

Holiday Gift Guide

The perfect games for every gamer!



Oddworld: Abe's Exoddus



PlayStation

GAMEPRO

issue 123

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

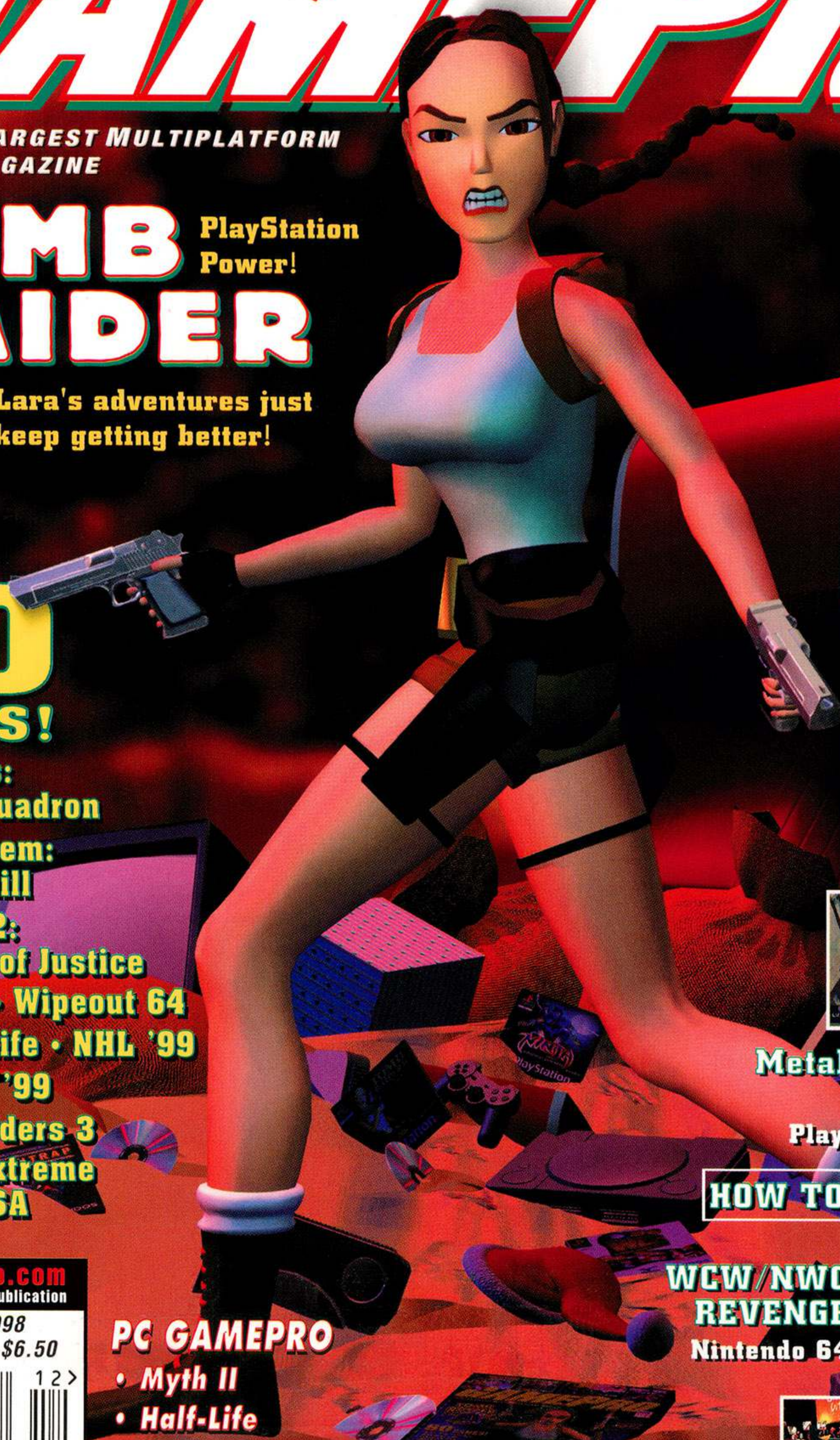
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PlayStation Power!
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- NBA Live '99
- Cool Boarders 3
- Rush 2 Extreme Racing USA

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • Arcade • PC • Online



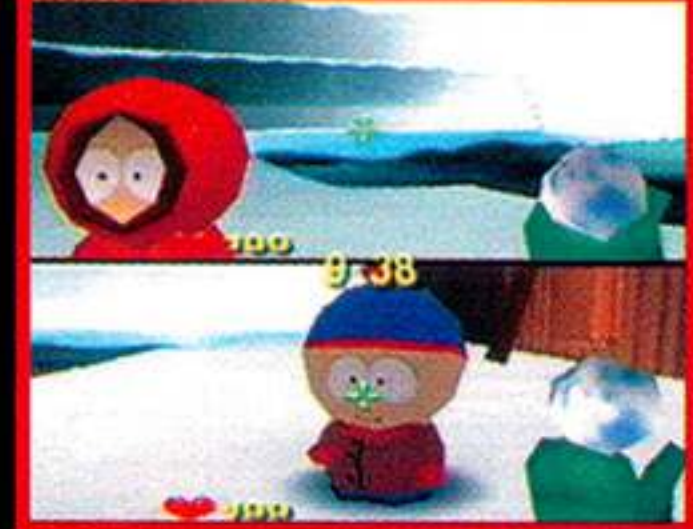
Watch GAMEPRO TV on Fox Sports Net! Check local listings!

Twisted Metal III



PlayStation

South Park



Nintendo 64



Metal Gear Solid PlayStation

HOW TO BEAT!

WCW/NWO REVENGE Nintendo 64



- ### PC GAMEPRO
- Myth II
 - Half-Life
 - Indiana Jones and the Infernal Machine

www.gamepro.com An IDG Communications Publication

December 1998 \$4.99 Canada \$6.50



12 >

0 74470 65945 7

THE ONLY GAME BIGGER

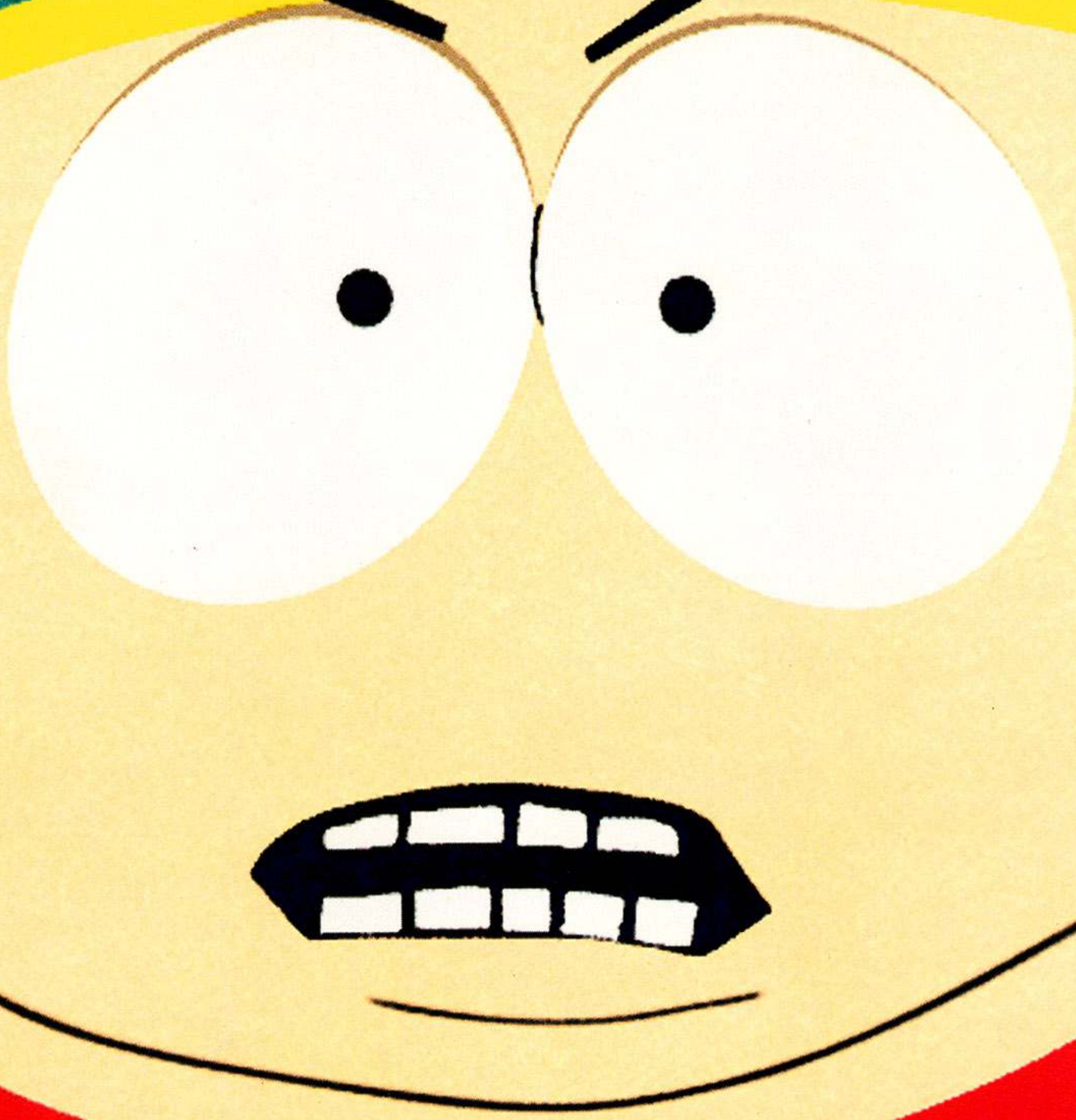


OH MY GOD! SOUTH PARK IS UNDER ATTACK!
THERE'S A GIANT COMET HEADING TOWARD
THE TOWN AND IT'S UP TO YOU TO SAVE THEM!
(YEAH, THIS GAME'S GONNA HAVE SOME PRETTY
#%&!*% -UP %#\$*.) WE GOT ANAL-PROBING
ALIENS, BIG EVIL CLONES, DEMENTED TURKEYS,
AND OF COURSE, TERRANCE AND PHILLIP! IT'S THE
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OH YEAH...HE'S READY.

www.playstation.com

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ON
BOARD
!**

FLAMMABLE
3

**CAUTION:
THIS CAR MAKES SUDDEN EXPLOSIONS.**

MY OTHER CAR IS A HEARSE.

**IF YOU CAN READ THIS,
I'LL BLOW YOU UP.**

I SCRM

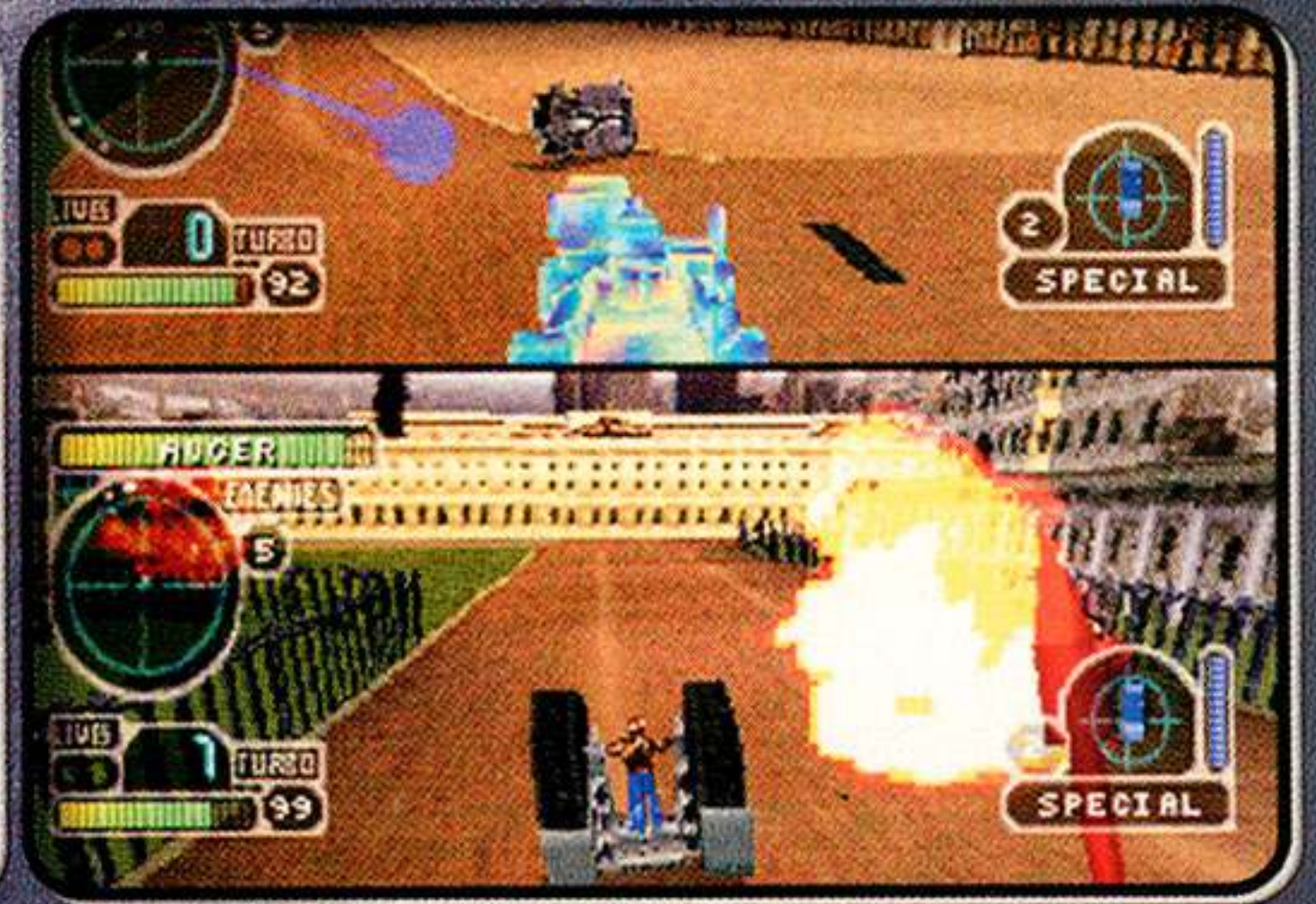


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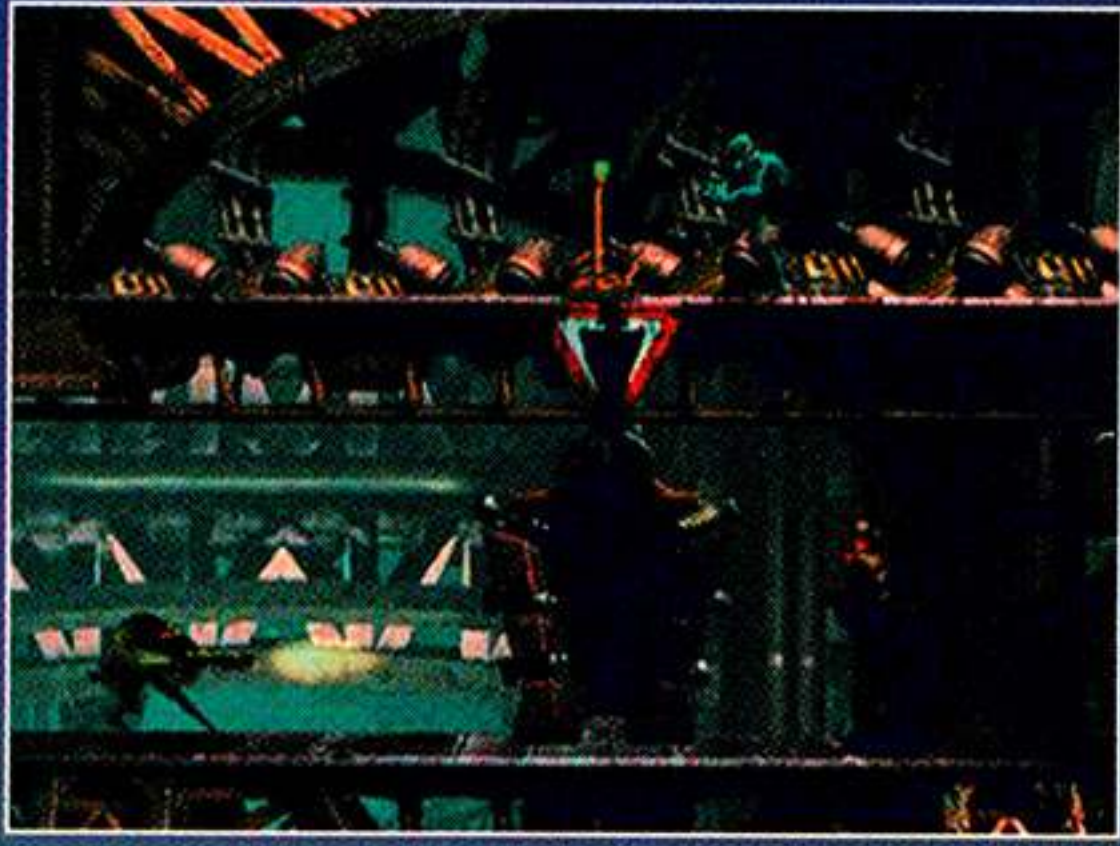


TWISTED METAL III

LIFE ON THE ROAD IS HELL.



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Flesh-eating Fleeches! Undead Mudombies! Bone-grinding Greeters!



Tons of cool new power-ups! Invisibility! Healing powers! And more!



Abe gets all emotional! More panic! More talking! More pleading!

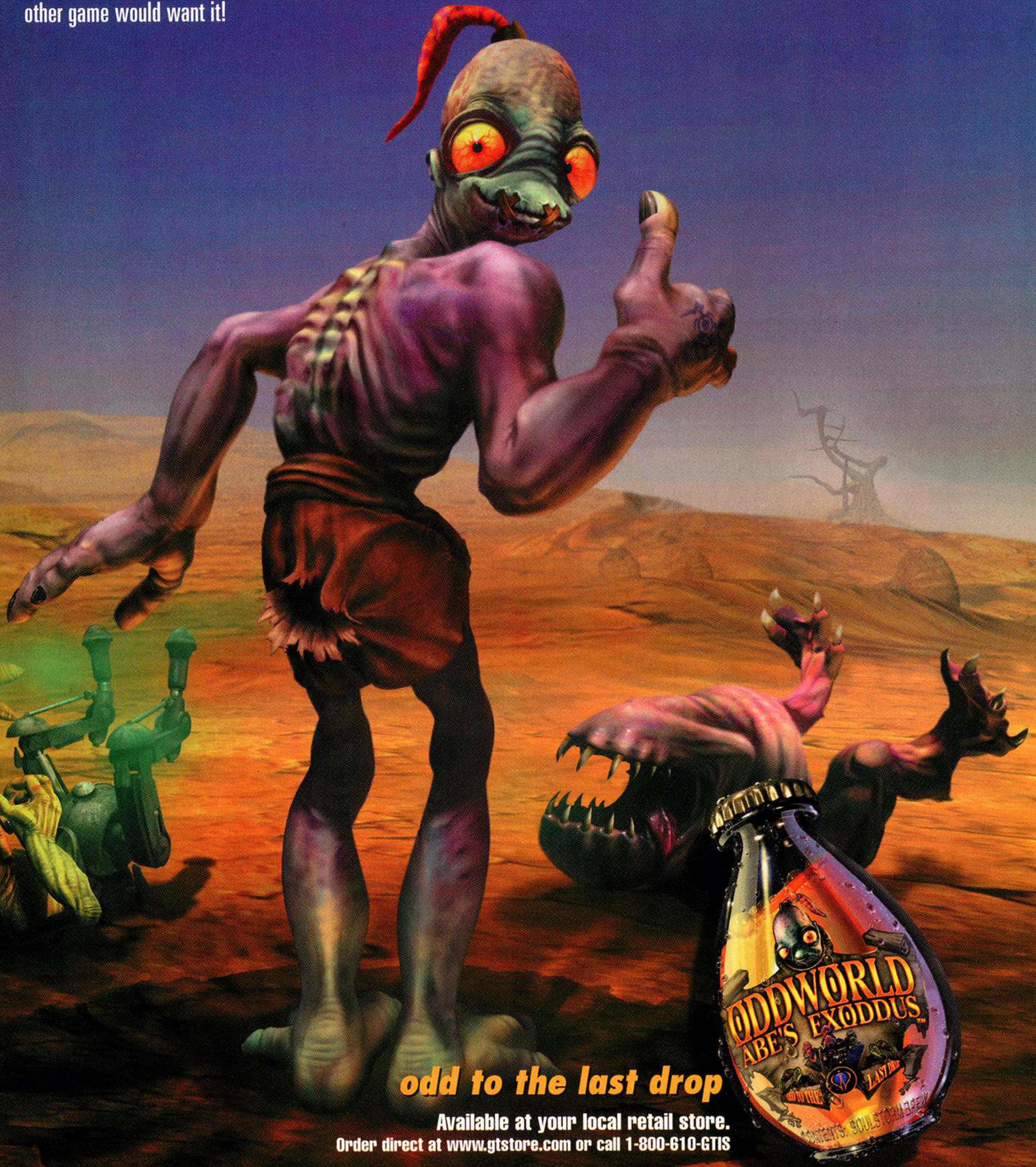


Save the Mudokons and save your game anywhere!

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Other heroes have swords, chainsaws, and vaporizers to deal with their monstrous enemies. In Oddworld, all you've got is gas. Abe now has the ability to possess his own farts and blow his enemies away! It's a power he's going to need if he's going to stop the Glukkon Meat Barons from making Soulstorm Brew - the only beverage made from real Mudokon tears and bones. Fart possession. No other game has it and frankly, we're not sure any other game would want it!



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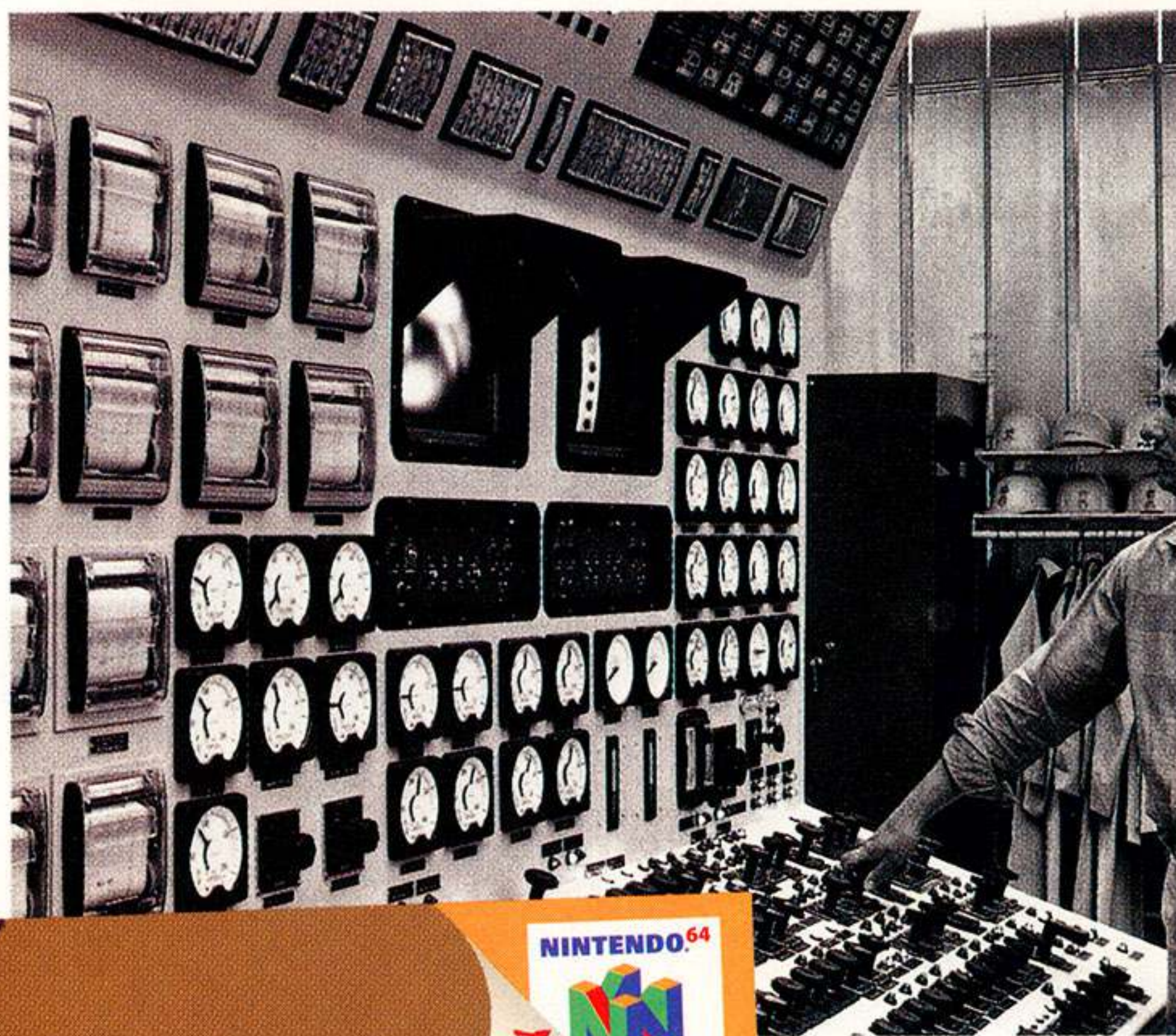
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Respected coach and video gameologist Tom "The Thumb" Blake says that it's impossible for video game players to know where they're going without appreciating where they've been. That's why Coach Blake recommends learning about these



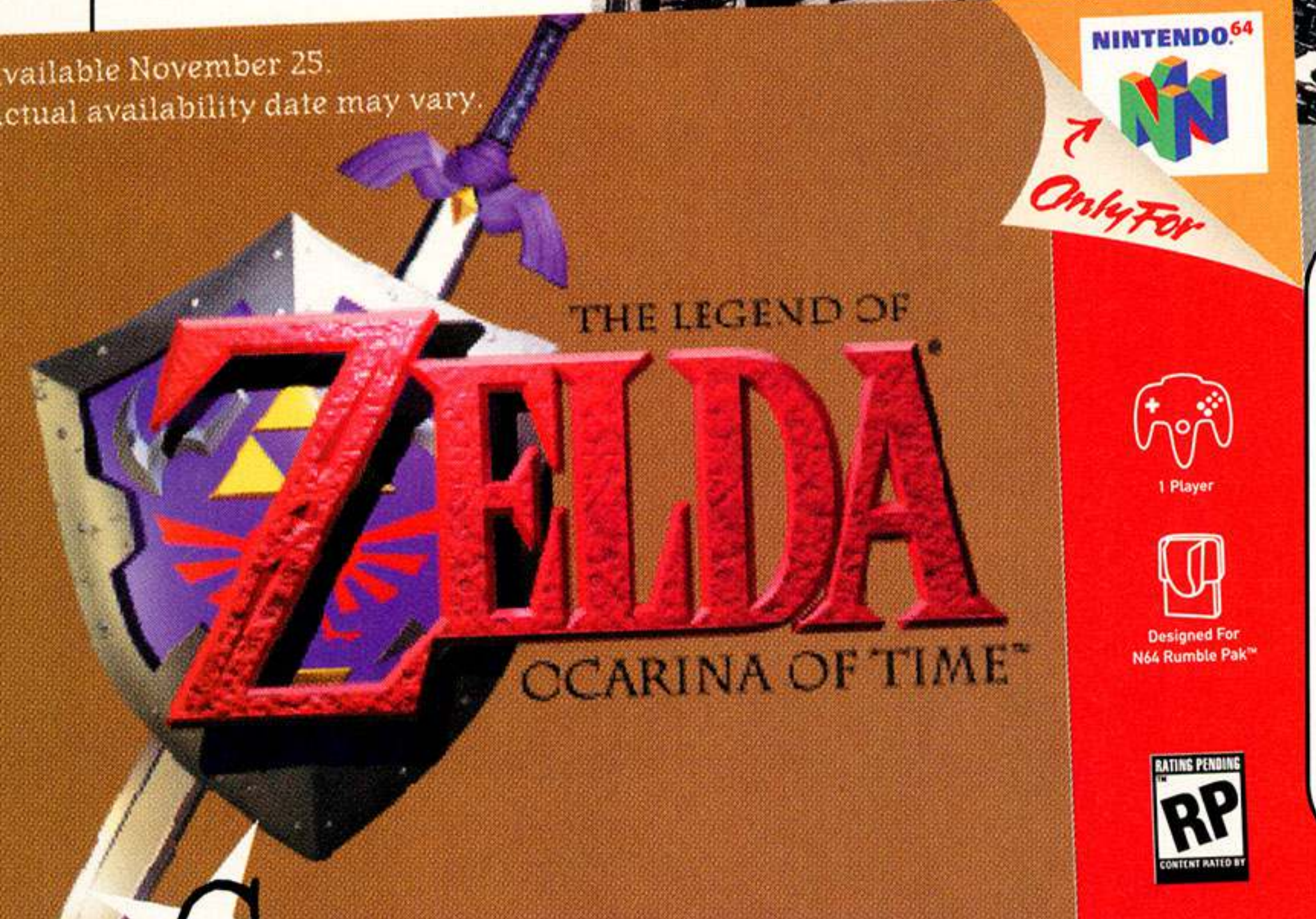
VIDEO GAME ANTIQUES AND COLLECTIBLES

"Five Tons o' Fun" claimed the catchy ads for the Komoto 100. This "must have" for any serious video game collector was the first game system to use cartridges. The computer was the size of two city blocks and the cartridges were the size of a '77 Gremlin. The system sold for \$31,093,435.99, which included a lawn-darts game cartridge.



Coach Blake's framed 1991 Von Zepher Prize for Physics. This one-of-a-kind item, discovered in the attic of a Hungarian row house and recently offered at auction in London, fetched \$63.93, establishing a new benchmark for Von Zepher Prizes won by video gameologists.

Available November 25. Actual availability date may vary.



The Bismarck Philharmonic salutes the music of video games. This platinum-selling LP features Harold Kerningstrum on glockenspiel and is considered the finest orchestral adaptation of video game music.



Coach Blake also says that for the very latest video game stuff go to Target. They always have all the latest games with no waiting lists or pre-ordering. Not to mention great prices. Like *The Legend of Zelda* for just **\$59.99**

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OUT THINK.

OUT



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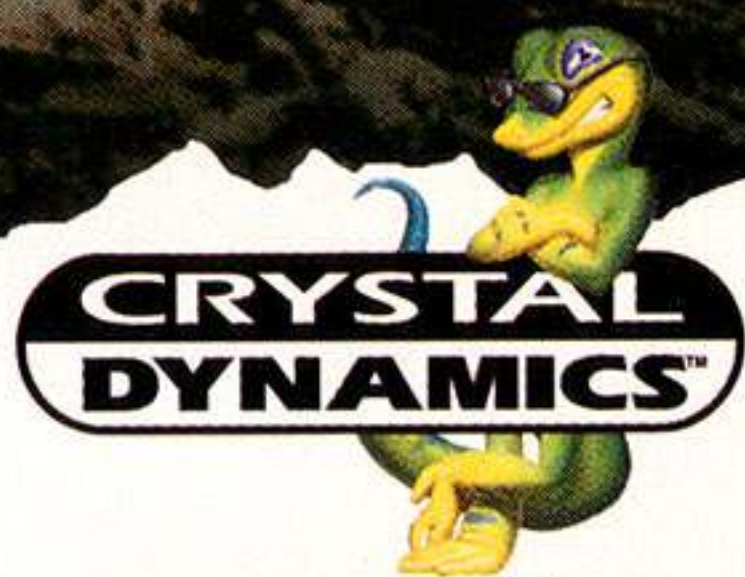
Your tactics? Outwit and outmaneuver your enemy.

Then engage in fierce real-time 3D battles.

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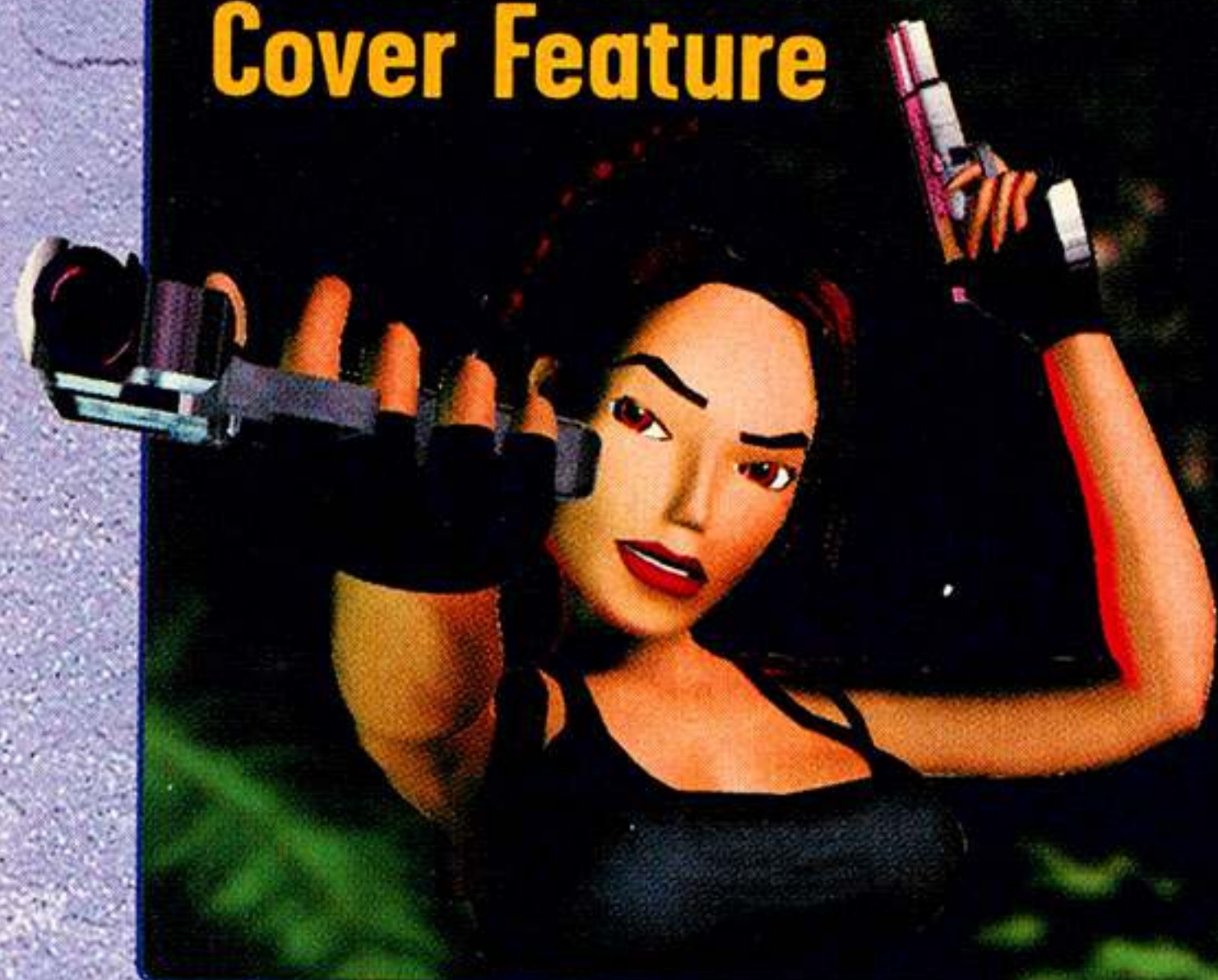


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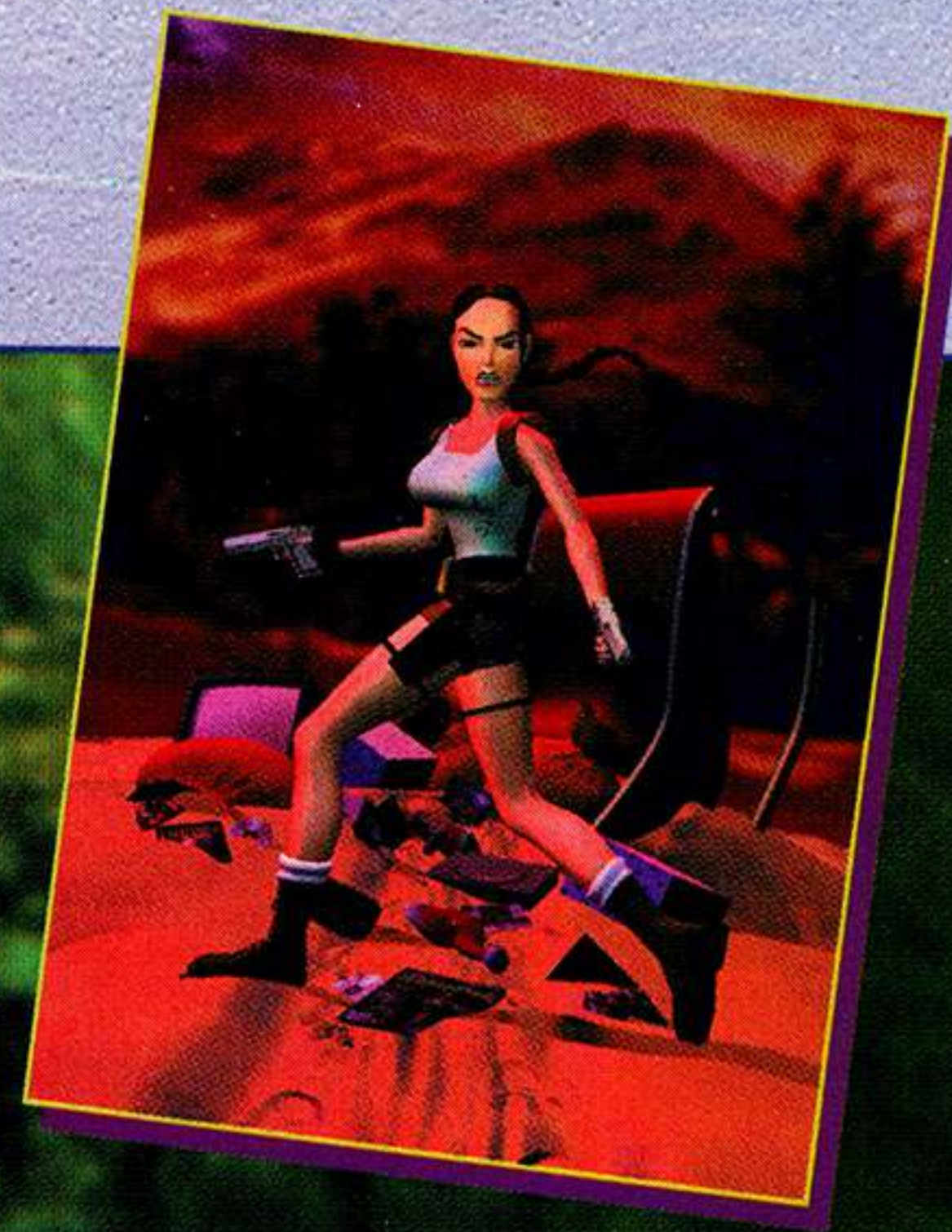
Contents **GamePro** DECEMBER 1998

Cover Feature



52 Tomb Raider Rises

The adventures continue! Lara Croft is back (and lookin' better than ever) to lead PlayStation gamers on another death-defying quest for ancient antiquities.



Special Features

60 GamePro's Holiday Shopper's Guide

Still can't think of what to get that gonzo gamer on your shopping list? Check out these excellent can't-miss holiday ideas from the expert editorial staff at *GamePro*.



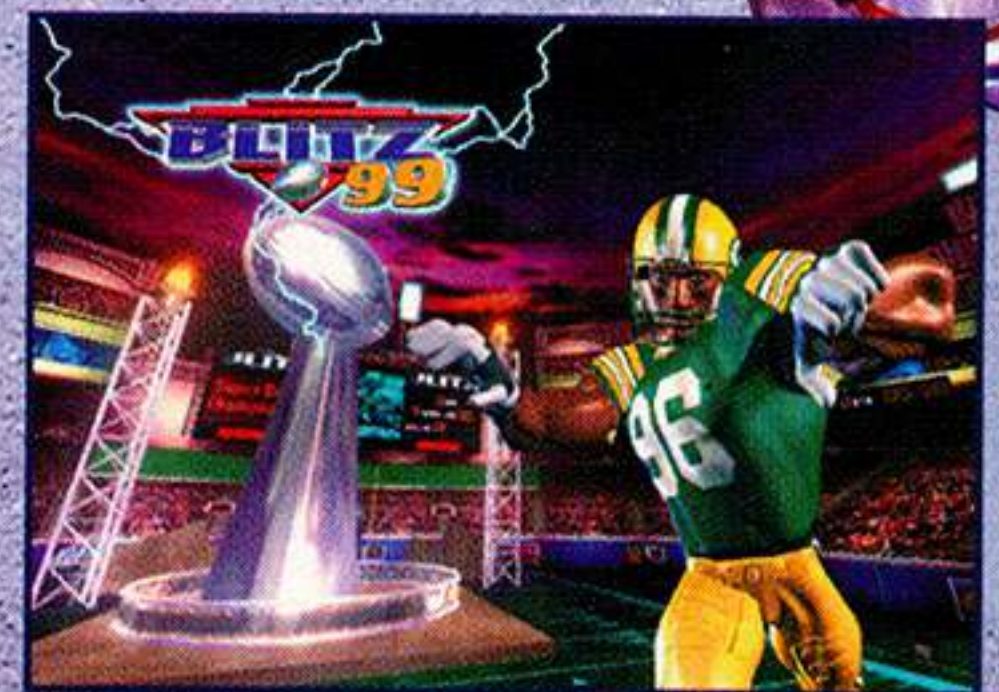
64 Control This: A Game Controller Roundup

Whether it's for your PlayStation or your Nintendo 64, everybody could use another game controller...or three. The *GamePros* torture-test a bunch so you don't have to.



132 Arcade World '98

Break out your quarters! Here are all the hot arcade games from the AMOA show in Nashville and the JAMMA show in Tokyo.



274 **THE FIGHTER'S EDGE**

WCW/NWO Revenge (Nintendo 64)

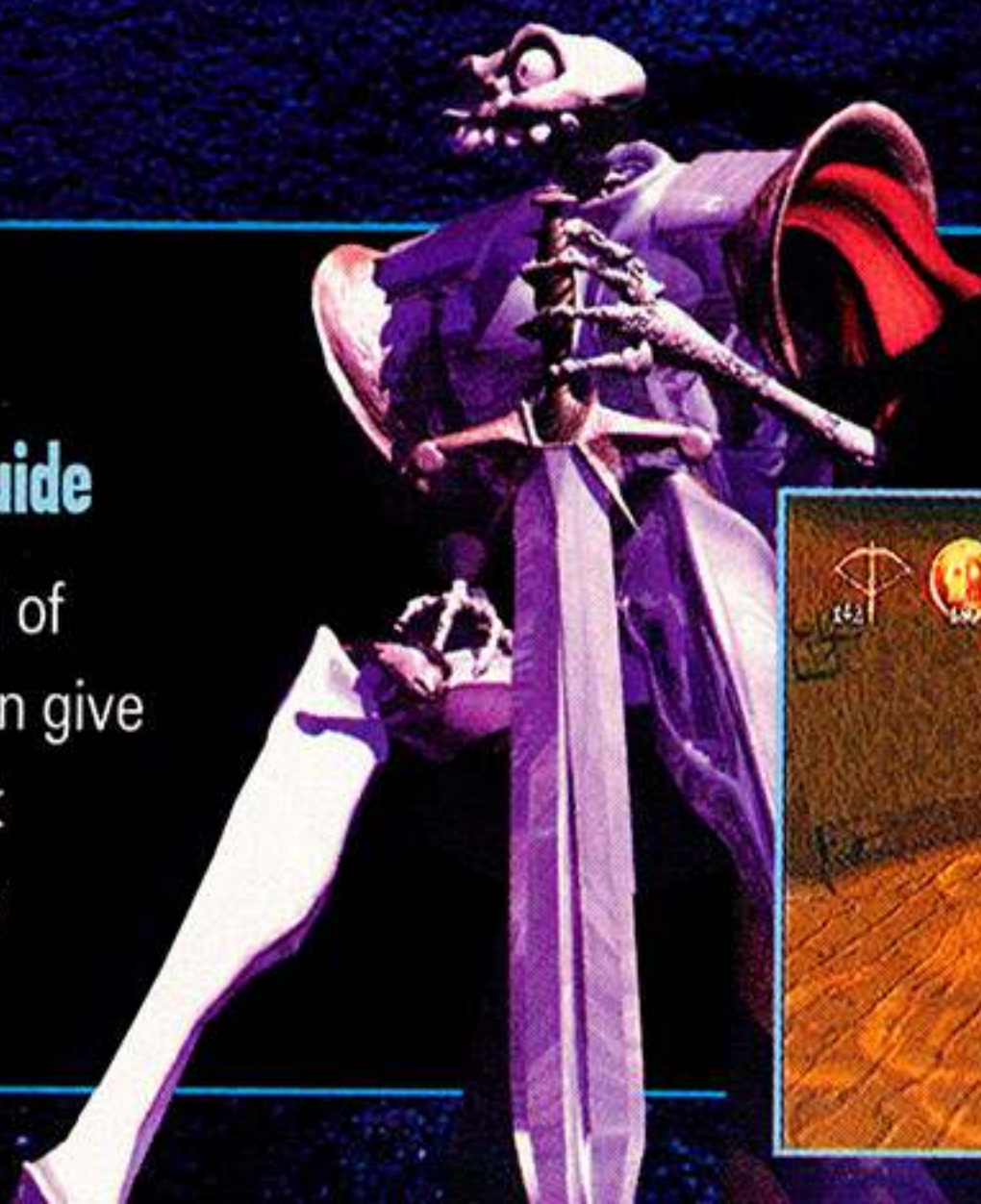
Master all the moves for the 10 best wrestlers and Revenge will be sweet!



265 MediEvil

PlayStation ProStrategy Guide

Get your skeletal mitts on all of *MediEvil's* Chalice! We even give you a few tips on how to get through some of the game's more challenging areas.



248 Metal Gear Solid PlayStation ProStrategy Guide



Don't have enough stealth in your game? Check out this complete ProStrategy Guide to *Metal Gear Solid* and foil the terrorists' attempts to destroy the free world.



288 S.W.A.T. PRO

Passwords, codes, tips, and tricks for *NFL Blitz*, *Tenchu: Stealth Assassins*, *Madden NFL '99*, and more!

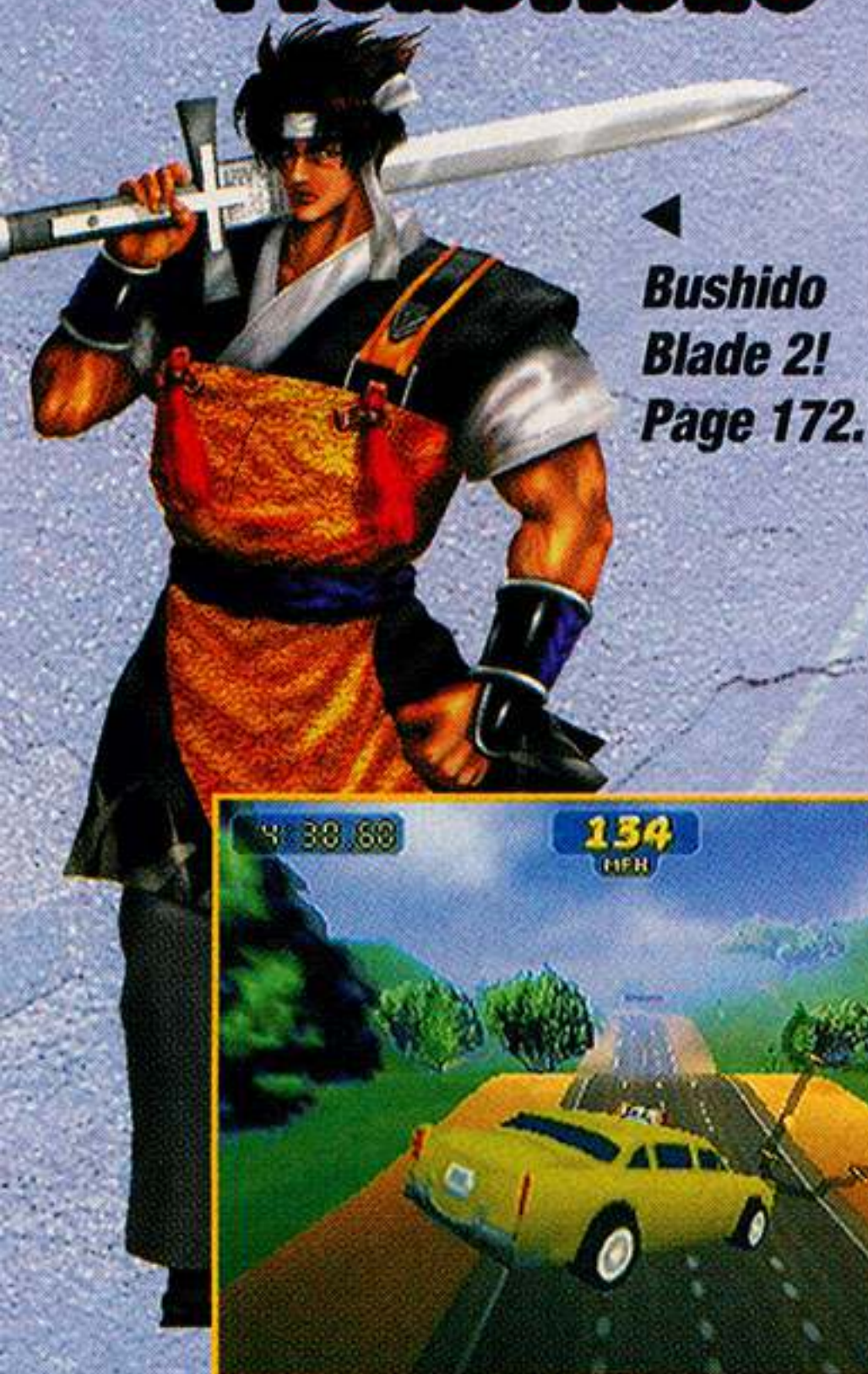
Train for an exciting career
in janitorial services.



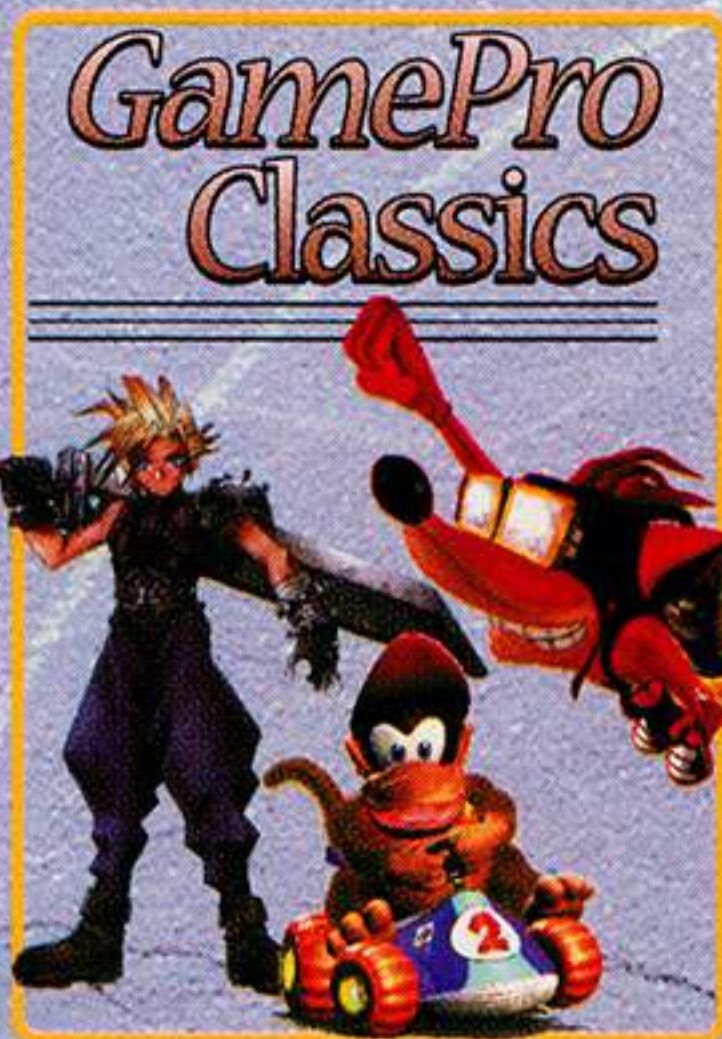
Get ready to mess with it.

Contents **GamePro** DECEMBER 1998

ProReviews



Bushido Blade 2!
Page 172.



- 112 PC GamePro
- 140 Nintendo 64
- 160 PlayStation
- 204 **GamePro Classics**
- 210 **Video Game Survivor's Guide**
- 220 Sports Pages
- 244 **Role-Player's Realm**



Thrill Kill—
see ya!
Page 44.

Departments

- 28 Head2Head**
'Tis the season for video games.
- 32 Art Attack**
- 36 Buyers Beware**
The consumer's hotline
- 38 NetPro**
HoverRace wins the checkered flag.
- 44 ProNews**
Thrill Kill killed.
- 72 Sneak Previews**
Twisted Metal III, Quake II, Star Wars: Rogue Squadron, South Park, and more!



Rush 2 Extreme Racing USA!
Page 140.



NBA Live '99! Page 220 and 230.



Metal Gear Solid! Page 160.

GameFinder (Reviews & Previews)

A Bug's Life	84	Heretic II	120	Running Wild	192
Activision Classics: A Collection of 30 Games for the Atari 2600	198	The House of the Dead 2	135	Rush 2 Extreme Racing USA	140
Apocalypse	96	Indiana Jones and the Infernal Machine	114	S.C.A.R.S	150
Assault: Retribution	196	Invasion From Beyond	106	Small Soldiers	188
Backstreet Billiards	198	Iron Soldier 2	212	Soul Calibur	134
Beat Mania 3rdMix	135	K-1 Revenge	96	South Park	80
Blast Radius	104	Kagero: Deception II	244	Space Bunnies Must Die!	124
Blood Bullet: The House of the Dead Side Story	135	King's Quest: Mask of Eternity	122	Spikeout	134
Breakout 2000	214	Knife Edge: Nose Gunner	154	Starshot	102
Bushido Blade 2	172	The Legend of Zelda: Ocarina of Time	246	Star Wars: Rogue Squadron	74
CarnEvil	132	Lemming and Oh No! More Lemmings	196	Star Wars Trilogy Arcade	134
The Contract	104	Metal Gear Solid	160	Streak	182
Cool Boarders 3	178	Motorhead	192	Tech Romancer	135
Crash Bandicoot 2: Cortex Strikes Back	204	Myth II: Soulblighter	120	Test Drive 5	170
Cruis'n World	154	NBA Live '99 (Nintendo 64)	220	Tiger Woods '99	238
Daytona USA 2: Battle on the Edge	134	NBA Live '99 (PlayStation)	230	Timeshock	196
Dead in the Water	103	NBA Tonight	228	Tomb Raider III	52
Destrega	92	Nectaris: Military Madness	106	Tonic Trouble	94
DethKarz	126	NFL Blitz '99	133	Top Gear Overdrive	152
Diddy Kong Racing	204	NFL Quarterback Club '99	232	Towers II: Plight of the Stargazer	214
Dragonseeds	198	NHL '99	221	Twisted Metal III	73
Duke Nukem: Time to Kill	168	NHL Breakaway '99	239	The Unholy War	190
Dungeon Keeper 2	103	NHL Face Off '99	226	Uprising 2	122
Dynamite Cop	134	Nightmare Creatures	90	Urban Assault	113
Eliminator	104	Ninja: Shadow of Darkness	180	Vapor TRX	133
Extreme-G 2	144	The Ocean Hunter	134	Vigilante 8	82
FIFA '99	239	Oddworld: Abe's Exoddus	162	Viper Racing	126
Final Fantasy VII	204	ODT	190	Virtual Pool	134
Fisherman's Bait	134	Plane Crazy	113	Virtual Pool 64	154
Formula 1 '98	233	Pool Hustler	198	Warzone 2100	103
Fox Sports College Hoops '99	222	PowerSlide	126	WCW/NWO Thunder	92
Gauntlet Legends	133	Pro 18: World Tour Golf	239	Winback	106
G-Police: Weapons of Justice	75	Quake II	72	Wipeout 64	142
Half-Life	116	Radikal Bikers	134	Xenogears	245
HardBall '99	228	Rally Cross 2	102	X Games Pro Boarder	228
		Requiem: Avenging Angel	124	X-Men	94
		Return Fire 2	112	Zero 5	214

112 **PC GAMEPRO**

Return Fire 2, Indiana Jones and the Infernal Machine, Half-Life, and more!

132 **Hot at the Arcades**

CarnEvil, House of the Dead 2, and more!

204 **GamePro Classics**

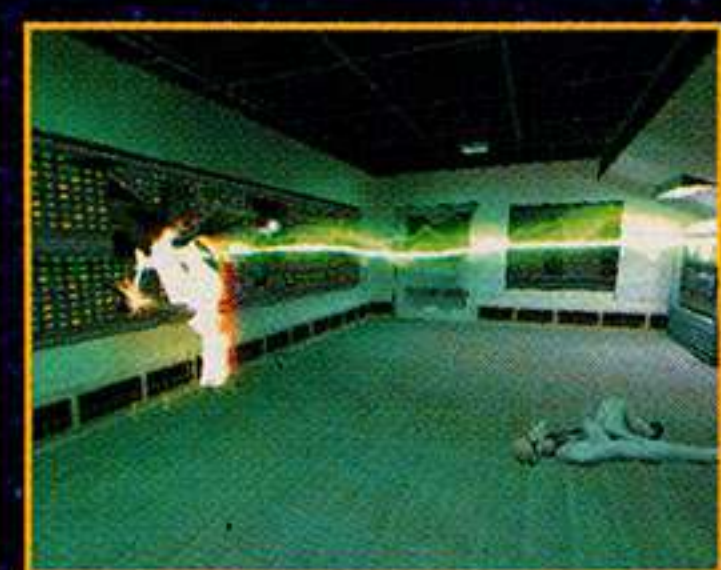
Crash Bandicoot 2: Cortex Strikes Back, Diddy Kong Racing, and Final Fantasy VII revisited! Plus classic codes!

210 **Video Game Survivor's Guide**

220 **Sports Pages**

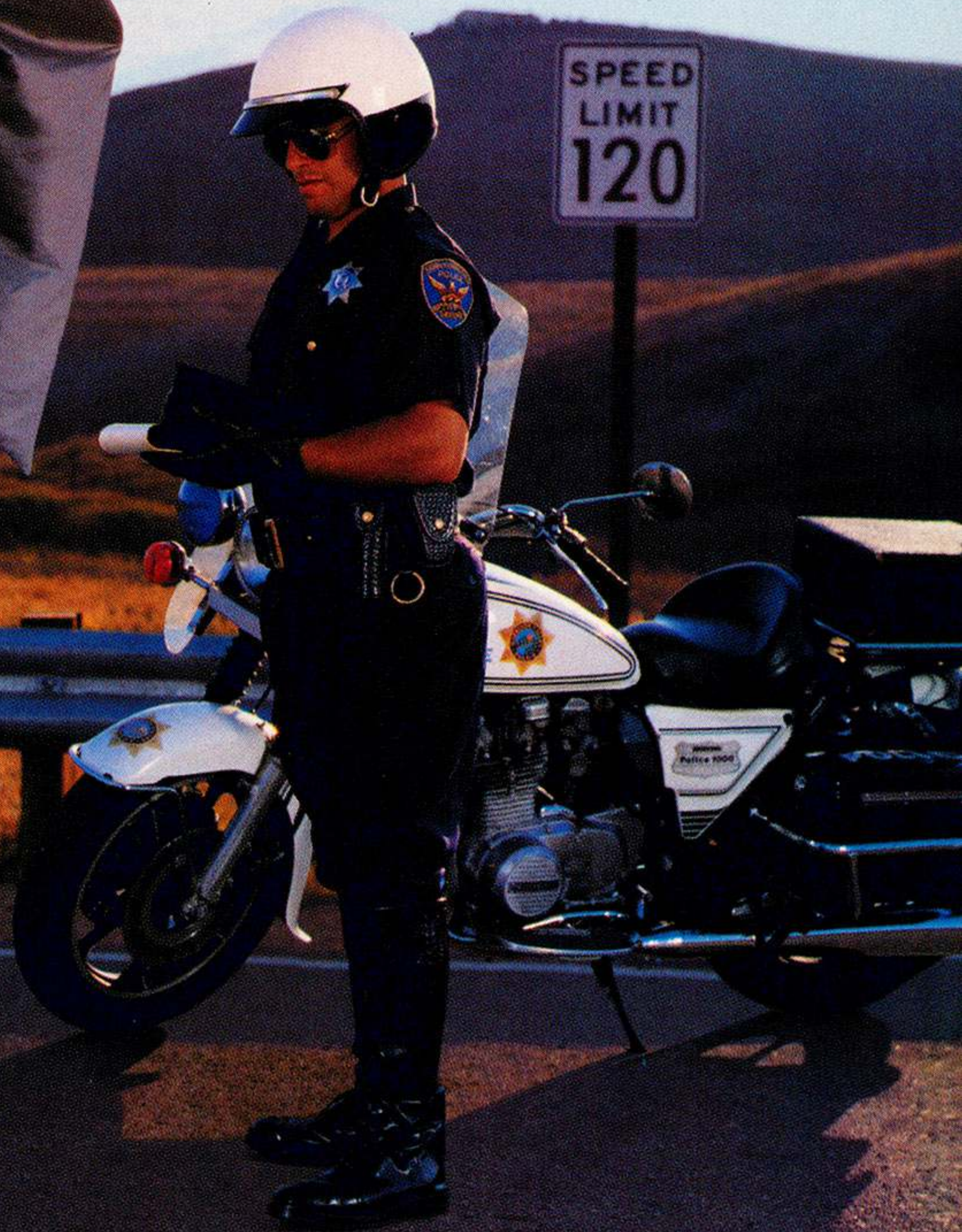
244 **Role-Player's Realm**

Kagero: Deception II and The Legend of Zelda: Ocarina of Time!



Half-Life!
Page 116.

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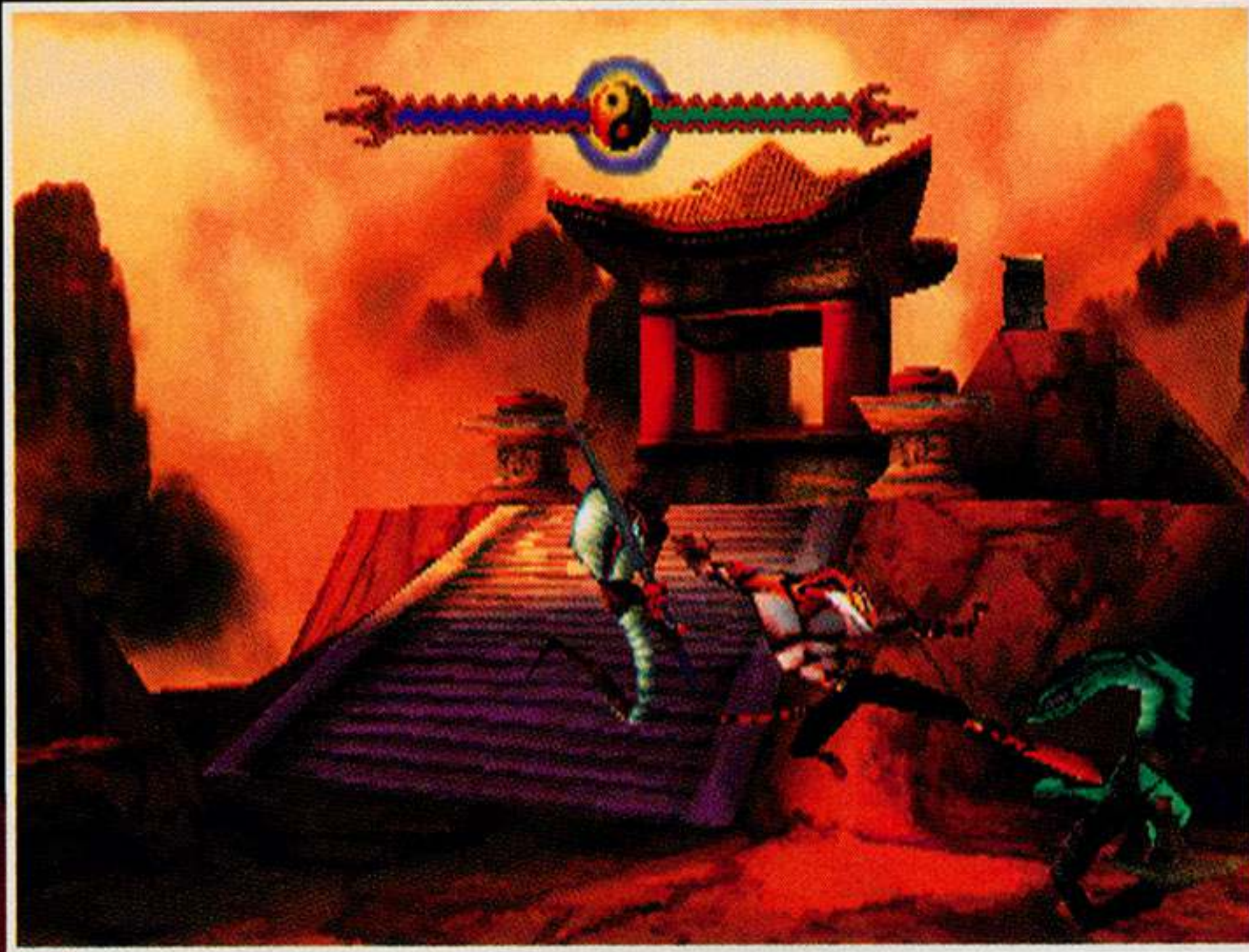


Who you
callin'
a pussy?



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

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

"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale flesh will ROT IN PIECES"
-Dr.Graves

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"We're like totally prepared to like
race and win on like all umm... 9
courses , ya know ? so like totally get
outta our way"
-Brandi,Mandi & Kandi





- 13 'Off the Hook' characters to choose from.
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- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats- all fully upgradeable.
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you better watch out...

[parasite eve]



The cinematic RPG

Xenogears



Role-Playing with giant robots

ブシド
BUSHIDO BLADE 2



Honorable swordplay

you better not fry...

The creators of **Final Fantasy® VII** have the hottest lineup of holiday titles, including the spectacular new science-fiction masterpiece, **Parasite Eve™**.

From the blazing fighting action in **Bushido Blade™ 2** to the smoldering battlefields of **Final Fantasy Tactics™**, these games might be too hot to handle.

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An action/puzzle RPG

FINAL FANTASY TACTICS™



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SaGa Frontier™



Seven journeys become one



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Published by Square Electronic Arts L.L.C.

EINHÄNDER™



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A P T I T U D E T E S T

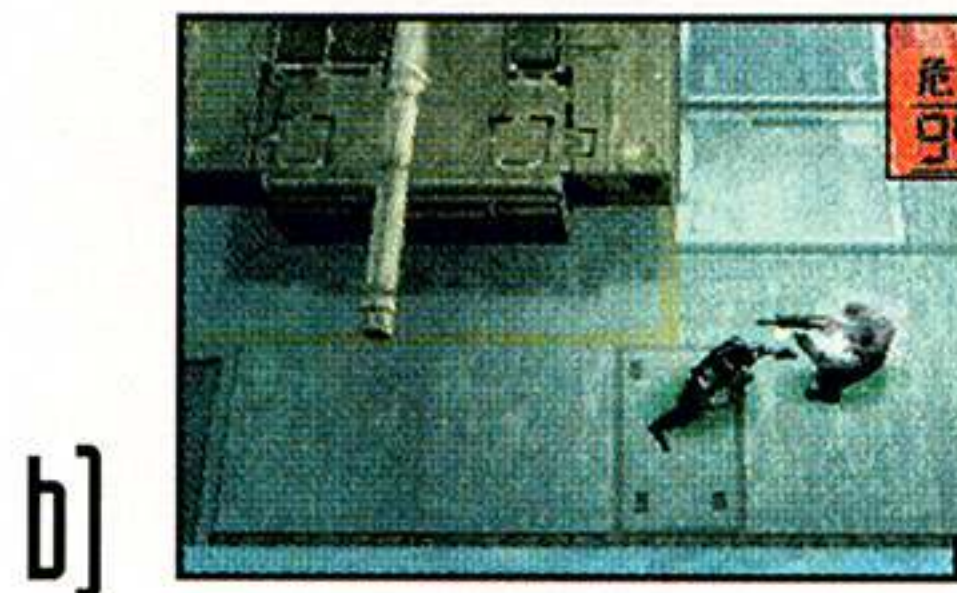
1 Which one is not a covert operative?



2 Which is best when infiltrating an enemy stronghold?



3 High testosterone levels can be detrimental in which scenario?



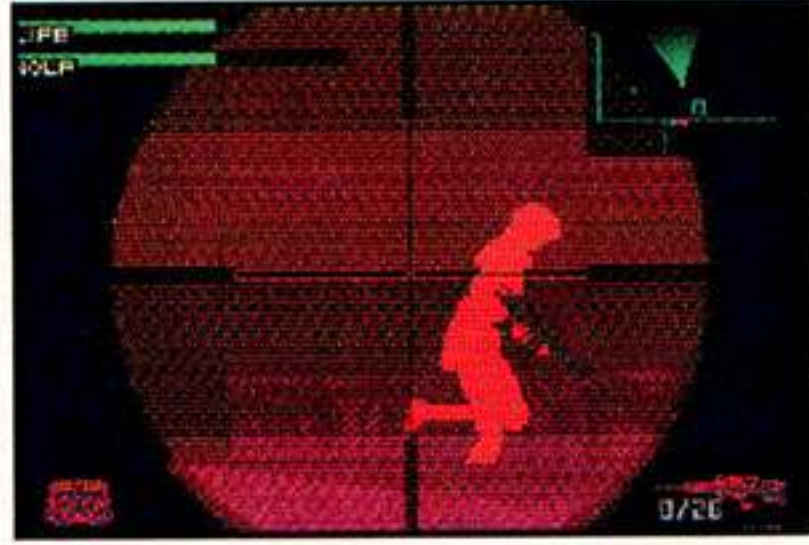
4 Divulge critical information only when being tortured with a _____.



He's the president of Armstech. And the biggest S.O.B. in the world. **2. b.** Every Special Forces soldier knows cardboard boxes make excellent hiding places. "Oily-oly-
above." Research shows that the male hormone is a liability in most life-and-death scenarios. Sorry, fellas. **4. None of the above.** The enemy better not get so much as
medieval cruelty they've cooked up. **5. True.** After three years of development, critics are hailing Metal Gear Solid as the best game of the year. End of story. **6. c.** One
walking battle tank and you'll be quaking in your gen-x poser boots. **7. d.** Playing Metal Gear Solid may cause all sorts of titillating physiological side effects. Read
belief. PlayStation consoles and tactical espionage games only cause meltdowns in college sociology classes. [Of course, broccoli can make some of us a bit gassy.]

5 Critics are hailing Metal Gear Solid as the best game of the year.

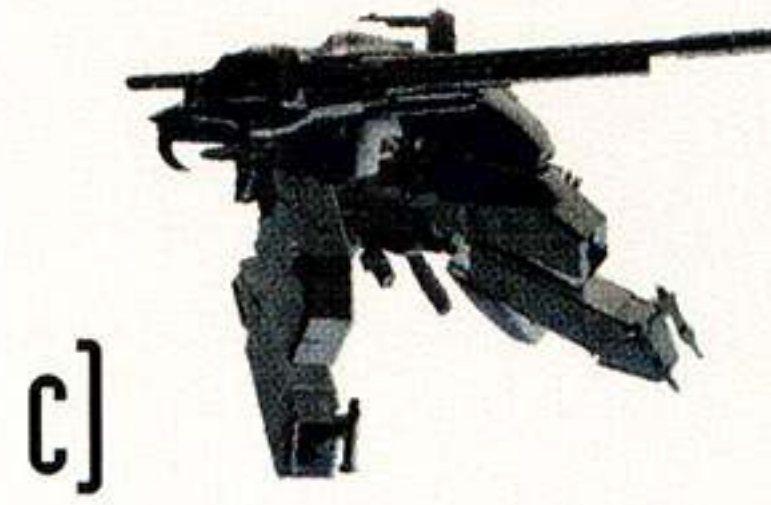
True



True



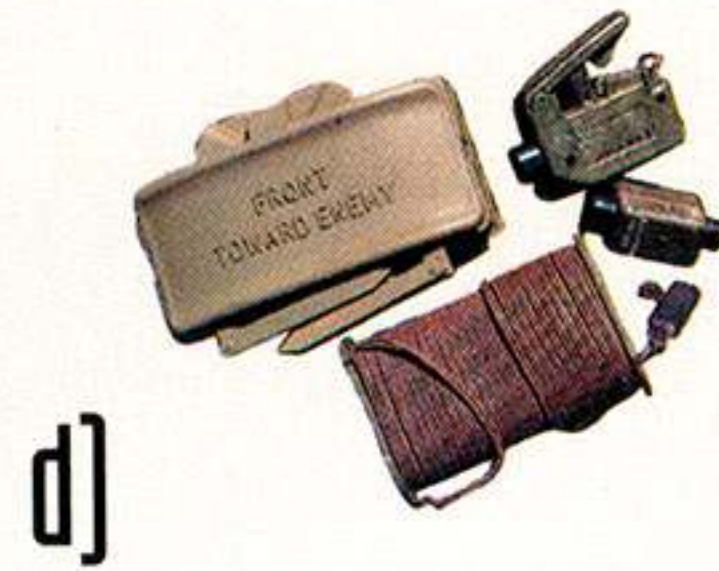
6 Which one will make your worthless civilian life flash before your eyes?



7 Sweaty palms and rapid heart rate are symptoms of _____.



8 Which one could create a 30-megaton "incident"?



Answers: 1. d. Kenneth Baker is no stinkin' spy. 3. All of the above. 4. Snake. 5. True. 6. c. 7. b. 8. b. Despite popular explanation for answer 5, 8. b. Despite popular explanation for answer 5, 8. b. Despite popular explanation for answer 5, 8. b.



HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

It's time to stop talking turkey and start eating it. In addition to anticipating their Thanksgiving feasts, gamers everywhere can look forward to an unprecedented crop of excellently designed new titles that are due out this holiday season. PlayStation and Nintendo 64 game programmers and designers have their craft down to a fine art now, and from the end of '98 to the end of '99, anything made for these systems that doesn't live up to its own hype deserves to die.

PlayStation gamers, you should be preparing to add Tomb Raider III to your libraries, even though you probably haven't

WE SAW SANTA

PLAYING VIDEO GAMES

finished playing Crash Bandicoot: Warped, Xeno-gears, or Metal Gear Solid. At least Major Mike's Pro-Strategy Guide in this issue will help you beat Metal Gear. No problemo there. And if you're not among the snowbound gamers, Cool Boarders 3, NHL '99, and NHL Face Off '99 will bring an avalanche of fun to any PlayStation in any clime.

Nintendo 64 gamers, you should already know that The Legend of Zelda is likely to be one of the best games ever; if you're not sure, then check out our preview in "Role-Player's Realm" this issue. If you haven't already pre-ordered your gold Zelda cartridge, you should run, not walk, to your neighborhood video game store. After that, you can get back to geeking out on your WCW/NWO Revenge matches—and don't forget to follow Johnny Ballgame's Revenge strategy in this issue's "The Fighter's Edge" that shows you how to put on the big hurt!

Now you ought to think about gifts for others—it is the season of giving, you know. For peace on Earth as quickly as possible, we recommend that PlayStation owners give their Nintendo 64 brethren a PlayStation this season and vice versa for N64 owners. If that's a little beyond your means, you can turn to "GamePro's Holiday Shopper's Guide" in this issue for more suggestions on how to spend your cash. The editors and crew at GamePro have listed all their can't-miss titles and gear for your favorite gamers.

This holiday season, video entertainment is as good as it gets. Happy holidays from the GamePro gang!

The GamePros

San Francisco, CA

comments.gamepro@gamepro.com



CLASSMATES IN CRIME

I would like to talk about a crime that is often overlooked: the renting, copying, and selling of pirated video games. Two classmates offered to sell me copied video games—and their list included all the games available at the video game rental store! My classmates rent the games and copy them onto a CD using either a computer in their home or at their dads' offices. Why should I care? Because pirating games hurts both video game buyers and the company that makes the games. The rental stores don't even have warning labels on their games like video tapes do to prohibit such behavior.

A via Internet

P.S. I would like to remain anonymous.

Don't worry, Alan, we won't tell anyone that you told us. Seriously, though, your classmates are setting themselves up for something more serious than Daddy slapping their hands—the federal government prosecutes all cases of software piracy with extreme prejudice. As a matter of fact, the FBI recently raided a group of local stores that was duplicating software CDs. The minimum term for the youngest offender (who was 16 years old and judged as an adult) was 10 years. That's real jail time for 10 years. Your classmates' fathers are also liable if they're aware that their kids are using their computers for this. As for a label prohibiting people from copying games, read the fine print on the back of any PlayStation CD case. It is

very specific about the duplication of software. You're absolutely right to be pissed: Software piracy costs end-users millions because it eventually translates into higher prices for games.

FINAL FANTASY NOT FINAL?

About three months before Final Fantasy VII came out, I read on a Web site that you could revive Aeris once she died. The site, however, also said that Square EA was going to cut out the part in the game where you find out how to revive her because it would delay the game's release. In addition, I heard that there would be a special fourth Final Fantasy VII disc containing weapons, bosses, and characters supposedly cut from the game. Is there any truth to these stories?

Anonymous

When you didn't mention the Web site's address, we thought this outrageous rumor was whack. But we checked with Square EA anyway. After a lengthy silence at the other end of the line our suspicions were confirmed...no way, Jose, or whoever you are.

OLD ENOUGH TO PLAY

I'm 113 (!) and want to play Sanctum online. My parents said I could, but when I tried to enter the Web site, a message told me that I'm too young to play because of some dumb parent control thing.

Alundrads via Internet

You must be one of those immature 113-year-olds that are

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always causing problems. As for unauthorized entry into a Web site, your parents should be the ones to make that decision—but they must be at least 143 years old to do so.

RAM THE SATURN

I just read the letter from Sergio Scott (see "Head2Head," September) regarding the use of a RAM cart and a Japanese games converter with the Saturn. I've had no problems using the RAM cart with the ST-Key converter when following these steps:

1. Insert the ST-Key and switch on the Saturn. Wait for the explosion and the Sega Saturn logo to appear. Next, you'll see another screen that says, "ST-Key Ver. 1.0." The system will then read the CD, and the circle in the upper left corner of the screen will turn into the planet Saturn.
2. Place the green cursor on the circle with the Saturn logo on it.
3. Push any button on the controller and the system will begin loading the game.
4. A blue "Sega" sign will appear onscreen. Quickly pull the ST-Key out of the cartridge slot and put the RAM cart into it. You have three seconds to do this. Either of the following will then happen:
 - A: The system will load the rest of the game, and you'll be able to play.
 - B: You'll get a bunch of Japanese writing asking for a RAM cart, in which case you need to start again.

By the way, I would like to see the return of "Overseas

Prospects" so we can get reviews of all the new import games.

Chris Barreras via Internet

Hey, Chris, thanks for helping out with that invaluable lesson. As for the rest of you, get with the program! You can use the RAM cart with a converter to play import Saturn games! (For more info, see our special feature, "RAM It! The Saturn Isn't Finished," October.)

MOUSE, YES; 64DD, NO

What's the deal with the 64DD? And now that Capcom has signed with Nintendo, will my beloved game, *Marvel vs. Capcom*, come out for the N64?! Please don't disappoint me. Thanks!

TermOne via Internet

We won't disappoint you, but Capcom might. So far, the only game for the N64 announced by Capcom is *Magical Tetris Challenge Featuring Mickey Mouse*—and unless Mickey gets seriously kung-fu on Goofy, don't expect any fighting titles by Christmas. As for Nintendo's 64DD, it's been pushed to 1999.

A WISHFUL LIST

I've got a list of questions, so here it is:

1. Will *Final Fantasy VII* or *Final Fantasy VIII* be coming to the N64?
2. Is *Fighting Force 64* similar to *Die Hard Arcade*?
3. Where can I find *FFVII* for the PC for cheaper than \$50?

Jeff Martin via Internet

Why do you vex us so? You know that we have a phobic hatred of lists, yet still you send them anyway! You punks, you grubby...Oh, well, here are your answers:

1. That's just wishful thinking.
2. No, it's similar to *Fighting Force* for the PlayStation.
3. Now that's wishful thinking, but you can always try www.bresoftware.com.

C'EST FROMAGE

Why is your *GamePro* Web site being moved from www.gamepro.com? Are you going to keep the domain? Is IDG requesting the move? Do you like cheese?

imo26.mx via Internet

This smells suspiciously like a list, but we'll let you slide this time. Although IDG (International Data Group, our parent company) is building a games supersite at www.games.net, which has a link to *GamePro's*



Web site and our sister magazine, *PC Games*, you can always access *GamePro* directly at www.gamepro.com. As for the cheese, how dare you ask such a pointed question. We did not have relations with that cheese and we believe the special prosecutor is wasting the taxpayers' money. Actually, we're sorry. We only hope that the milk can forgive us.

Win a Pocket Game Boy

LIKE PAUL HEGGIE DID, THE WINNER OF WHERE'S SCARY LARRY? PART 2





Where's Scary Larry? Part 5

CONTEST!

Scary Larry's still missing! Last month, Major Mike passed him a Darth Vader mask so Larry could travel incognito to Interplay. Now Scary's holed up in an alley near Lake Michigan in the city where NFL Blitz was born, preparing to strike a blow for freedom. Meanwhile, *GamePro's* most electrifying editor has begun an online search to find him. **What city is Scary in? Who's sending him e-mail? What's Scary's favorite sport?** Get your answers in by **December 7, 1998**, and you could score a **brand-new collector's edition Pocket Game Boy!**

Find Scary Contest Official Rules and Regulations

One entry per person. Send your entry via e-mail to findscary@gamepro.com or send a 3x5 card with your answer to Editorial Department, Find Scary Contest, *GamePro Magazine*, P.O. Box 193709, San Francisco, CA 94119-3709. Please include your name, address, city, state, zip code, and phone number with area code on your contest entry.

All mail entries must be received by December 7, 1998. All entries submitted via the Web must be received no later than 11:59 pm PST on December 7, 1998. IDG Games Media Group and *GamePro* assume no responsibility for late, misdirected, incomplete, or illegible entries. Winners will be chosen by a random drawing from all correctly answered entries received.

Winners will be published in the March 1999 issue of *GamePro*. By participating in this contest, entrants give IDG Games Media Group and *GamePro* the right (at our discretion) to use the entrant's name, likeness, image, biological information and other data, including but not limited to photographs and videotape, in connection with any and all promotional activity in which IDG Games Media Group and *GamePro* may engage with respect to the contest, in magazines or Web sites published by IDG Games Media Group.

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

WIPSCOUT 64

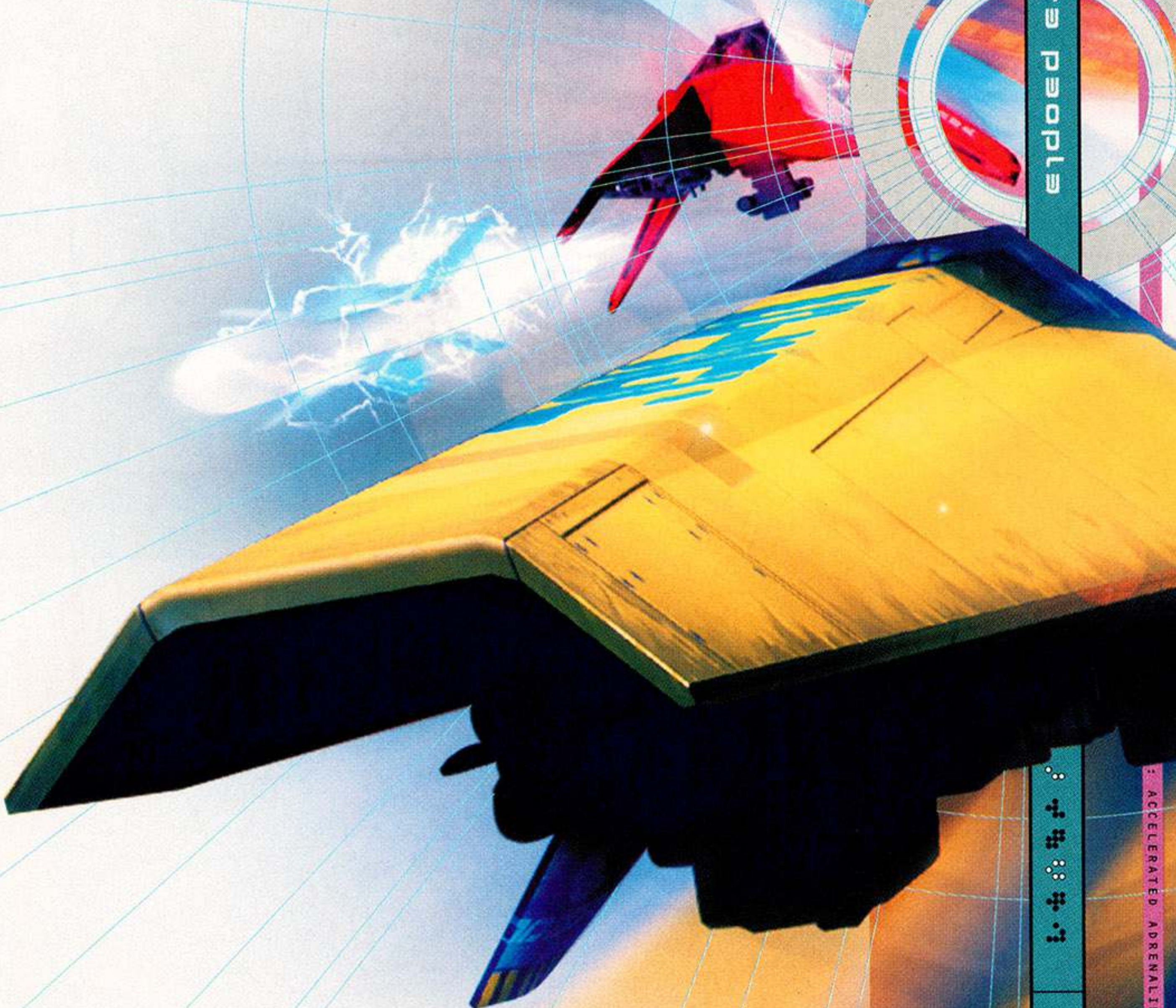
00.216.1 : SUPER GO FAST FOR FUTURE PEOPLE

TIME EXTENSION!

CHECKPOINT : CAN YOU REACH IT IN TIME ?

PSYGNOSIS

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- pumping electronica soundtrack
- featuring the bands Fluke and propeller heads
- 6 huge new race circuits with jaw-dropping scenery
- wider tracks and all new pit stops
- 4-player simultaneous play and multi-player tournament mode
- 12 weapon systems including rearview attack mode
- challenging 15-craft competition heats

WIPSCOUT 64

THE GAME THE OTHERS CHASE, BUT CAN'T CATCH

MINI GUN

WIPSCOUT 64

SGF4FP



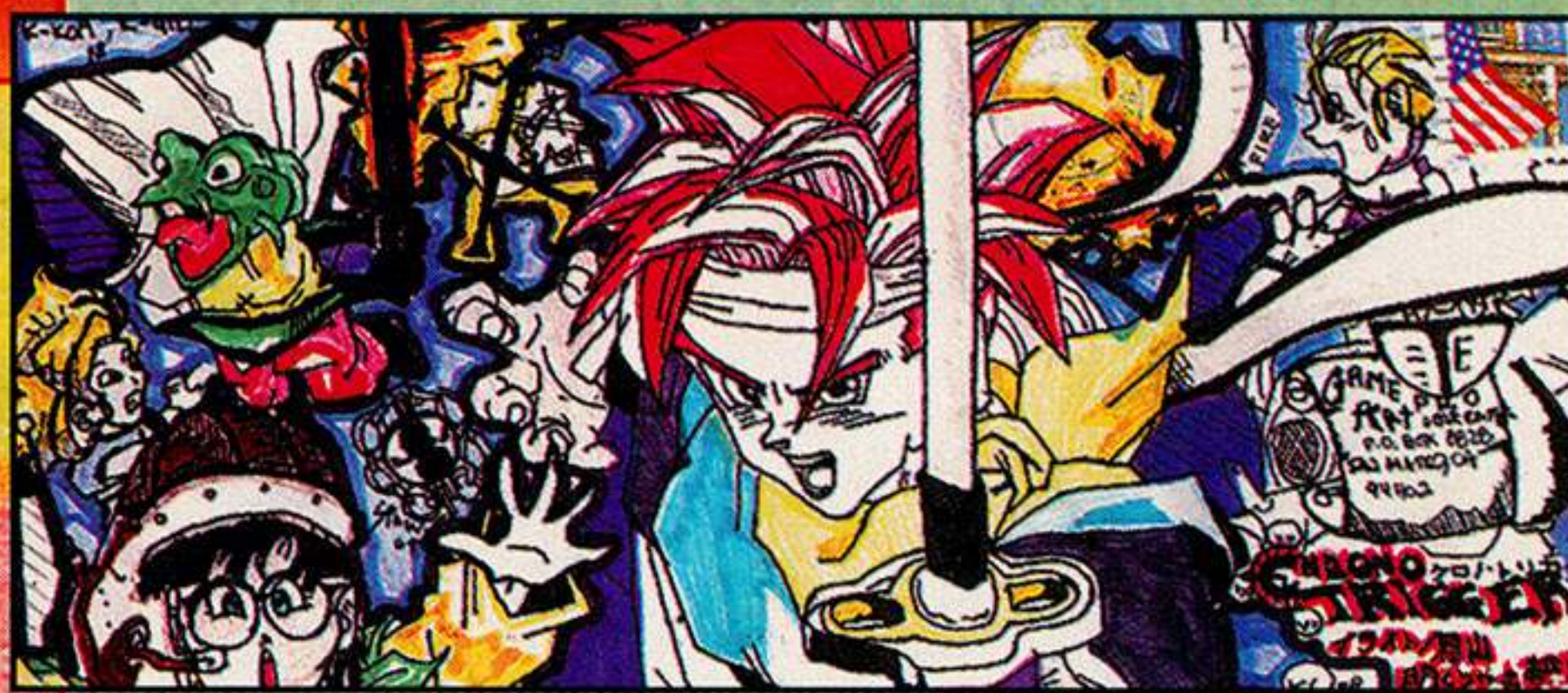
Pick of the Month



Abiel Irizarry, San Sebastian, Puerto Rico

PRIZE!

This month's winning artist will receive a GamePro T-shirt!



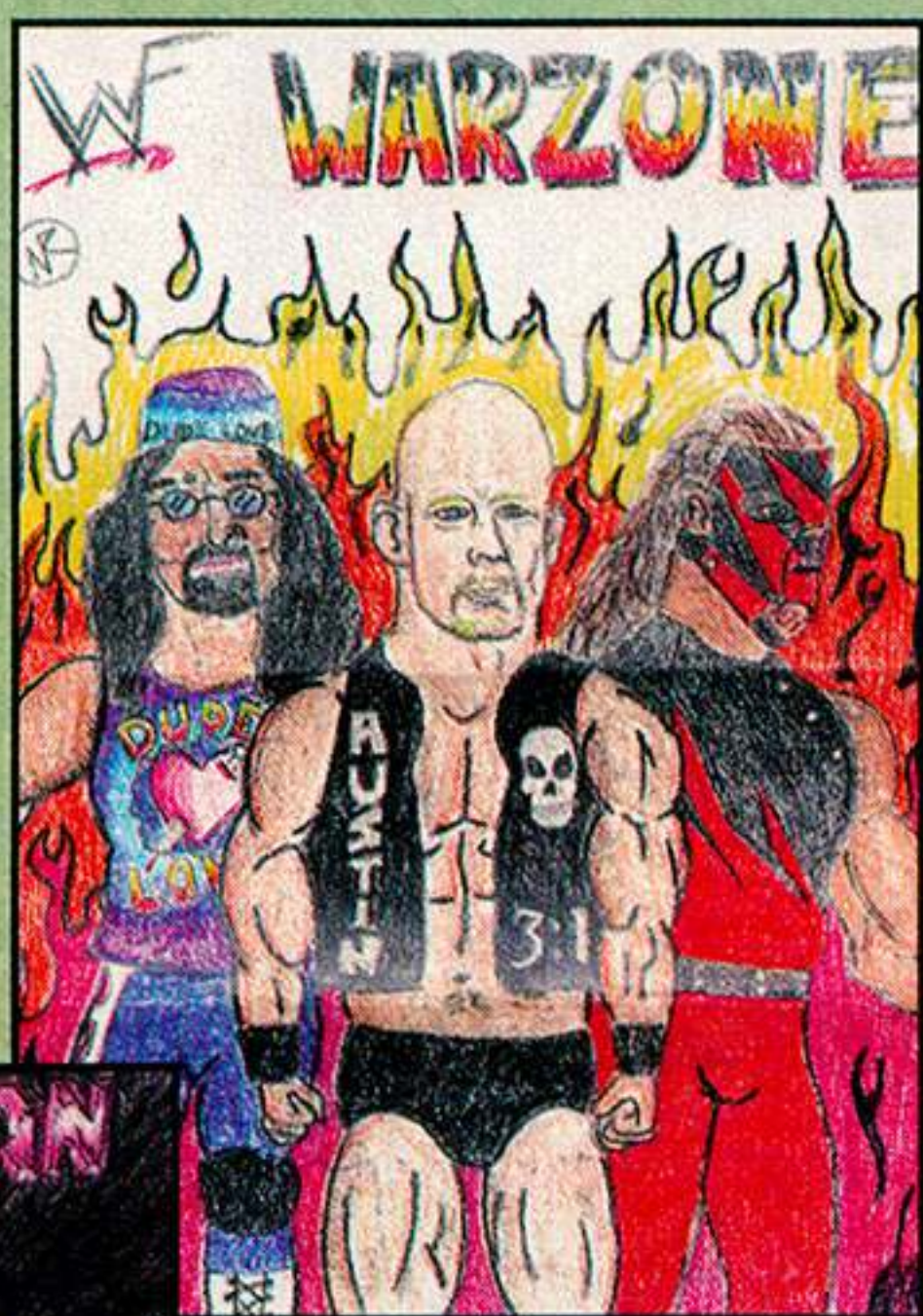
Kekoa Cahill, Daly City, CA



Ryan Cromie, Fulton, NY



Steven Casciola, McDonald, PA



Nick Romo Azusa, CA



Chris Ives Missoula, MT



Chris Hewitt Havre De Grace, MD



Steve Foster, Annandale, VA



Kevin Herron, Pasadena, CA

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BUYERS BEWARE



By The Watch Dog

Besides AAA grade beef, my wish this holiday season is to see fewer problems with games and peripherals next year. Last year, the number of bugs was enough to give me indigestion. Hopefully, 1999 will ring in with bug-free games so I can enjoy my AAA grade beef! Happy holidays!

Q: Sometimes my WWF War Zone game for the PlayStation freezes, particularly when the computer challenges me to a Grudge Match or when there's a video of Sue. What's going on?

Brian Taylor via Internet

A: Mike Meyers, Acclaim's Director of Product Public Relations, responds:

"Normally, when someone is having a problem with video sequences in a game, we've found that tipping the PlayStation on its side so air is ventilated into the console solves the problem. But we usually handle each complaint individually. You can either e-mail us at techsupport@acclaim.net or call us at 516/759-7800."

The Watch Dog adds:

We've received a lot of letters about this problem with WWF War Zone. We called Sony to see if there were other complaints about the game, but the Sony rep said there were none. Unfortunately, a direct answer to this freezing problem remains unavailable. WWF War Zone owners, be on the lookout for anything unusual occurring in your game.



If you're having Grudge Match trouble, gimme a "Hell, yeah!"

Q: When I plug my Dual Shock Controller into a controller extension cord that was manufactured before the Dual Shock, the Dual Shock doesn't vibrate. Are all extension cords this way?

**Pat Moran
Morgantown, IN**

A: The Watch Dog answers:

Extension cords made prior to the Dual Shock Analog Con-



Extending your shock value!

troller won't work with the Dual Shock because they aren't wired correctly. If you want your Dual Shock to rock and roll, you need a special extension cable. Oddly enough, Sony doesn't currently make one, but according to a spokesperson at Electronics Boutique, there are extension cables specifically designed to be compatible with the Dual Shock Controller: InterAct's extension cable for \$11.99 and Innovation's extension cable for \$9.99. Of course, Sony warns that playing with any unlicensed peripheral—including extension cables—is dangerous to your PlayStation.

Q: Can you provide me with more information about the Shark Link by Rocket Game Products? Is there a 100 percent guarantee that the Shark Link will work properly with both my PlayStation and PC?

Dustin via Internet

A: A Rocket Game Products rep says:

"The Shark Link will enable you to save, load, edit, and trade PlayStation codes with a PC. The Shark Link will also have thousands of codes already built in that you can upgrade directly from our Web site. But read your console service manual before using our products. We also recommend that you wait at least a month after the Shark Link is released; by then, any problems with the product will be known and hopefully fixed. If the Shark Link does affect your PC, we will fix all problems free of charge, but you must provide proof from a repair store that the Shark Link was indeed the cause of your PC problem. The Shark Link will be tentatively scheduled for release in September."



When it finally launches, let's hope this Rocket won't explode like some U.S. rockets do!

The Watch Dog begs to differ:

"Tentatively scheduled" indeed. Umm...wait a month after it's released to buy the product? So what happens to customers who buy the Shark Link in September? Can you say "guinea pig"?

You Make the Call

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

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

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Right now, check out the higher res graphics created by the N64 Expansion Pak, on these two games.



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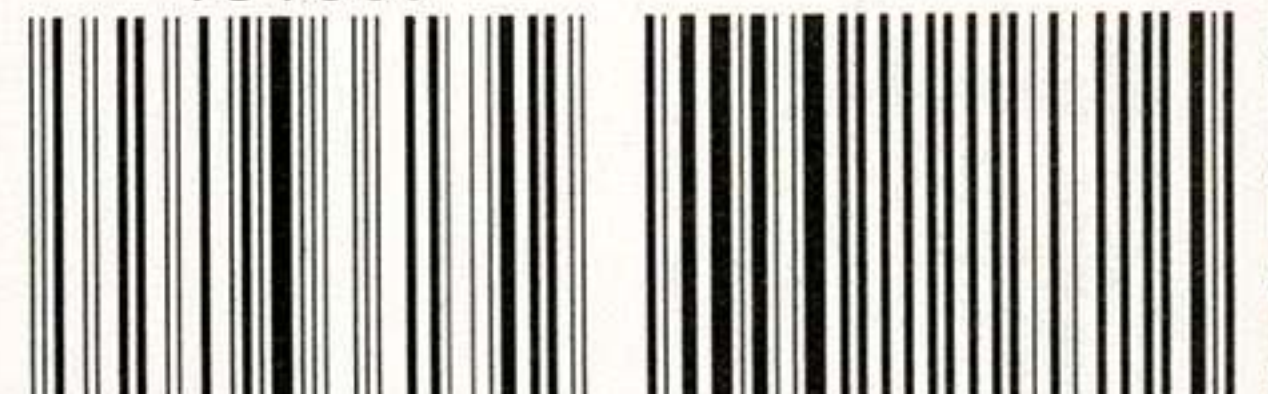


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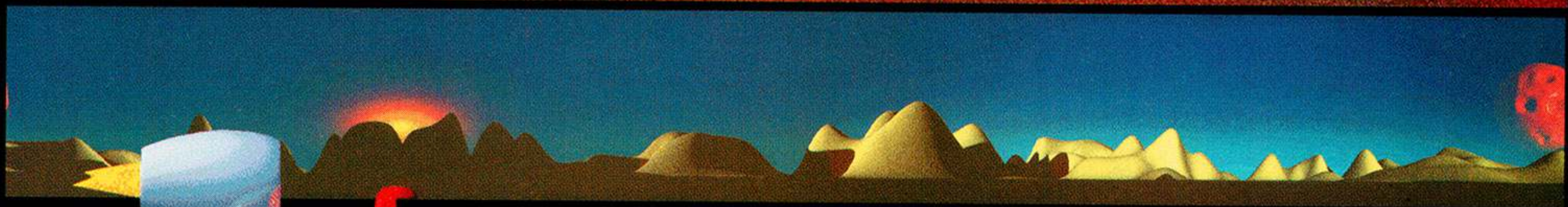
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HoverRace

TWO YEARS AFTER ITS DEBUT, THE LITTLE ONLINE RACING GAME THAT COULD KEEPS FANS FLYING TO THE FINISH LINE—WITHOUT LAG.

BY DAN ELEKTRO

In video games, two years is forever. Back in 1996, Nintendo was just about to unleash Super Mario 64 onto the world, PlayStation software still came in clunky black boxes, and Lara Croft would soon make her debut in Tomb Raider. Ancient times, right? Yet, somehow, an obscure two-year-old online game called HoverRace still manages to pack in cyber-Andrettis day after day for surprisingly fast racing action—even if those players are stuck with slow modems.

SPEED RACERS

Created by Montreal-based GrokkSoft, HoverRace has earned its cult following for two simple reasons: Great gameplay and no lag. Players can strap into hovercrafts that look just like the bumper boats at amusement parks. They handle like them, too, with a turbine engine in the rear and an innertube padding the craft on all sides—but unlike the local carnival, these rides pack missiles and mines you can unleash on your opponents.

HoverRacers speed through tracks filled with concrete, water, and other obstacles, snagging speed boosts and extra fuel as they go. The tracks are surrounded on all sides by high walls; in many cases, you'll want to strategically bounce off them to ace a tight turn. It's the kind of simple, straightforward racing fun that made Rock & Roll Racing and F-Zero hits.

Registered users get this dual-engine racer as well as another new model.

Unlike those two SNES titles, though, HoverRace has DirectX-powered polygonal graphics (running at 640x480) and eight-player competition over the Internet—without any lag trouble at all. The game was designed from the ground up to deal with the Internet slowdown back in '96, when 14.4 modems were the standard; now that 56K is the norm, the game looks and plays even better. Mind you, you'll be able to tell the difference between HoverRace and, say, Wipeout XL, but the game's basic keyboard controls and simple textures hold up well nearly three years later.

THE CULT COMMUNITY

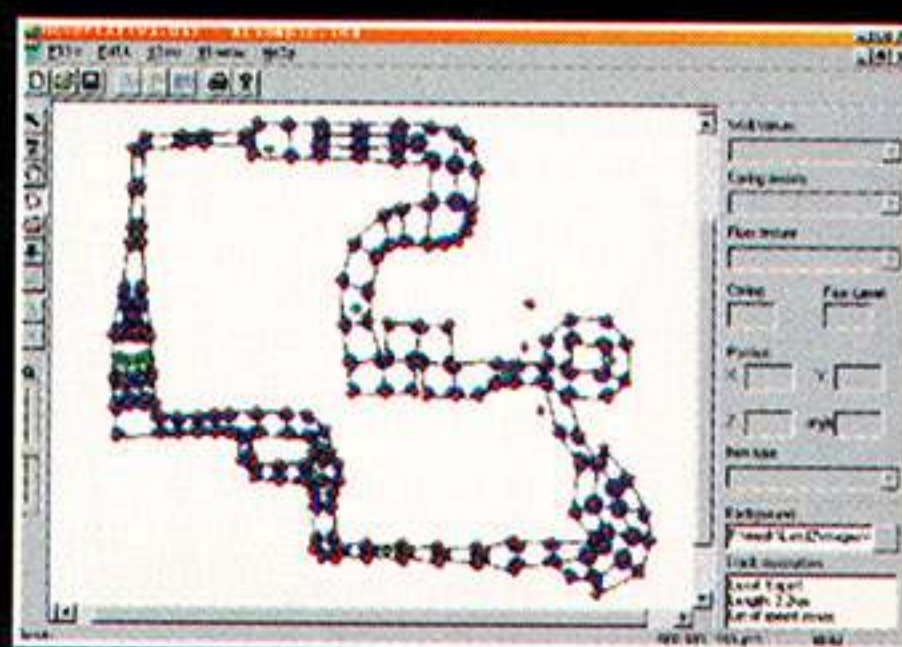
Word spread slowly, and HoverRace fans became both game enhancers and game evangelists. Fan Web sites have cropped up to review home-grown tracks, host tournaments, and archive best times (www.hoverrace.com hosts

a Web ring for all the other fan sites). The players have also invented their own

games, including combat-oriented games of War that value projectile hits over lap times. For a while, a form of HoverHockey was popular, too.



Two players can also share one computer for split-screen racing.



HoverCAD enables registered users to create their own tracks with a simple interface.

enables players to create their own raceways, as well as access to extra cars and official ranking in the standings. If you're frustrated by slow online play, the humble HoverRace is almost guaranteed to float your boat. **G**



PROTIP: Watch the arrows on the walls; green means they're beneficial to bounce off, red means they're not.



PROTIP: Unlike conventional cars, you can steer HoverRacers while they're in the air.

HoverRace

URL: <http://www.grokksoft.com>
System Requirements: 486/66, Windows 95/98/NT, 8 MB RAM, 8 MB on HD, PCI or VESA Local Bus Video, Direct X, 14.4 kbps modem
Price: Free demo, one-time fee of \$16 to register
Available: Now

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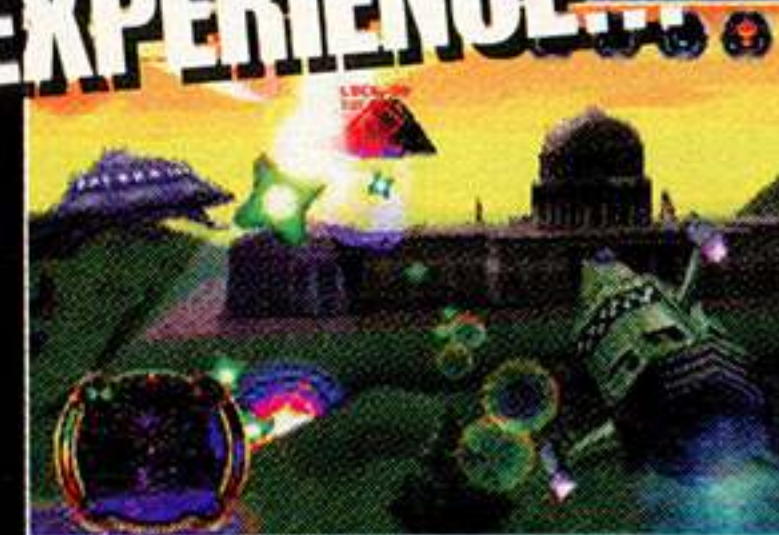


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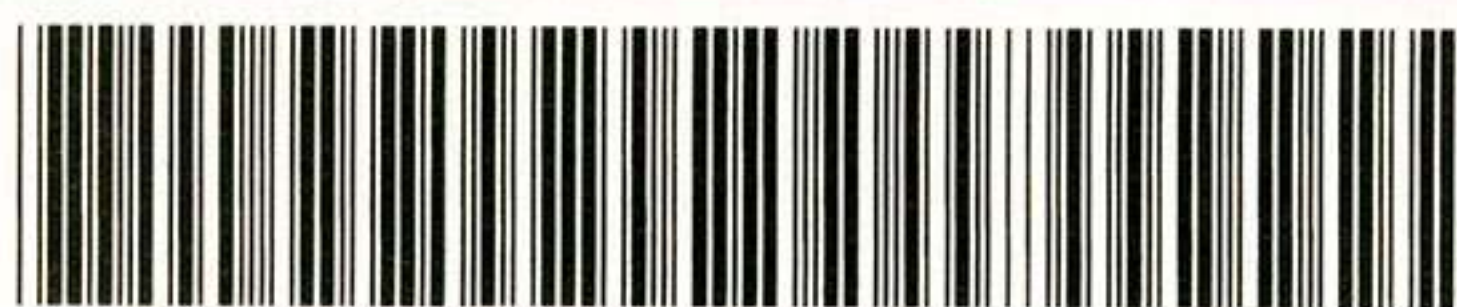
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Sega's New Arcade Standard

New "Naomi" board to be Dreamcast VMS-compatible

You've already met Sonic, Akira, Knuckles, and Jeffry. Now Sega wants you to meet Naomi.



Sega's Naomi: She may not look like much, but she's got it where it counts, kid.

Sega's new arcade board, Naomi, replaces Model 3 as the company's premier chipset for coin-operated games. Packing a 200 MHz 128-bit processor with a second-generation PowerVR graphics engine and 48 MB of memory, Naomi has already earned the support of 20 developers, who will create software for the new arcade system.

Sega's first game for the new hardware will be *The House of the Dead 2*, which will be in arcades around the time you read this. In this

NA@MI

sequel, Sega promises to preserve the first *Dead's* enjoyable gameplay and to add new features along with a "more substantial...gun-shooting factor." Also on deck from Sega are *Blood Bullet: The House of the Dead Side Story*, a blend of zombie hunting and street fighting, and *Dynamite Baseball '98*. (For more information, check out



"Arcade World '98," our "Hot at the Arcades" special report of the AMOA show in this issue.)

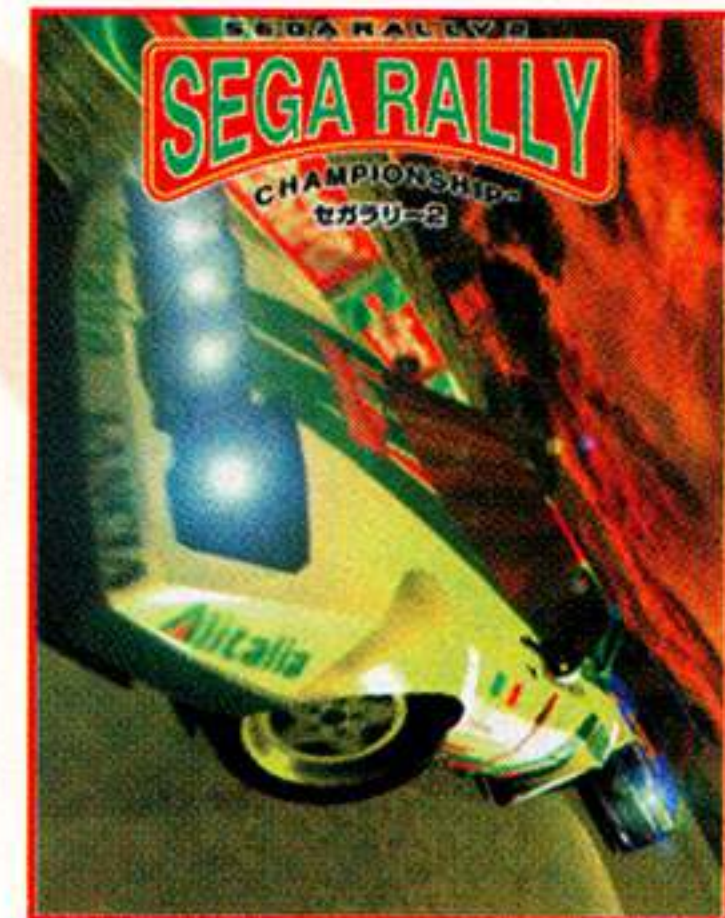
Most interesting, however, is the announcement that Naomi will support data transfer with Dreamcast's VMS. Similar to the way the Nintendo 64 version of *NFL Blitz* is compatible with the arcade *Blitz '99* machines, VMS memory cards will be able to swap data with Naomi-based arcade units. Sega has not yet announced any arcade or console software that takes advantage of this, but the capability is in place for those developers who wish to bring it into play.



VF3, Sega Rally 2 Confirmed for Dreamcast

On the gaming front, Sega of Japan confirmed two Dreamcast titles that most gamers had hoped—even assumed—would be among its initial offering of software.

Virtua Fighter 3—now christened *Virtua Fighter 3tb*, thanks to its inclusion of a Team Battle mode—will appear on Japanese shelves in time for the holidays. The Dreamcast port will include 12



characters, 13 arenas, and tournament play options.

Sega Rally 2 Championship, another home conversion of a Sega arcade hit, will feature six more racetracks than its coin-op inspiration for a total of ten. Home gamers will also get ten cars (four more than in the arcade), multiple play modes and, most intriguingly, online network racing via the Dreamcast's internal modem. *Sega Rally 2 Championship* is also slated for release in Japan before the end of the year.



Virtua Fighter 3

next fall.

Expect both games to be translated for the U.S. market in time for Dreamcast's American launch

news bits

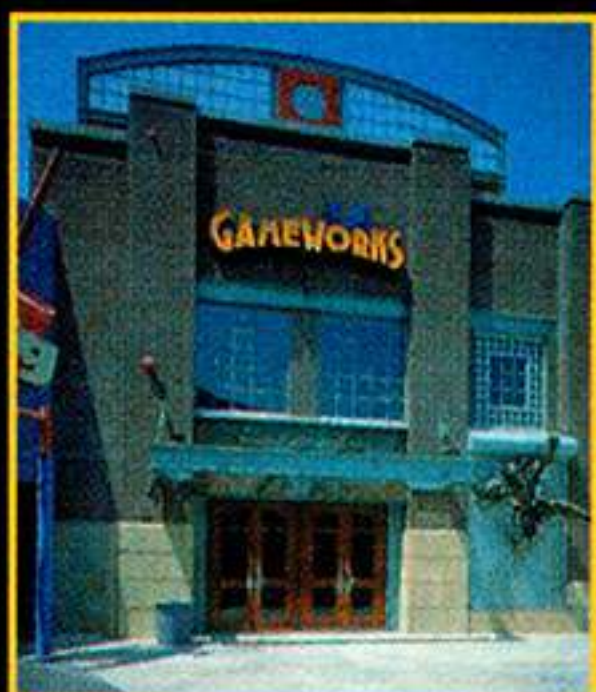
The N64 Gets a Memory Boost

That little flap on your Nintendo 64 marked "memory expansion" is finally about to get some use. Nintendo will issue a 4-megabit memory expansion pak that will enable high-resolution modes in upcoming games like *Turok 2: Seeds of Evil*, *Vigilante 8*, and *Star Wars: Rogue Squadron*. You can look for the memory pak to be in stores by Christmas with a \$29.95 retail price.



GameWorks Expands to Chicago, Philly, and Guam

GameWorks has announced plans to build three new entertainment centers. A joint venture between **DreamWorks SKG**, **Universal**, and **Sega** will bring centers to Schaumburg, Illinois (outside Chicago), Philadelphia, and Tumon Bay, Guam. Building costs for each location may run as high as \$10 million. Look for them to open as early as next year.



Video Game Network Launches in Europe

Game One, the first 24-hour video game satellite channel, launched in Paris in September. "Much like MTV did with music, we are pushing video games onto the television screen," said Gilles Lioret, president of Game One. The channel offers news, game tips, and other game-related programming. A U.S. feed of Game One is expected to be launched "sometime in the near future."



Who cut the
cheeze?!



MASTERPIECES

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CRAZY CARTOON CHARACTERS IN A WATCH!

Check out the entire line-up of C-Watches @ www.trendmasters.com

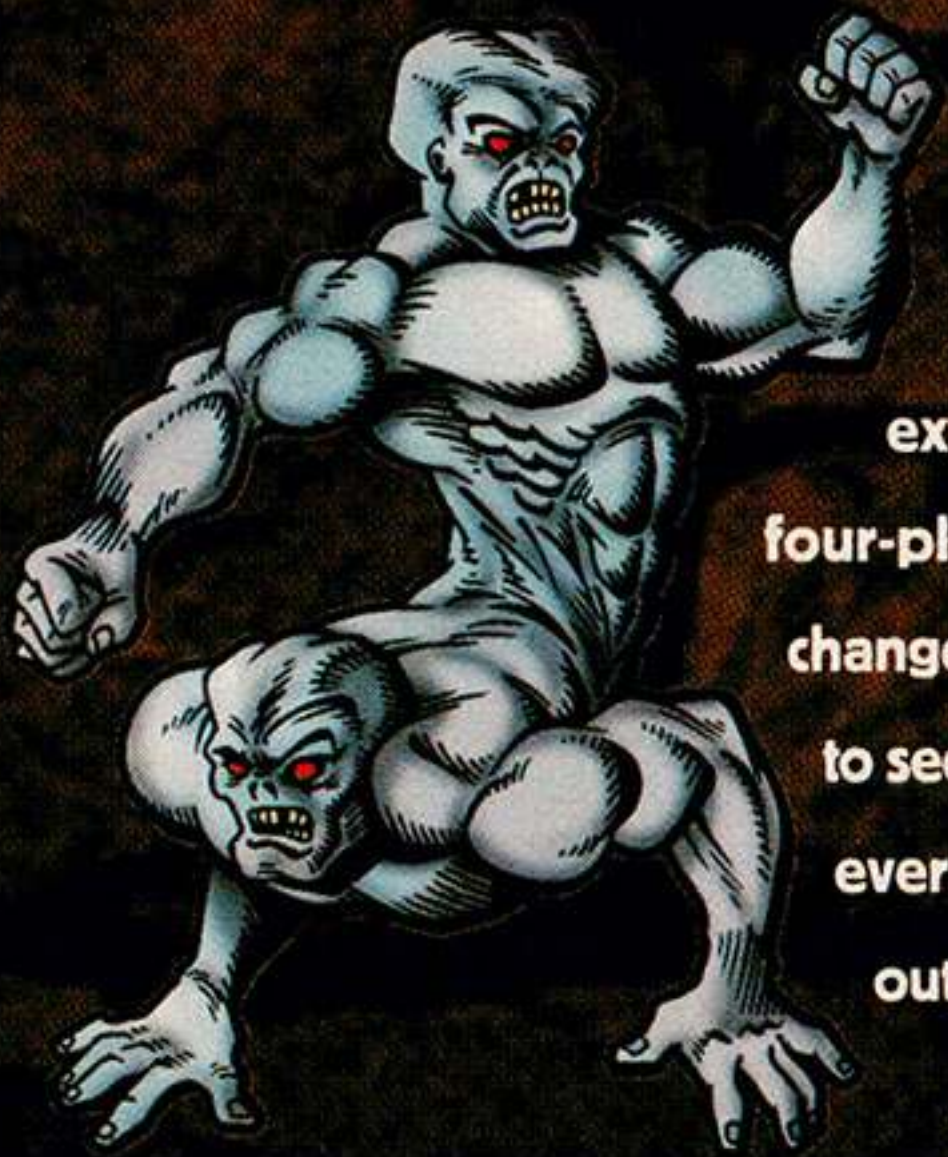
Thrill Kill Cets Killed

Thrill Kill, the ultra-violent PlayStation fighting game that rocked and shocked crowds at this year's Electronic Entertainment Expo, has met an untimely death. Most likely, the game will never be released.

In August, Electronic Arts acquired Westwood Studios (see "ProNews," August) and the assets of Virgin Interactive's Irvine, California, development studio. A completed Thrill Kill was among the Virgin properties. However, Electronic Arts' Director of Corporate Communications, Pat Becker, told *GamePro*, "The product doesn't meet our standards for subject matter and appropriate content." Becker said that EA would not seek to sell the title to another publisher, again citing the game's inappropriate content.



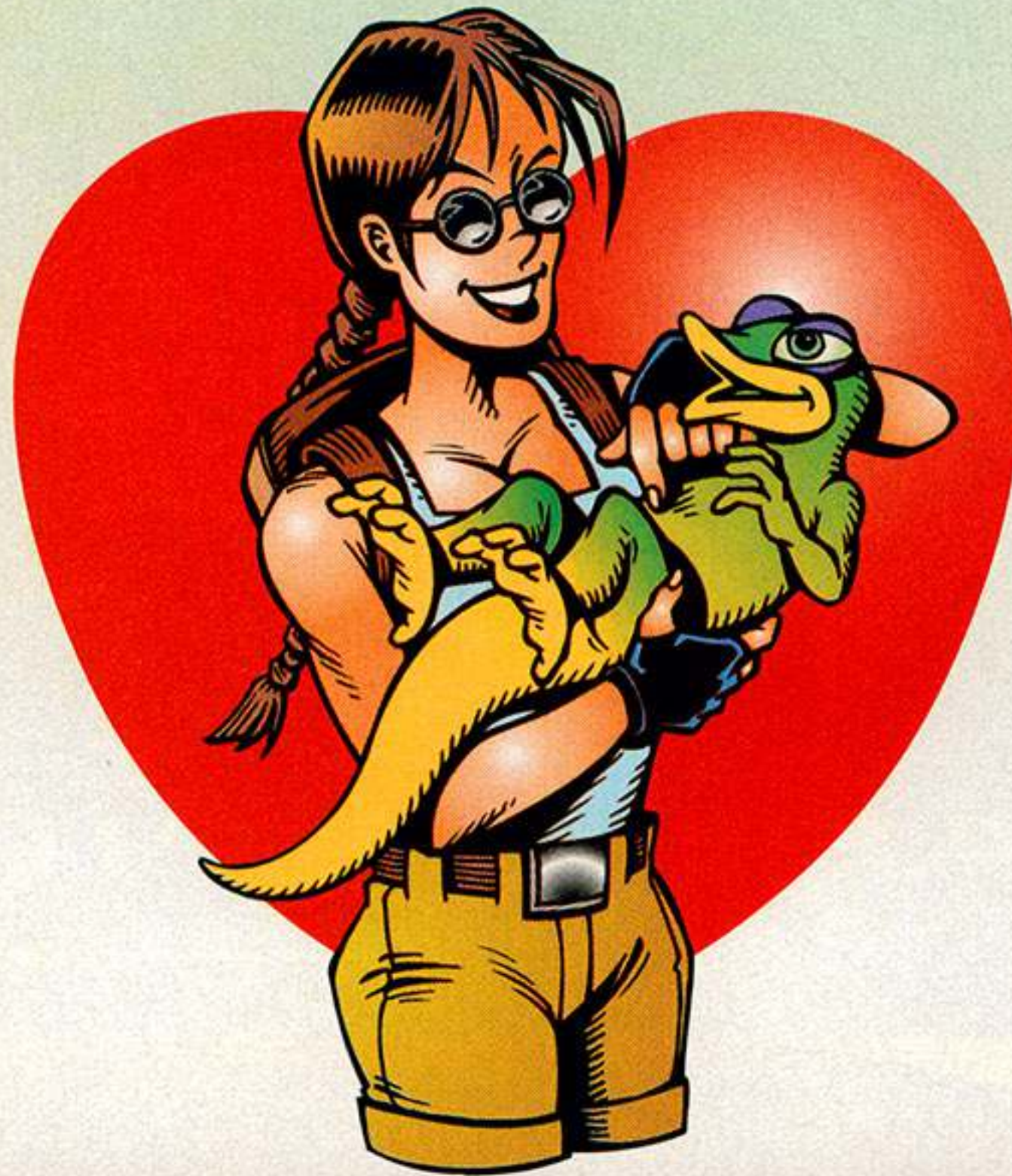
For fighting fans with sick senses of humor, the announcement comes as a major disappointment. While Thrill Kill was undeniably excessive, it was also extremely fun, particularly in four-player mode. Unless EA changes its position, don't expect to see Thrill Kill on store shelves... ever. (For more info, check out "The Thrill Kill Affair" at www.gamepro.com.)



Eidos Purchases Crystal Dynamics

Lara, meet Gex. Two of gaming's best-known personalities will be sharing the spotlight soon, now that Eidos Interactive has bought Crystal Dynamics.

The whopping \$47.5 million acquisition gives Eidos control over Crystal's hottest prospects, including the long-awaited Legacy of Kain: Soul Reaver and the third installment in the Gex series. Eidos will publish and market all of Crystal's upcoming games, so Crystal no longer has to mount a separate search for a publisher for each release. Happily, no jobs will be lost in the shuffle, and all of Crystal's projects are expected to ship on time in early 1999.



Static

The ESRB gave WCW vs. NWO Revenge an E for Everyone—and this is a game where you can beat up female managers until they bleed. • The Rookie says, "Force-feedback Pac-Man would be awesome!" • Despite the widely reported rumors, ION Storm head honcho John Romero isn't dead. Daikatana's so late, it just seems like he is. • We can understand if EA doesn't want to release Thrill Kill itself, but why pass moral judgment for the rest of the industry by keeping it from ever seeing the light of day? Sell it to another publisher—someone out there will gladly accept the controversy along with the huge profits. • If you're wondering why we didn't have anything on Cruis'n World until this issue...so are we. Nintendo and Midway have been dodging questions about the game for several months, and the first time we saw it was at Toys 'R Us. Gee, what were they trying to hide? • Confidential to M. Jordan from Chicago: Retiring is entirely your decision, but promise us this: Once you do get some free time again, make a decent b-ball game. We all wanna play with you. • Props to Sega for keeping the U.S. press informed on Japanese Dreamcast doings. When mags don't have to scrounge for info and print rumors, everybody wins. • Sony's European trade show postcards win the I-May-Not-Know-Much-About-Art-But-I-Know-What's-Disturbing award by depicting four sperm with PlayStation button logos about to fertilize a human eyeball. • NHL '99...NHL '99...NHL '99...N

Top 10 Best-Selling Video Game Titles: August 1998

RANK	TITLE	PLATFORM	PUBLISHER
1	WWF War Zone	PlayStation	Acclaim
2	WWF War Zone	Nintendo 64	Acclaim
3	Banjo-Kazooie	Nintendo 64	Nintendo
4	NCAA Football '99	PlayStation	EA
5	GoldenEye 007	Nintendo 64	Nintendo
6	Gran Turismo Racing	PlayStation	Sony
7	Waialae Country Club: True Golf Classics	Nintendo 64	Nintendo
8	Madden NFL '99	PlayStation	EA
9	NFL Xtreme	PlayStation	Sony
10	Mission: Impossible	Nintendo 64	Ocean

Source: NPD TRSTS Video Game Tracking Service

Game Ice

Rating 4.0

Sony denies it, but gamers know the truth: The PlayStation overheats. The folks at Consumer Benefits know it, too, which is why they



developed Game Ice. The unit connects to the left side of your PlayStation and sucks hot air out of the system with a three-inch fan. It's rather noisy, but it works great—our demo unit cooled a system down in 10 minutes flat—and you can still play while it runs. If you have problems with your PlayStation overheating, Game Ice is worth investigating.—Dan Elektro

Price: \$39.95. Contact: Consumer Benefits M.S.P. at <http://www.computersplusnyc.com/gameice>



Respected coach and video gameologist Tom "The Thumb" Blake says that you can read these ads until you're blue in the face and you get all lightheaded and nauseous, and you still may not realize your full potential. That's why he recommends visiting one of the critically acclaimed



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CAN'T MAKE IT TO
A SEMINAR?

Coach Blake has recorded all 26 hours onto 8 track and packaged it in a 3-tape set.



These are just a few of the 61 cities Tom "The Thumb" Blake can find on a map.



"Since I've attended Coach Blake's seminars, not only have I become a better video game player, I've lost 35 pounds, begun making \$15,000 a month and expanded my memory capacity twelve-fold."

Randall Skelniak.
(Individual results may vary.)

"If you only attend four inspirational seminars on video games this year, make this one of them. Unless it's not on the bus route and parking is too much of a hassle."



Clarence Fink, noted video game seminar critic.

PlayStation



NTSC U/C



TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID

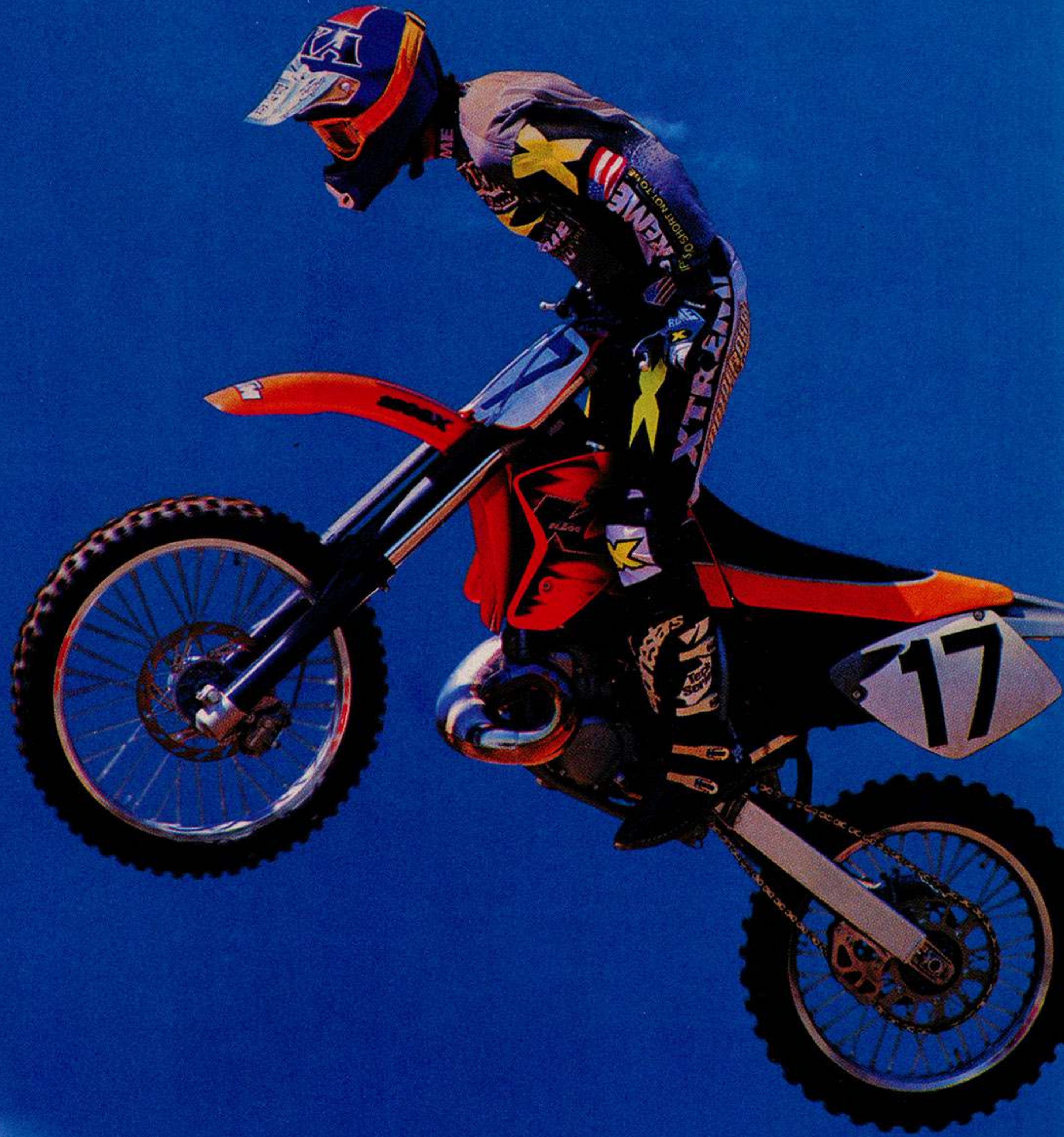


Coach Blake also says that if you can't make it to one of his seminars, at least make it to Target. They have all the latest video games at great prices: Like Metal Gear Solid for just **\$49**

Get into the game.

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GOOD NEWS: you designed the perfect racetrack



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BAD NEWS: it's down there

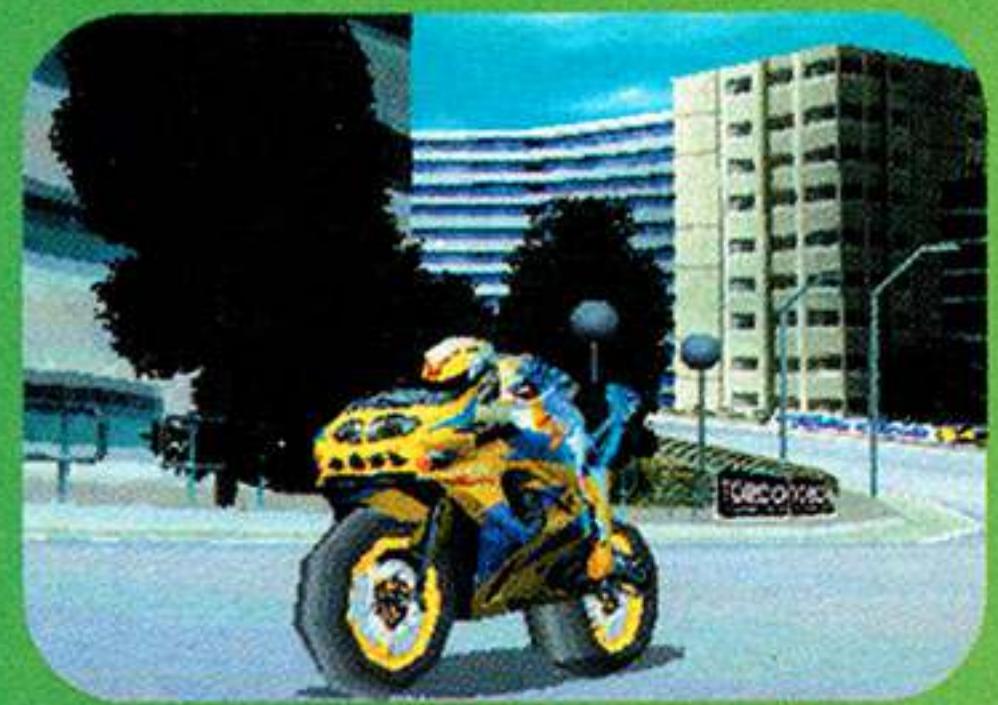


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PC
CD
ROM



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OR DIE TRYING

The citizens of Calli are about to be wiped out by a deadly epidemic. But to find the mystical green pearl that can save them, you must run a suicidal gauntlet through a massive tower. There are only two ways out: Alive and very dead. And there are plenty of hideous creatures in your way who are voting for dead. One thing's for sure, survival isn't pretty.

- Plunge into the bizarre 3-D worlds of O.D.T. It's part magic, part mayhem.
- Make your way through 8 intricate levels and more than 70 treacherous sectors.
- O.D.T. is an intense action adventure game that lets you choose from four characters — Lt. Ike Hawkins, Julia Chase, Maxx Havoc and Solaar — with different strengths, abilities and special moves.
- Confront your own mortality with endless fighting combinations, including hand-to-hand, weapon or spell combat.

TOMB RAIDER MISSES

PlayStation adventurers can hardly wait to get their hands on **Tomb Raider III**. This time, Lara Croft could give them everything they want...and more.

By Brother Buzz

Where it came from nobody knows.

From out of the cold darkness of space it landed by chance on Earth, where eons ago an ancient people sought to harness its "magic" by making from it four artifacts. Over the years, British sailors looted these treasures, little realizing that their greed brought to the civilized world the clues to a mystery that had the power to change mankind forever. Now, ruthless men will stop at nothing to obtain these stolen artifacts in the hope that they will lead to the source of their power. Until then, it waits...Enter Lara Croft.

The Third Time's the Charm

Tomb Raider III: Adventures of Lara Croft could be the best Tomb Raider game yet! In the preview version, the pistol-packin' Dr. Lara didn't appear to stray too far from the 3D action/adventure formula that made the Tomb Raider series one of the most popular for any system and Lara Croft one of the most recognizable video-game faces in the world. Nevertheless, Core Design (Tomb Raider's developer) and Eidos (its publisher) have added plenty of refinements and tweaks to keep Lara fresh.

Raider Moves

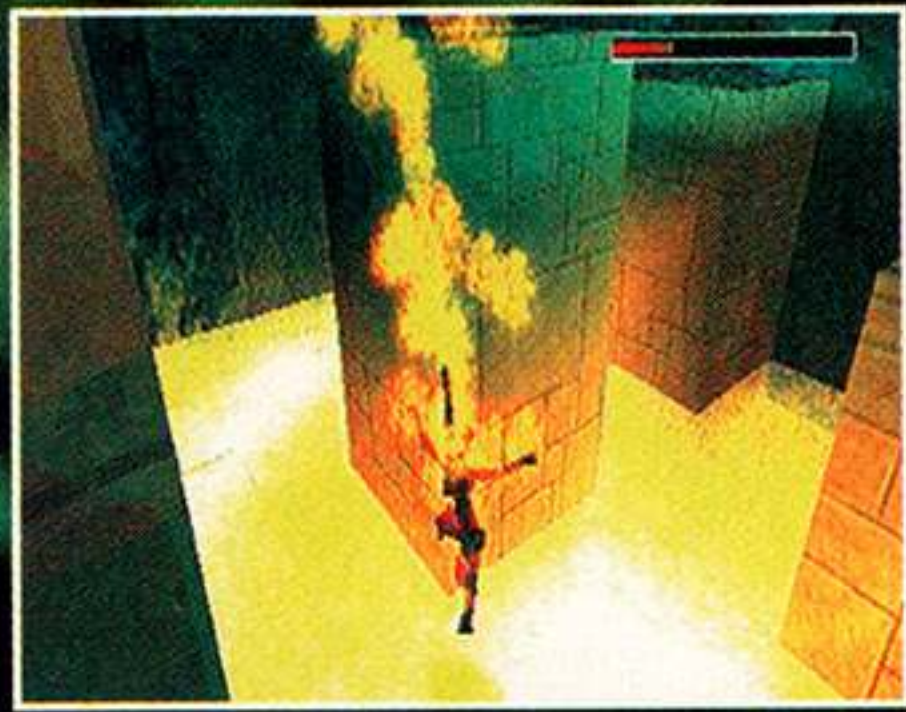
This time, Dr. Croft's quest leads essentially to five areas, including India, London, Area 51, and a South Seas island. You start the game in India, but from there you can choose your next destination and your pathway from the multiple paths available in each area. By offering a new adventure each time you play, TRIII is going for a seriously sweet replay factor—certainly the best of the series so far.

But don't think all the replay time translates into you whupping this game at will...you should know

TOMB RAIDER III

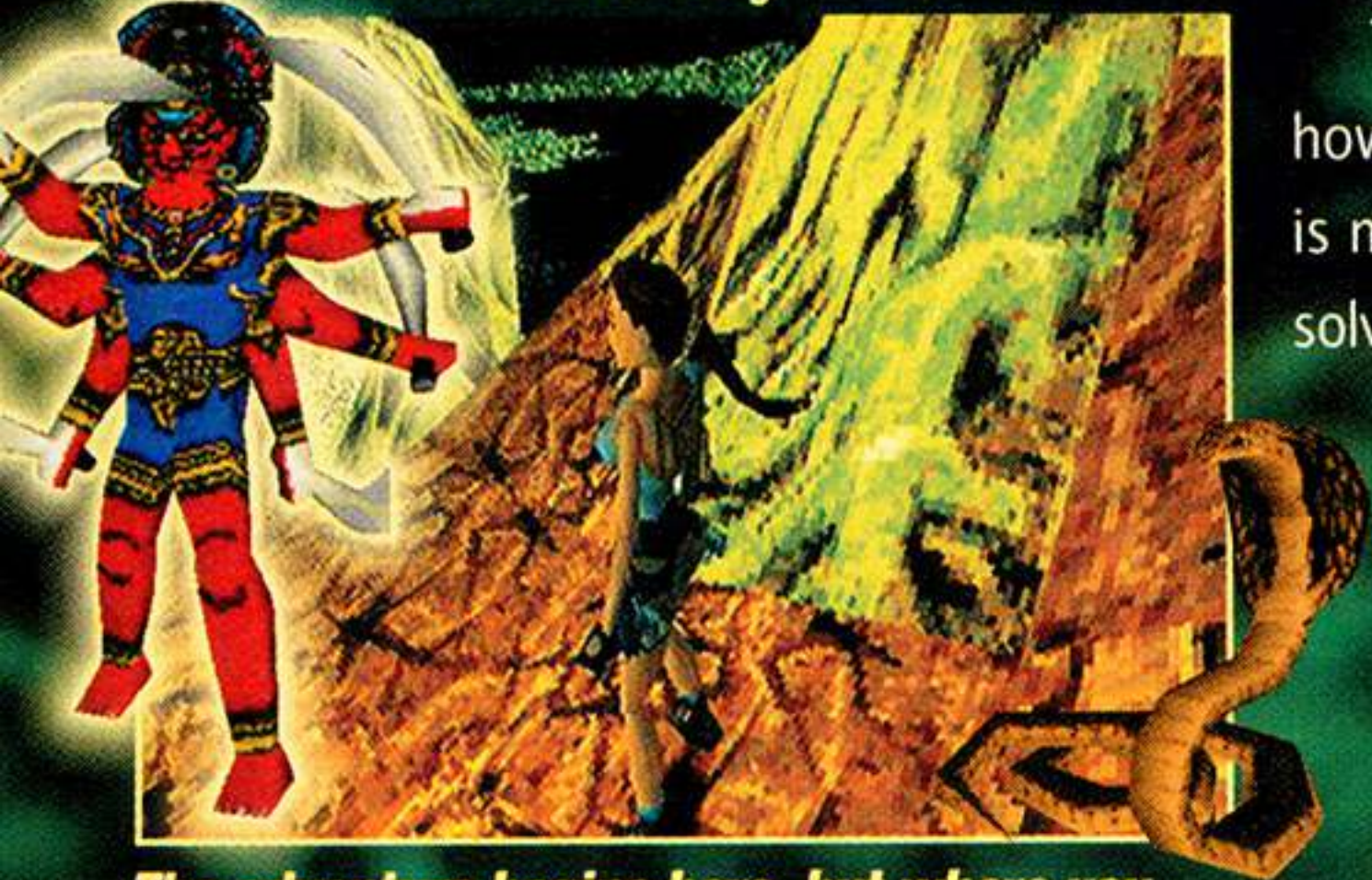
ADVENTURES OF LARA CROFT

that Core has souped up the game engine and smartened the enemy A.I., so Lara's adversaries are quicker and meaner. For example, if Lara wounds an enemy during a shootout, he (or it) won't always hang around like a moving target; he might retreat and attack from another direction or location. Moreover, animals exhibit pack behavior. The first time you encounter a gang of monkeys, for instance, they'll run away at the mere sound of your guns. But when they return, the monkeys are a little braver and toss stuff at you until you zap one. The third time they might...well, go



Dramatic and dynamic lighting effects bring Tomb Raider to life.

India's Sunny Clime



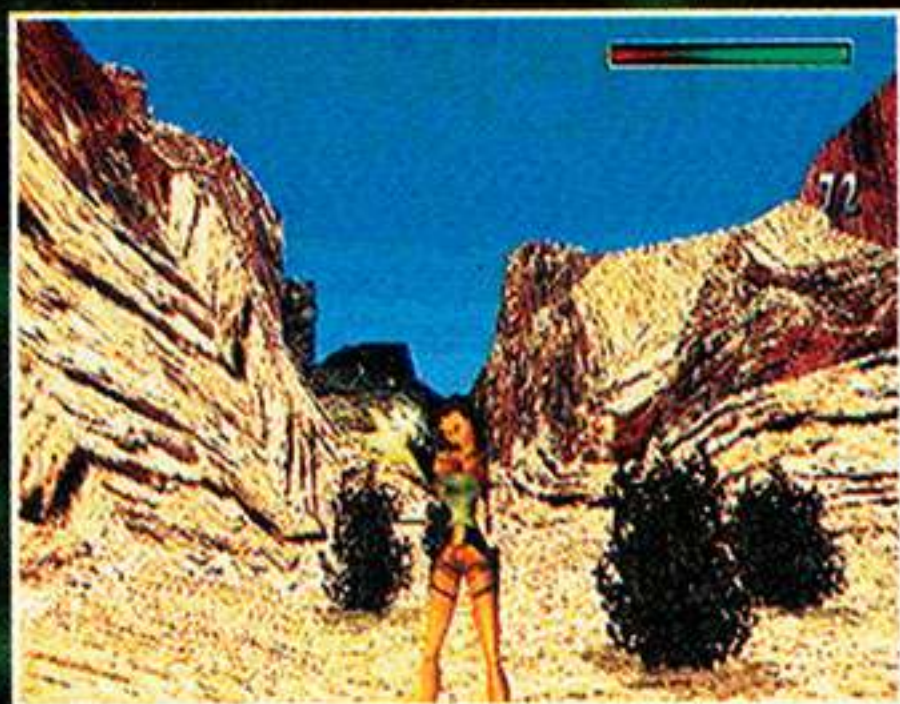
The adventure begins here, but where you go next is your decision...if you get past the living statues.

ape and unleash a simian banzai-charge on you.

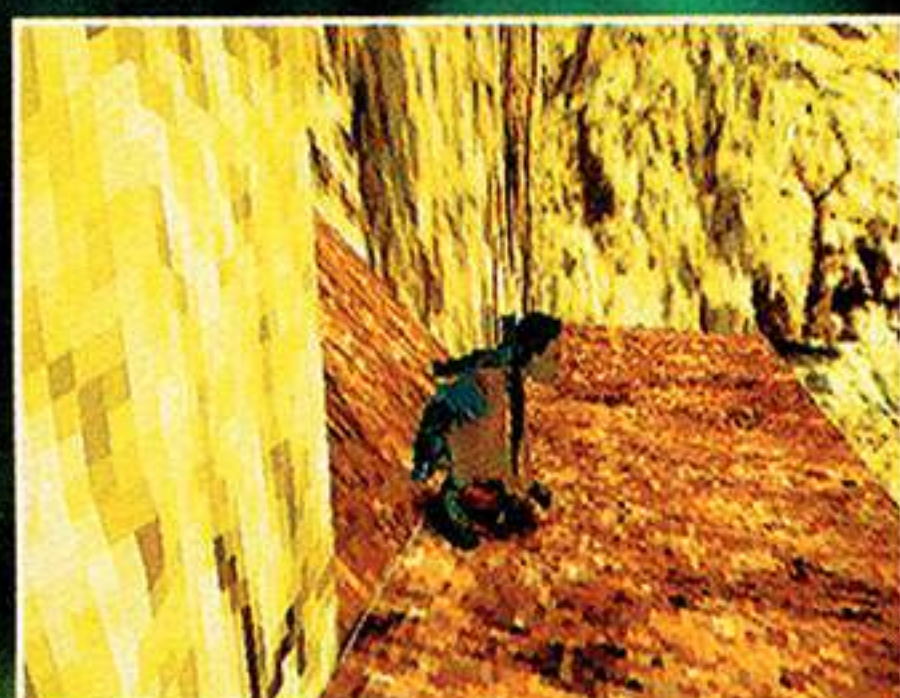
Tomb Raider vets, however, know that TR is more about puzzle-solving and trap-tripping than gunfighting.

To overcome the game's devious obstacles, Lara retains all the moves she had in Tomb Raider II and acquires a few new ones: To avoid low-slung

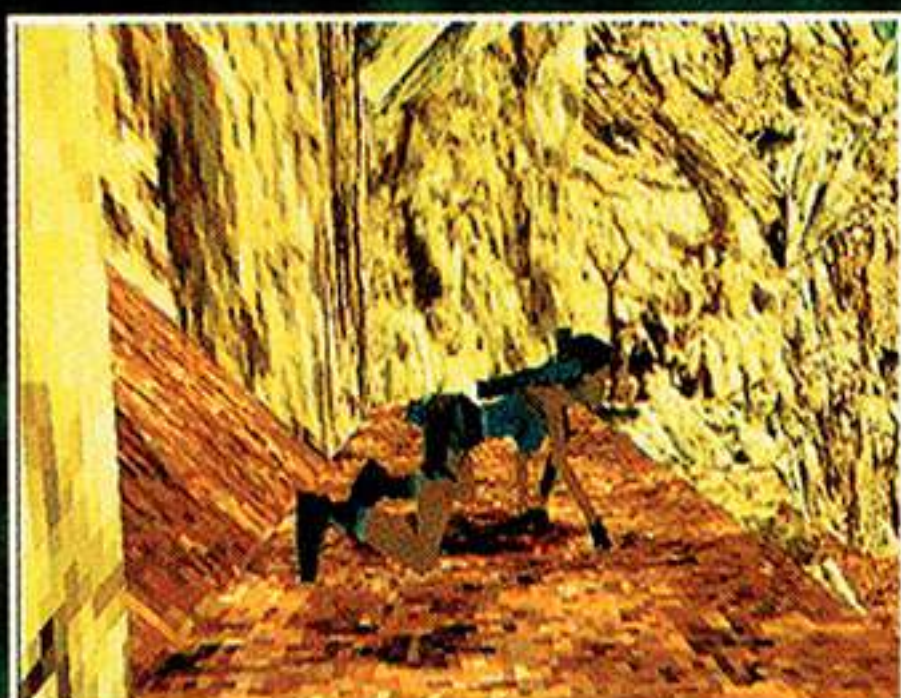
traps, she can crouch and then crawl forward; to traverse handholds, she uses a hand-over-hand monkey swing. Lara also busts some super jumps by using her new super dash. The dash works off a strength meter, so it lasts only for a limited time. Finally, Lara can



Croft can carry heavy-duty firepower when needed.



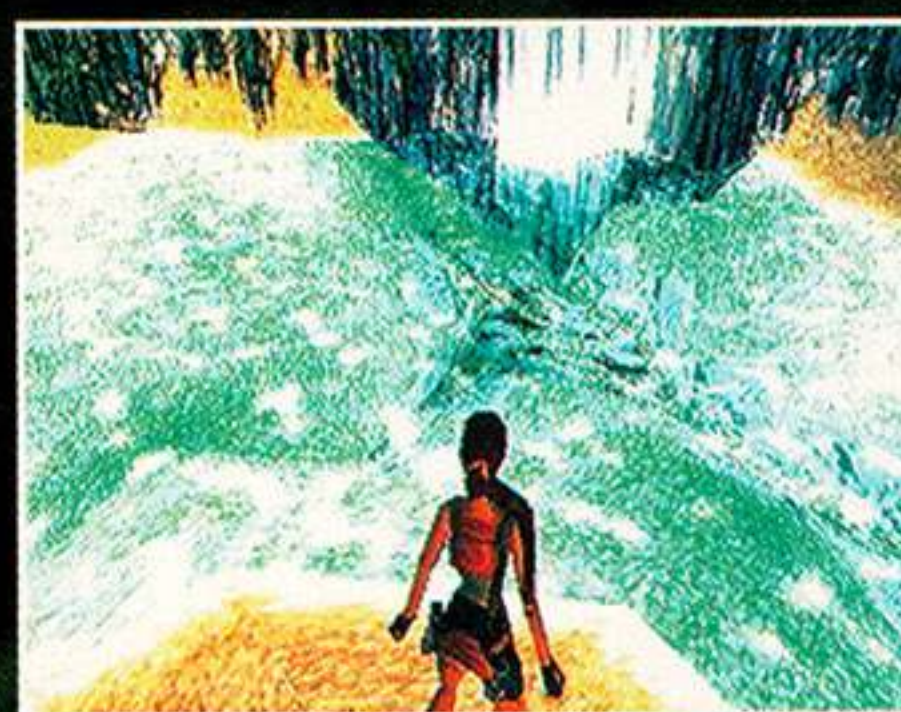
Check out Lara's new crouch...



...and crawl.



Lara Croft's third quest is a nonlinear adventure across five locales.



Shimmering water surfaces are one of the game's many subtle visual effects.



The inventory screen should be familiar to TR vets.

trip booby traps and throw switches from afar by shooting at them.

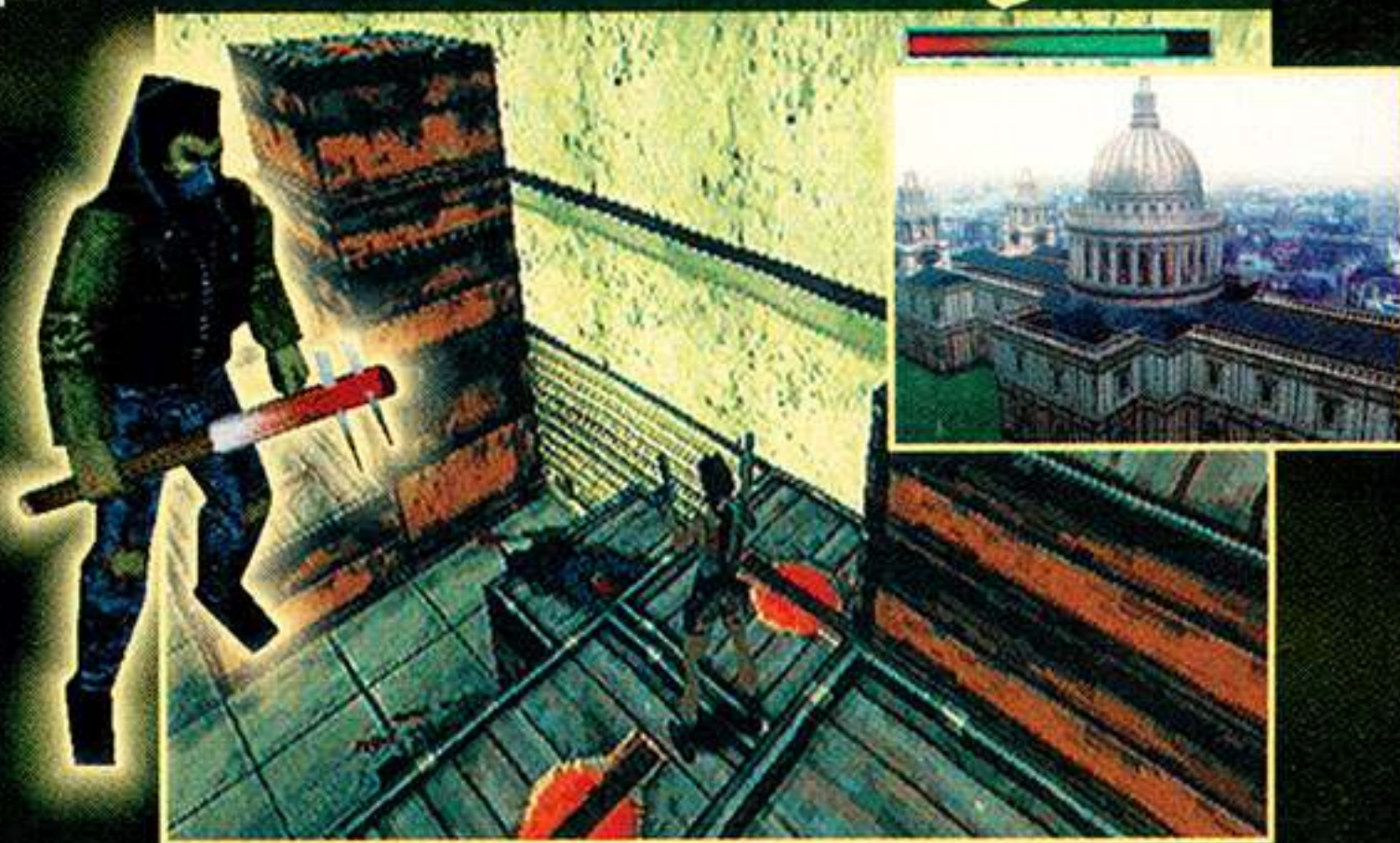
And for really long distances, Lara can travel in all sorts of contraptions, both low- and high-tech. For example, you'll have to help Lara shoot the rapids in a kayak. Lara will also take the controls of a variety of vehicles from a quadbike to a Stealth speedboat.



The enemies' greatly improved A.I. means a tougher challenge for the doctor.

Speaking of controls, Tomb Raider III's moved up a rung on the evolutionary ladder, adding analog joystick support. In theory, maneuvering Lara with the 'stick sounds awesome as it allows pinpoint control of all her outstanding moves. Jumpy stick movement in the preview version, however, means this feature still needs fine-tuning—though it did feel promising.

London Calling



Tomb Raider takes on an urban environment for the first time. Core Design used actual scans of London locales and landmarks to create this particular area.

continued ►

Area 51 Revealed



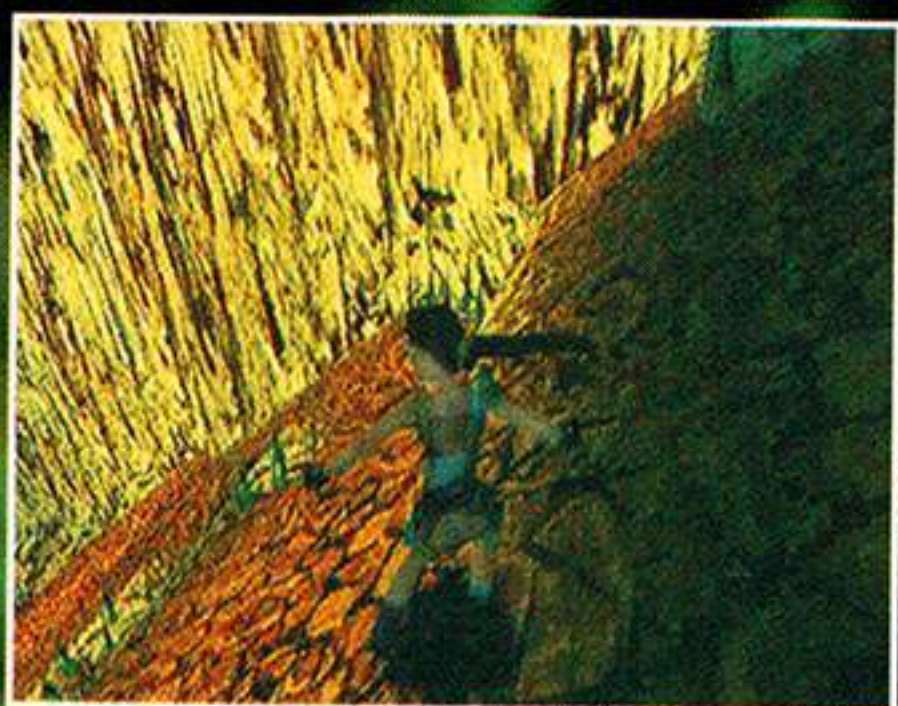
Everyone knows something weird is going on in the Nevada desert, but with Tomb Raider III things get even stranger.

triangles rather than the usual polygon blocks to build backgrounds and character pics. The overall result is a smoother, more rounded look to TRIII than the cubed (if now classic) 3D polygonal style of both Tomb Raider and Tomb Raider II.

These refinements not only rev up Lara's already formidable appearance, but they also produce nicely detailed backgrounds



Lara's search for an incredible gene-altering power covers five areas.



Lara still has all the moves.

Island Fever



The South Pacific is no vacation spot when genetic mutants take over the islands.

Looking Like Lara

Lara Croft fans have been admiring the way Core Design turns polygons into curves for years. Now Core's doing it with triangles. To spice up Tomb Raider III's visuals, it built a new tool: a graphics editor that enables designers to use

and environments, particularly the interiors of buildings. Gorgeous dramatic views of high-domed ceilings, raised archways, and spacious caverns are revealed as Lara navigates through the game.

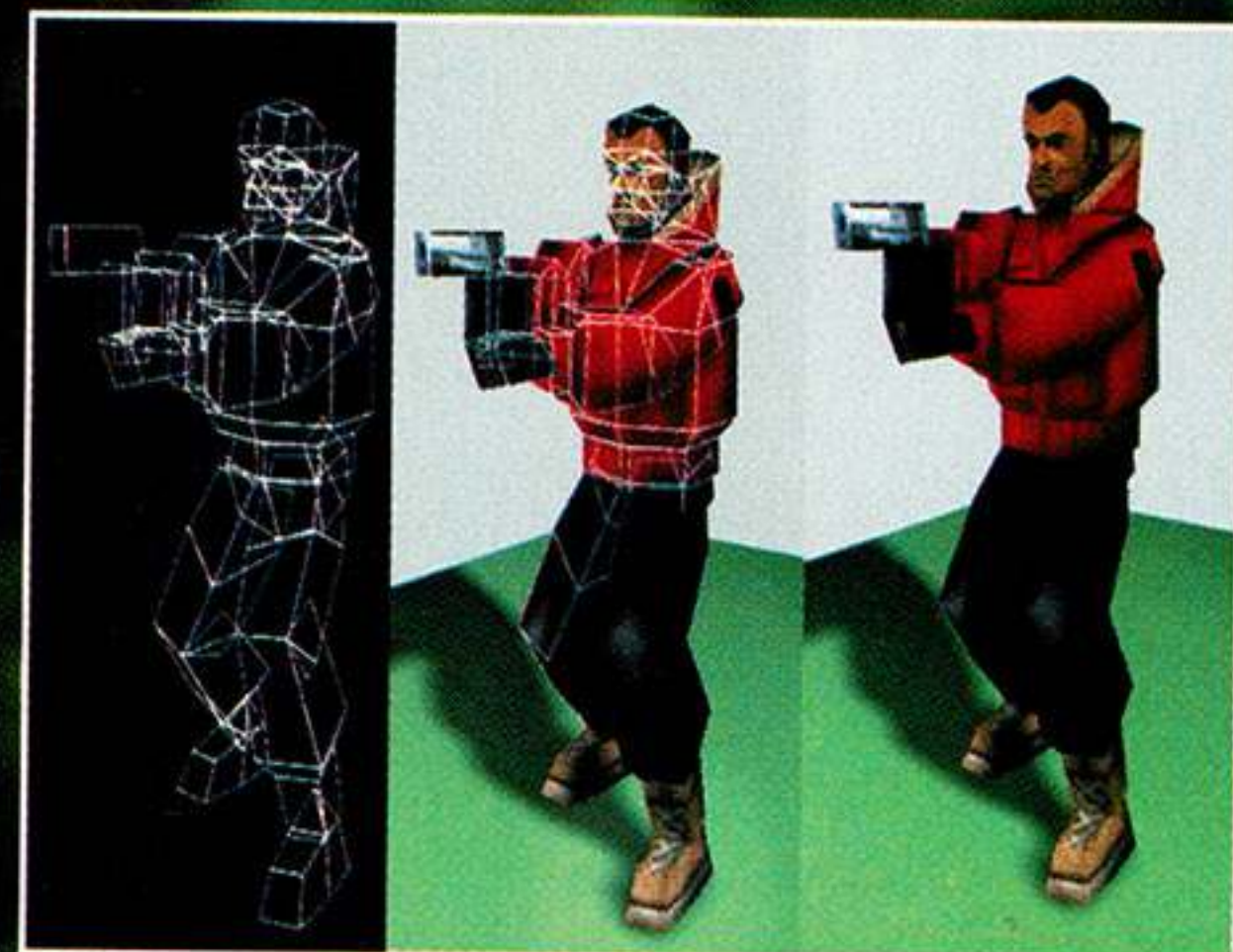
With TRIII's visuals, it's also the fine details that count. Core's designers have added a number of subtle touches that contribute to the game's overall cool look, even if individually they don't jump out. Bullets spark as machine pistols rake a cave wall, spent shell casings fly through the air and splash in water puddles, Lara leaves tracks as she walks in the snow, and shafts of light pierce gloomy interiors. Even in the preview CD, the look, at times, was truly stunning.

Tomb Raider Triumphs

Gamers will cast their votes on Tomb Raider III in the coming months, but so far Lara looks like she's just getting better and better. Even as PlayStation 2 and Dreamcast prepare to set new rules for games in 1999 and beyond, Lara lives on. **G**

TOMB RAIDER III

ADVENTURES OF LARA CROFT



Starting with a wire-frame model, Tomb Raider III character graphics are built using triangles and textures.

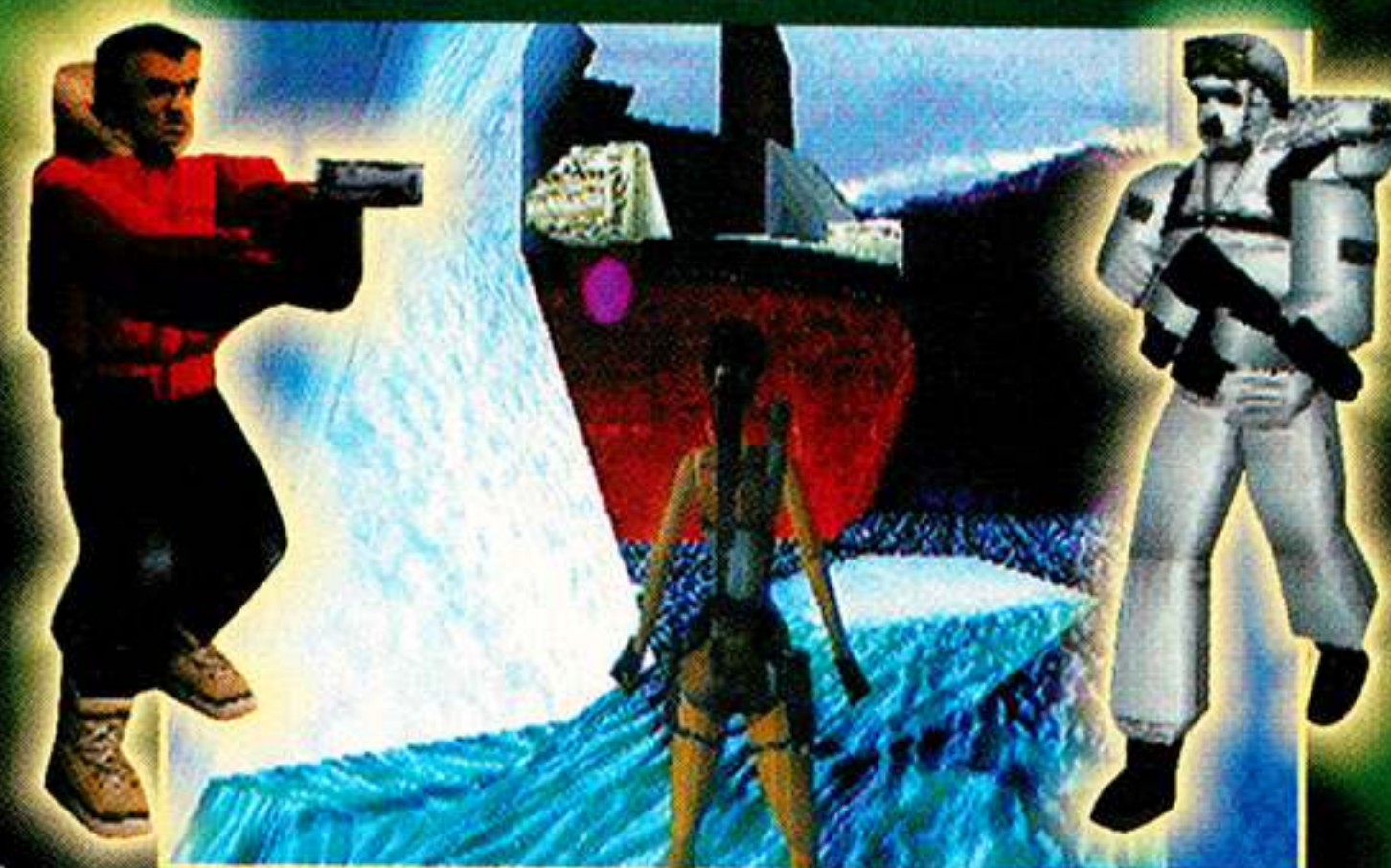


Lara still likes to get wet.



A new graphics editor enables Core designers to build deep, lush interiors and terrains for Tomb Raider III.

Ice Dreams



The mystery and adventure lead here, but you'll have to figure out where "here" is.

Finally a game made Just for you



Coming in November





THE FACE OF FIGHTING.

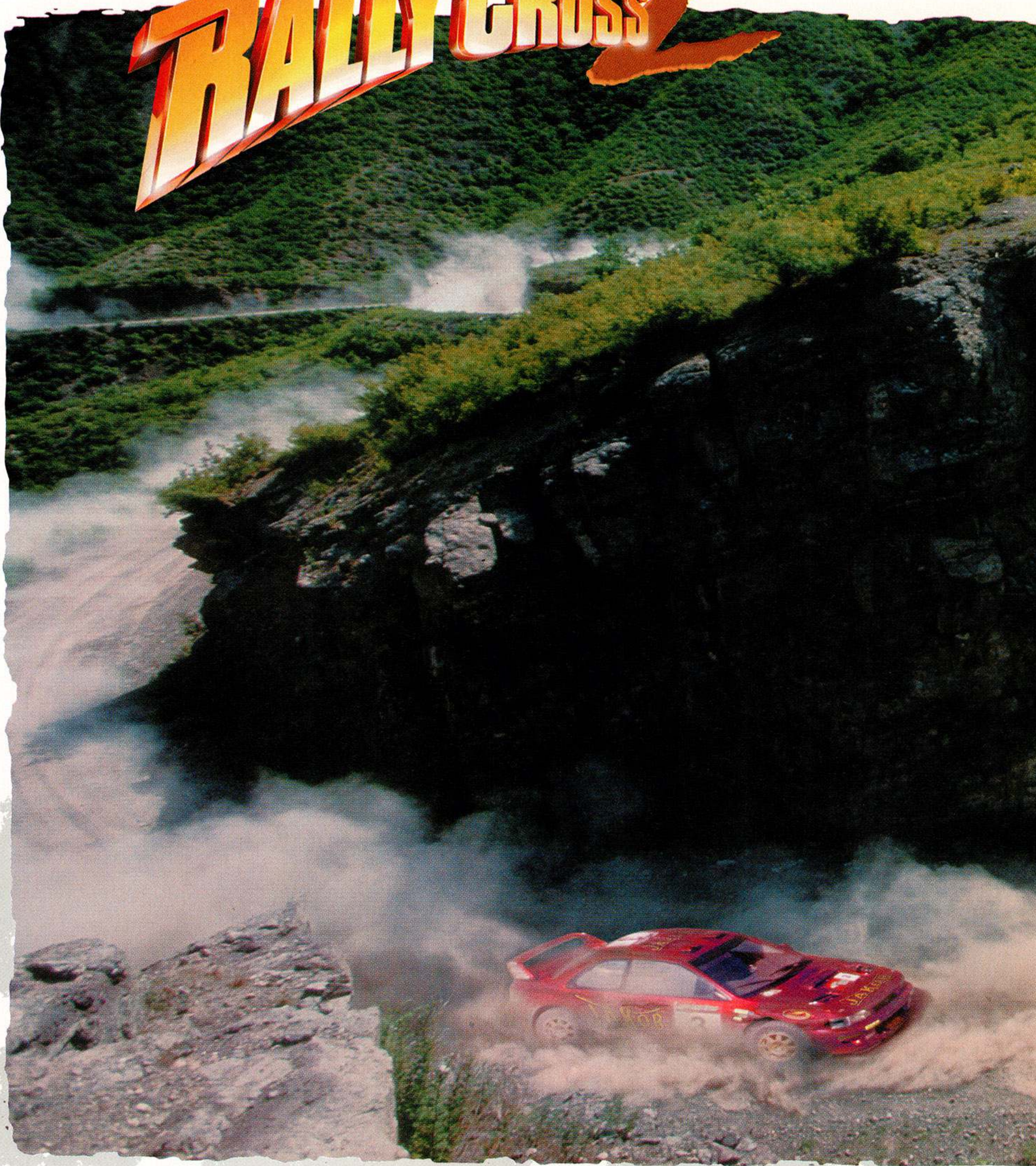
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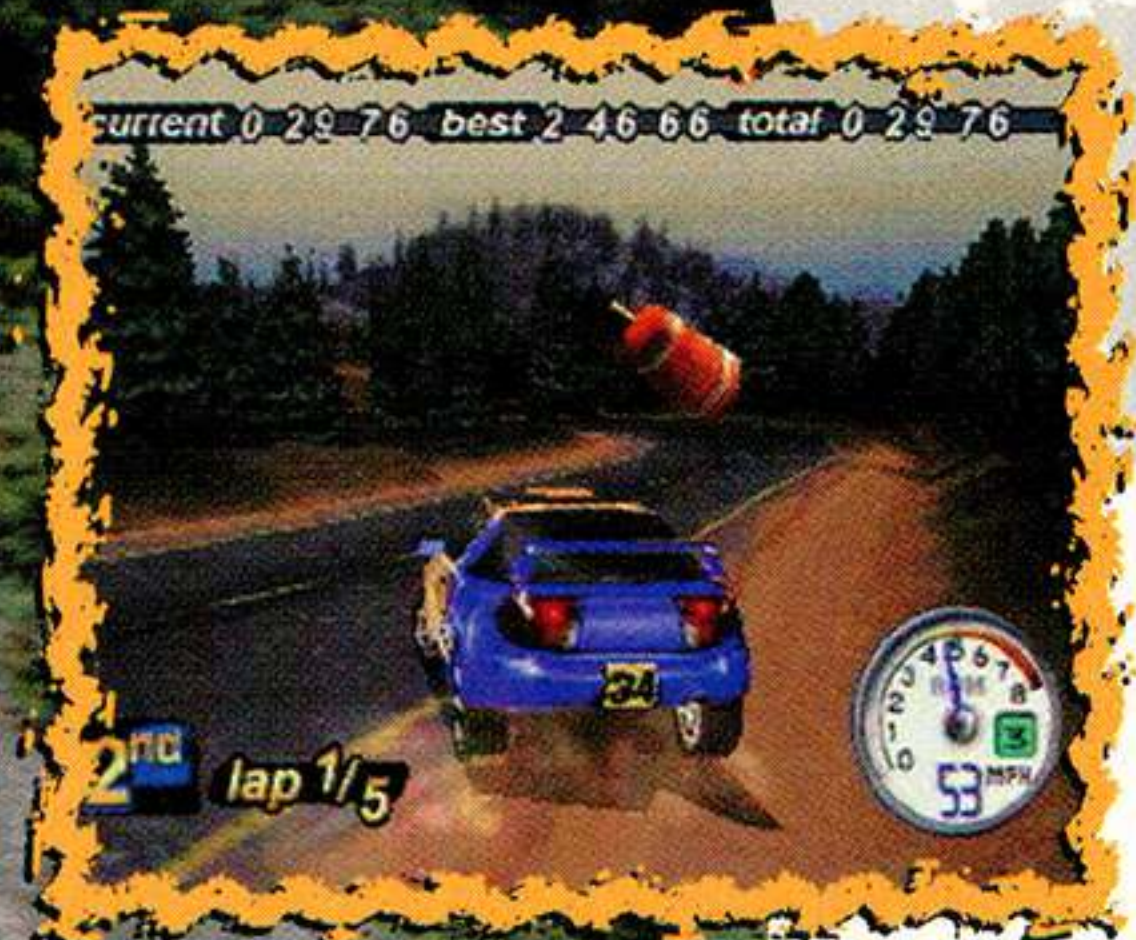
RALLY CROSS 2

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Experience the rush of full-throttle 3D off-road racing as never before with ten all new, fully-customizable rally cars and trucks, eight extreme courses, killer sounds from Guttermouth, Wick and One Hit Wonder, plus complete compatibility with the Dual Shock™ Analog Controller. Create your own off-road experience or edit an existing course with the revolutionary Rally Cross 2 track editor. Think you own the road? You may be right.

YOUR ROAD. YOUR RULES.



DO IT IN THE DIRT.

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GamePro's Holiday Shopper's Guide

'Tis better to give than to receive. We editors agree, so here's our take on the best games for gifts.

Hot Prospects!

Now is the season of hope. We haven't reviewed these games yet, but they already look good enough to be called "Hot Prospects."



- 1. Metal Gear Solid** (Konami)
Sneaky, stealthy Solid strategy and action.
- 2. Parasite Eve** (Square EA)
Great and creepy, in the vein of Resident Evil.
- 3. Breath of Fire III** (Capcom)
An excellent, classically styled RPG.
- 4. Oddworld: Abe's Exoddus** (GT Interactive)
Mind-bending gameplay, amazing graphics.
- 5. MediEvil** (Sony)
Evil swordplay.
- 6. Einhänder** (Sony)
Side-view shooters... I love 'em!
- 7. Tekken 3** (Namco)
The best fighting game ever made (for the PlayStation).
- 8. Resident Evil 2: Dual Shock Version** (Capcom)
Dual Shock: Yes!
Director's Cut: No!
- 9. Rival Schools** (Capcom)
The best non-3D fighting game ever made.
- 10. Need for Speed III: Hot Pursuit** (Electronic Arts)
Thumb-blistering racing and car chases, too.



- 1. Metal Gear Solid** (Konami)
Pure commando fun!
- 2. Tenchu: Stealth Assassins** (Activision)
Use ninja stealth to uphold your honor.
- 3. Spyro the Dragon** (Sony)
Hey, he's family. 'Nuff said.
- 4. Gran Turismo** (Sony)
It's still the best PlayStation driving game.
- 5. MediEvil** (Sony)
Undead questing... cool.
- 6. Colony Wars: Vengeance** (Psygnosis)
Space combat supreme.
- 7. WWF War Zone** (Acclaim Sports)
The "Big Valboaski" of wrestling.
- 8. Hot Shots Golf** (Sony)
Easy-to-learn controls make golf enjoyable.
- 9. Bomberman World** (Atlus)
My multiplayer favorite.
- 10. NFL GameDay '99** (989 Sports)
Football at its best.



- 1. NHL '99** (EA Sports)
Hockey rocks! Period.
- 2. NFL Xtreme** (989 Sports)
Smash-mouth gameplay, deeper than Blitz.

- 3. Cool Boarders 3** (989 Studios)
Straight-up addictive snowboarding.
- 4. Colony Wars: Vengeance** (Psygnosis)
Good balance of arcade shooting and sim action.
- 5. Tomb Raider III: Adventures of Lara Croft** (Eidos)
Lara in hi-res graphics with excellent gameplay? Yes!
- 6. Future Cop: L.A.P.D.** (Electronic Arts)
Lethal mission-based, action-packed gaming.
- 7. Madden NFL '99** (EA Sports)
Deep football sim. A must-have for every gridiron guru.
- 8. NCAA Football '99** (EA Sports)
This year's most in-depth football game.
- 9. Metal Gear Solid** (Konami)
Solid Snake, action, and adventure. Excellent!
- 10. Gran Turismo** (Sony)
The best PlayStation racing game around!

Hot Prospect:

- Knockout Kings (EA Sports)



- 1. Colony Wars: Vengeance** (Psygnosis)
Awesome dogfighting, amazing graphics!
- 2. NHL '99** (EA Sports)
Next-gen hockey that's puckin' great.
- 3. Gran Turismo** (Sony)
A polished in-depth exciting racer.
- 4. World Cup '98** (EA Sports)
Will make a soccer fan out of you.

5. Road Rash 3D
(Electronic Arts)
Gorgeous tracks and awesome action.

6. Oddworld: Abe's Exoddus (GT Interactive)
Impressively cool world, story line, and look.

7. Metal Gear Solid (Konami)
Tense spy-thriller explor-action.

8. Duke Nukem: Time to Kill (GT Interactive)
Tomb Raider minus the chick, plus more guns and attitude.

9. Need for Speed III: Hot Pursuit (Electronic Arts)
Smooth handling, high-octane performance.

10. NFL Blitz
(Midway Home Entertainment)
Football how I like it: no rules and tough!

Hot Prospects:

- Quake II (Activision)
- FIFA '99 (EA Sports)

Extreme Ahab's TOP 6



1. Crash Bandicoot 2: Cortex Strikes Back (Sony)
Great graphics, fun gameplay, and a weird character.

2. Resident Evil (Capcom)
A terrifying gore-fest.

3. Road Rash 3D
(Electronic Arts)
A true speed-rush with nasty accidents.

4. Parasite Eve (Square EA)
Opera for mutants.

5. Metal Gear Solid (Konami)
Cardboard boxes. 'Nuff said.

6. Batman & Robin (Acclaim)
Unbelievable graphics save this game.

Johnny Ballgame's TOP 10



1. Metal Gear Solid (Konami)
Snap commando necks and save the world... again.

2. Tekken 3 (Namco)
The perfect tournament fighting game.

3. Resident Evil 2 (Capcom)
Let's do 'dem zombies!

4. NFL GameDay '99
(1989 Sports)
Amazing graphics and super-fast gameplay.

5. WWF War Zone
(Acclaim Sports)
The people's choice, a wrestling champion.

6. Final Fantasy VII (Sony)
Truly a gaming masterpiece.

7. Alundra (Working Designs)
Intricate puzzles and a spooky story line will entrance you.

8. NBA Shoot Out '98
(Sony)
Shoot Out's heading to the Hall of Fame.

9. Mortal Kombat 4
(Midway Home Entertainment)
Fatalities and blood, long combos and special moves.

10. PaRappa the Rapper (Sony)
PaRappa's the ultimate hip-hop party game.

Hot Prospects:

- Brave Fencer Musashi (Square EA)
- NBA Live '99 (EA Sports)

Brother Buzz's TOP 10



1. Metal Gear Solid (Konami)
Tough, challenging, satisfying.

2. Resident Evil 2 (Capcom)
'Tis the season to get creepy.

3. Colony Wars: Vengeance
(Psygnosis)
Outer space, outtasight!

4. Madden NFL '99 (EA Sports)
'Cuz Ballgame chose GameDay.

5. Oddworld: Abe's Exoddus (GT Interactive)
Challenging, deep E.T. gameplay.

6. MediEvil (Sony)
Hack-n-slash heaven.

7. Tenchu: Stealth Assassins
(Activision)
'Tis the ninja before Christmas.

8. Diablo (Electronic Arts)
Freakin' fun fantasy swordplay.

9. Soul Blade (Namco)
Absolutely the best weapons fighter.

10. Tomba! (Sony)
Wild and crazy cave-man antics.

Hot Prospect:

- Tomb Raider III: Adventures of Lara Croft (Eidos)

Dan Elektro's TOP 10



1. Vigilante 8 (Activision)
Car combat that smokes Twisted Metal 2!

2. Need for Speed III: Hot Pursuit (Electronic Arts)
The best NFS yet! Bring on the cops!

3. Gran Turismo (Sony)
For when you outgrow Ridge Racer.

4. Mortal Kombat 4
(Midway Home Entertainment)
An excellent port—better than expected.

5. Metal Gear Solid (Konami)
The stealthy spirit of the original with tons more gameplay.

6. Gex: Enter the Gecko
(Midway Home Entertainment)
The lizard "cracks wise" in 3D with wicked parodies.

7. Rival Schools (Capcom)
Button-mashers of the world, unite!

8. Diablo (Electronic Arts)
The PC version's better, but this one's quite good, too.

9. Spyro the Dragon (Sony)
Pretty cute—for someone who breathes fire.

10. Hot Shots Golf (Sony)
Guilty pleasures. Try it before you criticize.

Hot Prospect:

- Twisted Metal III (1989 Studios)

Major Mike's TOP 10 FIGHTING GAMES



1. Tekken 3 (Namco)
This 3D fighting game never gets old.

2. Rival Schools (Capcom)
Definitely belongs on the honor roll.

3. Mortal Kombat 4
(Midway Home Entertainment)
Nicely crafted port of the killer arcade game.

4. WWF War Zone
(Acclaim Sports)
This wrestling's the real deal!

5. Bloody Roar (Sony)
Fast and ferocious.

6. Pocket Fighter
(Capcom)
Super-deformed's lookin' super good.

7. Soul Blade (Namco)
Wild, wicked weapon-based fighting.

8. Dead or Alive (Tecmo)
Excellent 3D fighter for beginners.

9. Tekken 2 (Namco)
Tekken 2 still rocks.

10. Street Fighter Collection
(Capcom)
Nostalgic fun, even if Alpha 2 Gold's the star.

Bad Hare's Multiplayer Games MULTITAP REQUIRED

1. Poy Poy (Konami)
Bomberman-style action in a polygon arena. Weird, but oh so good!

2. WWF War Zone
(Acclaim Sports)
Beating the snot out of the computer is fun; beating the snot out of your friends is awesome.

Hot Prospect:

- You Don't Know Jack (Berkeley Systems)



Major Mike's
TOP 10

1. **Bust-A-Move 2** (Acclaim)
Flat-out fun!
2. **1080° Snowboarding** (Nintendo)
Flat-out fast!
3. **World Cup '98** (EA Sports)
Someone must stand up for soccer!
4. **Banjo-Kazooie** (Nintendo)
Sets a standard for action/platform games.
5. **NFL Blitz** (Midway Home Entertainment)
Adrenaline-draining party game.
6. **Off Road Challenge** (Midway Home Entertainment)
A hidden treasure for driving buffs.
7. **Mortal Kombat 4** (Midway Home Entertainment)
Excellent arcade port.
8. **Turok 2: Seeds of Evil** (Acclaim)
A wicked blastathon... I like it!
9. **StarFox 64** (Nintendo)
Fox McCloud and company are flying high in this sequel.
10. **Yoshi's Story** (Nintendo)
Too cute, but still a good game.



The Rookie's
TOP 10

1. **NHL '99** (EA Sports)
Because I can't get enough hockey!
2. **Madden NFL '99** (EA Sports)
The best N64 football game. No question.
3. **Banjo-Kazooie** (Nintendo)
Mario 64 times 10!
Awesome!
4. **WWF War Zone** (Acclaim Sports)
You smell what the Rook is cookin'?
5. **Wipeout 64** (Midway Home Entertainment)
Fast and furious deadly racing!
6. **WCW/NWO Revenge** (THQ)
Smooth gameplay and beat-downs galore. Oh, yeah!
7. **NFL Blitz** (Midway)
Fantasy football done right.
8. **Mortal Kombat 4** (Midway Home Entertainment)
Definitely the best Mortal ever!
9. **GoldenEye 007*** (Nintendo)
The best corridor shooter ever!
10. **1080° Snowboarding** (Nintendo)
Highly addicting. This game is smoooooth.

Hot Prospects:

- **Castlevania 64** (Konami)
- **The Legend of Zelda: Ocarina of Time** (Nintendo)



Air Hendrix's
TOP 10

1. **1080° Snowboarding** (Nintendo)
One of the best games for the N64.
2. **NFL Blitz** (Midway Home Entertainment)
Killer arcade football!
3. **Wipeout 64** (Midway Home Entertainment)
A clean version of Wipeout XL.
4. **NHL '99** (EA Sports)
Best hockey game for the N64.
5. **World Cup '98** (EA Sports)
Captivating, easy-to-play soccer.
6. **Mortal Kombat 4** (Midway Home Entertainment)
A solid arcade port, one of the series' best.
7. **All-Star Baseball '99** (Acclaim Sports)
Acclaim has learned how to do sports games right.
8. **Rush 2 Extreme Racing USA** (Midway Home Entertainment)
Raucous racing, does justice to the fine arcade game.
9. **Wave Race 64*** (Nintendo)
Definitely a Player's Choice bargain!
10. **GoldenEye 007*** (Nintendo)
Another Player's Choice bargain!

* "If you haven't checked out two of the N64's best games, their \$40 price tag can't be beat."—Air Hendrix

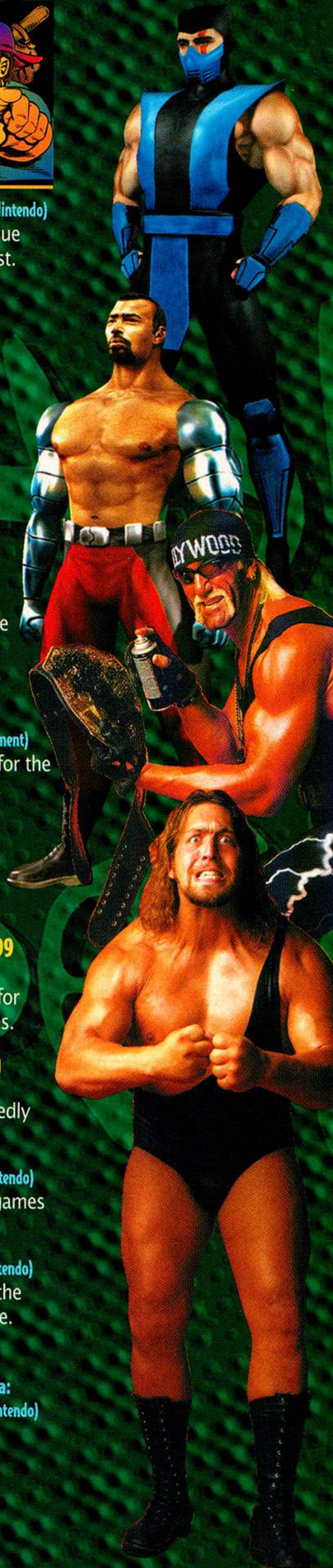


Johnny Ballgame's
TOP 10

1. **GoldenEye 007*** (Nintendo)
Shoot spies, rescue babes—it's a blast.
2. **Madden NFL '99** (EA Sports)
Exciting, hard-hitting.
3. **WWF War Zone** (Acclaim Sports)
Fast action, fierce features, smooth graphics.
4. **Mortal Kombat 4** (Midway Home Entertainment)
More blood, more weapons, awesome 3D visuals.
5. **NFL Blitz** (Midway Home Entertainment)
A football game for the common man.
6. **WCW/NWO Revenge** (THQ)
Revenge is just too sweet!
7. **All-Star Baseball '99** (Acclaim Sports)
All-Star's a must for all Sosa wannabes.
8. **Diddy Kong Racing** (Nintendo)
Cutesy, but wickedly competitive.
9. **Super Mario 64** (Nintendo)
One of the best games ever made!
10. **Banjo-Kazooie** (Nintendo)
Definitely worth the price and the time.

Hot Prospect:

- **The Legend of Zelda: Ocarina of Time** (Nintendo)





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CONTROL THIS: A GAME CONTROLLER ROUNDUP

GamePro conducts a "paws-on" experiment and ranks controllers for the PlayStation and the Nintendo 64. *By The Lab Rat*

Rats run in packs, just like gamers. So there's no gift we like better than extra game controllers so the rats can play together. Two we've received in our stockings before—Sony's PlayStation Dual Shock Controller and Nintendo's Nintendo 64 Controller—present excellent durability and gameplay. If you shop around, however, you'll find other good controllers that play well, look cool, and cost less.

Here's how the Lab Rodents separated the cheese from the...err, cheesy. We played popular games like GoldenEye 007 for the N64 and

Tekken 3 for the PlayStation with every controller, evaluating fit and feel at the same time. Then we ranked each controller from 1, the most excellent, to...well, you get the idea.

We also checked features. Now, The Rat finds very little use for slow motion, auto-fire, or turbo; however, controller makers obviously disagree, given that almost every controller we reviewed offers those features. Finally, the Rat recruited the GamePros to torture test all the controllers. What's the lowdown? Read on, fellow rodents.

PLAYSTATION CONTROLLERS



1. Dual Shock Controller
Sony

PRICE: \$39.99

FEATURES: Dual joysticks, Dual Shock

THE LOWDOWN: Built to last, dual joysticks provide unique gameplay, crisp button response, cool force-feedback.



2. Dual Analog Jolt Pad
Innovation

PRICE: \$29.95

FEATURES: Dual joysticks, Dual Shock

THE LOWDOWN: Almost identical to Sony's Dual Shock Controller, great control and button response, but R and L buttons stick.



3. Barracuda 2
InterAct

PRICE: \$27.99

FEATURES: Dual joysticks, Dual Shock-compatible, thumb pad, programmable buttons, auto-fire

THE LOWDOWN: Fits hand comfortably, action buttons respond very quickly, joystick too sensitive with driving games.



4. PlayStation Controller
Mad Catz

PRICE: \$9.99

FEATURES: Thumb pad, slow motion, auto-fire, turbo

THE LOWDOWN: Comfortable fit due to finger grips on handles, action buttons stick but are quick and accurate, directional pad is perfect for fighting games, similar to High Frequency's controller.



5. Control Pad for PlayStation
High Frequency/
Toys 'R' Us house brand

PRICE: \$19.99

FEATURES: Slow motion, turbo

THE LOWDOWN: Light weight, compact size, comfortable fit, solid button response, similar to Mad Catz controller.



6. Psychopad Jr.
ACT Labs

PRICE: \$29.99

FEATURES: Thumb pad, programmable buttons

THE LOWDOWN: Larger-than-normal hand grips provide solid feel, oversized action buttons make gameplay crisper.



7. Analog Rocker Pad
Naki

PRICE: \$24.99

FEATURES: Dual joystick, Dual Shock-compatible, thumb pad, slow motion, turbo

THE LOWDOWN: Slightly larger than Sony Dual Shock, button response great, but joysticks a bit tight.



8. The Rock
Nuby

PRICE: \$11.95

FEATURES: Turbo, slow motion

THE LOWDOWN: Quick button response, fluid movement with directional pad, L and R buttons are too small.



9. Scorpion
Nyko

PRICE: \$34.99

FEATURES: Dual joysticks, Dual Shock-compatible, thumb pad, slow motion, auto-fire, turbo

THE LOWDOWN: Boomerang shape too broad, joysticks spread too far apart, quick button response, thumb pad too tight.



10. Barracuda
InterAct

PRICE: \$19.99

FEATURES: Dual joysticks, thumb pad, programmable buttons, slow motion, turbo

THE LOWDOWN: Wide-body design, solid button response, but action buttons are too close together, joysticks are too far apart, and L and R buttons stick.

NINTENDO 64 CONTROLLERS



1. Nintendo 64 Controller
Nintendo

PRICE: \$29.99

FEATURES: Comes in multiple colors.

THE LOWDOWN: Crisp button response, joystick feels loose for some games, solidly built, tri-pistol grips comfortable for any sized hand.



2. Advanced Control Pad
High Frequency/
Toys 'R' Us house brand

PRICE: \$24.99

FEATURES: Tactile rubber grips, oversize C-buttons, slow motion, auto-fire

THE LOWDOWN: Good button response, rubber grips provide solid feel and cool looks, slightly larger than standard controller, flared side handles make for comfortable fit for big hands.



3. SuperPad 64 Colors
Performance/InterAct

PRICE: \$19.99

FEATURES: Oversized C-buttons

THE LOWDOWN: Good button response, joystick slightly stiff but works well with racing games, stubby side handles are bulky but comfortable for big hands, looks plain but price is right.



4. SharkPad Pro 64²
InterAct

PRICE: \$29.99

FEATURES: Oversized C-buttons, clear plastic casing, slow motion, auto-fire

THE LOWDOWN: Same size as SuperPad 64, joystick slightly looser.



5. MakoPad 64
InterAct

PRICE: \$24.99

FEATURES: Two-hand grip, oversized C-buttons, slow motion, auto-fire

THE LOWDOWN: Oversized grip takes getting used to, joystick and Z-trigger placement for left hand uncomfortable, Z-trigger small, good button response, concave action buttons easy to find during gameplay.



6. Power Pad 64
Nuby

PRICE: \$24.95

FEATURES: Oversized C-buttons, slow motion, auto-fire

THE LOWDOWN: Joystick movement noticeably stiff and bumpy, angular design uncomfortable.



7. Advanced Controller
Naki

PRICE: \$24.99

FEATURES: Slow motion, auto-fire

THE LOWDOWN: Analog joystick too loose, finish very plain, slow motion and start buttons small and too close together.



8. Alpha 64
Nyko

PRICE: \$24.99

FEATURES: Dual handles, dual Z-triggers, dual selectable joysticks, oversized C-buttons, slow motion, turbo

THE LOWDOWN: Dual joysticks and Z-triggers confusing during intense action, joystick too stiff, but it's the widest controller.



9. SuperPad 64
Performance/InterAct

PRICE: \$19.99

FEATURES: Two-hand grip, oversized C-buttons

THE LOWDOWN: Joystick too sensitive, same size as MakoPad 64 so oversize grip feels bulky.

Destroy All Controllers!

You'd never do this to your controllers, so we did it to ours.

The Rookie's Bash



Controllers take a lot of physical abuse. Because the Rookie is the starting center on The Shaft, champs of the Pacific Hockey Association's Conference E Summer League, The Rat Lab let him whack all the controllers with a hockey stick to see which would stand the abuse. Losers for the PlayStation were the High Frequency Control Pad and the Nuby Rock, which were absolutely vaporized, as well as the InterAct Barracuda 2, which didn't function following our test. Casualties for the N64 consisted of the Performance Super Pad 64 and InterAct's SuperPad 64, MakoPad 64, and SharkPad Pro 64², which were all slapshot to oblivion.

The Four-Eyed Dragon's Cord Ripper



Ever accidentally trip on or kick your controller cord? We thought so. That's why The Four-Eyed Dragon went Jackie Chan on the cords of the remaining controllers in each group. After the tests, the InterAct Barracuda was swimming with the PlayStation fishes. However, the remaining N64 controllers beat the cord rip.

Brother Buzz's Root Beer Bath



The formula for disaster: Soda + Controllers = D. Buzz, in a frenzy of poetic activity, poured his worst root beer all over our controllers. Sadly, the Nyko Scorpion for the PlayStation drowned. Among the N64 controllers, the Naki Advanced Controller, the Nuby Power Pad 64, and the Nyko Alpha 64 couldn't hold their root beer.

The Survivors

Hey, The Rat doesn't claim that these tests are by any means scientific—in fact, he doubts his own sanity—but here are the winners. For the PlayStation, the Sony Dual Shock, the ACT Labs Psychopad Jr., the Mad Catz PlayStation Controller, and the Naki Analog Rocker Pad live on to fight another day. For the Nintendo 64, the High Frequency/Toys 'R' Us Advanced Control Pad and Nintendo's Nintendo 64 Controller survived The Rat's maniacal abuse.





TEEN
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AGES 13+
CONTENT RATED BY
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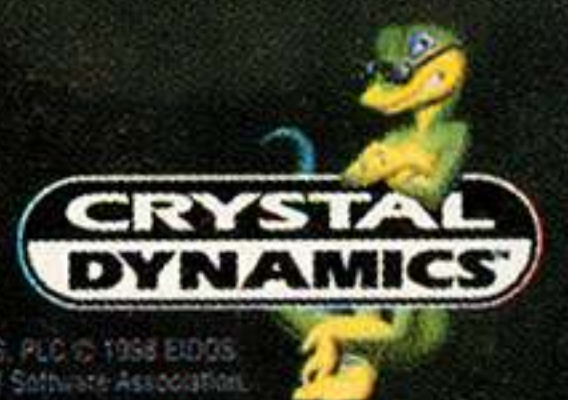


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SO LOOK LIKE LUKE.



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Sneak Previews



Quake II

Nintendo 64

PlayStation

By Air Hendrix



You might guess that porting *Quake II*, one of PC gaming's top titles, to the PlayStation and the N64 would result in an unplayable mess. But Activision's made some impressive choices, and both console versions of the corridor-shooter king are on the fast track to stardom.

PORTING FROM PC

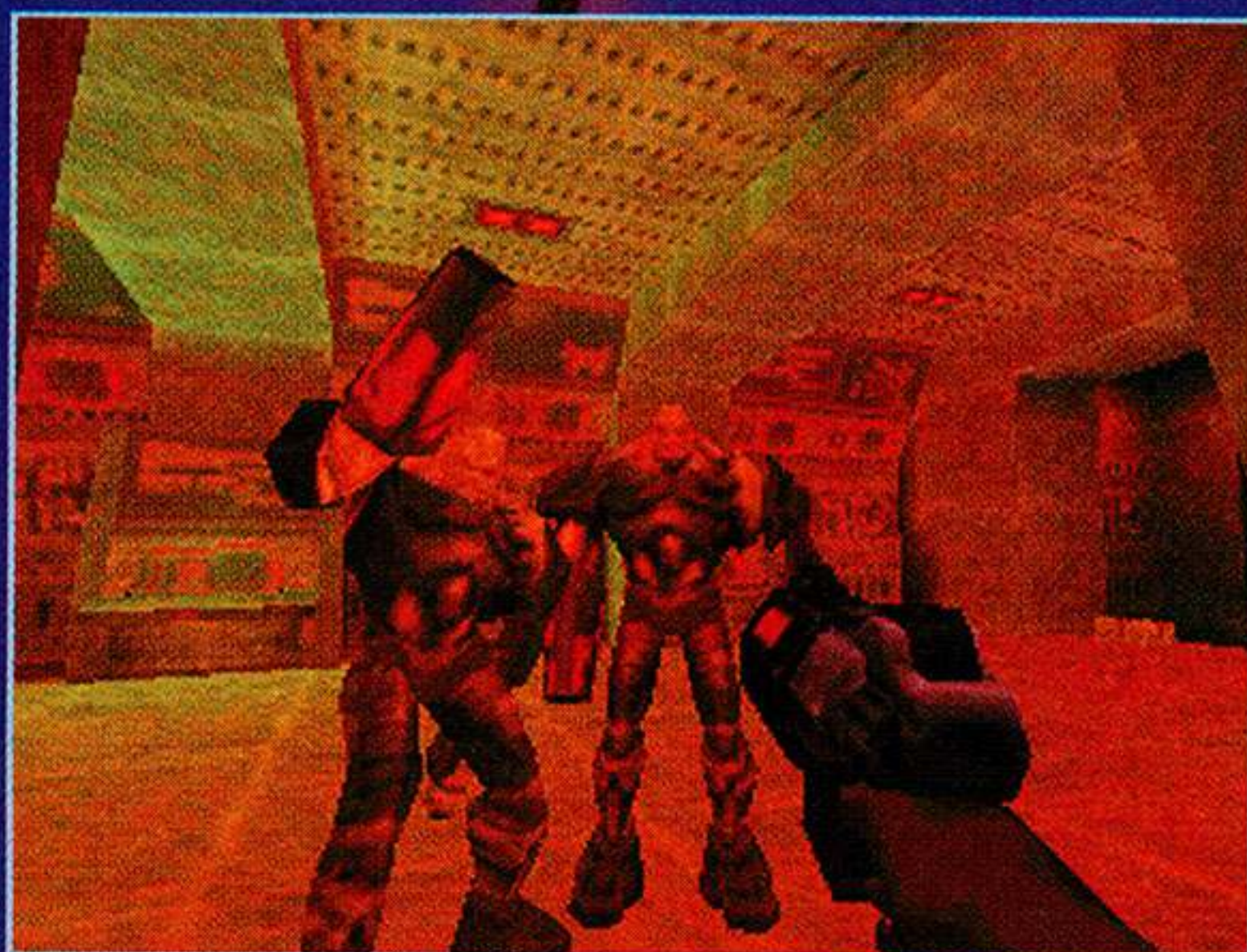


First and foremost, these console games are fast. Wickedly fast. Which is the first thing that Activision got right in porting *Quake II* onto consoles: Everybody knows that slo-mo rockets just ain't fun.

And recognizing that a controller can't keep up with a keyboard/mouse combo, Activision has refined the levels to eliminate potentially frustrating situations for the controller-based console crowd, such as getting stuck in narrow corridors or battling enemies at multiple altitudes. Plus, while the single-player levels remain true to the PC version, both console versions deliver new two- and four-player split-screen deathmatches, keeping intact the multiplayer mayhem that was instrumental to the success of the original.



ROCKET LAUNCHERS & RAIL GUNS, OH MY!



As far as features go, all the same weapons and enemies of the PC original will be there for gamers, which means grenade launchers, hyperblasters, chain guns, and more. Visually, both versions sport fast, clean, well-detailed levels along with enemies that already look awesome. Barring a last-minute stumble, *Quake II* is shaping up into the same kind of thrilling first-person bloodbath that made it such a huge PC hit.



Note: The screens outlined in yellow are from the PlayStation version; the screens outlined in blue are from the Nintendo 64.

Developed by ID (N64 version) and Hammerhead (PlayStation version)

Published by Activision
Available January

60% COMPLETE

TWISTED METAL III



PlayStation
By Dan Elektro

TWISTED PHYSICS

TMIII's cars have independent suspensions and adhere to a realistic physics model. You can hit the edge of a ramp and do a corkscrew jump, pop the handbrake for a skid as you make a sharp turn, drive on two wheels, or roll the car completely. Also, weapons push your car with palpable force, changing the game's whole feel—for the better.



Hold on to your handbrake—Twisted Metal III's roaring out of the garage with guns a-blazing...and it's got you in its sights!



TWISTED MINDS

Metal III features a very clever A.I.—almost too clever. Computer opponents can dodge shots and locate power-ups just like a human player would. If you set your enemies on fire, they'll track you down and set you ablaze, too. It's creepy and extremely challenging.



TWISTED PIXELS

Metal's graphic resolution is low, which is a shame, but its fiery gameplay is worth the trade-off—and environs are getting a polish before release anyway. Sprawling multi-level decors, configurable controls, and great new weapons, such as the rain missile, will make Twisted Metal III more than just the same old shooter.



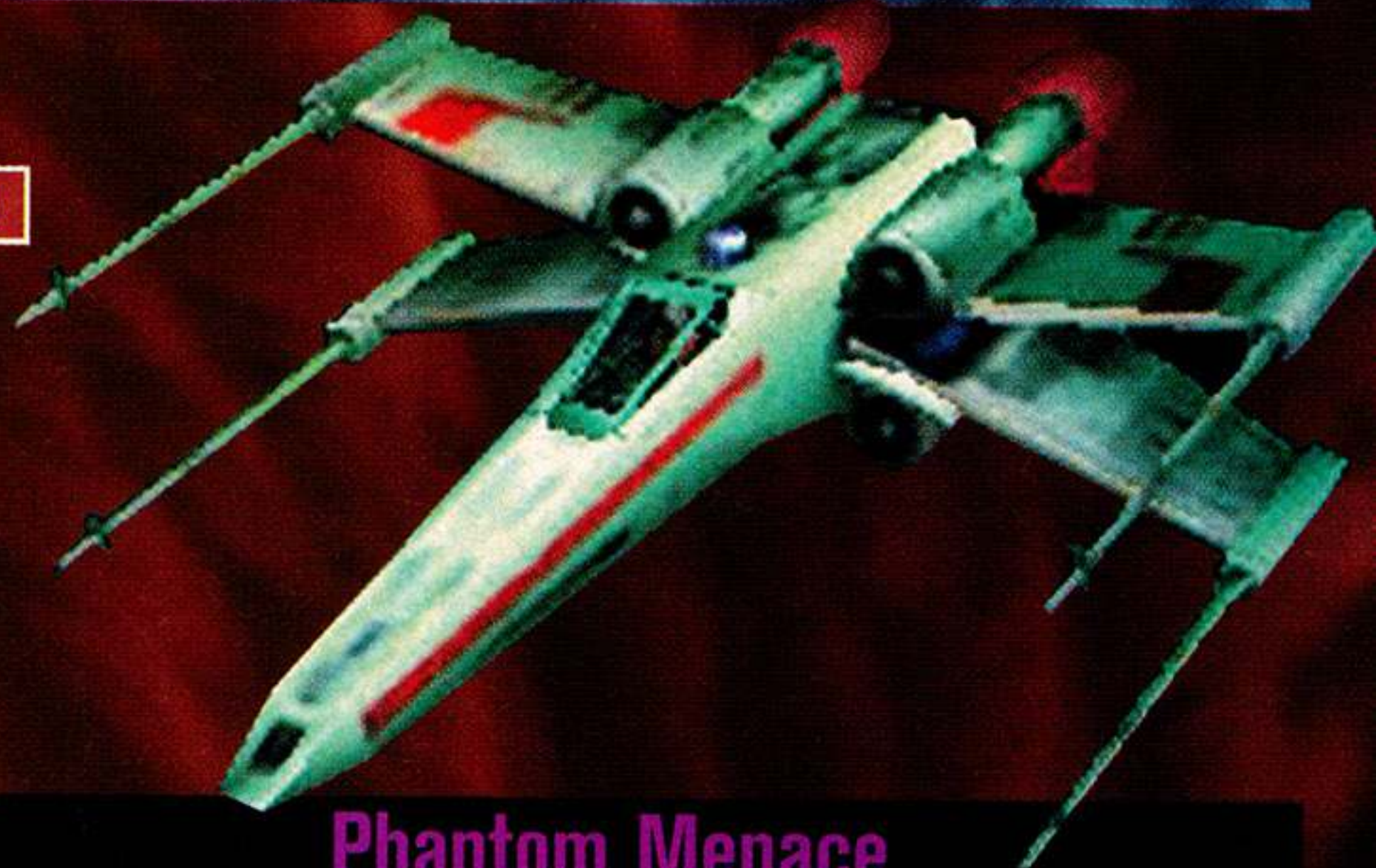
Developed and published by 989 Studios
Available November
80% COMPLETE



Star Wars: Rogue Squadron

Nintendo 64

By Air Hendrix



Phantom Menace



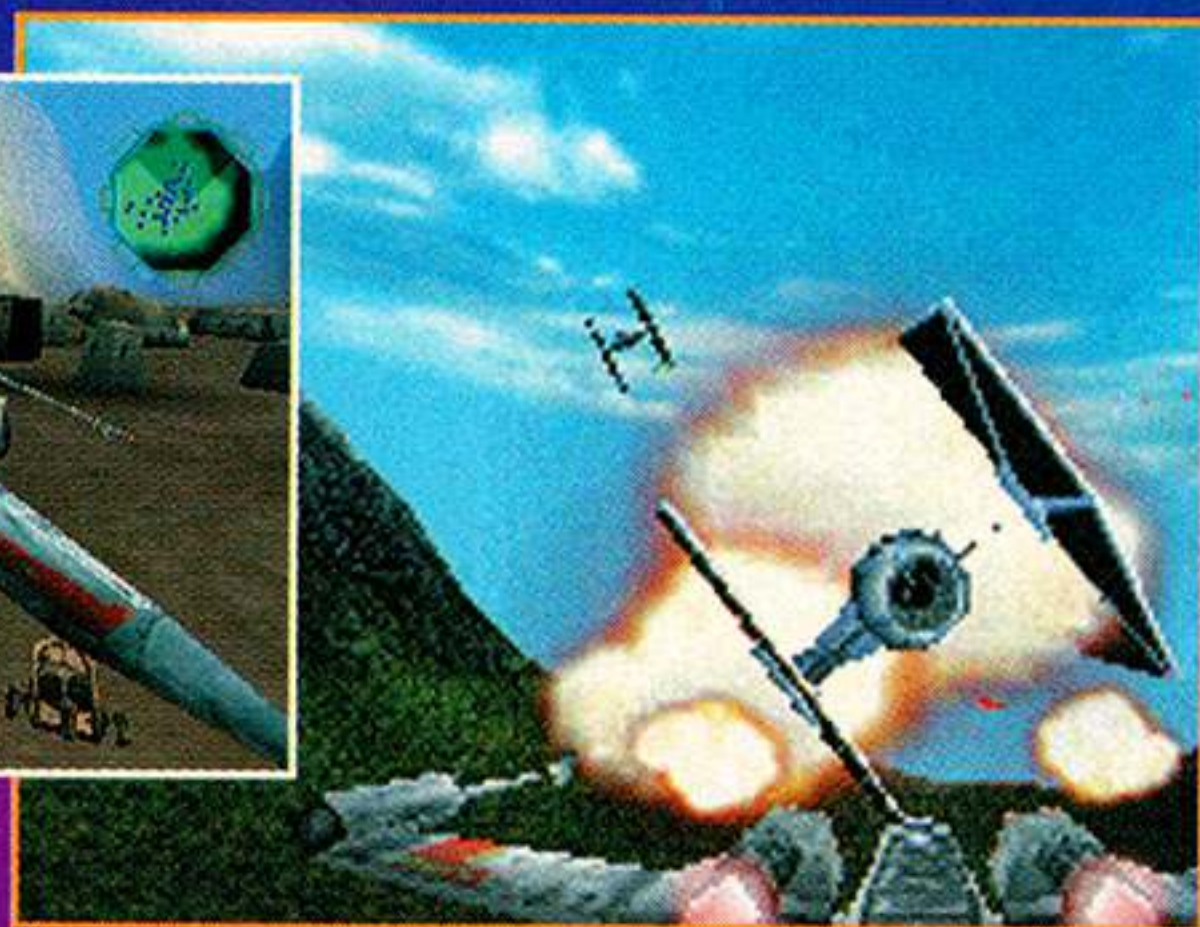
Definitely an action game, not a sim, Rogue Squadron lets you play as Luke or one of the other pilots in an X-Wing, Y-Wing, A-Wing, V-Wing, or snowspeeder—all armed to the teeth with lasers, missiles, ion

cannons, and other weaponry. The air-to-air and ground-to-air missions involve dogfights, search-and-destroy, recon, escort duty, and more as gamers go up against Imperial TIE fighters, AT-ATs, and AT-STs.



Luke Skywalker and the Rebel Alliance are cutting a swath through the Empire in the N64's second Star Wars game, a StarFox-style shooter.

Feel the Force

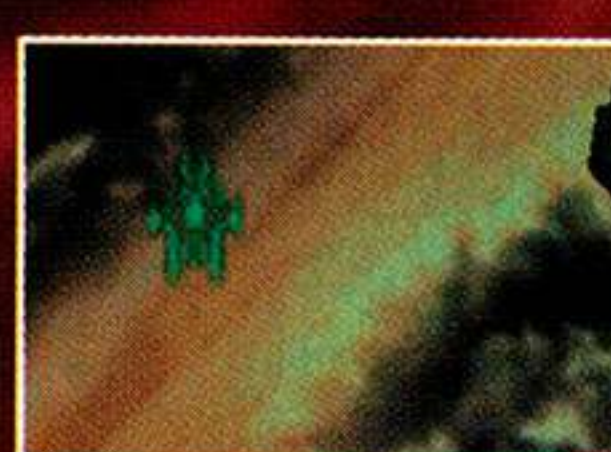
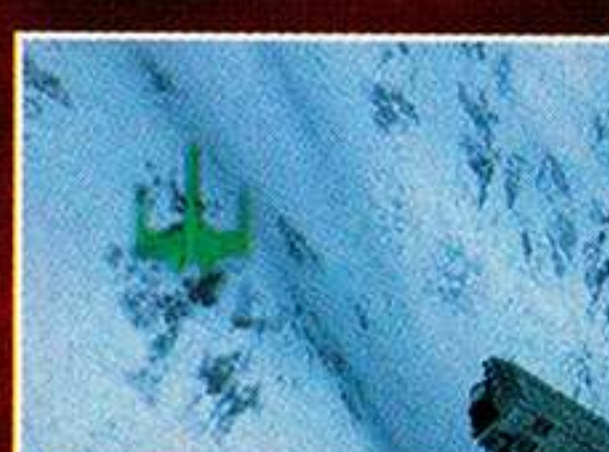
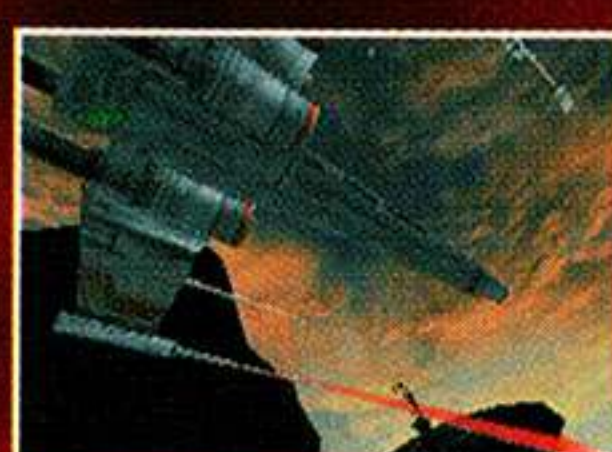
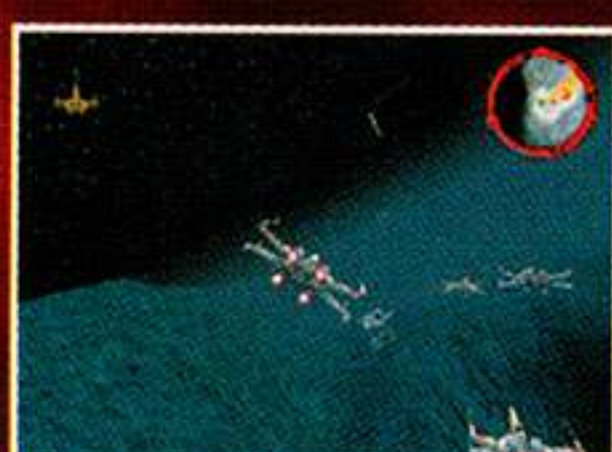


Set in time between *Star Wars: A New Hope* and *The Empire Strikes Back* movies, Rogue Squadron centers around a group of 12 topnotch Rebel pilots that act as the go-to guys for the Alliance, handling the most heated, most intense missions. Led by Luke Skywalker and Wedge Antilles, this rogue squadron will take on missions that take place on familiar planets, such as Tatooine, and new locales, including Kessel and Mon Calamari. On the graphics side, LucasArts is promising to surpass *Shadows of the Empire* with retooled special effects, real-time lighting, and other improvements.

Developed by LucasArts
Published by Nintendo
Available December

40% COMPLETE

Note: All screens are from the PC version.





G-Police: Weapons of Justice

PlayStation

By Dan Elektro



Lock and load for the second G-Police tour of duty! The flying shooter from Psygnosis returns with more weapons and an engrossing plot.

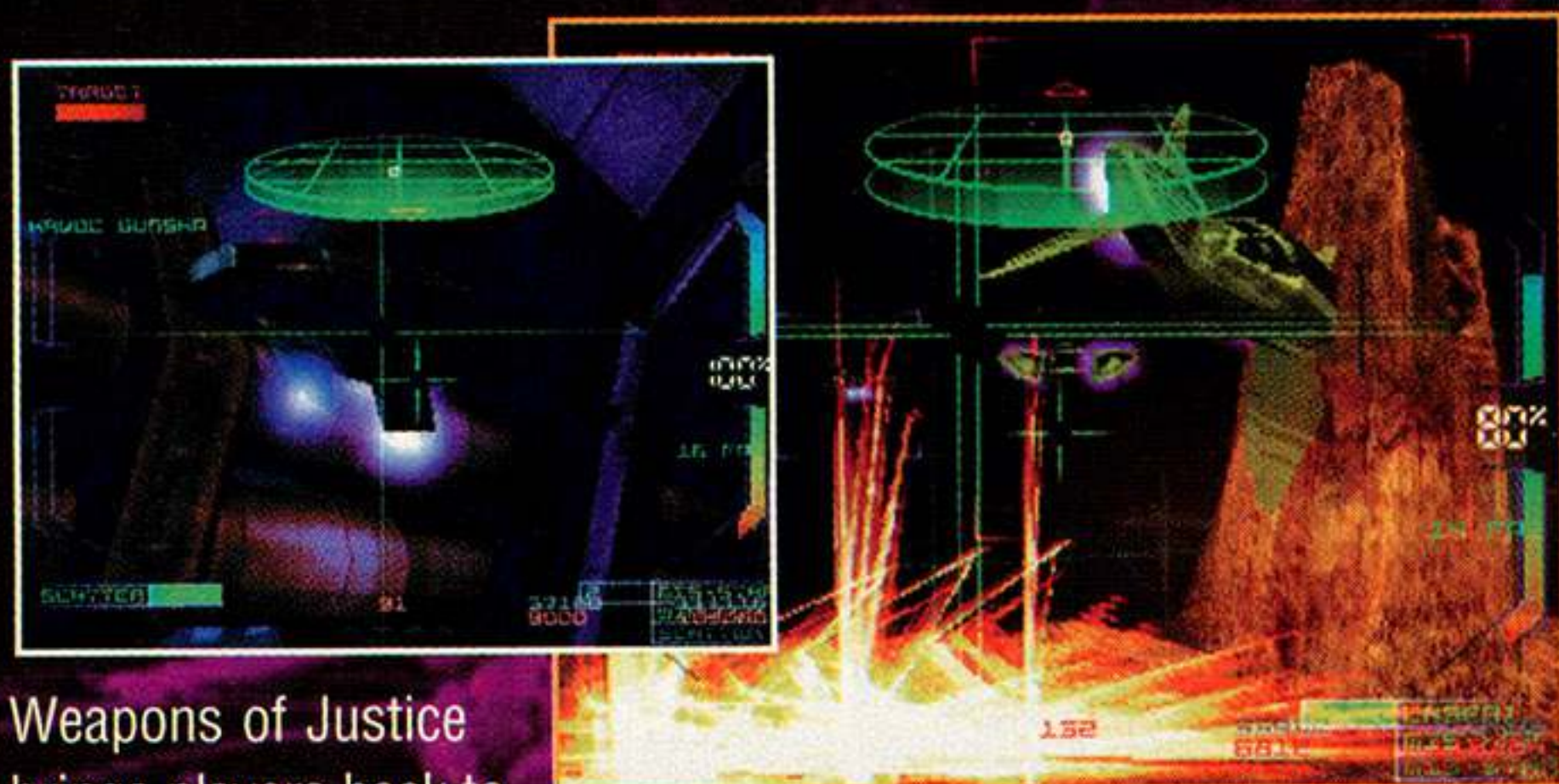
Death From Above...and Below



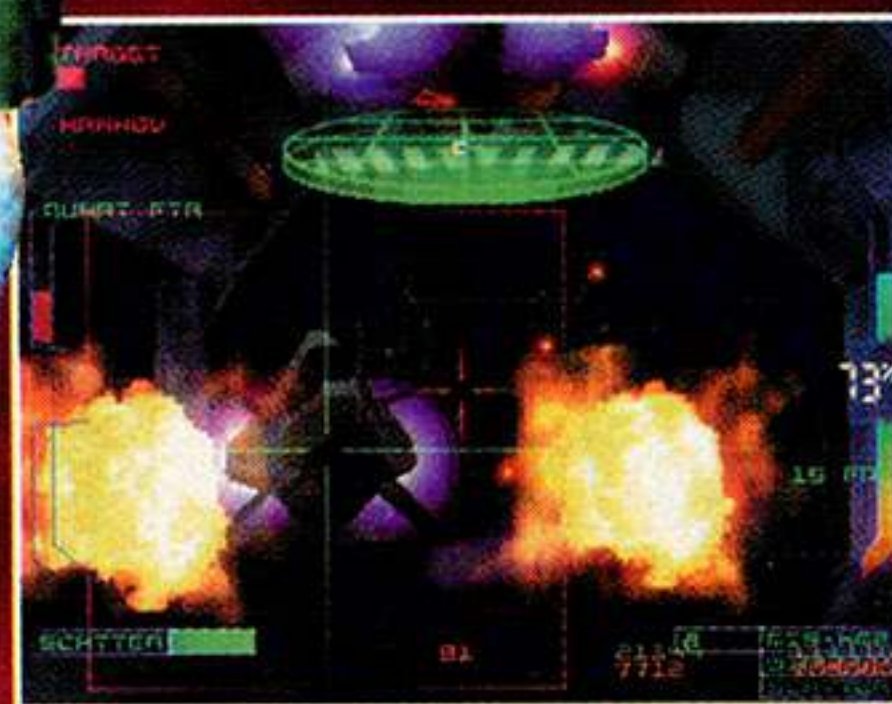
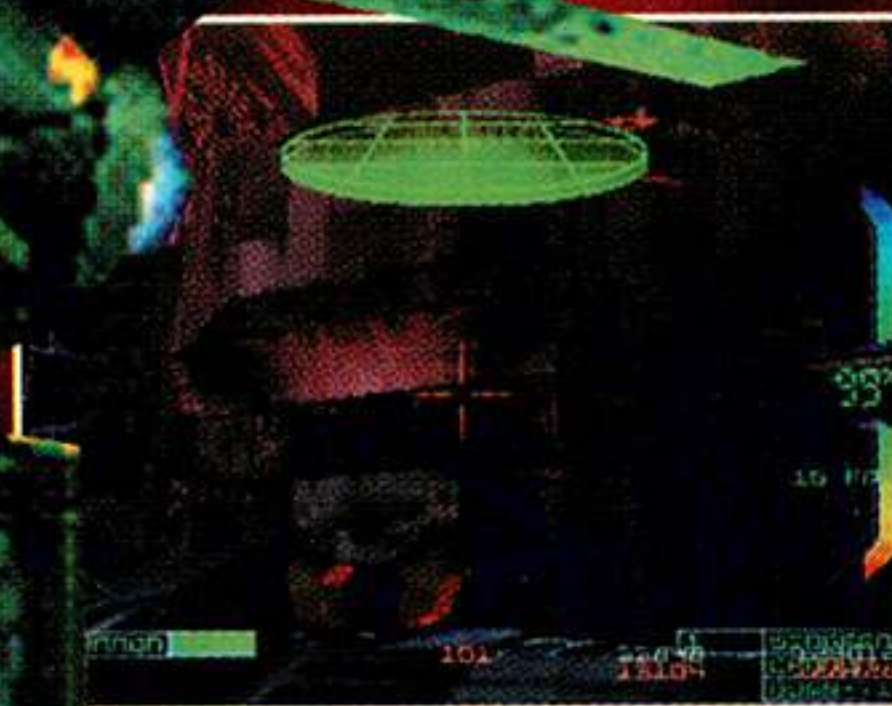
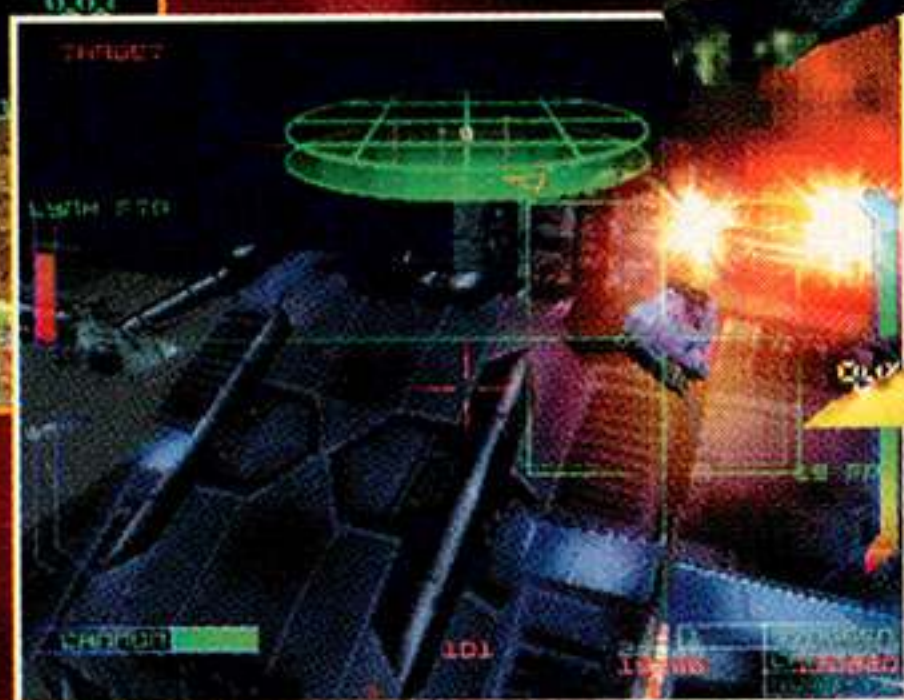
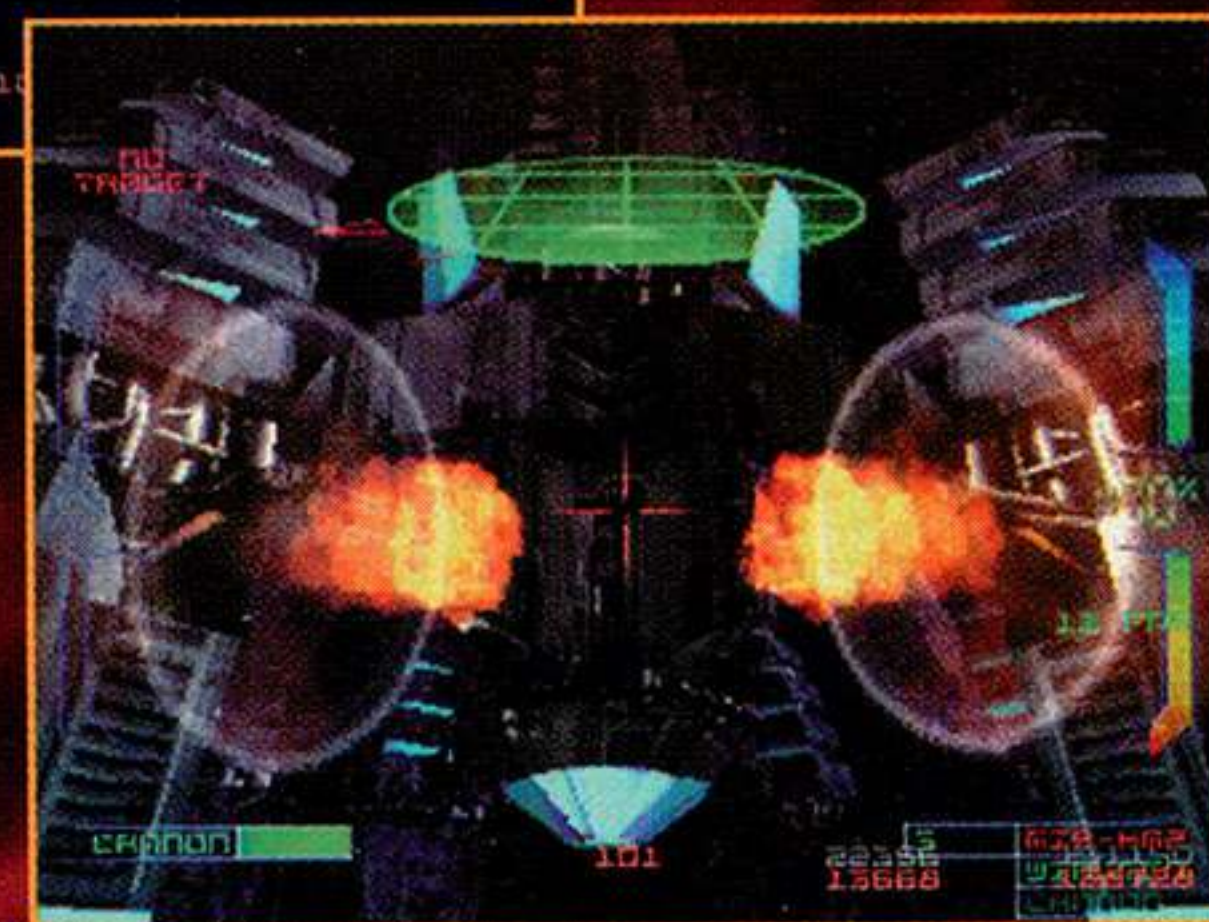
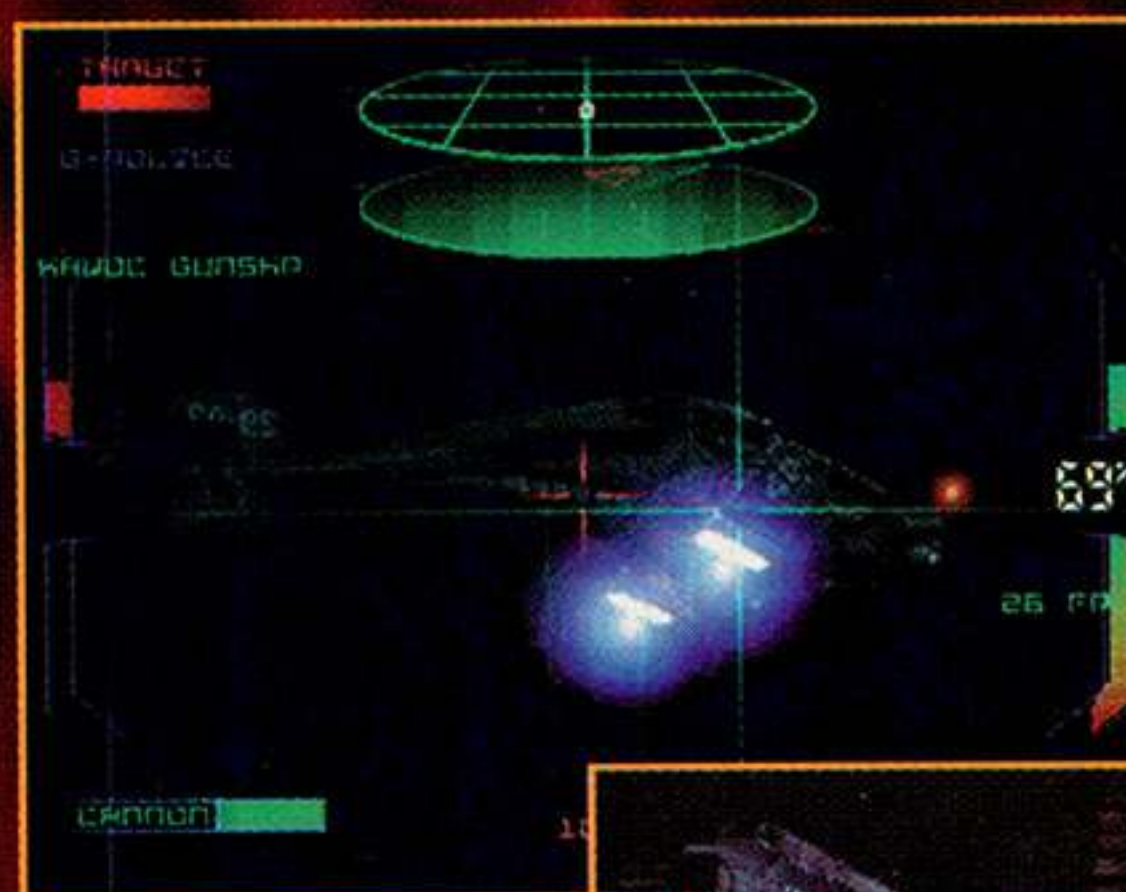
G-Police: Weapons of Justice packs 30 new missions—and this time you'll strike from both land and air in five vehicles. A.I.-controlled fellow officers can assist you, but enemy forces can work together, too.

Psygnosis is also promising an easier learning curve and Dual Shock analog controls that aren't as frustrating as the original's. Hopefully, the draw-in that plagued the first won't return, either.

Back to the Future

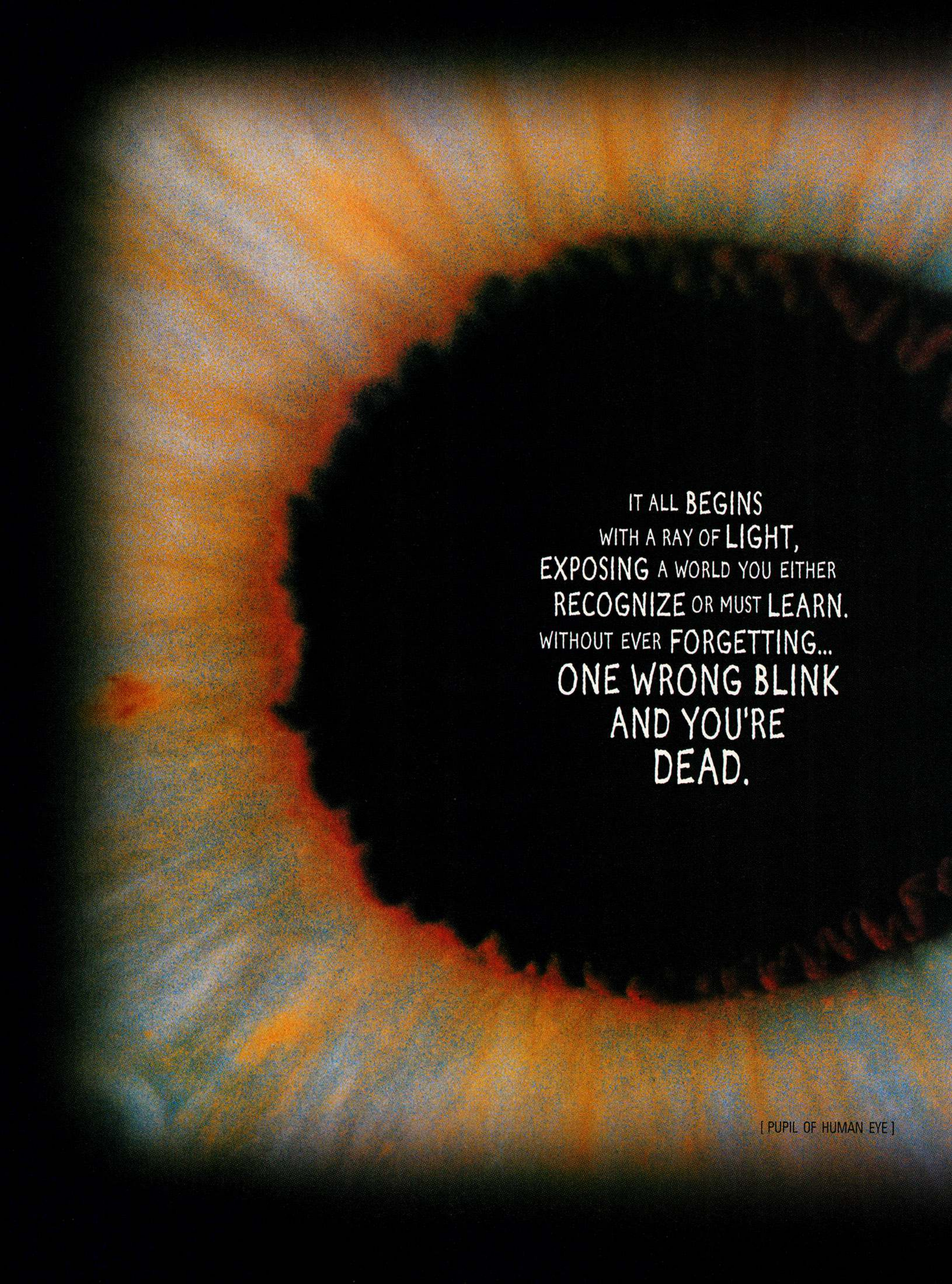


Weapons of Justice brings players back to the domed cities of tomorrow, where law is enforced via armored helicopter/jet hybrids. The war from the first game has ended, and the cops are in charge...for the time being. Unfortunately, the G-Police face unruly citizens and increasingly well-organized crime syndicates. To make matters worse, the marines are stepping in...but whose side are they on?



Developed and published by Psygnosis
Available March '99

30% COMPLETE



IT ALL BEGINS
WITH A RAY OF LIGHT,
EXPOSING A WORLD YOU EITHER
RECOGNIZE OR MUST LEARN.
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AND YOU'RE
DEAD.

[PUPIL OF HUMAN EYE]



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NINJA



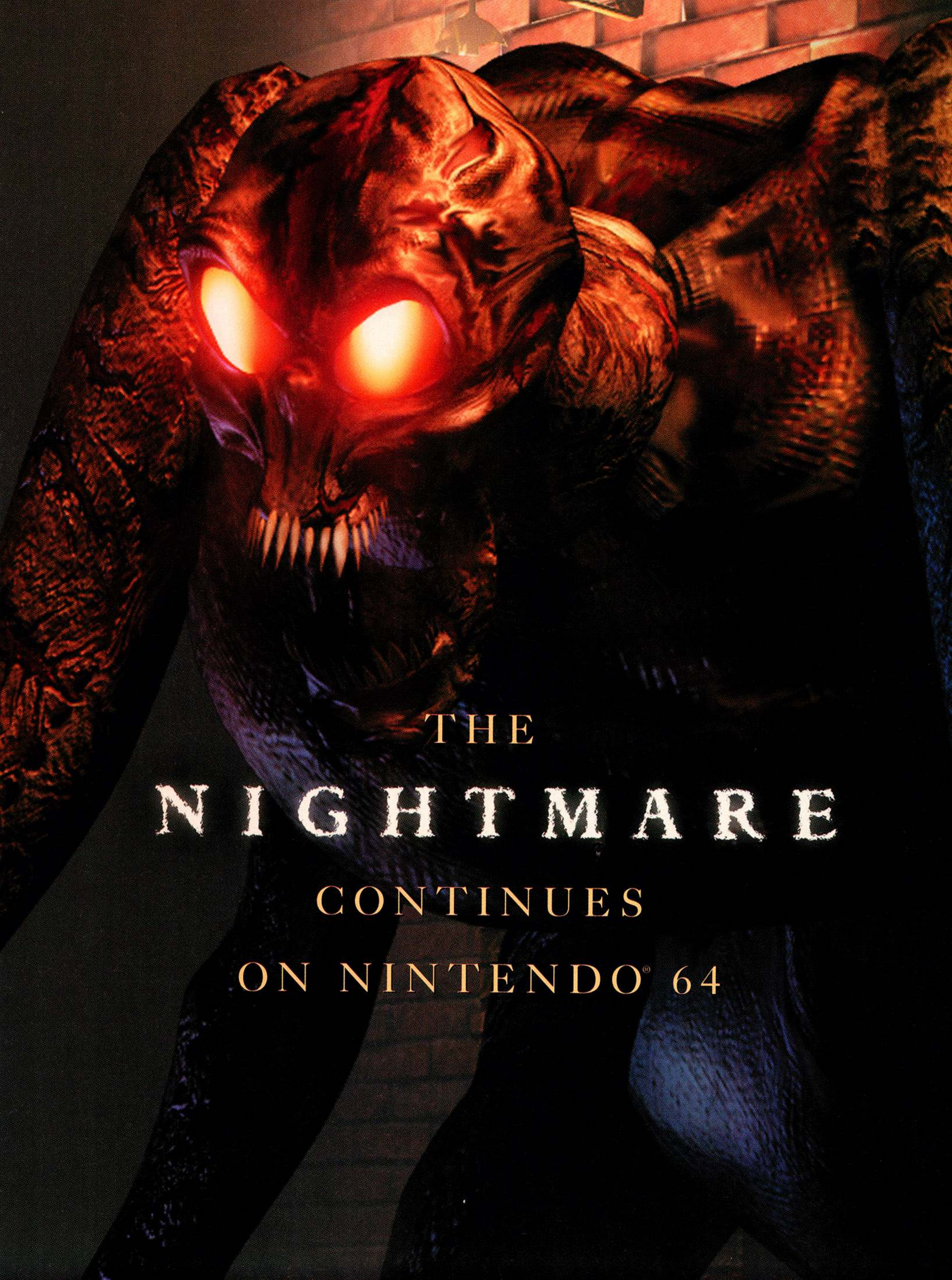
AKUJI THE HEARTLESS



LEGACY OF KAIN: SOUL REAVER

YOU'VE BEEN WARNED
YOU'VE BEEN WARNED
YOU'VE BEEN WARNED

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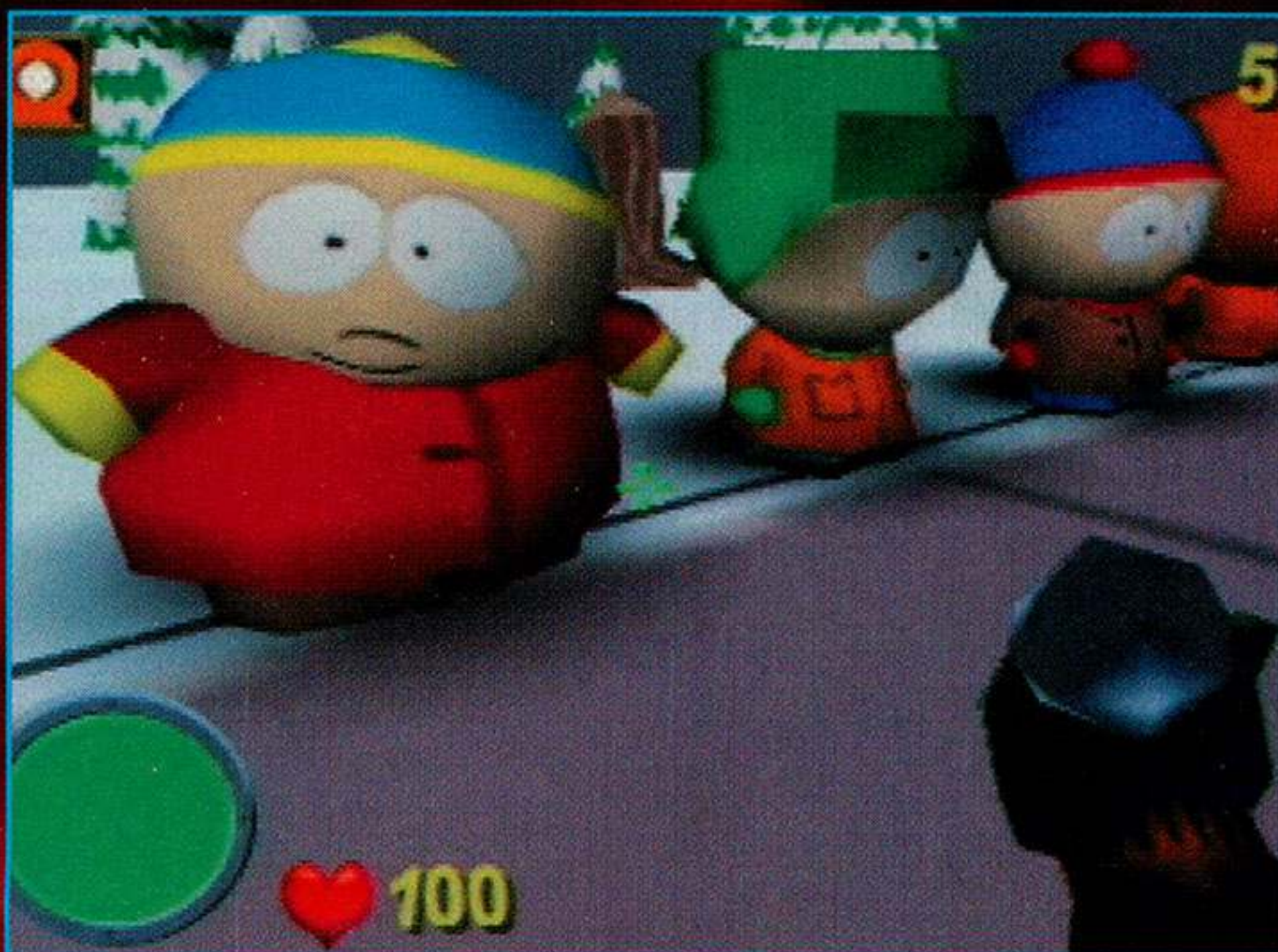
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South Park

Nintendo 64

By Johnny Ballgame



Howdy-ho! *South Park* is being readied for its video game debut with most of the hilarious (mature) language and adult content intact.

THEY KILLED KENNY!



Kyle's mom is a big fat...but it's *Cartman's* mom who's been kid-napped by aliens—and that's the least of the boys' worries. A comet is about to crash into town, Skuzzlebutt's son is in a rage, and even the turkeys are revolting. It's up to you, playing as

Kyle, Stan, Cartman, or Kenny, to restore peace in South Park. The one-player game features six episode-based adventures in a 3D world. Throughout each level, you pick up a number of gadgets, such as a Cow Launcher and an Auto Egger—complete with a live sniper chicken—which you'll use to blast aliens and everyone else in town, including series' regulars Mephisto, Big Gay Al, and Chef. You can even throw Mr. Hanky!

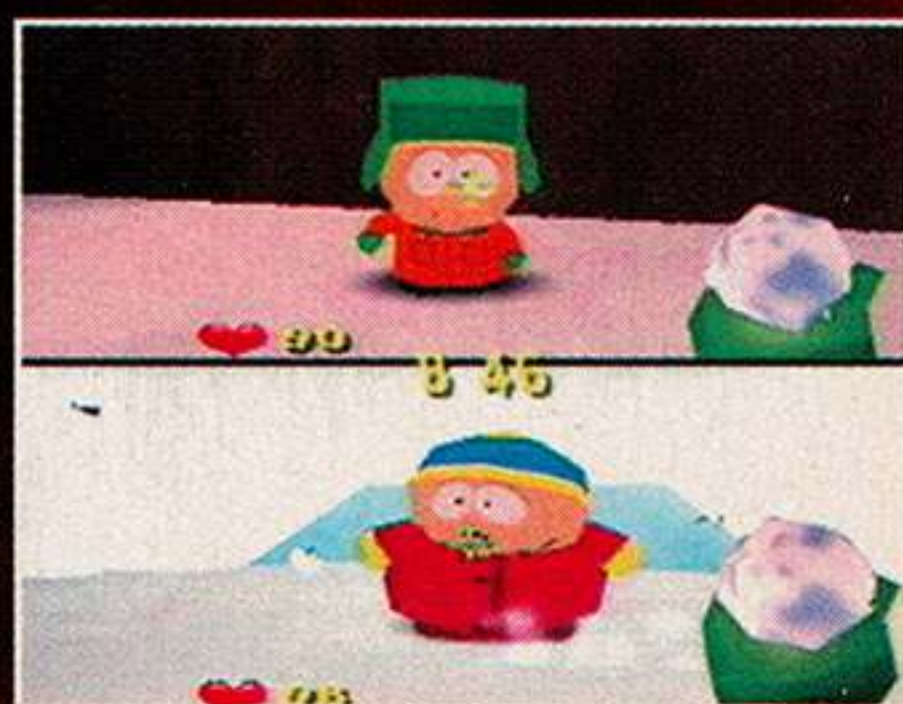
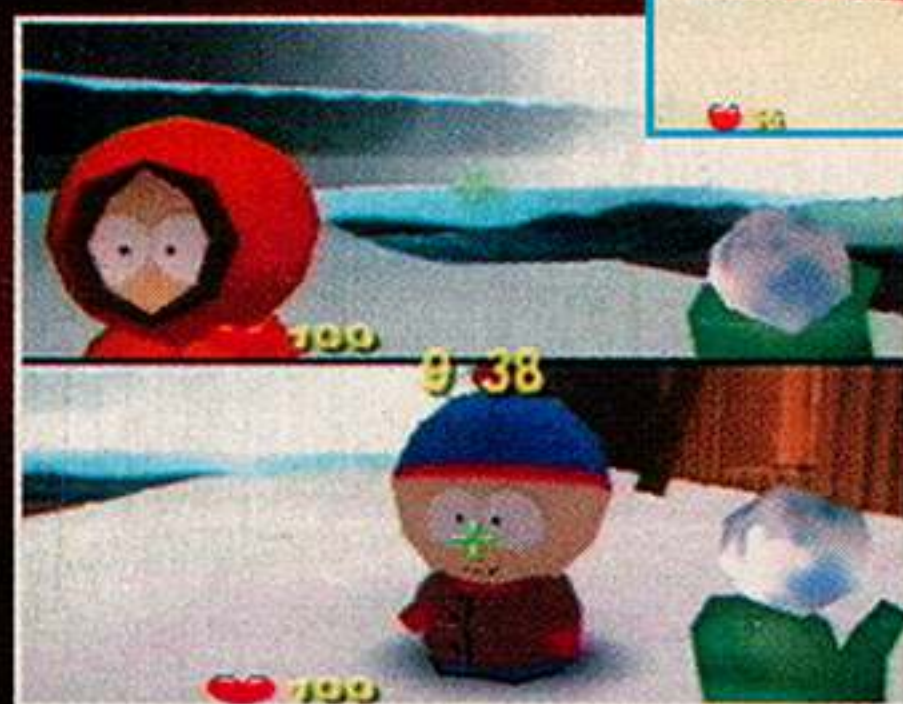
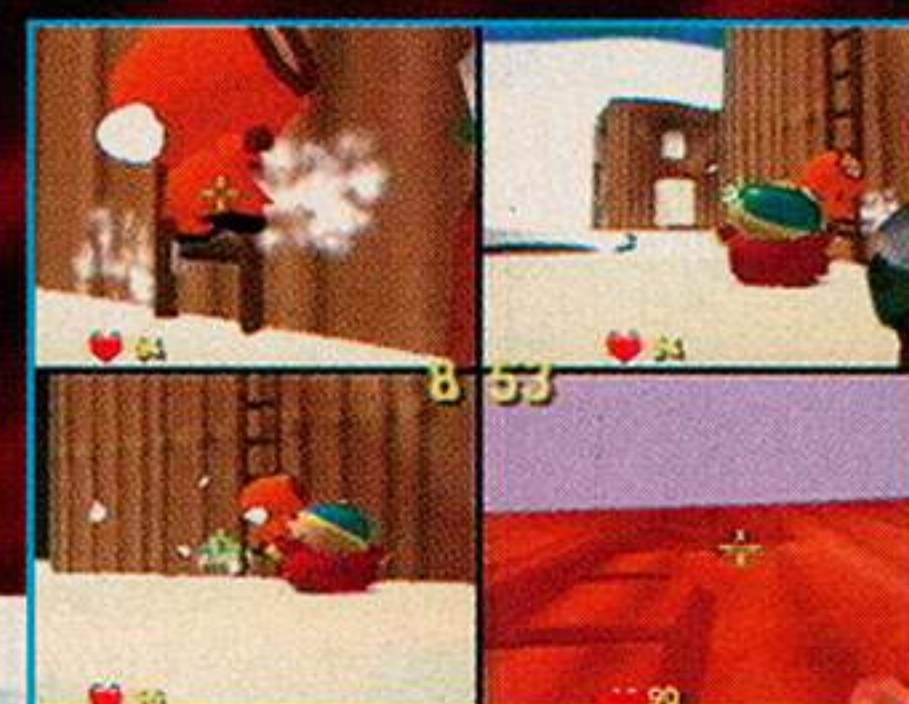
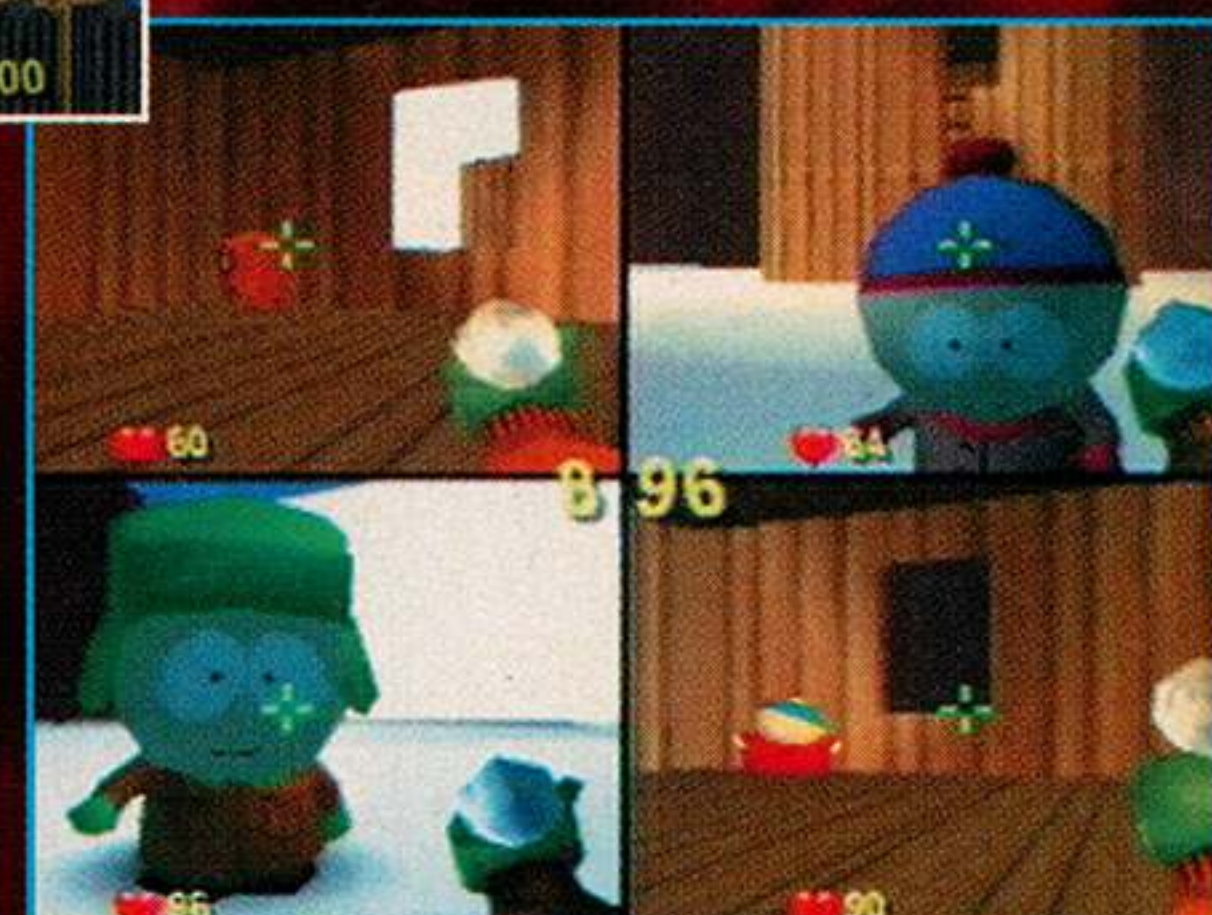


KICK THE BABY?!



While the one-player levels sound cool, it's the multiplayer games and funny sound bites that should keep fans of the show coming back for reruns. *South Park* features five multiplayer modes, including Capture the Flag, Grudge Match, and Kick the Baby. You'll hear the voices from classic episodes as well as hundreds of new phrases that

are being recorded by the series' creators specifically for the game. Acclaim is hoping to deliver *South Park* by Christmas, but it's still a bit early in development to be sure.



Developed by Iguana Entertainment
Published by Acclaim
Available December

60% COMPLETE

2 ISSUES. 1 CD-ROM. NO STRINGS.

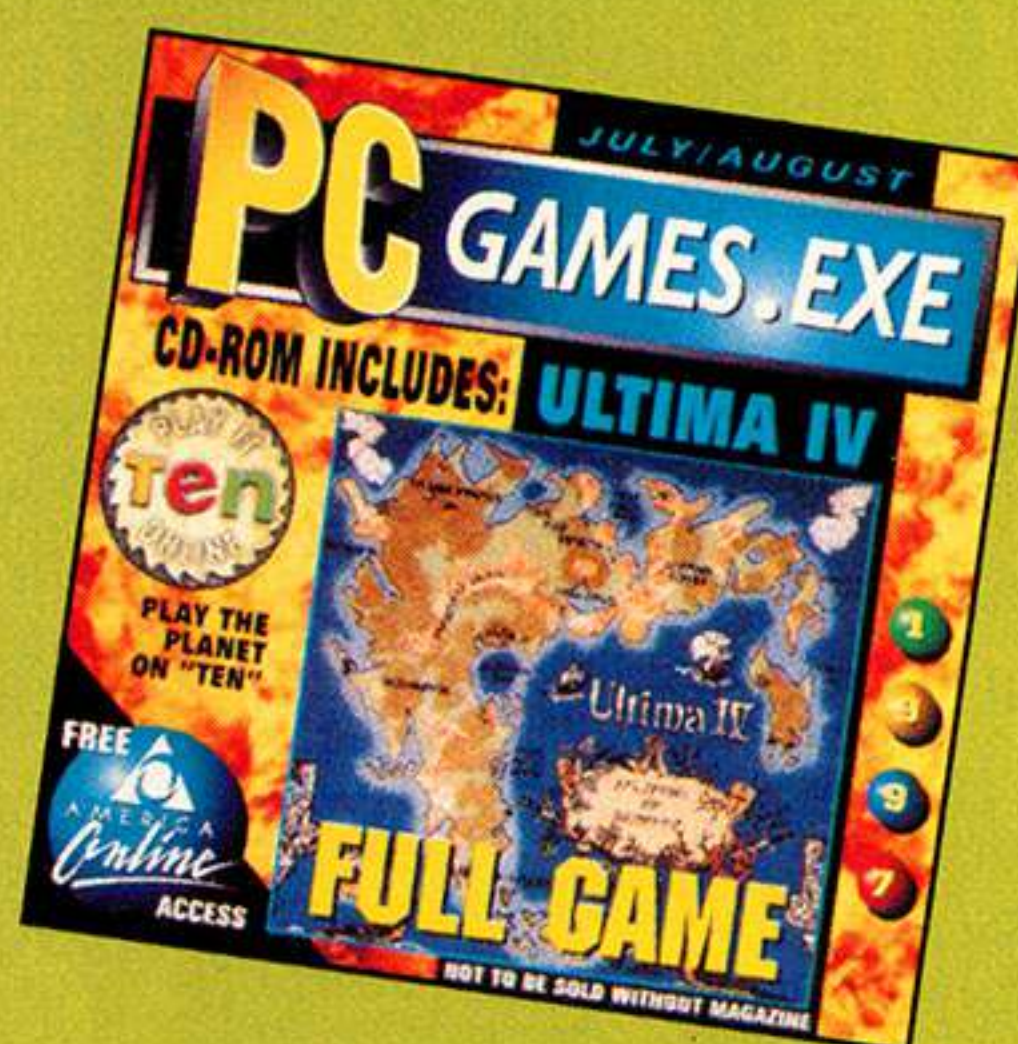
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Vigilante 8

Nintendo 64

By Dr. Zombie

CAR WARS

Set in an alternate reality where the '70s never went out of fashion, Vigilante 8 pits you against the power-hungry Coyotes car gang in a battle for the American Southwest. You choose from 12 souped-up combat vehicles loaded with enough ammo to nuke the horizon. There are no rules and no mercy—it's every warrior for himself.



Enhanced graphics, new features, four-player all-out brawls, and all the thrills from the PlayStation version will make Vigilante 8 an exciting car-combat experience for the N64 crowd.

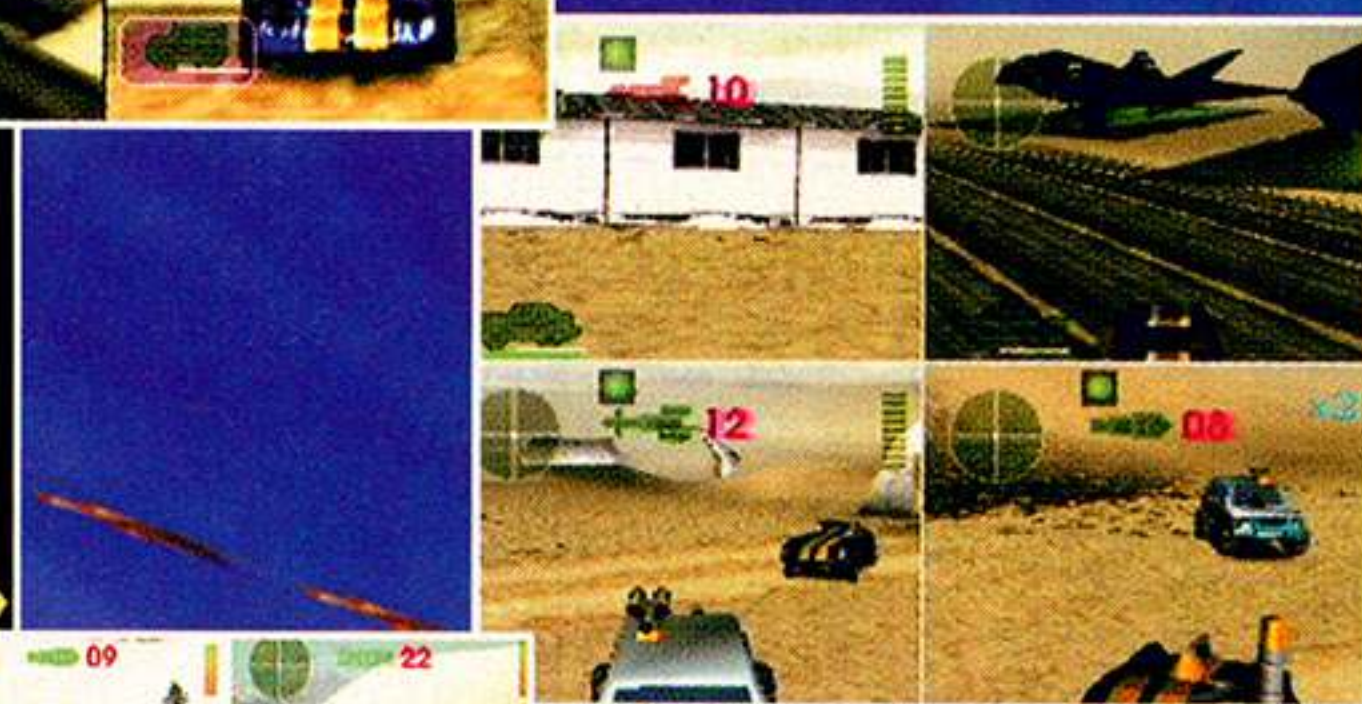
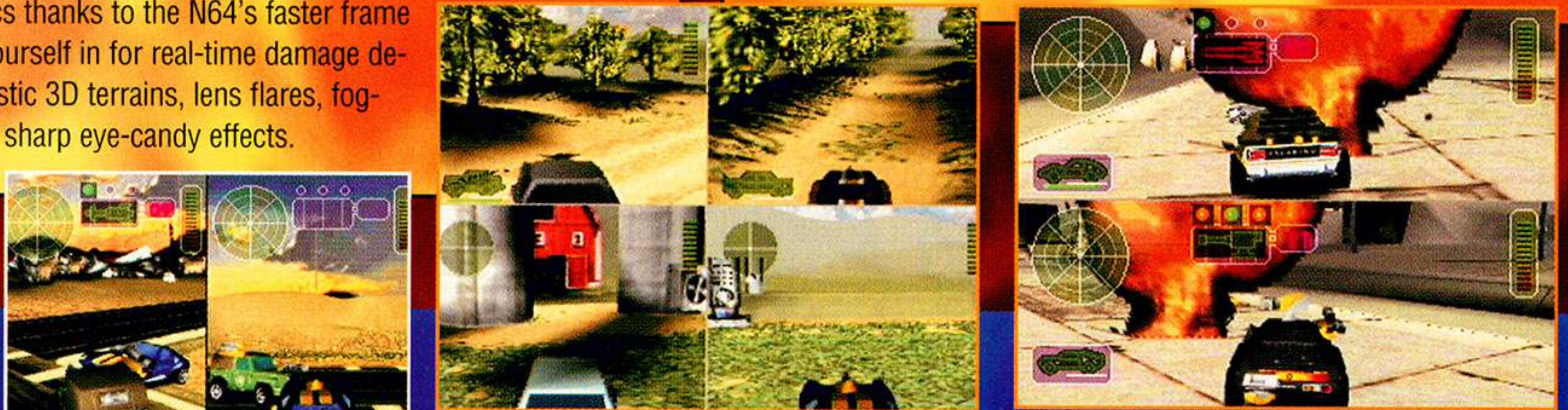
MULTIPLAYER MISCHIEF

Improving upon the two-player feature of the PlayStation version, Vigilante for the N64 offers three- and four-player modes, plus co-op quests and survival modes to guarantee replay appeal. There's nothing more fun than blasting your buddy's tailpipe, then running him over!



VIEW TO AN N64 KILL

This N64 version features the same eight lushly rendered, destructible 3D battle arenas as its PlayStation predecessor, but also promises sharper graphics thanks to the N64's faster frame rates. Buckle yourself in for real-time damage deformation, realistic 3D terrains, lens flares, fogging, and other sharp eye-candy effects.



VIGILANTE 8

Developed and published by Activision
Available March '99

60% COMPLETE

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A Bug's Life

PlayStation

By Major Mike



A Bug's Life leaps off the silver screen onto the PlayStation with promising platform-hopping and item-throwing action.

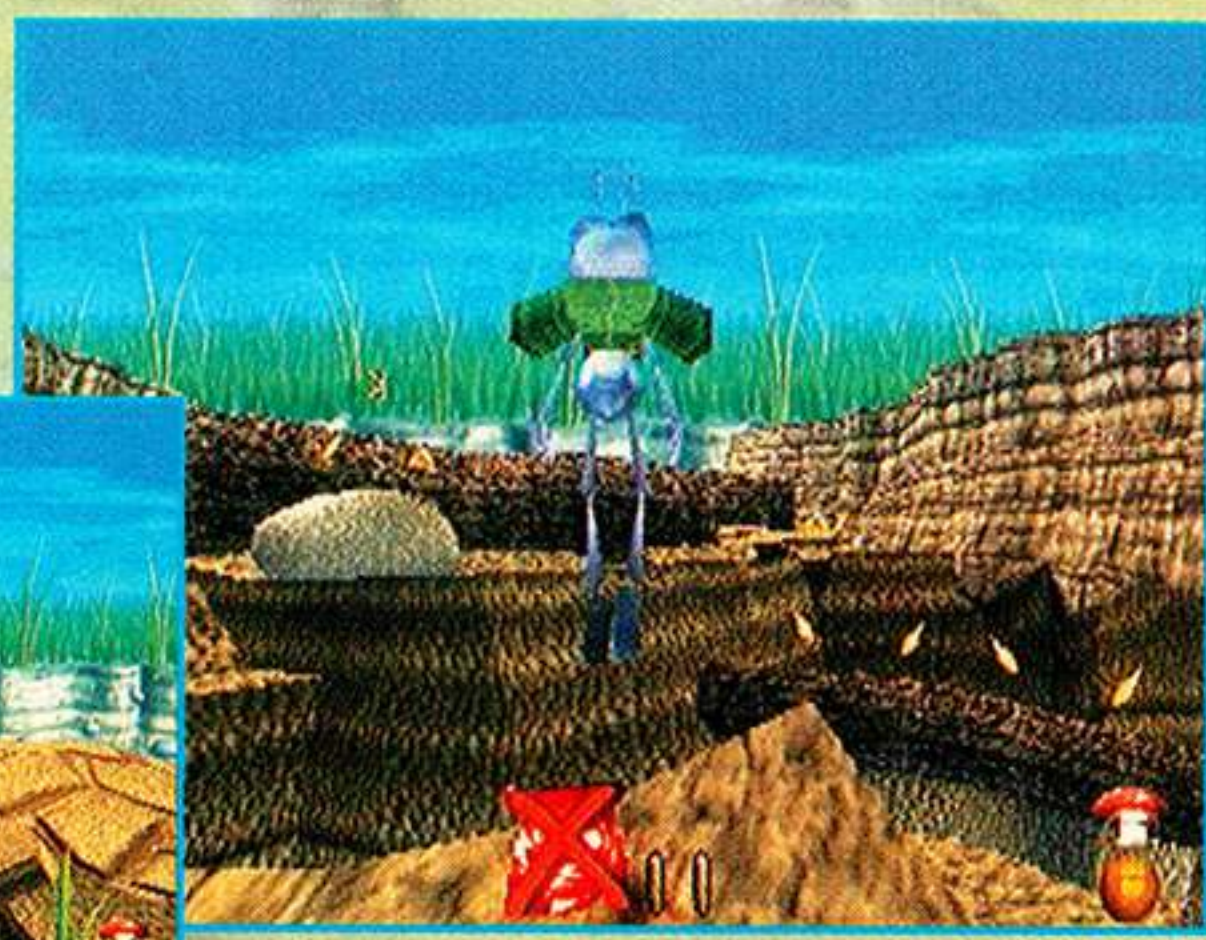
ANT-TASTIC INSECT FUN

Not unlike Crash Bandicoot or MediEvil, A Bug's Life features hop-n-bop gameplay and puzzle-solving in full 3D environments. However, A Bug's Life is ultimately geared more toward younger gamers. It's easy to play, with only a few techniques and very cutesy characters. As for the hero Flik, he can run, jump, throw items, and move objects. One of Life's cooler aspects is the ability to grow plants to use. For example, if you jump on a mushroom seed, it'll bloom into a trampoline that can bounce you to otherwise inaccessible areas. You can also move seeds around in the levels as needed.



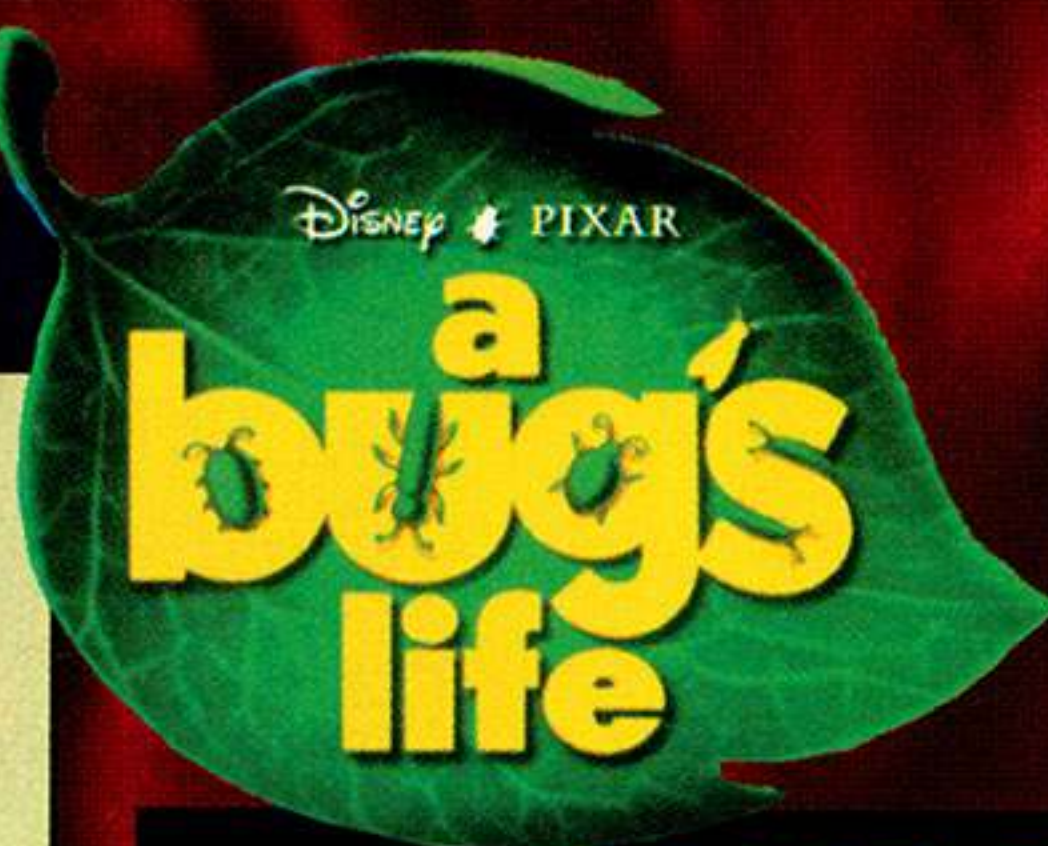
ANTSY GAMEPLAY

Based on the upcoming movie of the same name (created by Pixar, the same studio that gave us *Toy Story*), A Bug's Life pits ants against grasshoppers in over 15 levels with different settings, themes, and bosses. As Flik the ant, you'll battle grasshoppers in underground tunnels, avoid birds who see you as lunch, and dodge cars in the big city. There are even fellow ants gone bad who are out to foil Flik's fun.

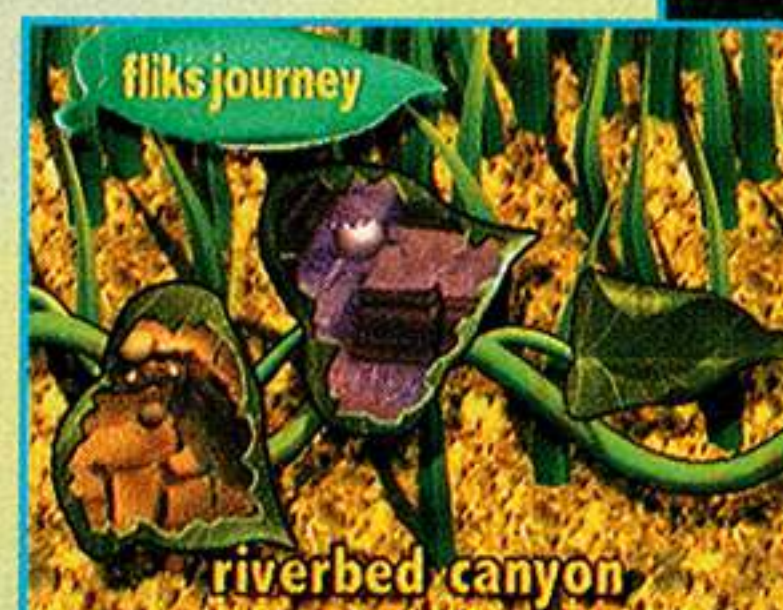


Developed by Traveler's Tales
Published by Sony Computer Entertainment of America
Available November

60% COMPLETE



WHAT THE FLIK?



Although the game isn't finished, the preview version was plagued with a flagging frame rate, bouts of slowdown, and pop-up problems. The various stages, however, were colorful, featuring some cool graphic effects, such as gliding across a giant canyon while holding a dandelion stem. The controls had one significant sore spot: Precision jumps were a guessing game rather than a test of skill. Otherwise, moving Flik around the gigantic levels was a breeze.



SCARRIED FOR LIFE



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TEAM LOSI

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The Sequel to 1997's Action Game of the Year*



Nightmare Creatures

Nintendo 64

By Monster Mike

NIGHTMARE ON N64 STREET

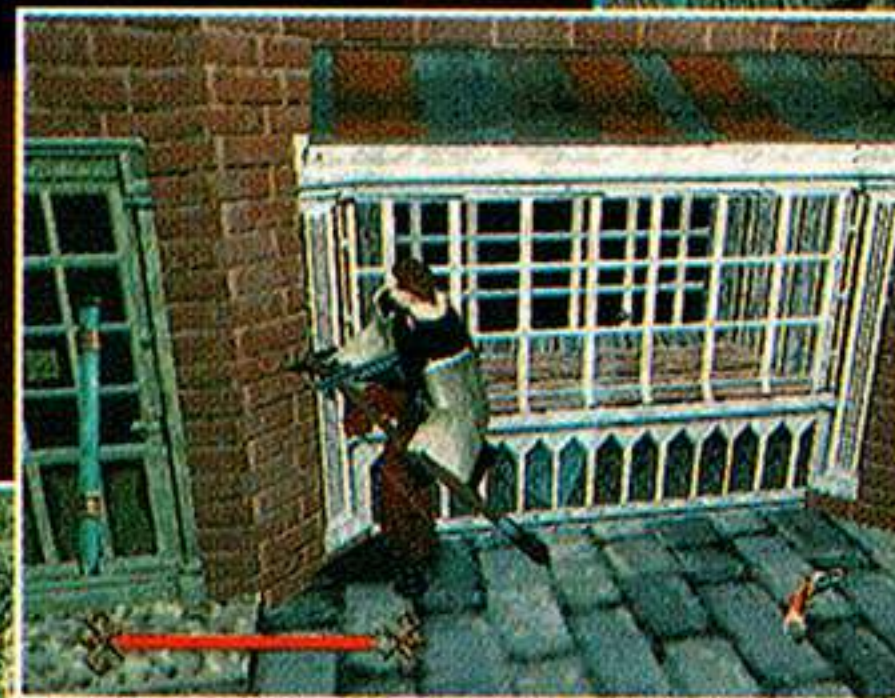
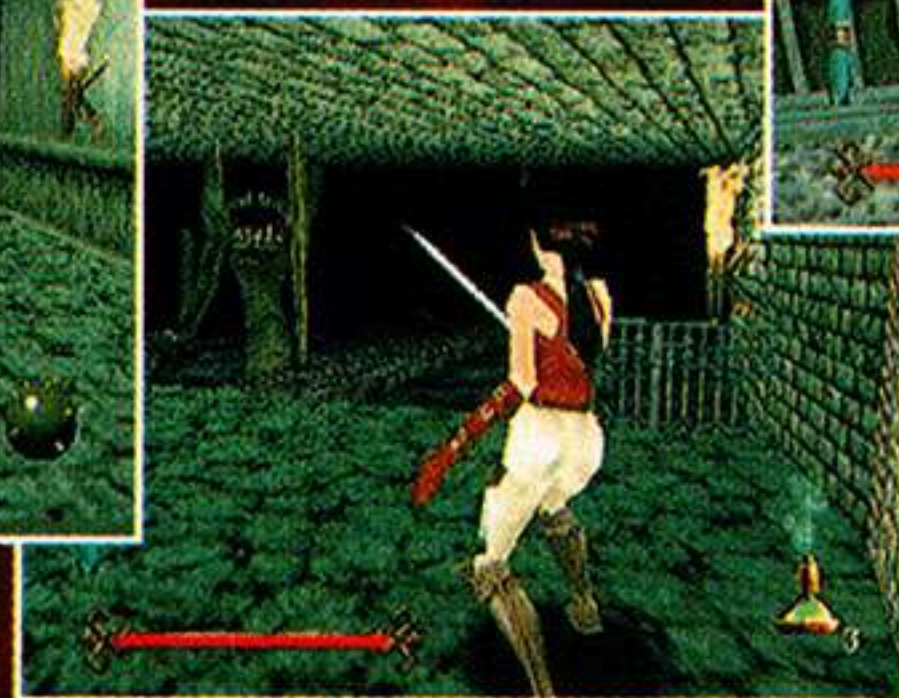
The N64 finally gets a beat-em-up—or, in this case, a slash-em-up—as Nightmare Creatures makes the transition from the PlayStation. Although its game content is identical to that of the 32-bit release, the unfinished preview version features cleaner graphics, slightly improved camera angles, and fewer clipping problems. Some glitches, however, remain: a choppy frame rate and poor draw-in. Hopefully, these problems will be eliminated before the game's release.



Nightmare Creatures is coming to haunt the N64 with scarier action and cleaner graphics than the PlayStation version.

FRIGHT HAPPY

Gamers craving good Streets of Rage-style action should be pleased with the N64 incarnation of Creatures. Set in London in 1834, you play as one of two characters who must battle through a city overrun by monsters. The characters' various techniques (such as combos) add diversity, and the creepy horror mood creates an eerie atmosphere. Gamers looking for some variety will have a fun time getting scared during their Nightmares.



NC's controls are responsive enough with the control pad, but the analog stick is preferable because it controls both your direction and speed: You walk or run depending on how much you pressure the stick. The analog also makes it easier to execute the game's various attacks, including multi-hit combos. Some control problems remain from the PlayStation version—most notably, imprecise jumps and the interminable

length of time it takes your character to turn around when attacked from behind.

Developed by Kalisto
Published by Activision
Available December

80% COMPLETE



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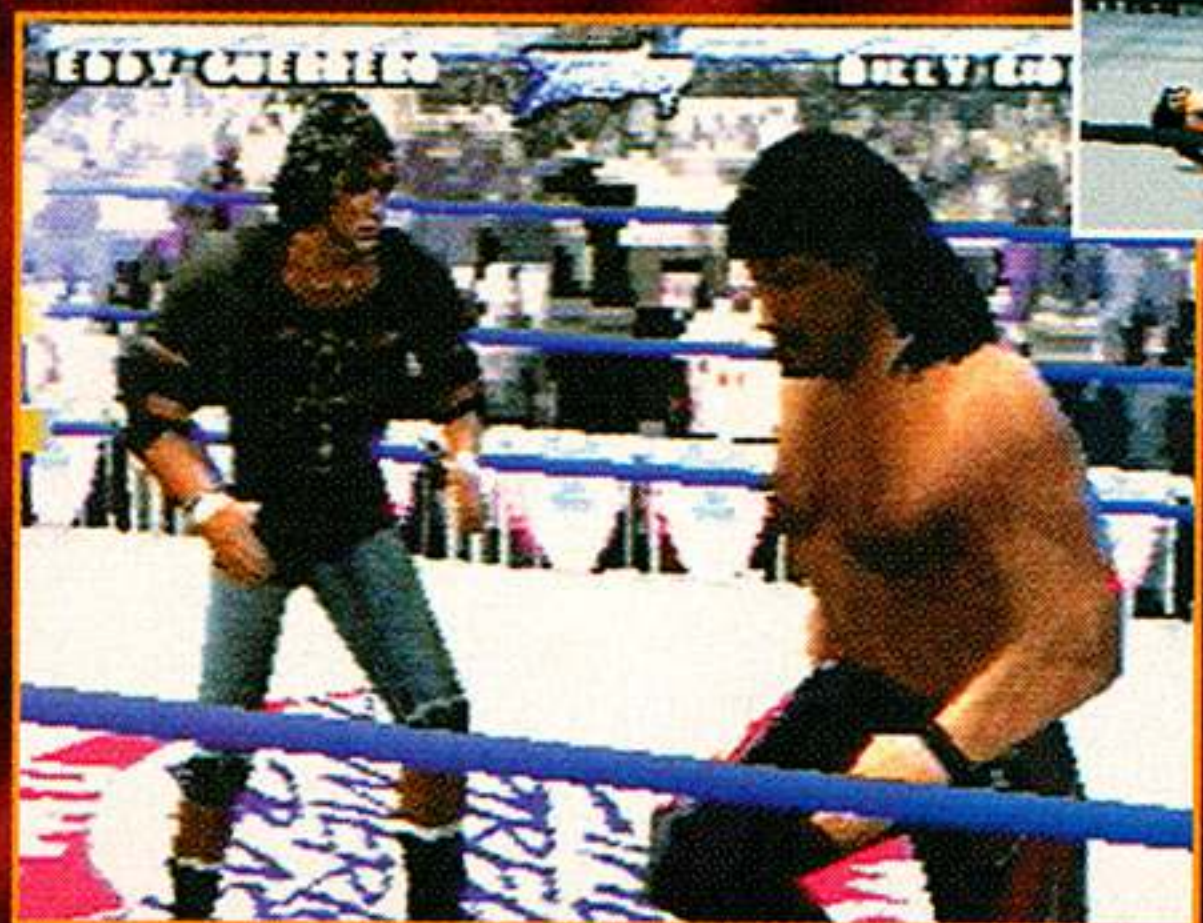


WCW/NWO Thunder

PlayStation

Based on the WCW Nitro engine, WCW/NWO Thunder is striving to fix the control problems that plagued the original game, while adding a ringful of new options, wrestlers, and moves to give PlayStation fans the ultimate WCW experience. Thunder features 64 wrestlers (32 selectable, 32 hidden) from Goldberg to Raven, along with Single, Tag Team, Battle Royal, and Steel Cage matches. The game also includes weapons around ringside (stop signs, water bottles, etc.) and a new Might Editor that enables you to strengthen different parts of your grappler's body.

Thunder is even hoping to provide two-man commentary from Tony Schiovanne and Mike Tenay to help match the unbelievable sounds booming from its toughest competitor, WWF War Zone.
—Johnny Ballgame



Developed by Inland Productions
Published by THQ
Available December

60% COMPLETE



Destrega

PlayStation

Destrega pounces the PlayStation with a unique action/fighting style unlike any game currently on the market. Featuring fast-paced one-on-one 3D battles, Destrega gives you full freedom of movement to run around each stage punching, kicking, and using magic attacks to blast your opponent. Stages are multilayered and actually come into play during fights, as players can stand on hills for better protection or hide behind rocks.

Destrega also includes 12 characters and 12 stages, along with Story, Endurance, Practice, and Team Battle modes. Fighting game fans (especially those who dig the Bushido Blade series) should definitely keep their fists warm for this one.

—J. Boogie



Developed by Omega Force
Published by Koei
Available December

80% COMPLETE

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X-Men

PlayStation

Finally, a 3D fighting game starring the X-Men. Over 12 of your favorite heroes are at your disposal, each with different styles of fighting and multiple finishing moves. You can adjust the speed of the game and compete in interactive environments in two-player, tournament, or single-player story mode. Unique to X-Men is the tracking system that

rates, assigns points, and produces a summary of your fights. Now your cheap hits will actually be graded! You can bet if Activision makes the right moves, X-Men will X-plode as a strong contender in the fighting-game ring.

—Four-Eyed Dragon



Developed and published by Activision
Available First Quarter '99

60% COMPLETE



Tonic Trouble

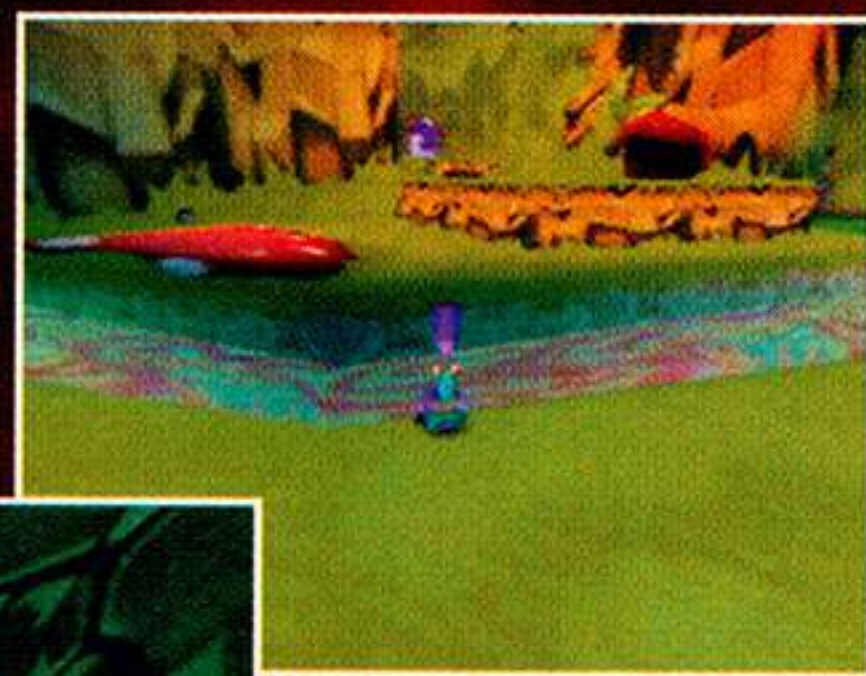
Nintendo 64

In Tonic Trouble, you're Ed, a clumsy alien who's dropped a can of mysterious tonic on Earth that's causing ecological mutations galore. You've been ordered back to Earth to clean up the mess—but the can of tonic has fallen into the hands of the sinister Grigh the Hellish. Uh-oh!

Though it has plenty of bosses and enemies, Tonic's more puzzle-oriented than recent 3D platformers like Banjo-Kazooie. Ed goes deep-sea swimming, employs a blowpipe to take out enemies, and even uses his trusty weapon as a pogo stick!

TT uses the N64 RAM expansion module, but its benefits weren't yet felt in the preview version: The areas were confined, and there were constant loading delays reminiscent of Croc. Hopefully some of the levels will open up and Ubi Soft will have time to work on the sluggish controls before the game is finalized—or else Tonic may really be in Trouble.

—Boba Fett



Developed and published by Ubi Soft
Available February '99

30% COMPLETE

**THE FUTURE
HAS ONE TINY
HOPE FOR
SURVIVAL**



Apocalypse

PlayStation

In Apocalypse, the ultra-violent action game starring Bruce Willis, you must kill! kill! kill! your way through 11 intense levels riddled with bloodthirsty thugs, the Four Horsemen of the Apocalypse, and an

evil villain named the Reverend. As the adventure progresses, you collect awesome new weapons like flamethrowers and smart bombs to devastate virtually everything on screen as you run, climb, and blast your way through city streets, swamps, and rooftops. Apocalypse features an extremely fast frame rate, cool video walls in the background playing the latest songs from Poe, and even a bunch of smart-ass comments from Willis.

So far, it looks like Apocalypse will be worth the wait for gamers itchin' to pull Willis's trigger.
—Johnny Ballgame



Developed by Neversoft Entertainment
Published by Activision
Available November

80% COMPLETE



K-1 Revenge

PlayStation

The sequel to THQ's K-1: The Arena Fighters, Revenge attacks gamers with enhanced graphics, additional moves, and more fighters than the original, while keeping the same head-bashing physics and wicked knock-downs that kick-boxing fans demand. Revenge features 15 fighters from the K-1 federation, including Stan the Man, Andy Hug, and Ernesto Hoost. The game also sports a solid variety of modes, including One-Player, Versus, Tournament, and Team Battle. The gameplay is fast, as feet and fists swing wildly around the ring; in this unfinished version, however, Revenge had the same serious flaw that limited the original game—it was too easy. If this problem is fixed, K-1 Revenge could be the knockout-good-time that fans of the genre have been waiting for. —J. Boogie

The gameplay is fast, as feet and fists swing wildly around the ring; in this unfinished version, however, Revenge had the same serious flaw that limited the original game—it was too easy. If this problem is fixed, K-1 Revenge could be the knockout-good-time that fans of the genre have been waiting for. —J. Boogie



Developed by King Entertainment
Published by Jaleco
Available January '99

70% COMPLETE

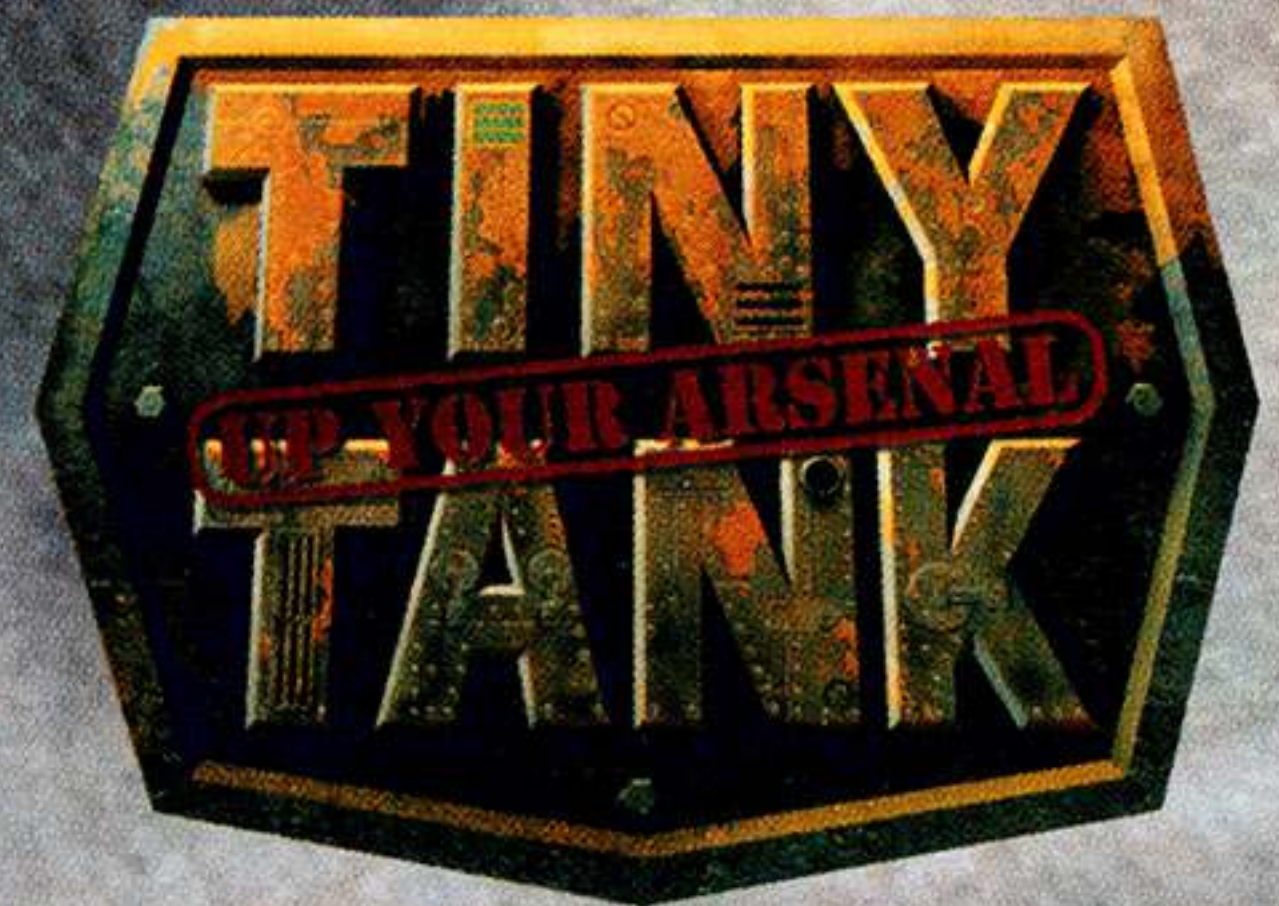
WHO THE !*#% YOU CALLIN' TINY?



"Tiny Tank's effects are some of the most impressive seen on a PlayStation... the game itself is a technical wonder."
-Next Generation



My name may be Tiny, but I'm also the only hope to save humanity from a bunch of brainless robots. I'm equipped with the most advanced weapons—big guns and rocket launchers—so I'm not going to take any B.S. from anyone or anything. So call me what you want, because in the end, all that matters is the size of your guns. Just ask the sorry-ass robot with a Texas-sized hole in his gut. www.tinytank.com www.mgminteractive.com



THE ADORABLE KILLING MACHINE





PERDUE
41

3

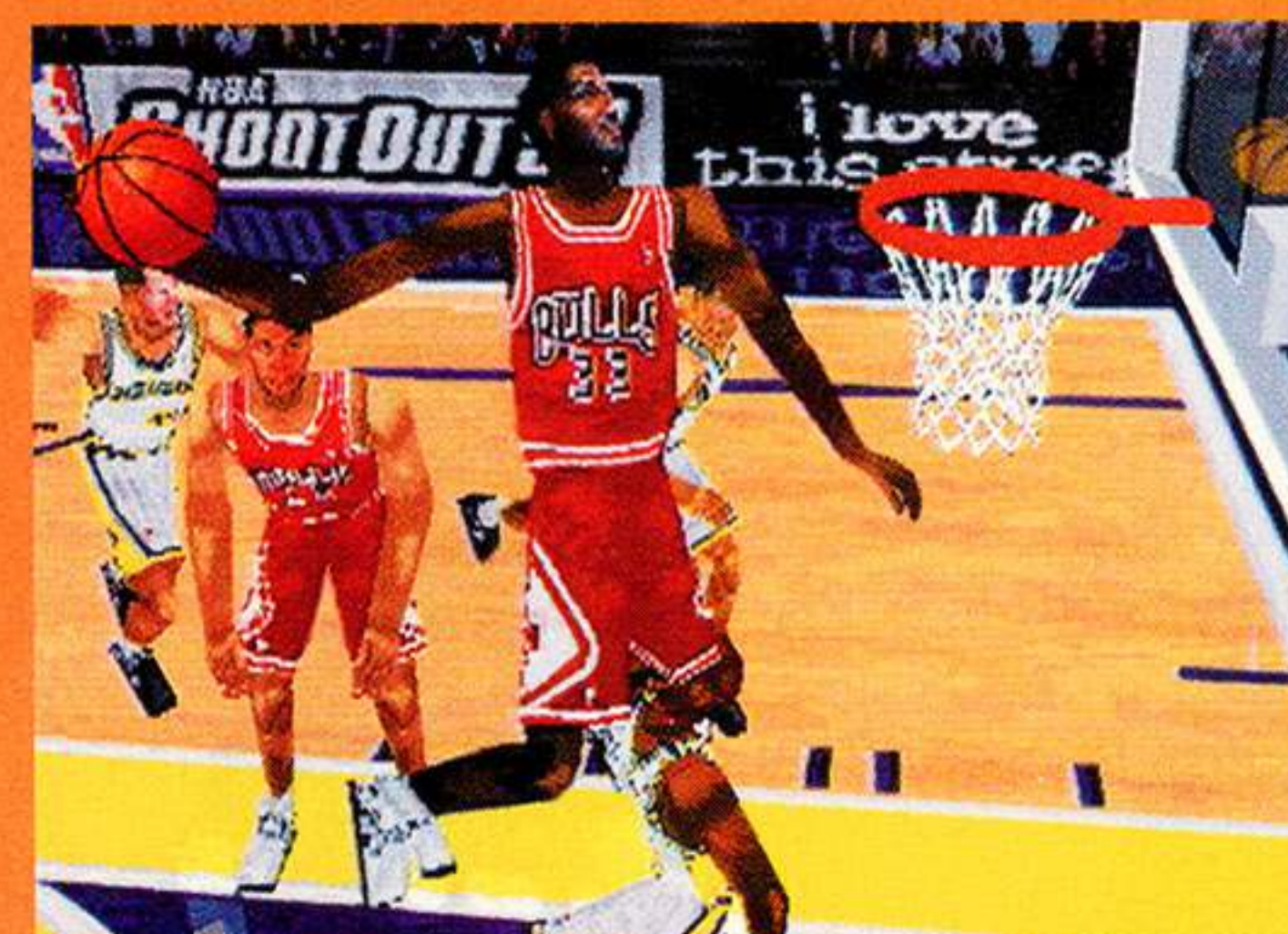
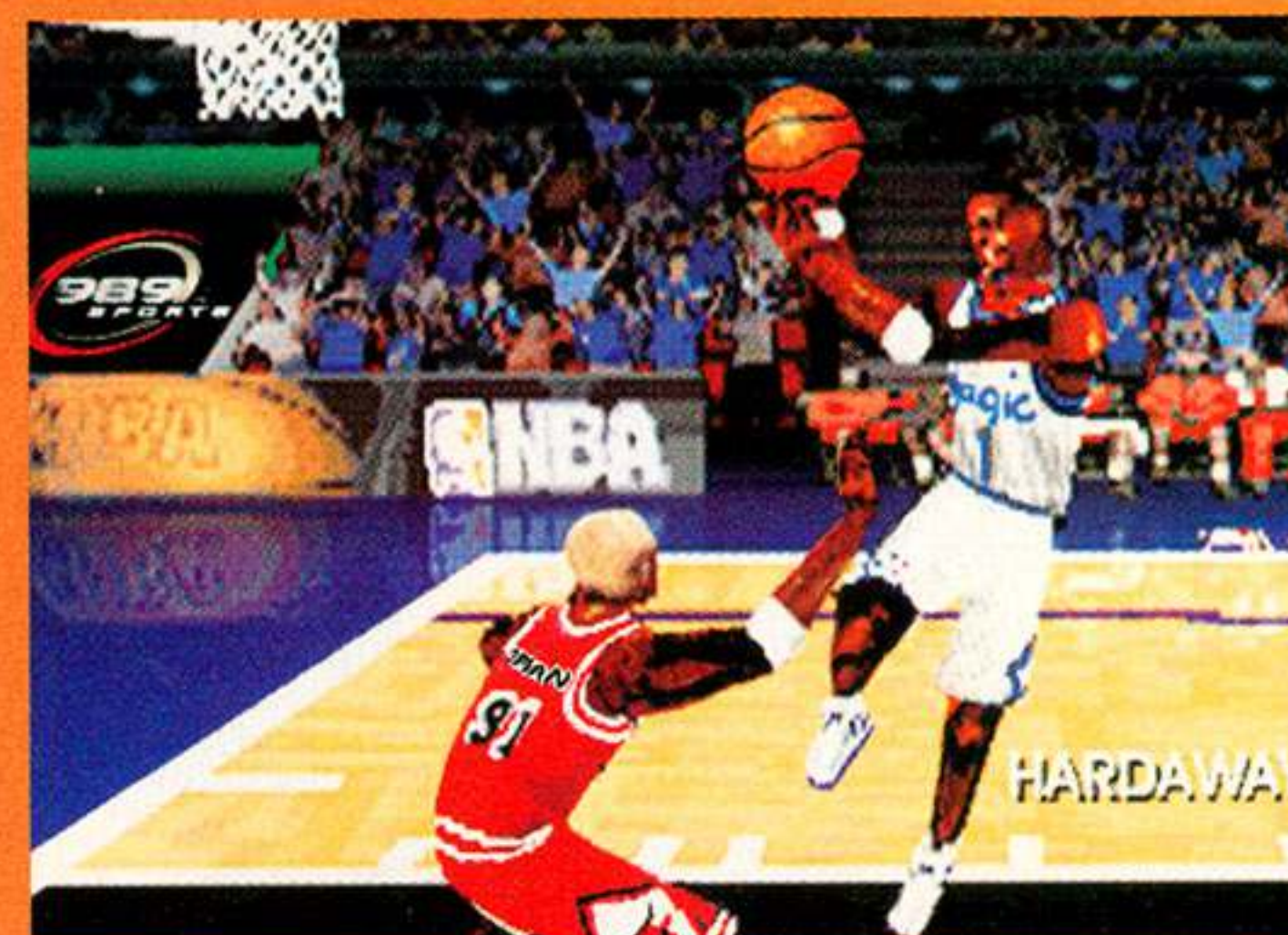
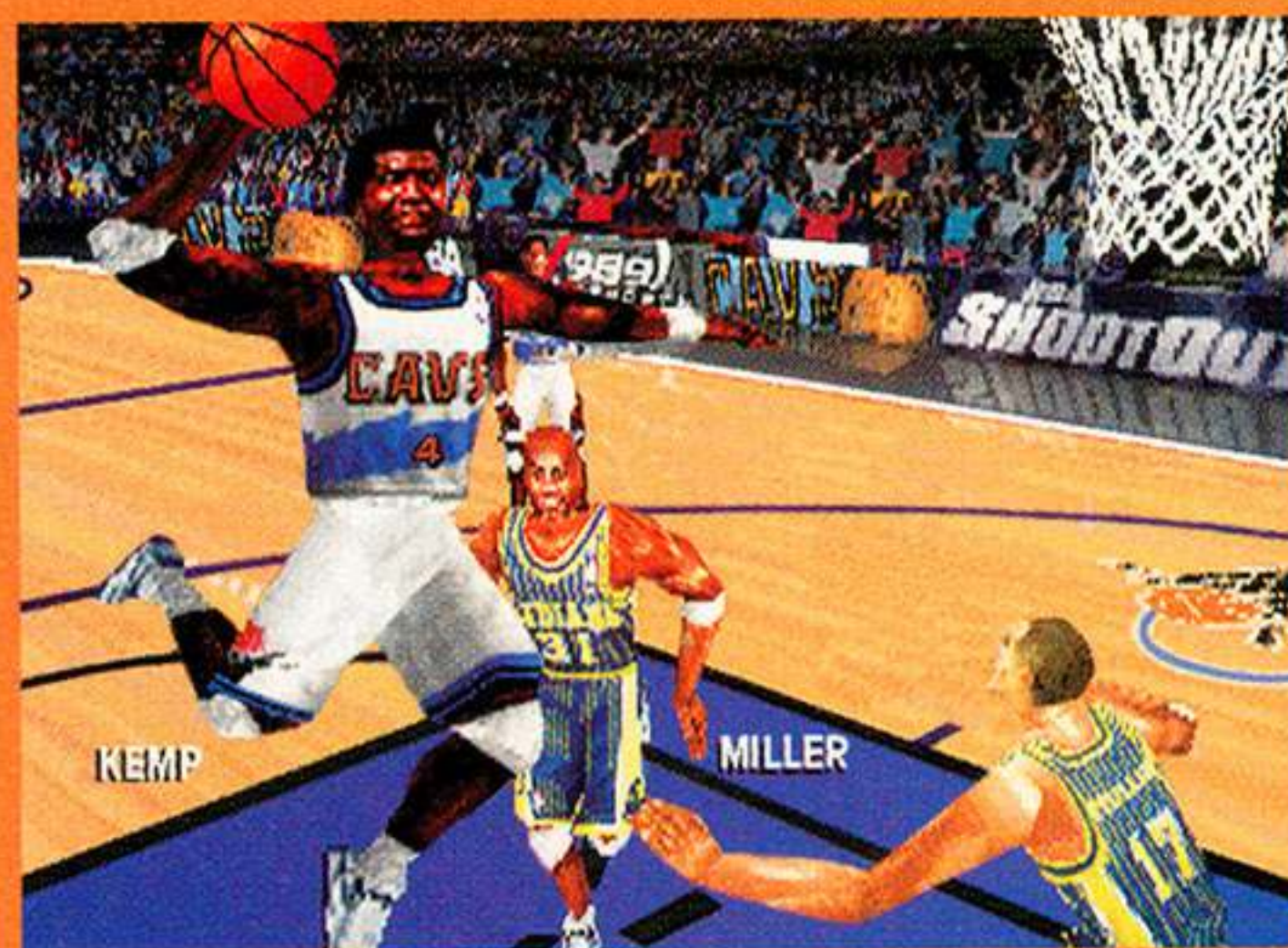


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HESITATE, PENETRATE, ELEVATE,
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NBA
SHOOTOUT
99



www.989sports.com



There Are Some

Nasty Bugs

Going Around



www.buckbumble.com



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A Buck Bumble



BEE PREPARED



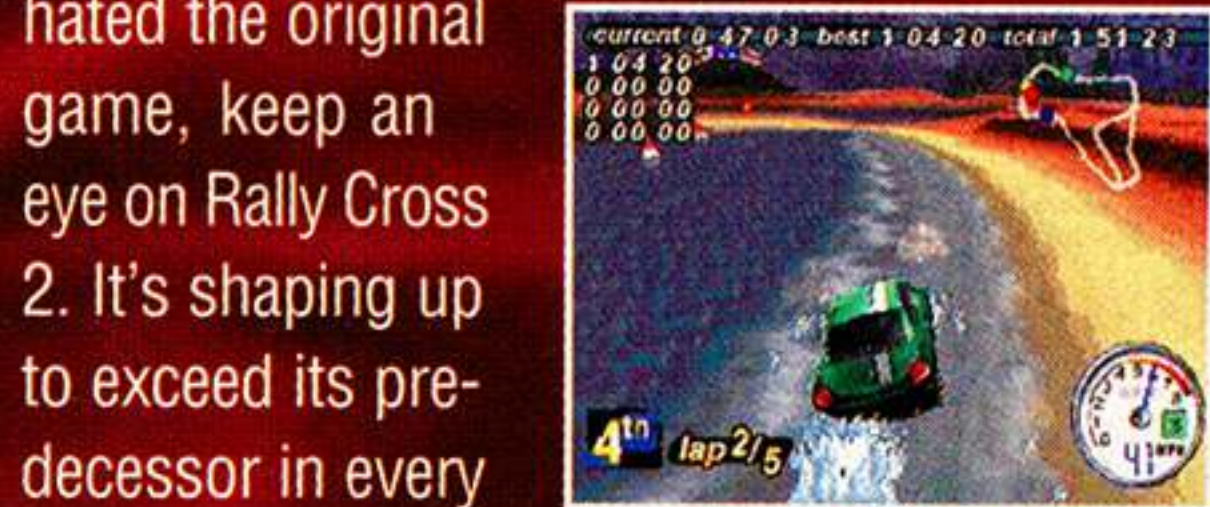
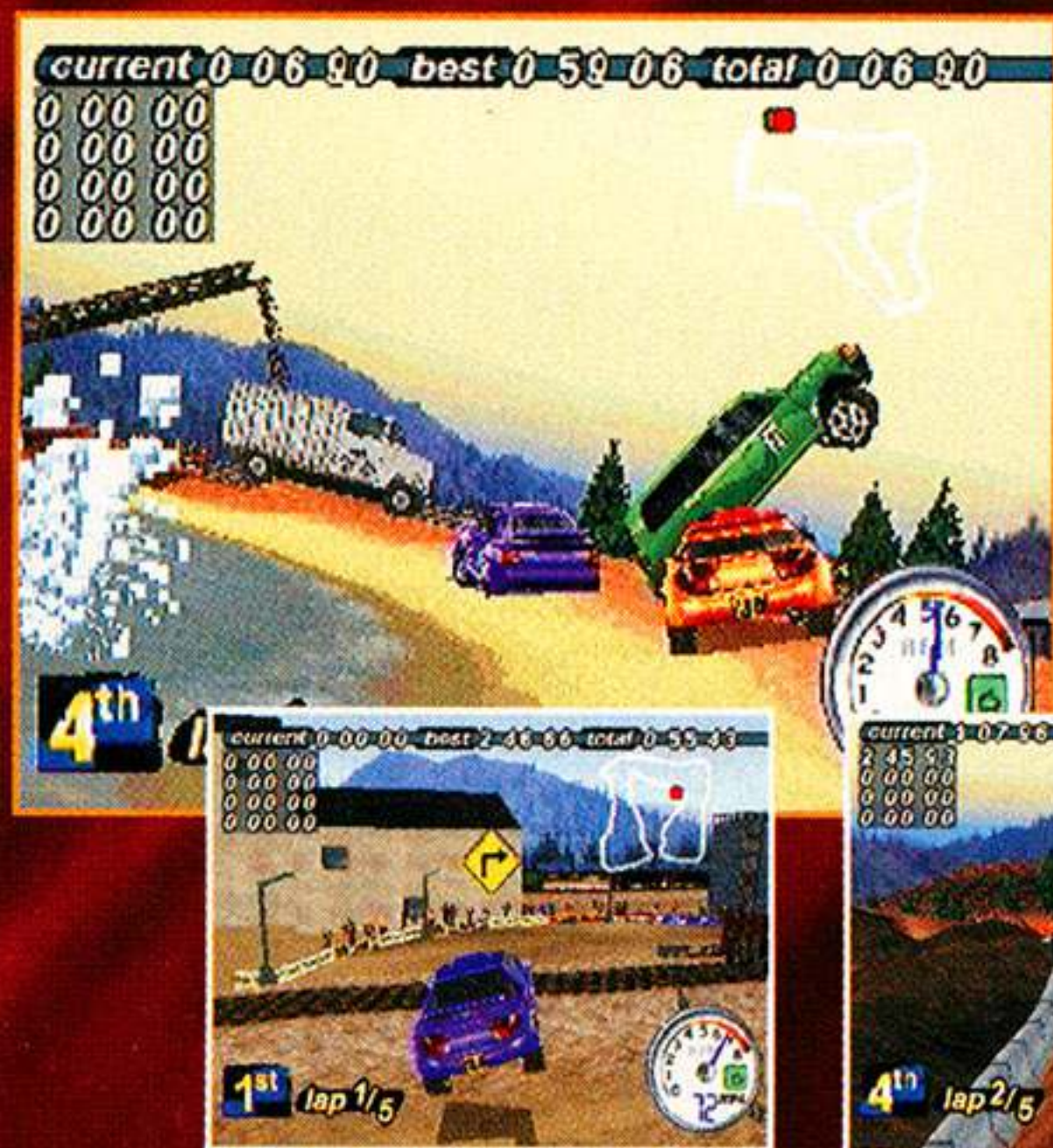
Rally Cross 2

PlayStation

989 Studios is putting less bounce in every ounce of its off-road racing sequel, Rally Cross 2. The original game's gooey suspensions turned away many drivers, so 989 has tweaked the physics model to offer realistic, but more manageable, racing action. As for everything else, however, the law of sequels prevails. Ten new cars, eight fresh tracks (plus a track editor), Rush-style shortcuts, adjustable car setups, a paint shop, and analog Dual Shock support prove that more is still more. This one's loaded out of the showroom.

Fans of the original will still get their thrills and spills, with the return of forward and backward runs as well as the suicide races. Split-screen contests only sweeten the deal. Whether you loved or

hated the original game, keep an eye on Rally Cross 2. It's shaping up to exceed its predecessor in every way. —Dan Elektro



Developed by Idol Minds
Published by 989 Studios
Available November
70% COMPLETE



Starshot

Nintendo 64



In this cartoony exploration game, you play as the title character, Starshot, a juggler who roams the galaxy with a group of circus performers in search of adventure. The game features seven bizarre worlds set in a non-linear 3D environment. As you journey through these worlds, you'll interact with over 300 zany characters. Starshot promises "Cartoon Skin" and "Total Distortion" graphical systems, which will make you feel like you're playing a cartoon, along with a jammin' space-symphony rock soundtrack. The intergalactic circus should be coming to town this fall. —Jack of Hearts



Developed by Infogrames
Published by Ocean
Available Fall '98

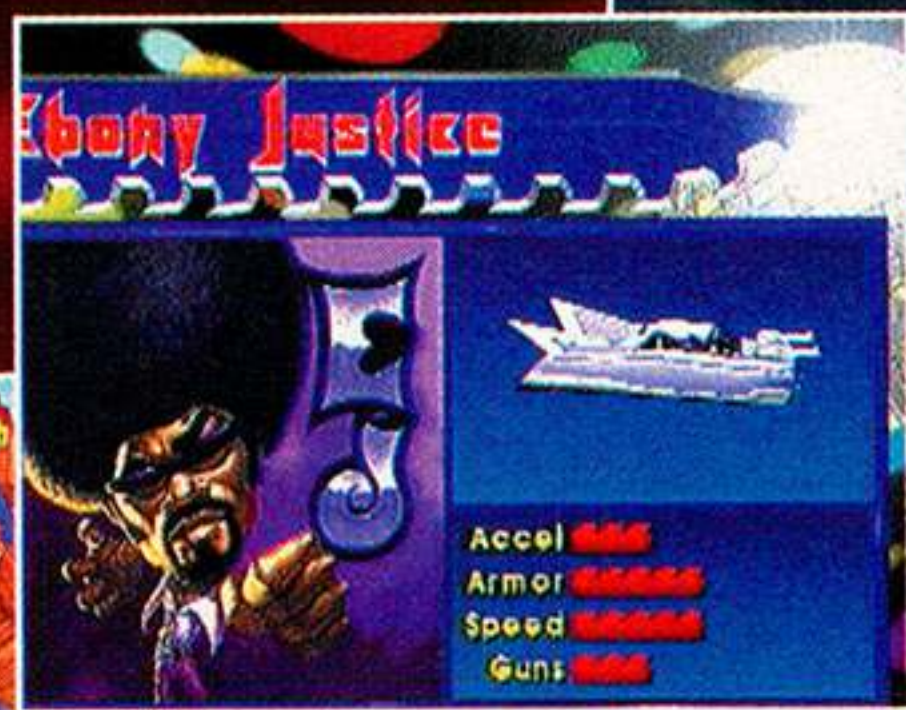
40% COMPLETE



Dead in the Water

PlayStation

The premise is simple: Fight for cash using a souped-up boat that literally blows away the competition. Much like a vehicle shooter, Dead in the Water has upgradeable weapons you can buy, a plethora of different power-ups, and a two-player battle mode. There are 13 boats to choose from as you race through nine levels of mayhem. In the unfinished version we played, the wave effects were realistic enough to make you seasick, but extreme draw-in made driving your boat almost impossible. If this is fixed before the game's released, DITW could prove to be unsinkable. —Four-Eyed Dragon



Developed by Player 1
Published by ASC Games
Available now

80% COMPLETE

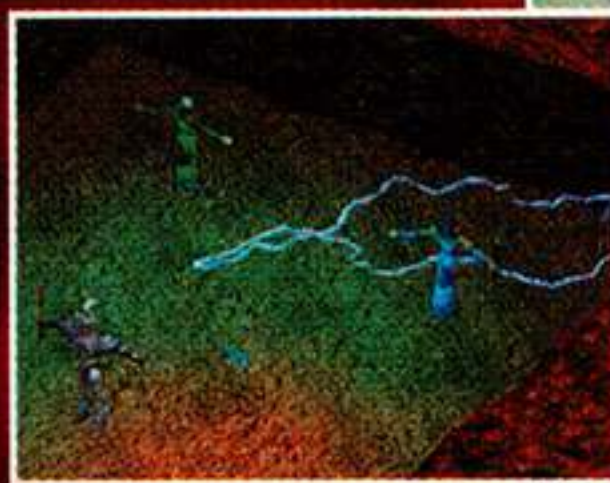


Dungeon Keeper 2

PlayStation

If you aren't familiar with the original Dungeon Keeper for the PC, then Dungeon Keeper 2 may offer just enough wicked strategy for your righteous mind. As an evil overlord overseeing a dungeon, you must command your

servants to deal out torture, set traps for the Forces of Goodness, and wreak havoc on unsuspecting heroes who try to enter your domain. You can even join the action, playing as one of your creatures from a first-person view. DK2 promises to keep the fires burning with plenty of spells, traps, and creatures to do your evil bidding. —Four-Eyed Dragon



Developed by Bullfrog Productions
Published by Electronic Arts
Available Spring '99

30% COMPLETE

Note: Screens shown are from the PC version.



Warzone 2100

PlayStation

Set on 21st century Earth after a worldwide nuclear holocaust, Warzone 2100 charges you with rebuilding North America—where there are plenty of areas to explore and a whole slew of artifacts to discover. Researching these artifacts is important because they open more options as you progress. Research also enables you to build more than 2000 vehicles that can be used either to fight your opposition or to explore over 30 map areas to gather needed resources. If you're into real-time strategy, this game may be a battlefield worth fighting on. —Four-Eyed Dragon

Developed by Pumpkin Studios
Published by Eidos
Available December

40% COMPLETE



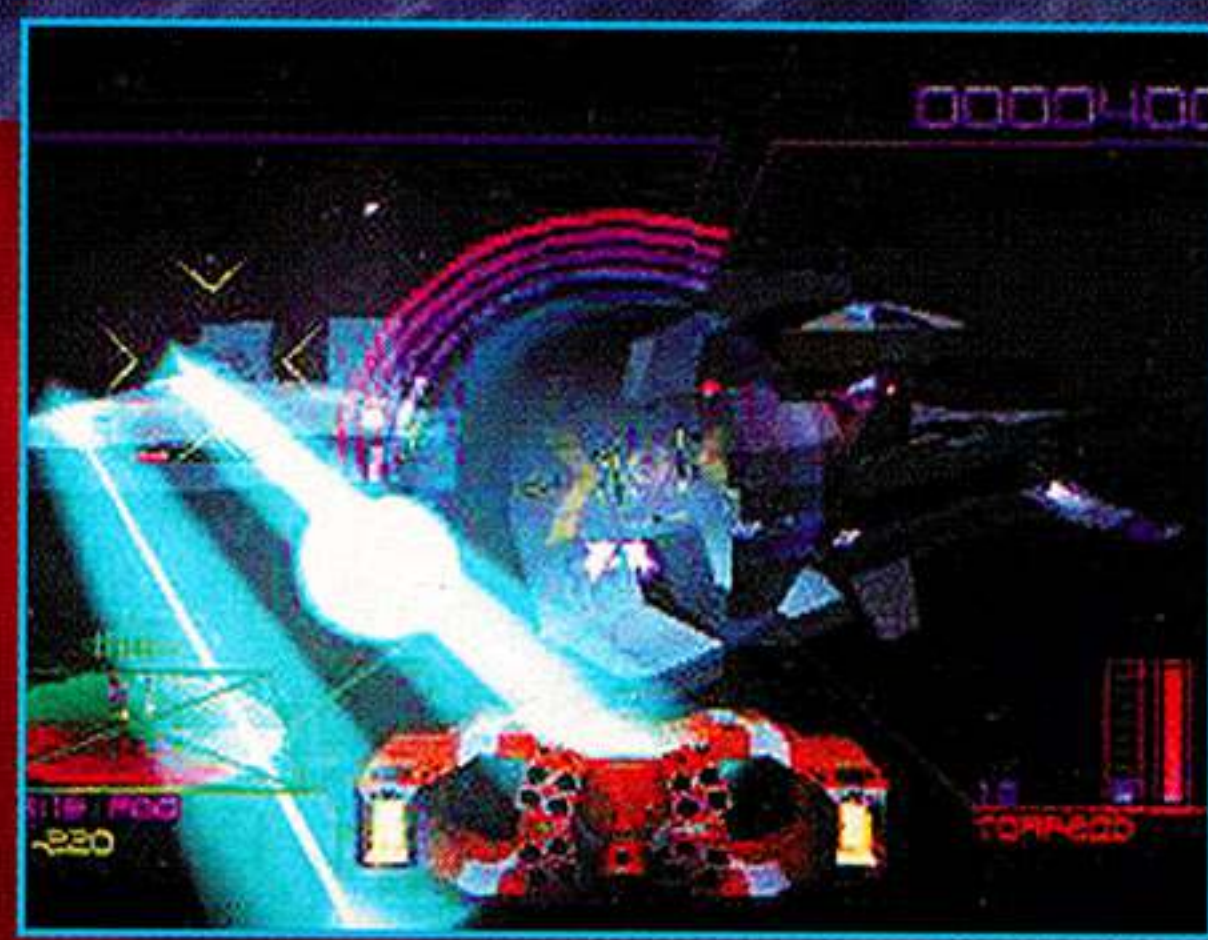
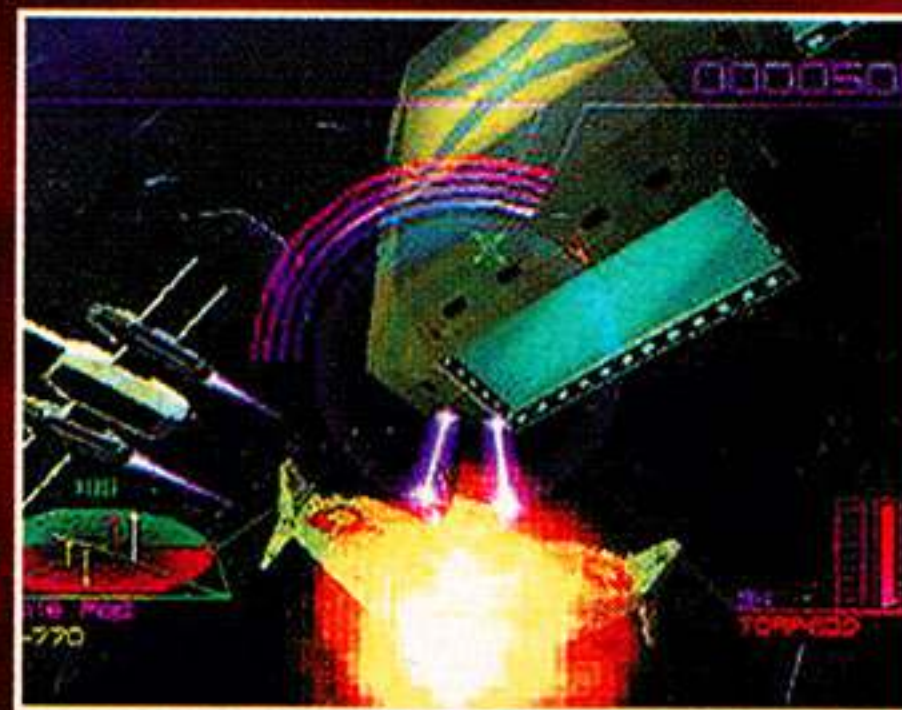


Blast Radius

PlayStation

Based on the Colony Wars engine, Blast Radius takes pilots on a purely arcade-style adrenaline-packed blastfest. As a galactic kill-for-cash mercenary, you choose from four assault craft and then start heating up missiles and firing off lasers throughout 31 missions; other weapons include cluster bombs, assault rockets, and homing missiles. Blast Radius will also support two-player cooperative or head-to-head combat—but

only with a link cable. Even as a one-player game, though, Blast Radius seems like a promising, mindlessly enjoyable, blow-\$\$\$-up space adventure. —Air Hendrix



Developed and published by Psygnosis
Available January '99

40% COMPLETE



Eliminator

PlayStation

Eliminator offers an interesting twist on standard racing/combat games. As a POW fighting for survival, you test-drive enemy hovercraft in a race that you win by blowing up other POWs before they blow you up—and before the time bomb strapped to your back explodes. Time power-ups and kills replenish the all-important

clock as you battle through 3D tracks in one of six ships armed from an arsenal of 12 weapons. The action goes down across eight large levels in one- or two-player split-screen play. —Air Hendrix



Developed by Magenta Software
Published by Psygnosis
Available Fourth Quarter '98

50% COMPLETE



The Contract

PlayStation

Psygnosis is mixing it up with the Mafia in The Contract, a GoldenEye-esque action game. Playing as one of two Mob henchmen, Simon or Natasha, you tackle over 30 undercover missions (which vary greatly depending on which character you choose) in a quest to avenge the wronged Coluscha family. The developers are striving to re-create the intensity of a big-budget action flick as gamers seek revenge with more than 50 weapons, a unique targeting system, and 20 stealthy moves. —Air Hendrix



Developed and published by Psygnosis
Available Fourth Quarter '98

50% COMPLETE

CAN YOUR DROID CUT IT?



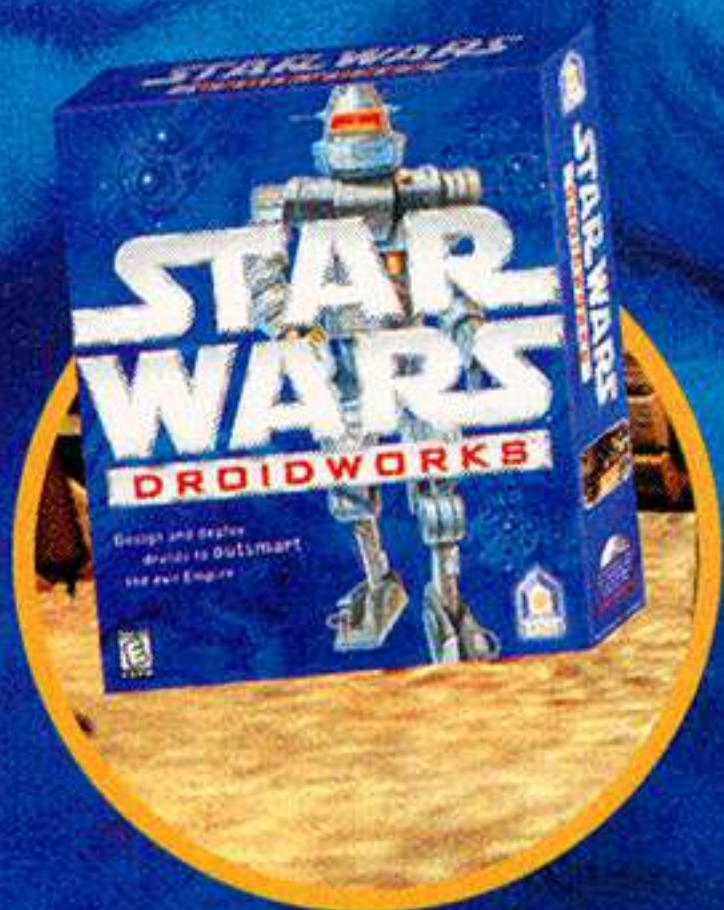
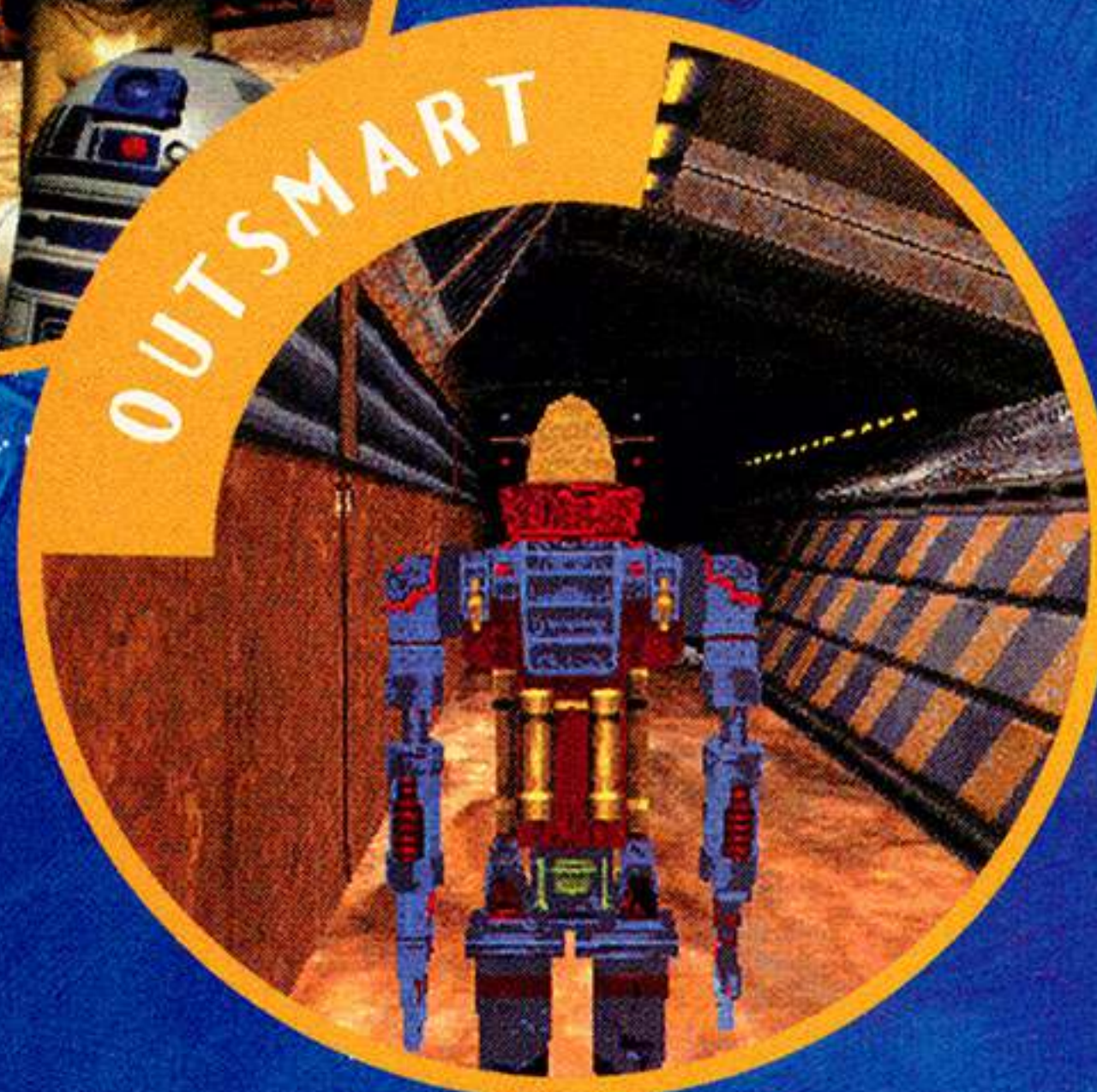
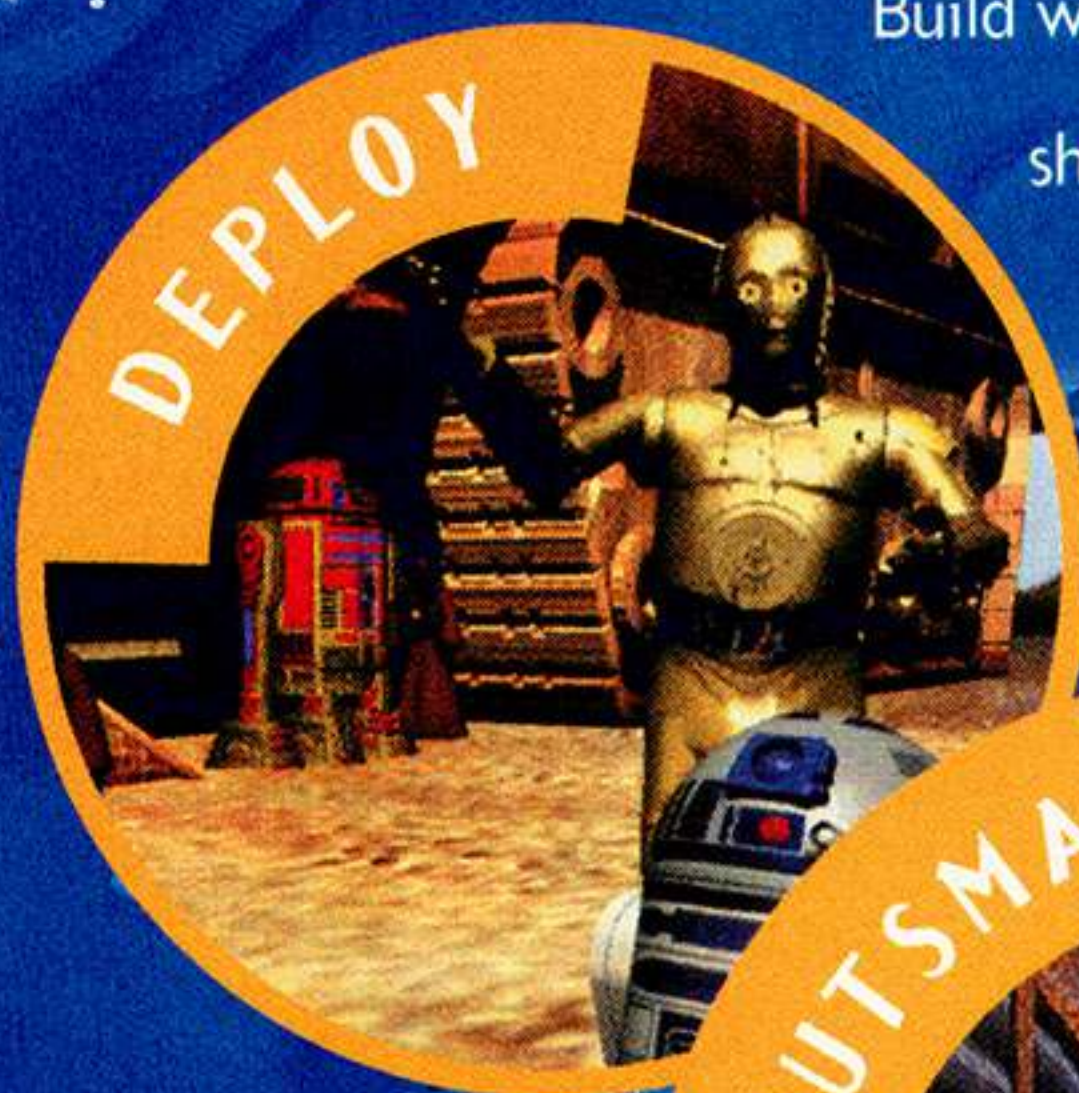
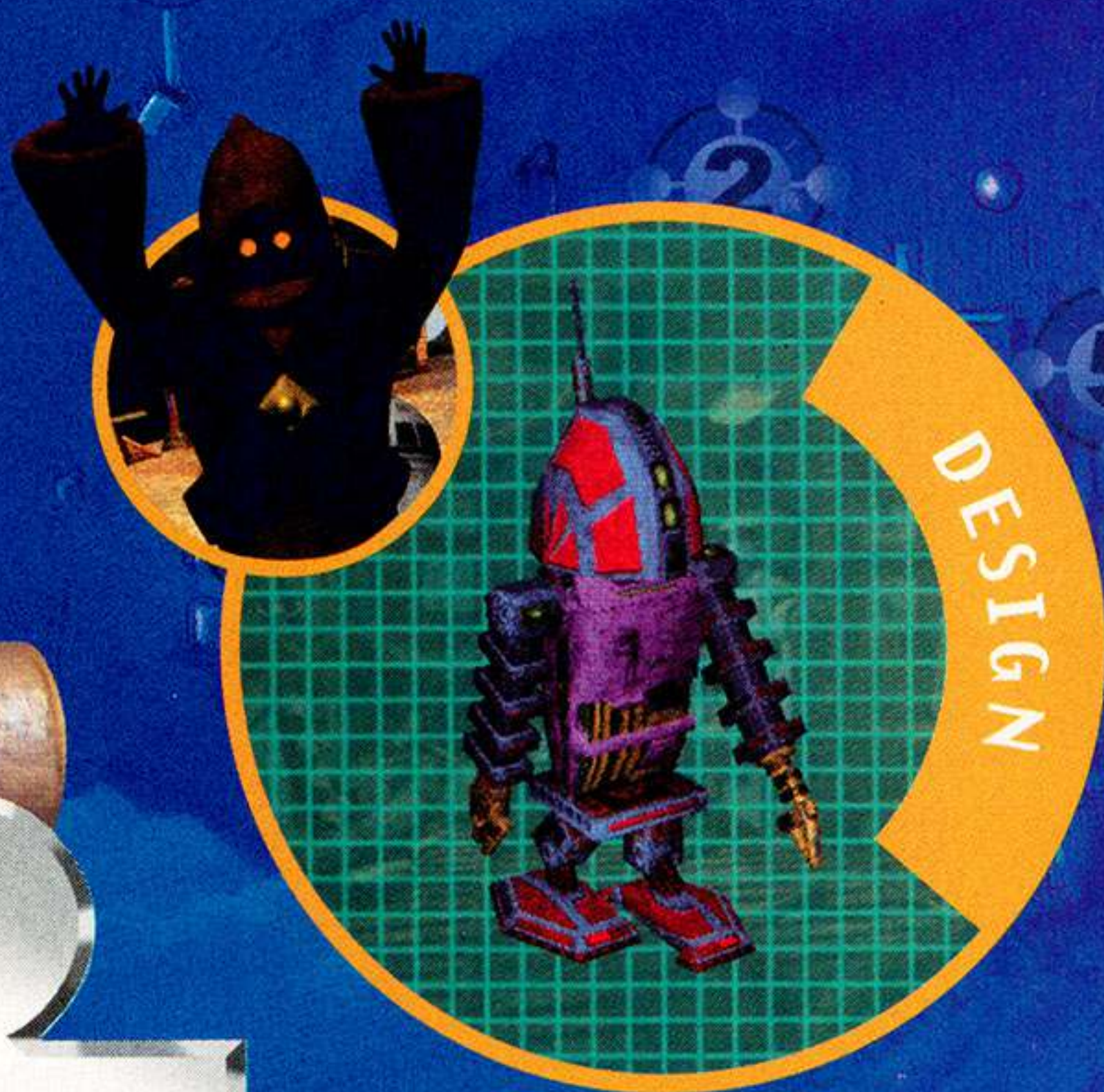
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> Can you design a droid with the mettle—and metal—to outsmart the Empire? Can your droid tread triumphantly through 29 torso-twisting missions to save the Rebel Alliance from deadly assassin droids? Open the two-ton door that's threatening to crush its beryllium-bronzed bones? Or use an Automaton High-Energy Power Welder to cut through 150-gauge steel?

Build wisely and your droid should be able to cut it.

So perhaps the real question is: Can you?



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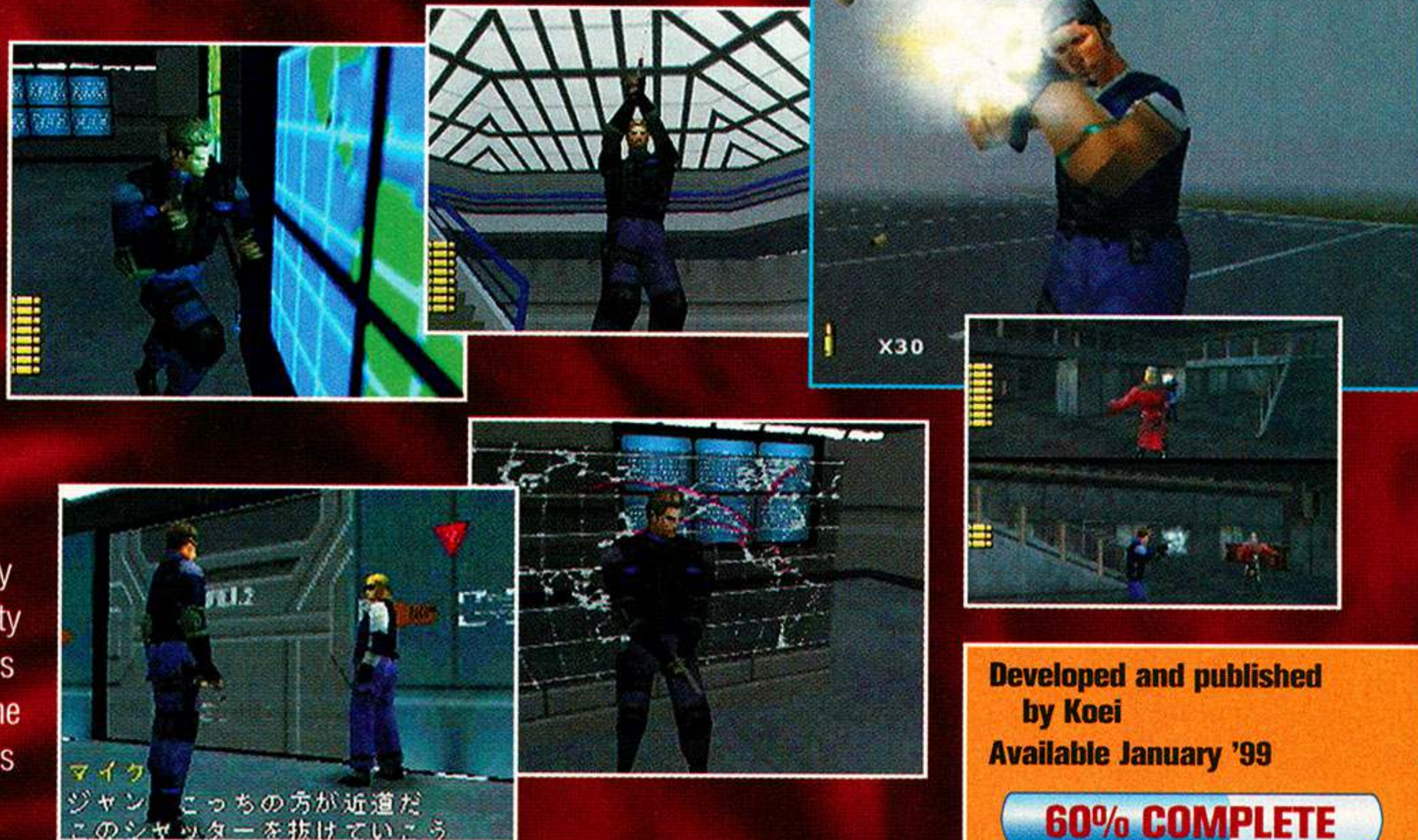
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Winback

Nintendo 64

As part of S.C.A.T. (Strategic Covert Actions Team), you must infiltrate a complex that has been overrun by terrorists. Your objective: Prevent the terrorists from using the GULF system, a satellite capable of destroying large areas of the planet with a single laser beam. Combining elements from GoldenEye's shoot-em-up view with Metal Gear Solid's stealthy maneuvering, Winback features an array of weaponry, intelligent enemies, and the ability to move freely on any level. No doubt stealth is wealth this year—but will this “special op” game have enough firepower to gain an edge over its competition? —*Four-Eyed Dragon*



Developed and published by Koei
Available January '99

60% COMPLETE



Invasion From Beyond

PlayStation



Based on the alien-menace themes of B movies, Invasion From Beyond challenges you to defend your country from attacking Martians by using a variety of fighter planes armed with the latest weapons. Your missions range from normal blast-em-up mayhem to “suck-o-matic” transportation of helpless civilians to safe houses. In this early version, you could choose from only one view and flew in areas that were too small. This Invasion will need to be stronger at its release—or the battle may be over before it begins.—*Four-Eyed Dragon*



Developed by King of the Jungle
Published by GT Interactive
Available December

60% COMPLETE



Nectaris: Military Madness

PlayStation



This turn-based war-time strategy game casts you as commander of the Union army, which must battle the Guicy forces for complete control of the moon. Nectaris offers unique vehicles designed for different terrains, and you can choose from a variety of battle animations as you obliterate your enemies. Emphasizing strategy, NMM's gameplay is about matching your units to the enemy's in order to exploit the latter's weaknesses. Action-oriented gamers will find this game pretty slow, but fans of the genre may find it perfectly paced. —*Four-Eyed Dragon*

Developed by Hudson Soft
Published by Jaleco
Available November

80% COMPLETE



IMPRISONED IN DARKNESS
A CENTURY AGO...

VENGEANCE IS ABOUT TO SEE

The breakthrough sequel to the best selling original, the story continues as the imprisoned Navy escapes to wreak revenge against the tyrannical League who defeated them 100 years ago.





THE LIGHT OF DAY

COLONY WARS™

V E N G E A N C E

"THIS GAME IS GOING TO ROCK" - PSM

"...A SPECTACULAR GAME" - NEXT GENERATION



dozens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights
Customizable and upgradable ships • 5 stunning and expansive solar systems



TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

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OF FEELING PAIN.
REALLY GOOD
AT DISHING IT OUT.



The Commando Elite. The toughest, militant roughnecks ever inducted. Take 'em on. Or fire up two-player mode and take control of the Commandos yourself. Either way, it's non-stop, show no mercy take no prisoners, all-out 3-D warfare. So lock n' load, soldier. You're good to go.



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DREAMWORKS
INTERACTIVE

PC GamePro REVIEW

Win 95
By Dan Elektro

The Dogs of War

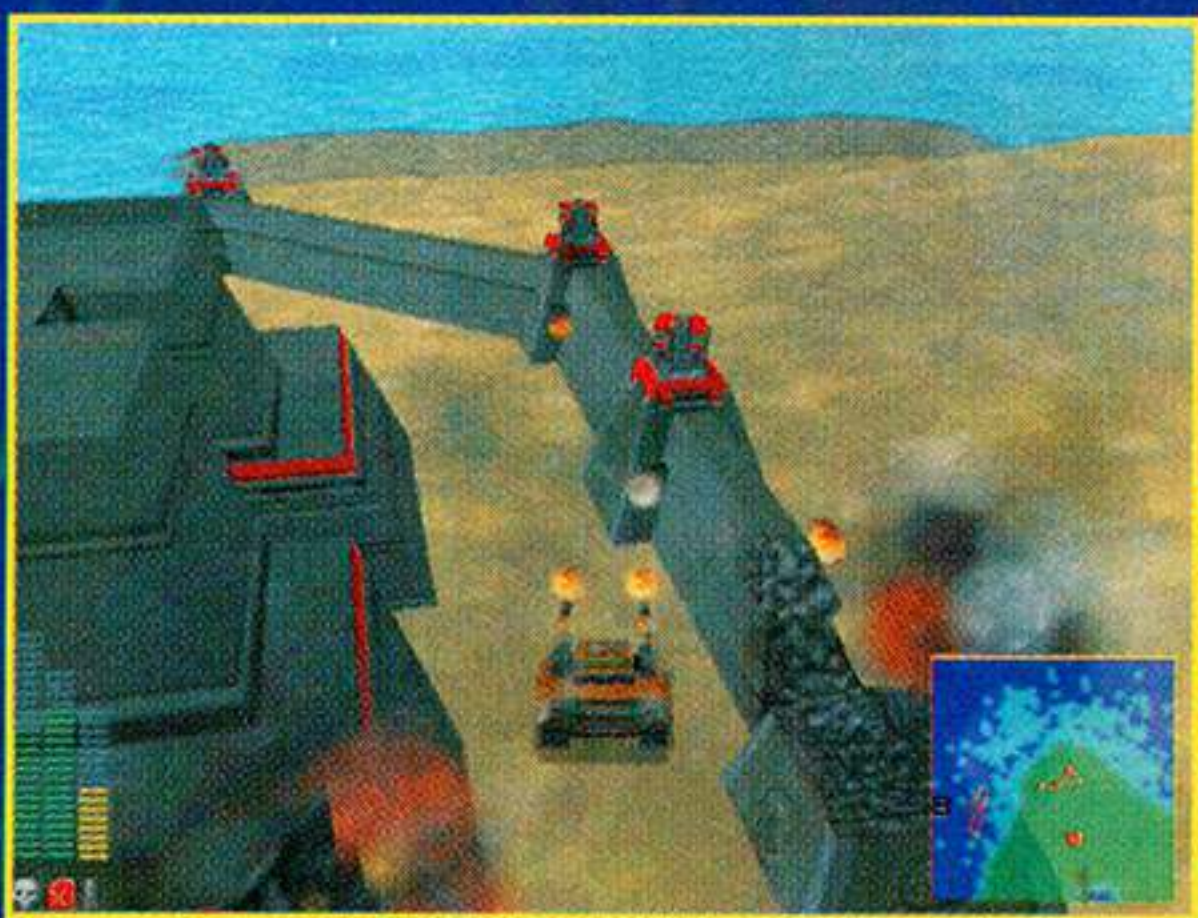
Once again, players command multiple war machines, including tanks, helicopters, missile launchers, and jeeps, as well as the recently added PT boats and Harrier jets. Your opponent's flag is hidden somewhere on the island-based terrain; your goal is to find the flag and return it to your base in one piece. RF2 is kind of like heavily armed chess; you have only



PROTIP: Clear the surrounding area of deadly SAM launchers before taking out flag bunkers with an air strike.



PROTIP: On missions where you have access to the Harrier or helicopter, always start with an aerial scan of the territory.



PROTIP: Tanks are equally proficient at long-range sniping shots and ramming down walls. Use them wisely; they're the game's best weapon.

The original Return Fire was an inspired (and highly decorated) reinvention of Capture the Flag. Its long-awaited sequel, Return Fire 2, offers a much tougher tour of duty and positive signs of true progress. In a phrase, the game's grown up.

a set number of vehicles for each mission and must use them wisely to win. Return 2 contains all the original gameplay elements, including refueling depots, jeeps that can traverse water, and multi-layer support for four players on a split screen or sixteen players via a LAN or over the Internet—plus, there's a new airplane dog-fight mode.



Front Lines with a View

War never looked so good: RF2's 3D accelerated graphics are clean, smooth, and detailed. The game's all-classical soundtrack is nearly identical to the original's, right down to the Angel/EMI-licensed recordings, which can't be beat for inspiration and mood.

The controls, however, prove

to be confusing with a keyboard and incomplete with a gamepad; you'll need a joystick with a throttle control to enjoy this Fire. Also, it would've been nice if RF2 had supported wheel mice for aiming the tank's guns. As it is, getting there is not half the fun. In addition, the cryptic, wordless menus make setting options a chore, even though they were clearly designed to reduce clutter.

War Is Heck

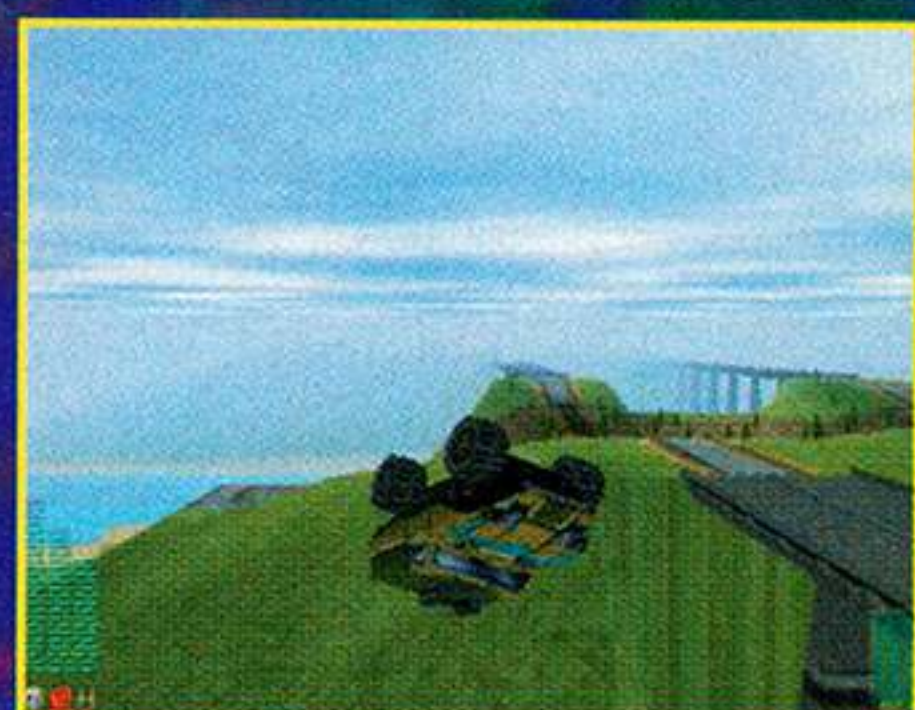
The impressively enhanced Return Fire 2 is ultimately more sophisticated and more mature than its predecessor. The addictive gameplay hasn't been hurt by the 3D overhaul, and if you put in the effort to learn its intricacies, RF2 can be a wild wartime romp—especially against other humans (the computer A.I. will also challenge you). Return Fire 2's not the instant, simple joy that RF fans praised, but maybe that's a good thing. Sometimes, changes are for the better. **G**



PROTIP: Before commandeering the fragile jeep, use a tank to take out all enemy turrets along its expected route.



PROTIP: PT boats are great for taking out beachfront flag bunkers—but they can't hit the SAM launchers that are often located nearby.



PROTIP: The speedy jeeps handle like real cars—they're easy to bounce off a bridge or send off a mountain. Drive carefully.



PROTIP: During dogfights, don't fire until you have missile lock.

Return Fire 2 by Ripcord Games

Graphics	Control	Sound	Fun Factor
4.5	3.5	4.5	4.5

\$49.95
Available now
Action/strategy
16 players
Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Minimum System Specifications

- Pentium 100
- Windows 95
- 16 MB RAM
- 150 MB on HD
- 2X CD-ROM
- 16-bit sound card
- PCI video card
- Joystick with throttle/rudder

PC GamePro
REVIEW

Win 95
By Diesel

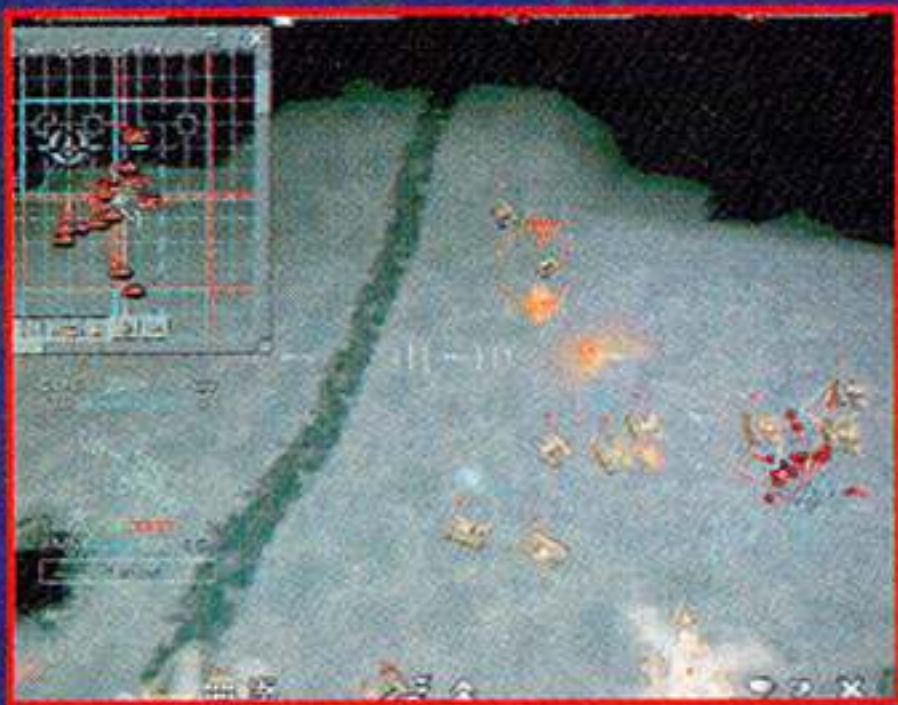
URBAN ASSAULT

In Microsoft's new real-time strategy game, Urban Assault, Earth is in post-nuclear war ruins, survivors are pissed, and aliens want Earth for themselves. What can *you* do? Save the world, of course.

Saving the Planet, Carefully

In Urban Assault, you defend what's left of the planet—one map sector at a time. You must manage your base and resources, but, as in Battlezone, you can also jump into first-person action and fight in 15 vehicles. Unlike Battlezone, however, you're linked to all the vehicles in your army and can jump to any vehicle at any time (which can get confusing).

Everything is controlled either via a translucent map or by clicking on the 3D units themselves. Because things can quickly become hectic, you must juggle all your duties correctly—managing energy, defending the base, sending backup—or you'll find yourself losing in a jiffy. A keyboard-and-mouse combo works well for the control; sim fanatics can hook up a joystick, but the simple vehicle controls don't demand it. The 3Dfx graphics of the bleak landscapes could be smoother, but the post-apocalyptic soundtrack (by *X-Files* composer Mark Snow) feels very appropriate.



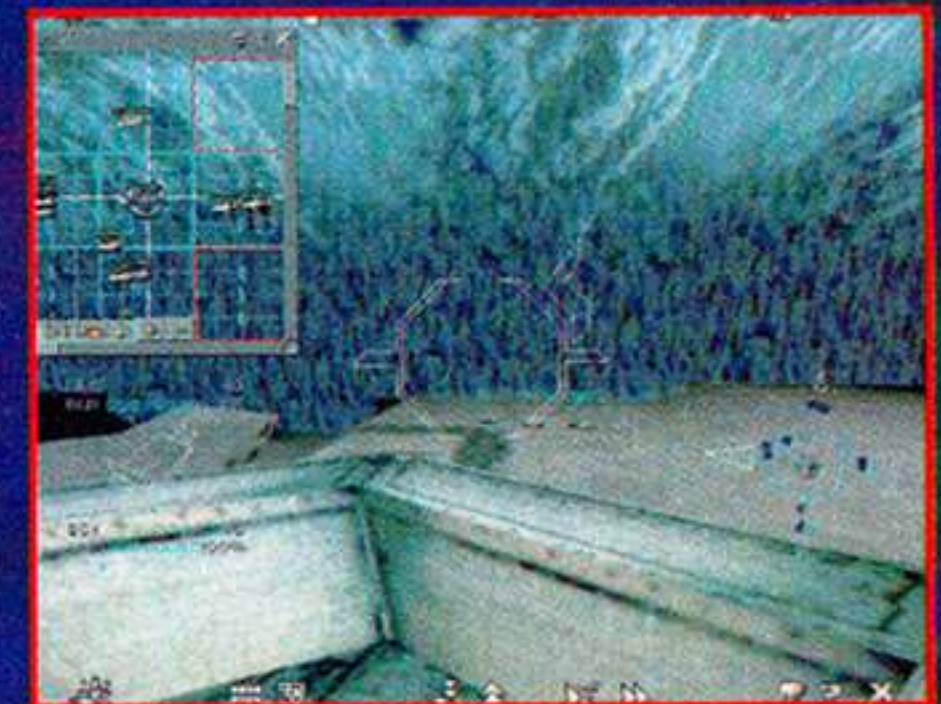
PRO TIP: Since it can get confusing in the thick of battle, switch to a top-view from the Host Base to evaluate the situation.

Wars of Tomorrow

Urban Assault presents an interesting combination of strategy, action, and sim, and although it's less intriguing than its spiritual partner Battlezone, fans of futuristic warfare may still want to enlist. **G**



PRO TIP: Jump into your army's vehicles whenever you can; the human factor almost always proves to be the key to winning battles.



PRO TIP: Don't underestimate turrets. Their defensive protection can be the determining factor between winning and losing your Host Base.

Urban Assault by Microsoft

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.5	4.0

\$54.95
Available now
Strategy
4 players

Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone

Minimum System Requirements

- Pentium 133
- Windows 95
- 16 MB RAM
- 80 MB on HD
- 4X CD-ROM
- SVGA

PC GamePro
REVIEW

Win 95
By Dan Elektro



The PC software shelves are bursting with realistic flight sims—but how about fun ones? Plane Crazy takes the best action elements from racing games and gives them wings.

The Danger Zone

If it weren't for the aircraft, racing gamers wouldn't be too surprised at Plane Crazy's setup. Three planes are yours to control—and paint!—as you power through nine rendered courses. You can earn money by winning races and use the cash to upgrade your machine. Throw in some power-ups, a dash of weaponry, and some sneaky shortcuts, and you have all the hallmarks of a traditional action racer.

The setup feels familiar, but the airborne gameplay's not. Sure, you can soar high, but you'll move faster if you stay low... and low swoops are suicidal. The extra freedom of movement (and the crosswinds) makes for a new challenge. Plus, gamers choose their shortcuts by literally blasting open alternate paths. And don't forget about those A.I. or multiplayer human pilots on your tail, either. It's all action, all the time.

Crazy Obstacles, Rational Radio

The courses themselves look great, filled with incredible architectural hazards like pipes, cliff walls, and narrow passages. Your crew chief radios you throughout the race with updates, advice, and smart remarks, backed by a refreshingly bluesy southwestern soundtrack. The configurable controls feel fine with keys, a joystick, or a gamepad.

PRO TIP: When one plane explodes, any others too close to the wake will also blow. At the first flash of orange, take evasive action.

Plane Crazy is one challenging racer, and it's worth a test flight. Grab some Dramamine and take to the skies! **G**



PRO TIP: Don't be afraid to ease off the throttle in a tight spot. A crash is always worse, and you can regain lost speed through clever maneuvering.



PRO TIP: Sloppy pilots can lightly bounce off the water (and even rocks and buildings) without damage. Just don't make a habit of it.



Plane Crazy by SegaSoft

Graphics	Sound	Control	Fun Factor
4.0	5.0	4.0	4.0

\$29.99
Available now
Racing
8 players

Multiple views
Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone

Minimum System Requirements

- Pentium 166
- Windows 95
- 16 MB RAM
- 35 MB on HD
- 4X CD-ROM
- SVGA graphics
- Sound card



Indiana Jones and the Infernal Machine

Win 95

Win 98

Win NT

By Boba Fatt

Everybody's favorite whip-wielding archaeologist faces his most perilous crusade yet: Taking on Lara Croft for the title of top pop-culture adventurer. If third-person adventure gaming has a name, could it now be Indiana Jones?

Jonesin' for Some Indy

Indiana Jones and the Infernal Machine promises to deliver breakneck action through 16 exciting chapters that span the mysterious ruins of Babylon, the dangerous Tian Shan Mountain region in Kazakstan, the sinister Aztec pyramids in Teotihuacan, and the underground labyrinth of the Olmecs.

It's 1947, and Indy has learned of a Soviet physicist who had been searching the Tower of Babel for an ancient machine that could open the door to a parallel dimension and unleash a force of mass destruction.

The Soviets have found the Infernal Machine, and they're trying to reassemble it. It's up to Indy to traverse the globe and beat them to the lost parts. If he fails, democracy is doomed!

Raiders of the Lost Parts

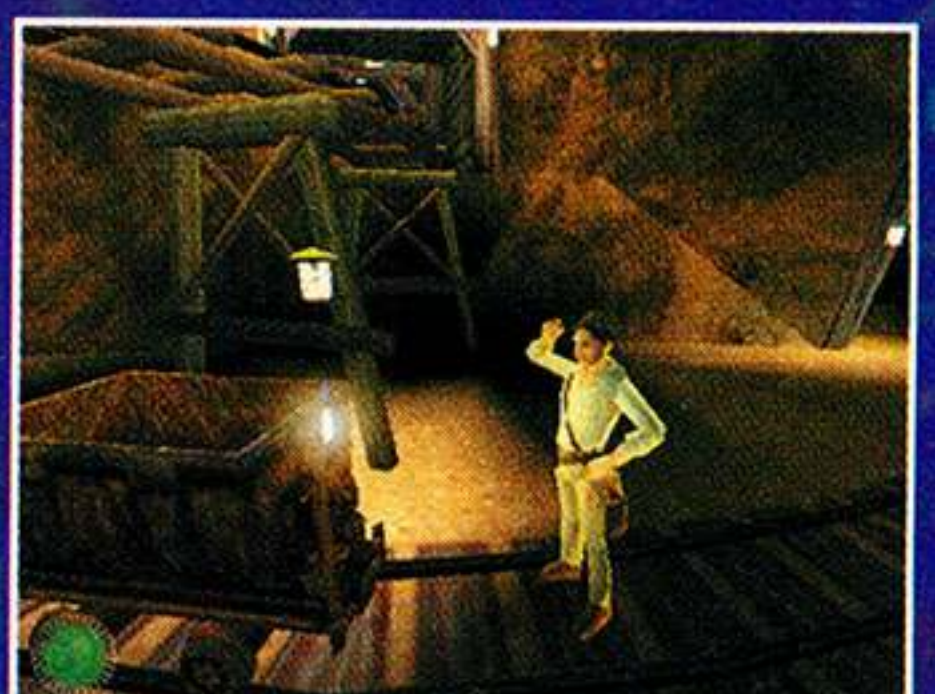
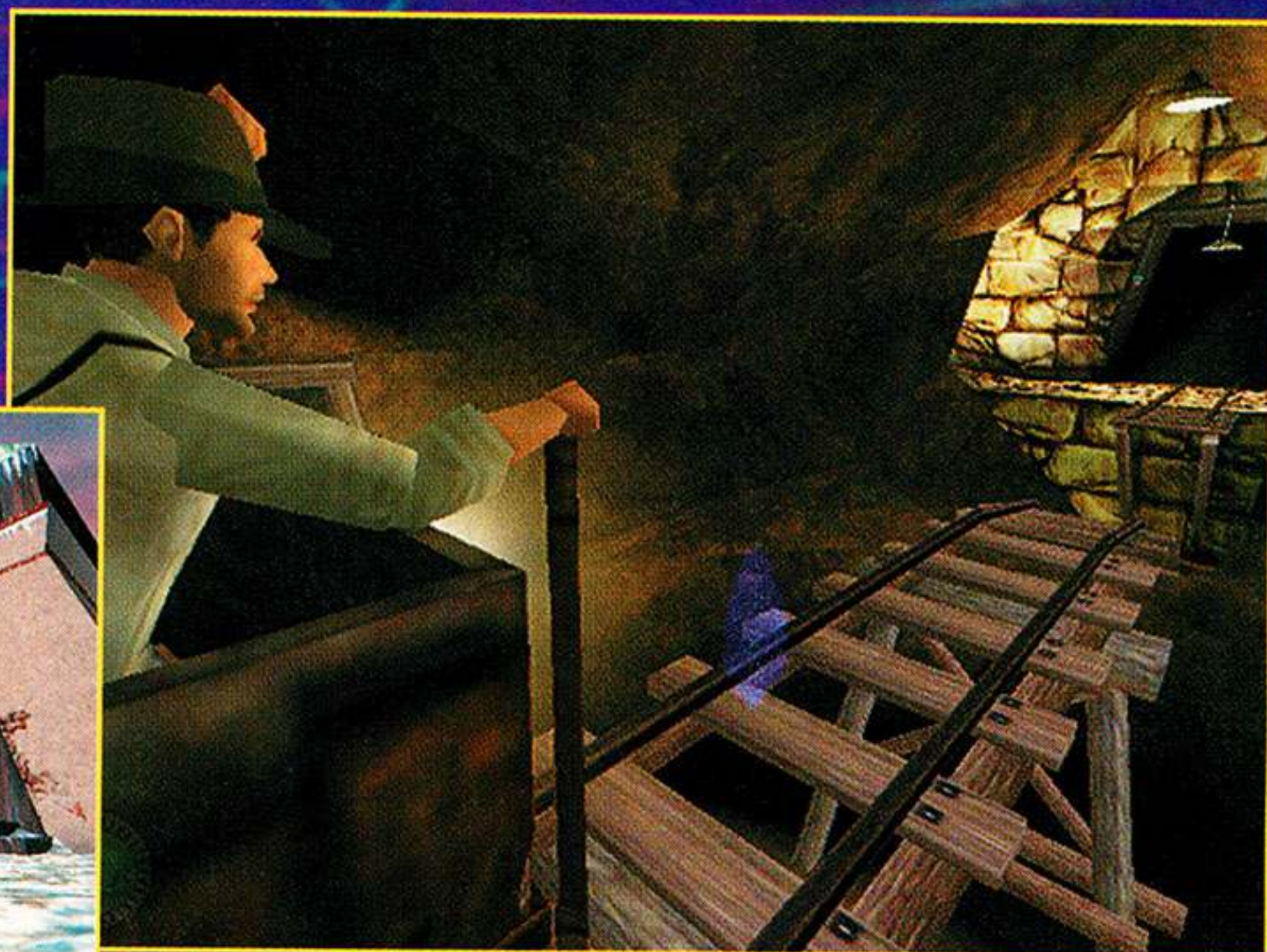
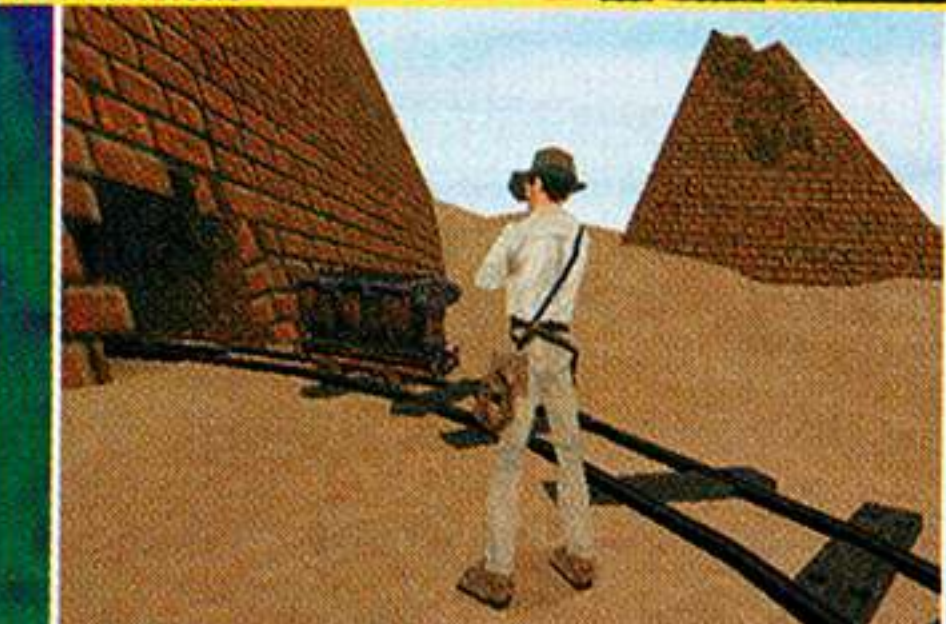
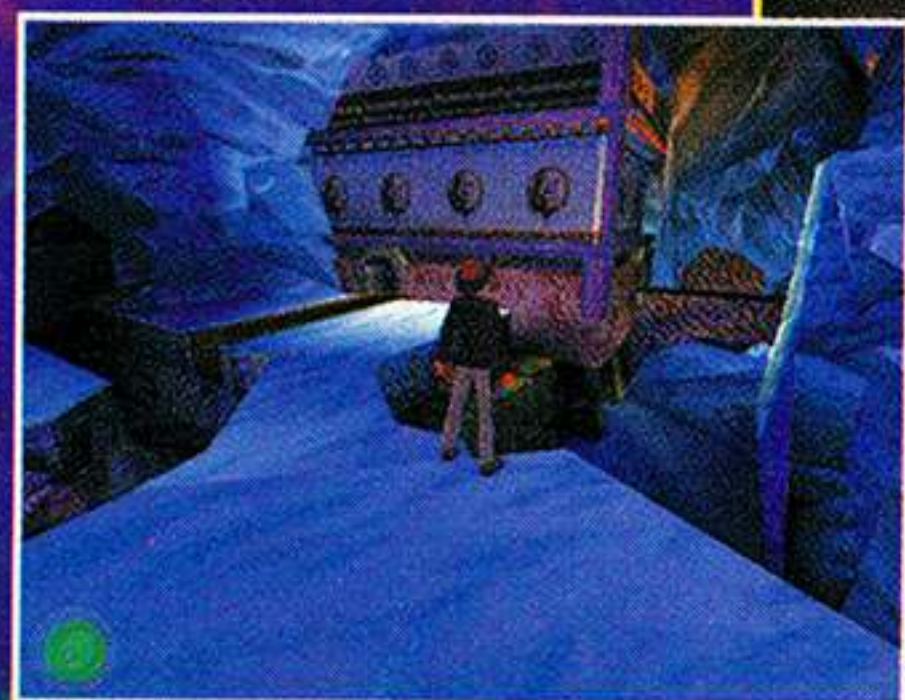
Any Indiana Jones adventure has to feature intense puzzle solving, breakneck escapes, and globe-crossing mysteries—and Infernal Machine is no exception. As Indy, you'll crawl, run, leap, swim, climb—and of course swing—through temples, tombs, and dungeons in search of the Infernal Machine's parts. When found, the parts endow Indy with mysterious magical powers that enable him to further unlock the vast mysteries of the game.

The Fast Crusade

Indy's packing his faithful whip and pistol, but he's also bringing along a WWII-era assault rifle, a Red Army machine gun, satchel charges, and a bazooka. You'll plow through whitewater rapids on a raft, catapult through an off-road Jeep chase in the jungle, and careen rollercoaster-style on a mine-car ride. Hold on to your brown fedoras—Indiana Jones and the Infernal Machine looks like it's going to be one hell of a ride!

Developed and published by LucasArts

Available First Quarter '99



Respected coach and video gameologist Tom "The Thumb" Blake says that you can't be a video game star of tomorrow without knowing what the video games of tomorrow will be like. That's why he recommends learning all you can about the fascinating



VIDEO GAMES OF THE FUTURE

EVOLUTION OF THE HUMAN THUMB

By computing increased video game play and factoring in Darwin's laws of natural selection, leading video gameologists believe by 2194, humans will have three thumbs on their right hand and each will be the size of a ripe South American banana.

INTERSPECIES PLAY

How often have you wished you could compete against a wolverine? Or a giraffe? Well thanks to a joint effort between The Polytechnical Institute of Video Gameology and six hedgehogs, interspecies play is closer than you think.



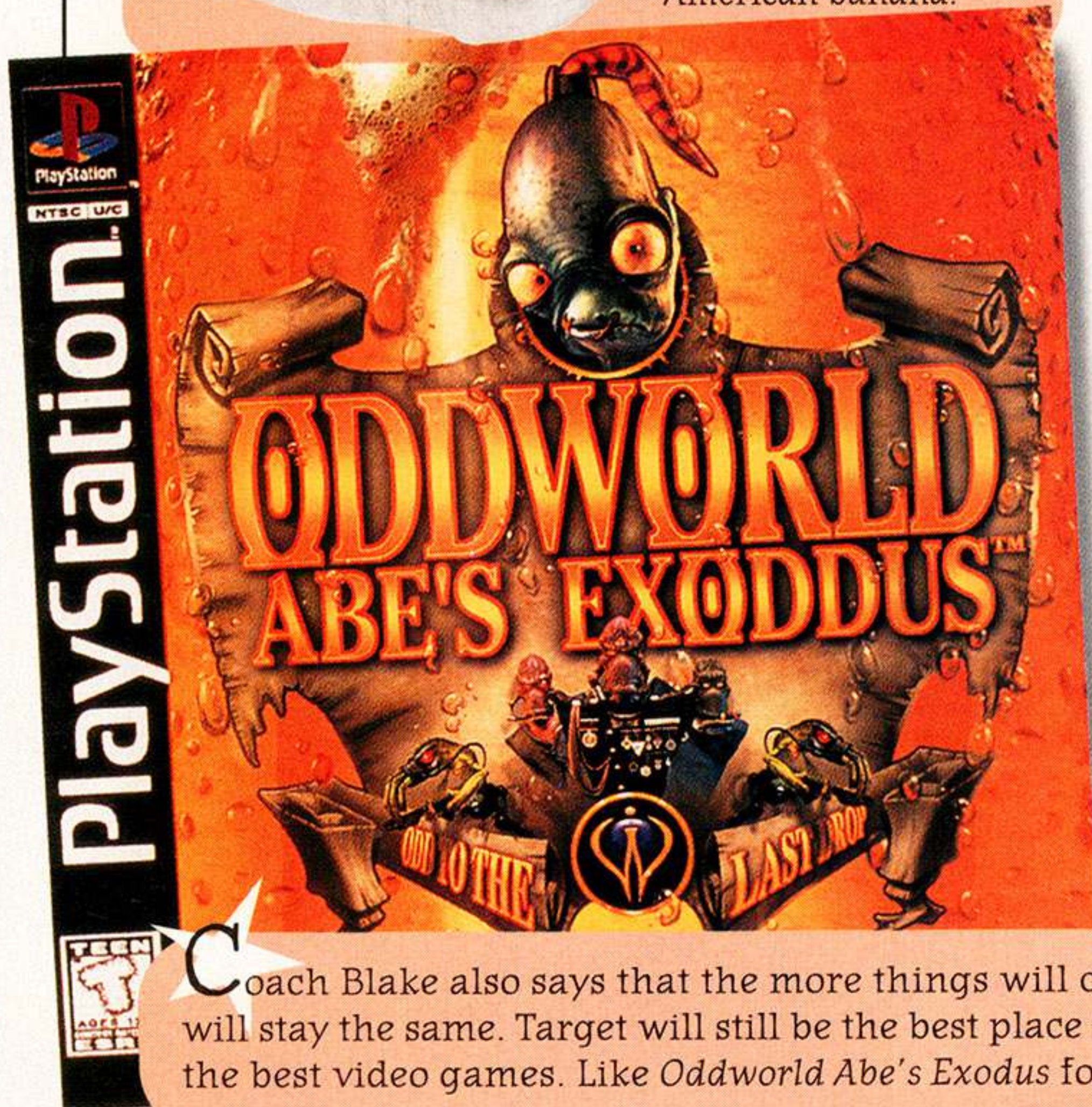
GAME SYSTEM IMPLANTS

Video game systems of the future will be completely portable. By removing a few of the less-used and less-important body parts (one kidney, the spleen, 1/3 of the large intestine) room will be made for entire game systems to be implanted directly into the human body. A few bugs have yet to be worked out. Such as, where one will insert the game cartridges.



CLONING

Players of the future won't have to look very far for competition. Thanks to cloning, you'll be able to play against yourself for hour upon hour. And best of all, you'll always win.



Coach Blake also says that the more things will change, the more they will stay the same. Target will still be the best place to get all the best video games. Like *Oddworld Abe's Exodius* for just

\$39.99

Get into the game.

TARGET
EXPECT MORE. PAY LESS.



Half-Life

Win 95

Win 98

By Ogg

We had our first shot at an early version of Sierra's long-awaited first-person blaster Half-Life, and this clever game is on-target so far. The developer, Valve, has rewarded patient gamers with sharp environments, a good pace, and a well-thought-out design that'll suck you right in. It's one of the shrewdest mixes of action and brainwork that you'll find in a first-person shooter; as the complex story unfolds, you'll be involved in some heavy exploration and difficult puzzle-solving.



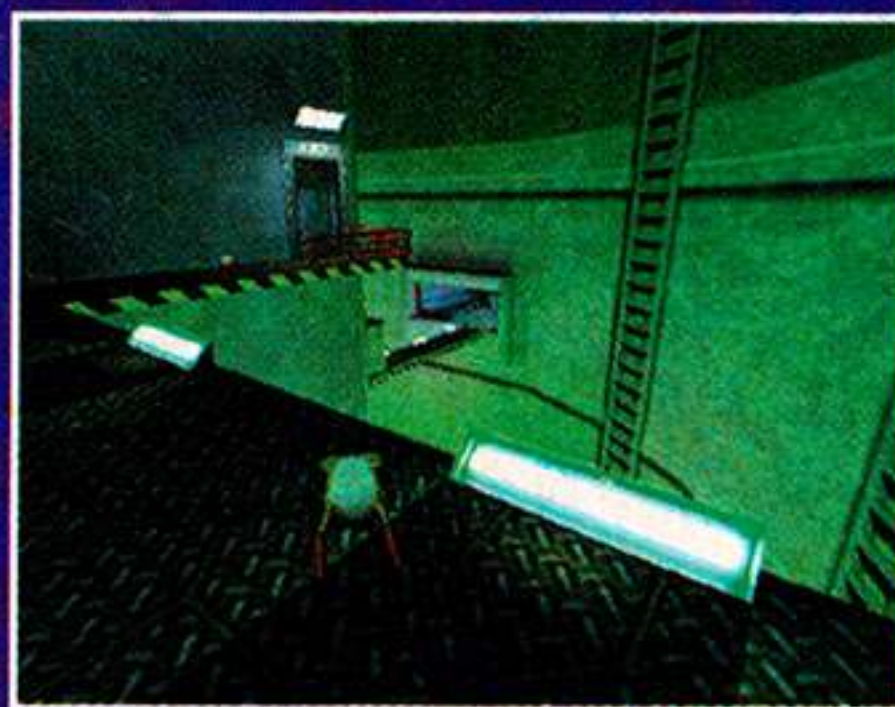
Mutation Nation

With a stunning interactive intro that has all the cinematic style of a cut scene, Half-Life sets the scene better than any shooter to date. You're a Ph.D. in the Black Mesa experimental materials facility in New Mexico, but after some serious trouble, your degree ain't worth the paper it's printed on. Moreover, you have to confront all sorts of mutated creatures that come fast and furious—yet, for all its smarts, Half-Life doesn't stint on action. The multiplayer options weren't implemented in our advance copy, but the early single-play missions are up to snuff and then some.

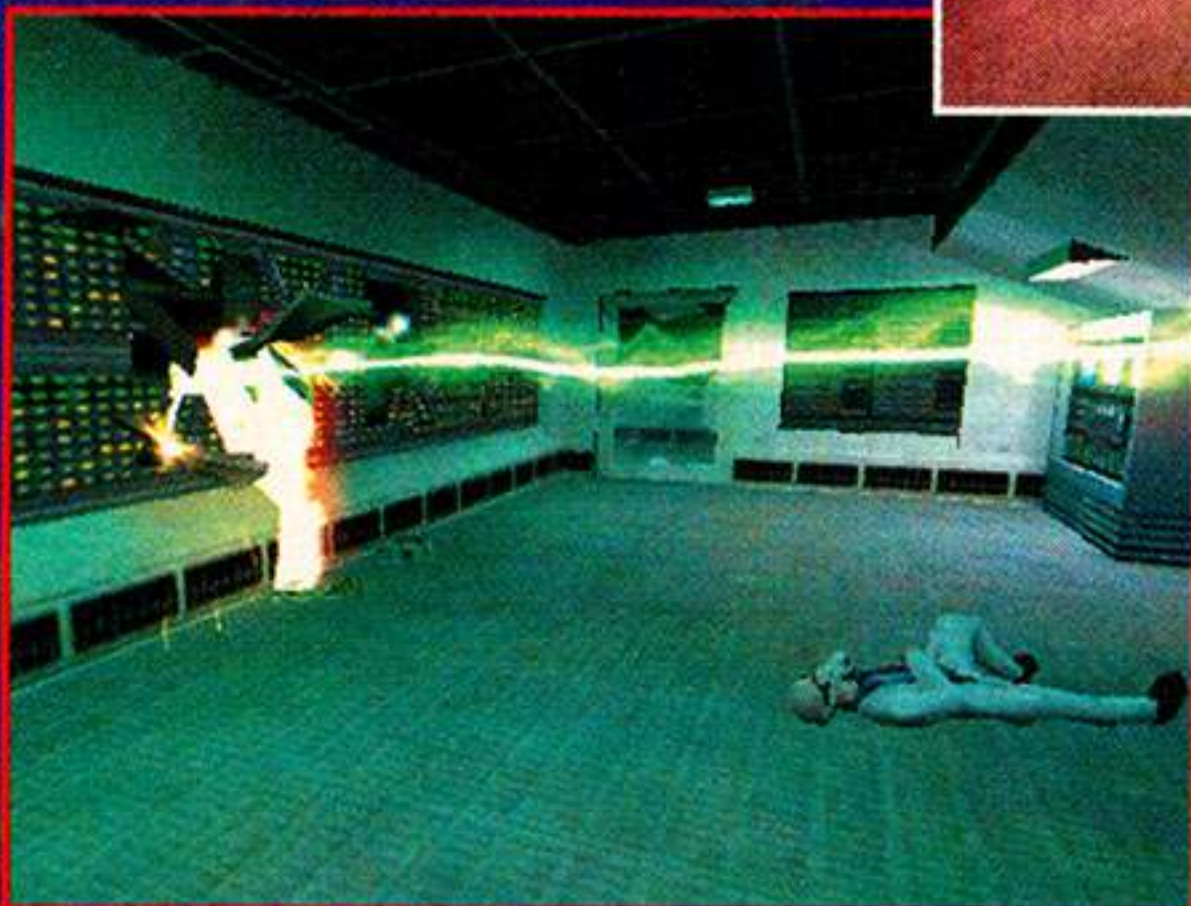


Get a Half-Life

Even incomplete, Half-Life's environments showed astonishing quality, and its killer sound is true 3D: Conversations and ambient noises rise and fade realistically as you move toward and past them. Half-Life also boasts an opponent A.I. that may rival anything you've ever played against, making Half-Life's action as fierce as its look is fine. Put this one on your must-have list for the holidays.



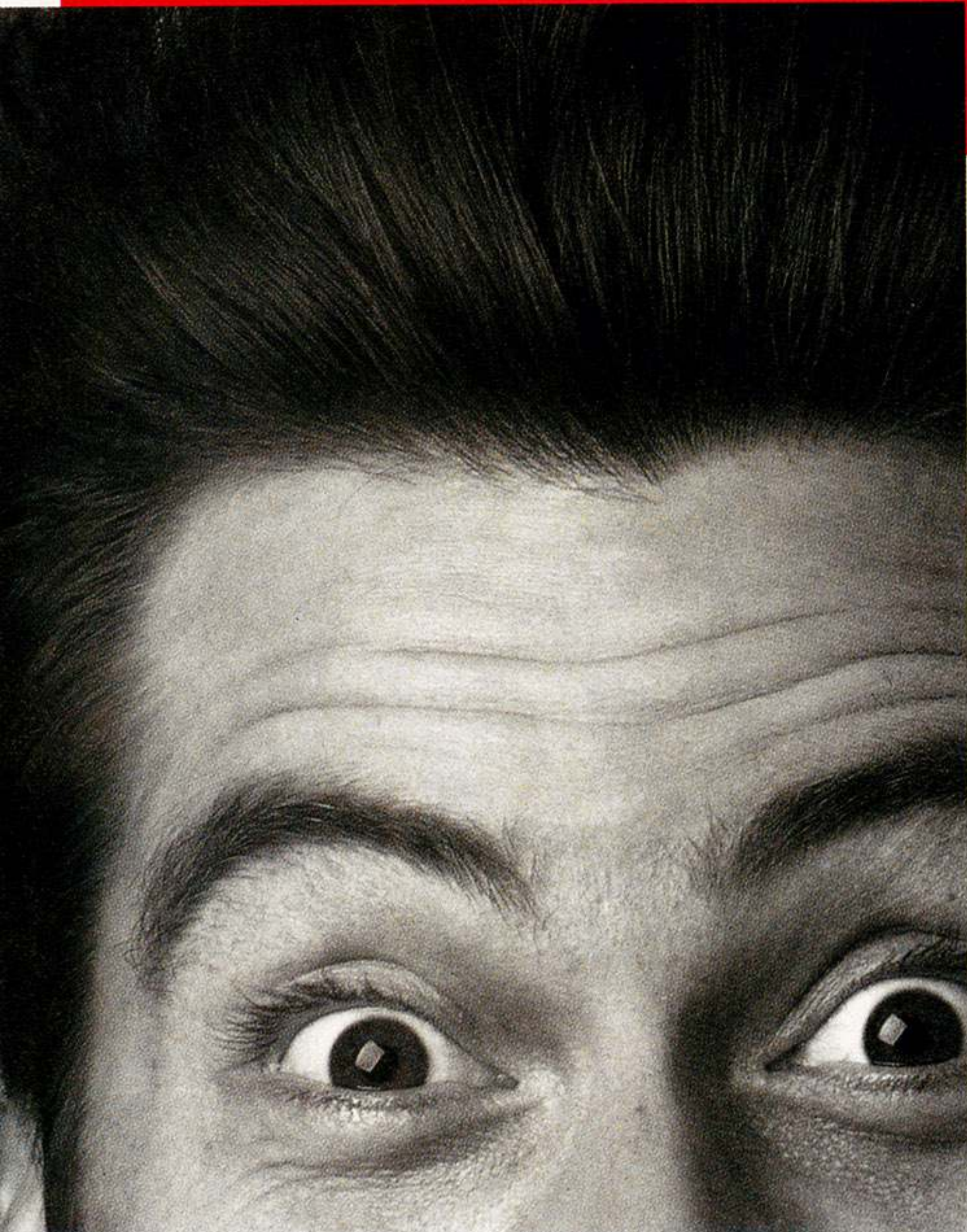
*Developed by Valve
Published by Sierra Studios
Available November*



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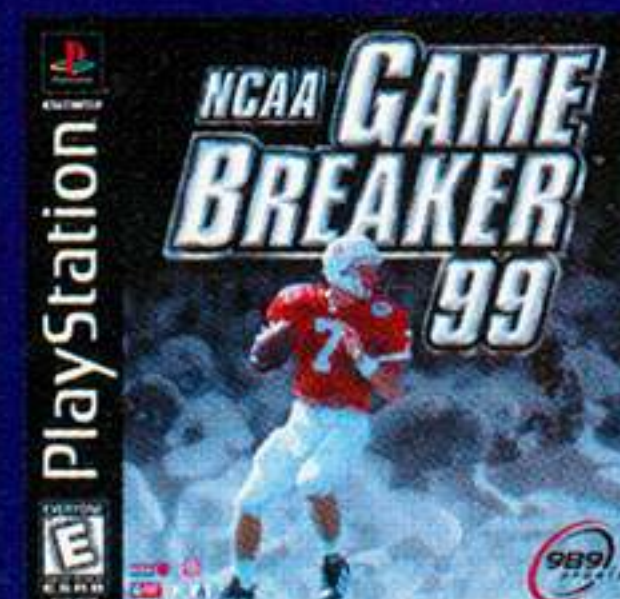
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Myth II: Soulblighter

Win 95

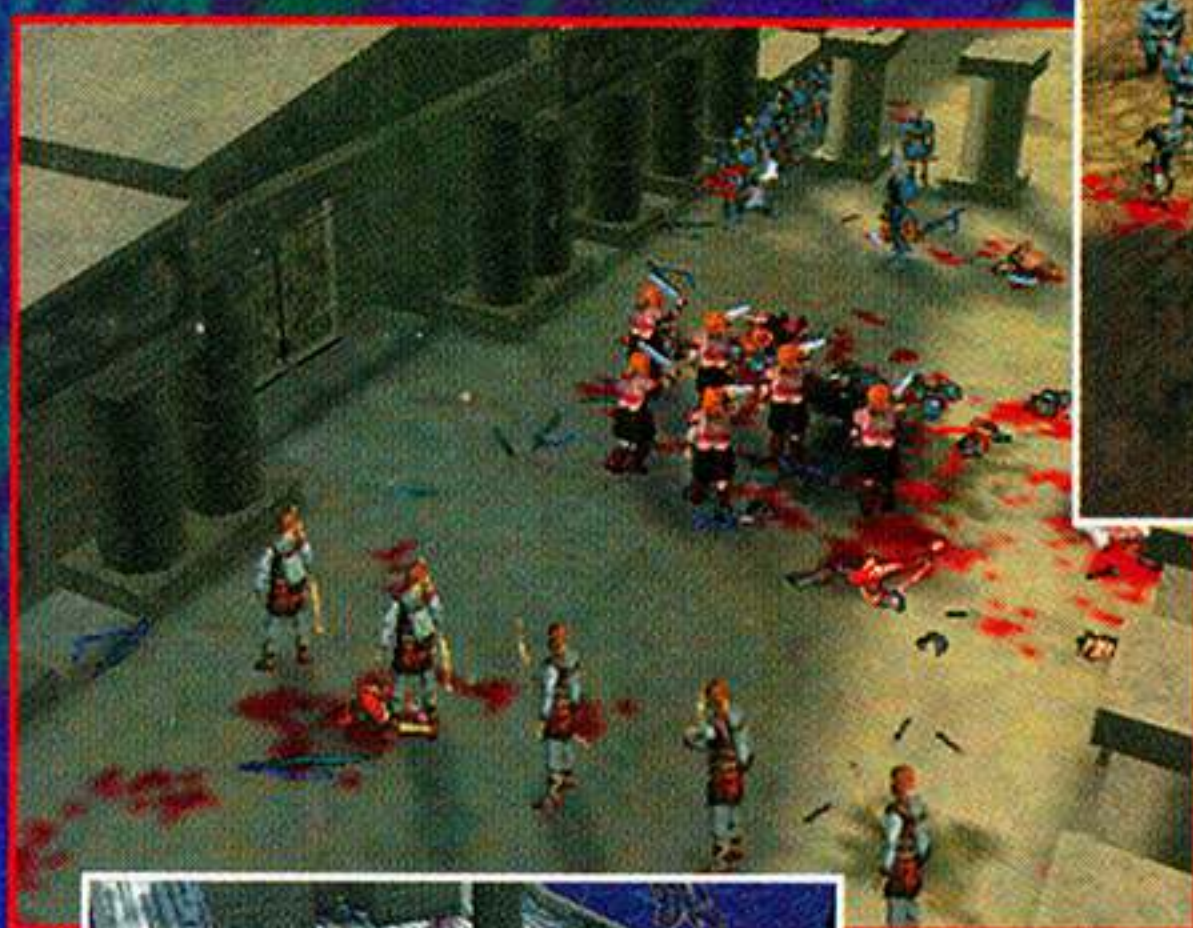


Bungie's sequel to Myth: The Fallen Lords

is close to fruition, and based on the incomplete beta we played, things are looking quite promising. The familiar top-down view is back, along with the rotating 360-degree camera. Bungie also threw in ambient life (such as squirrels and chickens), new characters, more realistic terrain

(including building interiors), and other gameplay goodies. Magic, for instance, has been substantially tweaked: In the original, the number of spells available to units was limited, but Myth II's spellcasters will have a blue mana bar over their heads that depletes with each spell, but replenishes over time. For the squeamish, there's also an option to turn off the blood factor (but what fun is that?). Multiplay over Bungie.net will be supported, and plans to include a map editor are being implemented. Can Bungie rock the real-time strategy world twice in a row? Find out around Thanksgiving. —Diesel

Developed and published by Bungie
Available November



Heretic II

Win 95

Win 98

Win NT

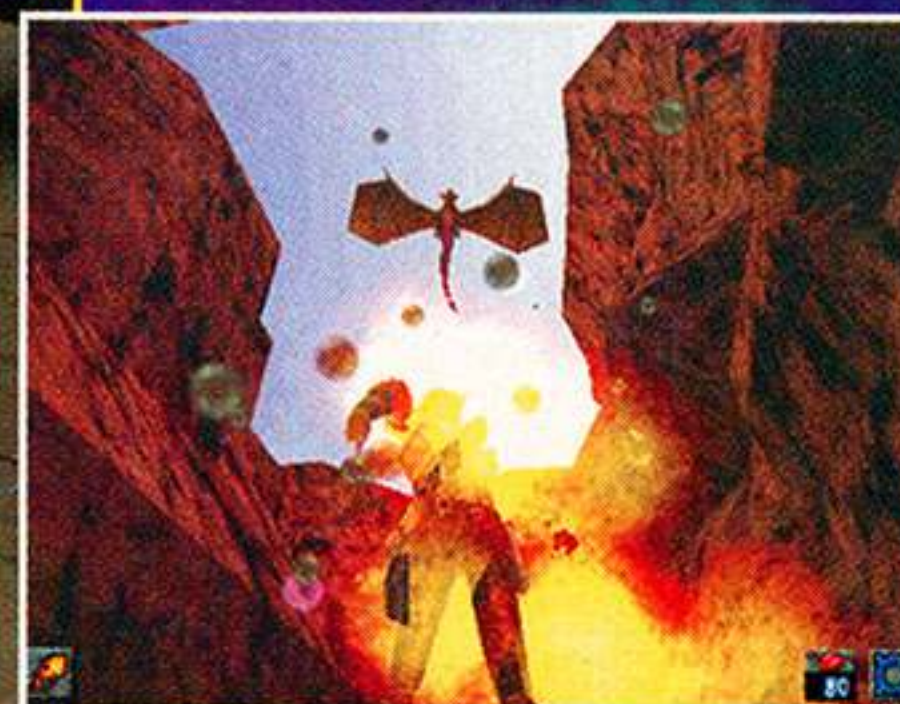


Here's hoping Unreal had fun being the king of shooter graphics, because Heretic II is about to eat it for lunch. In Activision's fantasy-shooter sequel, players assume the role of Corvus, who must find the cure for a deadly magical plague.

Using a seriously tweaked Quake II engine, Heretic II offers a third-person perspective, making the game look less like a corridor crawler and more like ye olde Tomb Raider with increased speed and serious mystical firepower.

Among said weaponry are such period novelties as walls of flame, spheres that look and act like exploding beach balls, and arrows that rain blood. There's also a host of magical defenses that hover around you while you walk. The Quake II foundation is obviously solid, but this playable pre-alpha proved surprising. Even at this incredibly early stage, Heretic II already looks better than many games look in their final forms. —Dan Elektro

Developed by Raven Software
Published by Activision
Available Fourth Quarter '98



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Check out the demo
www.headrush.com

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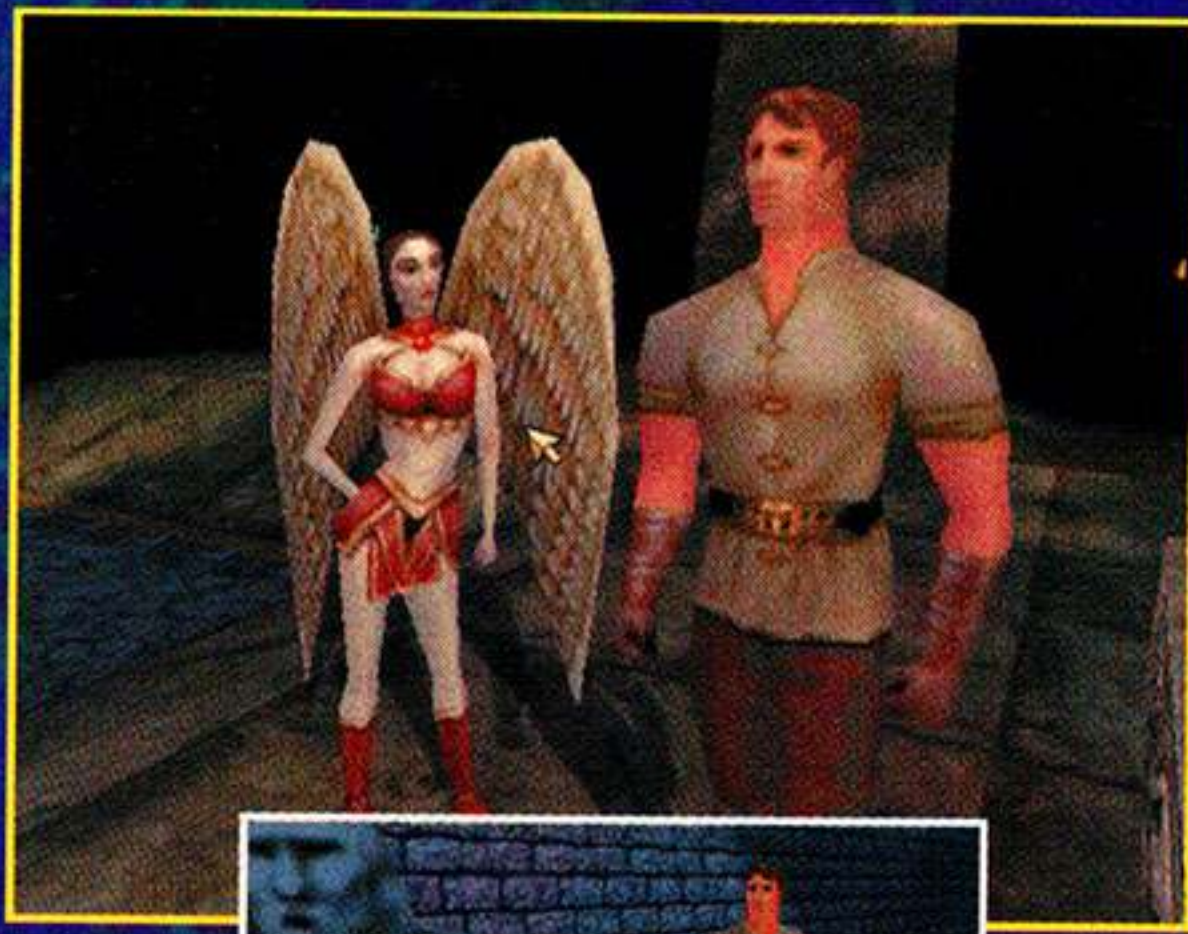
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King's Quest: Mask of Eternity

Win 95 Win 98



The latest in the King's Quest series from Sierra, Mask of Eternity, leaves behind the 2D engine to bring you the kingdom of Daventry in full 3D. The Mask of Eternity itself has been shattered into five pieces and scattered throughout the kingdom. Your possession of one fragment has already kept you from being turned into stone, and now it's up to you to save the kingdom—again. Traveling through seven worlds, you'll engage in conversation and combat with numerous characters in your quest to find the remaining four pieces of the mask.

Mask's 3D engine makes for detailed and smooth gameplay, allowing you the free movement of Tomb Raider while adding an exciting-yet-simple new combat system. Crackling torches, swinging window shutters, and true shadows combined with smoothly transitioning environmental sounds should bring gamers a King's Quest experience like never before.

—GrinR

Developed by Sierra Studios
Published by Sierra
Available November



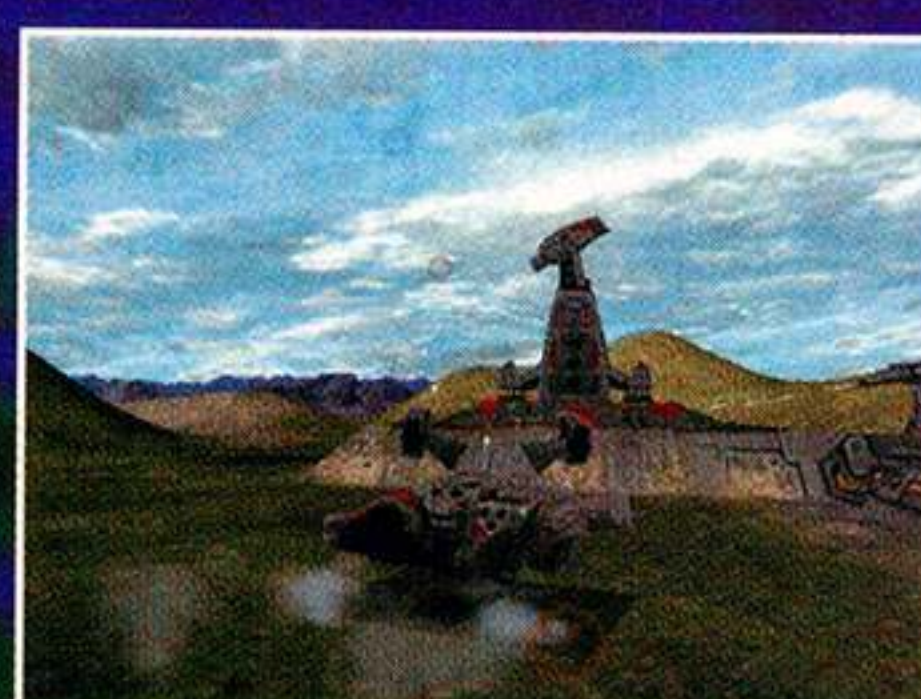
Uprising 2

Win 95 Win 98

One of the founding fathers of the burgeoning strategy/action genre is returning to the fray with a sequel that looks to take a giant leap forward. With three campaigns spread across several planets, Uprising 2 takes the fight onto alien turf. The basic concept's more or less the same, though: You not only drive a tank-like command vehicle, cutting a path through the carnage in standard action style, but you also must switch to a tactical/resource-management view to create and deploy units to aid you in the fight. The graphics are already eye-catching, and Cyclone reports that its focus is on making the game much more playable by providing a better interface and deeper scenarios. Thanks to strong multiplayer support and a built-in level editor, Uprising 2 looks like a promising prospect.

—Air Hendrix

Developed by Cyclone Studios
Published by 3DO
Available Fourth Quarter '98



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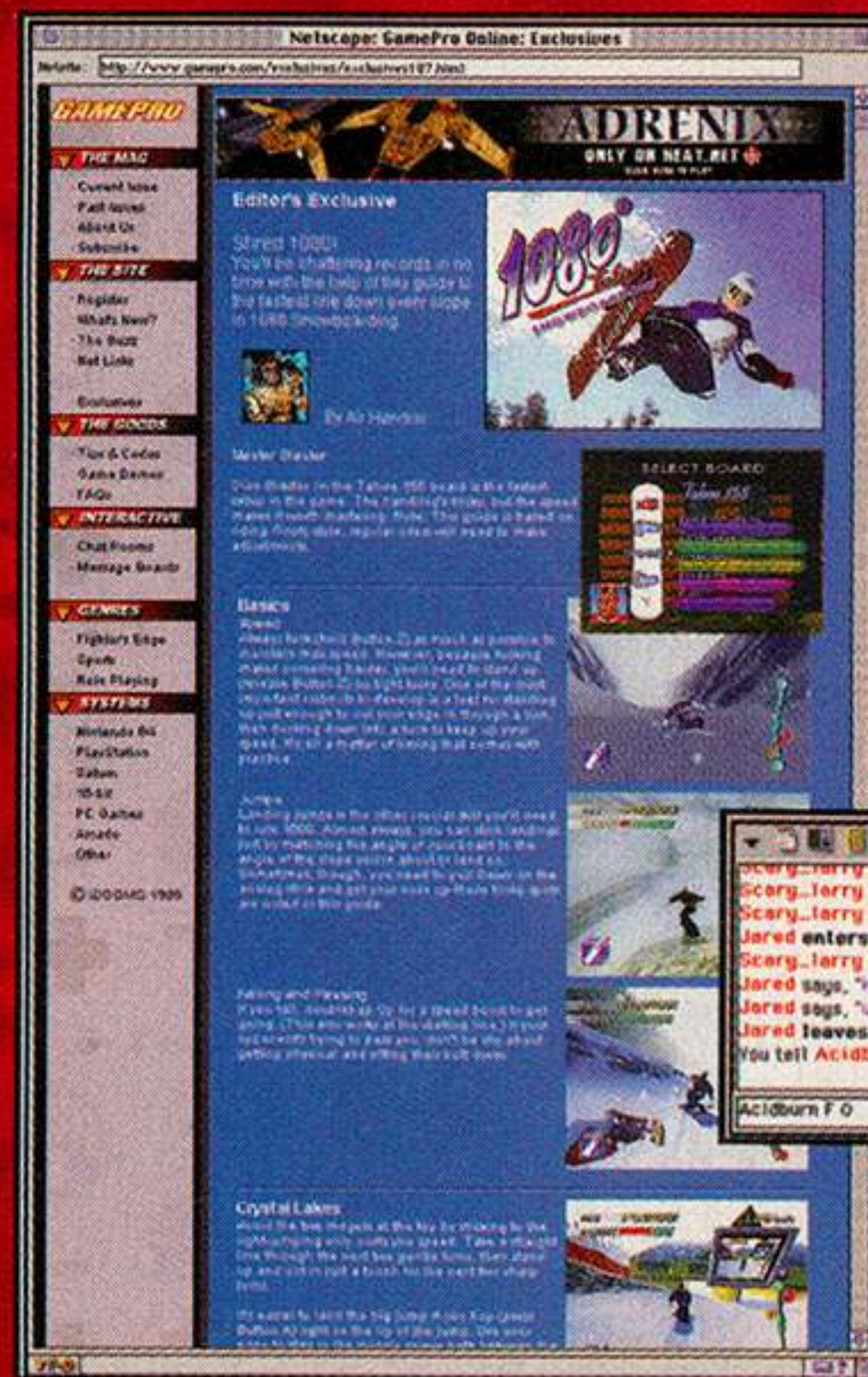
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Requiem: Avenging Angel

Win 95

Win 98

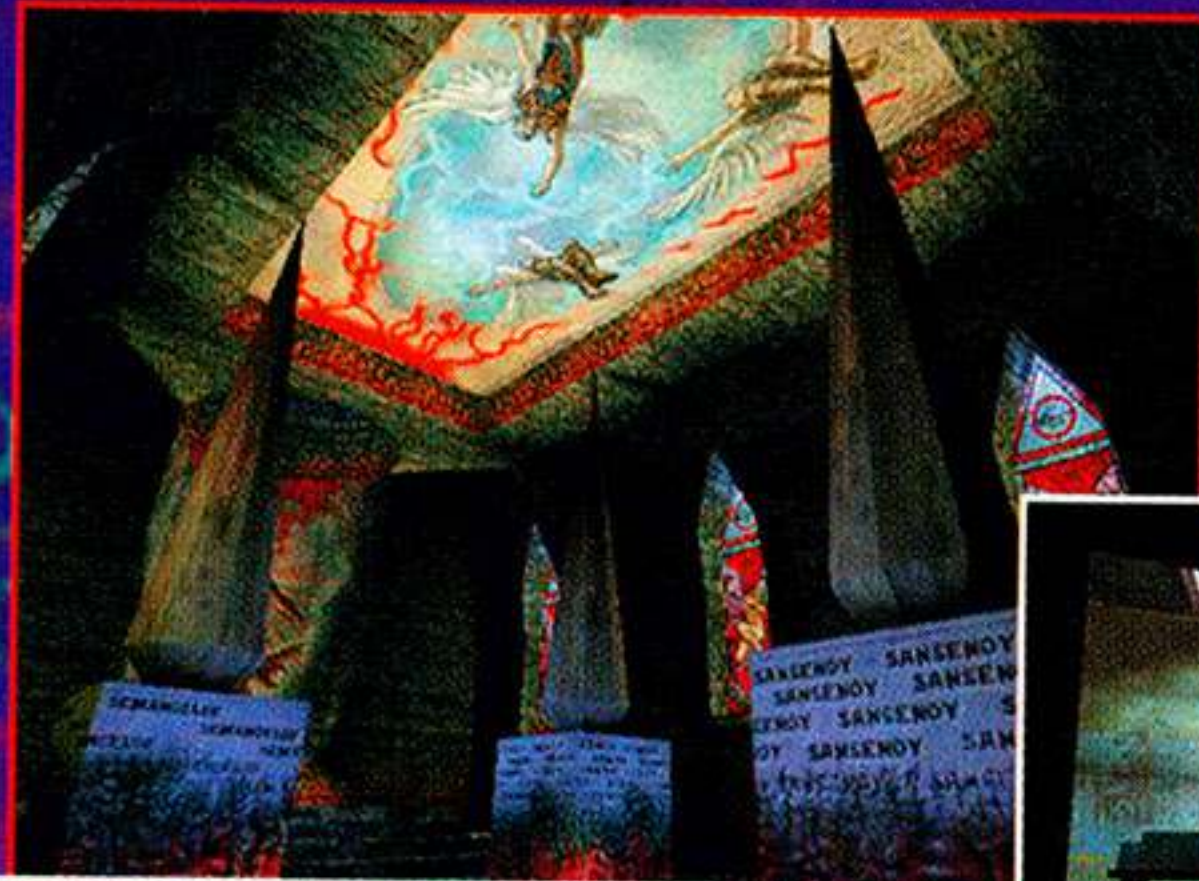
Angels aren't always gentle, a fact you'll learn in 3DO's upcoming Requiem: Avenging Angel. You play as Malachi, an angel of the Chosen, whose mission is to wipe out the angels of the Fallen. This first-person blastfest moves from Earth to outer space and descends, eventually, to the depths of Chaos, as you do extreme battle with the minions of Hell.

Developing a host of angelic powers along the way, you'll mix up weapons such as locust plagues and boiling-blood spells; alternately blinding your enemies with holy light; using the ultimate weapon, Banishment; or frying demons with lightning strikes. You'll gather clues by interacting with other characters, and, because they're not all hostile, you'll have to decide carefully when you should be.—Ogg

Developed by Cyclone Studios

Published by 3DO

Available Fall '98



Space Bunnies Must Die!

Win 95

Win 98

What do you get when you throw Tomb Raider, Redneck Rampage, and The X-Files into a blender? The manic third-person shooter, Space Bunnies Must Die!

Bunnies reveals the adventures of Allison Huxter, a gum-crackin' diner waitress from New Mexico, who's out to rescue her country-singer sister from armor-garbed alien rabbits. Fortunately, Allison can do something Lara Croft can't: dance. That's cool, because the bunnies call off their attacks as soon as she starts to boogie, giving Allison plenty of time to make some rabbit stew with her powerful weaponry.

SBMD has a colorful, graphic look in keeping with its playful, B-movie-inspired feel—but after two years in development, the game's already starting to show its age. Can Bunnies compete with the latest from Lara? Stay tuned.—Ogg

Developed by Jinx Entertainment

Published by Ripcord Games

Available now





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PowerSlide

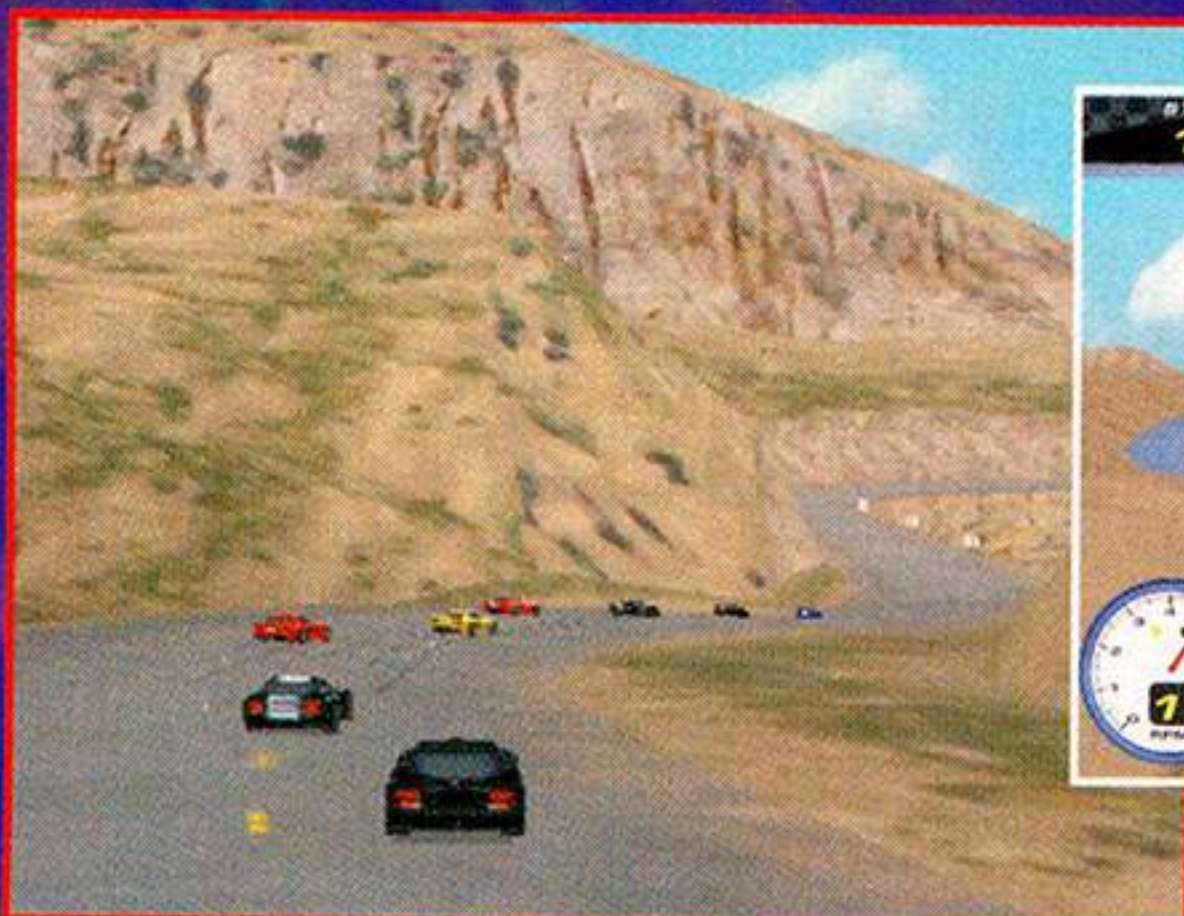
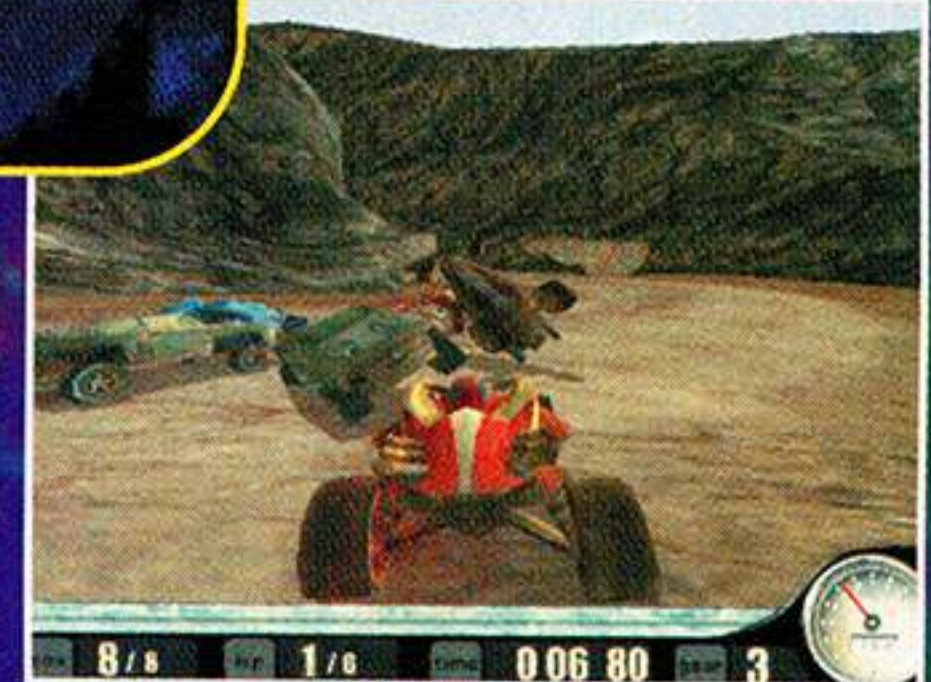
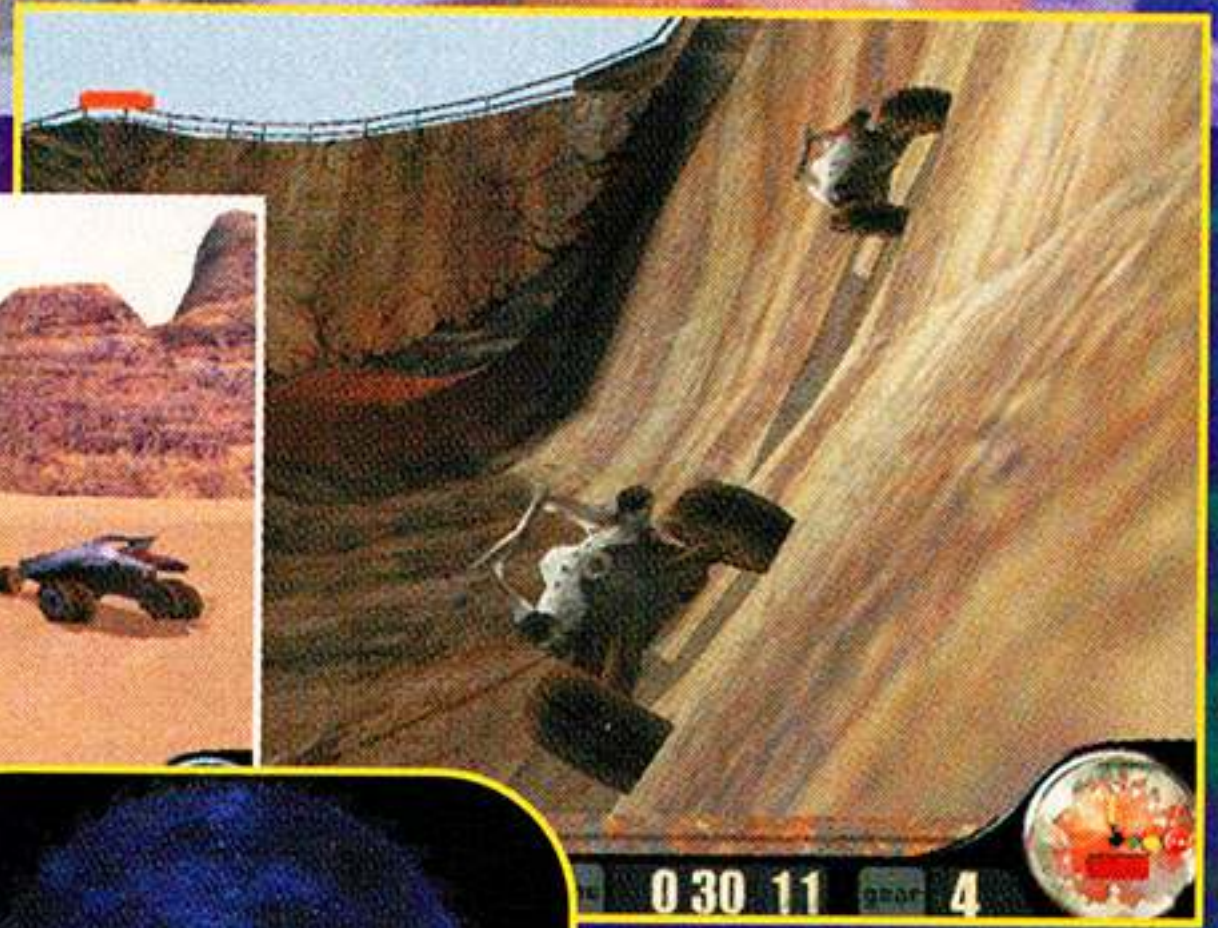
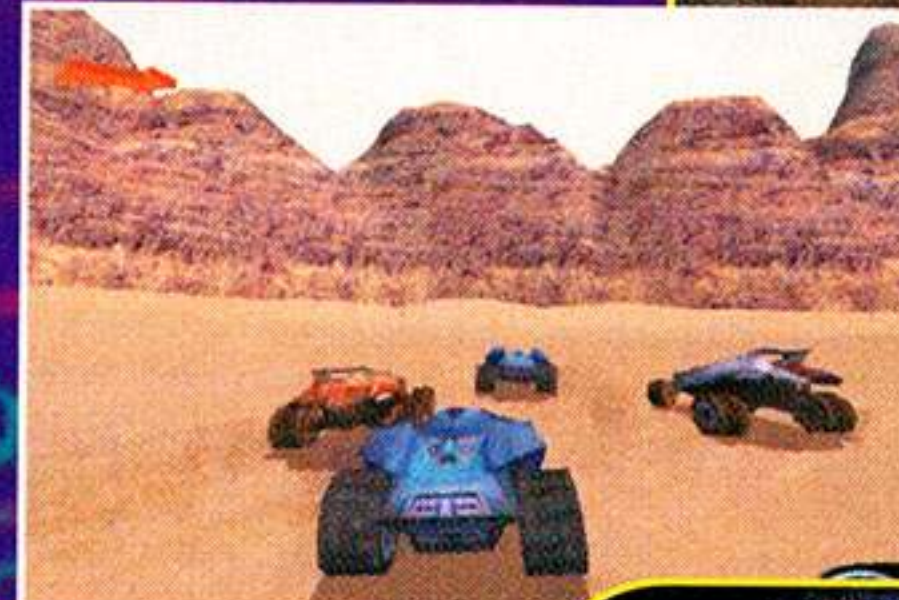
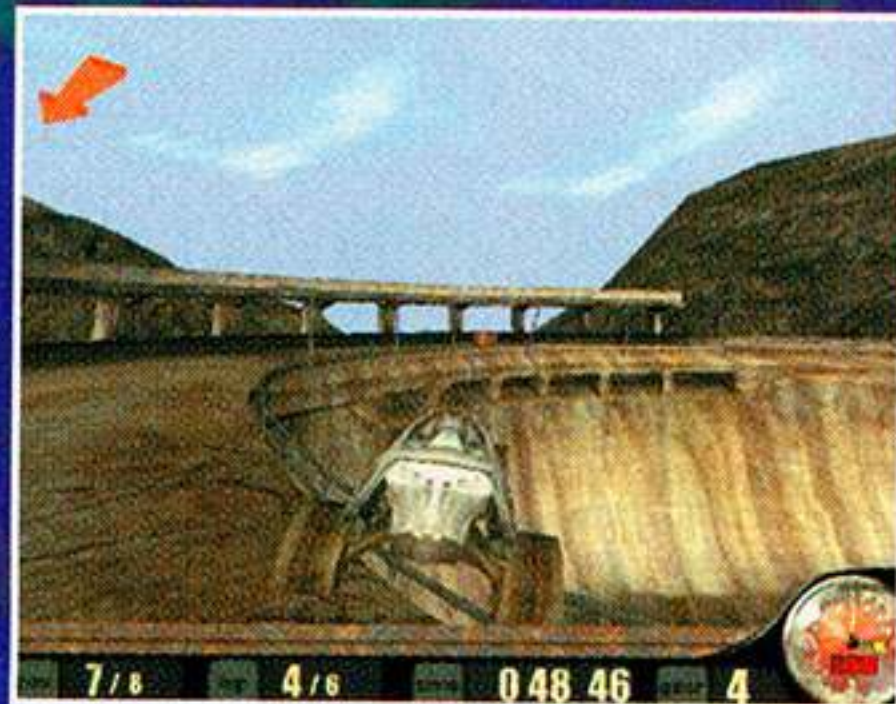
Win 95

Win 98

If traditional road racers leave you cold, GT's new dune-buggy romp may give you something to dig your treads into. True to its name, PowerSlide will challenge off-road veterans with realistic suspensions and long sliding turns that will take some skill to navigate. No wacky weapons here—it's racing, pure and simple, with some SF Rush-style secrets and shortcuts thrown in for good measure. Remarkably clean graphics, neural-network A.I., and a unique post-apocalyptic setting (such a thing is possible, even if the whole desolate-future subject has become cliché) give PowerSlide the inside track this fall.

—Bad Hare

Developed by Ratbag
Published by GT Interactive
Available Fourth Quarter '98



Viper Racing

Win 95

Win 98

Sierra Sports, famed for NASCAR Racing and the CART series, takes racing down a different road with its new celebration of the Dodge Viper. You can choose a paint job, tweak your car's setup, and peel out against a pack of Vipers in races ranging from serious simulation to raucous arcade action. Tracks include winding mountain paths, circuits, and other 3D-accelerated locales. The alpha copy we played contained some pop-up and needed a better sensation of speed, but hey—that's why it's an alpha. Thankfully, there's still time to fine-tune Viper Racing before it gets the green light.

—Dan Elektro

Developed by MGI Racing
Published by Sierra Sports
Available November



DethKarz

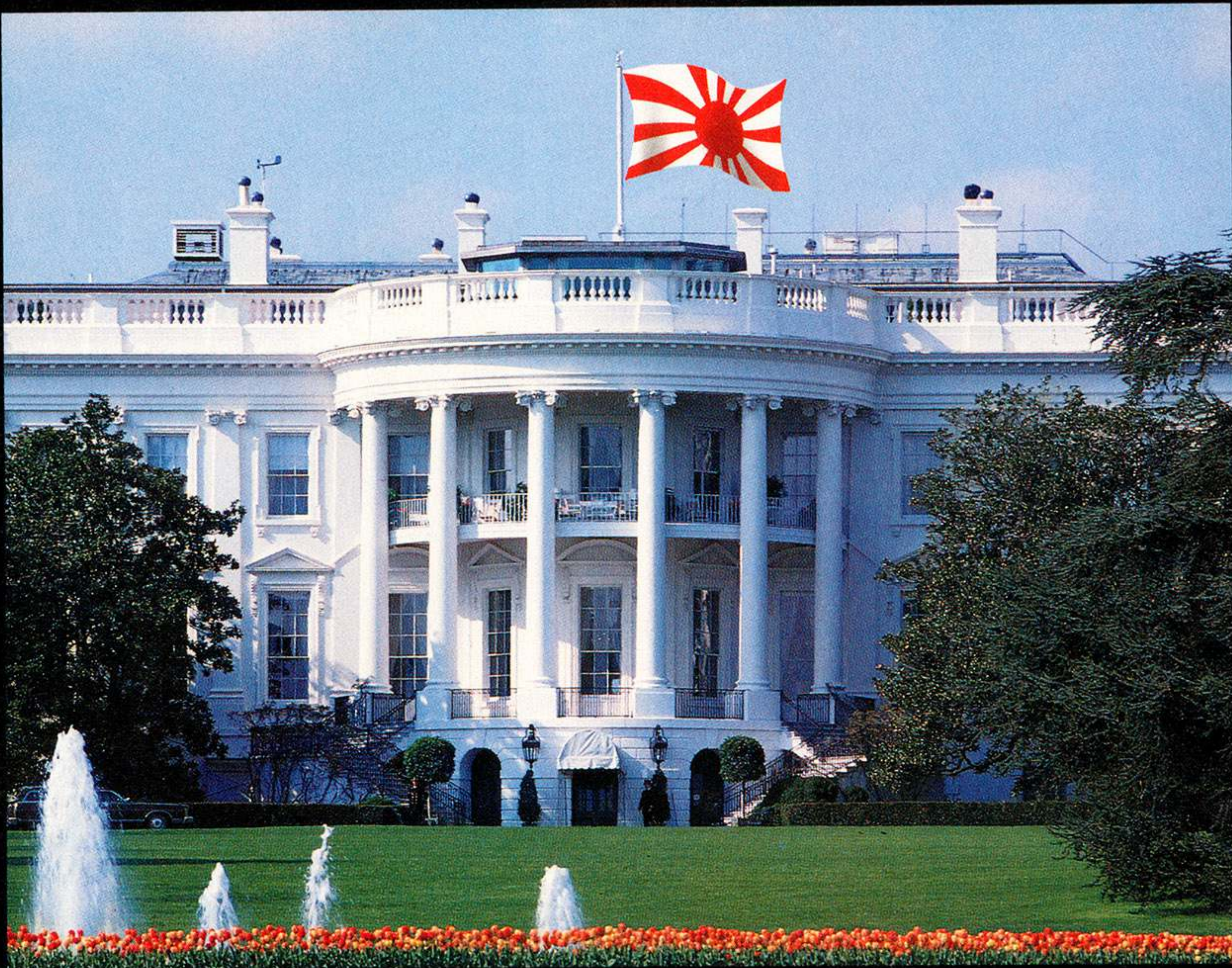
Win 95

Win 98

DethKarz does futuristic racing right—it's sort of Grand Prix Legends meets Wipeout. Open-wheeled cars slide around 12 tracks, grabbing offensive power-ups along the way. Since every car's equipped with a plasma cannon, nobody will dare call you a sore loser. Visually, DK already packs a punch, with moody Blade Runner-style cities as well as one track made of ice and another one on Mars. In the beta version we played, you could choose from only a handful of cars, and there was some noticeable draw-in on the horizon. If those elements can be straightened out, DethKarz might find a loyal following.

Developed by Beam Software
Published by GT Interactive
Available November





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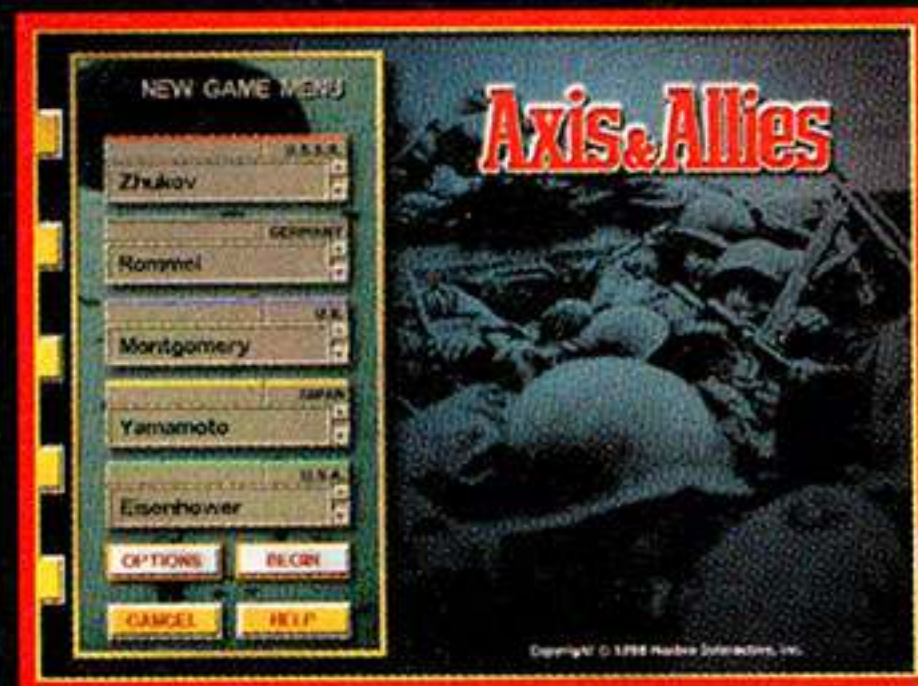
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THE INTENSOR™ SURVIVAL GUIDE

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Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile

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Fig. 1. A breakdown of what you're up against.

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2	Right 2" Mid-Range Directional
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5	High-Range Tweeter
6	Sound Volume
7	Tactile Intensity
8	Electronics Unit
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11	Optional Subwoofer
12	Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really

loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.

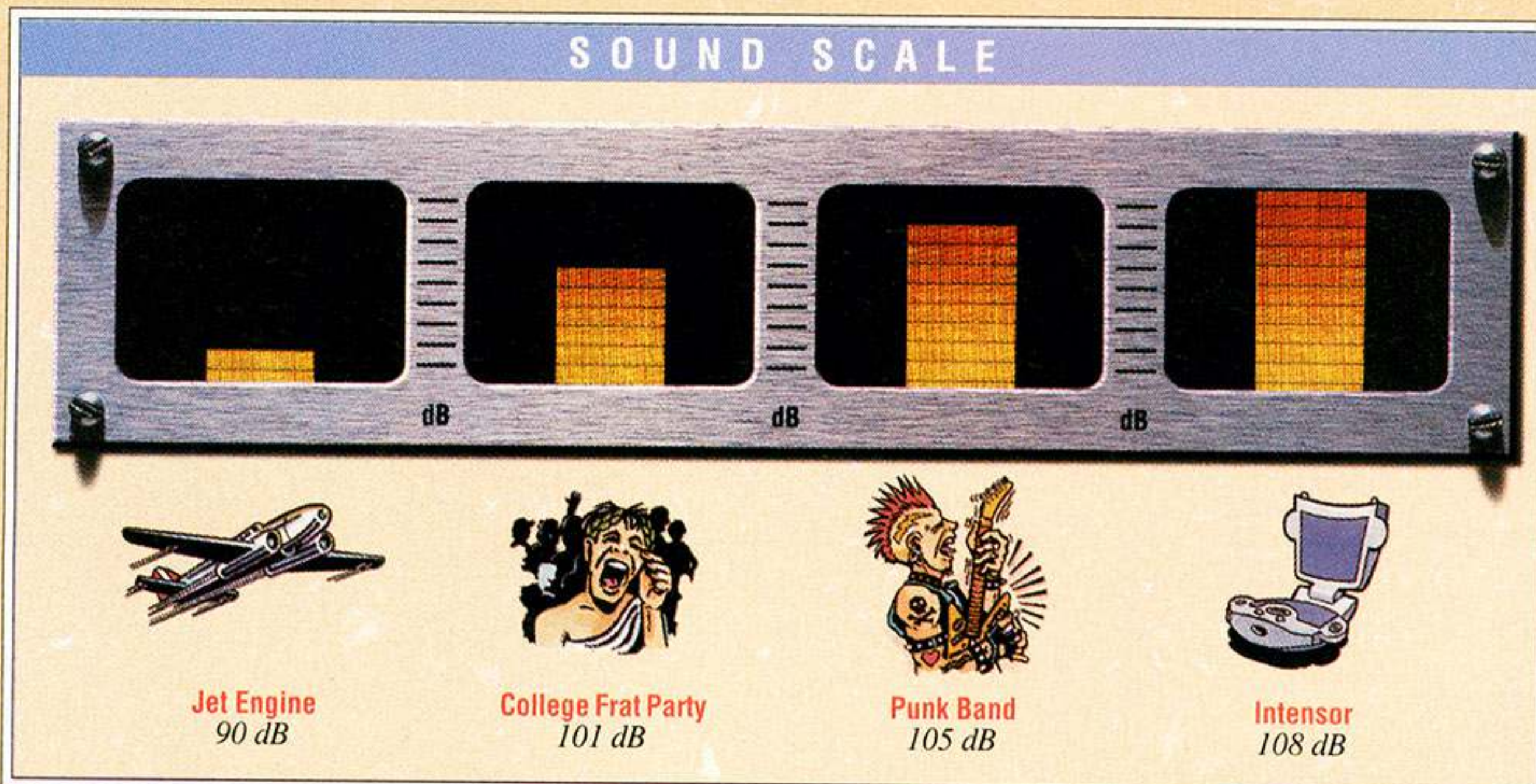


Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

DEFENSIVE PROCEDURES



Fig. 3a.
The Dodge



Fig. 3b.
The Weave

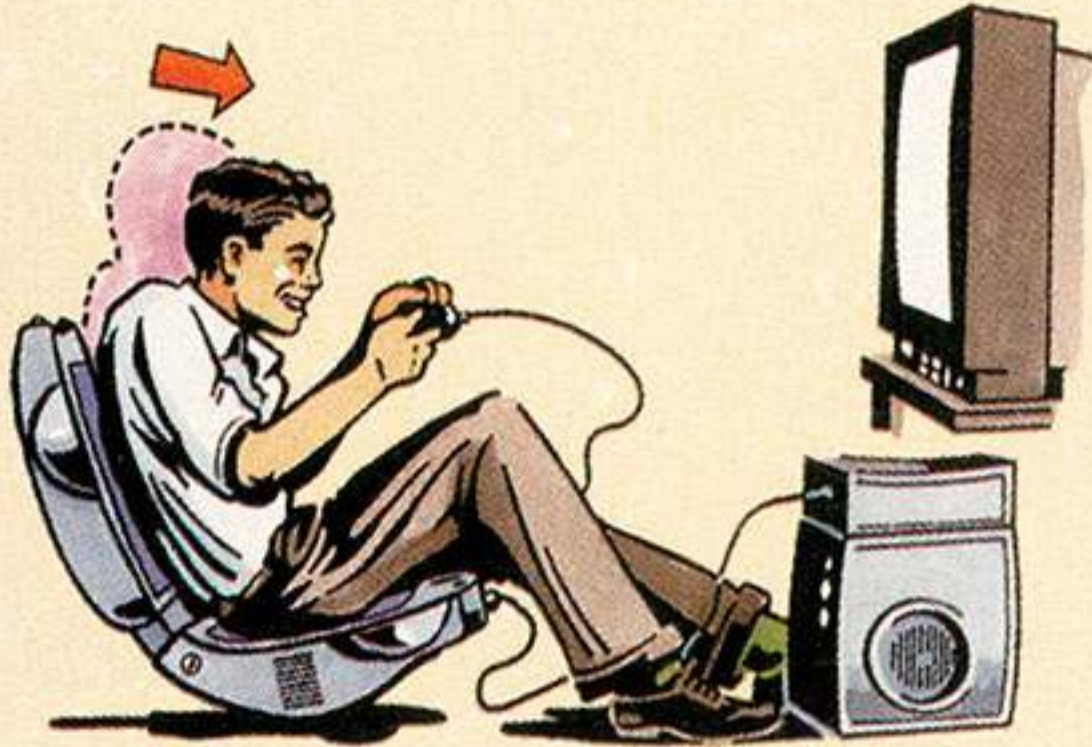


Fig. 3c.
The Duck

TACTILE SENSATION GRAPH

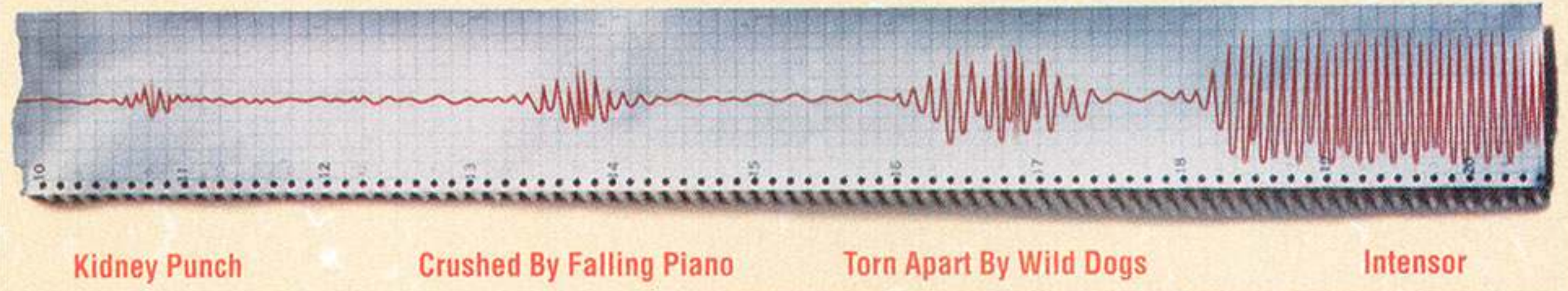


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.

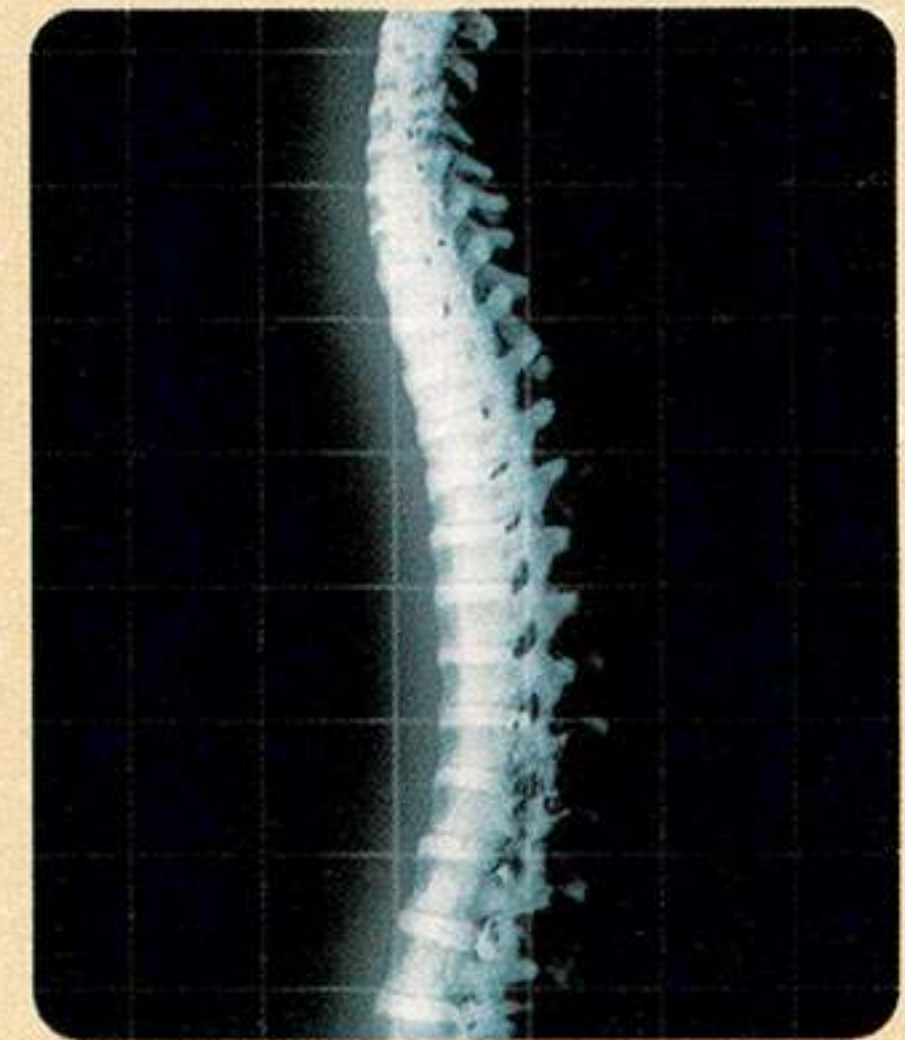


Fig. 5. Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.

PART FOUR

Any game. Any system. Any medium. After this, nothing will ever be the same.

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness. And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.



Fig. 6. Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)



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Arcade World '98

The arcade biz is buzzing thanks to the awesome new games displayed at two of the industry's biggest shows: AMOA, held in Tennessee this year, and JAMMA, in Japan. From CarnEvil and Star Wars Trilogy to NFL Blitz '99 and House of the Dead 2, arcade gamers are in for a wild token-sucking ride this winter. *By Johnny Ballgame and Major Mike*

CarnEvil by Midway

Protective parents and senators, beware—CarnEvil is the nastiest, most disgusting, addictive shooter of the year—and it's blasting into arcades just in time for Halloween.

In CarnEvil, players shoot through four gruesome levels crawling with over 40 creepy characters from a deformed baby who barfs all over you to a sinister Santa Claus clone—along with his evil elves, of course. The gameplay is frighteningly fast as enemies swarm the screen from all angles to get a piece of you. And, speaking of pieces, you not only shoot enemies, but actually blow off chunks of their heads and bodies using shotgun blasts, flamethrowers, and acid baths.

Each cabinet comes equipped with two shotguns that players must actually pump to reload. The reloading and shooting sound effects crank the game's realism as well as its thrill factor.

If you're a twisted gamer who's been looking to literally blow enemies to bits, then CarnEvil is the freakish house of horrors you've been saving your quarters for. Step up, twitch the trigger, and pump your shotgun if you dare!



Let the freak show begin. CarnEvil is a bloody, sick, and...well, Evil game that's just gunnin' for your quarters.



CARN EVIL

Vapor TRX by Atari

One of Atari's main attractions at AMOA was Vapor TRX, an antigravity racing game reminiscent of Hyperdrive. In TRX, you speed along in one of six ships on four tracks. Unlike Hyperdrive, however, TRX throws weapons into the mix for some fast-paced shooting action. The 3D courses require you to steer both

horizontally and vertically as you speed through various city and jungle environments. If you're looking for something more than a lap race, Vapor TRX should rev your engine.



Gauntlet Legends by Atari

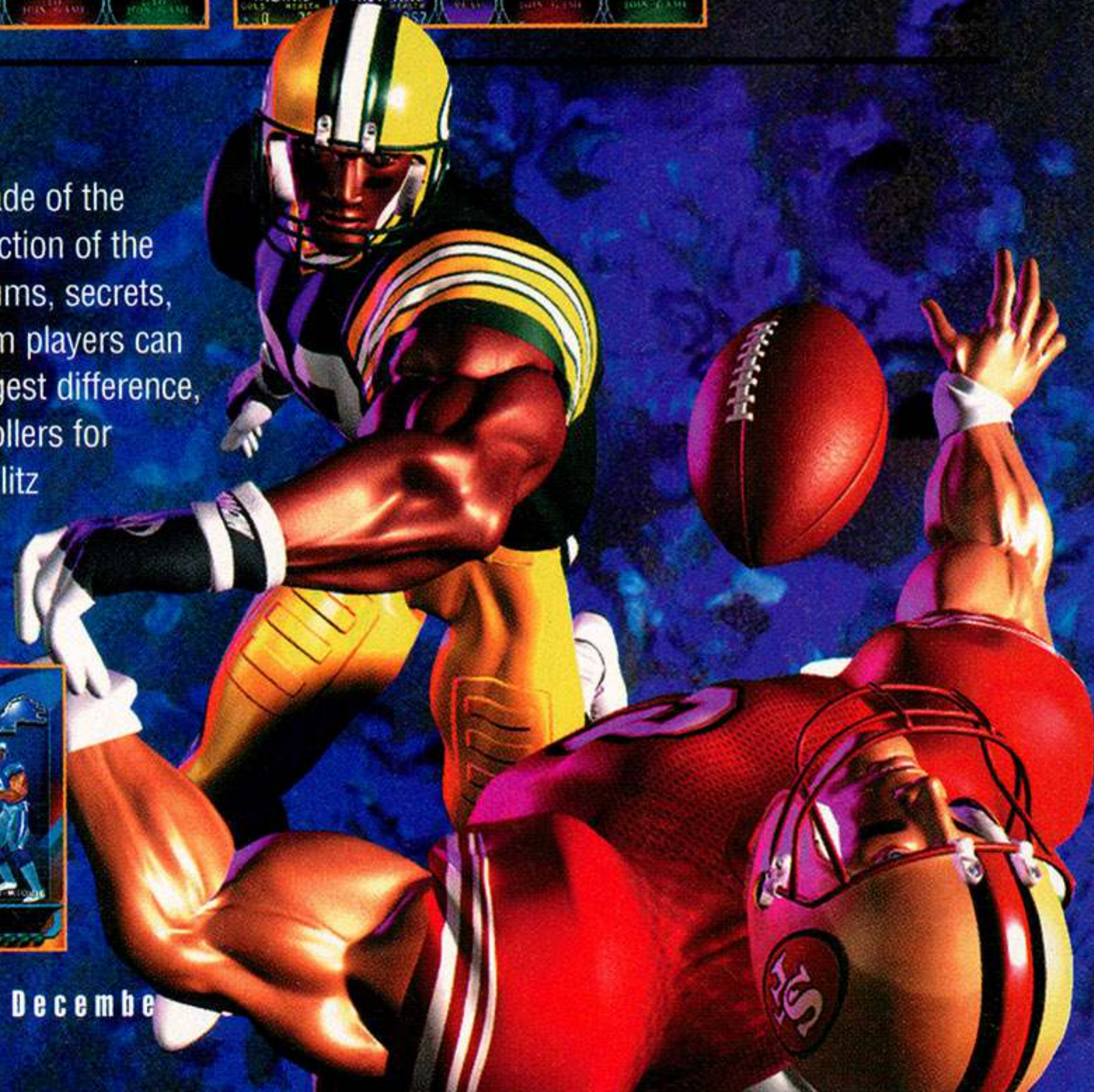
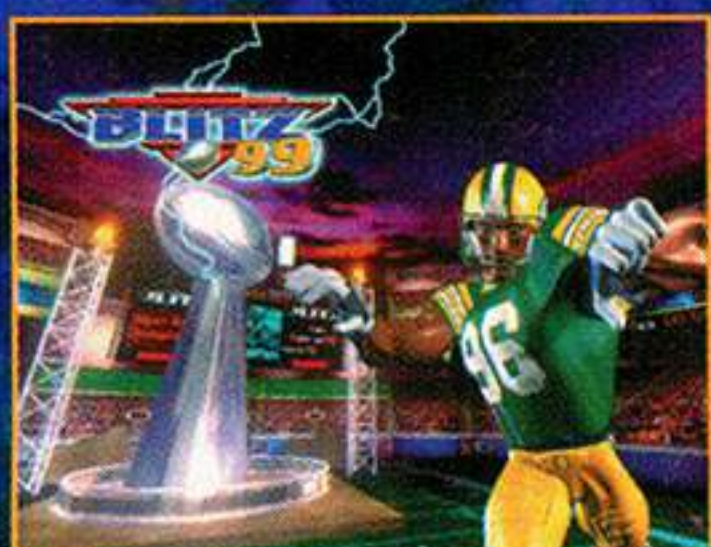
Gauntlet Legends upgrades the classic arcade game with a brand-new look, more options, and even hidden characters. Legends' 3Dfx graphics are sharp, detailed, and never falter—even when the screen is filled to the brim with monsters. Despite Legends' 3D look, the gameplay is actually 2D and feels just like the original's. And although the version at AMOA needed some tweaking

(the boss A.I. was barely implemented), Legends was a nostalgic blast to play and should raid a lot of piggy banks this fall.



NFL Blitz '99 by Midway

Midway sacked the competition at AMOA with NFL Blitz '99, an enhanced upgrade of the smash arcade title NFL Blitz. In addition to the in-your-face rough-and-tumble action of the first game, Blitz '99 has more voices, stadiums, secrets, and techniques than last year's game—team players can even catch "on fire" à la NBA Jam. The biggest difference, however, is the addition of two more controllers for four-player action. If you thought the first Blitz was something, wait until you see Blitz '99. With all the changes and new features, the game has lost none of its fun.



Star Wars Trilogy Arcade by Sega



Although only 40 percent complete, Star Wars Trilogy Arcade already features impressive graphics and gameplay. The Model 3 shooter will include six stages, each featuring vehicles (X-Wings, Speeder Bikes, and so on) found in the classic movies, along with hidden secrets that, if found, alter the course of the level.

The Ocean Hunter by Sega



One of the most beautiful games at either show, Ocean Hunter sports underwater shooting mayhem in each of the seven seas. As you search for treasure, you slaughter sharks, eels, and other marine life (what did the poor fish ever do to you?) while avoiding deadly icebergs and exploring ancient ruins.

Radikal Bikers by Atari



In Radikal Bikers, you play as a pizza delivery person who must speed through the city streets on a souped-up moped to deliver spicy-hot pepperonis. Each level is jammed with obstacles, ramps, pedestrians, and power-ups as the game delivers fast one- or two-player linked races.

Dynamite Cop by Sega



The sequel to Die Hard Arcade, Dynamite Cop busts heads with its fierce fighting and gun-blazing action. Up to two players can join in the fray to stop a band of terrorists who've seized the luxury cruiser *Bermuda*. You select from three new characters, each with their own combo moves and bone-breaking throws.

Soul Calibur by Namco



Soul Calibur bum-rushed the show with the smoothest moves and coolest graphics of any fighting game on the floor. Calibur features awesome weapons-based fighting

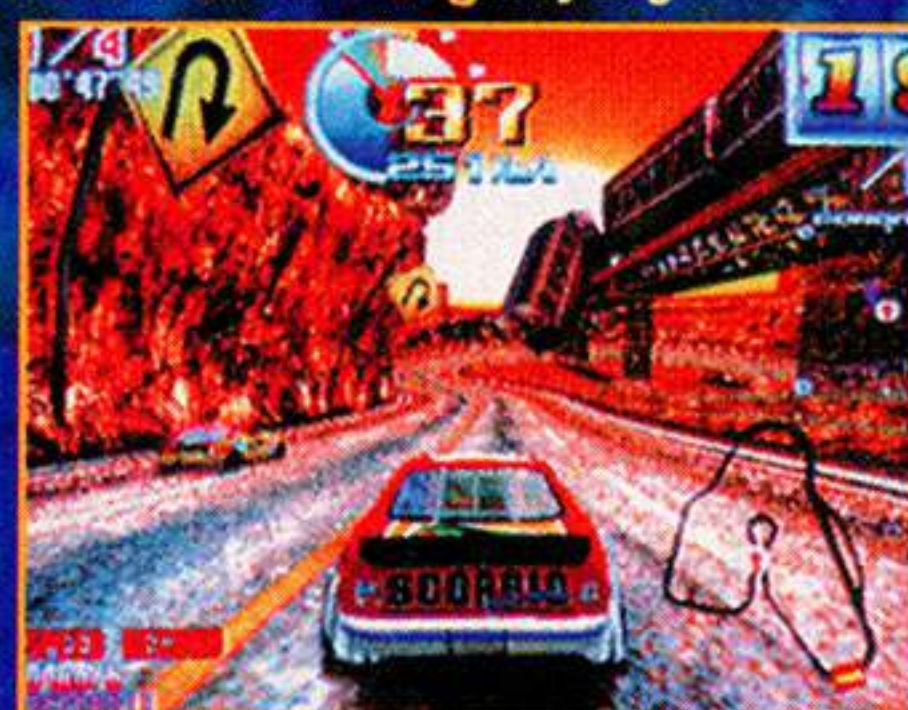
and many time-released secrets, including hidden characters, weapons, and stages.

Fisherman's Bait by Konami



Fisherman's Bait features Beginner, Training, and Tournament modes along with seven types of lures and a Reel controller that actually vibrates when you hook the big one.

Daytona USA 2: Battle on the Edge by Sega



Daytona 2 hits the track with the look of a champion. With gameplay a bit on the dull side, though, this stock-car simulation will leave you driving in circles. Only hardcore racing fans need to strap in for this disappointing effort.



Spikeout by Sega



Spikeout is Sega's new Final Fight-type beat-em-up where up to four one-player game cabinets can be linked together for the ultimate urban brawl. The game features four characters, multiple weapons, several bosses, and 30 areas to get your rumble on.

Virtual Pool by Incredible Technologies



A surprisingly addictive game, Virtual Pool enables hustlers to play Eight Ball, Nine Ball, Straight, and Speed Pool. The game uses a trackball for precise aiming and power control; it also provides Season play that tracks your scores, ranking you among other gamers throughout the country.



The JAMMA Show

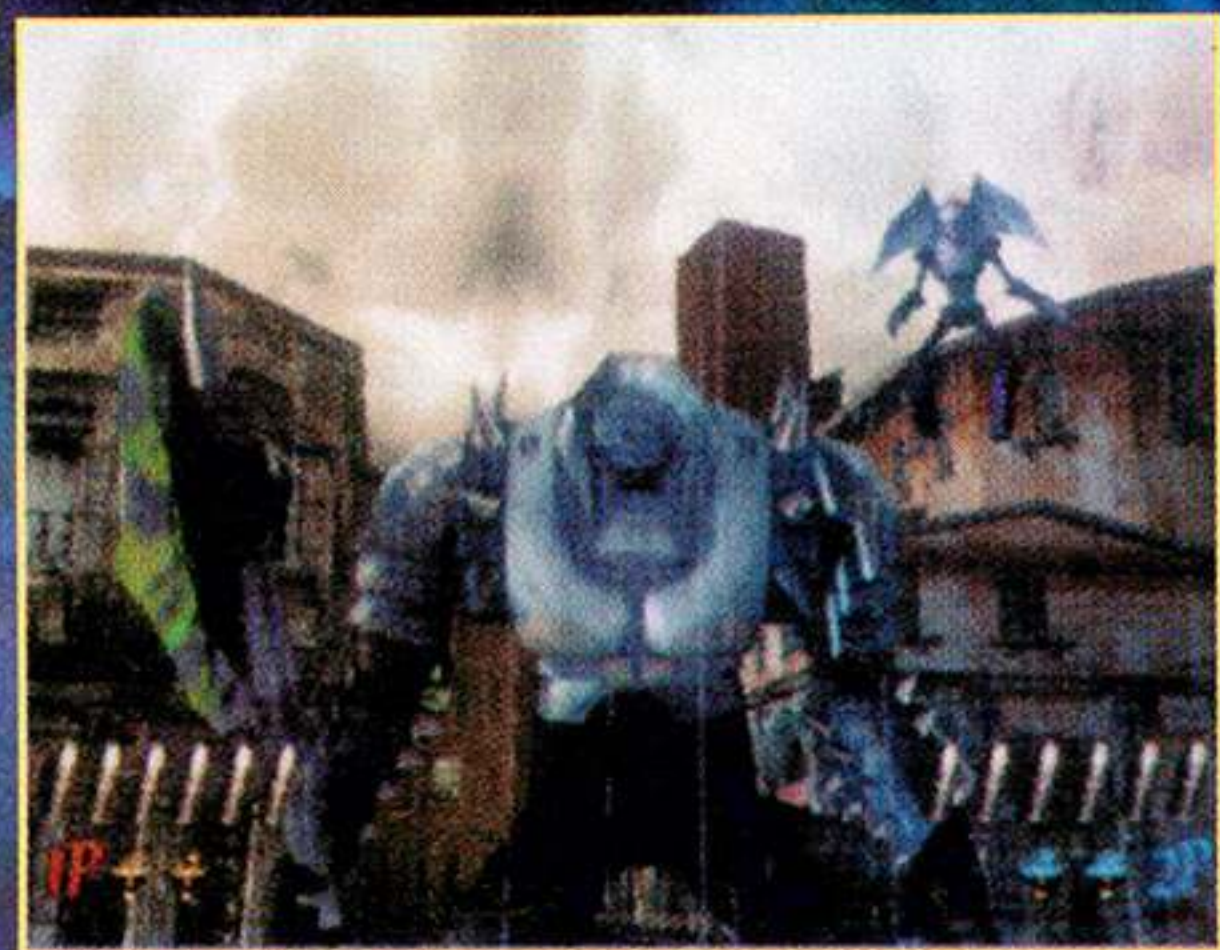
And what was big overseas? Zombies and rapping! Here are some noteworthy titles that went on display at the 36th Annual Tokyo Amusement Machine Show. By Prince Paul (Special thanks to Major Mike)

THE HOUSE OF THE DEAD 2

by Sega

At the JAMMA Show, Sega unveiled House of the Dead 2, which features more of the same blasting mayhem that made the first game popular. In addition to two-player action and gore

galore, HOTD2 adds new elements to the melee, including cleaner graphics (courtesy of Sega's Naomi arcade board) and new monsters. (For more on the Naomi hardware, check out "ProNews" in this issue.) House of the Dead 2 should haunt arcades this fall.



Blood Bullet: The House of the Dead Side Story

by Sega

Sega's Blood Bullet is a spin-off of the House of the Dead gun games—without the gun. Bullet is an action game similar to Spikeout, but instead of beating down punks you battle zombies and other monsters. You can use a variety of weapons and hand-to-hand techniques such as punches and kicks.



beat mania 3rdMIX

by Konami

Although they haven't taken off in the states yet, Konami's DJ sims have been burning up the arcade charts in Japan. In beat mania 3rdMIX, you create music mixes by pressing buttons and moving a turntable. The objective of the game is to either match music patterns put out by the computer or pump up the volume against another player in two-player mode. Can you dig it?



Tech Romancer

by Capcom

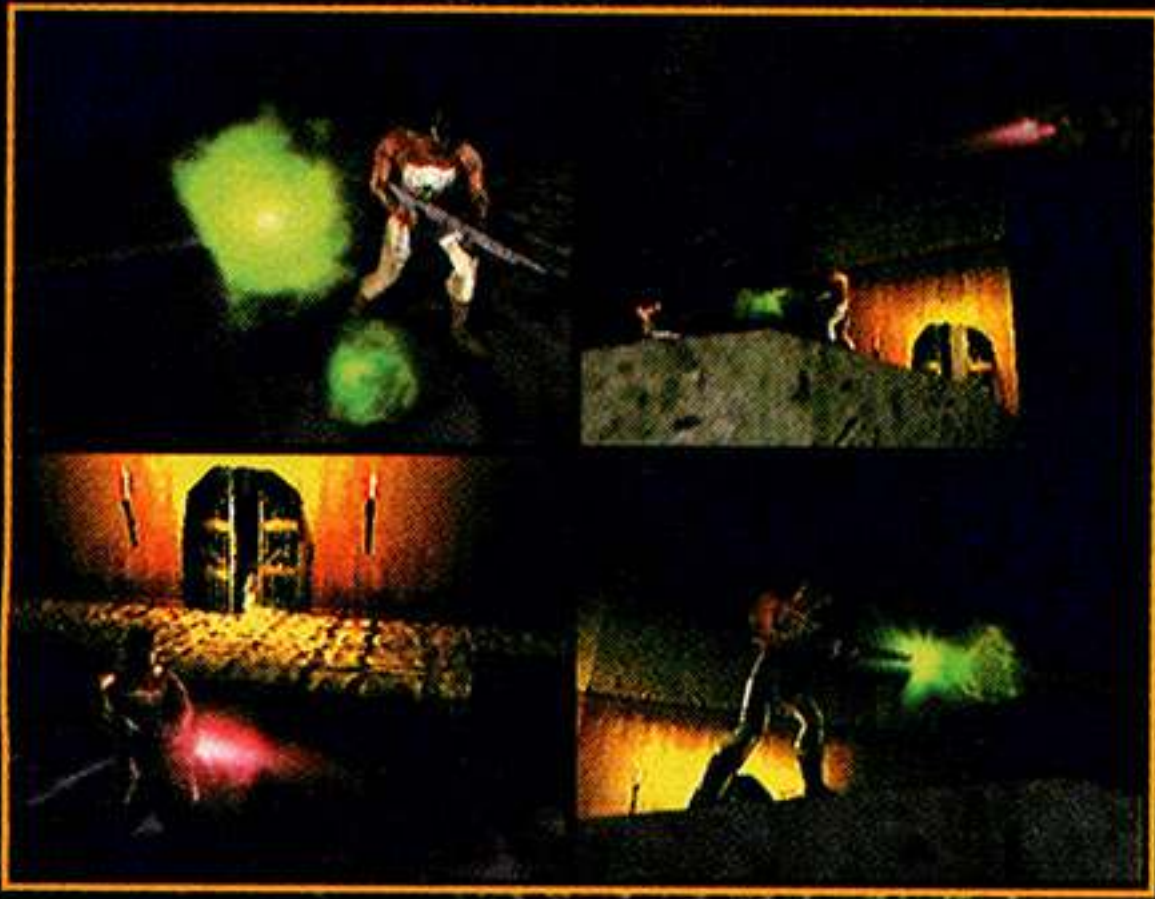
Capcom Coin-Op was a surprising no-show at AMOA, but they were out in force at JAMMA. The company's main attraction was Tech Romancer, a mech-fighting game not unlike Sega's Virtual On. Created by Shouji Kawamori, creator of Macross (known to U.S. audiences as Robotech), Tech Romancer focuses more on long-range combat (with missiles, machine guns, and other weapons) than short-range punching and kicking. Each mech has one or more pilots, depending on the mech you choose (à la Cyberbots), and some mechs can even change into other weapons such as jet fighter planes. In addition to the two-player head-to-head game, there are two one-player scenarios—



Story mode and Hero Challenge. The former provides a quest with different events and endings for each fighter, while Hero Challenge simply pits you against 12 opponents in random order.



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RUSH 2

Extreme Racing USA

PREVIEW



Rush 2 Extreme Racing USA

(By Midway Home Entertainment)

By Dan Elektro



Price not available
Available November
96 megs
Racing
2 players

It's time to feel the Rush again! For Rush 2, Midway has hot-rodded almost every aspect of last year's model for a second lap of arcade racing thrills.

Into Overdrive

With sequels, the rule is simple: More is more. Rush 2 is no exception, packing 16 cars (plus a few secret rides), 10 tracks (and hidden courses), and more sneaky hidden icons to discover. This time, players can scream around Las Vegas, Hawaii, New York, Seattle, Los Angeles, and Alcatraz—or try their luck on three fantasy stunt courses, including a wicked half-pipe.



PROTIP: If you bear left at the university after the first checkpoint in Los Angeles, you'll find a dirt path shortcut that skips the freeway entrance.

View to a Thrill

Take just one look at the arcade-accurate Alcatraz track or the fabulous Las Vegas strip—complete with all the real hotels in their proper places!—and you'll realize how far Rush's graphics have evolved. Detailed textures and nuances make each race a high-speed sightseeing tour (the rats in the New York subways are a nice touch). Other visual

touches include colored lighting and improved reflection textures (lights, clouds, etc.). In short, this game is pretty.

One Good Turn...

The tracks, littered with shortcuts and alternate paths, offer plenty of challenging hills, jumps, ramps, and tight turns. It's easy to spend hours goofing around on the psychedelic stunt track alone. An improved physics model enables cars to pop up on two wheels and roll realistically, while



PROTIP: Collecting six keys on one track will give you access to the hotrod.



PROTIP: To collect a key, you must touch the key itself, not just the sphere surrounding it.



PROTIP: For a high-flying shortcut in downtown New York, look for this parking garage to the left shortly after passing the first checkpoint.



You can create some devastatingly ugly paint jobs in Rush 2!

Fun Factor
4.5
Better graphics and tracks, more secrets...
Rush 2 is exactly what fans of the original had hoped for. It's how arcade racing games should be done.

Control
4.5
The sluggish steering problems from the original version have been fixed—the wheel's a lot more responsive now and the controls are once again fully customizable.

Sound
4.0
User-selected engine sounds and car horns join the standard explosions and tire squeals. The tunes are a bit funkier and more percussive, and, for better or for worse, the wacky high-score music returns.

Graphics
4.5
Rush 2 Extreme Racing USA looks gorgeous, sporting detailed textures, colored lighting, animated reflections, and a wide color palette. A fast frame rate and minimum pop-up make it ever sweeter.

the steering problems of the first game have been corrected. At last, you can turn the car just with the analog joystick; slamming the car into reverse is only necessary when taking tight turns. While the engine and squealing-tire sound effects aren't revolutionary, they are satisfying. One cool addition: The crowd now "oohs" and "aahs" when you pull off a stunt or recover from a tricky flip.

Tweaking Your Torque

Drivers will be happy to hear that car setups can now be customized before each race. Whether you want to boost your acceleration at the expense of your car's durability, select specific tires for better traction, choose the kind of noise your horn makes, or just decide which color and style of stripe streaks down your car's paint job, you'll find ample tinkering possibilities here for every kind of gamer. The new options offer flexibility without ruining the arcade-style floor-it-and-go appeal of Rush racing.

All This and Rush 2

Rush 2 packs in enough quality racing to satisfy even the most jaded gamer. All the changes and updates seem minor when taken individually, but they add up to a satisfying new whole.

Rush 2 is well worth its price. **G**



PRO TIP: When hunting for keys in Practice mode, choose a fast car (like the Exotic or Concept) to facilitate those inevitable giant leaps.



PRO TIP: In Los Angeles, watch for this car dealership after Checkpoint 3. It hides a key—and a preview of the secret car you'll drive when you collect all 12 keys.



PRO TIP: Grab three keys on any one track to unlock the taxi.



PRO TIP: Drive the formula car by snagging 12 keys on any one course.

VIVA LAS VEGAS

Unlock the secret cars on the Las Vegas track with this guide to the 12 hidden keys and 4 soda cans!

1. After the starting line, bear right and enter the tunnel with two trees blocking its entrance to find your first key.

2. When you see the black-and-white spotted building, look for a Rush logo to your left. There's a key behind it and a Dew can above it (which you'll get later).



3. After the second checkpoint/Stratosphere (the big yellow tower), hang a left into the parking lot. Look for the key behind the building to your left.

4. At the large Danger sign before the third checkpoint, turn left and drive down the glowing galleria. At the end of the strip, you'll find a key behind the plate glass windows to your left.

5. As you pass through Checkpoint 4 (at the green fence), make a quick left. Drive down the narrow passage to your left where the road ends until you reach a small lake and a park. The lake has a key in it.



6. There's also a Mountain Dew can on the right shore of the lake.

7. You'll see another Mountain Dew can suspended in midair at the far wall. Gain enough speed (over 130 mph) and you can jump the lake and grab it.

8. If you make the jump, you'll land on a rooftop that hides another key.

9. Now head to your left and drive off the roof, and you'll drop onto another midair Dew can near the Rush logo.

10. After the Hard Rock Café-style building (with the banjo), you'll see UNLV's pink-trimmed stadium ahead. Turn around at the stadium to find a ramp leading to the roof. Drive up the ramp and jump to the ledge to your left. If you stop and turn around, you'll find a key at the back of the ledge area.

11. Zoom up the ramp again, and when you hit about 90 mph, take off. Aim for the right rooftop to snag another key.



12. There's another key on the roof to your left. Jump onto this roof, aiming toward its far side.

13. Once you've made the jump, turn your car around to find another key on the roof of the building below you.

14. There's a key hovering above the racetrack in the distance. Take that ramp as fast as you can in either the Exotic or the Concept vehicle...and pray!

15. Another Dew can is on the ramp rooftop. Drive up the ramp slowly and turn around to spot it.

16. After you reach Checkpoint 5 and the yellow-lit tunnel, take the path to the right to locate the final key.



WIPEOUT 64



Wipeout 64
(By Midway Home Entertainment)

By The Rookie

PREVIEW

Price not available
128 megs
Available November

4 players
Futuristic racing
Multiple views



Wipeout 64's high-speed racing is excellently complemented by its outrageously designed tracks.



Graphics

4.5

Wipeout 64 sports sleek ships, and the highly detailed tracks include extras like moving cranes, jet streams, and revolving tubes. Furthermore, the frame rate cooks! The only drawback (and it's very minor) is that some of the tracks include noticeable draw-in.



Sound

5.0

The rockin' techno grooves simply kick, while the explosions and in-game weapon effects keep you bloodthirsty for more destruction. The announcer still retains the same cold, unsympathetic voice as he warns you of incoming attacks.



Control

5.0

Wipeout's control is tight and extremely responsive. Plus, the analog stick makes it easier to navigate your hovercraft through the tight-winding curves.



Fun Factor

5.0

Wipeout 64 has everything a futuristic racer needs: A healthy variety of tracks, slickly designed craft, weapons, numerous game modes, hidden goodies, and speed, speed, SPEED! This is a must-have for every N64 gamer's library!

W64 rises to the starting line ready to rock with standard Single Race, Time Trial, and Challenge modes as well as a selection of five hovercrafts built for extreme speed.

The developer, Psygnosis, didn't stop there: It also added seven brand-new tracks, multiplayer support for up to four

speed freaks, new ship-specific special weapons, and a Weapons mode that challenges you not to finish first, but to blow away as many contestants as possible. To truly authenticate the Wipe-



PRO TIP: Avoid this S-curve on the Sokana track by holding down on the analog stick when your craft shoots off the jump.

out experience, the developers also made sure the excellent futuristic grooves, sound effects, and in-game race announcer all made successful transitions to the N64.

While Extreme-G 2 may match Wipeout in game-play variety, it simply can't compete when trying to match W64's sense of speed—and F-Zero X isn't even in the same league. If you want topnotch futuristic racing, Wipeout 64 is your game. **G**



PRO TIP: To avoid hitting an opponent in front of you, tilt up the nose of your hovercraft and skim over them.



PRO TIP: When competing in the Time Trial event in Challenge mode, save your speed burst for the final stretch.



PRO TIP: The Weapons Challenge is all about destroying as many of your opponents as possible and hitting the checkpoints, so don't worry about what place you come in.



PRO TIP: Practice on the tracks before heading into competition: The better you know the courses, the higher you'll finish.



www.take2games.com

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**Half rock
Half monkey
All hero**



Extreme-G 2

(By Acclaim)

By Dr. Zombie

PREVIEW

Price not available
96 megs
Available now

Futuristic racing
4 players
12 tracks
10 bikes



PROTIP: A judicious use of the gas is more effective than slamming on the brakes.



Trade your bikes for super-tanks in Battle Arena mode.



Extreme-G 2's graphics and animation have been completely revamped since the original's, delivering high-octane fun.

Extrême-G 2 is a fantastic experience for N64 racing fans. Although the game's been completely overhauled since its successful predecessor, the setup's similar: You race one of 10 futuristic armored bikes on 12 tracks across a variety of terrain. Tons of customizable options, some intriguing new modes, and a wide assortment of tracks—each with three variations that increase the challenge—ensure plenty of racing fun for gamers of all abilities.



PROTIP: Don't waste time randomly firing your cannon; keep it fully charged when the track is clear.



PROTIP: Stay behind the pack and let them battle it out. Turbo past the aftermath.



PROTIP: For maximum acceleration, don't lift off until you reach the very end of a ramp.

Visually, the original game's graphics have been completely retooled; amidst the intricately detailed environments, your bike feels lightning fast. EG2's sonic effects, including the hard-driving techno soundtrack, contribute to the action and the sensation of speed. You'll make full use of the N64 controller to master your ride, but the controls are intuitive and easy to adjust. EG2's challenge is intense but not overpowering, and the multiplayer mode is especially enjoyable.



PROTIP: Lobbing mortars into tight corners traps your opponents and is better than launching into straightaways.

Although it faces stiff competition from Wipeout 64, Extreme-G 2 should stand firmly on its own. **G**



Graphics

4.5 Extreme-G 2's awesome 3D environments with their nicely rendered details create a believable sense of mass, depth, and speed. Ambient cinema-quality lighting and brilliant explosions fill the screen beautifully.



Sound

4.5 Extreme's hip techno soundtrack complements the action, enhancing the sense of speed. Individual effects for each bike and other cool sounds complete this solid audio package.



Control

4.5 The gameplay is silky smooth and responsive to the accelerated action. These bikes have lots of options, but the controls are easy to learn and customizable.



Fun Factor

4.5 A completely different game from the original with tons of options, levels, and features, Extreme-G 2 is an impressive sequel that'll assure long-term excitement for racing fans of all calibers.

PSYCHO PeNGUINS



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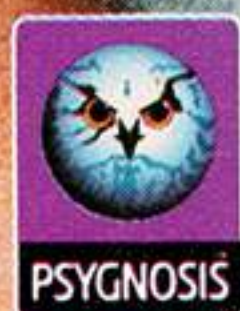
There are burly, uncharted riding environments out there and the only way you can get there is jump on a hoverdek and follow **Mia** and **Xako**.

Are you ready for **50 levels, five zones** (including desert, jungle and an underworld), psycho-penguins, crushers, bosses, wormholes and teleports?

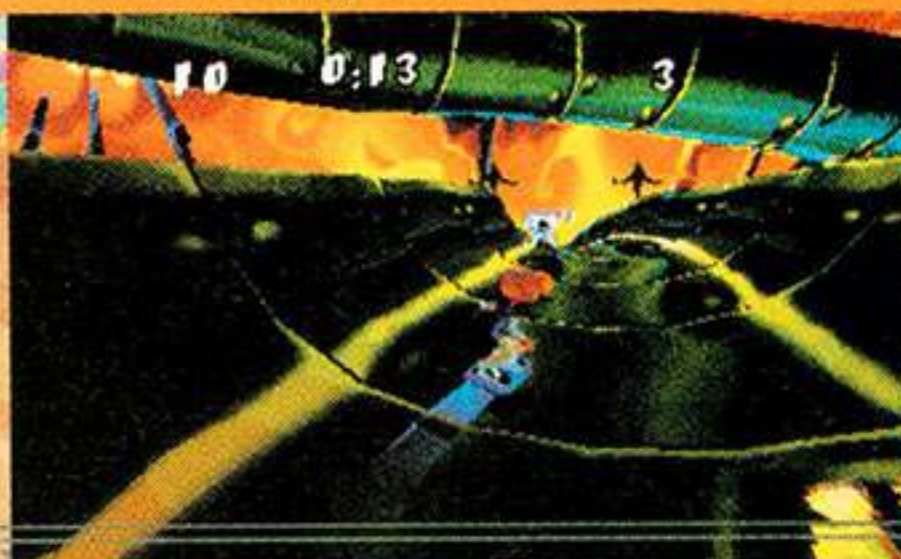
If you're good, you can learn new tricks to access secret areas. If you're really good, someone might even pay homage to your skills with a righteous tattoo.

Psybadek

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00-01



00-02



00-03



00-04



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"IT'S ALL IN THE WRIST."

**[OR IN THE JUGULAR IF IT'S A
QUICK DEATH YOU'RE GOING FOR.]**

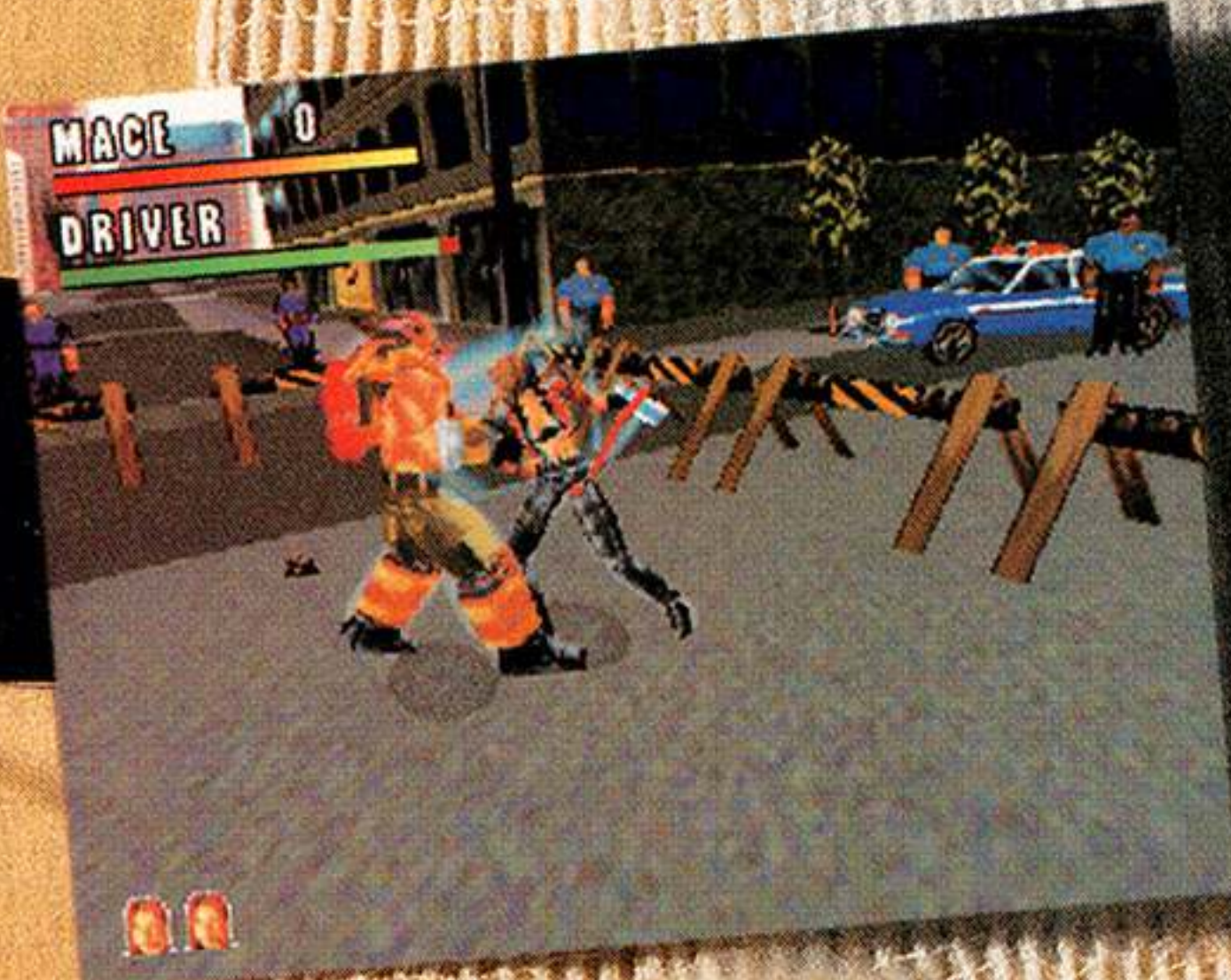
- Mace Daniels



NINTENDO 64

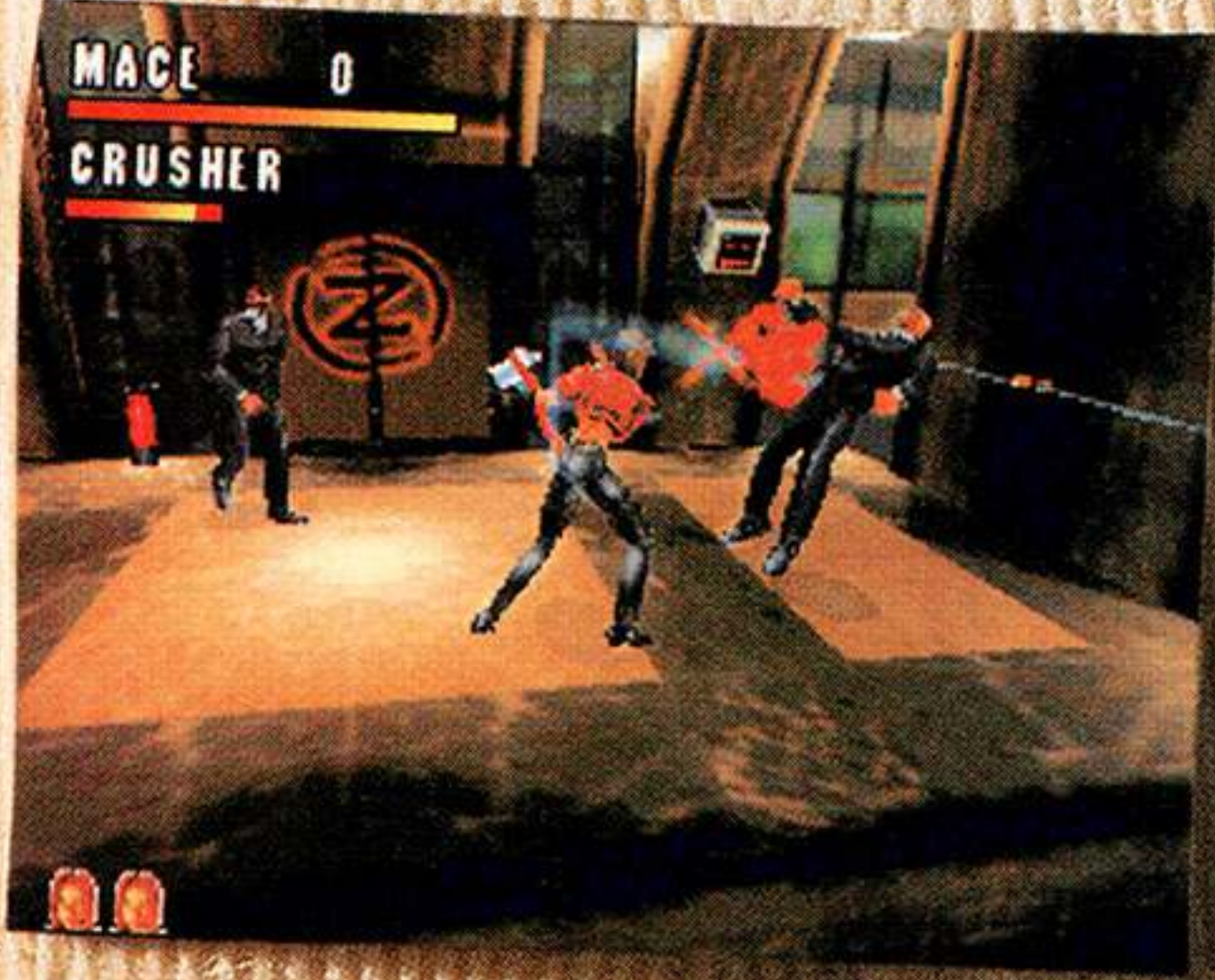


BUT WHY NOT MAKE THEM SUFFER FIRST?
TRY A STEEL GIRDER TO THE RIBS.



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CAN BECOME A TORTUOUS CAN OF WHOOP-ASS. AND ONCE
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FIGHTING FORCE 64

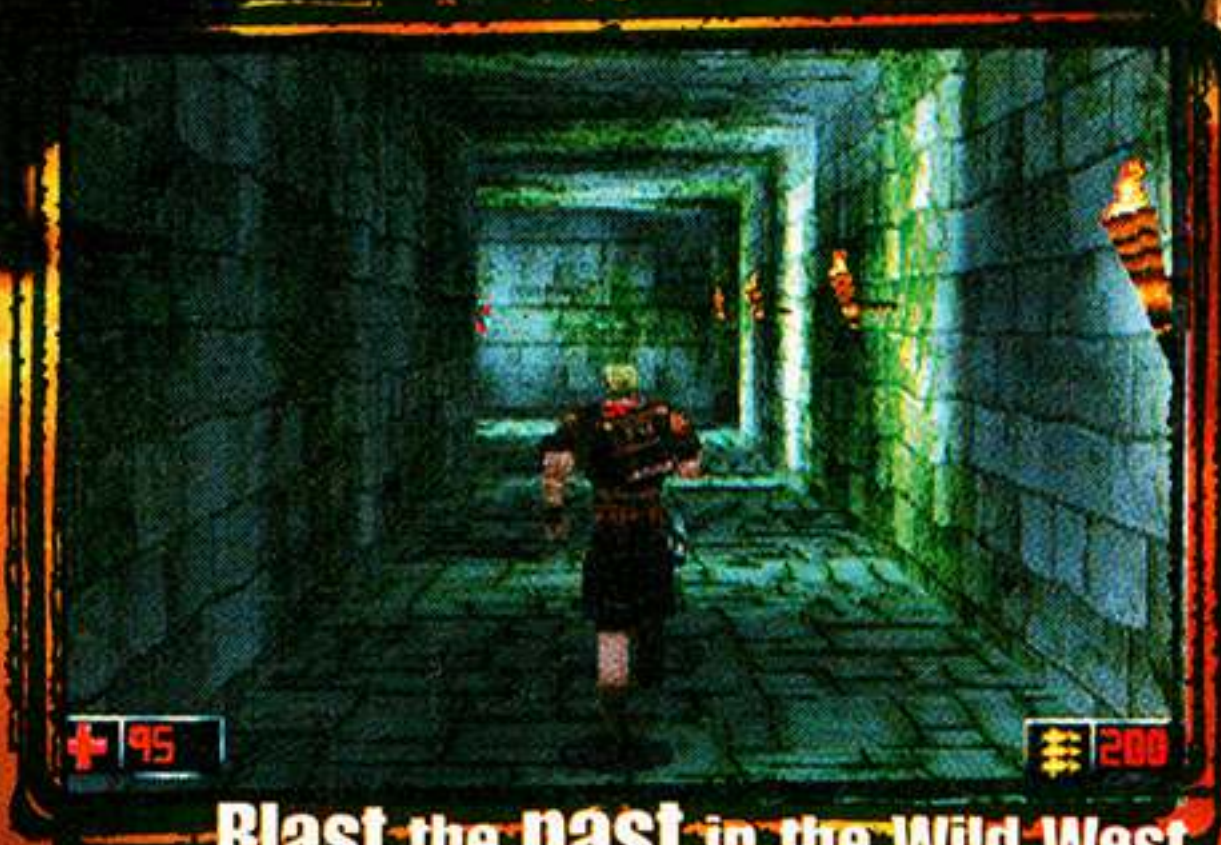
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S.C.A.R.S.

(By Ubi Soft)

By Dr. Zombie

PREVIEW

\$59.95
128 megs
Available November
4 players

Arcade racing
Multiple views
9 tracks



SCARS



Unique landscapes match the distinctive rides.

Fast-action racing slams onto the N64 with S.C.A.R.S., an entertaining multiplayer vehicle combat game for players of all ages.

Set in the 31st century when computers rule the world, you race one of nine armored vehicles designed to resemble Earth animals in high-speed contests for supremacy. Each vehicle's specific attributes affect not only performance, but also access to weapons and power-ups like turbos, magnets,

seeker missiles, time bombs, and shields. You can play solo or indulge in up to four-person multiplayer action.

Mario Kart fans will find S.C.A.R.S. similar but with a much harder edge. The game's action is fast and furious with enough variety in its tracks and weapons to warrant replay. As with many racing combat titles, the multiplayer duels provide the most fun. If you've run down Mario Kart and are itching for more button-crunching action, S.C.A.R.S. scores. **G**



PRO TIP: Tap the gas to slow down. Brake only as a last resort.



PRO TIP: Jump directly over stoppers or blast them from a safe distance.



PRO TIP: For maximum impact, withhold your boomerang attacks until you've closed in on your opponent.



PRO TIP: Jump and twist in midair for tight curves.



PRO TIP: If you fall way behind, charge up seekers to take out the lead car.



Control

4.0

Slick, responsive controls with a manageable load of options make it easy for you to maneuver your vehicle and launch weapons on the fly.



Graphics

4.0

Imaginative, well-rendered landscapes and distinctive vehicle designs deliver pleasing eye candy. Some slowdown and pop-up, however, prevented an even higher rating.



Sound

3.5

A pumping house-music soundtrack enhances the speed and action. Engine noise does become monotonous, but it can be turned down.



Fun Factor

4.0

Pulling off a quality Mario Kart clone is a daunting task, but S.C.A.R.S. delivers enough variety in the tracks and weapons to make this racer speed to the front of the pack. Its multiplayer action provides the most fun.

Blow those alien creeps a new PIEHOLE

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"This awesome exploring shooter's gonna have everyone talking."

*- Chip & Jonathan Carter,
Houston Chronicle*



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www.midway.com



TOPGEAR Overdrive

PREVIEW



Top Gear Overdrive

(By Kemco)

By Vicious Sid



Price not available
Available now

Racing
4 players
5 tracks
10 cars

PROTIP: Turn off the Brightness mode. It's visually hideous and its washed-out colors blend together, making it difficult to recognize obstacles ahead.



With fast, furious graphics, challenging tracks, and high-octane multiplayer action, Top Gear Overdrive is a solid addition to the sparse N64 roster.

Overdrive offers only two cars to start off with, but fear not: After you win cash awards, other cars become available, including low-end clunkers like the Bug and finely tuned death-machines like the Porsche and the Hummer. Although not on par with Rush 2's customization options, Overdrive does offer limited upgradeable parts and paint jobs.



PROTIP: It's important to drive over "\$" and "N" symbols to collect cash bonuses and nitro boosts—but don't let them distract you from the race.



PROTIP: Keep a watchful eye on your speedometer when climbing steep hills, or you'll soar like an eagle...and land like a 1000-pound tin can.



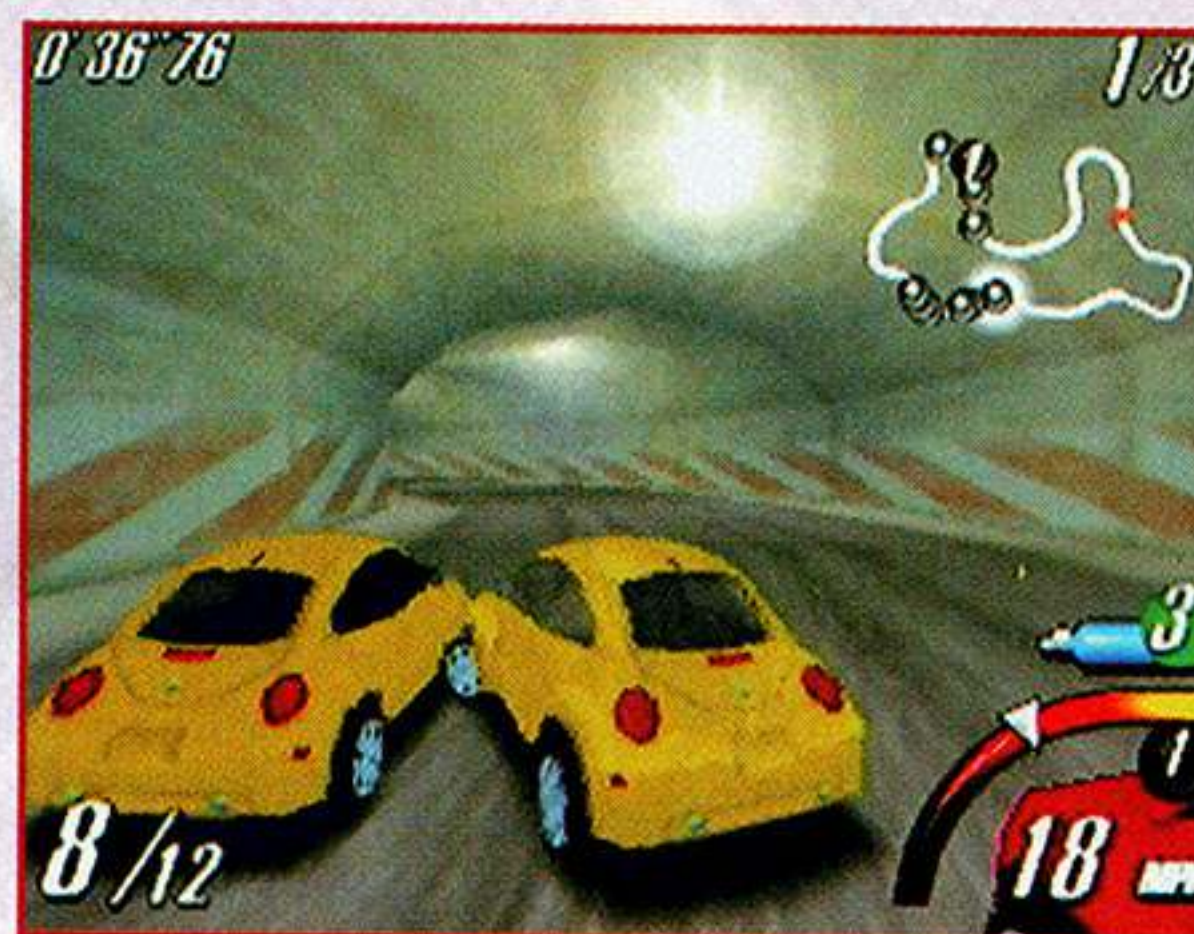
PROTIP: When playing in the one-player Challenge mode, get an early lead on the merciless CPU opponents by using nitro boosts and aggressive driving.



PROTIP: Smash through suspicious-looking walls (like this wooden sign on the Fertile Canyon track) to uncover hidden shortcuts and nitro boosts.



PROTIP: Ease off the gas around corners to avoid plowing through time-consuming off-road terrain.



PROTIP: Nudge your opponents into icicles, road signs, or anything else that's handy. With any luck, they'll crash and burn, giving you an excellent opportunity to build a healthy lead.

Graphics
4.0 With its well-designed cars and varied tracks, Top Gear Overdrive serves up a respectable visual spectacle on the N64. Only its rampant anti-aliasing and occasional lag in frame rate tarnish the game's graphical luster.

Sound
3.0 If generic grunge-metal thrashing is your cup of tea, you'll love TGO's scratchy background tunes. A handful of decent effects liven up things, but this is one game in sore need of an enthusiastic announcer.

Control
4.0 Although initially vexing, Top Gear's sensitive controls can be mastered with time and a little patience. After a few hours of practice, you'll be tearing through hairpin turns like a pro.

Fun Factor
4.0 Okay, so Top Gear Overdrive's clearly not a Rush 2 killer. But with its simple, addicting gameplay and engaging level design, this game delivers a healthy dose of N64 arcade-racing fun.

THE 5 STAGES OF MR. DOMINO ADDICTION

As reported by OFFICIAL PLAYSTATION MAGAZINE



1.
CONFUSION
("What the hell is that...?")

2.
CONDESCENSION
("heh heh. What a silly little game...")

3.
DENIAL
("I'm only playing until the next level.")

4.
ADDICTION
("I'm only playing until I get to the next level
-and this time I mean it. DO YOU HEAR
ME MR. DOMINO?!? ONLY ONE MORE!!!")

5.
ACCEPTANCE
("I love you Mr. Domino.")



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Cruis'n WORLD



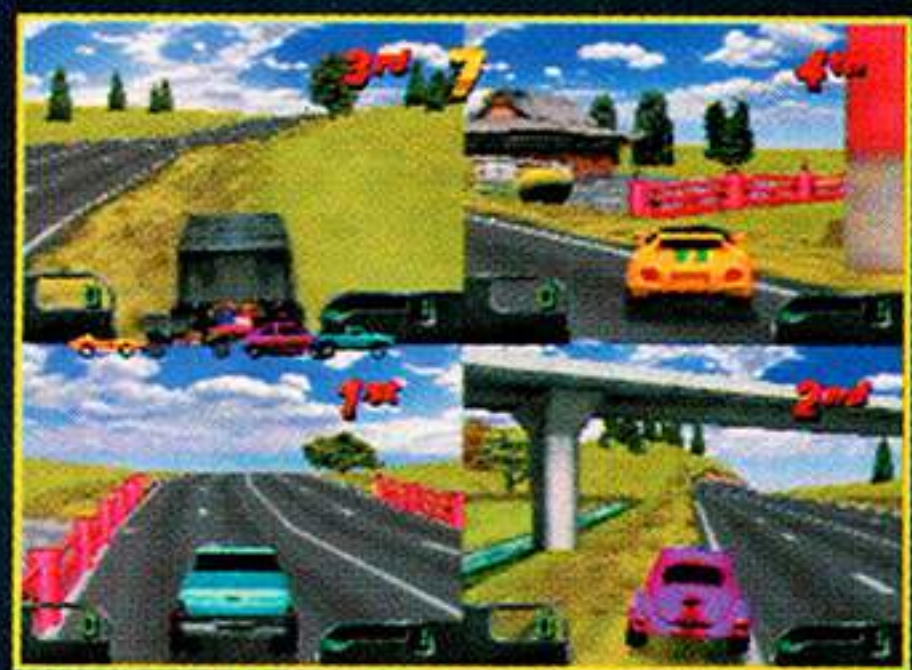
By Boba Fatt

The original Cruis'n USA was a great-looking, crisp-sounding, tight-controlling machine of mediocrity, happily trading where many racers had gone before. Falling somewhere between all-out arcade blast and semi-sim, Cruis'n World offers rope-a-dope smash-ups and high-jumping ramps that defy the laws of physics—but it never comes close to the catapulting, careening adrenaline slam of Rush 2.

Highlighting Cruis'n World are its 14 international tracks, each of which features the finest sites from its area. From Stonehenge to Brooklyn, this game is a grand world tour, but it plays with about as much excitement as your average tour guide. Despite a good amount of fade-in, the bright pastel visuals are eye-catching at every turn—but scenery alone has no replay value. The courses are hardly inventive, the cars don't vary all that much, and the adrenaline level is a very dull buzz.

With tight, responsive control, rockin' sound tracks, and energized sound effects, there's no faulting Cruis'n's technical value. The intuitive controls make the game very easy to pick up, and everything but the kitchen sink is adjustable (even the level of Rumble Pak feedback). Cruis'n is very playable, but only strays near excitement in the Head-to-Head mode, which enables up to four players to compete via split-screen.

The most useless element of any arcade-style racer is restraint, and Cruis'n offers nothing but. If you wanna see the world, buy a book. If you wanna race hard, check out Rush 2. As for Cruis'n World, it got lapped last year. **G**



PROTIP: When there's a jam ahead, keep moving and avoid the inevitable collisions by threading the needle.



PROTIP: Avoid contact with cars in front of you—you'll bump backward or lose control.



PROTIP: Stay behind the cars you're following—wind shear will allow you to gain ground.



PROTIP: Take wide turns as subtly as possible. Turning too hard results in skidding that will slow you down.

Cruis'n World by Nintendo

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	2.5

\$49.99
96 megs
Available now
Arcade racing

2 players
Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone

PREVIEW

Nintendo 64



By Dr. Zombie

Trigger jockeys will enjoy the nonstop shooter action of Knife Edge...but not for long. Conquer the game once, and there's no need to go back.

As the gunner on a spaceship, you must shoot down alien spacecraft, whether you're flying solo or with four players via split-screen.

KE's decent controls (the ship flies itself, but you control the targeting cursor) and well-rendered environments are held back by its flat-looking bogies, and both the music and the sound effects are repetitive. There are a multitude of sub-paths within each stage, which adds variety to the gameplay, but full 3D mobility would've been better. KE makes a fine rental if you're looking for a trigger-happy release. **G**



PROTIP: The bosses are huge, but their sweet spots are tiny. Don't waste ammo on anything else.

KNIFE EDGE NOSE GUNNER



PROTIP: Flying bogies home in on you, so keep your target near center for maximum impact.

Knife Edge: Nose Gunner by Kemco

Graphics	Sound	Control	Fun Factor
3.5	2.5	3.0	3.0

Price not available
64 megs
Available now
4 players
Shooter

4 stages
Challenge: Adjustable
Replay value: Low
ESRB rating: Everyone



By Boba Fatt

If playing real pool just isn't enough for you, Crave is bringing Virtual Pool to the N64.

VP64's realistic graphics convey pool in all its visual glory, and the game's catchy music and realistic sound effects combine for a decent audio rack. With a plethora of options and games, as well as support for up to four players, VP64 manages to eke out some replayability from what is otherwise a very static, banal video game.

Unfortunately, a basic understanding of geometry is all that's needed here, whereas other billiard-top games actually have a learning curve and depth of challenge. If your blood pressure is dangerously high or virtual checkers gives you a buzz, consider Virtual Pool 64 a perfect relaxant. **G**

Virtual Pool 64 by Crave

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	2.0

\$54.99
32 megs
Available now
Pool

4 players
Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone



PROTIP: Nine Ball is a whole different game with the training mode on. Line up the one ball with the nine ball for a ricochet shot and a quick win.



PROTIP: Use the indicators to study the intricacies of the break; you might improve both your virtual and real-life games.

Respected coach and video gameologist Tom "The Thumb" Blake says that it's all fun and games until someone beats you so badly that years of intensive counseling, continuous observation and experimental aromatherapy can't cure you. That's why he recommends reading up on these



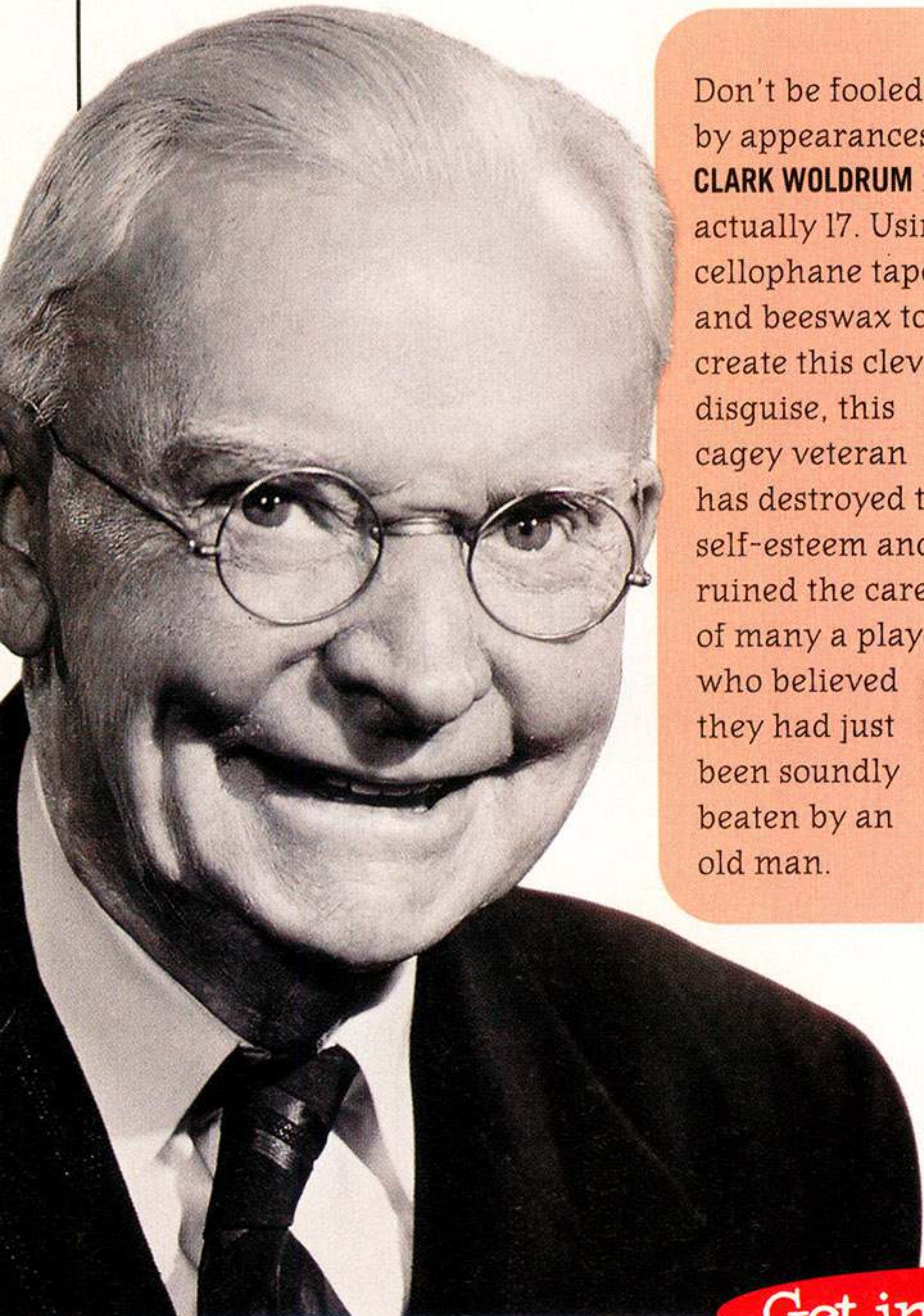
VIDEO GAME OPPONENTS TO AVOID

THE KREMPA TWINS

These two take delight in destroying the confidence and careers of up-and-coming players. Their M.O. (method of operation) is quite simple. Larry challenges unsuspecting players, but before the match begins and unbeknownst to the victims, he switches places with his twin Shari, who is the best video game player north of the Rio Grande, west of the Mississippi, south of the Missinabi and east of Eden.



Freddie Vanderkalken of Wyoming was reduced to a pile of petroleum-jelly-like goo after playing for 14 straight hours against Video Game Grand Master **WILLIAM GREENBAUMENHAMMERSCHUSTER**, aka "The Greenbaumenhammerschusterer."



Don't be fooled by appearances. **CLARK WOLDRUM** is actually 17. Using cellophane tape and beeswax to create this clever disguise, this cagey veteran has destroyed the self-esteem and ruined the careers of many a player who believed they had just been soundly beaten by an old man.

Available December 1.

Available November 20.

PlayStation

GAME BOY™

BASED ON THE SUPERMAN ANIMATED SERIES FROM WARNER BROS.

SUPERMAN

Coach Blake says that great players also know which stores to avoid when buying video games. Every store, except Target. They have all the best games at great prices. Like *Superman* for just

Actual availability dates may vary.

\$39⁹⁹
PlayStation

\$59⁹⁹
Nintendo 64

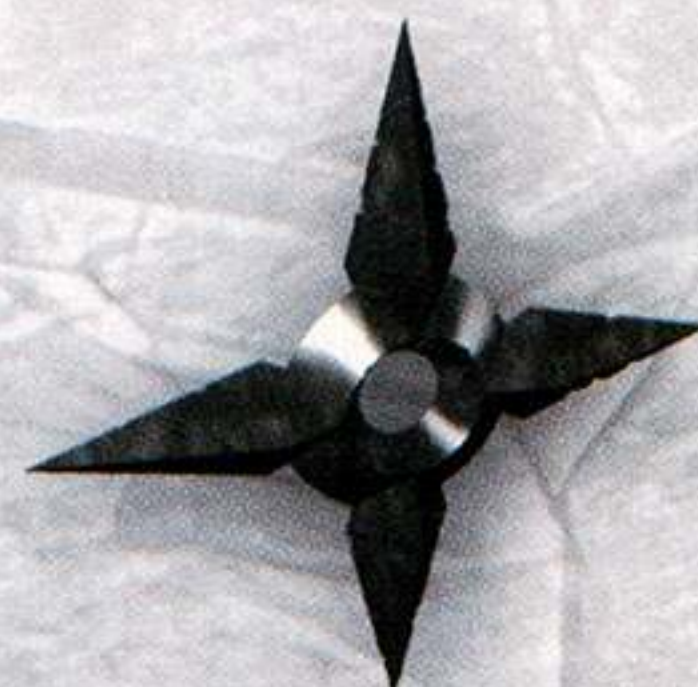
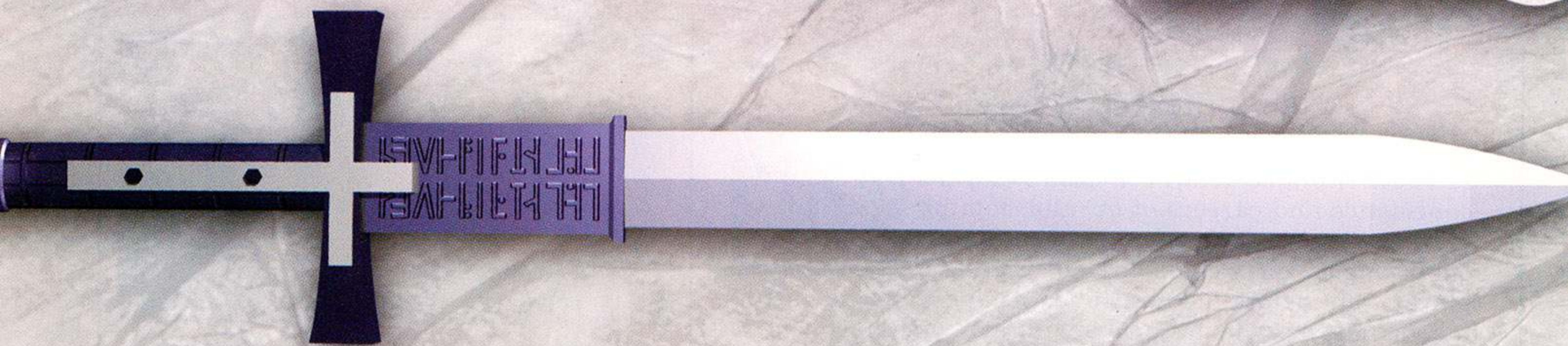
\$27⁹⁹
GameBoy

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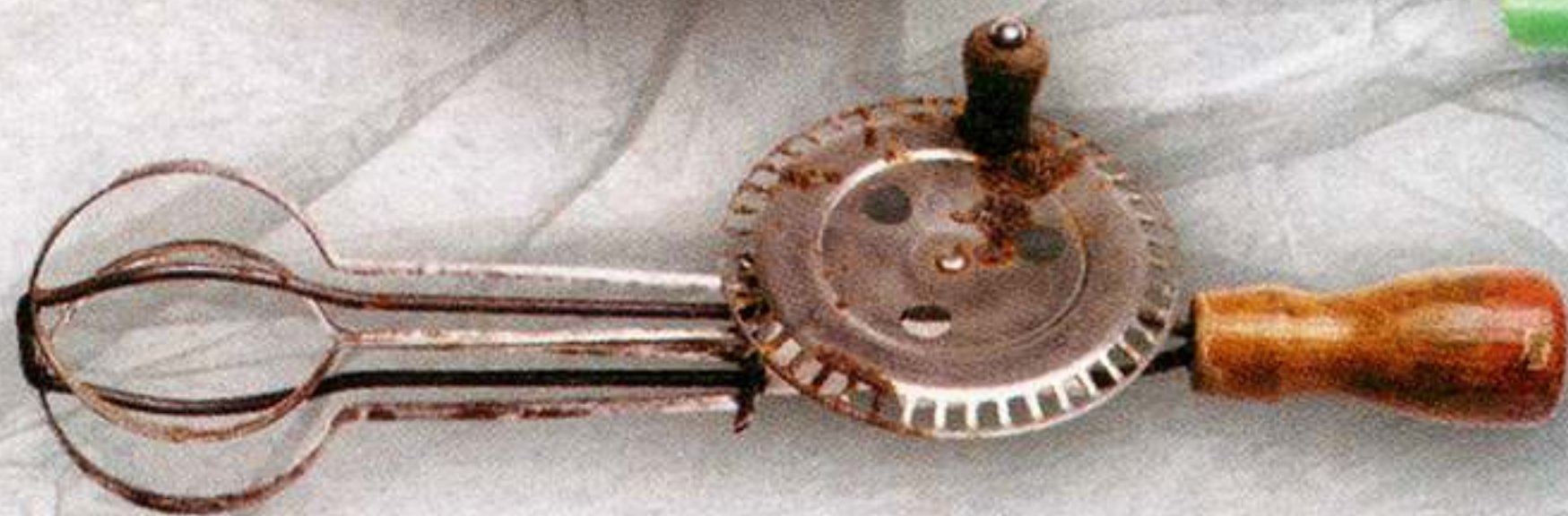


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Metal Gear Solid

(By Konami)

By Major Mike

\$49.95

Available now

Action/adventure
1 player
2 CDs



TACTICAL ESPIONAGE ACTION
METAL GEAR
S O L I D

For more tips on Metal Gear Solid, check out our ProStrategy Guide in this issue.



Well-scripted cinematics provide a cool break in the action and keep the story moving.



PROTIP: If the guards spot you, don't crawl under any objects or into an air shaft. If you do, they'll use grenades, and you'll be one dead Snake.



Graphics

4.5

Metal Gear Solid's visuals are stunning and detailed. The only flaws are some bulky polygons, a bit of breakup, and an inconsistent frame rate.



Sound

5.0

Truly state-of-the-art, the music and sound effects rank among the best heard on the PlayStation. The energetic voices are well cast and make every word of the excellently scripted dialogue count.

Very few games that spend a long time in development live up to the hype heaped upon them. After three years in the making and several promising previews, Metal Gear Solid had a lot of expectations to fulfill, especially considering it's a sequel to one of the most beloved video games ever released—Metal Gear for the NES.

Metal Gear Solid handily meets those expectations and, in most cases, even surpasses them. MGS joins the PlayStation elite, easily ranking as one of the best titles currently on the market. Not convinced? Then compare Metal Gear Solid to the top PlayStation action titles; the competition just wilts. What we have here is a masterpiece. Nothing else even comes close.

Solid Script and Story Line

Metal Gear Solid is an innovative combination of cinematic direction, action, and strategy. With an engrossing story line and one of the best uses of the Dual Shock controller to date, Solid completely envelops you in its suspenseful grip.

MGS continues the story of special forces' member, Solid Snake, who gets dragged out of retirement for one last mission: Stop a group of terrorists from launching a nuclear missile from their Alaskan-island stronghold. Even unarmed, Snake is deadly: He can beat down guards, snap necks with his bare hands, and crawl inside small spaces like air ducts. Snake begins the mission equipped only with a pair of binoculars and a pack of cigarettes, but can collect weapons and other items, including scopes, explosives, and even cardboard boxes.

Cardboard boxes? That's right! Unlike most action games, Metal Gear Solid encourages stealth-n-sneak over run-n-gun. It's to your advantage to avoid fights by creeping past, or even hiding from, enemies. Emphasizing this "stealth is best" philosophy is an incredible enemy A.I. Your adversaries are smart: They defend



PROTIP: Claymore mines are effective weapons against patrolling guards. However, remember where you plant them, because you can easily step on one and take damage.



Control

4.5

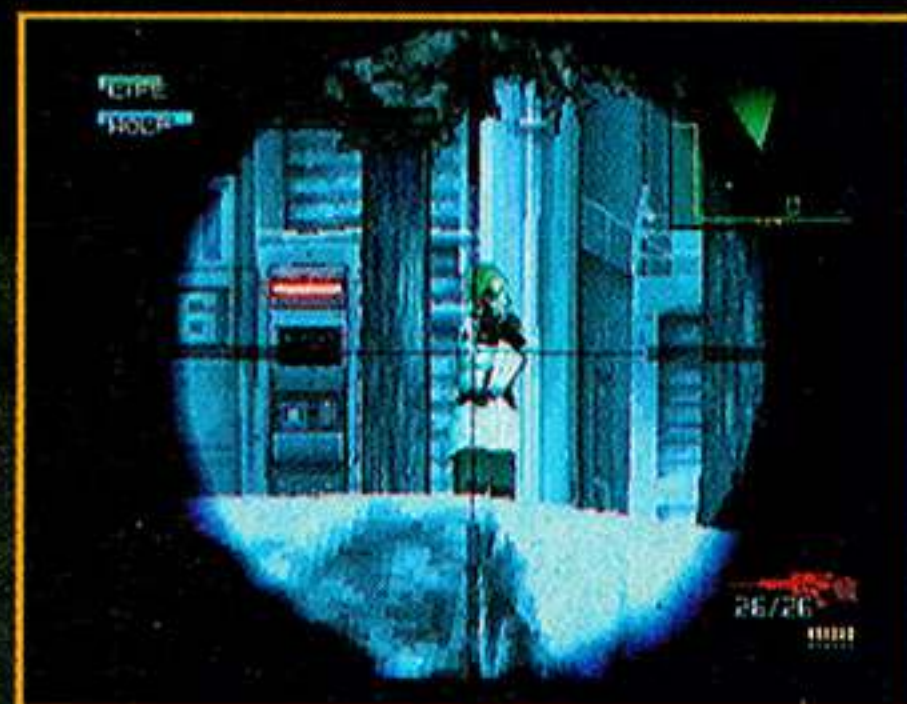
The game's multiple menus are simple to access and even simpler to use. The only thing that keeps the controls from getting a perfect score is the lack of a custom controller configuration.



Fun Factor

5.0

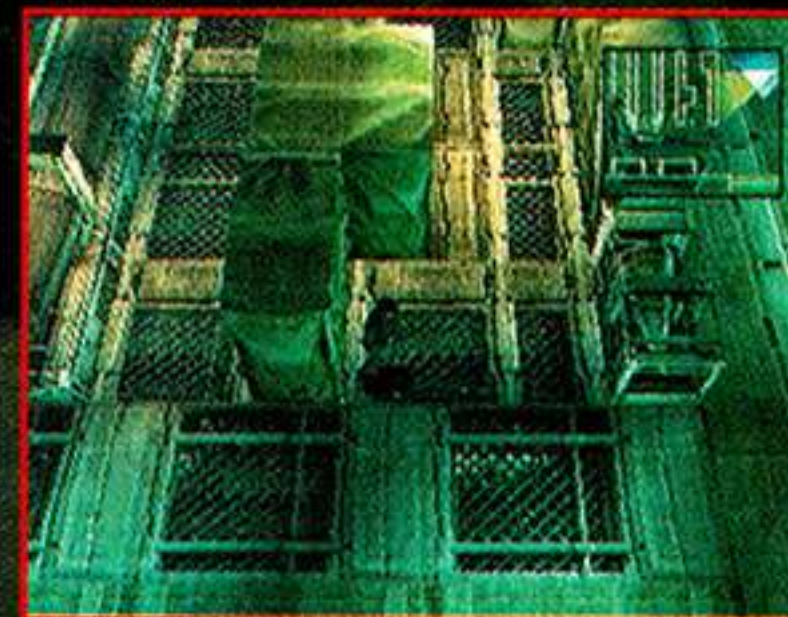
Metal Gear Solid is the rarest of things: a video game with looks, brains, and heart. Its combination of excellent action and superb story line makes it one of the PlayStation's top titles.



PROTIP: For best results with the sniper rifle, take some Diazepam to steady your aim.

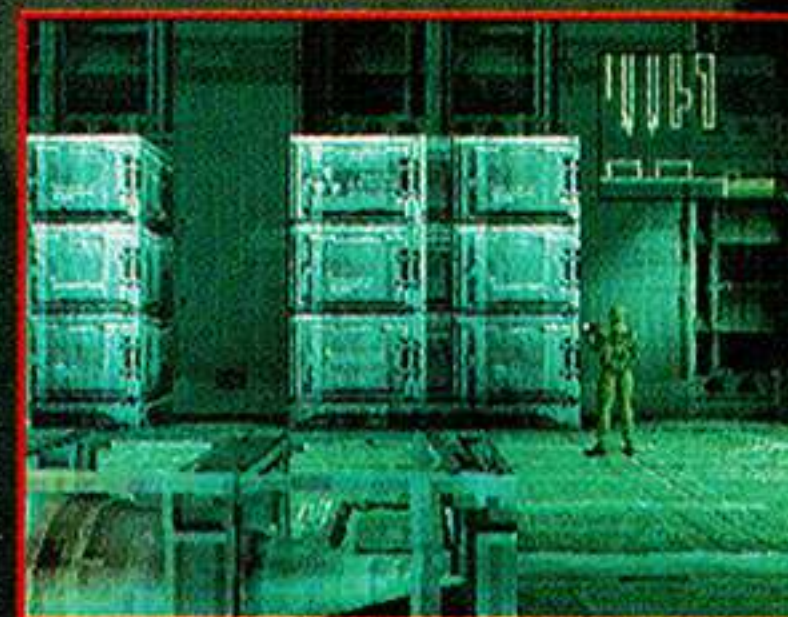
Views to a Kill

Overhead View



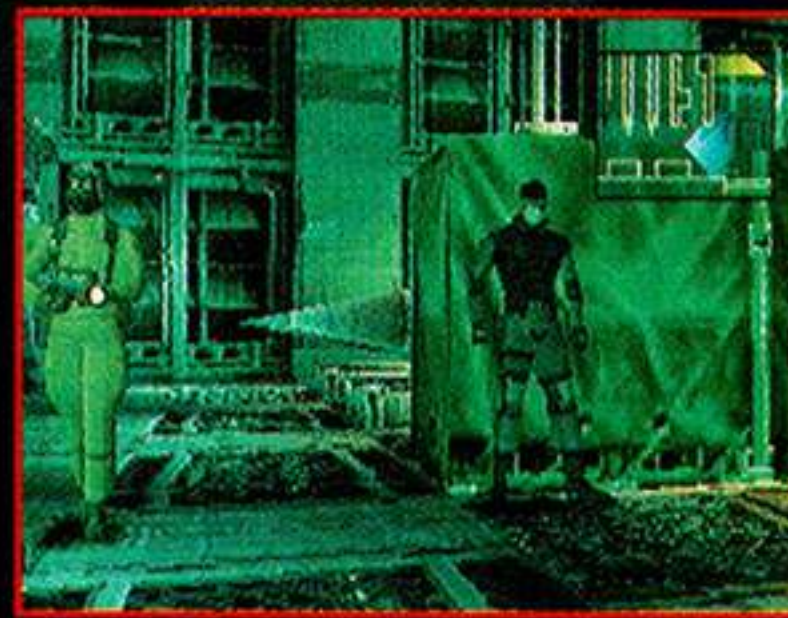
The default view.

First-Person View



To look around in this view, press and hold the Look button while pressing on the directional pad.

Around the Corner



Press against a wall near the corner, and the camera will look around it.

themselves, investigate strange noises, follow your footsteps in the snow, and, once alerted to your presence, hunt you down until you elude or kill them. Fortunately, multiple camera views help keep you one step ahead of the action. You can always see your enemies—either from the game's default overhead view, first-person perspective, or even from around a corner while pressing against an adjacent wall. Picture a combination of Tenchu, GoldenEye 007, and Resident Evil, with the intensity of the movie Die Hard, and you'll get an idea of how Metal Gear Solid plays.



PRO TIP: To escape from prison, wait until the guard gets sick and runs to the bathroom. While he's gone, crawl and use the catsup. The guard will think you're injured and enter the cell. When he gets close, grab him and snap his neck.



After a 10-year hiatus, Solid Snake returns in Metal Gear Solid, Konami's PlayStation masterpiece.

Snake Eyes

Integrated into MGS's play engine is a fascinating and well-crafted scenario where you interact with several characters—friends and foes alike. The dialogue and voices in these sequences are high points, the script is sharp and witty, and the complex plot remains exciting every step of the way (plus, characters don't convulse spastically when they talk, as in other games). Stylish direction punctuates the dialogue in the cut scenes, underlining the words with dramatic framing, montage, and other striking cinematic techniques.



PRO TIP: As you descend in the cargo elevator before your showdown with Vulcan Raven, shoot some of the ravens flying overhead so that when you meet Raven...



...he'll be really steamed!

Dual Shock controls help bridge the gap between the gameplay and the cinematics, keeping you in solid command of Snake; the controller's vibrations also help draw you into the action. Whether it's a quick shake that accompanies a guard spotting you or fast-paced thumping during an onscreen heart attack, the Dual Shock (or equivalent) keeps you on the edge of your seat.

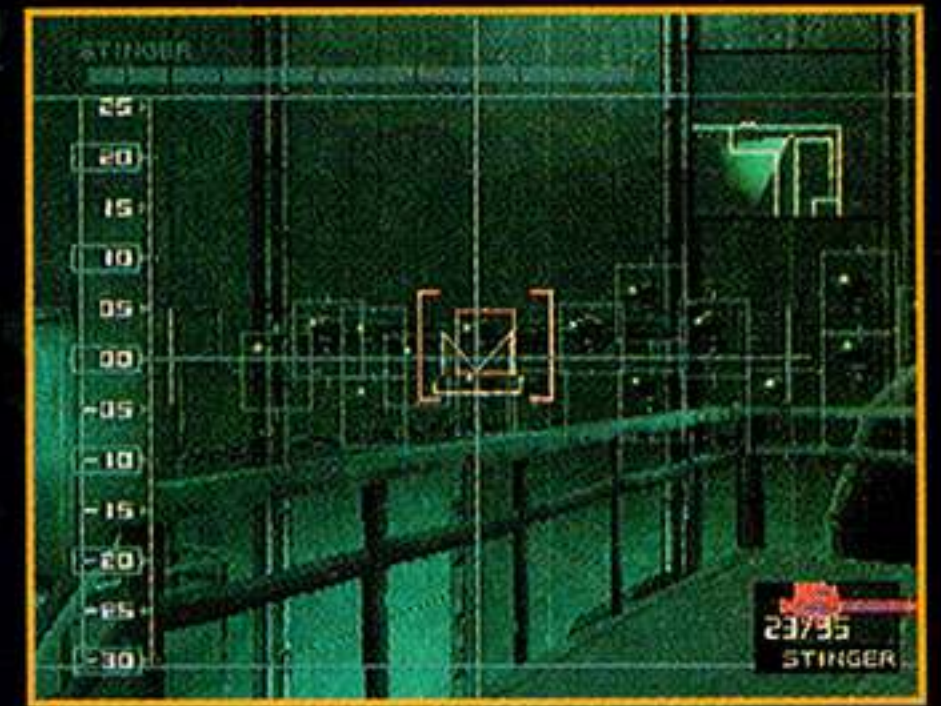
Whether it's a quick shake that accompanies a guard spotting you or fast-paced thumping during an onscreen heart attack, the Dual Shock (or equivalent) keeps you on the edge of your seat.

Besides its rock-solid regular game, MGS has several excellent options and extras, the best of which is the VR Trainer. Here, you can practice your skills and even unlock secret training modes. Another cool option is the Briefing mode, which covers every aspect of the mission in great detail.

Metal Masterpiece

MGS's solid works do get slowed by a few wrenches. An inconsistent frame rate occasionally stalls the eye-catching graphics, which also have a tendency of slowing to a crawl when you pan or zoom in with the binoculars or the rifle scope. Equally annoying are the constant interruptions you suffer through in the early part of the game when your team chimes in with obvious advice that's already listed in the instruction manual.

Yet, even with its minor faults, Metal Gear Solid is this season's top offering that no self-respecting gamer should be without. Forget the fast-food action titles with rehashed formulas that never worked—Metal Gear Solid elevates video gaming to high entertainment. **G**



PRO TIP: You can destroy surveillance cameras and sentry cannons with Stinger missiles.



PRO TIP: Don't use firearms against the Cyborg Ninja; if you do, he'll swat away your bullets and retaliate with a nasty slash.

Additional Options

VR Training



Practice your sneaking and shooting skills.

Briefing Mode



Get complete info on your upcoming mission. Closely examine each file to reveal hidden sub-menus.

Special Mode



This menu features the story lines from previous Metal Gear games and also unlocks a secret cinema viewer.

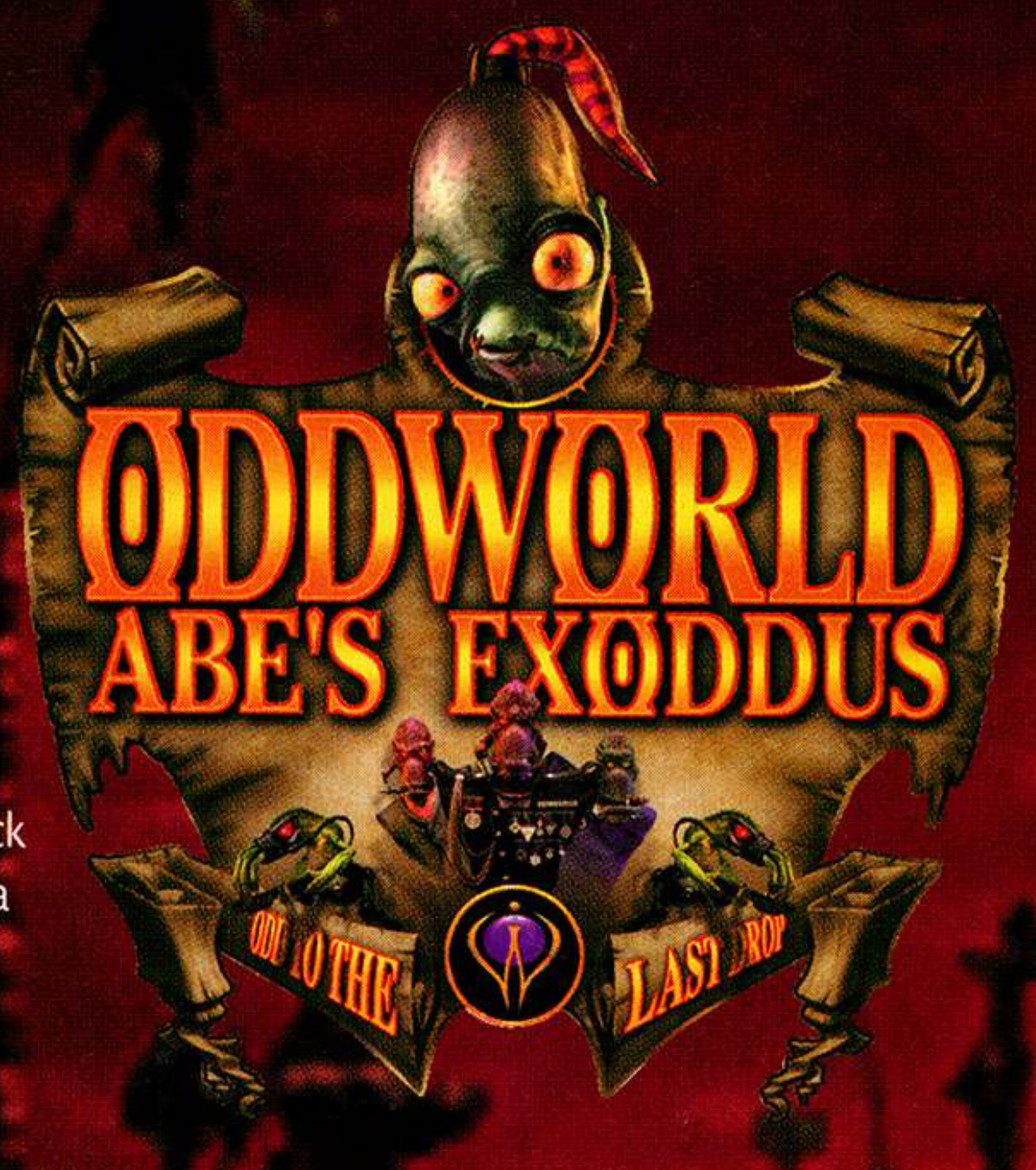
PREVIEW



Oddworld: Abe's Exoddus

(By GT Interactive)

By Air Hendrix

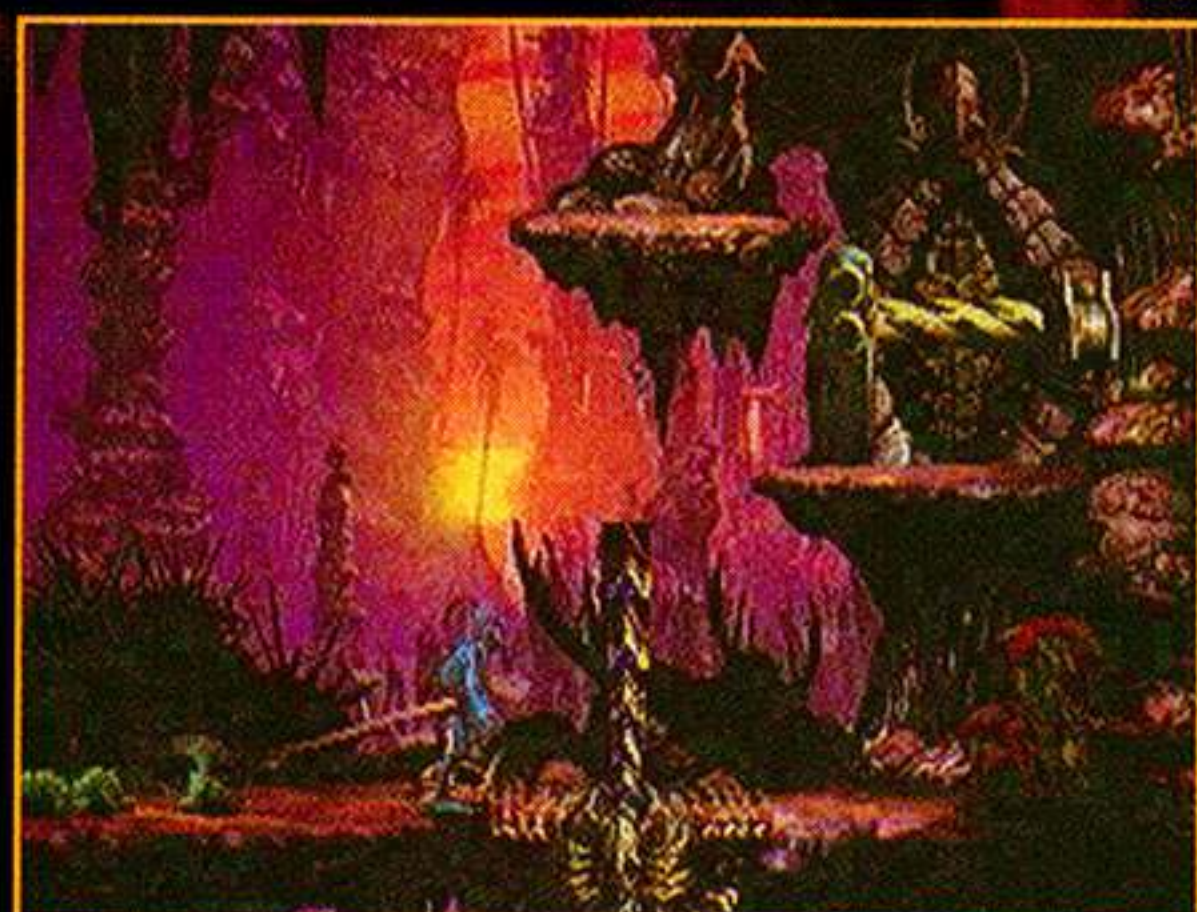


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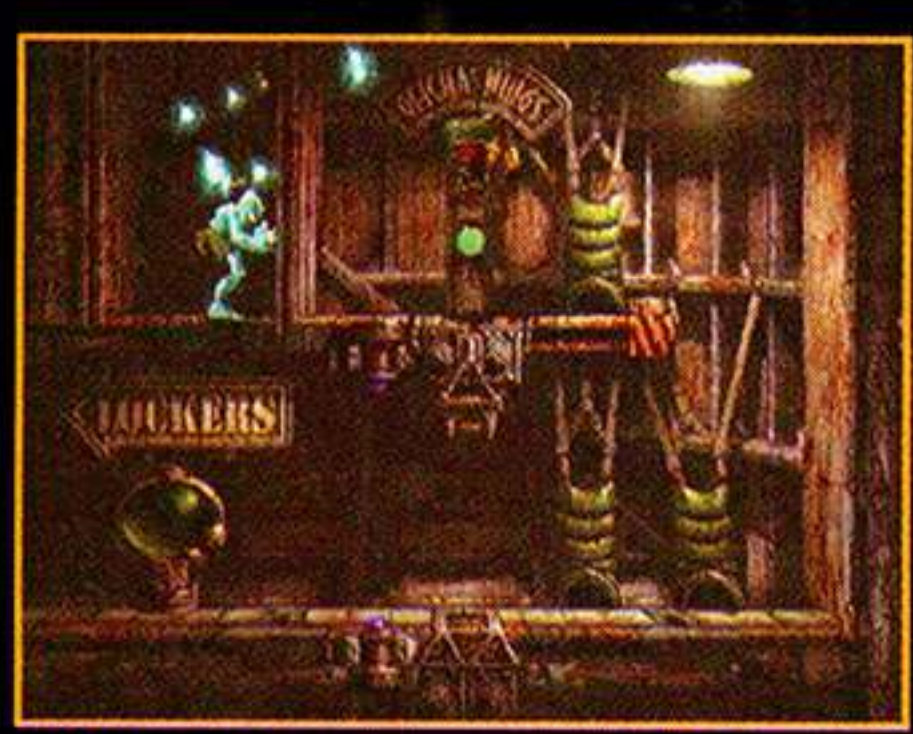
After making a big splash with Oddworld: Abe's Oddysee last year, GT Interactive's sending Abe out to save the day once again in the awesome sequel, Oddworld: Abe's Exoddus. Rejuvenated with tons of slick refinements, cool new levels, and, most importantly, a clutch new save feature, Exoddus easily earns a place among the PlayStation's best this year.



PROTIP: Use the "All Ya" command (press and hold L2, tap Δ) to boss around groups of Mudokons without having to say "Hi" to each one individually. Also, make sure they have line-of-sight contact with you, or they won't listen.



PROTIP: Fleeches, the tongue-lashing inchworms, are a royal pain in the ass. Keep running and jumping so they never have enough time to slurp you up.



PROTIP: Use possessed farts and possessed flying Sligs to scout as far ahead as possible and clear out all the obstacles.



HELLO!

Engaging characters and settings were a big part of Oddysee's allure, and Exoddus doesn't skimp there either. Set on a quirky little planet called Oddworld, this 2D side-view adventure picks up after Abe's just rescued his people, the Mudokons, from the Glukkons' meat-packing plant where they were the main ingredient. Now their ancestors' bones are being excavated to make the Glukkons' latest "treat," SoulStorm Brew, and Abe's the man for the job as he sneaks around enemies, solves brain-busting puzzles, and runs for his life. It's charming, it's hilariously funny, and it'll glue you to the screen.

But Exoddus delivers more than just new levels. The most welcome news for Oddysee pros is the new save, which lets you save to the memory card at any point in the game and return to exactly where you were.

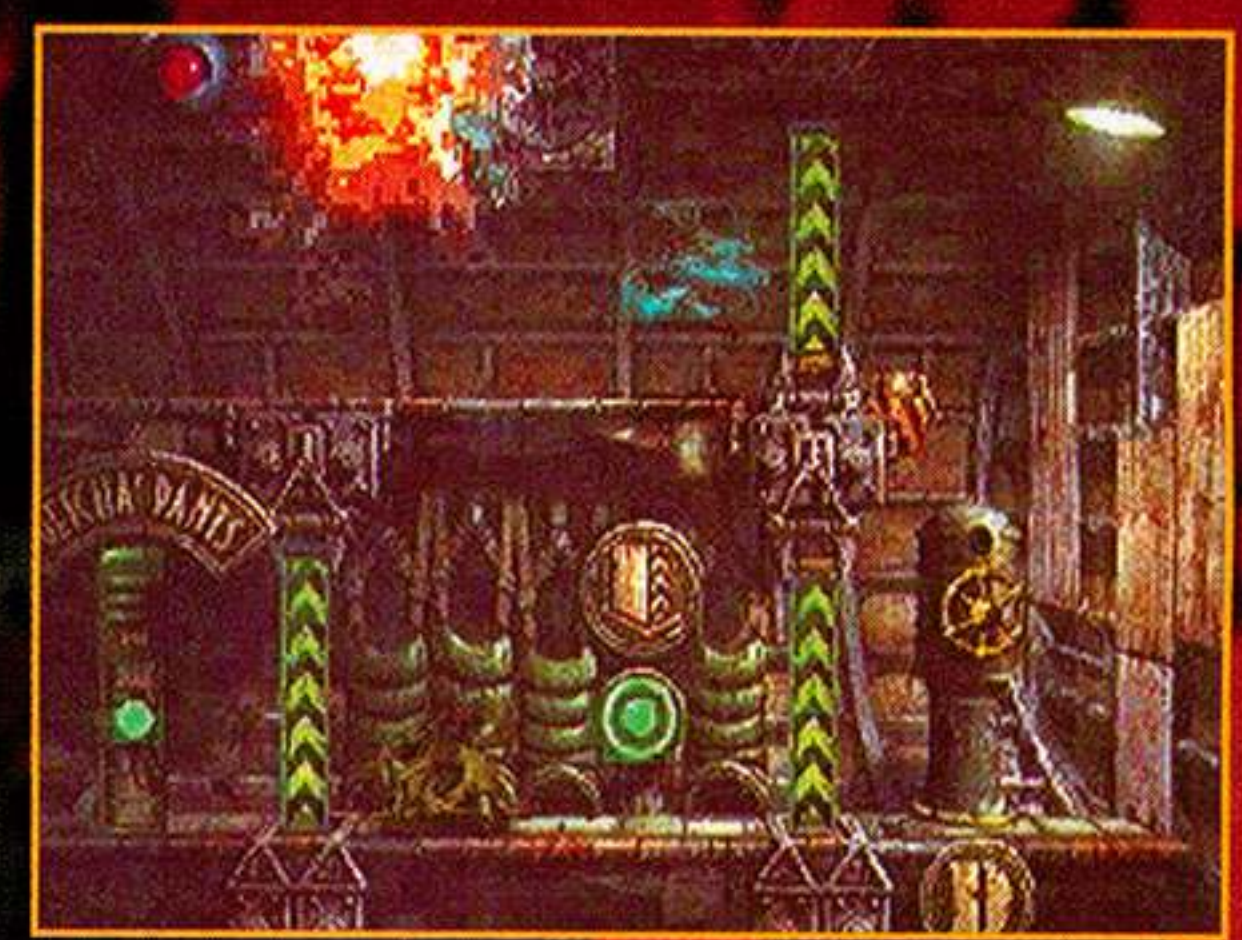
Even better is the Quiksave feature, which lets you create your own check point. If you pause anytime and rapidly save to the PlayStation's RAM, whenever you die, you'll return to your last Quiksave point. This simple but ingenious addition eliminates the frustrating repetition that plagued Oddysee—once you solve even the smallest part of a puzzle, you just Quiksave and never have to do it again.

FOLLOW ME!

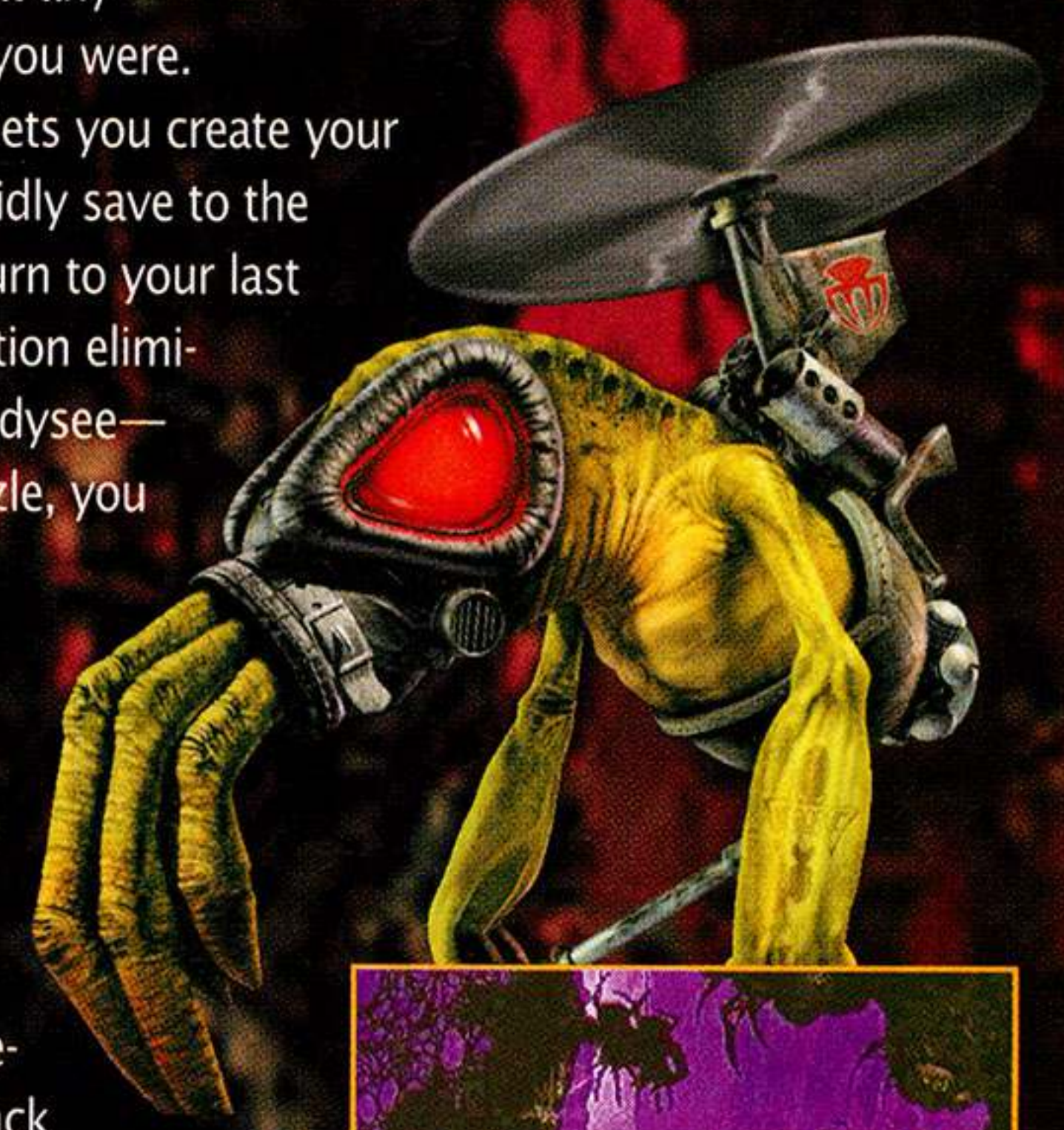
Exoddus jams in a ton of other cool new features, too. Abe's vocabulary has been smartly expanded, and it's much easier to command groups of Mudokons. He can also possess

many more types of enemies, turn invisible, smack those who need it, ride in mine cars, and even cut exploding farts.

This game's much bigger than before, offering tons more levels on two CDs. Cool new environments like the Slig barracks or Glukkon offices await Abe, all loaded with familiar enemies



PROTIP: Sometimes the solution to a puzzle is to blow up the floating red orbs that prevent you from possessing. Exploding farts, grenades, or bomb-dropping flying Sligs can all handle the job for you.



PROTIP: While running (press and hold R1), drop into a roll by pressing and holding \times .

like Paramites and Scrabs, and devious new foes like Fleeches and flying Sligs. Overall, Exoddus has a much more balanced and fine-tuned feel—things just flow more smoothly and intuitively.

HERE BOY!

As far as gameplay goes, Exoddus is definitely not for twitchy action gamers. Sure, there are plenty of pulse-pounding moments—and even some standard platform

gaming challenges like jumping across voids—but Abe's always the weakling, and always must either flee or use his wits to win. It makes for thoughtful, cerebral puzzle-solving that's wholly addictive. It's not the kind of game you'll ever play again once you beat



PROTIP: When you possess Sligs in the background, you can use them to shoot Sligs or other annoyances in the foreground by pressing and holding ↓ while you shoot (tap ○).

Git 'Em!

Visually, Exoddus shows how awesome 2D can be. Spectacular backgrounds will capture your attention with their creative style and gorgeous color, while every one of the game's characters move with graceful realism. Killer cut scenes and seamless in-game transitions between levels imbue Exoddus with an absorbing cinematic flair.

The sound's a huge success too, forming an integral part of the game's charm. The character voices and sound effects, such as Abe's creaky sneak or the Sligs' delighted cackle when they blast Abe to bits, will make you crack a grin.

ALL YA!

Exoddus isn't for everyone, but if a fascinating puzzle-packed adventure appeals to you, this one will enthrall you for weeks. A must-buy title for adventure gamers, Exoddus is worth every cent. **G**



PROTIP: Possess Abe's exploding farts by chanting (press and hold L1 and L2). Steer them into enemies or obstacles and blow them up by chanting again.

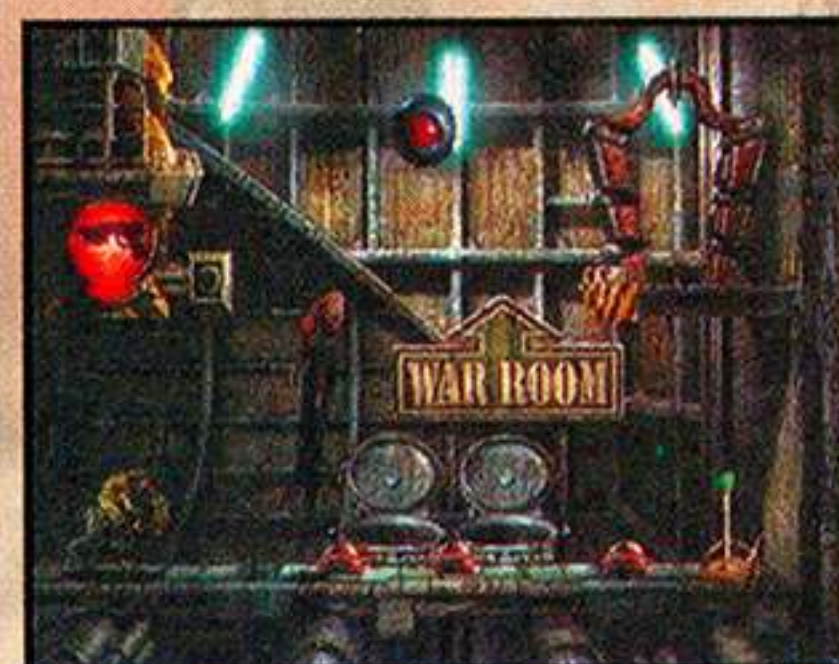
it, but plowing through to the end is an enjoyable challenge that will easily consume you.

On the control side, Abe's easy to guide and has plenty of fun moves, though mastering them takes a little practice. Unfortunately, as in Oddysee, lining up jumps is a fussy, vexing process that's just way harder than it should be. It's the game's only significant flaw.

GUIDING GENERAL DRIPIK



After you possess General Dripik, walk over to the glassy green panel. When it says "Hey!," say "Hey!" back (press and hold L1, tap △). When it replies "What?," say "Do it!" (press and hold L1, tap ○), and you'll be teleported out.



Jump over the mines and walk to the next glassy green panel. Repeat the same sequence of commands that you just used to unlock the door.

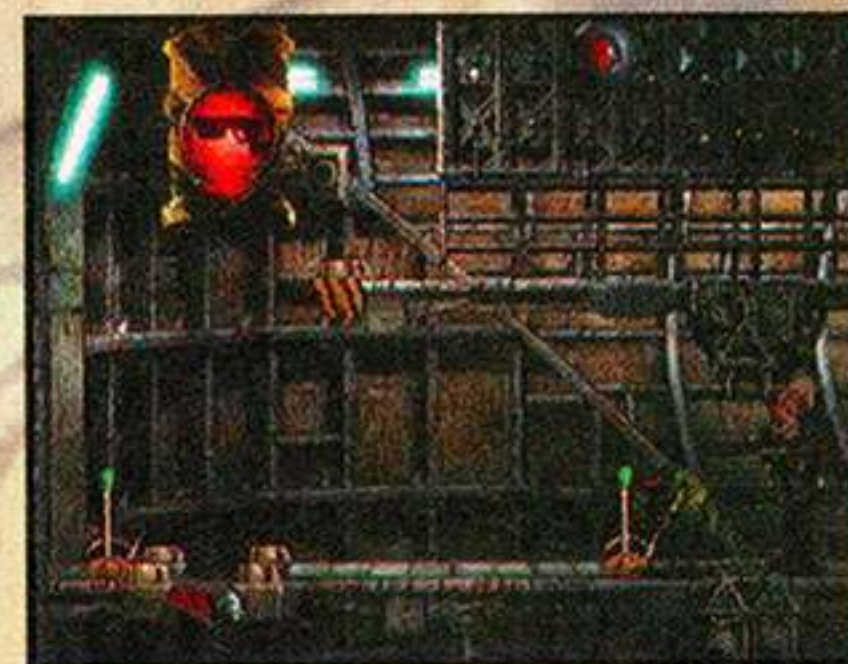


Head two screens to the left, down one screen, and left again until you reach the next door.



Yell "Help!" (press and hold L2, tap ○), and a Slig will drop down. Say

"Hey!" and "C'mere!" (press and hold L1, tap △, then tap □), and the Slig will walk forward and get blown up by one of the mines. Repeat this three more times until the mines are cleared—but with the last mine, be sure to head out of the screen to the right, or the General will be killed in the explosion.



Yell "Help!" to call another Slig, then say "Hey!" and "C'mere!" to get him to approach. Say "Do it!" and the Slig will pull the lever, opening the door. Walk to the next lever on the left and repeat this sequence to open a trap door that'll drop you down one screen.



Approach the blue glassy panel, say "Hey!" and "Do it!," and one of the electrical gates blocking access into the FeeCo Executive Offices and Soul-Storm Brewery will be unlocked.



Graphics



5.0 Abe's looking mighty fine again. Spellbinding pre-rendered backgrounds overflow with lush colors and rich details, while Abe and the other characters glide across the screen with lifelike fluidity.

Sound



5.0 The awesome sounds are a huge part of what makes Exoddus so captivating. Charmingly humorous voices, cartoon-style sound effects, and perfect mood music make for a stellar audio experience.

Control



4.5 As with any good game, Exoddus is a breeze to get into but takes time to master. Once you have, you can do so many cool, innovative things that it's a shame that something as simple as jumping is so unreliable and finicky.

Fun Factor



5.0 Exoddus blows the doors off Abe's Oddysee with a vast new adventure for Abe that packs in tons of sweet new touches and, best of all, an excellent save feature that completely eliminates Oddysee's frustrating repetition. This one's a masterpiece.



Dark dreams of blood & fire, of drums pounding

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Where your mind masters devious puzzles.

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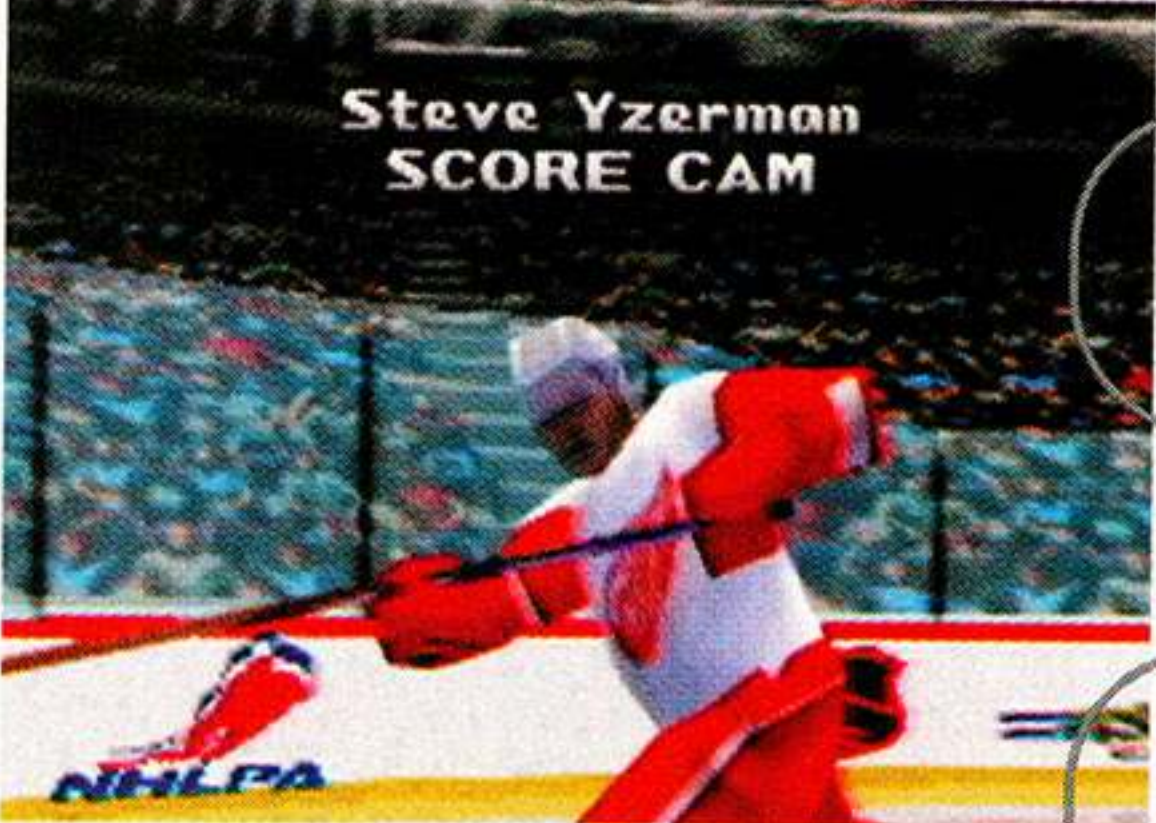
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Teams scouted by Stanley Cup MVP, Steve Yzerman



Yzerman named MVP

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Symbol-based passing and non-puck handler control



Francis joins Carolina

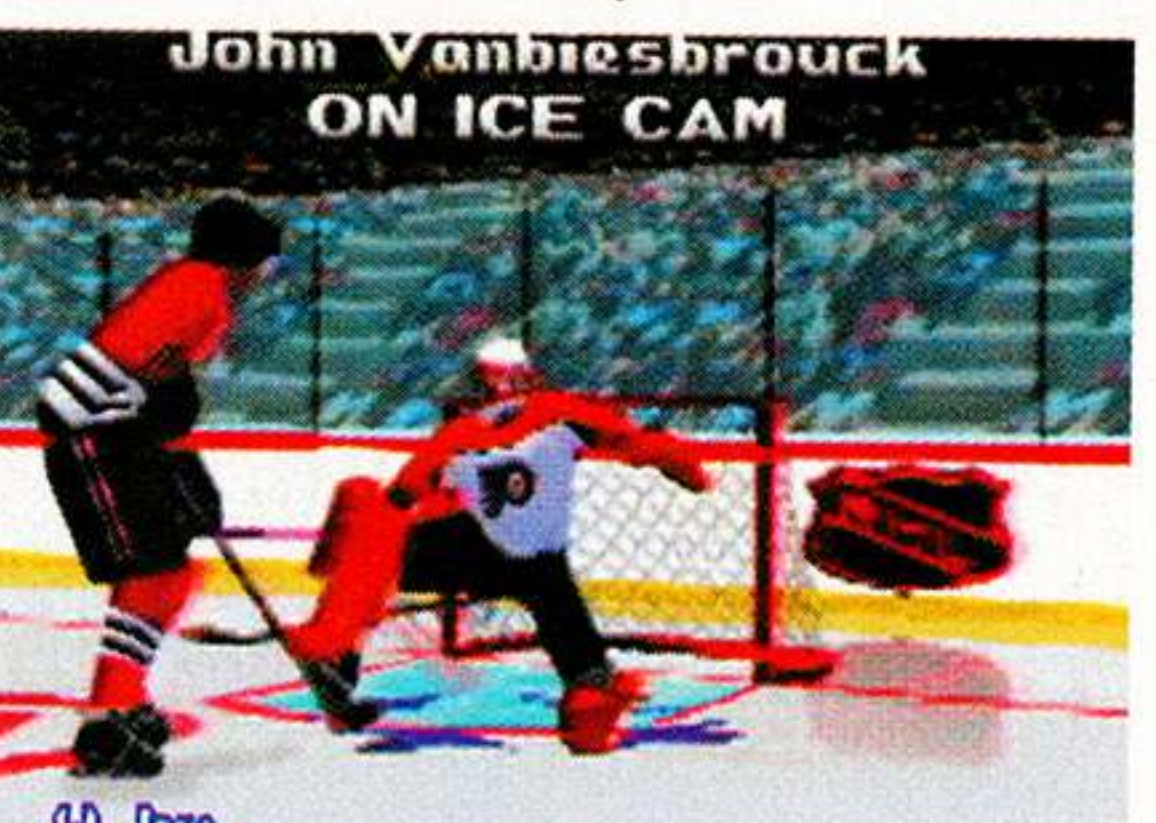
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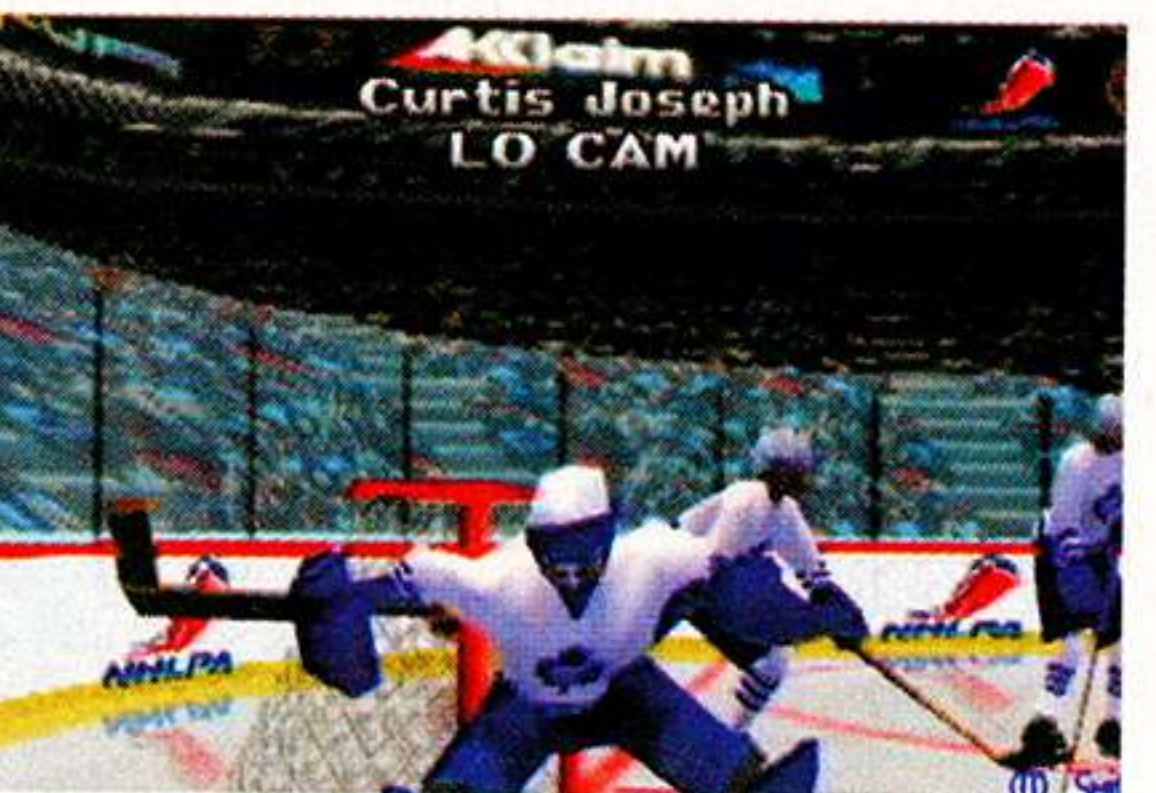
Kick save by Fuhr

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Smith clears the puck



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Duke Nukem: Time To Kill

(By GT Interactive)

By Air Hendrix

Price not available
Available now

Action
2 players
Behind-the-Duke view



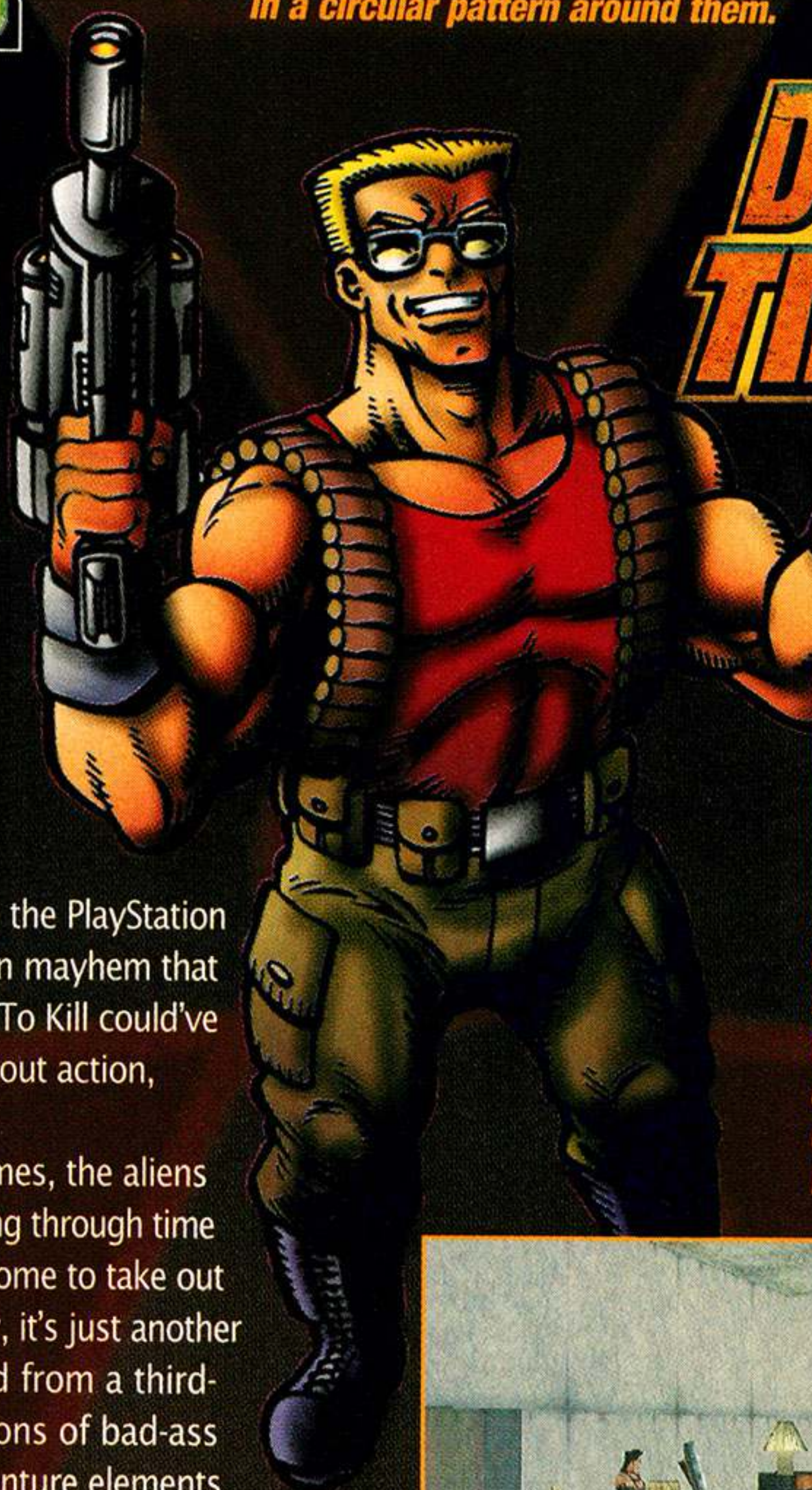
PROTIP: Blast enemies and dodge their incoming fire by using L2 or R2 to strafe in a circular pattern around them.



PROTIP: To obtain the flamethrower in Level 2, go to the back of the stables and pull the switch. Shoot the hanging alien at the end of the corridor and climb up the shaft.



PROTIP: At the start of Level 2, head into the church and jump through the hole in the ceiling for some dynamite. Use the dynamite to blow a hole in the gallows and drop down to snag the Gatling gun.



DUKE NUKEM TIME TO KILL



PROTIP: For the last piece of the safe combination in Level 2, dynamite the turrets in front of the garrison to open a door that appears to lead to an empty room. Push on the bookcase to reveal a secret door leading to the last part.



PROTIP: To score some pipe bombs in Level 1, climb up the ladder in the alley, talk to the dominatrix, and turn the light switch off and on.



PROTIP: Scout new areas before you enter by holding R1 to go into sniper mode, then R2 or L2 to lean to the side.

One of PC gaming's superstars marches onto the PlayStation with the same brash attitude and gore-laden mayhem that earned him his fame. While Duke Nukem: Time To Kill could've delivered better graphics and controls, it's all about action, baby, and Duke won't let you down.

After suffering various defeats in the PC games, the aliens want Duke eliminated for good, so they're traveling through time to the Old West, medieval Europe, and ancient Rome to take out his ancestors and prevent Duke's birth. Naturally, it's just another day at the office for Duke, who deals out lead from a third-person perspective through 12 long levels. Tons of bad-ass weapons and secrets, solid puzzle-solving adventure elements, and two-player split-screen deathmatches keep you deep in the game.

If only the graphics were a little more clean and the controls a little more crisp, Duke might've stood alongside Lara. Still, those flaws shouldn't stop you from checking out Time to Kill—Duke's brand of explor-action is gripping enough to show you a wild time. **G**



Graphics

3.5 Duke's travels through time are depicted well with scenic levels, smooth camera work, and one sharp-looking Duke. But his animations are a little stilted, the enemies look pretty blocky, and, up close, the scenery pixelates too much.



Fun Factor

4.0 In his second PlayStation outing, Duke Nukem comes out with guns blazing in an engrossing action game. While it's far from perfect, nothing's so terribly wrong that you won't have a great time—especially if you're looking for a Tomb Raider-esque experience with a little more firepower.



Sound

5.0 The sound kicks as much ass as Duke himself, with scorching weapon effects and atmospheric tunes. The hilarious Duke-isms are icing on the cake, as he comments on everything from local babes to *South Park's* Mr. Hanky.



Control

4.0 Duke can bust off a ton of cool moves, so the controls take a little getting used to. Once mastered, you'll have comfortable control of everything. The auto-targeting, however, is often too inaccurate to rely on.

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Test Drive 5

(By Accolade)

By Air Hendrix



TEST DRIVE 5

PREVIEW

\$49.95 2 players
Available now 17 tracks
Racing

Test Drive 5 screeches into third place for a fine podium finish behind Gran Turismo and Need for Speed III. If you've mastered the two PlayStation leaders, TD5's intense, exciting racing is well worth the price of admission.

Like Need for Speed III, TD5 delivers a cool selection of glamorous cars ranging from the '98 Viper to the '69 Corvette. And, as in SF Rush, the raucous action is jammed with outrageous wrecks, insane jumps, and nerve-rattling sprints to the finish. The 17 courses provide plenty of challenge, ranging from standard circuits to awesome point-to-point tracks where the scenery never repeats and the cops never relent. Plus, the cool lineup of modes, including several cups, drag racing, and even one where you get to play cop and pull over speeders, ensures plenty of variety.

Sure, the controls and sounds could be tighter, and speed could be a little more blazing, but TD5's got what it takes to show you a good time. You won't regret climbing in behind this wheel. **G**



Bag huge air off these wicked jumps in...uh, Edinburgh?



PROTIP: Don't brake much around the first corner in Moscow. Instead, take the inside line on the pack—you'll ram most of the other cars into the wall and shoot into an early lead.



PROTIP: If a cop beats you, and you feel your car slowing, it's smarter to just surrender and quickly brake to a stop. Fighting the inevitable only costs you more time.



Graphics

4.5

Creative, challenging tracks and slick car models highlight the races. Some minor draw-in and pixelization crop up, but there's really only one problem: While the speed's respectable, it's not as mind-bogglingly fast as Gran Turismo.



Sound

3.5

Thumpin' alternative tunes by bands like Pitchshifter and KMFDM set an edgy tone that's just right for the wild races. Too bad the flat sound effects for collisions, squealing tires, and engines will make you yawn.



Control

4.0

Forget the unresponsive D-pad—analog's the way to go in Test Drive 5. You'll have to be patient until you develop the sensitive light touch needed to whip around the track. Once you nail it, TD5's a sweet ride.



PROTIP: On hairpin turns like these on the Courmayer Circuit, use the handbrake to slide your car.



Fun Factor

4.5

A cross between San Francisco Rush and Need for Speed III, Test Drive 5's over-the-top arcade-style racing still demands plenty of skill to cross the finish line first. The game's got some flaws, but its rowdy action-packed fun won't let you down.



PROTIP: When the course branches, take the less-crowded path to gain a few places by avoiding all the abuse the pack dishes out. The CPU cars often head left.



PROTIP: Lure opponents and cops into accidents by aiming straight for slow cars in traffic; at the last second, brush by the car, and your opponent will often blast right into it.

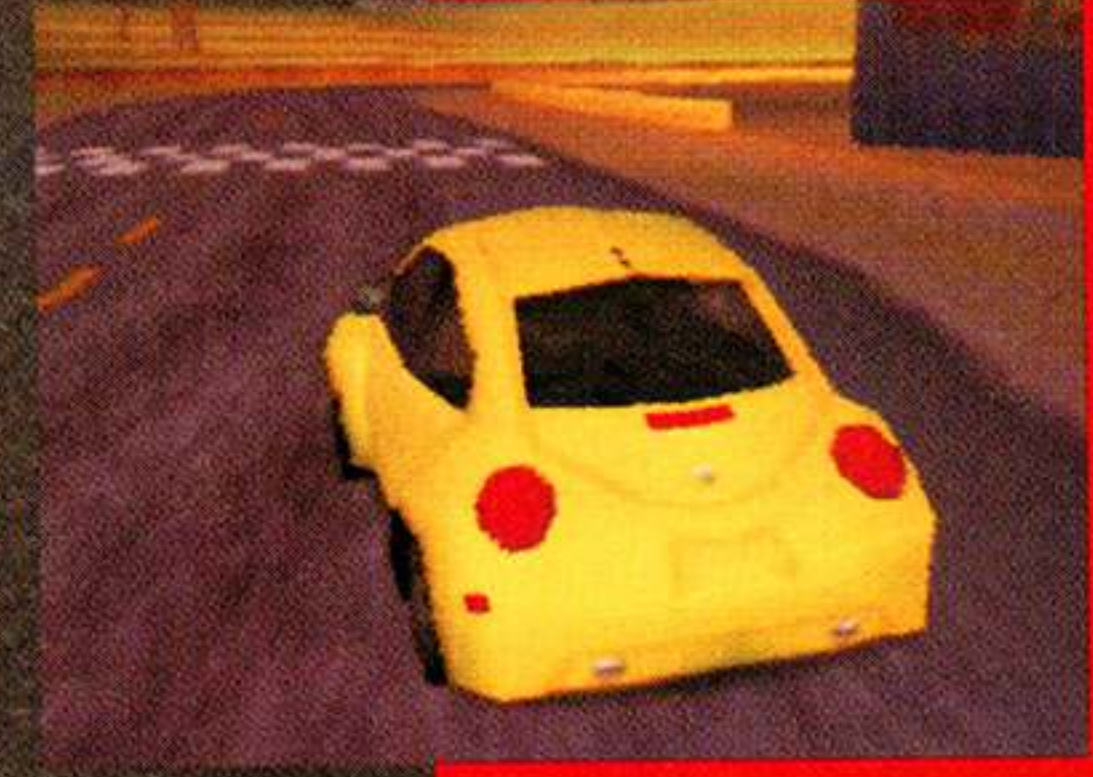
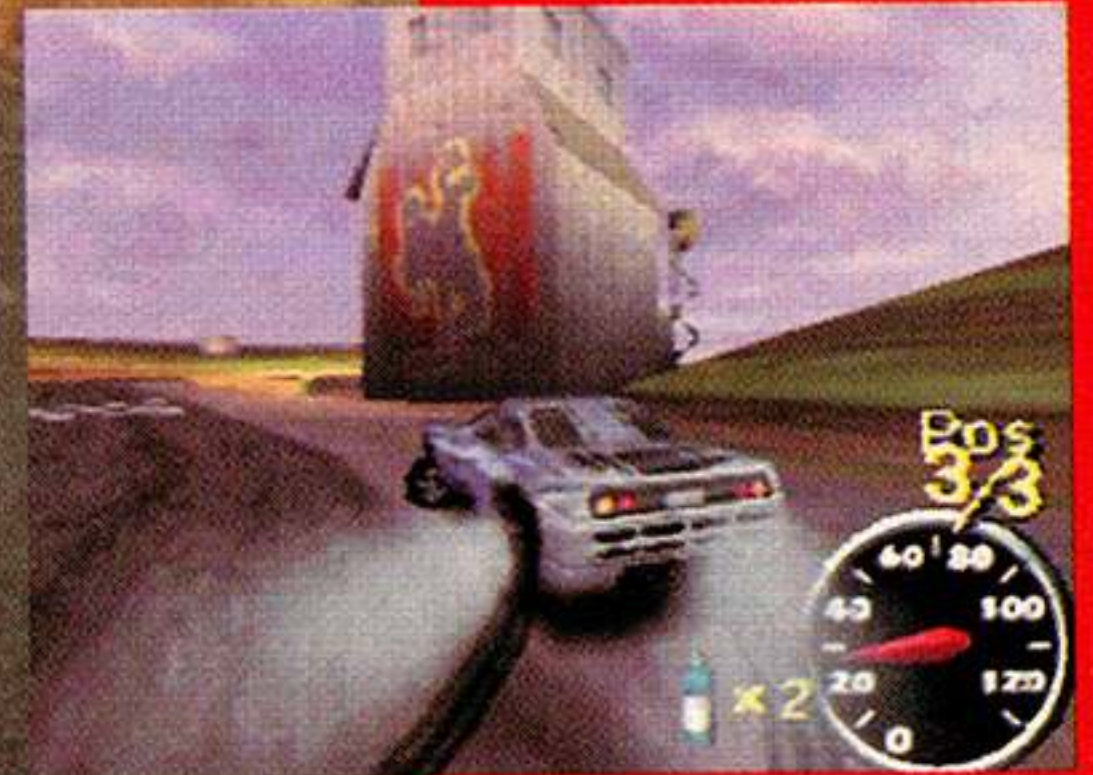
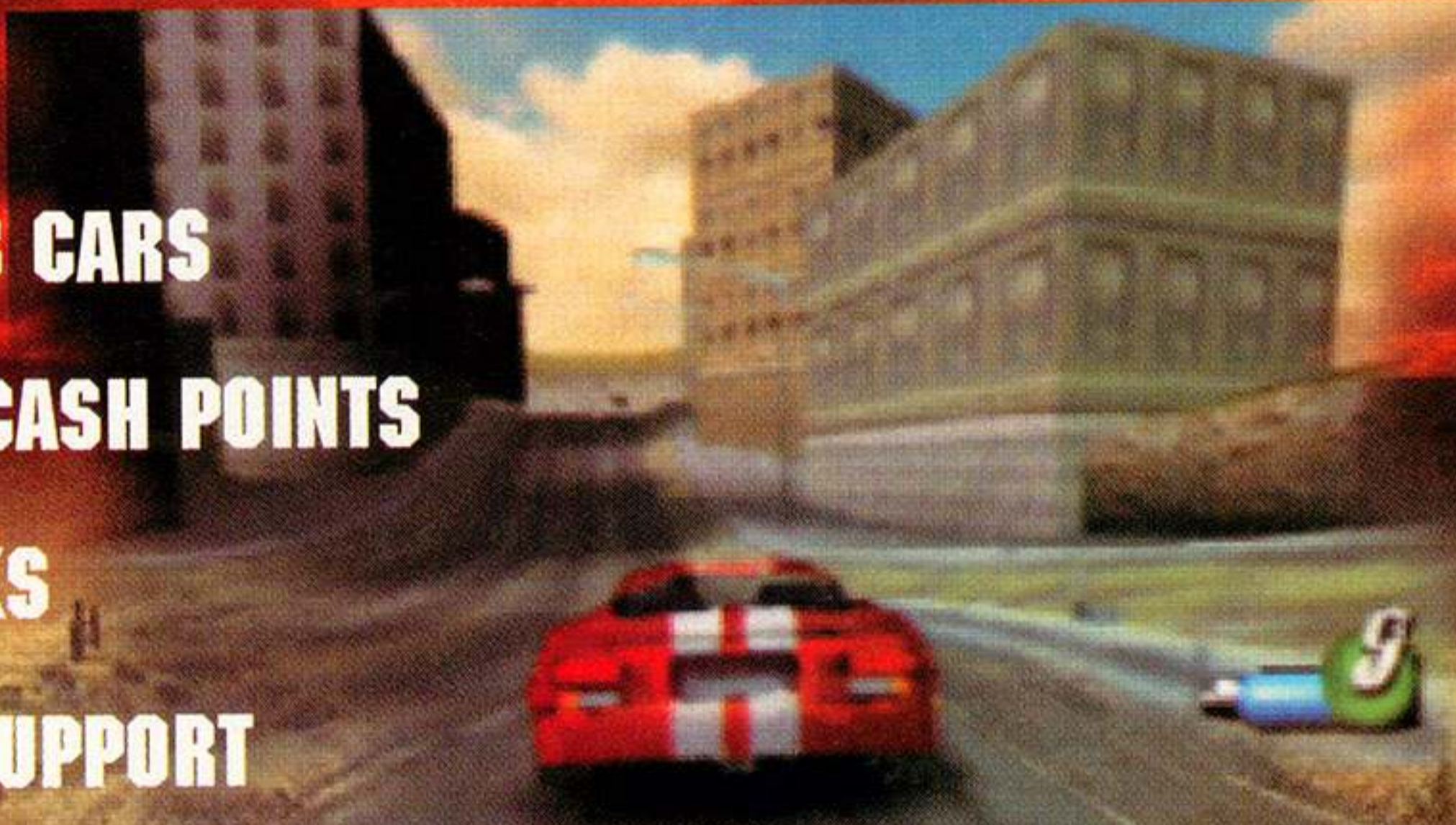
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KEMCO





Bushido Blade 2

(By Square EA)

By Brother Buzz



\$45

Fighting

Available November

2 players



ブシド
BUSHIDO BLADE 2



PROTIP: For an effective rush move, hold L1, tap →, and as you run into striking range, hit ○ or □.

Bushido Blade 2 is a solid swordfighting game that challenges gamers to not only slice and dice, but also to hone their technique. BB2 is a sweet upgrade to last year's Bushido Blade, which offers more moves and eliminates running away as an acceptable tactic.

Like the original, Blade 2 is based on traditional real-life Japanese swordsmanship, where swinging a single lethal stroke is your goal. In versus

mode, counterattacking is king, and patience—not banzai attacks—is what you strive for. Obviously, this flies in the face of the time-honored fists-of-fury action of most fighting games and is why Bushido Blade has...err, carved its own niche.

BB2 provides six playable characters, six authentic Japanese weapons, and crisp controls that enable you to bust slick-looking moves. Because each weapon has its own physics and the characters have their own strengths, part of this game's replay appeal is mastering all the weapons with all the characters.

Story mode's tale of two warring clans unleashes an aggressive army of ninjas and skilled bosses—but beating the game with one character pretty much blows everyone's endings. However, each time you guide a character through without a single defeat, you can activate playable sub-characters (up to 11 of them) and eventually fire up Slash mode, a sequential onslaught of 40 ninjas.

If you follow the path of Bushido, you're compelled to master Bushido Blade 2. If you're a rookie warrior, you'll have to learn patience and be prepared to die more than once before learning this game's secrets. **G**



PROTIP: For a quick counter against frontal attacks, double-tap ←, ↑, or ↓ to dodge, quickly tap →, and then tap □ or ○.



Graphics

4.0

Character graphics are a trifle blocky-looking, and the ground appears to ripple and shimmer. Luckily, the fighting animations are very cool—and bloody.



Sound

4.0

The artfully-subtle ambient sounds are sometimes jarred by weird effects, such as a mooing cow. But the dramatic voices during story scenes have energy and style.



Control

4.0

Because you're always angling for one lethal stroke instead of frantically mashing buttons, the controls work well in this fighting system. Counterattacks, however, could be crisper—especially after you bust an opening in your opponent's defense.



Fun Factor

4.0

Story mode goes flat after giving up its secrets too soon. However, if you prefer mastering techniques to just chopping foes into hamburger, BB2 offers awesome action and challenging long-term swordplay.



PROTIP: Whoever loses a Close Contest matchup tumbles to the ground and is vulnerable to a killer blow. If you're on top, quickly tap → and hit R1.



PROTIP: When facing shifty gunfighters such as Katsei, you must charge in for a close attack. Hold L1 and use the directionals to chase him; when you get near...attack!



PROTIP: Work on your weapon techniques in the practice room. You'll discover undocumented combos and moves.



PROTIP: Some foes constantly sidestep in order to work angles against you. Just tap → to line up head-on with them.

Respected coach and video gameologist Tom "The Thumb" Blake says that for every 34.8934 great video games there are 22.34355 bad ones. That's why he recommends getting to know these valuable



USES FOR LAME VIDEO GAMES



Researchers at the Institute of Video Gameology are constantly finding new uses for lame games. The most promising breakthroughs have been in the development of the Hiccup Reduction Appliance. It's important to remember, however, that this is only one small step on the long road to finding a cure for the troublesome affliction of hiccups, so keep those donations coming.



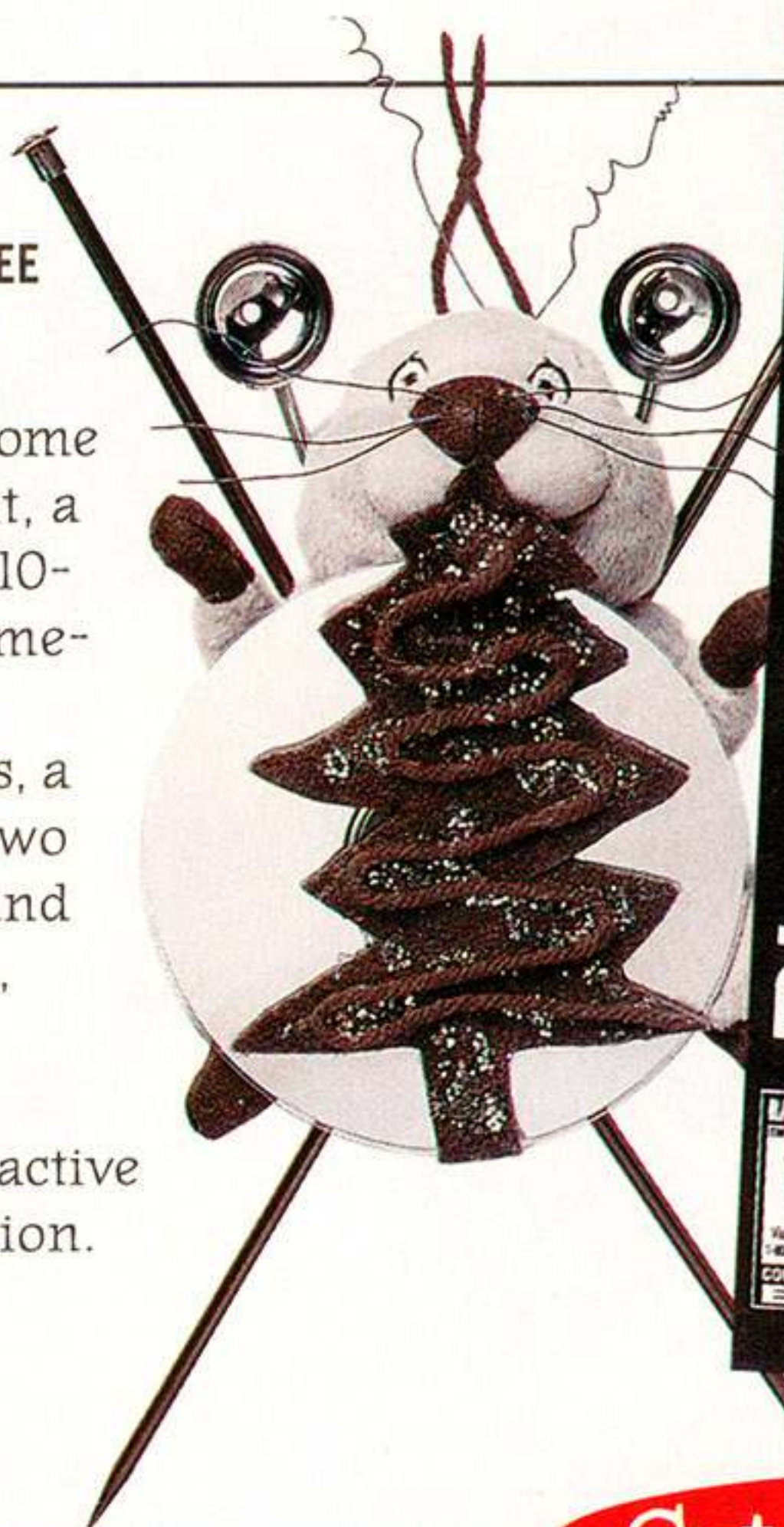
What was a dumb idea for a video game can be a smart fashion statement. Use bad games to make earrings, nose rings or rings for just about any part of your body.

Remove the silicon chips from lame games and toss them willy-nilly on the floor and before long you'll have created your own beach. Surf's up.



CHRISTMAS TREE ORNAMENTS

All you need is some glitter, glue, felt, a scissors, paint, 10-gauge wire, home-spun yarn, two knitting needles, a stuffed gerbil, two melonballers, and some creativity, and your lame old video game becomes an attractive holiday decoration.



Coach Blake also says that the best way to deal with a lame game is to not buy one in the first place. That's why he suggests you go to Target. They have many, many great games and very few lame ones. Great games like *Rugrats* for just

\$39⁹⁹

Available November 20. Actual availability date may vary.

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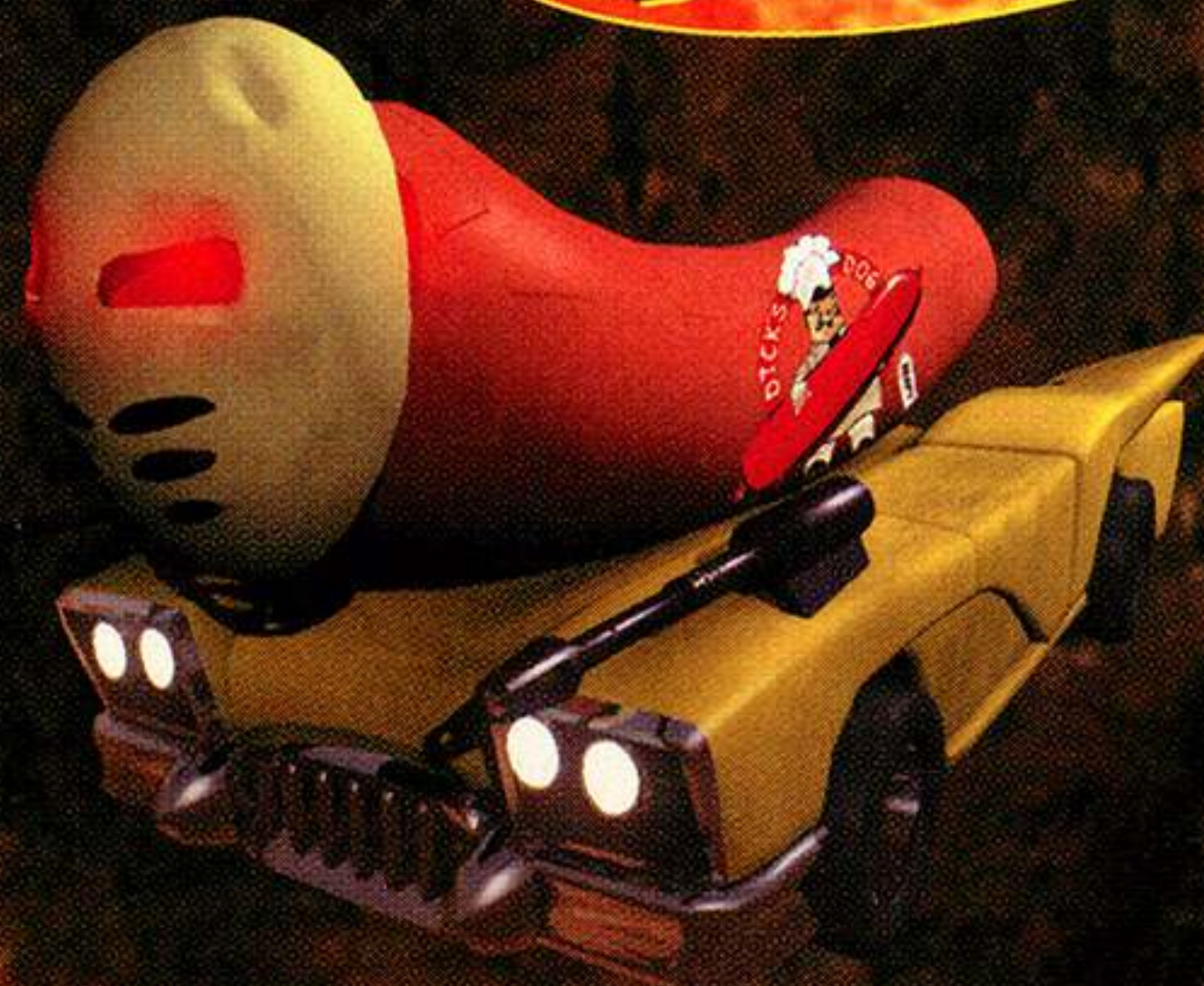


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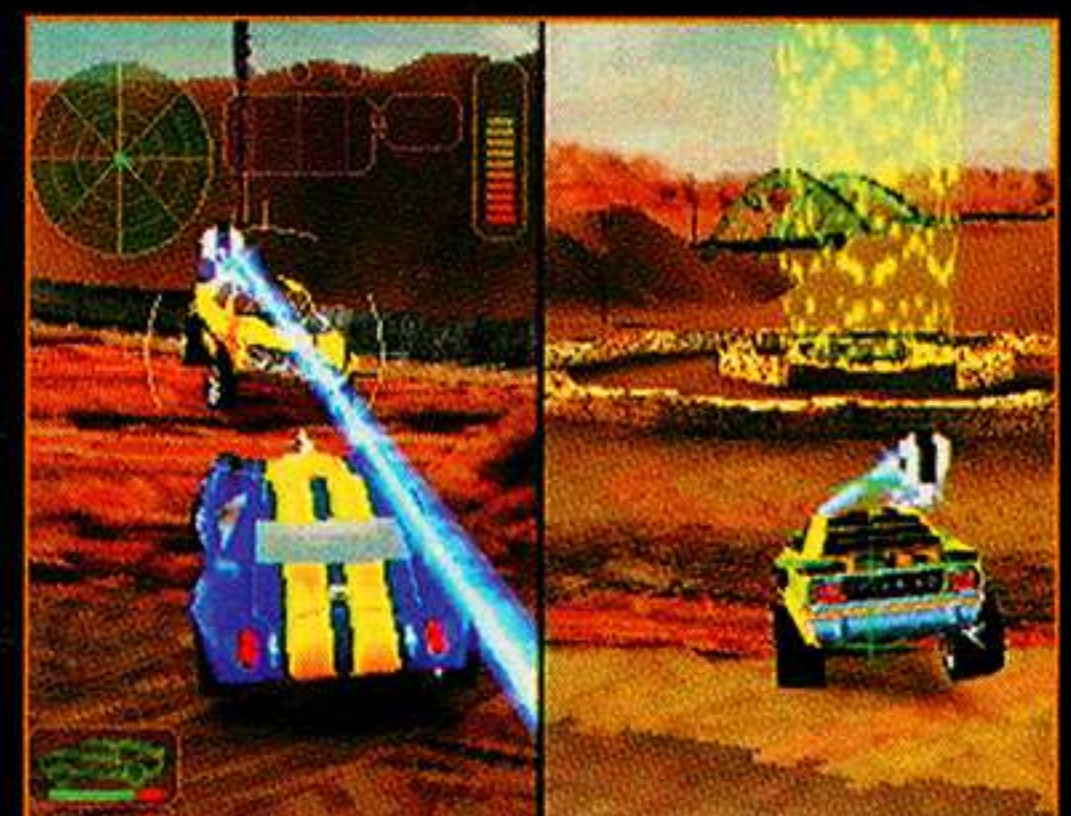
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COOLBOARDERS 3

PREVIEW



Cool Boarders 3

(By 989 Studios)

By The Rookie

Price not available
Available now
Snowboarding

2 players
Third-person view



PROTIP: Pulling tricks is all about knowing the track: Be sure to get in lots of practice time so you'll know where to find the moguls and the killer drops.

Cool Boarders 3 hits the PlayStation slopes with all the insane downhill racing action you can handle, offering more options, boards, and riders than any other snowboarding game yet; plus, it has a deeper trick set. If you're a fan of the franchise or just like to get aggro, you're going to want this game.

CB3 blows the first two CB games off the slopes, sporting play in Single Event, Tournament, and Practice modes, while also including 13 downhill thrashers, 11 boards, 6 mighty mountains (3 of which you have to unlock to play), and 6 insane events such as Downhill, Slope Style, and the outrageous Half-Pipe—and that's just for starters. By coming in first and gaining a set amount of points in certain events, you can unleash hidden thrashers and boards. For extra pop, you can even hit your opponent Extreme Games-style on your way to the finish line. Oh, did we mention tricks? Cool 3 is straight-up loaded with 'em: Indys, tailgrabs, rail slides, and awesome front and back flips are just the tip of the iceberg.

CB3 is an extremely deep sim with a fast action twist that'll keep you hooked for days on end. If you're a competitive-racing freak or just a gamer with serious attitude that wants to get wicked on the slopes, this game is the easiest purchase you'll make this winter. **G**



PROTIP: To gain a little extra speed before a killer jump, press Down on the directional pad or analog stick.



High-flyin' maneuvers add flair and pizzazz to CB3's gameplay!



PROTIP: When racing the Slalom event, be sure to maintain a fast speed—and don't bust any tricks—just get to the finish line!



PROTIP: While it's fun to hit your neighbor, don't go out of your way to do so. Most of the time, you'll end up on your butt or miss an important jump.



PROTIP: On the Devil's Butt Down Hill event, it's crucial to hit the first jump and bust a killer aerial to get your trick points rollin' early in the day.



PROTIP: Bust a rail slide whenever you can: It's an easy way to rack up some much-needed trick points.

Graphics
4.5 Cool Boarders 3 sports the best graphics of any game in the franchise with slick-looking boarders and impeccable landscapes that include a grip of moguls, jumps, and obstacles. And while there is a little draw-in and some clipping, this game is virtually snow-white clean.

Control
4.0 CB3's controls take a little getting used to—especially when getting acquainted with your power-jump meter. However, with a couple of hours in the Practice mode, you'll be pulling all kinds of wicked tricks. An analog controller is recommended for a smoother feel, but the game works just fine with the directional pad.

Sound
4.0 Along with some standard grunts and groans, Cool 3 contains great in-game effects, such as your board cutting through soft powder or the wind swirling around as you soar through the air after a gnarly cliff-jump. The soundtrack busts through with punk attitude, sporting hardcore guitar riffs and drum beats that'll keep your blood pumping.

Fun Factor
5.0 It doesn't matter who you are: Whether you dig racing hybrids or just like challenging action, CB3 delivers the goods in spades with outrageous courses and a deep lineup of features, boards, and thrashers. Once you pop this CD into your PlayStation, your day is done, man!

GIVE THE GIFT

OF

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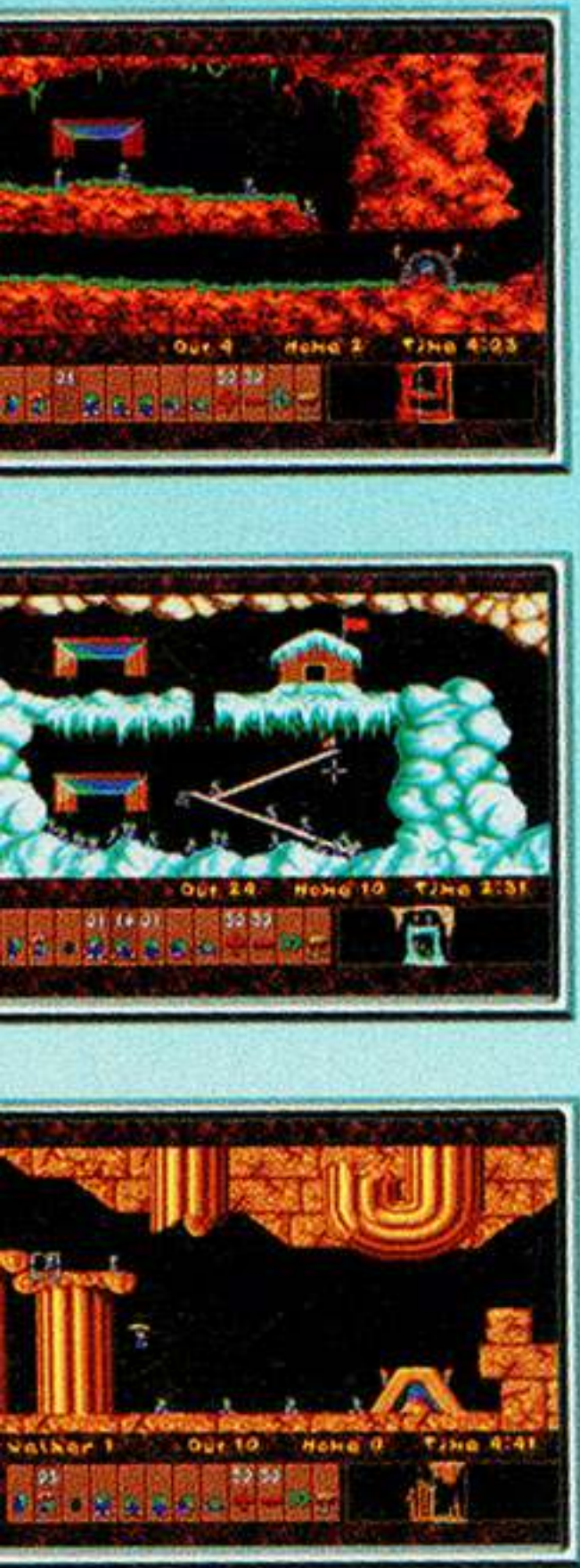
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Ninja: Shadow of Darkness

(By Eidos)

By Four-Eyed Dragon

Price not available

Action/adventure

Available now

1 player
14 levels



NINJA

Shadow of Darkness



Graphics

5.0

Superb water effects, a plethora of colorful enemies, and a variety of well-drawn levels make the graphics a commanding force in the game.



Sound

4.5

The Japanese-style music definitely reinforces the game's environment, while cool sound effects, such as shrieks from angry dragons and last gasps from dying enemies, create a solid overall audio production.



Control

3.0

Ninja's incompatibility with the Analog controller is a real letdown. With limited directional movement, attacking and running through levels become arduous jobs—especially when you're surrounded by a host of enemies.



Fun Factor

4.5

Don't let the controls bog you down. Ninja is a great game for simple hack-n-slash fun. Unfortunately, it's only for one player so you're going to have to take turns spilling enemy blood.



The scenery in each level is amazing.



A triple beat-down combo at your service!



PROTIP: Enemies can't go beyond certain points, but your weapons can. Take advantage of this if you're low on energy.



PROTIP: To make sure you don't fall off ledges, walk, don't run, in the water.



PROTIP: Throw your knives at tombstones, walls, and torches to reveal hidden treasures.



Beautifully animated obstacles, like these horse-drawn carriages, are found throughout the game.



PROTIP: Stand on the right side of this dragon to dodge his attacks. You can kill him by throwing knives at his head.

Using the always fun beat-em-up brawler elements from Fighting Force, Eidos has created the next breed in tumultuous combat. If you're into simple, straightforward fighting, then Ninja will definitely win over your fists of fury and fulfill your bloodthirsty needs.

In the role of a young ninja named Kurosawa, you must fight the onslaught of evil that has taken over Japan. To help you in your struggle, an unlimited amount of throwing-knives are at your disposal, adding an extra element of strategy to the game. Plus, throughout your journey, you'll accumulate money to buy special power-ups, weapons, and even extra lives.

From start to finish, Ninja shows off immaculate graphics and sparkling sound effects. Unfortunately, the awkward controls

are a nuisance. Not even compatible with the Analog controller, Ninja is limited to only standard four-directional movement, which makes attacking difficult. However, much like Fighting Force's controller figuration, Ninja requires only two buttons for punching and kicking.

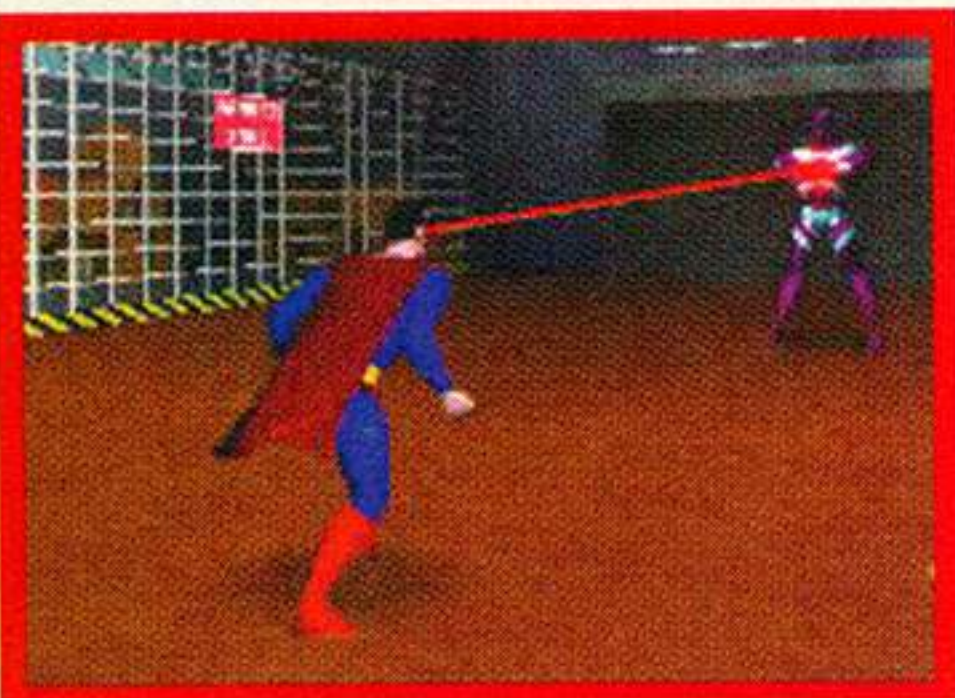
Despite its troubling controls, Ninja still flares with action, giving even the amateur Ninjitsu an honorable discourse in fighting fun. **G**



PROTIP: To avoid this dragon's hot fire, attack while continually leaning against either side of his neck.

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GAME BOY



Streak



Streak
(By GT Interactive)
By Dan Elektro

PREVIEW

\$49.95
Available November
Racing
4 players (via link)
Multiple views



While the coming months will bring plenty of hoverboarding games with similar looks, Streak is unique and entertaining enough to rise above the pack.

Streakers race on experimental "GEMBlades"—glowing hoverboards of unknown origin—in secret nocturnal showdowns. GEMBlades handle like a mix of snowboard, surfboard, and skateboard.

As you progress through the races, you'll learn more about the technology under your feet...and its true origins.

Cool plot aside, blazing racing is why gamers will want to check out Streak. With a challenging computer A.I., 12 excellent twisty tracks, and plenty of opportunity to bust wild tricks, Streak delivers the freestyle goods. The inventive courses, from a creepy graveyard to Chinese rooftops to an abandoned

carnival, offer plenty of variety; some are better suited to speed, others lend themselves to tricks. No two look—or race—alike.

Boarders who find themselves, well, bored with traditional racers should check out the tight gameplay and clever courses of Streak. **G**



PROTIP: The easiest, most impressive trick is a corkscrew jump. While in the air, press either L1 or R1 (not both), and hold it for as long as you can stand.



PROTIP: Heading too high on a half-pipe or wall will kill your momentum. Stay low to win.



PROTIP: Use Aery Keep's immense drop to your ultimate trick advantage.



PROTIP: Your turbo is replenished every lap, so let loose and use it up each go-round!



PROTIP: When you come to the wall of flame on Reardon Forge, just face forward and don't try anything fancy.



PROTIP: Use this cement shoulder to avoid one of the pit jumps on the Skyview Highway track.



PROTIP: You don't have to follow the pack on St. Morte's; sometimes, a clear alternate lane is the better choice.



Graphics

The visuals are a bit lower, but everything moves appropriately fast. The water reflections are cool, and the player animations give the game some personality.



Sound

The music matches the scenario, from the mild punk on Skyview Highway to the Scottish ditties in Aery Keep. It's all upbeat stuff to keep you movin' with extra credit for the amusing yelps when riders bail.



Control

Streak supports analog controls, but the regular D-pad actually works better—especially in conjunction with all the buttons you have to use. As always, practice makes perfect.



Fun Factor

Streak won't turn your world upside down, but it does stand out in an increasingly crowded genre with its cool fantasy racing...and Streak is challenging enough to keep you coming back.

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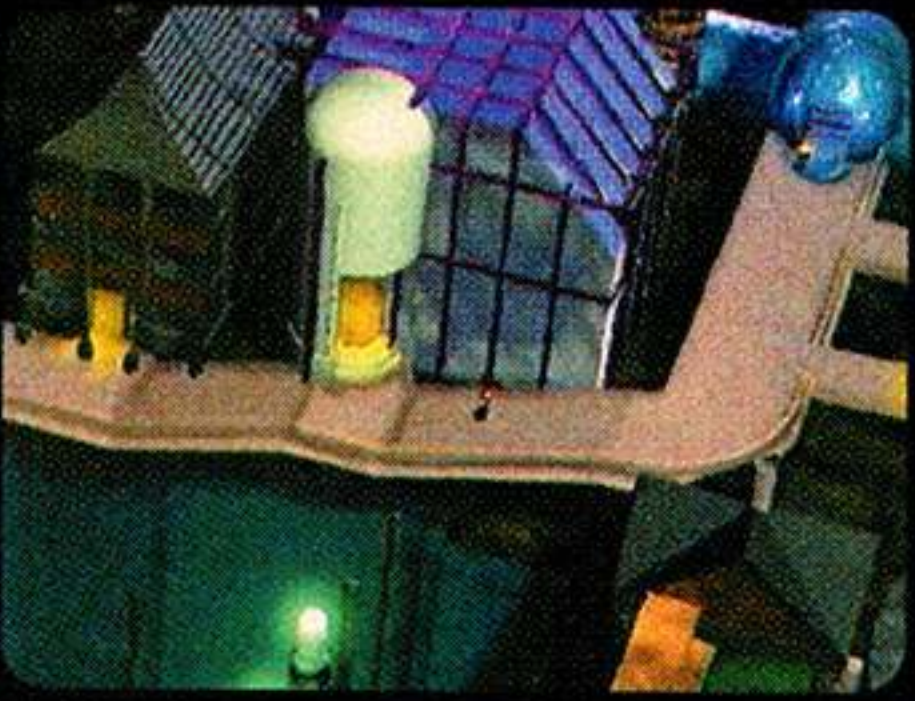
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"Shadow Madness' story is easily comparable, if not superior, to the top titles of the genre..." — *GameFan Online*

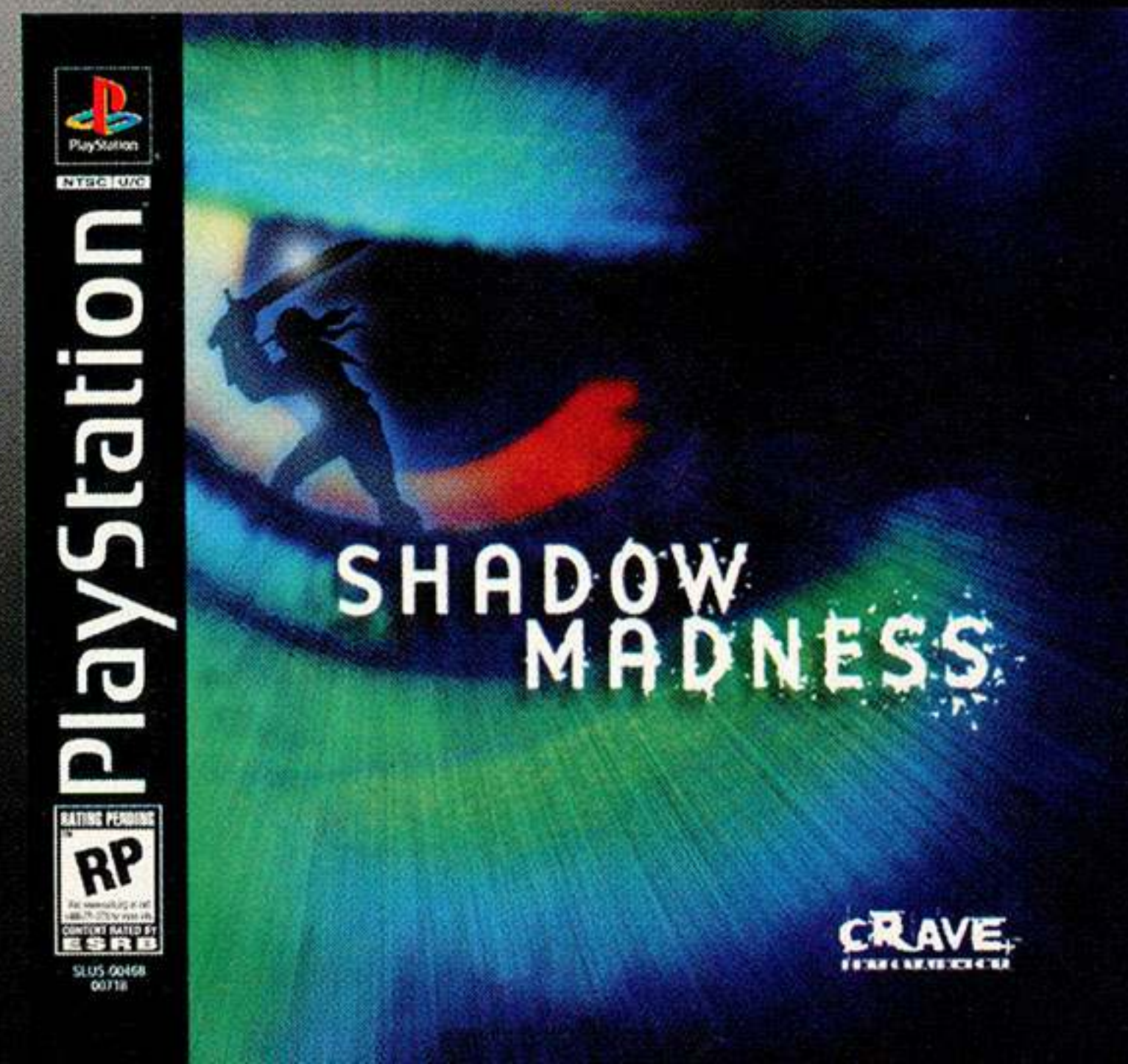
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[www.shadowmadness.com]

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Small Soldiers

(By Electronic Arts)

By Dr. Zombie



PRO TIP: The eerie chants add to the atmosphere and provide keys to secret areas.

\$49.95
Available now
Action/adventure
2 players
14 levels



In *Small Soldiers* the movie, toy action figures battle on Earth. In the game, the war takes place in an alien dimension where the figures are real creatures. Fourteen intricately rendered 3D battle zones pit you as Archer, the Gorgonite leader, against Chip Hazard and his Commando Elite. Fully mobile, you interact with the terrain throughout your various missions while you free trapped Gorgonite comrades who then aid you in battle.



PRO TIP: In two-player mode, taking out Chip is just as effective as capturing the flag.

Thirteen weapons and many power-ups are at your command, including the handy shoot-around-the-corner starbolt. Plus, a two-player mode throws Archer against Chip in head-to-head or capture-the-flag combat. Finally, a Dual Shock controller is a must if you want to feel all the heavy artillery fire.

The effort funneled into creating a unique gaming adventure—instead of just duplicating the movie—is evident in all aspects of this well-made game. *Small Soldiers* is a fun and fast action/adventure title. Ten-hut! **G**



Like the movie of the same name, the game features high-quality visual effects. Note the detail in this 3D Gorgonite environment.



PRO TIP: In the Garrison level, jump on the big cannon and clean house. You can take advantage of the increased firepower and range as you strafe 360 degrees.



PRO TIP: Free captured Gorgonites to help you and to draw fire.



PRO TIP: It requires a leap of faith to overcome some apparent dead ends.



PRO TIP: Keep your trigger on unlimited crossbow fire, shoot in the direction you're walking, and use all nooks and corners.

Graphics
4.0
Impressive terrain, ambient lighting, and attention to detail create a believable 3D world with depth and substance. Only the distracting pop-up in the environments as you back into corners prevented a higher rating.

Sound
4.0
A fully orchestrated soundtrack and distinctive sound effects create a moody cinematic atmosphere. The eerie chanting is especially unnerving.

Control
4.0
Although the control is solid overall, handling your character with the analog controller was a little loose. You often bump into walls when stuck in tight corners or when you react to sudden attacks. Practice improves your aim with weapons.

Fun Factor
4.0
Small Soldiers packs an intriguing story line and enough levels, hidden objects, and weapons to stand out from the rest of the 3D action/adventure pack. There's lots of shoot-em-up fun here.

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By Boba Fatt

Part real-time strategy saga, part tactical RPG wannabe, The Unholy War's final mix is a very interesting take on chess for the PlayStation generation.

Playing on a hexagonal map that might as well be a chessboard, you move your units to mining locations in order to gather "Aur," a magical substance that allows you to summon more warriors. As you amass a force powerful enough to topple your opponent's base, the "pieces" battle in 3D arcade-style action sequences in interactive environments.

Though working from a unique gaming model, War's developers fumbled the ball. Firstly, the ho-hum sound is a combination of standard gothic music and laser-style zapping and pounding. The interface is easy to master, and in-game help menus recall each character's abilities—but actual combat can be extremely difficult because airborne attackers can't draw a bead on one another.



PROTIP: Razorfaners are excellent warriors, faring well against air- and land-based enemies.

Scant lighting-effects highlight the otherwise-uninspiring battle sequences—though it's especially disappointing that the fighters and environments don't reflect their damage. Luckily, the variety of characters, and the art of neutralizing them with the best matchups, keeps the battles interesting.

Ultimately, The Unholy War's greatest strength is its competition. With adjustable difficulty levels and a practice mode for the combat interface, this game is easy to learn, but nearly impossible to master—especially against a human opponent. If intellectual challenges are more important to you than flashy graphics or whiz-bang sound, check out this game. **G**



THE UNHOLY WAR



PROTIP: Use Jaegers, which mine twice as fast, to dig for the precious Aur. If necessary, defend them with Razorfaners.



PROTIP: On the Deadlands map, take your enemy's Aur supply as soon as possible with Razorfaners. If you control the majority of Aur, victory is just a matter of time.



PROTIP: The Mantis's extending pincer makes it tops for early land battles. Use them against the quick-striking Prana Devils.

The Unholy War by Eidos

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	4.0

\$49.99
Available now
Tactical strategy & combat

2 players
Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone

PLAYSTATION



By Boba Fatt

The name ODT isn't an acronym; it's the developers' take on the word "odddity," which they use to describe the bad guys in this game. In fact, ODT is a very accurate description of the entire product: a poor man's third-person shooter that manages to nail all the drawbacks of the genre's top gun, Tomb Raider, while cleverly missing all of the genre's high points.

Take, for example, the controls: Distance and jumping are hard to judge, and you're never quite sure exactly how much ammo you have. Then there's the ladder interface that's nearly impossible to grab. Let's not even talk about the combo needed to crawl.

In addition, ODT's environments consist mostly of murky platforms and rooms with a visibility of about 10 feet. Never fear: There's so little detail and such bland textures that blindness is welcome. Unfortunately, the sound, which features repetitive generic effects and music, is inescapable. Even the game's highlights, its magic spells and plants that shrivel as they burn, serve only to illuminate ODT's failed potential.

The game's cliché plot is the final blow: A band of heroes crash-lands while trying to acquire a gem that would cure an epidemic that threatens to vanquish mankind. The gem is lost in a forbidden tower full of mutants, and...well, you get the idea. Now there's no need to play the game. **G**



PROTIP: Burn down these plants near the Nautiflyus to reach the rest of the first level.



PROTIP: To move this block, use the switch located on the opposite side of this platform.



PROTIP: This trap door is opened from the adjacent platform that leads up a series of stairways.

ODT by Psygnosis

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.0	2.5

\$39.95
Available now
Action
1 player

Challenge: Advanced
Replay value: Low
ESRB rating: Teen



PROTIP: You'll find the white key that opens these bars around the corner to the left.

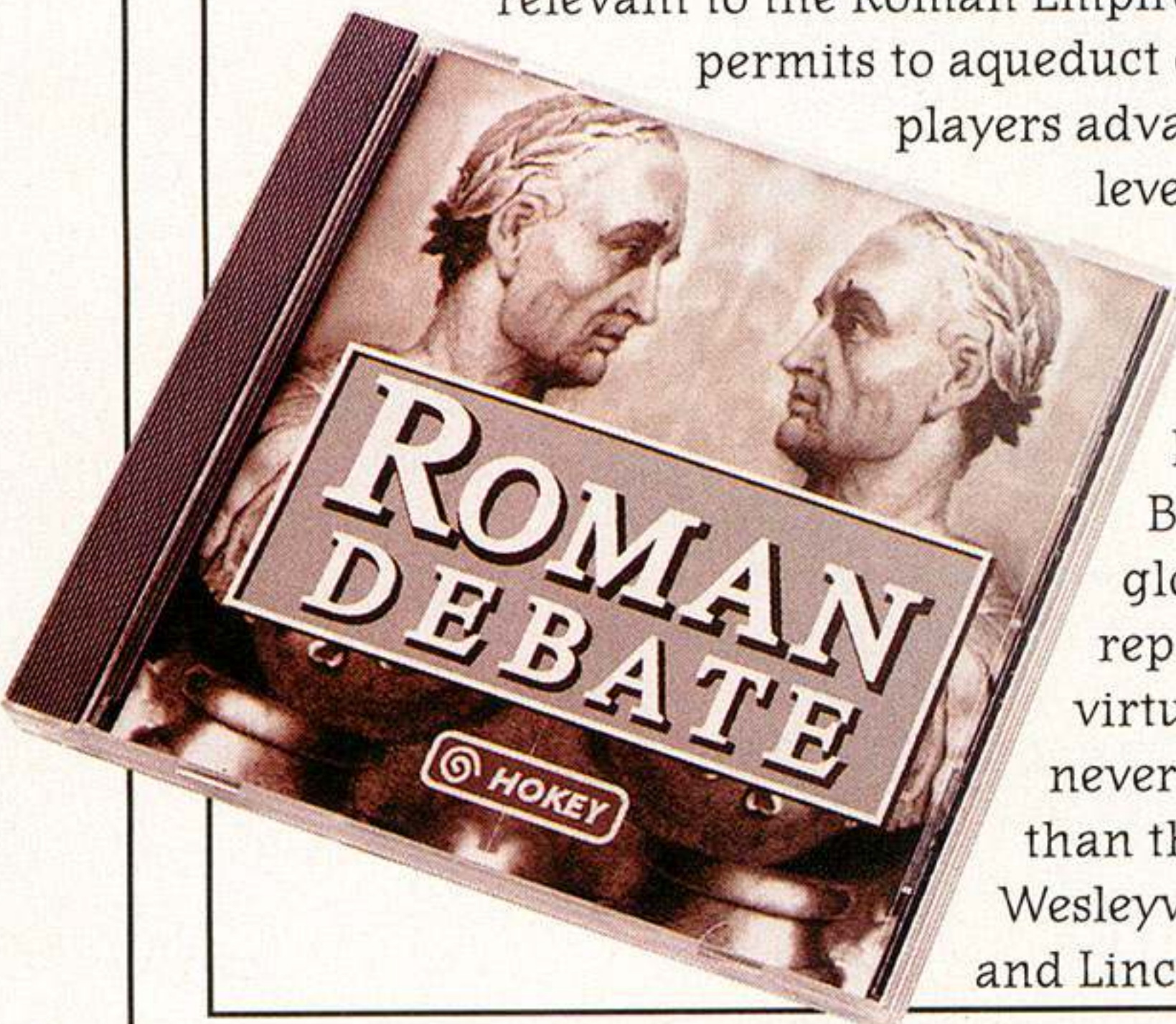
Respected coach and video gameologist Tom "The Thumb" Blake says that before you can understand what makes a player successful, you must understand what makes a game successful. Or not successful. That's why Coach Blake recommends studying these



VIDEO GAMES THAT NEVER MADE IT

ROMAN DEBATE. Players would square off against computer-controlled debaters on a variety of civic topics relevant to the Roman Empire. From toga-party permits to aqueduct construction. As players advanced through

levels, they'd battle distinguished Roman statesmen like Clauritius, Demorcules and Barney. Contrary to glowing focus-group reports, the game was virtually ignored and never went any further than the test markets Wesleyville, North Dakota, and Lincoln, Nebraska.



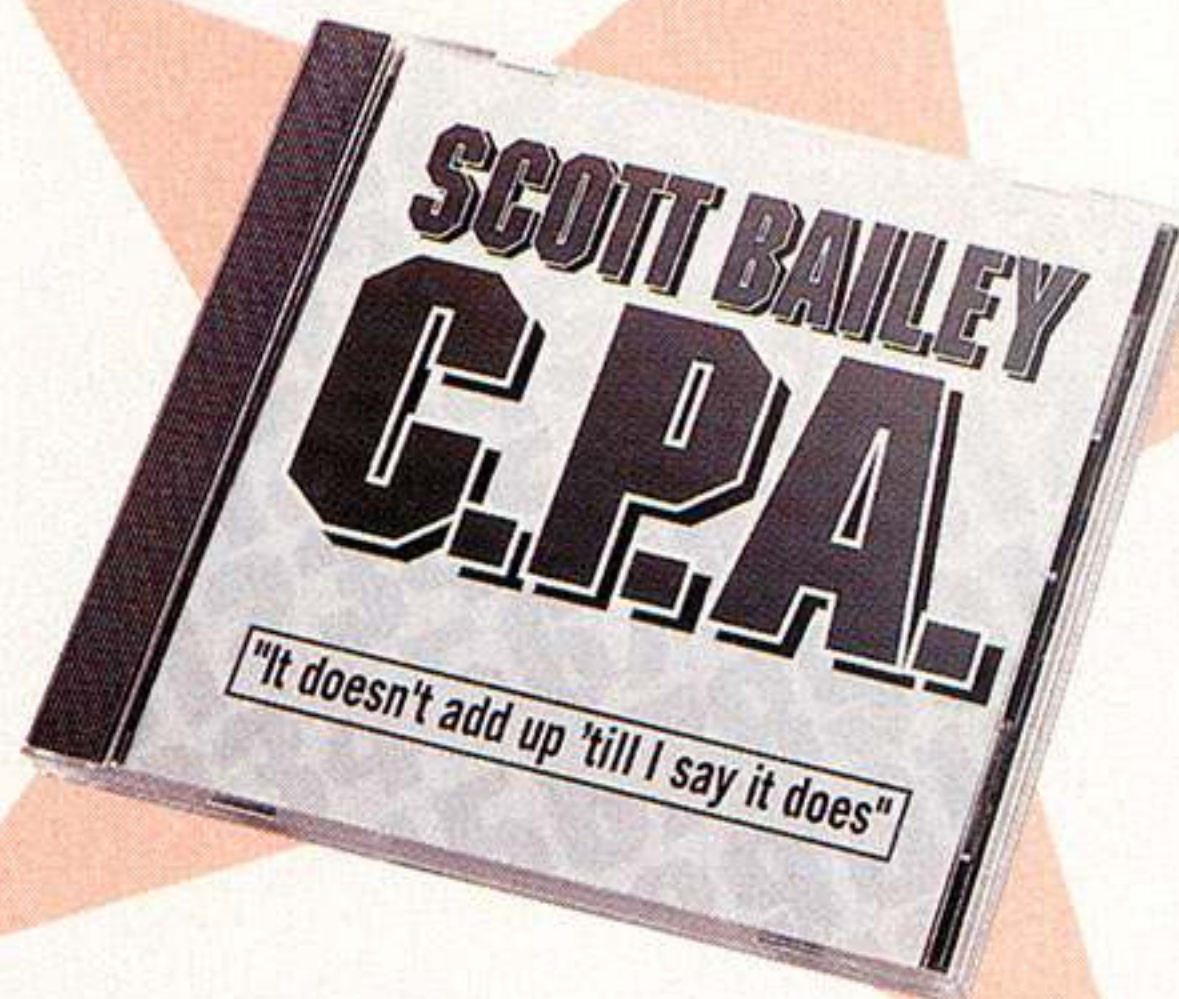
THE LOST GAMES OF SEDGEMOOR

Upstart video game designer Theodore Mitchell sent shock waves through the 1993 video game convention in Sedgemoor, England, when he unveiled a series of games that captured the thrill and excitement of competitive sewing.



Two days later, however, Theodore and the games were missing and have never been found. Many people believe it was the work of an

elaborate conspiracy, but the Fitzsimmons Commission report concluded that it was an alien abduction.



SCOTT BAILEY C.P.A. This game was designed to change the way America looked at Certified Public Accountants. Super C.P.A. Scott Bailey adds and subtracts his way out of potential audits. Unfortunately, kids realized it was a lot like doing homework. The game is now being considered as a non-narcotic sleep inducer for insomniacs.

Coach Blake also says that if you're looking for the games that did make it, go to Target. They have all the best games at great prices. Like *Twisted Metal III* and *Crash: Warped* for just

\$39.99 Each

Get into the game.

TARGET
EXPECT MORE. PAY LESS.



By Dan Elektro

Motorhead is the Backstreet Boys of racing games: It sure looks pretty, but it's hollow inside. Add one more graphically rich, gameplay-deprived racer onto the pile.

Motorhead offers 10 cars, 7 of which must be unlocked through gameplay, and 8 tracks, 6 of them hidden. The tracks and cars are sleek but sparse; aerodynamically efficient but visually bland. The game can run at 60 frames per second with opponents while sporting nicely detailed textures and colored lighting—but the graphical panache is crippled by serious pop-up covering behind a thick layer of obtrusive fog. Huge buildings, long bridges, and—most unforgivably—sharp turns appear out of the ether. A snazzy foreground doesn't excuse a nonexistent background.

Musically, you'll have to endure repetitive, fluffy techno-pop beats; like the visuals, the music has a slick but lifeless European feel to it. Engine sound effects are somewhere in the motorcycle range. Control is responsive but a little reserved; the game could've used a more realistic physics model. Motorhead supports dual-analog control (one stick for steering, one for gas and brake), but no Dual Shock feedback.

Simply put, Motorhead has no soul. This is a stripped-down, utilitarian, pretty-boy racer without an emotional connection for the player. There's no charm or personality that might forgive its technical flaws, and no reason to get excited about going really fast. In Motorhead's case, less is not more. **G**



PRO TIP: You can bump fenders safely with opponents, but nudging the walls will slow you down.



PRO TIP: If you're squealing your tires after restarting from a dead stop, ease up on the gas to get some traction.



PRO TIP: With a little practice, you can sneak onto the grass at Goldbridge without losing much control or speed.



PRO TIP: Don't choose the ASC unless you know how to powerslide.

Motorhead by Fox Interactive

Graphics	Sound	Control	Fun Factor
4.5	2.0	3.5	2.5

\$44.98 Available now Racing 2 players Challenge: Adjustable Replay value: Medium ESRB rating: Not yet rated

PRO REVIEW

PLAYSTATION



By Bad Hare

Some games offer goofy fun; others are just goofy. You can file Running Wild into the latter category. This animal footracing game just feels stupid.

Yes, that's right: animal footracing. Players control one of six Hanna-Barbera rejects—a rocker zebra, a sexy bunny, a kung-fu fighting panda, etc.—as they tear around generic desert, arctic, jungle, city, and volcano tracks (among others) in a dash for the finish line. Alternate paths and shortcuts keep the laps suitably random, as do the speed bursts, hazards, and power-ups along the way.



PRO TIP: The lightning-bolt growth power-up lasts a very short time. Unless there are enemies in the vicinity, don't waste time going after it.

a slightly muffled announcer, backed by a wacky bass- and brass-heavy soundtrack that's probably meant to convey a cartoon atmosphere. Control isn't overly sensitive, and the game supports analog steering and Dual Shock. Four players can play via a multitap, but if they do, it's a shame they'll all take to their graves together.

But hey, at least it's not another copycat car-racing game, right? The footracing gets a nod as a novelty—but it can't save the rest of this ill-conceived game with its all-too-evident sense of "Hey, look at me, I'm funny!" In the PlayStation race, Running Wild trots at the back of the pack. **G**



PRO TIP: You move at the same speed whether you're jumping, running, or sliding.

Running Wild by 989 Studios

Graphics	Sound	Control	Fun Factor
3.0	2.0	3.5	2.0

\$49.99 Available now Racing (on foot) 4 players Challenge: Adjustable Replay value: Medium ESRB rating: Everyone



Sound fun? It's not. This is a low-quality Super Mario Kart rip-off with mediocre execution. The characters seem small and could've used a few more frames of animation. They also don't seem rooted in their environments; instead, you get the feeling the animals are running in front of a screen displaying a background. You'll hear basic animal noises and



PRO TIP: Don't neglect the shoulder buttons. Leaning into turns can give you the edge.



PRO TIP: The longer you hold the jump button, the farther you'll fly.

GET IN THE GAME



"I don't get 'player's thumb' ...I have a lot more control."

-Eliot

"...the reverse up/down switch ...is a really cool feature."

-Mike

"...more interactive than the control pad."

-Matt

"It's a piece of cake and you guys are geniuses!"

-Seth

"...better and easier than the control pad..."

-Katie

"...more maneuverable ...easy after you spend a day on it."

-Nicholas

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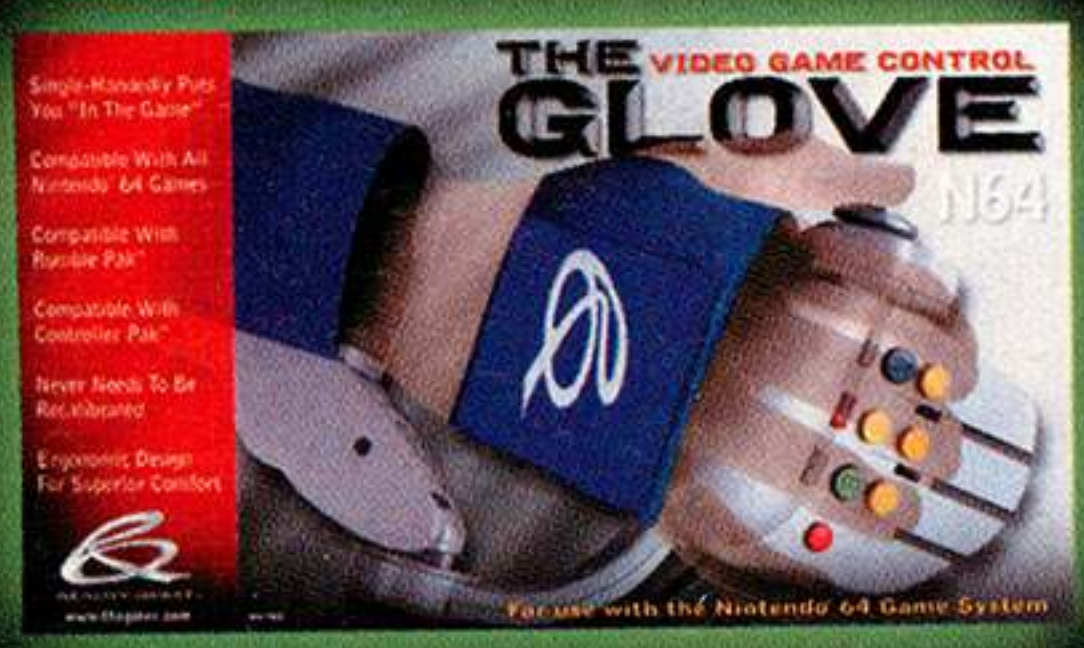


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IN THE YEAR 3000, THERE

Rocket boosters and treacherous heat-seeking missiles make this flying fox virtually unavoidable and unflappable.

A sheep-herding K-9 on wheels whose Fido firepower is worse than his bite.



You can't get over this hump, full of explosives and ready to blow.

Packs nuclear power in his pouch and in his punch.



ARE NO PETTING ZOOS.



A rocket-sneezing, snow-squeezing polar bear who dumps dangerous icicle mines in front of unsuspecting foes.

A high-speed husky on skis who hates penguins and often flips his wig.

Full of lightning-fast mayhem and deadly cruise missiles, he's no angel.

deviously shy tortoise who comes out of his armor-plated shell to wreak serious havoc.

SPACE STATION SILICON VALLEY

Silicon Valley, a space station used to harbor cutting-edge technology, has disappeared. Now, in the year 3000, it's on a collision course with Earth. You must not only think like the wacked-out beings who inhabit its incredibly lavish environments, you must become them. Only then will you be able to unlock the mysteries of the Valley and save our planet. Whatever you do, do not attempt to feed the animals.

ASSAULT Retribution



By Major Mike

Assault: Retribution desperately wants to be the Contra game that PlayStation owners have waited for ever since the system was launched. But the wait must continue. This barely adequate action/shooter title tries hard to be an intense blastfest, but falls far short of the mark due to monotonous gameplay and poor controls. Even the two-player game is a bust.

There's no lack of activity in Assault, but that's the problem—the action is just plain boring. You run-n-gun through several unimpressive levels, collect weapons, and go head-to-head with dull bosses.



PROTIP: When your weapon runs out of energy, hide out in a safe spot and allow it to recharge.

Some elements offer diversity (like the driving stage and the ability to climb hand over hand), but these are few and far between. Most of the time, bouts of slowdown and clumsy camera angles mar the action, making it hard to spot incoming attackers.

Assault's graphics lack flash and detail. You're attacked by wave after wave of similar-looking enemies that resemble poorly grouped polygons more than anything else. And the bland sound doesn't help. The audio effects are so muted you hardly notice them, and the techno music (which sounds borrowed from old Genesis titles) is downright annoying.

Assault's controls are barely passable. If you attempt precise jumps in 3D space, you'll often die unintentionally, possibly even three times in a row before crossing a gap. Changing your vertical aim is another problem—it takes too long, and all the while you take hits from the enemies that pour in from every direction.



PROTIP: When riding the lift, use the homing weapon to clear obstacles from the lift's path. If it hits too many barriers, it'll explode and send you plummeting to your death.



PROTIP: Shoot at the walls of a recess; you might reveal a secret area with power-ups or other useful items.



Assault features flying sequences in addition to run-n-gun action.

Assault: Retribution
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	1.5

Price not available
Available November
Action/shooter
2 players

6 levels
Challenge: Intermediate
Replay value: Low
ESRB rating: Teen

PLAYSTATION



By The Rookie

Timeshock may be the sleeper hit of the holiday season. On a virtual pinball trip with futuristic flair, you must complete typical pinball objectives such as hitting ramps to warp to different time zones. Along the way, expect multiball situations, an interactive video mode, four styles of gameplay, hidden levels, and more.

The game's biggest drawback is that there's only one table. Fortunately, the graphics and detail on that table are impeccable. Timeshock has great in-game sound effects, but annoying music. The tight controls are configurable. Pinball addicts should definitely give this game a shot. It's a blast. **G**



PROTIP: Don't forget the little flipper at the top of the screen: It's the only way you can reach the all-important upper ramp.

timeshock



PROTIP: Learn to successfully nudge the table to bail yourself out of game-ending situations.

Timeshock! by Empire Interactive

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.5

Price not available
Available now
4 players

Challenge: Intermediate
Replay value: High
ESRB rating: Everyone



Lemmings & OH NO! MORE LEMMINGS

By Gideon



A 16-bit and PC hit, the Lemmings have re-emerged in a double-CD set featuring 209 brain-bending levels. You direct masses of mindless Lemmings through hostile environments by "programming" them to perform such tasks as blocking and climbing. They follow blindly, so it's up to you to plan a sequence that safely maps their way through each level.

The focus is on the puzzles, so the graphics and sound effects are rather plain while the controls are easy and intuitive. If puzzles are your forte, the gameplay is addictive. All in all, however, this version of Lemmings doesn't provide anything fresh. **G**



PROTIP: Make sure you've gathered enough builders before you start constructing a bridge.



PROTIP: If you're a beginner, you can cheat by pausing and scrolling throughout levels as you map out your strategy.

**Lemmings and Oh No!
More Lemmings by Psygnosis**

Graphics	Sound	Control	Fun Factor
2.5	3.0	4.0	3.0

\$24.99
2 CDs
Available now
1 player
Puzzle

209 levels
Mouse compatible
Challenge: Adjustable
Replay value: Medium
ESRB rating: Everyone

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| Hot at the Arcades Special Report: Arcade World '98 | All / Some / None | A B C D F |
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| 10-15 hrs | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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Tell us what you THINK!



By Dr. Zombie

Backstreet Billiards racks up 14 game variations to stand out from other

PlayStation pool titles. You can either play solo in Story mode as a pool shark, or match skills with friends in pocket and carom games such as Nine Ball, Bowliards, and Cut Throat.

Well-rendered graphics create believable 3D environments with depth, distance, and height, while smooth controls provide total mastery of your cue stick and angle of view. The superb jazz and blues soundtrack is worth listening to on its own, and players can even insert their own music CDs. Whether you're a pool shark or a guppy, Backstreet Billiards has something for the pool hustler in you. **G**



PRO TIP: For a good break, apply a maximum-power off-center stroke to the center ball.

Backstreet Billiards
By ASCII Entertainment

Graphics	Sound	Control	Fun Factor
4.0	4.5	4.0	4.5

\$39.99
Available November
Pool
4 players

14 games
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone



PREVIEW



By Dr. Zombie

Activision's Pool Hustler is a slick, well-rendered game that will challenge Backstreet Billiards for your attention. The five modes include Lesson, Story, Two-Player, Practice, and Trick Shot. Four games—Nine Ball, Rotation, Eight Ball, and 14.1 Continuous—means there's entertainment for everyone.

The graphics and control are sharper and more fluid than in Backstreet Billiards; Pool Hustler, however, doesn't feature customizable CD soundtracks or as large a variety of games, offering only two-player competition compared with Backstreet's four-player simultaneous play. If you're going solo and want to shoot straight pool, Pool Hustler will suit you nicely, but if you're looking for variety, Backstreet Billiards is the tops. **G**

Pool Hustler by Activision

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.5	4.0

\$39.95
Available now
Pool
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

POOL HUSTLER



PRO TIP: Don't smack clusters of balls and risk a scratch. Pare balls off from the sides.



PRO TIP: Bank shots work best when you aim at only one particular ball.



By Dr. Zombie

Like Monster Rancher, Dragonseeds generates dragons for you to raise, train, and fight for supremacy. In an RPG-like setting, you create up to 16 large lizards with options to purchase weapons, rest, collect trophies, and even engage in "unsanctioned" rogue fights to sharpen your skills. If you skip the developmental stages, you can create random dragons with different attributes by using memory-card data from other PlayStation games.

DRAGONSEEDS

The graphics are sharp and the fight animations are well rendered; the game also has a pleasing but unintrusive soundtrack. The controls are smooth, while gameplay is intuitive and well explained on-screen. Dragonseeds' detailed story lines and vast options guarantee long-term gameplay for those interested in this genre. **G**



PRO TIP: String together positive phrases for a chance at a stronger dragon creation.



PRO TIP: Be sure to train in both attacks and counters, or you'll set your dragon up for a fall.

Dragonseeds by Jaleco

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.5	4.0

Price not available
Available now
Virtual pets
2 players

480 dragons
Challenge: Adjustable
Replay value: High
ESRB rating: Teen



By Gideon

Activision Classics is a video game flashback that'll knock older gamers back to puberty. Those who grew up worshipping the original ruling home system, the Atari 2600, will immediately recognize such classics as River Raid, Pitfall, and Kaboom—plus 27 more, all faithfully reproduced with their flat graphics and tinny sound effects.

Without the rosy glow of nostalgia, this title equates to flickering images, simplistic gameplay, and clunky controls. The games are painfully basic in comparison with even (ancient) 8-bit games. Ultimately, Classics' modern appeal is worth a peek if only to appreciate how far the art of home video gaming has come. **G**



PRO TIP: Gaming 101, Pitfall-style: Everything has a rhythm and a pattern. Timing is key.



PRO TIP: In Kaboom, mirror the mad bomber's movements to stay ahead of the falling bombs.

Activision Classics by Activision

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	3.0

\$29.95
Available now
Classic games
2 players

30 games
Challenge: Adjustable
Replay value: Low
ESRB rating: Everyone

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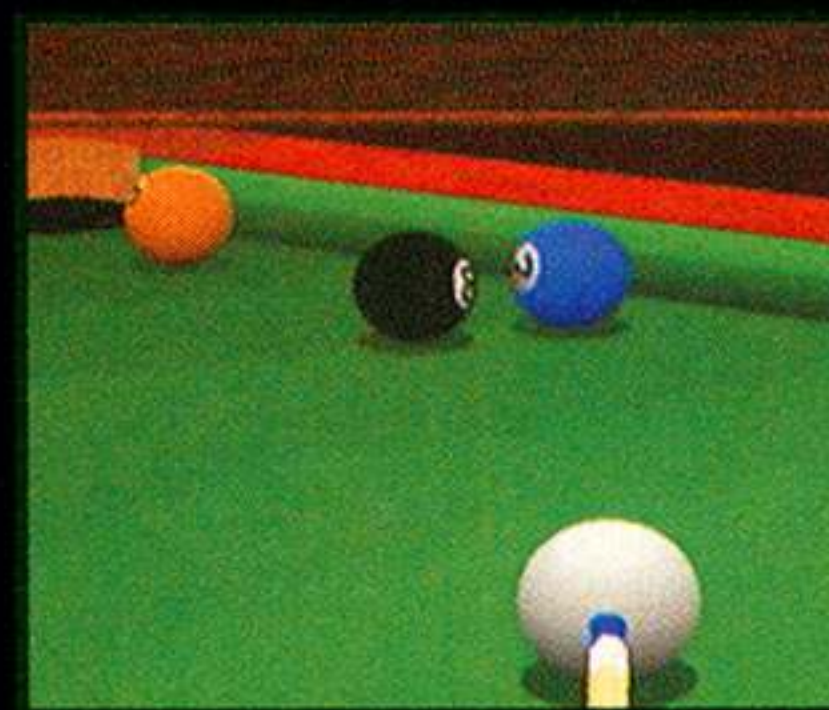
"...Play ultra-realistic pool, without the risk of getting hustled..." - IGN64.com



8



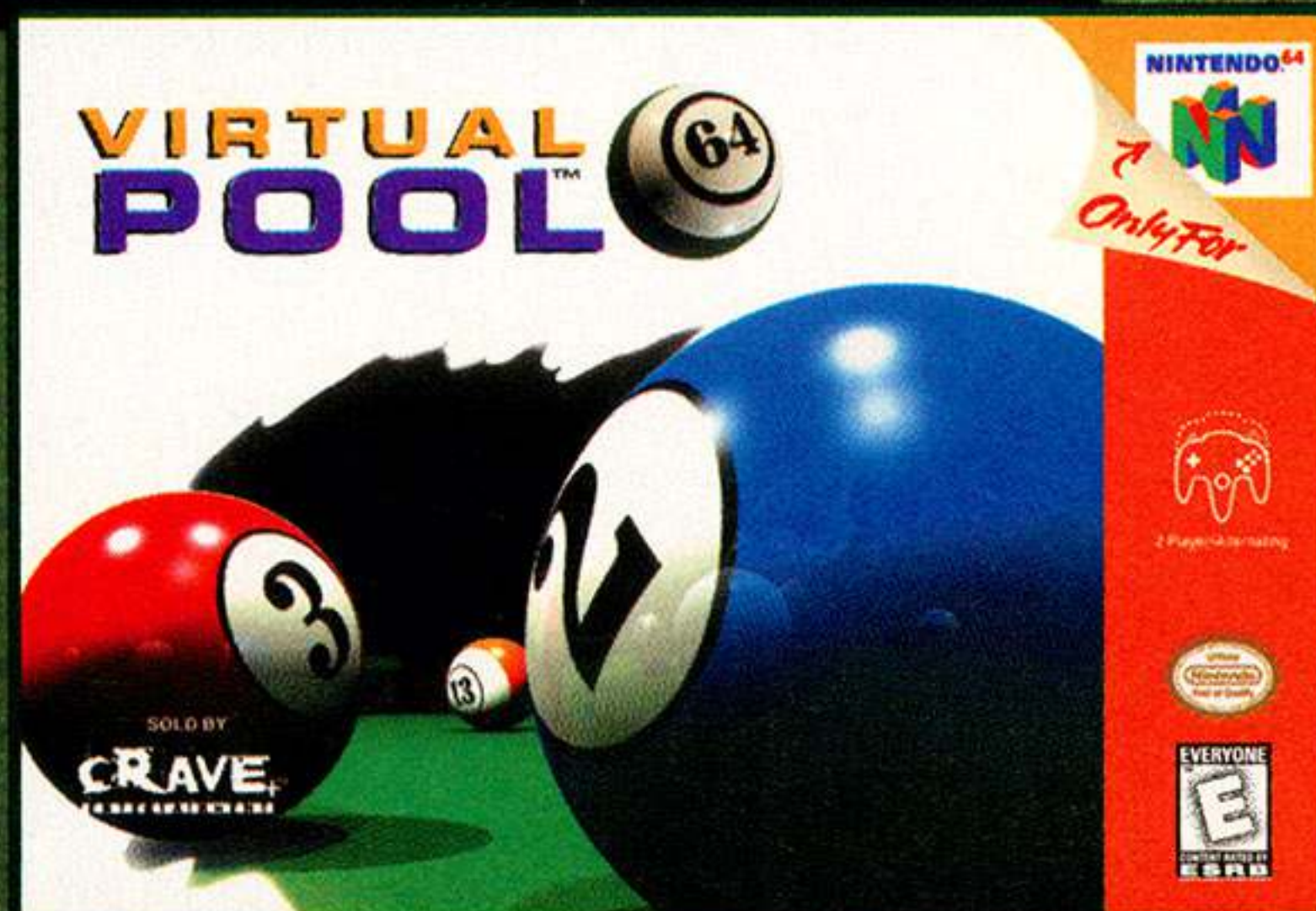
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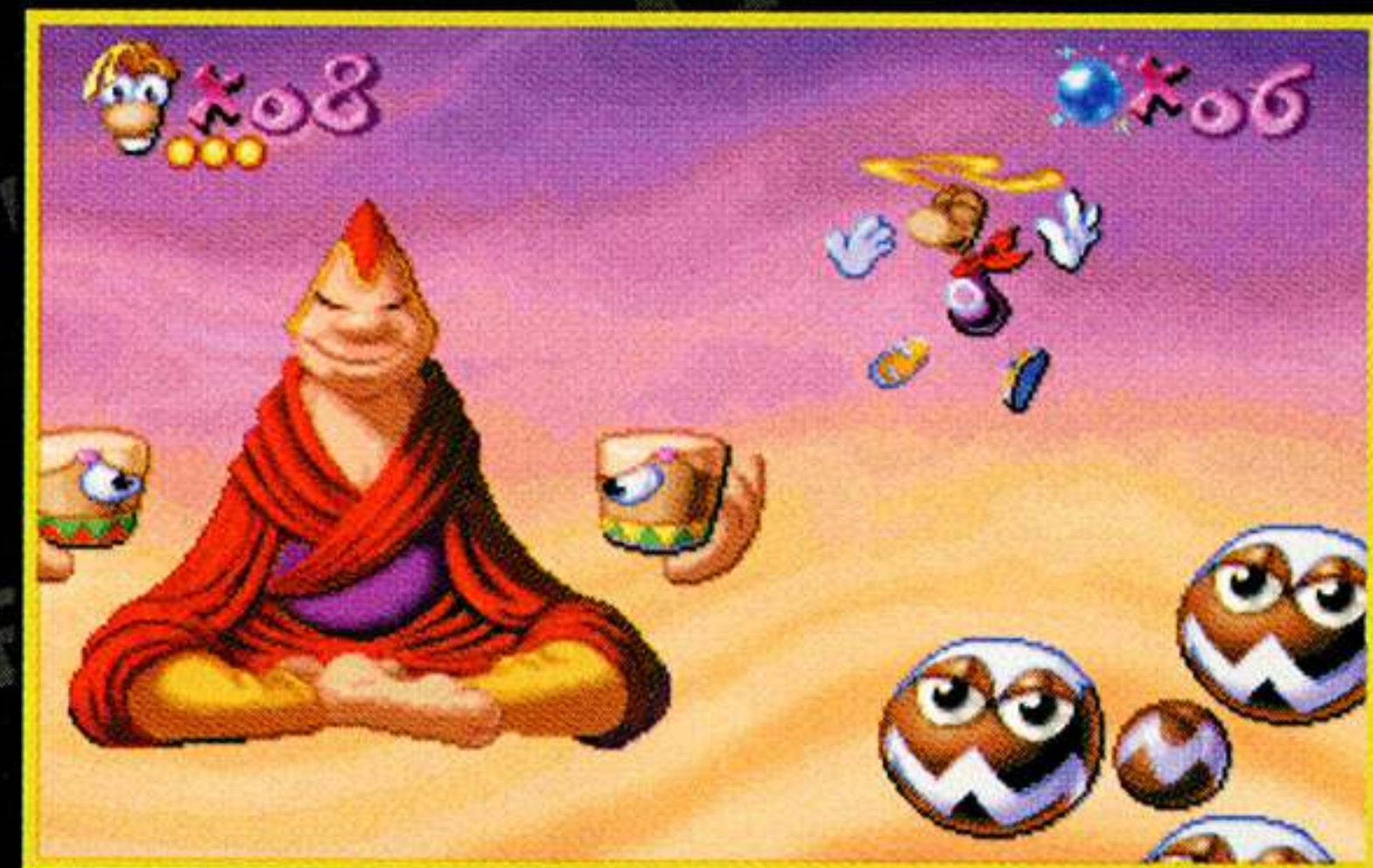
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GamePro Classics

Seen It. Done It. Will Do It Again.

By Ancient Ah

PlayStation

Crash Bandicoot 2: Cortex Strikes Back

Even as *Crash Bandicoot: Warped*, the third game in the Crash series, hits the market, the Bandicoot is striking back retroactively thanks



to the release of his second game as a PlayStation Classic. For less than the price you'd pay for a pair of the 'coot's sneakers, you can now enjoy spinning your way past aggressive turtles and mean-spirited seals while you amass crystals in order to save the world from a truly unpleasant fate.



Like some deranged

Adam mad for apples, you can re-experience the great graphics, concise control, and upbeat gameplay of this instant golden oldie.

If you liked the original but didn't play the sequel, this is your opportunity to make up for lost time and to get into the groove for Crash's third installment. The Band-icoot is playing on. **G**

Crash Bandicoot 2: Cortex Strikes Back
By Sony Computer Entertainment America

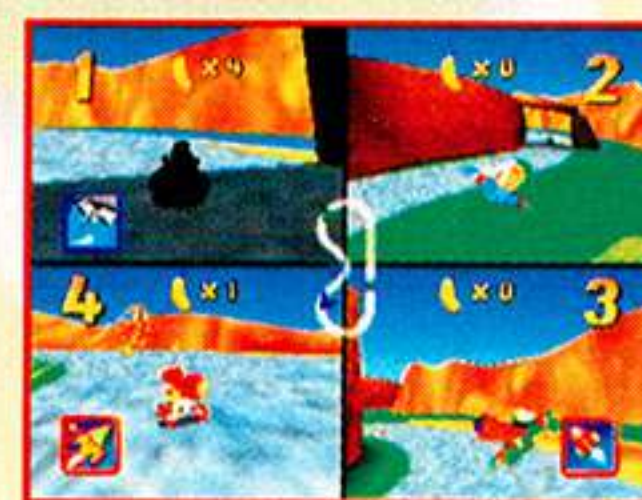
Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	4.5

- ▶ Check out the full ProReview in the January issue of *GamePro*!
- ▶ Surf our archived ProReviews online at www.gamepro.com!
- ▶ Get the lowdown on *Crash Bandicoot: Warped* in the November issue!

Nintendo 64

Diddy Kong Racing

If Crash isn't your 'coot of tea when it comes to furry animals,



why not play as Diddy Kong, a wide-eyed ape, in what is probably one of the most amusing racing games ever to speed burst onto the N64. In wild multiplayer



games, you and your friends can motor through exotic, incredibly detailed animated environments that spring to life in no time, thanks to Real Time Dynamic Animation. With this technology, you'll be able to see all eight characters racing along simultaneously as you avoid dinosaurs and sneaky logs while collecting coins and trying to outmaneuver your competition.

Diddy Kong Racing by Nintendo

Graphics	Sound	Control	Fun Factor
5.0	4.5	5.0	5.0

If going to Disneyland is not an option, this is the next best thing—and you don't even have to stand in line! You just may become giddy about Diddy. **G**

- ▶ Check out the full ProReview in the December '97 issue of *GamePro*!
- ▶ Surf our archived ProReviews online at www.gamepro.com!
- ▶ For more animalistic racing fun, check out the S.C.A.R.S ProReview this issue!

PlayStation

Final Fantasy VII

There is no "Final" to this Fantasy: Its three CDs are being re-issued—and if you like complex, emotionally involved story lines and stunning, beautifully colored backgrounds, this RPG warrants your attention. In fact, this classic received perfect scores when it was released a year ago, and its appeal has not weakened in the interim.

Final Fantasy VII is not a static experience. Active Time Battle allows you to engage in almost-real-time combat, while the Limit attack system kicks in with a life-saving special move if a character is in desperate need. And we shouldn't forget Materia, which enables you to mix and match your magic in almost limitless fashion. Fantasize no longer about the perfect RPG—it already exists. And with Final Fantasy VIII on its way, it's a good time to get reacquainted with the series. **G**



Final Fantasy VII
By Sony Computer Entertainment America

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

- ▶ Check out the full ProReview in the October '97 issue of *GamePro*!
- ▶ Surf our archived ProReviews online at www.gamepro.com!
- ▶ Turn to the three-part Final Fantasy VII Strategy Guide in our October-December '97 issues!

Respected coach and video gameologist Tom "The Thumb" Blake says that the more you play video games the better you get. To help you find more time to play, Coach Blake recommends these simple rules of



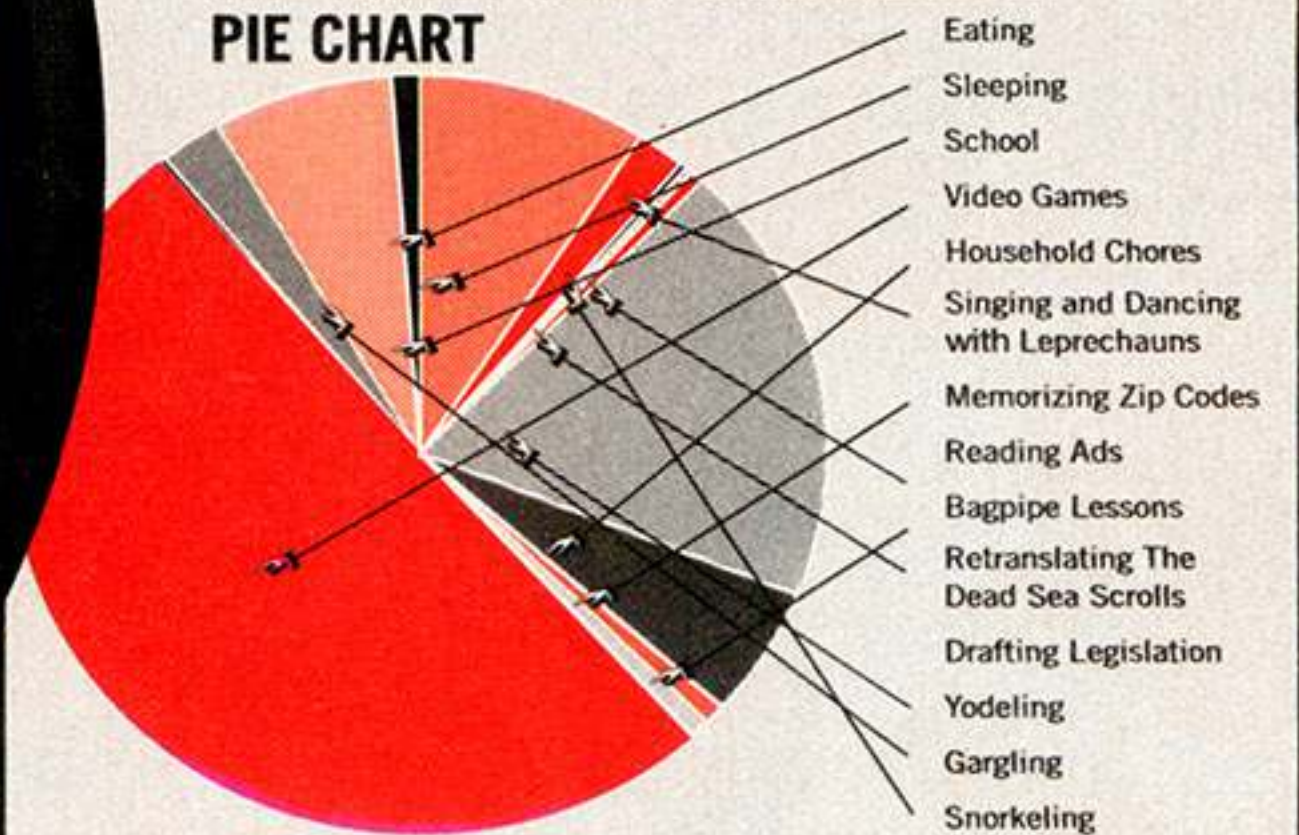
VIDEO GAME TIME MANAGEMENT

The first step in finding more time to play video games is learning how to tell time. So if you can't tell time, learn. If you are confused by the little hand and big hand, buy a digital clock. If you're still confused, gather two bags of concrete, a jello mold, four bowling pins and some chicken wire—and build a sundial.

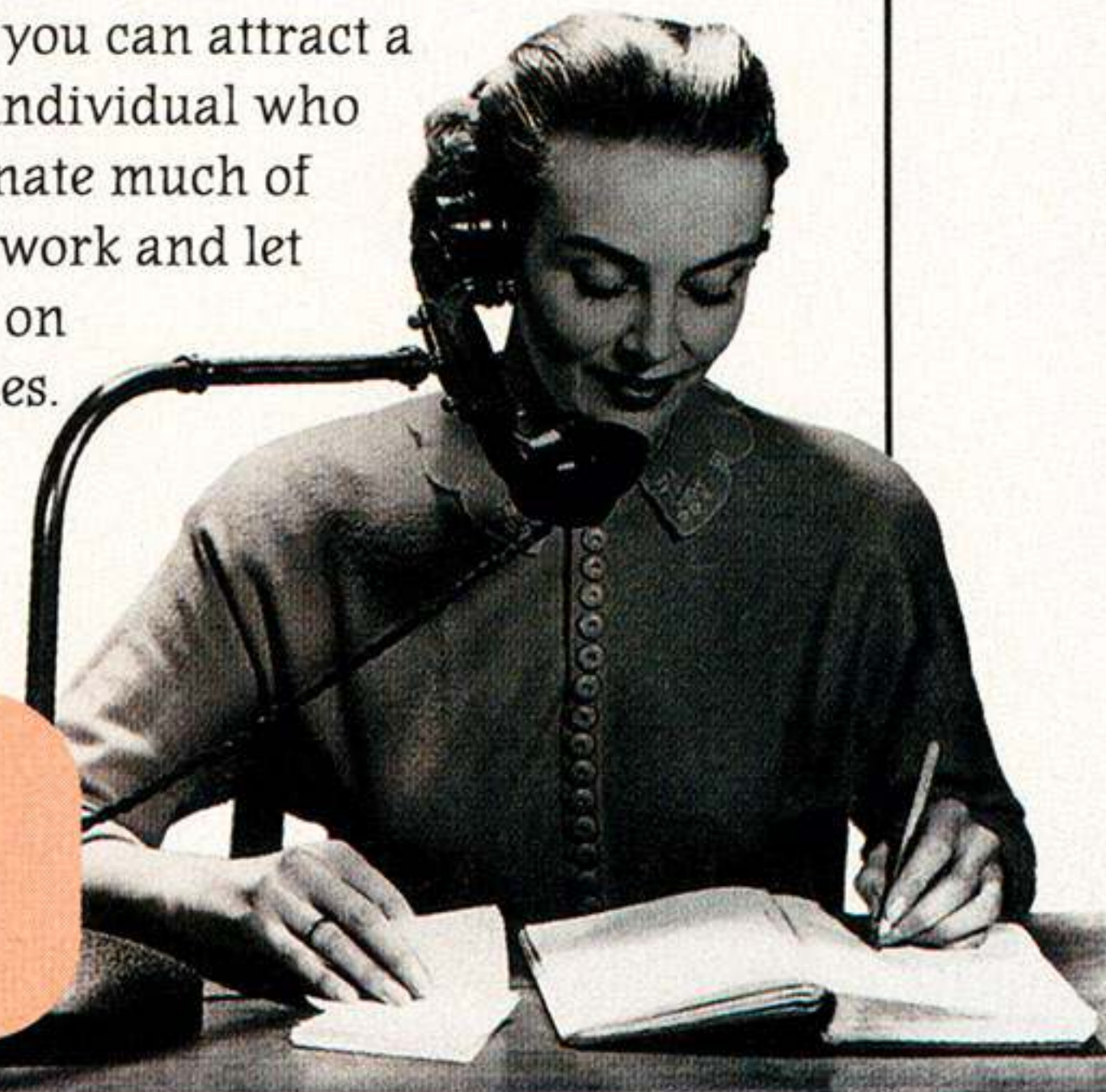


Time used creating colorful and informative pie charts can be a delightful diversion from video games and is time well spent.

THE HANDY TIME-MANAGEMENT PIE CHART



Hire a secretary or personal assistant to take your calls, handle your schedule, get your lunch, as well as do any light typing or filing. For just \$25,000 a year plus a nice profit-sharing plan and medical and dental coverage, you can attract a qualified individual who will eliminate much of your busywork and let you focus on video games.



Coach Blake also says people waste way too much time searching for video games. Go to Target. They have all the best games in stock, and at great prices. Like Centipede for just \$39⁹⁹ and Glover for just \$49⁹⁹

Get into the game.

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GamePro Classics

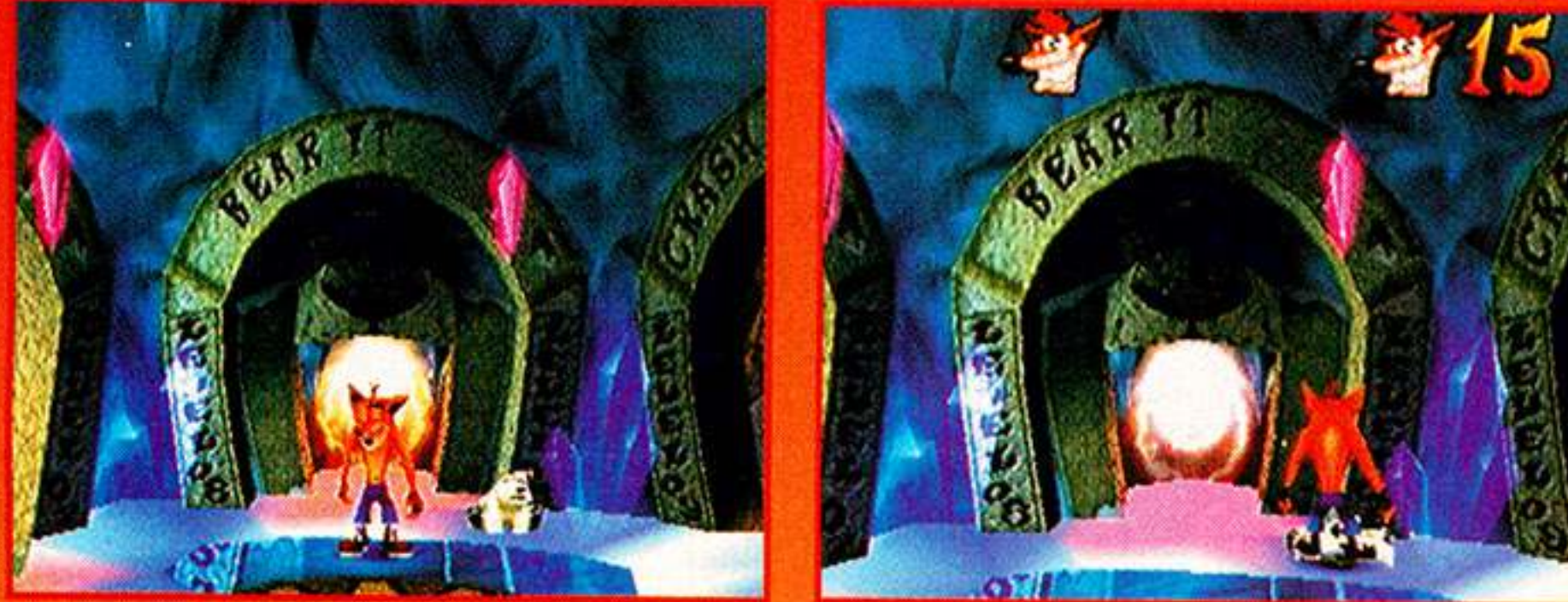
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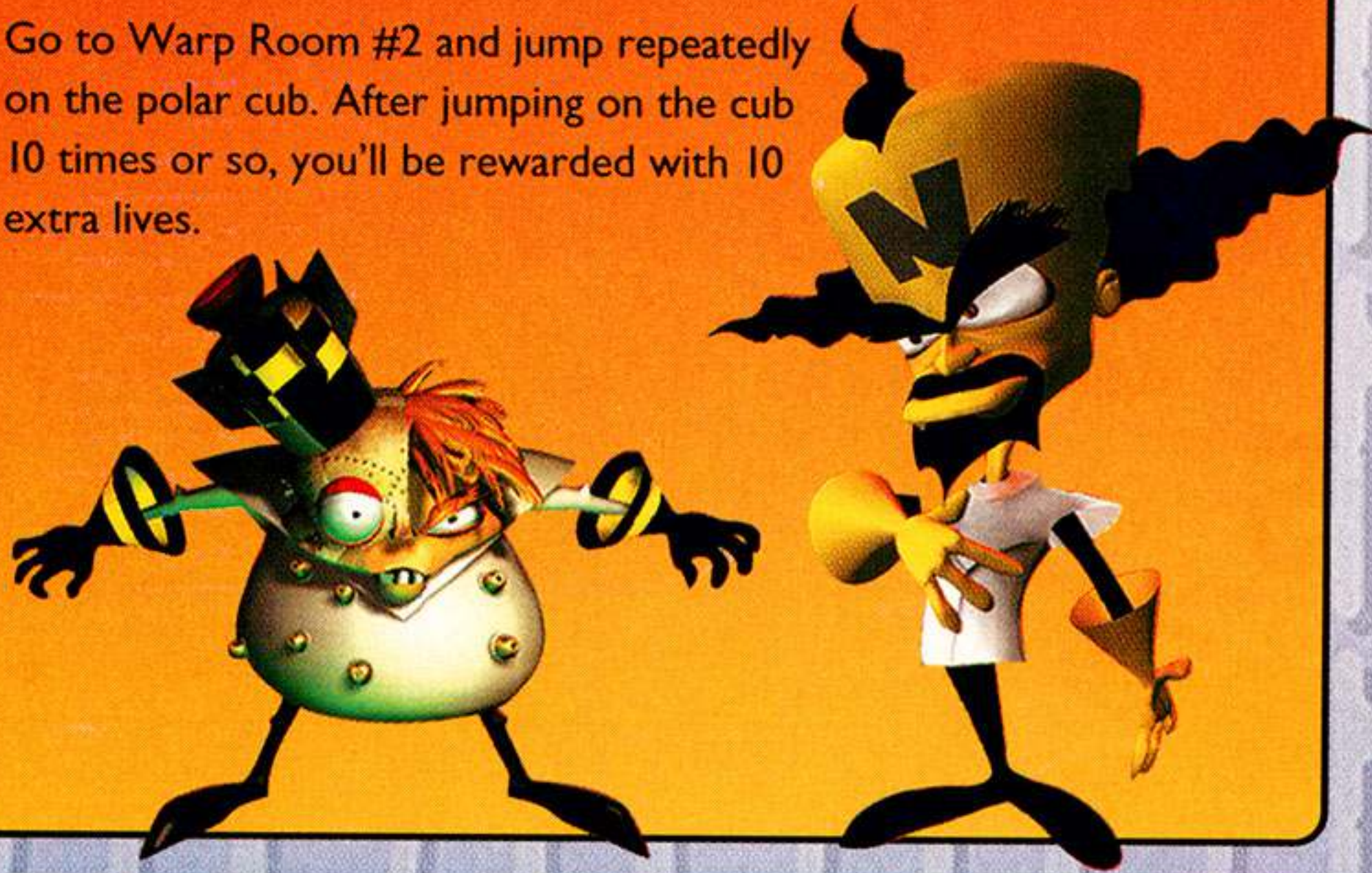
PlayStation

Crash Bandicoot 2: Cortex Strikes Back

Ten Extra Lives



Go to Warp Room #2 and jump repeatedly on the polar cub. After jumping on the cub 10 times or so, you'll be rewarded with 10 extra lives.



PlayStation (Game Shark)

Final Fantasy VII



Infinite Gil: 8009d260ffff

Quick Level Gain: 8009d7d8ffff

Nintendo 64

Diddy Kong Racing

Magic Codes



Enter the codes at the Magic Codes option.

All Balloons Are Blue: ROCKETFUEL

All Balloons Are Green: TOXICOFFENDER

All Balloons Are Rainbow-Colored: OPPOSITESATTRACT

All Balloons Are Red: BOMBSAWAY

All Balloons Are Yellow: BODYARMOR

All Characters Are Big: ARNOLD

All Characters Are Small: TEENYWEENIES

Bananas Reduce Speed: BOGUSBANANAS

Character Taunts Replace the Horn: BLABBERMOUTH

Disable Bananas: NOYELLOWSTUFF

Disable Weapons: BYEBYEBALLOONS

Display the Game Credits: WHODIDTHIS

Enable Music Test in the Options: JUKEBOX

Hard A.I.: TIMETOLOSE

Maximum Power-Up in Track Mode: FREEFORALL

No Balloons: BYEBYEBALLOONS

Start Track Mode with 10 Bananas: FREEFRUIT

Turn Off Zippers: ZAPTHERIPPERS

Two-Player Adventure Mode: JOINTVENTURE

Two Players Can Select the Same Driver: DOUBLEVISION

Unlimited Bananas: VITAMINB

Vehicles Have Four-Wheel Drive: OFFROAD

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Nick Chiado, Albuquerque, NM -3 min. 30 sec.

Daryl Hall, Hayaletta Gardens, FL -5 min. 6 sec.

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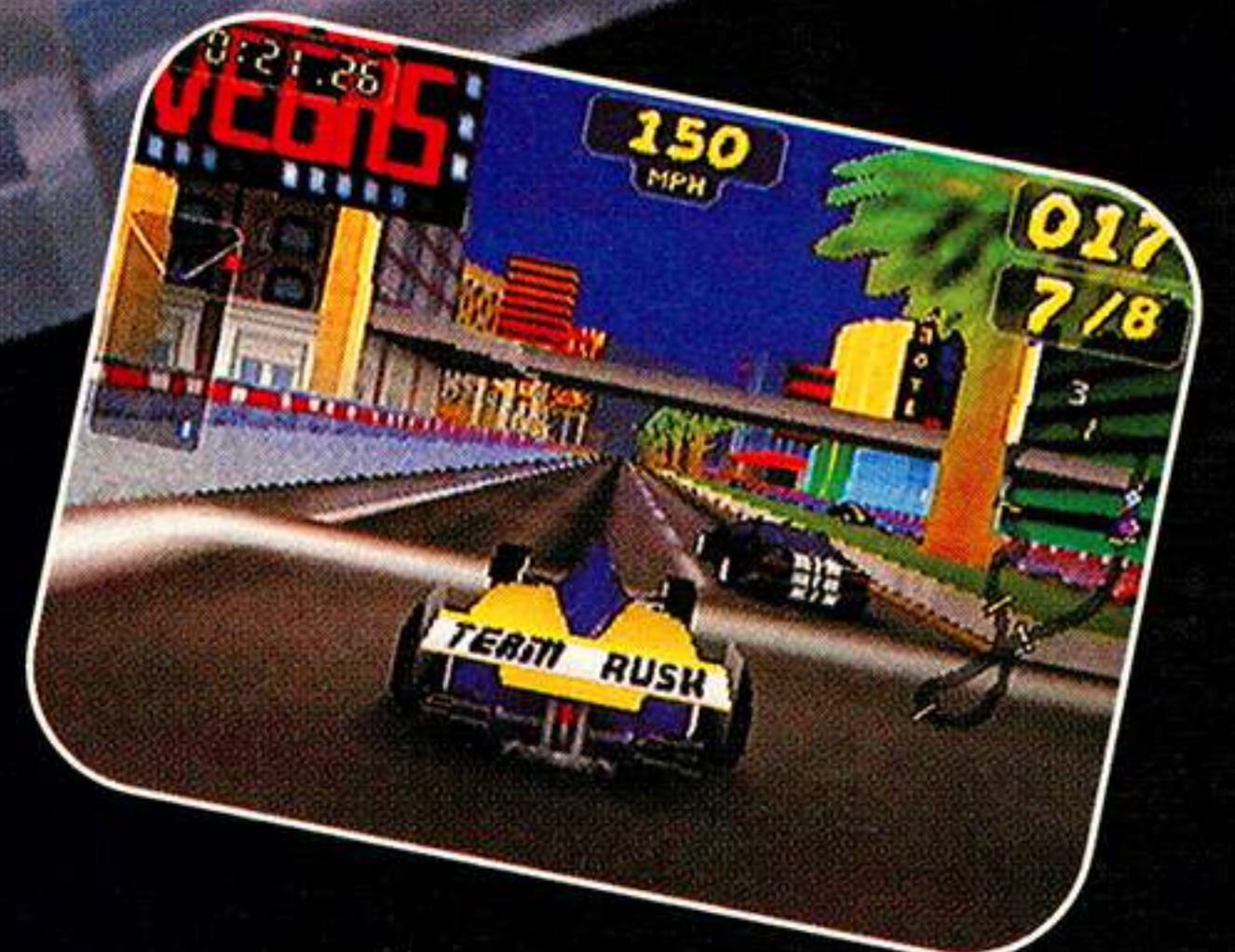
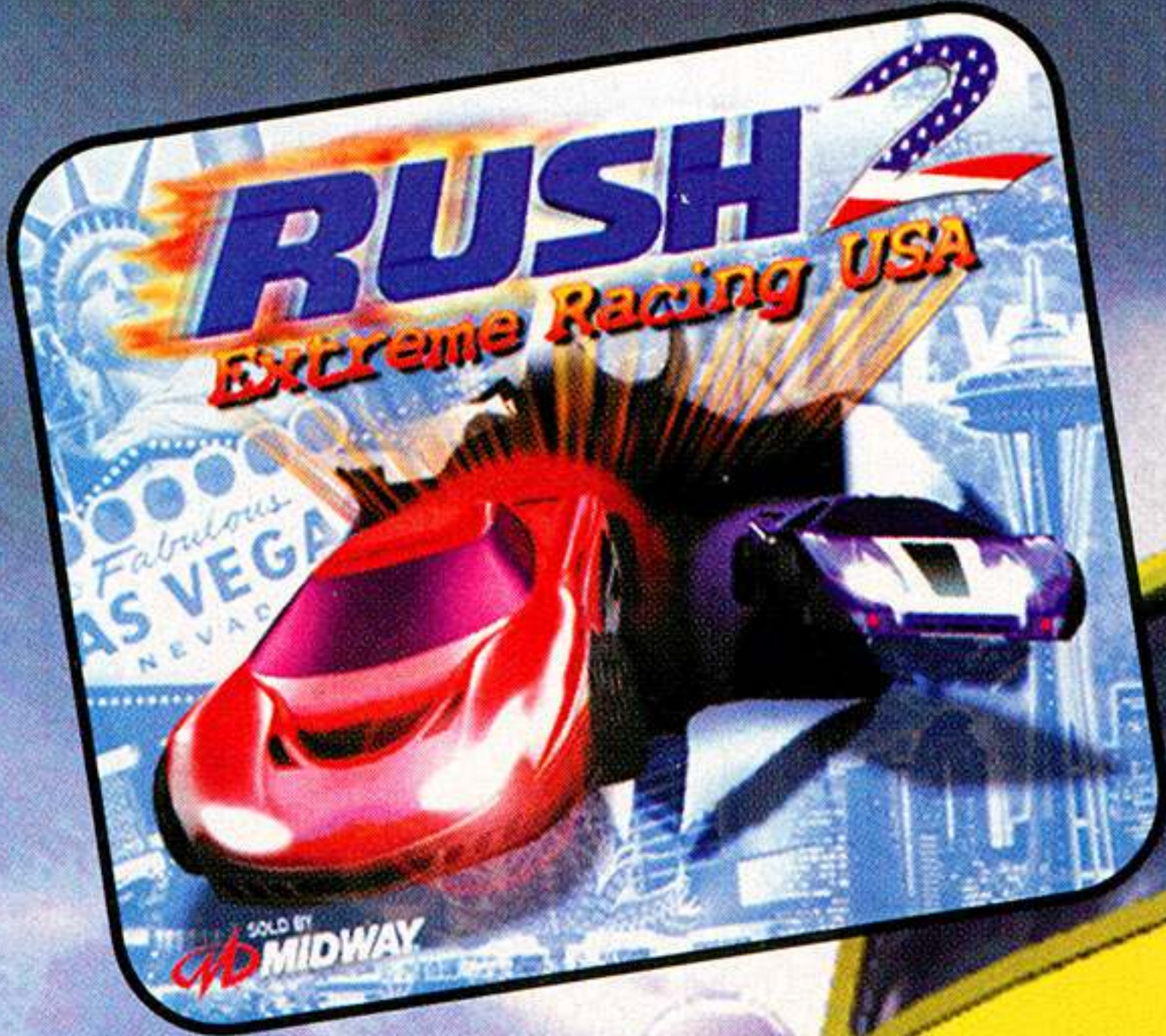
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VIDEO GAME SURVIVOR'S GUIDE

The MAME Attraction

By reviving obsolete coin-ops as PC programs, the MAME emulator walks the line between game history and game piracy.



By Dan Elektro

If you're a frequent Web surfer, you may have heard fellow Netizens speak in hushed tones of "emulators"—computer programs written to think they're old game systems. It started as a hobby for programmers who wanted to see if they could make one machine think and act like another, and it didn't take long before the machines involved were old quarter-munchers. One of the more popular emulators in the last two years is MAME—the Multiple Arcade Machine Emulator. Since its debut in January 1997, over 600 classic and not-so-classic coin-operated arcade games, from Asteroids to Zoo Keeper, have been successfully translated into small read-only memory files (ROMs) and uploaded to the Internet. A thriving online community of hobbyists, historians, and hackers has kept the project moving, preserving some of gaming's most important achievements for a whole new generation to experience.

There's only one problem: It's really, *really* illegal.

Erased from Existence

According to its creators, MAME was made "for educational purposes and to preserve many historical games from the oblivion they would sink into when the hardware they run on stops working." The first arcade game, Pong, celebrated its 25th anniversary this year; many other games from the late '70s and early '80s have slowly disappeared from arcades as their innards shorted out. When the machine breaks, the game dies, and fans of the classics

insist that can't be allowed to happen. Software emulation of the old hardware is the easiest way to keep the games alive.

Obviously, an emulator like MAME is useless if you can't run the old games on it. And here's where the legal part comes in: Unless you happen to have a full-size, coin-operated Pac-Man arcade unit in your basement, it's against the law to play Pac-Man on MAME. MAME's



Discs of Tron (Bally/Midway, 1983)



Time Pilot (Konami, 1982)



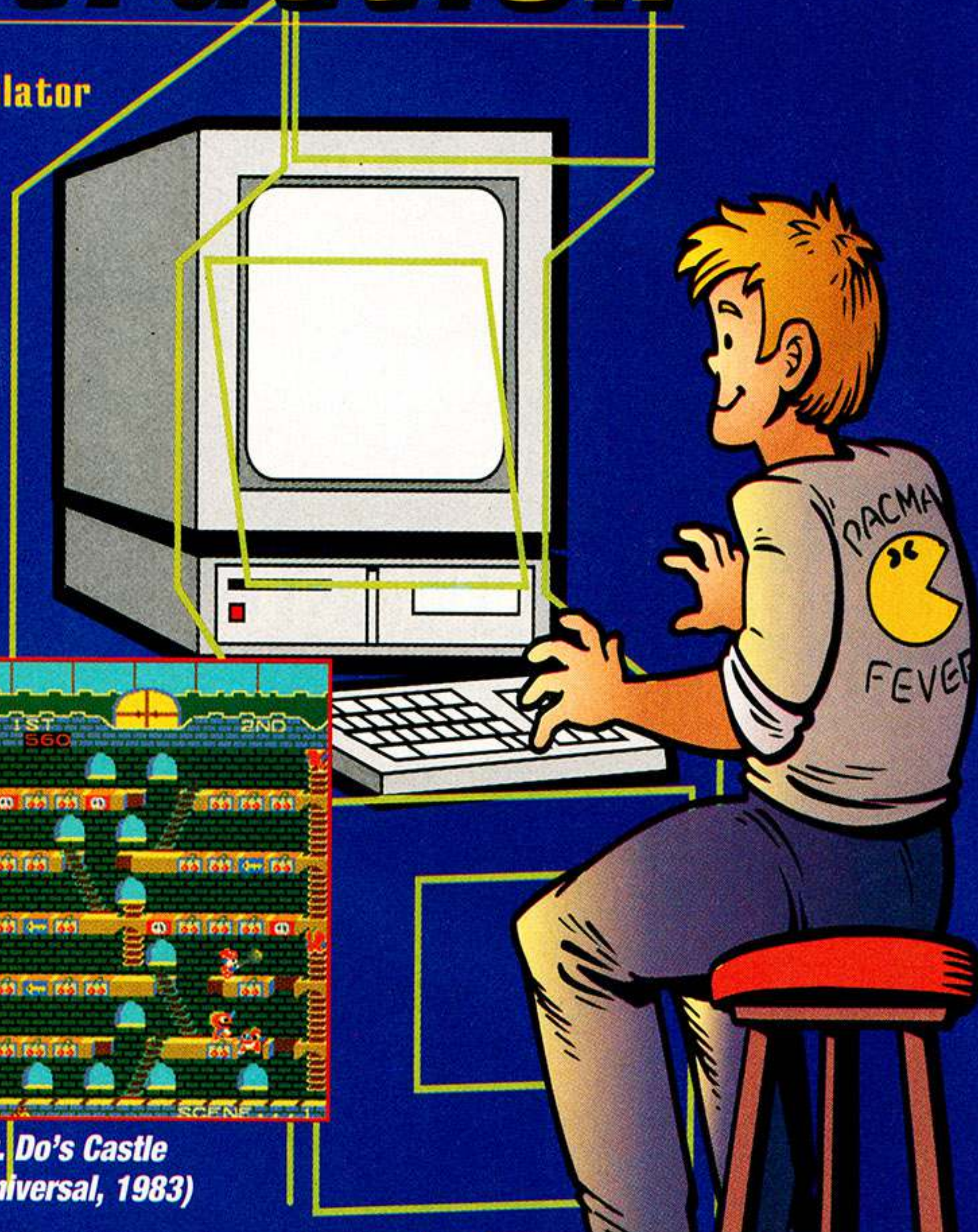
Mr. Do's Castle (Universal, 1983)



Sprint 1 (Atari/Kee, 1978)



Track & Field (Konami, 1983)

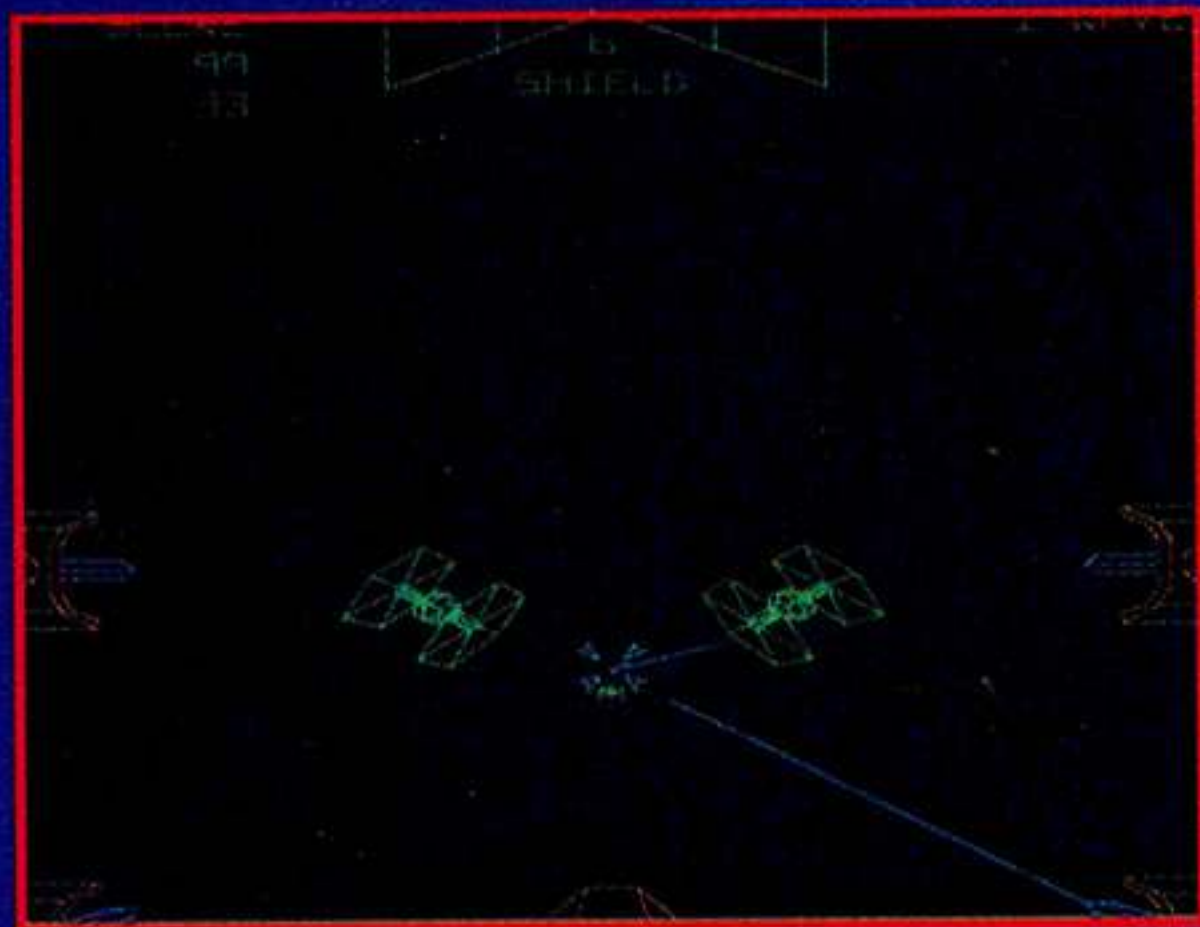


inventors make it clear that ROMs of the arcade games must be provided by the user; they don't say how to get them. However, folks who actually do have a Pac-Man machine in their basement—along with hundreds of other coin-op collectors—have been generous enough to upload their personal ROMs to the Internet. And, as any Web surfer knows, that kind of data travels fast.

Copyright law permits you to make one backup copy of any software you own, including games, in case something happens to the original—a scratched CD, a hard-disk crash, your Pac-Man machine blowing up, whatever. Nevertheless, if you don't own an original, you're not allowed to have a backup. That's officially software piracy.

A Legal Matter

On the other hand, MAME's makers have noble goals. For one, MAME is free; nobody's making money from the project. Plus, there are no current home versions of old coin-ops like *Berzerk* or *Zoo Keeper*—and those



Star Wars (Atari, 1983)

games reflect an intensely inventive era of game development, the likes of which will never be seen again. Because the old machines are nearly impossible to find, and some of the companies—including Stern (*Berzerk*) and Taito (*Zoo Keeper*)—don't even exist anymore, who's MAME going to hurt?



Zoo Keeper (Taito, 1982)

"Everybody," says the International Digital Software Association (IDSA), a trade organization that represents game companies. It's the old law of supply and demand: If you can download *Pac-Man* for free on the Internet, why would you buy it in official repackages like *Namco Museum* or *Microsoft Return of Arcade*? As for the extinct companies, copyrights

don't run out simply because nobody is around to enforce them; and due to the fact that all video games are less than 75 years old, it's going to be another five decades before any of them enter the free public domain. Furthermore, the IDSA says that while the law

says it's legal to own a backup copy of a game, the law doesn't authorize you to post that backup to a Web site. Reproducing and distributing copyrighted material—including offering ROMs on a Web site or forwarding them as e-mail attachments—is a federal violation, punishable by five years in prison and a \$250,000 fine. That's a lot of quarters.

Ready, MAME, Fire

Both camps offer good ethical arguments, so most discussions of MAME pose more questions than they answer. If distributing arcade ROMs is illegal, why are so many people doing it successfully? Now

that it's been established, won't underground ROM trading always exist? Doesn't MAME bring new attention to old games, giving credit where credit's due? Is the government really going to come to your house and bust you for playing *Time Pilot* on your PC? Don't the ROM distributors have respect for the law—or at least a fear of jail? Why doesn't The Man stop hassling hobbyists and worry about something a little more important than obsolete arcade games? Can the companies really be blamed for wanting to protect what's rightfully theirs? Which is more important, learning or the law? Can anybody think of a better way to preserve gaming's vital past?

The gaming community may never find the answers to these questions, and even if it does, someone's not going to be happy. Until a balance between history and piracy can be found, expect MAME's supporters to fight for their right to keep the classics alive, while the project's detractors stay focused on two words: Game Over. **G**

Thanks to Mark Lemley, Professor of Law at the University of Texas, and Kevin "Fragmaster" Bowen for their assistance with this story.



Berzerk (Stern, 1980)



Emulator Dos & Don'ts

Since the whole topic of emulators can get pretty confusing pretty fast, here's a handy chart about what you can and can't do when it comes to the letter of the law.

LEGAL

- Making a backup copy of your purchased software
- Owning a backup copy of your purchased software
- Selling an old game and its ROM backup together
- Writing an emulator program (without using the original BIOS software)
- Owning or using an emulator program
- Sending a freeware or shareware emulator to a friend

ILLEGAL

- Giving your personal backup copy to a friend
- Using the original and backup copies simultaneously
- Selling a backup ROM independently
- Owning game ROMs for which you don't own the original
- Technically, using a backup ROM that you yourself didn't create
- Sending ROMs to friends



The Jaguar Lives!

By Dan Elektro

Touted as the world's first 64-bit video game system, Atari's Jaguar was also the world's first next-generation console casualty, ahead of the CD-i and 3DO. But even though Atari no longer exists, independent companies continue to make Jaguar games for a loyal and vocal fan base—in other words, forget about the fat lady. If you're a Jaguar owner who thought your fun was over almost before it began, Texas-based Telegames is determined to prove that the cat still has claws.



Telegames

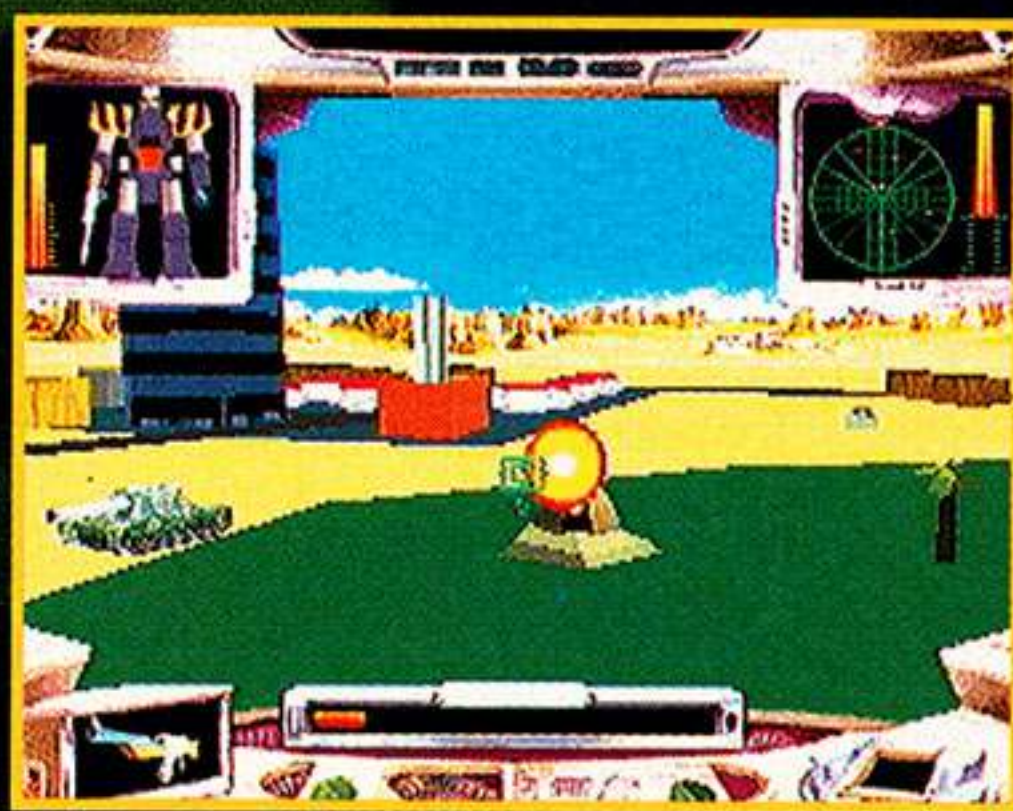
Telegames supports many orphaned consoles, including the NES, ColecoVision, Turbo-Graphx 16, and Atari Lynx (among many others). To find out more, or to place an order, contact the company directly:

Telegames, Inc.
P.O. Box 901
Lancaster, Texas 75146
972/224-7200
<http://www.telegames.com>

IRON SOLDIER 2

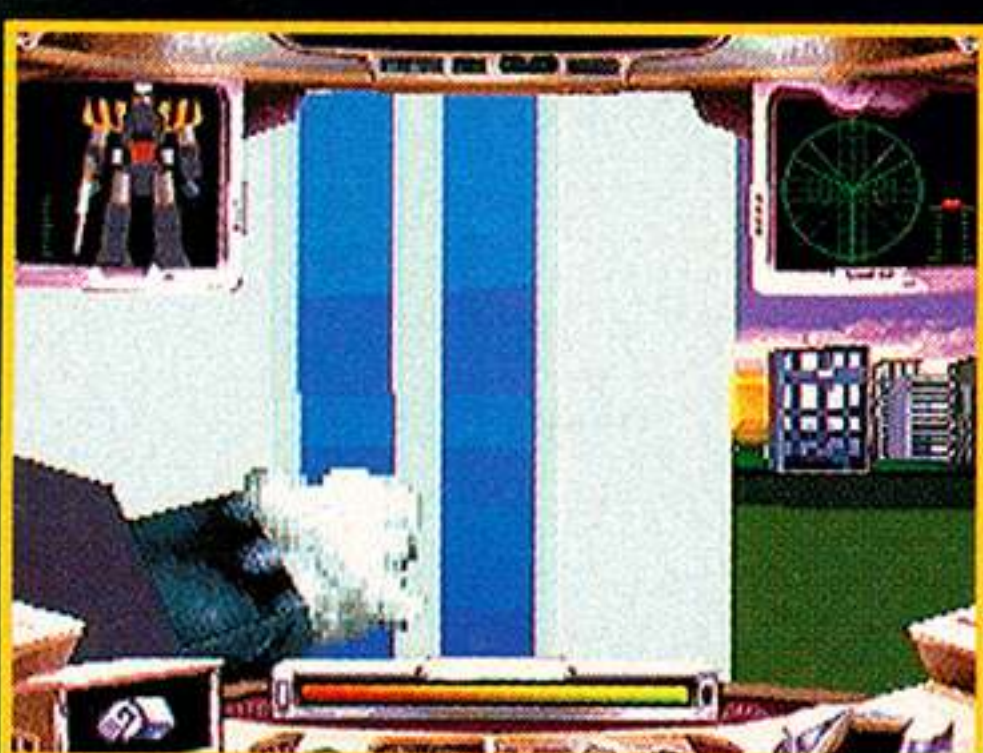
The original Iron Soldier was widely regarded as one of the best Jaguar carts ever produced. The CD-ROM sequel lives up to the legend, easily offering the best Jaguar game experience since Tempest 2000.

The Iron Fist Corporation from the first game has been defeated, but now its rival corporation, PENTA, wants to take over its old territory. Naturally, you have to stop them, using the kind of extreme force that only a 42-foot-tall, heavily armed mechanoid can provide. Players choose their weaponry before each mission, then lumber through city streets, lobbing grenades and picking off the pesky tanks, helicopters, and other Iron Soldiers that try to stop you from completing your 20 missions.

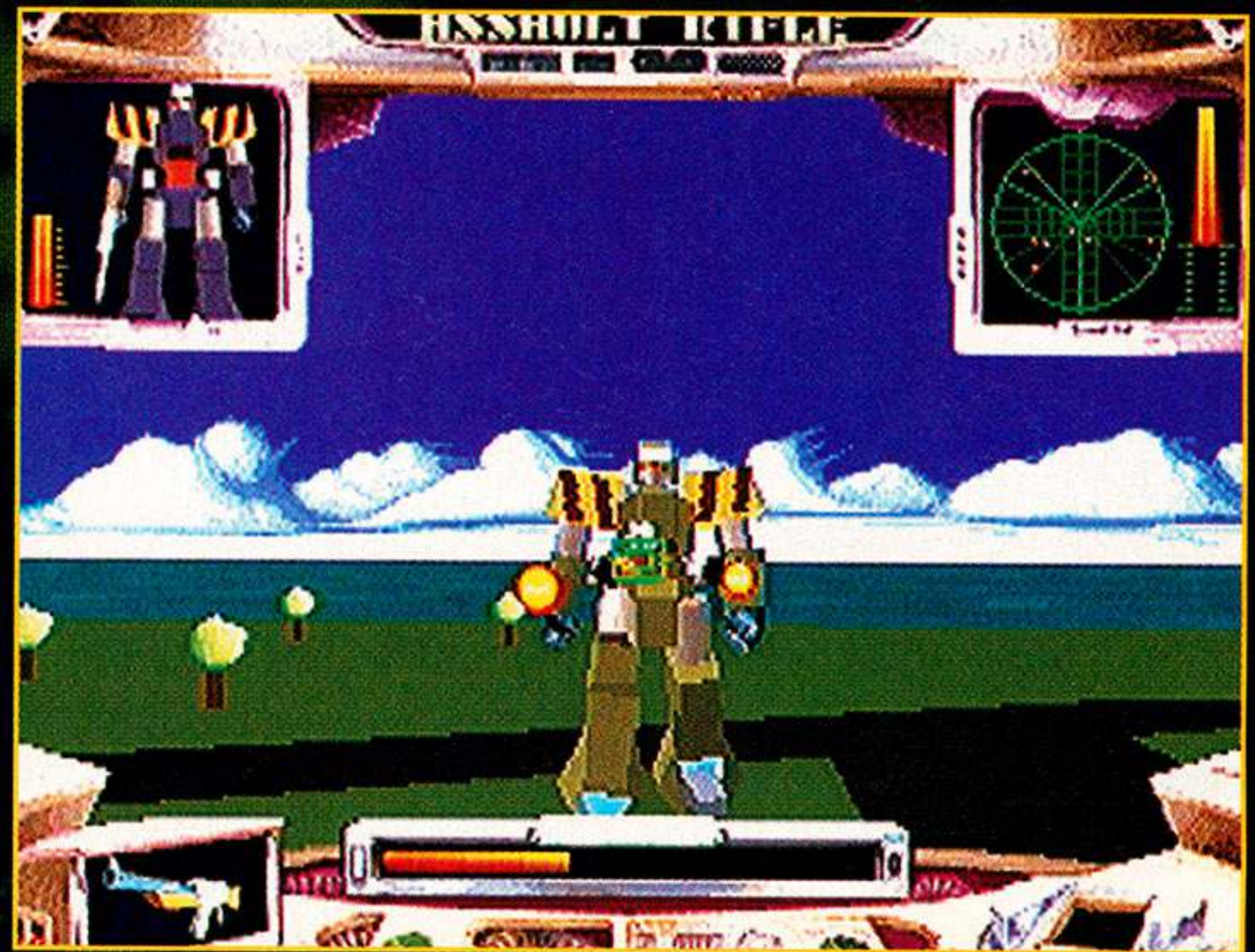


PROTIP: On any seek-and-destroy mission, the first objective should be to take out any perimeter cannons around your target.

Iron Soldier 2's nicely animated texture-mapped polygon objects will probably give Jaguar critics a surprise, while a driving, menacing soundtrack—mastered for Surround Sound, no less—propels gamers



PROTIP: Instead of blowing them up with precious weaponry, use your Manipulator (that is, your hand) to knock down buildings and reveal power-ups whenever possible.



PROTIP: The assault rifle fires three-shot bursts. To use it effectively, avoid mashing on the Fire button continuously.

through the carnage. The controls aren't that hard to use, considering you're in a giant robot laden with multiple weapons, and players can rotate the mech's upper torso while its legs keep on truckin' forward.

If this high-quality game had been released during Atari's life span, the Jaguar might have survived a little longer. Iron Soldier 2 is a must-have for fans of the original cart—and an instantly playable, high-energy game for all action fans. **G**



PROTIP: Save your ammo when dealing with tanks. Just crush them underfoot.

Iron Soldier 2 by Telegames			
Graphics	Sound	Control	Fun Factor
\$59.95	First-person view	Challenge: Adjustable	Replay value: Medium
Available now	1 player	ESRB rating: Not rated;	Atari rated: Suitable for All Ages
Action	20 missions		

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Zero 5

In Zero 5, players take command of a one-man polygonal starfighter and the gunnery of a capital ship, and execute *Star Wars*-style trench runs.

In the fighter sequences, the camera stays trained on your ship



in the middle of the screen, even as it rotates 360 degrees. Sometimes you'll be firing at enemies between you and your view of the ship, which makes precise aiming a challenge or a pain,



PROTIP: When your power-up icons are green, they're full. Switch to another icon to begin boosting your other attributes.

PROTIP: Use your lasers to destroy incoming enemy fire—against the Striker defense drones, you'll need to,

depending on your attitude. Zero 5 is a dexterity test of the highest order, though some players will no doubt find it merely frustrating.

Nevertheless, the very fast polygon graphics, crisp speech, and a driving (if repetitive) techno soundtrack make this one worthwhile for shooter fanatics. **G**



Zero 5 by Telegames			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0
\$59.95	Cartridge	Available now	1 player
			Space shooter
			15 missions
		Side view	Challenge: Adjustable
			Replay value: Medium
			ESRB rating: Not rated;
			Atari rated: Suitable for All Ages

Breakout 2000

The revamp of Atari's brick-bashing classic offers enough innovations

to make completists of the Jaguar "2000" game series happy. The arena now wraps around the back of the screen, many playfields feature bricks stacked in three dimensions, two players can battle head-to-head, and Arkanoid's power-up concept has been borrowed.



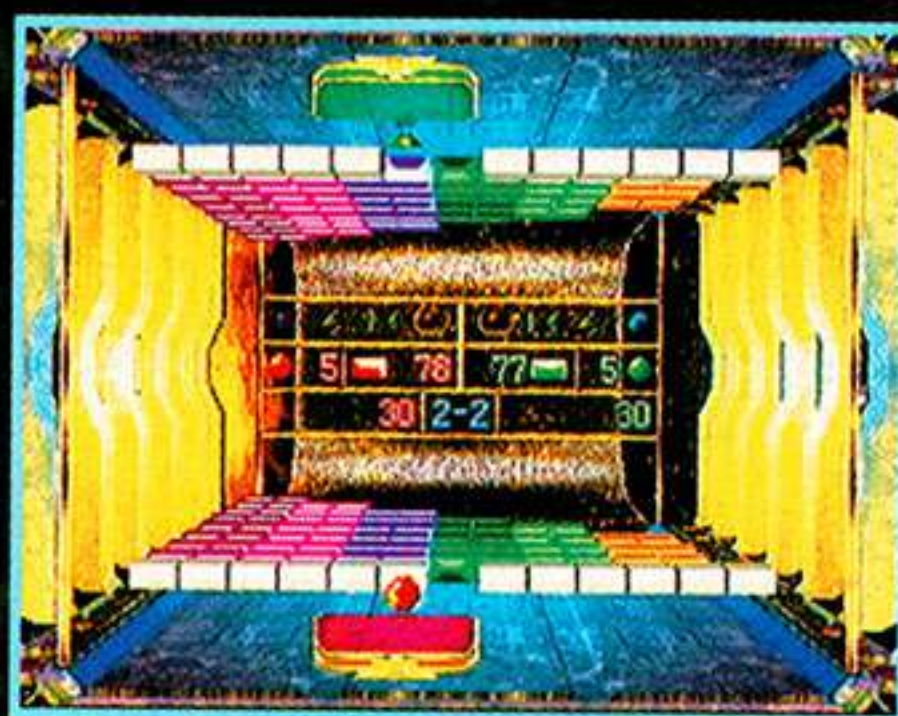
The graphics are bright and the control is adequate, but it's hard

PROTIP: Use the L and R triggers on the Jaguar ProController to give your paddle a speed boost.



to distinguish between power-ups before you catch them. Don't expect much sonically: The repetitive, simple synth tunes will drive you nuts unless you turn them off, and the sound effects fail to thrill.

The original Breakout (included on this cart) was great in its day, and Breakout 2000 is good now for two players, offering low-key, broad-appeal fun. **G**



PROTIP: In two-player games, break your opponent's bricks for twice the regular point value.

Breakout 2000 by Telegames			
Graphics	Sound	Control	Fun Factor
3.0	1.5	3.5	3.5
\$59.95	Cartridge	Available now	2 players
			Action
			50 levels
		Side view	Challenge: Adjustable
			Replay value: Medium
			ESRB rating: Not rated;
			Atari rated: Suitable for All Ages

Towers II

Like many RPGs, the setup for Towers II seems pretty standard: In the land of Limini, the once-respected astronomer, Lord Daggan, has gone mad and sequestered himself in his tower. Now you're asked to stop Daggan and to keep whatever booty you can collect from his lair.



PROTIP: To avoid getting lost, follow the left or right wall in any room all the way around.

The Doom-style first-person view was popular for RPGs a few years ago in games like Eye of the Beholder, but it feels seriously dated and limited here; the low-res, big-brick graphics don't help it shine, either. Plus, the generically



PROTIP: The muscle-bound Gerand is the best character for RPG newbies to play.

brooding soundtrack neither intrudes nor inspires the game.

On the plus side, the quest is admirably long, movement scrolls smoothly, and the auto-map is helpful. If you're a hardcore RPGer who simply must tackle every quest ever made, then Towers

II might be worth your attention. Otherwise, there's better RPG software to be had out there. **G**



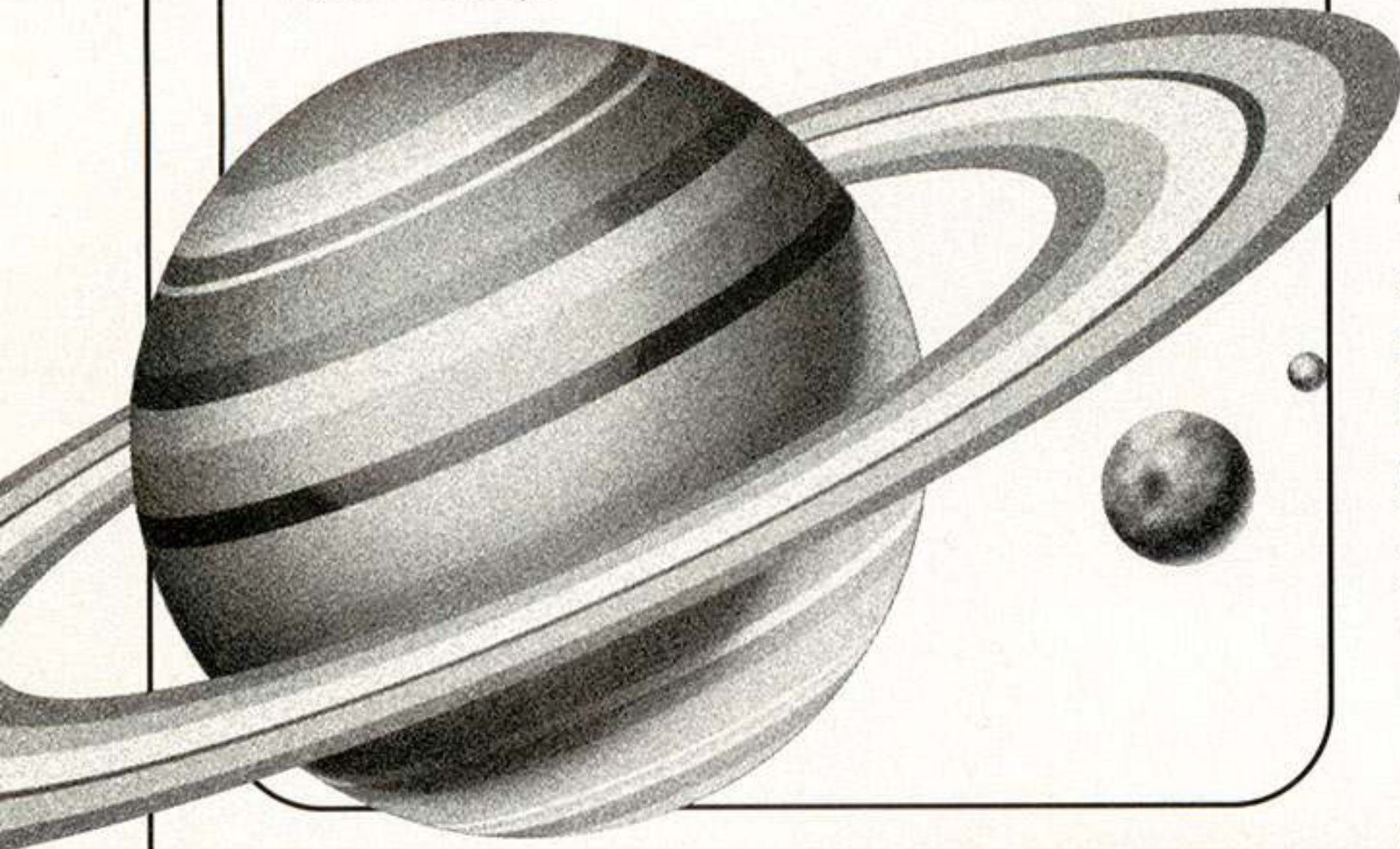
Towers II: Plight of the Stargazer By Telegames			
Graphics	Sound	Control	Fun Factor
3.0	3.0	3.5	3.0
\$59.95	Cartridge	Available now	1 player
			RPG
		First-person view	Challenge: Advanced
			Replay value: High
			ESRB rating: Not rated;
			Atari rated: Suitable for All Ages

Respected coach and video gameologist Tom "The Thumb" Blake says that video game stars study the stars to gain an edge. That's why he recommends getting to know

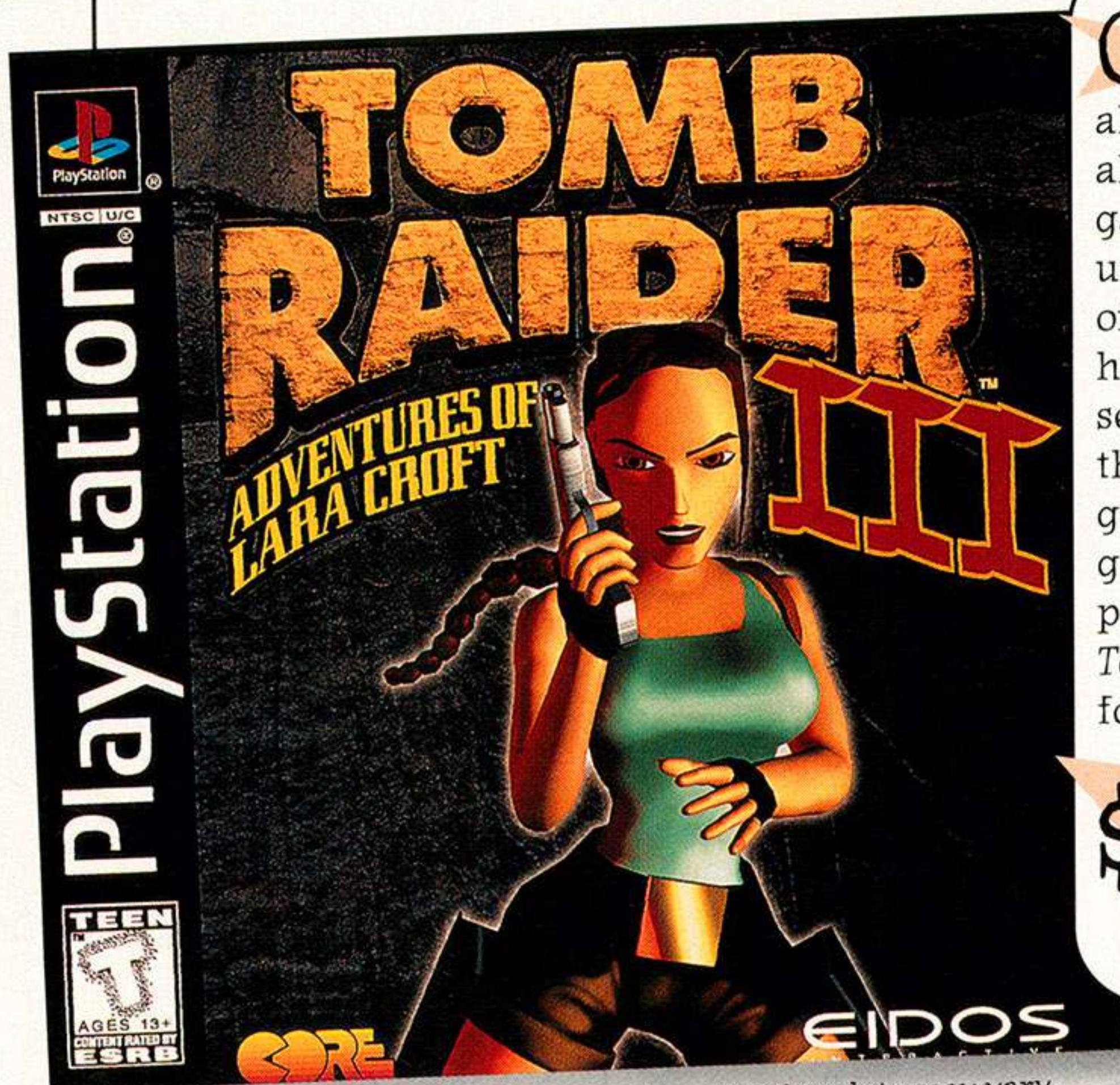


VIDEO GAME ASTROLOGY

Study the night sky. Astrology is based on the heavens. When the third moon of Neptune is in the seventh house and Venus is rising, grab a game controller. Victory is just a short lunar orbit away.



If your horoscope says you are going to have a bad day and a fortune cookie says this is your lucky day, what should you do? There are no easy answers when two respected scientific fields collide, but generally, if this happens, consult your tarot cards.



Coach Blake also says that all the best games are under the sign of Target. They have a huge selection of all the latest and greatest games at great prices. Like *Tomb Raider III* for just

\$49⁹⁹

Available November 15. Actual availability date may vary.



GEMINI



SAGITTARIUS



CANCER

Your astrological sign says a lot about the type of video game player you are and more importantly, the kind of player your opponent is. For example, Geminis tend to be good at two-player games. People born under the sign of Sagittarius tend to be good at shoot 'em up games. Cancers tend to be crabby.

YOUR BIRTHDAY TODAY?

Follow your intuition as personal ties tend to control your left thumb while diverse viewpoints maximize your desire for strategic guidance. Your game will contain an unpredictable element that will stimulate your artistic side. Love is just around the corner.

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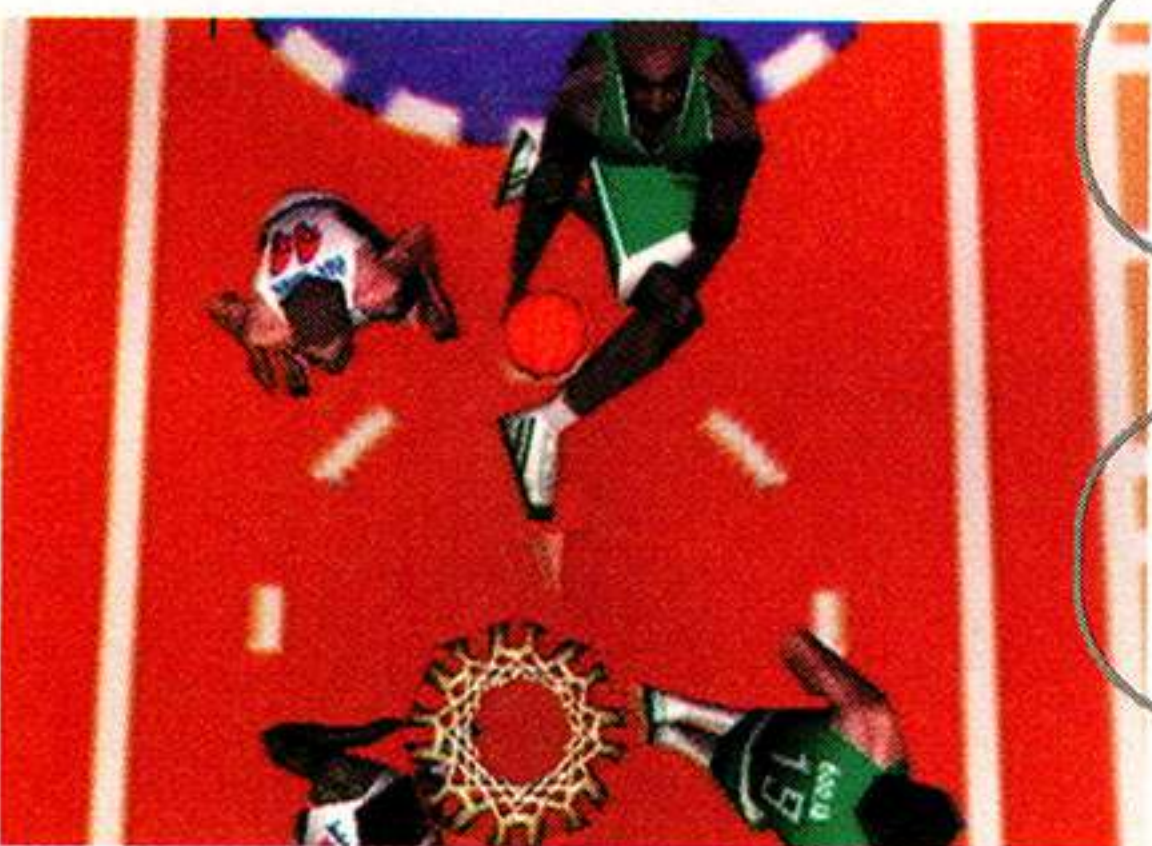
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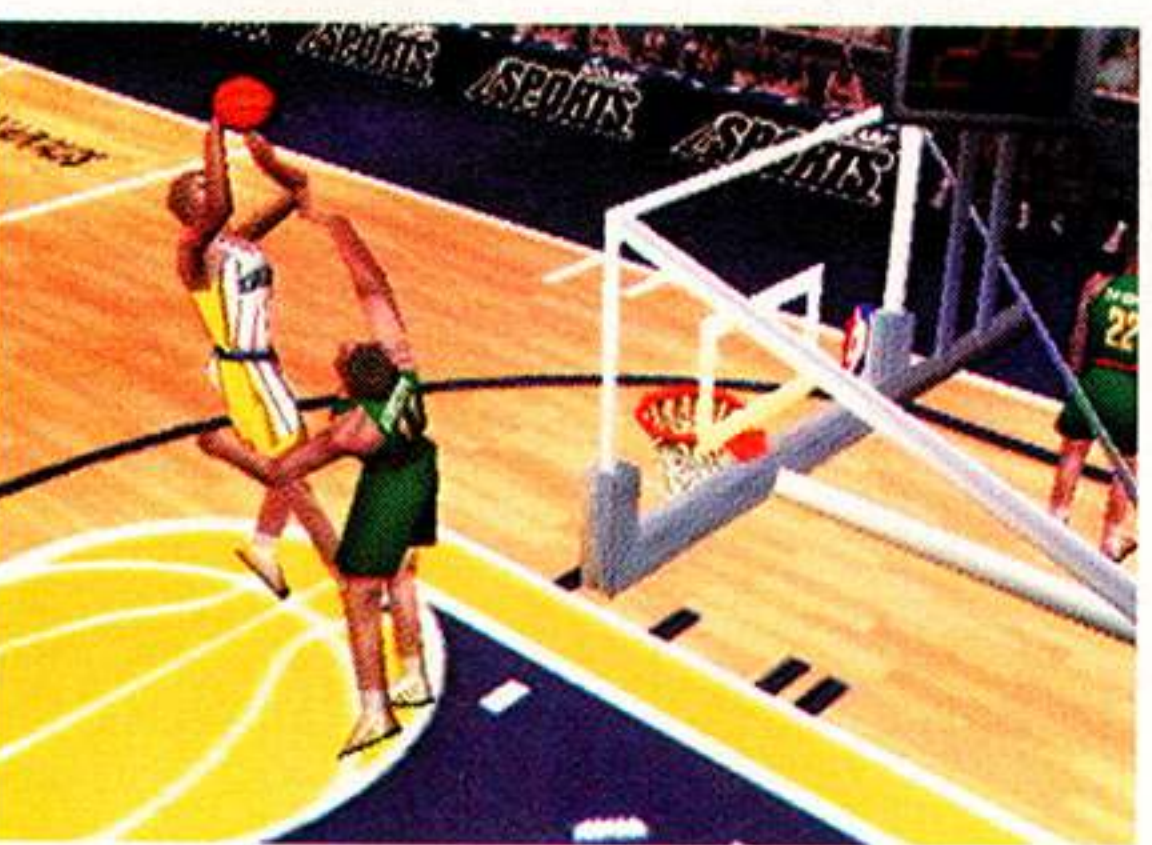


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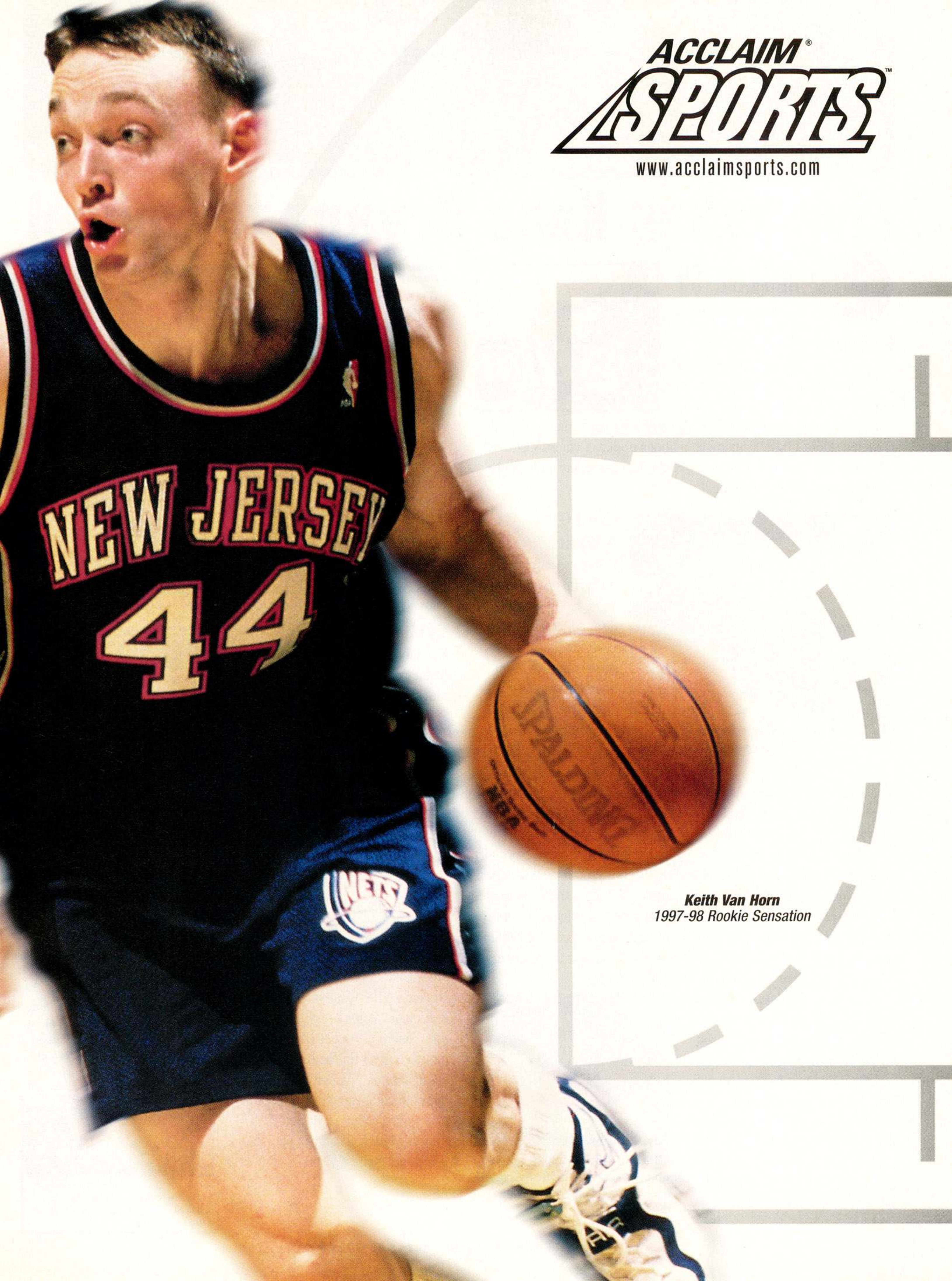


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Keith Van Horn
1997-98 Rookie Sensation

SPORTS PAGES

Live Takes Kobe Bryant to School

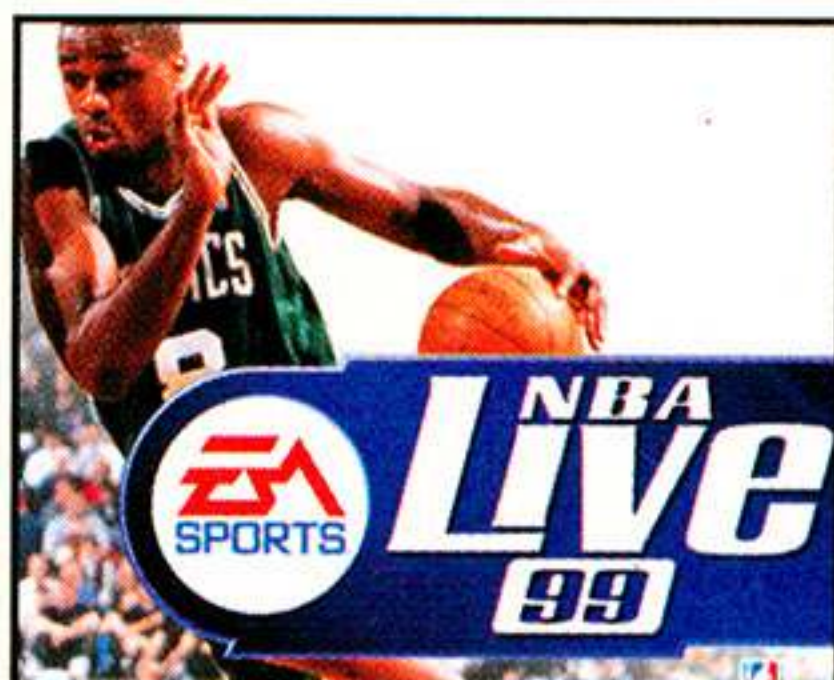


NBA Live '99

By Johnny Ballgame

Nintendo 64

Shimmy-shaking downcourt with more game than Spike Lee, NBA Live '99 throws down the thunder as the fastest, smoothest-playing game of hoops so far for the Nintendo 64. Although it doesn't have as many animations or player controls as Live '99 for the PlayStation, Live's above-the-rim gameplay kicks Kobe courtside on its way to the title.



Players have some serious hops in Arcade mode.



PROTIP: Always keep a scoring threat on your second unit, or you'll get roasted when you're forced to sub.

with a fun new Arcade mode where players jump twice their normal height, superstars get punked to the floor, and Looney Tunes-inspired sound effects pace the action.

Controlling your players can get tricky at times, though, especially when you're using the analog stick. What's cool about the stick is that you can adjust your player's speed in stride. Making a sharp cut to the hoop, however, is out of the question because your players seem to float all over the court. The directional pad, in contrast, does offer tighter control, but you can't vary your speed to burst by defenders while dribbling like you can with the analog stick.

On the court, players bust show-time moves like alley-oops and killer crossovers that'll shake wannabe ballers. Live also includes icon passing, the ability to select your dunk in midair, fadeaway shots, leaners, and monster tip-slams. Unfortunately, Live '99 for the N64 lacks some control features that are in the PlayStation version such as shoulder fakes and jab steps.

Can I Get A Witness?

B-ballers searching for frantic up-and-down-the-court action won't be disappointed as NBA Live '99 slams home more features than Shawn Kemp has children. The game sports Exhibition, Season, Playoff, and Three-Point Shootout modes, along



PROTIP: When dribbling upcourt, whip the rock to the shooting guard who's running on your wing for a quick three.

Webb of Comparison

Even though it's missing the new facial expressions and some of the player animations found in the PlayStation version, Live is the sharpest-looking basketball game for the N64. From the authentic courts to the slick-looking players, Live's visuals score big time.

As for sound, an extremely limited announcer and repetitive crowd chants make for lackluster audio, but at least the funky music will keep you grooving as you navigate through the options screens.

Beating the Basketball Blues

NBA Live '99 out-shoots Kobe Bryant's NBA Courtside in every important category—graphics, features, and fun. And NBA Jam '99, though not yet finished, will need some serious practice time if it hopes to compete with EA's bomb new game. Who needs an NBA season when you can just play the games yourself? **G**



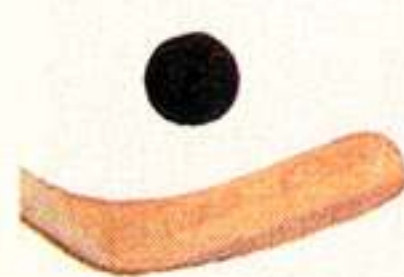
PROTIP: Pass the ball into your center posting up, then use turbo to blast your way inside for a super slam.



PROTIP: When playing five-minute quarters, replace your lineups every three minutes to keep your squad fresh. That way, your starters will be rested for the fourth quarter.

NBA Live '99 by EA Sports			
Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.5
\$49.99 Available November Basketball 4 players		Challenge: Adjustable Replay value: High ESRB rating: Everyone	

NHL '99 Rules the PlayStation Rink



NHL '99

By Air Hendrix

PlayStation

The perennial hockey favorite returns to the rink for what is without a doubt its finest year on the PlayStation. While the game speed is a trifle sluggish, NHL '99 kicks ass up and down the ice with awesome gameplay, features, controls, and more.

Hat Trick

NHL '99 wins the draw with the best roster of features in PlayStation hockey. Highlights include Tournament and Beginner modes, coaching drills, and the creation of custom teams, along with killer setups for editing lines, on-the-fly strategy, and creating players. Of course, standard elements such as fighting, trades, season action, pro and international players, and others round out the lineup.

But the real trophy winner is the stellar gameplay. NHL strikes a sweet balance between realism and fun, allowing you to occasionally be a puck hog and skate for glory while still delivering realistic, tough-as-nails hockey. Well-staggered difficulty levels mean the game should please rookies and pros, while the riveting action and cool features mean you'll be playing this game for months.

Smooth-as-butter controls keep you in the thick of things with impressively intuitive passing, responsive skating, and a complete lineup of moves. Everything feels natural and comfortable...as long as you

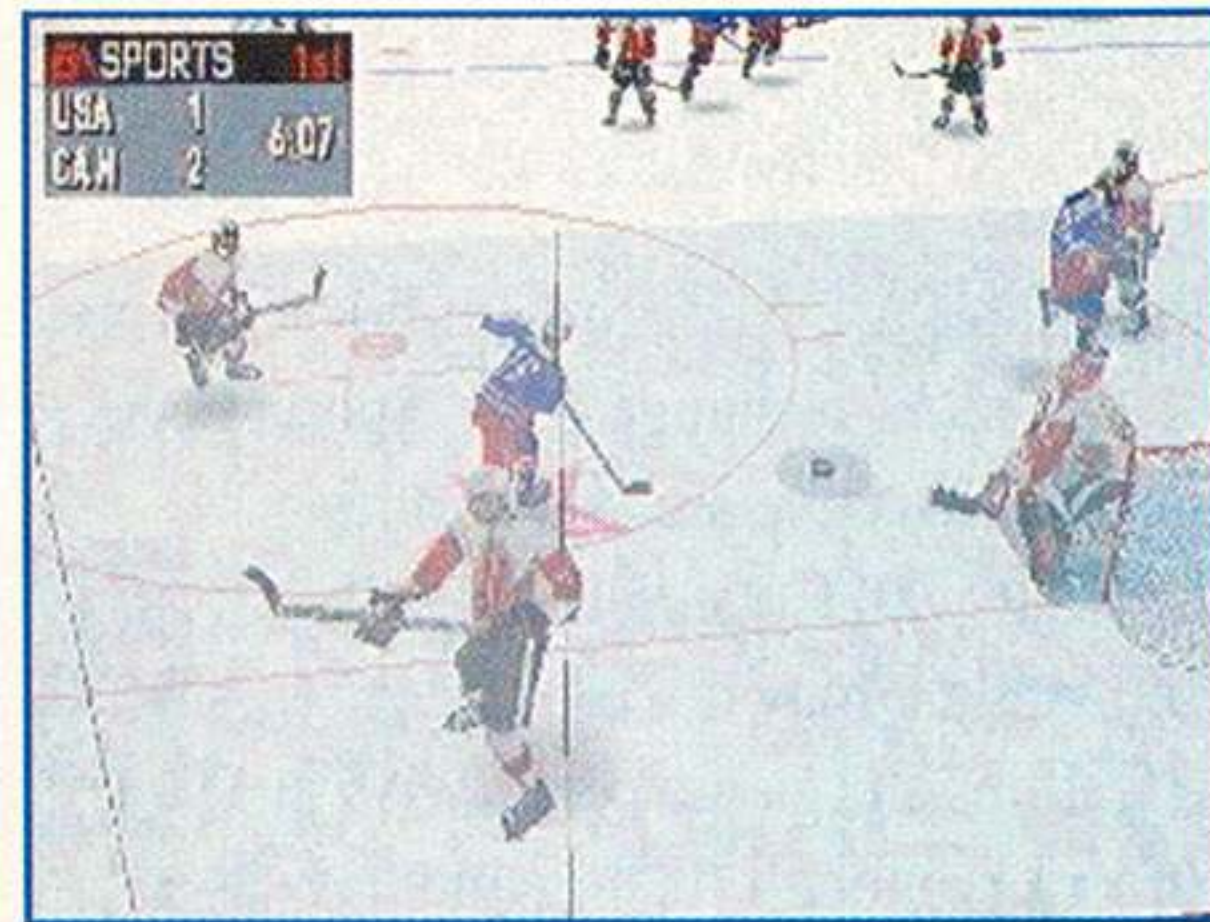
turn off the wacky shot meter, which interferes with snap shots by displaying a little meter that powers up each shot.



PROTIP: On face-offs in your opponent's end, you can occasionally score by winning the face-off, passing to the teammate parked in front of the goalie, and one-timing the puck into the far corner of the net.



PROTIP: Use give-n-go passes to break out fast and open up the defense (hold X instead of tapping it when you pass).



PROTIP: For the best chance of scoring with one-timers, pass from a wing deep in the corner of the boards to the center parked right in front of the crease.

NHL suffers from two significant flaws, however, the most important of which is game speed. Without a doubt, the game's fast enough for a fine round of hockey, but the pace and frame rate should be a lot more fluid and clean—like Face Off '99's silky action. Second, for some incredibly moronic reason, EA left time-outs out of the game. Many casual gamers won't even notice, but if you're into changing your lines yourself, that late-in-the-third-period time-out to rest your top line can be a game winner.



Darius Kasparaitis of the Penguins punks Ulf Samuelsson of the Rangers!

Biscuit in the Basket

When it comes to looks, NHL gets bested by Face Off, which has better animations and snazzier arenas. Still, NHL's graphics look plenty sharp with realistic polygonal players, solid player movements, and eye-catching arena fly-ins.



PROTIP: If you're on a breakaway, deke like mad and watch the goalie. As soon as he commits, fire off a shot into the opening.

On the sound side, NHL rocks. Cool tunes, along with topnotch on-ice and crowd sounds, perfectly support the slick commentary by NHL announcers Jim Hughson and Daryl Reaugh.

MVP Winner

While Face Off's going to attract a following, NHL '99 is the first choice for hockey pros. It's hands-down the best PlayStation hockey game of the year and a must-buy for any sports gamer. **G**

NHL '99 by EA Sports			
Graphics	Sound	Control	Fun Factor
4.5	5.0	5.0	4.5
\$39.95 Available now Hockey 8 players		Challenge: Adjustable Replay value: High ESRB rating: Everyone	

College Hoops '99 Takes Home the NCAA Championship



Fox Sports College Hoops '99

By The Rookie

Nintendo 64 After long publisher delays and a big licensing change (see "Sports Pages," January), Z-Axis and Fox Sports Interactive are finally hitting the court with College Hoops '99. And while it may not beat Live '99 in features and game speed, CH99 incorporates enough fresh gameplay options to warrant a look from N64 ballers everywhere.

Tournament Tested

Fox Sports College Hoops '99 struts to the court with 120 Division I teams and 8 conference All-Star teams from the SEC, ACC, and Big Ten, just to name a few. Also, a number of hidden teams (like the All-'70s and All-'80s teams) become available after you've obtained special passwords. Once you've selected your favorite school, you can tip-off in Exhibition, Season, Conference Tournament, NCAA Tournament, or Final Four modes.



A Kentucky forward brings down the house with an in-your-face slam.

CH99 sports some cool innovations that really help it shine above other hoops titles—but it also omits a few standard options that ballers are used to. In the plus column, CH99 authentically mimics the college schedule, including a two-game preseason tournament and the end-of-year conference tournaments. And for the first time ever, you can talk virtual smack: If you're ahead in the game, you can humiliate your opponent with the press of a button. To round out the options, CH99 features intuitive control with a first-step button. Depending on the defensive situation and how you manipulate the joystick, your first step may be a speed burst toward the basket, a cross-over dribble, or a swim move to claw your way past a tight-playing opponent.

As for the MIA list, you won't find extensive stat tracking (CH99 tracks only your top players and only in five statistical categories), you can only view the replay during a dead-ball situation (after a foul, a bucket, or when the rock goes out of bounds), and you'll sorely miss the lack of a create-a-player option and icon passing. Fortunately, though, these missing features do nothing to detract from College Hoops' solid gameplay.



PROTIP: If your center is waving his arm when he's under the basket, throw him the ball for an alley-oop.

CH99 sports some cool innovations that really help it shine above other hoops titles—but it also omits a few standard options that ballers

are used to. In the plus column, CH99 authentically mimics the college schedule, including a two-game preseason tournament and the end-of-year conference tournaments. And for the first time ever, you can talk virtual smack: If you're ahead in the game, you can humiliate your opponent with the press of a button.



PROTIP: Make sure you have a clear lane when driving to the hoop, or you'll get called for a charge almost every time.



PROTIP: Work the ball down low to your power forward, then kick it out to your guard for a three-point bomb.

Jumpin' Out the Gym

CH99 offers an excellent round of competitive sim-style hoops that's easy enough for freshmen and complex enough for All-Americans. Graphically, this cart really shines, offering superbly detailed hi-res player models. You'll notice excellent player animations, including wicked cross-overs, high-flying two-handed jams, and spectacular alley-oops. And while there is some minor slowdown when you're grabbing a tough rebound in traffic, it doesn't affect the overall flow of the game.

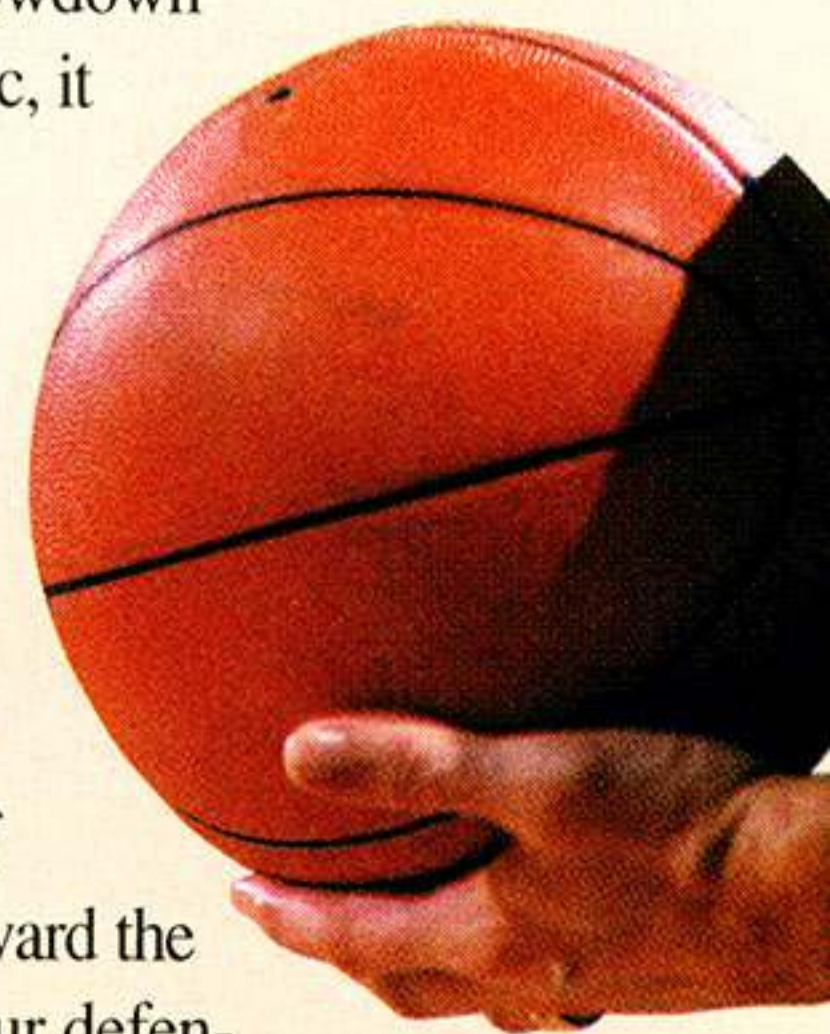
The game's control and sound are also topnotch. To make up for the lack of icon passing, CH99 gives you two passing options—you can pass to the man closest to you or pass to the man in the direction you're running. The only downfall is that if you run a play in a congested area, you may find yourself playing catch rather than advancing the ball toward the hoop. You can also call eight offensive and four defensive plays on-the-fly. And to go along with the smack talk, CH99 features interactive crowd noises and solid in-game hoop effects.

Final Four, Baby!

Fox Sports College Hoops '99 stacks up well against Live '99 by offering a different license, different gameplay, and an extremely competitive A.I. opponent. If you have the cash or if you're a college hoops diehard, grab a copy of both. This game's for real! **G**



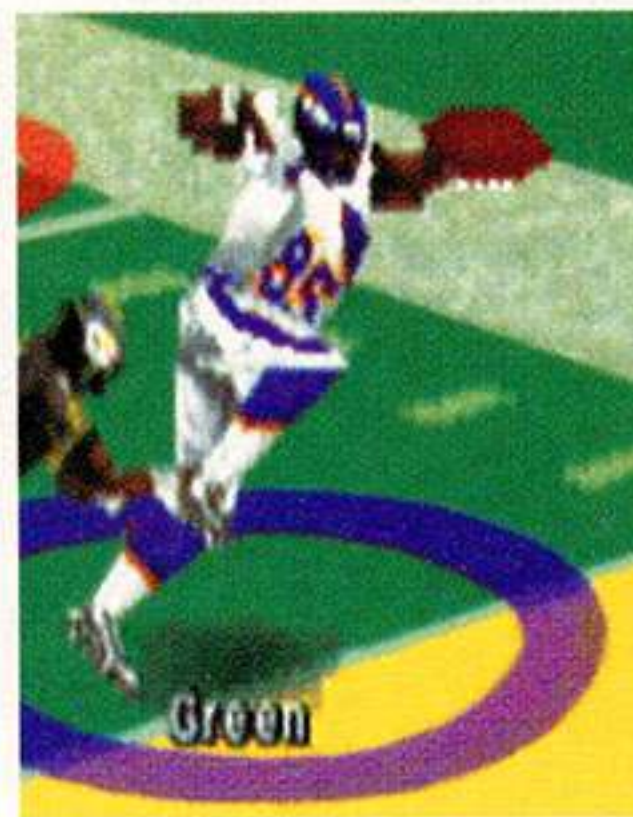
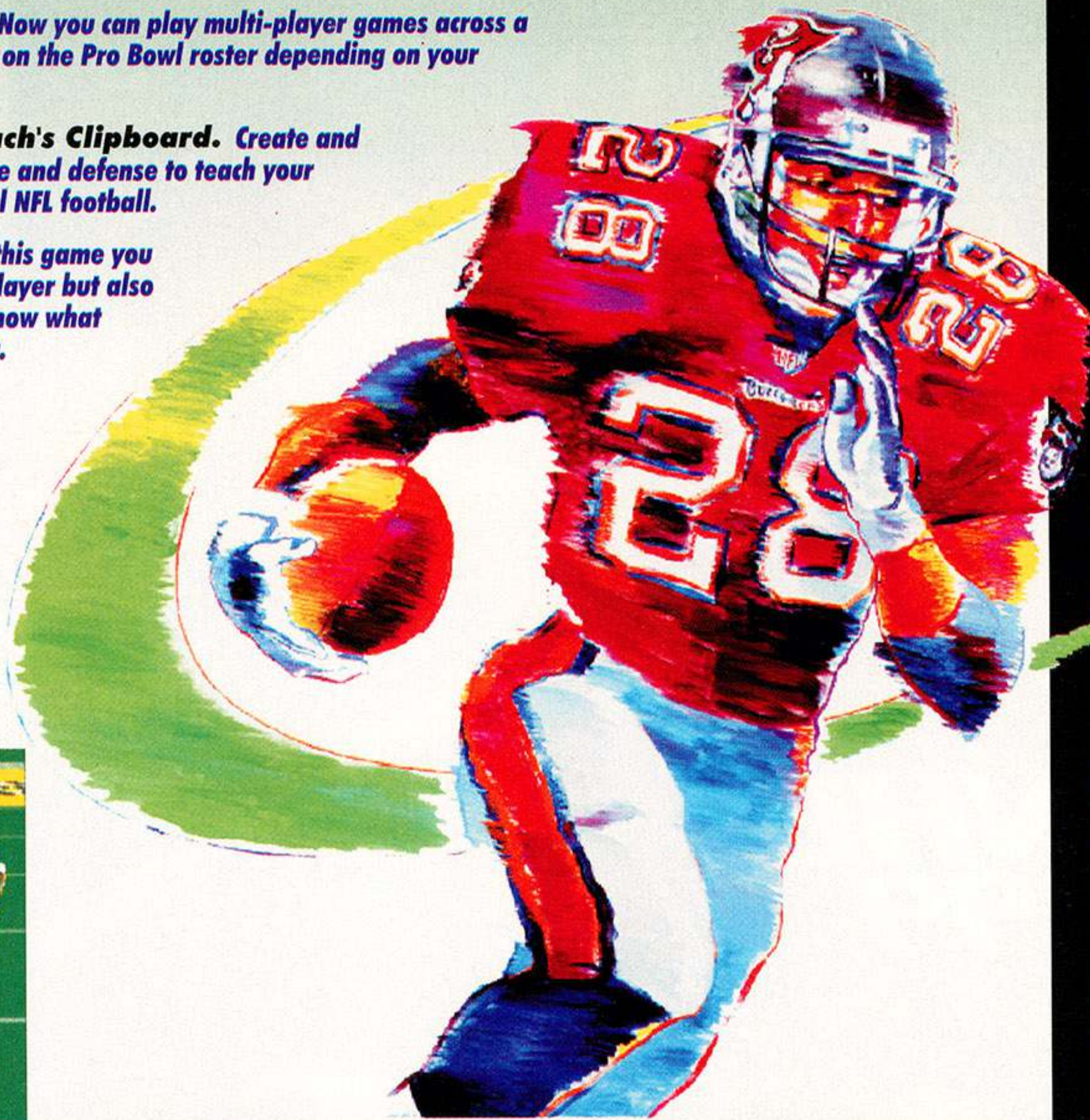
PROTIP: Use a fake first step to get your opponent leaning one way, then blast past 'em to the hoop.



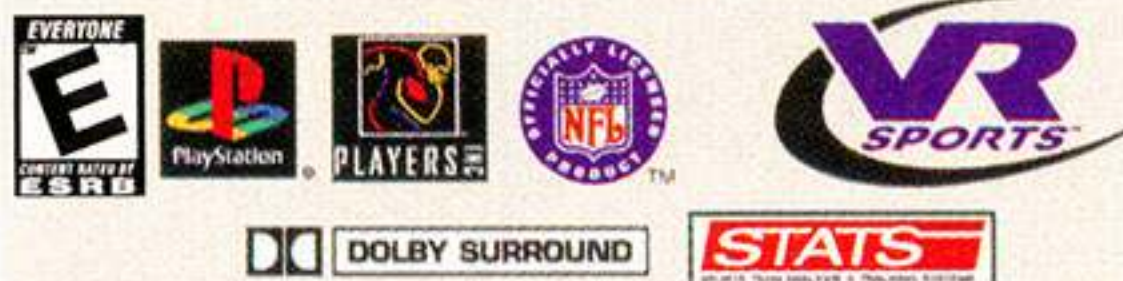
Fox Sports College Hoops '99 By Fox Sports Interactive			
Graphics	Sound	Control	Fun Factor
 4.5	 4.0	 4.0	 4.5
\$64.98		2 players	
96 megs		Challenge: Adjustable	
Available November		Replay value: High	
College basketball		ESRB rating: Everyone	

Hey, there are plenty of games for people who watch football for the cheerleaders and half-time shows. For the true fan, there's VR Football.

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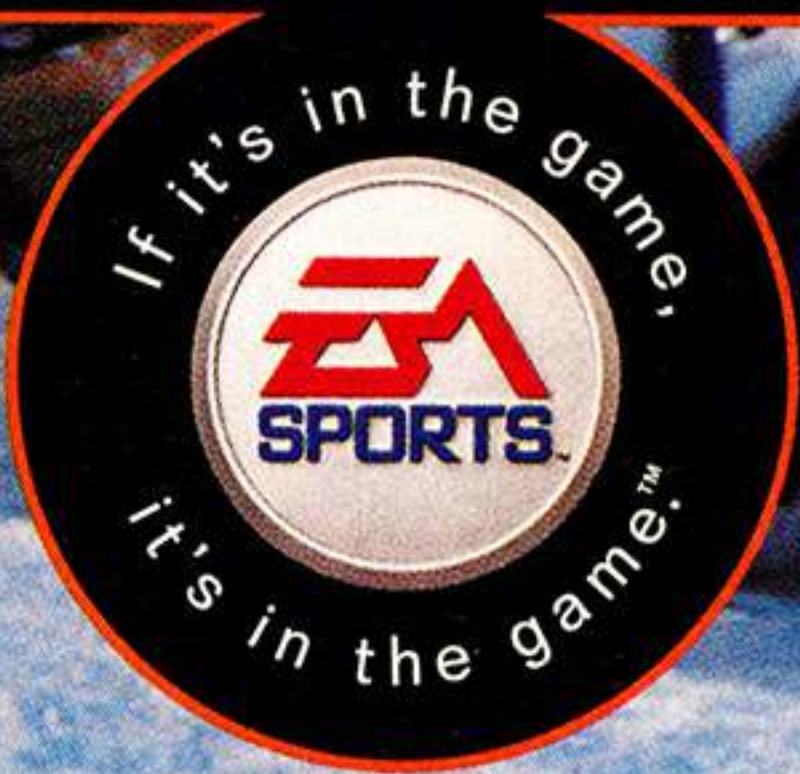
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VR FOOTBALL '99



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NHL 99



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CYBER LINDROS

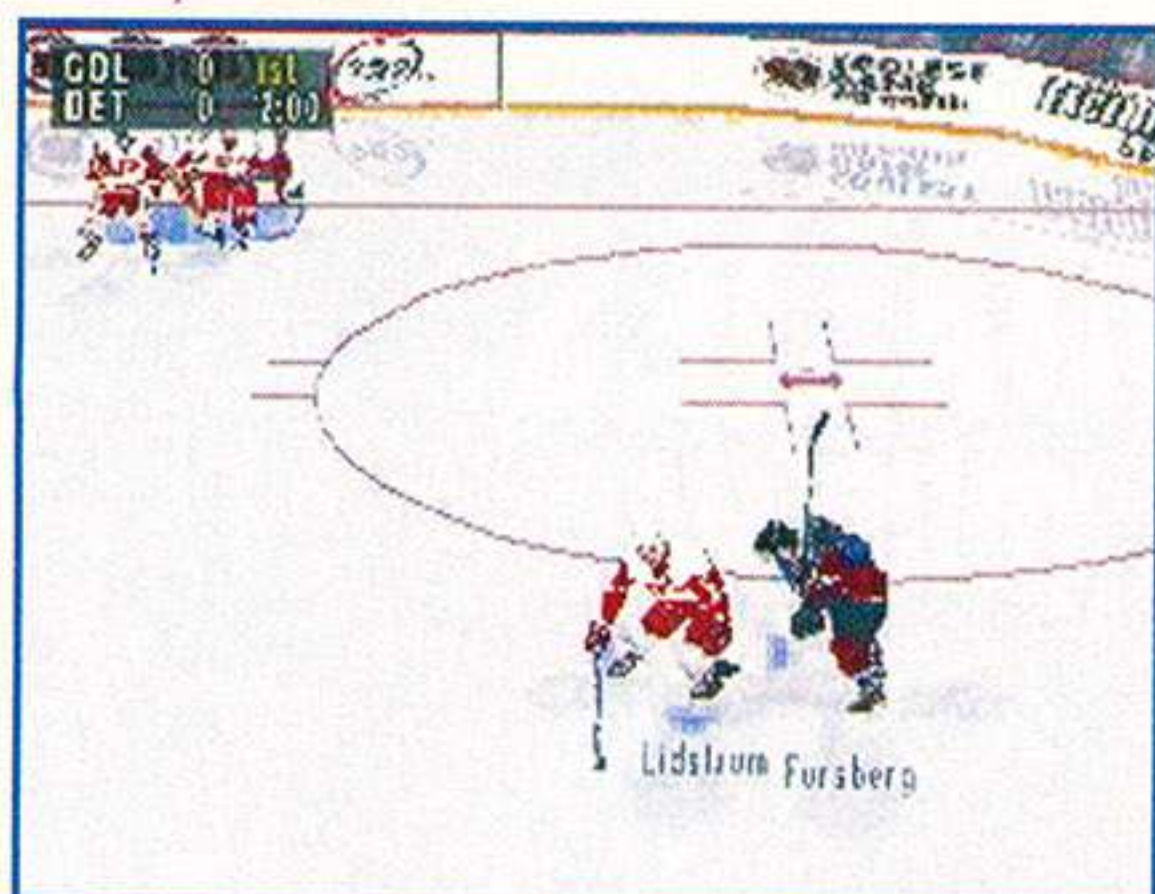
WREAK ENOUGH HAVOC
AND EVENTUALLY
EVEN GOALIES
GET OUT OF YOUR WAY.

NHL Face Off '99 Starts on the 2nd Line

NHL Face Off '99

By Air Hendrix

PlayStation NHL Face Off '99 is skating strong again after a disappointing season last year...but not strong enough to catch the front-running NHL '99. Face Off's awesome graphics and speed, along with its decent action, will develop a loyal following, but it has too many flaws to rank as the PlayStation's starting hockey game.



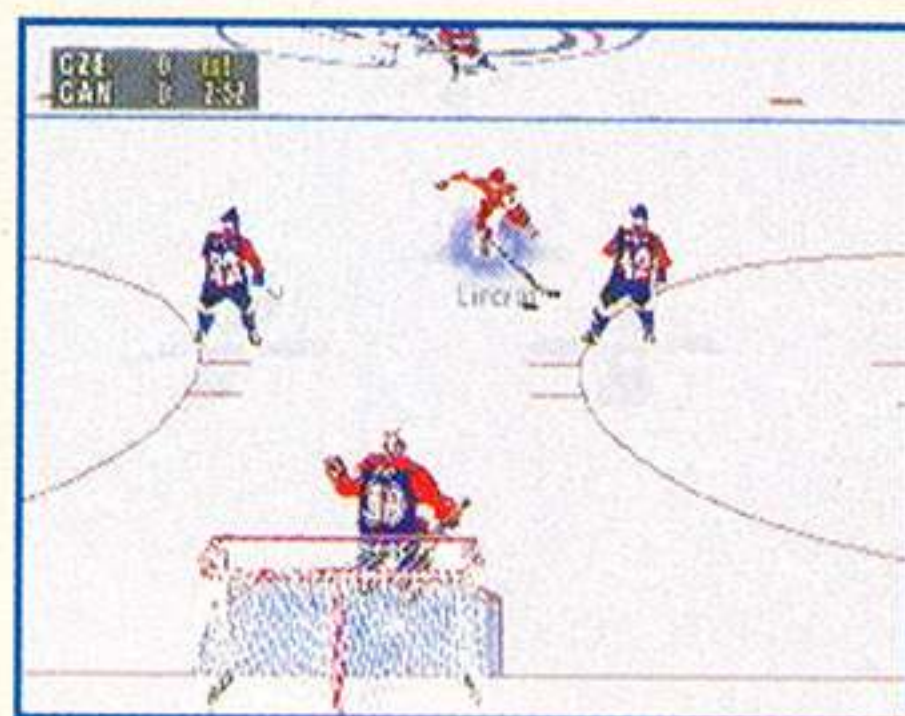
PROTIP: When skating backward, take your opponent out of the play by building up speed and sideswiping them with a hip check that'll send 'em flying.

Once you get used to that, however, Face Off's gameplay delivers a respectable day at the rink with players who play their positions intelligently and goalies who finally come out of the crease the way they should. Strong controls provide impressively tight skating and turning, but the players often have a floaty feel, as if they're not fully attached to the ice. And while icon passing lets you deliver the puck with surgical precision, regular passing isn't as on the money as it should be.

As for features, FO99 delivers all the standards, such as pro players, season action, on-the-fly strategy, player creation, trades, and fighting. Stacked up next to NHL '99, though, Face Off falls short of the net. NHL '99 supplies coaching drills, Tournament mode, the ability to create custom teams, and much more in-depth setups for team strategy, editing lines, and creating players.

Fast Ice

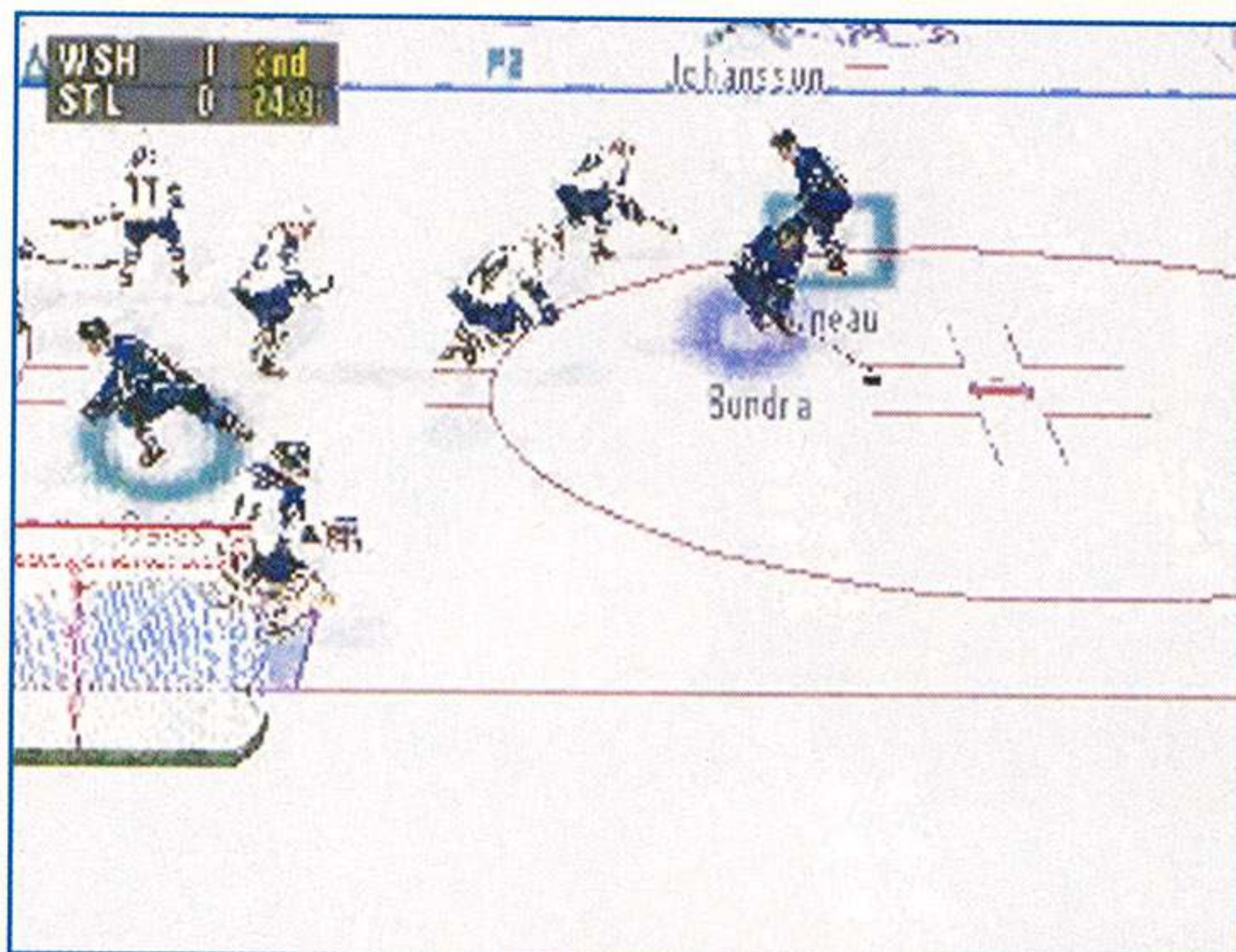
The first thing you'll notice about Face Off '99 is its ripping speed. The action flows by at a fluid, rocketlike pace. Unfortunately, 989 didn't smooth out all the wrinkles. While you can't fault the frame rate, the overall gameplay has a spastic, unrealistically fast feel—like hockey on a caffeine overdose.



PROTIP: For long speed bursts, hold down **O**, but start tapping **O** when you want to bust off a check.

He Shoots... He Scores!

One of Face Off's high points is its killer graphics, which rank as the PlayStation's best this year. While the well-de-



PROTIP: Use icon passing to move the puck around quickly on offense. After your teammate receives the puck, rapidly fire it back and forth by tapping his icon. As soon as you create an opening, tap his icon again before he receives the puck to crank a one-timer into the net.

tailed polygonal players are more or less on par with what NHL offers, Face Off streaks ahead with seriously slick animations and incredibly detailed arenas.

Continuing its streak, FO99 finally gets sound right. Awesome commentary by Devils' announcer Mike Emricks and ESPN's Darren Pang sweetly pace the action, and the crowd cheers and organ tunes ring through the rink. The only flaw is that the on-ice sounds (scratching skates, player grunts, etc.) are still a little silly.

Great But No Starting Position

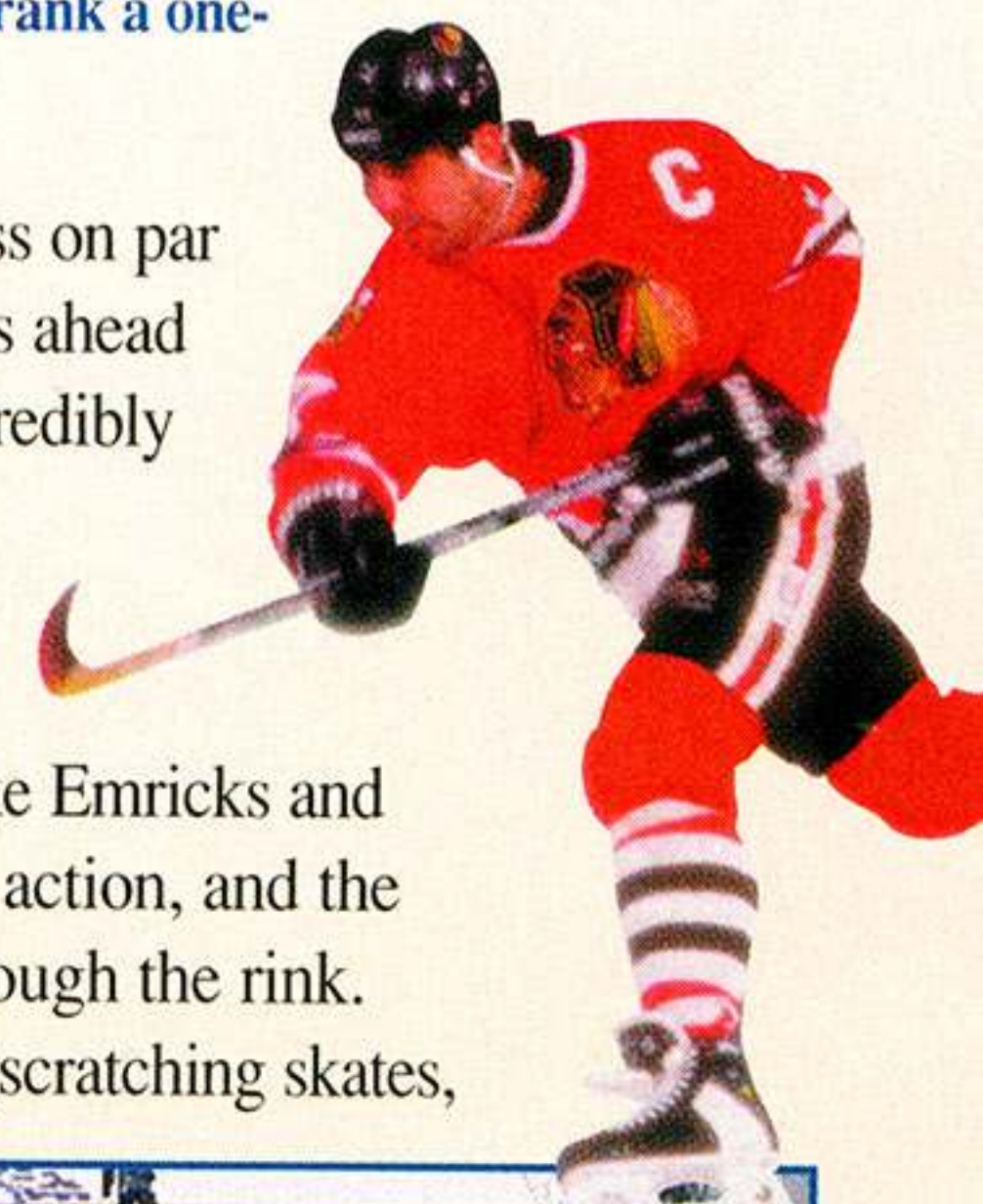
All told, NHL '99's deeper features, tighter controls, and better overall gameplay beat out Face Off's excellent graphics and speed for the starting position. Still, Face Off '99 will draw a crowd from hockey gamers who insist on icon passing or high-octane acceleration—and from the hockey hardcore who want a solid second-string game. **G**



PROTIP: When killing penalties, if you collect the puck deep in your own zone, try to break out fast to create a short-handed chance at the other end of the ice.



PROTIP: You'll score a lot of goals by camping out around your opponent's net and trolling for rebounds to knock in (just pound on **□**).



NHL Face Off '99 by 989 Sports			
Graphics	Sound	Control	Fun Factor
5.0	4.5	4.0	3.5
Price not available	Challenge: Adjustable		
Available now	Replay value: High		
Hockey	ESRB rating: Everyone		
8 players			

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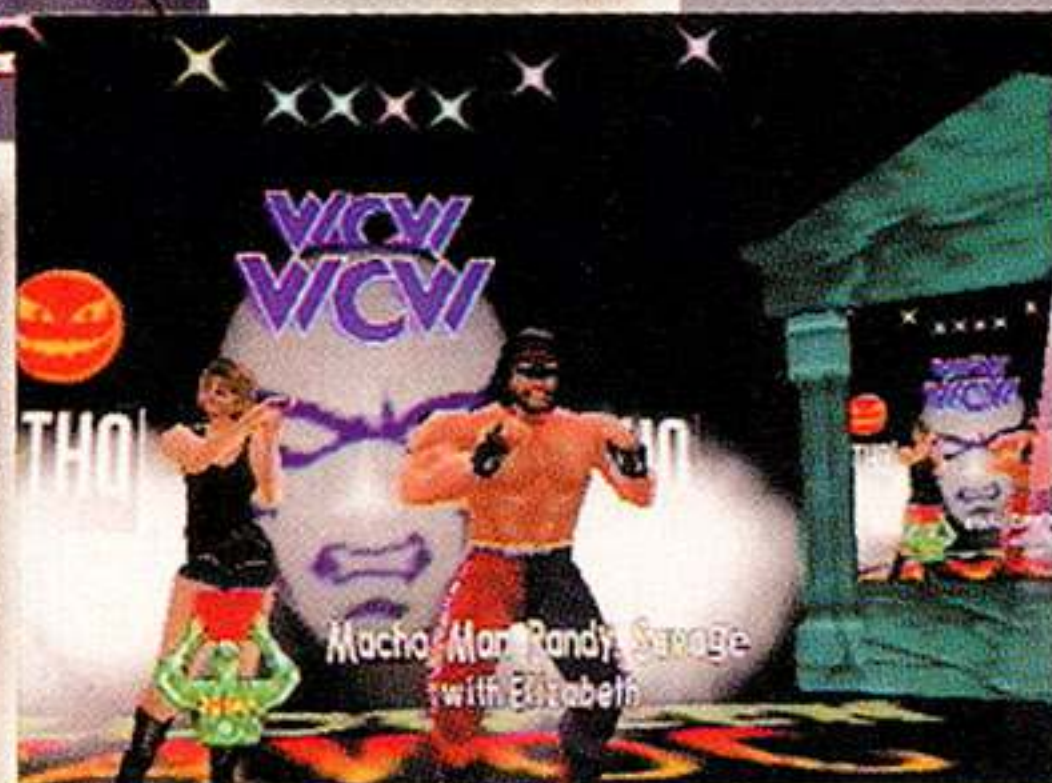
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NBA Tonight

By The Rookie

PlayStation

ESPN Digital Games is rocking the PlayStation with NBA Tonight: Not only does it have the flash of *Sports Center*, but NBAT also brings a decent game to the court. However, because Live and Shoot Out are expanding the boundaries of console basketball, NBAT's star appeal won't be enough to claim the championship.

Hoop heads will find the standard play modes and features, as well as all the NBA franchises and players (except for Jordan, of course). The player models are nicely sculpted (but a little outdated looking), while the arenas are picture-perfect replicas.



The controls are easy to get used to, but could be tighter: Players often dart uncontrollably around the court. NBAT's sound is its most outstanding feature with solid in-game effects and color commentary by Dr. Jack Ramsey and Stuart Scott. Mojo!

NBA Tonight re-creates ESPN's flair perfectly, and it may even sway many to purchase the game. However, if you want a more complete basketball sim instead of an interactive TV show, you would do well to wait for Live or Shoot Out. **G**



PROTIP: Rock the rim with authority by continually tapping the Δ button on your way to the hoop.



PROTIP: Use screens to set up your sharpshooter for a three-point bomb.

NBA Tonight by ESPN Digital Games			
Graphics	Sound	Control	Fun Factor
3.5	4.5	3.0	3.5
Price not available		Challenge: Adjustable	
Available now		Replay value: Medium	
Basketball		ESRB rating: Everyone	
8 players (with multi-tap)			



X Games Pro Boarder

By The Rookie

PlayStation

X Games enters the PlayStation snowboarding foray to carve a piece out of Cool Boarders' mountain. But X Games Pro Boarder doesn't have the kick to knock CB off the slopes.

Pro Boarder's appeal comes from its re-creation of ESPN2's winter events, featuring eight real-life boarders (each with four customized rides) who compete in nine events (four of which must be unlocked). Unlike Cool Boarders 3, however, Pro Boarder's events leave much to be desired: XGPB's bland, repetitive landscapes kill a good deal of the fun, and the more difficult tricks require monotonous fighting-game-style directional taps. The graphics are a bit smoother than CB3's, but without quality gameplay, they're wasted. The soundtrack is the best thing about Pro Boarder with tunes from groups such as the Foo Fighters and Rancid.

X Games Pro Boarder By ESPN Digital Games			
Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5
Price not available		Challenge: Intermediate	
Available now		Replay value: Medium	
Snowboarding		ESRB rating: Everyone	
2 players			

If you want to experience the X Games, watch TV; if you want quality snowboarding action, pick up Cool Boarders 3. **G**



PROTIP: In the Mt. Baker Gap event, tap and release the \times button at the lip of the ramp to get max air.



PROTIP: To gain time in the Midnight Express event, take the third railride on the right side of the mountain.



HardBall '99

By The Rookie

PlayStation

Even though Triple Play and MLB have pretty much wrapped up this year's pennant races, Accolade is trying to make an end-of-season surge with HardBall '99. It's a bit late to be attempting such a run. However, if you like your baseball toned down and without all the window dressings, HB99 could be your game.

HardBall hits the field with arcade-style gameplay and the standard



features, teams (including one made up of all-time greats such as Babe Ruth and Jackie Robinson), players, and stadiums. Graphically, HB99 sports clean polygonal player models—but little else. The game's controls are user-friendly, enabling you to be an instant contender the moment you fire up the disc. HardBall's in-game effects do the trick with a workmanlike announcer and solid crowd chants.

HB99 makes a fine weekend rental. But if you like your baseball hardcore and with all the trimmings, grab a copy of Triple Play or MLB. **G**



PROTIP: Your big hitters should take at least one power swing.



PROTIP: Work the outside of the plate with fastballs, then come in with a slider to sit 'em down.

HardBall '99 by Accolade			
Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0
\$29.95		Challenge: Adjustable	
Available now		Replay value: Low	
Baseball		ESRB rating: Everyone	
2 players			

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NBA Live '99

PlayStation

By The Rookie

In Your Face, Fool!



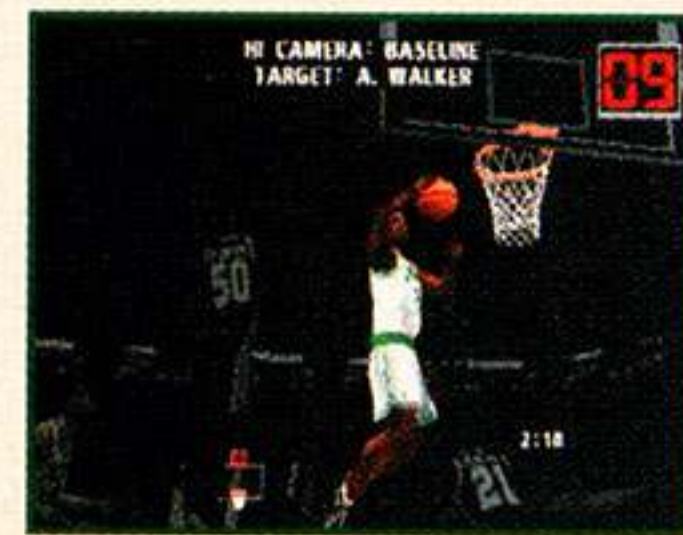
Even though the start of the NBA season is still in doubt, gamers can look forward to creating some oncourt magic of their own as NBA Live '99 laces up the Chucks for more in-your-

face action. Adding spice to an already outstanding title, EA Sports is focusing on upping the graphical ante by including beefed-up (and we mean "beefed") player models that sport outstanding detail. Plus, for additional flair, players will now react to in-game situations with animated facial expressions: You'll notice players showing elation after big-time dunks or frowning after making a bone-headed mistake. Another cool innovation for those with access to the Internet is the ability to use InterAct's DexDrive (see "The Cutting Edge," October) to download updated rosters from EA's homepage onto a memory card so that when the season finally does start, you'll be instantly up-to-date.

As for features, Live includes all the standards, plus new on-court sounds, such as player chatter or coach alerts when the clock is winding down. It also promises an enhanced Arcade mode with Jam-style dunks, the ability to play up to 10 seasons as any team with players' attributes changing throughout their careers, direct dunking (like in last year's Shoot Out), and, finally, a Practice mode.



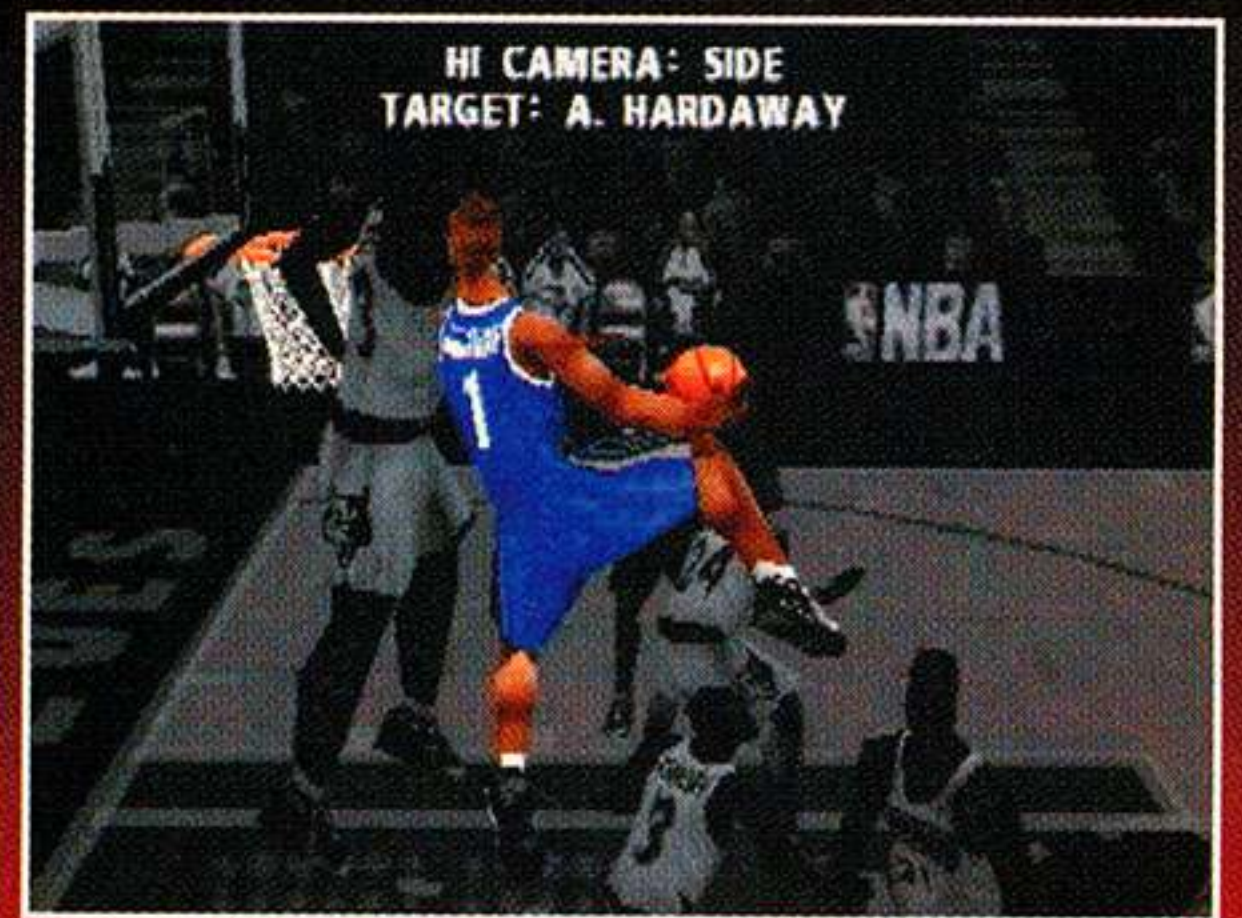
NBA Live '99 is ready to start the season (even if the pros aren't) with one of the most spectacular-looking basketball games on the PlayStation.



Will the A.I. Jump?

The preview version we played featured the same tried-and-true gameplay that Live hoopsters are used to—including, unfortunately, the floating effect as players run upcourt. The game's A.I.—which has been the downfall of previous Lives—has yet to be finalized, so it's difficult

to say right now if this major shortcoming has been improved. However, if EA does a little tinkering between now and NBA Live's release, gamers will be too busy throwing down the virtual rock to notice there's a lockout.



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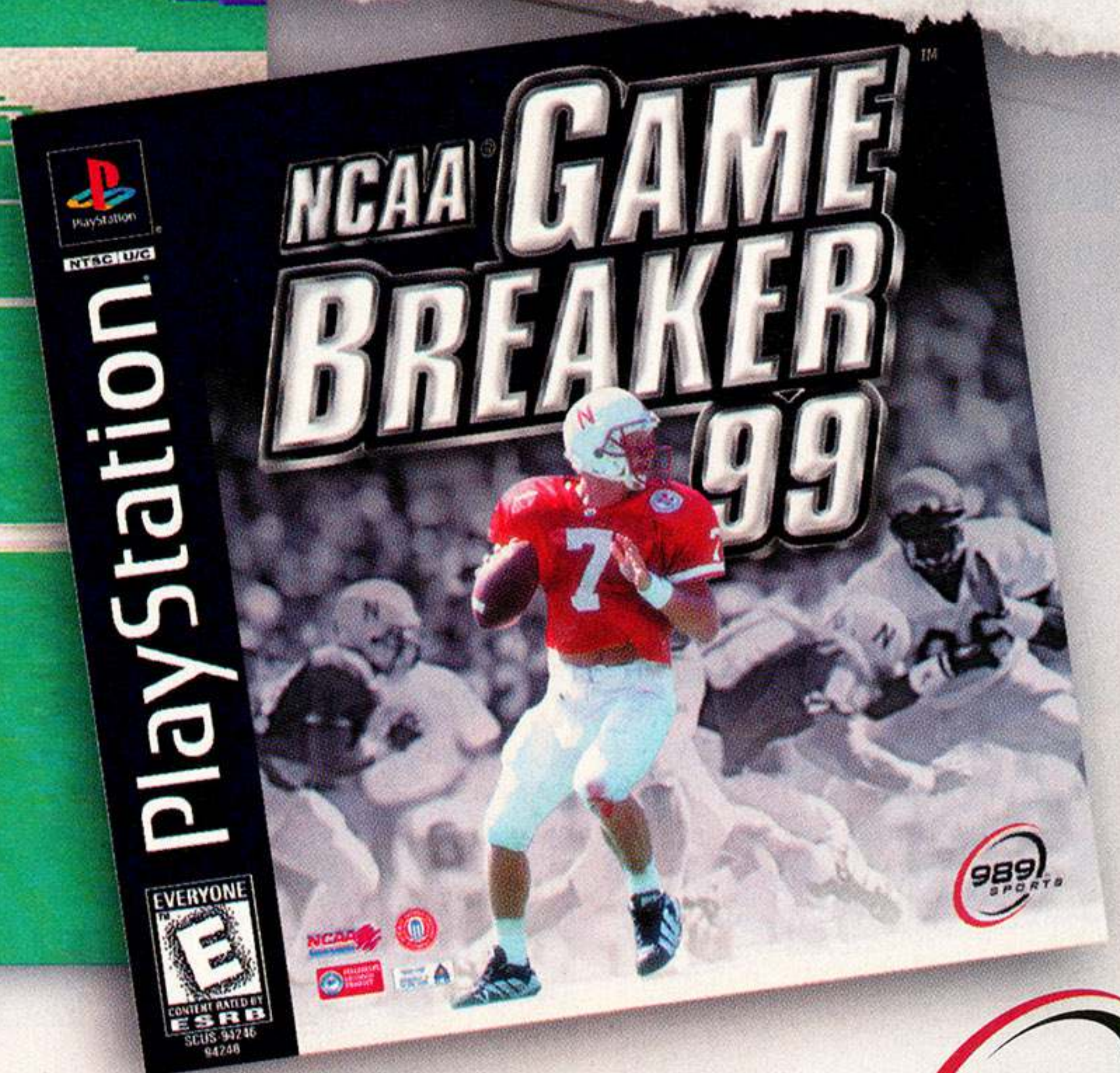
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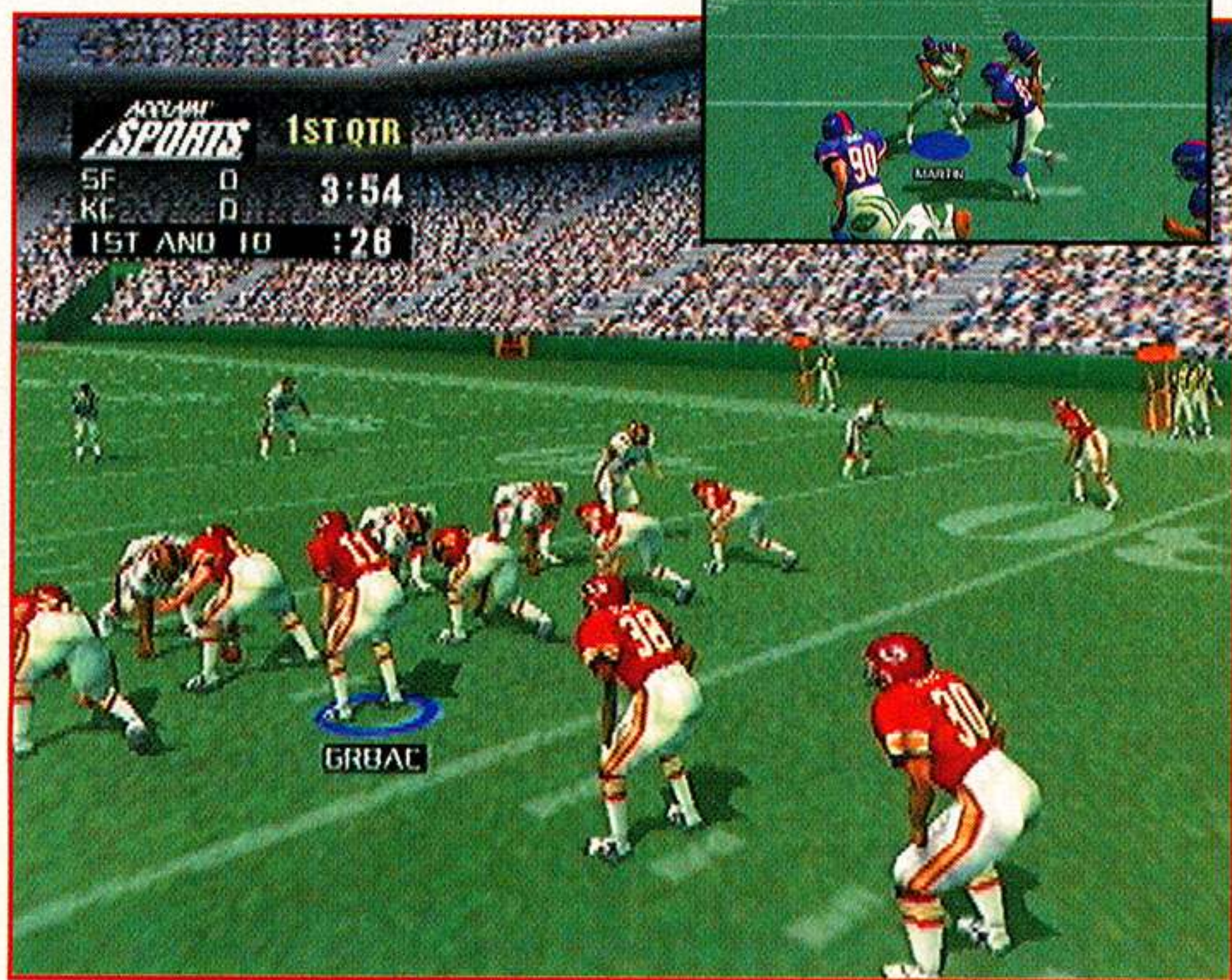




NFL Quarterback Club '99

Nintendo 64

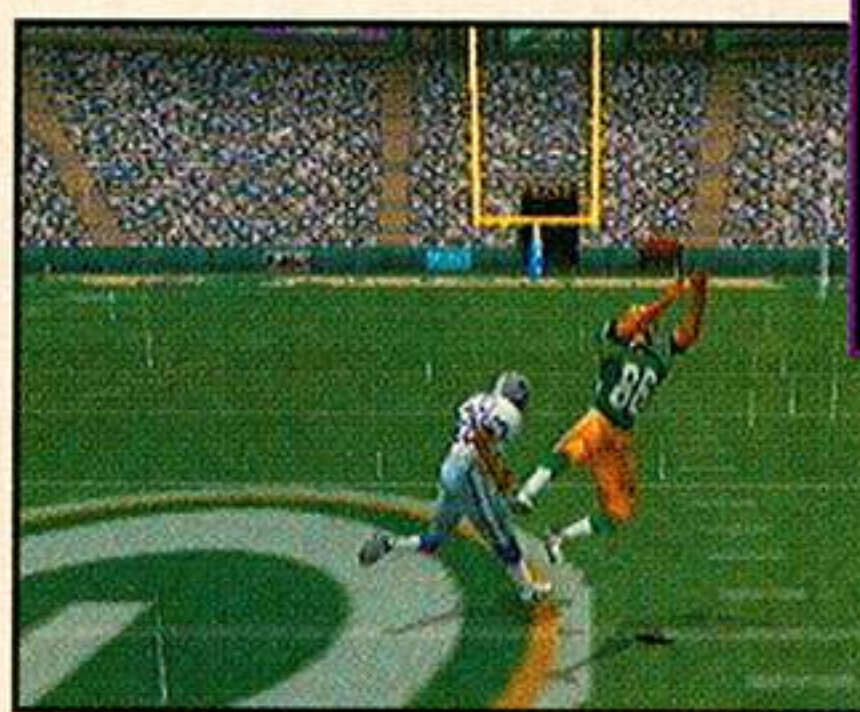
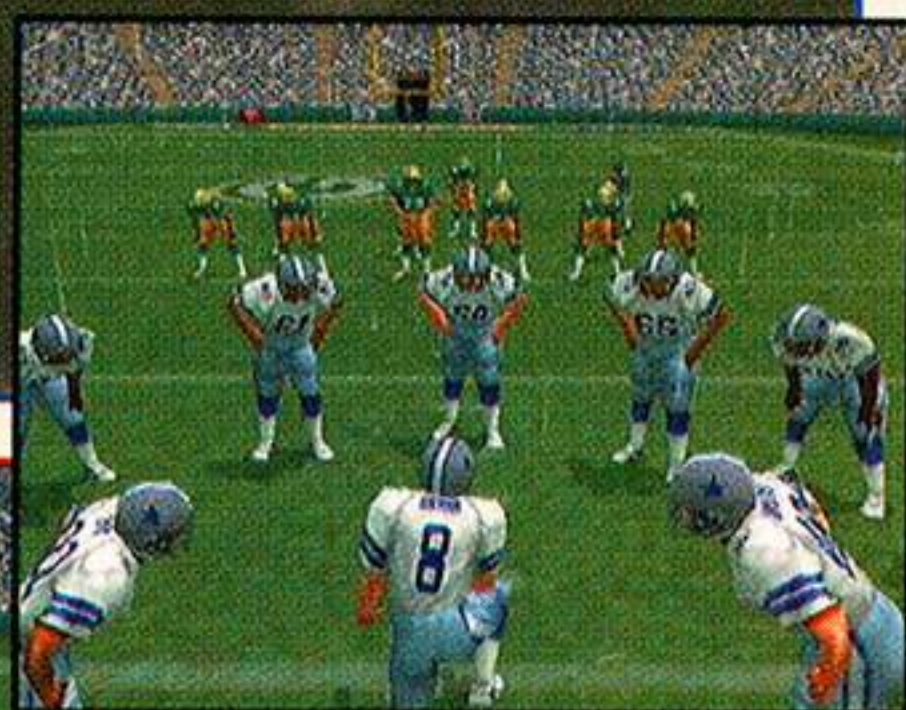
By Johnny Ballgame



NFL Quarterback Club '99 blitzes the N64 with the most gorgeous gridiron graphics of any football game this season. But will it have the championship gameplay to match?

In the Huddle

Quarterback Club is high-stepping toward pay dirt with all the features of an NFL powerhouse. The game sports the entire lineup of NFL players, stadiums, and teams (including the expansion Cleveland Browns), along with six NFL Europe squads. Quarterback Club also includes 30 team-specific playbooks, plus injuries, season awards, and historic simulations. You can play in Exhibition, Practice, Season, Playoff, Tournament, or Pro Bowl modes, and the all-new analog-passing system promises to provide gamers with more accurate throwing control than last year's game.



Developed by
Iguana Entertainment
Published by Acclaim Sports
Available Fall '98

80% COMPLETE

On the Field

Graphically, Quarterback Club is poised to sack gamers with unbelievable player animations, including tacklers getting dragged into the end zone and player-specific celebrations like Terrell Davis's salute and Merton Hanks's chicken dance. Players run, jump, and dive downfield at a much smoother, more lifelike pace than last season, and the game also includes new two-man commentary from ESPN's Mike Patrick and CBS's Randy Cross.

But enough with the glitz and gloss—will QB Club have the gameplay to satisfy hardcore football fans? Iguana guarantees it will, but judging by the rev we played, it's still too early to tell. Sometimes the game played great, with all the players blocking and tackling just like their real-life counterparts. Unfortunately, though, the game sometimes left us scratching our helmets as players ran and dove all out of position. Hopefully, Iguana will continue to tweak the A.I. before the game's release. Quarterback Club definitely has the potential to challenge Madden's current gridiron supremacy, but it still needs a lot of work before its season begins sometime this fall.





Formula 1 '98

PlayStation

The PlayStation's leading hardcore racing sim is back for another season with a brand-new pit crew. Psygnosis is injecting some fresh blood into Formula 1 '98 by signing a new developer, Visual Sciences, to create a whole new engine to drive the title. The approach will remain familiar to fans of the series, though, as F1 will deliver all the pro drivers, teams, and tracks from the '98 season.

The noticeable differences are in the frame rate (much smoother) and the loading time (less eternal), which combine to really pick up the pace. Retooled graphics also mean much slicker tracks that aren't bogged down with the gray dingy look of previous editions.

As for gameplay, even the Arcade mode is a challenging day at the track—but a very rewarding one for gamers who appreciate this style of racing. New touches like the rearview mirror and the in-game track map help a lot, too. All told, F1 '98 looks like another fine day at the races.—*Air Hendrix*



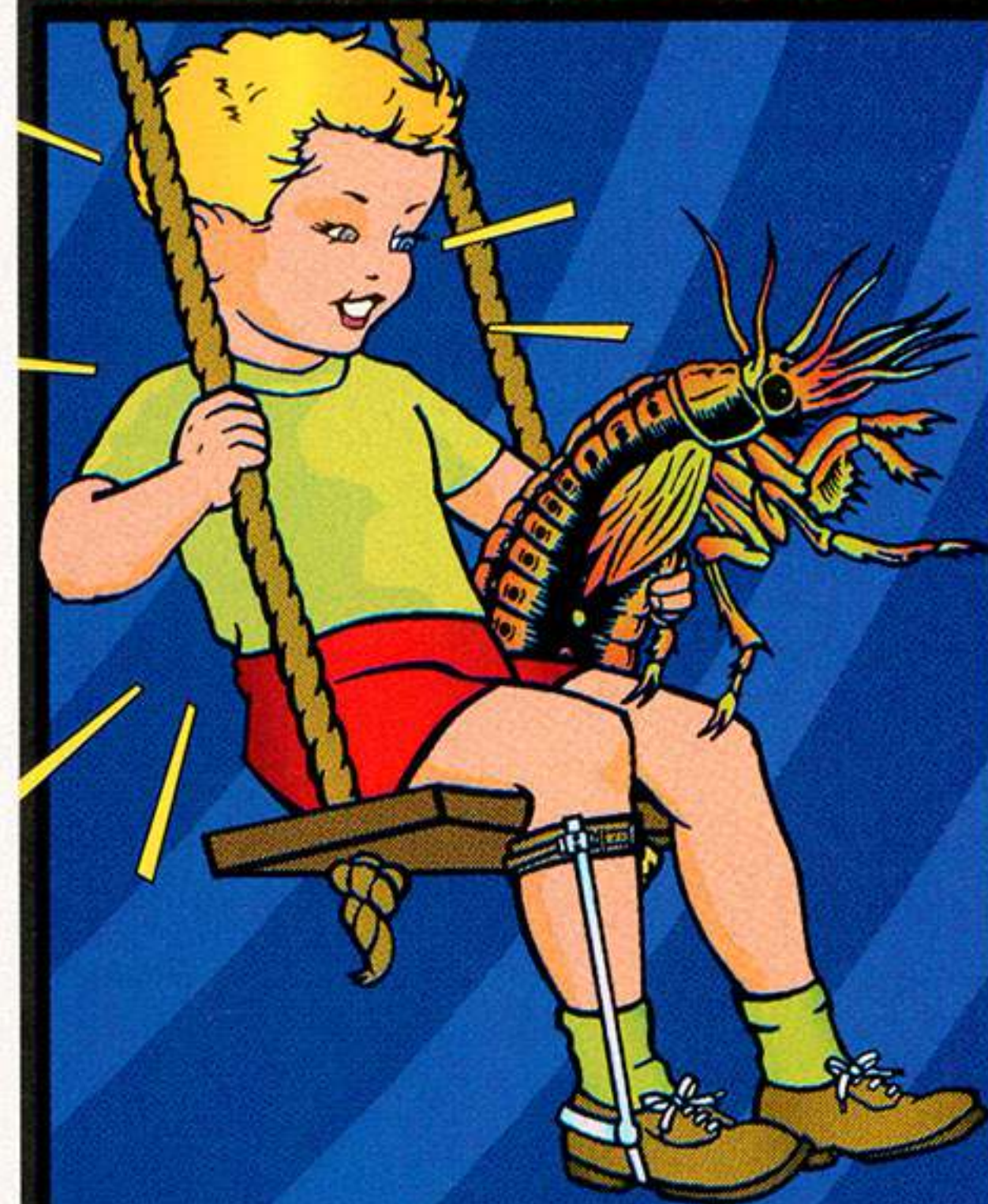
Developed by Visual Sciences
Published by Psygnosis
Available November

70% COMPLETE

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Tiger Woods '99

PlayStation



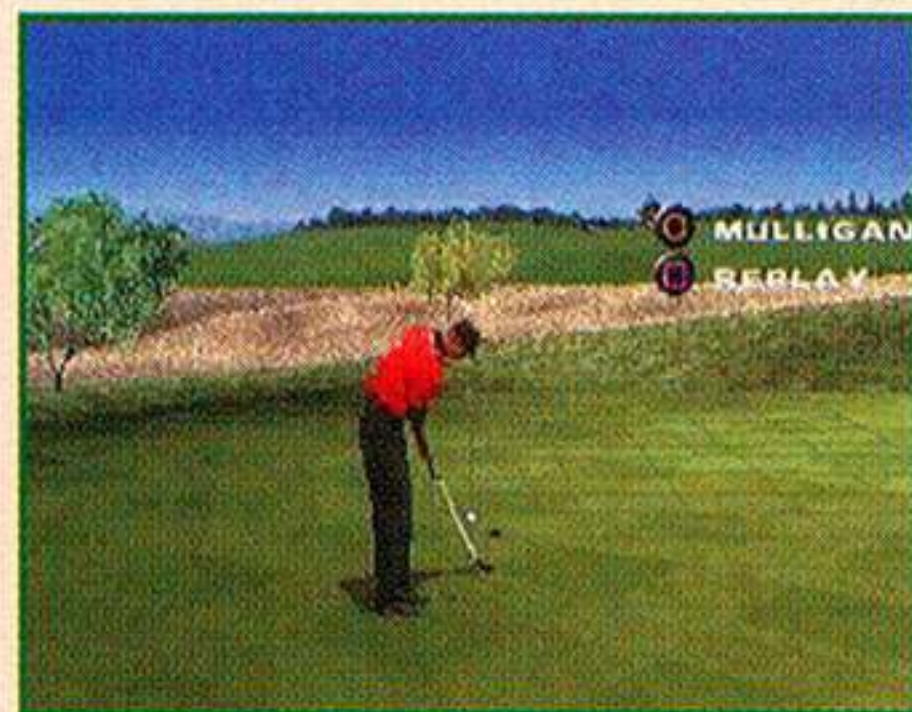
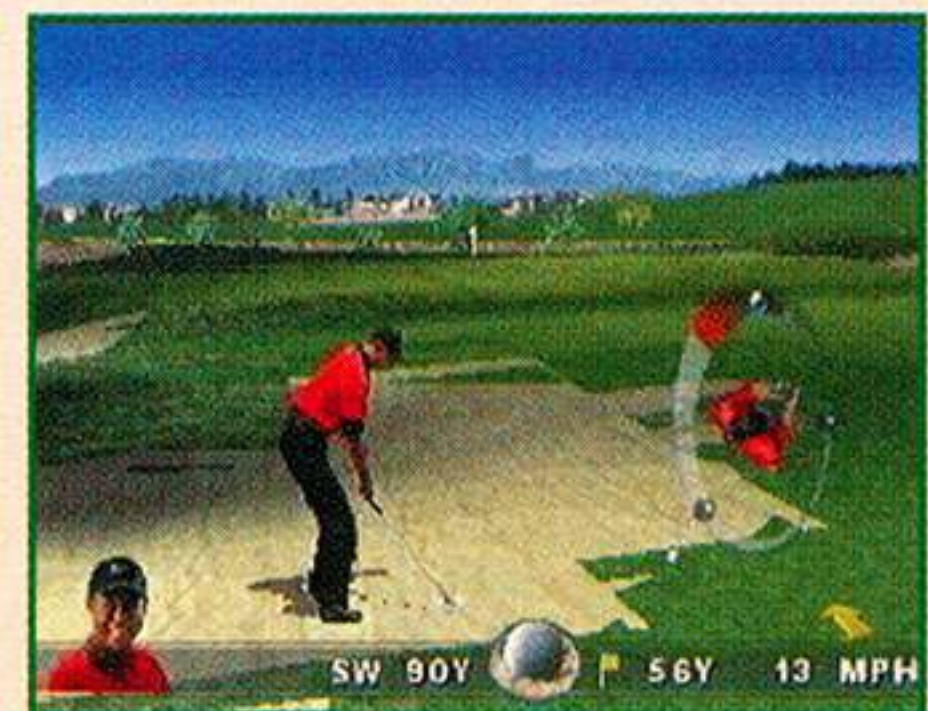
Earlier this year EA Sports landed the biggest name in golf to headline its popular PlayStation series, and now it's plugging away to crank out a game worthy of that name. While key elements like load time, course pixelization, and overall speed were far too unfinished to judge in this early version, Tiger Woods '99 seems like it's lined up to belt a whopping drive down the fairway.



Sony's masterful Hot Shots Golf makes for tough competition, but Tiger has the "cool" factor, offering eight PGA pros like Mark O'Meara, Tom Kits, Lee Janzen, and of course Woods himself (no create-a-player, though). A respectable five courses—Summerlin, Las Colinas, Southwind, Sawgrass, and Scottsdale—should give you plenty of territory to cover. EA's also promising to deliver "lightning fast" gameplay that will reportedly let you blaze through 18 holes in half an hour.



On the innovative side, Tiger supplies a tight new swing meter and the option to tee off by twirling the analog stick like a club. A slick new look button also lets you fluidly peer down the course in real time to fine-tune your aim. If everything comes together as planned, Tiger should rank as one of the premiere PlayStation golf games this holiday season.



—Air Hendrix

Developed and published by EA Sports
Available December

60% COMPLETE

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SPORTS INSIDER PREVIEWS



FIFA '99

Nintendo 64

PlayStation



Now that the World Cup's just a memory, the leading soccer game has turned its attention to the gritty action of club soccer. FIFA '99 delivers 250 club teams from countries like England, the U.S., Brazil, Italy, France, and more, which means top teams like Manchester United, AC Milan, Arsenal, Real Madrid, and the like. If that's not enough variety, you can create your own leagues and tournaments. EA also reports that it's focused on tuning up the

A.I. and the responsiveness of passing, shooting, tackling, dribbling, and in-the-air action. With all that headed for the pitch, FIFA '99 looks like another star in the making.—*Air Hendrix*

Developed and published by EA Sports
Available November

70% COMPLETE



NHL Breakaway '99

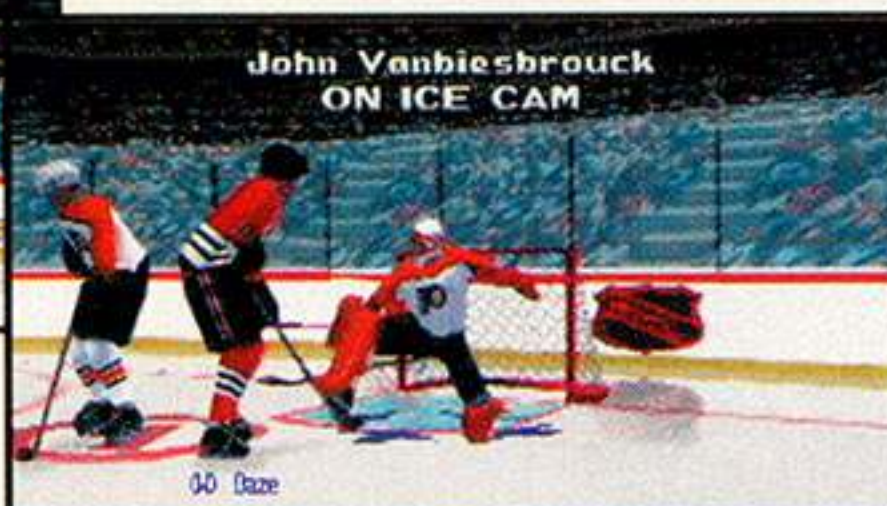
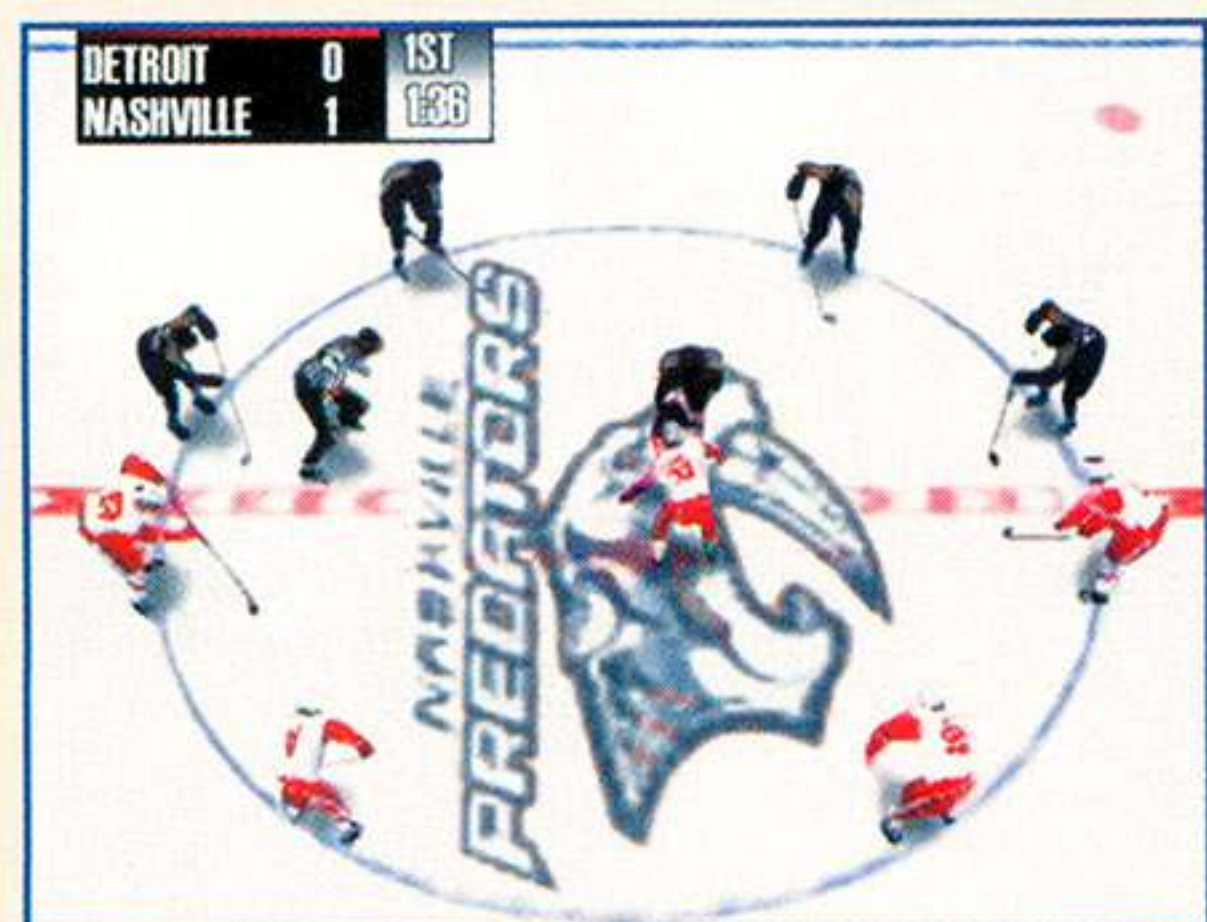
Nintendo 64

NHL Breakaway returns to the rink for another round of N64 hockey. At the top of the roster, gamers will find Total Team Management (a points-based system for de-

veloping players, treating injuries, and such), trades, player creation, icon passing, and (of course) all the pro players and teams. At this early stage, Breakaway '99's graphics and features seem a lot like the original's. If Acclaim hopes to compete with NHL '99, it has a lot of work ahead.—*Air Hendrix*

Developed by Iguana Entertainment
Published by Acclaim Sports
Available Winter '98

60% COMPLETE



Pro 18: World Tour Golf

PlayStation



Pro 18's hoping to add its name to the PlayStation leaderboard with a round-the-world take on golf. Players choose from pros Mark O'Meara, Vijay Singh, and Laura Davies, then tee off on three courses: Cour d'Alene in Idaho, Lost City in South Africa, and Royal County Down in Ireland. Other intriguing features including a new four-click swing that Psygnosis claims will provide more accuracy and realism, as well as commentary by BBC's Peter Alliss and CBS's Bobby Clampett. But Pro 18's going to need to pack a serious punch to keep up with front-runners like Hot Shots Golf and Tiger '99.—*Air Hendrix*

Developed by Intelligent Games
Published by Psygnosis
Available January '99

50% COMPLETE





Action-Packed

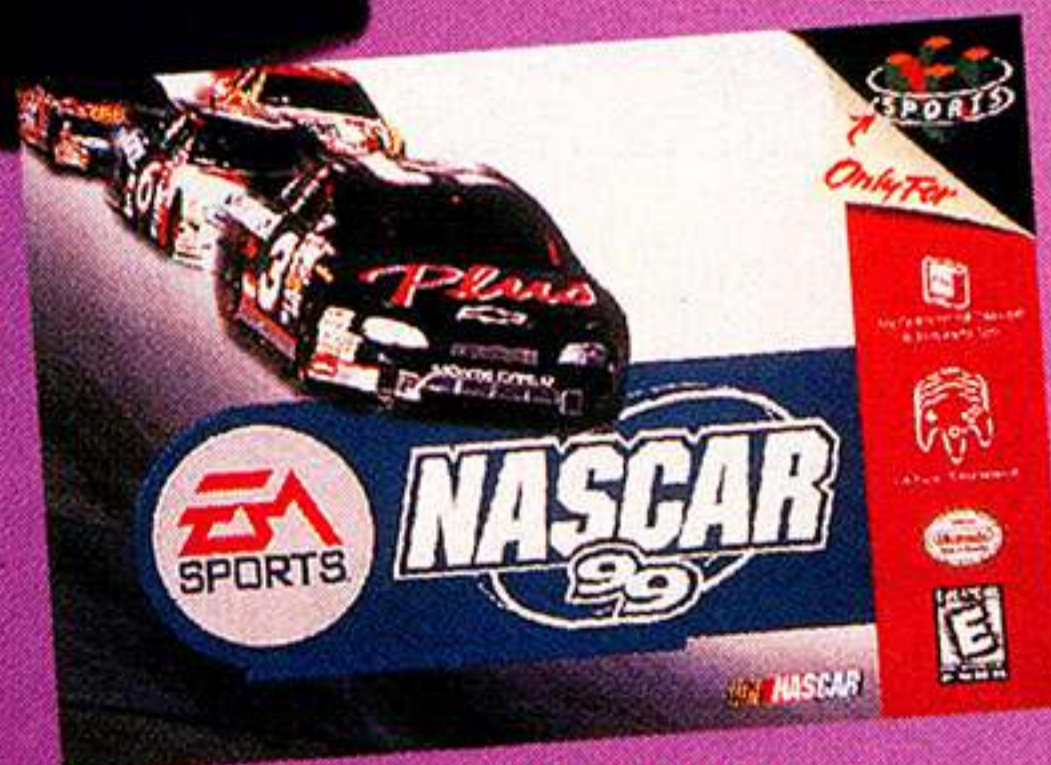
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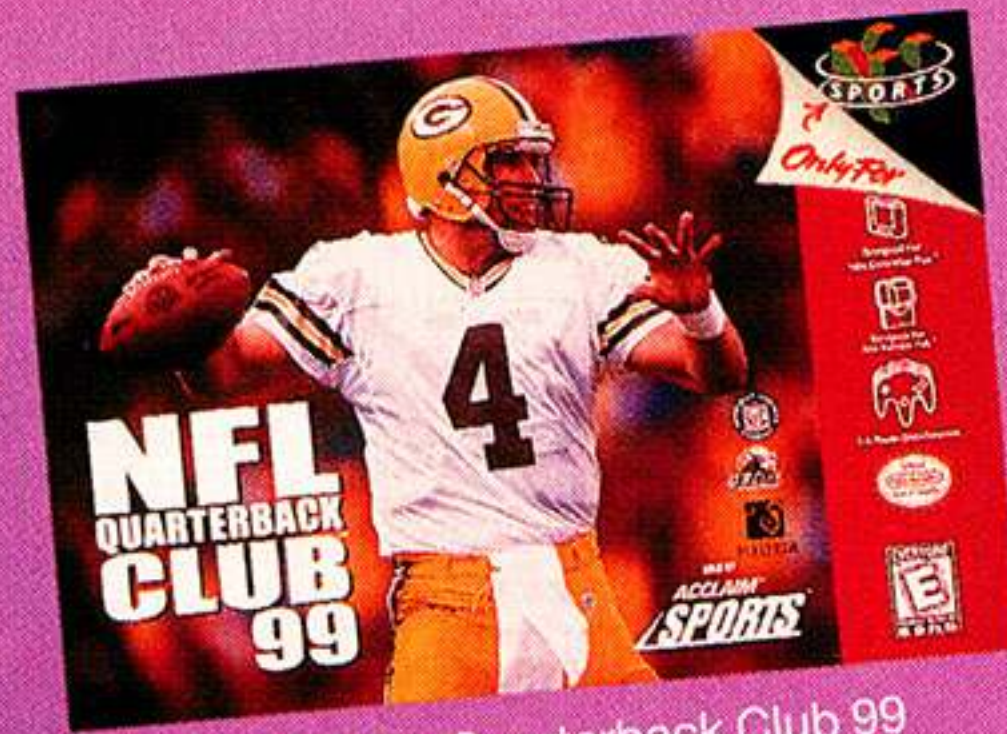
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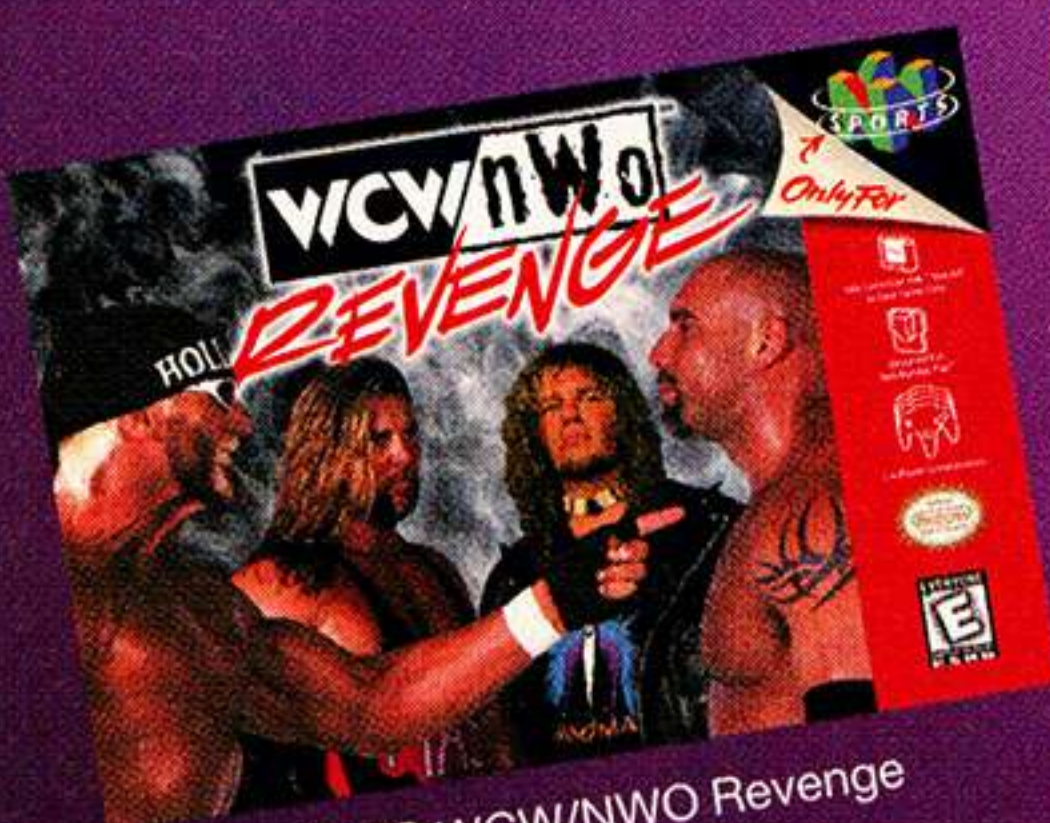
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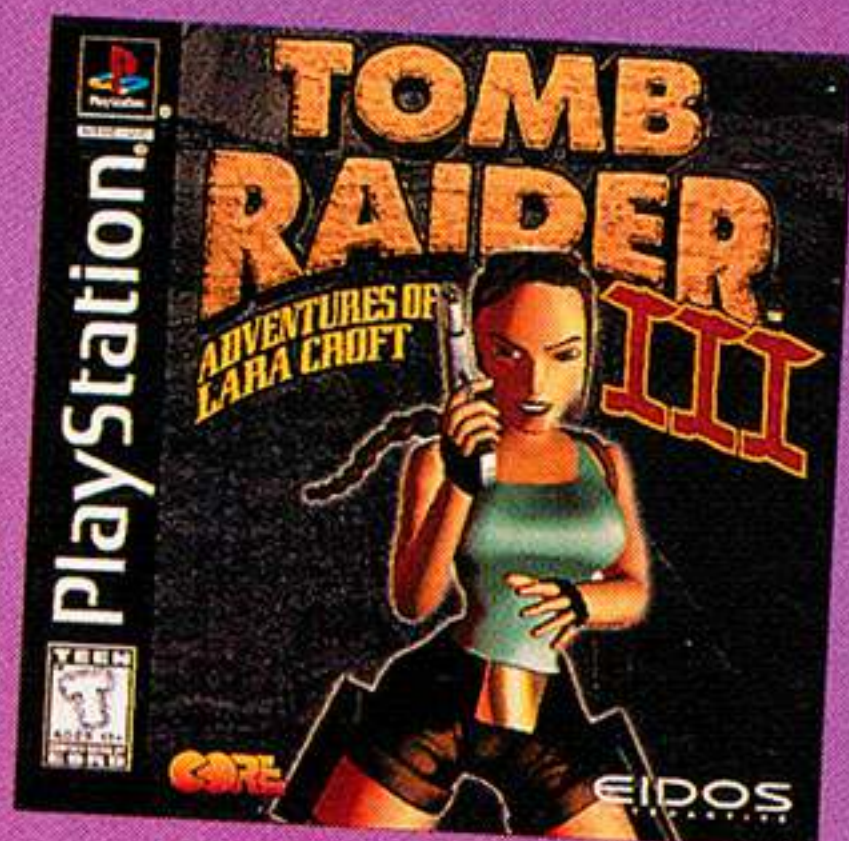
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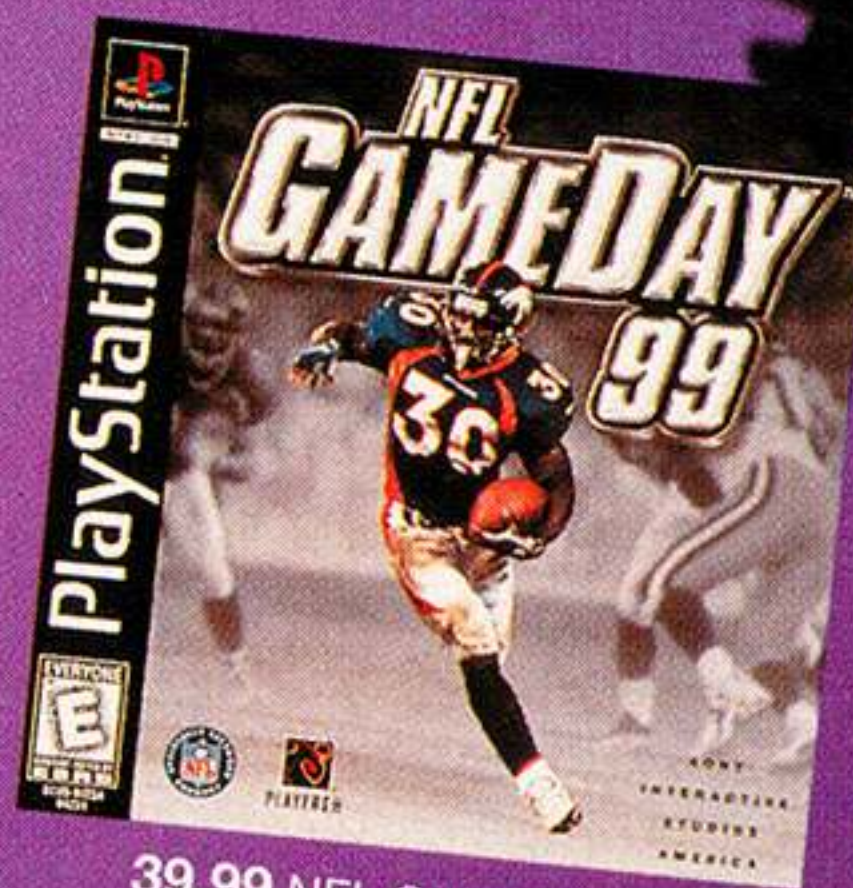
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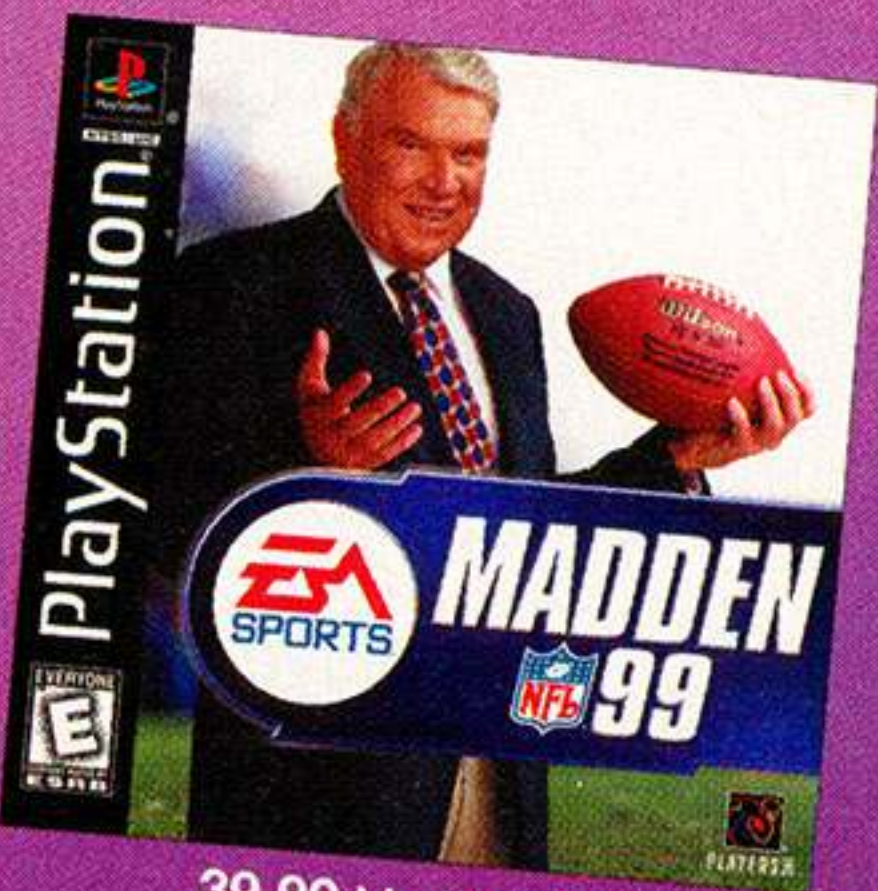
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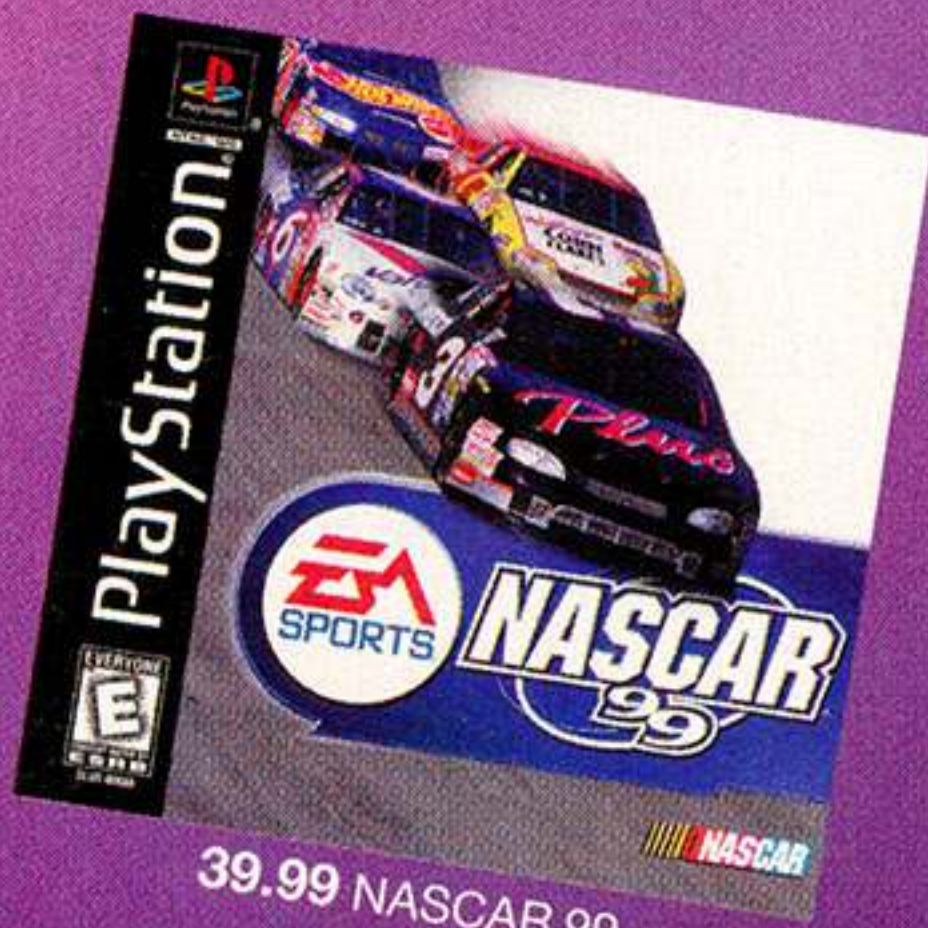
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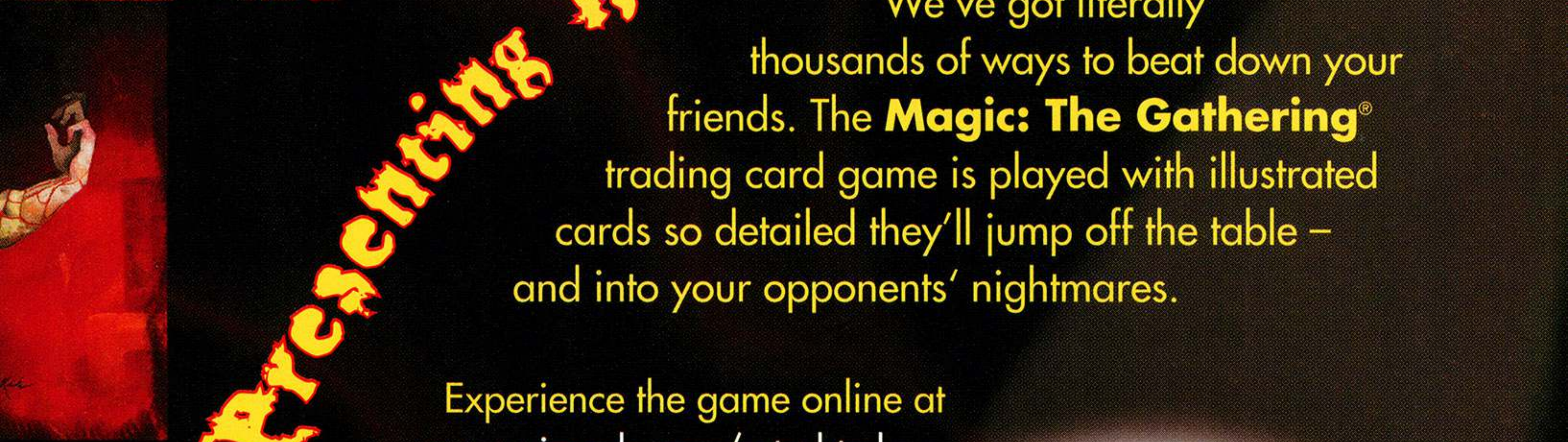
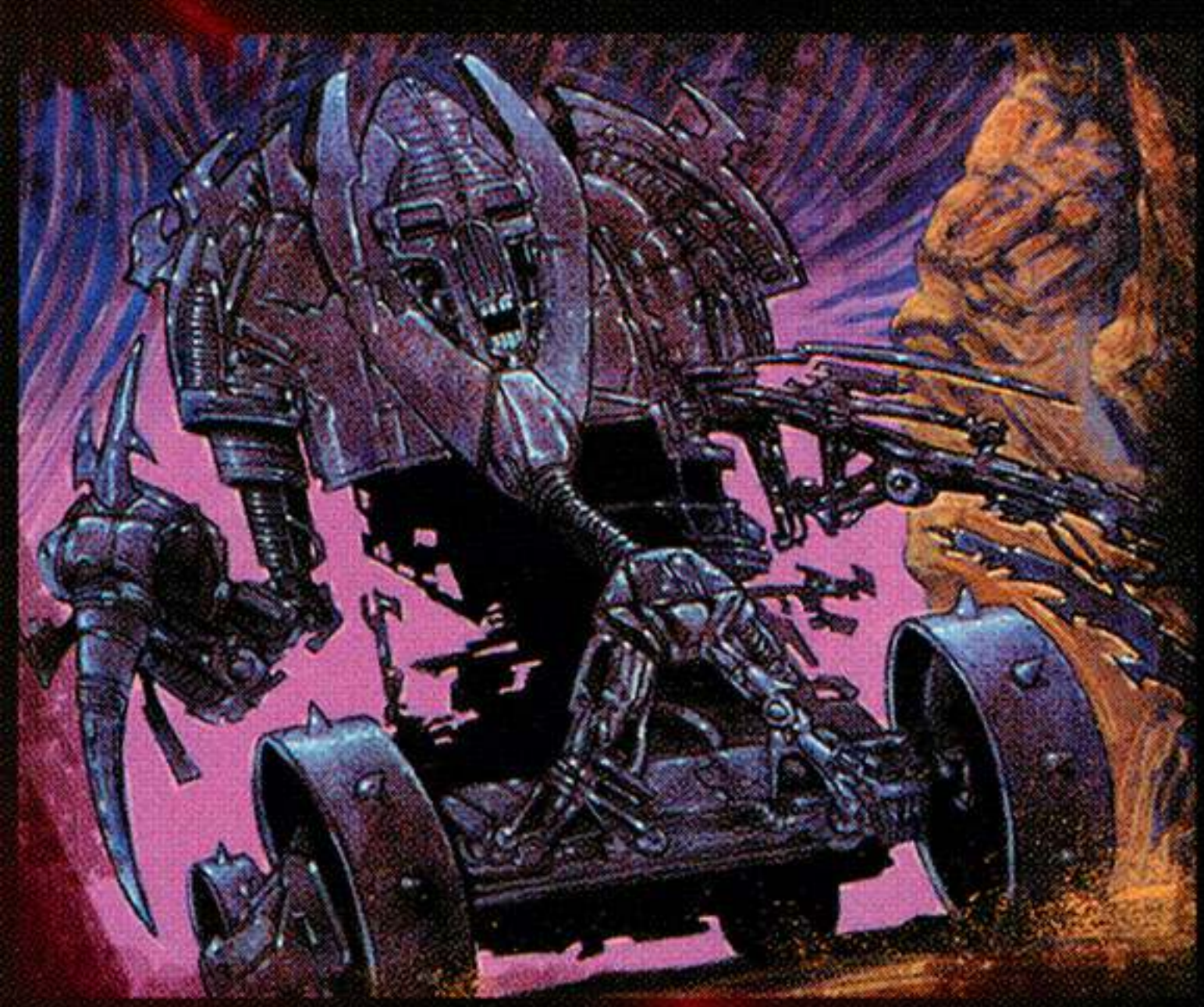
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PlayStation

By Boba Fatt

KAGERO Deception II

Combining the 3D adventure of Tomb Raider with devilish strategic challenge reminiscent of Bomberman, Kagero: Deception II isn't really comparable to anything other than its predecessor, Tecmo's Deception. A thinking-man's action game, Kagero is addicting and exciting, but not particularly inventive and ultimately less than completely satisfying.

Millenia Dame

In Kagero, you're Millenia, a human who has been adopted by a strange race of blue-skinned creatures called Timenoids. Millenia has been brainwashed and transformed into an assassin, killing whatever ambitious humans dare approach the Timenoid's castle. The catch is that Millenia can't bear arms. Instead, she must lure the humans into a series of traps,



PROTIP: The land mine is the most effective all-purpose weapon—it's very powerful and stays charged, giving you some leeway in your timing.



PROTIP: In Chapter 2, arrange an arrow wall-trap parallel to the banister and you'll be able to hit Slash several times as he approaches.

which can be set on the ceiling, floor, or wall. You can only use one of each at a time, and they're slow to charge, so timing and placement are your keys to victory.

Unfortunately, there are disappointingly few useful traps and even less workable combos, almost all of which involve a magnet. As you kill more humans, you earn experience and can build a better human trap, but they're just more complex versions of the same stuff (mostly variations on arrows, bombs, or rocks).

Unfortunately, there are disappointingly few useful traps and even less workable combos, almost all of which involve a magnet. As you kill more humans, you earn experience and can build a better human trap, but they're just more complex versions of the same stuff (mostly variations on arrows, bombs, or rocks).



PROTIP: The most effective combo in the game: A power magnet with a spiked rock ready to drop right in front of it and a land mine one block ahead.

Catchy Kagero

Impressive 3D architecture, lighting effects, and character movement highlight Kagero's cinematic atmosphere. The Timenoid Castle, although a bit small, is very nicely defined, and interesting textures make each character sinister and compelling. The game's solid face textures, however, make Millenia and her supporting cast unable to show emotion.



PROTIP: In the King's Palace, set up an ambush near the magic loon and wait for your attackers to walk into it.

Luckily, the gothic music successfully creates tension, conveying a sense of impending doom. The simple interface is very easy to pick up, and the camera is intelligent enough to keep you completely aware of your surroundings. Dual Shock support adds some rumble to your tumbles, but the lack of analog-stick support is disappointing.

Kagero's trap interface is unique and fresh, but the plodding story line takes forever to advance and usually boils down to one guy after another walking into your traps. As the missions advance and increase in difficulty, you'll just want to take a sword in hand and slash these guys to bits. Deception II is definitely worth a rental. The game's fun, but probably not a title to keep playing for very long. **G**



PROTIP: Deadmoon's Double will tend to stand in one place and attack with projectiles. His energy slowly regenerates, so hit him hard and fast.

Kagero: Deception II by Tecmo			
Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.0
Price not available		Challenge: Intermediate	
Available now		Replay value: Medium	
1 player		ESRB rating: Mature	
Action/RPG			



PROTIP: In Chapter 3, a land mine at the bottom of the stairs with an arrow slit just past the water is a great combo.



PROTIP: Early on, the fireplace room is a great place to make a stand: You can lead your enemy through traps in a circle.



By Boba Fatt

Xenogears is the new RPG from the masters of the genre who brought us Final Fantasy VII. 'Gears combines the Japanese love of giant robots with the tried-and-true role-playing elements we've come to expect from epic PlayStation games. Unfortunately, the FF-meets-Ultraman recipe has a long way to go.

NeverQuest?

In Xenogears, you're Fei Fong Wong, an amnesiac with a mysterious past who wields powers he's unaware of: for instance, a mastery of Gears—giant humanoid war vehicles. When Fei's power surfaces, accidentally destroying the village that adopted him, he's spiraled into an epic 50 hour-plus story line that re-

Xenogears



PROTIP: After leaving Danzil, head north through the desert, following the direction of the two Gears all the way.

Xeno Effect

Xenogears offers separate, but ridiculously similar, fighting interfaces for hand-to-hand or Gear-based combat. The controls are a complete waste of what could have been a fantastic hybrid of RPG and giant robot-sim genres. Instead, they offer an attack number that can be used in a series of weak, medium, and strong assaults or conserved to unleash special maneuvers. It's all too familiar and disappointing, considering the potential.



PROTIP: Keep using the strong attack and special attacks on Bart—you don't need to worry about recharging during this battle.



PROTIP: In the village of Danzil, make a right to find the Gear store, then find the sand buggy rental shop.



PROTIP: The Wurm isn't affected by regular attacks, so use your special attacks every other turn to bring him down.

tal flaw. With no central quest or goal, you're often left to wander around aimlessly. Even when the story is advancing, you'll be confused and will need the events explained later. And that's no gift, because the dialogue is horribly stiff, sometimes taking seven lines to convey what could've and should've been said in just one.



PROTIP: Hold off the Rankar Dragon as long as you can. Play defensively and make sure your Hit Points are full before you approach him.

reveals his secret heritage, skirts toward a sinister antagonist, and dances around religious references...all at an extremely slow pace.

The boring, confusing, and slug-paced story line is Xenogears' fa-



With both game-engine

interludes and brief anime cut scenes, Xenogears tries in vain to keep the pace moving. The anime is a welcome addition, but they're often too short and reserved (serving as confusing dream sequences) to pump your adrenaline. The game-based characters thankfully aren't super-deformed, but they are built of awkward sprites in an otherwise polygonal, rotatable environment, making the personages look goofy. Xenogears' sound is as dubious as its graphics with decent, but almost clichéd, special effects and annoying Irish-inspired music.

Slow Grinding Gear

A relentlessly slow plot, plodding dialogue, and the unfortunate fumble of the robot interface's potential keeps Xenogears out of that stratosphere enjoyed by its far superior cousin, Final Fantasy VII.



Anime cut scenes advance the story—very, very slowly.

This is by no means a complete failure, but 'Gears hardly lives up to Square Soft's reputation. **G**

Xenogears by Square Soft			
Graphics	Sound	Control	Fun Factor
4.0	3.5	3.5	2.5
Price not available	Challenge: Advanced		
Available now	Replay value: Low		
1 player RPG	ESRB rating: Mature		



The Legend of Zelda: Ocarina of Time

Nintendo 64

By Undercover Lover



99

A return to Hyrule looks well worth the effort in *The Legend of Zelda: Ocarina of Time*.

The Legend Continues

N64 gamers are rightfully hungry for some role-playing action, and *The Legend of Zelda: Ocarina of Time* appears ready to deliver. Even in its preview form, *Zelda* looks like it's going to be an epic tour de force. Be prepared to make a commitment. This game is huge, threatening to bust the 256-meg cart at the seams. As Link, you'll travel through the land of Hyrule



at Princess *Zelda*'s behest, attempting to solve the mystery of the Triforce before the evil Ganondorf can subvert its power.

Even in this preview version, the graphics create an impressive-looking world with a dizzying variety of terrain and environments. You'll traverse vast plains, wade

through underground rivers, climb steep mountain passes, explore dense forests, and much more.

Zelda's character pics kick, too. The bosses and sub-bosses are massive and very weird-looking. You run into scores of imaginatively designed races of creatures, like spiders with human faces. Yes, you'll probably get lost, but you're likely to enjoy every moment of it.



Developed and published by Nintendo
Available November

90% COMPLETE

Linking Moves

Zelda fires up a mighty mix of gameplay, too. You'll be able to rotate the game cam 360 degrees and play Link from any angle as you fight weird monsters and tackle intricate puzzles. A cool combat-targeting system lets you lock on to an enemy and launch precise attacks even as you circle 360-degrees around it.



99

In the version we played, a user-friendly inventory system handled the many weapons, items, magic objects, and treasures with ease. Beyond the usual sword swinging and shield hefting, you'll fire a slingshot with a slick sniper

targeting view à la *GoldenEye*, which you can use to trip switches and to fight foes. You also have to play an ocarina; the tunes you blow will unveil secrets and help you communicate with certain characters. You even learn how to ride a horse. *Zelda*'s deep, engaging fantasy action could hold you spellbound for weeks.



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Win the new Sega Dreamcast system!



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

Computer Contest. Win a blazing fast computer with 450 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

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

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

We're talkin' GAMING HEAVEN!

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

In the future. There will be four more puzzles at \$2.00 each and one final tie-breaker at \$1.00 which will be sent to you by mail. You will have 4 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

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

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
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CLIP AND MAIL

METAL GEAR

SOLID

It's Solid Snake vs. Fox Hound's terrorists, as the fate of Earth hangs in the balance! In this ProStrategy Guide, we take you through the entire mission and show you how to finish the awesome Metal Gear Solid!

By Major Mike

PlayStation

For Eager Eyes Only!



This ProStrategy guide isn't intended to spoil all your fun, so we've deliberately omitted key story events. We couldn't avoid a few of the surprises, however, so use this guide only as a last resort. You have been warned.

TRAINING CAMP

DIRECTIONS

Get Your Bearings



Although Metal Gear Solid has two camera views—overhead and first-person—all directions in this guide are based on using the standard overhead view. In other words, when the guide directs you to head east, you should move Snake to the right side of the screen.

Thoroughly read the instruction manual for a complete rundown of the game's features. Here are some of the most important ones.

HAND-TO-HAND FIGHTING

Punch-Kick Combo



Even without weapons, Snake is lethal. Press Action once to throw a jab punch; press Action twice

rapidly to throw a left jab followed by a right cross; and press Action three times rapidly to throw a jab punch, a right cross, and then a right kick for a three-hit combo. Snake can also punch enemies while holding certain weapons, like the FA-MAS and the Socom.

Grab



Get in close to an enemy and press Weapon to grab him. You can then execute the Neck Snap, the Drag, and the Throw.

Neck Snap



After you grab an enemy, press Weapon rapidly to snap his neck.

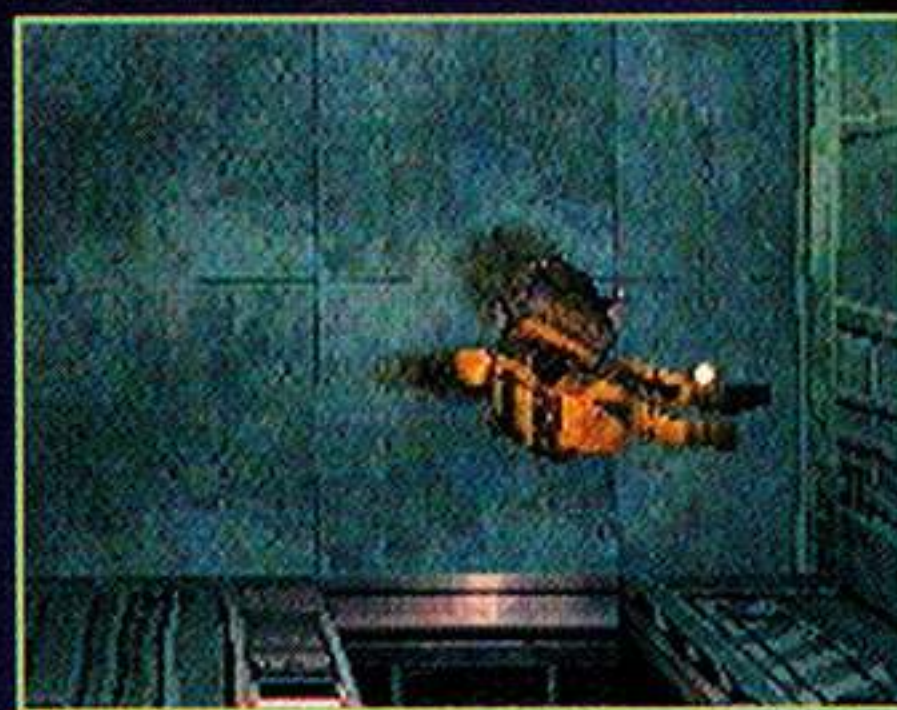


Drag



After you grab an enemy, press any direction on the directional pad to drag him. You can even use a guard as a shield! If you drag an enemy for too long, though, he'll squirm free of your grip. To subdue a guard while dragging him, tap Weapon three times slowly.

Throw

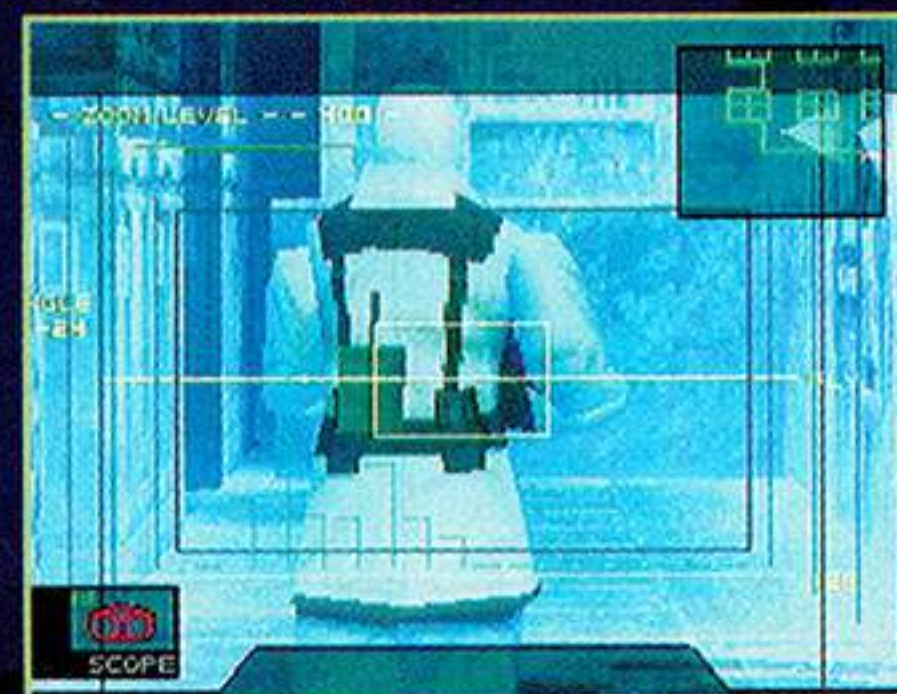


Get close to an enemy and hold any direction on the directional pad, then press Weapon to throw him on the ground. You can even toss an enemy off a ledge if he's standing close enough to the edge.

DIRTY TACTICS

When fighting terrorists, anything goes. Here are a few nasty, but effective, tactics to help Snake slither through the game.

C4 Backpack



You can place C4 explosives on an enemy's back! Equip the C4, get close behind the enemy, and press Action to stick the explosive to his

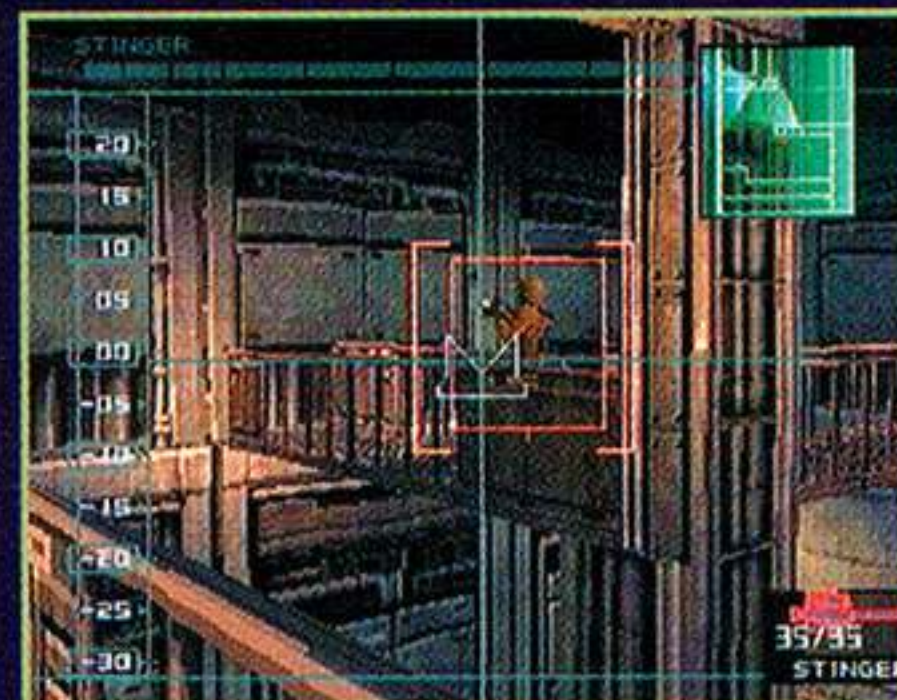
back. Press Weapon any time to detonate the charge...just make sure you're a safe distance away.

Claymore Surprise



When you knock an enemy on the ground with a throw or a combo, you can then place a Claymore mine at his feet and flee. When the enemy rises, he'll get a bang of a surprise.

Stinger Slap



With its lock-on missiles, the Stinger missile launcher is an excellent weapon to take out guards at long distances. Make sure you have a clear shot; the missile moves in a direct line toward its target, and if it hits something close to you, you'll take damage. You can also use Stinger missiles to destroy surveillance cameras and sentry guns.

WEAPONS

Mining for Mines



You can collect Claymore mines by walking over them. To uncover their location, use the mine detector or the thermal goggles.

Run-n-Gun



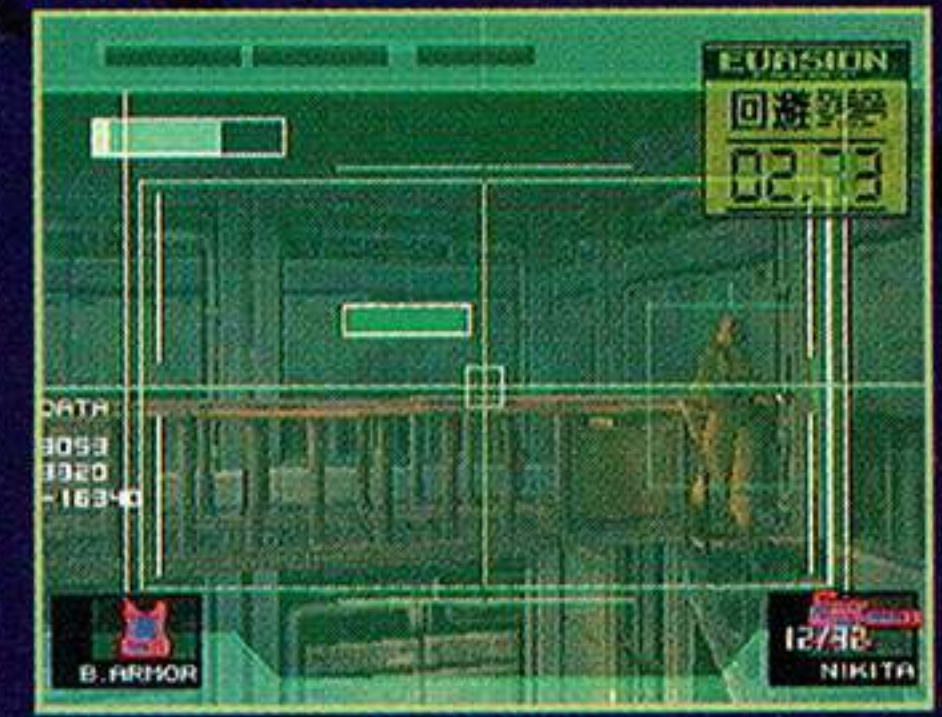
You can fire the Socom pistol or the FA-MAS rifle while running. Equip either weapon, press and hold Weapon, press any direction on the directional pad, and press and hold Crawl. Now you can run-n-gun.

Reload!



Even the good guys must reload their firearms. To reload in the middle of a firefight, quickly tap Weapon Quickchange twice.

Nikita Eyes

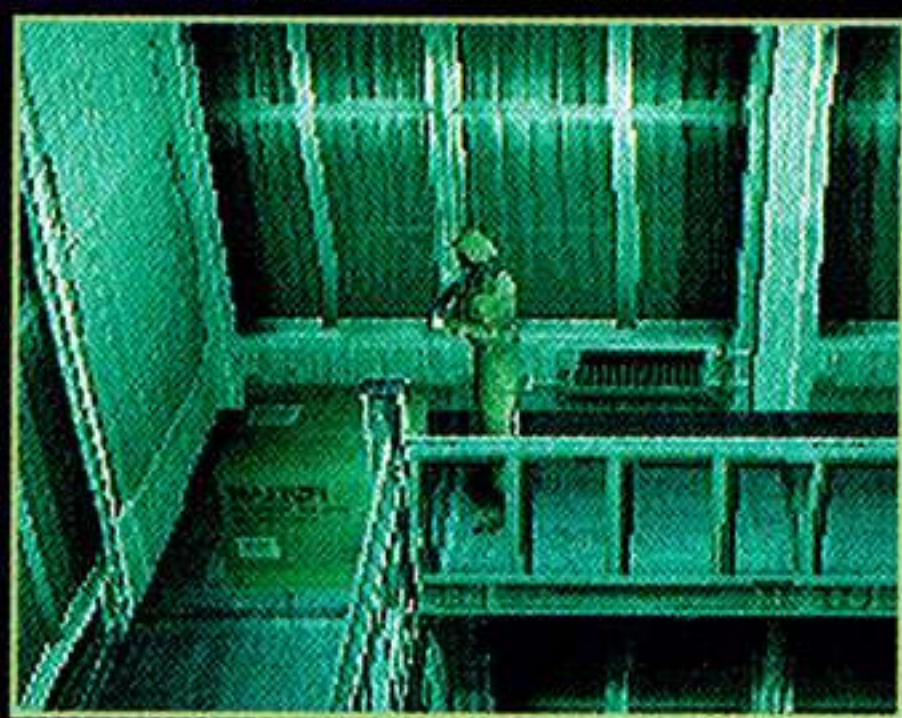


The Nikita is a unique weapon: Not only can you manually steer missiles fired from it toward a target, but from either the overhead or the first-person view, you can also watch the missile seeking its target. If you aren't sure what's lurking nearby, let a Nikita missile be your eyes.



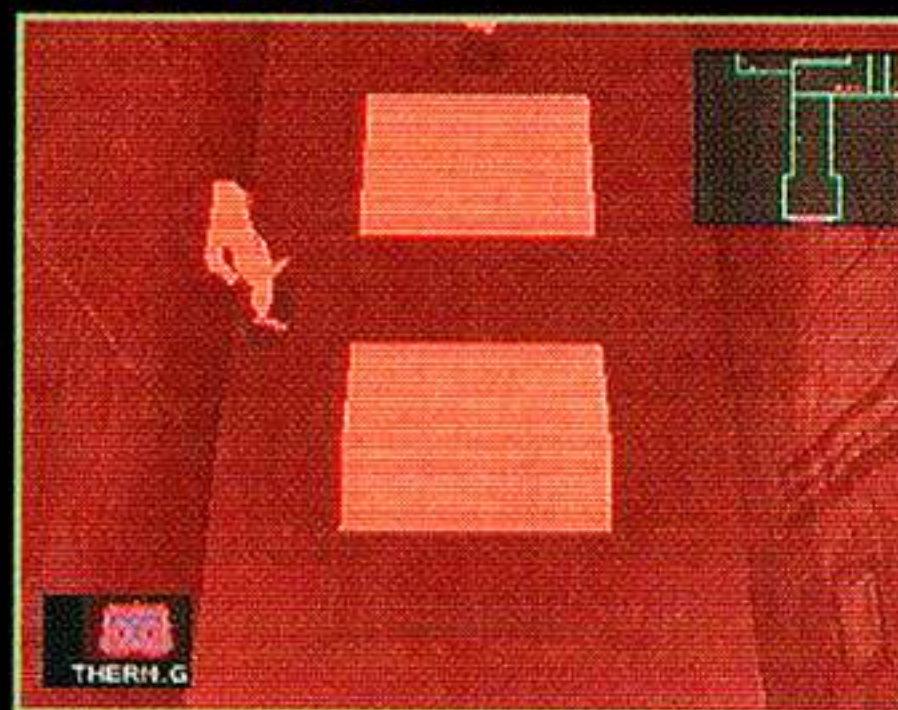
OTHER NOTABLES

Thinking Inside the Box



Although they seem like extraneous items, cardboard boxes are very effective camouflage. When you hide inside a cardboard box, you can still move. Don't move around while a guard is watching, however; if you do, he'll open fire. There are different boxes you can collect, but be careful which one you use. Pay attention to the label on each one. For example, hiding in a box labeled "Snowfield" can fool a guard in the Blast Furnace (because Snowfield is nearby), but it might not fool a guard if you use it in the Armory (because Snowfield is so far away). When hiding in a box, position yourself in a corner or against a wall—not on catwalks or in doorways.

Floor Traps



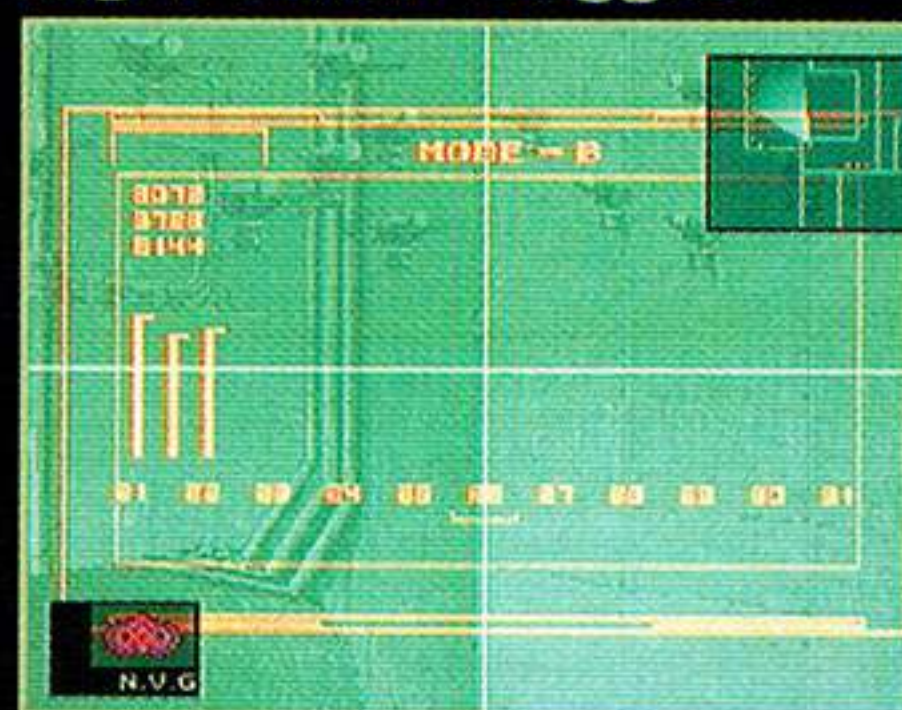
Some rooms have pressure-sensitive floor plates. If you stand on one of these plates, you'll fall to your death. You can run over these traps without falling, however, and you can spot them with the thermal goggles.

Peek Around Corners



Not sure of what's around a corner? Take a quick peek. Stand at the edge of a wall, press and hold Look, then tap Item Quickchange or Weapon Quickchange.

Night-Vision Goggles



Night-vision goggles are effective for seeing in dark areas. If you detonate a stun grenade while wearing them, however, you'll be temporarily blinded.

Watch Your Step



Although guards can't hear you as you move, walking through puddles and other noisy surfaces will attract their attention. Watch where you're going.

More Fun with C4



You can destroy sentry guns by detonating C4 directly underneath them.

VR Training



Before you dive into the game, spend some time in VR Training to learn essential skills and familiarize yourself with how to control Snake.



Your Team: The Good Guys

The following characters provide valuable support during your mission. You can contact any of them by Codec during the mission.

Col. Roy Campbell



As commander of this operation, Campbell is your man if you have any questions at all about the mission objectives.

Natasha Romanenko



Natasha's an expert in modern and nuclear weapons. Call her if you're facing a tough enemy. If you contact Natasha while you're holding a weapon, she'll analyze it for you.

Master Miller



An all-around answer man, Miller is Snake's teacher.

Mei Ling



Call Mei Ling to save your game.

Naomi Hunter



When you're badly injured or sick, call Naomi.

PRIMARY MISSION #1:

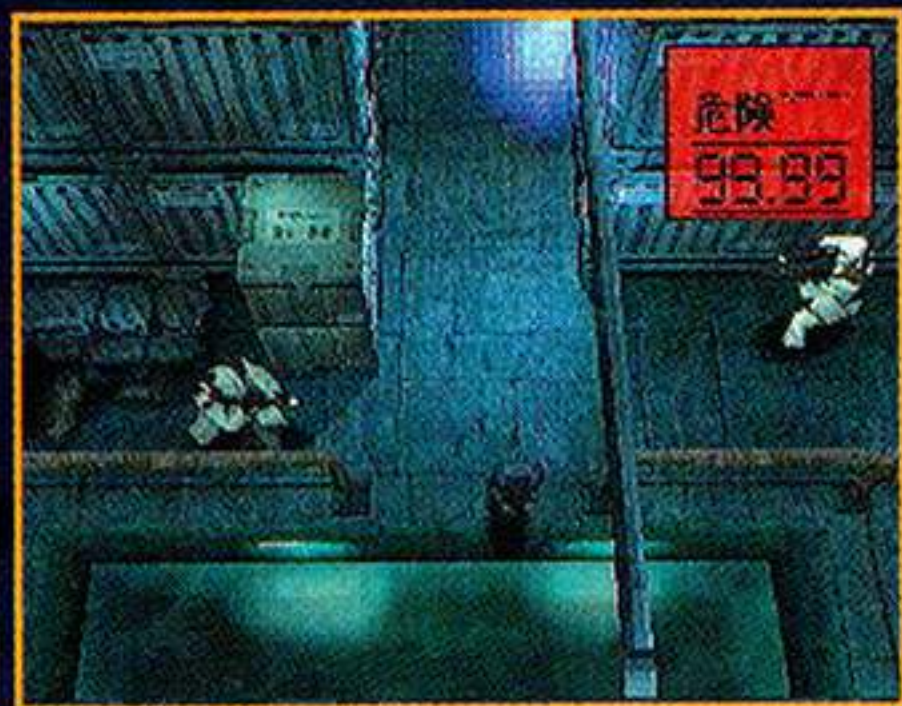
RESCUE THE DARPA CHIEF AND THE PRESIDENT OF ARMSTECH

DOCK

Starting Off



You're armed only with a pack of cigarettes and a magnifying scope. First add rations to your collection; they're found to the west of the stairs that lead out of the water. Wait by the stairs until the elevator descends. Crawl under the pipe to the west and sneak around the guards to the elevator. If a guard spots you, don't run for the elevator—it won't work during Danger mode. Instead, run to the diving area located in the middle of the south end of the dock and jump in the water. Once you hit the water, the guards stop pursuing you.

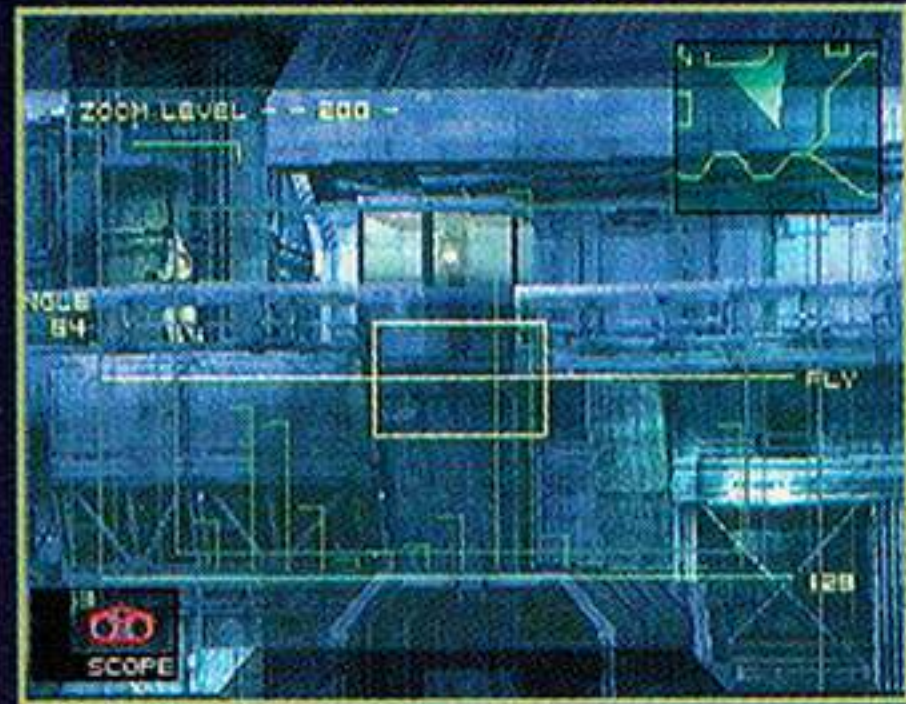


Don't dash for the elevator when it descends—a guard comes down in it. When the coast is clear, get in the elevator.



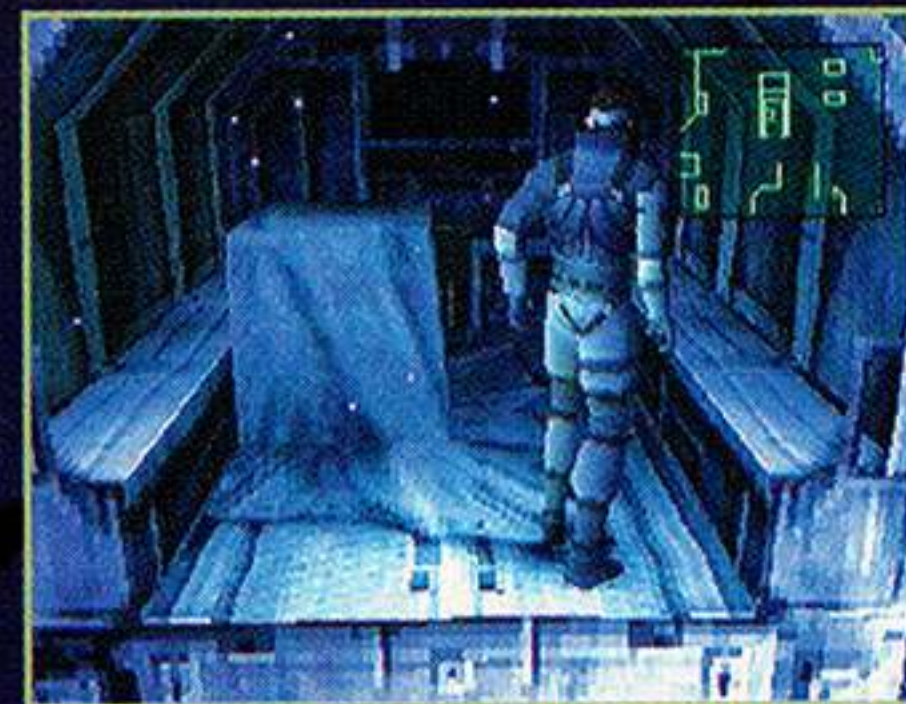
HELIPORT

To the Tank Hangar

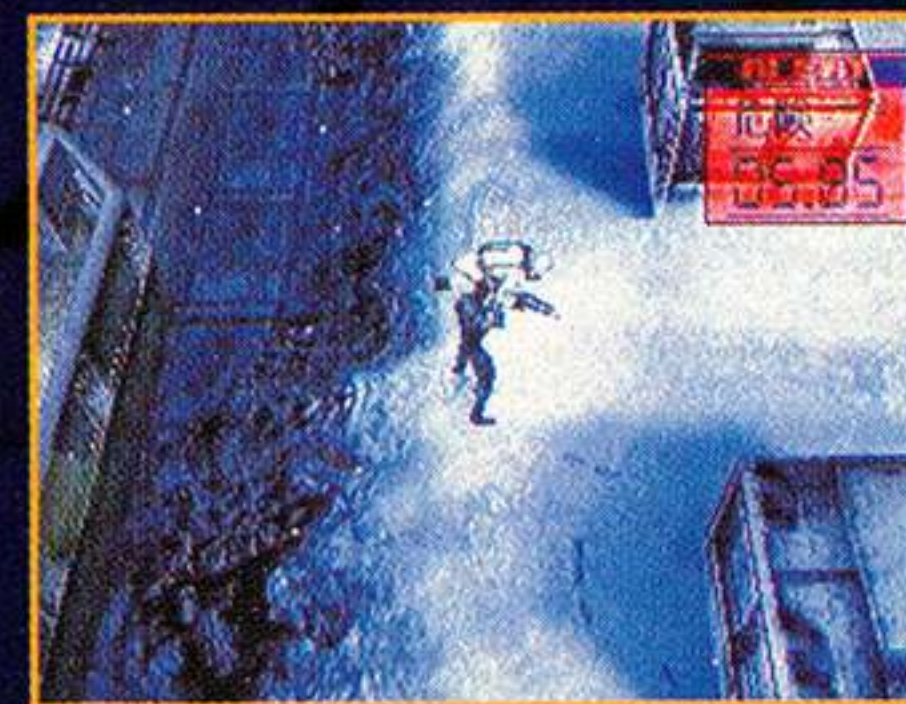


The heliport has two entrances that lead into the main building—air ducts on the ground and on the second level. Both ducts lead to the Tank Hangar.

Socom Pistol



Get the Socom pistol from the back of the snow cat parked to the north of the landing pad. Use this weapon against secluded guards only; if nearby guards hear the gunfire, they'll go into Danger mode.



Grenade Goodies



To get the chaff grenades on the launch pad, stand at the west side of the pad. Wait until the searchlights move toward the north and south sides of the pad, then zip in, grab the grenades, and retreat. Go to the small room along the west wall. Throw a chaff grenade inside the room, wait for it to detonate, then run inside and grab the items.

Learning to Crawl

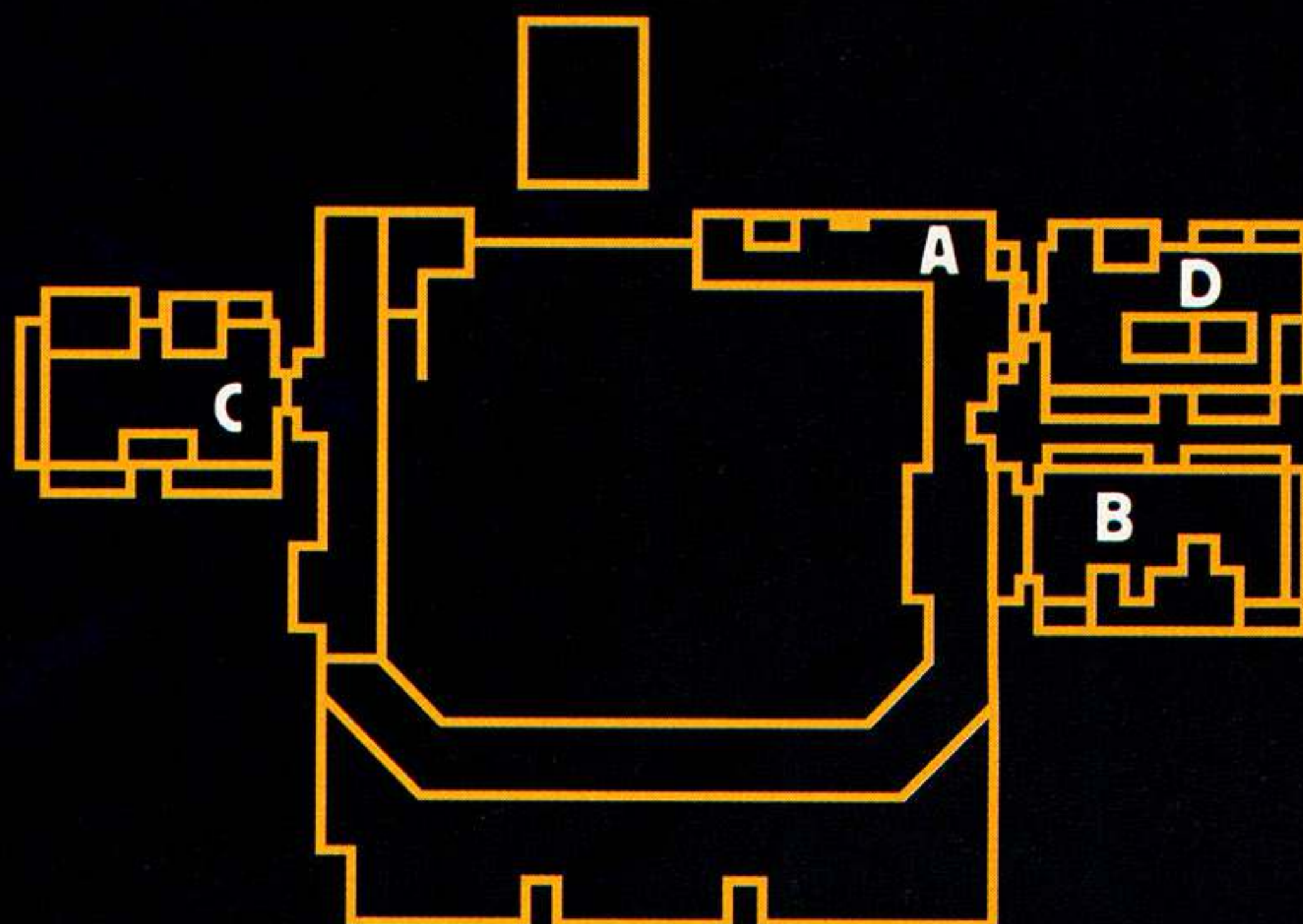


Sneak to the stairs in the north-east corner of the heliport. Go up the stairs and crawl into the air duct along the north wall. Once inside the duct, turn right and follow the duct until you reach the opening. Crawl over the opening and press the Action button.

**Tank Hangar
Level 1 Map**

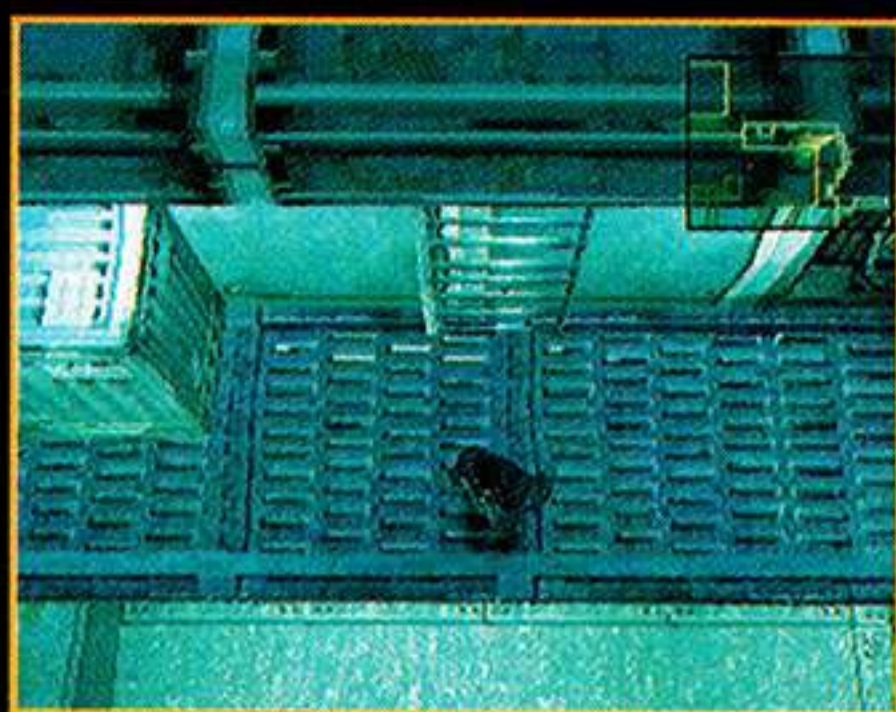


**Tank Hangar
Level 2 Map**



TANK HANGAR

Stealthy Moves



You drop to the second level of the Tank Hangar (A). A surveillance camera is mounted on the northeast corner. Sneak past it and follow the catwalk. When you reach the open room along the east wall (B), throw a chaff grenade inside to disable the camera, then run in and get the thermal goggles. Continue down the catwalk and sneak past the surveillance camera in the northwest corner.



Go down the stairs and take the elevator (G) to floor B1.

Tank Hangar Elevator

These are the floors you can access from the Tank Hangar:

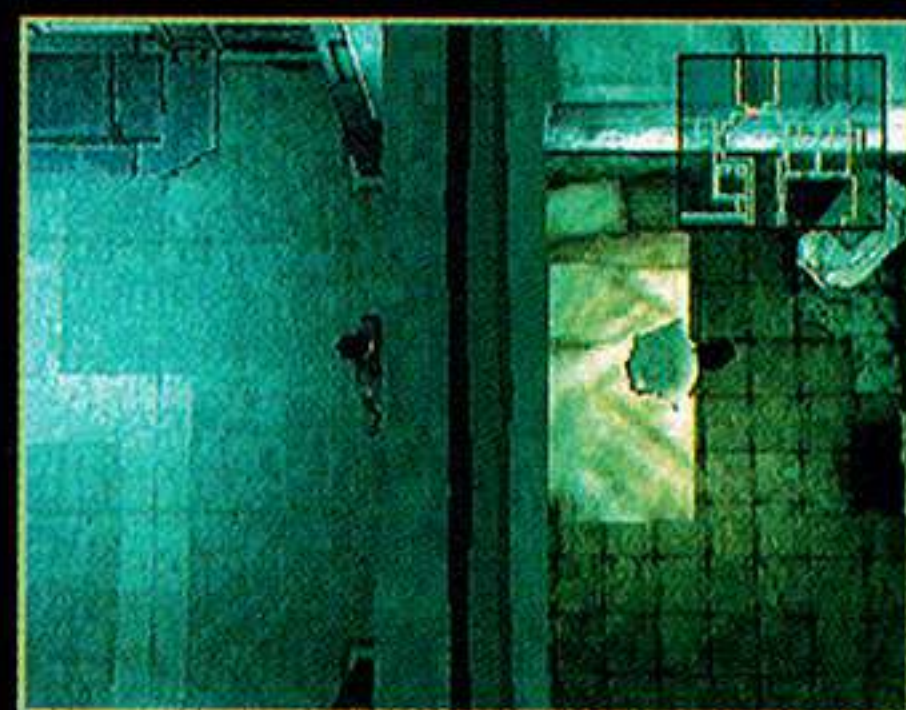
Floor 1: Tank Hangar

Floor B1: Cell

Floor B2: Armory

CELL

Find the Chief



Exit the elevator at B1 and press against the east wall. The man in the cell is the DARPA Chief, Donald Anderson, who you must rescue. Go south to the end of the hall, turn east, and climb the ladder. If you're low on health, you can find rations in the low recess east of the ladder, but you must crawl to get them.

Donald Anderson: The DARPA Chief



Inside the duct, turn left and go straight until you reach the first grate. Look down at the prisoner. At the next grate look down at the DARPA Chief—there's your man.

Level 1 Security Card



First I want some information... about the terrorists.

Talk to the chief and he gives you a Level 1 Security Card. When the cell door opens, crawl under the bed, get the rations, equip the So-com, and leave the cell.

"Don't Think—Shoot!"



During the firefight, enemy guards attack in waves of three men each. Stand to the left of the door and start blasting. Remember to reload after each wave (tap Weapon Quickchange twice). You can collect more ammo and rations from dead guards.





Before the guards' sixth wave, three explosives are thrown into the room. Move against the wall to avoid the blast.



After the gunfight, take the elevator to floor B2.

ARMORY

C4



Be careful of the three floor traps (X)—if you fall in one of these, it's game over. Get the C4 from the top middle room (B), then go to the northwest corner of the Armory (E). Look for areas of the wall that are different-colored. Plant a C4 charge on the discolored section of the wall, retreat a safe distance, then detonate the explosive. The blast reveals a hidden area.



Do the same in the northeast corner of the Armory (F) and in the southwest corner (G). There are two floor traps in the hidden southeast room.



Kenneth Baker: President of ArmsTech



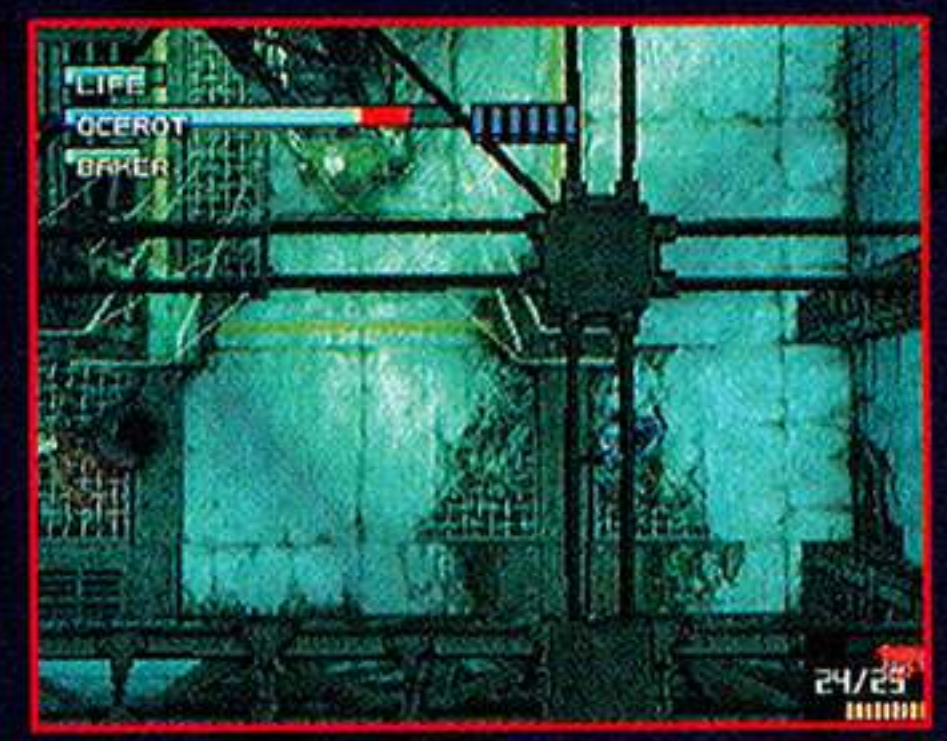
Go through the southwest hole (G) you created with the C4. Go

down the hall and place a C4 charge against the east wall where the paint doesn't match. Enter the revealed passage and place another charge against the north wall (again, where the paint doesn't match). Before entering the hole you just created, load up on Socom ammo and rations.

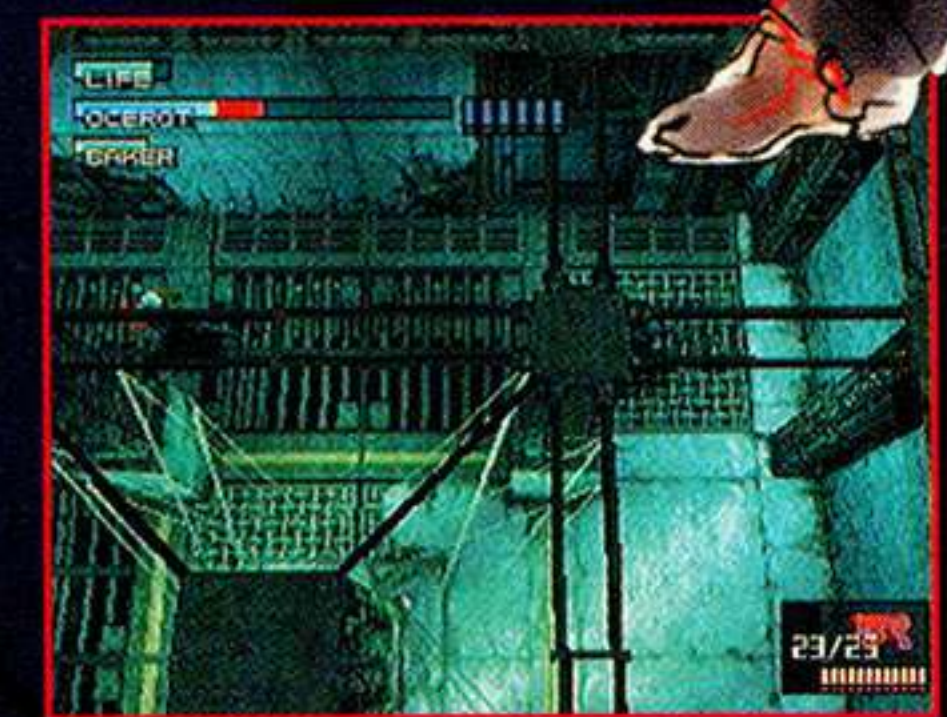
Boss: Revolver Ocelot



The only weapon you should use during the battle with Ocelot is the Socom. Don't even think of using any explosives; if you do, you'll set off the C4 surrounding Baker, and everyone in the room will die.



To beat Ocelot, stay on the east side of the room and move with him as he runs vertically. Although Ocelot can't shoot at you past Baker, he can ricochet bullets off the wall. When Ocelot stops at one of the posts on his side of the room, wait behind the opposite post. Let Ocelot fire, then blast him. Limit your Socom bursts to one or two shots each time you fire so you don't waste ammo. If you run low on ammo, you can find more in the containers in the room.

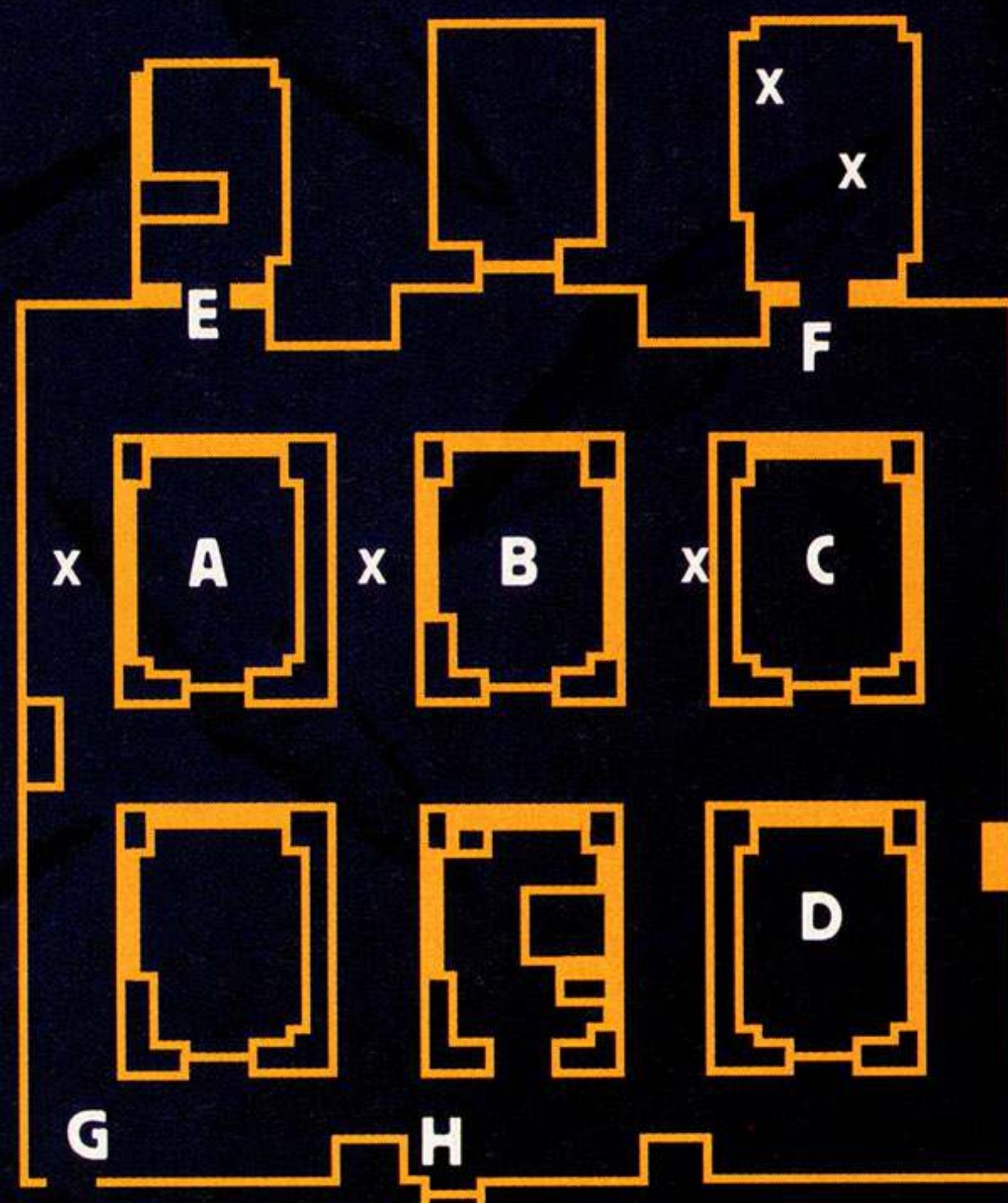


Level 2 Security Card



After defeating Ocelot, Baker gives you the Level 2 Security Card and an Optical Disc. Exit the room and plant a C4 explosive against the east wall (where the paint doesn't match). Return here after you've obtained the Level 6 Security Card.

Armory Map



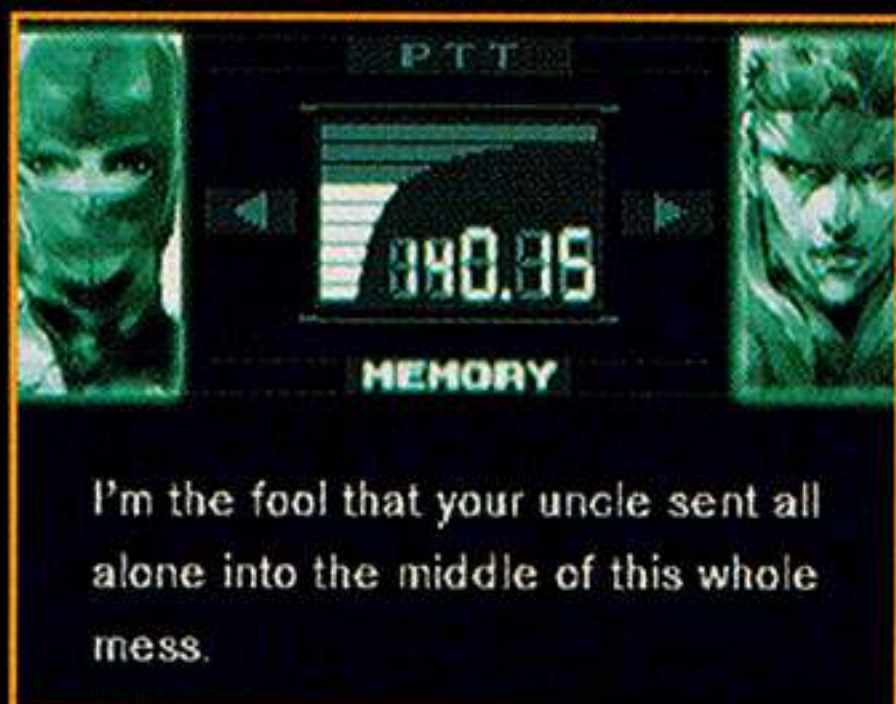
PRIMARY MISSION #2: STOP THE TERRORISTS

FA-MAS Machine Gun



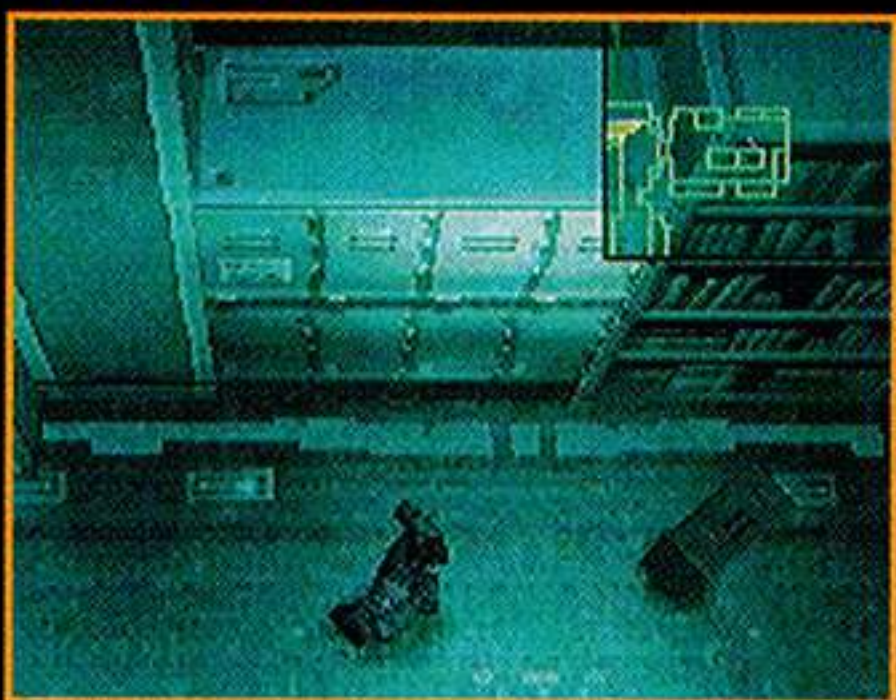
Return to the Armory—careful, guards are now patrolling the area—and enter the room that has “FAMAS 2” written on the door (Armory Map—D). Equip the thermal goggles or the cigarettes, crawl under the laser tripwires, and get the FA-MAS machine gun at the end of the room.

Meryl's Frequency



Call Campbell until Meryl's frequency appears on your Codec menu. Don't be shy—give her a call.

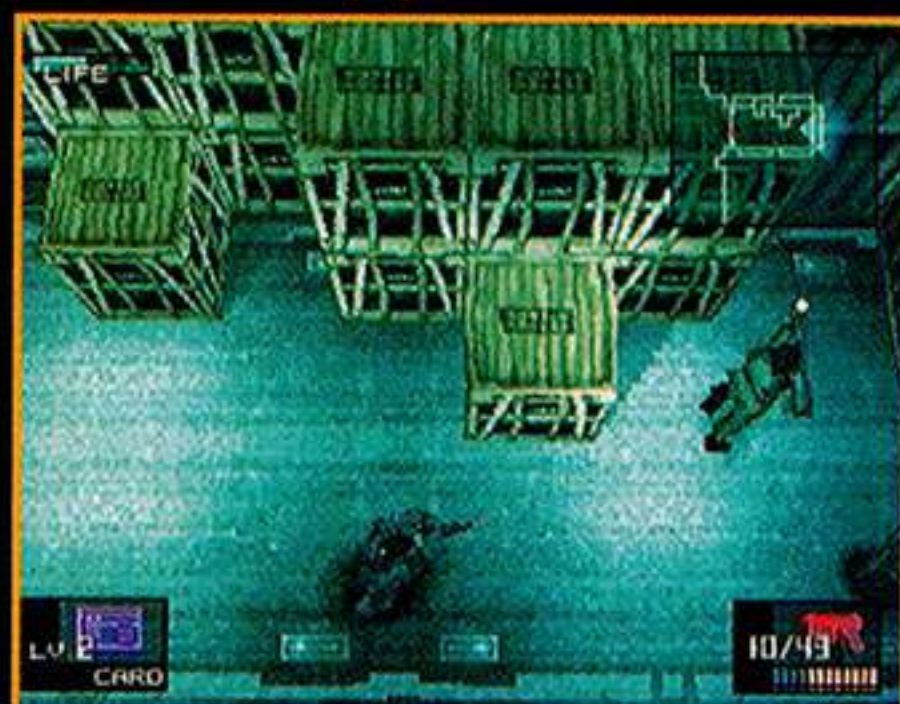
Mine Detector



From the Armory, take the elevator up to the Tank Hangar. Strange...the hangar is now shy one tank. Take the stairs against the west wall, but be careful of the surveillance camera at the top. Enter the room near the top of the stairs (Tank Hangar Level 2

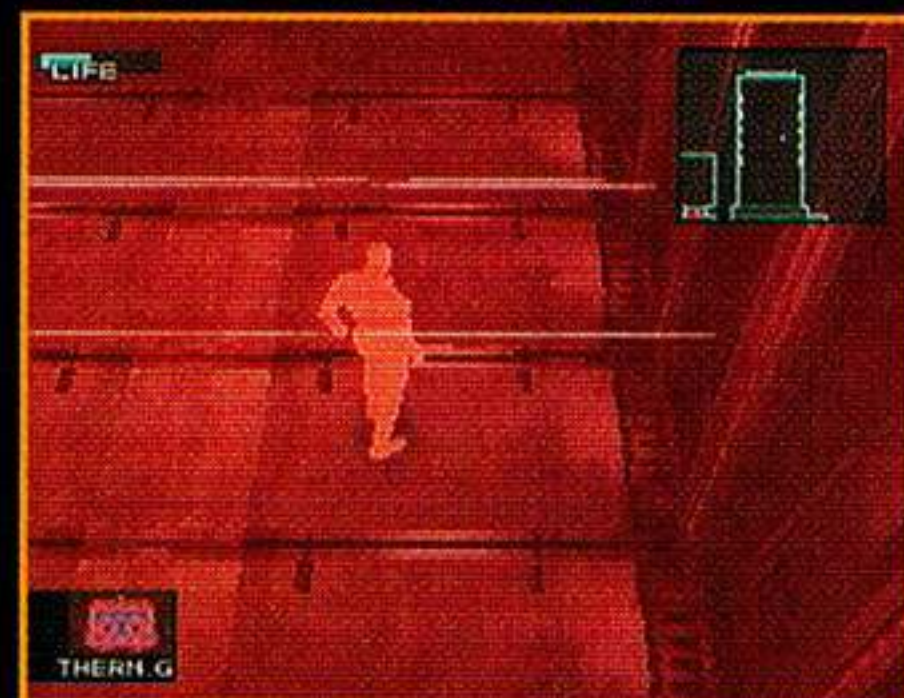
Map—C) and grab the cardboard box and the other items. Go to the room on the opposite side of the catwalk (Tank Hangar Level 2 Map—D) and get the mine detector. A guard may be on patrol on this level so be careful. Return to the bottom floor of the Tank Hangar—Meryl should have the cargo door open by now (Tank Hangar Level 1 Map—E).

Socom Suppressor



Before you enter the room Meryl just opened, go into the room along the east wall (Tank Hangar Level 1 Map—F). Once the door closes behind you, equip the Socom and shoot the guard (his back is to you so take your time). Get the Socom Suppressor—a silencer. Load up on chaff grenades before you enter the cargo airlock.

Cargo Door Airlock



Stand in the cargo doorway (Tank Hangar Level 1 Map—E) and equip the thermal goggles. See the laser tripwires moving vertically at varying speeds? Trip any one of those and the room is sealed and flooded with poison gas (in short, you're dead). The tripwires are at each crease in the floor. Walk carefully past them. At

the end of the chamber, equip your Security Card to open the door. Strange...it looks like a tank went through here.

CANYON

Claymore Mines



Equip the mine detector and look for the yellow cones on your radar. What are those shapes? Claymore mines—things that explode if you get too close! However, you can easily diffuse a mine by crawling over it, a tactic that also allows you to add the mine to your inventory for later use. You can also spot mines with the thermal goggles. Now crawl toward the middle of the canyon.

Boss: MI Tank



So this is where the tank from the Armory went...and it's gunning for you! It's a good thing you stocked up on chaff grenades, right? Throw one now, equip the thermal goggles, and run to the steel column on the northwest side of the canyon. Watch for mines as you move. Chaff grenades temporarily disable the

tank's cannon, but the machine gun can still fire independently from the turret.



Use the steel column for cover, and when the tank's turret faces away from you, run in close, throw a couple of grenades on top of the tank and retreat. Keep throwing chaff grenades to keep the main gun from firing. If you run out of grenades, you can find a few more in a small cave just north of the pillar you're using for cover (you must crawl to get them). After two or more grenades hit their mark, the tank's gunner is thrown clear and another takes his place.



Use the same tactics to defeat the second gunner.

Level 3 Security Card



Your prize for disabling the tank? The Level 3 Security Card.

Nikita Launcher



Return to the Armory (remember the tripwires in the airlock!) and get the Nikita from the storeroom with "Nikita 3" written on the door (Armory Map—C). Trek back across the canyon and open the door against the north wall.

NUKE BUILDING

Nuke Building Elevator

These are the floors you can access from the Nuke Building:
1: Nuke Building Floor 1
B1: Nuke Building Basement 1
B2: Nuke Building Basement 2

Through a Glass Darkly



Collect the rations at the end of the catwalk along the west wall. At the end of the catwalk, stop and look through the window. Three guards, three easy kills, right? Return to the entrance, go north down the ramp and crawl under the half-raised door.

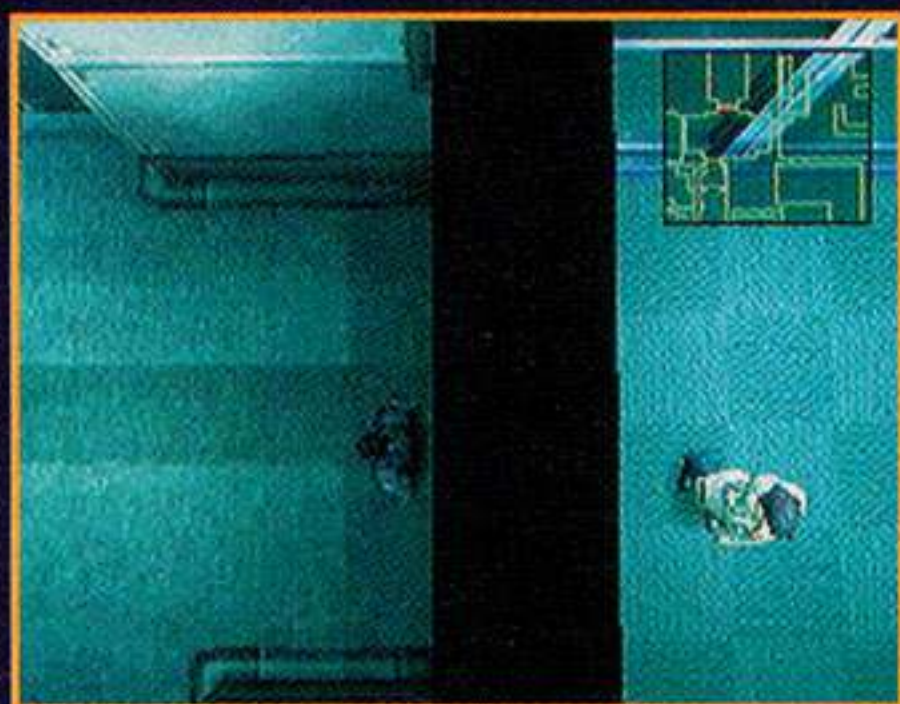
No Weapons Allowed!



You can only use chaff grenades in this room (sorry, no firearms).

The shortest route to the elevator is up the stairs along the west wall. How do you get past the patrol without fighting him? Use the cardboard box! Take the elevator to B2.

The Good Doctor



When you exit the elevator, press against the east wall. See that man in the lab coat? That's Dr. Emmerich, the man Meryl told you about.



Equip the Nikita and enter the airlock (A). When you do, the room floods with gas and the floor be-



comes electrified! Work fast, or you're a dead duck...er, Snake. Fire a Nikita missile, switch to first-person mode and guide the missile to the control switch in the northwest corner (B). When the missile travels through the west room, guide it so that it's close to the west wall because sentry cannons can destroy it. Keep an eye on your oxygen supply; if it gets low, leave the room to replenish your air.



Gas Mask



After successfully guiding the Nikita missile to its target, leave the room and replenish your oxygen supply. Destroying the control panel turns off the electricity in the floor, but it doesn't shut off the gas. Re-enter the gas-filled hallway, throw a chaff grenade, and go south to the room on the east wall (C). Inside the room is the gas mask, but don't forget to watch out for the sentry gun. Equip it. Remember to quickly toggle between the gas mask and the Security Card whenever you want to open a door.

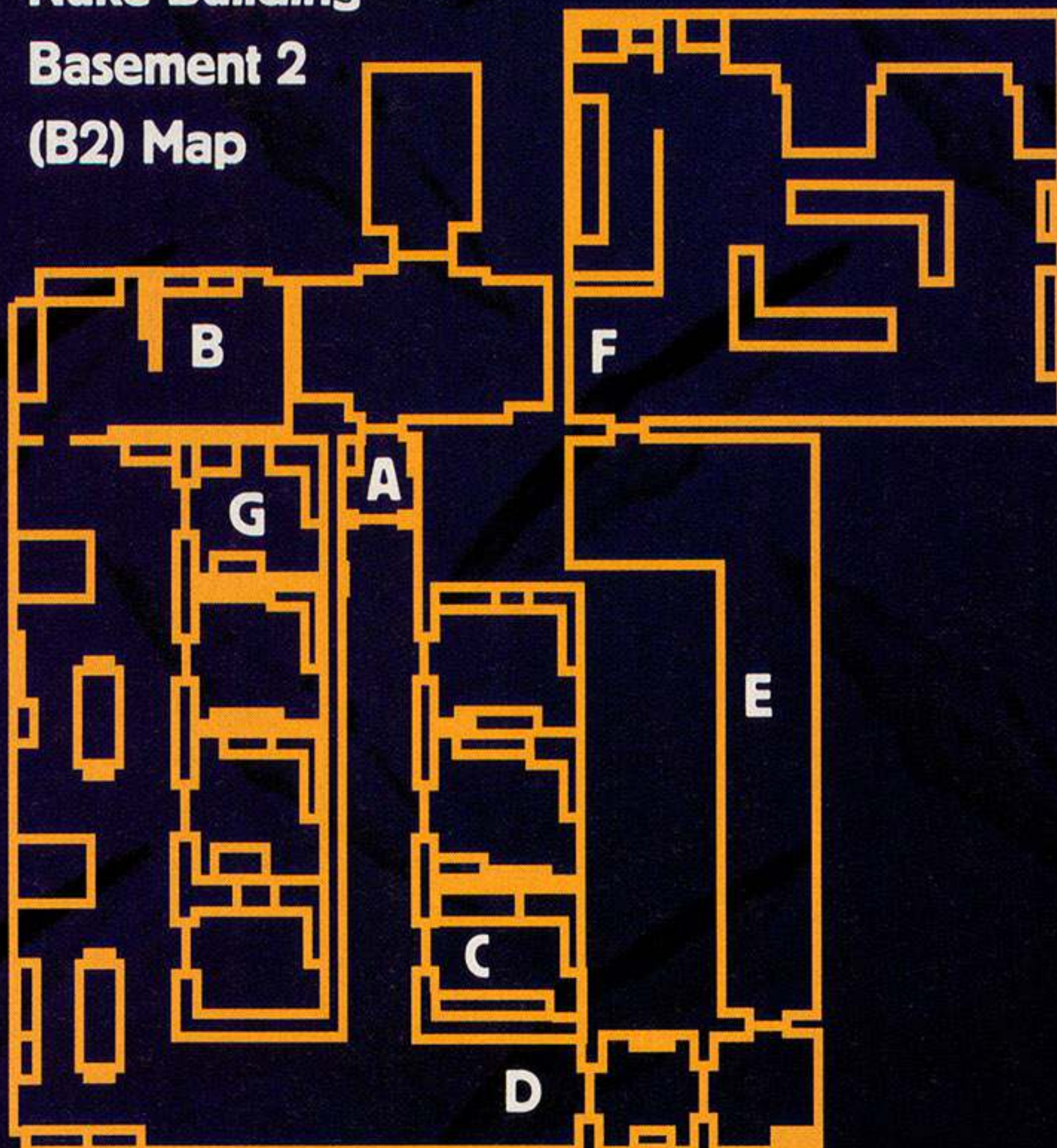
Dr. Hal Emmerich: "Otacon"



Sneak past the sentry gun and go through the door at the end of the east hall (D). Proceed north to the end of the hallway littered with corpses (E) and enter the lab (F).



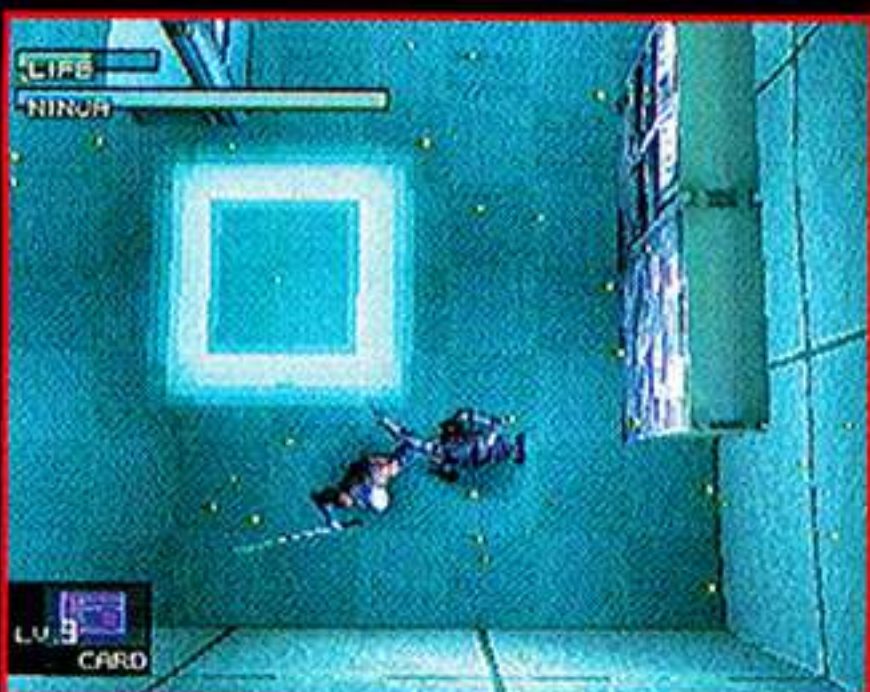
Nuke Building Basement 2 (B2) Map



Boss:
Cyborg Ninja



The ninja is tough, but you can make short work of him with enough chaff grenades. Detonate a grenade to stun him, then hit him with a three-hit punch-kick combo.



After you deal him several combos, the ninja puts away his sword so you can fight like men—hand-to-hand. Don't equip a gun; if you do, he'll draw his sword and swat your bullets like flies. When the ninja gets close, he performs two cartwheel kicks; avoid this attack and then nail him with a punch-kick combo.



After taking more damage, the ninja engages in a deadly game of tag where he teleports around the room, materializing only to strike. Equip the thermal goggles, use punch-kick combos to clock him, and keep moving. After taking enough hits, the ninja malfunctions and readies his final assault.



To defeat the ninja during this phase, let him walk up to you. When he gets close, he'll teleport to your side and throw a punch; so move out of the way when he teleports, and after he throws his punch, retaliate with a punch-kick combo.



Now the ninja is messed up: He's malfunctioning and his armor is short-circuiting. Use your gun! Equip the FA-MAS or the Socom, shoot the ninja from a distance, and then move. If you stand still, he'll materialize next to you and hit you with an electrical field. A few bursts from your rifle should effectively shoo him away.



Level 4 Security Card



Talk to Dr. Emmerich and get the Level 4 Security Card and his Codec frequency. Just call him "Otacon!" Leave Otacon's lab, go to (B2 Map—C) and get the night-vision goggles. The west hall has sentry cannons, so use chaff grenades to disable them.



Take the elevator to B1.

In B1



Enter the bathroom (A), and shoot the guard doing his duty.

Nuke Building
Basement 1
(B1) Map



Meeting Meryl



Enter (B), and go into the first room along the west wall (C) to get the cardboard box. Now it's time for a little "guard-watching."





Level 5 Security Card



Leave the room and hide behind the pillar outside the women's restroom (D). Confront the guard who uses that restroom—it's Meryl, so don't attack her. Instead, let her spot you (the game won't go into Danger mode when she does) and follow her into the restroom (E). After a lengthy conversation, Meryl gives you the PAL key and a Level 5 Security Card.



Return to (B) and collect the items behind the Security Level 5 doors. Head to the Commander's Room (F). If you're wondering just how tough Meryl is, take a swing at her and find out.

Commander's Room



Once you're inside the Commander's Room, take a stroll around. The room is a dead end, so make for the exit...oops! Too late!



Boss: Psycho Mantis



When Meryl points her gun at you, give her a punch-kick combo. See the distortion flying around her? That's Psycho Mantis! Hit Meryl until she's out cold, but don't kill her; if Meryl dies, it's game over. When the screen goes black, don't worry; it's a stupid inside joke, not a bug.



When Psycho Mantis materializes (and gives you an endless speech), unplug your PlayStation controller from port #1 and plug it into port #2 (trust us, just do it). When the fight begins, equip the thermal goggles and use a punch-kick combo on Mantis. As Mantis flies around the room, he summons objects to attack you. Crawl to avoid these flying objects, and hit Mantis when he stands still. However, when Mantis summons four chairs that encircle him, get far away and shoot him with the Socom.



After you hit Mantis enough times, he summons Meryl to shoot at you and he resumes throwing

objects! Meryl takes top priority: Knock her out like you did before. After she's cold-cocked, punch-kick combo Mantis until his defeat. Plug the controller back into port #1.

Northeast Passage



Exit the Commander's Room via the passage in the northeast corner (G).

Cave



Equip the night-vision goggles and the FA-MAS. Crawl under the north ridge and shoot the wolf-dogs in the cave. Crawl under the low ridge in the southeast corner of the cave.



Underground Passage

After Meryl walks around the mines, crawl and pick them all up.



Walk up to Meryl.

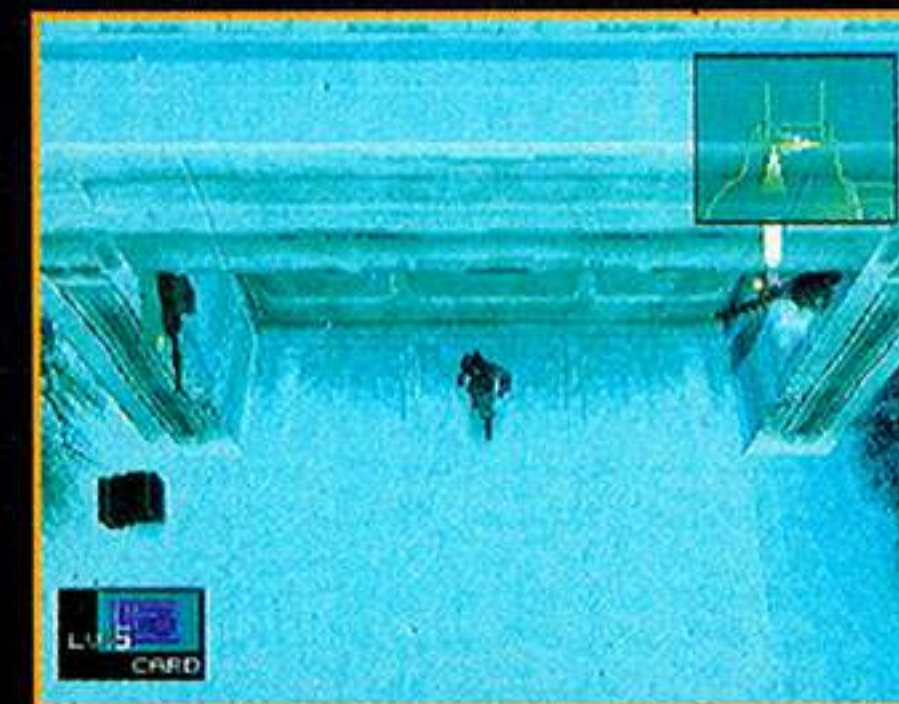


Too late—Meryl's down, and you must find a sniper rifle! After Meryl is shot, don't remain in the area; if you stick around, Sniper Wolf will shoot Meryl to pieces. As bad as it sounds, you must leave Meryl.



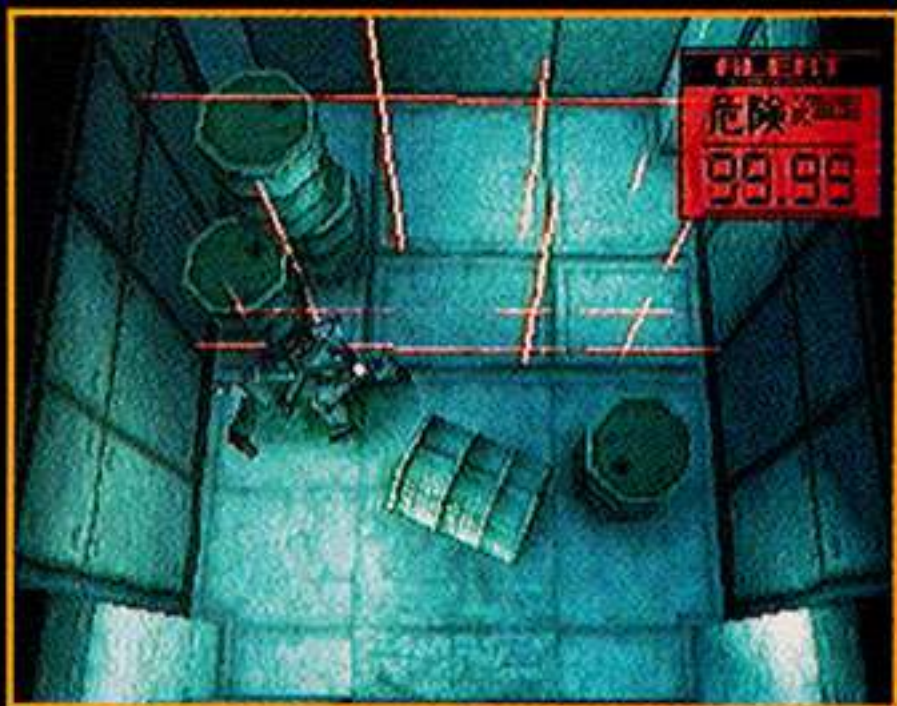
Return to the Armory.

Meryl in Peril



Remember the Canyon where you fought the M1 tank? Sentry cannons are now active in the area. Use a chaff grenade to disable them, but the grenade also disables your mine detector, so use the thermal goggles to spot the mines in the area. When you enter the Tank Hangar, the laser tripwires in the airlock are deactivated, so run through. Take the elevator to B2.

PSG-1 Sniper Rifle



Enter the room with "PSG1 5" written on the door (Armory Map—A). Once inside, equip the thermal goggles. Unfortunately, it takes too long to sneak past the laser tripwires, so you have to trigger the alarm. Unequip the goggles, throw a stun grenade, count out two seconds (one-one thousand, two-one thousand), and run to the north end of the room to get the PSG-1 sniper rifle. The grenade should explode when the guard enters the room. Hightail it out of there and enter the hole in the southwest corner (Armory Map—G). Re-enter the Armory and head to the elevator.

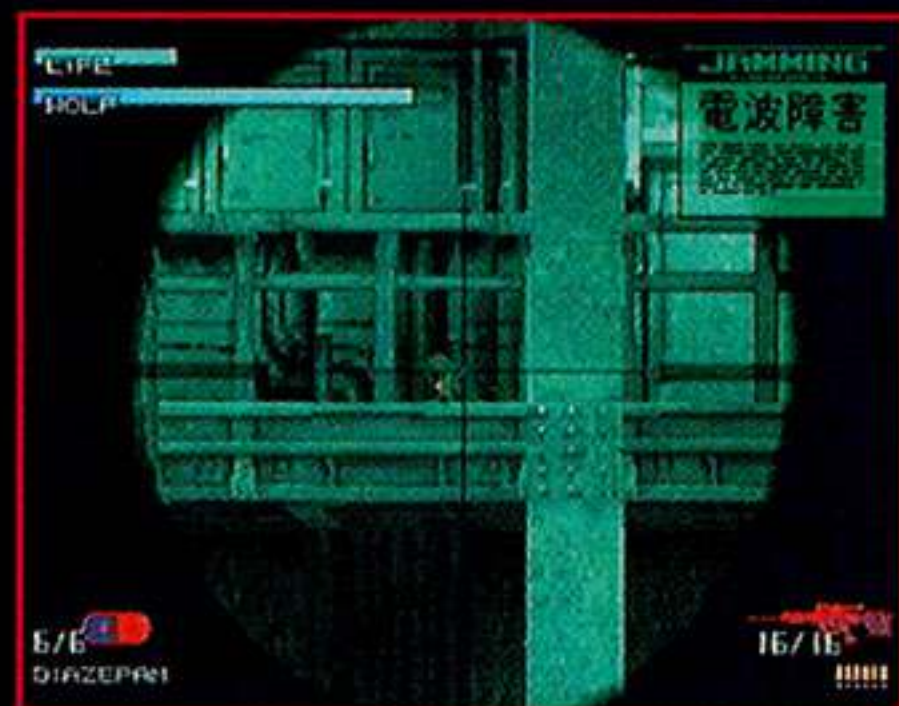


You have the rifle, so get back to Meryl!



When you reach Nuke Building Floor 1, stop in front of the half-raised door and equip the PSG-1. Shoot the three guards in the room (because you're not actually in the room with the nuclear warheads, the no weapons rule doesn't apply). Don't worry about the poor controls while using the PSG-1 just yet.

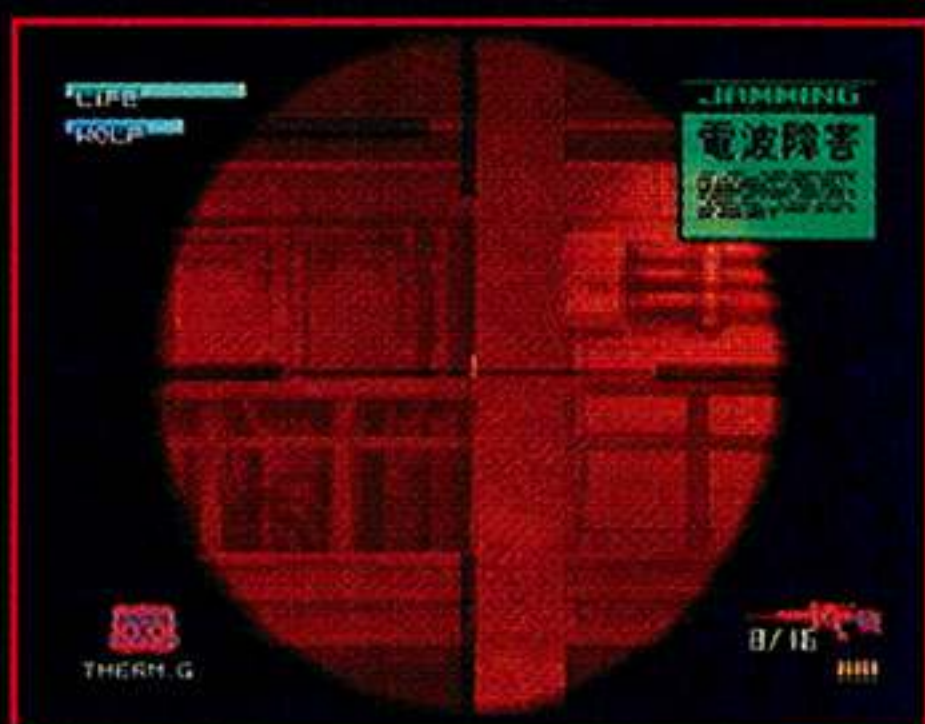
Boss: Sniper Wolf



When you reach the Underground Passage, look for the red dot that starts tracking you and get moving. After the sniper fires twice, equip the thermal goggles and the PSG-1. While peering through the rifle scope, cycle through your item inventory for Diazepam and take one of this item. Remember the poor PSG-1 controls you encountered earlier? Diazepam temporarily eliminates these problems! Re-equip the thermal goggles.



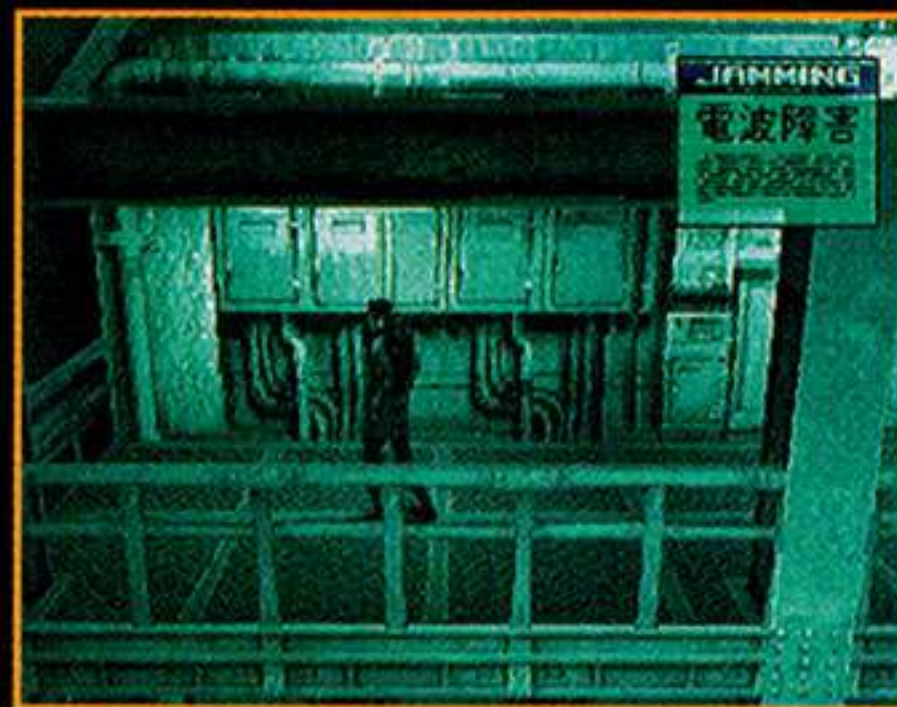
The hardest part about defeating Sniper Wolf is getting her in your sights. Try to get Wolf in your scope as soon as possible. She likes to hide behind the vertical steel beams, so look for her thermal outline.



If you're hit while trying to spot Wolf, get up and move your position—it takes too long to reposition your scope in her direction when being shot. Once you're in

a new position and Wolf is in your sights, fire away and track her as she moves.

Aftermath



After you defeat Sniper Wolf, head for the tower, climb the stairs, and collect the items. Go to the door in the northeast corner.



CAPTURED!

Trying Times



Don't submit to Ocelot's torture—Meryl's life depends on it! To restore your health during these sequences, rapidly tap Action to resist, or press Activate Codec to submit.

After a few turns on Ocelot's electric table, you're placed in a holding cell. Call Campbell, then Otacon. After another session with Ocelot, the guard patrolling your cell gets sick and runs to the bathroom.

Level 6 Security Card



While the guard is gone, Otacon visits. Talk to him, take the items (including the Level 6 Security Card) and crawl under the bed before the guard returns. When the guard checks your cell, wait until he's well into the room before you spring to attack.

Escape!



Dispose of the guard in a suitable way. Who you tellin' to "shut up" now, punk?



Exit the cell and get your gear—it's next to Ocelot's torture table. Cycle through your item inventory until you find something labeled "Timer B" with a number next to it. Highlight this item and press Action to discard it. The room exit is by the surveillance camera in the northeast corner.



You're back in the cell (where you found the DARPA chief). Throw a chaff grenade to disable the sentry guns and take the elevator to B2. Once there, load up on ammo and supplies—you need them for what's ahead.

The Camera



While you're in the Armory, go through the door in the middle of the south wall (Armory Map—H). You're in the room were you fought Ocelot. Go through the hole in the south wall and stand in front of the hole in the east wall. Throw a chaff grenade into the room and enter when it detonates.



Open the two security doors along the east wall. Behind the north door is a camera. Get the camera and go back to the place where Meryl was shot.



**THE
COMMAND
TOWERS**

In The Tower



Collect the maximum number of rations and FA-MAS ammo. Enter the tower, go north to the end of the hall, turn west, and use your Security Card to open the door. Before entering the room, equip the FA-MAS and the thermal goggles.



Go through the door.

Command Tower A



The moment you enter the room, the game enters Danger mode. Grab the rope, go through the south door, and head up the stairs. You must travel all the way to the top without stopping. Not only are guards hot on your heels as you ascend, but several are waiting on the stairs. Don't make a stand and shoot the guards that approach from behind you—no matter how many you kill they'll keep coming. If you run out of FA-MAS ammo, turn off the thermal goggles and equip stun grenades. Throw the grenades as you move to slow the

pursuing guards and knock down any in your way.



Here are the floor locations of the guards in your way (the chase begins on floor B3; floor 27 is the top):

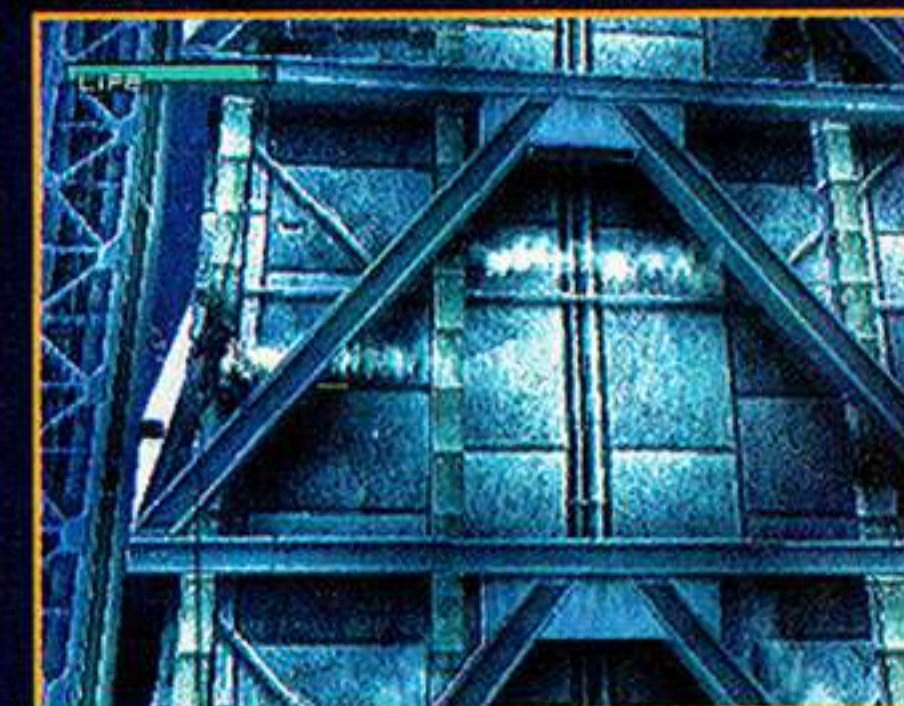
- One guard is between floors 06 and 07.
- Two guards are on floor 09 (ignore the door on this floor).
- One guard is between floors 10 and 11.
- One guard is between floors 11 and 12.
- One guard is between floors 13 and 14.
- Two guards are between floors 15 and 16.
- One guard is between floors 17 and 18.
- One guard is between floors 23 and 24.
- One guard is between floors 24 and 25.
- One guard is between floors 25 and 26.



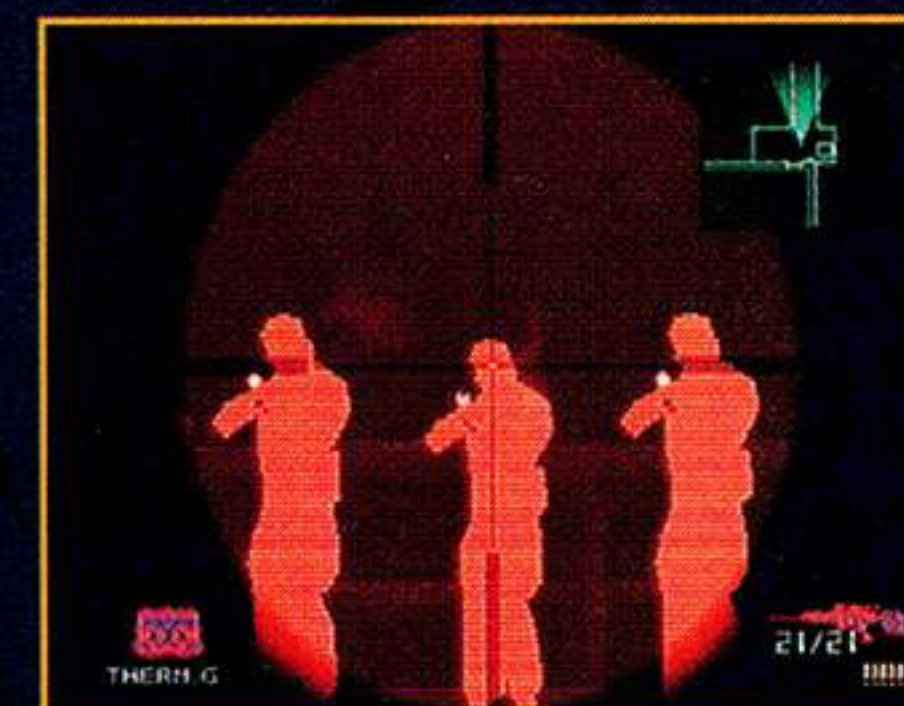
When you reach the top (floor 27), and if you have a big enough lead over your pursuers, drop a Claymore mine. The mine should take care of any guards that are still on your tail. The game switches to Evasion mode when you climb the ladder to the roof.



Chopper Attack



After the chopper destroys the antenna, run to the ledge and use the rope you picked up at the bottom of the tower (you did grab the rope, right?). You can't use any items as you descend. Call Campbell by Codec for instructions on how to rappel. On your way down, keep an eye open for rations located on some of the beams.



When you reach the bottom, plant a C4 explosive on the door along the south wall and detonate it. Equip the thermal goggles and look north. Three guards are at the end of the walkway. Equip the PSG-1, use some Diazepam, and start firing. If you're fast enough, you can kill two of the guards before they scatter. Two shots to each guard should do it.

Stinger Missile Launcher



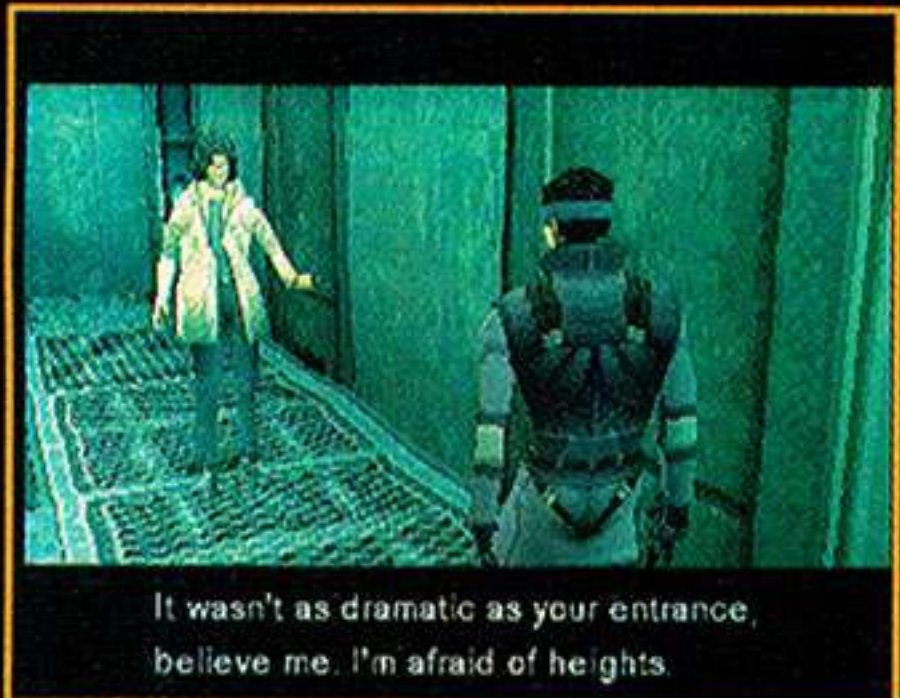
Proceed north down the walkway (to where the guards were), and enter the door around the corner along the west wall. The Hind chopper will take some shots at you, so keep moving. Get the Stinger missile launcher and the box of missiles. Go through the door along the south wall. You're now in Command Tower B.

Command Tower B



Descend the stairs until you reach the dead end (on Floor 2). Now go back upstairs.

Otacon Again

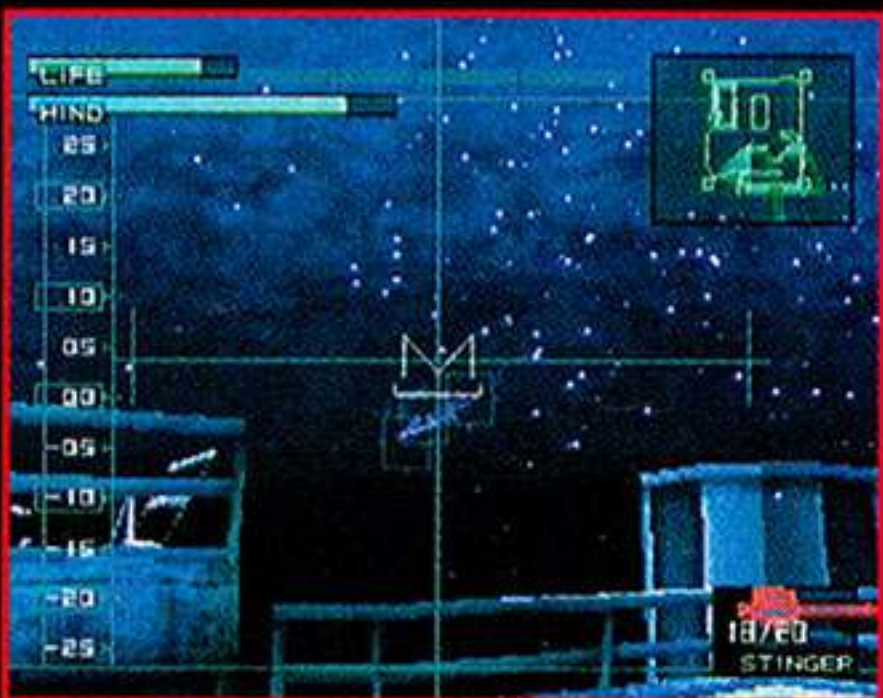


After Otacon leaves, climb the stairs. While ascending, look out for sentry guns on floors 11 (one gun), 15 (two guns), 19 (three guns), and 23 (four guns). On floor 27, collect the missiles and climb the ladder. Beyond the door is the Hind D helicopter.

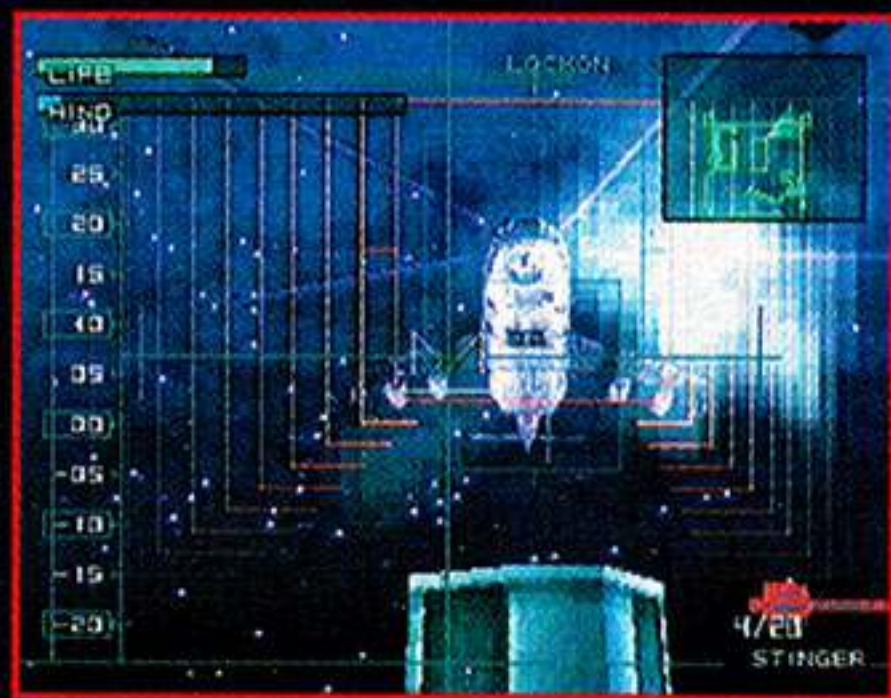
**Boss:
Hind D
Helicopter**



The Stinger missile launcher is similar to the PSG-1 in that you can't move while it's equipped. Don't use chaff grenades during this fight because they disable the radar and you won't be able to see the Hind's location. Use the small tower on the roof for cover from the Hind's machine-gun fire.

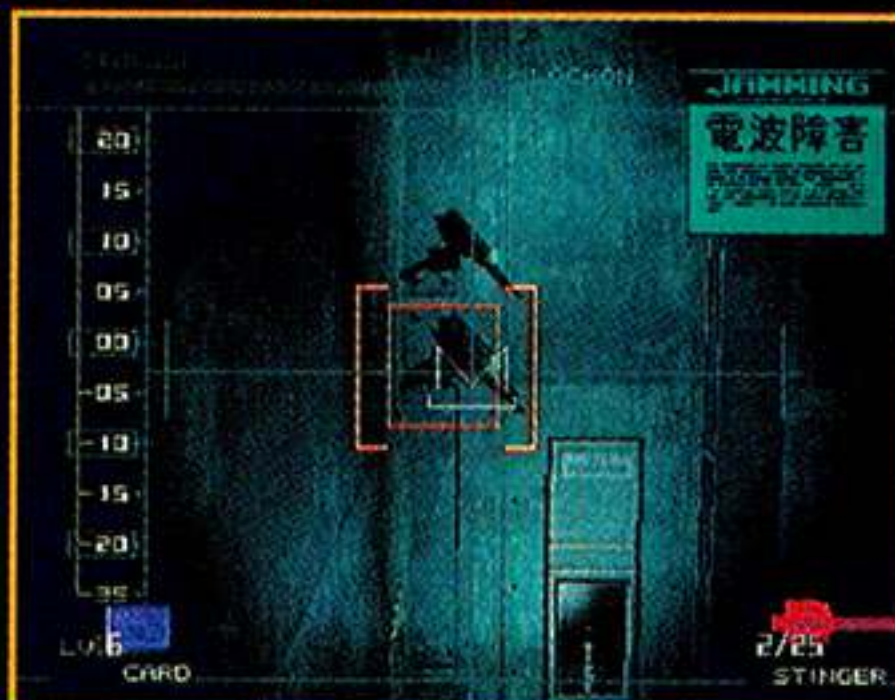


When the Hind flies overhead, equip the Stinger, lock on to it, and fire. After hitting the Hind four or five times, it fires a missile. Use the structure for cover. The battle then turns into hide-and-seek: The Hind flies low around the building, rising only to fire. Use the radar to track it, and have the Stinger ready to greet it when it rises.



Nothing beats shooting down a \$50 million chopper with a \$2 missile.

To the Elevator



Exit the roof and descend to the elevator on floor 9. If you have any Stinger missiles left, use them on the sentry guns on the stairs.

Ambushed!



In the elevator you're ambushed. Equip the thermal goggles and the FA-MAS. The easiest way to defeat your camouflaged attackers is to

throw them in a corner and use the FA-MAS to keep them there.



Exit the elevator and go through the door along the south wall. Be careful of the sentry cannon in the next room and the two cannons in the room after that.

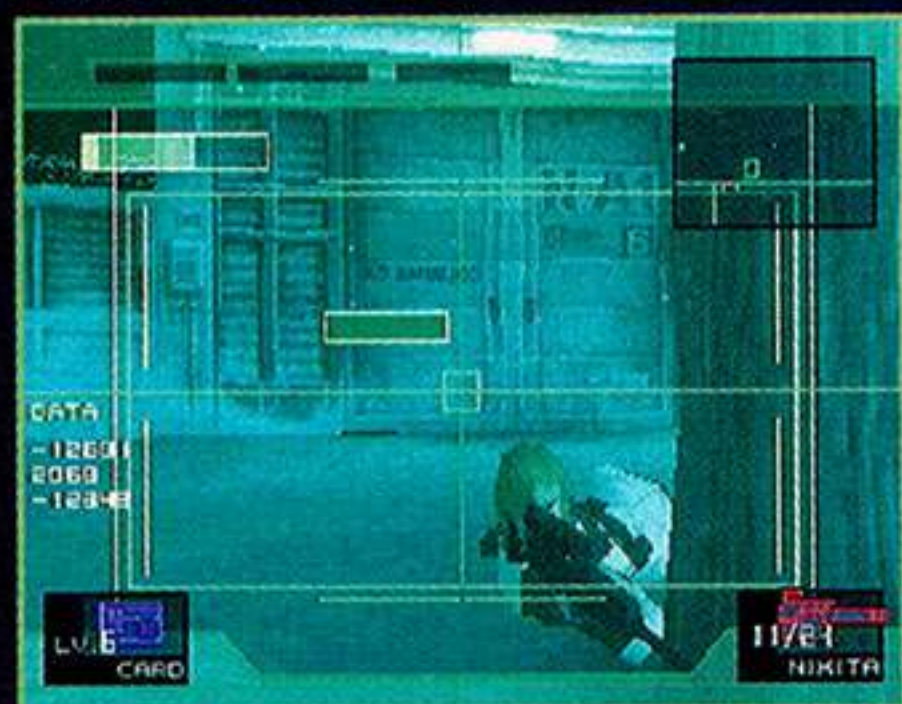


Snowfield Map

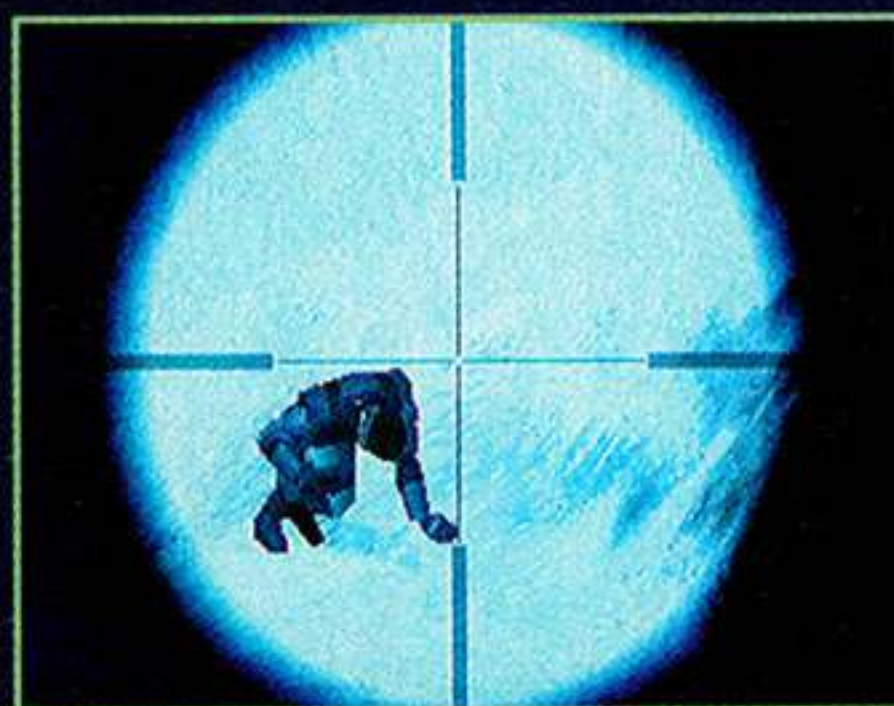


SNOWFIELD

Ambushed!



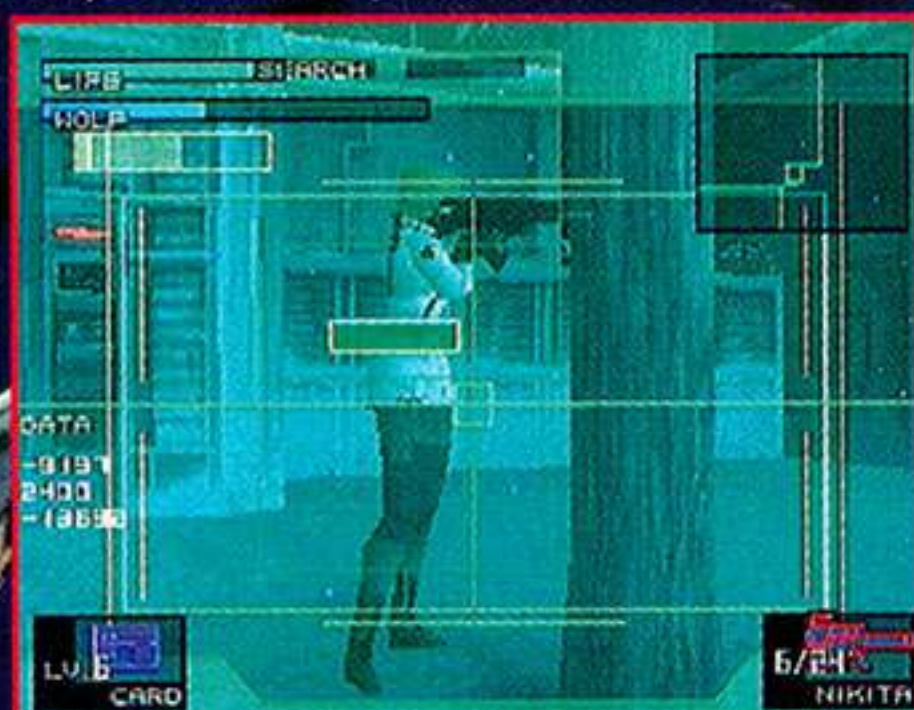
When you enter Snowfield, fire a Nikita missile and take a look around. What's that hiding behind the trees on the north side of the field? It's Sniper Wolf! Walk to the middle of the field to start the battle.



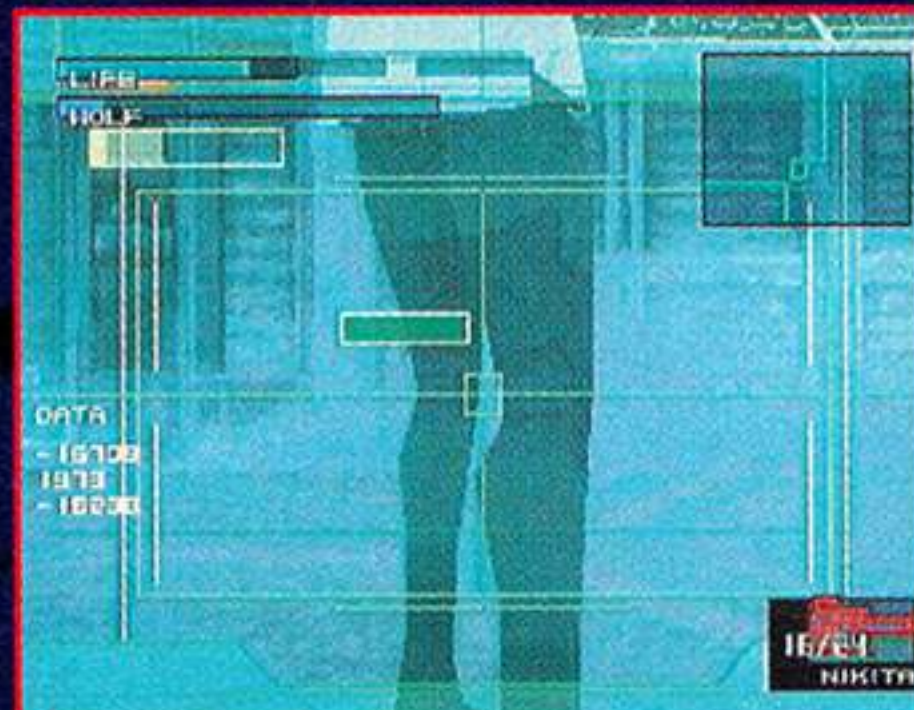
Boss: Sniper Wolf



Retreat to the southeast corner of the field (A) so you can use the high ledges for protection. Face west and fire a Nikita missile. Guide it up the incline to the west (in front of the snow cat) and steer it to Sniper Wolf's position.



Wolf can't shoot Nikita missiles in midair, so she's defenseless.



Rewards of Battle



After the battle, collect the items in the rooms around the field. Some rooms are booby-trapped with mines (B) or sentry guns (C), (D), (E), (G). Head to (F), open the door, and throw a chaff grenade into the room. Go down the stairs in the northeast corner of the room.



Metal Gear awaits...



Walk over to the west wall, press against it, and move north. Look out for the crane. When it approaches, crouch to let it pass overhead, then proceed to the end of the ledge. Don't let the crane hit you while you're standing on this ledge—that would be bad. When you reach the walkway, take the stairs to level 1.

Level 1



To exit the Blast Furnace, go through the doors along the north wall at the bottom of the stairs—but don't leave the room just yet.

BLAST FURNACE

Level 3



The Blast Furnace is a three-level room; you enter on level 3. A guard is patrolling the area. Use a cardboard box to sneak up on him, then use a punch-kick combo when he's against the rail. If you execute the attack successfully, the guard will fall over the railing and into the lava below. Use the PSG-1 or Stinger (if you're feeling creative) on the other guard across the way.



Enter the dark doorway against the south wall. Avoid the steam jets and crawl through the opening along the west wall. Once you're in the next room, stand up, throw a chaff grenade, and quickly gather the items. Exit the Blast Furnace through the door along the north wall on level 1.



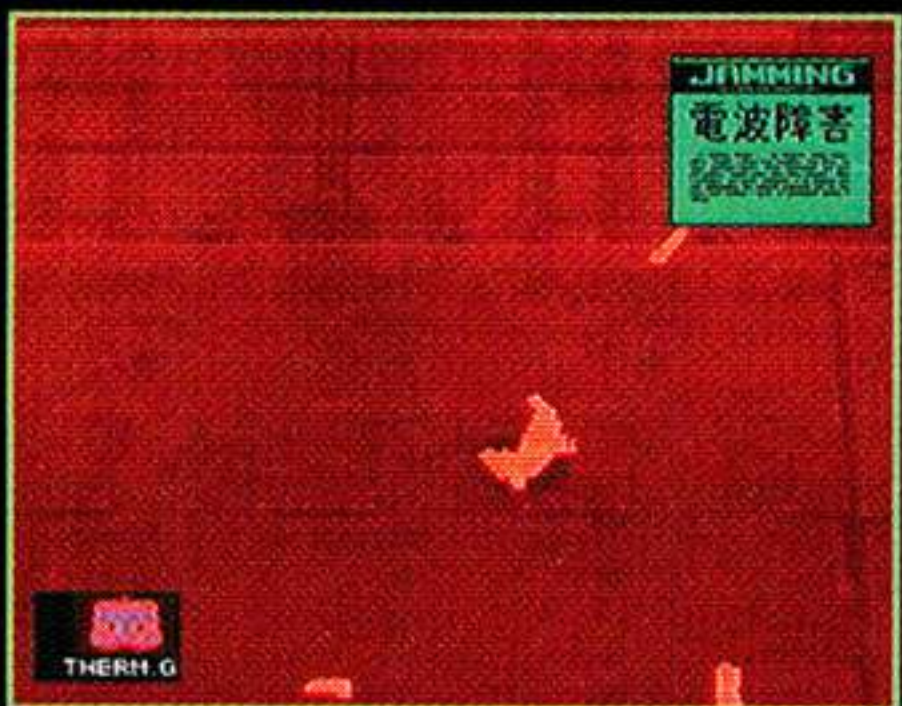
THE CARGO ELEVATORS

Elevator 1



Collect the various items, then walk over to the elevator's control panel (it's on the lift) and press Action. As the elevator descends, you're ambushed by three guards. Use stun grenades and the FA-MAS to beat them down. You can also throw the attackers over the side of the elevator with punch-kick combos or by just tossing them.

Relay Point



When the lift stops at the relay point, throw a chaff grenade. After it explodes, run around the corner to the east and stop. Several claymore mines are scattered on the floor in front of the second lift. The mine detector is inoperative here, so use your thermal goggles. Collect the mines because you're going to need them shortly. Take the second elevator.



End of the Line



As you descend on the second lift, ravens begin to fly overhead. At the bottom of the second lift is a door along the north wall. Collect the various items scattered around the room and go through the door.

Warehouse

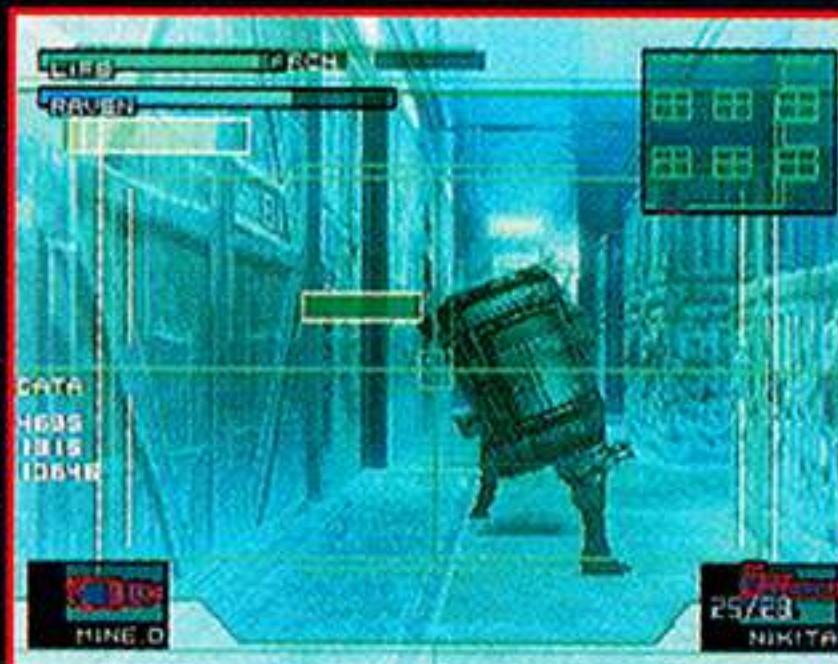


Remember the gorilla driving the M1 tank you fought earlier? It's time to take him on, man-to-man!

Boss: Vulcan Raven



Claymore mines, C4 explosives, and the Nikita are your best friends during battle with Vulcan Raven. Raven's armed with an M61A1 20mm machine cannon that fires 4000 rounds a minute. He also has excellent range, so forget about taking Raven head-on (unless you have a death wish). Equip the mine detector and the claymore mines, then place the mines in the middle of the four-way junctures. Raven's vision is awesome—he can spot you across the room, so don't let him see you.



If you're out of claymore mines, the Nikita is also effective; however, you must hit Raven with the missile just as he rounds a corner. If he spots the missile, he'll shoot it down. Raven moves slowly at first, but he increases his speed with each hit he takes.



A caveat: The room temperature is so low that any rations you're carrying freeze. To keep this from happening, toggle between equipping your rations and the mine detector.

Level 7 Security Card



Raven gives you the Level 7 Security Card.

Second Warehouse



In the next room, throw a chaff grenade, then run forward to the door on the other side of the room. Two floor traps are placed in the main stretch, and over 30 (that's right, 30) sentry cannons are mounted on the walls, so speed is of the essence.

UNDERGROUND BASE

Level 1



Metal Gear is dead ahead. Go north, then east, and climb the ladder.

Level 2



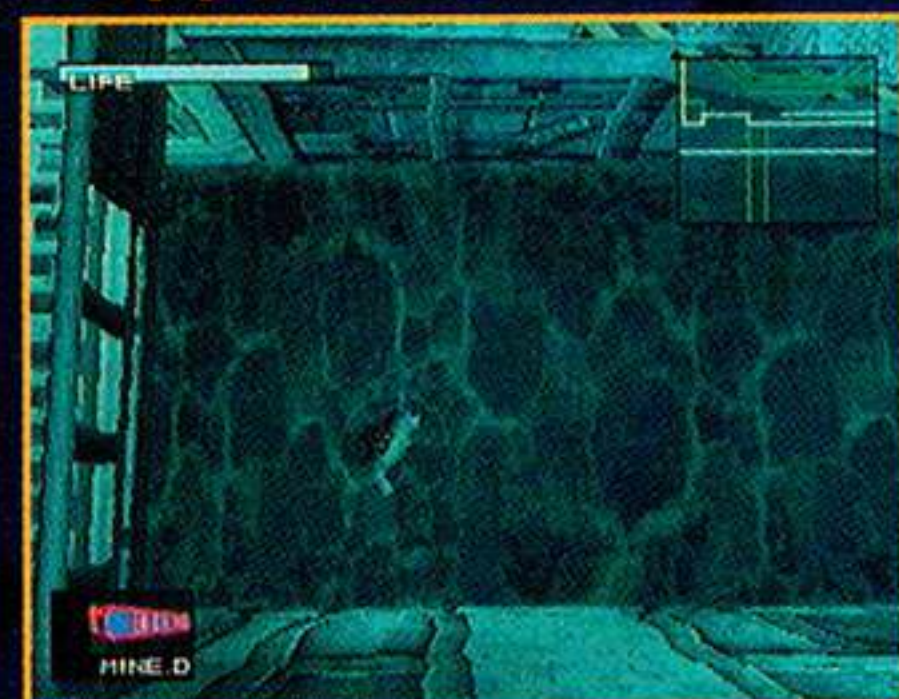
Head north, west, north, then west again, and climb the ladder.

Level 3



At the top, follow the east catwalk. Once you clear Metal Gear, use the PSG-1 to take out the guard patrolling the opposite walkway. Backtrack to the ladder that leads up and over Metal Gear and climb it. From the top of Metal Gear, use your scope and zoom in on the control room. Take the ladder down the west side and follow the catwalk to the control room.

Dropped Card



When the game enters Danger mode, return to the ladder and climb back on top of Metal Gear until it stops. Descend to level 1 and backtrack to the room's entrance. Descend the ladder northeast of the room's entrance, then equip the mine detector or the thermal goggles, and jump in the water. Find the dropped PAL Key. Pay attention to any items you may pick up; you could accidentally collect a time bomb. If you pick up one of these items, cycle through your inventory, find the bomb, and discard it.

The First Key



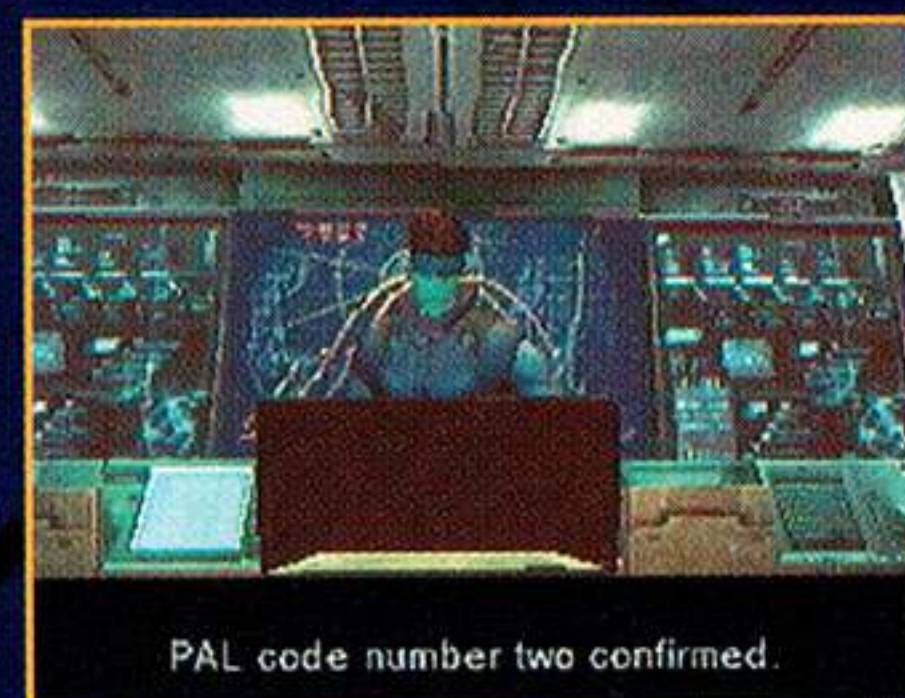
After you retrieve the PAL Key, return to the control room. Before you enter the control room, how-

ever, detonate a chaff grenade. Equip the PAL Key and go to the first laptop computer. After downloading the disc, stand still, detonate another chaff grenade, then exit the room.

The Second Key



Return to the warehouse where you fought Vulcan Raven, and wait there until the PAL Key freezes and turns blue. The key freezes faster if you don't equip it. Return to the control room and insert the frozen PAL Key into the second laptop.



One key left.

The Final Key



Pick up the maximum number of chaff grenades, rations, and Stinger missiles. Go to the Blast Furnace, and wait there until the key warms up and turns red. Be careful when you go through the warehouse—guards are now patrolling the room. Call Mei Ling and save your game. Return to the control room and insert the PAL Key into the last laptop computer.

Gas Trap

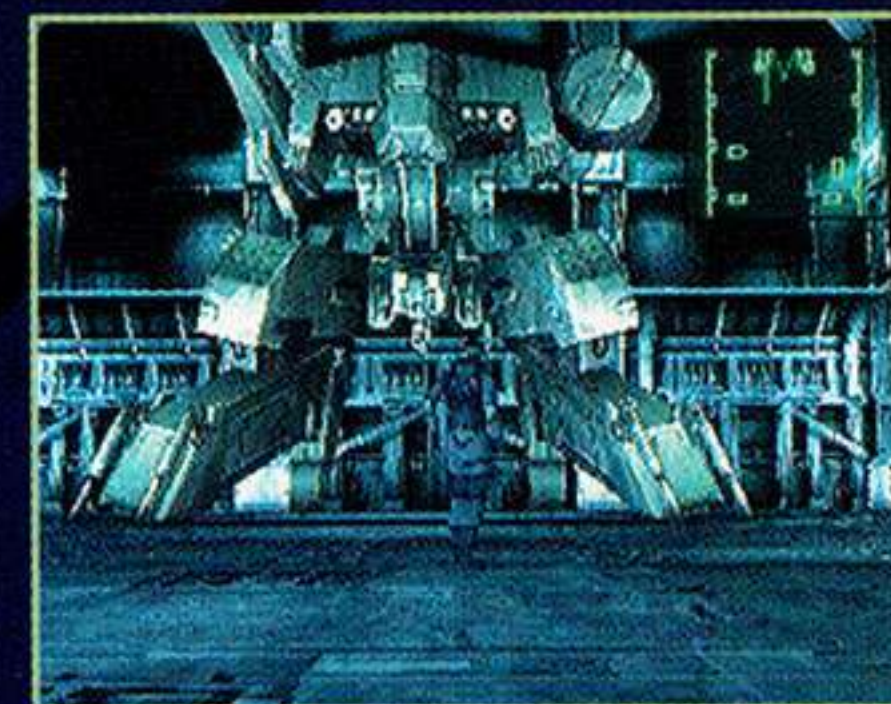


When gas fills the room, put on the gas mask and call Otacon. Keep calling until he opens the door. When you leave the control room, follow Liquid Snake around the corner.



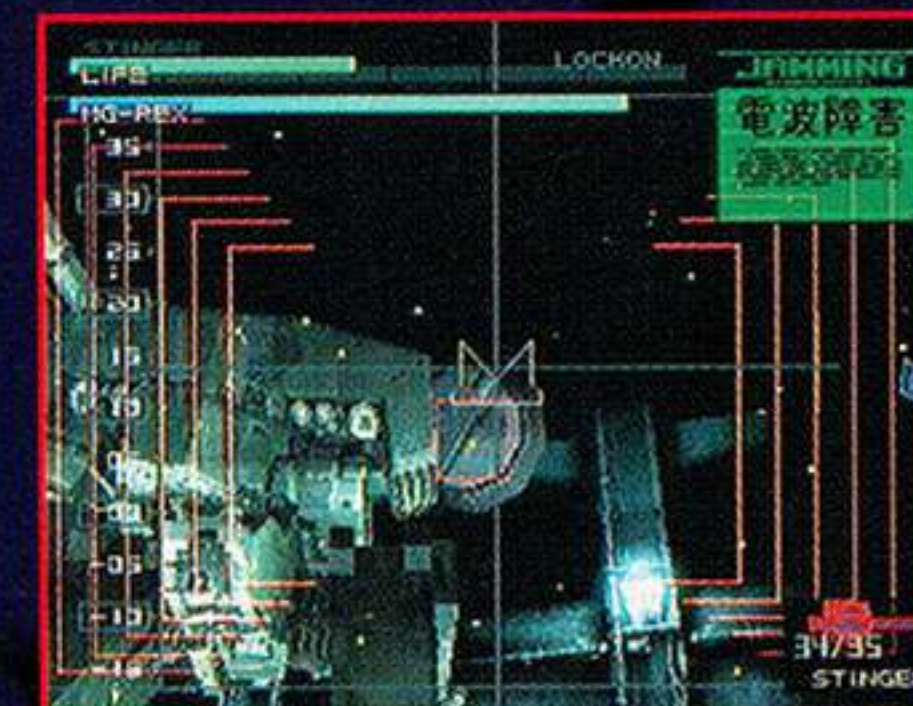
UNDERGROUND SUPPLY ROUTE

Rex Is Next

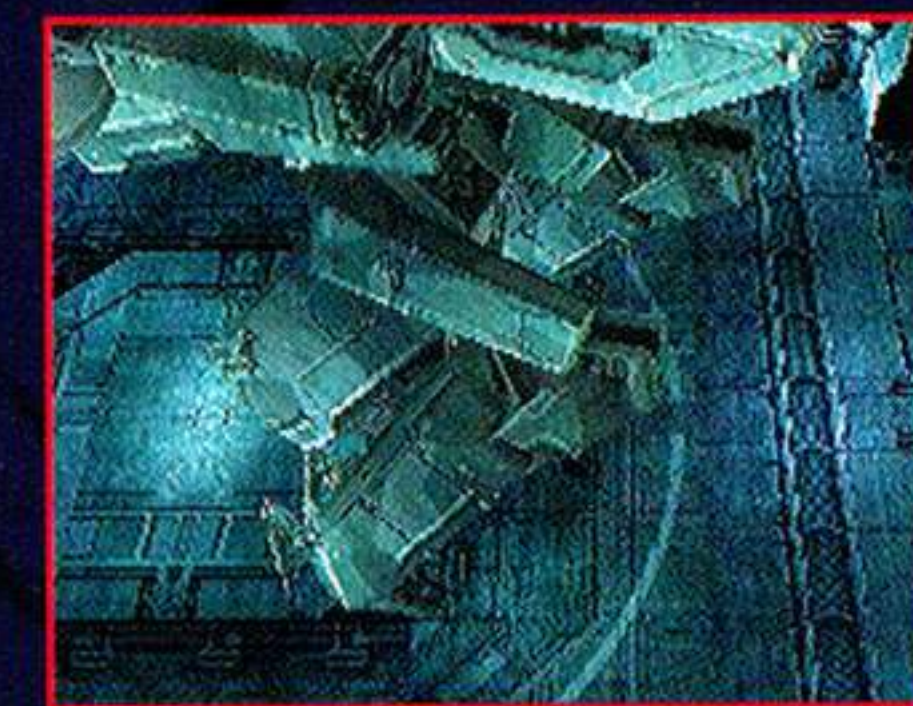


Now you fight Metal Gear Rex!

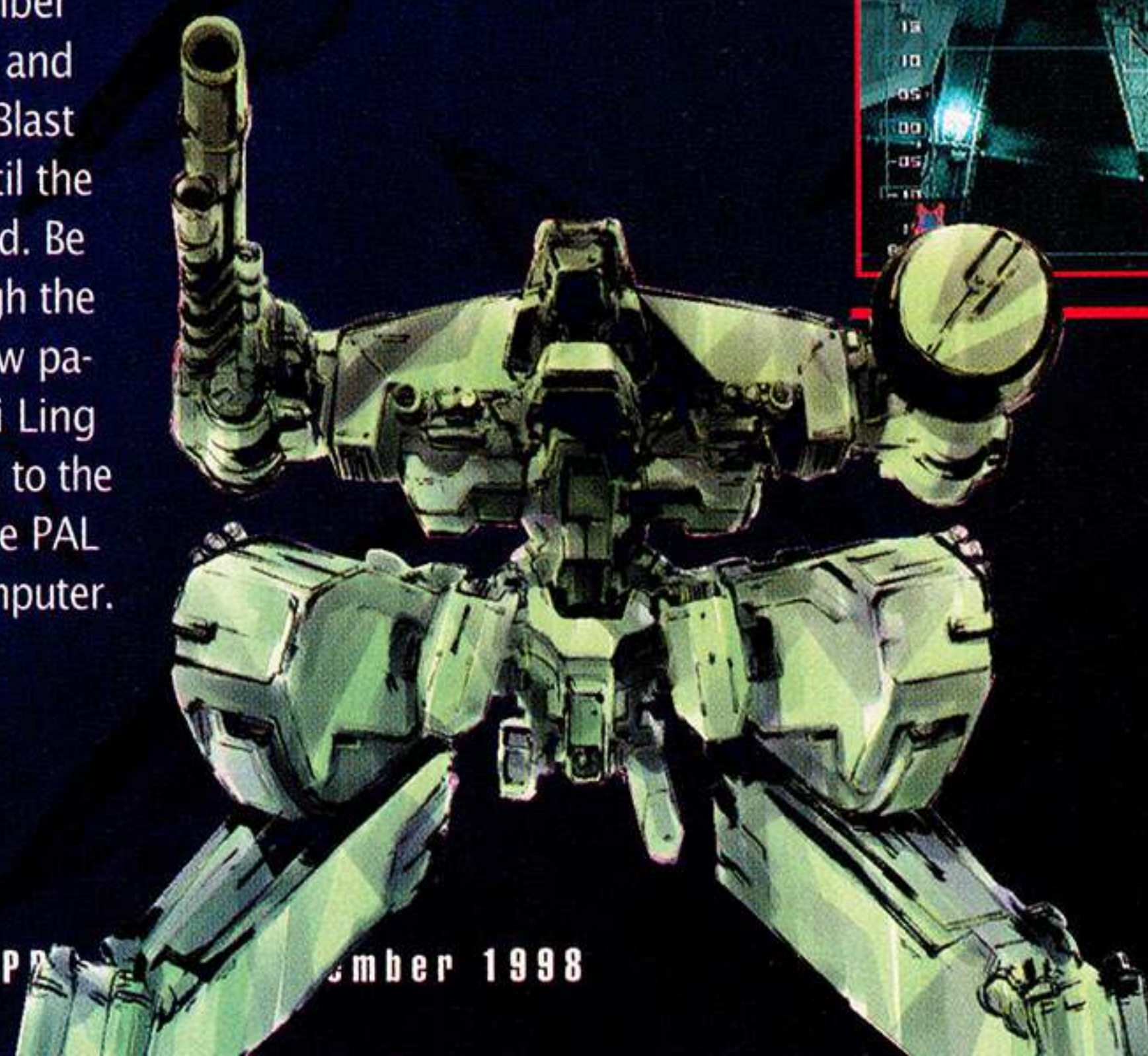
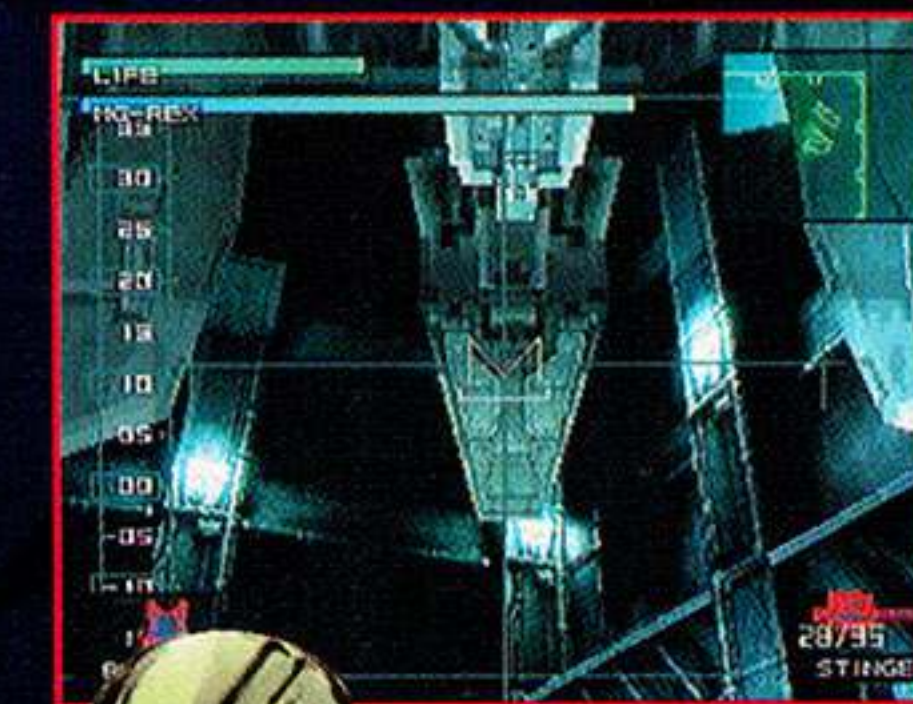
Boss: Metal Gear Rex



The first round against Metal Gear Rex is easy to survive. Throw a chaff grenade, equip the Stinger, lock on to Rex's radome, and fire. Don't worry about the missiles Rex lobbs at you; just run away from them. Repeat this cycle until the second round.



The second round against Rex is a little tougher. Stay close and behind him, but be careful of his laser. When Rex stops moving, equip the Stinger, lock on to the cockpit, and fire. Patience and proximity are the keys. Don't give Rex any distance; if you let him get too far away from you, he can fire his machine gun and guided missiles.



**Boss:
Liquid
Snake**



Now it's time to fight Liquid hand-to-hand. You must defeat him before time expires. If you're knocked over the edge during the fight, press Up and any button rapidly to climb back up. Use hit-and-run tactics and press Duck in order to avoid his retaliatory roundhouse kick.



Throwing Liquid just wastes time, so stick to punching.



Liquid's attacks get nastier as his lifebar goes down. His deadliest attack is the headbutt charge. When Liquid bows his head and charges, get out of his way. If he misses, he's briefly vulnerable to a punch-kick combo.



**ESCAPE
ROUTE**

The Home Stretch



After Liquid's defeat, you're reunited with Meryl. Time to leave! Before you make a hasty departure, run into the room with the wreckage from Metal Gear Rex, and grab the rations.



When you enter the garage, run to the left side of the jeep parked on the right side of the garage (in spot 02). The guards attack one at a time; give each one a neck snap when they're close. Once Meryl starts the jeep, run over to it. Man the machine gun and shoot the barrels on the north wall to blow open the gates.



Checkpoint 1



At the first checkpoint, shoot the two barrels in front of each gate.

Checkpoint 2



When the jeep stops at the second checkpoint, quickly shoot the three guards.

Liquid Attacks



But it's not over yet—Liquid's in hot pursuit...and he's pissed! Don't try to pinpoint Liquid with the machine gun; instead, weave your machine-gun fire in front of him to ensure a hit. After a few hits, he rams your jeep from behind. Keep weaving gunfire in front of him. Liquid drives alongside you, then pulls ahead. Keep weaving that gunfire. Eventually, Meryl sees daylight, and then...



You'll just have to finish Liquid yourself to see what happens.



GamePro Presents

MEDIEVIL

PLAYSTATION PRO STRATEGY GUIDE

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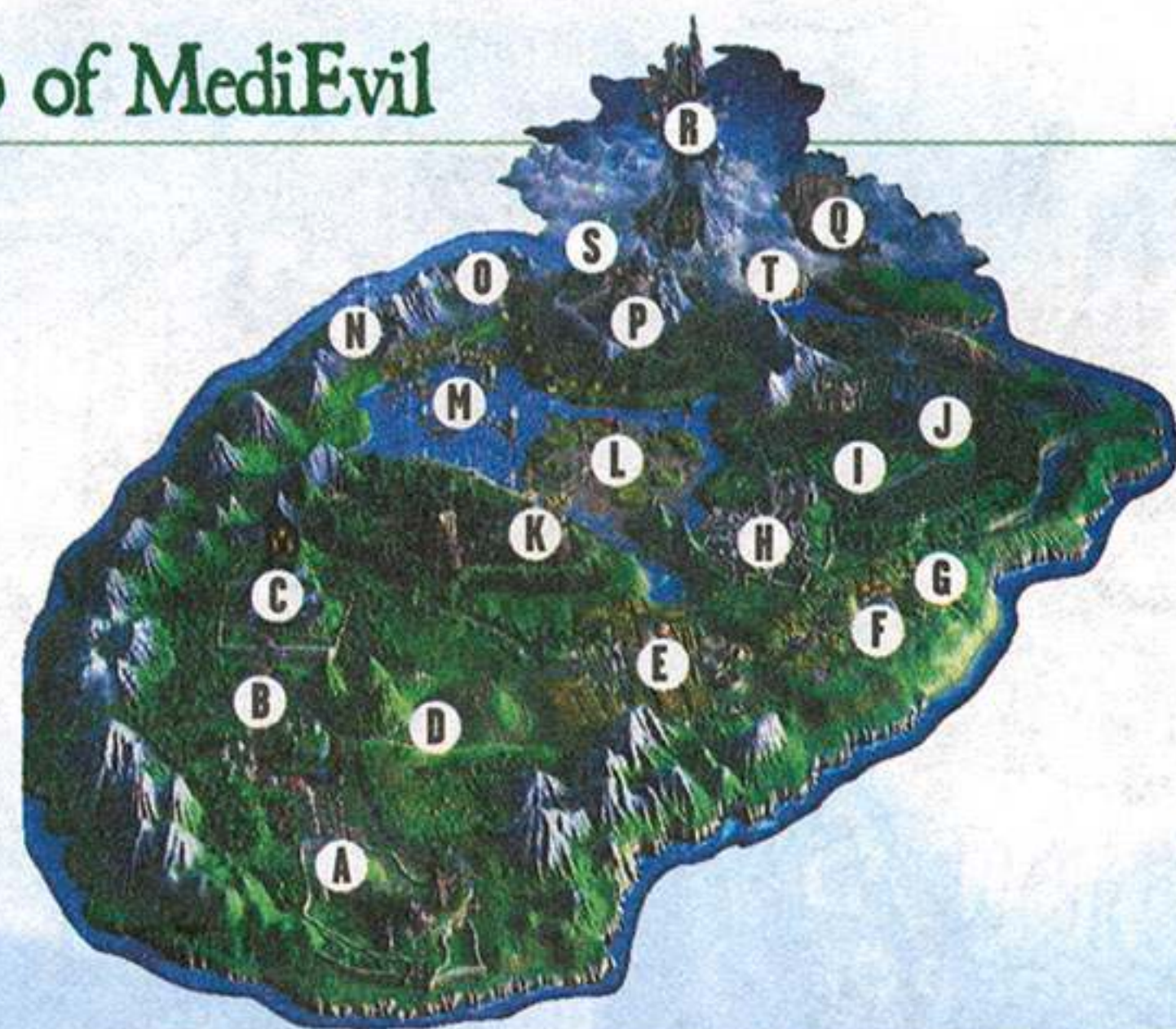
▶ BEAT THE PUMPKIN KING,
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SWORDS, AXES, AND THE
ALL-POWERFUL DRUMSTICK!

MEDI Evil: THE BONE-CHILLING CHALICE CHASE

Map of MediEvil



If you haven't bought MediEvil yet, get off your bony butt and get it! If you have the game, but are having trouble finding the Chalice, here's some help—along with a few tips on some of the more challenging areas.

By Scary Larry

A: The Graveyard	H: The Sleeping Village	O: The Gallows Gauntlet
B: Cemetery Hill	I: The Asylum Grounds	P: The Haunted Ruins
C: The Hilltop Mausoleum	J: Inside the Asylum	Q: The Ghost Ship
D: Return to the Graveyard	K: The Enchanted Earth	R: The Entrance Hall
E: Scarecrow Fields	L: Pools of the Ancient Dead	S: The Time Device
F: Pumpkin Gorge	M: The Lake	T: Zarak's Lair
G: The Pumpkin Serpent	N: The Crystal Caves	

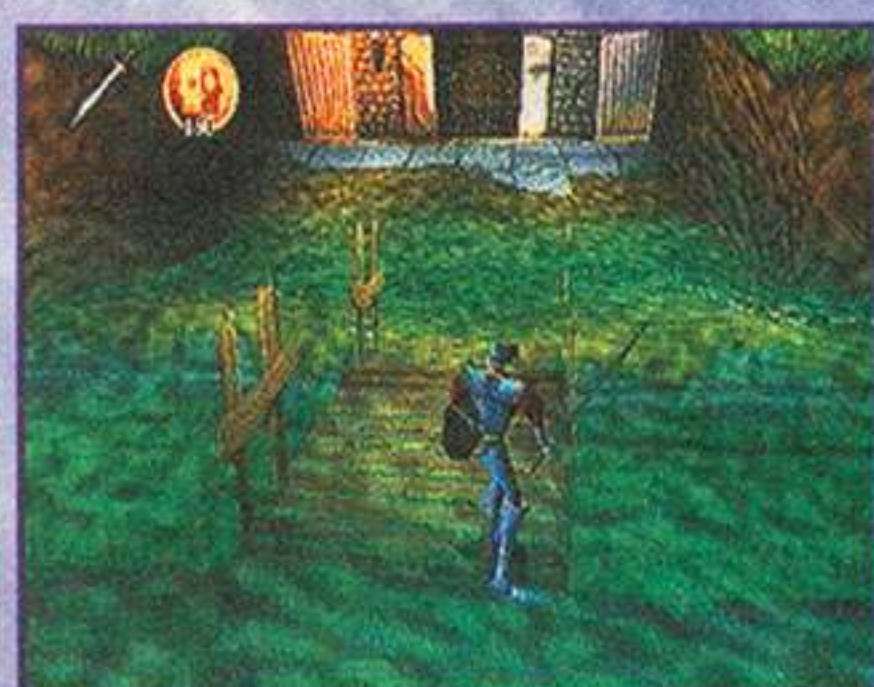
THE GRAVEYARD

Chalice Challenge



Grab the Chalice behind the haloed angel near the center of the level. Whack the angel and her heavenly gaze opens the gates!

Challenge ProTip

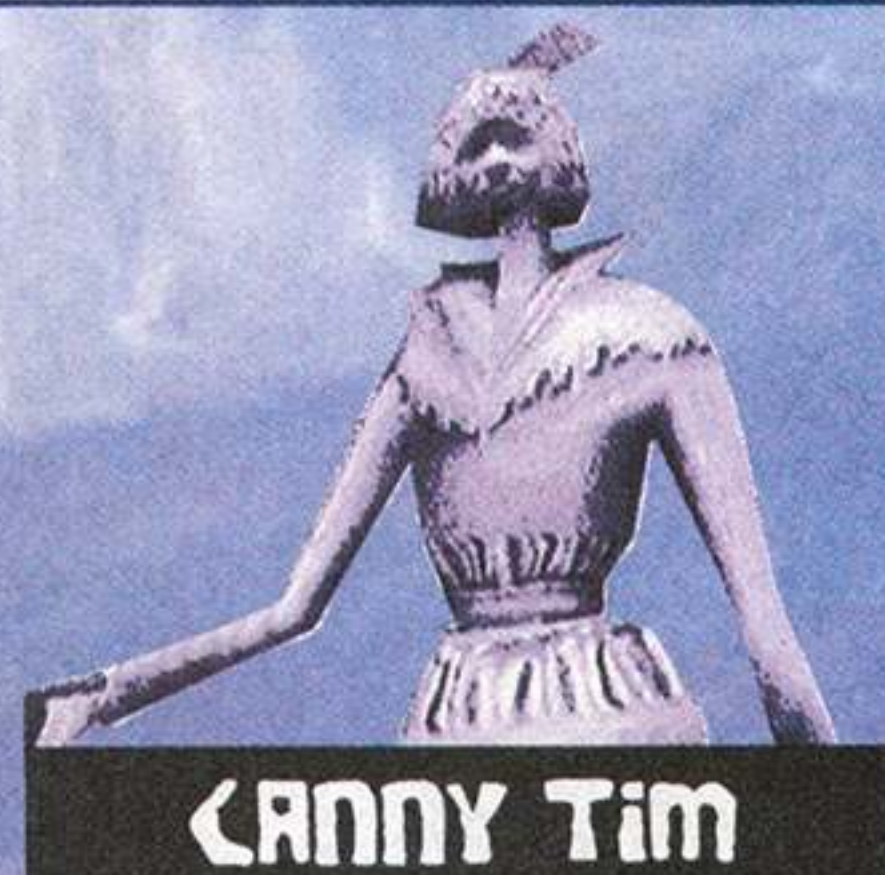


When running across the river to reach the last gate, make sure you use the submerged bridge or you'll sink to your death—again!

Chalice Reward



Canny Tim rewards the first Chalice discovery with the crossbow. The crossbow's a good weapon to use against flying creatures and distant targets, but it has limited ammo (which you can buy from any supply gargoyle).



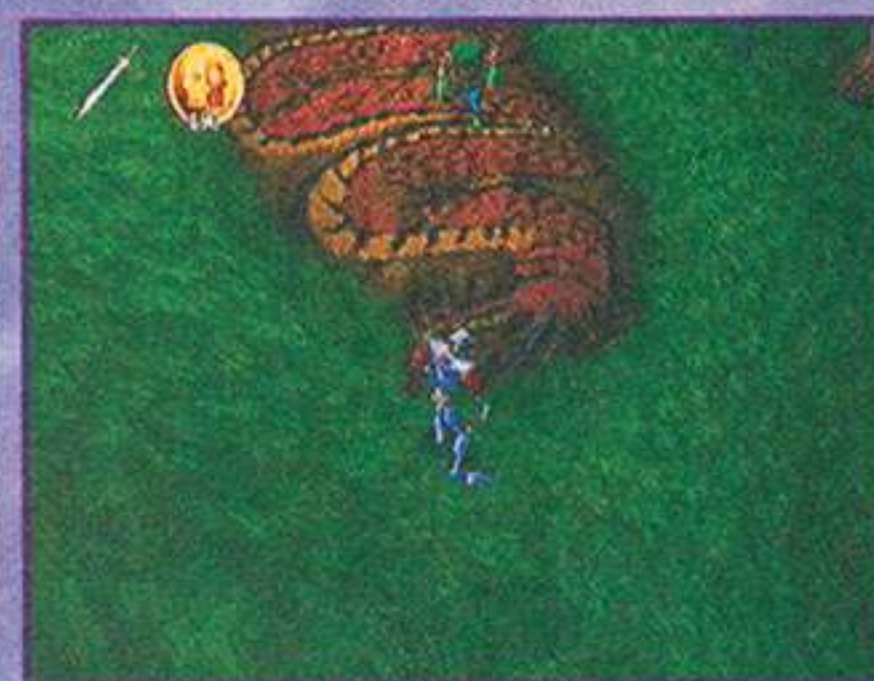
CEMETERY HILL

Chalice Challenge



The Chalice is in the cave to the right of the level entrance. Once inside the cave, light the club in the library (hidden behind the bookshelf), then enter the main room and light the center fountain. Now check the newly opened cells for the Chalice. Also, make sure to grab the Witches' Talisman from the adjoining cell.

Challenge ProTip

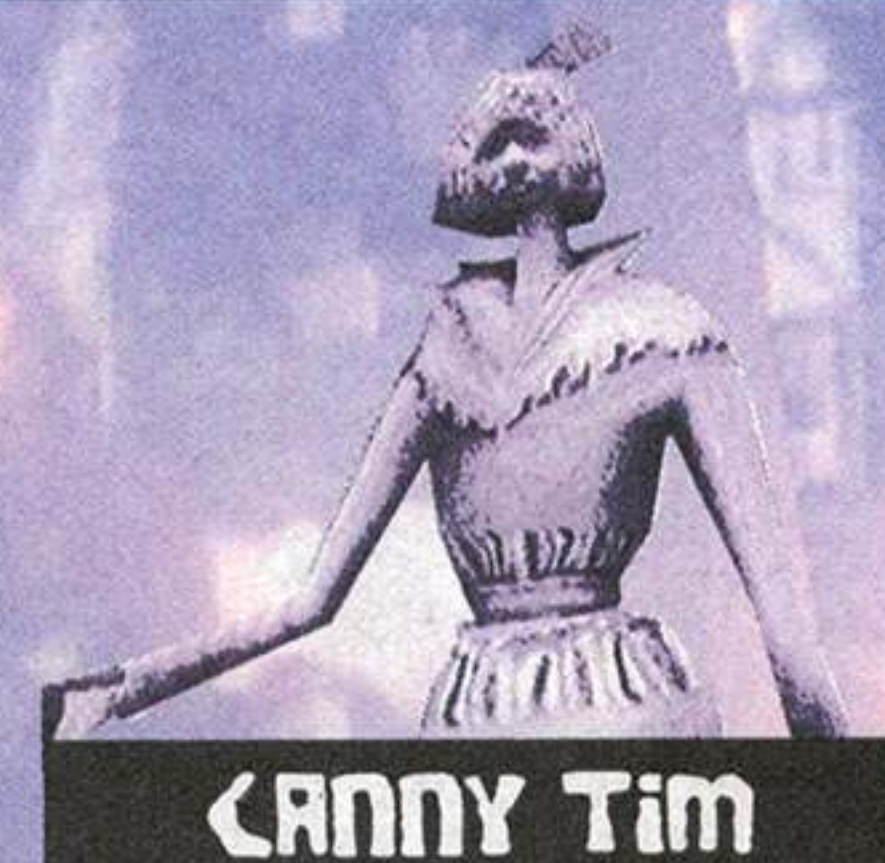


You can't get into the cave unless you have the club. Climb the hill. When you reach the top, the two gargoyles self-destruct. Wind your way back down the hill and jump into the walled area near the bottom left of the mountain. The club is in the chest.

Chalice Reward



Go back to Canny Tim and receive a Life Bottle for the Chalice.



THE HILLTOP MAUSOLEUM

Chalice Challenge



After grabbing the Earth Rune and the Moon Rune, return to the room with the three stained-glass windows and take the hall leading to the room that requires the Moon Rune for entry. Here you'll find another rune—and a sheet of music you need to get the Chalice. After snagging the sheet, go back to the room where you found the Moon Rune (it has

a large stained-glass demon on the wall) and take the door to the right. Give the sheet music to the phantom and he opens the door to the Chalice.

Challenge ProTip



Ready the crossbow, and when the glass demon stands at the center of the room, aim and fire. Make sure the crossbow's glowing indicator is on the demon's heart before firing.

Chalice Reward



Back at the Hall of Heroes, Sir Stanyer Iron Hewer rewards you with the hammer. Now you can bash things like you did with the club, but the hammer never runs out. When you hold the Secondary/Power Attack button to charge it, the hammer lets out an explosive thump.



STANYER

RETURN TO THE GRAVEYARD

Chalice Challenge



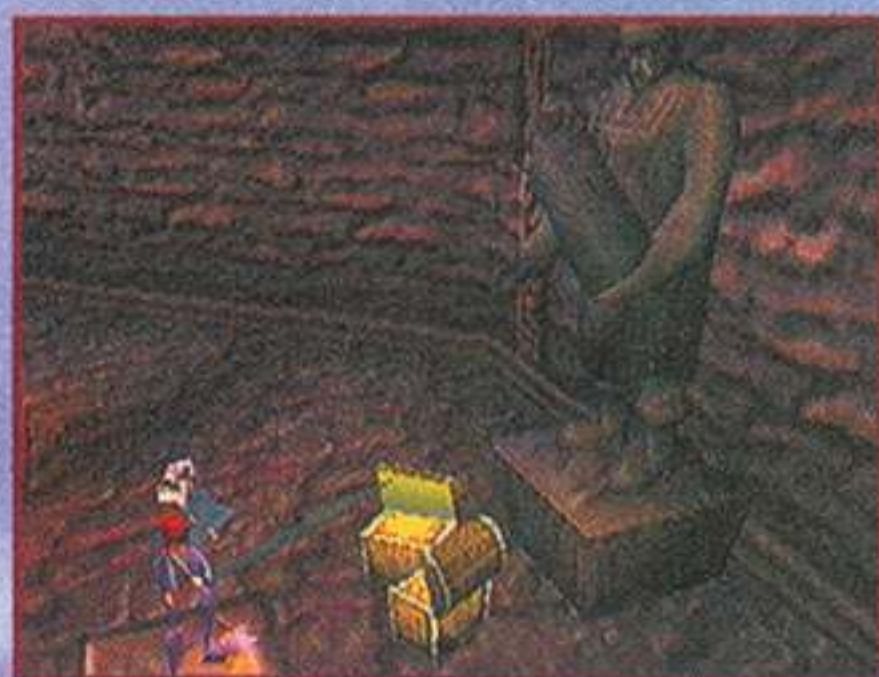
The Chalice is inside the cavern marked "Undertakers," which is located past the Skull Gate (use the Skull Key to open it). You'll probably have to travel past the Chalice to collect 100 percent of the souls.

Challenge ProTip

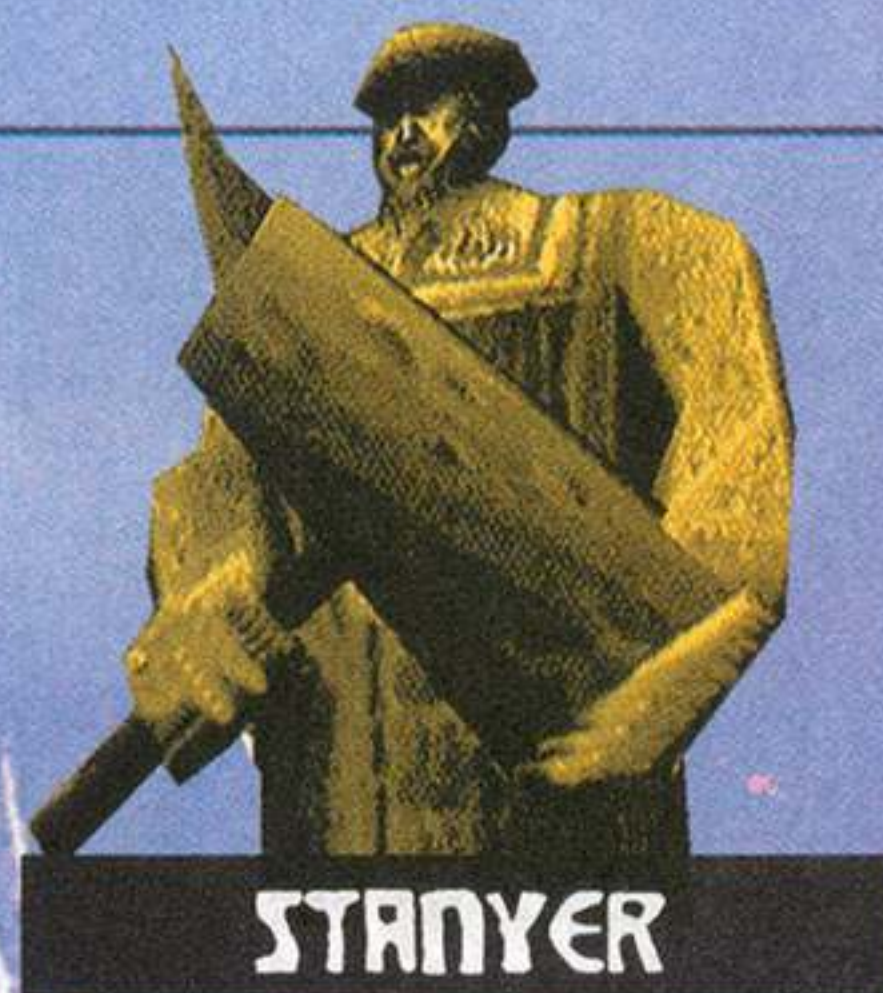


The Guardians of the Graveyard are two putrid puppies! The dogs will disappear into a cloud or a trail of spirit sprites, so simply wait until the trail of spirits comes close to you, then swing away before the demon doggies materialize. After you defeat the mutts, you'll receive the Shoulder Dash.

Chalice Reward



Back to Stanyer, this time for a measly three chests of gold. Oh well, being a hero ain't easy.



STANYER

SCARECROW FIELDS

Chalice Challenge



The Chalice is hidden in the cornfield. If only you had a machine that could cut through the corn!

Challenge ProTip

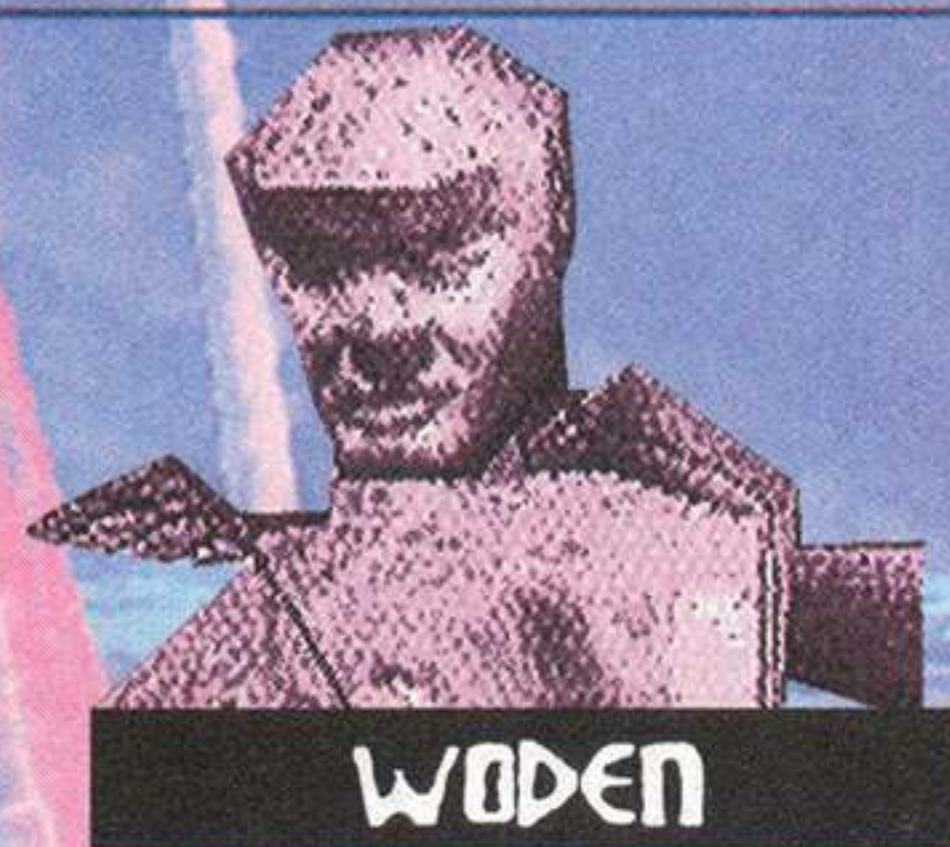


Go through the entire level. Before you leave, check the last granary mill. There are two exits: One leads to the level's end, the other leads to a clearing with a vial and the Harvester cog. Return to the shed, lower the Harvester, insert the cog, and follow the Harvester's trail through the cornfield until you reach the Chalice and the other goodies.

Chalice Reward



Woden the Mighty pities you and the people of Gallowmere, so he gives you the broadsword, which is more powerful than the short sword. The broadsword is good for close-range combat.



WODEN

PUMPKIN GORGE

Chalice Challenge



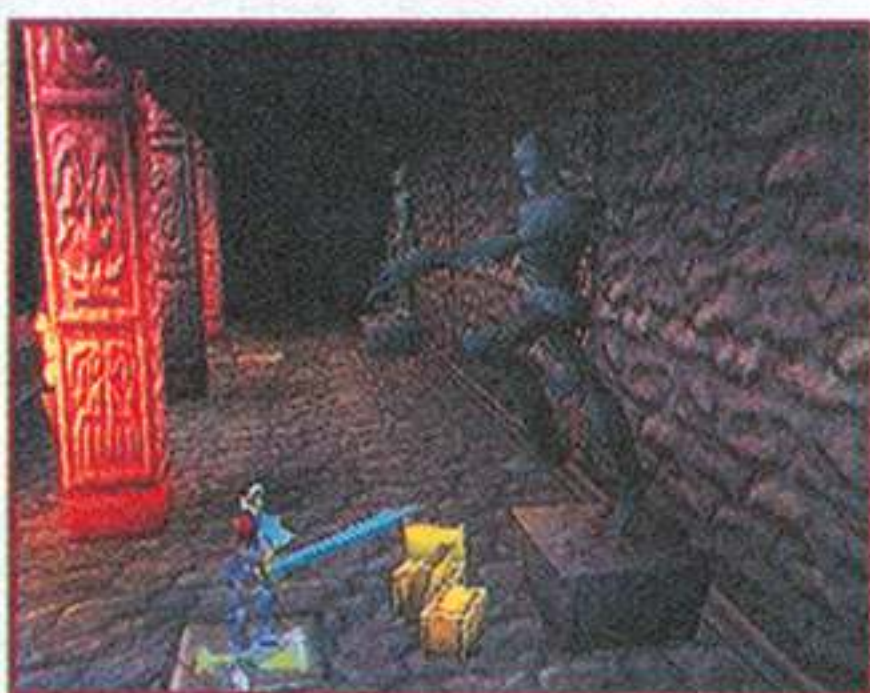
At the beginning of the level, take the small cave entrance to your right. Eventually you'll come to a rune and a chest containing a club. Before you leave the area near these items, pound on the walls. One wall turns yellow, indicating a weak wall. Open the wall and follow it to the Chalice.

Challenge ProTip



The hardest part of this level is actually seeing where to go. Several areas look alike but have different paths. The hidden Chalice path is one; another is the area just to the right of the last elevator mushroom in the river, which takes you to another rune.

Chalice Reward



The Hall of Heroes awaits with another worthy prize. Return to Woden the Mighty to collect a couple of chests of gold.



THE PUMPKIN SERPENT

Chalice Challenge



After defeating the Pumpkin Serpent, jump into the well near the level's entrance. The Chalice is in the pool below.

Challenge ProTip

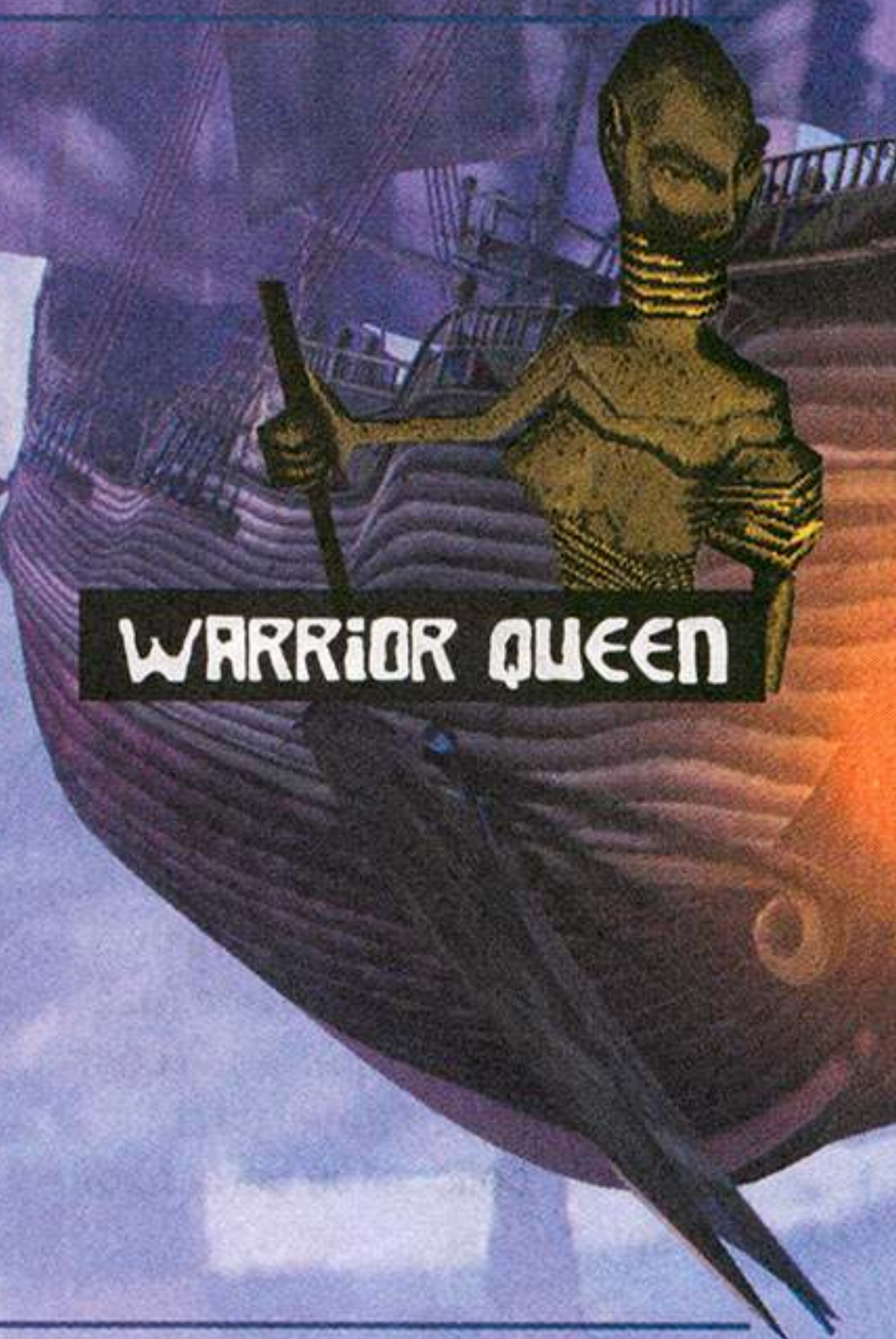


Use the Witches' Talisman on the pot near the entrance. After you've defeated the Pumpkin Serpent, go back to the pot, and the witch gives you half of a Dragon Gem. To defeat the Pumpkin King, slash at its roots and use the two explosive chests nearby to seal its squashy fate!

Chalice Reward



The second level of the Hall of Heroes is now open for business, and the first statue to give up the goods is the Warrior Queen. She sends you back out to battle with a spear, which has more power than any of your other throwing weapons so far. The spear, however, is limited to 30.



THE SLEEPING VILLAGE

Chalice Challenge



The challenge is to not kill the zombified villagers; instead, find the Rune Stones and make your way to the buildings above the lake. The Chalice is next to the mayor's house.

Challenge ProTip



The Sleeping Village is complicated, so follow these directions:

1. Lower the water level (near the river) to score the Chaos Rune.
2. Inside the library, break the bookshelf to get the crucifix cast.
3. Go into one of the houses and grab the Moon Rune.
4. Then go into another house and place a barrel on the switch.

Use the Moon Rune to enter the gate. Go downstairs.

5. Break the barrels near the gate in the lower right of the screen. Grab the Earth Rune.

6. Run back to the cellar. Place the Earth Rune in the slot, break the barrels, and set the switch.

7. Go back upstairs and grab the Landlord's Bust.

8. Take the Landlord's Bust and the crucifix cast and drop them in the furnace of the smithy's shop. After activating the pump, return the crucifix to the church.

9. You'll then get the key to the safe. Proceed to the gate shown in the automatic sequence and climb the roof of the mayor's house. Enter through the chimney.

10. Use the key on the safe and receive the Shadow Artifact. Now go back to the gate surrounded by the guards, dispose of the patrol and go for the Chalice. Exit the level when you're done.

Chalice Reward

Ravenhooves, the last prince of the centaurs, gives you the longbow, which is more powerful than the crossbow.



THE ASYLUM GROUNDS

Chalice Challenge



The Chalice is easy to spot—it's behind the elephant. But getting the elephant to move and free up more souls for the Chalice is a challenge. Find the Chaos Rune and open the area near the entrance to release a mouse. Have the mouse follow you to the elephant. The elephant rears up, opening the area behind it.

Challenge ProTip



Solving the riddles is fairly easy. For the first riddle, find all the star-shaped shrubs and hack them down. To solve the second riddle, find the clown shrubbery and arrange the smiling faces so that they form an audience for the clown. To solve the third riddle, simply find the elephant and lead the mouse to it. For the final

riddle, go into the pit and arrange the torches so they light up the room. As a small reward, arrange the chess pieces on their corresponding color to free the mayor in a bonus-round game.

Chalice Reward



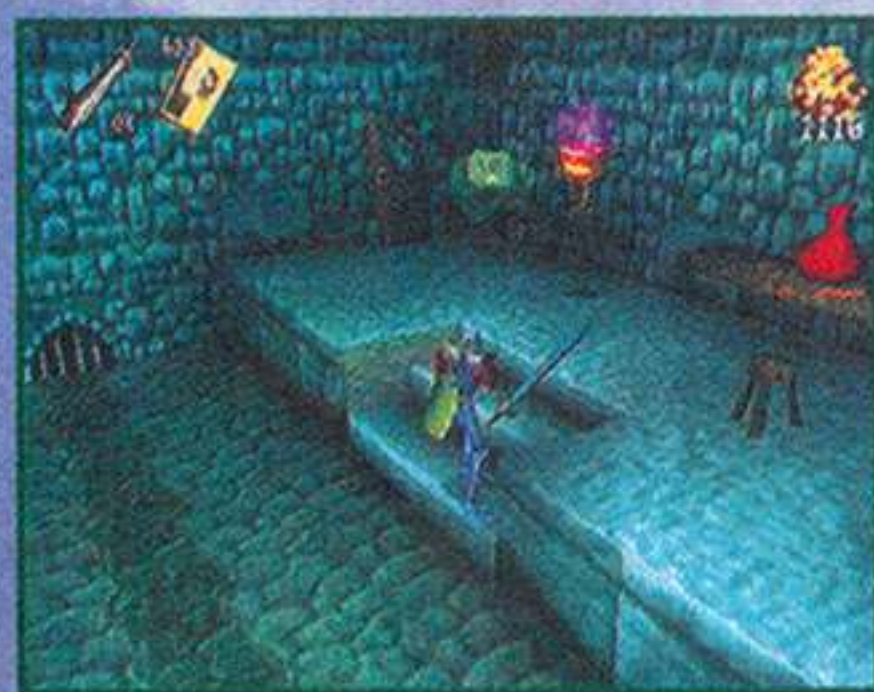
Go to Sturnguard, the bearer of the Magic Shield. If you use it properly, the Shield will render you just about invincible.



STURNGUARD

INSIDE THE ASYLUM

Chalice Challenge



The Chalice is directly across from the mayor. The mayor, however, is buried somewhere in the cellar, which means you must battle hundreds of madmen just to get to him. Try the powered-up broadsword—it has the best chance of cutting through.

Challenge ProTip



The level is pretty self-explanatory. Simply kill enough zombies and lunatics to open the doors. Go through all the open doors and you eventually reach the mayor (grab the Dragon Gem, too). After the Hall of Heroes, journey to the Enchanted Earth.

Chalice Reward



Bloodmonath Skull Cleaver (nice name) has an axe to grind with you. You can swing his weapon like a regular axe or throw it like a homing missile.



BLOODMONATH

THE ENCHANTED EARTH

Chalice Challenge



The first Chalice is hidden inside a sub-game involving the Witch of the Forest. Go to her (her pot is to the left of the entrance) and follow her directions. If you succeed in your quest (finding seven pieces of amber, freeing six faeries, and defeating the Ant Queen), the Witch will give you the chicken drumstick. The faerie will grant you passage to the Hall of Heroes.

Challenge ProTip



Defeating the Ant Queen is easy if you have spears. Simply destroy her drones, and when she raises her head to release the boulders in her caves, let her have it with the spears. She'll be defeated in about two rounds. Use the hammer on the ants.

Chalice Reward

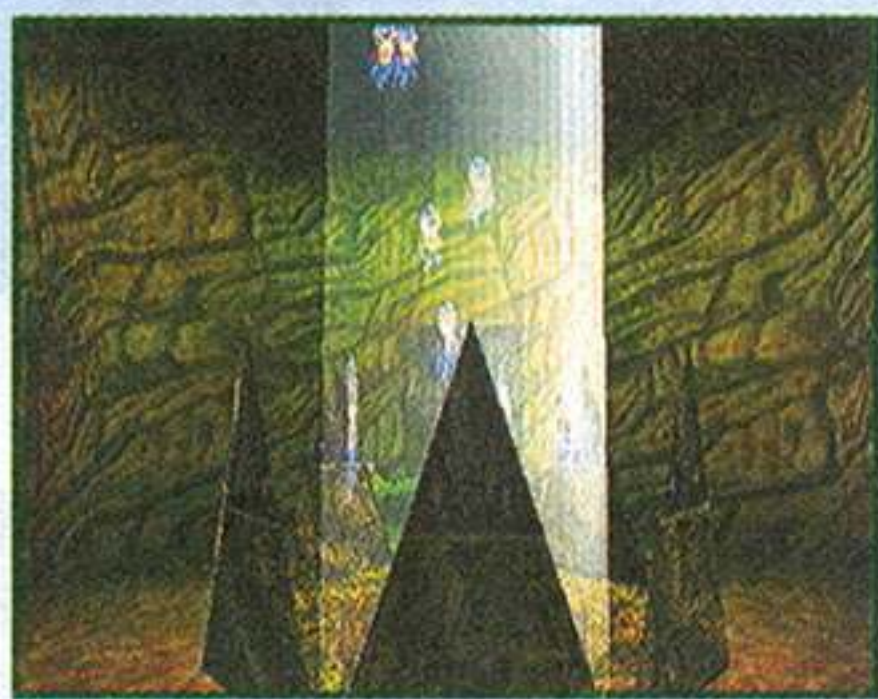


Go back to Ravenhooves, who gives you the flaming longbow. This will be great against airborne enemies in the coming levels. Now return to the Enchanted Earth level.



RAVENHOOVES

Chalice Challenge



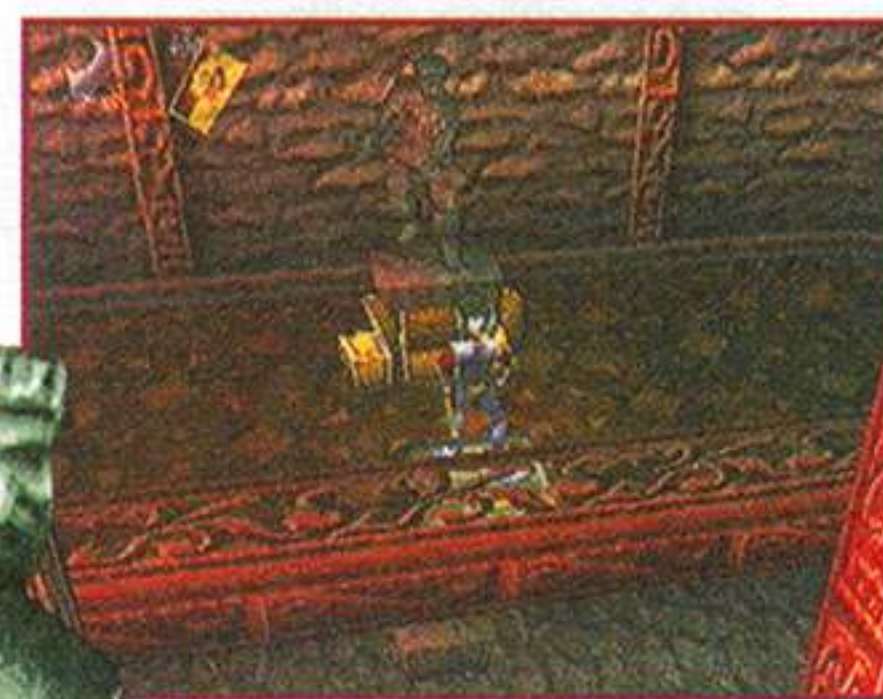
The Chalice awaits you underground. A simple turn of the pyramid unlocks the doors. But go back to the surface to find more souls to fill the Chalice.

Challenge ProTip



To solve the floor puzzle, use the Shadow Artifact on the door that's set in the statue head. You'll release the gates, but will still be many souls short of 100 percent.

Chalice Reward



Return to Bloodmonath, who gives you three chests of gold.



BLOODMONATH

POOLS OF THE ANCIENT DEAD

Chalice Challenge



The Chalice is in plain sight to the far right of the entrance. Gather up eight Soul Helmets, then kill off the remaining enemies to fill it up. Take all of it to the boatman, who sits just to the left of the level's entrance.

Challenge ProTip



Stay away from the edges. Even though you'll be sorely tempted to butt enemies off the ledge, you risk getting dumped to a muddy death. Use the hammer and pound them into the water.

Chalice Reward



Go to the statue of Dirk Steadfast and receive the Magic Sword. Use this against the majority of the remaining enemies, but not airborne ones.



DIRK

THE LAKE

Chalice Challenge



The Chalice is in the middle of the lake. Getting souls for the Chalice is the challenge—and the only way to gather enough is to stand in front of the wall-mounted eyeballs called Watchers, who send Lake Demons your way whose souls will fill up your Chalice. If you slash at the eyeballs, you'll come up short of souls.

Challenge ProTip



Gather the three runes to stop the whirlpool machine. Once the machine stops (and you've killed almost every Lake Demon), jump into the center. Walk down the path and find the Chalice. Head for the Crystal Caves (the entrance has a talking gargoye—you'll know when you're there).

Chalice Reward



Ravenhooves gets in on the magic act with the Magic Longbow. It exceeds the power of any other bow-and-arrow type of weapon you have.



RAVENHOOVES

THE CRYSTAL CAVES

Chalice Challenge



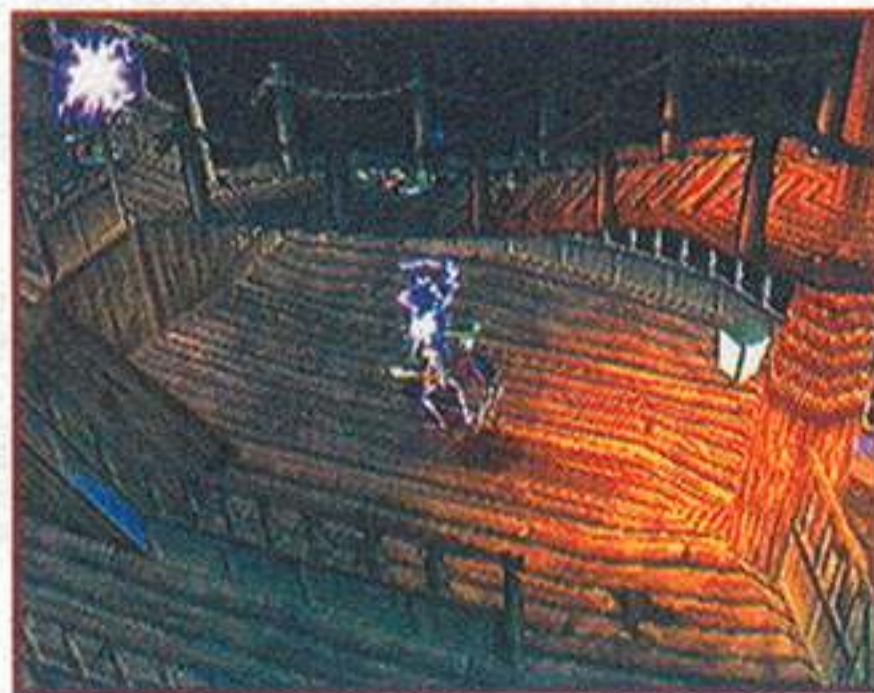
Finding the Chalice is no biggie—it's just to the right of the cave's entrance. Beware of item-stealing Imps and winged harpies along the way: They try to knock you off the path and into the abyss as you make your way to the Chalice.

Challenge ProTip



Winged creatures abound—use the Flaming Arrow against them (it attacks them as it burns). To get the Dragon Armor, use the Dragon Gems on the wall near the dragon's lair, then pound the ground around the dragon's mound, which releases boulders that hit him in the head.

Chalice Reward



Go directly to the door at the middle of the stairs. There, Dame Fortune (or whatever her name is) smiles on you and rewards you with the lightning bolts. Powerful but limited (because they can't be recharged), the lightning is good against tough enemies like the Shadow Demons.



DAME FORTUNE

THE GALLOW'S GAUNTLET

Chalice Challenge



The Chalice is near the Dragon's Mouth entrance, but the switch to activate the gate is to the right of this altar. Activate all the other switches in the room beyond the Dragon's Mouth, and the gate will open.

Challenge ProTip



Use your Dragon Armor to get past the Dragon's Mouth. Fire works well against the undead here, too. There are two exits to this room; take the one behind the Star Rune gate.

Chalice Reward



Ravenhooves has a Life Bottle for you—you're going to need it.



RAVENHOOVES

THE HAUNTED RUINS

Chalice Challenge



The Chalice is on the second tower to the left of the level's entrance. Make sure that you save the farmers from death so you have enough souls in the Chalice while you're running at the end of the level.

Challenge ProTip



Here's another complicated one:

1. Steer the chickens toward the feed on the bridge; they'll eat their way to a switch.
2. Kill the Shadow Demons, then pound out the fires under the farmers. Hit the switch to release the farmers.
3. Run along the outside walls until you find the Chaos Rune.

Chalice Reward

4. Run to the top level and use the Chaos Rune on the door.
5. Fall through the floor in King Peregrine's chamber and, after the stone bridge, take the doorway on the left.
6. Place Peregrine's crown on the throne in his chamber. He'll take you to the lava switch.
7. Hit the switch and butt the two golems off the edge of the castle walls. Grab the Earth Rune and run for the Chalice.
8. Kill all Shadow Demons along the way. You should have 100 percent of the souls just before getting to the Chalice.
9. Use the Earth Rune to stop the oil from spreading.
10. Place yourself in the catapult and fly over the wall.



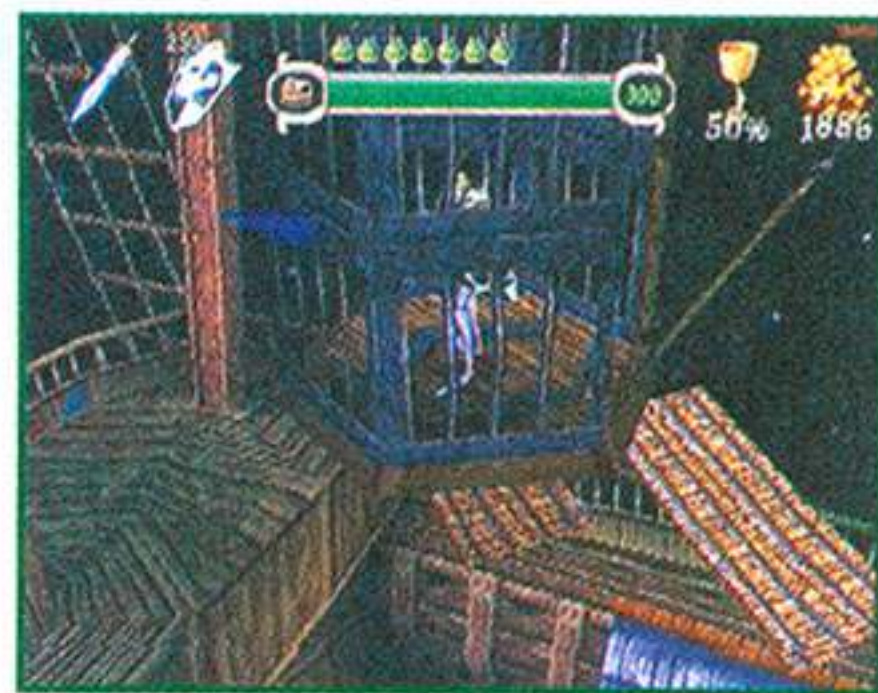
It seems like a gyp, but all the Warrior Queen gives you are two used vials.



WARRIOR QUEEN

THE GHOST SHIP

Chalice Challenge



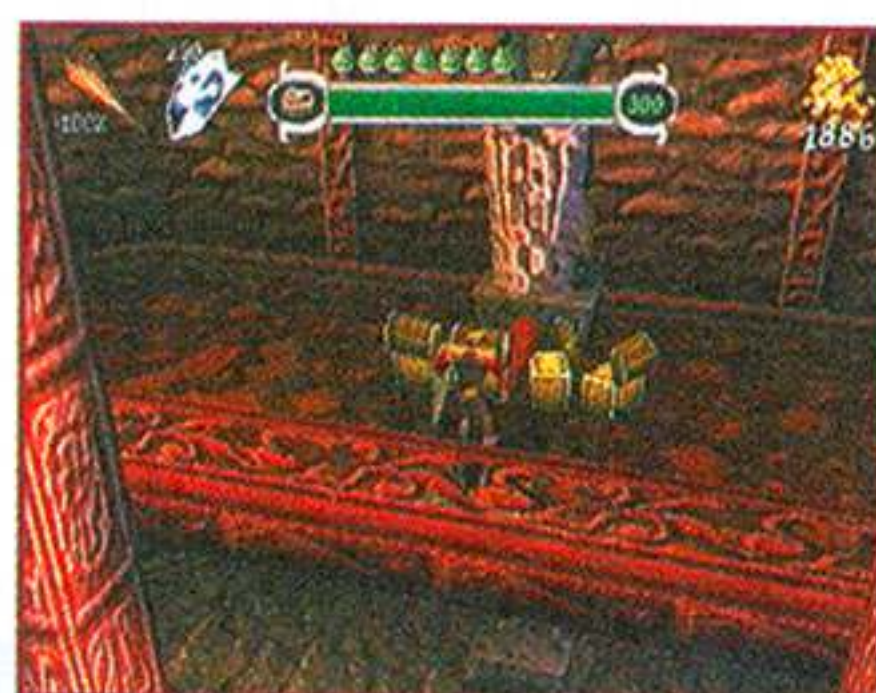
The Chalice is hidden in a crow's-nest. Remember that fan-like machine turning in the middle of the ship? Jump on one of the blades, and it takes you to a cage which in turn takes you to the crow's-nest with the Chalice.

Challenge ProTip



Knocking off the limping boss is no easy feat. Use the fire in front of you to light the club, then light each cannon until you've hit him five times. And beware of those piles of bones—they come to life during the battle.

Chalice Reward



Go back to Sturnguard, who rewards you with four chests of gold.

THE ENTRANCE HALL

Chalice Challenge



After defeating the Imps in the foyer, travel down a hall that splits to the left and the right. Take the right hall and look for the Chalice.

Challenge ProTip



The trick here is keeping the Imps from stealing your equipment. The Magic Sword makes quick work of them, but if they steal it, you'll have to battle them with the throwing axe.

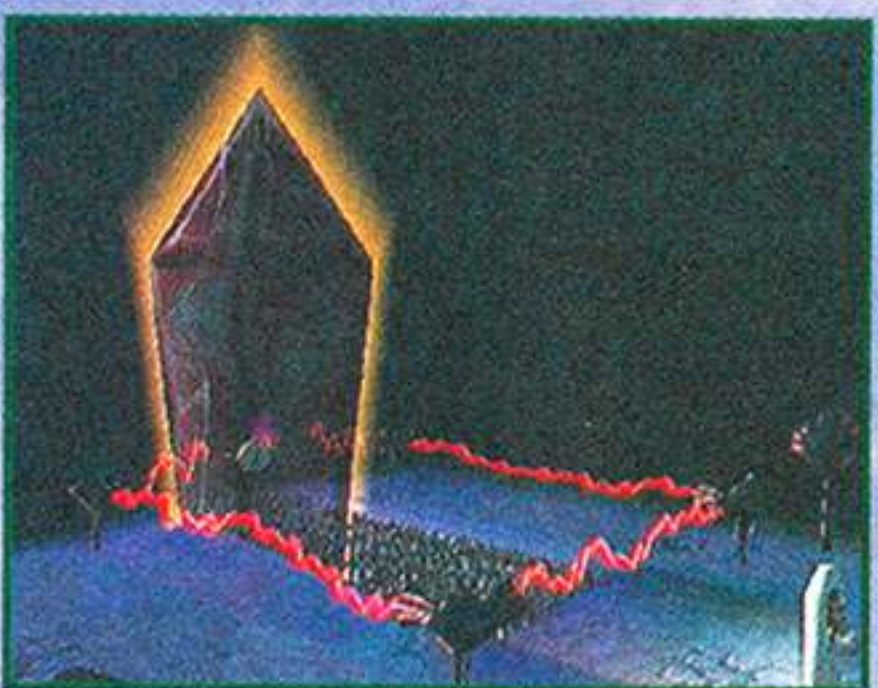
Chalice Reward



Dirk Steadfast has a Life Bottle with your name written on it.

THE TIME DEVICE

Chalice Challenge



See the Chalice encased in crystal? Hit the gravestone, then reposition the rays so that they destroy the crystal. Now the Chalice is yours when the souls are filled to the brim.

Challenge ProTip



To open the gates, you must reset the hands on the master clock. Disable the red ray machines to get a Moon Rune and a Life Bottle. Move the pointer on Zarok's train and search the land.

Chalice Reward



Your real reward is that you can now take your place in the Hall of Heroes. Afterwards, go to the woman at the middle of the staircase and she coughs up three used vials for you. It's the last stop before Zarok.

ZAROK'S LAIR

The End

Chalice Challenge



Place the Chalice on the shield in the center of the arena.

Challenge ProTip



Zarok summons his forces. You call out yours. The battle begins. Use the good lightning rods (there's a chest in the corner) and charge up your army man by man.



The honor of Gallowmere has been defended! Take your rightful place amongst the heroes of King Peregrine's reign!

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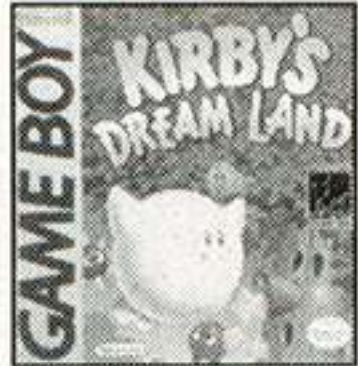
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THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES

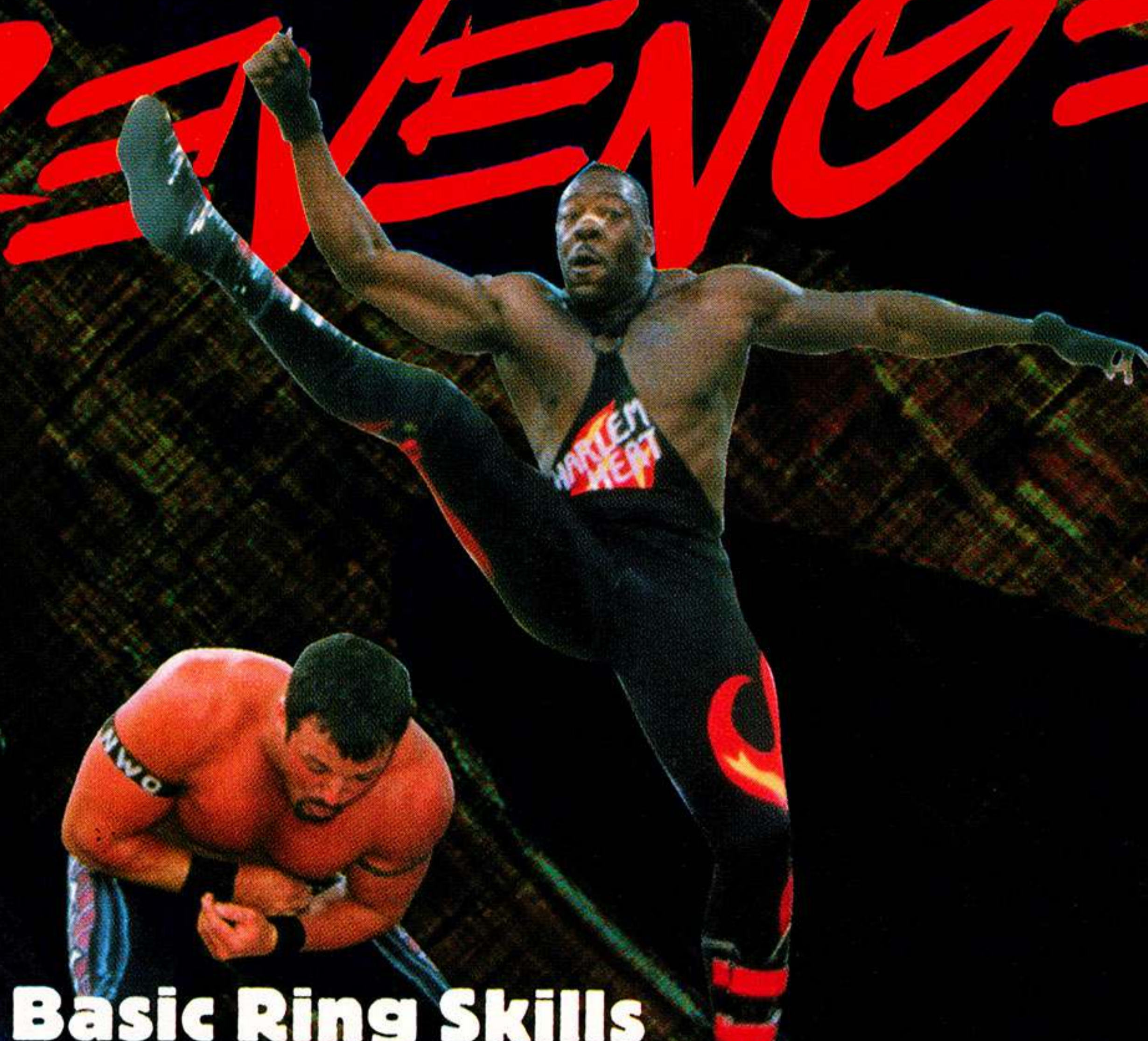
WCW/NWO

Nintendo 64

REVENGE

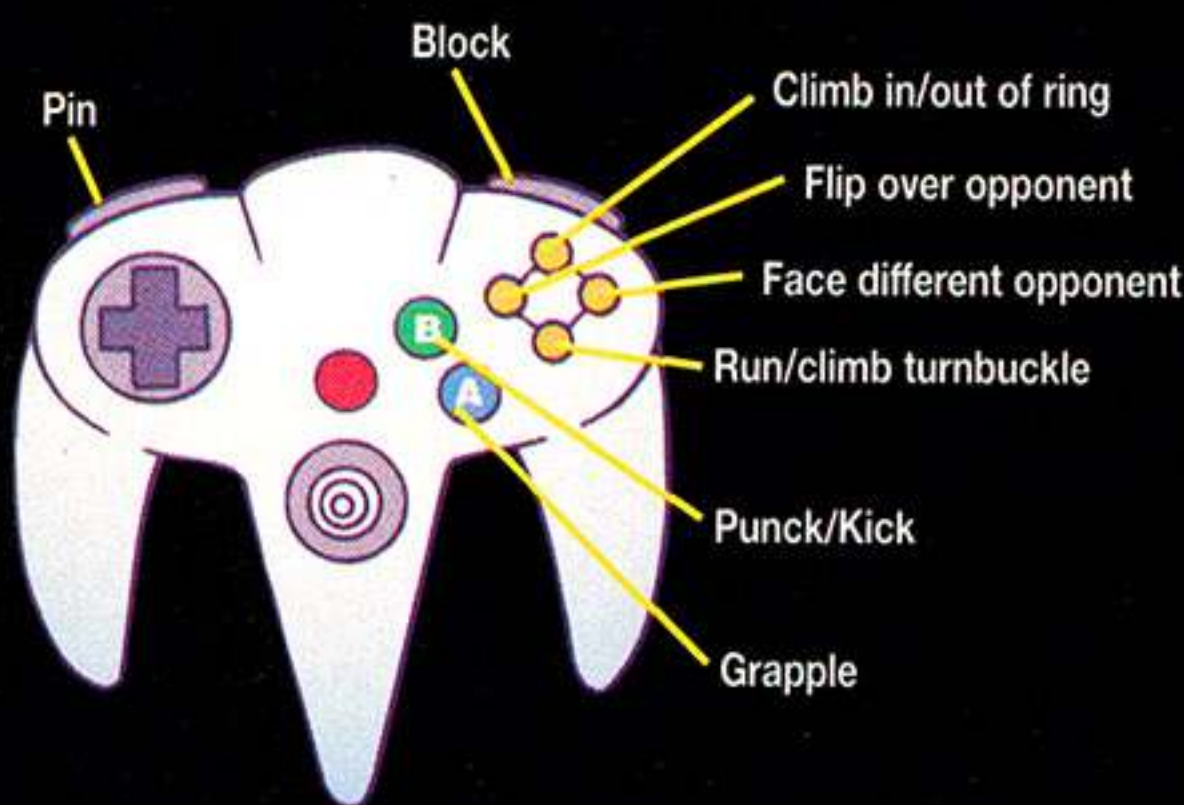
WCW/NWO Revenge is full of supercharged suplexing action! Here are all the special holds and finishing moves for the 10 best wrestlers!

By "The People's Writer" Johnny Ballgame



Basic Ring Skills

Controller Legend



- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the indicated buttons or directions in sequence.
- Charge = Hold the direction or button indicated for the time indicated.
- () = Execute commands in parentheses simultaneously.

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

War of Weapons

Acquiring a Weapon



If you're getting beat down in the ring or you just want to inflict more damage on your opponent, climb outside the ring and grab a weapon. To pick up a weapon, walk over to the railing by the crowd, and while facing the fans, tap top-C. To bring the weapon into the ring, face the ring and tap bottom-C.

Swing, Batter, Swing!

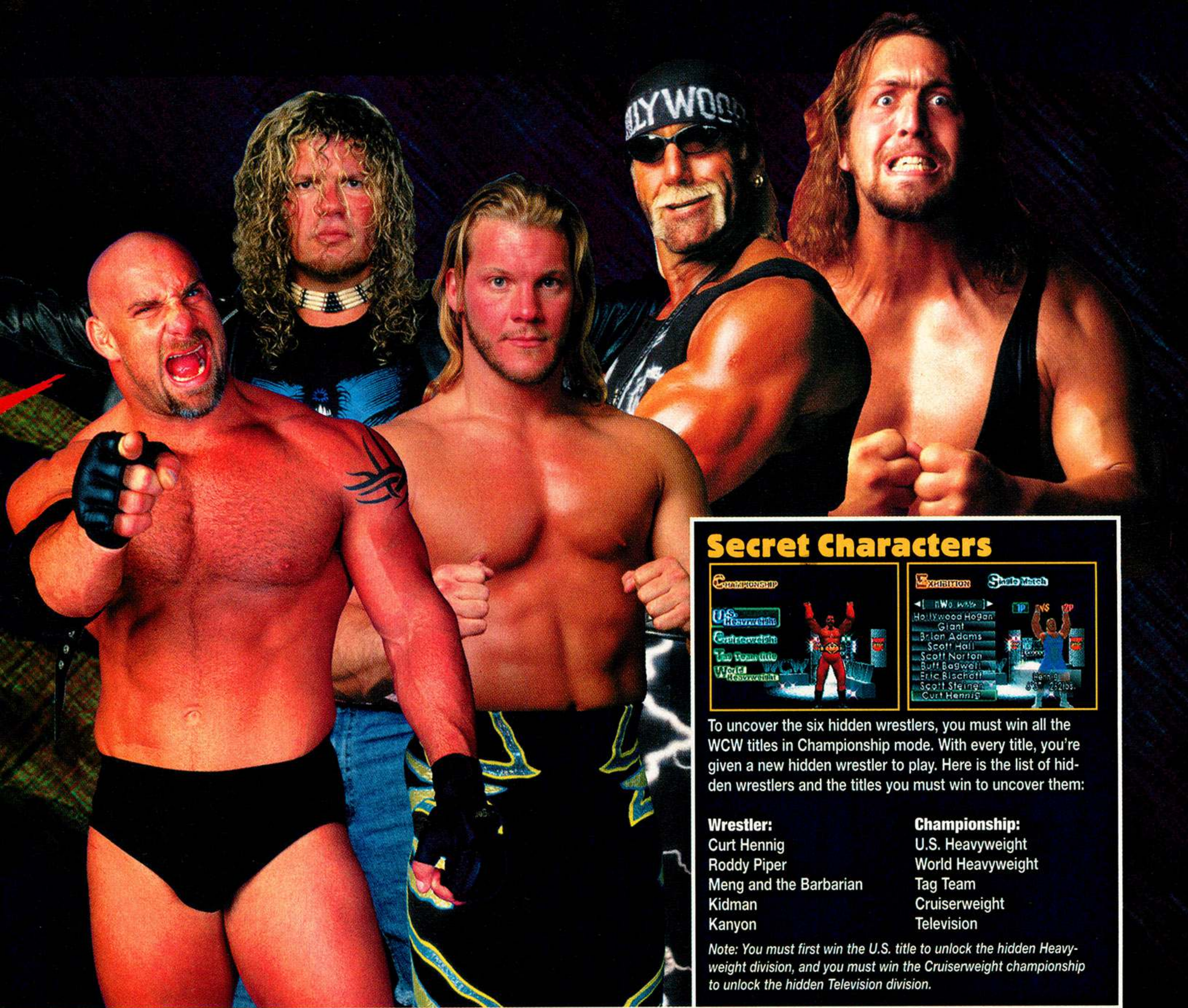


When your opponent is standing, you can strike him with a weapon three ways: To swing the weapon from the side, tap B. To swing the weapon from overhead, charge B for two seconds. To knock him silly with a weapon-swing while running, tap bottom-C, B.

Pummel the Bastard!



If your opponent is on the ground, stand over him and tap B to pummel him.



Secret Characters



To uncover the six hidden wrestlers, you must win all the WCW titles in Championship mode. With every title, you're given a new hidden wrestler to play. Here is the list of hidden wrestlers and the titles you must win to uncover them:

Wrestler:

Curt Hennig
Roddy Piper
Meng and the Barbarian
Kidman
Kanyon

Championship:

U.S. Heavyweight
World Heavyweight
Tag Team
Cruiserweight
Television

Note: You must first win the U.S. title to unlock the hidden Heavyweight division, and you must win the Cruiserweight championship to unlock the hidden Television division.

Sneaky Strikes

Get Back



If you're knocked down during a match, while rising, hold R to duck into a crouch position. Tap B when near your opponent to surprise him with a hard-hitting move.

Reversals and Counters

Reversal



To perform a reversal, tap R while pressing the directional pad in any direction when your opponent begins his move.

Counter



If your opponent attempts to punch or kick you, tap R while pressing the directional pad in any direction to block his move and counter with an attack of your own.

Manager Beat-Down

Beat 'Em Up



During exhibition matches, managers stand at ringside to cheer on their wrestlers. Climb outside the ring to beat them down.

Taunts

Dancing Fools



To taunt your opponent during a match, tap the analog stick in any direction.

Goldberg

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Sucker Punch

Charge B for two seconds

Spin Kick



Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Knee Lift

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Forearm Smash

Tap A to grab your opponent, tap (↑ A)

Fireman's Carry

Tap A to grab your opponent, tap (↓ A)

Fall-Away Press Slam



Tap A to grab your opponent, tap (↑ B)

Drop DDT

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Power Slam

Tap A to grab your opponent, tap (↓ B)

Double-Underhook Suplex



Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Power-Lift Shoulder-Breaker

Charge A for two seconds to grab your opponent, tap (↑ A)

Rolling Ankle-Lock



Charge A for two seconds to grab your opponent, tap (↓ A)

Combo



Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Knee Lift

While in the Combo stance, tap B

Double-Forearm Smash

While in the Combo stance, tap (↑ B)

Kick

While in the Combo stance, tap (↓ B)

Right Punch

While in the Combo stance, tap (→ B)

Left Punch

While in the Combo stance, tap (← B)

Double-Underhook Suplex

While in the Combo stance, tap A

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Sidewalk Slam

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Abdominal Suplex

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

German Suplex

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Clothesline

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Fist to Face



When your opponent is lying on his back, stand by his head and tap A

Knee Wrench

When your opponent is lying on his back, stand by his feet and tap A

Choke Out

When your opponent is lying facedown, stand by his head and tap A

Leg Bend



When your opponent is lying facedown, stand by his feet and tap A

Knee Drop

When standing over your opponent, tap B

Running Elbow-Smash

When running toward your opponent, tap B

Rope-Whipped

Ankle Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Samoan Drop

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Press Slam

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attack

Spear



When running toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Rope Choke

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Cement Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Turnbuckle Punch



Tap A to grab your opponent, tap B

Belly-to-Belly Superplex

Charge A for two seconds to grab your opponent, tap A

Killer Knees

Charge A for two seconds to grab your opponent, tap B

Quarterback Sack

When running toward your opponent, tap B

High-Risk Attack

Note: Perform the following move while your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

Jackhammer



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Choke Slam

After whipping your opponent into the ropes, tap the analog stick in any direction



Sting

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Drop Kick



Charge B for two seconds

Big Punch

Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

DDT



Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Chest Slap

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Fall-Away Slam



Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Belly-to-Belly Suplex

Charge A for two seconds to grab your opponent, tap (↑ A)

Body Slam

Tap A to grab your opponent, tap (↓ A)

Jawbreaker

Tap A to grab your opponent, tap (↓ B)

Fireman's Carry

Tap A to grab your opponent, tap (↑ A)

Headlock Takedown

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Press Slam

Tap A to grab your opponent, tap (↑ B)

Small Package

Charge A for two seconds to grab your opponent, tap (↓ A)

Inverted Atomic-Drop

Charge A for two seconds to grab your opponent, tap (↑ B)

Power-Bomb Pin



Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Bulldog

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Belly-to-Back Suplex

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

German Suplex

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Back Suplex

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Sleeper Hold

When your opponent is lying on his back, stand by his head and tap A

Scorpion Death-Lock

When your opponent is lying on his back, stand by his feet and tap A

Camel Clutch

When your opponent is lying facedown, stand by his head and tap A

Half-Crab

When your opponent is lying facedown, stand by his feet and tap A

Jumping Elbow-Smash

When standing over your opponent, tap B

Diving Elbow-Smash

When running toward your opponent, tap B

Rope-Whipped

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Samoan Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Press Slam

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Inverted Atomic-Drop

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Big Boot

When running toward your opponent, tap B

Clothesline

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Sunset Flip

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Turnbuckle Punch

Tap A to grab your opponent, tap B

Superplex

Charge A for two seconds to grab your opponent, tap A

Top-Rope Samoan Drop

Charge A for two seconds to grab your opponent, tap B

Stinger Splash



When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Super Knee-Drop

When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Flying Clothesline

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Deadly Knee-Drop

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

Missile Drop-Kick

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Flying Body-Press



While pressing the directional pad toward the ropes that your opponent is facing, tap A

Super Sting

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring



Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

Slam to Scorpion Death-Lock



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Scorpion Death-Drop

When in close behind your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Booker T.

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Jumping Sidekick



Charge B for two seconds

Sidekick



Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Forearm Smash

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Snap Mare

Tap A to grab your opponent, tap (↑ A)

Body Slam

Tap A to grab your opponent, tap (↓ A)

Throat Kick



Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Suplex

Tap A to grab your opponent, tap (↑ B)

Power Slam

Tap A to grab your opponent, tap (↓ B)

Gut-Wrench Suplex



Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Press Slam

Charge A for two seconds to grab your opponent, tap (↑ A)

Small Package

Charge A for two seconds to grab your opponent, tap (↓ A)

Short-Arm Clothesline

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Inverted Atomic-Drop

Charge A for two seconds to grab your opponent, tap (↑ B)

Ripper

Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Back Suplex

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Backbreaker

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ A) or tap (↓ A)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Atomic Drop

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Sleeper Hold

When your opponent is lying on his back, stand by his head and tap A

Knee Crunch

When your opponent is lying on his back, stand by his feet and tap A

Arm Breaker

When your opponent is lying facedown, stand by his head and tap A

Half-Crab

When your opponent is lying facedown, stand by his feet and tap A

Elbow Drop

When standing over your opponent, tap B

Diving Elbow-Drop

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Spine Buster

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Power Slam

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Back Elbow

When running toward your opponent, tap B

Flying Forearm Smash

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Rope Choke

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Sunset Flip

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Turnbuckle Punch

Tap A to grab your opponent, tap B

Superplex

Charge A for two seconds to grab your opponent, tap A

Top-Rope Samoan Drop

Charge A for two seconds to grab your opponent, tap B

Running Elbow

When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Superfly Splash

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

Harlem Hangover



When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Missile Drop-Kick



When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Harlem Beat-Down

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attack

Note: Perform the following move while your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

Scissors Kick



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Sidewalk Slam

When in close behind your opponent, charge A for two seconds to grab him, tap the analog stick in any direction



Kevin Nash

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Big Boot



Charge B for two seconds

Power Punch

Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Elbow Smash

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Headbutt

Tap A to grab your opponent, tap (↑ A)

Knee Lift

Tap A to grab your opponent, tap (↓ A)

Headlock Takedown

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Vertical Slam

Tap A to grab your opponent, tap (↑ B)

Backbreaker



Tap A to grab your opponent, tap (↓ B)

Rude Awakening

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Hung Out to Dry



Charge A for two seconds to grab your opponent, tap (↑ A)

Shoulder Breaker

Charge A for two seconds to grab your opponent, tap (↓ A)

Short-Arm Clothesline

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Running Knee

Charge A for two seconds to grab your opponent, tap (↑ B)

Piledriver



Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Cheap Shot

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Back Clothesline

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Backbreaker

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Sleeper Hold

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Sleeper Hold

When your opponent is lying on his back, stand by his head and tap A

Knee Smash



When your opponent is lying on his back, stand by his feet and tap A

Arm Breaker

When your opponent is lying facedown, stand by his head and tap A

Back Knee-Smash

When your opponent is lying facedown, stand by his feet and tap A

Elbow Drop



When standing over your opponent, tap B

Diving Elbow-Drop

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Flapjack

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Abdominal Stretch

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Block

When running toward your opponent, tap B

Clothesline

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Super Power-Bomb



When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Stomach Buster

Tap A to grab your opponent, tap B

Big Boot Chokehold

Charge A for two seconds to grab your opponent, tap A

Spinning Power-Bomb

Charge A for two seconds to grab your opponent, tap B

Running Kick

When running toward your opponent, tap B

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Flying Body-Press

While pressing the directional pad toward the ropes that your opponent is facing, tap A

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

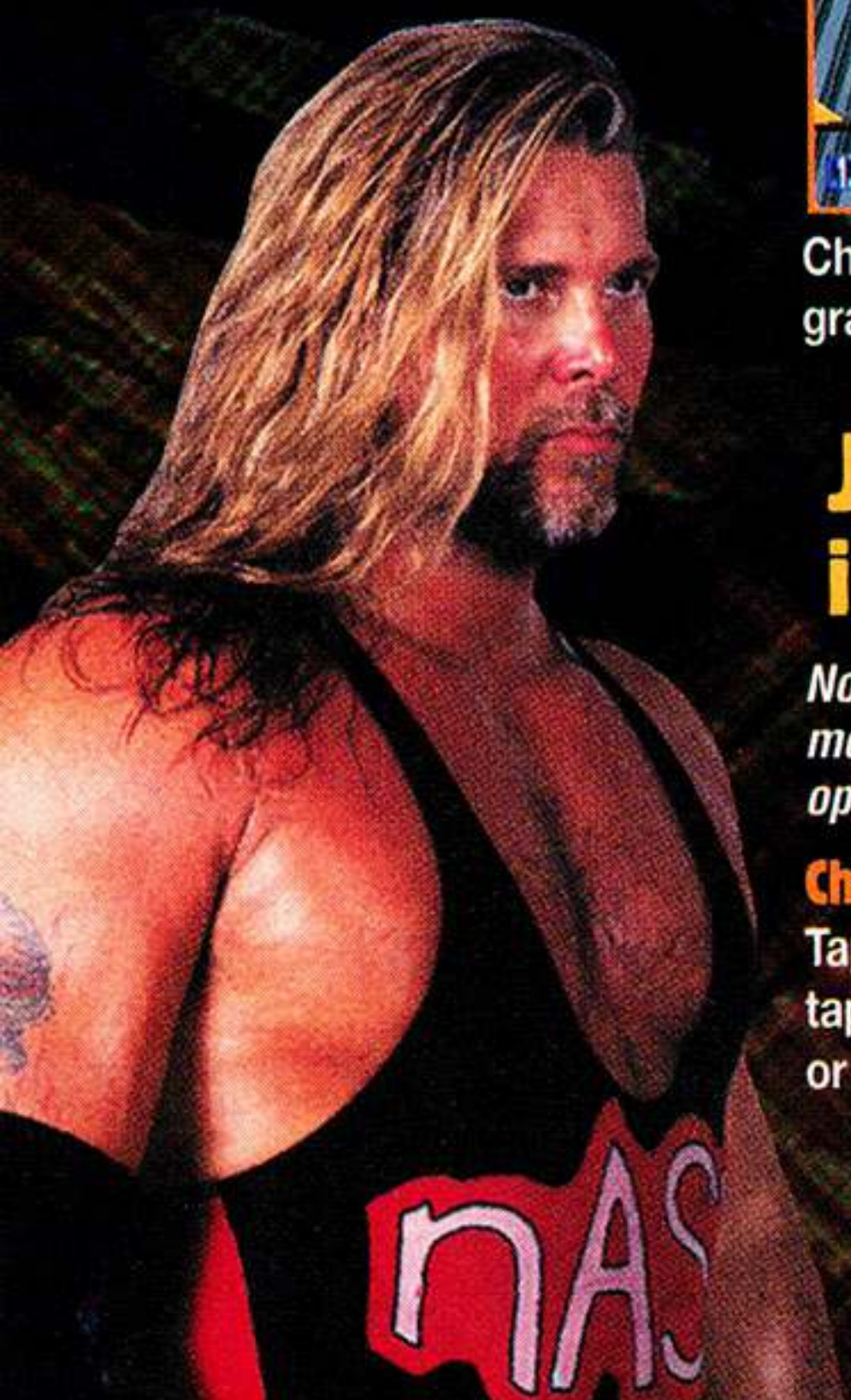
Jack Knife Power-Bomb



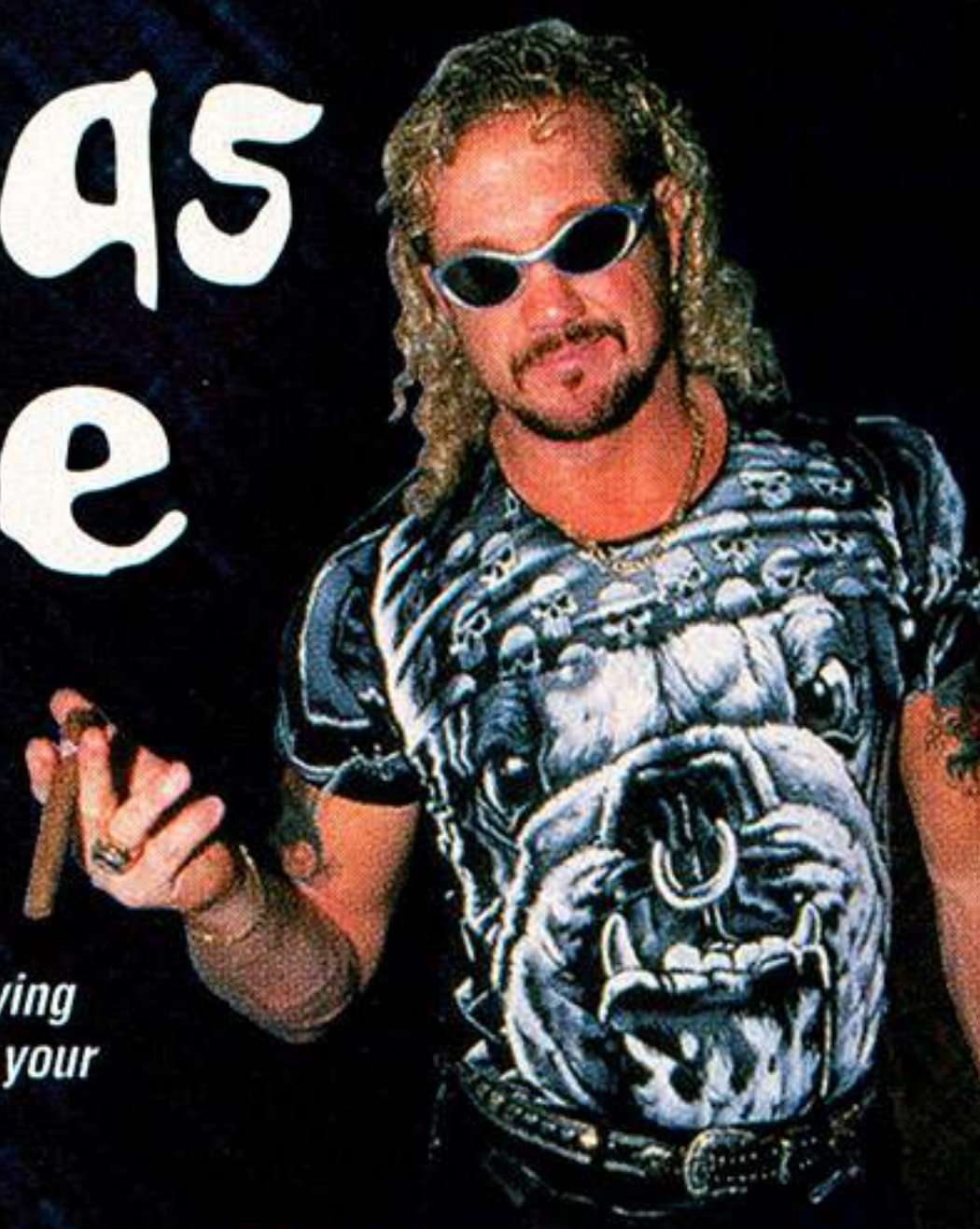
When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Flying Chop

When your opponent is standing inside the ring, stand in any corner and press the directional pad toward the turnbuckle, tap bottom-C



Diamond Dallas Page



Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Clothesline

Charge B for two seconds

Hard Punch

Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Fierce Punch

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Headbutt

Tap A to grab your opponent, tap (↑ A)

Body Slam

Tap A to grab your opponent, tap (↓ A)

Shoulder Separation



Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Knee to Neck Breaker

Tap A to grab your opponent, tap (↑ B)

Jawbreaker

Tap A to grab your opponent, tap (↓ B)

Belly-to-Belly Suplex

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Snap Suplex

Charge A for two seconds to grab your opponent, tap (↑ A)

Flapjack



Charge A for two seconds to grab your opponent, tap (↓ A)

DDT

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Inverted Atomic-Drop

Charge A for two seconds to grab your opponent, tap (↑ B)

Piledriver

Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Abdominal Stretch

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Abdominal-Stretch Suplex

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Ghetto Diamonds

When your opponent is lying on his back, stand by his head and tap A

Knee Thump

When your opponent is lying on his back, stand by his feet and tap A

Arm Breaker

When your opponent is lying facedown, stand by his head and tap A

Half-Crab



When your opponent is lying facedown, stand by his feet and tap A

Stomp

When standing over your opponent, tap B

Diving Elbow

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Inverted Side-Buster



Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Flip Slam

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Forearm Smash

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Cement Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Gut Buster



Tap A to grab your opponent, tap B

Superplex

Charge A for two seconds to grab your opponent, tap A

Double-Underhook Superplex

Charge A for two seconds to grab your opponent, tap B

Elbow Smash

When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Elbow Drop

When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Flying Clothesline

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Superfly Splash

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Flying Body-Press

While pressing the directional pad toward the ropes that your opponent is facing, tap A

Page-Turner

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

Diamond Cutter



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Inverted Suplex

When in close behind your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Chris Jericho

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Low Drop-Kick

Charge B for two seconds

Spin Kick

Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Forearm Smash

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Eye Gouge

Tap A to grab your opponent, tap (↑ A)

Body Slam

Tap A to grab your opponent, tap (↓ A)

Arm Ringer



Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Flip Slam

Tap A to grab your opponent, tap (↑ B)

Piledriver

Tap A to grab your opponent, tap (↓ B)

Double-Underhook Suplex

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Running Knee

Charge A for two seconds to grab your opponent, tap (↑ A)

Jawbreaker

Charge A for two seconds to grab your opponent, tap (↓ A)

DDT

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Vertical Suplex

Charge A for two seconds to grab your opponent, tap (↑ B)

Double-Arm Power-Bomb



Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Backbreaker

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

German Suplex

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Jericho-lic Suplex

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

One-Foot Pose Pin



When your opponent is lying on his back, stand by his head and tap A

Lion Tamer

When your opponent is lying on his back, stand by his feet and tap A

Arm and Leg Roll-Up

When your opponent is lying facedown, stand by his head and tap A

Knee-Bruiser

When your opponent is lying facedown, stand by his feet and tap A

Get Up!

When standing over your opponent, tap B

Diving Elbow

When running toward your opponent, tap B

Rope-Whipped

Ankle Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Dead Fall

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Monkey Flip



Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Tilt-a-Whirl Backbreaker

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Flying Spin-Kick

When running toward your opponent, tap B

Clothesline

After bouncing off the ropes, run toward your opponent, tap B

Moonsault

When running toward the ropes, tap A

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Sunset Flip

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Chest Chop

Tap A to grab your opponent, tap B

Top-Rope Frankensteiner

Charge A for two seconds to grab your opponent, tap A

Double-Underhook Superplex

Charge A for two seconds to grab your opponent, tap B

Clothesline

When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Splash

When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Missile Drop-Kick

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Moonsault

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

Air Jericho

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Flying Body-Press

While holding the directional pad toward the ropes your opponent is facing, tap A

Rope Dive

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

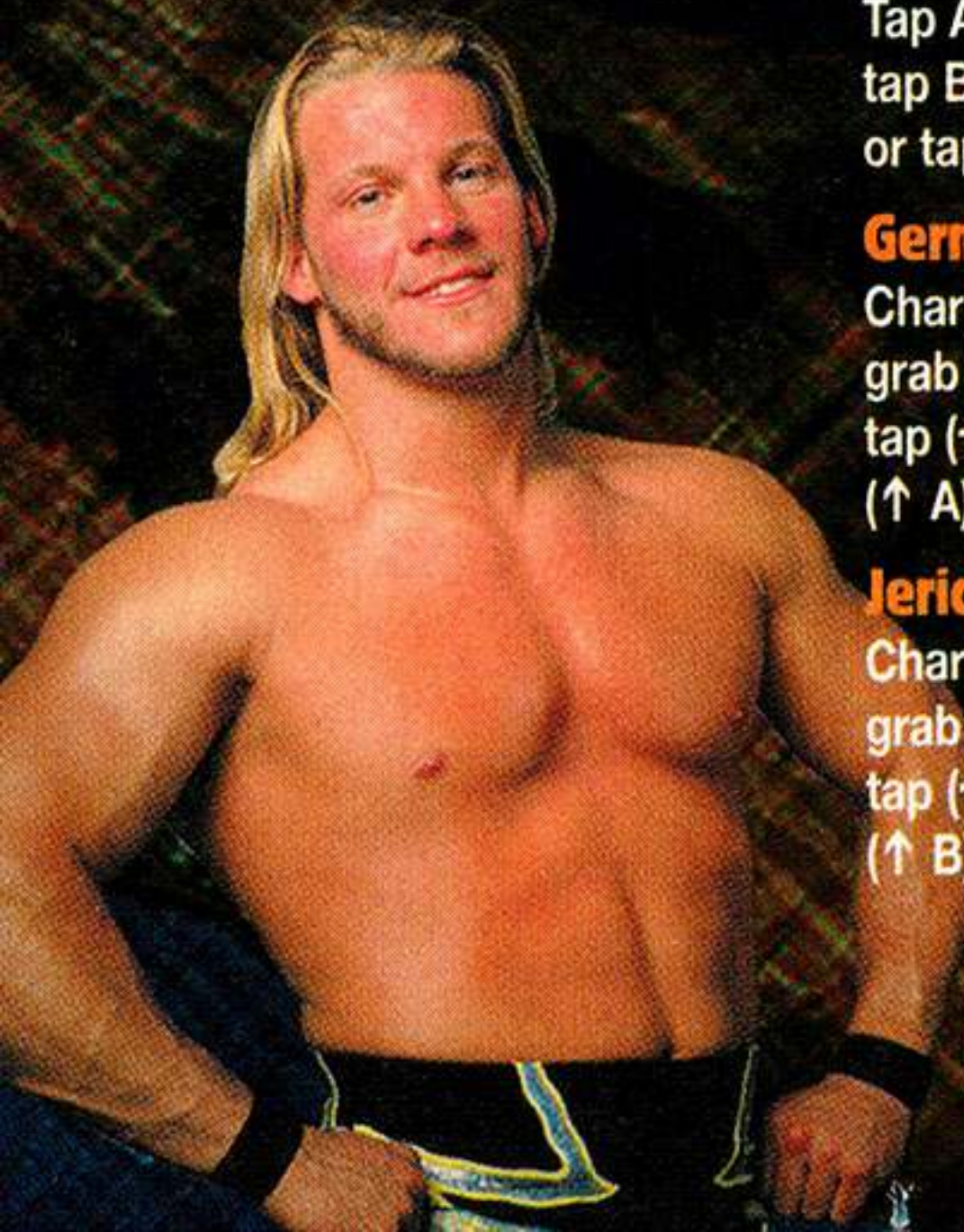
Slam to Lion Tamer



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Inverted Suplex

When in close behind opponent, charge A for two seconds to grab him, tap the analog stick in any direction



Scott Hall

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Fierce Punch

Charge B for two seconds

Diving Clothesline

Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Knee Lift



Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Wicked Fist

Tap A to grab your opponent, tap (↑ A)

Body Slam

Tap A to grab your opponent, tap (↓ A)

Headlock Takedown

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Shoulder Separation

Tap A to grab your opponent, tap (↑ B)

Jawbreaker

Tap A to grab your opponent, tap (↓ B)

Neck Breaker

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Suplex

Charge A for two seconds to grab your opponent, tap (↑ A)

Back Drop

Charge A for two seconds to grab your opponent, tap (↓ A)

Razor's Slam



Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Short-Arm Clothesline

Charge A for two seconds to grab your opponent, tap (↑ B)

Choke Slam



Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Cheap Shot

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Abdominal Stretch

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Atomic Drop

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Outsider's Punch

When your opponent is lying on his back, stand by his head and tap A

Low Blow



When your opponent is lying on his back, stand by his feet and tap A

Camel Clutch

When your opponent is lying facedown, stand by his head and tap A

Knee Slam

When your opponent is lying facedown, stand by his feet and tap A

Stomp

When standing over your opponent, tap B

Diving Elbow

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Sleeper Hold

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Somoan Drop

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Clothesline

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Cement Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram



Tap A to grab your opponent, tap A

Turnbuckle Punch

Tap A to grab your opponent, tap B

Superplex

Charge A for two seconds to grab your opponent, tap A

Top-Rope Samoan Drop

Charge A for two seconds to grab your opponent, tap B

Running Clothesline

When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Flying Elbow



When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Double-Axe Handle

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Flying Knee

When your opponent is lying outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attack

Note: Perform the following move when your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

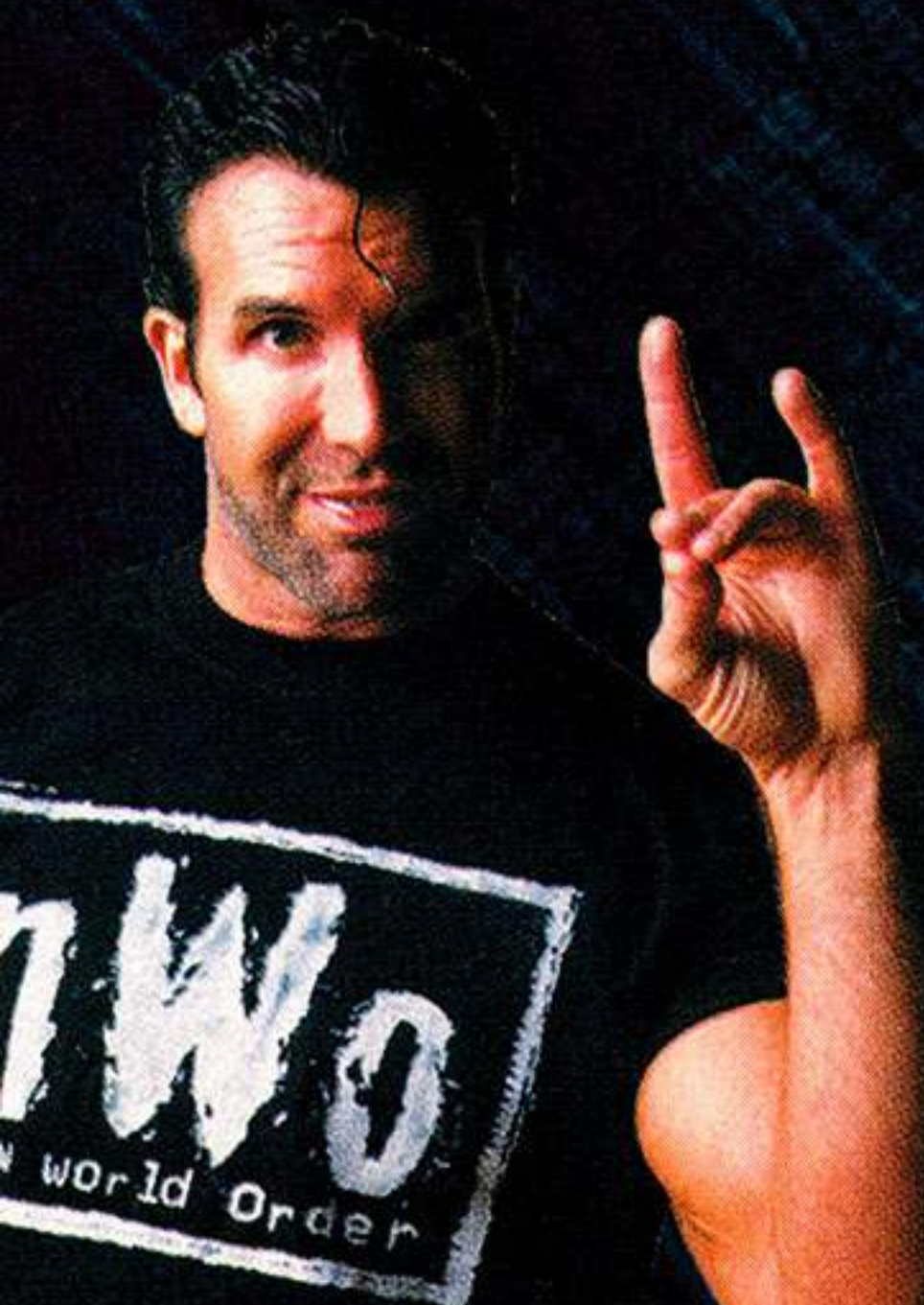
Outsider's Edge



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Top-Rope Outsider's Edge

When opponent is in the corner, stunned, charge A for two seconds to grab him, tap the analog stick in any direction



The Giant

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick
Tap B

Karate Kick



Charge B for two seconds

Big Slap



Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Headbutt

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Forearm Smash

Tap A to grab your opponent, tap (↑ A)

Knee Lift

Tap A to grab your opponent, tap (↓ A)

Arm Ringer

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Vertical Slam

Tap A to grab your opponent, tap (↑ B)

Russian Leg Sweep



Tap A to grab your opponent, tap (↓ B)

Hung Out to Dry

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Press Slam

Charge A for two seconds to grab your opponent, tap (↑ A)

Power Bomb

Charge A for two seconds to grab your opponent, tap (↓ A)

Giant Knee



Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Overhead Choke



Charge A for two seconds to grab your opponent, tap (↑ B)

Piledriver

Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Cheap Shot

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Sidewalk Slam

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Abdominal Stretch

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Choke



When your opponent is lying on his back, stand by his head and tap A

Knee Strike

When your opponent is lying on his back, stand by his feet and tap A

Camel Clutch

When your opponent is lying facedown, stand by his head and tap A

Knee Bash

When your opponent is lying facedown, stand by his feet and tap A

Leg Drop

When standing over your opponent, tap B

Diving Elbow

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Power Body-Slam

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Sleeper Hold

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Big Boot



When running toward your opponent, tap B

Clothesline

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Arm Breaker

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Cement Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Big-Boot Choke

Tap A to grab your opponent, tap A

Giant Chop

Tap A to grab your opponent, tap B

Butt Smash



Charge A for two seconds to grab your opponent, tap A

Rib Buster

Charge A for two seconds to grab your opponent, tap B

Clothesline

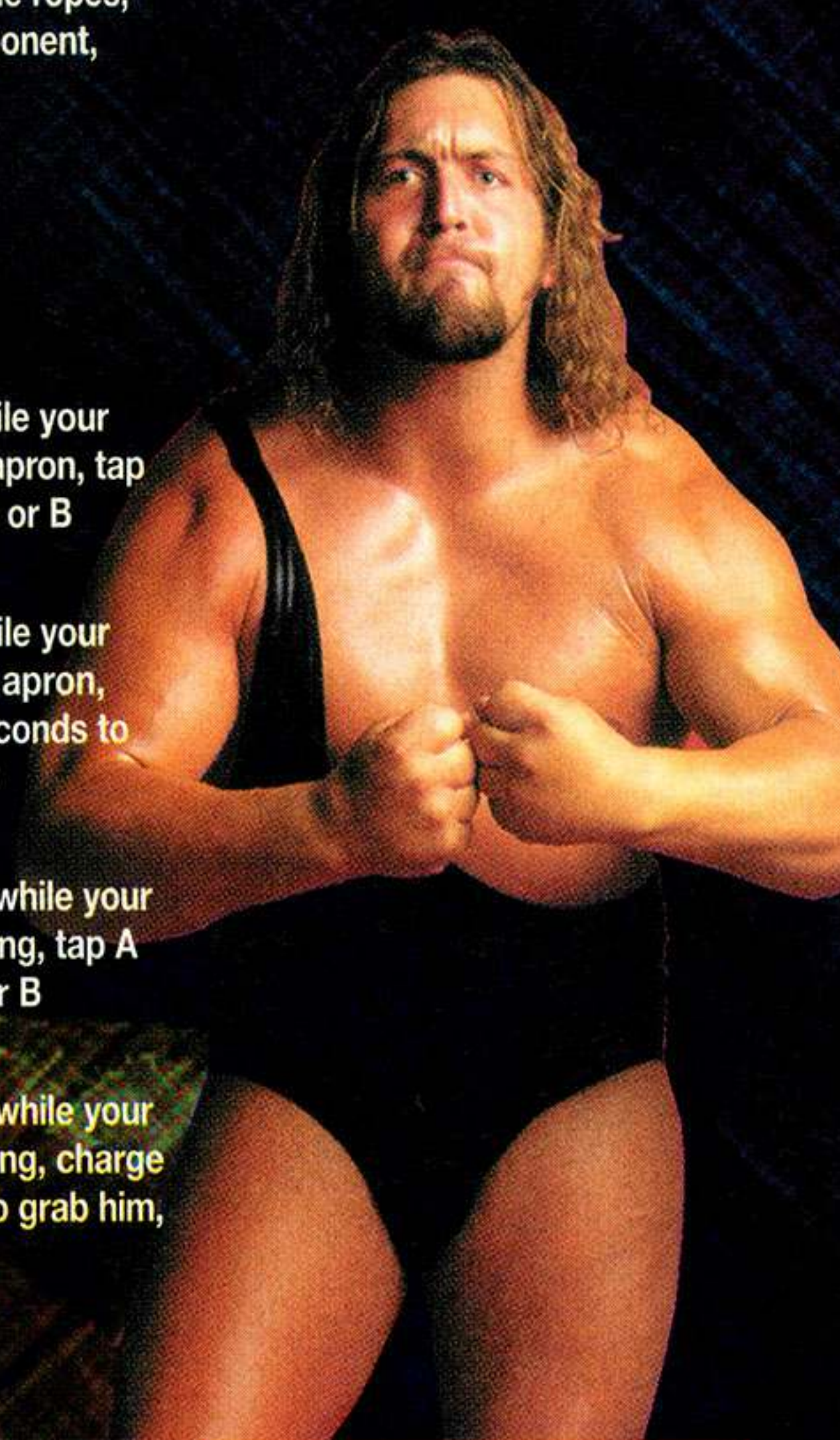
When running toward your opponent, tap B

High-Risk Attack

Note: Perform the following move when your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring



Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

Choke Slam



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Double Axe-Handle Smash

When your opponent is standing inside the ring, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C

Raven

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Poe Punch

Charge B for two seconds

Standing Drop-Kick



Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Fierce Punch

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Eye Gouge

Tap A to grab your opponent, tap (↑ A)

Snap-Mare Takeover

Tap A to grab your opponent, tap (↓ A)

Arm Ringer

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Snap Suplex

Tap A to grab your opponent, tap (↑ B)

Jawbreaker

Tap A to grab your opponent, tap (↓ B)

Gut-Wrench Suplex

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Running Knee

Charge A for two seconds to grab your opponent, tap (↑ A)

Double-Underhook Suplex

Charge A for two seconds to grab your opponent, tap (↓ A)

Grinding Headlock



Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Inverted Atomic-Drop

Charge A for two seconds to grab your opponent, tap (↑ B)

Small Package

Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Bulldog

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Body Toss

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Raven's Fury

When your opponent is lying on his back, stand by his head and tap A

Knee Strike

When your opponent is lying on his back, stand by his feet and tap A

Arm Breaker

When your opponent is lying facedown, stand by his head and tap A

Knee Bash

When your opponent is lying facedown, stand by his feet and tap A

Elbow Drop

When standing over your opponent, tap B

Diving Elbow

When running toward your opponent, tap B

Rope-Whipped

Drop Toe-Hold

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Spine Buster

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Samoan Drop

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Flying Knee



After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Rope Choke

When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Cement Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Turnbuckle Punch

Tap A to grab your opponent, tap B

Superplex

Charge A for two seconds to grab your opponent, tap A

Big Chop

Charge A for two seconds to grab your opponent, tap B

Flying Drop-Kick



When running toward your opponent, tap B

High-Risk Attacks

Note: Perform the following moves when your opponent is standing outside the ring.

Flying Body-Press

While holding the directional pad toward the ropes that your opponent is facing, tap A

Raven's Flight



Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring

Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

Even Flow



When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Flying Elbow-Drop

When your opponent is lying on the mat, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C

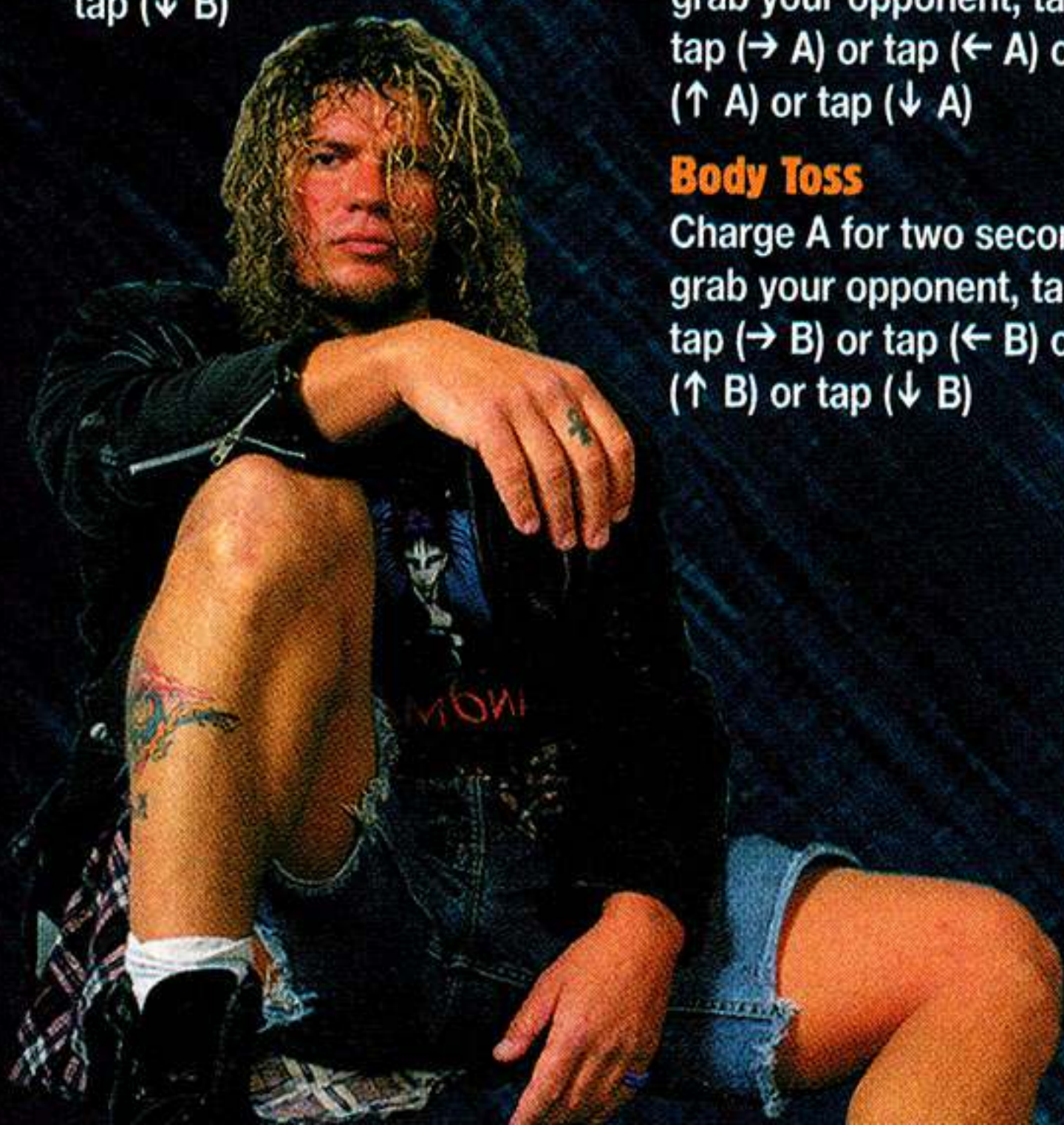
Missile Drop-Kick

When your opponent is standing in the ring, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C

Double Axe-Handle



When your opponent is standing outside the ring, stand in any corner of the ring and press the directional pad toward the turnbuckle, tap bottom-C



Hollywood Hogan

Special Attacks

Note: Perform the following moves when in close to your opponent.

Punch/Kick

Tap B

Shove

Charge B for two seconds

Fierce Punch

Charge (→ B) or charge (← B) or charge (↑ B) or charge (↓ B) for two seconds

Irish Whip

Tap A to grab your opponent, tap (→ bottom-C) or tap (← bottom-C) or tap (↑ bottom-C) or tap (↓ bottom-C)

Cheap Punch

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A)

Body Slam



Tap A to grab your opponent, tap (↑ A)

Knee Lift

Tap A to grab your opponent, tap (↓ A)

Headlock Takedown

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B)

Arm Ringer

Tap A to grab your opponent, tap (↑ B)

Piledriver

Tap A to grab your opponent, tap (↓ B)

Hung Out to Dry

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A)

Vertical Suplex

Charge A for two seconds to grab your opponent, tap (↑ A)

Russian Leg Sweep

Charge A for two seconds to grab your opponent, tap (↓ A)

Short-Arm Clothesline

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B)

Press Slam

Charge A for two seconds to grab your opponent, tap (↑ B)

Spinning Power-Slam



Charge A for two seconds to grab your opponent, tap (↓ B)

Jacked in the Back

Note: Perform the following moves when behind your opponent.

Belly-to-Back Suplex

Tap A to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Back Rake

Tap A to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Roll-Up Pin

Charge A for two seconds to grab your opponent, tap A or tap (→ A) or tap (← A) or tap (↑ A) or tap (↓ A)

Abdominal Stretch

Charge A for two seconds to grab your opponent, tap B or tap (→ B) or tap (← B) or tap (↑ B) or tap (↓ B)

Ground Attacks

Note: Perform the following moves when your opponent is on the ground, stunned.

Choke

When your opponent is lying on his back, stand by his head and tap A

Knee Bash

When your opponent is lying on his back, stand by his feet and tap A

Camel Clutch

When your opponent is lying facedown, stand by his head and tap A

Boston Crab

When your opponent is lying facedown, stand by his feet and tap A

Leg Drop

When standing over your opponent, tap B

Running Stomp

When running toward your opponent, tap B

Rope-Whipped

Back Body-Drop

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Hip Toss

Tap A to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Press Slam

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, tap A as he runs at you

Sleeper Hold

Charge A for two seconds to grab your opponent, tap (→ bottom-C) or (← bottom-C) to whip him into the ropes, charge A for two seconds as he runs at you

Running Attacks

Shoulder Charge

When running toward your opponent, tap B

Clothesline

After bouncing off the ropes, run toward your opponent, tap B

Apron Moves

Chest Smack

When in the ring while your opponent is on the apron, tap A to grab him, tap A or B

Suplex

When in the ring while your opponent is on the apron, charge A for two seconds to grab him, tap A or B

Rope Choke



When on the apron while your opponent is in the ring, tap A to grab him, tap A or B

Cement Suplex

When on the apron while your opponent is in the ring, charge A for two seconds to grab him, tap A or B

Corner Moves

Note: Perform the following moves when your opponent is in the corner, stunned.

Shoulder Ram

Tap A to grab your opponent, tap A

Turnbuckle Punch

Tap A to grab your opponent, tap B

Superplex

Charge A for two seconds to grab your opponent, tap A

Top-Rope Samoan Drop



Charge A for two seconds to grab your opponent, tap B

Clothesline

When running toward your opponent, tap B

Comin' Top Rope

Note: Perform the following moves off the top rope.

Hollywood Leg Drop



When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Super Chop

When your opponent is standing in the ring, press the directional pad toward the turnbuckle, tap bottom-C

Double Axe-Handle

When your opponent is standing outside the ring, press the directional pad toward the turnbuckle, tap bottom-C

High-Risk Attack

Note: Perform the following move when your opponent is standing outside the ring.

Sliding Drop-Kick

Bounce off the ropes opposite from where your opponent is standing and while running toward him, charge A at the middle of the ring



Finishing Moves

Note: Perform the following moves when your Spirit Meter is flashing "Special."

Hollywood Cheap-Shot



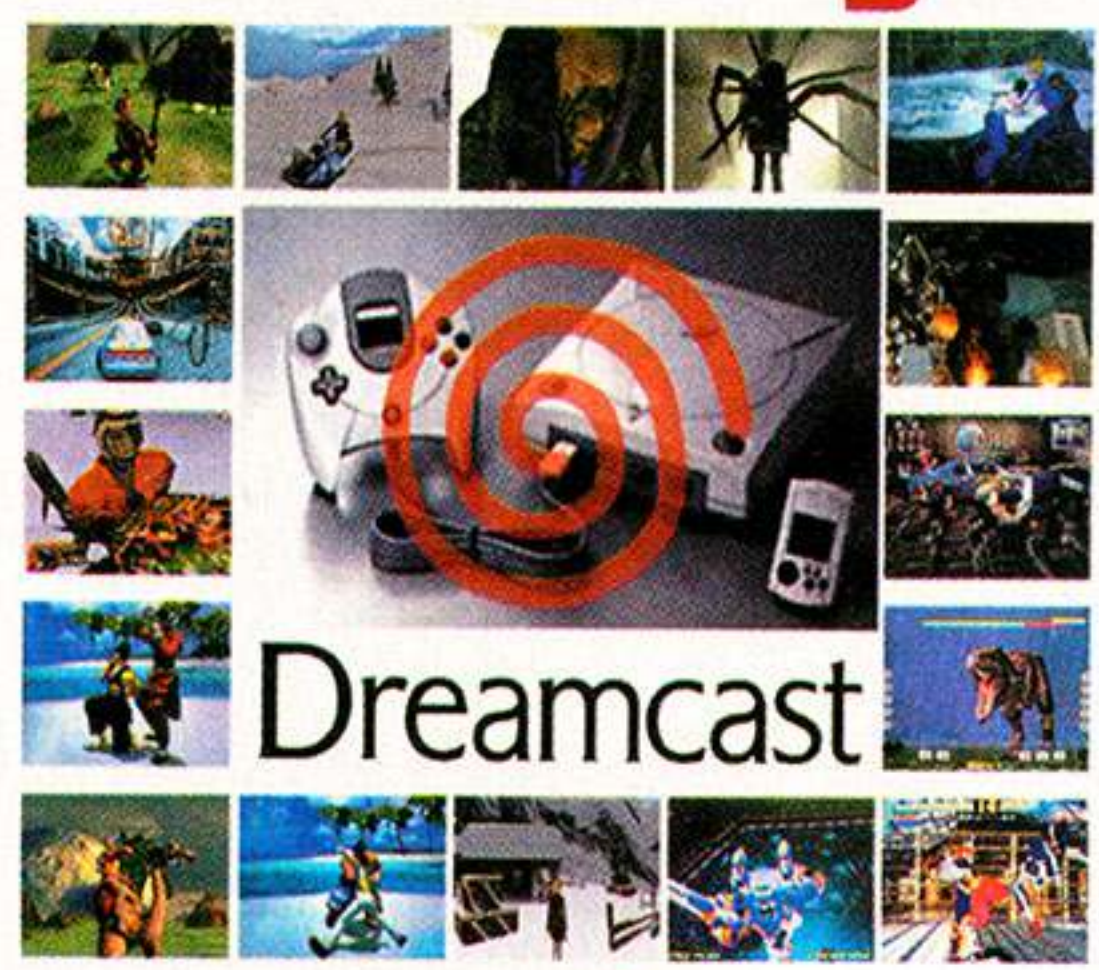
When in close to your opponent, charge A for two seconds to grab him, tap the analog stick in any direction

Abdominal Stretch Roll-up

When in close behind opponent, charge A for two seconds to grab him, tap the analog stick in any direction

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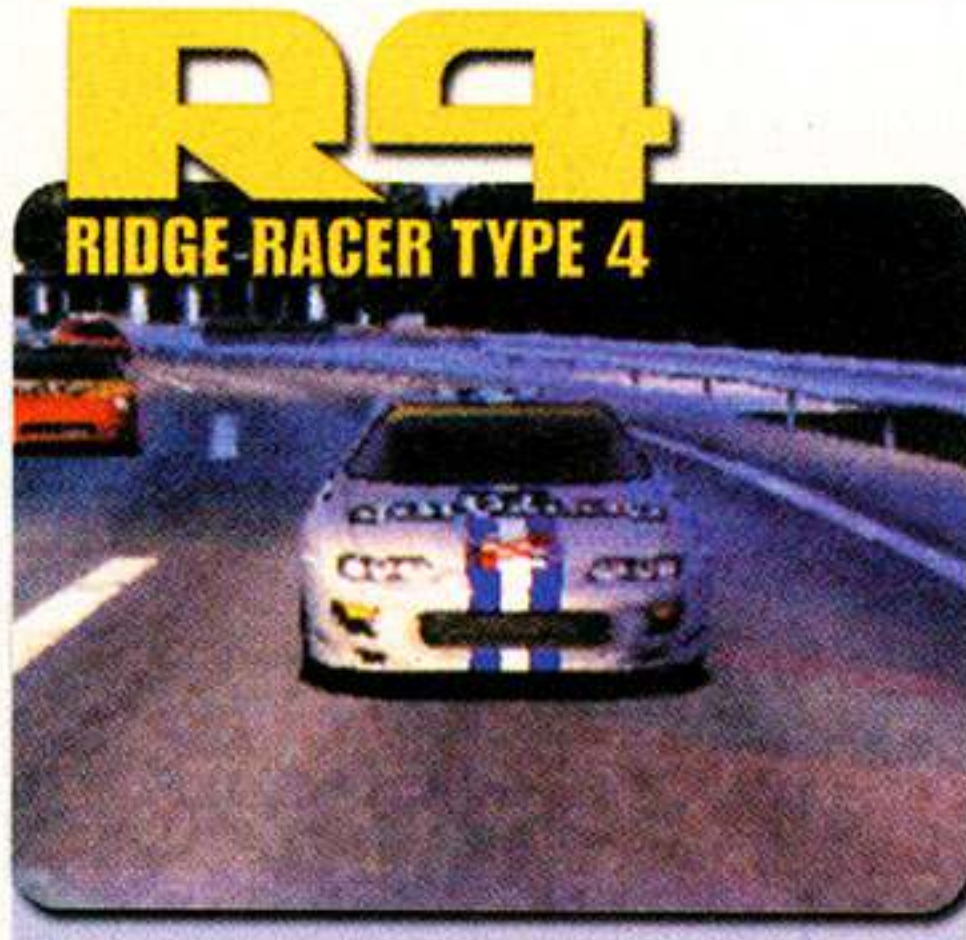
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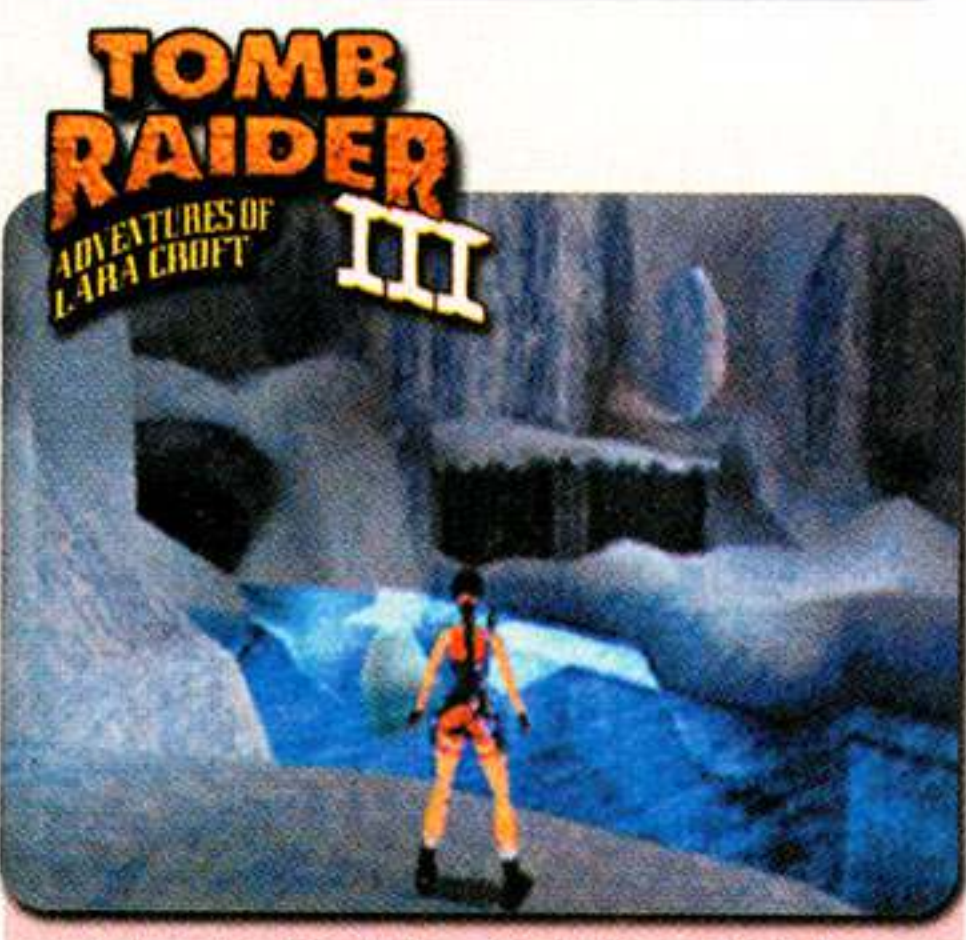
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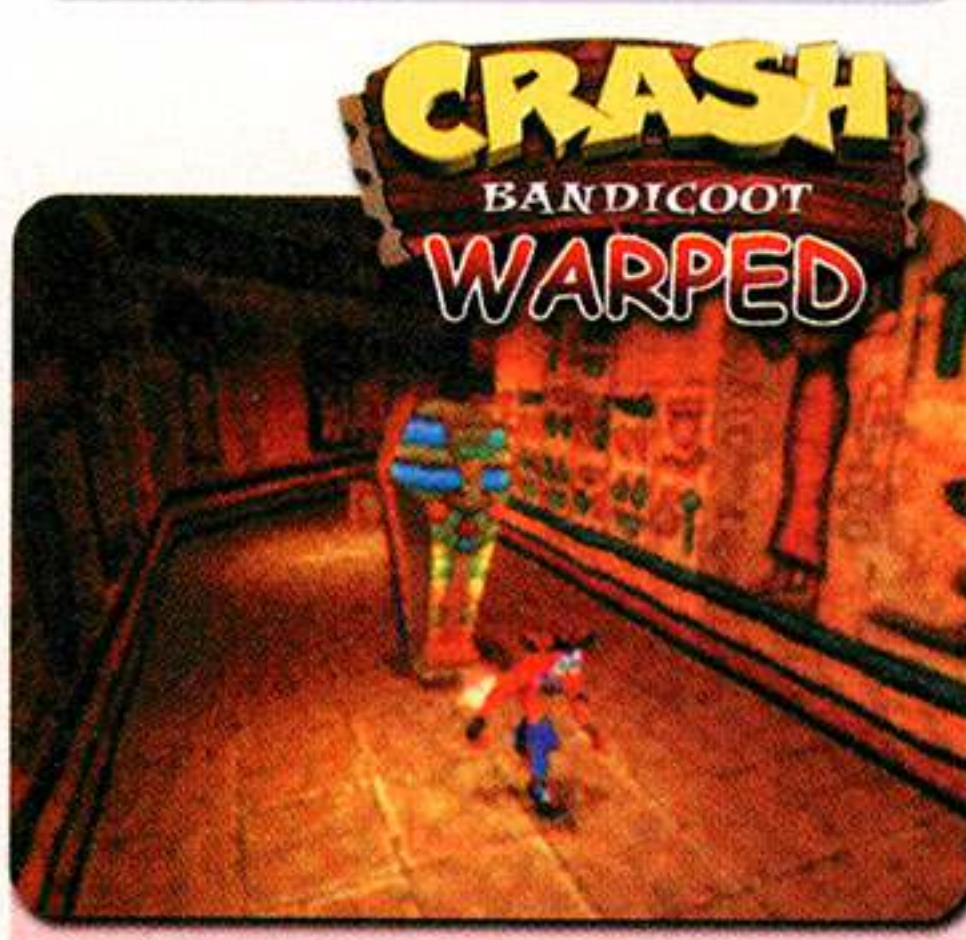
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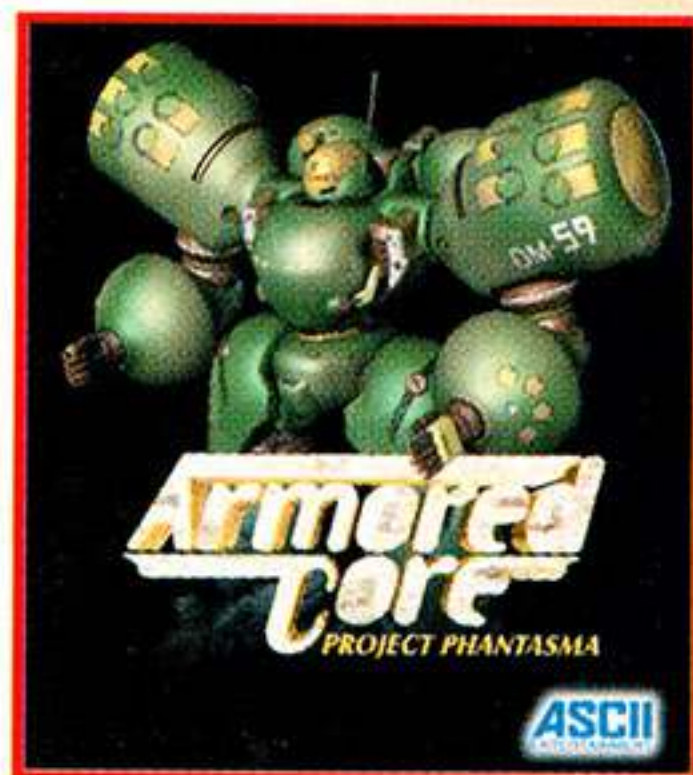
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Nintendo 64

F-Zero X*

All Courses and Cars

*These cheats were tested on a preliminary Japanese version of the game and may be different in the final U.S. version.



At the Mode Select screen, press L, Z, R, top-C, bottom-C, left-C, right-C, Start. If you entered the code correctly, the background will wave. Now you have access to all cars, courses, and difficulties.

PlayStation

Madden NFL '99

Hidden Teams and Stadiums



Hidden Teams: At the Main Menu, highlight Code Entry and press \times . At the Code Entry screen, highlight New Code and press \times . Enter any of the following codes below to reveal these hidden teams.

Note: A _ designates a blank space.

- '60s Greats: PEACELOVE
- '70s Greats: BELLBOTTOMS
- '80s Greats: SPRBWLSHUFL
- '90s Greats: HEREANDNOW
- 75th Anniversary Team: THROWBACK
- '99 Cleveland Browns: WELCOMEBACK
- AFC Pro Bowl: AFCBEST
- All-Madden: BOOM
- All-Time Greats: TURKEYLEG
- All-Time Stat Leaders: IMTHEMAN
- EA Sports: INTHEGAME
- NFC Pro Bowl: BESTNFC
- NFL Equipment Team: GEARGUYS
- Tiburon: HAMMERHEAD



Hidden Stadiums: At the Main Menu, highlight Code Entry and press \times . At the Code Entry screen, highlight New Code and press \times . Enter any of the following codes below to reveal these hidden stadiums:

Note: A _ designates a blank space.

- Astrodome: FOR_RENT
- Cleveland: DOGPOUND99
- EA Sports: EA_STADIUM
- Original Miami: NOTAFISH
- Original Oakland: STICKEM
- Original Tampa: SOMBRERO
- RFK: THEHOGS
- Tiburon: OURHOUSE

Daniel Adams II
Spring Valley, CA

Nintendo 64

NFL Blitz

Codes and Hidden Players

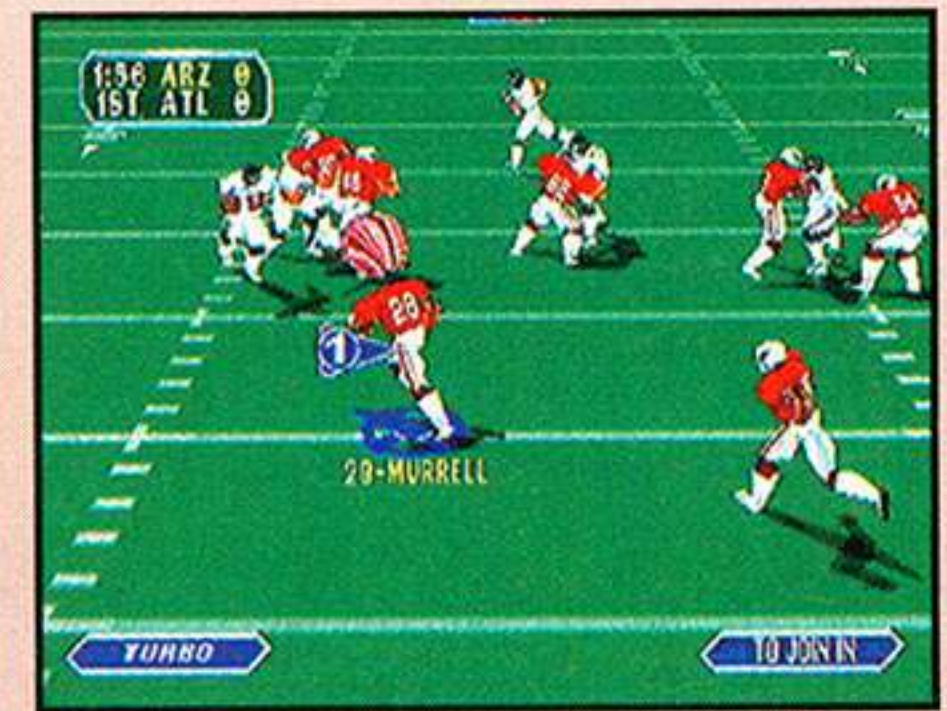


Codes: Enter the following codes at the Today's Matchup screen before the kickoff. Press each button the number of times indicated, then press the control pad in the direction indicated. You can activate more than one code per game.

	Z:	Bottom-C:	Right-C:	Direction:
Ball Carrier Has No Head:	3	2	1	Left
Ball Carrier Is Invisible:	4	3	3	Up
Big Football:	0	5	0	Right
Clear Tournament Mode:	1	1	1	Up
Fast Passes:	2	5	0	Left
Fast Turbo Running:	0	3	2	Left
Headless Team:	1	2	3	Right
Hide Receiver's Name:	1	0	2	Right
Hyper Blitz*:	5	5	5	Up
Infinite Turbo:	5	1	4	Up
Late Hits:	0	1	0	Up
Night Game:	2	2	2	Right
No CPU Assistance:	0	1	2	Down
No First Downs:	2	1	0	Up
No Interceptions:	3	4	4	Up
No Play Selection*:	1	1	5	Left
No Punting:	1	5	1	Up
No Random Fumbles:	4	2	3	Down
No Stadium:	5	0	0	Left
Players Have Big Heads:	2	0	0	Right
Players Have Huge Heads:	0	4	0	Up
Power Up Blockers:	3	1	2	Left
Power Up Defense:	4	2	1	Up
Power Up Offense:	3	1	2	Up
Power Up Speed*:	4	0	4	Left
Power Up Teammates:	2	3	3	Up
Show Field Goal Percent:	0	0	1	Down
Show More Field*:	0	2	1	Right

	Z:	Bottom-C:	Right-C:	Direction:
Smart CPU Opponent:	3	1	4	Down
<i>Note: The Smart CPU Opponent code only works in a one-player game.</i>				
Super Blitz*:	4	4	4	Up
Super Blitzing:	0	4	5	Up
Super Field Goals:	1	2	3	Left
Super Passing*:	4	2	3	Right
Team Has Big Heads:	2	0	3	Right
Team Has Big Players:	1	4	1	Right
Team Has Tiny Players:	3	1	0	Right
Tournament Mode*:	1	1	1	Down
Unidentified Ball Carrier:	5	2	2	Down
Unlimited Throwing Range:	2	2	3	Right
Weather—Clear:	2	1	2	Left
Weather—Rain:	5	5	5	Right
Weather—Snow:	5	2	5	Down

*Note: Both players must enter this code for it to work.



Secret Players: Enter the following names and PINs:

	Name:	PIN:
Brain Head:	BRAIN	1111
Dan Thompson:	DANIEL	0604
Mark Turmell:	TURMEL	0322
Mike Lynch:	MIKE	3333
Jason Skies:	JASON	3141
Jeff Johnson:	JAPPLE	6660
Jennifer Hedrick:	JENIFR	3333
John Root:	ROOT	6000
Louis Mangubat:	LUIS	3333
Raiden:	RAIDEN	3691
Sal Divita:	SAL	0201
Shinnok:	SHINOK	8337
Skull Head:	SKULL	1111
Thug Head:	THUG	1111

Andy Scott
via Internet



PlayStation

NFL GameDay '99

Easter Eggs

Enter the Options menu, highlight Easter Eggs at the bottom of the screen and **press** X. Enter any of the passwords listed below to activate these cheats:

Note: A _ designates a blank space.

All Players Are Equal: **EVEN_TEAMS**

Ball Carrier Has Speed Bursts: **ROCKET_MAN**

Bonus Difficulty Level: **GD_CHALLENGE**

CPU Hides Pass Coverage: **CON_MAN**

CPU Knows Your Play: **MIND_READER**

CPU Makes Big Plays: **PRIME_TIME**

CPU Players Are Faster: **CPU_SCORES**

CPU Player Celebrates in the Field: **HOT_SHOT**

CPU Offensive Line Has Super Strength and Speed: **CPU_STUFFS**

Juiced Endurance: **STAMINA**

Large Football: **BIG_BALLS**

Longer Field Goals: **STEEL_LEG**

No Penalties: **BLINDERS**

Noises Are Louder: **BIG_HITS**

Players Are Big: **BUNYON**

Players Are Flat: **PLAYING_CARDS**

Players Are Named After Presidents: **PRESIDENTS**

Players Are Small and Fast: **POP_WARNER**

Players Have European Last Names: **EURO_LEAGUE**

Players Have Red Strings Attached to Their Heads: **PUPPETS**

Players Have Last Name from Credits: **SPORTS**

Players Have Television Stomachs: **TELE_TUMMY**

Punts Hang in the Air Longer: **HANGTIME**

Quick Fatigue: **WEAK**

Receivers Have Great Hands: **STICKEM**

Red End Zones, Checkered Touchdown Area, and Invisible Field Goals: **GRUDGE_MATCH**

Running Back Is Juiced: **DAVIS**

See Cheerleaders After a Game: **SLIDESHOW**

Speed Is Juiced: **COFFEE_BREAK**

Swim Move Is Juiced: **SWIMMERS**

View Game Credits: **CREDITS**

PlayStation

Tenchu: Stealth Assassins

Unlock Hidden Items and Levels, Restore Health, and More



Enable Ayame's Sexy Armor: Select Ayame as your character. At the Items screen, enter the Unlock All Hidden Items code listed below. Highlight Ninja Armor and **press Left, Left, Down, Down, □, □, △, ○**. If you entered the code correctly, the number under the Ninja Armor will drop from 1 to 0.

Enable Enemy Layout Selection Screen: At the Select Stage screen, **press and hold R1 and press Left, Left, Down, Down, □, □, △, X**.

Increase Item Capacity to 99: At the Items screen, **press and hold L1 and press Left, Left, Down, Down, □, □, △, □**.

Increase Item Inventory: At the Items screen, **press and hold L2 and press Left, Left, Down, Down, □, □, △, X**.

Restore Health: Pause the game and **press Left, Left, Down, Down, □, □, △, □**. Unpause the game and your health will be completely restored.

Unlock All Hidden Items: At the Items screen, **press and hold R1 and press Left, Left, Down, Down, □, □, △, ○**.

Unlock All Levels: At the Select Stage screen, **press and hold R2 and press Left, Left, Down, Down, □, □, △, □**.

Nintendo 64

Chopper Attack

Debug Menu



At the title screen, when "Push Start Button" is flashing, **press and hold Z and press Right, Left, Up, Down, A, B, Start**. If you entered the code correctly, a debug menu appears with a stage select and other cheats.

PlayStation

Command & Conquer Red Alert: Retaliation

Get the Nuke, the Parabomb, the Iron Curtain Weapon, and More



Enter these codes during gameplay and not while the game is paused. Press Δ to access the in-game sidebar, then enter the following commands. These codes work for both the Allied and Soviet forces.

Get More Money: Highlight \times and press \circ , highlight \times and press \circ , highlight \square and press \circ , highlight \circ and press \circ , highlight \circ and press \circ , highlight \circ and press \circ .

Lose the Current Mission: Highlight \circ and press \circ , highlight \times and press \circ , highlight \circ and press \circ , highlight \square and press \circ , highlight \square and press \circ , highlight \times and press \circ .

Get a Nuke: Highlight \circ and press \circ , highlight \times and press \circ , highlight \circ and press \circ , highlight \circ and press \circ , highlight \times and press \circ , highlight \square and press \circ .

Get a Parabomb: Highlight \times and press \circ , highlight \times and press \circ , highlight \times and press \circ , highlight \circ and press \circ , highlight Δ and press \circ , highlight Δ and press \circ , highlight \square and press \circ .

Get the Iron Curtain Weapon: Highlight \square and press \circ , highlight \times and press \circ , highlight \circ and press \circ , highlight \times and press \circ , highlight Δ and press \circ , highlight Δ and press \circ .

Get the Chronoshift: Highlight \square and press \circ , highlight \circ and press \circ , highlight Δ and press \circ , highlight \times and press \circ , highlight \circ and press \circ , highlight \circ and press \circ .

Give Civilians Names: Highlight \square and press \circ , highlight \square and press \circ , highlight \circ and press \circ , highlight \circ and press \circ , highlight Δ and press \circ , highlight Δ and press \circ .

"Soylent Green" Mode (Harvest People, Not Ore): Highlight \square and press \circ , highlight \times and press \circ , highlight \square and press \circ , highlight \times and press \circ , highlight \square and press \circ , highlight \times and press \circ .

Unshroud the Battlefield: Highlight Δ and press \circ , highlight Δ and press \circ , highlight \times and press \circ , highlight \circ and press \circ , highlight Δ and press \circ , highlight \square and press \circ .

Win Current Mission: Highlight \circ and press \circ , highlight \circ and press \circ , highlight Δ and press \circ , highlight \times and press \circ , highlight \times and press \circ , highlight \square and press \circ .

Nintendo 64

F1 World Grand Prix

Race as the Gold and Silver Drivers and on the Hawaii Track



Race on the Hawaii Track: Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to **VACATION**. Return to the title screen, then re-enter Exhibition and select Courses. Cycle through the tracks until you find the bonus track—Hawaii. You can race on this track in Exhibition, Time Trial, and Two-Player mode.



Race as the Gold Driver: Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to **PYRITE**. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until you find a new one—Gold Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two-Player modes.

Race as the Silver Driver: Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to **CHROME**. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until you find a new one—Silver Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two-Player modes.

Trevor Cave
Alliston, Ontario



PlayStation

NFL Blitz

Codes and Hidden Players



Codes: Enter the following codes at the Today's Matchup screen before the kickoff. Press each button the number of times indicated, then press the control pad in the direction indicated. You can activate more than one code per game.

	R1 or L1:	□ or △:	○ or ×:	Direction:
Bullet Passes Enabled:	2	5	0	Left
Infinite Turbo:	5	1	4	Up
No CPU Assistance:	0	1	2	Down
No First Downs:	2	1	0	Up
No Random Fumbles:	4	2	3	Down
Power Up Blockers:	3	1	2	Left
Power Up Defense:	4	2	1	Up
Power Up Field Goals:	1	2	3	Left
Power Up Teammates:	2	3	3	Up
Show Field Goal Percent:	0	0	1	Down
Show More Field:	0	2	1	Right
Smart CPU:	3	1	4	Down
Speed Mode:	4	0	4	Left
Super Blitzes:	0	4	5	Up
Team Has Big Heads:	2	0	3	Right
Team Has Big Players:	1	4	1	Right
Team Has Small Players:	3	1	0	Right

Note: The Smart CPU code only works in the one-player game.



Secret Players: Enter the following names and PINs:

Name:	PIN:
Brain Head:	BRAIN 1111
Dan Forden:	FORDEN 1111
Dan Thompson:	DANIEL 0604

Name:	PIN:
Jason Skiles:	JASON 3141
Jeff Johnson:	JAPPLE 6660
Jennifer Hedrick:	JENIFR 3333
Jim Gentile:	GENTIL 1111
John Root:	ROOT 6000
Luis Mangubat:	LUIS 3333
Mark Turmell:	TURMEL 0322
Mike Lynch:	MIKE 3333
Raiden:	RAIDEN 1111
Sal Divita:	SAL 0201
Shinnok:	SHINOK 8337
Skull Head:	SKULL 1111
Thug Head:	THUG 1111



Nintendo 64

Iggy's Reckin' Balls

Access Tracks, Characters, Level Select, and More



At the title screen where it says Start, Training, and Options, **simultaneously press Z and R** to make the Enter Cheat menu appear. Input any of the following passwords to activate these cheats:

2X Turbo Time: **2TIMES**

Access All Characters: **HAPPYHEADS**

Access All Tracks: **THEUNIVERSE**

Access Level Select: **JUMPAROUND**

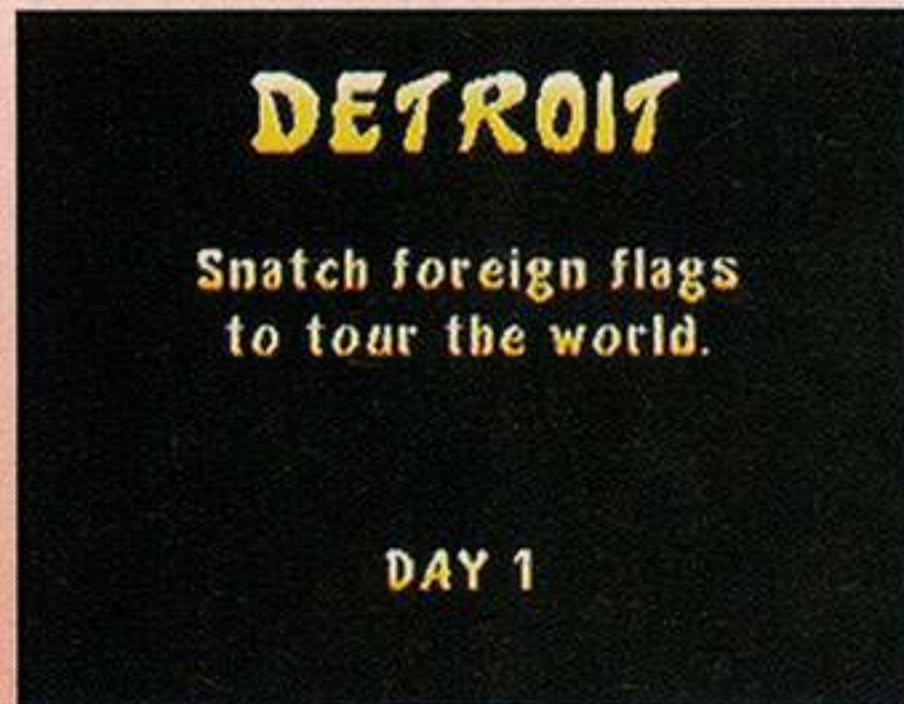
Note: To use the Level Select cheat, pause the game, highlight Cheat Menu, and press A to select a level.

Goopy Platforms: **GOEYGOEY**

Ice Platforms: **ICEPRINCESS**

Nintendo 64

Rampage: World Tour Level Select



At the options menu, **simultaneously press and hold L, top-C, bottom-C, left-C, and right-C** until you hear a sound. Pick your monster, and at the screen that says "Peoria: Destroy all buildings to advance to the next city," **press Start, then press Up or Down** to select a country, or **press Left or Right** to select a city.

Nintendo 64

NASCAR '99 Hidden Drivers



At the main menu screen, highlight Single Race and **press A**. Enter the following codes at the Single Race menu:

Race as Alan Kulwicki: Highlight Select Track and **press Right** until the Bristol track appears. Highlight Select Car and **quickly press Z, Z, Z, Z, Z, Z, Z, R**.

Race as Benny Parsons: Highlight Select Track and **press Right** until the Richmond track appears. Highlight Select Car and **quickly press top-C, right-C, bottom-C, left-C, Z, Z, Z, L, Z, Z**.

Race as Bobby Allison: Highlight Select Track and **press Right** until the Charlotte track appears. Highlight Select Car and **quickly press top-C, L, bottom-C, right-C, L, R, L, R, Z, Z**.

Race as Cale Yarborough: Highlight Select Track and **press Right** until the Darlington track appears. Highlight Select Car and **quickly press L, R, L, L, Left, left-C, left-C, R, R, Z**.

Race as Davey Allison: Highlight Select Track and **press Right** until the Talladega track appears. Highlight Select Car and **quickly press top-C, left-C, bottom-C, right-C, L, R, L, R, L, R**.

Race as Richard Petty: Highlight Select Track and **press Right** until the Martinsville track appears. Highlight Select Car and **quickly press top-C, bottom-C, bottom-C, left-C, right-C, left-C, right-C, L, R**.

PlayStation

Nightmare Creatures

Baby Monsters, Blurry Screen, and Change the Music

Go into the Enter Password screen and input **Left Up X Square Down Triangle Square Down**. **Press Start**.

Baby Monsters: After entering the password above, go to the screen with Start Game, Load Game, Enter Password, and Options. At this screen, **press L2, L2, R1, R1, L1, R2, Select**. If you entered the code correctly, you'll hear a confirming sound. Highlight Start Game, **press X**, and at the following menu there is a new option—Reduce. This option shrinks all monsters in the game.

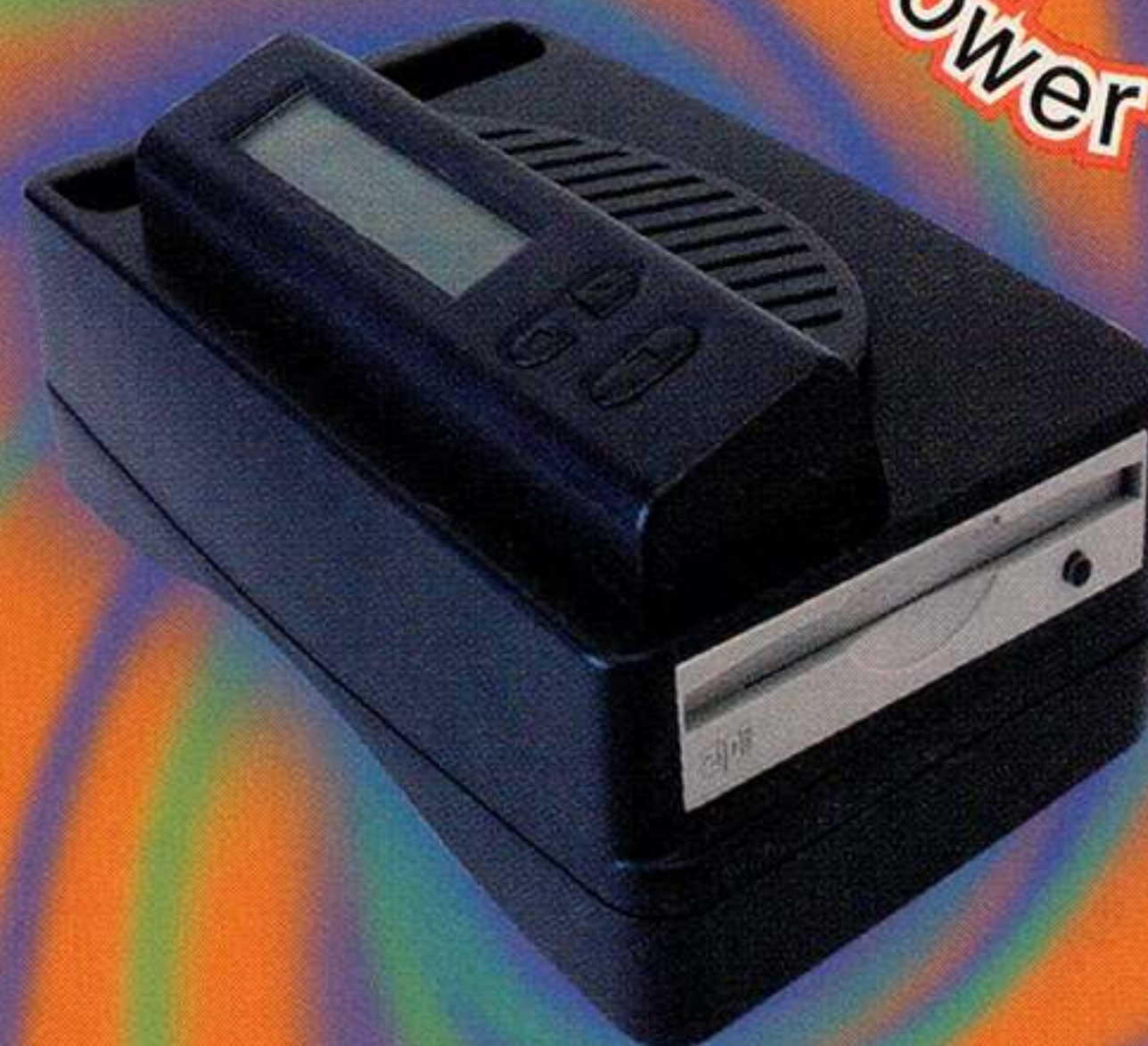
Blurry Mode: Enter the password listed above, then go to the screen with Start Game, Load Game, Enter Password, and Options. At this screen, **press L1, L2, L2, L1, L2, L2, L1, Select**. If you entered the code correctly, you'll hear a confirming sound. Highlight Start Game, **press X**, and at the following menu there is a new option—Play Blur.

Change the Music: Enter the password listed above, highlight Start Game, and **press X**. At the following screen, **press L1, L1, L1, L1, R1, R1, R1, Select**. If you entered the code correctly, you'll hear a confirming sound and a new option, Play Track Options, will appear at the bottom of the menu. Start the game, pause, highlight Options, and **press X**. A new option that allows you to change the stage music, Track, is at the bottom of the menu.

Alexander C.K.
Montreal

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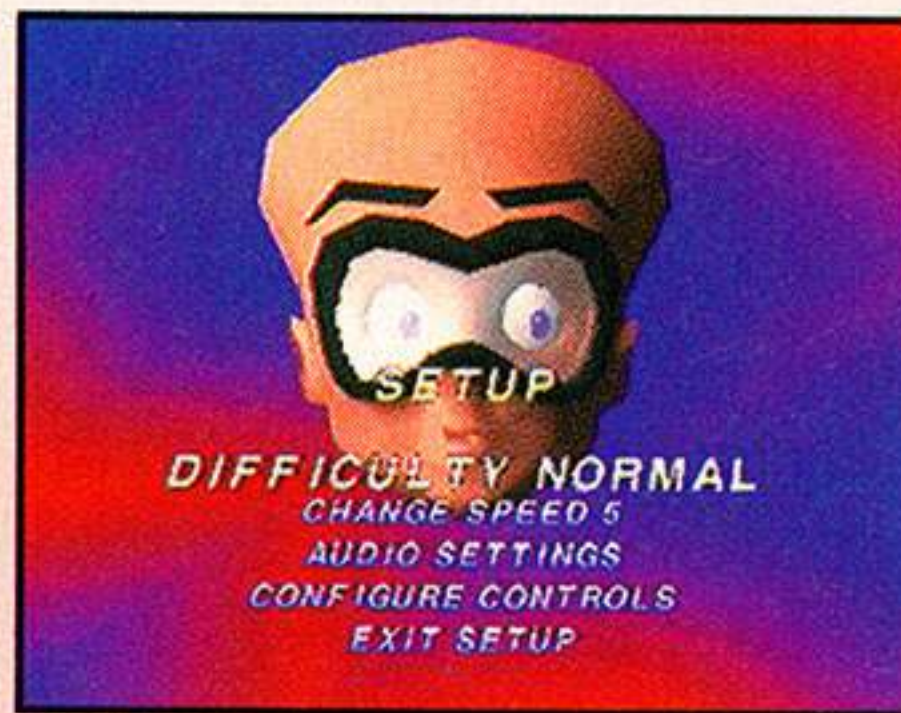
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Nintendo 64

Robotron 64

Level Select, 50 Lives, Special Weapons, and More



Enter the following codes at the Setup menu:

50 Lives: Press Up, Up, Down, Down, Left, Right, Left, Right, left-C, right-C, left-C, right-C.

Game Boy Mode: Press Up, Down, Right, left-C, Down, Up, Left, right-C, Up, Down.

Level Select: Down, Up, left-C, Down, left-C, right-C, Down, right-C.

Enter the following cheats during gameplay, and not while the game is paused:

Flamethrower: Press Down, Right, Down, Right, right-C.

Four-Way Fire: Press Down, Down, Up, right-C.

Radiation Spray: Press Up, Down, right-C, left-C.

Shield: Press Down, Left, left-C, right-C.

Speed Up: Press Left, Left, Right, right-C, top-C.

Three-Way Fire: Press Right, Right, left-C, bottom-C.

Two-Way Fire: Press Up, top-C, Up, top-C.

Nintendo 64

Bust-A-Move 2

Extra Characters

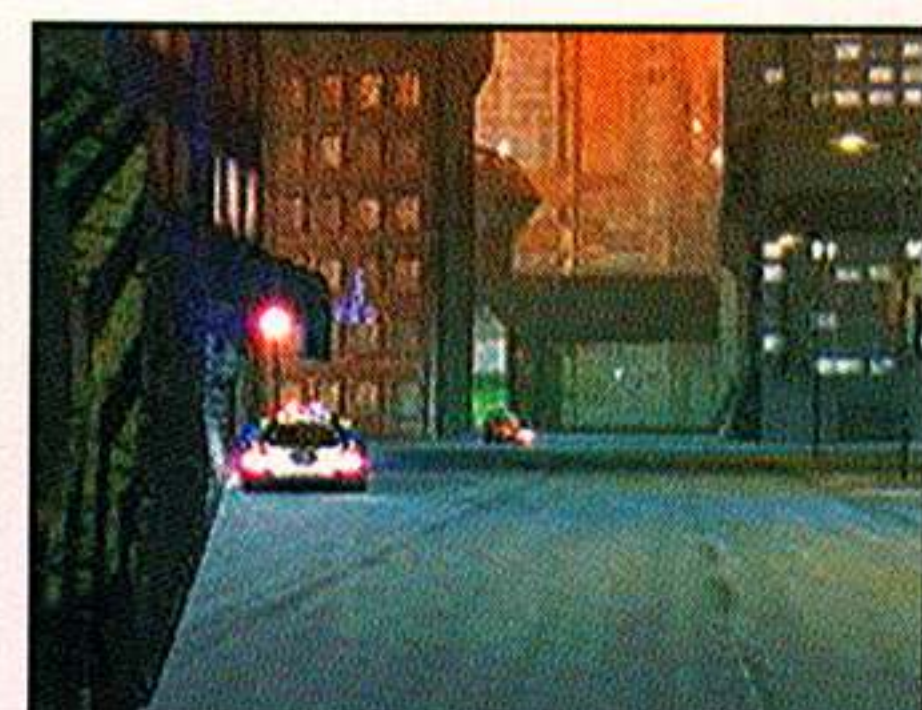


Start a new Puzzle Game, and at the screen where you choose your path, press Left, Left, Up, Down, L, R, L, R, simultaneously press L and R. If you entered the cheat correctly, a Character Select screen will appear. Now you can play as more characters.

PlayStation

Crime Killers

Level Passwords



From the main menu, go into the Enter Password menu and input any of the following level passwords:

Stage 2—Suburbia Blues: ○□×△□×△□△○

Stage 3—The Break-In: ○○□×△○○○○○

Stage 4—Rapid Response: ○○□△○○□△□×

Stage 5—Cult Moves: △○○○○○○○○□△

Stage 6—The Kidnap: □△□△○□×××△

Stage 7—Family: ○○○○□×△○○○

Stage 8—Police Hijack: □△□×△□×△□×

Stage 9—The Rescue: ××△○□×△□△○

Stage 10—Static: ○△○○□×△○○○

Stage 11—Use of Force: □△□△○○□△□△

Stage 12—The Deadline: □△□△□△○□△□

Stage 13—M.E.: ×××△○○○□××

Stage 14—Freeway Racers: ××××△○□×××

Stage 15—Revelation: ×△□××△○□△□

Epilogue: ×△○□△□×△□△

PlayStation

Mega Man Legends

Unlimited Money



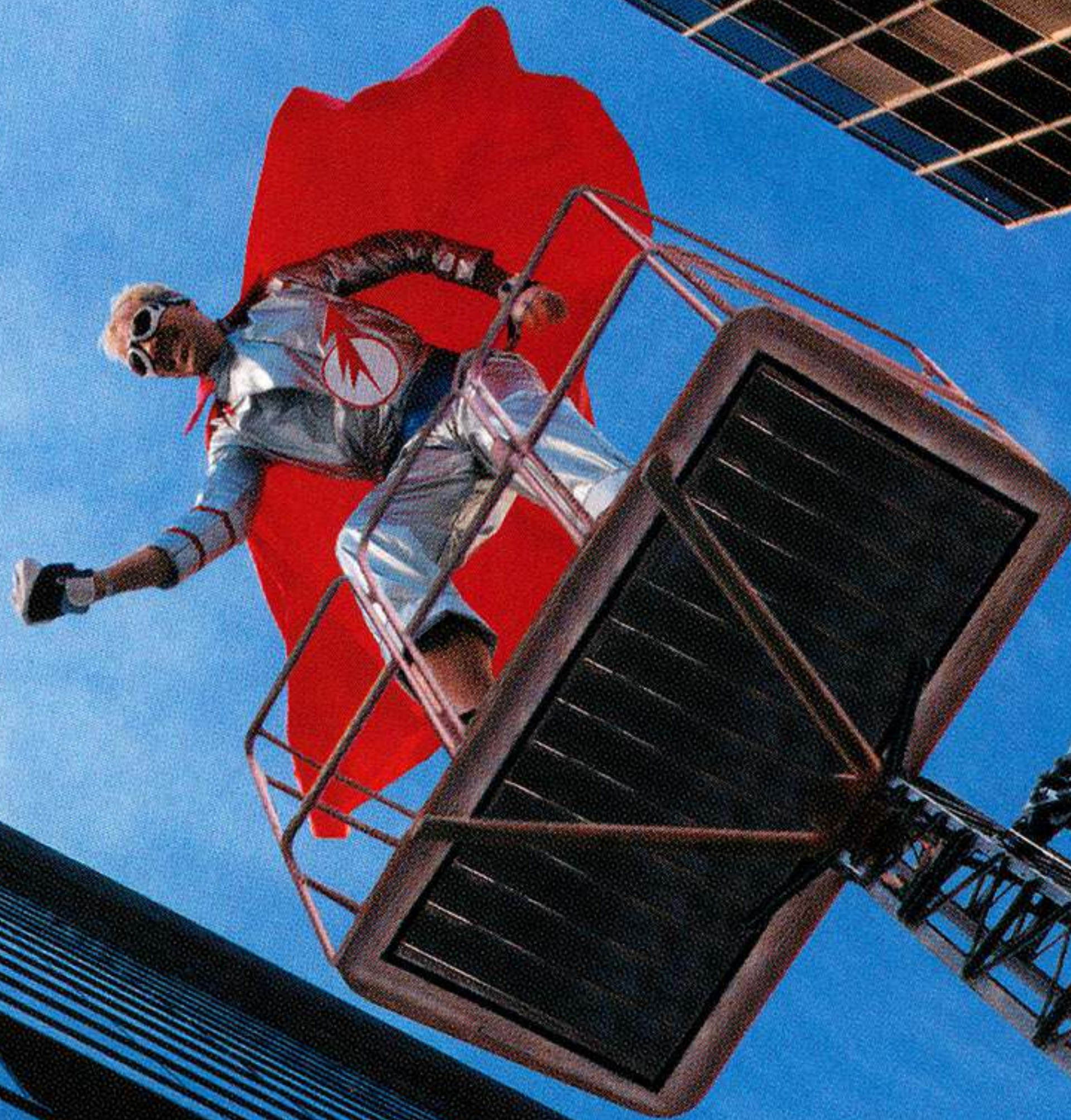
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Diane Batac
Hayward, CA



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