



# Explore the Premise of Brute Force Gaming



- Size: 1 CD-ROM
- Style: 1 or 2-Player Tank Simulation
- Special Features: Up/Down or Left/Right Split-Screen, Multiple Tanks to Choose From, Turret Rotation (Strafing With HoverTank), Elevate Barrel Up and Down, 10 Different Weapons, 3 Different Views, Memory Card Save
- Created by: Chantemur Creations Inc./Sony Interactive Studios for Sony
- Available: Now for Sony PlayStation

The premise of a tank game usually isn't all that complicated – move slowly towards your next objective and avoid damage by hitting them hard before they hit you. Yet most of these games are as strategic as they are action-based, requiring players to allocate their resources (ammo) and move quickly and efficiently through the landscape in order to meet the mission objectives. Steel Reign has much to offer the gamer with cool weapons, multiple tanks, and a variety of enemies to face off against.



The hovertank strafes instead of using a rotating turret.



Steel Reign truly shows off the versatility of the PlayStation's controller by allowing players to move while rotating the turret or elevating the gun barrel up and down with ease. Tanks consist of everything from the standard single-barreled tank, to a double barreled monster, to a lightly armored but speedy hovertank that strafes instead of rotating a turret.

The best part of Steel Reign so far is the wide range of weapons.

Large shells move slowly through the air and unleash a devastating explosion upon impact. Lasers automatically lock-on to nearby enemies and are a great way to do away with lightly armored air targets. A gatling gun spreads fire over a wide area quickly, ideal for small thorns in your side like troops and small vehicles. Plasma weapons do low damage but recharge quickly. Of the 3 different types of rockets, our favorite is a guided missile that changes perspective to a camera on the rocket itself, allowing the player to steer it around obstacles and strike targets from miles away.

The theater of war ranges from river canyons and woody knolls to cityscapes and barren deserts. Taking advantage of cover in this game is essential because you won't always be able to take everybody down in a mission. Sometimes, choosing the right path to your objective can be the difference between hard-earned victory and being recycled into spare fenders for some ruthless dictator's Mercedes.

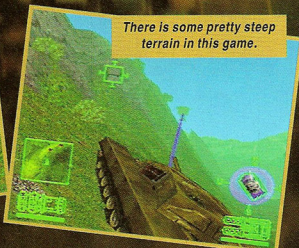
The Guided Missile is as effective as it is fun.



The odds are against you...most of the time.



There is some pretty steep terrain in this game.



# MLB 98

## A Summer Slugfest

- Size: 1 CD-ROM
- Style: 1 or 2 Player Baseball
- Special Features: Analog Controller Compatible, Polygon Characters, MLB and MLBAA License, Full Season Play With Individual Player and League Leader Stat Tracking, Create and Trade Player Feature, Realistic Player Animations
- Created by: Sony Interactive Entertainment
- for: Sony Computer Entertainment
- Available: August for Sony PlayStation

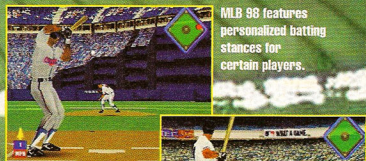
Sony's first PlayStation baseball title, MLB Pennant Race, lived up to its name last year as it raced to try and hit a release date before the World Series. This year, Sony has dropped the Pennant Race tag and MLB '98 will be released this summer. Conspiracy? Maybe...but we all know Sony's major concern is not an early release date. With EA Sports releasing Triple Play 98, the best baseball simulation to ever grace a console machine, this MLB installment will need to be vastly improved over the original and as true to the game of baseball as possible.

First and foremost, Sony has revamped the look and play speed by adding a full 3D game engine with polygon characters and rendering on the fly. This means that in gameplay, you won't encounter slow loading times when a different team takes the field or when the view changes from behind the batter to behind the pitcher. Using polygon players, Sony has been able to add more fielding animations like throwing from the knees, collisions at home plate, over the fence catches, and throwing on the run. The batting and pitching animations are also more fluid, and certain players like Julio Franco, Nomo and Wade Boggs will have personalized stances and motions.

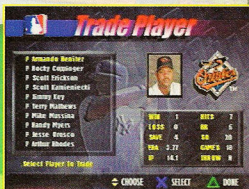
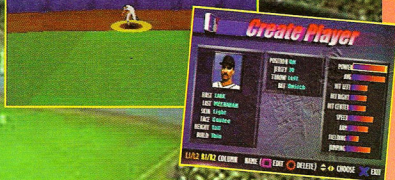
The gameplay itself is greatly improved, and players will have a plethora of in-game options at their disposal. Sometimes you'll need to play off of the other team's strategy and bring in your infielders on a bunt situation. In a more simplistic instance, you'll need to choose between a hook and pop-up slide when digging for an extra base hit.

MLB '98 showcases a very simplistic hitting and pitching interface. When on the mound you'll need to select a pitch (all pitchers are customized with their own pitches), and then place it by moving a cursor around the strike zone. While cursor baseball favors the batter greatly, MLB does a nice job of having the pitcher misfire on occasion. Surprisingly, the batting is even easier — all you have to do is select a normal or power swing, then take your cut.

For fantasy league nuts, MLB '98 has great season stat tracking capabilities, a create and trade player feature, inter-league play, and the expansion teams. MLB '98 has a lot of promise, but right now it's too early to tell whether or not all of these great features will actually make the game better than Triple Play. It looks great on paper, but the real challenge is making it all work together. We'll have an in-depth review next month — stay tuned.

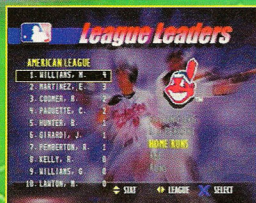


MLB 98 features personalized batting stances for certain players.

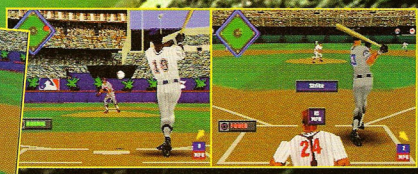
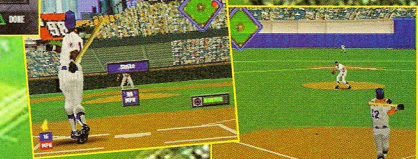
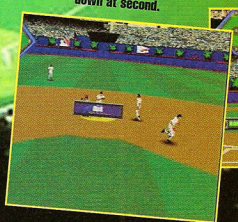
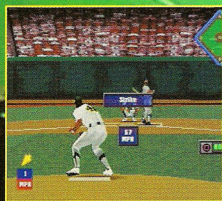


Trade your struggling players for the best in baseball as you try and drive your team to the World Series.

Deion Sanders is gunned down at second.



Accurate tracking will allow you to view league leaders' and individual players' stats through an entire season.



Who will be the ML batting champion: Tony "The Crime Dog" Gwynn...or Larry "Say It Ain't So" Walker?

# PORSCHE Challenge

## Porsche Your Driving Skills to the Limit

### JON, THE GREEDY GAMER

**Concept:** 7.25 "The things I don't like about this racer are: the one car Porsche marketing factor, the limit of four tracks, and the lack of crashes.  
**Graphics:** 9 "What I do like are the fast and tight first-person view and the changing  
**Sound:** 7.5 Interactive tracks. Most importantly, what I love is the Analog control.  
**Playability:** 8.5 But with only 1 car and four tracks, there just isn't enough to keep my long-term interest. Yeah, it's great looking with sweet control, but I need variety and entertainment in my racers. Porsche-heads only."  
**Entertainment:** 7

**OVERALL:**  
**7.75**

### ANDY, THE GAME HOMBRE

**Concept:** 7 "Overall this is a great looking game. The lighting effects and the detail of the levels are amazing. The problem with this game is that its gameplay is  
**Graphics:** 9 middle of the road. It's not great, it's not bad...it's not anything. I do like  
**Sound:** 7 the Interactive Tracks and the  
**Playability:** 6.5 2-player split-screen mode is a blast, but I don't think it is enough to  
**Entertainment:** 6.5 make this title really stand out of the crowd. If you love Porsches, this game could just be what you're looking for, but otherwise there are better racing games out there (Rally Cross, Need for Speed 2)."  
**OVERALL:**  
**7.25**

### ► THE BOTTOM LINE 7.75

**P**orsche Challenge takes an interesting approach to mass market racing - One Car, One Company. Every car in the game is the Porsche Boxster, even the test prototype that comes as a bonus car. No one knows for sure what the prototype car is, except that it's an experimental model driven by a mysterious "Test Driver."

In Porsche Challenge, four tracks from various parts of the world are available for play. Racing through Germany, the U.S., Japan and the mountains, Porsche challenge's intense lighting and shading create a beautiful racing experience. The graphics are very tight with little to no pop-up; but best of all, players can plug in Sony's Analog Controller. Here at Game Informer, we set the controller with one analog working as the steering, the other as the throttle. Then, you can assign the square button as your hand brake. This unique control is one of Porsche Challenge's standout features.

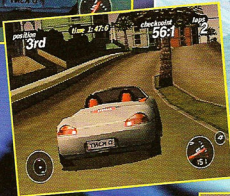
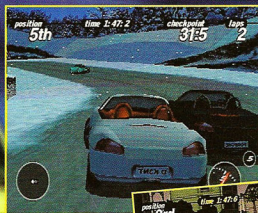
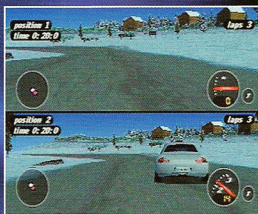
Another excellent feature is the inclusion of Interactive Tracks. How 'interactive' these tracks are remains a matter for interpretation, but they work as a series of changing shortcuts. Before we explain these tracks we should say that a Championship consists of twelve races. The first four are standard runs around each track. The second four take players around longer routes by opening road barriers. The third set of four races opens and closes these gates randomly, offering a number of different and challenging arrangements. After

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 2-Player Split-Screen, Compatible With Sony's Analog Controller, Arcade or Simulation Mode, Standard, Long and Interactive Tracks (3 of Each + Full Mirror Mode), 3 Views, 7 Drivers, Championship, Time Trial and Practice
- **Created by:** Sony Interactive Studios Europe for Sony Computer Entertainment
- **Available:** Now for Sony PlayStation

### REINER, THE RAGING GAMER

**Concept:** 8 "I'll never make enough money to spring for a Porsche Boxster, but I can honestly say that this is the closest that I'll ever get my mitts to  
**Graphics:** 9.25 the steering wheel. This game pumps out realism in both the  
**Sound:** 8 dynamics of the car, and the extremely detailed level designs.  
**Playability:** 8.5  
**Entertainment:** 8 Porsche Challenge is a decent racing title that strives for realism to hook gamers. The options available, number of tracks, and vehicle variety is a tad below the standard for high-end racers, but luckily it does have a two-player split-screen mode to soak up some more play time hours. If you like the Ridge Racer series, then you'll more than likely find this title just as entertaining."

**OVERALL:**  
**8.25**



beating one Championship, players unlock the Mirror Mode which is identical to the first Championship except that players race each track backwards. After winning that Championship (24 races in all), the Prototype car is unlocked, which goes 15 mph faster than the default Boxster.

There is also a good bit of difference between the Arcade and Simulation modes. In Arcade mode, the hand brake unleashes a pretty mean powerslide. In Simulation Mode, the hand brake will kick out the car, but strategic braking is much more important. It should also be noted that Porsche Challenge includes no crashes, which might disappoint some people. Give Porsche Challenge a look. It lacks the car variety of Rage Racer and the stunning crashes of Need for Speed 2, but it is one of the best 'looking' racers we've seen in a while.



# NHL POWERPLAY '98

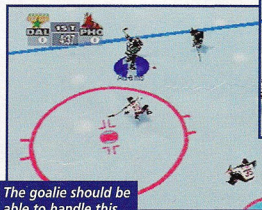
## Virgin Returns to the Ice

When Virgin Interactive released the first NHL Powerplay '96 last year, gamers got their first glimpse of what 32-bit hockey was all about. Polygon players with realistic animations and adjustable game strategies were some of the features that Virgin and Radical Entertainment pioneered in video game hockey. After a season's hiatus from the video game hockey season (well, in the title at least), Virgin is back with a brand new hockey simulation, NHL Powerplay '98.

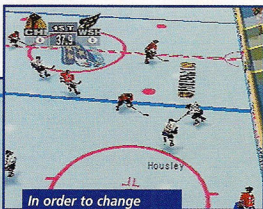
As with any sequel, the first thing the Game Informer staff searches for is new features; Powerplay '98 has a bunch. Statistics tracking is a must for any sports game and Powerplay '98 will deliver. Stats accumulate for individual players over a season and can be viewed by team or by "Top 25" league leaders. Another must-have for sports games is the ability to create your own players. Powerplay '98 gives you the option to create yourself and enter the line-up of your favorite NHL team.

In terms of looks, Powerplay '98's graphics engine still only provides one playing perspective, but the action is far smoother than its sometimes jerky predecessor. Players are also more detailed with texture mapped faces and authentic uniforms with player numbers and names. In addition, many new motion-captured animations have been incorporated to give Powerplay '98 a very realistic look.

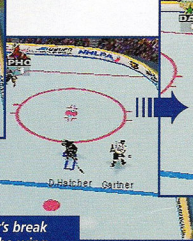
Realism is the goal of the Powerplay '98 design team and new features within the play strategy and control are a crucial aspect in bringing the world of hockey to gamers. One-timers, drop passes, body checks, and (although the NHL never 'promotes' it) fighting is now a part of Powerplay '98. Additionally, hockey strategy, which Powerplay was the first to introduce to hockey games, has been expanded to include new settings for powerplays and penalty kills. Set up your man advantage to work from the point or put up a strict box-enz when you're one man down. Powerplay '98 allows for a wide array of authentic hockey strategies.



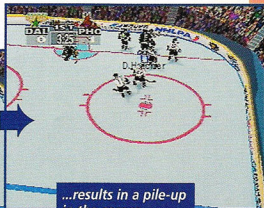
The goalie should be able to handle this.



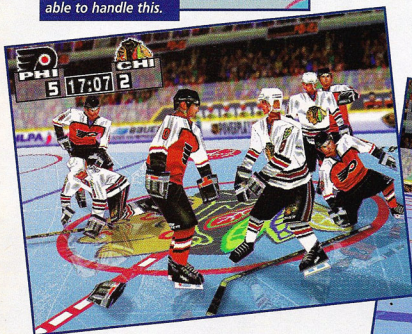
In order to change tempo, Housley must breakout with the puck.



Gartner's break down the wing...

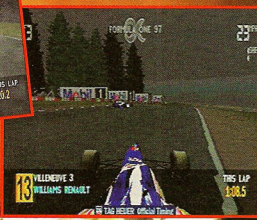
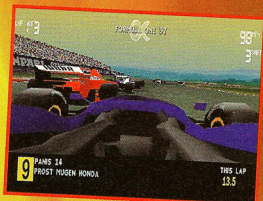


...results in a pile-up in the corner.



Icing.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Hockey (Up to 8-Player Via Multi-Tap)
- **Special Features:** NHL and NHLPA License Plus 16 World Teams, Offensive and Defensive Strategy Settings, Season Stats Including League Leaders, Create and Trade Players, Edit and Save Lines
- **Created by:** Radical Entertainment for Virgin Interactive
- **Available:** September for Sony PlayStation



**F**ormula 1 '97 is sticking to the same basic formula that was perfected last year, but with three key enhancements: (1) a revamped Arcade mode, (2) a split-screen 2-player mode, and (3) improved driver AI.

By retooling the Arcade mode, Psygnosis is hoping to appeal to a wider variety of racing fans. Cars can now powerslide, there are more fantastic crashes, and the steering and braking assist are in full operation. While this Arcade mode might appeal to fans who like racing games, we vastly prefer the Simulation mode. Here lies F1's strength.

F1 was the most realistic racing simulation of 1996. Building on that success, F1's Simulation mode now includes penalties (for speeding in the pit lanes and passing pace cars),

## A Great Formula for Racing

# FORMULA 1 '97

- Size: 1 CD-ROM
- Style: 1-Player Racing (2-Player via Split-Screen)
- Special Features: Penalties, Full Formula 1 License, 12 Teams, 17 Tracks, Commentary by Murray Walker and John Watson, Weather, Rivalries, Track Tutorials, Debris, Powerslides, Stalling Cars, Drafting, Car Faults That Affect Performance, Both Horizontal and Vertical Split-Screen
- Created by: Bizarre Creations for Psygnosis
- Available: September 12 for Sony PlayStation

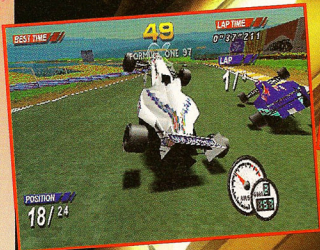
team rivalries, drafting, crash debris and stalling cars. Apparently, Bizarre Creations really delved into the intricacies of racing Artificial Intelligence. Cars and drivers have certain personalities that change over a season, and with 12 different teams, teammates will help you pass other rival teams.

Will Formula 1 be the



best racing simulation of 1997?

There's a little more competition this year with the entry of Sony's CART World Series, EA's NASCAR and Ubi Soft's F1 Pole Position 64. So the 1997 racing season is becoming very interesting and over the coming months, Game Informer will be sure to keep you up to date on the progress of Formula 1 '97.

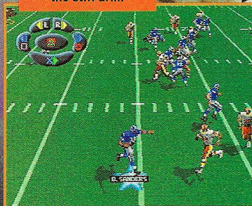


# ANOTHER YEAR

# MADDEN 98

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (8-Player Via Multi-Tap)
- **Special Features:** Liquid AI to Eliminate Money Plays, New Emphasis on Defensive Play Calling, Completely Revamped Playbook, More Audibles, Motion-Capture with Andre Ware, Improved Lineplay, Create and Trade Players, Player Fatigue Bars, All the NFL Rules
- **Created by:** EA Sports
- **Available:** September for Sony PlayStation and Sega Saturn

Sanders is a master of the stiff arm.



Emmitt's sixth sense discovers a hole.



# AND COUNTING

His hands are too far apart to catch that ball.



Reggie swims through the line.



He finds a seam.



In 1996, Madden NFL 97 was the best selling game on the PlayStation, Saturn and Genesis. A year without Madden is like Christmas without Santa Claus, and this year Madden will no doubt be a top seller once again.

The 1997 Madden development team is a very young crew. In fact, of the thirty people responsible for production, only one is over the age of twenty-seven. Looking at last year's game, analyzing player and press feedback EA Sports knew that above all else, they needed to eliminate the money plays. According to EA Sports, last year's product development was difficult because, as opposed to GameDay, John Madden will not allow players to perform unrealistically. In other words, a cornerback will never stop a sweep to the other side, and a defensive lineman will never break up a pass downfield.

This year, EA Sports is incorporating Liquid AI, a system of defensive intelligence that dictates player position relative to other players. Therefore, players will not be stuck within a play pattern, their position will ebb and flow with the genesis of the play. Along with this new approach, defensive play calling will be essential to success.

Of course, all the standard fantasy league elements will be included such as stats tracking, create and trade player options, and a full season with playoffs and a Superbowl. Players will also have a fatigue bar below

them that should eliminate needless switching to substitution menus. Another improved feature is the lineplay. One of GameDay's strengths was the defensive line. EA Sports knows that in order to compete, both offensive and defensive linemen must be more detailed. In Madden 98, players will watch individual battles unfold. Holes will open momentarily, then close as quickly as they appeared. Patient running and heads-up defense is a must.

Steve Young barks out an audible.



**TEAM rankings**

TEAM	NFL DIVISION
BRONCOS	NFL DIVISION
TOTAL YARDS	2403 1557
TOTAL OFFENSE	2403 1557
PASSING	2403 1557
PASSING AVERAGE	478 157
RUSHING	-1078 428
PASSING AVERAGE	1318 157
DEFENSE/RUSHING	2716 618
DEFENSE/PASSING	2102 157

**TEAM stats**

VIEW BY: ALL

2001 RANKING

TEAM NAME	TOTAL	DEFENSE	DEFENSE	YARDS	YARDS	YARDS	YARDS
JAGUARS	2248	1219	1229	13	17	17	17
TEXAS	2440	1657	1603	16	16	16	16
INDIANS	2248	1479	1227	5	16	16	16
RAIDERS	2273	1404	1109	10	16	16	16
CHARGERS	2424	1240	1121	9	11	11	11
T COLTS	2405	1519	1086	11	12	12	12

**WEEKLY schedule**

WEEK 8

TEAMS	W	L	T	TIME/DATE
RAIDERS	7	2	0	NOV 9 6:30 PM
GIANTS	1	8	0	NOV 9 6:30 PM
OLDS	4	5	0	NOV 9 6:30 PM
GIANTS	4	5	0	NOV 9 6:30 PM
CHARGERS	7	2	0	NOV 9 6:30 PM
SEAHAWKS	4	5	0	NOV 9 6:30 PM
STELLERS	4	5	0	NOV 9 6:30 PM
PACKERS	5	4	0	NOV 9 6:30 PM
LEGATS	2	7	0	NOV 10 12:00 PM
GIANTS	6	3	0	NOV 10 12:00 PM

**CREATE player**

37

ATTRIBUTE	VALUE
POWER	73
CAST	72
SPEED	70
ARM	73
STRENGTH	73

18 34 57 74 85 9

FOUL

We've seen and enjoyed Mega Man for about ten years now. For people who are confused, there are the standard Mega Man games (titled 1-8) and the Mega Man X series. The X series debuted on the SNES and finally matured into three challenging titles (Mega Man X1, 2 and 3). The PlayStation and Saturn have Mega Man 8 (Anniversary Edition), but Saturn owners have a special treat, because the X series of Mega Man games offers a few improvements over the 'Standard Model.' In each X-series game, players can fire a special and regular gun simultaneously, play as either Mega Man X or Zero, double tap for the speed dash, and cling and climb along walls and platforms. Of course, each X game is structured in the classic style with a stage select screen and eight boss levels. Players must still decipher which weapon to use on which boss, but Capcom is promising that there will be two separate storylines (one for Mega Man X, one for Zero). Although we don't know for sure what 'independent storylines' means, since the levels seem to be the same when playing as either character, one could guess that the weapon combinations for bosses might be different for the two characters.

Differences between Mega Man X and Zero are quite pronounced. Instead of attacking with a projectile weapon, Zero makes use of a close-range but deadly sword that looks a lot like the weapon from Strider. Zero also has a slow charging but deadly electro-lance. The lance is difficult to use, since it takes so long to appear, but when used sparingly, the lance does huge amounts of damage. Mega Man X's weapons include the default shooter as well as a homing laser, a dual crystal burst, and a replicator. By using the replicator,

# MEGA MAN X4

## He Keeps Going, and Going...

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter/Action/Platform
- **Special Features:** Play as Mega Man X or Zero With Independent Storyline, 8 New X-Hunter Levels: Jungle, Cyberspace, Air Force, Volcano, Marine Base, Bio Laboratory, Military Train, Snow Base
- **Created by:** Capcom
- **Available:** Fall for Sega Saturn

an image of Mega Man X appears on-screen. Move this body double onto any enemy and damage is automatically inflicted

For those who enjoy Mega Man, a 32-bit X game is a welcome sight indeed. With Mega Man X's clinging ability, X4 demands superb platforming skills along with classic shooter strategy. A small side note to Mega Man fanatics - Mega Man Neo, the first 3D Mega Man game, has been 'indefinitely' delayed. Capcom is keeping quiet about Neo's delay, but don't expect to see it anytime before late 1998. Too bad, because that means it will be well into the next decade before we see the much anticipated Mega Man Neo X6 (just kidding).



This Boss is cool.

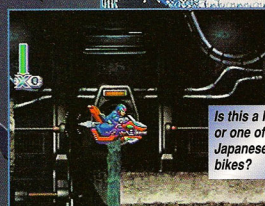
Run, Mega Man! Run!



Zero has a powerful close-range sword...



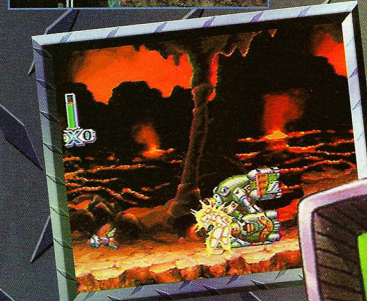
...and a deadly electro-lance.



Is this a Harley, or one of those Japanese import bikes?



Hurry, Dr. Jones.



- 1 The Replicator
- 2 The Homing Laser
- 3 A Dual Crystal Burst





## MARK YOUR TERRITORY

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Nine Different Characters All Featuring Weapons, Authentic Tokyo Backgrounds, Punch, Kick, and Guard Buttons, Taunts, Open and Caged Arenas, Time Attack and Survival Mode
- **Created by:** AM3 for Sega
- **Available:** October for Sega Saturn

Originally created on the Model 2 CG Board, Last Bronx comes to life on the Sega Saturn with amazing animation, extremely detailed backgrounds, and unique character designs. The theme of this title is quite a twist from the norm in Sega fighters. No, this is not a tournament featuring the greatest fighters in the land; rather, it's an all-out street war. The heads of all the street gangs have agreed to settle their territorial disputes by pitting their greatest combatants against one another, and the winner of this contest will rule the streets. This war is a no-holds-barred grudge match where dirty fighting is a must to survive.

All nine of the characters feature weapons and awesome special moves. The combat is power bar based, and the first to fall twice through three rounds is the loser. All the level designs feature actual scenery from Tokyo, and some of these are caged, while others are open arenas allowing ring out victories.

Last Bronx is a fast and ferocious fighter that delivers the same explosive fighting action as VF2 and VF.



## BOMB 'EM WHERE IT COUNTS

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle/Strategy (Up to 8-Player Via Multi-Player and/or NetLink)
- **Special Features:** Normal, Expert, and Battle Modes, Bomb Power-Ups, Tricky Bosses, Dinosaur Helpers, FMV Clips, and 8 Battle Arenas
- **Created by:** Hudson Soft for Sega
- **Available:** Now for Sega Saturn

Since the early days of the TurboGrafx-16, Bomberman has produced a handful of great multi-player games that have spawned a legion of addicted followers who constantly crave more explosive action. Well, they won't have to wait for long, because Sega is unveiling the first 32-bit Bomberman title for the Sega Saturn. Now gamers will be able to compete across the nation courtesy of the Sega NetLink.

Saturn Bomberman is a great sequel that packs the same explosive punch as the previous Bomberman titles, except the graphics are more detailed, the sound is better, and for the first time, this Bomberman has a story. At the beginning of the game and after every world, players will be greeted by anime FMV sequences that showcase the Bomberman gang and the conflict at hand.

The gameplay is once again fast and extremely addictive. Whether in a multi-player game or in the normal solo mode, your goal is to destroy any adversary that crosses your path. Picking up power-ups like more bombs and dinosaur helpers will aid your cause, but the real strategy of the game is the ability to trap opponents into a no-win situation. The only way to master this technique is to practice and become the ultimate bomber.



# VIRTUA II STRIKER 2

- **Style:** 1 or 2-Player Soccer
- **Special Features:** 24 International Teams, Model 3 Hardware, Motion-Capture Animation, Three Button Configuration (Long Pass, Short Pass, Shoot)
- **Created by:** AM2 for Sega
- **Available:** Now at Arcades

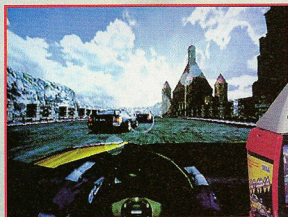
► **THE BOTTOM LINE** 7.5

Since this is another of Sega AM2's arcade games to utilize Model 3 hardware technology, the look of the game is what you might expect.

Large players with finely detailed textures and life-like motion-capture animation are quite a leap forward from the previous installment. In terms of play control, AM2 hasn't strayed from their three button configuration that gives you easy to understand long pass, short pass, and shoot buttons. Virtua Striker 2, unlike its low scoring real-life counterpart, is free-wheeling once you've become acclimated. A few simple passes can commonly result in a breakaway scoring chance. Additionally, to assist in scoring, the speed of play is slowed slightly on high crossing passes to allow the player to react and attempt spectacular bicycle kicks and diving headers. While this may create more opportunities in front of the net, the slow down distracts from the flow of play and can be more bothersome than good. Virtua Striker 2 is a down a quantum leap in arcade sports gaming and makes us yearn for the first Model 3 baseball title.



# ARCADE BRIGADE

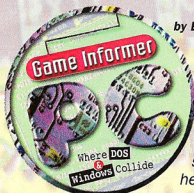


- **Style:** 1-Player Racing (Up to 4-Player with Linkable Cabinets)
- **Special Features:** Deluxe Cabinet Version with Moving Cockpit and Feedback Steering, Sega's Model 3 Technology, 4 Authentic Sports Cars, 4 Tracks, Power Slides, 4 Racing Views
- **Created by:** Sega AM2
- **Available:** Now at Arcades

► **THE BOTTOM LINE** 8.75

We gave you a glimpse of Sega's newest racing game, Super GT, a few months ago and have finally logged enough playing time to give you the bottom line. Utilizing Sega's powerful Model 3 technology (also found in Virtua Fighter 3 and Virtua Striker 2), Super GT is an incredible feast for the eyes. The detail of the four authentically modeled cars and four courses is unprecedented in the arcades. Built in both a standard two-player and a deluxe one-player cockpit configuration, the side-to-side rolling and feedback steering wheel will give you a far more immersive racing experience, especially when racing in the first-person perspective. Even though the graphics are revolutionary and the place you put your butt might feel like you're sitting in a sports car, the overall play mechanics and game set-up are depressingly reminiscent of previous AM2 games like Virtua Racing and Daytona USA. With some arcades charging over a buck in an attempt to recoup the costs of this expensive machine, it seems a little outrageous to dump 20 clams into Super GT while Daytona USA offers a similar play experience for, often times, less money. Any racing fan should by all means give Super GT some laps, but graphics alone do not a racing game make.





by Erik, the PC Jedi

### Writing Games Is Like Writing Books

If you've never done it before but you have a great idea, forget it. You have to have a lot of great ideas. You have to have a vision. And you have to have a clue as to what makes a game fun. I am so tired of cheesy games that couldn't possibly have been created by someone who played games themselves. It blows my mind how extremely unfun some of the shlock on the PC market has been as of late. Somebody help, please!

### recent releases



**Triple Play 98 - EA Sports**  
**9.25** Great gameplay, amazing statistical capabilities, and in-game realism make Triple Play 98 the best PC baseball title since Earl Weaver 2. This game is identical to the PS-X version, except of course, it allows for modern play.



**Front Page Sports Baseball Pro '98 - Sierra**  
**7.25** This is yet another PC game that thrives on menu bars and stats. The gameplay itself is terrible and extremely complex. Great stats and draft options, but if you're looking for a baseball game to play, give Triple Play 98 a whiff.



**EVE - Ignite**  
**4.5** Peter Gabriel teams up with some artists to do a point-and-click. The bizarre and surrealistic scenes shocked my monkey, but it wasn't much of a game. I kind of prefer to solve puzzles through creative logic, not trial-and-error.



**Faery Tale Adventure II: Halls of the Dead - Ignite**  
**8** This game isn't exactly mind-blowing, but it's a nice blend of Diablo's real-time fighting and the item manipulation of Ultima VI. If you've been starving for a solid old-school PC RPG, then you'll probably really dig this game.

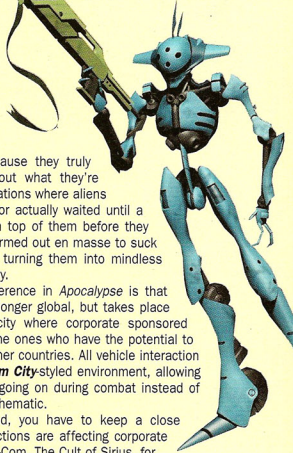
## MDK - Shiny Entertainment **8.5**

To call MDK "The Most Impressive Single-Player Game Ever" is a little silly, but it's still a pretty cool game. It is graphically groundbreaking in a number of ways. Enemies are all polygonal and have a remarkable number of different animations. The sniper mode is truly amazing, allowing you to zoom right up to enemies who, moments before, you could just barely see on the horizon and shoot their heads off. Still, it seemed like other parts of the game weren't quite as polished as they ought to have been. In the hover-board levels, for instance, your character stands like a snowboarder, but as the board turns under his feet, he still stands in the same position. I also found myself coming across a number of levels that didn't really feel finished. Some polygons would be textured, while others were just black. These complaints are trivial when measured up to the fact that MDK is still a lot of fun, but it should be noted that the game is by no means perfect, as many would have you believe. If you like action, shooting, and mild puzzle solving mixed in with a twisted sense of humor, you'll dig MDK.

## Star Trek Generations - Microprose **6.75**

This is one of the best Star Trek games I've ever seen. Of course, as you may have noticed from the score, that's really not saying much. Most of the time you'll find yourself on an away mission which makes use of a slightly altered Doom engine that only shows the action on half the screen. The main purpose of the away missions, however, is investigation, not shooting people. The missions aren't a riot, but they pass the time adequately. My main problem with Trek as a game is that ship combat in the Star Trek series and movies has never been all that exciting. This trend has the unfortunate habit of making its way into the games. Two ships approach each other and stop. Both are always coincidentally in an upright position. They blast at each other until one goes down or someone pulls a nifty trick out of their sleeve, like having a great chief engineer. Actual evasive maneuvers are reserved for season cliffhangers and movies. Someone wants to make a game out of this? I love Star Trek, but it's never been known for its action. Generations's ship combat is okay, but suffers from the genre it's based on.

**Septerra Core: His name is Lobo and he can join your party. Enemies beware!**



## the NEWS MATRIX

### Games To Look Out For:

**Rabid Entertainment** will be putting out a new role-playing/adventure game sometime in the first quarter of '98. It's called **Septerra Core** and it has one of the most interesting premises we've ever seen. The world consists of seven continents floating around a planet-sized biological computer. The continents orbit at different altitudes and are called layers by their inhabitants. On the top layer, a race of aristocrats live wasteful carefree lives, dropping their trash on the lower levels. Our hero is a young woman who makes a living on the 2nd layer finding useful things among the trash to sell. The plot starts rolling when the Chosen, upon discovering a number of interesting things about the past, decide that it's time to start making a journey towards the core. This pilgrimage is by no means benevolent to people who get in their way, and all seven realms are threatened with war on a grand scale. On your quest to set things right, you will meet eight different characters who will aid you in your endeavor.

**X-Com Update:** We already put a preview in about **X-Com: Apocalypse** a few issues ago, but *Game Informer* just got a beta of the game from **Microprose** and so we have to say more. If you were disappointed with **Terror From the Deep**, do not be concerned. **Apocalypse** was developed by the original crew from the first game, and they've done amazing things. The first thing you need to know about this game is that it's tough. The aliens are more dangerous than ever before, not because their weapons are any nastier (which



Septerra Core

they are), but because they truly seem to think about what they're doing. I've had situations where aliens hiding behind a door actually waited until a squad was right on top of them before they opened fire, or swarmed one en masse to suck the team's brains, turning them into mindless agents of the enemy.

The biggest difference in **Apocalypse** is that your conflict is no longer global, but takes place within a gigantic city where corporate sponsored organizations are the ones who have the potential to sell you out, not other countries. All vehicle interaction takes place in a **Sim City**-style environment, allowing you to see what's going on during combat instead of getting a cheesy schematic.

This time around, you have to keep a close eye on how your actions are affecting corporate attitudes towards X-Com. The Cult of Sirius, for instance, is a powerful organization of alien worshippers who will become more hostile towards you every time you strike a serious blow against an alien incursion in the city. Once they become openly aggressive, they'll actually try to raid your bases and attack your vehicles. Thus, it's important to keep as many people as happy as possible and keep a vigilant eye out for alien attempts to subvert your allies. If you liked the first **X-Com**, don't wait for my review. Just buy the game.

## Saturn

### REVIEW

# 8.75

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player  
Head-to-Head  
Tournament Fighter

**Special Features:**

All Characters From MK1, 2 & 3, New Aggression Meter, Tournament Mode, Finishing Moves

**Created by:**

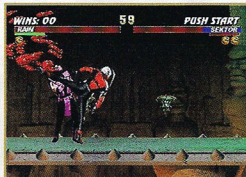
Midway for Williams

**Available:**

Now for Sega Saturn

## Mortal Kombat Trilogy

If you're a Kombat fanatic, you'll want MKT because it's got everything an MK freak could want (except perhaps a timely release). Otherwise, the fighting skill, excessive load times and 2D graphics don't compare to Fighter's Megamix. With all the characters from MK1, 2 & 3, plus bosses, beating the 1-player ladders will take some time. The new Kombat codes will have Saturn owners searching for all the secrets, and with Fatalities, Babalities, Animalities and Brutalities, there's a heck of a lot of blood. A superior MK Saturn offering that's identical to the PlayStation version.



## PlayStation

### PREVIEW

**Size:**

1 CD-ROM

**Style:** 1-Player Gun Game

**Special Features:**

Gun Con With Special Video Hookup and Evade Button. Extremely Active Enemies, Insane Bosses, Time Limit

**Created by:**

Namco

**Available:** September for Sony PlayStation

## Time Crisis

The keys to a good gunner are a fast pace and intense action. Time Crisis covers these criteria and introduces a new element as well. It is the first game of its kind to make use of an evade button (featured on the game's pack-in gun). Once you run out of ammo or need to evade something (rockets, bullets, cranes, vehicles), you'll have the option of taking cover behind the nearest object where you can reload and wait for the danger to pass. Level progression consists of moving from one piece of cover to the next and eliminating all the enemies that stand in your way. Just don't waste too much time covering behind that crate because there are time limits for each area.

## PlayStation

### REVIEW

# 5.5

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player  
Shooter

**Special Features:**

Three Versions of the Original and the All New Xevious 3D/G+, Multiple Configure Options With Free Play, Special CG Cut Scenes

**Created by:**

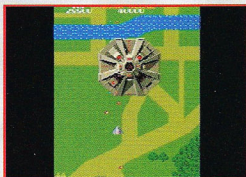
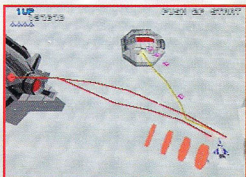
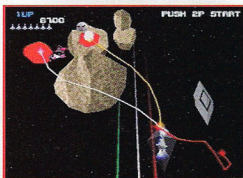
Namco

**Available:**

Now for Sony PlayStation

## Xevious 3D/G+

Xevious is undoubtedly one of the greatest shooters of all time, and even its high end offspring (Xevious 3D/G+) pales in comparison. The great thing about the original, which is also packed on this disc with several other different versions of the game, is the fact that it's extremely difficult. 3D/G+ would be just as tough, except now you regenerate where you die and you also have unlimited continues. This makes the game a breeze and unworthy of any gamer's attention after beating it once. A more dramatic approach at reanimating this classic would have been much better than a below average 3D touch up.





## PlayStation

### PREVIEW

## Street Fighter 2 Collection

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player  
Head-To-Head  
Tournament Fighter

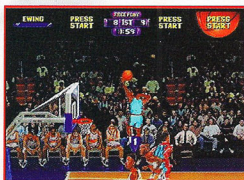
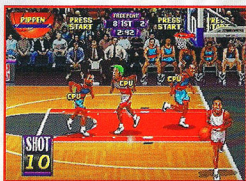
**Special Features:**

Includes Super Street Fighter 2, Super Street Fighter 2 Turbo, Street Fighter Alpha 2 Gold (Enhanced Version of Alpha 2), New Hidden Options and Special Surprises.

**Created by:** Capcom

**Available:** 4th Quarter  
for Sony PlayStation

Street Fighter 2 is the fighting game champion of the 16-bit days, and now it's coming back to make an impact on the 32-bit market. This collection features Super Street Fighter 2 and Super Street Fighter 2 Turbo preserved in their original forms. Street Fighter Alpha 2 Gold, an enhanced version of Alpha 2, is also included. From what we've heard, Gold is going to feature a Dramatic Mode where two players can cooperate against the computer. This feature was in Japan, but never made it to the States. Of course, Capcom still has a zillion other SFII versions lying around, and don't be surprised if you see a Street Fighter 2 Collection 2 in the distant future.



## PlayStation

### REVIEW

# 7.5

**Size:** 1 CD-ROM

**Style:** 1 to 4-Player  
2-on-2 Basketball

**Special Features:**

Create Player, Secret Moves, Hidden Codes, Trivia, Double Dunks, Real Players and Teams

**Created by:**

Midway Home  
Entertainment

**Available:**

Now for Sony PlayStation

## NBA HangTime

The PlayStation version isn't as cool as the N64. Yeah, the gameplay is the same, but the player detail is somewhat lacking and there are occasional instances of slow down. Also, with the loading time and slower menus, it doesn't feel like you're stepping up to an arcade machine to whoop some butt. Other than these gripes, it's still NBA HangTime and it's a heckuva lot of fun. Creating players and upgrading them with points from wins and trivia offers good replay value. Also, four players is the way to go, but a multi-tap and controllers might set you back a bit. If you need an arcade sports game, check out HangTime.

## Nintendo 64

### PREVIEW

## Extreme G

**Size:**

64 Megabit

**Style:**

1 to 4-Player

Racing/Shooter

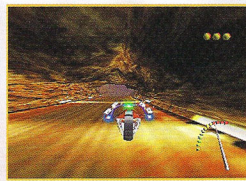
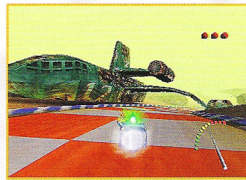
**Special Features:**

4-Player Split-Screen,  
12 Roller-Coaster Style  
Tracks, Opponent  
Deterrent Weapons,  
8 Futuristic Cycles,  
Obstacles (Bridgeouts,  
Falling Rocks,  
Sandstorms, Lava),  
Power-Ups

**Created by:** Acclaim

**Available:** November for  
Nintendo 64

Extreme G is a futuristic racer featuring bikes that look a lot like Tron's light-cycles. The game's tracks are set up in roller-coaster fashion, meaning that the race can actually run upside-down and curve around in a number of crazy and confusing ways. Thus, you could be at the front of the pack and see competitors racing to catch up on the section of track above you. Extreme G also features a number of dastardly weapons guaranteed to piss off your friends, like a scambler weapon that reverses their controls or flares that blind everyone behind you for a moment. We'll have to see this one before we can judge it further, but Extreme G could end up adding some much needed variety to the N64 and is definitely worth keeping an eye on.



PlayStation

REVIEW

7.25

Size: 1 CD-ROM

Style: 1 or 2-Player Overhead Shooter

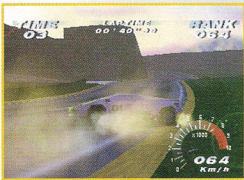
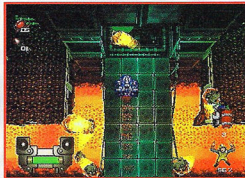
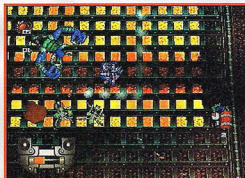
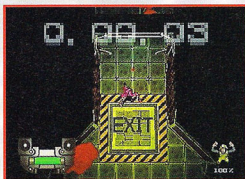
Special Features: 2-Player Cooperative Split-Screen Mode, 3D Map Screen, Morph Into Other Droids, Multiple Objectives

Created by: Eurocom for MGM Interactive

Available: Early September for Sony PlayStation

Machines Hunter

If you're a fan of the overhead-shooter genre, Machine Hunter deserves a look. The basic premise is to infiltrate the enemy area, rescue hostages, and destroy the enemy's key strategic items, all while capturing and playing as enemy droids. Machine Hunter's graphics are certainly excellent, as is the play control. Morphing into the different droids adds fresh gameplay, something lacking in games like Loaded, Project Overkill and Contra. But the objectives do become generic, and the limited pick-ups pale in comparison to Overkill. Two things to Machine Hunter's credit: the levels are big and two players can cooperate via the split-screen.



Nintendo 64

PREVIEW

Size: 64 Megabit

Style: 1-Player Racing (2-Player via Split-Screen)

Special Features: Tournament, Championship, Time Trial and Secret Mode, 4 Cars, Pit Stops, Weather

Created by: Titus

Available: September 30 for Nintendo 64

Lamborghini 64

European companies love doing racing games. Eutechnyx, Psygnosis, Ubi Soft and now Titus all have racing games in development. Along with Ubi Soft, Titus is going after the N64, and Lamborghini 64 looks quite unique. The tracks are very scenic, with castles and waterfalls and lush farmlands. As for race structure, Tournament mode is an all-out race to the finish line through a single circuit, while Championship mode combines two or more circuits, incorporating check points and pit stops to repair car damage. In Time Trial, players can read times over specific sections of each track. Cars include a Lamborghini Diablo SE, Porsche 959 and Ferrari F50.

PlayStation

PREVIEW

ReBoot

Size: 1 CD-ROM

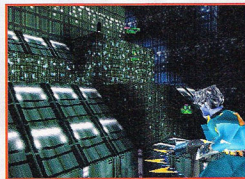
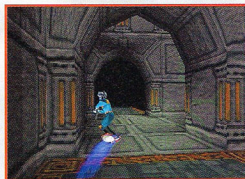
Style: 1-Player Action/Adventure

Special Features: 21 Levels, 30 Enemies, 8 Bosses, Hovering Zipboard, Numerous Weapons and Special Equipment, Radar

Created by: Electronic Arts

Available: Fall for Sony PlayStation

ReBoot is yet another 3D action/adventure game in the works. Based on the fully rendered animated series of the same name, the action takes place within a gigantic computer world called Mainframe. Your persona is that of a character named Bob who is sworn to protect the world from the nefarious plans of the evil Megabyte, who is attempting to gain control of Mainframe by using insidious computer viruses. In cyberspace, these viruses take on a variety of forms and appearances, and enter the system (world) through tears caused by Megabyte. Your mission is to repair the damage while facing off against enemy viruses that have already entered Mainframe. ReBoot will be fully 3D and nonlinear, allowing players to move in whatever directions they please.



## PlayStation

### REVIEW

# 6.5

**Size:** 1 CD-ROM

**Style:** 1-Player Strategy/RPG

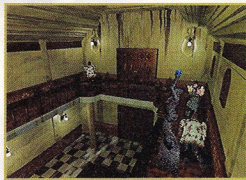
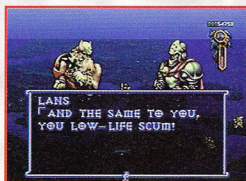
**Special Features:** 12 Storylines with 13 Different Endings, 3/4 View Animated Battles, Multiple Parties, 75+ Characters

**Created by:** Quest for Atlas

**Available:** Now for Sony PlayStation

## Ogre Battle Limited Edition

Originally released for the Super Nintendo in 1995 by ENIX America, the 32-bit "Limited Edition" is, in our best estimate, an exact port from the 16-bit game. A familiar story of the evil empire and an up-and-coming rebellion puts the player in the role of rebellion leader. Basically, the whole game revolves around deploying various parties to liberate towns that were formally occupied by the evil empire. Additionally, elements of strategy are incorporated by setting up parties and preventing the empire from retaking cities. Ogre Battle was a fairly likable game on the 16-bit, and although it may offer numerous hours of gameplay, it offers nothing new to gamers who've played the first. A definite try before you buy game.



## Saturn

### PREVIEW

**Size:** 1 CD-ROM

**Style:** 1-Player Action/Adventure

**Special Features:** New Monster, New Weapon, Survival Mode, Two Playable Storylines and Characters, Multiple Endings With Bonuses

**Created by:** Capcom

**Available:** Late September for Sega Saturn

## Resident Evil

From the demo that we have, the Saturn version appears to be a flawless translation in terms of graphics and play control. Even so, Saturn Owners are in for a special treat since Capcom is adding a new monster, a new weapon, and a Battle/Survival mode. This mode has players squaring off against a constant onslaught of monsters and zombies. It's our guess that a number of the puzzles will be rearranged, similar to the Director's Cut arrangement for PlayStation. Resident Evil for the Saturn has been a long time coming. With the enhancements, Saturn owners should be happy indeed.

## PlayStation/Saturn

### PREVIEW

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player Head-To-Head Tournament Fighter

**Special Features:** 8 X-Men & 9 Street Fighter Characters, Unique Tag Team Matches, Super Moves and Meters, Familiar Capcom Fighter Combos

**Created by:** Capcom

**Available:** 4th Quarter for Sony PlayStation and Sega Saturn

## X-Men vs. Street Fighter

Can Wolverine go toe-to-toe with Ryu? Does Akuma stand a chance against Magneto? These questions and more will be answered with Capcom's newest fighting game amalgam. The comic book and video game worlds combine in this unique fighting game that features a cool Tag Team Mode. Players choose a two-fighter team and have the ability to switch between fighters at any time during the match. Lose one member of the team and you'll be challenged to battle alone, but if you're skilled you can unleash furious tag team combos to give opponents the one-two punch. A host of awesome super moves, counters, reversals, and the oh-so-familiar Capcom fighting techniques will all be found when the X-Men and Street Fighters join later this year.



Saturn

PREVIEW

Enemy Zero

**Size:** 1 CD-ROM

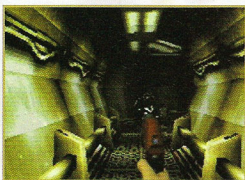
**Style:** 1-Player Interactive Movie

**Special Features:** Art Done by Kenji Eno ("D"), High Resolution Graphics, "Alien" Plot, Motion Detection Device

**Created by:** Warp for Sega

**Available:** November for Sega Saturn

This game was originally intended for release on the PlayStation, but apparently Sony and Warp had some differences of opinion, so they moved it over to production on the Saturn instead. The main character in the game is Laura Lewis. She has just woken up out of cryogenic sleep in a spaceship to discover that a number of her fellow shipmates have been murdered by a hostile alien intruder. Sound familiar? From the screenshots, it appears that Enemy Zero will be a cross between a first-person shooter and a point-and-click adventure.



PlayStation/Saturn

PREVIEW

Darkstalkers: Jedah's Damnation

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player Head-To-Head Tournament Fighter

**Special Features:** 15 Characters Including 4 New Fighters, New Damage Gauge System, Elimination of Fighting Rounds, New Combo & Counter Systems

**Created by:** Capcom

**Available:** 4th Quarter for Sony PlayStation and Sega Saturn

Already in arcades across the country, Jedah's Damnation will make its way to the PlayStation and Saturn by December. A returning cast of characters such as the powerful Sasquatch and sultry Felicia will be accompanied by four brand new Capcom creations including the messiah of darkness, Jedah. Capcom promises an arcade perfect translation with all new combos, counters, and a Damage Gauge System which eliminates the 'round system' and unleashes furiously paced battles. Who knows what other surprises Capcom has in store for this monstrosity, but expect plenty of goodies to be packed into this fighter.

PlayStation

PREVIEW

Violent Seed

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player Shooter

**Special Features:** 5 Different Weapons, 3 Special Power-Ups, 40 Enemies, 8 Bosses, 10 Levels, Multiple Endings

**Created by:** Rabid Entertainment

**Available:** October for Sony PlayStation

The humans have offended your race by discovering Martian technology that is forbidden to them. Your task is to destroy all of Earth's major cities and put them back in their place. Wreak havoc on Paris, New York, Washington DC, and London. In addition to the standard fare of shooter weaponry, your ship also has the ability to pick up cars, trains, gas tankers, and animated characters and then use them as bombs on other targets. Violent Seed sounds like it could be an excellent shooter with some new and innovative ideas. Hopefully, it will breathe new life into the formulaic genre that shooters have become.

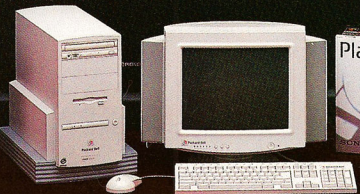
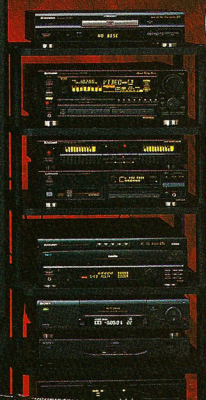
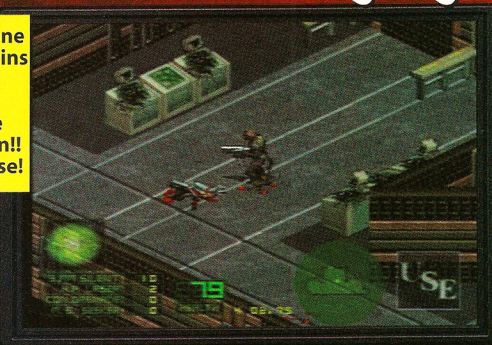


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**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles get a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Computer Contest.** Win a blazing fast computer with 200 Mhz MMX Pentium, 24 meg. RAM, 4 Gig. HD, 8X CD-ROM, Windows 95, modem and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Saturn; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment. 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

## We're talkin' GAMING HEAVEN!

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

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H				M Y S T E R Y  W O R D
		E			
P	I	N	C	H	
	R				
S					

### WORD LIST and LETTER CODE chart

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

MYSTERY WORD CLUE:

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CLIP AND MAIL

# SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



## Independence Day – Saturn

**Level Select** – Enter the Option Screen and input your name as "FOX ROX". Exit the Option menu and quickly hit **Left, Right, Up, Down, X, Z, Y**.

**Secret Plane** – Enter the Option Screen and input your name as "MR HAPPY". Exit the Option menu and quickly hit **Left, Right, Up, Down, X, Z, Y**.

**Target Civilian Targets** – Enter the Option Screen and input your name as "GODZILLA". Exit this menu and quickly hit **Left, Right, Up, Down, X, Z, Y**.

**Tourist Mode** – Enter the Option Screen and input your name as "TOURIST". Exit the Option menu and quickly hit **Left, Right, Up, Down, X, Z, Y**.

**Weapon Cheat** – Enter the Option Screen and input your name as "GO POSTAL". Exit the Option menu and quickly hit **Left, Right, Up, Down, X, Z, Y**.

Larry Flaunders  
Seattle, WA



## NBA Live 97 – PlayStation

**The Cheat** – At the "Game Setup" menu press **L1, X, X, L1, X, R1, X, R1, L1, R1**. Now, hold **Up/Right, ▲**, and **■** for a few seconds. Doing this will activate the cheat (even though another menu will appear). From here, choose a team and press **Start**. While the game is loading hold **L1, R1, Up-Right, ▲, X, ■**, and **●** until the "Pre-game" screen appears. If all of this is entered correctly a hidden "Cheats" menu will be available. Below is a list of codes that work in this menu.

**Huge Players** – Use the **L1** and **L2** buttons to control the players' height.

**Chameleon Mode** – Hit the **D-Pad Up** or **Down** to toggle Chameleon Mode.

**Outdoor Court** – Press **Start** and **Select** to toggle the Outdoor Arena.

**Exiting** – To leave this screen hold down **▲** and **✖**.

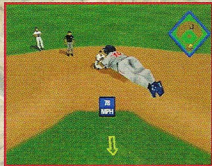
Tim Hardaway  
Salt Lake City, UT



## Iron Storm – Saturn

**Debug Mode** – At the **Status Bar Screen** (showing the date before your next turn) press **Up, Down, Up, Down, Left Button, A, B**, then **Y**. Doing this will allow you to Make and Allocate units on any hex.

"The Eradicator"  
Phoenix, AZ



## Triple Play 98 – PlayStation

**Secret Stadiums** – Go to the **Stadium Screen** in any mode and press **L1, R1, L1, R1, ■**. Doing this will activate a sound and three new stadiums will appear.

**EA Dream Team** – When choosing a team press **L2, R2, L2, R2, ●**. Doing this will activate a sound and the EA Dream Team will appear in the list of teams. You'll need to scroll through the teams to find it.

Tyler Sabin  
AOL, COM



## Spider – PlayStation

**The Itsy-Bitsy Spider Code** – While in gameplay, pause, then hit **▲, ■, ●, ▲** to turn this frightful critter into a fairy tale creature.

**More Power to the Spider** – While in gameplay, pause, then hit **▲, ✖, ✖, ✖, ✖, ■, ▲, ✖, ▲, ●** to refill your weapon power.

"The Rhino"  
Toledo, OH

## Fade To Black – PlayStation

**Movie Player** – Go to the **Password Screen** and enter **■, ▲, ●, ✖, ●, ▲**, and then press **Start**. The screen will say that you have entered an invalid code. Now, go back to the **Password Screen** and enter **■, ✖, ●, ▲, ●, ✖**. This will bring you to the **Movie Player** with tons of great cinematic sequences.

Dan Oberman  
Redmond, MI



## Independence Day – PlayStation

**Debug Cheat** – Enter the Option Screen, move your cursor down to the **Player Name** icon, and enter in one of the codes below. After you do this, head back to the **Main Menu** and press **Left, Right, ■, ●, ▲, ▲**, and **Down**. Doing this will bring up the **Debug** screen.

**Hidden Level** – At the **Player Name Screen** enter in "FOX ROX" to open up a hidden city level.

**Massive Cheat** – At the **Player Name Screen** enter in "TOURIST" to open up a plethora of new options.

**Lock Onto Civilian Targets** – At the **Player Name Screen** enter in "GODZILLA" to have the chance to bombard civilians.

**New Aircraft** – At the **Player Name Screen** enter in "MR HAPPY" to unlock the hidden alien aircraft.

**One Shot Kills** – At the **Player Name Screen** enter in "GO POSTAL" to kill things in one shot.

Heiro Sakato  
Oakland, CA



## Star Wars: Shadows of the Empire – Nintendo 64

**Maximum Firepower** – Choose the **Jedi** difficulty and enter your name as "Jabba" to unlock one hit deaths for the **Dash Rendar** levels.

"The Rhino"  
Toledo, OH



## Tobal 2 – PlayStation

(Only in Japan)

**Toggle Character Sizes** – At the **Character Select Screen** press and hold **R2, L2**, and **▲** while selecting your character. Continue to hold this combo until the match begins. Now, use the **R2** button to make your character shrink, and **L2** to grow. Note: This code only works in the fighting game modes.

"The VidMan"  
Uptown, MN



### Command & Conquer – PlayStation

**Unlock the Entire Map** – While the game is loading from either a new game or Password screen, press and hold **R1, R2, L1, L2, ●**, and **■**. Keep holding this combo until the mission briefing appears, then once in gameplay the entire map will be exposed.

#### GDI Level Passwords

Enter all of these codes at the Password Screen.

- Level 2 – B9DTX02D0
- Level 3 – 25U1E2L4D
- Level 4 – KED688DGU
- Level 5 – OXL3NYYNO
- Level 6 – DU5R21DG7
- Level 7 – OX3CS3D4G
- Level 8 – 9QGZLZDF8
- Level 9 – IU75TKQ8H
- Level 10 – OYGNMYNYN
- Level 11 – CR5EQME0S
- Level 12 – 3NUL6OFQI
- Level 13 – 4N8AN1A0H
- Level 14 – 3NWD3MQFT
- Level 15 – 457ED7G0U

#### Nod Level Passwords

Enter all of these codes at the Password Screen.

- Level 2 – C93FAXKW8
- Level 3 – RZNLQZ3NL
- Level 4 – W1954XWLF
- Level 5 – W15DASRS8
- Level 6 – 8PH1MR53K
- Level 7 – GTJKWQJDK
- Level 8 – YKK424K3D
- Level 9 – 874LCPUT4
- Level 10 – A8SHPAHXW
- Level 11 – OX3UKOP94
- Level 12 – QGDUMSK2J
- Level 13 – SZP09VDSB

Noel King  
Weville, COM

### Buster Bros. Collection – PlayStation

#### Buster Buddies

**Stage Select** – Hold **Down** while selecting **Tour Mode**.

**Expert Mode** – Both **Player 1** and **Player 2** must press **★** simultaneously while selecting **Tour Mode**.

Heimel Starbuck  
Houston, TX



### Tiger Shark – PlayStation

Enter all of these codes at the Password Screen.

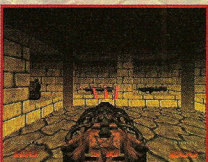
- Improved Weapons** – RUBLE
- Bugrider Preview** – BUGGY
- Sea Hunter Game** – SNEEG
- No Gravity** – SOYUZ
- FMV Cheat** – KIEV
- Level 2 – AKULA
- Level 3 – PASHA
- Level 4 – MIRAS
- Level 5 – NAKAT
- Level 6 – REZKY
- Level 7 – TUCHA
- Level 8 – ZARYA
- Level 9 – VOSTA

Laura Dern  
Edina, MN

### Star Wars: Shadows of the Empire – Nintendo 64

**See Designers** – Enter in the code “Credits”, making sure you have a space before the C, and all the letters following it are in lower case. Now, watch the wacky game info, and when the Title Screen appears press **Up/Right** on the analog stick to see a portrait of all the game’s developers. This will also work after beating the game. If you look closely, you’ll see our good friend Tom and our arch nemesis Boba Fett.

Frank McToula  
Lansing, MI

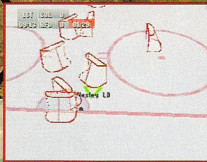


### Doom 4 – Nintendo 64

#### Triple Laser Fire

At the Password Screen input **W93M 7H20 BCY0 PSVB**. This code will give you 100 health, 200 armor, all weapons, full ammo, a perलगram enhanced laser gun, and a starting point at the last level.

Sarah Harding  
Tucon, OR



### NHL 97 – PlayStation

#### Net Teams

Go to the **Name Entry Screen** and input **NETHOCKEY**. Doing this will turn every player into a goalie net.

**Various Cheats** – Enter a game, and during the face off (before the puck drops) press **L1, L2, L1, R1** followed by one of the six cheats below. You’ll know this code works when the word “Entered” appears on screen.

- New Instant Replay Cams** – ■
- Faster Gameplay** – ✖
- More Penalties** – L1
- More Penalty Shots** – R1
- Precise Shooting** – L2
- Easier Goals** – R2

Patrick Roy  
Montreal, Canada

### Ball Blazer Champions – PlayStation

#### Tiny Rotofoil



#### Master Dome



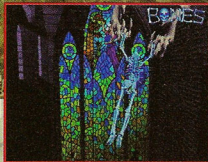
Jerid Gran  
Los Angeles, CA

### Machine Hunter – PlayStation

Enter this code at the Password Screen. Note: This code may not work on the production version.

#### Unlock Everything

“The Human Torch”  
New York, NY



### Mr. Bones – Saturn

**Unlock Every Level** – At the **Star/Option Screen** press the shoulder buttons in this order: **Right Button, Left Button, Right Button, Right Button, Left Button, Right Button, Left Button, Right Button, Right Button** and a **Level Select** will appear. Note: This code must be entered quickly.

Tino Martinez  
Hartford, CT

### Nanotech Warrior – PlayStation

**Hold Camera** – To lock the camera view behind your ship pause the game and hit **●, ●, ●, ▲, ▲, ●, ●, ▲, ▲**, then **Start**.

**Move Obstacles** – To move enemies and obstacles in each tube pause the game and press **R1, R1, Up, ●, ■, ▲, L2**, then **★**.

**First-Person View** – To unlock this new view pause the game and press **▲, ●, ■, ■, ▲, ▲, Select**, then **Start**.

**Random Tubes** – To switch things up, pause the game and press **●, Select, Left, ■, Down, Up**, then **★**.

**Super Weapon** – To unlock this powerful weapon enter this code at the password menu: **✖, ■, ▲, ●, ●, ✖, ▲**.

**Level Codes** – Enter these codes at the Password Screen.

- Level 1 – ■, ✖, ✖, ✖, ■, ■, ▲, ✖, ✖
- Level 2 – ▲, ✖, ✖, ✖, ■, ▲, ✖, ✖
- Level 3 – ●, ✖, ✖, ✖, ✖, ▲, ✖, ✖
- Level 4 – ▲, ✖, ✖, ✖, ✖, ●, ✖, ✖
- Level 5 – ●, ✖, ✖, ✖, ✖, ▲, ✖, ●
- Level 6 – ▲, ✖, ✖, ✖, ✖, ■, ✖, ▲
- Level 7 – ▲, ✖, ✖, ■, ■, ▲, ▲, ✖, ✖
- Level 8 – ■, ✖, ✖, ■, ■, ▲, ✖, ▲, ■

“The Eradicator”  
Phoenix, AZ



**Doom – Saturn**

Master Code (Must Be Entered) –  
f6000914 c305  
b6002800 0000  
Blue Key – 1608937c 0001  
Chainsaw – 160893c6 0001  
Double Barrel Shotgun –  
160893b2 0001  
Infinite Plasma – 160893d2 05ff  
Infinite Rockets – 160893d6 05ff  
Rapid Fire – 16089426 0001  
Shotgun – 160893ae 0001

**K-1: The Arena Fighters – PlayStation**

Infinite Credits – 800b49d4 0003  
Infinite Stamina Player 1 –  
800b44b4 01f4  
Low Stamina Player 2 –  
800b44b8 0000  
Master Ishii –  
80103b54 0008  
80103b56 0008



**Mega Man 8 – Saturn**

Master Code (Must Be Entered) –  
f6000914 c305  
b6002800 0000  
Start With Flash Bomb –  
160361e8 0100  
Start With Mega Ball –  
160361e4 0100  
Start With Water Balloon –  
160361f8 0100  
Infinite Flash Bombs –  
160361ea 2800  
Infinite Mega Balls –  
160361e6 2800  
Infinite Water Balloons –  
160361fa 2800



**Machine Head – Saturn**

Master Code (Must Be Entered) –  
f6000914 c305  
b6002800 0000  
Infinite Armor – 160b9cb2 00fb  
Infinite Ammo – 160be37e 00fb  
Infinite Disruptor – 160be50a 000a  
Infinite Grenades – 160be506 000a  
Infinite lo-Storm – 160be50e 000a  
Infinite Photon – 160be502 000a



**Mech Warrior 2 – Saturn**

Master Code (Must Be Entered) –  
f6000914 c305  
b6002800 0000  
Never Overheat – 16030ac0 0000



**Brahma Force: The Assault on Beltogger 9 – PlayStation**

Hasler 1000 and 3000 Rifles –  
800e0c98 ffff  
Hensolt and Triple Barrel –  
800e0c9a ffff  
Infinite Bullets – 800e0c74 03e8  
Infinite Missiles – 800e0c78 03e8  
Infinite Mortar Shells –  
800e0c7a 03e8  
Never Overheat – 800e0a6e 0000  
Rapid Fire Rifle – 800e0c9c ffff



**Soul Blade – PlayStation**

All Weapons for Mitsurugi –  
800ea340 ffff  
800ea356 ffff  
All Weapons for Rock –  
800ea34e ffff  
800ea364 ffff  
All Weapons for Seung –  
800ea342 ffff  
800ea358 ffff  
All Weapons for Taki –  
800ea344 ffff  
800ea35a ffff



**The Crow: City of Angels – Saturn**

Master Code (Must Be Entered) –  
f6000914 c305  
b6002800 0000  
Infinite Health – 1606a82a 007f  
**Powerslave – PlayStation**  
All Keys – 80084c02 ffff  
Amun Bombs – 80084be2 003c  
Cobra Staff – 80084be6 003c  
Infinite Health – 80084bba 00c8  
Transmitter – 80084c06 ffff



**Nanotech Warrior – PlayStation**

Infinite Armor – 800cac80 1000

**Warhead**

Fatality – F, D, B, HK (Half Ring)  
3D Combo Finish –  
Hold 3D, B, F, HP  
**Kabuki Jo**  
Fatality –  
B, D, F, HK + LK (Sweep)  
3D Combo Finish –  
Hold 3D, B, F, HP

**Cy-5**

Fatality – B, B, HP (Half Ring)  
3D Combo Finish –  
Hold 3D, B, F, HK

**Tak**

Fatality – B, D, F, LP + HK (Close)  
3D Combo Finish –  
Hold 3D, B, F, HP

**Pagan**

Fatality – B, F, LP (Half Ring)  
3D Combo Finish –  
Hold 3D, B, F, HP

**Vallah**

Fatality – F, F, LK (Close)  
3D Combo Finish –  
Hold 3D, B, F, HP

**Maximus**

Fatality –  
Hold 3D, F, F, HP + LP (Close)  
3D Combo Finish –  
Hold 3D, B, F, HP

**Ahau Kin**

Fatality –  
Hold 3D, U, D, U, HK (Close)  
3D Combo Finish –  
Hold 3D, B, F, HK

**Voodoo**

Fatality – B, F, LP (Half Ring)  
3D Combo Finish –  
Hold 3D, B, F, HP

**Anubis**

Fatality –  
F, D, B, HP + LK (Half Ring)  
3D Combo Finish –  
Hold 3D, B, F, HP

**Grox**

Belly Flex – B, F, HK + LK  
Belly Smash – B, F, HP + LP  
Rad Doll – F, B, LP (Close)  
Ground Stomp –  
Hold 3D, B, U, F, HK

Hammer Hand – F, F, HP  
Forearm Attack – B, F, HP

**Exor**

Ore Beam – B, D, F, LP  
Air Beam – F, F, HK  
Triple Air Beam – B, B, HP + LP  
Teleport – F, F, LK  
Air Beam Teleport – F, D, B, HK  
Energy Shield – F, F, HP  
Ring Trap – F, D, B, HP  
Power Slam – F + LP  
Backfist – B, B, LP

\*Virtua Gap Boy '97  
Minneapolis, MN





**Secrets** – To unlock the Extra Mode, Tanks in the Versus Mode, and Sound Test Graphic Equalizer you must achieve medals on all fifteen levels. To get a medal on a stage you must beat the stage with a specific number of hits (or more) and manage to keep all of your wingmen alive. Here is the score needed on each level to gain a medal:

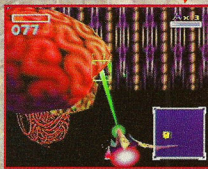
- Corneria – 150
- Katarina – 150
- Solar – 100
- Macbeth – 150
- Venom 1 – 200
- Meteo – 200
- Ficcina – 50
- Sector X – 150
- Titania – 150
- Volus – 150
- Sector Y – 150
- Aquas – 150
- Zoness – 250
- Sector Z – 100
- Area 6 – 300

**Moving Heads** – After beating the game, reset the Nintendo 64 and when the **Title Screen** appears, use the analog control to move the 64 on the Star Fox logo around. All four of the characters will move their heads in the direction of the 64. This is a useless code, but it is fairly entertaining.

**Versus Mode on Foot** – To accomplish this feat, simply beat the game on the hardest route in the Extra Mode. Doing this will allow you to play as Fox, Falco, Slippy, or Peppy on a foot in the Versus Mode. Plus, a new Title Screen image will appear.

**Remove Targeting** – During gameplay, pause and press the **R Shoulder Button** to toggle your aiming sight on and off.

**New Star Fox Artwork** – Beat the game in Extra Mode and wait for the credits to end. After a few



seconds, a hidden piece of Star Fox artwork will appear. Depending on which way you go (Venom 1 or 2), you will receive a different piece of artwork.

**Warp**

**Corneria to Sector Y** – Halfway through the level Falco will run into some serious trouble, and you'll need to get him out of it as soon as possible. Destroy the three ships on his tail and then carefully maneuver through all of the rock arches. Doing this will open up a new route through a waterfall. Follow Falco, destroy the boss, and you'll be on your way to Sector Y.

**Zoness to Sector Z** – Shoot down all of the spotlights on the stage and you'll warp to Sector Z when the stage is complete.

**MacBeth to Area 6** – When you hit the last leg of the stage, shoot the 8 red pillars with metal flags on them. At the end of the level a switch will appear. Quickly shoot it and the track will switch over. This will kill the boss and award you with a hefty 50-point bonus.

**Warp to Aquas** – All you have to do is get a score of 100 or higher in Sector Y to warp to Aquas – the submarine level.

**Warp to Sector Z** – In Sector X stay to the left. You will eventually hit an area featuring white gates that you must destroy to pass through. Destroy all of them and you'll warp all the way over to Sector Z.

**Warp to Titania** – Near the end of the Meteo Field you'll see rings made of sharp triangles pointing inward. Go through one and you'll jet forward into a barrel roll. Go through all of them, and it will warp you to Titania.

**Warp to Katarina** – At the end of Sector X, shoot the head off the boss. When the second head appears, dodge him, and let Slippy enter the fray. Slippy will be destroyed and his drifting vessel will swirl toward Katarina. Kill the boss and that's your next step – Find Slippy.

Scott Johnson  
Webville, CO



**Sega**

Sega Game Play Assistance  
900-200-7342 (SEGA)  
\$.85 per minute for automated assistance and \$1.05 per minute for live help.  
Canada 900-451-5252  
\$1.25 per minute automated

**Nintendo**

Game Counseling  
900-288-0707  
\$.95 per minute  
Canada 900-451-4400  
\$1.25 per minute  
Nintendo's  
Automated Power Line!  
206-885-7529

**Sony**

900-933-SONY(7669)  
\$.95 per minute  
Notes: These lines may not have information for all sites. If you're under 18 be sure to get your parent's permission.

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

**Nintendo 64** . . . . .Hexen 64  
Multi Racing Championship  
Star Fox 64  
Top Gear Rally

**PlayStation** . . . . .Armored Core  
Broken Helix  
City of Lost Children  
Codename: Tenka  
The Lost World: Jurassic Park

MDK  
OverBlood  
Wild Arms  
Xevious 3D/G+  
Triple Play 98

**Sega Saturn** . . . . .Duke Nukem 3D  
Herc's Adventures  
The Lost World: Jurassic Park  
Sky Target  
Shining the Holy Ark  
Swagman

**Arcade** . . . . .Mace: The Dark Age

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Specialized ASCIPad,  
Specialized ASCIIStick

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Fighter Stick SN,  
Fighter Pad SN,  
Rhino Pad SN

**Genesis:**

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

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# CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

## Jungle Strike

Genesis

**Availability:** Common

**Replay Value:** Medium

**Similar Games:** Desert Strike (SG, SNES), Urban Strike (SG, SNES), Soviet Strike (PS-X)

**Created by:** Electronic Arts

**Access Tip:** Don't use power-ups until you absolutely, positively have to.

**Overall: 9**

Few games are more difficult or more detailed than the legendary Strike series from Electronic Arts. Jungle Strike, the second Strike title, was the first to offer players different assault vehicles. These alternative vehicles included an Attack Hovercraft, a Stealth Fighter, and a Special Forces Assault Motorcycle. Those unfamiliar with the Strike series are in for a serious challenge. Along with carrying out very specific (and creative) objectives, players must also monitor fuel, weapons and armor. Also, the Apache's winch is one of the coolest things in video games – it can rescue civilians, pick up supplies, even transport nuclear reactors. The graphics are excellent, as is the play control, making Jungle Strike a strong buy even in the age of 32-bits.



## Secret of Mana

Super Nintendo

**Availability:** Common

**Replay Value:** Medium

**Similar Games:** Final Fantasy Adventure (Gameboy), Secret of Evermore (SNES), Soul Blazer (SNES)

**Created by:** Square Soft

**Access Tip:** Change weapons frequently to power them all up equally.

**Overall: 9.25**

The Secret of Mana is the best action/RPG ever. It blew away all of the competition in its day, and this title has yet to be challenged on any of the new super systems. The game features three characters and eight types of weapons that can be upgraded eight times (for a total of 64 different weapons you'll actually see in the game). In order to upgrade a weapon you must defeat a boss that will yield a special orb. Thus, there are at least 64 different bosses in the game. So yes, it's long. One of the best features of the game is that it allows up to three players to control the characters in your party so you can cruise around together, Gauntlet style. Otherwise, an AI program takes over for non-player characters.



## Skate or Die 2: Tour De Thrash

Game Boy

**Availability:** Rare

**Replay Value:** High

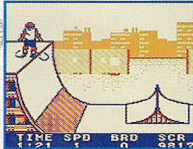
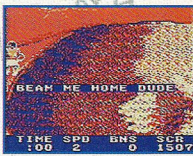
**Similar Games:** Skate or Die (GB, NES), Olympic Summer Games (GB), Skate or Die 2 (NES)

**Created by:** Electronic Arts

**Access Tip:** All trick scores are doubled when the smokestacks in the background start spewing.

**Overall: 9**

Electronic Arts published this Game Boy sequel back in 1991, pleasing skateboarders fans across the country. The highly addictive Tour De Thrash is actually two games in one with a racing mode, the Stale Fish Tour, and a phenomenally cool half-pipe mode, the Retro-Rocket Ramp. The Stale Fish Tour is essentially a bobsled run on a skateboard. The timed runs become progressively harder with obstacles to jump and avoid, as you attempt to complete the seven stage tour across the world. The Retro-Rocket Ramp is what makes the game so enjoyable. Pump the half-pipe (complete with a footie spine ramp) and pull off authentic skateboarding tricks like hand plants, Madonnas, and the difficult McTwist. Combinations of the directional pad and buttons will unleash various tricks that are primarily based on timing. Staying in a grab or twist too long will put you on your knees every time. For every 10,000 points, a UFO appears and, with the appropriate trick, will send you to the Moon for a low-gravity bonus round. If you're any type of skateboarder or roller blading fan, this is easily one of the most entertaining and challenging titles for gamers on the go.



## Metal Gear

NES

**Availability:** Common

**Replay Value:** Medium-Low

**Similar Games:** Snake's Revenge (NES), Bionic Commando (NES)

**Created by:** Konami

**Access Tip:** Sneak past enemies when they're facing the opposite way. This is the key to defeating the game.

**Overall: 8**

Even now, Metal Gear packs a lot of playing punch. One of the more memorable games on the NES, Metal Gear has unlimited continues, a lot of cool weapons and really menacing bosses. Remember, Metal Gear is slightly frustrating at first. This is only because you need to learn to sneak past enemies instead of killing everything. Much like a platform game, successful sneaking demands proper timing (since enemies continuously turn and face different ways). After the handgun is finally located, Metal Gear plays much quicker. Soon players will stumble upon a gun silencer that makes sneaking even easier. Then comes land mines, missiles, grenade launchers, etc. Players will do a lot of exploring in Metal Gear, and you'll have to return to previous areas after finding new key cards and items. You can even camouflage yourself inside a mobile cardboard box. Watch for a PlayStation version called Metal Gear Solid, currently under development at Konami.



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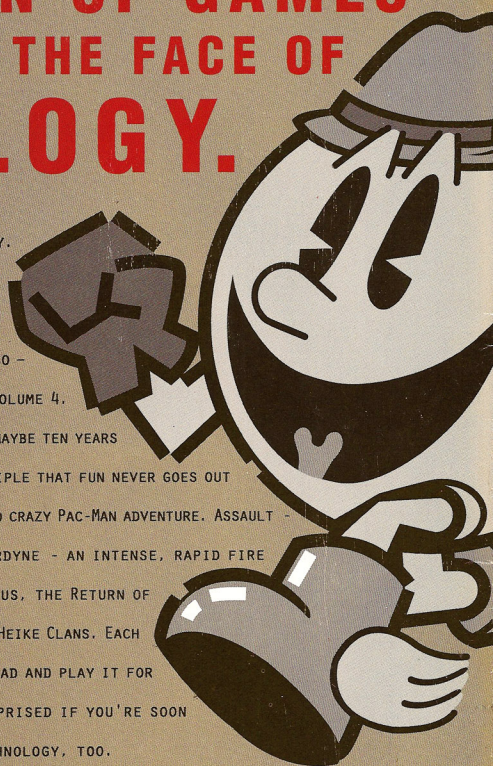
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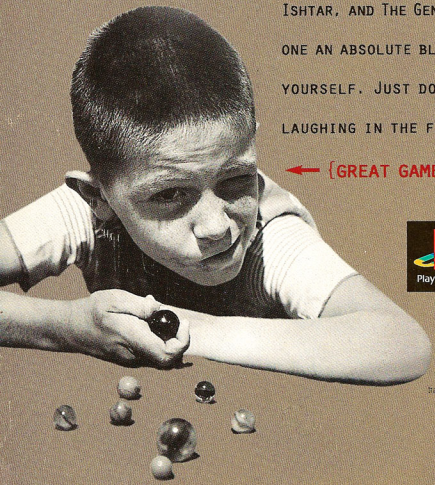
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