

Super Strategy  
Guide For  
**Castlevania:  
Symphony of the Night**  
Pg. 70



# Game Informer

MAGAZINE

## MADDEN 64

### The Verdict On EA Sports' First 64-Bit Football

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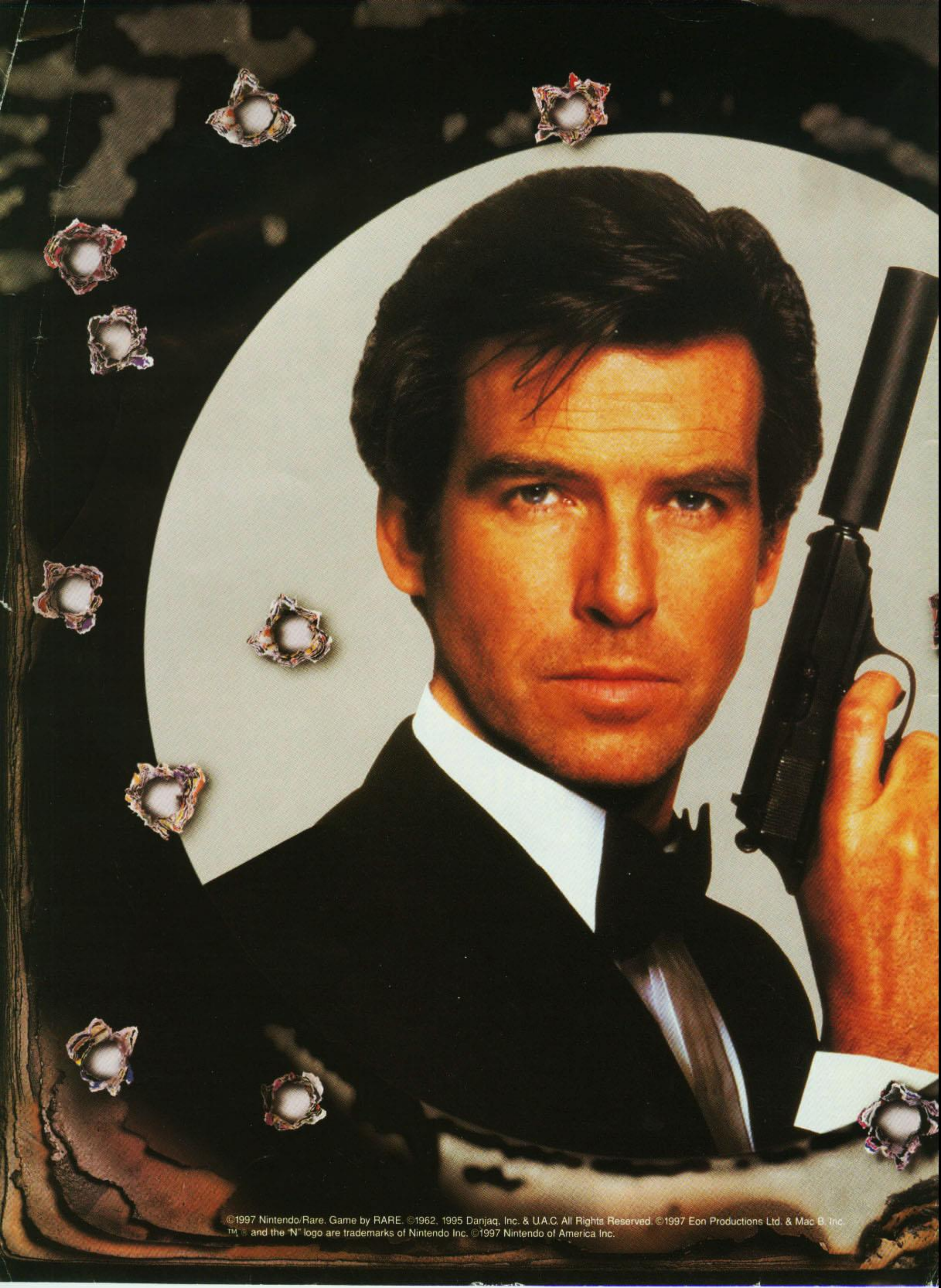
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We don't have any palette-swapped ninjas, no boring humans neither.

We have secret characters so famous they can't be named due to a strict licensee gag order.

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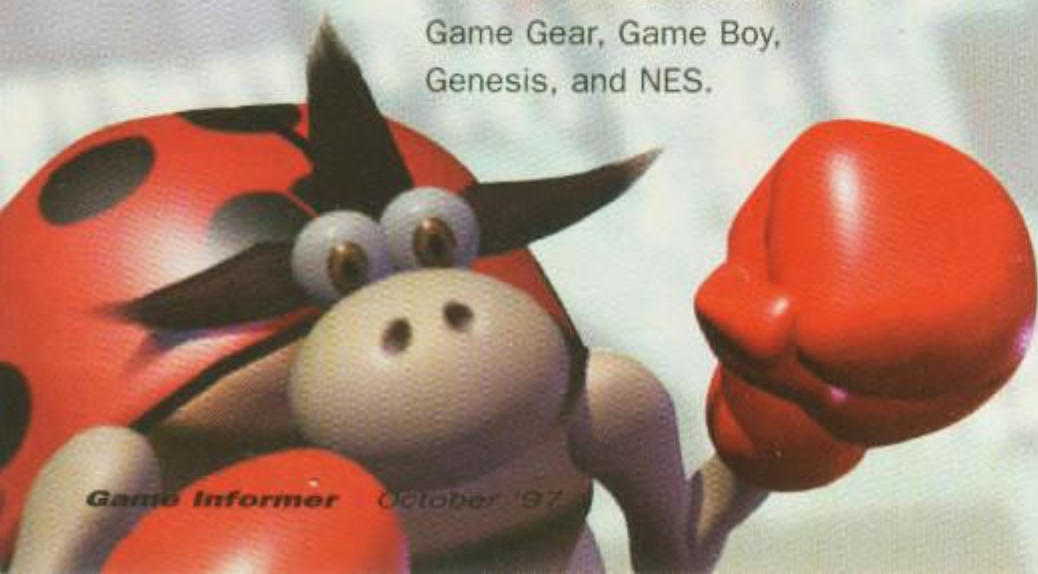
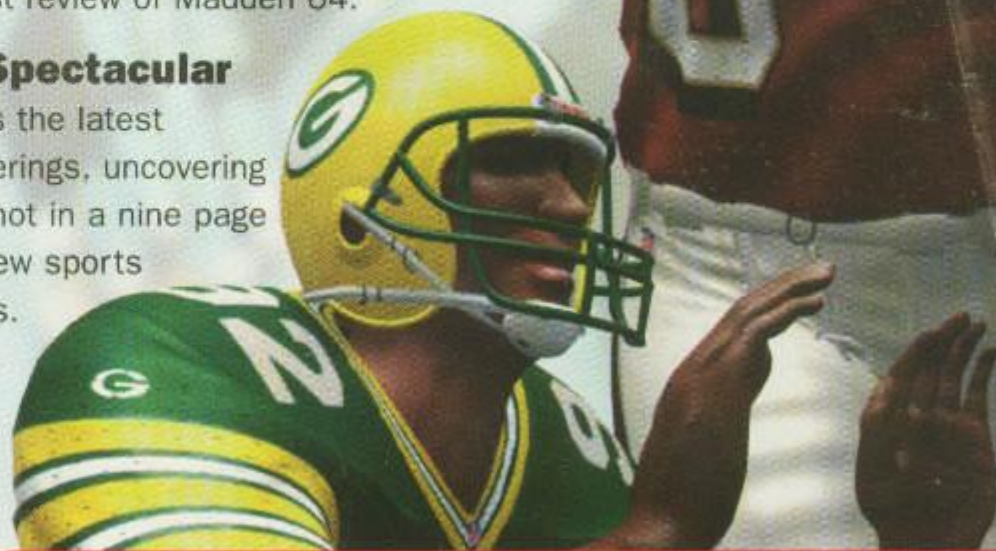
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**Saturn**  
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## We're #1

Welcome gamers to yet another issue of everybody's favorite video game magazine. While most months you get to hear me rant and rave about some ridiculous video game controversy, this month I'm not going to do any of that (our deadline this month was a killer). As a matter of fact, we put our hearts and souls into this issue so we'll let the magazine speak for itself.

Unfortunately, Game Informer has just lost another member of our team. Erik Reppen, The PC Jedi is heading back to school, and boy-oh-boy is it going to be tough to replace him. And if any of you don't know who I'm talking about, you haven't been reading your Game Informers.

On a final note, we noticed that every other video game pub has a snazzy "World's #1 Magazine Of Rumors and Falsehoods" or something like that right underneath their logo on the cover, and I'd like to hear what you think would be a good one for GI. It doesn't have to involve a "We're #1" (though most of them do), it just needs to be creative. Send them to my attention and I'll be sure to print all the good (and bad) ones somewhere in the magazine (probably in the Top Tens, since we definitely won't put one of those stupid catch phrases on our cover). Until next month...don't believe the hype!

### ANDY, THE GAME HOMBRE

"Once again, I feel that it is my duty to inform you of what I think are the big holiday hits of the year. As before, Oddworld, FF VII, and Treasures are all very cool, but now I have some new entries that I think you will enjoy. First off, I've been playing a fair amount of GoldenEye lately, and I have to say that game is pretty cool. N64 owners should definitely check it out. On the PlayStation front, I have been extremely addicted to Castlevania for the last couple of weeks with bouts of Street Fighter EX Plus Alpha and Cool Boarders 2 (the greatest snowboarding game of all-time) when I need a break. Until next month...don't you go changin'."

### ERIK, THE PC JEDI

"This is my last issue with Game Informer until I come crawling back in a month or two begging for my old job back. I have one thing to say. NORWAY RULES THE EARTH! We have oil. We were too good for the EEC. At least four days of the week are named after our pagan gods. Tuesday is Tyr's day. Wednesday is from Wotan (or Odin up North). Thursday is Thor's day. And Friday is Freia's day. We have...fish...and...fjords! We call Santa Claus "Julenisse." We drink "glug." Words like "gratis" and "quisling" are straight out of Norway."

### JON, THE GREEDY GAMER

"Yes, I have been fishing for Northern Pike, caught a 37 incher as a matter of fact, but more importantly, I've been playing the heck out of every football game in the office. The Buffalo Bills rule! But since we cover seven pages of football in the mag, I'll focus on the one game in the office that really blew me away. Castlevania: Symphony of the Night received an exceptionally high score from me, and that game, along with FFVII, will be the two best games released this fall. I just don't see any other holiday titles that can touch these two, not even Tomb 2."

### REINER, THE RAGING GAMER

"Oh fellow readership, listen long and listen hard. To finish this mag (the one in your hands) the entire GI staff put in some serious OT (until 5am for two straight weeks), and everyone in the office has transformed into quite a lunatic. As I sit and write this meaningless blurb (from beneath my desk where I am safe from Andy's ranting about how cool seedless watermelon is), I believe that I have unlocked many of the well kept video game secrets in the industry. For one, if you shave Crash Bandicoot's fur off, you will see that he is not a true Australian, but rather a dysfunctional Chihuahua named Crackers. If you look at this GI issue you will notice that it is strangely thicker. And if you look deep enough you will see that GI has lost the skills of a powerful Jedi. But, there is another! (This is best read with strange percussion sounds in your head.)"

### PAUL, THE GAME PROFESSOR

"This month has been incredibly busy. The grueling 16 hour days have turned the entire staff into the walking dead. It isn't all that bad considering we've had all these choice football games to play. Madden 64 is the clear favorite with GameDay coming in a close second. Aside from sports, I was stoked to play the Resident Evil 2 demo. It is just a spattering of what's in store, but I found myself playing it over and over. As Game Informer penned the one and only Resident Evil walk-through on the Net for Chris, you'll be sure we'll pick this game apart when it's released in January. In the meantime, take a look at Resident Evil: Director's Cut for the RE 2 demo."

Justice League  
An Interview with  
the "Wonder Game"

JUSTICE LEAGU  
GAMERS

This Month:  
Justice League Trounces Bowser



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# DEAR GAI

Letters from Our Readers

## What's Up With Sega?

I want to ask your opinion on something. I heard from one of your inferior competitors that Virtua Fighter 3's Saturn hardware upgrade will be canceled. It will be put out for Sega's new 64-bit system that will be released in late '98. Do you think this is true? I think Sega would have to be insane to delay Virtua Fighter 3 for two years when this game could send the Saturn's sales soaring. Thank you for listening.

Frank Fuccio  
Rockaway Pt., NY



For some reason, a lot of our competitors love nothing more than exciting their readers with extremely vague information about new systems and hardware. The Sega "Black Belt" for instance, was conceived of and then the whole idea was canned shortly thereafter. Of course, this didn't prevent a number of people from kicking that horse long after it was dead and buried.

That Sega would put out a hardware upgrade for the Saturn based entirely on one game is doubtful. We're also sure that many of our competitors assume Sega will be putting out a new system a year from now, but there is no reason to believe that. All we know about VF3 is that supposedly, "it's in the works." However, there has been no formal announcement.

To get a good grip on exactly where Sega is right now, you need to pay attention to the facts. For the last few months, Sega has steadily been losing third-party support for the Saturn. They were going to have a company merger with Bandai that suddenly and mysteriously fell through. Despite heavy software and system piracy in China, Sega is attempting to set up Saturn sales there. (Some would call this bravery. Others might call it desperation.) We still haven't seen a true Sonic game. Sega was the last company to drop the price on their system, months after Nintendo and Sony. "Formerly of Sega of America" employees are popping up all over the game industry.

Do all of these things paint a somewhat confused and uncertain picture? We think so. Does Sega have a "definite plan" for the next couple of years? We highly doubt it. If they're

going to go with a new 64-bit system they're going to need to regain the trust of third-party companies and make a more developer-friendly system.

If Sega did decide to go with a 64-bit system, they would have a lot of advantages. The Nintendo 64 is low on games right now and Nintendo is still ranting "quality over quantity." Sega can go with CDs (which Nintendo didn't). A better system could be made more cheaply due to price decreases in hardware. Whether Sega could pull it off depends on how willing they are to learn from their mistakes, and how much Sony rules the market at that point. The Saturn isn't doing so hot right now, but we don't think we've seen the last of Sega yet.

## What's Up With Nintendo?

I was wondering if you think Nintendo will once again regain its glory in the video game industry. I am one of the people who bought an N64 and I'm game hungry. I love most of the games that are available, but Nintendo isn't putting them out fast enough. Do you think Nintendo will ever get it together?

Brian Smith  
Houston, TX

In our opinion, Nintendo is taking a flawed and archaic strategy towards their system and turning a blind eye to reality. They're still touting that silly "quality over quantity" line, which would be fine if they had more than three games in any given genre. The kiddies are crazy for Mario, and just about anybody could play StarFox 64 and have a good time. But what about the "fighters only" gamer, or the strategy gamer, or the RPGer. Most people play games like they read books. They tend to stay within the same genres. Nintendo is still selling to the same batch of kids they sold games to when the original 8-bit NES came out. The problem with this is that gamers have become so much more diverse than they used to be. So no, we don't think they will ever have control of the market like they did in the 8-bit days.



## Random Numbered Questions or Numbered Random Questions?

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.

1. I have a friend and he is thinking about buying a PlayStation or N64. Please tell him which is better.
2. Is Duke Nukem 3D coming for the PlayStation?
3. Is Turok 1.5 for the PlayStation going to be better than the N64 version?
4. Is the '96 or '97 version of FIFA Soccer better for the PlayStation?

Brian Smock  
Dallas, TX

1. Does your friend want an incredibly diverse library of games that take time to load, or does your friend want a very small library of great games, whose biggest hits are "character games?"

2. Duke Nukem is coming out for Nintendo 64, Sega Saturn, and Sony PlayStation. The PlayStation version is being published by GT Interactive, and will include exclusive levels (See *GI News*, Pg. 37)

3. Turok 1.5 has definitely been canceled, but Iguana will most likely co-develop the next Turok for both platforms. We don't know which one will be better, but they should both appear sometime in the later half of 1998.

4. FIFA '96 was a much better game in its time than FIFA '97. This isn't to say that FIFA '97 isn't a great game, but our favorite soccer game right now on the PlayStation is Konami's Goal Storm '97.

## What Could Square Soft Possibly Be Thinking!!?

As a disappointed RPG-aholic, I was wondering why the heck did Square leave Nintendo? Do they have plans for making a sequel to the all-time best RPG ever, Chrono Trigger? If so, why don't they speed it up a bit?

Also, what's this Wild 9 game all about? Could you please include a more in-depth preview on the game please?

Jesse "Captain Bud" Smith

The only people that will probably know the true reason why Square left Nintendo is Square, but what they are telling the press is that they felt the CD-ROM format would let them do the things that they wanted to do and that the cartridge format was too limiting.

As far as Chrono Trigger is concerned, Square has made no official announcements concerning a sequel and we certainly haven't heard anything. Guess we'll just have to settle for Final Fantasy VII, the best RPG game ever, which sold over a million and a half copies in Japan before it even hit the stores, and has

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probably sold close to a million copies in the U.S. by the time this issue went to print. You may want to have a look at our previous issue (which you probably didn't have at the time that you wrote this letter).

The Wild 9 is a cross between Pandemonium and Earthworm Jim, but it features torture moves. It probably intends to sell itself with the wackiness that is the staple of the game's producer, David Perry. This is all we can really tell you from what we've seen of it so far. Like we've said many times before, we squeeze everything we can into our magazine. You will see The Wild 9 in Game Informer as soon as we have new screen shots and something more substantial to say about it.



## Game Ice

I have many questions to ask you and I hope you can answer them as clearly as possible. In your August '97 issue, you had some information in your GI News section about the Game Ice for the PS-X. Will the Game Ice work for PlayStations that are already over-heated or does it have to be a new system? Does overheating cause systems to mess up or does it just cause games to mess up? I ask this question because I have some games that skip and others that play perfectly well.

I'm also confused about the different PlayStations that are being sold. All together, I've heard of the PlayStation 2, PlayStation C, and the original. What's the difference?

Chris Williamson  
St. Anne, IL

To put it simply, a Game Ice is meant to help a system that is overheating. Whether it's new or old shouldn't make a difference. Sometimes, however, the problems people are having with their PlayStations aren't because of overheating. While we love the PlayStation for what it can do in terms of gaming, the overall quality of the machine is somewhat lacking. Sometimes the laser gets knocked out of alignment, or the motor stops working as well as it should.



Many people assume that the chief cause of the PlayStation's ills are from overheating because the vents are on the bottom, and we've all heard stories about the guy who put his PlayStation on the shag carpet. If you're thinking of trying the Game Ice, make sure you get it from a store with an excellent return policy. If it doesn't solve your problems, bring it back and call Sony.

There is no such thing as a PlayStation "2" or "C." These terms are the fantasies of a certain publication of questionable authenticity. Sony probably has some things in the works for new systems, but they would have to be insane to put a new system out any time in the next year with the way they're leading the market right now. However, there are three different kinds of regular PlayStations on the market. The early PlayStations are different from the rest in that they allow you to do a special disk swapping technique that allows you to play imported games. Sony fixed this "problem" and released a new line of PlayStations that were identical in every respect, except that they disabled the disk swap. The latest bunch of PlayStations are lacking AV cable jacks, forcing people to use the multi-out. This is to help cut costs so that Sony can remain price competitive in the market and to standardize the PlayStation's outputs.

John Ausevich, Charles Loughlin  
Delair, NJ

Five out of six mascots surveyed chew Game Informer after each and every meal!



Elizabeth Bittner Spring, TX

We don't know what game this is supposed to be for, but it's a cool dragon anyway.



## OCTOBER WINNER

R. VELASCO  
BELLEVILLE, NJ

Sub-Zero and Madonna have one thing in common: they know how to strike a pose.



Christian Ericksen  
Oakland, CA

"When I concentrate hard I either create this ball of energy or fart!"



Carlos Ramos Waterburg, CT  
It's either a picture of WipeOut or very large scissors.



Amy Garza  
Cicero, IL  
Hey, buggie baby!



Vince Warner (Curley Sue)  
Phila, PA

"When I stand like this my chest looks bigger!"

### Wanted: Envelope Art

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

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# HIS ENEMIES SEE A



Help Croc, the crusading crocodile rescue his peace-loving Gobbo Islander friends from the grasp of an evil magician, Baron Dante. Croc must overcome obstacles like lava flows and castle trap doors to battle monsters including swarming sharks to giant bees. Each island world brings a new adventure to Croc, as he hunts for powerful crystals and the pieces to the puzzle that will release his friends from the Baron's spell.



- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
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# NEW SET OF LUGGAGE.



# CROC

LEGEND OF THE GOBBOS

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# Football-American Style

Today, on a lonesome street, past old steel plants and auto factories, along decrepit corridors of memories past, the echoes of football usher in another October morning. Six years ago, down that same street, came not the sounds of football, but the sounds of a video football game. It was a game like no other. That game was John Madden Football, and it marked the beginning of a new era in console sports simulation. At the time, John Madden Football was hands down the best football game ever made. But actually, it was much, much more than that. It was as if the earth shook, and what sprang forth was a Prometheus. It challenged the gods. It asked, "Is there anything that I cannot do?"

The launch of the Madden Football franchise was one of the most memorable launches in video game history. Not only did it make the Genesis the great console that it was (along with NHL of course), but it created the first true "scourge" of the sports game industry. Companies began to copy Madden, emulate Madden, even out-and-out rip Madden off, but no other football game could come close to beating it.

The release of Madden 64 is another landmark launch, another step in the ongoing history of video games. It literally took the world by surprise. Not a mention, not a hint, not a whisper regarding a 64-bit Madden was heard by anyone. Then, at a private event, EA announced this N64 bombshell. GI caught the first glimpse of Madden 64, rumors spread quickly, and soon the entire industry was abuzz. And in case you're not excited, start getting pumped up, because everything that made the old games so great – the simplicity of control...the complexity of execution...the nail-biting last minute fourth down...the perfectly timed catch – all the great Madden trademarks are found throughout the entire game. What makes this game exciting for us is that we see this history, we know how to play the game, we still have our favorite plays, only this time it all takes place in the bold and beautiful world of polygons. When you see your first touchdown celebration, when you first see John Elway pump fake on an out-and-up, when you first see that ambulance roll out on the field after laying an earth-shattering hit, you're going to say (like so many times before), "This is the Madden I've been waiting for."

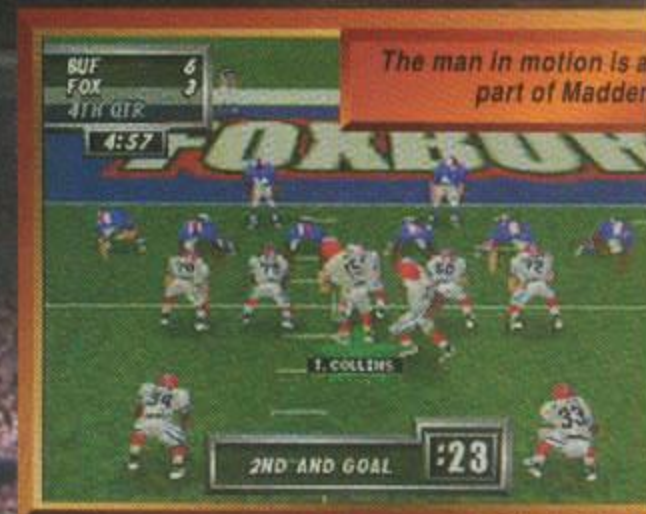
- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Football
- **Special Features:** Polygon Graphics!!!, NFLPA License (No NFL License), All New Plays, Three Skill Levels, On-Field Officials and Chain Gang, Return of the Ambulance, Multiple Camera Angles Including Helmet Cam, Touch Passing, Season, Tournament, and Fantasy Draft Modes, Create, Sign and Trade Players, Salary Cap, Two Game Speeds, Thirty Authentic Stadiums, Automatic Instant Replays After Big Plays, Player Fatigue, Bump Coverage Button, Controller Pak Compatible, Over 100 Contemporary And Classic Teams, Rumble Pak Compatible
- **Created by:** Tiburon for EA Sports
- **Available:** November 15 for Sony PlayStation

## ► THE BOTTOM LINE 9

# MADDEN

The Game That Shocked the World

# 64



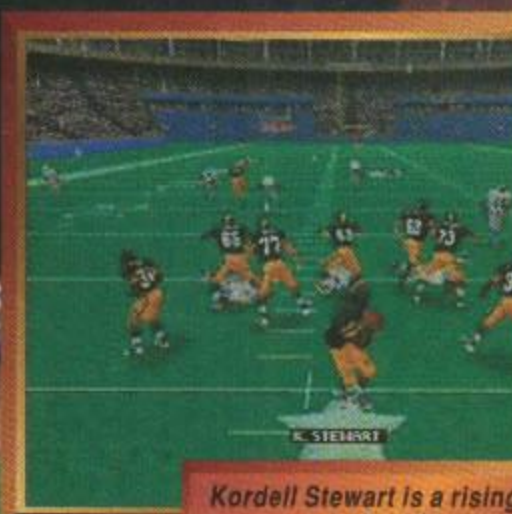
The man in motion is a part of Madden



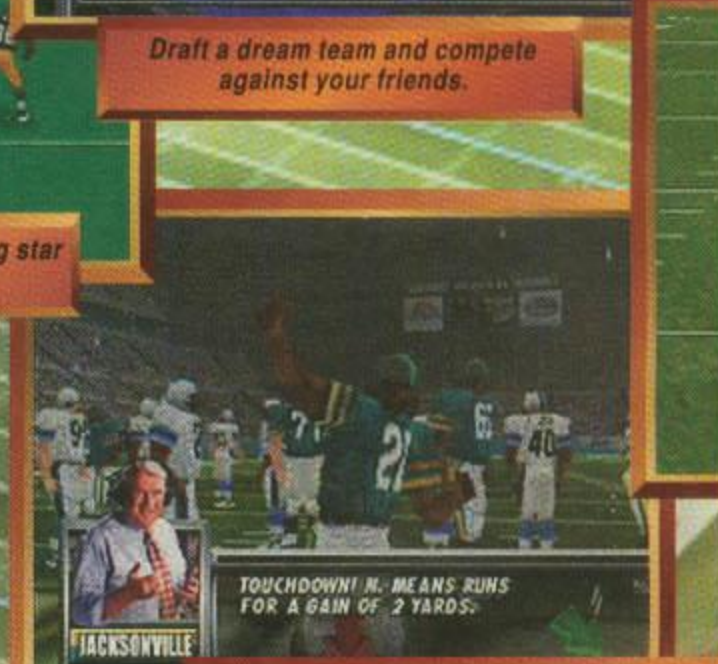
Ouch!



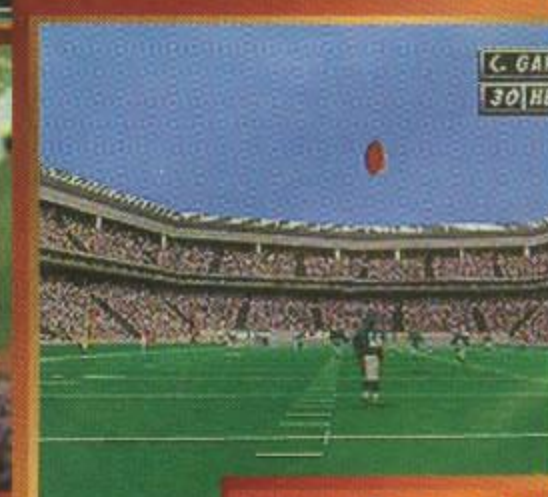
Draft a dream team and compete against your friends.



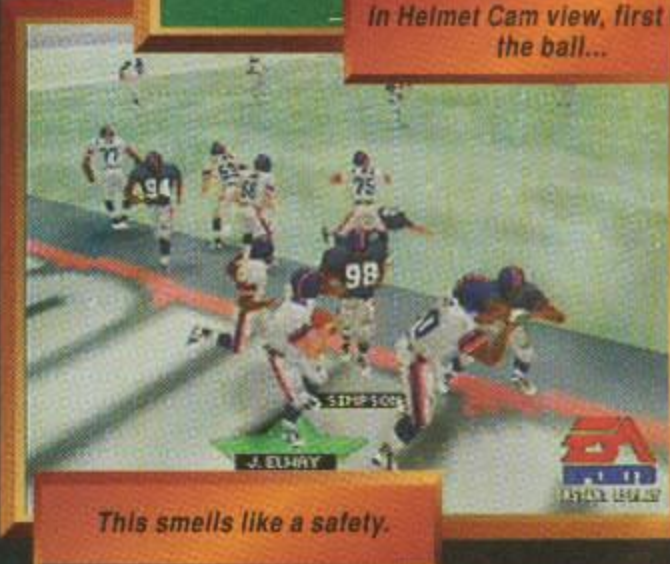
Kordell Stewart is a rising star in the NFL.



TOUCHDOWN! N. MEANS RUNS FOR A GAIN OF 2 YARDS.



In Helmet Cam view, first the ball...



This smells like a safety.



# Do Polygons Make a Difference?

At the heart of it all, beyond the discussions of polygons and frame rates and AI and virtual stadiums, lie the memories of Normal-Pro Form/All Streaks, the ambulance, the playbooks, and everything that took the world by storm as Madden first appeared on that fateful day in 1991. It is now 1997, and this is Madden 64.

We'll make no bones about it, this game surprised the entire world. But people who were carefully following the industry might have known that EA Sports wasn't playing the steady running game, they were looking for a bomb, the big play. No one knows how long it took to develop Madden 64, but remember that last May EA had announced "no further plans to develop any software for the N64." Then, like the late Franklin Roosevelt, Nintendo and EA announced a "New Deal." What part had the Madden franchise played in this deal? We believe that because Nintendo had always gotten the short stick when it came to video football, they wanted everything, and struck the deal with EA on the promise that this year, a polygon Madden would be exclusive to the N64. Sports games are vital to the success of any platform, and polygons are the wampum of 64-bit gaming. Madden 64 makes the PlayStation version look like a blurry sea of dots.

So to anyone who asks - "Can the N64 push more polygons?"

- the answer is YES. The machine allows for tremendous attention to player detail. The TV screen is a full celebration of video game graphics. From the weather effects to the player animations to the rich green turf, this is one game that leaps out and grabs you. Small things like cuts and spins, swim moves and play actions all meld into a smooth growth from snap to final tackle. End zone celebrations take place before a deep landscape, where every background detail stays sharply in focus. It's just like you were there.

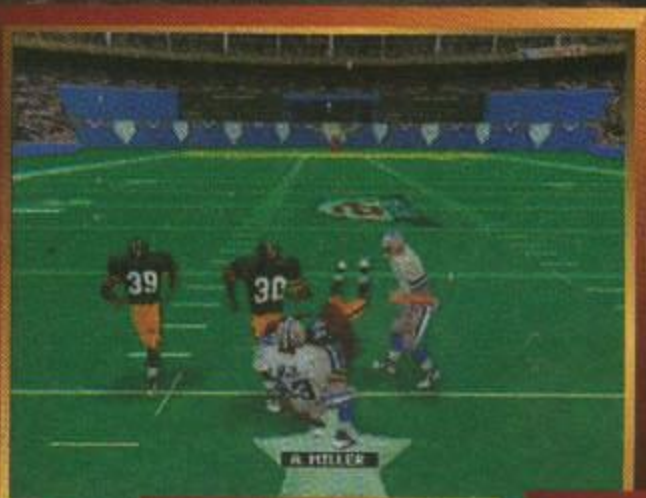
With the new tools and graphics power, the Madden 64 team opted against adding a variety of special moves (like those found in GameDay). The philosophy is that the game becomes unbalanced, that having to press too many buttons takes away from the instinct of the game. We agree. Football is above all else a game of instinct. Quarterbacks may 'read' defenses, runners may have 'patience' in finding the hole, but in the end, decisions must be made in the blink of an eye. This is the beauty of polygon Madden. In Madden 64, receivers' strides and hitches are more recognizable. Individual match-ups on the line are clearer, more distinct. Tackles and guards can be seen bowling over linemen, and holes in the line ebb and flow. This all emphasizes individual gaming skill. Pure and simple, there is no excuse for blowing a play. If something went wrong, nine times out of ten it's your own fault.

With Polygons, the developers have also been able to add excellent player animations. There is nothing cooler than playing a sports game for months on end, only to see something you've never seen before. Madden is chock full of one-handed grabs, leaping catches, and bone crunching hits. Think about how cool it is to play the game for months on end. You've exhausted the one-player game. You're sick of playing against your best friend. Suddenly, new challengers arise, your cousins perhaps. Because of their particular style, the different plays they call, or timing of their tackles, you see your running back do an end over end flip. You've never seen it before, but there it is, crisp and clear in real-time gamespeed. There's nothing you can say but "wow."

Madden 64 now includes the first ever practical football Helmet Cam. Although the feature is limited to the 1-player game, the Helmet Cam is an interesting addition. It's fun to fiddle around with passing and running plays, but the Helmet Cam is best for instant replays. After a big gain, Pat Summerall says, "Let's look at that one again." The game then selects a camera angle and shows a replay of the previous down. It's cool to watch the replay in the Helmet Cam as you spin and juke your way down the field.

Madden 64 doesn't have an NFL license, which means no team names and logos, but that didn't stop EA Sports from duplicating the stadiums in perfect detail. Within each stadium, the natural grass is a deep, lush green, but the most striking improvements to the game environment occur in terms of the weather. The N64 allows truly stunning weather effects. Rain and snow are both done in 3D, and the depth of vision is affected by fog. All of the effects look just like the real thing.

We'll just come out and say it...Madden 64's graphics are truly awesome.



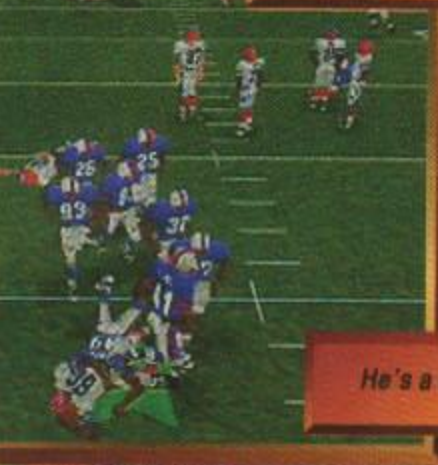
That is a massive hit.



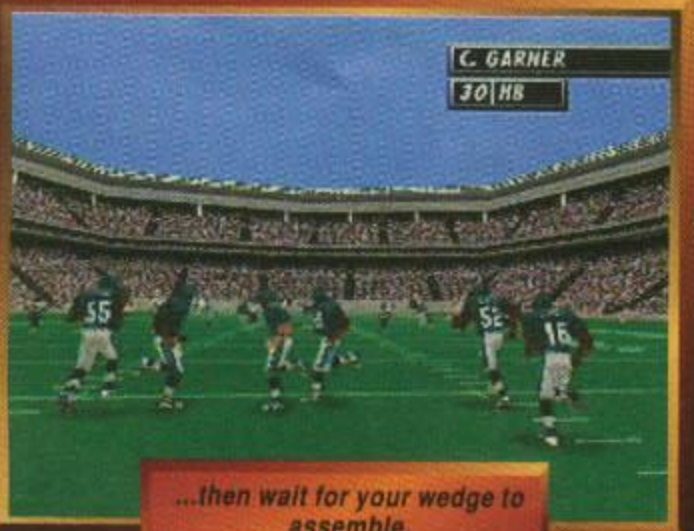
TOUCHDOWN! D. BLEDSOE PASSES TO S. JEFFERSON FOR A GAIN OF 2 YARDS.



Chalk this one up to lack of discipline.



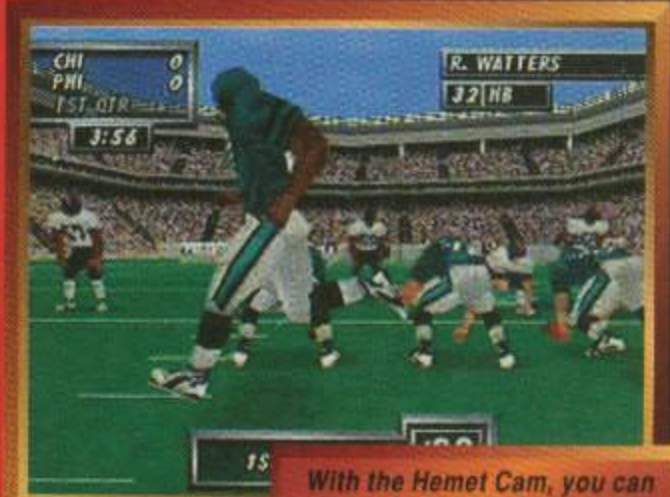
He's a little outnumbered.



...then wait for your wedge to assemble.



...then blast through the hole!



With the Helmet Cam, you can put the man in motion...



# How Does Madden Stack Up?

**Liquid AI** - Basically just a marketing term, EA Sports has an advanced AI engine that allows players to flow within a certain assignment. Take a draw play for instance. In real football, the draw play starts out looking like a pass, so the linebackers hang back in coverage. But the instant the ball is handed off, Madden's linebackers break from coverage and charge the ball. The basic concept is that even in the strictest of zones, players can break from the zone and pursue different responsibilities. Very cool.

**New Plays** - Madden 64 offers much fewer plays than almost any other football game on the market, especially on defense. The plays are scripted by Madden and his sons, and correspond to the core set of plays used by almost every team in the NFL. The ability to set men in motion on offense, and move men into bump coverage on defense, creates a great depth in the amount of plays available. We feel that having fewer plays actually improves gameplay, since players must focus on fundamentals rather than plain old luck.

**100 New Motion-Captured Animations** - At the time of press, new animations continued to surface. This is a key part of Madden, and gives players continued enjoyment over a long period of time. Seeing a new cool one-handed grab, or a different spine tingling hit is a rare treat.

**Touch Passing** - In Madden 64, the velocity and arc of the pass are determined by how long the button is held. To its credit, it is a more manageable system than GameDay's Total Control Passing, but Acclaim looks to have an interesting concept for Quarterback Club. Acclaim is developing a system that relies on the analog stick. The further the stick is pulled back, the faster the pass will fly upon release. Although people may not choose to use this advanced passing feature, the option would be a nice one to have.

**Stats** - EA Sports has long been recognized as the leader in stats technology, and Madden 64 continues the tradition. A full complement of stats accompanies every season, with the ability to sort by category, by individual, by team, and by overall team ranking. Stats are kept for created players as well.

**Player Fatigue** - As with the PlayStation version, key offensive players are accompanied by a fatigue bar. This bar can be viewed before each play, and is crucial in determining primary receivers. Receivers who run long routes play after play are bound to get tired. In this instance, look to your odd receivers to get open in man coverage.

Player fatigue on defense is also important. Visible wear on the defensive line has never been as pronounced in a Madden game. This makes the run more important than ever, because ball control really does matter. Will Acclaim be able to incorporate realistic player fatigue? Let's hope so.

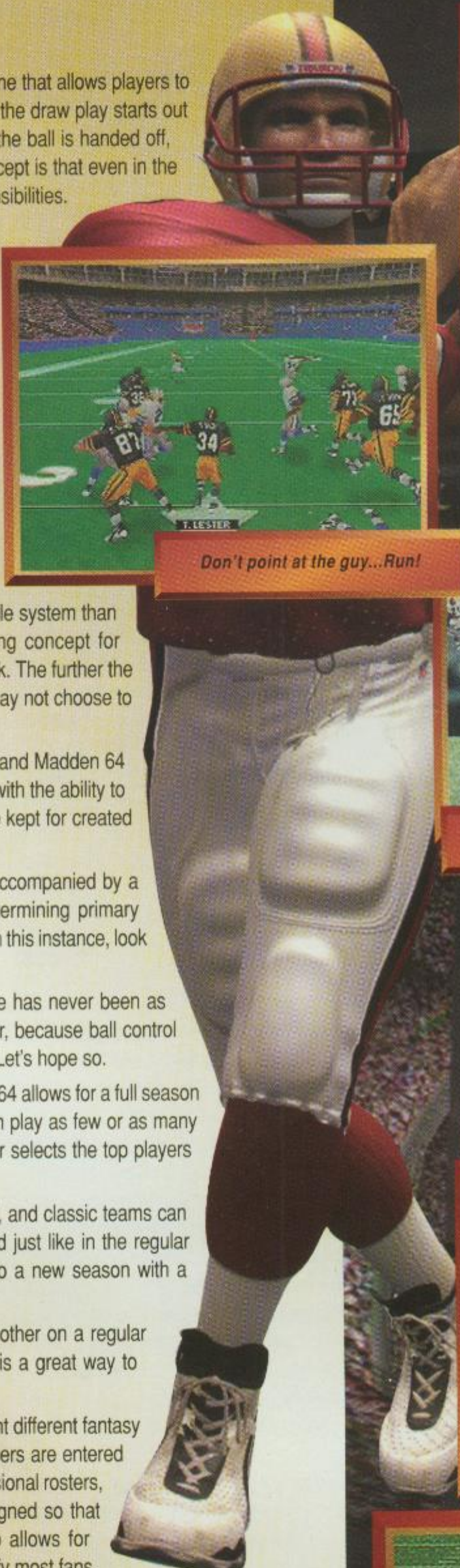
**Season Options** - A full season is the only way to play a sports game. Madden 64 allows for a full season with a playoffs and 'super bowl' based on the 1997 NFL schedule. Players can play as few or as many games as they desire each week. Then, after the championship, the computer selects the top players (including created players) to compete in the 'pro bowl.'

Madden 64 also offers a custom season where conferences can be realigned, and classic teams can be imported. The computer then generates a schedule, and stats are tracked just like in the regular season. After any season is completed, players have the option to enter into a new season with a completely different schedule.

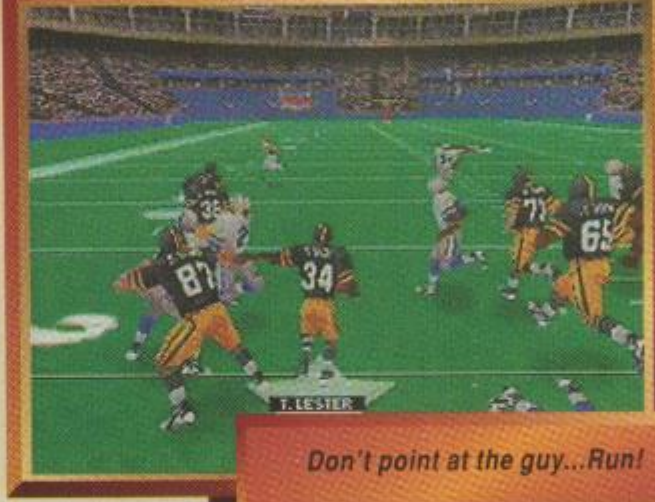
**Tournament Options** - For a group of players who compete against one another on a regular basis, a tournament can be set up with up to eight players competing. This is a great way to structure a championship amongst your friends.

**Fantasy Draft** - Madden 64 features a comprehensive draft in which up to eight different fantasy teams can be created. Each position must be drafted, and all of the NFL players are entered into the draft. This is an excellent feature for players who tire of the strict professional rosters, but unfortunately the teams are not portable. The N64 controller pak is designed so that individual gamers can carry a team on a memory card. Quarterback Club allows for portable fantasy teams, but Madden's Fantasy draft should be enough to satisfy most fans. BEWARE!!! Madden's season takes one whole controller pak to store. If you want to play a season and a fantasy draft, you will need two controller paks. Ouch!

**Multiple Camera Angles** - As in any sports game, there is basically one camera angle that works the best. Madden 64 features the new Madden Zoom Cam that reacts differently for running and passing plays. Additionally, the ball cam is a feature that adds enjoyment to the 1-player game. Unfortunately for Madden, Quarterback Club features a Custom Cam that allows players to zoom and pitch the camera to an almost infinite amount of playing perspectives. Madden 64 has some room for improvement here.



The free kick after a safety is a must for football games.



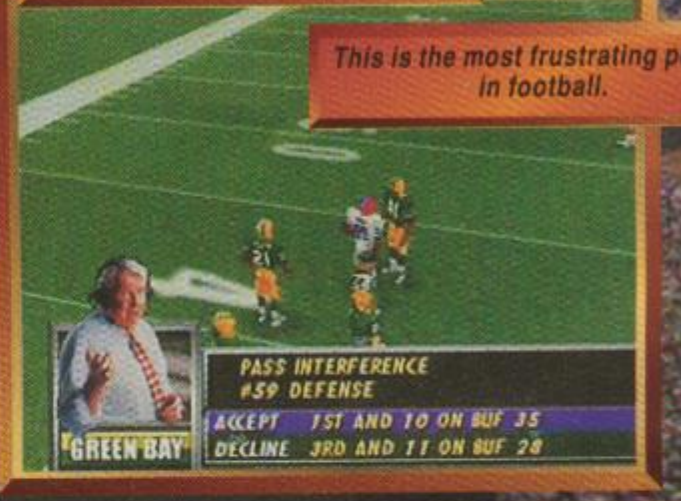
Don't point at the guy...Run!



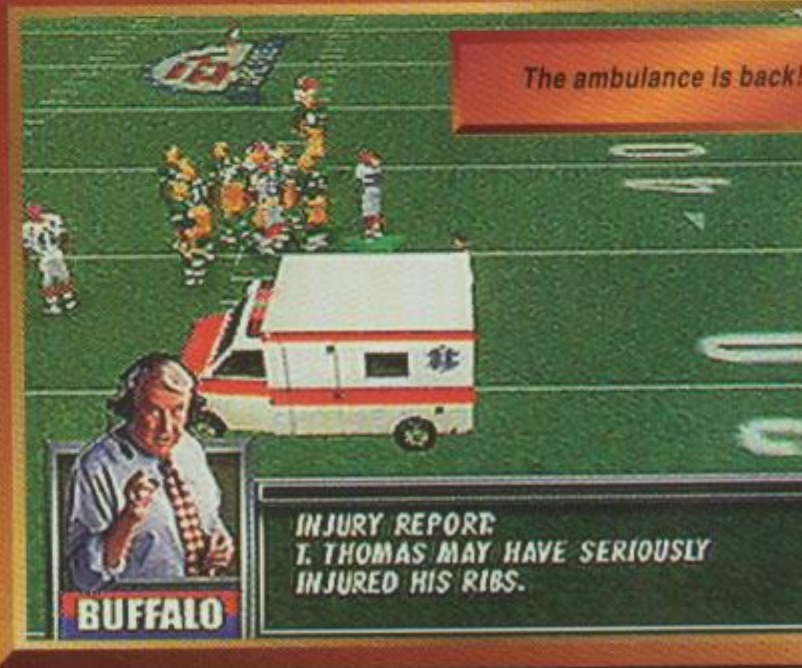
He just misses the end zone.



Kicking is tricky in the snow.



This is the most frustrating play in football.



The ambulance is back!

Madden 64 **STATS Leaders**

VIEW BY: PAS  
STATS: PASSING  
SORT BY: QB RTG

PLAYER	QB RTG	PASS COMP	PASS ATT	PASS PCT
D. BLEDSOE	110.7	127	191	66%
J. EDWAY	108.1	106	173	61%
B. FAYRE	98.3	122	210	58%
D. MARINO	98.2	104	160	65%
J. GEORGE	95.5	139	220	63%
E. DUFFER	92.0	126	199	63%

Madden 64 **HALFTIME stats**

GAME STATS	SCORE	14	7
TIME OF POSS.	6:35	3:25	
FIRST DOWNS	8	2	
OFF PASSING	117	71	
OFF RUSHING	22	9	
TOTAL OFF	139	80	
PENALTIES	3	1	
PENALTY YDS.	52	10	

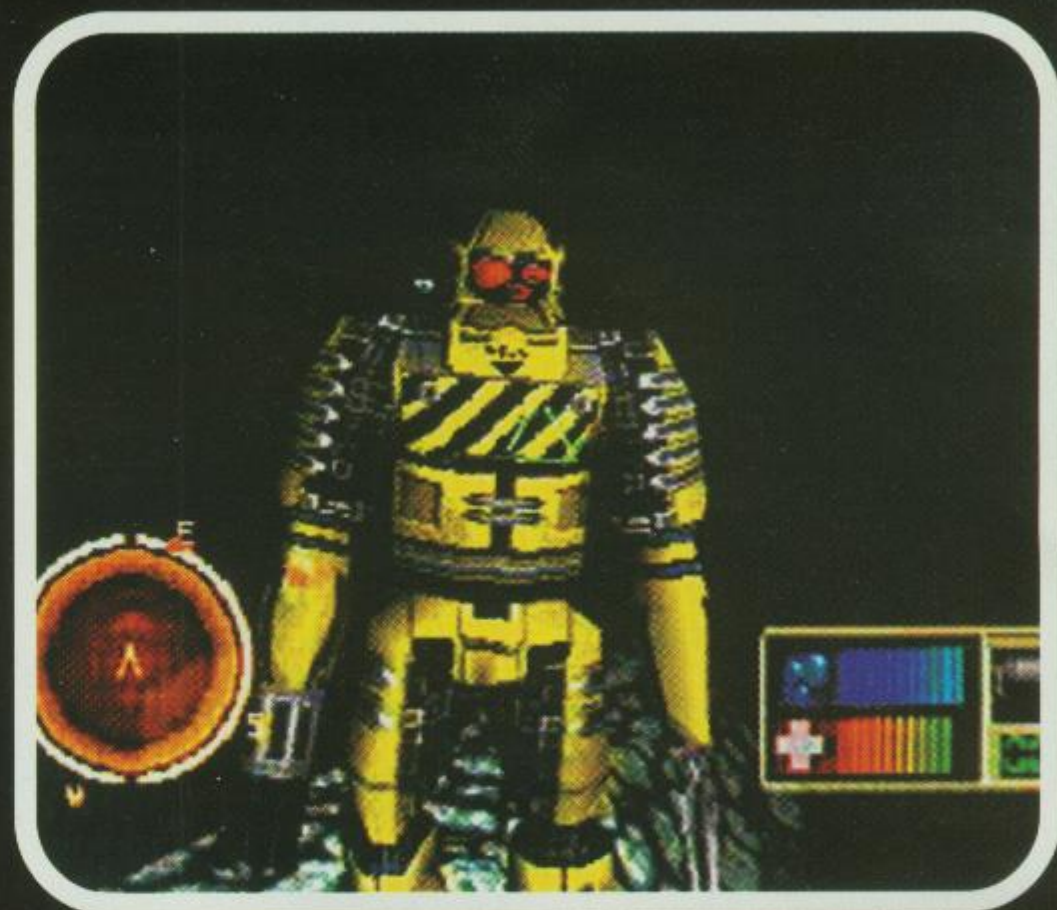


BESIDES DANGER  
AND INTRIGUE,  
**TREASURES  
OF THE DEEP**

OFFERS SOMETHING  
THAT'S BEEN LACKING  
IN ACTION/ADVENTURE  
GAMES.



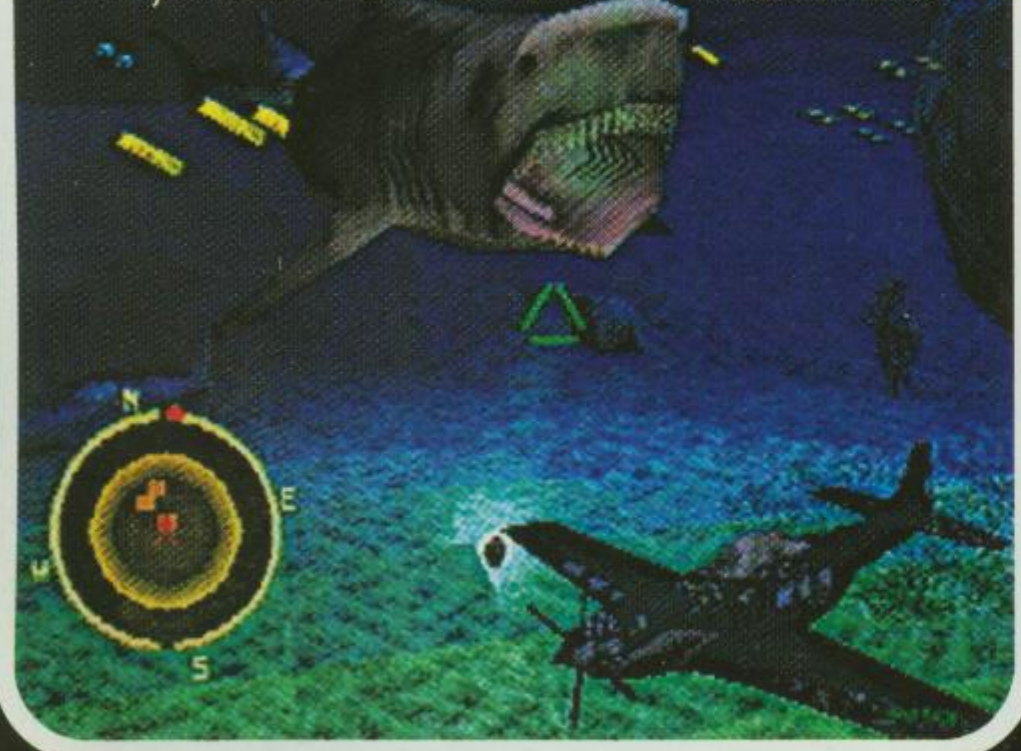
What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

# ACTION AND

14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.



Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.





The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 8 state-of-the-art submersibles. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

# ADVENTURE.



## TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.



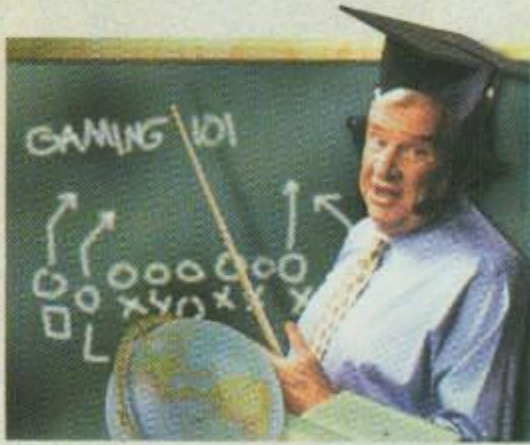
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# Game Informer SPORTS Spectacular



## SPORTS GAMING 101 - A SHORT HISTORY

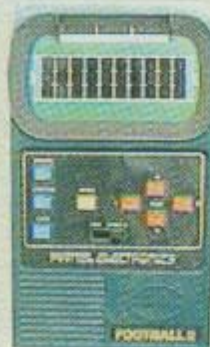
Since the dawn of video gaming, there has been a sports genre. The first commercially available video game was a sports game - a virtual simulation of Ping-Pong, aptly entitled Pong. Other early sports games were little more than derivations of Pong, and had very little resemblance to their real life counterparts. Yet Pong gave us the taste of engrossing competition that video games could offer.

Moving through the years towards today, gamers progressed through a long line of memorable gaming systems and equally impressive sports games. Pong and its various tennis, hockey and racquetball toggles invaded gamers' homes in the middle 1970's, but the introduction of Mattel Electronics' line of hand-held sports games is arguably the launch pad of the sports game genre and market. Although the graphic quality of these games was little more than red blips representing the players, Mattel scored success with individual releases covering everything from football to auto racing. The tremendous sales of these games spawned other lines from companies such as Coleco. More interestingly, the success of the Mattel line spawned sequels for their more popular lines. Mattel obviously recognized the sports gamer market when it launched its Intellivision home system. In the early 1980's, the Intellivision was the

system to have for sports games. Mattel set the standards for game marketing with professional licenses and big name endorsements. Although other home systems such as the Atari 2600 and Colecovision (not to mention select PCs) had memorable sporting hits, prior to the video game market crash of 1983, Mattel ruled the roost.

## THE SPORTS GENRE IS REBORN

In the midst of the video game console glut in the mid-80's, sports games came into their own at arcades across the country and were direct foreshadows of the things to come home. Games like Tecmo Bowl, IREM's 10 Yard Fight, and Nintendo's Vs.



Baseball were cornerstones of every local arcade. Not only did these games pacify sports fans who had nothing new at home, but these and others further solidified the next boom of home gaming: the 8-bit. Nintendo's NES obviously dominated those gaming days of the late 1980's and the sports games clearly contributed to its success. The NES game systems introduced gamers to new features, and game publishers to new business ventures through development licenses of professional leagues (see What's in a License).

Sports gaming was a key factor in driving the market when the 16-bit SNES and Sega Genesis got a foothold in the early 1990's. The Genesis had nearly a two-year head start on the release of the SNES and sports games were on Sega's release list almost continually. Numerous publishers began to develop the sports game and launch franchises that still continue today. Sega had a number of brands including the memorable Sports Talk games and the popular World Series Baseball line. Acclaim launched Quarterback Club and Tengen tried to keep their RBI Baseball series alive. Yet a monster was emerging in the world of video game

sports, one that everyone had to (and still has to) beat. Electronic Arts debuted their flagship Madden Football line with the Sega Genesis game in 1991, simultaneously launching the fantastic NHL line. To put it mildly, gamers (including us) went nuts for Electronic Arts' games, and the EA Sports name became a cornerstone of the 16-bit market. EA was part navigator for driving sales of the Sega Genesis as EA continually offered better and more timely versions of their games on Sega's system. It also became the scourge of the industry itself, as publishers continually tried to compete with Electronic Arts.

## WHAT ABOUT NOW?

Moving into the present day, the introduction of the Sega Saturn and the Sony PlayStation had their manufacturers aligning development strategies with sports in mind. The Sega Sports brand that Sega had launched on the Genesis was immediately carried over to the Saturn. The newcomer, Sony, had some development experience in 16-bit sports and built on that knowledge to form a sports-only studio. While EA Sports made a presence by releasing products for both systems, as did a number of other publishers, the 32-bit market began to define itself when the Nintendo 64 was released in September of 1996. The Sony PlayStation, through market penetration and developer support, had become the system of choice for sports gaming. Sega and Nintendo are still trying to play catch-up. Sega continues its Sega Sports line, but without an emphasis on internal development. Nintendo is putting more emphasis on creating a new sports label and has begun to get the support of EA Sports, Acclaim and Konami. As the tried-and-true brands of the 16-bit systems have been carried over and new lines emerge from publishers hoping for a piece of the sports gaming pie, the sea of sports games continues to grow.

As the genre expands, features and graphics get overhauled again and

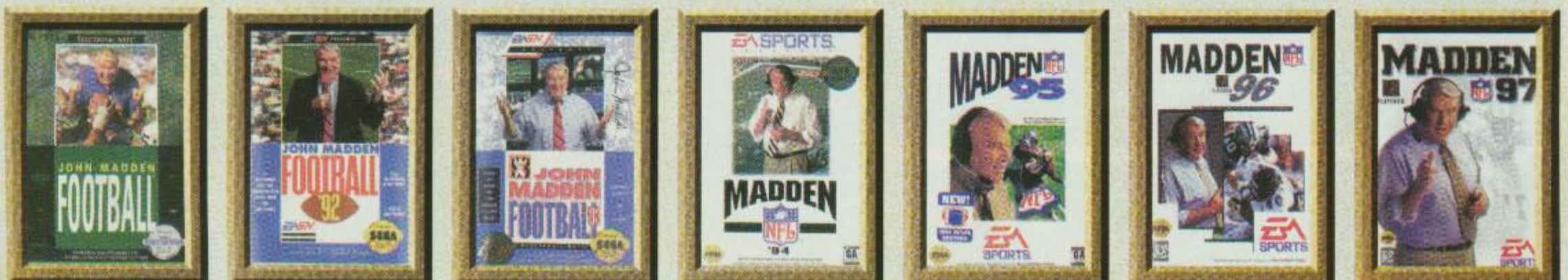
again. Some features are truly innovative and add tremendous value to the playability of the title. Others are merely marketing slogans coined by the publisher to attract attention to the product. Here's some highlights of the landmark features and marketing savvy common to the industry.



## MLB, NBA, NFL...NFLPA???

### WHAT'S IN A LICENSE?

As with the Mattel Intellivision, game publishers on the NES acquired true sports licenses for their games. But they realized they could do sports fans one better. How? By acquiring the right to use the real players' names. The professional leagues have players' associations (NFLPA, NHLPA) which sell their license separately. Not only did the players association license give gamers a chance to control the players that they watched in real-life, but games like the perennial 8-bit football favorite Tecmo Bowl even gave characters distinct attributes. Although Tecmo Bowl didn't have all the players and teams, Willie Gault's tremendous speed and Joe Montana's passing arm were clearly evident in gameplay. The use of the official professional licenses elevate certain games in the eyes of many gamers, but it puts a major development burden on the software publisher. Landing the rights for the National Football League is one cost for the game developer, and getting all (or most) of the players is yet another item that gets added to development cost. The cost of the licenses often includes sales royalties that additionally cut into a publisher's bottom line. Some publishers seek to bypass the risky and





# GI Feature

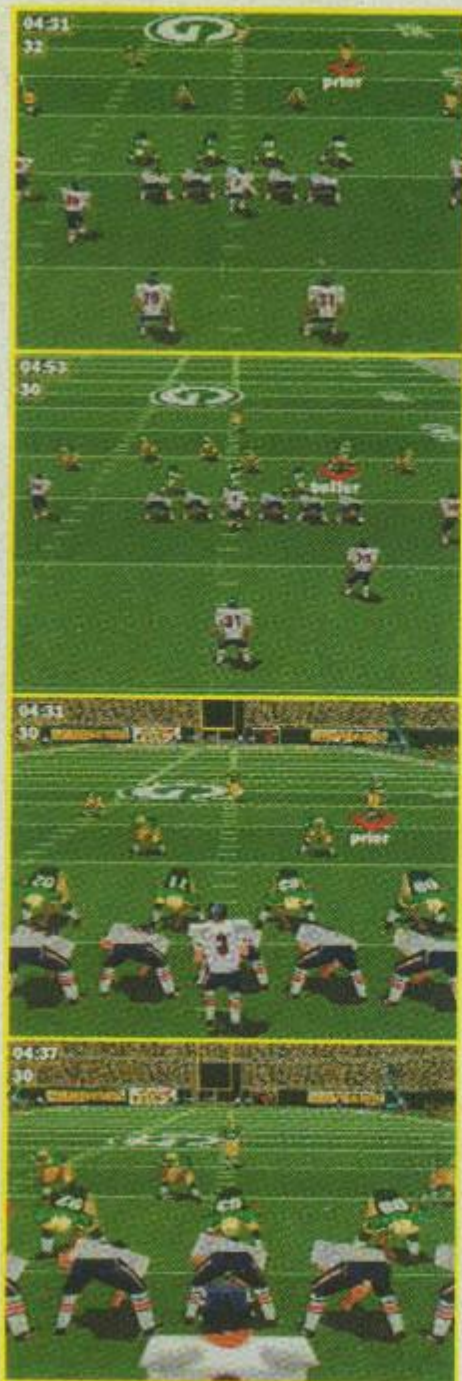
costly league licenses by signing a single sports figure to represent and endorse their products. Others seek only the real players, but not the authentic teams. Still others choose to add growing lists of game features to separate themselves in the increasingly competitive software market.

## STATISTICAL TRACKING

The biggest feature to come to sports games was introduced with SNK's *Baseball Stars*. Utilizing a NiCad battery inside the NES cartridge, *Baseball Stars* allowed gamers to put themselves, or a player of their own creation, into the game. It kept track of player statistics and stored changes in rosters over the course of a season. The wealth of information relating to modifying the team rosters or tracking your favorite players' performances over the course of a multiple game season added incredible entertainment to sports games. Numerous games followed in the steps of *Baseball Stars*. The comprehensive statistical tracking capabilities of today's games are both a boon for the sports gamer and a burden, as they increasingly tax the consoles' memory storage.

## SEQUELS EQUAL SUCCESS

The days of the NES reinvented the publisher's business plan of releasing sports sequels. For the most part, baseball games seemed to rule the NES as gamers were inundated with newer versions of games such as Tengen's *RBI Baseball* and Jaleco's *Bases Loaded*. A new sports season means a new sports game. Publishers often just introduce some new graphics and updated rosters or statistics to their sequels. EA's list of sports sequels is too vast to mention, but is easily regarded as the one to beat. Yet EA's *Madden* and *Live* are continually giving up ground to the *GameDays* and the *In the Zones*.



## DYNAMIC PLAYING PERSPECTIVES

No matter how many views are available for gameplay, there is always one camera view that works the best. Developers constantly come up with the side-angle, overhead, or first-person perspective views that are cool novelties, but are worthless if you want to enjoy the play. Commonly the view that is used when the game is first turned on is the developer's choice for "best view" during play. However, alternative views and favorite "classic" views are always included in the better games



## ICON PASSING

In one form or another, the passing system that allowed the player to make a choice between multiple pass recipients by hitting a specific controller button has been in football for a long time. Yet it wasn't until Sony's *NHL Face Off '97* that the term Icon Passing was coined. Icon Passing is now popping up in hockey and basketball games from a number of publishers including EA Sports and

Acclaim. Although many players haven't fully adopted its use, Icon Passing is the wave of the future in play control for hockey and basketball games.



## 3D RENDERED STADIUMS, COURTS, ARENAS

It may not add to the play control, but the incorporation of the popular locations of professional sports is a common trend in sports games dating back to the 16-bit days. The field of battle is almost as precious as the team in the eyes of many sports fans.

## POLYGONS VS. SPRITES

The trend in sports games is to use polygons to represent players. A sprite is merely a moving object on-screen and it's animated by overlaying various hand or computer drawn artwork to simulate motion. Polygons exploit more of the system's processing power to create 3-Dimensional objects using a series of triangles to form a player skeleton. Various textures are then mapped onto the triangle to create the player.

While the use of the polygon has added nothing to the way games play, the discerning eyes of the gamer now expect them. Every sports game, with the exception of *Madden 98* and a few others for the 32-bit machines, are using polygons to bring the players to life. Moving an enormous amount of polygonal data in the form of an eleven-on-eleven football game is an increasing developmental burden for publishers, but it must be done to stay competitive. Fortunately, the risk of devoting a huge budget toward polygons is usually worth the reward.

## RECOGNIZABLE PLAYERS

It doesn't happen so much with helmeted games like football or hockey, but creating players that have different physical appearances is especially effective in basketball and baseball. Making a guy that is 7 feet tall and 145 pounds is always fun. The use of polygons in sports games has allowed inventive graphic effects, like texture-mapping the real photos of players onto the faces of their video game alter-egos.

## MOTION-CAPTURE ANIMATION

Plaster your favorite athlete with tons of sensors, use computers to grab his running style or dunking prowess, then incorporate it into the game. To be considered a contender in today's



market, this feature is a necessity and adds dramatically to the game's realism.

## LIQUID, ADVANCED, ADJUSTABLE, OR CUSTOMIZABLE ARTIFICIAL INTELLIGENCE (AI)

The programming of a video game's virtual brain has become extremely complex in recent years. A developer constantly strives to make the computer-controlled player react appropriately to the in-game situation. *Madden 98* and *GameDay '98* even boast the ability to learn from the user's tendencies and to react differently if a play is called over and over (called computer cheating by some gamers). In games such as basketball and hockey, developers script a set of offensive and defensive plays which have the players moving and behaving in various routines. The variation in difficulty settings, accurate reproduction of character attributes, and overall flow of the game are all related to the game's Artificial Intelligence.

## MONEY PLAYS

Directly relating to the game's AI is the money play. A money play is a selected play or move that can commonly be used in any situation and will work all or most of the time (to score, gain advantage, cheat, etc.). It can be a pass play in football, a pitch in baseball, or a move to the goal in hockey. The money play became a common catch-phrase in the industry with last year's *Madden 97*. Plays in the shotgun formation of *Madden 97* can be run for first downs almost at will, forcing many players to outlaw the play from the book. While new emphasis has made money plays in games less common, there is always a list a plays or moves found in games that work more often than others.

## HOW IS THE TIME

The sports game genre has never been more exciting. Read on as the top contenders for football and hockey go head-to-head in our extensive breakdown of the newest in sports. Also, take a peek at our previews for the next wave of basketball titles. Competition between publishers is at new heights and it's time for *Game Informer* to lay down the law on who comes out on top.



## INSTANT REPLAY

The instant replay is little more than a feature that allows the gamer to rub it in the face of opponents, or to relive the spectacular play that just happened. Walking through a monster dunk, huge run, or last second goal is spectacular, yet raises questions about how the game performs as you can commonly go step by step through the animation cycles.

# FOOTBALL

## EA SPORTS AND SONY HIT THE TRENCHES FOR A FOOTBALL BATTLE

### NFL GAMEDAY '98

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (Up to 8-Players Via Multi-Tap)
- **Special Features:** New Polygon Graphics, Total Control Passing, Wrap Tackles, NFL & NFLPA License, Adjustable Difficulty in Six Categories, Create, Sign and Trade Players, All NFL Teams and Past Super Bowl Champs (Over 100), Season Play (One Team) with Statistical Tracking, Hilarious Easter Egg Cheats, 2 Penalty Settings, Fantasy Draft
- **Created by:** Sony Interactive Studios for Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

► **THE BOTTOM LINE** **8.75**

### MADDEN NFL 98

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (Up to 8-Players Via Multi-Tap)
- **Special Features:** Commentary by Madden, Summerall, and Brown, Create, Sign and Trade Players, Salary Cap, Automatic Instant Replay After Big Plays, Over 100 Teams, NFL & NFLPA License, Season Play (All Teams) with Statistical Tracking, User Records, 12 Penalty Settings, Fantasy League
- **Created by:** Tiburon for EA Sports
- **Available:** Now for Sony PlayStation

► **THE BOTTOM LINE** **8.5**

The battle for football supremacy on the Sony PlayStation began in early September when Madden NFL 98 and NFL GameDay '98 hit the store shelves. At press time, just a few weeks prior to both games' release, the Game Informer staff has been furiously examining and playing the final versions. Evaluating playbooks, sorting through option menus, and competing in endless quarters of football are all a part of the procedure.

As football becomes more complex, and the fervor of competing development companies builds to a massive level, we as game journalists become more and more scrutinized for the way we judge games. The battle between Sony's GameDay team and EA Sports' Madden team is a hard fought slugfest of both sides commonly talking down the other. "Their game can't do this" or "their game has this bug" are actual phrases that developers have used to talk trash about their opponents. Over the course of both games' development, it has become not only a battle of two games, but a battle of the egos and reputations of the people involved with each game. Just like true football, the

battle of games is won in the trenches and Madden 98 and GameDay '98 have just entered them, along with the Game Informer review staff.

#### GRAPHICS

When you put the two games side by side your attention is quickly drawn to the polygon players of GameDay '98. The difference between the pixelated "V-Polys," EA Sports' marketing jargon to describe their sprite-based graphics, and the large crisp polygonal characters of GameDay is quite remarkable. GameDay's animations, for the most part, are extremely detailed. The only drawback to an otherwise graphically stunning game is the lack of variety of animation found in GameDay. The pass catching animations are most noticeably lackluster.

Madden has GameDay beat in such categories as celebrations, catches, and authentic stadium replicas. For the most part, the game's animation flows well, while sporting a great variety of "TV-style" windows and replays. However, Madden falls short in the key categories of running and tackling animations, in which GameDay shines.

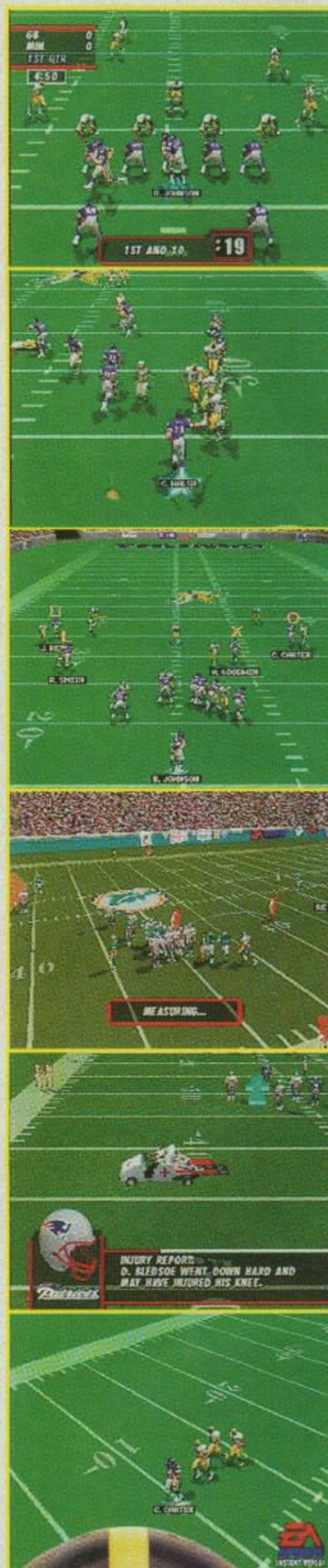
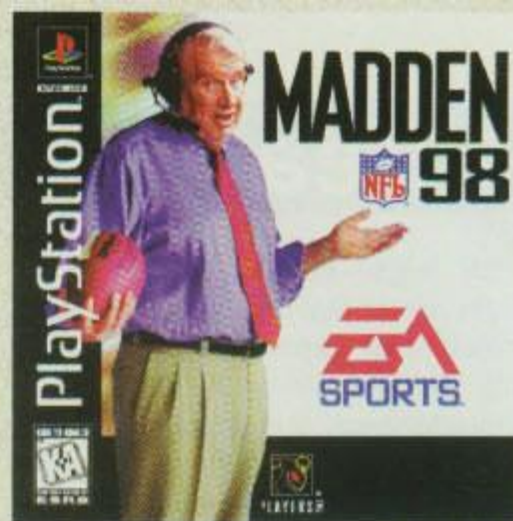
#### PLAY MECHANICS AND CONTROL

In terms of play control, GameDay is the most complex playing football game ever created. Utilizing almost every button on the PlayStation controller, mastering the nuances of GameDay's control can be quite an undertaking for some gamers. Laid out in the same stiff arming and Total Control Passing format as last year's game, only a slight modification can be found with the use of the spin button. In Simulation Mode, the spin button changes to a "special move" button which, depending on the situation, will execute a stiff-arm or lowering of the shoulder. It can also be tapped repeatedly to break tackles.

Madden 98 still has the tried and true controls that we've seen for years, but this year adds a new swim and power rush move. Another interesting aspect of the control is being able to call the defensive secondary into a bump coverage.

The ability to execute the moves are solid in both games with the slight advantage going to GameDay for its solid running schemes. Madden's running game, although improved drastically over last year's version, is poorly executed when attempting stiff arm moves. When it comes to carrying the football, GameDay's jukes, spins, and over-the-top dives cannot be matched by Madden's (albeit improved) clunky running. Both games rely heavily on timing when throwing and catching passes. GameDay's Total Control Passing is hard for Madden to beat, but the execution of catches is often a mystery. Although Madden has some questionable receptions, the receiving shines with its jumping catches mixed with random spins and one-handed grabs.

Football games' Artificial Intelligence (AI) contributes greatly to the way the game plays and feels. Last year, AI was the subject of great debate as a number of plays were found to work all the time in Madden. Madden's design team seems to have rectified the problem with this year's version. GameDay and Madden are both challenging games when played against the computer and variable difficulties can be changed to your liking. While Madden and GameDay have the choice of three or four difficulty settings (respectively), GameDay also includes AI that is adjustable in four categories. For example, if the running game is getting you 10 yards a carry every time, you can adjust the computer players' intelligence in defending the run. You can also adjust the computer skill on the offensive side of the ball as well. Madden's optional use of player fatigue on the primary offensive players puts a visible twist on gameplay. However, with the sheer amount of adjustments regarding AI, GameDay is





the game that will give you more (or less) performance from the computer controlled players.

#### SEASON PLAY AND STATISTICS

Playing a football game through an entire season is what these games are all about. Pick your favorite team and battle through the grueling 16 game schedule while constantly tracking the performance of individual players in hopes that they are among the league leaders. Both games have strong and complete statistical tracking for individuals, teams, and leagues, yet Madden comes out on top with a better statistical presentation as well as record keeping for individual users. Madden's choice to play any or all the games in a single season is also a great feature, as is the new season generator after a completed season.

#### THE BOTTOM LINE

By all means both games are solid playing and entertaining titles. Madden has all of the small details covered - players quiver on the ground when injured, celebrations ensue after a sack or a big reception, and EA's beloved Madden chirping in the background is very polished. It lacks graphical flash, but Madden is also the more enjoyable multi-player game. It's a vast improvement over Madden 97. GameDay, although rough around the edges, has a huge variety of customizable features, intense computer AI, and fantastic play control. Last year's version was easily the best playing football, but this year Madden made it close. However, GameDay '98 still comes out on top.

## "THE BATTLE BETWEEN SONY'S GAMEDAY TEAM AND EA SPORTS' MADDEN TEAM IS A HARD FOUGHT SLUGFEST..."

#### ABOUT MADDEN NFL 98 FOR SEGA SATURN

The Saturn version is identical to the PlayStation game. Features and play control are exactly the same. Easily the best Saturn football.

#### PAUL, THE GAME PROFESSOR

	Madden	GameDay
Concept:	9.25	9
Graphics:	8.25	9.5
Sound:	9	8.75
Playability:	9	9.25
Entertainment:	9.5	9.25
Overall:	9	9.25

"I played through these games over and over and both games are good for different reasons. Madden has the classic feel and a ton of personality with the instant replays and TV stats windows. In match-ups against the staff, battles became far more heated with Madden and the user stats show my superiority. I was also impressed with the options and settings, especially the penalties. GameDay has the killer graphics that take football to new heights. Although there were confusing phenomena surrounding GameDay's graphics, they are far superior to Madden's. The one-player match-ups are more grueling as the challenge level is steep. The stiff arms and over-the-top leaps are executed perfectly. In the end, Madden gained ground on GameDay in a few areas, but GameDay is still the one to beat."

#### REINER, THE RAGING GAMER

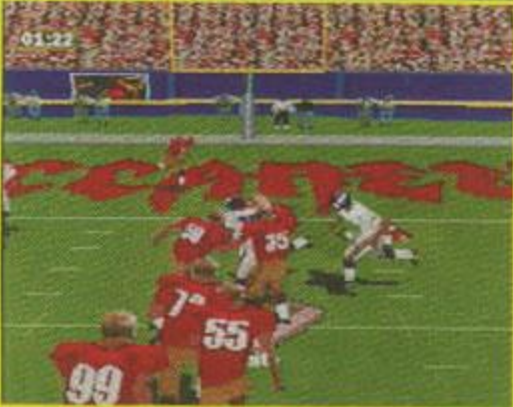
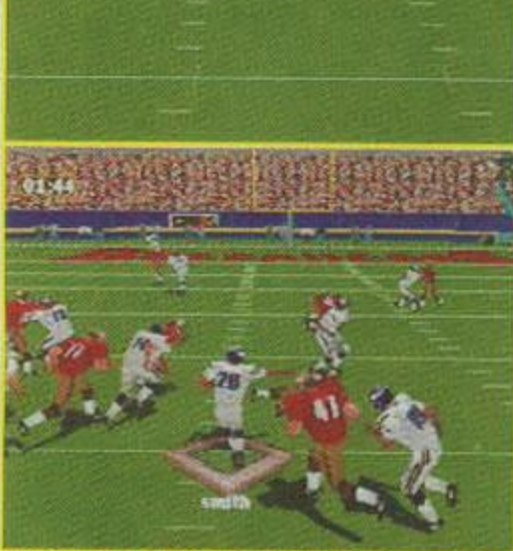
	Madden	GameDay
Concept:	8.5	8
Graphics:	6.75	9
Sound:	8	8
Playability:	8.25	9
Entertainment:	8.75	8.75
Overall:	8	8.5

"Even though the score doesn't show it, I believe that Madden is the winner in this year's grid-iron battle. In comparison, GameDay is far superior in both the graphic and in-game action categories. The running and dynamics of gameplay in GameDay are innovative and above all, more realistic. Madden, on the other hand, still bares EA's standard 16-bit look. But, here's the thing, it's way too easy to run in GameDay, and the passing and interception ratios are also way out of whack, whereas Madden has a nice consistency throughout the whole game. Plus, Madden's front end (stat menus, options) is designed much better. Both of these games are great the way they are, and I recommend Madden for true football purists, and GameDay to those who simply love constant head-to-head competitions against friends, where penalties and in-game interruptions don't occur too often."

#### JON, THE GREEDY GAMER

	Madden	GameDay
Concept:	9	8.5
Graphics:	8	9.5
Sound:	8.25	9.25
Playability:	9.25	8.5
Entertainment:	9.25	8.25
Overall:	8.75	8.75

"As a fanatical fan of football, I like both of these games. Each has a vision of what it wants to accomplish, and both Sony and EA have stuck to their guns. GameDay's stunning graphics and special moves set the standard by which all other 32-bit football games are judged, but Madden's balanced gameplay and rippin' front end makes it the better game. Madden's Touch Passing is cooler than GameDay's Total Control system, and in Madden you can put men in motion and call bump coverage on defense. Madden's biggest change, however, is in defensive AI. In Madden, offensive yardage must really be earned, but when I play GameDay I chalk most of my yardage up to plain old luck. GameDay's graphics and player moves blow Madden out of the water, but this doesn't make GameDay the better game. If you can live with the graphics, Madden's gameplay is second to none."



# FOOTBALL



## NFL QUARTERBACK CLUB '98 MADDEN'S COMPETITION

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Football
- **Special Features:** Full NFL and NFLPA License, Portable Created Teams, Analog Control Passing System, Full Season With Stat Tracking, Fantasy Draft, Over 700 Color Player Photos, Marv Albert Doing Play-by-Play, All NFL Penalties, Over 80 Injuries, Injuries Last From One Play to All Season, 640x480 Resolution, Tons of Classic Teams, Over 85 Different Teams in Scenario Mode (Including Classic Teams With Actual Rosters), 10 Kinds of Weather, Custom Cam, Rumble Pak Compatible
- **Created by:** Iguana for Acclaim Entertainment
- **Available:** November for Nintendo 64

We weren't about to put Madden 64 on our cover without giving Quarterback Club '98 (QBC '98) a chance to speak. After visiting Iguana headquarters, Game Informer walked away more than impressed. While work is still continuing on the game, Iguana is putting everything you could ever imagine into this football extravaganza. As you can tell by the Special Features list above, QBC '98 includes both standard options and revolutionary concepts.

QBC '98 takes a bold step forward in fantasy leaguering. Players can create a fantasy team through the draft, save it to a controller pak, then load that team into a friend's copy of the game. Your friend can also load a team off of a separate controller pak, and the two of you can square off with created teams. This is very cool, and should set a new standard in backup options. But at the same time, all this might require the purchase of a separate controller pak if you wish to play a full season at the same time you create a team.

The Scenario Mode is something we saw in last year's QBC for the PlayStation (as well as in a number of recent Konami sports games). Players choose one of 50 different historic scenarios, and beating the scenarios will reward players with secret codes for the game.

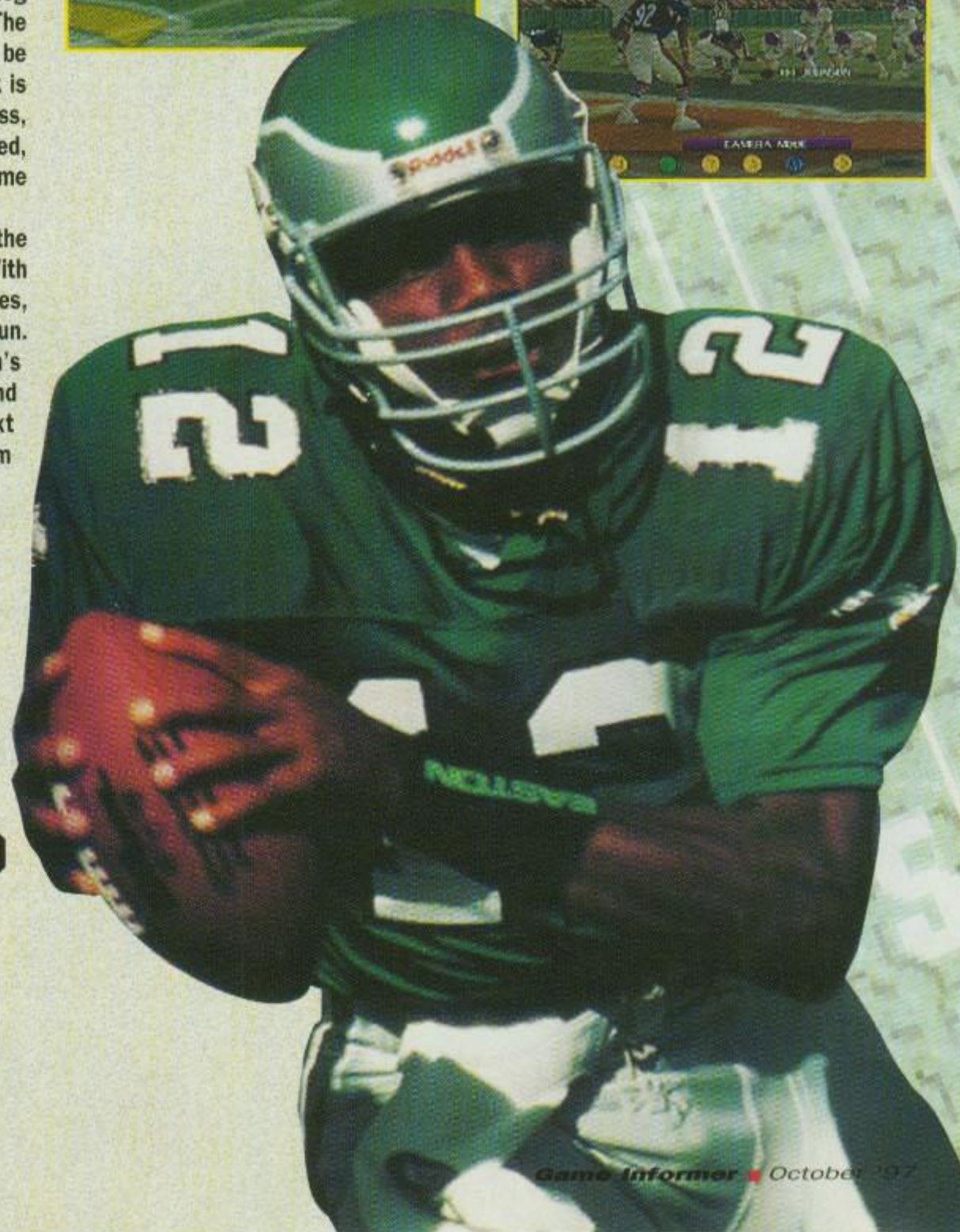
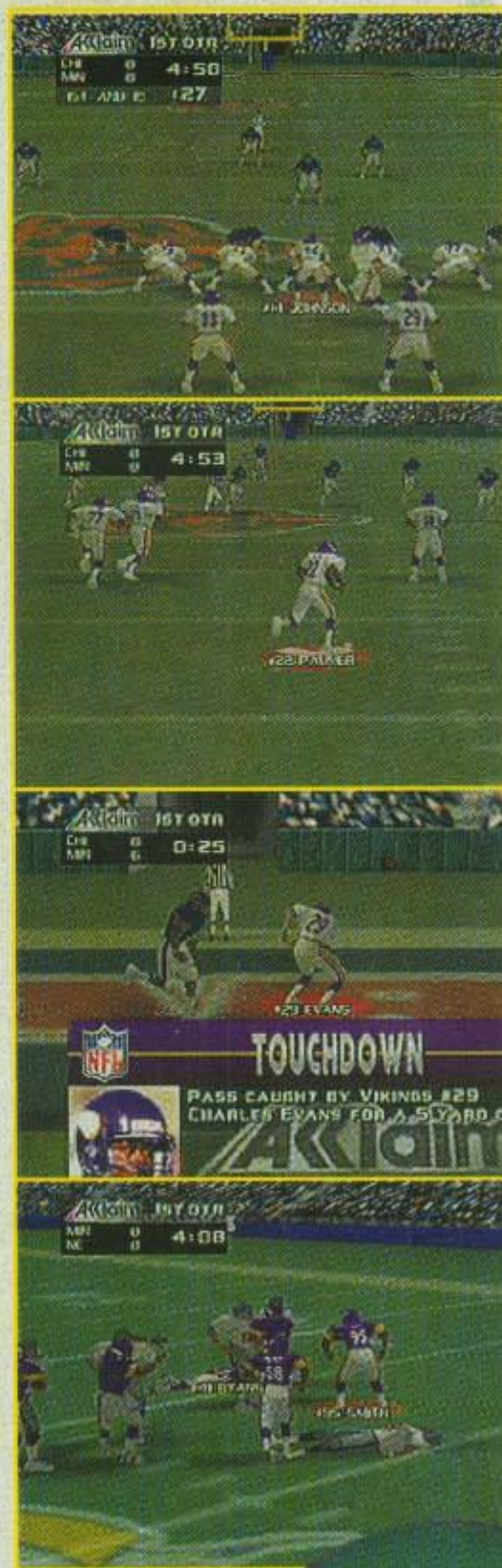
Unlike Madden 64, QBC '98 features a customizable camera. The camera can tilt, zoom, and pan left, right, and vertically. Players should have no problem finding the perfect camera angle that works equally as well for the pass and the run. Also, Iguana has really explored the full potential of

the N64's storage capacity. There are over 700 different color player photos packed into this cart.

A surprise addition to QBC '98 is the analog passing system. If you choose to enable this option, passing will work off of the analog stick. Players can hold a pass button, pull back on the analog stick, and then release the pass. The velocity and arc of the pass will be determined by how far back the stick is pulled. At the time we went to press, this feature was not yet implemented, but we really hope Iguana has the time to include it.

So that's the latest update in the ongoing development of QBC '98. With its incredible list of options and features, it could give Madden a serious run. But QBC '98 is battling Madden's reputation, marketing muscle, and fantastic gameplay. Tune in next month, and we'll give you the bottom line on this promising title.

“...IGUANA IS PUTTING EVERYTHING YOU COULD EVER IMAGINE INTO THIS FOOTBALL EXTRAVAGANZA.”



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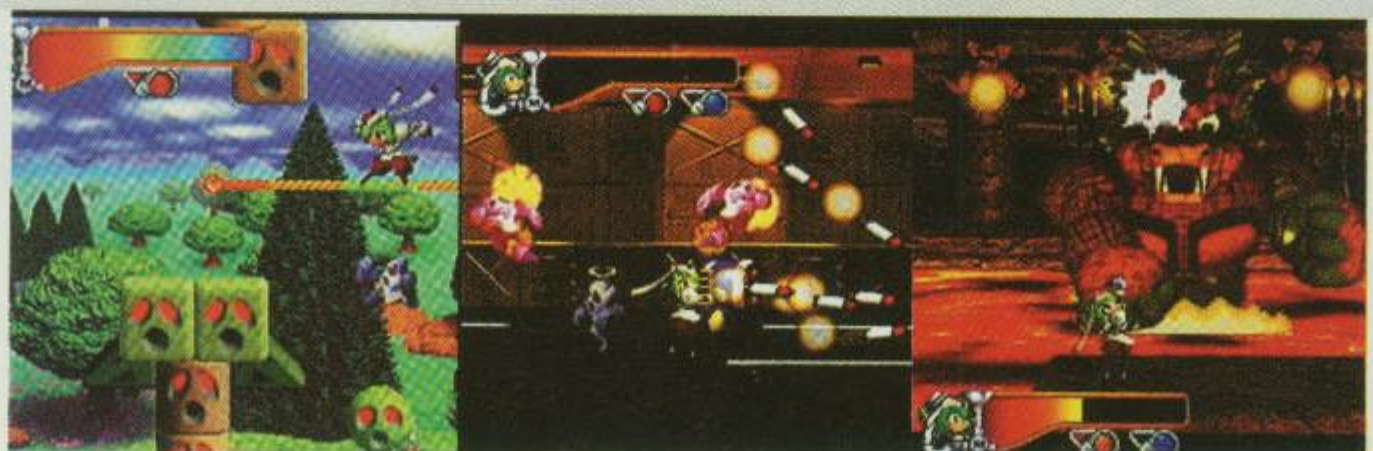
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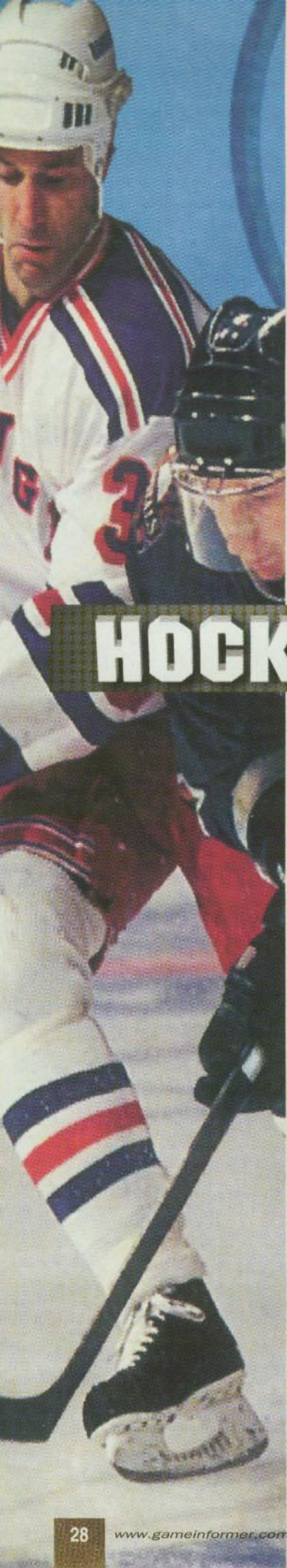
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NINTENDO 64





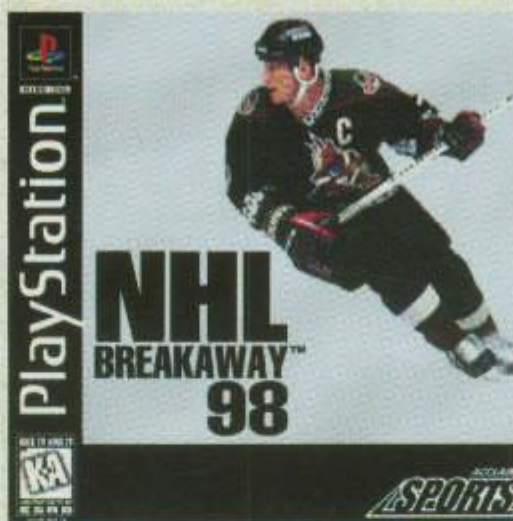
## CUTTIN' THROUGH THE BULL

All of these hockey games are fairly similar to one another. They all track stats, they all have create and trade player features, they all have 'new player animations and detailed uniforms.' Some of these options are welcome additions, especially the upgrades to season play. However, as it stands right now, not one of these games appears to be leading in the category of gameplay. Each has its merits, but also its weaknesses. Thus, this preview is meant to be informative, to illustrate that companies do not always correct past problems with games, and that often a mere update of a game is not satisfactory.

Note: All screenshots are taken from the camera angle we preferred for gameplay.

# HOCKEY

**“EACH HOCKEY GAME SHOWCASES A TREMENDOUS ARRAY OF OPTIONS AND FEATURES, BUT NO TITLE HAS YET EMERGED AS THE CLEAR LEADER.”**



- **Created by:** Sculptured Software for Acclaim
- **Available:** Now for Sony PlayStation
- **Standout Features:** Total Team Management System (Wins During Season Reward Players With Points to Hire Coaches, Rehab Injuries, and Develop Players); Icon Passing; Split-Screen Pause Menu; Intelligent CPU Trading; Game Speed Toggle; User Records

## NHL BREAKAWAY '98 A PLEASANT SURPRISE

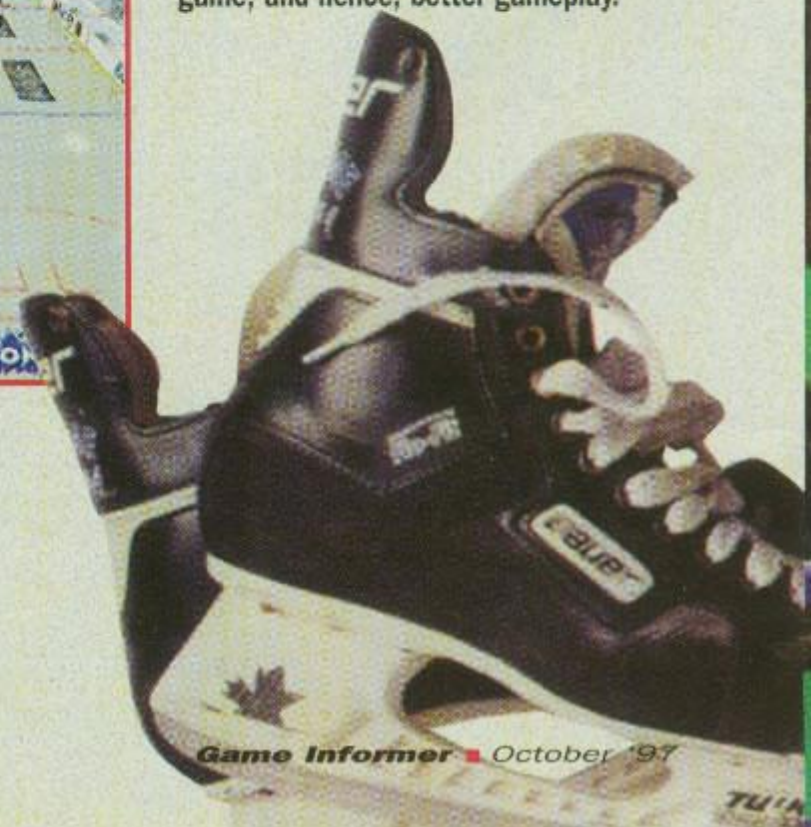
Breakaway '98 has more options than an all-you-can-eat buffet. Cool things like receiving points to hire new coaches and rehab injuries is a welcome addition to season play. Another great feature is the two-player split-screen pause menu. Thank you so much for including this. Seriously, giving each player simultaneous access to line edits and coaching strategies really moves the game along.

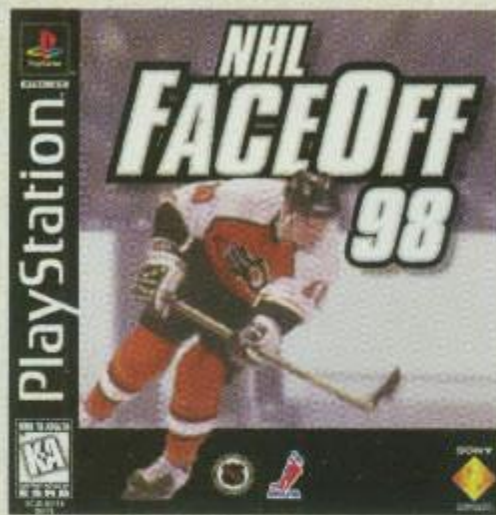
Breakaway includes icon passing, but we're pretty bummed that the icons don't just appear on-screen. The game makes a big deal out of dropping the icons onto each player, and they're so big that it takes away from the action. Just like in Sony's Face Off, you can control non-puck handlers, work the give and go, even set up the quick one-timer. Icon passing can be cool, and we're glad it's included in this game, but make the icons smaller guys.

One particularly useless feature is the fatigue bar. Players with the puck get winded as they skate, and the fatigue bar measures how winded a player is. But it doesn't make you pass the puck, and you can tell when it's time to switch lines anyways, so this feature doesn't really matter.

Now, let's get down to gameplay. Breakaway '98 has a skate backwards button assigned to the left shoulder button. Offensive players can skate backwards in search of a good passing lane, and defensemen can easily stick to assignments when faced with a rush. It's also nice that the switch player button is on the right shoulder. Using two index fingers on the top shoulder buttons, along with the d-pad and icon buttons provides comfortable and responsive play control.

It's obvious that the guys at Sculptured played a lot of NHL on the Genesis. Breakaway strives to deliver the same style of gameplay, and to a point, they've succeeded. Goals must be earned, and odd man rushes are due more to skill than luck. But the 'vanity complex' of Breakaway, all the large insets, glaring icons for passing, and fatigue meters should have been left out. The result would be a clearer view of the game, and hence, better gameplay.





## NHL FACE OFF '98 GAINING GROUND

The biggest criticism of last year's Face Off was that scoring was way too easy. So many times it seemed that the puck would rocket between three or four different players, then suddenly appear in the back of the net. This was frustrating because in hockey, you should always know exactly why you scored. Sure, icon passing was a revolution, but it made the game unbalanced.

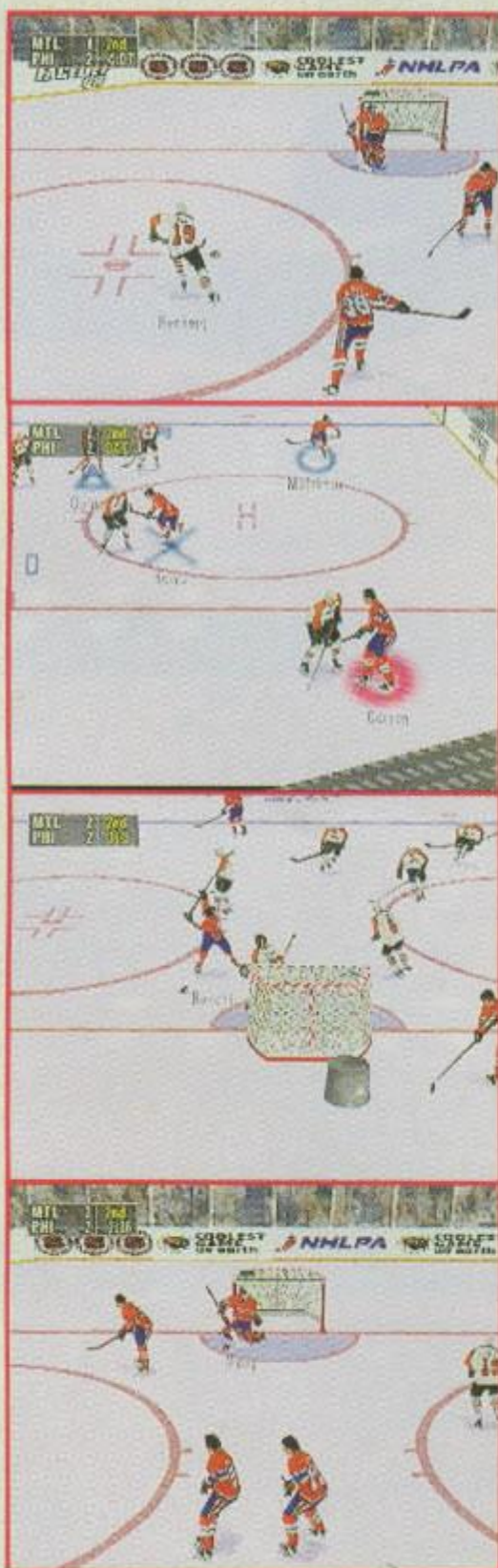
We're starting to worry, because the version we have right now suffers from this same syndrome. Just like last year, every single combination of button presses, button holds, and button double taps are worked into the icon passing system. While using this arsenal, seldom do you feel a goal is earned. You may bury a sweet one-timer into the back of the net, but more often than not your opponent could have done nothing to stop it. However, Sony may have found a solution to this problem. Face Off '98 has a game speed toggle that spans from 0 to about 150. By slowing the game down, the icon passing might be more deliberate and skill-based. Of course, if you don't like icon passing, you can simply elect not to use it. Without icon passing, Face Off is an excellent game that may take home the crown.

Face Off's hip check is still devastating, but the true standout feature is the new graphics. The ice surface has reflections, and the team logos are really sharp. No doubt about it, Face Off's ice surface is outstanding. The boards are awesome too. Every time someone crashes into the boards, they wobble and waver like real NHL glass. However, Sony needs to work on creating the perfect camera angle.

Face Off is analog compatible, which makes a slight difference when the game speed is set at slow, but overall, the analog doesn't matter.

At this point, Face Off is looking great, but of course it's impossible to tell until we receive the final version.

- **Created by:** Sony Computer Interactive for Sony Computer Entertainment America
- **Available:** November for Sony PlayStation
- **Standout Features:** Icon Passing, Analog Compatible, Shaking Glass, Best Game Speed Toggle in the Business



## NHL 98 THE REIGNING CHAMP

After logging playtime on an early build, we can say for sure that NHL 98 places a strong emphasis on goalies. The new save animations are really crisp; in fact, they're the best we've seen so far. The skating has been retooled, and players have a variety of different skating moves. This certainly doesn't set NHL apart from the other games, but it is a refreshing improvement over last year's version. One big complaint with NHL 97 was that line-ups could not be saved and loaded. This clunky part of the front end will be gone, and you can be sure all the line-up options will be up to spec.

The strength of NHL lies in smooth and instinctive passing. EA Sports is taking a stand against icon passing, but at the same time they've done nothing to improve over last year's passing. This isn't bad, but EA Sports has a habit of getting lazy in upgrading their franchises. To its credit, the sound is a major improvement in NHL 98. Just like Triple Play 98, two announcers will be doing the play-by-play. However, we're pretty bummed that Jim Hughson is the main voice. He was good in Triple Play, but he definitely does not have a hockey voice. We'll probably turn the voices off.

The new standout feature is on-the-fly strategy calling. Changing strategies on-the-fly makes annoying pause screens a thing of the past. All games now have coaching strategies, but NHL's is a little better than the rest.

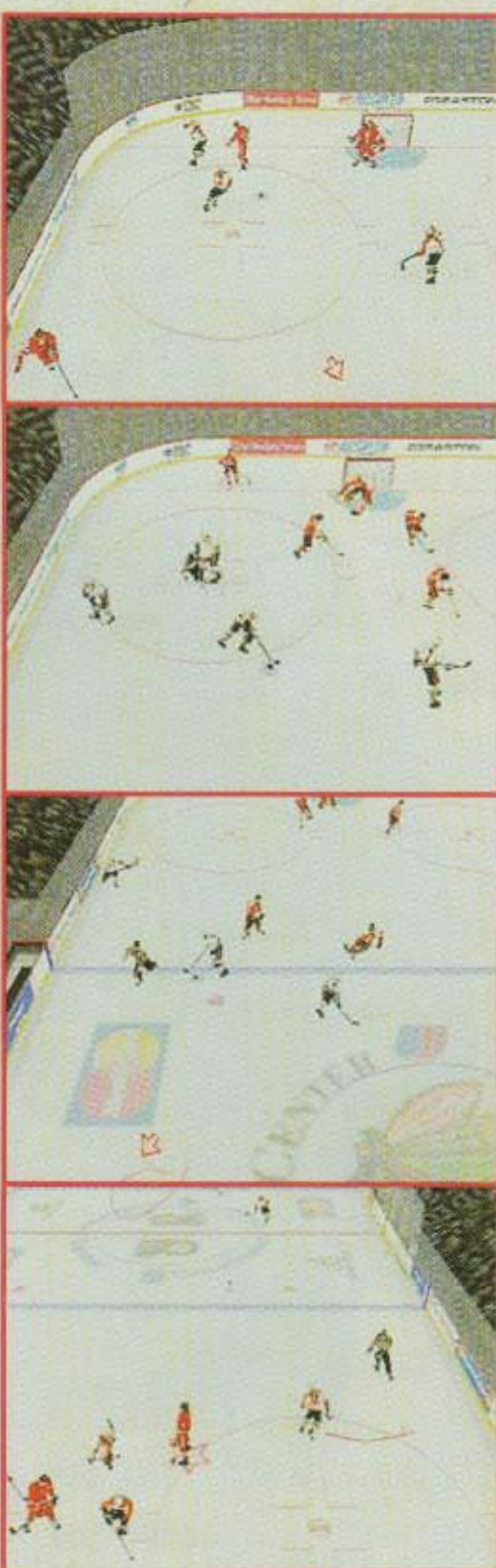
In the end, you can count on NHL being a good game, but it'll probably be just another EA update. We want more.

### A NOTE ON POWERPLAY 98

Radical put out another good game this year that shipped in mid-September (we scored it an 8), but we're dumbfounded that it's still nowhere near as cool as last year's Saturn version. Radical has some serious hockey talent on their team, but they'll have to do better next year if they want to be contenders. Radical should pick up the Hockey Night in Canada license, continue with their Canadian purist approach to the game, and get back to the gameplay and graphics of Powerplay '96 for the Saturn.

We should also note that Sega Sports picked up publication rights for the Saturn version of Powerplay '98. Titled NHL All-Star Hockey '98, the game will ship in November. However, after playing the game, we've decided that it's not as good as last year's Saturn version.

- **Created by:** EA Canada for EA Sports
- **Available:** October 1997 for Sony PlayStation
- **Standout Features:** Excellent Goalie Save Animations, Two-Man Commentary Booth, On-The-Fly Strategy Calling





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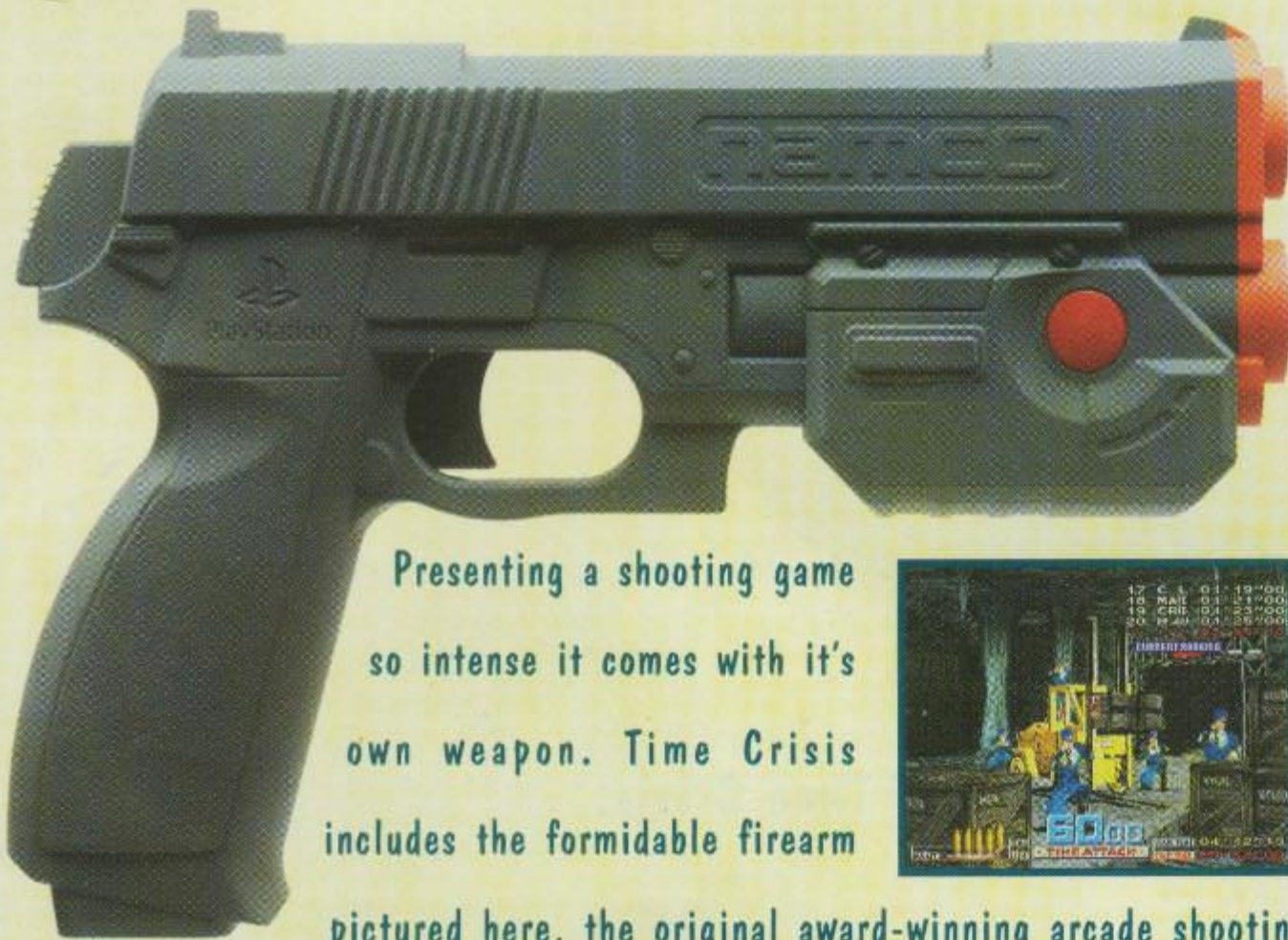




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# WRAP UP

## A FEW PARTING WORDS OF WISDOM

With all the good sports games on the market, game players must be wiser and more informed than ever before. Remember, always be open to new companies and new ideas. You may be a loyalist to one company's titles, to the point that you don't seriously consider another game. This is called bigotry, and this is especially the case with the Madden football franchise. There are still a host of players who refuse to even look at any football game besides Madden. Our word to you is GROW UP!

Right now, there are three companies that are leading the industry in sports games. There is EA Sports, who continues to dominate in terms of sales and marketing. Then there is Sony Interactive Studios America, a young company with a lot of energy. Their mission is to beat EA Sports, and they're doing a darn good job. Where they tend to lose out is in the simulation aspects of games. NBA Shoot Out '97 was the best playing basketball game last year, but fouls, stats and individual match-ups were unbalanced. Their baseball had a useless stats engine, but played very well. This year, GameDay is sweet and Face Off is a strong contender. Sony is best known for revolutionary strides in graphics and interface, often at the expense of solid stats and season options. Then there is Konami. More than ever, we're seeing Konami sports games and saying, "Wow." International Superstar Soccer rules. It might even be the best sports game of the year. Konami's basketball line is really shaping up, with an aggressive move into the N64 market. Konami put out another solid baseball title this year, MLBPA Bottom of the 9th '97, and wisely decided to stay away from football. We predict that Konami will return to the forefront in the next two years, reliving their glory days on the NES when they dominated with titles like Blades of Steel and Double Dribble. To do this, they need to explore the create player option more thoroughly, expand into every genre, and start shelling out big bucks for professional licenses.

So should you be disappointed in a sports game purchase just because the GI reviewers said another game was better? Well, that depends on what you value in a sports game. Here at the office, we focus on gameplay, while considering the depth of the create player feature and season stats consistency. The best game is a balance between the two. We want gameplay, but we also want all the other features that make playing

eighty or a hundred games worth our time. These features usually include hot and cold streaks, injuries, the ability to trade players within the season, accurate and bug-free stats tracking, and a solid create player. When buying games, always examine the competition, always evaluate what you think makes a good sports game, and above all else, keep an open mind.



**"WITH ALL THE GOOD SPORTS GAMES ON THE MARKET, GAME PLAYERS MUST BE WISER AND MORE INFORMED THAN EVER BEFORE."**



## A LOOK AHEAD TO HOOPS

### NBA LIVE 98

- Created by: EA Sports
- Available: November for Sony PlayStation Also Sega Saturn

This year's NBA Live looks a lot like last year's game, and the annoying skating/running style of the players has returned. The movement still isn't close to In The Zone or Shoot Out, but NBA Live shines when it comes to individual player match-ups, realistic stats, and fouls that actually matter. New this year is the ability to string together a multiple series of special moves.



### NBA IN THE ZONE '98

- Created by: Konami
- Available: December for Sony PlayStation and Nintendo 64

Last year's In the Zone was solid. The player animations were top notch, and the gameplay was straightforward and exciting. What it lacked was a create player feature. Konami still hasn't added a create player, so it will most likely lose out to Live and Shoot Out, but keep your eye on the N64 version. Konami has no 64-bit basketball competition, and the N64 version allows for multiple players in season mode. The N64 version is pictured on top, the PlayStation is below.



### NBA HARDWOOD HEROES

- Created by: Visual Concepts for Midway Home Entertainment
- Available: November for Sony PlayStation

Hardwood Heroes is a strong basketball title from a company known primarily for arcade sports games. The game looks great, with excellent season options and an advanced gameplay interface. For pictures and more information, see pg. 68.

Also worthy of note is NBA Action '98 for the Sega Saturn. Sega Sports purchased rights to the game from Midway, and it's almost identical to the PlayStation version of Harwood Heroes.



### NBA SHOOT OUT '98

- Created by: Sony Interactive Studios for SCEA
- Available: December for Sony PlayStation

Sony has added user records to this third installment in the Shoot Out series, while focusing on upgrading player animations. New no-look passes, tip-ins, and a post up move should give the gameplay some needed variety. Let's hope Sony squares up the foul situation, while figuring out how to keep games under 120 points. Also, this year's installment is analog compatible and includes a two-on-two mode.



## Game Informer's

### TOP TEN

#### Editor's Top Ten Console Games for October

- 10 *Marvel Super Heroes* - SS
- 9 *Star Fox 64* - N64
- 8 *GoldenEye 007* - N64
- 7 *Oddworld: Abe's Oddysee* - PS-X
- 6 *Madden NFL 98* - PS-X, SS
- 5 *Treasures of the Deep* - PS-X
- 4 *NFL GameDay '98* - PS-X
- 3 *Madden 64* - N64
- 2 *Castlevania: Symphony of the Night* - PS-X
- 1 *Final Fantasy VII* - PS-X

#### Reader's Top Ten Console Games for October

- 10 *Super Mario RPG* - SNES
- 9 *Resident Evil* - PS-X
- 8 *Donkey Kong Country 3* - SNES
- 7 *Albert Odyssey* - SS
- 6 *Tomb Raider* - PS-X, SS
- 5 *Triple Play 98* - PS-X
- 4 *Turok: Dinosaur Hunter* - N64
- 3 *GoldenEye 007* - N64
- 2 *Star Fox 64* - N64
- 1 *Final Fantasy VII* - PS-X

#### Top Ten Reasons Why We'll Miss Erik, The PC Jedi

- 10 We will no longer have the luxury of losing games and personal things on his cluttered and always messy desk.
- 9 The PC page could very well be geekless.
- 8 There will no longer be a strong connection between the U.S. video game industry and Norway.
- 7 There will be no one left in the office who can withstand playing *Tail of the Sun* for three straight weeks.
- 6 Our good friend Bodda the monkey will depart GI as well, and will become Erik's dormmate.
- 5 There will no longer be hundreds of Coke cans scattered around the office.
- 4 We will no longer hear thirty minute lectures on why jump-jets are cool.
- 3 We will no longer have the luxury of sitting through thirty minute lectures on why powered armor is cool.
- 2 We will no longer have the luxury of sitting through two hour lectures on why Norway is cool.
- 1 We'll be breaking up the best staff of game editors ever assembled.

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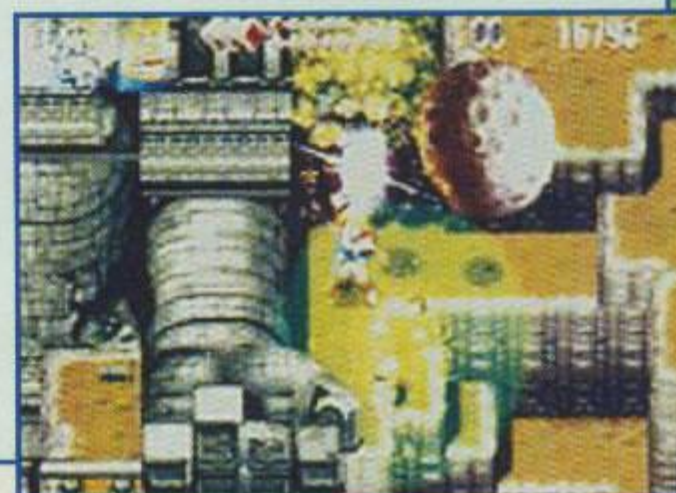
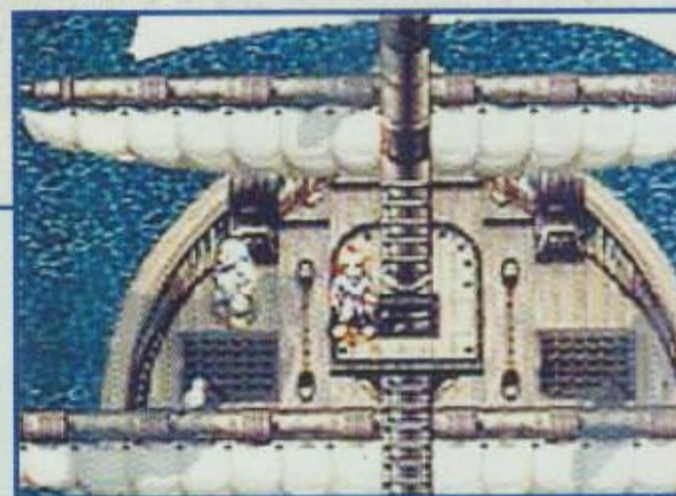
## First Pictures of Konami's Hybrid Heaven

Along with the eagerly anticipated *Metal Gear* for **Sony PlayStation**, Konami is developing another 3D RPG exclusively for the **N64** called *Hybrid Heaven*. Utilizing a real-time 3D graphics engine, *Hybrid Heaven* puts gamers into an immense 3D environment, where they'll need to master both fighting and gun play as they work their way through the quest. At this point the facts are a little scarce, but we do know that the team working on this title wants to "one-up" the guys working on *Metal Gear*. This is good news, since competition always creates better games. To see an AVI, go to Konami's web site at <http://www.konami.com/>.



## The WWF Returns to the PlayStation

**Acclaim Entertainment** gave us a preliminary look at *WWF '98* for the **Sony PlayStation**. Not due to hit the PS-X until next spring, the game contains 12 of the WWF's toughest wrestlers. The version we played only contained a one-on-one mode, but we already saw the menus for tag team, cage match, and weapons match. Up to four players will be able to compete in all or most of these modes. The preliminary play control was set up very much like WCW with a punch, kick, and grapple button. Moves can vary depending on where characters are standing in relation to the opponent. We executed pile drivers, a suplex, and a number of other throws. We're sure there will be plenty of other moves.

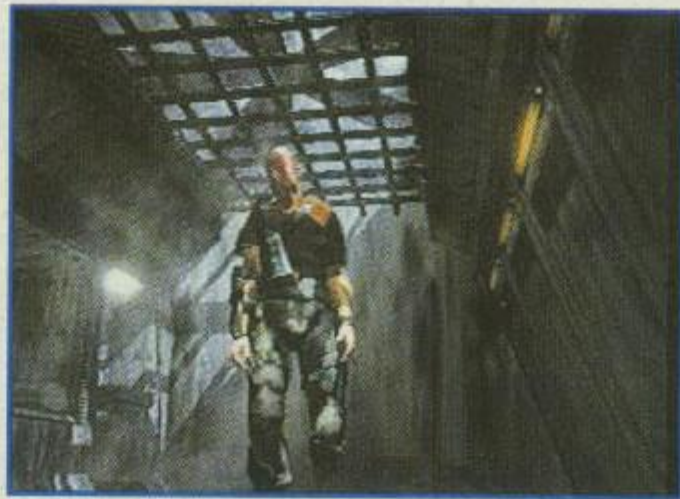


## Working Designs to Bring Alundra to U.S.

**Working Designs** has secured the rights to **Sony Computer Entertainment Japan's** action/RPG *Alundra*. Currently available for the **Japanese PlayStation**, *Alundra* features the main character from the **Sega Genesis** hit *LandStalker*, and gameplay that is very similar. Working Designs commented to *Game Informer* that the translation process is already 50 percent complete, and they will attempt to hit a December PlayStation release. This is Working Designs' first PS-X RPG, and it will not be coming out for the **Saturn** as Working Designs has abandoned all new Saturn development. Ouch!

## Activision's Apocalypse Slips to December

**Apocalypse**, Activision's PlayStation game starring **Bruce Willis**, will not be released until March of next year. Originally scheduled to release on the PlayStation in October, the delay is due to problems with the play mechanics. An Activision representative stated that, "Bruce Willis and all the marketing in the world wouldn't sell this game if it had lousy play control." We'll keep you posted on the progress of *Apocalypse*.



### What's Hot!



## Sony to Release the Largest Racer of All-Time

It looks like our **E3** Rumor section (featured in *GI*, August '97) holds more fact than fiction. The first rumor that we mentioned was about **Sony Computer Entertainment, Inc.'s** mind-blowing new racer entitled **Gran Turismo (GT)**. Lo and behold, this rumor is true, and we actually played a test version of it last year. The test model of *GT* is a hidden mode in *Motor Toon GP*, and as you've probably guessed, it is being done by the same team that did *GP*.

We've actually had a chance to play the real build of the game at Sony, and yes, it is mind-blowing. The big feature in the game is the number of cars. Right now, there are over 100 different vehicles, and in the end they are hoping to incorporate 120 different cars into the racing experience. With this cornucopia of vehicles to choose from, you will compete on eight different tracks (all featuring very little pop-up). With this many vehicles and tracks, you'd probably assume that the graphics would suffer, but they don't. *GT* has a very realistic and flashy look to it, where you'll see all the cars with headlights at night, cool wheel action (with that strobing reverse spin action), and true-to-life physics and racing techniques.

Obviously, Sony is trying to make this racer the biggest of them all, and right now it sounds like they'll accomplish that objective. The game is set for a January release. Also, *GT*'s cars are all officially licensed production cars. Check out the list to the left.

- Chevrolet
- Toyota
- Nissan
- Subaru
- Honda
- Chrysler
- Mitsubishi
- Mazda
- Astin Martin
- TVR



## Gex Coming to N64

Last month, we reported that **Midway Home Entertainment** had entered into a publishing agreement with **Crystal Dynamics**. The agreement allows Midway to publish both of Crystal D's highly anticipated PlayStation titles, **Pandemonium 2** and **Gex: Enter the Gecko**. However, there was one unanticipated amendment to the deal. Midway has requested that Crystal Dynamics (working in conjunction with Midway) create a version of *Gex: Enter the Gecko* for the **Nintendo 64**.

As it stands, *Gex: Enter the Gecko* will be available for the Nintendo 64 sometime in the 1st quarter of '98 (probably March). Due to this new development, the release of *Gex: Enter the Gecko* for the PlayStation has been delayed until January 20, 1998.



## Data File:

This month the American market finally gets a chance to experience **Sony's** new Hip Hop Hero, **PaRappa the Rapper** (see pg. 56). The game, which has sold more than 500,000 units in Japan, is already in line for a sequel. Or at least that what the ending of the game implies when it flashes a big **PaRappa the Rapper 2** ad. A U.S. release of *PaRappa 2* is pending, but nothing has been officially announced.

Over the recent months, **Konami** has been showing more and more of their upcoming line-up, but one title that we had never heard of was their new, **N64** only, fighting game tentatively titled **G.A.S.P.** Konami claims that this title will be the first "true" 3D fighter for the N64, and will feature rendered backgrounds and characters.

*Game Informer* has learned that **Cyrstal Dynamics** has already begun work on a sequel to the underground hit, **Blood Omen: Legacy of Kain**. This new incarnation is being created on an alteration of the **Gex: Enter the Gecko** 3D engine and should be ready in late '98. This time, however, the game is being developed in-house, rather than by **Silicon Knights**.

**Midway Home Entertainment** has recently acquired the publishing rights to **Kemco's** racing title **Top Gear Rally** for **Nintendo 64**. No release date has been announced, but we expect Midway to ship this title as early as possible, so as not to conflict with their November release of **San Francisco Rush**.

Unfortunately, **Acclaim's NFL Quarterback Club '98** for **PlayStation** has been canceled. Fortunately, all resources at **Iguana** (responsible for the franchise's development) are now focused on finishing up **NFL Quarterback Club** for **Nintendo 64**. With the late release date for the PlayStation version, and the embattled football market on PlayStation, *Game Informer* would have to say that the decision to cancel was a wise one.

**Electronic Arts** has acquired the rights to **Infogrames' V-Rally**, an off-road rally racing game that was originally going to be published by **Ocean** in the United States. Look for *V-Rally* to ship in the States by the end of October. Unfortunately, we were unable to get a copy of the game before this issue went to press, but look to *GI* for the verdict on this game in November.



## MK Mythologies Nears Completion

While **MK Mythologies** is still on track for a late October release, much of the game is still incomplete. We did, however, get a chance to play the first three levels and see some of the FMVs. The acting in the videos is pretty bad, but the story is cool and makes for some entertaining sequences. Another interesting fact about this game is that Sub-Zero gains his powers through experience. Do a three-hit combo and get 8 experience points. Get enough experience points and you earn the freeze ray, and so on and so on. There are a total of eight moves that Sub-Zero can execute.



## Nintendo Unveils New Game; Banjo, Griffey, and Yoshi Slide to '98

As everyone already knows, **Nintendo's** favorite word is "delayed." And once again Nintendo is using their favorite word, but this time they are also saying "surprise" with the introduction of a new game from **RARE**.

**Diddy Kong Racing** will arrive for the **Nintendo 64** this November. It is obvious that Nintendo and RARE have been developing this game since the inception of the N64. **Game**

**Informer** has long predicted that Nintendo would release an N64 game revolving around the **Donkey Kong Country** universe before year's end. However, while **Diddy Kong Racing** will release on November 24, a number of previously announced Nintendo games will not make it for the holidays. Nintendo has officially announced that **Banjo-Kazooie**, **MLB Featuring Ken Griffey Jr.**, and **Yoshi's Story** (new title) will all be released in the first quarter of '98. **Hudson Soft's Bomberman 64** has moved to December 1 and will be published by Nintendo.

With all of the changes, Nintendo's N64 release schedule consists of just three titles for the rest of 1997.

### 1997

- **Mischief Makers** - September
- **Diddy Kong Racing** - November 24
- **Bomberman 64** - December 1

### 1998

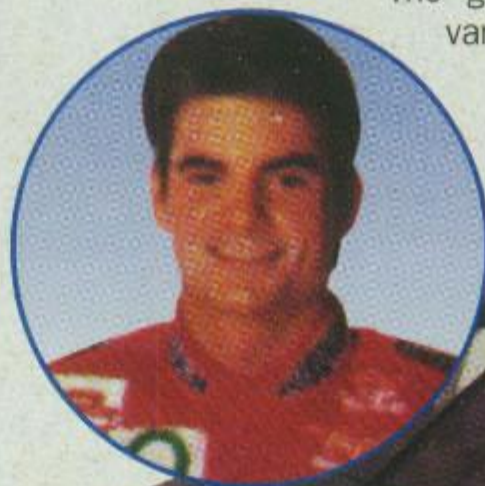
- **Yoshi's Story** - February 9
- **Banjo-Kazooie** - March 16
- **MLB Featuring Ken Griffey Jr.** - March 30
- **Buggie Boogie** - TBA
- **Body Harvest** - TBA
- **Kirby's Air Ride** - TBA
- **Zelda 64** - TBA



## ASC Games Signs Jeff Gordon

**Jeff Gordon** is the defending **Winston Cup** points champion. **ASC Games**, looking to capitalize on Gordon's superstar appeal, his knowledge of racing, and his well known love for video games, inked a deal that has Gordon co-producing a number of racing titles over the coming years.

The games will be available on a variety of different platforms.



## First Look at FIFA: Road to the World Cup 98

**EA Sports** is starting to leak information concerning the upcoming title **FIFA: Road to the World Cup 98**. Planned for release on the **PlayStation**, **Saturn** and **PC**, the new **FIFA** looks to recreate (obviously) the road to the World Cup. The grueling process of the preliminary qualifying rounds will find players choosing from 172 national teams to compete for one of the 30 open spots in the final qualifying round (to be held in France). Of course, the game will also include standard league play with an additional 193 teams from 11 different leagues.

Players will be able to customize cups, and the gameplay is said to be faster and more responsive. **FIFA: Road to the World Cup 98** will ship in late October/early November. The shots do not appear to be actual gameplay, but perhaps were taken off the instant replay feature.



## N64 GameShark Available Now

Maybe you're just not good enough. Maybe there's one boss you cannot defeat. Maybe you've finished your favorite game, but would like to play it again with unlimited weapons and infinite health. Well, **Interact** is here to help with the announcement that their popular **GameShark** line of accessories has just swum into 64-bit waters.

Available now for the **Nintendo 64**, **GameShark** uses alpha-numeric codes to hack into a game's programming.

Typically, the **GameShark** grants players advantages like immortality, infinite weapons, and double attack damage. There are also codes for sports games.

For example, the **GameShark** can activate instant home runs or guaranteed strikeouts. In an adventure game, the **GameShark** might enable all the keys, gems, or special powers.

Available now at an MSRP of \$49.99, the **GameShark** is one predator that no 'cheater' will want to miss.



## MDK Coming to Television

**Mainframe Entertainment** has inked a deal with **Playmates Interactive** and **Shiny Entertainment** to produce an animated TV series based on the game **MDK**. Mainframe, producers of the **ReBoot** series, will target the television release of **MDK** for the fall of 1998. The PC version of **MDK** is currently available and Playmates will release a **PlayStation** version in November.



## Minnesota Timberwolves' Star Helps Out Acclaim

**Acclaim** has enlisted the help of Minnesota Timberwolves guard **Stephen Marbury** to provide the motion-capture for Acclaim's upcoming **NBA Jam '98**. Arguably the best rookie in the NBA last year, Marbury's quickness and dynamic moves will certainly add a lot of flare to Acclaim's basketball title when it is released next spring.



## Duke Nukem Coming to PS-X

It seemed odd that the **PlayStation** was the only high-end platform without a version of **Duke Nukem**. With the announcement of **Duke Nukem: Total Meltdown**, all this has changed. New to the PlayStation version is an exclusive episode featuring six new levels. One of the new levels is called **Womb Raider**, and supposedly, it mocks **Tomb Raider**, with one slight difference – the chests are bigger in different spots. The other new levels are called **Wipe 'em Out T**, **President Weevil**, **Duke Fiction**, **Marks the Spot**, and **Club Apocalypse**. No release date has been announced.



### MK4 Extreme

<http://www.dragondata.com/~tremor/mk4/>

This site is loaded with **Mortal Kombat 4** information, pictures, and moves. Plus, this site features information on every other **Mortal Kombat** title, even the ones that are not released yet. If you need an **MK** fix that goes beyond the games, cartoons, and movies, check out this superbly designed site.

## VIDEO GAME TRIVIA

- 1 What are the three Super FX chip games that never came out for the Super Nintendo? Hint: Two of them ran on the Super FX2 chip.
- 2 In **Mortal Kombat 3** what do **Cyrax**, **Sektor**, and **Smoke** (not **Human Smoke**) turn into for an **Animality**?
- 3 Who is the last boss in **Resident Evil**?
- 4 In any of the **Super Mario** games, has **Mario** ever eaten a mushroom that could kill him?
- 5 What does **TSR** stand for, and what game put them on the map?

(Answers on the bottom of page 39)



## Name That Game!

This **Game Boy** title was originally released in 1993 by **DTMC Inc**. It featured fast-paced action with special moves, bonus games, and cool sumo stuff. What game is it?

(Answer on the bottom of page 39)



## Sega Stresses Quality With Holiday Line-Up, Unveils New Title From The Creator of Sonic & Nights

Borrowing a phrase that has been common around the **Nintendo** offices, **Sega** stressed "quality over quantity" at their recent **Gamer's Day** near **Sega of America's** HQ in Redwood City, California. Only about thirty first and third-party titles were shown at the event, but Sega gave members of the press a chance to play and learn more about some of the **Saturn** titles due out in the next six months. Sega also unveiled, for the first time, **Burning Rangers** from designer Yuji Naka.

While Naka's name might not be in your vid vocabulary, two of his games – **Sonic** and **Nights** – most likely are. Based off the same engine as *Nights*, *Burning Rangers* is much like the walking portions of *Nights* except with jump jets and an assortment of fire-fighting weapons. The two environments we saw were set in corridors and multi-leveled rooms, *Burning Rangers* was clearly still very early in development. It has been announced for spring of '98.

Aside from Sega's *Burning* surprise, there were a number of other noteworthy titles that Sega will publish (not too many mind you...remember quality). **Sega Touring Car** has been closely guarded by Sega since E3. The 60% complete version is extremely fast yet still rough around the edges. **Sonic R** is said to be on path for a November 18 release, but we were only shown a 30% complete version which was almost identical to the version we saw in June. **Panzer Dragoon Saga**, Sega's action/RPG sequel, is looking awesome (see pg. 60) and was easily the best game shown at Sega's event. Also shown was **Last Bronx**. Although it doesn't have the sheer character numbers of **Fighter's Megamix**, fighting game fans should be on the lookout for *Last Bronx*, a solid effort from **AM3**.

First-person shooters in the form of **Duke Nukem** and **Quake** stand up very well to their PC and console counterparts. *Quake*, programmed by **Powerslave** creator **Lobotomy**, has the graphics working smooth, but is still lacking character placement and AI. *Duke* is said to include much of the original PC version's content. It was set up on deathmatch via the Net Link which proved to be very enjoyable and quick (although the two games were set up right next to each other).

**Sega Sports** fumbled the ball with last year's NFL offering, and so there was no announcement of a new football title, but Sega has acquired NHL and NBA products to go along with their already outstanding soccer and baseball projects. **NBA Action '98** is developed by **Visual Concepts** and is the same PlayStation product known as **Hardwood Heroes**. The hockey title, **NHL All-Star Hockey '98** is the **Radical Entertainment** developed title **Powerplay '98** on the PS-X. With the help of key developers, Sega Sports has its strongest sports line-up in the Saturn's history.

A total of thirteen third-party games were shown at Sega's *Gamer's Day* with standouts being **Fox Interactive's Croc**, **EA Sports' Madden 98**, and **Capcom's Resident Evil**. **Ten Pin Alley** from **ASC** was our dark horse favorite.

Sega of America has gone through some drastic changes over the past year with corporate reorganization and the dismantling of most or all of its internal Saturn software development in America. Sega of America may be feeling the grips of control from their Japanese parent, and it shows. Upcoming software (including *Touring Car*, *Quake*, *Last Bronx*, and *Sonic R*), is being somewhat guarded from our hands, a practice that frustrates and limits us in providing you with more extensive coverage on games. We can write only so much from just screen shots and fact sheets. Yet with all the negativity surrounding the company, Sega of America CEO Bernie Stolar reiterated the strong base on which the company stands and its long history in the industry. Sega may be the third pony in a two horse race, but they are here for the long haul.

### Sega's First-Party Software Schedule

- *Burning Rangers* – Spring '98
- *Duke Nukem 3D* – October
- *Enemy Zero* – November
- *Last Bronx* – Late October
- *The Lost World: Jurassic Park* – Now
- *NBA Action '98* – October 28
- *NHL All-Star Hockey '98* – October 21
- *Sega Touring Car Championship* – November
- *Sonic R* – November 18
- *Panzer Dragoon Saga* – March '98
- *Quake* – November
- *Worldwide Soccer '98* – November



Enemy Zero



Quake



Sega Touring Car

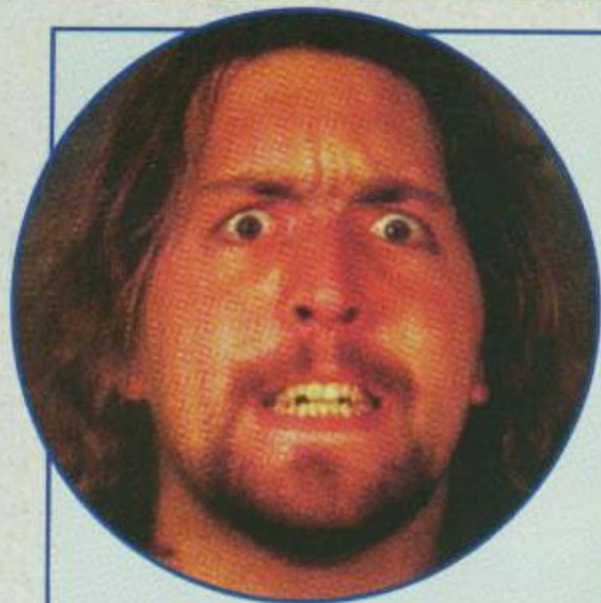


Last Bronx



Duke Nukem





## Character Lists Revealed For TH\*Q's Wrestling Games

During a recent visit, *Game Informer* got a chance to play both of TH\*Q's upcoming WCW titles. **WCW Nitro** (for the PlayStation) and **WCW Vs. The NWO: World Tour** (for the N64) will both be available this November.

For wrestling fans, these games may be the end-all, be-all of wrestling. *WCW Vs. the NWO* features a very entertaining 4-player battle mode and 24 wrestlers from the WCW and NWO. Plus, there will be plenty of international wrestlers as well (TH\*Q stated that there would be at least 45 wrestlers in the game, possibly more). In addition, the new rope physics blow away anything we've ever seen, and it's also cool that players can choose what organization they will represent. In other words, if you choose a legitimate wrestler, and you want them to sell out, migrate them to the NWO. Will the N64 be bathed in black?

In **WCW Nitro's** case, the game features 16 WCW wrestlers and a number of hilarious pre-game taunt FMVs for each character. There should also be some hidden characters to unlock, as well as 'run-in' characters during matches. On the left are WCW characters that will be available in each game:

### WCW Vs. The NWO: World Tour

- "Hollywood" Hulk Hogan - NWO
- Kevin Nash (Outsiders) - NWO
- Scott Hall (Outsiders) - NWO
- Syxx - NWO
- Lex Luger - WCW
- Giant - WCW
- "Nature Boy" Ric Flair - WCW
- Dean Malenko - WCW
- Eddy Guerrero - WCW
- Chris Benoit - WCW
- Sting - WCW
- Bogus Sting - NWO
- Scott Norton - NWO
- Buff Bagwell - NWO
- Eric Bischoff - NWO
- Scott Steiner (Steiner Brothers) - WCW
- Rick Steiner (Steiner Brothers) - WCW
- Steven Regal - WCW
- Rey Mysterio, Jr. - WCW
- Ultimo Dragon - WCW

### Boss Characters

- "Macho Man" Randy Savage - NWO
- Diamond Dallas Page - WCW
- Glacier - WCW
- Wrath - WCW

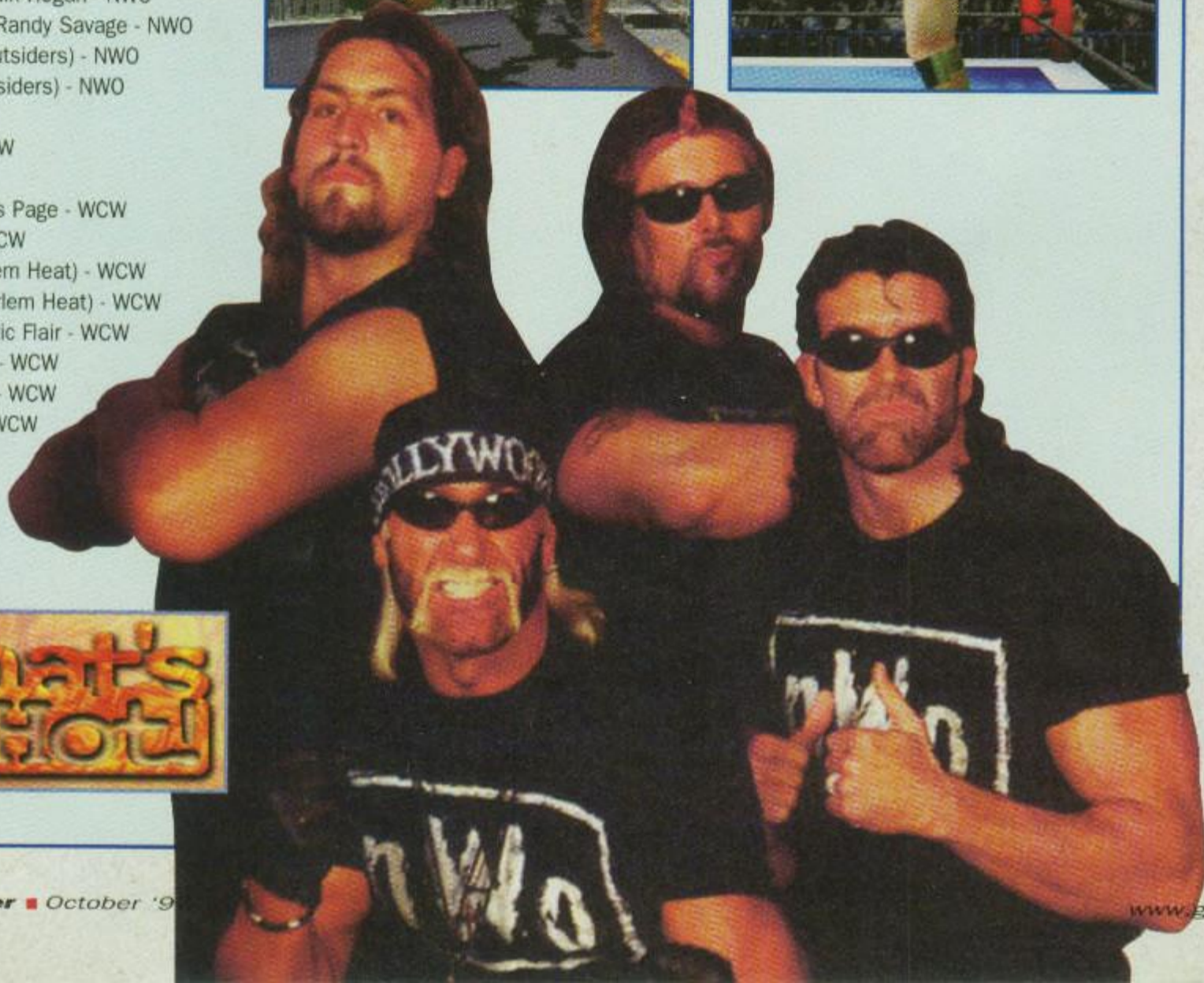
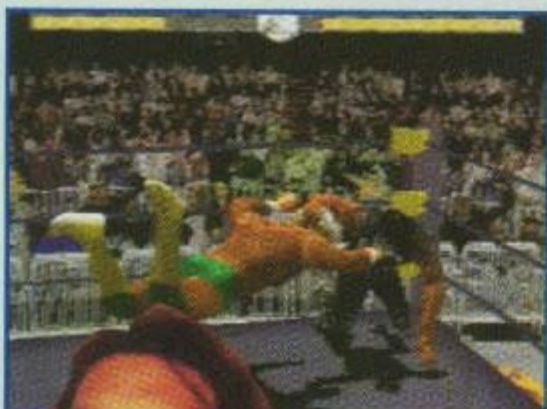
### WCW Nitro

- Sting - WCW
- "Hollywood" Hulk Hogan - NWO
- "Macho Man" Randy Savage - NWO
- Kevin Nash (Outsiders) - NWO
- Scott Hall (Outsiders) - NWO
- Syxx - NWO
- Lex Luger - WCW
- Giant - WCW
- Diamond Dallas Page - WCW
- Jeff Jarrett - WCW
- Booker T (Harlem Heat) - WCW
- Stevie Ray (Harlem Heat) - WCW
- "Nature Boy" Ric Flair - WCW
- Dean Malenko - WCW
- Eddy Guerrero - WCW
- Chris Benoit - WCW

WCW Nitro - PS-X



WCW Vs. NWO: World Tour - N64



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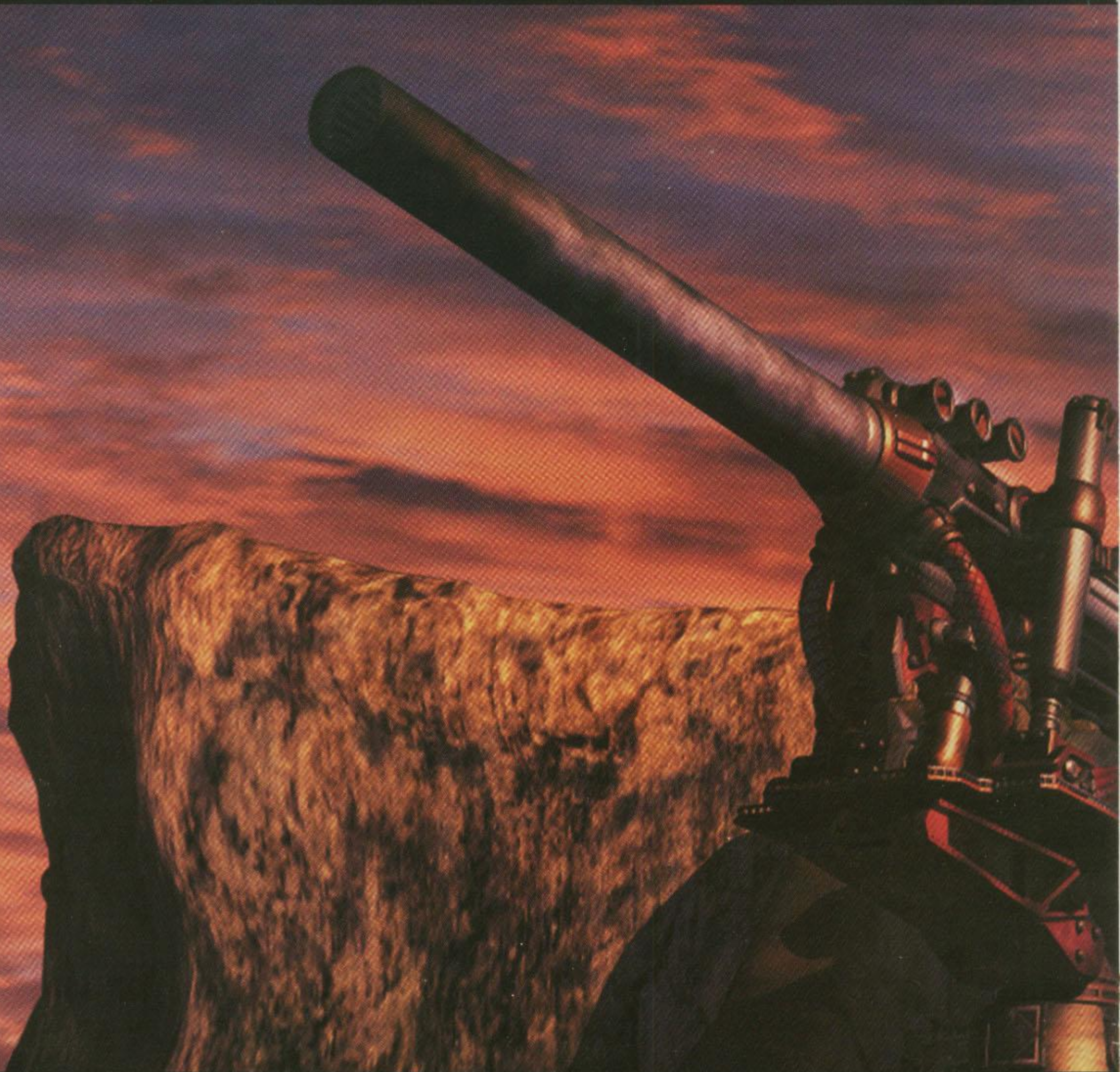
### Video Game Trivia Answers:

1. FX Fighter (FX), Star Fox 2 (FX2), Comanche (FX2)
2. Shark (CyraX), Bat (Sektor), Bull (Smoke)
3. Tyrant
4. Yes, in *Super Mario All-Stars* The Last Levels, the blue shrooms were bad shrooms.
5. Technical Studies Rules, *Advanced Dungeons & Dragons*

### Name That Game Answer:

It was *Sumo Fighter*, one of the strangest, yet most entertaining and unique GB action titles of all-time.

Someone please get the guys who make



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cartridge games a cigarette and a blindfold.



Good thing. If it were available on cartridge, it'd retail for around \$1,200.

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# DUKE NUKEM 64

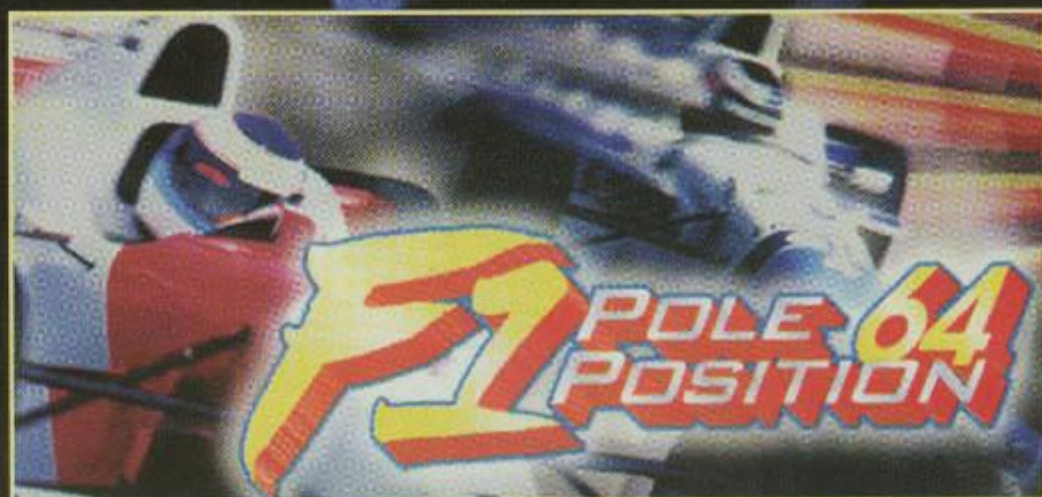
## Duke Gets An Upgrade On the N64

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player First-Person Shooter
- **Special Features:** 10 Weapons (Not Including the Boot), 3 and a Half New Weapons, Explosive Ammo For Shotgun, Armor Piercing Ammo For Auto-Pistol, 32 Levels, More Blood, Rumble Pak Compatible, Polygonal Explosion Effects
- **Created by:** GT Interactive
- **Available:** December for Nintendo 64

After seeing what a lousy job they did with Hexen, we were pretty skeptical of GT's efforts to translate Duke from the PC. Fortunately, Duke is not only just "as good," but appears to be even better. Sure they took out some of the more racy elements, but the blood is actually in greater quantities and the obnoxious voice of Duke continues to let the one-liners fly.

The thing we were most impressed with was GT's decision to replace three of the weapons with newer ones. This sounds horrifying to a Duke Nukem veteran at first, but the new weapons are awesome. Gone are the days of the machine gun, rocket launcher, and freeze-thrower. The machine gun has been replaced with two semi-automatics, the rocket launcher has been replaced with a grenade launcher that's better than Quake's, and the freeze-thrower has been replaced with a plasma weapon. The plasma gun deserves special attention. This powerful weapon can be powered-up depending on how long the player holds the button. Once it reaches full power, the gun starts to shake. Unleashing a plasma blast at this point results in an explosive roar that rivals the Fusion Cannon from Turok in its ferocity. GT has also thrown in some new types of ammo for the first two weapons. If you can find the armor-piercing bullets for the auto-pistol or explosive ammo for the shotgun you will gain newfound respect for these lesser tools of the trade.

GT has also replaced all of the "adult" humor with a wackiness that can still be appreciated. The adult bookstore, for instance, has been replaced with "Duke Burger," a fast-food joint with a gigantic rotating statue of Duke Nukem in front of it. We can't review this game yet, but we're impressed with GT's efforts on this one and look forward to playing the game in its final form.



## The F1 Experience Comes Home

- **Size:** 64 Megabit
- **Style:** 1-Player Racing
- **Special Features:** Realistic Tire, Suspension, Gear, and Brake Deterioration, Leaderboard Pit and Position Toggle, F1 License Featuring 16 Courses and 22 Drivers, Manual, Automatic and Semi-Automatic Transmissions, Fully Customizable Cars, Arcade and Simulation Modes
- **Created by:** Human for Ubi Soft
- **Available:** October for Nintendo 64

In creating a good racing sim, developers need to tread the line between realism and playability. Sure, gamers need to be able to tune cars, draft, and occasionally experience breakdowns; but should gamers need to worry about electrical failures? Or gearboxes? Yes, if a good gameplay balance is achieved. Racing for the F1 championship is anything but easy, and Human has created a game that takes the challenge and unpredictability of F1 circuit racing, and places it into a format that true racing fans will appreciate.

The key to F1 Pole Position (known as Human Grand Prix in Japan) is patience. Unless you've captured the pole, then you must hang with the pack, protecting tires and gears and suspension, always seizing the smallest opportunity to move up through the pack. Pit strategy is especially important. Just like in real F1 racing, players can obtain information about leader position and pits. If the leader's pitting, try and squeeze one more lap out of those tires.

Tires are especially important in relation to the weather. Longer races may see blue sky turn to rain, then back to blue sky. Choosing between rain tires and slicks is essential. So is car tuning. Eight different car tuning options are available, including downforce, gear ratio, suspension, and brake pressure.

For those who don't demand as strict a simulation, Arcade Mode is available, where cars suffer no damage, and the default configurations are sufficient. Either way, the N64 desperately needs a professional racing sim, and F1 Pole Position just might be the game that delivers.



**R**ace for the finish line at insanely high speeds while trying to avoid a barrage of weapon assaults from bikers who would rather see you dead than alive in Acclaim's new Extreme-G for the N64. With the ability to handle up to 4 players, there are several different ways in which you can enjoy this game. In one-player mode, enter the Extreme Contest and try to battle your way through the Novice, Intermediate, and Extreme levels. Lap times, points, and rankings are all tallied during the run for extreme glory. Another mode is Shoot-Em-Up, where you literally blast through the course, experimenting with a wide array of futuristic weaponry while trying to shoot down moving targets accelerating ahead of you. This mode is a great way to perfect your aiming and driving abilities before stepping into the ring with the big boys.

Of course, you can also race head-to-head with friends (and enemies), because Extreme-G offers three different multi-player formats. There is head-to-head, where you can race against one to three player(s); and, for up four players, there is also the Flag Game and Battle Arena to compete in. In the Flag Game you race around the track trying to pick up flags that are spaced out at various locations on the track. Unfortunately, there are no special weapons to be used in this race. It's all speed. In Battle Arena, you drive around in one of four arenas trying to waste



your opponents' shields and blow them up before they do the same to you.

There are eight different magnetic-wheeled cybercycles that have varying degrees of acceleration, top speed, shields, handling, cannon strength, and twelve separate tracks to ride them on. Because the cybercycles have magnetic wheels, it is possible to ride up and down 90 degree inclines and through loop-to-loops. The tracks are filled with bright colors and the backgrounds pass by smoothly as you tear through a variety of environments like alien ruins, subterranean lava pools, abandoned mine shafts, and water-filled tubes.



All of the Cybercycles have a cannon mounted on the front. However, similar to WipeOut for the PS-X and SS, you can pick up additional weapons by making contact with weapon icons at various places along the track. Once you make contact with an icon, the weapon itself hovers over you and attaches itself until used. Some of the different weapons are Swap Missiles that reverse your opponent's controls, Phosphor Flares that blind riders behind you, Grenades that encase a rider in a blob-like substance, and Lightning Rays that shoot out the side of your bike (just like those spiked metal hubcaps in Grease).

If you enjoy the speed and combat of the WipeOut titles, you will not be disappointed with Extreme-G. Eye-drops strongly recommended.



## A BARRAGE OF SPEED AND POWER

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Three Bike Speeds (Fast, Faster, and Extreme), Tons of Game Modes and Multi-Player Options, Twelve Tracks, Weapons, Turbos, and Eight Different Bikes
- **Created by:** Probe Entertainment for Acclaim Entertainment
- **Available:** November for Nintendo 64

### REINER, THE RAGING GAMER

<b>Concept:</b>	<b>8.75</b>	"Extreme-G features a mixed design of two classics. The gameplay and thumping techno soundtrack are like WipeOut XL, and the insane speeds, track designs, and color scheme remind me of Nintendo's own Uniracers. This is definitely a unique blend, and it worked well. The physics are good and believable for this futuristic racer, but I would have liked to have seen more resistance when running into barriers. The way they have it set is so that you jump up on the rail or quickly bounce off it. With more resistance, the game would have been much more difficult, and as it stands now, it's a game you can beat in one sitting. The four-player battle mode is a nice addition, and most of the replay value lies in these multi-player modes, not the single racing."
<b>Graphics:</b>	<b>8.75</b>	
<b>Sound:</b>	<b>8.5</b>	
<b>Playability:</b>	<b>7.25</b>	
<b>Entertainment:</b>	<b>8.75</b>	

**OVERALL:**  
**8.5**

### ANDY, THE GAME HOMBRE

<b>Concept:</b>	<b>8</b>	"This game is the reason why Nintendo puts Epilepsy warnings in their games. It just moves so fast (faster than anything I've seen on the N64) and yet it still has gorgeous graphics. Playing the game is like watching a 60's psychedelic movie - the colors just keep coming. Mix that in with this game's pumping techno soundtrack, and it looks like Acclaim has got a winner on their hands. However, there are a couple of problems. The game should have been a tad more difficult and the weapons could have been a lot better. While I'm not saying they're bad, they certainly aren't as cool as WipeOut XL's. In a world of slow moving N64 racers, Extreme G is a definite standout that you should check out."
<b>Graphics:</b>	<b>9.25</b>	
<b>Sound:</b>	<b>9</b>	
<b>Playability:</b>	<b>8</b>	
<b>Entertainment:</b>	<b>8</b>	

**OVERALL:**  
**8.5**

### JON, THE GREEDY GAMER

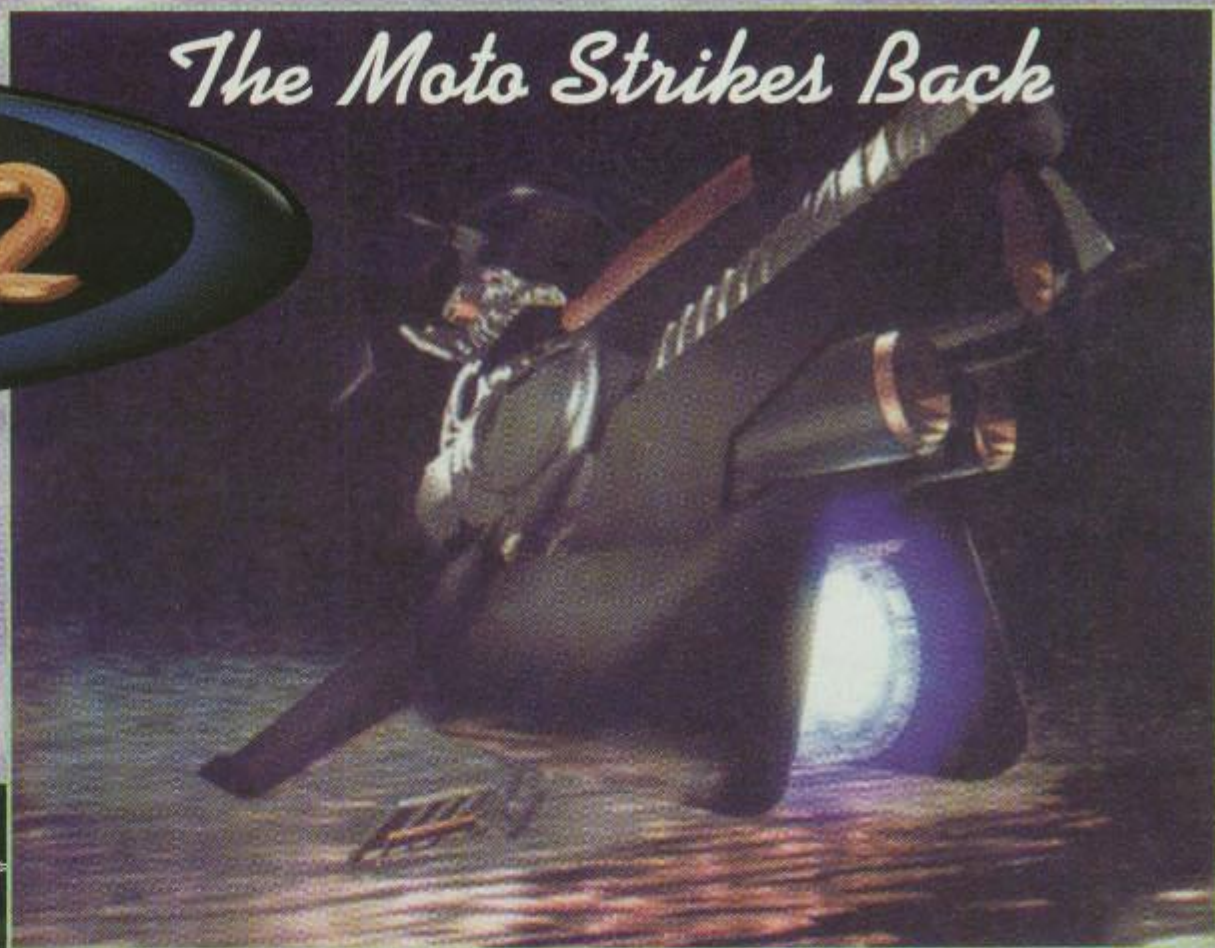
<b>Concept:</b>	<b>8.5</b>	"Be prepared to lose your mind. I don't recommend this game for people who are stressed out, nervous, or suffering from high blood pressure, because the game is so fast, and there is so much coming at you, it just screams insanity. The tracks are laid out nicely, with exotic backgrounds, and the music is matched perfectly to the experience of the game. The weapons, although not a new concept, add to the already intense experience of racing. However, I would have liked to have seen some advanced vehicle control, such as in Jet Moto and WipeOut. This game's not for everyone. Stable-minded gamers only."
<b>Graphics:</b>	<b>9.5</b>	
<b>Sound:</b>	<b>8.5</b>	
<b>Playability:</b>	<b>8.5</b>	
<b>Entertainment:</b>	<b>8</b>	

**OVERALL:**  
**8.5**

► THE BOTTOM LINE **8.5**

# Jet Moto 2

## The Moto Strikes Back



It's kind of like a Milwaukee highway.



Yes, she is driving upside down.



The water effects are still really cool.

Now that's a scenic view.



The blazing insanity of Jet Moto has returned for a second showing. Its look has improved and the control seems to be a little bit easier to master, but for the most part, the song remains the same.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 10 Tracks (Additional Hidden Tracks Likely), Analog Compatible, Real-Life Sponsorships (Mountain Dew, Kawasaki, Chef Boyardee...), New Turbo Design, Tricks, Magnetic Grapple, Winning Trophies Reveals Codes
- **Created by:** SingleTrac for Sony Computer Entertainment America
- **Available:** November for Sony PlayStation

Aside from improved handling, the bikes are exactly the same. Magnetic grapples allow racers to whip around corners at insane speeds and turbo boosts allow them to achieve those insane speeds. In addition to the ability to lean over for a sliding turn, there is a new fast turn that has been implemented. It can be executed by hitting the top shoulder buttons.

Jet Moto 2's biggest advantage is its tracks. The air you can catch off of some of the jumps is unbelievable. One of the tracks consists of a theme park roller-coaster with a corkscrew. At one point the track leads into a giant circus tent and shoots you into the air.

We counted at least five seconds of air time before the bike finally hit the ground.

The biggest difference in the game is that the difficulty is much more progressive. Like the previous Jet Moto, every time you beat a circuit in Season mode, three more tracks are unlocked. You will then be required to go back to the beginning and beat all of the previous tracks in addition to the new tracks. As it stands right now, the first circuit is a cakewalk. But then in the next season, the drivers get a little bit smarter. This progresses until you reach the point where you have to hit every track perfectly for the final circuit. This is a lot different from the original game where every race was tough from the very first track.

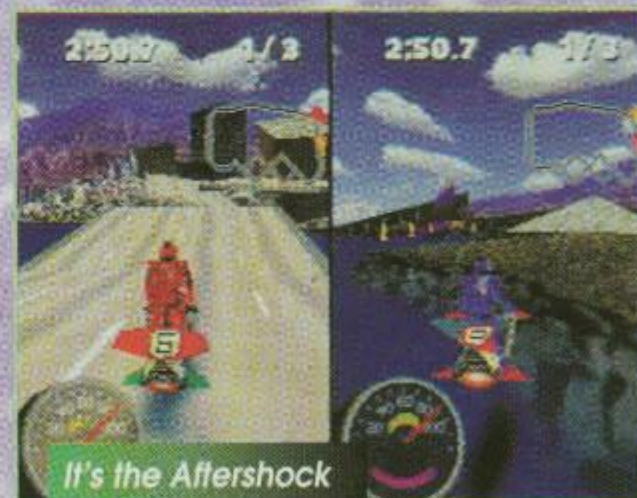
As it stands right now, Jet Moto isn't all that different from its predecessor, but the fact that it's in such an early stage of development and looking so solid is enough to excite us.



This vertical jump will put you in the air for several seconds...



...the hard part is landing straight.



It's the Aftershock LA track.

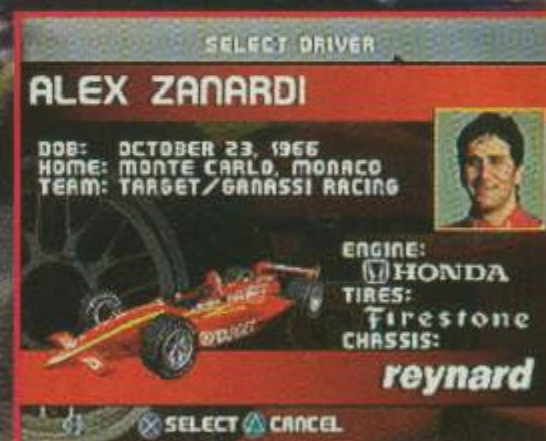
# CART WORLD SERIES

Open Wheel Action on the PlayStation

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing Game
- **Special Features:** 2-Player Link or Split-Screen, 12 Authentic Circuit Tracks (Both Oval and Road), CART Teams and Drivers, Arcade or Simulation Mode, Pits, Car Damage, Car Configure, Create Driver, Complete Season
- **Created by:** Sony Interactive Studios America for SCEA
- **Available:** November for Sony PlayStation



Always remember, when you're in a hurry, tailgate!



Unfortunately, CART does not feature any caution flags.



This camera view reminds us of Micro Machines.



Aside from cliff diving, racing is the world's most dangerous sport.



CART World Series features a rolling start.



The freeway is murder during rush hour.



Capturing the pole is the goal of qualifying.



CART is short for Championship Auto Racing Teams, and lately the CART circuit has been making great strides, enjoying a much greater popularity than its rival circuit, the IRL (short for Indy Racing League). Most of the big name drivers and sponsors have headed over to CART, and Sony was quick to snap up this popular license.

Fans of open wheel racing will find a lot to like in CART. All the tracks are from the CART circuit, so this means players will be racing ovals as well as road courses. Monterey, Long Beach, Toronto and Michigan are a few of our favorites. Each course requires players to configure their car. The car configure options are fairly standard. Players can adjust their front and rear wings, fuel load, tire compound, and gear ratio. If that's too complicated, players can choose Arcade mode, where car configuration doesn't matter – but the Simulation mode is much more entertaining. Choosing lines, then accelerating out of turns is the heart and soul of CART World Series.

So here's the big question: how does CART World Series differ from F1? We really don't know. The games are quite alike, and CART's racing style even seems hauntingly similar to EA Sports' Andretti Racing. CART definitely offers some serious crashes, and the chance to compete on the CART tracks with the CART drivers is really cool. Also, at this point, CART has outstanding detail. Everything from the grandstand, to the pits, to the temporary barriers recreate the CART experience perfectly.

CART, as a debut product, will need to do a lot to capture the pole from games such as F1 Championship Edition and NASCAR 98, since these are both established franchises. Feeding off the success of Rally Cross, Sony Interactive Studios is now making a big push into the world of professional racing. Let's hope CART turns out to be as great as it sounds.





**ANDY, THE GAME HOMBRE**

- Concept:** 9.75
- Graphics:** 9
- Sound:** 9.5
- Playability:** 9.5
- Entertainment:** 9.5

**OVERALL:**  
**9.5**

"There are two huge reasons why I love this game. The first is, I love any game that rips off Metroid (my favorite game of all-time). The second, and most important, is that any game where you can chop some dude in half and watch his blood squirt for about ten seconds is awesome. Then Konami throws in very addicting gameplay (I know I can beat this boss, I know I can), levels that are filled with awesome gothic-styled graphics (that Marilyn Manson freak would love this game), and spooky voice-overs (cheesy, yet sophisticated), and I think I've died and gone to gaming heaven. If you think you're good enough, and you can stomach the carnage, try Castlevania. This game rocks! A must for Metroid fans!"

**It's a Good Day to Be a Vampire**



Excellent.

Obtained Soul of Bat



Die demon scum!



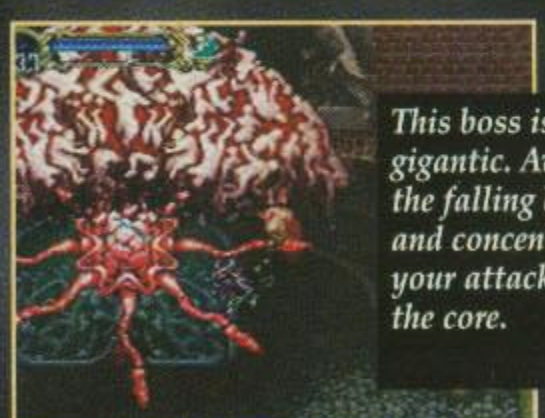
Burn!!! Baby burn!!!



The ultimate confrontation!



Death to the doppleganger.



This boss is gigantic. Avoid the falling bodies and concentrate your attack on the core.



Vampires hate water. Steer clear of the wet zones until you find the snorkel.



Finding most of the secrets will require a different skill. Pictured here is the awesome double jump.



Many secrets revolve around this mysterious clock.



The bigger they come, the harder they fall.



## JON, THE GREEDY GAMER

Concept:	9.5	"Were it not for Michelangelo, were it not for Tchaikovsky, were it not for Symphony of the Night, we would be a lowly species indeed.
Graphics:	9.75	
Sound:	9.75	This Castlevania proves that there is a higher purpose to video games. It proves that code can be an artist's canvas. It shows that we, as a gaming audience, can bear witness to the same display of talent and inspiration found in a renaissance master painting. Aside from the vast size and scope of this game, its fluid control is second to none. The incremental changes to jumping, along with the lack of any 'visible' loading time, make Symphony seem like a growing and evolving creature, alive with the beauty of intelligent creation."
Playability:	9.75	
Entertainment:	10	

OVERALL:  
**9.75**

"Were it not for Michelangelo, were it not for Tchaikovsky, were it not for Symphony of the Night, we would be a lowly species indeed. This Castlevania proves that there is a higher purpose to video games. It proves that code can be an artist's canvas. It shows that we, as a gaming audience, can bear witness to the same display of talent and inspiration found in a renaissance master painting. Aside from the vast size and scope of this game, its fluid control is second to none. The incremental changes to jumping, along with the lack of any 'visible' loading time, make Symphony seem like a growing and evolving creature, alive with the beauty of intelligent creation."

Even though it features an archaic 2D appearance which most developers have abandoned after the 16-bit era, Konami's Castlevania: Symphony of the Night is by all means one of the most compelling and intriguing releases of the year. The gameplay closely mimics the standard formula of Nintendo's immensely popular Metroid series, and the graphics and visual effects are a step up from the other Castlevania releases.

The entire quest takes place within the massive structure of Castlevania, and instead of being broken up into levels, you will now have complete freedom to explore this enormous non-linear world. This game doesn't really like to take your hand and lead you to the next objective. All of the exploration is up to you. Throughout gameplay you will encounter areas that are out of reach, sealed rooms, and secret caverns. To get past these you will first need to find an item or switch. Some items act as keys that will unlock a series of sealed doors, others (like the morphing orb power-ups) will enable you to transform into a wolf, bat, or mist. With these powers you will be able to travel to areas you've never seen before.

This action/adventure is jam-packed with multiple weapon and armor upgrades, useful (and useless) items, interesting power-ups, and special moves galore. Surrounding the fast-paced gameplay, which often makes you backtrack to move forward, are basic RPG elements. Along with obtaining new weapons and materials, you will also need to kill enemies to gain experience, which will help you boost your defense, health, strength, attack power, and constitution. You will also run into a hermit running an item and weapon shop. You'll need to collect gold before you can purchase a valuable item from him.

Castlevania: Symphony of the Night is a complex game that demands the player to push his dexterity and combat skills to the limit. There are certain spells which require fighting game-like movements to perform, and other special moves that require combinations of materials. Even after you beat the game your adventure is still far from over. Similar to Zelda for the NES, Symphony of the Night features a hidden quest which flips the game map upside down and adds new enemies, bosses, items, and weapons to this already enormous quest. ■

## REINER, THE RAGING GAMER

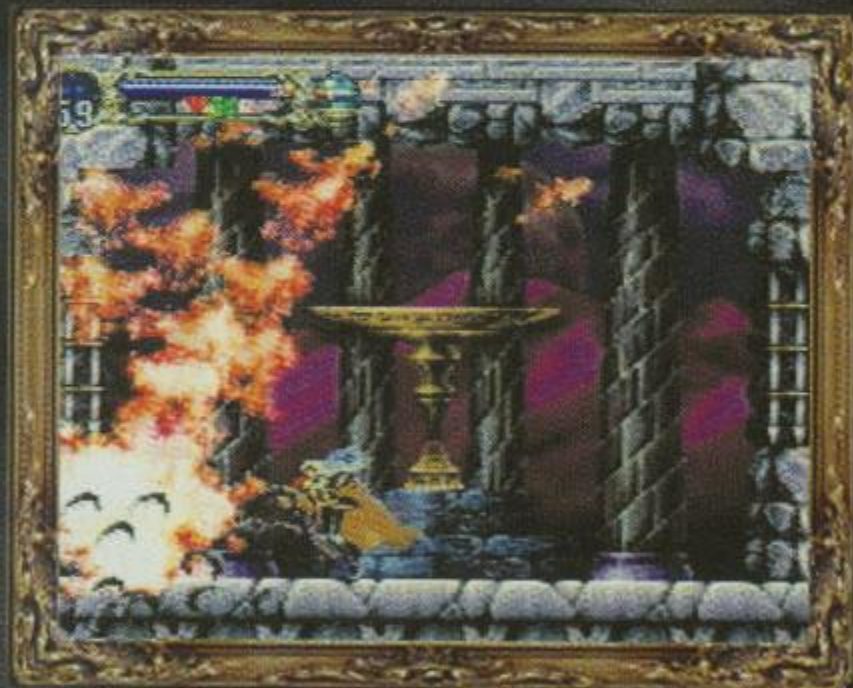
Concept:	9.25	"This is easily the best Castlevania title yet, and everything in the game, ranging from the often moody soundtrack to the spectacular hand animation and overlaying special effects are truly remarkable. The basic gameplay structure is almost identical to Nintendo's Metroid series, and all the action closely resembles the other Castlevania adventures. RPG and adventure fans will surely take a liking to this game's complexity that features experience gaining, non-linear gameplay, and item and weapon acquiring. The Metroids have always been among my favorite games of all-time, and now this Castlevania ranks up there with them. It's an outstanding quest to say the least."
Graphics:	9.25	
Sound:	9	
Playability:	9.5	
Entertainment:	9.5	

OVERALL:  
**9.25**

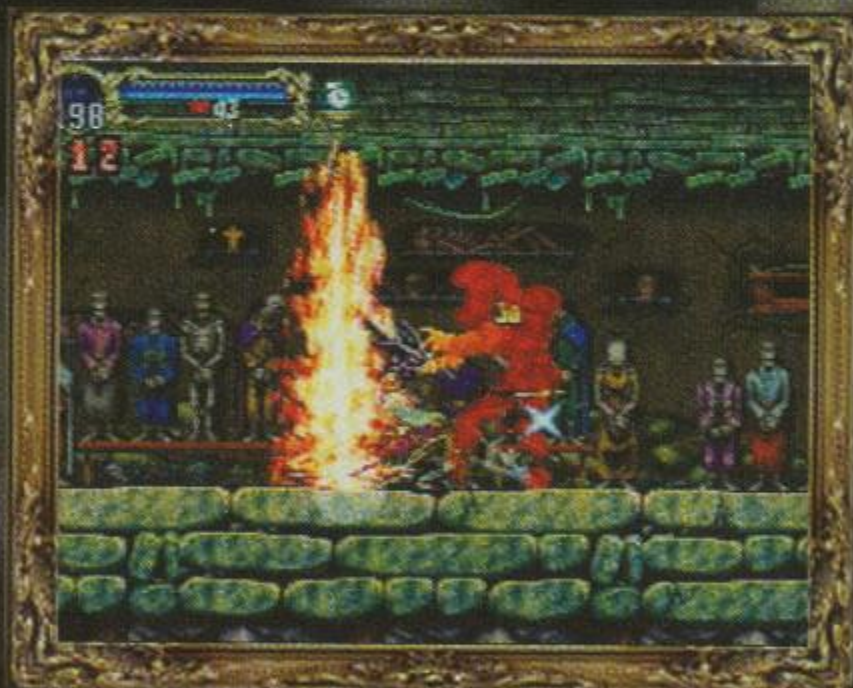
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- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Morphing Abilities, Gain Levels Through Experience Point Gaining, Item and Weapon Shop, Level Map, Magic Spells, Multiple Weapon and Armor Upgrades, Summon Creatures, Memory Card Save, Plus a Hidden Second Quest
- **Created by:** KCET for Konami
- **Available:** October 10 for Sony PlayStation

► **THE BOTTOM LINE** **9.5**



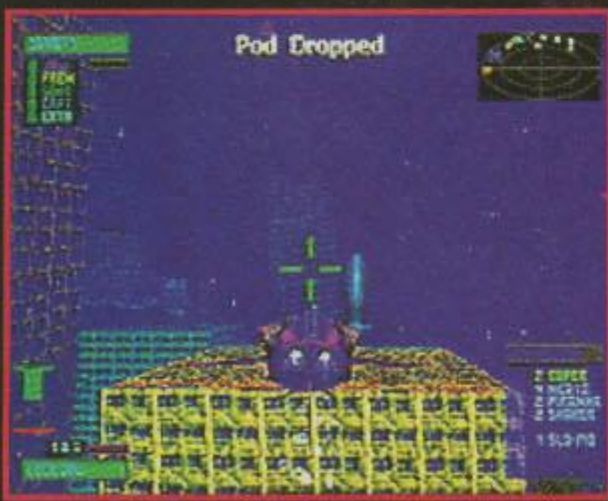
Take out this bird-brain, and then watch him burn for a good ten seconds.



Don't get trapped between enemies, otherwise you'll bounce between them and lose a lot of health.

# CRITICAL DEPTH

## Submarine Warfare Gets Twisted



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Special Power Pods Increase Performance and Grant Abilities, 12 Subs (Plus 3 Hidden), 8 Special Weapons, Shields, Special Attacks (A La Twisted Metal 2)
- **Created by:** SingleTrac for GT Interactive
- **Available:** November for Sony PlayStation

The quickest thing we could say about Critical Depth is that it's Twisted Metal 2 underwater. The special weapons unique to each sub, weapon pickups, and similarity of control all leave this game with an undeniable mark of "Twistedness."

The obvious difference between the two games is that you are piloting a submarine instead of a car. Level designs consist of gigantic sunken cities, tunnel complexes, coral reefs, and a giant



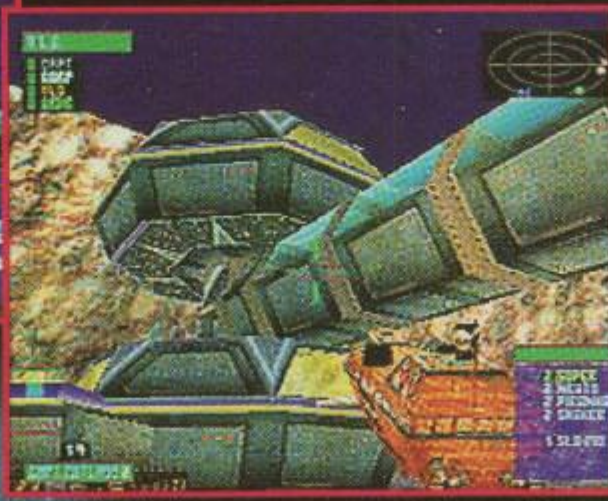
underwater geodesic dome. Each level is full of neutral ocean creatures and vehicles attempting to mind their own business amidst the chaos.

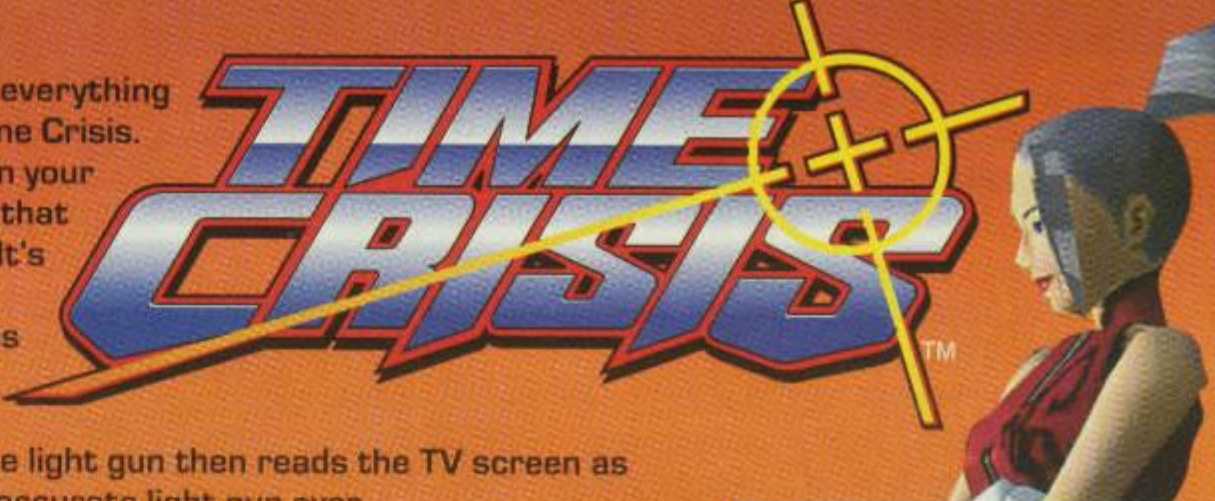
Critical Depth also features a new goal. You do not need to slaughter all of your opponents to make it to the end of a level.



Your primary purpose is to collect all of the five Power Pods that are hidden on the level. Once a sub has collected all five pods, the exit is opened up for that sub only. If an enemy captures one of these marvels, you will have to hunt them down and hit them with heavy weapons to "kick the pod out of them." An added benefit of the pods is that each one grants a different power to the sub. These include doubling your energy bar, increasing the amount of damage your sub does, doubling the amount of weapons you pick up per item found, regenerating armor, and doubling the rate of fire for the "shaker" weapon.

While it's tempting to compare Critical Depth to Treasures of the Deep due to the underwater theme that they share, the games really aren't all that similar. Critical Depths's focus, like TM2, is more along the lines of crazy combat, whereas Treasures focuses more on creating a fascinating underwater world. If you loved Twisted Metal, keep an eye out for our review of this game.





Once and a while a new idea comes along that blows away everything that came before it. This statement just about sums up Time Crisis. Sure, there's no two-player mode, but once the GunCon is in your hand and you start ducking behind walls and pillars, you'll swear that Time Crisis is as close to real combat as a video game can be. It's truly a revolution.

The first part of this revolution is accuracy. The GunCon taps directly into the PlayStation's video signal. In case you can't picture it, the gun plugs into the controller port, and a small cable taps into the video output at the rear of the PlayStation. The light gun then reads the TV screen as well as the video signal, and overlaps the two, making it the most accurate light gun ever.

The Action button is the second part of the revolution, and here's how it works. Throughout each stage, the player will be led to different combat zones. As soon as the 'Wait' icon disappears, it's time for some mayhem. Push the action button to pop out from the cove and start blasting away at the enemies. See a grenade coming towards you? Release the action button, take cover, and reload. Just in case you get too comfortable behind cover, remember that the game is called Time Crisis, and each and every stage is a race against the clock. You've gotta move if you want to accomplish the mission.

The two keys to victory in Time Crisis are speed and selective targeting. A number of different enemies appear throughout the game, each wielding a unique weapon. So when you see a group, take down the deadliest ones first. It sounds easy, but believe us, it's not. Then, while you're worrying about enemies, the interactive backgrounds start coming at you in the form of speeding cars, warehouse pulleys, and even a large crane. You must use the action button to avoid these objects as well. If you don't, it means a quick trip to the morgue.

The game itself is very close to its arcade predecessor, with the exception of one new level. It's about time gun gaming took the next step, and we're sure that once you pick up the GunCon and experience the powerful

feeling of controlling your own destiny and wasting hundreds of enemies, your old gun games will start collecting a lot of dust.

## The Future of Gun Games is Here

Shoot the red enemy first, then the yellow/green enemy in the back, and go after the wimpy blue guys last.



Better hurry, there's only 17 seconds left!

Duck behind this pillar...

...then pop out and blast away.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Gun/Shooter
- **Special Features:** Comes Packed With Namco's GunCon, Bosses, Story and Time Attack Mode, 3 Levels From Arcade (Plus 1 New Level), Interactive Backgrounds, Memory Card Save
- **Created by:** Namco
- **Available:** Now for Sony PlayStation

### THE BOTTOM LINE 8.25

**ANDY, THE GAME HOMBRE**

**Concept:** 9 "Personally, I'm not a huge fan of gun games. They really don't hold my attention too terribly long. Time Crisis, however, is an innovative product that is not only fun to play, but extremely submersive. Each time you pop up from behind cover, another bead of sweat appears on your brow as you haphazardly jump into the fire fight and start blasting. Plus, the environments are excellent, with objects that can bang you on the head or run you over. Amidst the sea of gun/shooter games, Time Crisis is definitely a standout. If you're a gun game fan, Time Crisis is a must. The cool gun alone makes it worth it."

**Graphics:** 8.5

**Sound:** 7.75

**Playability:** 8

**Entertainment:** 8

**OVERALL:** 8.25

**REINER, THE RAGING GAMER**

**Concept:** 9 "The biggest gripe I've had with the past high-end gun game releases is that they have all been way too short. Fortunately, Time Crisis is fairly lengthy, and more importantly, entertaining from beginning to end. The gameplay is unique, simply because you can now evade and hide. This new little feature adds so much depth and control to the already highly intensified gameplay, and rest assured, this title cannot be walked through in a day. To be successful you'll need to be able to quickly spot an enemy hiding two hundred feet away, and then swiftly knock a slug into his pupil. Level memorization and quick trigger play is the only way."

**Graphics:** 8.5

**Sound:** 8

**Playability:** 8.25

**Entertainment:** 7.75

**OVERALL:** 8.25

**JON, THE GREEDY GAMER**

**Concept:** 8.75 "Even if you don't like light gun games, you should give Time Crisis a look. The Action button is outstanding. Cruising around, popping up from behind cover, and unleashing on a screen full of enemies makes Time Crisis far and away the best light gun game of all-time. Staying alive is difficult, and with the ever-present time clock, completing the game will take some work. The storyline is actually interesting as well. If you like light gun games, go out and pick up Time Crisis. It blows away games like Maximum Force and Area 51."

**Graphics:** 8.25

**Sound:** 8.25

**Playability:** 9

**Entertainment:** 8

**OVERALL:** 8.5

# RESIDENT EVIL 2

**R**esident Evil 2 is easily the most talked about sequel of the year, and until now, no one really knew anything about how the game actually worked. Recently, Capcom of America visited the GI office, and tightly secured inside one of their duffel bags was the first playable version of Resident Evil 2. This small portion of the game that we played through will actually be the demo included in Resident Evil Director's Cut.

Technically, we can say that this is a standard sequel running on the same engine as the original. Between scenes there is still a large chunk of loading time that is hidden behind the "opening door" sequence. Plus, the characters still walk and run in place while turning, and items that can be moved or picked up can easily be seen (the Scooby-Doo effect). These are a few problems we had with the original version that are evident in the demo version, but with a January release, Capcom may still have a couple of tricks up their sleeves.

One of the many new gameplay features is the struggle moves used when zombies leech onto you. In RE2, you are no longer helpless when this happens. By pressing different buttons you will be able to squirm and knock the zombies off of you. Thus, you will save yourself some valuable health if you can break free quickly.

Plus, one of the biggest problems with the game has been fixed (to a certain degree). As you know, when your weapon is drawn and you need to change your direction of targeting, the character spins extremely slow. This is still in the game, but thankfully, you will only run into this problem on a minimal basis. Now when you draw a weapon, the game automatically lines up your targeting with the nearest enemy. This new feature is awesome, and the reaction time of your character spinning around is as quick as it can be (while still being realistic). It does have problems though.

Let's say you are in a room loaded with several different kinds of zombies, and the weakest one is the closest to you. Obviously, you'll want to target the tough guy first. To do so you will either have to spin slowly, or simply move closer to the enemy. Moving isn't a serious problem (and it may be the best way to play the game now), unless the zombie you want to kill has some kind of projectile attack or long range swipe. If so, you'll want to stay far away, since it's a no win situation.

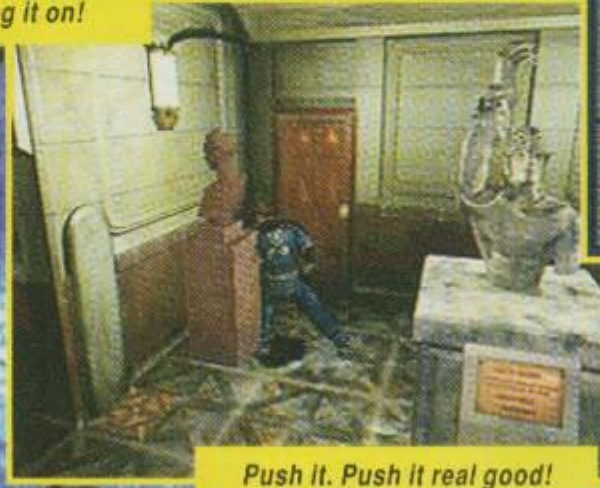
The two characters you'll control are Leon and Claire (no longer Elza), and we assume they have different characteristics. Then again, this RE adventure could be structured differently, where both characters will be used within the same 2-disc game. This probably won't happen, since leaving the same spilt-character formula (with one easier than the other) only makes sense. For one, it adds great replay value, and two, it may draw more people into playing the game simply because it offers up different difficulties and a touch of both worlds.

The graphics displayed in this sequel have also been enhanced, and while it still features the same painted backdrops, more items and obstacles have been implemented, making the game look more realistic. When we say this, we mean that all of the items in a room are no longer confined to spaces along the walls. Now they take up precious walking space.

For those of you who are into the game for the horror aspect, we'll just say this - the game is a lot freakier than it use to be. More suspense, more uncertainties within the plot, and more surprise entries for enemies have been jammed into this sequel. RE2 is definitely a game that cannot be missed, and even after playing the demo (which is approximately twenty minutes in length), we wanted more...much more.



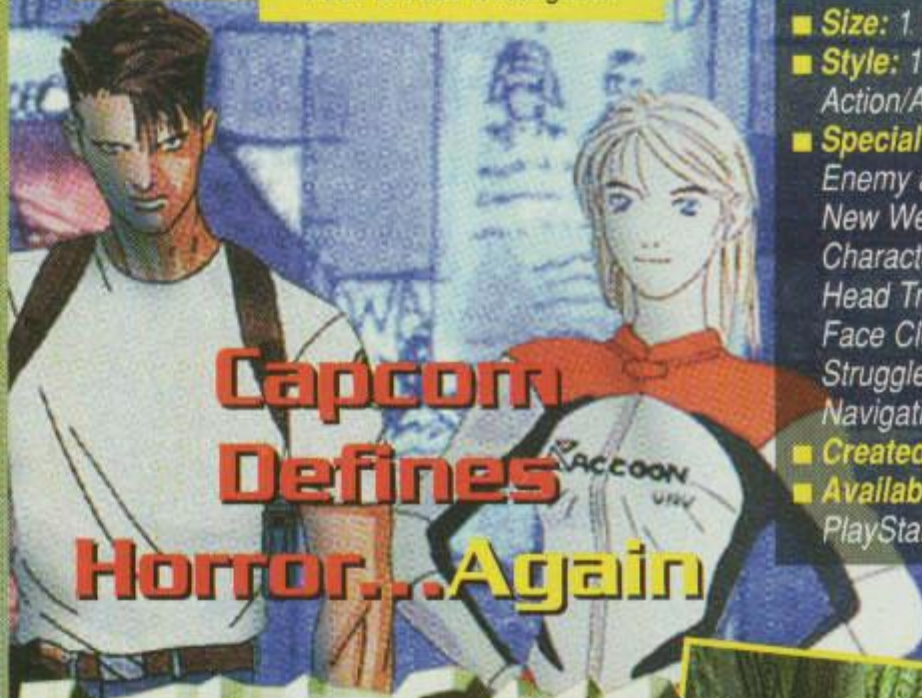
Bring it on!



Push it. Push it real good!

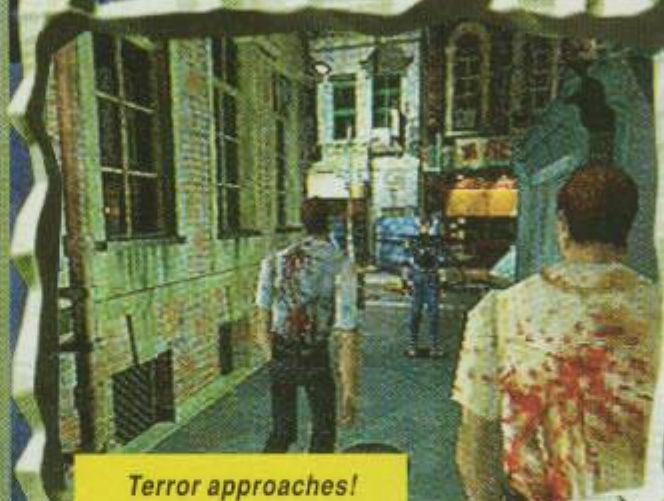


Look familiar?



**Capcom  
Defines  
Horror...Again**

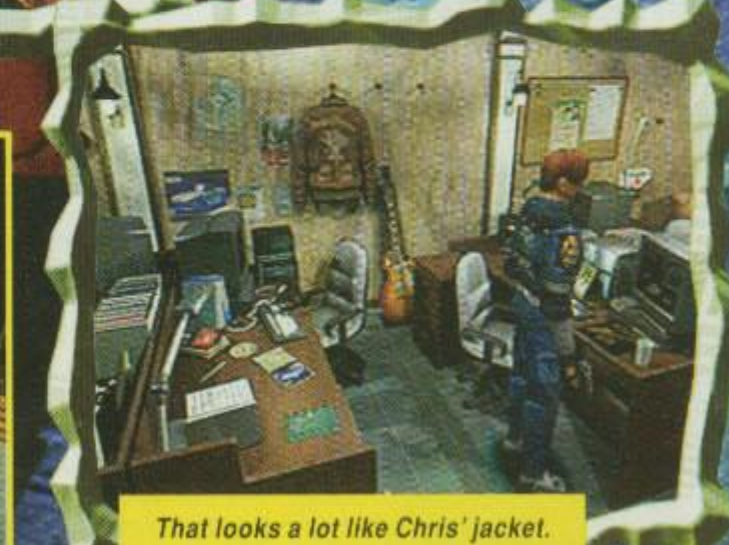
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Multiple Enemy and Character Deaths, New Weapons, Two Playable Characters (Claire and Leon), Head Tracking, Quick Swivel to Face Closest Enemy, New Struggle Moves, and More Navigational Moves
- **Created by:** Capcom
- **Available:** January for Sony PlayStation



Terror approaches!



You can still use select targeting to take down dangerous foes.



That looks a lot like Chris' jacket.



# STREET FIGHTER plus $\alpha$

## Punching into the Third Dimension

There are few games that have attained the same legendary status as Street Fighter. It has been a part of the video game universe for a decade, and the series doesn't look like it will be stopping anytime soon. The newest Street Fighter incarnation, Street Fighter EX Plus Alpha, is not the first 3D Street Fighter, but it is the first to come Stateside. And while some would argue that entering the 3rd dimension breaks all the rules of Street Fighter, this game will prove any naysayer wrong.

Starring over 20 fighters, EX Plus Alpha has a lot to offer any fighting fan. The game moves quickly, and is the first polygonal fighter where the jumping is fairly realistic (no Virtua floating here). The combat is comprised of many famous Street Fighter elements including specials, super specials, alpha counters, two-in-ones, and evasion moves (sorry, no custom combos). New to Street Fighter EX is the stun attack. If this attack lands, the opposing character is rendered dizzy, making this a great move for setting up devastating combos.

Another unique aspect to the Street Fighter EX series is that both Ken and Ryu have lost their hurricane kicks (in a way). The spinning helicopter-style hurricane kick (except as super special) is now gone and replaced with a better (or at least we think it is) spinning kick, that can be linked up four times. While this may bother some purists, we found the addition to be quite an improvement.

As far as the rest of the game is concerned, it is just as you would expect - plenty of combos and butt-kicking action. For fans of the series, this game is a no brainer must have, but we would advise old fans of the series or people who have never experienced Street Fighter to give this game a look. With its large cast of characters and fantastic graphics, this is a fighter that shouldn't be missed.



Ahhh....I just love rendered endings.

### ANDY, THE GAME HOMBRE

**Concept:** 8 "I have been a long time Street Fighter fan, but it has been a long time since I have been seriously addicted. SF EX Alpha has set the hook and reeled me back in. The graphics are quite impressive, but the part that I really like is that it still manages to keep the Street Fighter feel, even though it's in 3D. This game also has some of the best Street Fighter characters ever - Pullum, Blair, Cracker Jack, the list goes on and on. If you haven't played Street Fighter in a while, you might be pleasantly surprised. Street Fighter EX Plus Alpha is excellent."

**Graphics:** 9

**Sound:** 8.5

**Playability:** 9

**Entertainment:** 9

**OVERALL:**  
**8.75**

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** 19 Characters (5 More Hidden), Photo Realistic Backgrounds, Team Battle Mode, Time Attack Mode, Survival Mode, Practice Mode
- **Created By:** Arika for Capcom
- **Available:** November for Sony PlayStation

### THE BOTTOM LINE 8.5



Cracker Jack is the Balrog of the Nineties. Watch out for his devastating combos!

### KEINER, THE RAGING GAMER

**Concept:** 8 "Why not? Really, how can you go wrong with a polygonal Street Fighter title that features the same dynamic gameplay and fighting mechanics as the original releases. The only difference between the traditional 2D versions and this one is the appearance. The gameplay still features the four hit zones, three punches and kicks, back to block, and the same techniques for specials and supers. Plus, there are now more characters than ever before, new stun moves, and awesome throws that must be seen to be believed. Ken and Ryu have a few new moves, plus all of the projectile attacks look better than they ever have. Hey, Dhalsim is actually a worthy character now!"

**Graphics:** 8.75

**Sound:** 8.25

**Playability:** 8.75

**Entertainment:** 9

**OVERALL:**  
**8.5**



There are a couple of Ken and Ryu wannabes, but most of the characters are fairly original.



Doctrine Dark snags Hokuto with one of his many gadgets.

### WIN, THE GREEDY GAMER

**Concept:** 8.5 "This is a top notch Street Fighter. First of all, the amount of characters is sweet. Each has a good variety of moves and specials, and the different endings are an excellent treat. The other standout feature is the graphics. They rock. From the sunburst K.O., to the specials, to the throws, everything just looks outstanding. The basic Street Fighter moves are still around, and the specials are pretty much the same, but the new stun moves add good depth to close quarters combat. Attempting a stun is risky, but the reward is a numbed and confused opponent fully open to a brutal array of attacks. If you're a smart SF fan and you've passed up many of the Street Fighter mutations, EX Plus Alpha should be the next SF in your collection."

**Graphics:** 9

**Sound:** 8.5

**Playability:** 8.75

**Entertainment:** 8.25

**OVERALL:**  
**8.5**



Pullum's flip kick is not only graceful, but deadly as well!



Can you unlock Cycloid Gamma and Cycloid Beta?



Garuda, like Spawn, has a suit of deadly spikes.



Ken may have won the match, but he still needs a neck!



Girls, learn to play nice!

# CROC

LEGEND OF THE GOBBOS

**TOO CUTE TO BE DENIED!**

Last year, Nintendo's Super Mario 64 and Eidos' Tomb Raider were heralded as two of the most revolutionary and entertaining games to appear on the high-end consoles. As the industry has shown us before, when someone like Nintendo or Eidos creates a formula that works, others will clamor to develop a similar game trying to find the same success as the title they've cloned. And sure enough, there are a number of games that have either been released, or will be shortly, which look and play like these two titles.

Now, while you read this article and scan over the scattered screen shots, you will probably assume that Croc is a Mario clone, or something very similar. In all honesty, you've guessed correctly. Croc is one of the few PlayStation free-roaming character-based action/platform titles like Mario. But here's something you can't tell from the screens, Croc also touches ground on Tomb Raider territory, several concepts from other popular games, and a touch of something that we've never seen before.

So basically, the most noticeable generalization we can make about this title is that it's a combination between Mario and Tomb Raider. The cartoonish environments and enemies that are almost too-cute-to-kill all look like Mario descendants. You'll also be required to find five colored gems, save your Gobbo friends, and locate hidden puzzle pieces on each level.

Hmmm...Can you say red coins and stars? Plus, the main boss looks like he could easily be one of Bowser's, Wart's, or K. Rool's long lost brothers.

The Tomb Raider aspect has to do with gameplay similarities. Like Lara, Croc can jump and hang on ledges, strafe, roll to face the other direction, swim, push blocks, and whether it's coincidence or not, rock climb (as seen in the upcoming Tomb 2). Another interesting similarity between Croc and Tomb Raider is the jumping interface, where you'll need to line up your jumps to make sure you hit the perfect distance.

- Size: 1 CD-ROM
- Style: 1-Player 3DAction/Platform
- Special Features: Several Camera Angles Including Croc Cam, Multiple Moves Including Hand-Over-Hand Swinging, a Tail Spin, a Quick Flip, Swimming, Rock Climbing, and a Butt Stomp, Hidden Items on Each Level, Hidden Areas, and Tricky Bosses and Enemies
- Levels: Forty Plus
- Created by: Argonaut Software Ltd. for Fox Interactive
- Available: Now for Sony PlayStation (November for Sega Saturn)

► THE BOTTOM LINE **8**

In this bonus level you must blow-up sheep by jumping along these switches.

Heh...heh... It's an elephant!

Must... push... box...

Sorry Croc, you need all five gems to pass through this door.

Furthermore, Croc has a spin move and must break boxes just like Crash Bandicoot. There is also a hit point system based on gem collecting, which is frighteningly identical to Sonic the Hedgehog's ring system. Sure, the maps are also designed identically to Crash Bandicoot, but the levels themselves are basically constructed as rooms (not complete environments or tracks). You'll access these rooms by finding keys for certain doors, and unlocking secret hidden portals.

The forty plus level designs all feature vibrant textures and interesting obstacles and puzzles. To obtain items like keys or gems, you'll often need to solve mind problems like "How do I lower that platform, or how do I get to that unreachable area?" All of the levels take on the theme of a particular region or climate. Thus, you will find Croc slipping on ice, walking cautiously in a cave, or avoiding the heat next to a volcanic area.

Now, the question of what makes this game unique is still unanswered. And really, we can't say much except for the fact that it features a crocodile with one tooth. Now when, if ever, have you seen this? Seriously though, Croc's innovation lies not with within its concept, but within the little details to certain things you can do. For instance, you can bounce off Jell-O to reach new heights, ride balloons to distant areas, and hunt for keys to unlock cages to free your imprisoned Gobbo friends. But in the end, it doesn't really matter how much newness Croc features. The main focus on this game is entertainment, and Croc is loaded with it. We enjoy everything that has been taken from the different games, and we're sure you will too. Croc uses all of these ideas and adds its own flavor to it. And for most gamers that's okay!

Croc: Legend of the Gobbos features amazingly smooth animation, cute little animal sounds, tricky bosses, interesting levels, and a moderate difficulty. Plus, the control in the game (whether you use the traditional d-pad or analog) is easy to get accustomed to. Yes, it is another action platform game, but if you love this genre, you probably shouldn't miss out on this adventure.

#### ANDY, THE GAME HOMBRE

**Concept:** 7 "Croc is a 'cute' game that is basically a melting pot of all the hit action/platform titles and Tomb Raider. A little Mario here, and a little Crash there. But

**Graphics:** 9.5 surprisingly, it is a very well produced game. The graphics are fantastic. Every

**Sound:** 9 level is vibrant, with lots of animations and 'cute' sound effects. There are a lot

**Playability:** 8 of things to do on each level, but most of them are not needed in order to finish a level. Simply put, Croc is a nice, fun game, that children can finish and really enjoy. And if an adult wants to play, and can put up with all the 'cuteness,' they can find enjoyment too by hunting down all the gems and Gobbos on each level. I, myself, will skip it."

**Entertainment:** 7

**OVERALL:**  
**8**

#### REINER, THE RAGING GAMER

**Concept:** 7 "The smoothness of play and graphic qualities in Croc are mighty impressive for the PlayStation, and the soundtrack and basic artistic direction couldn't have been portrayed better. But lo and behold, Argonaut and Fox Interactive

**Graphics:** 9.25 forgot about one little thing —

**Sound:** 8.75 entertainment. While Croc displays

**Playability:** 6.75 great diversity and basic randomness in

**Entertainment:** 6.75 gameplay, the user control and platforming move at such a sluggish pace that you quickly become bored, and would rather see the Gobbos die than freed from captivity. By all means, I recommend this game for children (it has the cuteness factor), but not to those who are fanatical over the Marios, the Crashes, and the Sonics."

**OVERALL:**  
**7.75**

#### JON, THE GREEDY GAMER

**Concept:** 8.25 "Croc is a great new character with excellent animation. Everyone used to think 3D action/platforms were for the

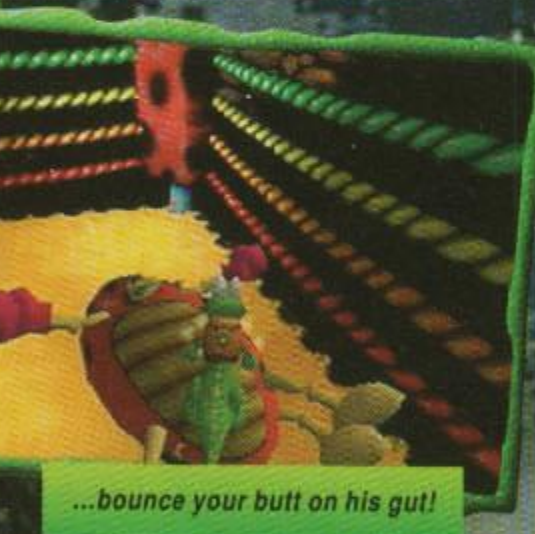
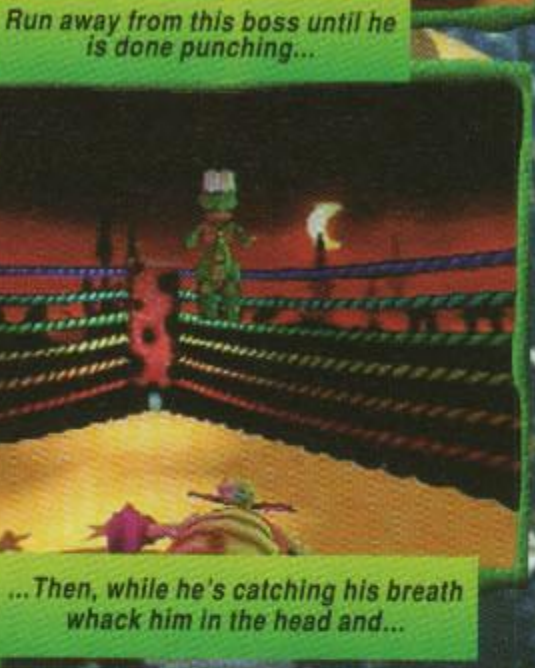
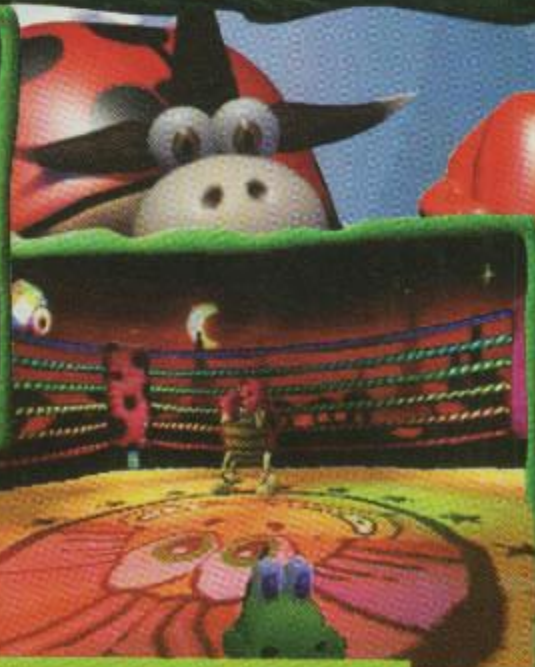
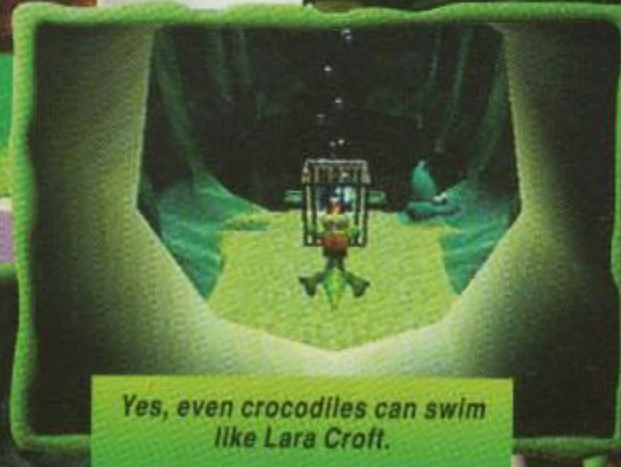
**Graphics:** 9.5 N64 only, but Croc proves them wrong.

**Sound:** 8 And as you can tell from the shots, the graphics are simply amazing. But I do

**Playability:** 8.5 have a few gripes with the gameplay structure. To succeed as a platform

**Entertainment:** 8 game, you need brilliant puzzle design and ever-changing levels. Croc's puzzles feed more off of technology than creativity. Most tasks are tricky jumps and disappearing platforms, which isn't all bad, but I lost interest in the level design. Croc's bosses are really cool, but most games have cool bosses, so I say wait until the bottom line on Crash 2 before you make a platforming decision."

**OVERALL:**  
**8.5**



Thankfully, Midway's Mortal Kombat 4 Road Tour stopped by Minneapolis for a day, and the Game Informer staff was finally able to catch a glimpse (and a round or two) of what lies in the future for the Mortal Kombat arcade franchise. As we suspected, MK4 is just another Mortal Kombat upgrade, and just as the run button was debuted in MK3, weapons have been introduced in MK4. The gameplay is technically very close to all of the other MK titles. Special moves and combos both require the same style of movements and button presses to activate, and the control configuration is still the same with low kick, high kick, low punch, high punch, run, block, and the standard arcade directional pad rounding out the user's interface.

The big question still remains on how the Fatalities and different finishing moves will work. We've heard all sorts of rumors saying that the Fatalities are going to be extremely difficult and will require a weapon and finishing combo to perform. But then again, we've heard that they will still be directional movements and button presses. Let's hope that they go for a combination of the two, where you'll need to pull off a super combo for a Fatality, and directional moves for a different kind of 'ality.

The game is still rather gory, and adding sharp weapons only allows for more blood to be spilled. In fact, after a two-player duel, a continue screen will appear showing the losing player plummeting down a large well. After the continue timer runs out, the player lands on a grouping of jagged spikes. Blood flies everywhere, the player screams, and a rather rude sound occurs as the player slides down the spikes.

So far, the player selection appears to have a lot of variety. The only returning characters are Raiden, Liu Kang, Sonya, Sub-Zero, Reptile, Noob-Saiobot, and Scorpion.

# MORTAL KOMBAT 4

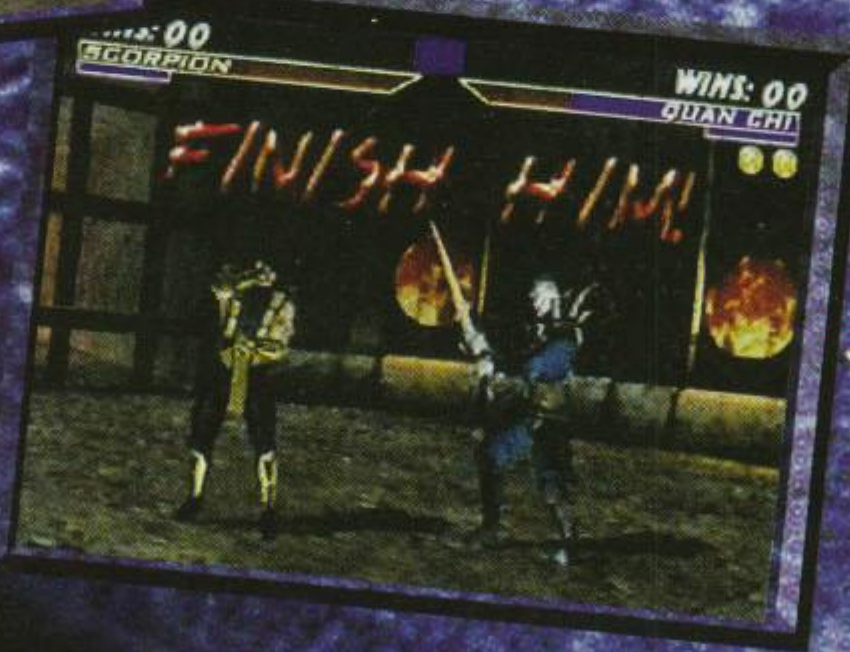
## Introducing a New Era of Death

The rest of the characters are new additions and all of them play differently and have different moves. Thus, you won't see ten different colored ninjas all using the same animations to unleash different attacks. The new characters are Fujin, Quan Chi, Kai, Tanya, and Shinnok. Plus, there will be three more hidden

characters that can be unlocked by using Ultimate Kombat Kodes (just like in MK3).

The combat in this sequel is much more fluid and life-like than ever before. Using polygonal graphics as opposed to flat digitized characters is a bonus for MK fans, and the movements of the characters have once again been created by using motion-capture and hand animation. The weapons which you'll have control of are awesome. There are two different swords, an axe, a hammer, a pinwheel of death, and a crossbow implemented at this time. Different special moves with these hefty weapons produce different attacks and they can be dropped, picked-up and knocked out of your hand. Mortal Kombat 4 is an extremely impressive sequel that should be just as popular as the other MK releases.

According to Midway, this title will officially hit arcades in late September, with MK Mythologies: Sub-Zero shortly following in early October. Remember, to acquire the complete story, you'll need to play both of these games all of the way through.



- **Size:** Standard Cabinet
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Twelve Playable Characters (Three More Hidden And Can Only be Unlocked Using Ultimate Kombat Kodes). New Weapon Combat and Polygonal Look, Standard MK3 Controls, Fatalities
- **Created by:** Midway
- **Available:** Late September for Arcades, 2nd Quarter '98 for Consoles

ARCADE BRIGADE

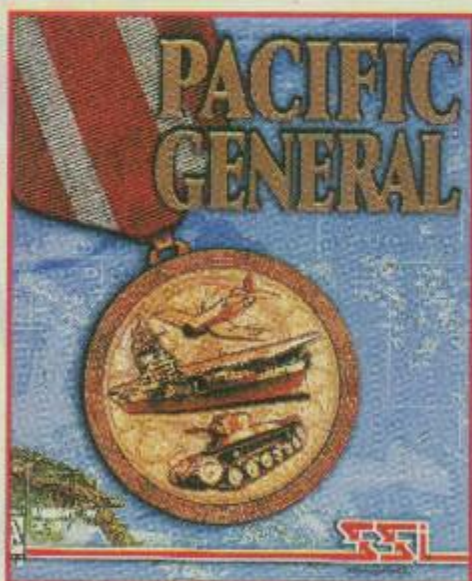




by Erik, the PC Jedi

### Bon Voyage, and Beware the Paisley Side of the Force

I am leaving Game Informer this month to go back to school and flex my academic muscles (they've become somewhat flabby as of late). You may be wondering if I'm completely insane to be leaving a job playing vids and writing about them for school, but the fact is, it's much easier on the gaming regimen to enjoy vids in your free time and leave it up to Game Informer to do all the work. Of course, this pathetic justification won't prevent me from whimpering in my sleep, "coulda been playin' vids" the night before a big exam, but I'm hoping I won't have a nervous breakdown before I actually get to school.



### Pacific General – SSI

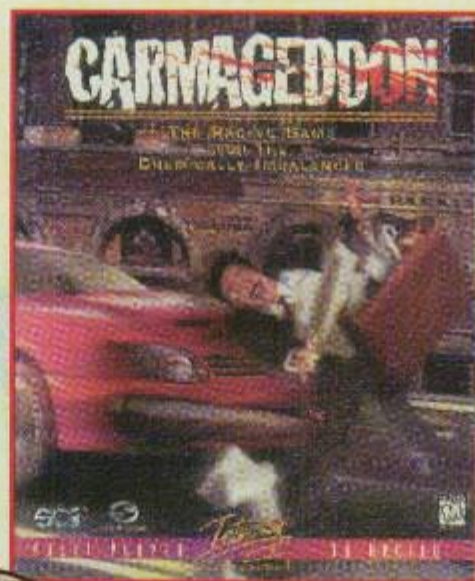
7.75

I am not a hard-core war gamer, so you should keep this in mind when reading my review, but also remember that I gave Panzer General a pretty decent score. Pacific General is a solid turn-based war simulation, but I had some serious freeze-up problems on our brand new MMX. Will someone explain to me why a game that consists of maps and pseudo-animated units requires so much RAM? I also thought the music was a little on the tacky side. Come on folks, this is World War II, not a happy slappy jazz club. Otherwise, the rehashed rules system and added emphasis on naval combat were refreshing. "Five Star General Series" fans should pick this one up for its new maps, units, and the complete compilation of all previous maps and units, but I don't think Pacific General will be everyone's favorite.

### Carmageddon – Interplay

8.75

I enjoy nothing more than a game of driving mayhem, and Carmageddon serves up a fine fare of pedestrian pulping insanity. While the game can actually be won by completing the tracks, the more common method is to knock your opponents around until an all-out vehicular brawl breaks out and continues on until one car is left standing (preferably yours). The game can also be won more sadistically by mashing every single pedestrian on the level; however, this is quite an arduous task, since there are often well over five hundred. Car upgrades can be purchased with money earned from smooshing pedestrians in creative ways and slamming the opposition into the next dimension. This is an extremely entertaining game that people with any sense of decency or scruples should avoid. I certainly won't.



Once again, I took a trip to Gen-Con to see what the PC companies might be willing to show to pen & paper role-playing gamers that they wouldn't to the vid gaming press. Unfortunately, the only big companies of note were Sierra, Blizzard, Microprose, and Activision (and they didn't reveal anything too mind-blowing).

Microprose was showing an interesting looking real-time strategy game called **Seventh Legion**. Its sole claim to individuality amongst the real-time strategy horde is that players will be able to use special "cards" that work like spells on the environment and units. They were also pushing, but not showing, **Mechwarrior III**. Don't worry folks, we saw it at E3 and it looks really cool.

Activision, who lost the rights to do the next Mechwarrior game to Microprose, was showing off their new fighting mech. bipedal tank game, **Heavy Gear**. To help promote the game, they pulled out the same life-sized bipedal tank they showed at E3. Microprose and **FASA Interactive** had two cheesy guns which they pointed at the looming figure. I thought it was a nice touch, but it remains to be seen who has the better game.



Activision has also been busy with other things, as they recently acquired **Raven**, the creators of **Heretic**, **Hexen**, and **Hexen II**. Activision has also purchased the rights to do a **Civilization**-styled game from Avalon Hill. I haven't managed to get ahold of anyone at Microprose (previous publishers of Civ and Civ II) or Activision who seems willing to talk about the details concerning the Civilization license, so it's possible we could be seeing some interesting legal fireworks in the coming months.

By the time your read this, **Origin's Ultima Online** should have reached the end of its Beta testing process. The game allows players to interact with each other in an Ultima 7-styled environment. Expect to see this much delayed game released in time for the holidays.

**Westwood** has announced that **Command & Conquer: Red Alert's** expansion disk, **Counterstrike**, has become the best selling expansion set in history. The game sold over 650,000 copies in three months.

I completed **X-Com: Apocalypse** this month and I am sorry to report that it has the second lamest ending in video game history. (The worst was Karnov on the NES.)

### recent releases



#### Atomic Bomberman – Interplay

6.5 Atomic Bomberman is another game that could have been great but suffers from on-line multi-player syndrome. Where's the one-player appeal Interplay? You can play as one player against AI Bombermen in Battle mode, but there are no other opponents or tricky puzzles in the game. Lame.



#### Ardennes Offensive – SSI

8.5 Ardennes pays a great deal of attention to the history and tactics of the Battle of the Bulge. Like its SSI cousin though, I have to say hard-core wargamers and WWII enthusiasts only.



#### Ultra Minigolf – Sierra

8 This game is good but short. It's a nice break from whatever you're working on. Best placed in the hands of the gaming meek who only like to play games like Tetris and Solitaire, I would have taken it more seriously if there were more than 18 holes.



#### Tony LaRussa Baseball 4 – Maxis Sports

6 Besides featuring a gorgeous front end loaded with tons of fantasy features, Tony LaRussa doesn't offer the gamer much in the gameplay category. This is a great simulation game, but not one that can be "played".



## The Second Coming

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Snowboarding
- **Special Features:** 2-Player Split-Screen, Downhill, Board Park, Slalom and Half-Pipe Sections, Single Jump Aerial Competition, 7 Riders, 18 Boards, 13 Courses, Create Your Own Board, Championship Circuit, Analog Compatible, Current Plans Call For Official Burton License
- **Created by:** UEP Systems for Sony Computer Entertainment America
- **Available:** November for Sony PlayStation

Last year, there were many people who didn't like Cool Boarders. Those people were lame. Shredding down a brilliant white slope with realistic board physics and unbelievable tricks was awesome. Plus, people in North America got a special surprise, because the Japanese version of the game didn't include the awesome trick course. With one solid title behind them, UEP Systems blazed forward and began cranking out the much anticipated sequel, Cool Boarders 2. We're happy to say that UEP added everything that was lacking in the first game, and it looks like Cool Boarders 2 will leave the original version stuck in the lift lines.

First of all, there is now a two-player split-screen, so even after you defeat the game, you can keep squaring off against your friends in an ultimate shredding competition. Next, UEP went and added a half-pipe! Talk about cool, from this day forth the half-pipe is a mandatory inclusion for all snowboarding games. Any game that doesn't include a half-pipe is worthless.

Now, check this out. There are 18 different boards, and just like last year, each board will perform differently. Some will be faster, some will be more stable to help in landing tricks, others will be balanced for performance in the slalom sections. But if you don't like any of these boards, you can design your own board. Nice.

We've saved the best for last. Cool Boarders 2 features 13 courses. Think about the trick track last year, how much air you could get on the last jump, how hard it was to land the ultimate trick. Then think about the launches that will be packed into 13 different courses, about saving best trick records and course times, about entering the single jump aerial competition, and you'll agree, this is one serious game.



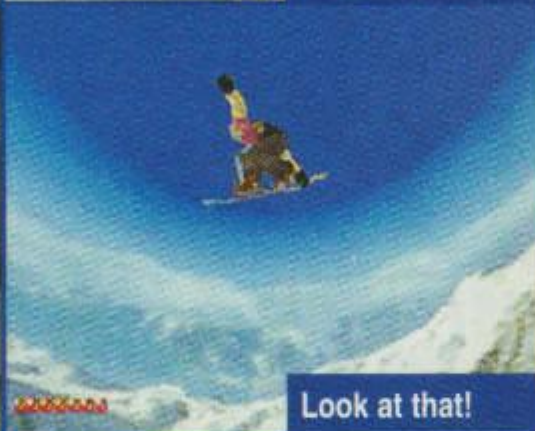
So smooth...



Fakie grab at the finish line. Lame.



Misty. Nice!



Look at that!



Speed.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Rap Simulator
- **Special Features:** Unique Rap-O-Meter, Encouraging FMV Cut-Scenes Filled With Disaster and Romance, Special Appearances by PaRappa's Dad, Friends, and Enemies, Special Arena Rap-Off Finale, Save Your Rap Feature
- **Created by:** Sony Computer Entertainment Inc. for Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

In PaRappa the Rapper the only thing that you'll be required to do is rap as best as you can. There are six stages in PaRappa and each one is surrounded by hilarious Ren & Stimpy-like FMV clips. All the stages feature different songs and rhythms, and your goal for each of these is simple – rap to the grind and get down!

Each stage features yourself and another character ranging from a chicken to a reggae frog. They'll start you off on what to say, and you'll need to follow it up in rhythm by correctly matching button presses with the Rap-O-Meter featured on the top of the screen. Matching this is easy, but here's where the game gets tough. The lead rapper will judge you on how well you rap, and if you just follow their lead, they'll often score you down. To be the coolest rapper around, you'll need to use different techniques like stuttering (by quickly tapping a button), or by repeating complete words and phrases (by entering the sequence again).

If you happen to impress your lead, the "You Rappin" meter in the corner will jump from Good to Cool, and when this is achieved, you will unlock a solo rap session.

PaRappa is definitely a strange game, and it will take some getting used to. If you do play it and don't understand it, try it again, because if you catch onto the flow, you'll have the time of your life and find yourself r-r-r-rappin' c-c-c-coool!

### ANDY, THE GAME HOMBRE

"PaRappa is a hilarious game that is truly innovative, but it is also terribly short. Luckily, if you leave it for a while, your rappin' skills will slip and you'll need to master them again. Great kids' game, but fun for adults too!"

### PAUL, THE GAME PROFESSOR

"I don't consider myself a hard-core rap fan, but you don't have to be one to get into PaRappa. It's simple to be rappin' good, but to be rappin' cool takes skill and quite a bit of creativity. Rappers may want to invest in PaRappa, but otherwise you should give it a rental try."

### REINER, THE RAGING GAMER

"PaRappa has great entertainment value. While it can be defeated in under an hour, I strongly believe that it will be one of the most played games in any video game library. It's different, hilarious, and most importantly, a good time that anyone can get into."

### JON, THE GREEDY GAMER

"PaRappa will have scores of people gathered around your TV laughing hysterically. It's short, but as Reiner likes to say – it's not the length, it's what you do with it. At the very least rent this game over the weekend, as it's truly unique."

	Andy	Paul	Jon	Reiner
<b>Concept:</b>	9.5	9	9	9
<b>Graphics:</b>	8	7.5	8	8.5
<b>Sound:</b>	9	8.75	9	9
<b>Playability:</b>	7	7.5	8.25	7
<b>Entertainment:</b>	6	9	8.75	6.5
<b>Overall:</b>	8	8.25	8.5	8

► THE BOTTOM LINE **8.25**

## NUCLEAR STRIKE

THE SEQUEL TO SOVIET STRIKE™

### STRIKE BACK WITH 13 NEW TOYS!

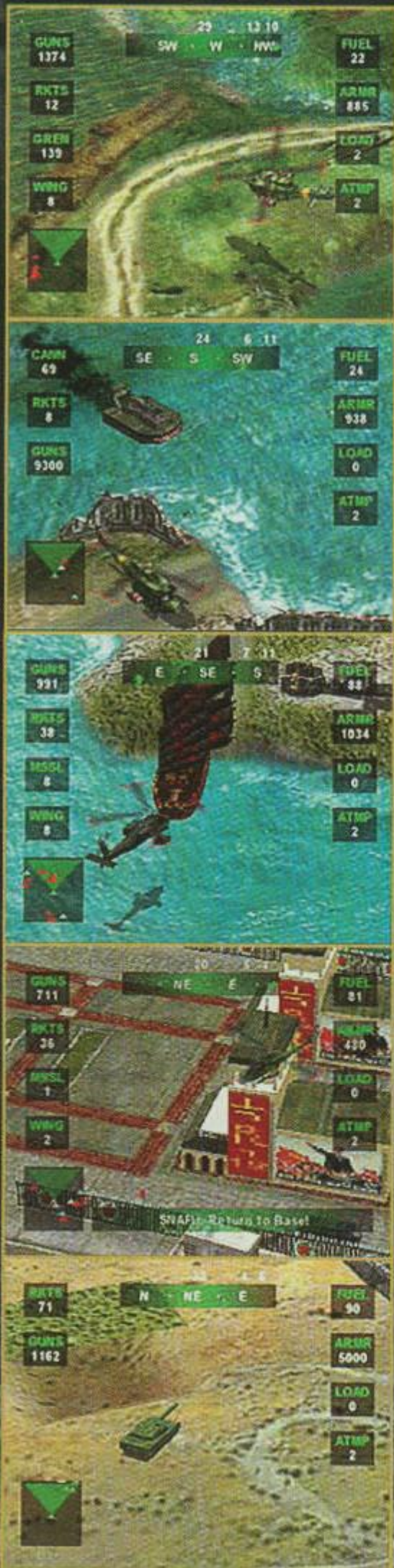
- **Size:** 1 CD-ROM
- **Style:** 1-Player Combat Simulator
- **Special Features:** 13 New Land and Air Vehicles, Improved AI, Terrain Effects (Including Craters), Unit Command, 5 Scenarios, New Targeting System, Compass Arrow For Ease of Navigation
- **Created by:** Electronic Arts
- **Available:** November for Sony PlayStation

No Strike sequel has ever been disappointing, but Nuclear Strike features many new improvements over its predecessor, Soviet Strike. The biggest change is the addition of 13 new vehicles. You will no longer be confined to an Apache on all of your missions. In fact, you'll be spending a lot more time in alternate vehicles. We haven't seen all of these war machines yet, but they range from the military's latest attack chopper, the Comanche, to a modified news helicopter with tear gas and smoke bombs. We've also seen a Huey, a Harrier, and an A-10 Warthog that's been modified for vertical takeoff.

This year's Strike also features ground vehicles like an M1 tank, an APC, a heavily armed hovercraft, and a mobile artillery missile platform capable of incredible devastation.

Level objectives are just as complex as they were in the last game, but will now be made more obvious by the mission briefings. While the level environments look a lot like they did in Soviet Strike, there have been improvements. Explosion effects look better than they used to, and the terrain is now affected by what you do. Destroying a gas station, for instance, will result in a giant crater.

Nuclear Strike also features the original cast from the previous game except for the actor who played Nick. His character gets munched by a tiger early on in the game, so we suspect he probably decided not to renew his contract. If you loved Soviet Strike, you won't need to see our review of Nuclear Strike. It's pretty much the same game with minor improvements and plenty of new toys to play with.



### Super Babe Meets Cyber-Tech

- **Size:** 1 CD-ROM
- **Style:** 1-Player Mission-Based Action/Shooter
- **Special Features:** 10 Minutes of Movie-Quality Animation Done By The Original Team, Vertical and Horizontal Movement (In Other Words, You Can Stick To Walls), Training Mode, Memory Card Save
- **Levels:** 12
- **Created by:** EXACT & SCEI for THQ
- **Available:** October for Sony PlayStation

While most would think that this game is based on Masamune Shurow's fantastic movie by the same name, the game actually sticks more to the original comic book story arc. Utilizing high tech mechanical robots called Fukochima (which were omitted from the movie), you're sent out on various missions for Section 9, a top secret division of the police force.

In general, most missions consist of working your way through the level, completing various objectives, and then facing off with a boss. But don't be intimidated by the level objectives; they're quite simple to complete, because this game's focus is on its action.

Controlling the Fukachima is easy. You can strafe left and right, fire your machine gun, launch lock-on rockets, and jump. What makes this game unique is that you can stick to almost any surface so you'll find yourself traveling upside down to find different passages, and sticking to walls to get an offensive edge on your enemies.

In total, there are twelve missions to complete. Some are easier than others, and fans of Shurow's work will recognize many of the characters and environments that appear throughout this game. But perhaps the best part of the game is watching the 10 minutes of awesome never-before-seen new animated footage (featuring the ghost babe and her trusty Fukochima) that are unlocked as you work your way through the game.

#### ANDY, THE GAME HOMBRE

"For quite a while I thought this game was rather plain, but once I got my hands on the controller I found Ghost to be really fun (especially if you're a fan of the movie and comic like myself). It may be a tad easy for some, but this game is definitely worth a rental. Check it out!"

#### PAUL, THE GAME PROFESSOR

"I was a little disappointed that this didn't follow the film very well, but the game is great for comic book fans and anyone who likes a good shooter."

#### REINER, THE RAGING GAMER

"This is a conceptually solid release that produces dazzling graphic displays and impressive special effects. Each and every level provides variety in gameplay and interesting objectives to tackle. Ghost has everything going for it, except that it's way too short."

#### JON, THE GREEDY GAMER

"The control in Ghost is outstanding. Being able to climb along any surface forwards, backwards, or strafing, is one of the coolest things I've seen in a while. The fantastic movie clips and interesting missions deserve a look as well."

	Andy	Paul	Jon	Reiner
<b>Concept:</b>	9	7.75	8.25	8
<b>Graphics:</b>	8	7.75	8	8.5
<b>Sound:</b>	7	7.75	8	8.5
<b>Playability:</b>	8.5	8.75	9	8
<b>Entertainment:</b>	5	8	7.75	7.75
<b>Overall:</b>	7.5	8	8.25	8.25

► THE BOTTOM LINE **8**

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SEGA SATURN   
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# SONIC R

SEGA TAKES SONIC ON THE ROAD

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sonic Racer
- **Special Features:** 2-Player Split-Screen, Analog Controller Support, 9 Racing Characters (4 more Hidden), 360 Degree Environment, 5 Courses, 5 Gameplay Modes
- **Created by:** Travelers Tales for Sega
- **Available:** November 18 for Sega Saturn

Sega hasn't had too great of a track record after the trashing they took for the first Saturn hedgehog game, Sonic X-Treme. They hope to get back on track with this newly designed character racing game titled Sonic R. Billed as the "first character-based foot race" game, initial impressions gave us the feeling that the game was a slightly enhanced version of the tube-styled bonus worlds of Sonic 3D Blast. But



with a second look we found there's more to the game that pits Sonic against his classic friends and foes like Tails and Dr. Robotnik.

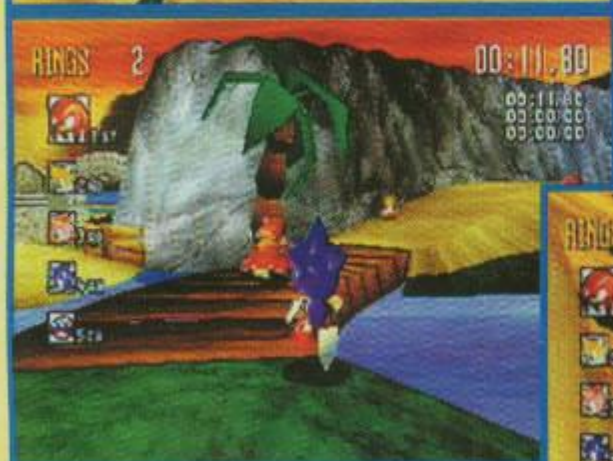
Described as using a graphical effect termed "12 Layer Cross Distance Fading," Sonic R will deliver fast-paced seamless action through tight canyons, past majestic water falls, and around enormous loop to loops. Although we've only

viewed one level (or "track") from a total of five, Sonic R shows off a smooth 3D engine with little or no graphic lag. Players are also not tethered to a main course, so exploring for possible shortcuts in water, woods and other obstacles is a necessity.

Players will have the choice of five game modes – single-player, multi-player, Grand Prix, Time Attack, and



Tag. Plus, you can just lose the race and jump around the many different areas to explore. At press time the game was only about 40% complete, so look for the bottom line on the newest Sonic game in a future issue.



# PANZER DRAGOON SAGA

The Saturn Legacy Continues



- **Size:** 4 CD-ROMS
- **Style:** 1-Player Action/RPG
- **Special Features:** Massive CD Set, Morphing Dragons, Stunning Visual Effects, Real-Time Battles, 12 Levels, 360 Degree Flight Exploration
- **Created by:** Sega
- **Available:** March '98 for Sega Saturn

The second of two Panzer Dragoon games released way back in May of '96, and it is still one of the best Saturn games ever made. If you had the opportunity to experience the stunning graphics of either game, you had better bet that Panzer Dragoon Saga's multi-discs will, to say the least, offer another visually impressive feast for the eyes. Saga mixes some of the same shooting elements of the previous titles with a bit of role-playing and 360° flight/on-foot exploration. Taking the role of a young hunter named Edge, your quest will weave shooter with strategy and role-playing with flight.

Just like in 2 Zwie, your dragon will morph into different, more powerful forms. The battles upon your trusty dragon are similar to the arcade style of the previous games, but have interesting mixes of strategy, weapons and other special powers. The classic elements of role-playing present themselves with towns and lands to explore, but these RPG elements are framed within 12 "levels" that contain plenty of burly real-time bosses.

As Game Informer has always considered 2 Zwie to be the one of the finest video games ever made, seeing an early Japanese version in action had us reaching for the older version to pacify ourselves while dreaming of the new complexities that may be included in Saga. Look for more in future issues on this promising and already impressive Saturn title.



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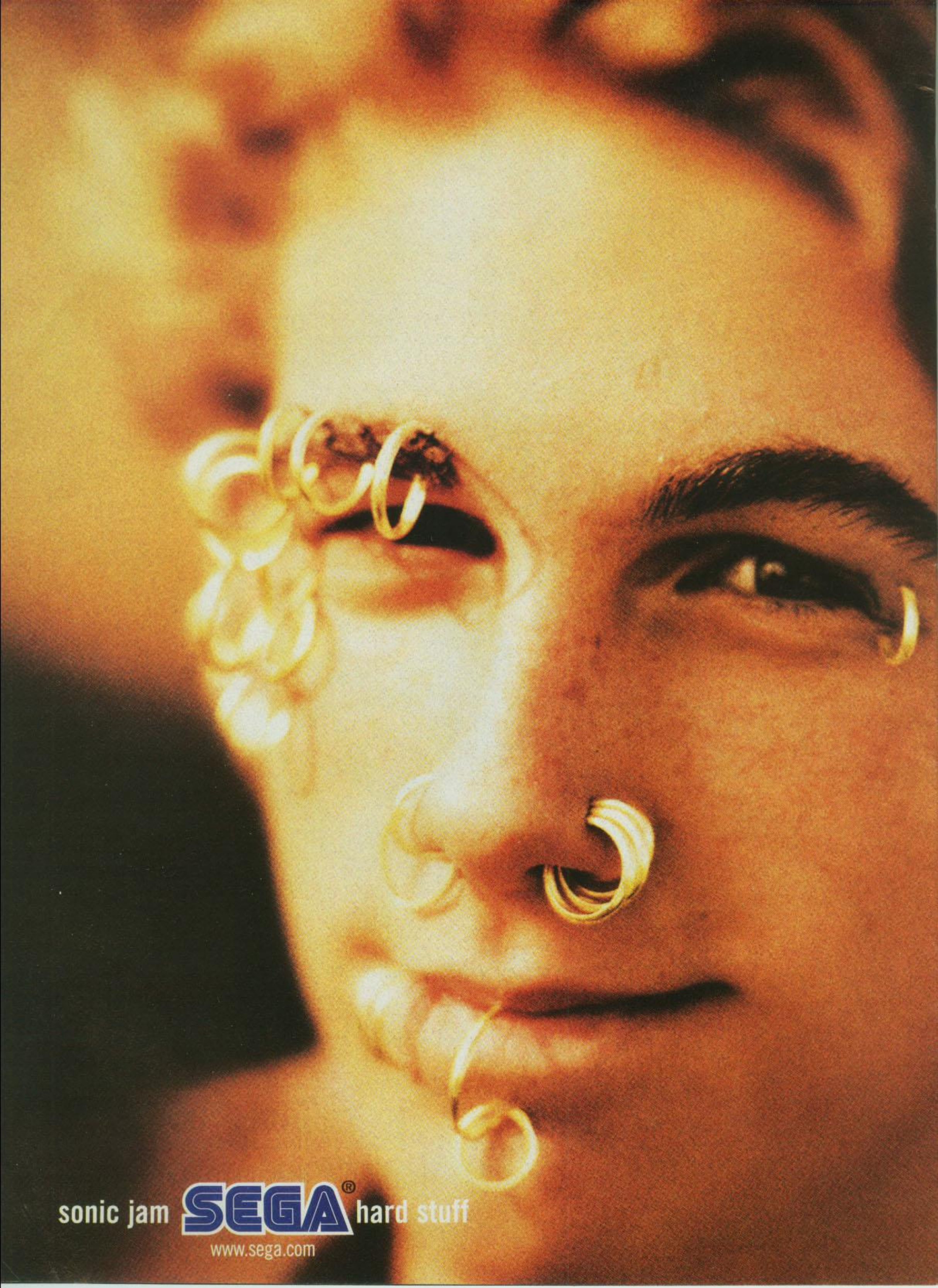


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## PlayStation

### PREVIEW

### Vs.

**Size:**  
1 CD-ROM  
**Style:**  
1 or 2-Player Head-to-Head Tournament Fighter  
**Special Features:**  
Seven Play Modes, Auto Blocking, Chain and Juggle Combos, Polygon Graphics, 16 Characters (Plus Four Locked)  
**Created by:**  
Polygon Magic, Inc. for TH\*Q  
**Available:**  
October for Sony PlayStation

The sixteen characters in Vs. all belong to rival gangs – Beach, Streets, Campus and Hoods. Although Game Informer does not condone the notion of street gangs, it is fun to pit each gang against the other in this all-out polygon brawler. Instead of featuring tons-of-button combos, Vs. relies on a simple three button attack interface. Punch, kick, and punch + kick are the three buttons used to string together standard and juggle combos. There is a 3D evade for those who can't take the heat. Vs. also sports an alternative soundtrack with up-and-coming bands such as Pigs in Space and Suicide Machines.



## Genesis

### REVIEW

# 8.25

**Size:**  
32 Megabit  
**Style:**  
1 or 2-Player Action/Adventure  
**Special Features:**  
Two-Player Cooperative and Battle Mode, Cool Weapons, Creative Missions, Dinosaurs, Vehicles  
**Created by:**  
Appaloosa for Sega  
**Available:**  
Now for Sega Genesis

### The Lost World: Jurassic Park

We can honestly say that this game is more fun than the PlayStation/Saturn version. This 32 meg cart sports some killer Dino animations, and the island is large and complex. Our favorite mission so far has players using a taser to push stegosaurus into cages. The graphics look great for a Genesis game, but when there's a lot of on-screen action, the slow down does become frustrating. As with any good action/adventure, there are a ton of pick-ups and different weapons. Players can also call for air-drops when in need of supplies. To top it off, two players can cooperate on missions, or battle it out head-to-head. We'd love to see more titles like The Lost World for Genesis. It's entertaining, and pushes the Genesis to its limits.



## PlayStation

### PREVIEW

### Moto Racer GP

**Size:**  
1 CD-ROM  
**Style:**  
1 or 2-Player Motorcycle Racing  
**Special Features:**  
Analog Compatible, Street and Dirt Bike Classes, 8 Different Bikes Per Class, Third and First-Person Views, Tricks on the Dirt Bike Racing Courses  
**Created by:**  
Delphine/BMG for Electronic Arts  
**Available:**  
Late September for Sony PlayStation

The few bike racing games we do see are usually pretty poor. Moto Racer may be the first truly entertaining motorcycle racer for the PS-X. Its sheer speed and intensity are unparalleled by other more mediocre bike games and the analog compatibility makes a world of difference in a game where accurate turning is crucial. The street and dirt bike racing are extremely different from each other, and players will need to adapt to a new set of rules when they move from one to the other. Our biggest concern about Moto Racer at the moment is how many tracks it's going to have.



### Resident Evil

Saturn

Overall: 9

Better late than never for one of the best games of all-time. The character graphics look good, and this version offers a few surprises including a new monster and a zombie deathmatch.



### Super Street Fighter II Collection

Saturn/PlayStation

Overall: 7

Unless you're a Street Fighter nut, you'll want to steer clear of this 'trip through Street Fighters past.' An interesting collection, but we'll stick with any of the newer Street Fighters.

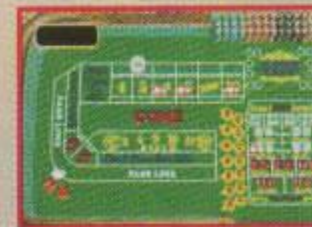


### Golden Nugget

PlayStation

Overall: 8

A murder mystery and expansive gambling options make this 2 disc niche title worthy of note. If you don't like gambling, forget it. If you do spend time in the casinos, check it out.



### Saturn Bomberman

Saturn

Overall: 8.25

Up to ten players can compete in this legendary game of strategy and skill. Single players will enjoy the normal and master modes, but multi-player battle modes are the meat and potatoes of Bomberman. Fun for an entire room of gamers.



### Arcade's Greatest Hits: The Atari Collection 1

Saturn

Overall: 7

This is a good collection of arcade classics, but we still don't understand why it took this long to come out on the Saturn.



### MLBPA Bottom of the 9th '97

PlayStation

Overall: 8.25

The Scenario Mode rocks, and the gameplay is solid if not outstanding, but let's hope the '98 version makes it for next spring. Not as comprehensive as Triple Play '98, but far better than MLB '98.



### ClayFighter 63 1/3

Nintendo 64

Overall: 6.5

ClayFighter fans may say that we're wrong on this one, but we are still disappointed by the choppy animation and mediocre fighting. A definite rent before you buy!



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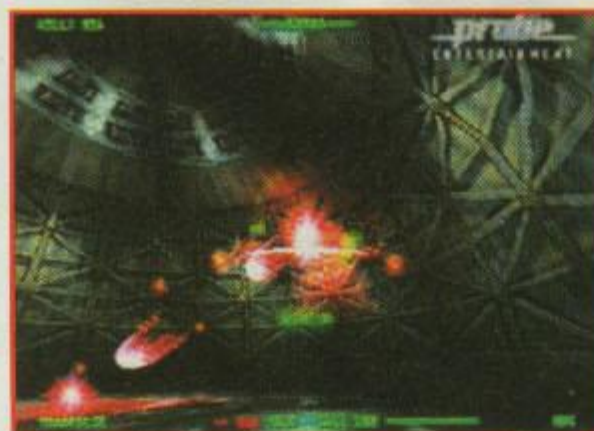
**PlayStation**

**PREVIEW**

**Fantastic Four**

**Size:**  
1 CD-ROM  
**Style:**  
1 to 4-Player Beat 'Em Up  
(Via Multi-Tap)  
**Special Features:**  
Five Characters to Choose From (She-Hulk as Number Five), Fore and Background Throws, Special Power Bar Moves, Groovy Soundtrack  
**Created by:**  
Probe for Acclaim Entertainment  
**Available:**  
Now for Sony PlayStation

Acclaim has done a number of licensed super hero stinkers in their time. Fortunately, Fantastic Four has a few things going for it. All five characters have special moves that take energy from a power bar. Mr. Fantastic's, of course, are the coolest. The game also has a lot of nice touches. On the first level, for instance, you are constantly being attacked by hordes of molemen from all directions. It sounds obnoxious, but it's actually quite entertaining to beat the crap out of them and then throw them into the street only to be hit by a passing car. In fact, the level starts with a horde of molemen marching into the city only to get kacked by a crashing Mac truck..Har. Har.



**PlayStation**

**PREVIEW**

**Forsaken**

**Size:**  
1 CD-ROM  
**Style:**  
1 or 2-Player First-Person Shooter  
**Special Features:**  
Split-Screen Cooperative and Battle Modes, Beautiful Environments and Lighting Effects, Wide Variety of Primary and Secondary Weapons  
**Created by:**  
Probe for Acclaim  
**Available:**  
January '98 for Sony PlayStation

Acclaim is pulling out some heavy hitting games as of late, and Forsaken is one of the stars of this line-up. The action has Descent written all over it, but the sheer graphic quality of the game places Forsaken in a league of its own. Players take on the role of competing scrap scavengers on a post-apocalyptic Earth. Their vehicles of choice are open-air hoverbikes which will allow for a great deal of gore when they get slammed by high explosive weaponry. We haven't seen this particular feature yet, but we've been told stories of flaming limbs flying all over the place. We expect January to be an interesting month.

**PlayStation**

**PREVIEW**

**Frogger**

**Size:**  
1 CD-ROM  
**Style:**  
1 or 2-Player Action  
(4-Player Via Multi-Tap)  
**Special Features:**  
4-Player Racing Mode, Crazy New Frogger Levels, Classic Frogger Upon Completion of Game, Tongue and Super Jump Moves  
**Created by:**  
Hasbro  
**Available:**  
November for Sony PlayStation

We all have fond memories of Frogger, and Hasbro is hoping to cash in on this nostalgia. The new Frogger features polygonal graphics, new levels that twist and turn all over the place, and new moves. Frogger can now croak, grab flies with his tongue, and do a super jump. The game also features a 4-Player Racing Mode where players can race against each other to rescue the colored frogs that are hidden throughout the levels. All of the levels feature extremely constraining time limits, requiring players to memorize every step of the way.



**PlayStation**

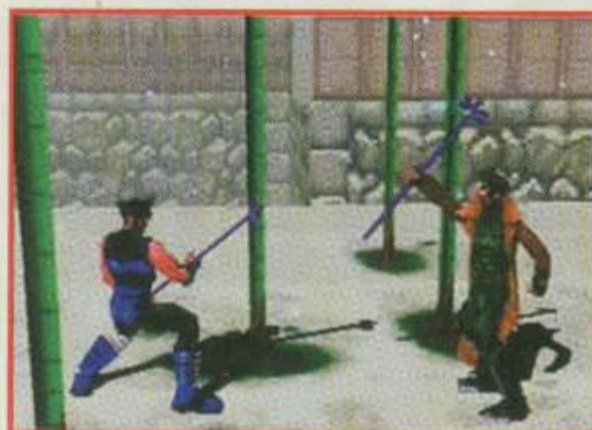
**REVIEW**

**8.5**

**Bushido Blade**

Released earlier this year in Japan, Bushido Blade has finally been translated for the English speaking populace. True to form, Bushido Blade is like no other fighting game before it. Not only does the player get to pick from one of eight weapons, but the Story Mode allows for the exploration of a castle's grounds. Moves are dependent on the strength and speed of the characters as well as the weight of each weapon. The original concept and character animations shine, yet the gameplay becomes fairly repetitive – especially in the two-player game. For the serious fighting game fan, Bushido Blade is definitely worth a look. But be forewarned, this game isn't for everyone.

**Size:**  
1 CD-ROM  
**Style:**  
1 or 2-Player Fighting Simulation  
**Special Features:**  
6 Fighters, 8 Weapons, 2 Difficulty Settings, Expansive Playfield, One Hit Deaths, Injuries, First-Person Mode, Computer Generated Endings, Link Compatible  
**Created by:**  
Square Soft for Sony Computer Entertainment  
**Available:**  
October for Sony PlayStation



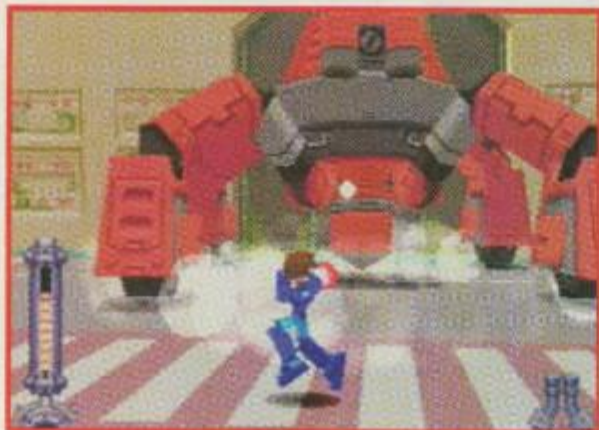
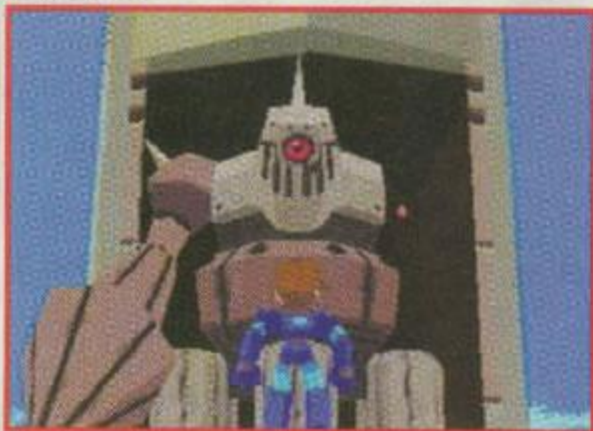
**PlayStation**

**PREVIEW**

**Mega Man Neo**

**Size:**  
1 CD-ROM  
**Style:**  
1-Player 3D Action/Adventure  
**Special Features:**  
Multiple Moves (Including Running and Walking Strafes, Dive Roll, Diagonal Jumping, and Kicking), Mega Man Cam, Real-Time Cut Scenes, Weapon and Armor Upgrades, Talking  
**Created by:**  
Capcom  
**Available:**  
First Quarter '98 for Sony PlayStation

What do you do when you no longer have any new game ideas? What else. You take a 2D 16-bit game, and turn it into a unique 3D adventure. Mega Man Neo could easily be considered just another Mega Man, since the basic gameplay premise is the same. But with the new moves and ultra-large interactive environments, it would be hard to say it's the same old thing. Plus, the combat is still extremely intense, and it appears as though puzzles will play a big part in this quest. So far, we think that Neo looks outstanding, and let's hope that Capcom can make this game a grade A winner.



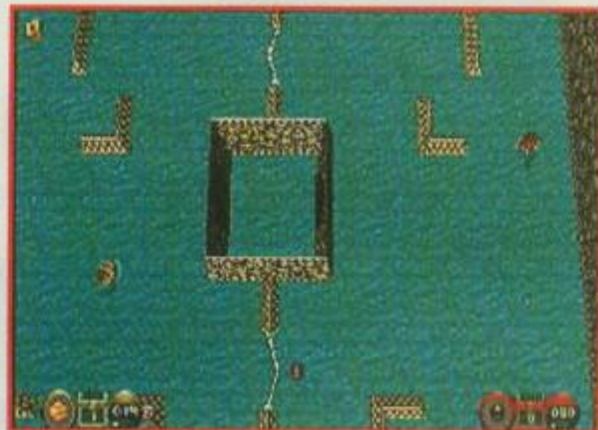
**PlayStation**

**PREVIEW**

**Shipwreckers**

**Size:**  
1 CD-ROM  
**Style:**  
1-Player Action (2-Player Battle Mode)  
**Special Features:**  
8 Weapons, 20 Levels, Three Views, 2-Player Battle Mode, Caribbean Steel Drum Soundtrack  
**Created by:**  
The Wheelhaus for Psygnosis  
**Available:**  
November for Sony PlayStation

Infatuation with the pirate experience is an important part of everyone's memories. Treasure Island, Swiss Family Robinson, and even Disney's Pirates of the Caribbean ride portray a frightening yet romantic chapter in western history. Psygnosis is publishing a title that appeals to the lighter side of pirating. As an overhead shooter game that is both comical and challenging, you basically cruise your ship around the twenty different levels taking down enemies, collecting booty and avoiding deadly obstacles. The soundtrack plays like a segment from Weekend at Bernie's, and the gameplay is fun for the whole family.



**PlayStation**

**PREVIEW**

**WWF '98**

**Size:**  
1 CD-ROM

**Style:**  
1 or 2-Player Professional Wrestling Simulation (Up to 4-Players Via Multi-Tap)

**Special Features:**  
12 WWF Wrestlers, Motion-Captured Animation, Tag-Team & Cage Matches, Weapon Matches

**Created by:**  
Acclaim Entertainment

**Available:**  
1st Quarter '98 for Sony PlayStation

Acclaim returns to the squared circle for another version of their long running WWF franchise. Unlike their numerous ports of existing Midway arcade titles, Acclaim's WWF '98 is a brand new creation featuring 12 photo-realistic 'rastlers like the ominous Undertaker and the not-so-ominous Goldust. The play control relies on a fairly common setup with a punch, kick, and grapple button. The variations in game modes look to be very interesting with a wide selection of multi-wrestler matches including cage matches and contests including weapons. WWF '98 won't show up until next year, but the WWF will be back on the PlayStation with a vengeance.



**PlayStation & Saturn**

**REVIEW**

**7**

**Size:**  
1 CD-ROM

**Style:**  
1 or 2-Player Light Gun Game

**Special Features:**  
More Than 30 Bonus Areas, Weapon Power-Ups, Three Missions, Two-Player Cooperative Mode, Friendlies

**Created by:**  
WMS for Midway Home Entertainment

**Available:**  
Now for Sony PlayStation and Sega Saturn

**Maximum Force**

Maximum Force is an excellent arcade port, retaining all the seat-of-your-pants light gun action that made the original a hit, but it can't touch Time Crisis. The bonus areas are unlocked by blasting away different things in the backgrounds. This gives the game good replay value since getting all the bonus levels is extremely challenging. The friendlies always seem to pop up at the worst times, especially when traveling quickly on one of the numerous vehicles. Graphically, the Saturn version is a little chunky, and the letterbox format is a drag. Otherwise, both games play exactly the same.

**PlayStation**

**PREVIEW**

**Hardwood Heroes**

**Size:**  
1 CD-ROM

**Style:**  
1 to 2-Player (Up to 8-Player via Multi-Tap) Basketball

**Special Features:**  
On-The-Fly Playcalling, Icon Passing, Cool Special Moves and Drives, Full NBA and NBA Players' License, Coaching Strategies

**Created by:**  
Visual Concepts for Midway Home Entertainment

**Available:**  
November for Sony PlayStation

This is a bold new project that surprised us all. The play control of Hardwood Heroes is in-depth and comprehensive. Players can call for a double team, set picks, call up icon passing, and drive to the net. Literally, there are tons of different button functions and combinations. We especially like using the circle button to keep defender's hands up or down. A full host of season options puts this game on par with NBA Live and Shoot Out. Player-to-Player matchups, offensive and defensive playbooks, and sweet polygon graphics round out this impressive hoops title. Also, expect to see a name change, as Midway is trying to use 'Fast Break,' which was the title of a SNES game developed by past Midway acquisition Tradewest.



**PlayStation**

**PREVIEW**

**Point Blank**

**Size:**  
1 CD-ROM  
**Style:**  
1 or 2-Player Shooter  
**Special Features:**  
Controller or GunCon Compatible, 50 Different Carnival-Styled Shooting Games, Unique RPG, Training, 2 Difficulties  
**Created by:**  
Namco  
**Available:**  
January for Sony PlayStation

Arcade gun fanatics and NRA members can now rejoice, as Namco brings the light gun shooter game Point Blank to the PlayStation. Unlike most shooter games, this game is not just the same old goal over and over again. Instead, Point Blank is filled with over 50 different carnival-styled gun games that range from your basic shoot-the-burglar-in-the-window to blasting-the-flying-dragon-from-the-sky levels. As with all Namco arcade conversions, Point Blank also has a new mode that is available exclusively on the home version. This strange but entertaining new mode, which is a lot like an RPG, lets the player cruise around the world and pit their gun blasting skills against various opponents.



**PlayStation**

**PREVIEW**

**Pandemonium 2**

**Size:**  
1 CD-ROM  
**Style:**  
1-Player Action/Platform  
**Special Features:**  
Roller-Coaster Tracked Level Designs, 2 Characters, Special Power-Ups, Ledge Grabs, Rope Climbing, Hand-Over-Hand Swinging, Pandemonium-Styled Mecha Levels  
**Created by:**  
Crystal Dynamics for Midway  
**Available:**  
October for Sony PlayStation

We aren't huge fans of the roller-coaster track syndrome that debuted in NiGHTS for the Saturn, but it's impossible to deny that Pandemonium! was a good looking game. Its sequel is pretty much the same deal with some added improvements and alterations. The most obvious change is that Nikki is looking a lot more like a Femme Fatale than a geeky enchantress wannabe. The characters can also do a lot more than running, jumping, and shooting. They can climb ropes, hang from ledges, and swing hand-over-hand across bars to get to secret areas. Oh, did we mention the characters can also climb into a giant wooden 'robot?'

**PlayStation**

**PREVIEW**

**Rampage: World Tour**

**Size:**  
1 CD-ROM  
**Style:**  
1 or 2-Player Action (3-Player Via Sony Multi-Tap)  
**Special Features:**  
130 Levels, 14 Bonus Levels, 4 Grudge Match Levels, Hidden Levels, and Grudge Matches  
**Created by:**  
WMS for Midway Home Entertainment  
**Available:**  
November for Sony PlayStation

Our long lost friends Ralph the Wolf, George the Ape, and Lizzie the Lizard are finally back after an 11 year hiatus in Midway's newest update, Rampage: World Tour. They're still masters of destruction, and they are accompanied by the beautiful Dr. Betty Veronica as they smash, eat, and rack up points through over 130 levels of monster crushing action. Their mission is to stop the evil S.C.U.M. Lab CEO, Eustas Demonic, from taking over the world. How 40 ft. monsters eating and destroying everything in site is supposed to accomplish this goal is beyond us. But who cares? This game's about destruction and destruction we shall have. Look for this game to hit the PlayStation in November.



# Castlevania

## Symphony of the Night

### Basic Training

This strategy guide has been created to help guide you through this awesome game; however, there are a couple rules that you need to remember as you cruise around:

- 1.) Save whenever possible. It refills your life bar and magic power.
- 2.) Always try to see every corner of every room. Finding the Relics and Familiars that are located throughout this game is half the fun. Oh yeah...the weapons aren't bad either.
- 3.) Learn to use your shield. It will save your life.
- 4.) When you get a new item or weapon, always check it out in your equip menu to see what it does and how powerful it is.
- 5.) Break every candle and vase you see. You never know what you might find.
- 6.) Once you get the mist form, it is very useful for cruising past difficult enemies (though it is good to fight everybody, since you'll need the experience).
- 7.) If you are having trouble with an area, it's always a good idea to cruise around and get more experience, and then try again.

### Bloodlines...The Fall of Richter



This is the only time in Symphony of the Night where you'll control a Belmont (unless you use the code in Secret Access pg. 76) and use the standardized Castlevania whip. The only thing you'll have to do here is slay Dracula. Don't worry, you're immortal. The real game doesn't start until after this sequence.

### Enter: Castlevania



Here, Alucard shows that he is a very deadly vampire – complete with a deadly sword, and a plethora of spells. First, get used to the controls and how the spells, map, and weapons work. Now, run to the right. After battling a few wolves and zombies you'll run into Death. He is not very pleased that you are still alive, and will strip you of all of your weapons. After this sad occasion, continue on the path to the right, go up, and head to the left. In the first large room (which we will call the Main Hall), kill the green armored skeleton to obtain a Short Sword (equip it). Then, as you work your way up the stairs, enter the middle room to the left and save.

### Alchemy Laboratory



From the Save Point, grab the relic Cube of Zoe from the pedestal at the top of the staircase and then head through the door to the left. This door will take you to the Alchemy Laboratory. From here, the game will become less linear, and you'll actually have to use your head. Your first goal here is to grab the Hide Cuirass from the globe past the block of spikes all the way to the left of this room. Now, head up to the next room, jump over the spikes to the left, and destroy the blue flame to obtain the Leather Shield. Then, climb up to the series of platforms in the center of the room. From here, head up

past the elevator and exit using the door on the far left. Note: There is a Save Point located in the lower right-hand room next to the elevator.

Before you head up the platforms, make sure you enter the secret rooms located down and to the left. Now follow the passage up and to the left, making sure to grab the Resist Thunder potion from the lab table along the way. In the next room you will encounter a semi-difficult puzzle. First, hit both switches so the spikes go down. Then, push the crate onto the spike casing to the right, then hit the switch to move the crate up. Now, use the crate to jump up to the path that leads to the Cloth Cape. After you get the cape, head back to the puzzle room and then exit through the door that's up and to the left.

Follow the series of platforms down and back up, making sure to visit the save point along the way. At the top, the passage on the left leads to a mystical door that you can't open yet, and the other, to the right, leads to the first boss. Before you enter this room, make sure that you have the axe power-up (located in the topmost flame), and plenty of hearts.

### Brothers of Hatred



To kill these bad boys try and keep them together as much as possible,

especially the blue guy who shoots flames. Keep him off your back. Use the axes to take damage off of both of them when they are together. Otherwise, crouch and hack them to death. Your reward is a Life Max Up. Exit the boss area to the right.

Without going up, follow the path until you can no longer go to the right. You will run into an elevator. Use the elevator to visit the two floors located below where you will find the Basilard Sword and Sunglasses, respectively. Make sure you pull the lever in the cannon room to open the passage, but don't fall back down into the library. Instead, backtrack to the upward passage just after the boss area, and head up. Stop at the Save Point on the right, and then exit this room at the top right. Continue going right until you come to another open passage where you can go up or down. Either way will take you where you want to go, but if you fall down, you will encounter a potion. Exit this room to the right.

### Marble Gallery



Proceed to the right and then down. In this room, there is an exit that leads to the Clock Room on the top right (don't go there), and a Save Point in the middle and to the right (go there). After saving, head down and then exit to the left. Follow this passage until you reach the bottom. First,



head to the left and grab the Spirit Orb relic that shows enemy damage. Then, head out to the right and follow the winding passage (taking special care when fighting the Plate Lord and the Cthulhu) until you come to the door leading back into the main hall where you found the Cube of Zoe.

Press the switch to lower the block and create a link between the main hall and the Marble Gallery. Save in this room if you wish, otherwise head back through the Marble Galley and take the passage that leads into the Clock Room (you know, the place we told you not to go earlier).

### Meeting on the Way to the East Side



As you make your way to the right, you will run into Maria. Talk to her, and you'll be back on your way. Continue going to the right, follow the winding passage until you come to a fairly large room with two exits to the right, and then take the door on the lower level (the other passage is blocked by a magical door). Follow the Long Hallway and it takes you all the way to the east side of Castlevania called the Outer Wall.

### Outer Wall - Acquiring the Wolf Form

This section is actually a large tower filled with deadly villains, multiple exits, and an interesting lower level. In this room, the first order of business is to go down and then directly left to fight the Armor Lord. After you defeat him, enter the room he was guarding, and break the wall on the bottom left-hand side. Now, go back out and explore the rest of this area. Obviously, you can't go through the mist door yet, but you can look out the telescope at the bottom of this area by pressing up.

Head back up to the entrance of the Outer Wall, and take the topmost passage heading left. This passageway will basically make a U-turn up and over



to the next level of the Outer Wall. It contains a Save Point all the way to the left, and a doppelganger boss on the next level. Use your shield to block his attacks, and get in close when you attack, otherwise he'll quickly evade your swipes. After you kill this impostor you will be rewarded with a Life Max Up, and a Gladius Sword.

Now, continue on up the Outer Wall. The first door to the left is the Library (skip it for now), the second contains a teleporter. Use it and grab the Heart Power Up on the other side, and then return to the Outer Wall. Continue up past the sword demon, and activate the elevator by flipping the brown switch below it. Head all the way to the top to enter the Save Point, and then go back down to the elevator (make sure you skip the door between the elevator engine and the Save). In the elevator you will find the Soul of Wolf relic allowing you to transform into a Cronos form by pressing R2. Now, head to the library. You can either walk there, or use the elevator by going down one floor.

### The Long Library



This area is fairly long, and since some of the enemies in the Library can cast a curse on you, make sure you break

the lanterns to obtain the Uncurse item. First, you want to go all the way to the left on the bottom level to get the Bronze Cuirass. Now, backtrack and take the stairway up to the next level. As you go up, you'll want to zigzag up and over to the left. Eventually you'll come to a room with an old man selling items. You can buy what you want here, but make sure that you save enough money to purchase the Jewel of Open (\$500) that opens all the blue Mystic Doors, and the Castle Map (\$103). We also recommend the Sabre (\$1500), it will make killing so much easier. Next, head over and up to the right and grab the Faerie Scroll relic. Now, leave the Library and seek respite at the Save Point located in the U-turn that connects the upper and lower Outer Wall sections. From here, head back down the Long Hallway.

### Unlocking the First Mystic Door

In the room following the Long Hallway, you must take the top right passage that leads to the Mystic Door



(you remember the one we told you about in Meeting on the Way to the East Side). Go in and flip the switch. Now, in the level directly below you, the floor has opened up. In there you will find a Library Card and an Attack Potion. After that, head west and you'll discover another downward passageway that has opened up. It leads to the Underground Caverns. Take it!

### Underground Caverns

As you work your way down you'll come across a Save Point in the right-hand passageway on the left. Save if you must, otherwise head to the left. Keep going west (avoiding the downward passage for a moment) and grab the Heart-Up and Bandanna. Now take the downward passage (making sure to visit the room off to the left); however, don't exit this staircase area. Instead, climb



back up and head back to the right. Save again, and then follow this passage downward.

Eventually, you will fall down the well into a huge water-filled cavern. The first exit to your right contains a Save Point, but your objective is to go to the lowermost room on the right which contains an easy snake boss. From here, continue to your right, but don't worry about grabbing the sword, just concentrate on getting up into the next cavern. Go fight the boss to the right. To succeed, just kill the two snakes, then jump up behind her and slash away. After she dies you will find a Crystal Cloak in the room to your left. Now, head back (don't worry, the water's gone) and grab the Scimitar Sword (not as good as the Sabre) and the Resist Ice Potion to the right.

Now, head back up and follow the left cavern passage. First, push the block over to the left and plug the leak so that it fills up the room with the four enemies in it. Whatever you do don't fall in the water. Just continue on to the left until you enter the next room. In here, grab the Pentagram (yes, you'll take some damage), and then fall down the waterfall, making sure you stick to the waterless left wall. At the bottom, go under the waterfall and grab the Max Life Up, then take the exit to the left. Keep going west and eventually you will come to an oarsman who will take you to the Merman Statue. Ride back with the oarsman and then take the upward passage that lies just to his right. This will lead you back to the beginning of the game. From here, your next goal is the untouched staircase-looking area located on the leftmost part of the map.

You can get there by going through the Alchemy Laboratory and then entering the passage that is blocked by a Mystic Door (check out the Alchemy Laboratory section on pg. 70 for more details).

### Royal Chapel

Immediately, you will run into Maria once again. Say hi, and then enter the



another steeple, and a Save to your right (we recommend you use it). At the top of this steeple you'll find the Cutlass (still not as good as the Sabre), and a passage to the right. Take it.

### Castle Keep – Acquiring the Double Jump



After a long passage you will come to an area with two moving platforms. Take the platforms up and then enter the area to the left. You will find the Leap Stone and a ring at the far west side of this area. Next, enter the room to the right of the platforms and grab the Tyrning Sword (a cursed dark sword with 0 attack). Go back down and then enter the room on the bottom right and it will lead you to the teleporter. Take it to the Outer Wall.

### Oxford's Quarters



From the Outer Wall take the Long Hallway back to the huge clock that keeps track of your gameplay time (but make sure that along the way, you grab the STOP TIME weapon). Stop time in this room and the statue on the right will open up. Double jump up and grab the items,

After that, if you wait in the Clock Room, the statue to the left will move and let you go up. Once inside, head to your left and grab the Life Max up. In the next room you'll enter Oxford's Quarters.

Follow the passage and you will come to a floating sword. The bottom right-hand wall of this room can be broken. In here you will find some vases that contain cheese, an Onyx, and a Broad Sword (finally a weapon better than the Sabre). Head back to the Main Room and kill the Poltergeist if you dare; otherwise, avoid it and enter the passage to the upper right. In here you will run into a few nasty villains, and a helpful teleporter at the other side. Use it, and save if you need to. Now, backtrack to the only door you haven't entered in the room featuring the Poltergeist. This door will lead you to the Coliseum.

### Coliseum – Acquiring Mist Form

First, drop down the first stairwell and grab the Heart Max Up in the passage to the right. Up one level on the right you'll find a Save. Next, head all the way up and



then to the left. Work your way west, taking the high road until you come to a switch which will drop a wall linking the Coliseum and the Royal Chapel. Now, head back and drop down the stairwell east of the switch you just hit. The middle passage on the left is a Save Point. Use it if you must and then proceed up and to the right until you reach the darkened area below the staircase. Here you will find a Library Card, and Richter and his goons. These bosses are fairly tricky, unless of course you keep both of them to either side of you. Use whatever spells and special power you've obtained to wax these guys. You will fare much better if you have the Timer Heart Weapon, or the Dagger Heart Weapon. After you beat these guys, you will receive a Life Max Up.

Immediately after the boss room you will come across the Form of Mist. Make sure that you hit the switch right next to the pit, and wait until the elevator appears before you grab the Mist form. Now, trek across the rest of the Coliseum (leaving nothing untouched) and you will find the Shield Rod (this is a tough room to get through), and the Blood Cloak, located down the elevator and below the boss room. From here, return to the Outer Wall.

### Return to the Long Library – Acquiring Bat Form

In this tower (which you know so well), head down to the grating that you couldn't pass before (located just below the Armor Lord), and use your Mist form (by pressing L1) to pass through the grating. In here you will find Jewel Knuckles, and the Mirror Cuirass.

Now, head up to the Long Library. Deep within the Library, you will find a stairway that has another two stairways hanging over it. Use your double jump skill to reach the lowest of these two stairways. From here, you will run into an open-ended Save Point. Exit to the left of the Save, and continue on until you enter a large room.

In here, go up and proceed past a series of platforms until you reach a passageway at the top leading to the right. Inside you will find a Stone Mask, and a bookcase that can be moved. Behind the bookcase you will find a Topaz Circlet, and a Holy Rod. Head back to the Main Room and then work your way down and to the left. Here you will run into a fairly easy boss. Defeat the mudmen that appear and you'll waste him in no time. Grab the Life Max Up, and proceed to the left and follow the passage. In this hall you will find a Takemitsu (two-handed sword), an Onyx,



and the delicious Frankfurter. Then, use the mist form to go through the grating above these items and you will find the Soul of Bat relic. Now, before you leave

Royal Chapel. The room directly to your left is a Save Point (once again use it if you are low on health), and then head up and over to the vase on the left to acquire an Aquamarine Ring. Next, proceed up the long stairway, sneak past the spinning puppet sword, and enter the room on the lower right. Inside here you will find the Knight Shield. Then go back and scale up the stairs on the right and exit. In this room there is a confessional to the right. Sit in the left chair and a priest will come out and give you food.

Next, climb to the top of the steeple and grab the Silver Plate and Max Life Up. Exit out the passage to the right. Keep traveling east and you'll come across another steeple with a door to the right, and then a boss at the end of the hall. This boss is really easy. Just stay away from his flame and destroy his eggs once they appear. Your reward is a Life Max Up, a meeting with Maria, and the opening of a door to your immediate right. Through this door you'll come across yet

the Library, use your bat form to hit the second staircase you couldn't get to before. Here you will find the Faerie Card, activate it. Now, exit the library and enter the Clock Tower (located above the Library - accessible through the Outer Wall).

### Clock Tower

Walk to the left until you enter the huge open area, then fly straight up and enter the passageway to the right. In here you will find the BAT FORM 2. Next, you will have to do a series of nasty jumps as you work your way left (or just fly through it all using Mist form). But, be sure to pick up the Magic Missile and Pentagram, located on the small ledges next to some of these jumps. After this you will find yourself in the gears of the clock. First, proceed up and to the right. Here, use the bat form to fly out and slightly down. Out in the void you will find the Ice Mail, a Shaman Shield, and a Bekatowa Sword.

Now, head back into the gear rooms and continue on to the left and then down. Be sure to hit all four gears in these next



two rooms until the noise they produce turns from a clank to a clink (if you hit it one too many times you must start over). Hitting these correctly will open a door sealed by a metal gate in the bottom left-hand corner of the room with the last set of gears. Inside here you will find a Steel Helm, a Gold Plate, and a Star Flail. Next, continue up and to the right. If you have the Faerie Familiar activated she will tell you there is something funny about the topmost wall. Break it and you will find a large secret area holding a Heart and Max Life Up. Now, backtrack and exit to the left. At the bottom of the screen, on the left-hand side you will find a wall that can be broken. Inside is a hidden room and the Healing Mail. Now, go up from here and proceed to the left. The second floating pillar in the next room contains a Shuriken, and the room after this is a

feathered boss. Trap him in the upper right-hand corner and continually jump and slash him until he is dead.

### Decisions - End or Continue?

Now, grab the Life Max Up and continue on to the left. The room up and to the right is a Save Point, and the room above it contains a Falchion Sword. The room to the left is extremely large. Use the bat form to explore every part of this, except for the building structure (which is



up and to the left from you). If you fly up and to the right you will find two Life and Heart Max Ups, plus the Ghost Familiar. On one of the ledges on the left-hand structure you'll find a Turkey power-up. Plus, right below the building structure we told you not to enter is Mist Form 2.

Now, go back and save. Here you will come to the end of the game. You can do this if you want; however, there is much, much more still to go (we did it just to see the first ending). If you do want to beat the game, head up to where we forbade you to go before (to the left). Richter is an extremely tough boss, and we recommend that you have the Faerie equipped to regain some health. The easiest way to kill him is to stay away from him, turn around, and jump at him when he jumps at you. At the right moment, whack him, and he'll be toast. Game Over.

### The Quest Goes On

Now that you've stuck around with us until the end, you'll need to find tons of



items and hidden rooms. Well, you don't need to find them, but you'll probably want to find almost everything. From here on in, we'll just tell you the location of items, and from the experience you've gained (by now you should be a Vampiric Jedi) we're sure you'll be able to find your way through the rest of the castle.

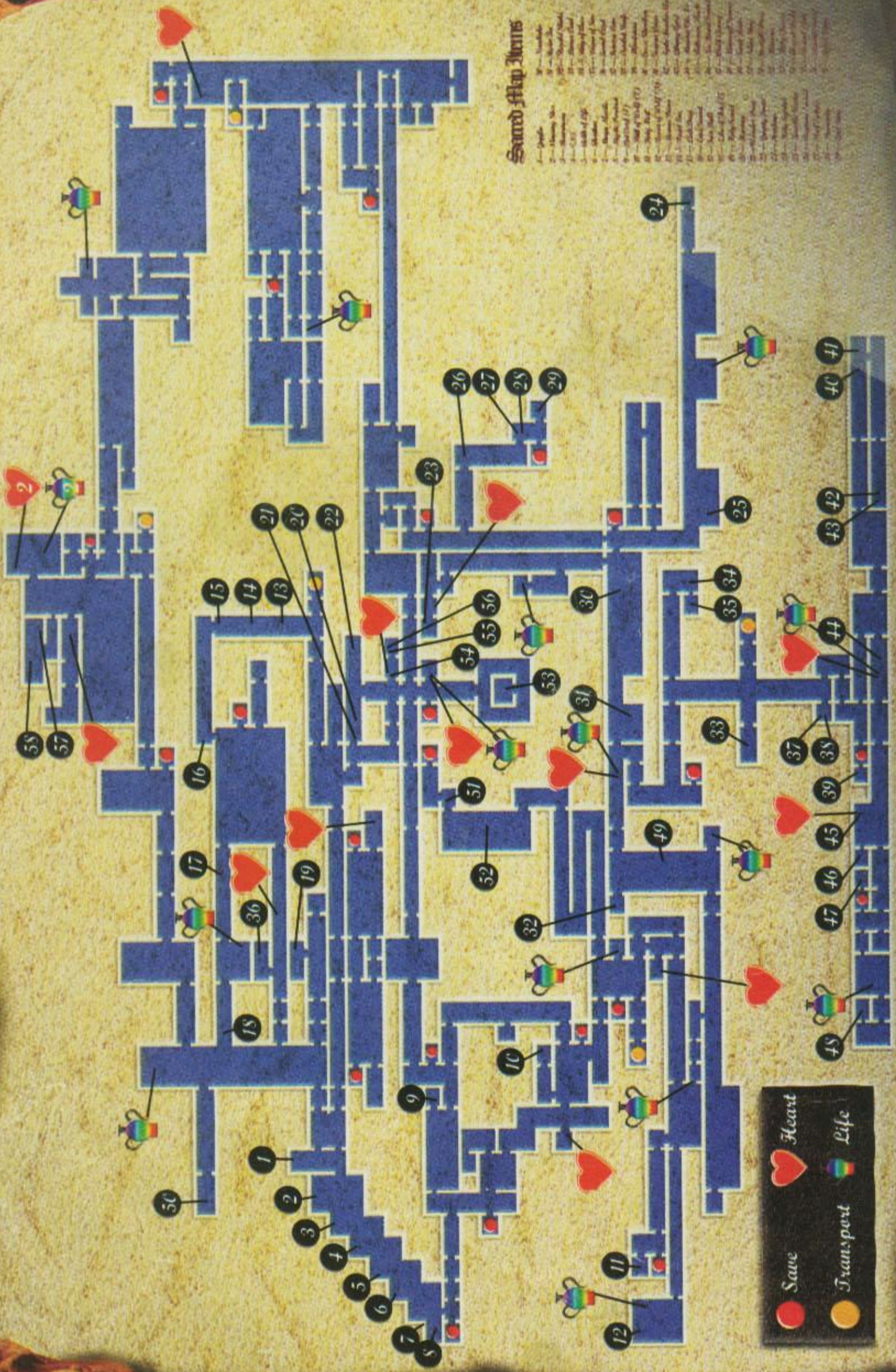
### Inverted Return

Now, here's the last thing that you'll have to do in the 'regular castle.' First, make sure you have the Gold and Silver Ring. To obtain these you will need to have the Echo of Bat Relic to pass by the spikes to get the Spike Breaker Armor. Next, equip yourself with this armor and head up to the Silver Ring location. Use the Armor on the spikes and grab the Ring. Finding the Gold Ring is simple, just head over to the well leading down to the underwater cavern, and use the bat form to enter into the previously unreachable passageway along the eastern wall. From here enter the fake Save Point (to the

right of the real Save), and defeat this treacherous boss. She'll die, and drop the Gold Ring.

Now, equip these two Rings and return to the large clock (located directly in the center of the map). The floor will open and you will run into Maria in this new secret zone. She will tell you that Richter is being controlled by someone, and you will need to destroy whoever is using him as a puppet. To do so, she will give you a pair of Holy Goggles. Now, take these to the final boss (Richter - located at the top of the screen), and destroy the green floating sphere over his head. From here, the new Inverted Castlevania will appear.





**Sacred Map Items**

- 1 - Double
- 2 - Holy Key
- 3 - Holy Key
- 4 - Holy Key
- 5 - Holy Key
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- 58 - Holy Key

## The Sacred Map

Simply put, this is an exact replica of the map that Alucard uses for the first castle. In fact, he gave it to us, with the location of the rest of the items remaining in the first castle. To use this guide, simply match the number of the item on the list with the same number on the map. That's where the item lies. Sometimes they're hidden, so make sure you search the rooms carefully. Also, by using this map you should be able to find the entrance to all the secret rooms. It is also important to note that we did not list all the items that you can find, we just listed the important ones.

### Special Moves List

Dark Metamorphosis	←↑↑↑+□○	MP10
Hellfire	↑↑↑+□○	MP15
Tetra Spirit	↗↑↓+□○	MP20
Summon Spirit	←↑↑+□○	MP 5
Wolf Charge	↓↑↑+□○	MP10
Soul Steal	←↑↓↑↑+□○	MP50
Wing Smash	?+↑↑↑↓↑↑↑?	MP 8
Sword Brothers	↓↑↑↑↑+□○	MP30

Powerful attack by Wolf

## The Second Castle

Before you enter the second castle, check your relic menu. If you have seven empty slots, then you have found every relic in the first castle. The others you will find in the second castle. The trick to beating the second castle is to travel to all the same places you did in the first castle, except now there will be new bosses, harder enemies, and new items. To help you travel this land, we advise you to turn the map upside down so you have an idea where the saves and transports are (because their locations are still the same). Good luck!



## Sacred Alap Items

- |  |   |
|--|---|
| 1 - Goggles  | 36 - Sword Card (Must use Holy Book Heart)                                  |
| 2 - Morning Star   | Weapon to break ceiling below this room.)                                   |
| 3 - Boomerang  | 37 - Karma Coin   |
| 4 - TNT  | 38 - Combat Knife   |
| 5 - Ankh of Life   | 39 - Bloodstone   |
| 6 - Shuriken   | 40 - Cross Shuriken   |
| 7 - Magic Missile  | 41 - Karma Coins  |
| 8 - Mystic Pendant   | 42 - Spike Breaker Armor  |
| 9 - Bat Card (1)   | 43 - Library Card   |
| 10 - Skill of Wolf (2)   | 44 - Monster Vile 3's   |
| 11 - Holy Mail   | 45 - Ballroom Mask  |
| 12 - Power of Wolf (3)   | 46 - Ice Brand Sword  |
| 13 - Manna Prism   | 47 - Walk Armor   |
| 14 - Resist Fire   | 48 - Mormegil Sword   |
| 15 - Luck Drug   | 49 - Secret Boots   |
| 16 - Estoc Sword   | 50 - Silver Ring (Use Spike Breaker Armor to pass by spikes.)               |
| 17 - Iron Ball   | 51 - Strength Drug  |
| 18 - Echo of Bat (2)   | 52 - Hammer   |
| 19 - Holy Sword (Must use Axe Heart Weapon through ceiling of Coliseum to obtain.) | 53 - Holy Glasses (Use Gold and Silver Ring at clock.)                      |
| 20 - Hammer  | 54 - Alucart Shield (Use Stop Timer Heart)                                  |
| 21 - Wonder Drug   | Weapon at large clock to open this passage.)                                |
| 22 - Gravity Boots   | 55 - Alucart Mail   |
| 23 - Bandana   | 56 - Alucart Sword  |
| 24 - Holy Symbol (snorkel)   | 57 - Resist Stone/Resist Dark/Resist  |
| 25 - Knuckle Buster  | 58 - Holy/Platinum Mail (Hit switch below this room to open secret stairs.) |
| 26 - Claymore Sword  |   |
| 27 - Meal Tickets  |   |
| 28 - Moonstone   |   |
| 29 - Gold Ring   |   |
| 30 - Nanchaku  |   |
| 31 - Resist Ice  |   |
| 32 - Herald Shield   |   |
| 33 - Demon Card  |   |
| 34 - Ring of Ares  |   |
| 35 - Power of Sire   |   |



### NCAA Football 98 – PlayStation

**MVP Pose** – On a running play, inside the 5 yard line with no defenders in front of you, press and hold **L2** and **R2** to have your player perform an MVP pose.

**Individual Touchdown Celebrations** – (Causes 15 yard penalty for unsportsmanlike conduct) – Hold **L1 + L2** + one of the buttons listed below.

**Spin the Ball** – **R1**

**Muscle Man Pose** – **■**

**Spike the Ball** – **●**

**Backflip** – **▲**

**Heisman Walk** – **✖**

Enter these codes at the User Records screen to unlock historical teams into exhibition play only.

73 Alabama – **JEXLAD**

78 Alabama – **EDYIJ**

89 Alabama – **WHVCIR**

92 Alabama – **ZDDJOT**

89 Colorado – **CEVHETS**

96 Florida – **VEWOJ**

93 Florida State – **MYLQLOH**

96 Florida State – **RCIXRE**

82 Georgia – **ZOWS**

83 Miami – **EIWQOH**

86 Miami – **WREHSTAEH**

87 Miami – **WEVKIM**

89 Miami – **WMIXJ**

91 Miami – **WYGGKEP**

92 Miami – **WEINVNOD**

94 Miami – **ANOYSAJ**

65 Michigan State – **BSEPMAJ**

91 Michigan – **KCIZRE**

83 Nebraska – **IGSI**

91 Nebraska – **EGAXRIM**

93 Nebraska – **SNXAI**

94 Nebraska – **BNOYD**

73 Notre Dame – **JNIVED**

88 Notre Dame – **REGRZOJ**

89 Notre Dame – **DLYRVRAD**

68 Ohio State – **VOIGWRES**

79 Ohio State – **AGIG**

85 Oklahoma – **HTOYOMS**

87 Oklahoma – **VLAICRAM**

94 Oregon – **RSGPC**

78 Penn State – **IEEIH**

82 Penn State – **CCHN**

85 Penn State – **HREG**

86 Penn State – **AERE**

94 Penn State – **DTEL**

65 UCLA – **LMTE**

68 USC – **EERC**

79 USC – **FSYT**

91 Washington – **TSTR**

88 West Virginia – **AAVI**

Enter these codes at the User Records screen to unlock different things.

**Electric Football** – **ELECTRICH**

**Enable FMV Menu** – **SEE FMV**

**See all 112 teams in Poll** –

**WHOLE POLL**

**Fast Players** – **GB SPEED**

**Show All Stadiums** – **COOL**

**SITE**

**EA Sports Team** – **EASPORTS**

**Tiburón Team** – **TIBURON**

**15 Second Quarters** – **SHORT**

**QUART**

**Different Music** – Hold down **■** or

**✖** while loading the menus to

unlock rock or funk music.

*"The Human Torch"*

*New York, NY*



### Iron Man/X-O Manowar in Heavy Metal – PlayStation/Saturn

Enter these codes at the Password screen.

**Massive Cheat (1-Player Game)** –

**C04A770777777**

**7777777777777**

**Massive Cheat (2-Player Game)** –

**C02A77X777777**

**7777777777777**

*Laura Clark*

*Evergreen Park, IL*

### Castlevania: Symphony of the Night – PlayStation

**Play as Richter** – To play the game as Richter, which is very difficult and doesn't allow you to use items, simply start a new game and enter your name as **RICHTER**.

**Play as Axe Lord** – To play the game as an Axe Lord, which is enabled when you don the Axe Armor, simply start a new game and enter your name as **AXEARMOR**.

*"Special K"*

*Eden Prairie, MN*



### Brahma Force: The Assault on Beltlogger 9 – PlayStation

**Debug Menu** – The requirement for this secret is fairly difficult to meet, and above all, extremely lame. You'll first need to beat the game in under two hours (making sure that you have a memory card to save). Now, wait until the game prompts to the Title Screen with 'Press Start' flashing. At this screen press **Start** and the word 'Special' should appear. Enter this menu and you'll have access to a stage select, FMV test, and much, much more.

*"The Rhino"*

*Toledo, OH*

### Twisted Metal 2 – PlayStation

**Infinite Weapons** – While in gameplay, hold **L2 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up** to unlock Infinite Weapons.

**Eternal Life** – While in gameplay, hold the **L1 + R1** and press **Up, Down, Left, Right, Right, Left, Down, Up** to unlock Eternal Life.

*Jake Reed*

*Burnsville, MN*



### Codename: Tenka – PlayStation

**Unlock All Weapons** – Start a game and then pause. Now, hold **L1** and press **▲, R1, ▲, ■, R1, ●, ■, ■**. Release **L1** to activate this code.

**Level Skip** – Start a game and then pause. Now, hold **L2** and press **●, ●, ■, ▲, R1, ■, ▲, ●**. Release **L2** to activate this code.

*Susan Listrum*

*Flower Mound, TX*



### Hexen – PlayStation

**Debug Menu** – Go to the Title Screen and enter the Options menu. From here enter the Pad Config menu, hold **R2**, and press **Right, Down, Right, ▲, ✖**. After you enter this code correctly a sound will ring out signifying your victory toward breaking into a secret section in the game. Now, start any game, pause, and enter the Cheats menu. In here you can configure the game's secrets to your liking.

*Paul Newman*

*Troy, MI*



### Hexen – Saturn

**Debug Menu** – Enter the Options screen and press **Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B**.

*"Kraven the Florescent*

*Witch Doctor"*

*New York, NY*



### Ogre Battle – PlayStation

Enter both of these codes as new names.

**Music Test** – **MUSIC/ON**

**Big Battle Mode** – **FIRESEAL**

*Douglas Adams*

*Silver Spring, MD*

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.



**ATTENTION!**  
Codes only work with InterAct's GameShark enhancer attachment.



### Star Fox 64 – Nintendo 64

Unlimited Lives  
80157911 0040  
Unlimited Smart Bombs  
8016dc13 0004

### Dynasty Warriors – PlayStation

Infinite Health  
800b2cdc 00C8  
No Health  
800b2cdc 0000  
One Hit Death  
d00b2cdc 00C8  
800b2cdc 0001

### NBA HangTime – Nintendo 64

Team One Scores 150 Pts.  
800a6689 0096  
Team Two Scores 150 Pts.  
800a668b 0096



### Turok: Dinosaur Hunter – Nintendo 64

Activate Mini Gun  
80128e5b 0001  
Activate Pulse Rifle  
80128e57 0001  
Activate Quad Rocket Launcher  
80128e67 0001  
Unlimited Mini Gun Ammo  
80128e23 00ff  
Unlimited Quad Rocket Ammo  
80128e2b 00ff  
Unlimited Tek Arrows  
80128e0f 00ff

### Killer Instinct Gold – Nintendo 64

Player One Unlimited Energy  
801d3484 0069  
Player One No Collision  
801d34d4 000a



### Herc's Adventure – PlayStation

All the Keys  
800c4b3a 0009  
Infinite Health  
800c4ae0 0032  
Infinite Cash  
800c4ae8 0009  
Infinite Strength  
800c4ae4 0046  
Infinite Spears  
800c4af6 0014  
Infinite Bombs  
800c4afe 0014  
Infinite Peppers  
800c4b00 005e  
Infinite Lightning Bolts  
800c4af0 0009  
Infinite Pandora's Box  
800c4b30 000a

### Doom 64 – Nintendo 64

Always Have BFG 9000  
800632db 0001  
Always Have Chain Gun  
800632cf 0001  
Always Have Missile Launcher  
800632d3 0001  
Always Have Plasma Rifle  
800632d7 0001  
Always Have Standard Ammo  
800632e3 00ff  
Always Have Missile ammo  
800632ef 0064  
Always Have Plasma/BFG Ammo  
800632eb 0064

### Super Mario 64 – Nintendo 64

Level Select  
a032d58c0001  
Monsters Don't Hurt Mario  
a125460effff  
a125460c 240b  
a1254610 a54b  
a1254612 0026  
a1254614 1000  
a1254616 000c

### Mario Kart 64 – Nintendo 64

No Laps To Race  
811643900000  
811643920002



### Albert Odyssey – Saturn

Master Code (Must Be Entered)  
f6000914 c305  
b6002800 0000  
Unlimited Cash  
6036936 ffff  
Level 99 After Battle (Pike)  
160366b0 ffff  
Level 99 After Battle (Eka)  
160366e4 ffff  
Unlimited Magic (Pike)  
1603669a 270f  
Unlimited Magic (Eka)  
160366ce 270f  
Maximum Health  
16036694 270f  
Maximum Defense  
160366a4 270f  
Maximum Magic  
16036698 270f  
Maximum Avoid  
1603669d 270f  
Maximum Hit  
1603669c 270f  
Maximum ATT  
160366a0 270f  
Maximum Resist  
160366a8 270f  
Maximum Wisdom  
160366aa 270f  
Maximum Agility  
160366ac 270f

### Mortal Kombat Trilogy – Nintendo 64

Player One Invincibility  
8016984d 00a6

Nintendo 64  
GoldenEye 007  
Madden 64  
Mischief Makers

### PlayStation

Ace Combat 2  
Bushido Blade  
Fantastic Four  
Final Fantasy VII  
GameDay '98  
Ghost In the Shell  
Intelligent Qube  
The Lost World: Jurassic Park  
NCAA Football 98  
Treasures of the Deep

### Sega Saturn

The Lost World: Jurassic Park  
Sonic Jam

### Super Nintendo

Brunswick World  
Tournament of Champions  
Timon and Pumbaa's Jungle Games

### Game Boy

The Lost World: Jurassic Park

### Arcade

Mortal Kombat 4

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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

Note: These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission.



### Die Hard Trilogy – Saturn

#### DIE HARDER

**Default Beretta** – In the first level shoot at the helicopter until the word 'Beretta' flashes on the screen. From here on in, you will have the Beretta as your default weapon.

**Cheat Mode** – At the Copyright screen, press **C, A, B, B, Y, C, A, B, B, Y**. Now, within gameplay, pause, and enter the Cheat menu to access a bundle of goodies. This code also works in Die Hard and With a Vengeance.

**Become a Foe** – At the beginning of the first level shoot at the two cop cars until the words 'Major Disaster' flash on the screen. From here on in, the cops will be your enemies.

*Harry Osborn  
Niskayuna, NY*

### Scud: The Disposable Assassin – Saturn

**More Continues** – To add on more continues, start a two-player game and let Drywall die. After this you will have six continues instead of four.

*Dr. Jones  
Richmond, VA*

### Wayne Gretzky 5D Hockey – N64

**Instant Goal** – To score at will, skate between the two face off circles and take a Flaming Net shot by pressing **Turbo** and **Shoot** simultaneously.

**Invisible Players** – At the opening face off, pause the game and enter the **Replay** mode. Now, press the **Left** or **Right** Button to highlight a player and make them flash. While they are flashing press the **Z** Button to turn the player invisible. This trick can be repeated over and over, and yes, you can turn your entire team invisible.

*"The VidMan"  
Uptown, MN*



### NBA Shoot Out '97 – PlayStation

**100% Fake Players** – To create a player with 100% attributes go to the Create Player stats screen and press and hold **Left**, **Select**, **■**, and **●**.

*Mark Attreil  
Hamburg, MO*

### Mortal Kombat Trilogy – Saturn

**Random Select Player 1** – Highlight Noob Saibot, hold **Up**, then press **Start**.

**Random Select Player 2** – Highlight Rain, hold **Up**, then press **Start**.

**Stage Select** – Highlight Sonya, hold **Up**, then press **Start**. A stage menu will appear at the bottom of the screen.

**Unlock Green Secrets** – Go to the Options screen, hold **Up**, and press the **Left** and **Right** Buttons.

*"The Wicked Old Man"  
Plano, TX*

### Die Hard Trilogy – PlayStation

#### DIE HARD WITH A VENGEANCE

**Roswell Invasion** – Race all the way up to Central Park and hit **Start** right after the level begins. From here highlight "Quit," hold **R2**, and press **Right**, **■**, **▲**, **Down**, **✕**, **✕**, **✕**. Now, go back to the game and have a blast exploring this strange new alien world.

*"Little Orange Leviathan"  
Los Angeles, CA*



### Tetrisphere – Nintendo 64

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

Enter all of these codes as a new name.

**Level Select** – (saturday)(space ship)(rocket)(heart)(skull)  
**Bonus Game** – LINES  
**Bonus Music** – G(alien head)MEBOY  
**Credits** – CREDITS

*Bob Gale  
Medical Lake, WA*

### Contra: Legacy of War – Saturn

**Bonus Game** – At the Title Screen press **Y**, **Down**, **Up**, **Left** Button, **Right** Button, **Left**.

**Bonus Game 2** – At the Title Screen press **Y**, **Down**, **Up**, **Left** Button, **Right** Button, **Right**.

**Level Select** – At the Title Screen press **Y**, **Down**, **Up**, **Right** Button, **Left** Button, **Left** Button, **Right** Button.

**FMVs** – At the Title Screen press **Y**, **Down**, **Up**, **Left** Button, **Right** Button, **Down**.

**Unlimited Continues** – At the Title Screen press **Y**, **Down**, **Up**, **Left** Button, **Right** Button, **Right** Button, **Left** Button.

*Cid Marcus  
San Jose, CA*



### Thunder Truck Rally – PlayStation

**Big Trucks** – At the Main Menu press **L1**, **R2**, **L2**, **R1**, **Up**.

**Mega Car** – At the Main Menu press **L2**, **Left**, **Right**, **Up**, **Down**, **R2**.

**No Damage** – At the Main Menu press **Left**, **Left**, **Left**, **Left**, **Up**, **Down**, **L1**, **R2**.

**Ice Cream Truck** – Hold **L1** and **R2** at the Vehicle Selection screen. Continue to hold these while selecting your driver.

*"The Rhino"  
Toledo, OH*

### Dark Rift – Nintendo 64

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

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

**Endings** – Input the code for the character ending you want to see at the Title Screen.

**Aaron** – R2, R2, **Left C**

**Demonica** – R2, R2, **Up C**

**Eve** – R2, R2V **Right C**

**Gore** – R2, R2, **Down C**

**Scarlet** – L1, L1, **Left C**

**Sonork** – L1, L1, **Up C**

**Zenmuron** – L1, L1, **Right C**

**Demitron** – L1, L1, **Down C**

**Morphix** – B

**Niiki** – A

**Demitron's Intro** – B, B, B, **Up C**

*Marla Smigielski  
Westport, IN*



### GoldenEye 007 – Nintendo 64

**Big Head Mode** – Go to the Runway (level 3), and finish it in under 2 minutes to enable a Cheat Menu below the single or multi-player select screen. Go to the Cheat Menu and turn on the **DK** mode to activate Big Head Mode.

**Throwing Knives** – To find this alternate weapon use your watch magnet attract over the pit just outside your cell on the second bunker level. After you throw the knives you can pick them back up, so go crazy!

**Fun With Bullet Holes** – If you have already beaten the game and are looking for something exciting to do, try spelling things with bullet holes. Just use the scope and a dictionary.

*"The VidMan"  
Uptown, MN*







### Test Drive Off-Road – PlayStation

**Unlock Tracks and Cups** – Head to the Player One set-up in the Options screen and go into the Enter Name menu. Now, input your name as **ALLTRACK** and press **▲** to exit. From here enter the Enter Name menu again and input your name as **ELVIS**. Doing this will open up every track for Mixed League and Practice Mode.

"Virtua Gap Boy '97"  
Minneapolis, MN



### Porsche Challenge – PlayStation

Enter all of these codes at the Main Menu with your cursor on 1-Player.

**Jumping Cars** – Up + **■**, Up + **●**, Up + **■**, Up + **●**, Up + **■**, Up + **●**, Up + **■**

**Ending FMVs** – **■**, **●**, Left + Select, Right + Select

**Fish-Eye Lens** – **■** + **▲** + **●**, L1, L2, R2, R1

**High Pitched Voices** – Up, **▲**, Up, **▲**

**Hyper Cars** – Select + **■**, Select + **●**, Select + **■** + **●**

**Interactive Tracks** – Down + Start, Up + Start, Select, Start

**Invisible Cars** – **■** + **●**, L2 + R2, **■** + **●**, L1 + R1, **■** + **●**

**Longer Tracks** – Select + Up, Select + Down, Start, Select

**Mad Drivers** – Up, Left, Right + Select

**Mirror Mode** – Left + **●**, Down + **▲**, Right + **■**

**Test Driver** – Right + **■**, Left + **●** + Select

**Tune Test Driver** – Left + **●**, Right + **■** + Select

**Unlimited Retries** – L1 + L2, R1 + R2 + **■**

**User Car Jumps** – **■**, **●**, **■**

"The Eradicator"  
Phoenix, AZ



### NFL GameDay '98 – PlayStation

Enter all of these codes at the Easter Egg menu.

(Note: These codes were tested on the beta version, and they may not work on the finished copy.)

**No Hands** – **LOOK MA**

**Even Team Rankings** – **EQUAL TEAMS**

**Long Kicks** – **BIG FOOT**

**Super Cover** – **LEECH**

**Players Move Quickly** – **FIRE DRILL**

**Large Players** – **HUMONGOUS**

**High Kicks** – **THIN AIR**

**?????** – **BETTIS**

**Loud Announcements** – **LOUD MOUTH**

Stan Logan  
St. Louis, MO

### World Series Baseball – Saturn

**Debug Mode** – When the opening logo begins to fade out, hold **A**, **B**, **C** and **Start**. Hold these buttons until the Blue Sky Zone appears. Now, press **Start**, and the debug menu will appear.

**Unlock Blue Sky Team** – First, enter in the debug code, then set the numbers from top to bottom: **3**, **1**, **3**. Now, hold **A**, **B**, **C**, and **Start** to exit the menu. Press **Start** again, and a Blue Sky option will appear on the bottom of the menu. Highlight this option and turn it on. A few pictures of the programmers will fly by, and a Blue Sky team will appear for exhibition play only.

Steve Perkins  
Foster City, CA



### Rebel Assault II – PlayStation

Enter this code at the Password screen.

**Level Select** – **✕**, **■**, **✕**, **✕**, **✕**, **▲**  
(Then enter the Chapter Select menu in the Options).

"The Rhino"  
Toledo, OH



### Three Dirty Dwarves – Saturn

**Unlock the Password Screen** – Enter the Options screen and press the **Left** and **Right Buttons** simultaneously to make this menu appear.

**Level Select** – First, enter in the Password code, and then enter **MOSHOLU** as a password to unlock this helpful cheat.

Carl Everett  
Oakville, MO

### Robotron X – PlayStation

Enter all of these codes during gameplay. Note: You don't need to pause to enter them.

**Shields** – Down, Left, **■**, **●**

**Speed Boost** – Left, Left, Right, Right, **▲**

**Flame-Thrower** – Down, Right, Down, Right, **●**

**Spread Weapon** – Down, Down, Up, **●**

**Multi-Shot** – Right, Right, **■**, **✕**

**Double Blast** – Up, **▲**, Up, **▲**

**Pulse Cannon** – Up, Circle, Down, Right, **■**

"The Falcon"  
Chelsea, MI



### Crusader: No Remorse – PlayStation

**Cheat Default** – At the Password screen enter: **LOSR**. The code will be confirmed as invalid, but it will still work. Now, enter any game and use the codes listed below.

**Health Power-Up** – Press **■** and **R1** simultaneously at any time during gameplay.

**All Weapons Mode** – Press **●** and **R1** simultaneously at any time during gameplay.

"Killer Bee Carl"  
Bristol, WI

## Secret Access Notice:

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# CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

## Star Wars



Game Gear

**Availability:** Uncommon

**Replay Value:** Medium

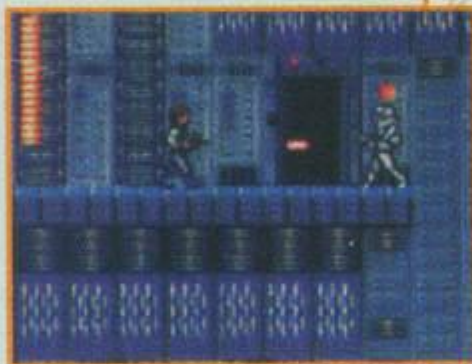
**Similar Games:** Star Wars (GB), Empire Strikes Back (GB), Super Star Wars (SNES), Super Empire Strikes Back (SNES), Super Return of the Jedi (SNES), Strider (SG, NES), Strider 2 (SG), Strider Returns (GG)

**Created by:** LucasArts Entertainment

**Access Tip:** Level memorization is the only key for success in this Star Wars title. The force is, for the most part, irrelevant.

**Overall: 9**

When the Jawas greatly out-size Luke Skywalker by about three feet, you just gotta love this Star Wars release. Okay, so this may not be a great reason to like this game, but we can name plenty more. Throughout gameplay you'll be able to play as one of three different characters (Luke, Leia, or Han), you'll have chances to meet and chat with Obi Wan, C-3PO, and R2, plus you'll man both an X-Wing and the Millennium Falcon. The levels are mostly modeled after scenes from the movie (only now more action has been incorporated), and the enemies are also taken straight from the movie. Star Wars is undoubtedly one of the greatest sci-fi flicks ever, and for the Game Gear, it's one of the best games as well.



## Rampart

NES

**Availability:** Moderately Rare

**Replay Value:** Medium

**Similar Games:** None

**Created by:** Jaleco

**Access Tip:** Build!!! Build!!! Kill!!! Kill!!!

**Overall: 8.75**

Rampart is one of the most obscure and innovative games to ever hit the arcade scene, and this port over to the NES delivers the same experience, graphics (yes, they are quite impressive), and addiction factor. Basically, you'll need to construct large walls around your castles, then place cannons within (for extreme warfare of course). After this, the game will switch over to intense combat between your cannons and a fleet of ships skimming the oceans. They will fire back at you, destroying your walls and whatever else their cannon balls land on. If you destroy them quickly, you won't take on too much damage, and during the rebuilding stage you'll have plenty of extra supplies to build up your strongholds for the next encounter. Two players can compete head-to-head in this dynamic arcade war simulation.

## Dynamite Headdy

Genesis

**Availability:** Uncommon

**Replay Value:** Medium

**Similar Games:** Ristar (SG), Vectorman 1 & 2 (SG), Sparkster (SG), Tempo (SG), Tempo Jr. (GG), Earthworm Jim (SNES, SG, GB, GG, Sega CD), Earthworm Jim 2 (SS, SNES, SG)

**Created by:** Sega

**Access Tip:** Head Trip - At the Title Screen highlight Options and press C, A, Left, Right, B, then Start. Level Select - At the Title Screen highlight Game Start and press C, A, Left, Right, B, then Start.

**Overall: 8**

Back in early '95 Sega released Ristar and Dynamite Headdy, which in the end turned out to be two of the most unique and entertaining action/platform titles to ever grace the Genesis console. Dynamite Headdy was the strangest of the two, and even now, the gameplay and overall look of the game is something to behold. Taking on the role of Headdy, you'll need to destroy all the evil toys in the land by launching your head at them. Different, and more powerful heads can be acquired, as well as different bodies. Headdy offers a difficult challenge, and almost requires the gamer to be an expert in the field. The only way to beat this game is to practice, memorize the levels, and kill the cat with the pop-off head.



## Vegas Stakes

Game Boy

**Availability:** Rare

**Replay Value:** Moderately High

**Similar Games:** Caesar's Palace (NES, SG, GG, GB), Super Caesar's Palace (SNES), Casino Kid 1 & 2 (NES), Golden Nugget (PS-X), Casino Fun Pack (GB, GG)

**Created by:** Hal Laboratories for Nintendo

**Access Tip:** Be a big roller, and always take the advice offered by fellow gamblers. More times than none, it will result in a cash reward or bonus. Plus, the big money can be found at the Roulette table.

**Overall: 8.25**

For those of you out there who have the gambling bug and have lost your house and your life at the craps table, don't worry. With Vegas Stakes you can continue cherishing your hobby anywhere you want, and you really won't lose any serious cash. Whether you like the odds of the roulette wheel down in your van by the river, the challenge of the black jack dealers on the metro bus, or the chance to strike it rich on the slots in your cardboard box home, Vegas Stakes offers this and much more. This is an exciting casino simulator that will actually allow you to stay addicted to the 'sport' without losing any money whatsoever.





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NINTENDO<sup>64</sup>



Meet the root  
of our evil.



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

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MIDWAY

