

First Review of
WCW Vs. NWO
For N64
Pg. 44

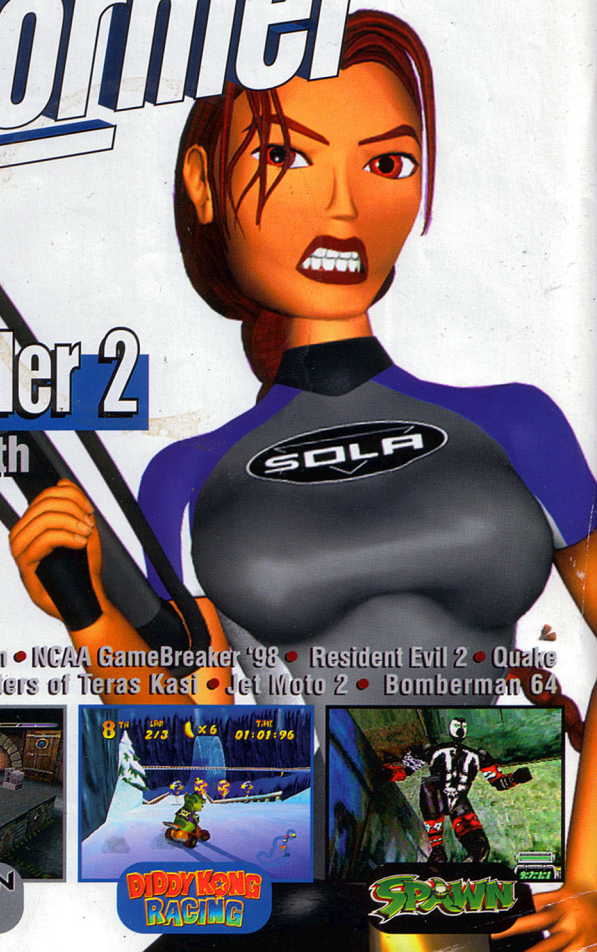
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Tomb Raider 2

Lara's Back With
a Vengeance

PLUS:

Critical Depth • Duke Nukem • NCAA GameBreaker '98 • Resident Evil 2 • Quake
Alundra • Star Wars: Masters of Teras Kasi • Jet Moto 2 • Bomberman 64



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December 1997
Vol. VII • Issue 12 • #56



**BATMAN
&
ROBIN**



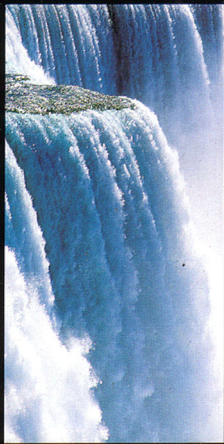
**DIDDY KONG
RACING**



SPAWN

JetMoto2

C h o o s e y o u r



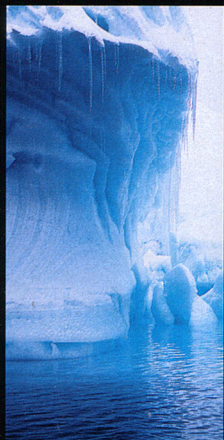
With ten treacherous new tracks, Jet Moto 2 isn't just a more intense, all-terrain racing game, it's a virtual graveyard. This time, you'll race through molten lava, splash down a waterfall and even maneuver your way over a broken-down roller coaster. You'll feel every bump,

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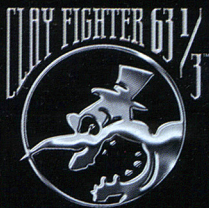
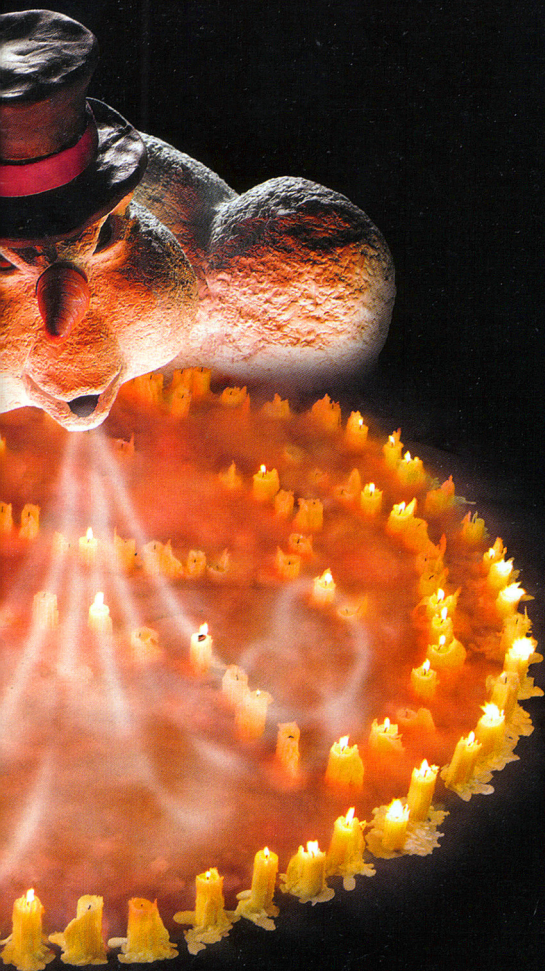
b u r i a l p l o t



you'll catch more air, you'll even nail 360-degree corkscrews. Plus, you can challenge a friend on the two-player split screen. All you need is a PlayStation™ and a death wish. Because if you're lucky, you'll reach the checkered flag. Or you'll die trying.

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More clay fighters than ever before!



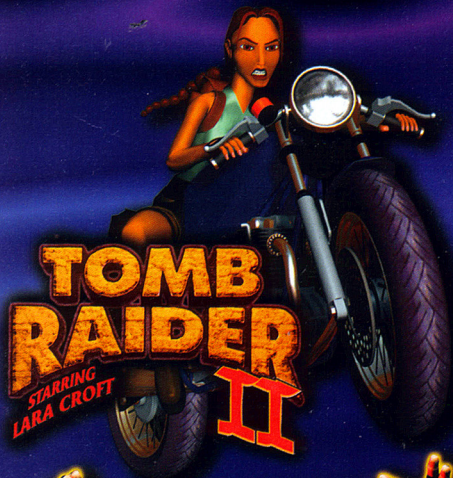
Free Floating Camera Angles



Coming in October
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action and comedy. And the old games shall envy the new.

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INTERACTIVE

You've been warned.



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Tips from our readers and the infamous Game Genie/Game Informer is sorry for any problems this might have caused.

Correction:

In the October issue Game Informer mistakenly stated on pg. 33 that Sega had bought the rights to the game *Hardwood Heroes* (now *NBA Fastbreak*) and was using the engine to create their game *NBA Action '98*. This is not true. Midway got the game from Visual Concepts, of which Sega now owns a minority share. Game Informer is sorry for any problems this might have caused.

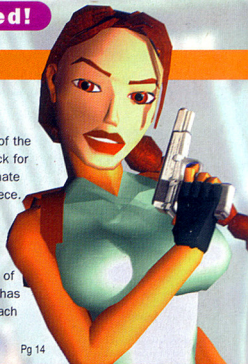
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14 Cover Story: Tomb Raider 2

Last year Tomb Raider was the cat's meow (in more ways than one) and quickly became one of the biggest hits on the PlayStation. Now Lara's back for more and Game Informer has created the ultimate guide to help you conquer this action masterpiece.

26 Feature: GI's 2nd Annual System Wars

It's that time of year when every video game junkie must make the most important decision of the year - what system to buy. Game Informer has once again pitted the super systems against each other to see how they stack up.



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LETTER FROM THE EDITOR

The Greatest Season of All-Time

By Andrew McNamara

Game Informer
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Richard A. Chihak
Publisher

Andrew McNamara
Editor

Paul Anderson
Senior Associate Editor

Andrew Reiner
Jon Stern
Paul Bergren
Associate Editors

Thomas Blustin
Art Director
Graphic Design

Curtis Fung
Production Director
Web/Graphic Design

Ryan MacDonald
West Coast Correspondent

Terri Mineau
Copy Editor

Terrie Masley
Circulation / Marketing Manager
(612) 946-7274

Advertising Sales
Kimberly Thompson-Benke
National Advertising Sales Director

10120 W. 76th Street
Eden Prairie, MN 55334-3726
(612) 946-8159
Fax (612) 946-8155

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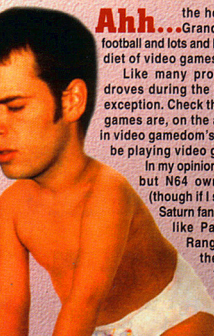
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Paul, The Game Professor

"While I don't think my holiday...ish of getting both the Hard Drive and the new San Francisco Rush arcade units will come to fruition, I can still dream and keep trying the shortcut over my neighbor's house in my own car. There are a ton of new games on the shelves right now (like you didn't know) and if I had to choose one it would be NHL 98. Don't ask me to pick another game because all the other games I really, really want to see won't be out until next year. Resident Evil 2 is first on the list and that game is right around the corner. I hope they keep the acting as cheesy as it was in the first game."

Bergren, The Game Burrito

"I'm finally starting to find my comfort zone here at GI, but the first month was pretty rough. Oh sure, you might think working for a video game magazine is a piece of cake, but being the new guy, I have to endure many hardships. For example, I had to hand staple each and every copy of the November issue that went out. I also had to go through a vicious hazing period where I was forced to clip and clean the toenails of each GI reviewer with my own toothbrush. Even my tartar control Crest can't destroy the taste of Storm's toe-jam, but it's a small price to pay since I got to play cool games like Tomb Raider 2 and Red Asphalt. Enjoy."



Andy, The Game Hombre

"Since the Letter from the Editor much coveted my ever-growing list of recent favorites, I'd like to take this chance to give out what I like to call the 'Grinch Award.' Obviously, this award is picked by a staff of ultra-intelligent, super-profitable video gamers (in other words me), and is given to the company who didn't get me what I wanted for the holidays. Without further ado...drum roll please. And the winner is...Nintendo—for delaying all their product here in the States and even delaying Zelda 64 in Japan. Damn that Nintendo. I bet they get coal in their stockings."



Jon, The Greedy Gamer

"After writing the Tomb 2 strategy guide with Andy, I can truly say that this game is awesome. It's huge, and some levels (like the Opera House) will take you up to four hours to solve. The settings in Venice and the Himalayas are awe-inspiring and Lara has never looked better. The enemies this year are much smarter and take twice the lead to bring down's plus, Core listened to our complaints and put in more music. When you chug along a cliff and find one into a new room, and an epic soundtrack crescendos as you behold the brilliant site, it's an experience that can't be matched by any other game. It rules."



Ahh... the holidays. For some it means trips to Grandma's house, for others it means football and lots and lots of turkey, for us...it means a steady diet of video games.

Like many products, video games come out in droves during the holiday season and this year is no exception. Check that...there is one. This year's crop of games are, on the average, better than any other time in video gamedom's short history. So it's a great time to be playing video games.

In my opinion, PlayStation gamers are sitting pretty, but N64 owners aren't doing too bad either (though if I see another racing game I may puke).

Saturn fans are getting some product, but games like Panzer Dragoon Saga and Burning Rangers aren't hitting until next year so they'll have to be happy with what they get.

Since this is the greatest Holiday season of all-time I thought I'd make a list of my favorite games for each system that have come out fairly recently. They're in no particular order. Enjoy, and we'll see you next year.

PlayStation	Nintendo 64
Cool Boarders 2	Madden 64
Final Fantasy VII	Diddy Kong Racing
Tomb Raider 2	San Francisco Rush
Street Fighter EX Plus Alpha	Mace: The Dark Age
Treasures of the Deep	GoldenEye 007
Critical Depth	Saturn
Crash 2	Duke Nukem 3D
NHL 98	Quake
Abe's Oddysee	Sega Touring Car
Jet Moto 2	World Series
Castlevania	Baseball '98

Reiner, The Raging Gamer

"1997 was definitely a productive year for me, and I wrote more than I ever imagined I would. My crowning achievements were primarily strategy guides (Shadows of the Empire, Mario Kart 64, Star Fox 64, Final Fantasy VII, Castlevania, and Diddy Kong Racing). I've also started work on a science fiction novel (which is very cool), and believe it or not, next year will be even better. The work and mag will be the same, but my favorite thing in the world will be everywhere—Star Wars. Yes, we'll finally start seeing trailers of Episode 1. Konner and Hasbro are releasing the Rancor and Vader with removable helmet toys, and hopefully there will be another N64 Star Wars title (how 'bout an RFG?). Yes, 1998 is the year of the geeks. Sweet!!!"



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IT BELONGS TO
THE OTHER GUY

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Dear Game

Letters from Our Readers

Mono Question of the Month

Play to Perfection

FINAL FANTASY VII WALKTHROUGH

Basic Training

What's the Deal with the Shinra?

How to Use the ATB Gauge

How to Use the L-1 and L-2 Buttons

How to Use the X-Button

How to Use the Triangle Button

How to Use the Square Button

How to Use the Circle Button

How to Use the Start Button

How to Use the Select Button

How to Use the Home Button

How to Use the Power Button

How to Use the Analog Stick

How to Use the D-Pad

How to Use the Touch Pad

How to Use the Camera

How to Use the Save System

How to Use the Load System

How to Use the Quick Command System

How to Use the Item System

How to Use the Magic System

How to Use the Summon System

How to Use the Battle System

How to Use the Menu System

How to Use the Inventory System

How to Use the Equipment System

How to Use the Status System

How to Use the Map System

How to Use the Object System

How to Use the Enemy System

How to Use the Boss System

How to Use the Final Boss System

How to Use the Credits System

How to Use the End Credits System

How to Use the Game Over System

How to Use the Restart System

How to Use the Quit System

How to Use the Exit System

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Aero 3. Thanks Keith. Another problem is a misprint concerning the Shiva materia. The walkthrough section 'Trouble on the Beachfront' is correct, you do get the Shiva materia from Priscilla after you perform CPR. The 'Strategy Extra' Summon Materia section is incorrect, you do not find the Shiva materia in a cave. Also, for the Alexander Materia, you must first touch the steaming lake before you talk to the ice princess. And finally the answer is no, you cannot get a certain member of the cast back. You just gotta let it go. Time is the universal healer...

What's in a Story?

I've subscribed to your magazine for four years and I think it's great. I've decided that the games coming out today aren't all that imaginative. Final Fantasy VII and Resident Evil 2 have good storylines, but there are so many bad storylines such as Virtua Hamster for 32X, Floating Runner for PlayStation, and countless others. I hope that programmers worry more about the storylines than how much blood and gore they put into a game. What do you think on these matters?

Mark McCabe

Location Unknown

Mark, we believe that everything comes with a price. Sure, a game must have a great story in order to get high review scores (except racing and sports games of course), and the story itself must be original and entertaining. Tons of games have worthless stories, but take a closer look at some of the more recent games. Abe's Odeon, Treasures of the Deep, GoldenEye 007, Turok, Castlevania: Ghost in the Shell, Nuclear Strike, Time Crisis (just to name a few) - the story is crucial to the experience of each of these games. Plus, there's FF VII. But remember, everything comes with a price. If a game's story is anything short of spectacular, the FMV and CG cut scenes become worthless annoyances. Do you really want more FMV in your games instead of action? Heck no! So considering the games we've listed and what we've seen of the games due out this Christmas, we disagree with your point. On average, games have better stories today than at any time in the past.

P.S. Virtua Hamster never came out.

Your Friend is the Dork!

I enjoy your mag and I think it's great. There is something that you could add that I think many people would love - an Anime page. Oh yeah! One more thing...I have a friend who claims RPGs are for dorks and they're lame (I really enjoy them by the way). He also says that FF VII sucks! It rocks, so please tell me what to tell my troubled friend.

Brandon 'Play On' Myers
Davisburg, MI

Tell your friend he's a bigot. Tell your friend that lumping things into categories is one of the prime evils of the earth and that jumping to conclusions is not only the wrong approach to life, it's the wrong approach to gaming. Think about what it takes to solve a video game. The entire point of puzzles, levels, and games in general is to trick you into jumping to conclusions. To succeed, you usually experiment and then reverse your thinking, you work back through your mistakes, and then proceed forward through the rest of the game. Lazy thinkers immediately assume they've seen everything there is to see, done everything there is to do, and know just what this or that game is going to be like. You know, your bigot friend strikes us as someone who's probably struggling in school, he probably gets in a lot of stupid arguments, he's probably a sub-standard gamer, and he's probably never had a girlfriend. Hey, we're jumping to conclusions ourselves. We've never met your friend, but we're pretending to know what he's all about. Of course we did this to illustrate the error of prejudiced thinking. The only thing for you to do is to force your friend to get at least ten hours into FF VII and then he'll never put it down. As for an Anime page, we're thinking about it, but we'd like to hear from more of our readers on the subject...

Is Tiger Hand-Held Worth It?

I have seen your review of Tiger's new game.com hand-held unit. I was thinking about getting this unit. I just started receiving your magazine in June of 1997 and it said the game.com would have Duke Nukem 3D, Turok: Dinosaur Hunter, and Fighters Megamax, but you didn't give any release dates. I would like to know about any first-person shooter, fighting, or any 3D games that are going to be any good.

Tony Wahlsheid
Eagle, MI

Tony, right now, based on the games we've seen, we are not recommending that anyone purchase the game.com. Yes, Turok and Duke (along with many other high-profile titles) are planned for the game.com, but remember that Tiger purchased only the rights to the names of these games and are developing them all in-house. Tiger's video game track record is not spectacular. We love our Game Boys, and in a side-by-side matchup, Game Boy wins hands-down. Game Boy has more software, better software, it takes less batteries, is cheaper, and it's linkable. Yes, the game.com can receive e-mail, and it has a touch-screen stylus, but we judge a hand-held by its games, not its superfluous features. If the games get better, we'll change our recommendation, but as for now, we'll stick with good of Game Boy.



Release List Please

Here's a suggestion for your mag. My friends ask me all the time when a new game is coming out and then I have to tell them that I have to get back to them later, so I can go home and dig through a dozen GI magazines trying to find a release date. If you guys could put release dates of games in one area of your magazine and categorize them for each system, I'm sure it will make it a lot easier on all of us. Keep up the good work. GI Rules!

Josh Axt
Miles City, MT

Josh, we would love to do this and we've been wrestling with the topic for almost a year now. It always comes down to a question of accuracy. In the video game world, delays happen on a daily basis. We're always hearing about games moving back even two and three weeks. In order to make an accurate release list, we would probably only list games coming out over the next couple of months, or create a brief box outlining only the games covered in that respective issue. This way we wouldn't jeopardize accuracy, but we could centralize release information for the benefit of the readers. Also, one of the main reasons we have yet to tackle this project is the lack of Dear GI letters on the subject. Once again, if tons of people write and say they want it, we'll do our best to get it in right away.

Director's Cut Cut

What the heck happened to Resident Evil: Director's Cut!? This isn't the same game I played at E3! This game's missing all kinds of stuff. For instance on the E3 version, Chris takes a puff off of a cigarette, the dogs in the opening cinema get their eyes blown from their skulls, they show the entire severed hand that's picked up off of the grass, and when the zombie around the corner turns and looks at you after chowing on some poor guy, there was a half-eaten head that falls on the floor. Please explain to me if I'm not doing something right. It seems the Director's Cut was cut.

Chris "Arcade-a-Holic" Sims
Milwaukee, WI

Chris, we always appreciate receiving your letters, and yes, the Director's Cut was cut. This is what happened. Capcom has a number of offices around the world, and the two most important offices are the Japanese and U.S. headquarters. Director's Cut was submitted to Sony of Japan by Capcom of Japan for approval. A trademark issue arose concerning the opening sequence. The issue was very minor, but Capcom of Japan figured the easiest way to fix it was to use the opening sequences from the original game. The U.S. branch of Capcom was not aware of the change until the game was well into production. The problem can thus be traced back to a common cause of confusion in the

industry, a lack of communication between the Japanese and U.S. offices. If you want to see the uncut opening sequence you can visit John Bobbit's home page...just kidding, you can visit Capcom's website at www.capcom.com.



William Brand
Martinez, CA
Ouch...that smarts!



Shauna Clarke
Mt. Vernon, NY
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Carl Winzenried
Clarence, NY
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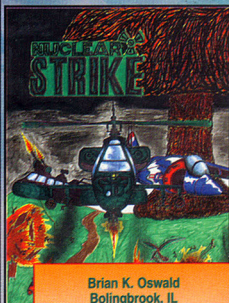
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Brian K. Oswald
Bolingbrook, IL
Hovercrafts, Planes, and Helicopters...oh my!

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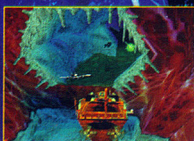
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ARCHIMEDES



LA GRIFFE



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TOMB RAIDER

E I D O S ' S E X Y

COVER STORY

In a time unknown when magic and mystery still ruled the world, there was a dagger of great power. The Dagger of Xian was how the Chinese referred to this mystical blade that had the ability, when plunged deep into the heart of the bearer, to turn its master into a fire-breathing dragon.

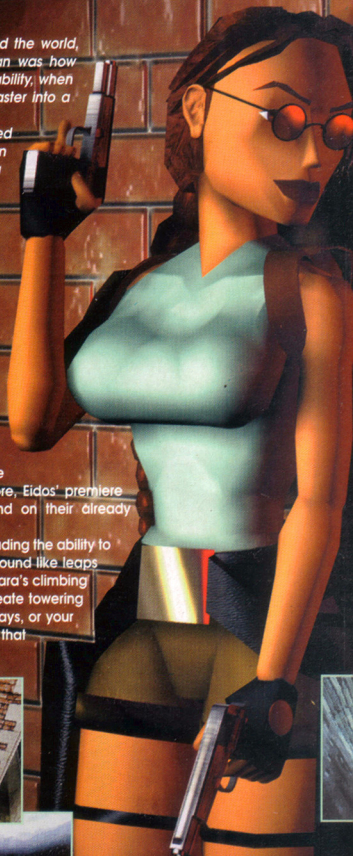
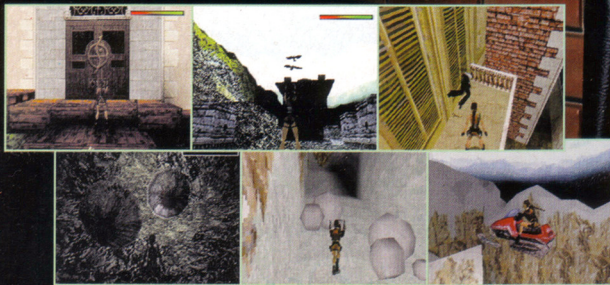
There is legend of a tyrannical emperor who once used this power to rule his land until he was defeated by Tibetan warrior monks. But that is not our tale...the tale that Lara weaves is one of her search for the Dagger of Xian, which leads her to cross paths with a fanatical cult that worships the Dagger known as the Flama Nera, and another who is searching for the dagger, Bartol.

But the real question is do the ancient tales of a dragon and the story of our curious adventurer Lara Croft collide? We shall see...

Who is Lara Croft? She's not just a name anymore...she's more than that...she's an institution. Her buxom beauty and Indiana Jones lifestyle have taken her from PlayStation heroine to industry super power. Eidos, the company responsible for her rise to glory, has also gone from 2nd rate publisher to power player in the video game world. So in essence, Eidos goes the way of the Tomb Raider, making this sequel, Tomb Raider 2, the most important game in their lives... Blow it...and everyone will remember them as a one-hit wonder. Exploit it...and everyone will think they're only in it for the money. Build it...and they will come.

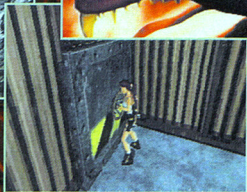
Eidos has built it, and they didn't follow the conventional rules. In the video game world, sequel often means a new engine and a new look. Core, Eidos' premiere development house, opted to leave good, good enough and just expand on their already impressive 3D engine.

The most notable improvement comes in the form of new moves for Lara including the ability to climb, use flares, and battle underwater. Certainly these improvements don't sound like leaps and bounds, but it does add to the overall realism of the game. For example, Lara's climbing ability enabled Core to build levels upwards and downward so they could create towering cliffs and bottomless pits. Use your flares to light a path down dark passageways, or your harpoon gun to send scuba divers back to the surface - there are few things that Lara can't do.



RAIDER II

STARTRUN



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** New Snowmobile and Boat Vehicles; Longer Levels; Larger Rooms; Rock Climbing; Flares; New Enemies; New M16, Grenade Launcher, and Harpoon Weapons
- **Levels:** 18
- **Created by:** Core for Eidos Interactive
- **Available:** November 17 for Sony PlayStation

▶ THE BOTTOM LINE **9.25**

ANDY, THE GAME HONOREE

- Concept:** 9 "This may be hard to believe but Tomb Raider 2 is even bigger than Tomb 1. You can really tell that Core did a lot of work on this one."
- Graphics:** 8.25 "There are texture maps everywhere, and the new lighting effects are awesome. The new guns are cool, but the best part of this game is the new vehicles. They're a great break in the action, and what you do with them is amazing. This game is harder than the original, and will frustrate many, but it certainly isn't impossible. The sound is better this year, but I still think this game needs a soundtrack. Other than that, this is a great adventure that any fan should play."
- Sound:** 8.5
- Playability:** 8.25
- Entertainment:** 8.75

OVERALL:

9.25

PAUL, THE GAME PROFESSOR

- Concept:** 8.75 "There are not many dramatic changes in Lara's second adventure. The addition of the vehicles is a great feature and they leave you craving more. The entire environment is rich and newly added lighting effects add to the beauty of the game. Tomb II also has some great cut-scenes that are a nice reward after conquering various levels. In terms of control, the game is still somewhat frustrating and the combat is still a little weak. However, saving at any point sure keeps you from going completely nuts. The music is great, but I would have liked to hear more. Tomb II is a fantastic adventure that no PS-X player should miss."
- Graphics:** 8.75
- Sound:** 8.25
- Playability:** 8.75
- Entertainment:** 8.75
- OVERALL:**
- # 9

REINER, THE RAGING GAMER

- Concept:** 8.75 "Simply put, Lara rocks, and hard I might add. Yes, this Tomb Raider sequel has retained its popular exploration theme to such an incredible degree that you'll find yourself in love with our physically challenged maiden, and craving more Indiana Jones-like action after each harrowing level comes to an end. The FMVs, real-time cut-scenes, new moves, vehicles, lighting, textures, and ambient sounds are absolutely perfect. The first game made me play, this one makes me a true believer. Tomb 2 is a must have that's executed flawlessly through every inch of gameplay."
- Graphics:** 9.5
- Sound:** 9
- Playability:** 8.75
- Entertainment:** 10
- OVERALL:**
- # 9.5

One thing we certainly didn't expect from Lara is the ability to operate the two different vehicles that she discovers during her travels. The first, which is found in the canals of Venice, is a powerboat that Lara must use to complete her adventures. The second is a snowmobile (complete with front-mounted machine guns) that she must use to cross the snow-covered hills of Tibet. An awesome addition to say the least.

As far as the levels themselves are concerned, without the clumsy task of creating a new engine, Core was able to spend more time on level designs to create the largest, most challenging, and exotic locations in the world. From the waterways of Venice to the Great Wall of China, Lara travels the world in her quest to foil Bartoli and uncover the Dagger of Xian. Each region is filled with thousands of texture maps to create lush environments, puzzles to boggle the mind, and new enemies, including birds, fish, and lots of human foes, to eradicate.

Is Tomb Raider 2 everything we expected and more? Yes. Can it do more? You bet it can. But this new adventure of Eidos is not a dream or folly of some money-hungry company pushing to get out the sequel and cash in while the iron is hot. Lara is an icon...a diva...and Eidos has treated her accordingly - they've built her a game or a queen. And this queen will rule Eidos, as well as the hearts and minds of gamers everywhere.



TOMB RAIDER II STRATEGY GUIDE

This guide has been created to assist you through this arduous adventure. To keep the guide as concise as possible, we have left out the locations of a number of the power-up items, and have left you (for the most part) to deal with the enemies. This guide does point out all key items and as a bonus we have also included the locations of all the Dragon relics, but there will be places that are left unexplored if you follow our guide exactly. So please explore...

WARNING!

This is a game walkthrough and will spoil the enjoyment of the game.
USE AT YOUR OWN RISK!

BASIC TRAINING

♦ **Preserve Medi Packs** – While the game does a good job of keeping you loaded with medi packs, it's a good idea to use as few as possible on the earlier levels, as the second half of the game is much more difficult.

♦ **Look For Higher Ground** – Lara's pistols have the great feature of unlimited ammo. Use this to your advantage. When facing weaker enemies look for higher ground, or a good hiding place to blast away from a distance using your pistols. Not only will this save ammo, but your lifefar as well.

♦ **Explore Everywhere** – There are numerous items hidden throughout this game including medi packs, ammo, and the elusive Dragons. There are three Dragons to find on each level. Finding them will reward you with extra ammo.

♦ **Move All Blocks** – Whenever you see a block that looks like it can be moved, move it. And remember that they can be moved in more than one direction so experiment.

♦ **Check Every Kill For Goodies** – Most of the items you will find in this game are found on the enemies that you kill along the way.

♦ **Lara's Dive Roll** – Use Lara's patented dive roll not only while you're on the ground, but try it in the air and in the water as well. In some of the later levels, using Lara's roll while in mid air is the only way to survive.

♦ **Save Early And Often** – Whenever you are going to try something new or attempt a jump that you're not quite sure you can make, Save. It will save time in the end.

♦ **Lure** – Fighting underwater isn't that cool, and it's hard to evade enemies, so lure the divers out into the open then blast them from on land. It's fun!

THE GREAT WALL

The game opens up in a cavern. Head for the water at the far right-hand corner of the cavern and pull yourself up onto the ledge. From here, blast the tiger then follow the path that leads you up to the top of the cavern (along the way you'll find the **STONE DRAGON** on the cliff). Enter the room at the top and fall into the grate. Use the running long jump to reach the switch in the corner, then head outside and blast the vultures. Dive down into the water below and you will find the **Guard House Key**. Exit the water and head back up the cliff. Use the key to open the door. Enter the **Guard House** with guns drawn and blast the spiders that appear. Head up the ladder to grab the **Rusty Key**, and then use it to open the door into the next chamber. Blast the spiders, pull the block back, and then slide down. On the left side wall there is a small ledge that you must use to cross the water and avoid the shooting spikes. Once on the other side, Save before you head down the hall.



The next section is action-packed. You must run across the falling floor, take a right to avoid the tumbling boulders, slide down the ramp, jump the spikes, grab the ammo (optional), and climb the ledge to avoid the compacting walls. Now Save.

After a short breather, head down the hall. Be sure to run across the fragile floor, jump the swinging blades, grab the **JADE DRAGON**, run down the hall (making sure to stick to the right side), slide down the chute, and then fall through the collapsing floor behind you and to your left. Save. Grab the medi pack and then avoid the huge blades. Pretend to take the zip line, and then blast away the spiders. This next section is optional but very cool. To the right of the zip line there is a small block that you can land on. Fall down to it,

then hang from the ledge and shimmy to the right and up. Go down this passage then head down the almost endless ladder. At the bottom you'll encounter a pair of **T-Rex**. Blast them and grab the **GOLD DRAGON**. Head back up and take the zip line to the exit.

VENICE

Draw your guns and get ready for action as you head down the alley. To get the guy on the **Balcony** it's best to just get out in full view and have a blast fest. You'll win. (To defeat the guy with the bat we like to use the fire and backflip technique.) After you bat him dive into the water and go under the large double doors. In this room there is a boat, a button, and a keyhole. Push the button and leave the rest for later. Enter the **Guard House** and go through the series of buttons and trapsdoors that lead you to the roof. Blast through the window and then head out the other window onto the awning and over to the balcony. Grab the **Boathouse Key** and head to the hallway. Go down the hall, kill the dog and then flip the switch that opens the door at the far end of the area. Blast the only window left on this floor, and jump to the awning on the other side. Work along the awnings and enter the door you just opened with the last switch. Flip the switch in here and you'll open the water passage to the **Catacombs**. Dive back into the water and head back into the **Boathouse**. Open the **Boathouse** doors, hop in the boat, and cruise into the **Catacombs**.



Just as you pass the gate in the **Catacombs**, there is a ledge to right. Jump out of the boat onto the ledge and grab the **STONE DRAGON**. Hop back in the boat and cruise down the passage. After you shoot off the waterfall, jump into the water and you'll see the **GOLD DRAGON** on the

bottom. Continue down the passage and you will come to the **Catacombs**. To the left as you enter there is a window. Blast through it and then kill the guy inside. But before you flip the switch, pull your boat into the lock just to the right of the ladder. Now pull the switch and then head up the ladder. **Viola!** You have successfully used the lock! Now jump in the water, flip the switch, and take the boat into the canals of Venice.

Go to the left first and climb onto the dock next to the pole. Use the awning to get up to the bridge above the **Gondolas**. Kill the dudes and you'll get the **Steel Key** that opens the door to the right of the bridge. Open the door and go down to the lower level and flip the switch. It will open the first metal gate.

Head back and take the passage to the right from the lock. Kill the dude on the dock and then take the far right path (the one without laundry). On the other side of the **Gondolas** there is a dude you must kill and a switch. This switch opens up a door on the far side. Take the alley just to the right of the **Gondolas** to reach this newly opened door. Inside this door, you will find the **Iron Key**. Climb up and use the switch to exit. Head back to the lock again and take the left passage to where the second boat is located. We like to kill the baddie from the dock by the **Gondolas**. Use the **Iron Key** to enter the door and then flip the switch inside to open the second metal gate.

Now take one of the two boats and ram it into the floating mines. Make sure you jump out before the boat makes contact. Hop in the remaining boat and head through the metal gates. Take a right and then a left below the **Laundry**. Keep heading down the passage until you come to an area with a ramp up to a skyway. Walk up the ramp and blast away the window to grab the **JADE DRAGON**. Head down the ramp and then enter the enclosed water area that's straight ahead. Swim into this area and kill the dude. Now take the boat inside the area and aim it at the ramp in front of the switch. Flip the switch, hop in the boat, gun it (the X button), launch off the ramp, head up the big ramp that leads to the skyway and blast through the windows (very James Bond). Now follow the metal gate passage and then take a right towards the area where the mines used to be and exit, all before the clock strikes twelve.



BARTOLI'S HIDEOUT

Drive up to the big double wooden doors and park. Head down the dock towards the left side of the house. Kill the enemies and flip the switch to open the door to the hideout. Enter the hideout and blast the guy on the balcony, then the guy below. Blast the windows at the far end. Wait for the two dogs to come out and waste 'em. Inside that room you'll find some goodies. Next, head down the hall with the statues (be careful to avoid their blades). Flip the switch on the wall to open a passage on the right side of the house. Head back to the main hall of the house, and use the brown blocks to get up to the balcony. Note that on the second floor one of the blocks can and should be moved. This will enable you to jump to the balcony where the enemy was located earlier. Rock climb on the exposed wall to reach the window in the corner. Jump out to the awning and hang. Shimmy all the way to the left and then pull yourself up. Once you are standing, push back and jump and you will land on the balcony. Proceed to the second awning, but don't worry, you won't slide, so simply jump into the doorway. Head up the stairs, killing whatever gets in your way, but before you head out the window, flip



the hidden switch just to the left as you enter the room. This opens the door to the STONE DRAGON. Now head out the window, kill the guy on the balcony, and then go through the next window. Guys will come at you from in-front and in-back so be ready when you enter this room. Now push the block in at the back of the Chimney twice. It will reveal the passage to the next area. To avoid the blades jump straight into the water. We advise you to Save before attempting the flame switch section.

Before you conquer the Chandelier Room, jump out the window and into the water. Head around the corner and

you will come to a series of rooms underwater. In here you will find the GOLD DRAGON. Now head back up to the Chandelier Room. Go up to the second chandelier and then jump to the ledge on the right. Flip the switch to open the painting. Continue up the chandeliers and across the beam to the topmost switch. It will change the height of the chandeliers. Go down the lowest chandelier and use it to jump to the Library Key. Jump back up to the top-most chandelier and jump over to the ledge holding the final switch. This opens up the chimney chute that is accessible from the outside. Go out the window, then fall into the backside of the chimney.

Use the key to enter the Library. First, head into the open room and use the shelves to climb into the upper chamber. Flip the switch and it will open a door in the Main Hall. Head up the bookcases in that room and out the top window. Walk out on the awning and you will slide. At the edge, jump out to land on the far platform. Then, use the roof to make it into the next area. Inside the house you'll get the Detonator Key. Take the door back into the library, and then flip the switch on the wall to enter the final room. As you enter the water area, there's a platform to the left that will get you to the Detonator. Before you ignite the Detonator, take the brick walkway above the door that you used to enter the area) to the house to find the JADE DRAGON. Now go to the Detonator. Ignite it, climb the debris to the roof, and you're home free.

OPERA HOUSE

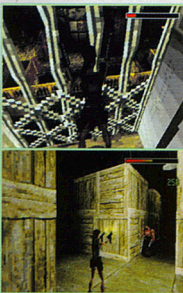
Enter and go to the right. After you get on the first cliff, jump out over the roof, and turn to face the wall so that when you slide down you grab the ledge. Shimmy over to the left. Stop on the ledge and kill the enemy. Dive into the water, at the far side take the ladder up. On your way up there is a switch you must flip. Flip it, and head back to the beginning of the level. Jump to where the trapdoor opened and grab the Ornate Key. Now, go right back to the beginning once again. Head right (just like you did at the start of the level), jump on the roof above the window (making sure to turn so you can grab), drop down a level, break the glass, walk to the back of the room, Save, and carefully jump over the broken shards. Climb up the ladder, use the Ornate Key, go through the door and up the ladder. When you get to the top, Save. To get across the scaffolding, the second set of squares from the right is the easiest spot to begin from. Get to it! Once across, head over to the roof of the building. First clear the area of enemies.

To lure them in, drop and hang from your vantage point (don't fall). Pull yourself back up and they'll all come a runnin'. Tan their hides! Next, jump up to the swinging block (timing your jump so it doesn't knock you off), fall into the hole, use your pistols to shed light on the area (a poor man's flare), push the button, go back out to the dome, kill the two guys and enter into the trap door.

Once you're in the Stage Manager's Box, hit the switch on the left to open the gate. Go down and push the button to close the gate again. As soon as you walk down, a Boulder comes, so hop up and get out of the way. Now, go back up the gate and into the upper balcony of the Opera House. Drop down, kill the guy to the left and then the right. (Caution: Beware of the hanging sandbag.) Drop down the hole to the right of the stage. Dispose of the enemies and get down to the ground floor. As you cross the Main Hall, don't jump in the water, keep running forward as the boulders roll out. Now, climb back up to the third tier (using the series of platforms to the left of the stage), kill the enemy, find the passage leading downward, jump across this shaft to the other side, and head to the Bathroom. Flip the switch in the Bathroom and head through the door. Slide down and jump to avoid the fans. You will find the Ornate Key. Now, climb up, turn around, do a sidelfip so you can slide down and do a forward jump into the vent. Inside the vent, jump over the downward slope, turn sideways, and do sidelflips to make it over the fans. Above the second fan is the JADE DRAGON, but there's a fan

across the water to the stage, watch out for the sandbags, go to the room on the left, flip the switch, and head through the upper gate to the right. Now, line yourself up flush with the drawbridge, then jump over to the ledge, shimmy across to the left, pull the switch, drop the drawbridge, and then cross it. Work your way up and across, head past the swinging sandbags (the first one you can time, the second one you can simply avoid). Here there is a switch that drops a sandbag onto the stage and opens a trapdoor. Enter it.

After falling into the water, head into the Back Room first, grab the STONE DRAGON and throw the switch (it opens the exit). Now, explore both rooms, grab the Relay Box and head up the ladder. You're on the second level of the balcony. Head up to the third level and go down the hallway at the right-hand corner and find the Elevator Relay housing. Use the Switch to start the elevator but don't go on. Let it descend, fall on top and climb the ladder back up the shaft. To get the GOLD DRAGON, jump to the small alcove, and then walk slowly amongst the glass. Also, there is a switch in the darkness. Throw it. Around the corner you'll find the Uzis in the second alcove! Make your way back to the elevator and this time ride it down. Save, because there's a host of bad guys at the bottom of the elevator. Send the elevator up and jump into the water below it. In here, you get the all-important Circuit Board. Find the switch, and head up the ledges. Now you're on the second tier of the Main Hall. Proceed to the keyhole and use the Ornate Key. Head into the open passage. Push the button to move the gate. Head into the Stage Manager's Box, put in the Circuit Board, flip the switch on the right and the curtain will open. Head backstage. There are tons of enemies here so be prepared. Once you're inside, experiment to find the movable block that reveals a switch. That switch closes the curtain. Now climb to the top of the boxes (by the light) and proceed through the exit. You're now at stage right (where you haven't been able to get to). Jump over the pit and flip the switch to open the door. Time your next jump to miss the swinging sandbag (line-up all the way to the right and start your running jump when the sandbag is all the way to the right). Arm yourself with Uzis because a shotgun-wielding boss is just on the other side. To beat him, just run down the corridors between the boxes and pump him full of lead. Now, climb up to the top of the boxes, avoid all the swinging boxes (you shouldn't have to come near them), flip the switch, and head out to the plane.

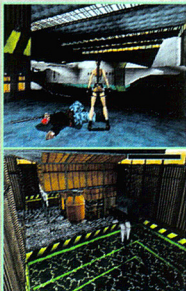


behind it, so be careful. Next, pull the switch that's behind the block and you're back in the Bathroom. Drag the block into the Bathroom. Then put the block from the level above on top of it to create your exit. Head back into the Main Area and down to the first floor. Jump



OFFSHORE RIG

The first order of business is to move the blocks in order to clear a path to a button in the back. Flip the switch and move quickly to the open door (it's timed). The alarm goes off, head through the only exit, run past the guys, use Lara's roll to break through the glass, fall off the platform, and hit the switch below that opens the underbelly of the Airplane. Jump into the water and enter the Airplane. Push the button to stop the motor. Head back out of the Airplane, run by the guys again, and yes, roll through the glass again. Now you'll be out in the Hangar, and you'll need to do a running jump onto the wings. Once there, fall through the hatch to get into the plane. *Hola Pistoles!* Just be sure to equip them. Now go kill the guys you've been running from. Grab the Yellow Pass Card from the loser you just toasted, make your way down the hall, and use it in the obvious place. While you're here, be sure to hit the button that turns off that infernal alarm.



Now you can go in two different directions. Head right. As soon as you open the hatch, watch your back. Open another hatch (after an open door closes on you). Collect the items and make sure you find the harpoons. As you enter the Bunk Area, the second bunk on the right contains the Automatic Pistols. The third bunk holds the Harpoon Gun. Now go back to the first top bunk on the left and hit the button. This button is timed, so hightail it back to the third top bunk on the right and enter the hatch. Slide down the slope backward and hold X. Arrange the blocks into a ledge so you can jump the flames and head up the ladder. The bad guy in the hallway has the Red Pass Card. Take the ladder up in the middle of the hallway to get the STONE DRAGON. Fall into the water

and pull the lever. Make sure you get more air before you head down the passage. It leads to the JADE DRAGON. Exit the water and you're back in the Hangar.

Now go left at the alarm shut-off button, and be sure to draw your guns. Before you head up the incline, trigger the rolling barrels and jump out of the way. Use the Red Pass Card. You must move the block on the grating to the left out to the end of the little platform. Hop up there and proceed down the passage. In the Control Room, pull the switch and you'll see that the water has moved from one tank to another. Head back out, go across the water, and jump over the pipes that are opposite the control room. There is a switch behind there that opens a trapdoor in the Control Room. Head down through that trapdoor into the interior of the Rig.

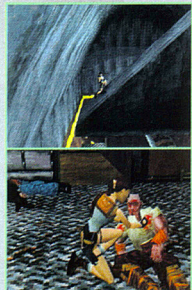
There are two scuba divers in the water. Instead of jumping in, just walk around with your guns drawn, and when Lara senses them, blast away. Now, work your way around the inside of the Rig to get the Green Pass Card. After you get the Green Pass Card, dive into the water, and on one of the pillars is the GOLD DRAGON. Now, find the pillar that's adjacent to a ladder. Take the ladder up. Hey, you've been here before. Move towards where you found the Green Pass Card and you'll find an exit along the top. You'll find yourself back at the Control Room. Use the Green Pass Card, flip the switch to move the water back into the other holding bay, jump into that bay, follow the passage, and it's level over.

DIVING AREA

First, use a running jump to get over onto the ladder. Push the button to stop the propeller and now dive into the water. Pull the switch underneath the water to open the door. Head down the passage, dispose of the enemies, and then use a well-timed standing jump to reach the central platform. Avoid the swinging hook, jump to the other platform, and cross to the other side. Then, before you slide down the large incline, Save. In order to survive the slide, line yourself up in the middle, slide backwards holding X, and you'll find the STONE DRAGON. Climb out of the Stone Dragon hiding spot, slide down, and jump at the very end. Once across the incline, head up the long, long ladder. In the next room, look down in the hole. Line yourself up so that you'll hit the



slide backwards. Make sure you hold X after you fall. Drop down one level, kill the baddie, and use a running jump through the hole in the railing to reach an alcove that holds the Blue Pass Card. Take the only exit and head back up the long, long ladder. This time, don't jump for the alcove where the Blue Pass Card was. Instead, use the Blue Pass Card to open the door.



This next part is tough. Dogs are everywhere and there's a guy with a flame-thrower, so we recommend using a powerful weapon. After the fire fight, head into the hatch at the opposite side of where you entered. At the bottom of the passage, jump into the water, and prepare to fight a scuba diver. Once you kill him, grab a full load of air. Save, and head through the passage in the corner. Pull both switches and you should have just enough air to make it back out. Now, exit the water, and head back out to where you came from, go to the left, and open the first hatch you see. Climb the stairs, dispose of the baddies, watch the helicopter fly away (it's cool), and you'll find the Aviation Center. Pull the switch first, then hit the button. This must be done quickly and as you move down the passage, watch out for the trapdoor. Grab the Machine Chip and head back before the flames turn on. Now, hit the switch again, run back down the corridor, and fall into the trap door. Grab the M16 Assault Rifle and get out of there. With Machine Chip in hand, head back to the room with the water. Move the block and use the Machine Chip to open the door. As you enter the room, you'll notice an odd-looking computer panel. Open it, push the button, and the grate in the bottom of the pool opens up. Behold the JADE DRAGON. Also, be sure to grab the harpoons from the deck.

Now, jump into the water and avoid the harpoon guys (swerve back and

forth as they chase you). Hop out of the water and you'll be able to use your guns on them. Swim through the underwater tunnel, surface in the other pool, get out and flip the switch. Head back to the room where you found the Jade Dragon. Now you have access to a new Control Center. Flip the switch in this Control Center to move the platform below the crane. Use the platform to cross the water, but be sure to avoid the Pipe Saw. Behind the boxes in the corner is a button that triggers a change in the Helicopter Room.

Be careful on your way back to the Helicopter Room. Once you get there, you'll notice it's changed. Fall into the center and proceed through the passage. Arm yourself with a good weapon and fall down into a new room. Blast away and avoid the flame-throwers. Through skill (and a little bit of luck) you'll defeat the flame-throwers. Grab the Machine Chip off of one of the deceased. Now, exit out any of the four doors and head back to the Pipe Saw. Insert the Machine Chip behind the Pipe Saw to turn it off. Now you can grab the Red Pass Card. Go back to the center square (where you got the second Machine Chip) and use the Red Pass Card. Proceed through the door. Keep traveling and soon you'll hear voices. It's your old foes from the planet Take 'em down. Then, before you talk to the monk, be sure to head into the open door where you'll collect the GOLD DRAGON. Now talk to the monk and you'll be treated to a cool FMV scene.

40 FATHOMS

First, equip your harpoon and follow the trail of garbage. Enter into the passageway next to the anchor. Be sure to grab air at the first opportunity and then continue to what appears to be a dead end. Look for the switch in the corner of the room that opens a trapdoor. Swim through the trapdoor and keep moving until you can hop up out of the water into a corridor. Throw the switch and you'll notice the water is now gone. Move back out to the now waterless room and jump the blocks to the hole in the wall. The room below has a false floor in the middle, so be careful. Drop into the room and kill the baddie. Move around the perimeter to collect the STONE DRAGON. Now, face the false floor from the way you came in and run onto the right-hand side of it. Dispose of the two enemies and jump to the passage in the upper corner. Once inside, flip the switch just around the corner. It's timed, so run all the way down the corridor. Take a left, jump up through the open door and into the water. After you retrieve the JADE DRAGON, exit out and head back towards the switch.

To your left is a corridor that contains a ladder. Head up and pull the switch. After you throw the switch, head back down the ladder and continue on. Take a right. This leads to another switch that will turn off half of the fires. This task is timed, so move quickly. The switch within the flames opens a door. Move out of the flame area and turn right, follow the wall, and you'll find the opened door. Inside here is a switch that turns off the back burners. Flip that switch then run back to the switch that turns off the front burners. After both of these are thrown move quickly across the extinguished flames and open the door. Now Save.

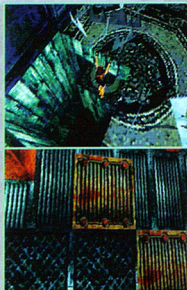


Jump into the water and tackle the easy switch puzzle. Just move quickly and soon you'll have the GOLD DRAGON. Exit the water all the way up top and drop down into the First Red Sand Room. Find the hole and head into the Second Red Sand Room. Now, locate the block and pull it backwards to access a small alcove with a switch. Throw the switch to dump the sand. Head to the First Red Sand Room, into the alcove, and throw the switch. This opens a door in the Long Chamber. Now, go back into the Second Red Sand Room and just to your right is a new opening that leads to the Third Red Sand Room. Climb this hill of sand and flip the switch. Head back to the Second Red Sand Room, into the long corridor, and you'll notice it's now filled with water. Make sure you snipe the harpoon guy before you jump in.

Now, head down through the water and into the passageway. Be sure to beef up your health because there are two really mean enemies at the end. After you take them down, flip the switch to open the door and exit the level.

WRECK OF THE MARIA DORIA

Follow the passage around until you resurface. When you surface, grab the med pack 'cause you're gonna need it. Now, slide down. Note: You will fall a long way and take some damage, but make sure your guns are drawn because an enemy awaits you at the bottom. After you kill him, exit the room. As you enter the next room, there's patio furniture to your left. Get behind it and hop up through the ceiling to find the STONE DRAGON. Head back out to the Patio Furniture Room and move the blocks at the far end. To do this correctly, take the three blocks on the right and move them into the corridor on the left. This gets them out of the way. After you clear both passages, head into the blue corridor and be prepared for a group of baddies. When you enter into the large blue room, in the far right corner the fire is raised enough to allow you to jump up to the balcony. Now, hang off the side and shimmy past the middle area to the other side. On this balcony you'll find the first Circuit Breaker. Drop back down to ground level and go to the small alcove filled with glass on the opposite side of the Blue Room. Walk slowly through the glass and you'll see a ledge in the pit. Drop and hang, then drop and hang again and you'll find the Rest Room Key. Head back out to the Patio Furniture Room and go down the corridor you skipped before (where you moved the blocks). This is the Parlor. Use the key to unlock the Rest Room in here.



After you open the Rest Room, press the button and open the doors at the far side of the Parlor. Go push the button and it opens a door in the middle balcony of the Blue Room. Go there. Get ready for lots of puzzles. As you enter the hallway, open the hatch on the far right. Drop down and pull the

block underneath the switch. Pull the switch, pull out the block to the right to create a path up. Cruise down the corridor and in the last room is a movable block.

Underneath it is the Rusty Key. To exit, you must move the block underneath the switch so you can open the door. Now you're back where you started the puzzle sequence, except now you have a key. Head down the hall to your right and use the Rusty Key to open another door.

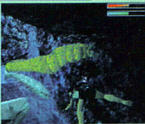
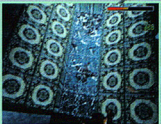
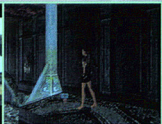
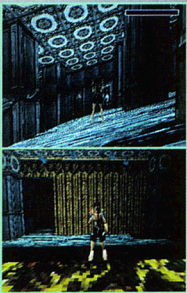
You're faced with a new set of puzzles. Use a safe drop down to the next room and move the block on the floor so that you can then pull the block out of the two spaces. Enter the new corridor and push in the next block you encounter. Now you've reached a set of traps. To conquer these devious traps, simply run across the fragile floor and jump over the rolling barrels. Now, jump up to the ledge from where the barrels came from and more barrels will be unleashed. Immediately do a backflip followed by a flip to the left. Then, go back up and grab the JADE DRAGON at the end of the hallway. Continue down the hall to the Ship Room. Fall into the hole and onto the ship. Jump into the water, pull the switch, and head to the now open door above you. Pull the switch and go through the door to the right. As soon as you slide down, the trapdoor opens, so you must do back and forward flips off the inclines until the trap door closes again. Now, you can reach the switch. Throw it and head back out to the Ship Room. Take the topmost passage out of this room and head into the Glass-Bottom Room. In this room, push the button on the third level and safely drop down to the second level. Push the button to lower the water in the Ship Room. Now, collect the items from your fallen foes and locate the Circuit Breaker. As soon as you collect the second Circuit Breaker you have to run to the trapdoor. Now head back to the Ship Room. Make sure you have health, then do a hanging drop through the hole in the floor. Open the hatch, head up the incline, and this brings you to the air ducts adjacent to the Parlor. There's only one exit. Take it, it leads you to a button behind the glass double doors. When you push this button, it opens the hatch to the Parlor but it also unleashes a host of baddies. Mow 'em down. Now head back to the Parlor, push the Rest Room Button once again, go back up through the trapdoor, and you'll find the third and final Circuit Breaker. Head back into the Pool Room, dive into the small pool of water in the corner. Swim through the passage. Once you exit the water, take

down the enemies, and put your Circuit Breakers in place. Now, pull the block over three spaces and head up into the passage. You'll find a switch up here that lowers a series of platforms. Head across them and you'll come to a deep chasm. Don't bother with the ladder, just drop down into the water below. When you emerge, kill the Barracudas and then swim across to the other side. On the Bridge, open the only hatch. Pull the switch and quickly run to the other side of the room and go inside. Push the block in and pull the switch. This opens a trapdoor. Now you can get outside the Ship. Jump into the water, and continue going straight until you hit a wall. When you hit the wall look up and you'll see an opening. Hello GOLD DRAGON. Jump back into the water and look for the weeds just outside the Bridge window. Grab the Cabin Key.

Now, head back into the Ship and locate the Cabin Room (it's just behind the Bridge). Use the key to open the door. Inside here is another switch. It opens a trapdoor on the Bridge. This enables you to move the block and access another switch. Once you throw the switch, it opens a trapdoor in the Cabin. Now you're in another Glass-Bottom Room. As you enter, go to the right and fall through the gap in the floor. Once you're safely on level 2, dispose of the divers. Jump into the water, check out the Moray eels and exit the level.

LIVING QUARTERS

The level begins underwater. Just to your left is a switch. Use it to open the trapdoors and return to the Ship. Follow the passage and you'll be in the Engine Room. In the opposite corner from where you entered there is a passage. Follow it down, dispose of the enemies, and avoid the barrels. Go to the top of



the ramp and use a running jump to reach the hand-hold above the fire. Shimmy across, then hit the switch to turn off the fire. Head up from here into the room with the hole in the floor. Throw the switch to move the Pistons of the Giant Engine. Drop down the hole and then head across the Pistons into the far passage (for the STONE DRAGON, jump to the right from the last Piston platform). Now, go down the corridor until you find a box. Push the first box in three spaces. Go around the corner and push the other box in one space. Fall into the newly discovered hole and you'll be back in a familiar room (with the hole in the middle of it). Flip the switch again. Then go back up the way you came (where you moved the boxes) and jump across the newly arranged Piston platforms. On the last Piston platform, perform a running jump to your right. Flip the switch. This fills the Flame Room (see above) with water. Head back there and enter the water. There's a switch on the wall that you couldn't reach before. Pull it and enter the newly opened door. Find the underwater switch, pull it, and watch out for the eel! Now, head up through the trapdoor that just opened and you'll reach the Gear Room. Throw the switch to open a door. Go through and you'll find two switches on the wall that activate two flaps on the opposite wall. Face the switches and throw the one on the right first, then the one on the left. Turn around and do a running long jump to reach the flaps. Shimmy across and flip the switch. Now, head back to the Gear Room, enter, turn left, and head for the corner (where the trapdoor fell). Flip off the angled blocks to reach the second tier. Follow the path around the room, then down a corridor. At the first split go right. This leads to the GOLD DRAGON. To retrieve it, look up above the pit with the glass shards. It's dark, but there's a hidden passage up there. Do a standing jump across the pit to reach it. After this, head back to the corridor and take the other path. Slide down and jump off of the crumbling wood. Now, you'll see another section of weak wood under the water. Stand on it and then follow the underwater passage to the JADE DRAGON. Head back out to the passage and wade across the water. In the next room, you have to get past the broken floor between the two angled columns. Then, jump onto the big incline and jump again to reach the handledge. Shimmy across, move up the tilted floor, and you'll find yourself in the lovely Victorian Room. Continue on until you come to a movable block

just past a balcony rail. You can push the block to get down to the lower level, but don't do it. Instead, pull it, then jump over the handrailing to the lower level. Now, head down into the pit to your left, and you'll find the Theatre Key underneath a movable block. Now, go to the passage-way (created by the block pulled rather than pushed) and it allows you to enter the Theatre. Use the Theatre Key. Jump into the luxury box and flip the switch to open the stage curtain. Behind the curtain, pull the block so that you can reach the higher ground. Light a flare and continue moving along until you find a button. Now go back to where you found the Theatre Key (be on the lookout for enemies). It's now filled with water. Cross the water to exit the level.

THE DECK

As soon as you enter the level there are enemies to the right. Kill them, then jump through the window and into the water. On the cliffs surrounding the pool you'll find the Stern Key. Hop back in the water and follow the passage that leads out to a large open cavern. Proceed to the right and you'll find a movable block area. To solve the block puzzle, move the bottom block over so that the upper block can be pushed to the right. Then, move the other two blocks back to the left and you'll reach the Stern Door. Once you're in the Stern, dive into the water and pull the switch. As you exit the Stern take a right. In the alcove closest



to the Stern is a trapdoor. Step onto it, fall through, and you'll find a switch. Pull it and head back into the Stern. At the bottom of the now empty Stern you can pull the block out and it leads to a cavern at the ship's bow. At the bottom of the big pool is the STONE DRAGON. Then, go to the far left corner of the water (from where you entered). Here, there's a passageway that leads to a path. Follow it and hang right until you

find a hole that drops down to the Raft (don't take the path that leads upward just yet). You must have a full health bar in order to survive the drop. You'll find the Cabin Key on the Raft. Now, head back to the passageway again, but this time, before you reach the hole, head left and begin climbing up. Now you're on top of the ship. Dispose of the bad guys and locate a pool of water one level below. Jump into the pool. Inside there is a loose tile that leads to the GOLD DRAGON. Note: Each time you drop down a level, be sure to move the box so that you can back up (it might be a good idea to do this first). Now fall down to the level below the pool on the Stern side. Jump out to the platform. It's far, but you can make it. Continue to the next platform and turn to the right. Make a running jump and you'll get the JADE DRAGON. Now you must head all the way back around to the top of the ship again and get back down to where you jumped for the Jade Dragon. This time, however, make the jump to the underbelly of the ship. Once on top, find the propeller. Look over the side and you'll discover a crack that you can hang from and shimmy across. Make your way over to the cave. Once inside the cave, start working your way up and you'll find yourself on a shelf overlooking the deck. Make a running jump across to the roof. Now, jump to the other roof and you'll find a trapdoor. Fall down it. There's a movable block that reveals a switch. Throw the switch, move outside to the now open door, on the top deck, and use the Cabin Key. Enter into the door and you'll come upon a fragile floor. Line yourself up to face the floor and move all the way to the right. Run across, push the button, and then run back on the left set of the fragile tiles. Now, the last door on the top deck is open. Head for it. Once you go through this last door, head up the stairs and through the cave. Soon, you'll come to a room with a very large hole in the center. Fall through the hole and collect the Storage Key. Now, head all the way down to the Storage Shed on the ground level near the Stern Door. Use the Storage Key, grab the Seraph and you're off to the...

TIBETAN FOOTHILLS

As you begin the level, follow the path and as soon as you drop down for the first time two boulders will come rolling at you. We found it easiest to just jump between them and take the damage. As soon as you clear them, hide in the alcove on the side of the path and let the second set roll by. Next, jump right through the ice sheet and you'll begin sliding. Be sure to jump before you reach the end and then grab the

ledge. Continue your progress and when you get to the chasm, turn around, drop down two levels and enter the little cave. When you find a small pool of water, first fall into the water and climb up the left-hand side of the face. Stand still as you come up because you'll trigger falling spikes. Follow the path and it will take you to the other



side of the chasm and a pool of water. Be careful when you're in the pool because there are falling spikes. You will now find yourself back out at the water. Here, jump onto the left cliff, grab the med pack, jump back to the previous rock cluster, and then jump on the pieces of ice just above the med pack and use them to get out to the top of the cliff. You'll quickly find the snowmobile. Don't get on it. Instead, head straight by it and you'll soon find the STONE DRAGON. Now, hop on the snowmobile and take off into the cavern. Run over any bad guys that get in your way and you'll reach the Launch Area. Before you launch your snowmobile off the huge ramp you must enter the passage to the left of the blocks, kill the Siberian tigers, and move the blocks into the passage. Now you can launch your snowmobile into the next cavern. Just punch it off of every jump and you should be all set. When the path splits, follow the right-hand path to the switch. It opens a gate. Now, go back to the split and take the left-hand path. Follow the path along until the jump right after you ride the razor's edge over the chasm. Just before the big jump, dismount and look for the JADE DRAGON to the right. Now, rev it up and make the big jump and drive into the Snow Cave. Proceed to shimmy across, and drop down to the small cave (you'll see it below you). This cave holds the Drawbridge Key. After you get the key, jump down into the tunnel and follow the passage. It will lead you back

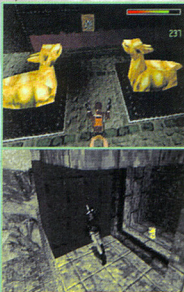


out to a switch. Beware of the spikes falling from the ceiling. Keep moving and you will come back to the chasm under the big jump. Head up to the ice sheet and you're out. Go back to the Snow Cave, mount your snowmobile, and drive across the sharp incline to the right of the hole. Yes, you can do it. Near the ice-over lake, use the Drawbridge Key to raise the bridge. Then, at the Avalanche Sign, turbo past the falling snowballs and hug the right side of the deep pit. At the bottom of the avalanche you'll find the Hut Key. As you approach, you'll hear another snowmobile. Look out! To kill him, get up on the block just to the right of the Hut Key. Use your M16 and take him down. Now, grab the Hut Key, and hop on your old sled (we know the other one is cooler but you must leave it behind). Head back to the Hut at the beginning of the level and use the Hut Key. Enter into the Hut, throw the switch, collect all the items, and head for the open gate. Enter the chasm by foot, and head for the rock formation directly to your right as soon as you hear the snowmobile. You'll be safe to blast him from up here with your M16. NOW take his snowmobile. Take the path to the left and hop over the chasm. After you cross, cruise down the ladder and you'll find the GOLD DRAGON. As soon as you reach bottom, jump to the left to avoid the boulders. Head back up and down the path and you'll face more snowmobile dudes. Once they're history, push the block in to enter the next room. Eliminate any resistance, and then drop down on the far right side. Jump into the water, then climb out near the left side passage. Finis!

BARKHANG MONASTERY

First, take care of the bad guys, then head up the ladder. Keep working your way up. At the first brown rock outcropping (you'll notice that it connects to the Monastery), you must do a side flip so that you slide off its left side to reach the hand-hold crevice along the cliff-face (it sounds confusing, but it's fairly obvious). Enter into the monastery through the window, and head up the ladder to the room to the left of the large double doors. Make your way to the center island where you'll find the Main Hall Key. Keep following the balcony, and it will lead you to a couple of boulder traps. At the split, take the upper path into the water, but keep close to the wall so you can make it to the passage on the far wall. Now, drop down the well. Avoid the dangling jaws of death (you'll recognize them from the last game), and head up the ladder. Defeat the horde, and in the next room you'll find the first Prayer Wheel. To

jump over the newly lighted flames, face yourself square against the far wall and perform two side jumps to reach safety. Now, pull out the blocks, and head up the ladder back to the balcony of the Buddha hall. Go to the large double doors back on the first floor and use the key. Inside the Buddha Hall, make your way behind him and you'll find the GOLD DRAGON. Next, head out of the Main Buddha Hall to the right (as you face the Buddha). Once inside, take your first right, kill the monk and head down the passage. Be on the lookout for a fragile floor, and at the end of the corridor you can take a set of stairs either up or down. Take the stairs going up, and move down the enemies that appear behind you. These guys are amazingly tough, so use your medi packs and survive any way you can. Now, turn and creep up to the broken window to snipe the monks down below. Drop down, climb up the tall Bell



Tower, and at the top you'll find the second Prayer Wheel. Head back down and pull the switch to exit the area.

Proceed down the hallway from the Main Buddha Room until you reach the end. Take a left to get past the next series of deadly traps. Run and fall to get past the swinging spikes. Then, for the rolling blade, set up on the right side of the pit and pull up just as it rolls by to the left. Dodge the second set of swinging spikes, and then finally, avoid the deadly rolling crystal and grab the Trap Door Key. To get past the previous rolling blade. To do so, work your way behind the rolling blade and you will encounter a corridor that leads to your prize. After this, continue up the corridor and then fall into the water. Once in the water look for the passage just to the left of the fence. Follow it and it will lead you to the STONE DRAGON. Now, head back to the Main Buddha

Room, open the trapdoor and Save. Head through the trapdoor, take care of the monk, and go to the right. Follow the path and eventually you will come to a Hut. To enter you must use the rocks to the right of the house to access the roof. Drop down into the Hut and you'll find the Third Prayer Wheel.

Now, head back to the main Buddha room, and enter the room farther away from the Buddha on the right-hand side as you face him. There you will find the Strongroom Key. Now, head for the room adjacent to the window where you entered the Monastery (it has a wood door). Use the Stronghold Key, enter the new room, and grab the Rooftops Key. Go into the next room over (with the two spinning crystal blades), insert the Rooftops Key, and head up to the Rooftops. When you find the row of fire-sprewing crowns, pull the switch around the corner. This will temporarily extinguish the flames. Jump to the end before they turn on again and find the enclosed area with three trapdoors in the floor. Dispose of all the enemies and pull the switch to drop two of the three trapdoors. Now, drop down through either trapdoor, break the glass, and grab the two Gemstones. Now, pull the switch and climb the ladder to exit. Head up to the two golden calves and use a Gemstone in the gold housing, move inside, pull the block, and grab the fourth Prayer Wheel.

Next, return to the Main Buddha Room, and take the door to the left of the room where you got the Stronghold Key. This leads to another Gemstone housing. Use that Gemstone to open up the trapdoor underneath the Buddha. Drop down through the trapdoor and you'll come to a room with a switch. Pull the switch, go in the door, and push the box into the stream to stop the water flow. Drop into the now empty pool and move the box to reveal the fifth and final Prayer Wheel. Head back to the Main Buddha Room and use the five Prayer Wheels in the room directly to the left of the Buddha. After you open the door, insert the Seraph and you're off to the races.

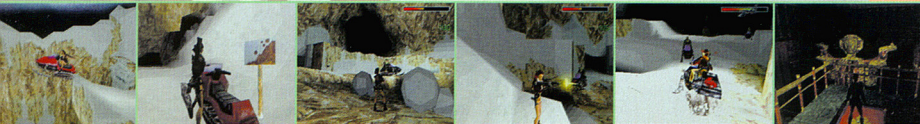
CATACOMBS OF THE TALION

As you enter this new level, watch for the spikes on the ceiling and head down the stairs. When you enter the next room, take a hard left, shimmy down the wall and then up and over to get to a secret area. Here you will find the STONE DRAGON. Now, make your way down to the Yeti Pit and dispose of this legendary creature. Pull the switch. Now, climb back up the ladder and take the slide. Be sure to jump at the end and grab the far ledge. Be careful of the wildlife and falling spikes and soon

you'll be in a large room with a pool in it. Kill the bad guys and the lions, go down the incline on the right-hand side and collect the medi pack. Next, on the left-hand side of the main room there is a ramp with snowballs at the top. Jump over to it, and as soon as the snowballs are triggered do a side jump off the cliff and into the pool. Now, ascend the



rocks on the right side of the room to get to the ladder on the left. Beware of the fragile floor in front of the ladder. At the top of the ladder, do a backflip and then throw the switch. This lifts the cage that holds the Tibetan Mask. It also opens up the trap door in the bottom of the pool. Grab the Tibetan Mask and head into the now empty pit. Use the Tibetan Mask to open the gate, but watch out for rolling snow. Now, look to the left and head into the opening. Inside is an Ice Cave. Once inside the cave, take down the host of enemies and head to the right. As soon as you enter the next room look left and head up the stone. Down below in the water is the second Tibetan Mask. Use the Mask to open the door of the building opposite of the Ice Cave entrance. Proceed with caution, the yeti are near. Light a flare, then work your way around until you find a switch. Throw the switch and prepare for battle. After you take down the yeti, move to the ground floor and extract the goods from both cages. Then, return to where you threw the switch. Drag the block from the corner and push it under the first set of steel bars. Enter the holding pen and throw the switch to open a door in the Ice Cave. Head back outside and be on the lookout for enemies. Once you enter the open door in the Ice Cave, head to the second footbridge and turn quickly to the left to avoid the rolling snow. Once it's safely by, proceed across the second footbridge and do a running jump to the ladder. Work along

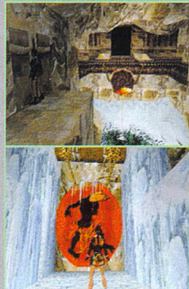


and jump into the water. Quickly get to the shore to avoid the deadly sturgeon. After a little sniping session, hop back in the water and just as you cross the shallow section, exit the water to the right and find the ladder. Use a backflip up top and say hello to the JADE DRAGON. Descend into the water and eventually you'll find your way to a set of sealed doors. Turn around, head up the ladder, and do a backflip onto the ledge. Pull the switch and it will give you access to another switch that opens the Ice Palace doors. Once inside the Ice Palace, do a running jump over the ravine to avoid the Tiger pit below. To enter the next room you must trigger the snowballs. Start the one to the left with a quick sidestep up and back down. Then sidestep again to avoid it and trigger the forward avalanche. Slide down and run through the newly created passage.

In this room, stand on the pressure plate and enter the open door. Turn left and scale the wall. Up top is the GOLD DRAGON. Get back down and return to the pressure plates. This time, run over both plates, jump (don't climb) through the door, jump over the spikes and quickly get in the door before it closes, making sure to stop on the other side because it's a long drop. Descend the ladder and exit the level.

ICE PALACE

You'll immediately see a giant bell. Shoot it with your pistol to hear a pleasant sound. Next, you will encounter your first springboard. Be careful with them, it's easy to get caught in a spring loop that will kill you. First, head all the

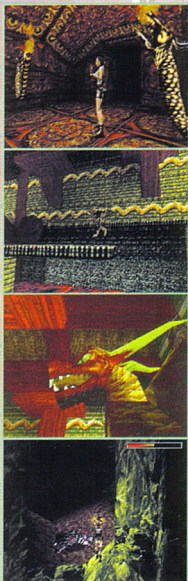


way to the right, run onto the springboard and shoot the bell (hold X in the air to control your flight). Then, find two springboards side by side. Jump onto them and you'll be able to reach the third floor. Throw the switch up here

and wait for the yeti to come into your range. After you pick them off, move back down to the second level and jump into the opening where the yeti cage used to be. To get in there, just get close and run across the gap. On the left wall is a movable block that leads to the GOLD DRAGON. Afterwards, throw the switch and head back down to the ground level. Now, run onto the springboard in front of the gates and land on the newly created platform. Shoot the bell, get back to ground level and run through the gate. Run straight onto the first springboard and grab hold at the top of your jump. Shoot the bell and go out the door. In the next room, take care of the yeti and head through the only exit. As soon as you enter the next room (actually a cavern), take a hard right and head into the shadows. You'll find the STONE DRAGON. Now, carefully move down the cavern and stay alert for enemy tigers and grab the Tibetan Mask from on top of the block. Head back and take the passage near where you found the Stone Dragon. You'll come across a series of holes with fire pots in between. The fires aren't lit yet, but you can hear yeti below you. There are spikes below as well, so watch out. In the middle of the very last ledge is a safe spot to drop, but use a flare to look before you drop. Use your Tibetan Mask (on the side, near the window) and head out over the bridge. You'll recognize your whereabouts from the previous level. Use the switch to drop the lava onto the ice. Head into the water and grab the Gong Hammer. Go through the water and you'll emerge into a yeti battle. Take the path to the right. Ascend the blocks and you'll find a room of snowballs. Carefully walk in and then jump back when they're triggered. Make your way to the rear of the room and into the tunnel. When you get to the Ice Chasm, turn backwards, slide and hang. Shimmy all the way across and do a backflip over to the other side. Continue into the passage and eventually you'll come to a slide. Turn around, slide down backwards and hang. You will need a lot of health to survive the fall. Once you're down, get it on and bang a gong! After sounding the gong, drop down off the structure. Take the ladder down into the pit. Throw the switch, climb back up, enter the open door and grab the JADE DRAGON. Head back out of the door, go to the left of the gong structure and enter the tunnel. Grab the Talon. Exit the structure and prepare for a major showdown.

TEMPLE OF XIAN

As soon as you approach the Dragon Dagger you'll slide down an incline. At the end of the waterfall, grab the cliff, and shimmy left to the GOLD DRAGON. Then once in the water, you can't climb the ladder or open the gate so head to the Temple (watch for tigers). To the left side of the Temple is a springboard. Approach it from the left and launch on top of the Temple. Throw the switch on the other side. Now that the gate has moved, head back to the ladder and climb it. Head through the tunnel and then down the ladder. When you reach the end of the



first ladder, drop down and shimmy to the left. Keep moving down and around and you'll come upon the STONE DRAGON. After you grab it, make your way left and climb up the long ladder. Follow the passageway and you'll come to the Spike Room. Drop down and climb up the opposite wall, making sure to move all the way to the right. Do a backflip off the wall to an angled platform and then jump to

the top level. Now, you're faced with a long fragile floor. Run to the last plank and then drop down to collect the ammo. Jump to the opening and you'll begin sliding. Jump at the bottom, jump once again and grab a hold of the ledge. Throw the switch and it opens the front door of the Temple of Xian.

Once inside, head into the open passage and you'll be greeted by an intimidating sight – a lava-filled room with very difficult jumps. A running jump to the first slide will initiate the string. Make sure that Lara is facing forward on every slide. The way to do this is – just before each landing, push the d-pad in the direction you want to slide (in this case, forward each time). Grab the last ledge, and head down a large slide into the next room. The walls will begin to close (3PO, where's 3PO?), so run to the switch, throw it and get the heck out of there. Beware of three boulders in the next room. After the third boulder, head up the ladder, light a flare and find the switch. Now, find the exit just to the left of the switch. This next task is difficult but not impossible. Grab the ladder and time your drop to miss the steel slicer. There's another blade below so watch out. Now, you have to run by a set of spinning spike wheels. Time your run through to the left-hand corner. In the next room, hit the button on the left-hand wall. This opens the door on the right-hand side of the room, but it's timed, so hurry. Once you're through the door avoid the swinging spike bags and you're to the next puzzle. Hit the right button first, then the left button and run as fast as you can through the door and just keep on runnin' because a boulder will appear. Run from the boulder and jump at the end and catch the platform. Yeah! It's the Dragon Seal and on we go.

Climb up behind the Giant Dragon and throw the switch. This creates some platforms in the lava. Head back out from using the passage on the left side of the Dragon. Slide down to the bottom and make your way across the lava to the second platform that just appeared. Jump to the middle, slide and jump, slide and jump again and you'll be safely atop a square pillar. Now, you can jump to the tall pillar on the other side of the room. Do a running jump off of this pillar to the next one along the wall. Next, take a slow step back from the edge and do a standing jump to the springboard. Keep holding forward and you'll land up top. Quickly jump back and hang to escape the boulder. Now get back up and move across to the other side of the room (keeping an eye out for



another boulder near the center). You will see a springboard. Slide towards it, jump onto it, and you can reach the top platform. Grab the JADE DRAGON. After you come back down, use the flat-surfaced outcroppings to reach the top of the incline. In the room up top, pull out the block, throw the switch, and head down through the grate. Outrun the boulder and you'll be back above the entrance to the Temple. Use the Dragon Seal.

Move in through the door, avoid the spinning spike wheel, head down the slide, and you'll come to a room with a collapsing ceiling. Quickly throw all three switches, grab the goods from the skeletons, and get out of there. Now, head above the waterfall, jump into the water, pull the switch to raise the water level, and head straight up to a platform with a medi pack and ammo. Next, head back down and enter the passage. Near the end, don't pull the switch on the left. Instead, head right, pull that switch (don't grab the medi pack, you can get it later if you wish), head through the open grate, pull that switch, head back out and pull the switch you passed on your way in, and it will zing you out with just enough air to survive. Now, pull the switch in the corner again and head towards the open door. Enter, pull the switch, and head back up top to the open gate. Next, go through the door and you'll come to a room with some items and in the next room there is a switch. But act quickly because a spiked wall is coming towards you. Now, run down the fall and fall in the water. It will suck you out. Be sure to grab the Gold Key. Head to the gate out by the waterfall near where you started the level. Use the Gold Key and head through the now open gate, find the switch on the pillar and head up through the opened grating. Quickly find a safe piece of shore and dispose of the fish. Locate the open doorway and proceed down the tunnel. Steadily make your way through spider city until you find the large Egg Sac. Scale the walls and when the path dead ends, leap out to the center pillar underneath the Egg Sac. Jump to the opening in the cliff, and make a jump across the water to the Silver Key. Head back to the Temple of Xian, insert the Silver Key, and enter. Make your way to the top and beware of rolling boulders (especially at the top). Head across the bridge into a large room. Use your acrobatic skills to make it to the top, and if you're sick of this level and it seems like it will never end, just think about us sitting here writing this guide at five o'clock in the morning! Anyway,

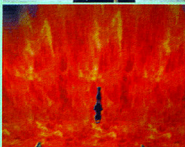
when you're at the top, head to the left toward the rolling spike blade. As it moves away from you, do two side flips to reach the upper platform. Move across the bridge and hit the button. Now the spinning blade is coming after you. As it's coming of you, do a running jump to get in front of it, race across the bridge, and duck out of the way when you get to the other side. Now, head up the springboards and through the open doors. Now you're in another room. Yippe!!! First, head across the lava and up the ladder before the spiked wall gets you. Soon you'll come to a switch. Throw it and move out to the Dragon Room. Move around the perimeter and jump for the Main Chamber Key, hop off the pillar, and slide to the bottom of the level. Use the Main Chamber Key, head up the next ladder, and move into the other Dragon Room. Climb up above the Dragon and you'll come to a series of ladders with swinging steel. On the first ladder, climb to just below the steel, do a backflip, slide, jump and catch the other ladder. Then, climb that ladder to just below the steel, do a backflip, spin (circle in mid-air), then grab the next ladder. Keep going and once you're at the top, the level's finally over.

FLOATING ISLANDS

Jump to the left of the apex of the green structure in front of you, this slides you to the left. Jump at the bottom and you'll slide to the right. Jump and grab onto the Metal Grid Structure (spin in mid-air if you have to). Flip the switch, go down the slide and head over to the house. The JADE DRAGON is on the roof of the house and the Mystic Plaque is inside. Now, hang off the edge to the right of the house and drop down. Pull the switch. Walk out onto the fallen grate and work your way around the green structures. When you reach the top of the Wire Grid Structure where you pulled the switch, drop down onto the gray rock outcropping that reaches towards the green platform holding the Mystic Plaque. Jump to the small platform on the structure to the Plaque's right. Hop over and grab it, then jump back. Jump to the other side of the structure, and climb your way back up to the beginning.

Follow the sequence back out to the thin green bridge structure that's connected to the Wire Grid. Walk out to the end and jump to the Gray Building. Use the two Mystic Plaques to open the door. Inside the door, head to the right and enter the alcove. Witness the STONE DRAGON. Now head to the left of the bridge. Jump over the green

boulder, run in front of it, dive role with circle and hang to avoid it. Now, go out as far as you can, look around and make the big jump. Mount the zip and away you go! Drop onto the lower



bridge and head into the building. Flip the switch behind the three statues, then use the zip in the other room and head upwards. Go back outside and head to the first zip. This time, use it to go all the way. Hop up onto the block in the middle of the lava room, jump to the ledge, pull yourself up and throw the switch. A platform appears in the middle of the Lava Room. Throw the switch there and head to the right side of the Lava Room. Get on top of the block again, climb up as high as you can, and do a swim dive into the water. Now you're below the lava. Pull the switch and swim out until you see the clanging steel. Throw the switch to stop the spikes and head back to the Main Lava Room. Jump up above the zip cable to an open corridor. Jump over the spikes, shimmy over, and throw the switch to open the gate. In the next

room, slide into the pit backwards, and grab the ledge. Fall down, throw the switch, kill all the baddies, and hit the two switches on both sides of the central platform. From here head through the only exit, and hit the switch to open the door. Find your way to the door that is now open. Scale the wall, do a spin flip across to the other wall. After a series of these you will be all the way up. Take out the baddie and move the block to deflect the projectiles. Before you mount the zip, head down the cliffs to the left-hand side and eventually you'll find the GOLD DRAGON. Get back up to the zip, and it's level over.

DRAGON'S LAIR

First, you will encounter a series of switches and enemies. You know what to do. Once you complete the series, go through the door and you'll encounter a series of ninja-star throwing enemies. The item you want is the Mystic Plaque (one of the cronies has it). Insert the Mystic Plaque and get ready.

Save.

Now, this is the climax of the entire game and we don't want to spoil the surprise. Remember the game's opening sequence? If you do, you'll understand your purpose (and the secret to finishing off the final boss). If you don't, reset your PlayStation and watch it again.

Now, fight the Boss and fulfill your destiny.

HOME SWEET HOME

Or so you thought...first, locate the keyhole next to the bed and use the Gun Cupboard Key. Collect your stuff



and take care of the remorseless trespassers. (Personally, we were surprised that Lara didn't sleep with a gun, or at least a handy pistol.) Now, head for Lara's stereo near the pool room. Turn it on, it's really cool. After this, kill every single living thing invading your sacred home and it's game over. See you next year.





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HE'S GOING TO GET YOU

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COMING SOME!

NINTENDO⁶⁴



G.I. Interactive
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GI Feature

We took all three next generation systems and put them head-to-head in seven categories. While raw power may play an important role, we feel that software is more significant (and it shows in our category selection). However, it is **VERY IMPORTANT** for you to realize that we are grading these systems on how good they are **RIGHT NOW**, not how good they will be in the future. Because in video games, anything can, and does, happen.



Released: September 1995 Cost: \$150

► **THE BOTTOM LINE** **8.75**

Sony finished off last year with a bang and still continues to pound the competition. Although there were some months this past spring where Nintendo was running neck and neck with Sony as far as sales were concerned, the PlayStation continues to grab much of the video gaming limelight and mindshare of gamers everywhere. From Tokyo to Berlin, the PlayStation is dominating with a constant flow of games brought upon by massive third-party support.

The Sony PlayStation again takes the crown for top system. Sony is shelling out top dollar for exclusives such as Tomb Raider 2 and Final Fantasy VII and it is paying off. The list of must-have games will continue to grow with Capcom's Resident Evil 2 and Konami's Metal Gear Solid in the pipeline. Although the release of Final Fantasy VII strengthened the RPG library, there are still less than a handful of solid role-players. Yet, the PlayStation has the sport's market cornered. There is no question that the huge number of sports gamers should look no further than PlayStation, as the competing systems are far behind in this category.

The PlayStation is obviously dominating, but the only drawback we can find for the system is that the library is becoming saturated. With all the great titles comes a slew of garbage as well. Shop wisely PS-X gamers.

PROS:

- The big exclusive titles such as Square's games and Tomb Raider 2
- Low software prices with some games selling for under \$20
- Strong third-party support that supplies titles, in most cases, long before the other systems get them
- This IS the sports gaming machine

CONS:

- The PlayStation game market may be over-saturated: the quality of some titles are sub-standard
- Hardware is still suspect to malfunctions
- Development innovations may have peaked

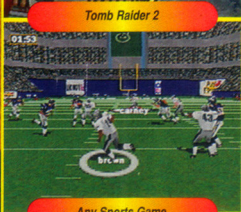
KEY GAMES



Final Fantasy VII



Tomb Raider 2



Any Sports Game

THE ONE TO BEAT

MOST ANTICIPATED GAMES IN DEVELOPMENT



Metal Gear Solid



Resident Evil 2

FINAL FANTASY VIII

Final Fantasy 8



Nintendo continues to dazzle us with such titles as Mario Kart 64, Star Fox 64, GoldenEye 007, and now Diddy Kong Racing. Gamers definitely have a wider choice of software this year, but the continual cries of, "where are the games?" still ring true for the Nintendo 64.

Recent software delays do not sit well in the minds of some players, nor does the fact that there is still an over-abundance of racing, first-person, and character-based games. While the sports gaming genre is beginning to see a few solid titles from Konami and EA Sports, the lack of RPGs and strategy games leaves the N64 library with a gaping hole. While the hole exists, Nintendo 64 can claim some highly anticipated titles. First and foremost, *Zelda 64* is on the way and that should be pure heaven to any Nintendo fan. Likewise, there are dozens of other Nintendo properties such as *F-Zero*, *Metrodroid*, and *Donkey Kong Country* that are definitely in the works. There's no doubt that when Nintendo puts their name on a game, it usually rocks. Nintendo thus has the luxury of sitting back and publishing a select few games that tear up the sales charts. On the other hand, the third-party developer has less of a luxury when developing for the system.

Not only do third-party programmers have to struggle on the uphill swing of the learning curve that accompanies N64 development systems, but developers also encounter enormous production costs when compared to the other CD-ROM formats. The production costs of Nintendo 64 cartridges involve great monetary risks surrounding manufacturing orders. Many companies are forced to extend lines of credit to pay for thousands of N64 cartridges that aren't always guaranteed to sell. Deep-pocketed developers like Konami, Midway, GT Interactive, and Electronic Arts seem to be on the N64 wagon, but other big names such as Namco and Capcom aren't exactly embracing the N64.

The Nintendo 64 and Nintendo will probably outlive the current hardware offerings from Sony and Sega, as Nintendo is always a good long term investment on the basis of game quality alone. But gamers will still have to be patient as the number of titles slowly grows.

PROS:

- Cartridge format offers durability and fast loading
- Nintendo hardware has no moving parts and is less susceptible to breakdown
- Full potential of software

development has not been exploited

- Best first-party games on the planet

CONS:

- Software prices are higher than competitors'
- Game library lacks variety

PACING ITSELF FOR THE LONG HAUL

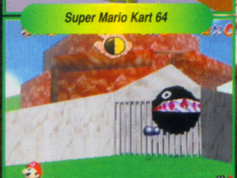
KEY GAMES



Super Mario Kart 64



GoldenEye 007



Super Mario 64



Madden 64

MOST ANTICIPATED GAMES IN DEVELOPMENT



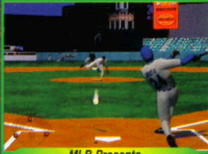
Banjo-Kazooie



Zelda 64



Super Mario 64 2

MLB Presents
Ken Griffey Jr. Baseball

SEGA SATURN

DOWN AND OUT?



Released: May 1995

Cost: \$150

► THE BOTTOM LINE **6.25**

The talk surrounding the next system from Sega has sent the Saturn into a downward spiral. With gamers and developers possibly thinking of bigger and better things, the list of upcoming Saturn games has shrunk from little to almost nothing. Although the Sega Sports label has seen a resurgence and their arcade translations still prove to be very solid, there is no denying that the Saturn is a very distant third in the system wars. Even with a fairly loyal band of users, the Saturn's 1997 holiday line-up is the weakest it has ever been. Still, there are a few bright spots on the horizon. Sega of Japan has some very promising titles in the form of Shining Force III, Panzer Dragon Saga, and Burning Rangers, but all of these titles will not make it to the U.S. until this spring.

On the dark side, Sega has still not brought a Sonic title to the Saturn that lives up to the classic days of the Genesis. The racing game, Sonic R, will likely not fill that void. The sports titles, other than the Sega baseball and soccer games, are merely products that are also coming out for PlayStation, but with different titles. When Sega held their annual Gamer's Day in August, only five or six third-party developers showed a total of 13 games with many or most having either been simultaneously or previously released on another system.

While there is a fairly large library of games already released for the Saturn, we can't recommend a purchase of a Saturn until the price reflects its complete mediocrity.

PROS:

- Only system with the solid Virtua Fighter series
- A few promising titles in the pipeline

CONS:

- Almost non-existent third-party support
- A new Sega machine may quickly be on the horizon

KEY GAMES



Virtua Fighter 2



Sega Touring Car



Dragon Force

MOST ANTICIPATED GAMES IN DEVELOPMENT



Panzer Dragon Saga



Shining Force III



Burning Rangers

THE BREAKDOWN

PS-X
N64
SATURN



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ALUNDRA[™]



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Game Informer's

TOP TEN

Editors' Top Ten Console Games for December

- 1 Diddy Kong Racing - N64
- 2 Oddworld: Abe's Oddysee - PlayStation
- 3 GoldenEye 007 - N64
- 4 NHL 98 - PlayStation
- 5 San Francisco Rush - N64
- 6 Crash Bandicoot 2: Cortex Strikes Back - PlayStation
- 7 Cool Boarders 2 - PlayStation
- 8 Castlevania: Symphony of the Night - PlayStation
- 9 Tomb Raider II - PlayStation
- 10 Final Fantasy VII - PlayStation

Readers' Top Ten Console Games for December

- 1 San Francisco Rush - N64
- 2 Crash Bandicoot 2: Cortex Strikes Back - PlayStation
- 3 Tomb Raider - PlayStation, SS
- 4 Star Fox 64 - N64
- 5 Resident Evil: Director's Cut - PlayStation
- 6 Turk: Dinosaur Hunter - N64
- 7 Colony Wars - PlayStation
- 8 Resident Evil 2 Demo - PlayStation
- 9 GoldenEye 007 - N64
- 10 Final Fantasy VII - PlayStation

Top Ten Reasons Lara Croft Won't Go Out With You...

- 1 You can't do a backflip.
- 2 Her plastic surgeon says she must stay off her feet for a while.
- 3 She'll be too busy this weekend fighting crazed Tibetan Monks.
- 4 You like Final Fantasy VII, and unfortunately, Lara doesn't like to role-play.
- 5 On Friday night the only thing she'll tie up is her pony-tail.
- 6 She secretly has the hots for the Greedy Gamer.
- 7 Ever since you gave up your career as an arms dealer, she has no use for you.
- 8 She caught you playing Pandemonium 2.
- 9 Sony has exclusive dating rights to Lara.
- 10 Lara's not real, so get over it.

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
 Game Informer Magazine
 Attn: Top Ten
 10120 West 26th Street
 Eden Prairie, MN 55344
 Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!



NBA SHOOT OUT '98

Shoot Out Passes on Two, Goes for Three

GI learned that the release of **Sony Sports' NBA Shoot Out '98** has been delayed until March of next year. Sony had finished the motion-capturing process of **Philadelphia 76'ers** star Jerry Stackhouse by early October. It wasn't until then that the game started to come together, and with less than a month to go before release, Sony felt the game needed more time.

Although the delay will prove costly, it should definitely add to the quality of **Shoot Out's** gameplay, and as Sony sees it, this is all that's needed to compete against the likes of **Midway, Konami, and EA Sports**, regardless of deadlines. **NBA Shoot Out '97** was hands-down the best basketball game last year, and with a timely release, might have outsold the competition on sequel status alone. Sony has effectively passed up an easy two points to go for three. We hope it pays off.

Nintendo 64 Software Prices Drop

Nintendo of America announced lower price points on their two holiday games for the **Nintendo 64**. Third-party publishers will also see a reduction in their manufacturing costs.

The new pricing strategy will likely result in N64 games ranging in price from \$49.99 to \$59.99 - a price point 15% lower than current game prices. All or most of the N64 games should now carry the lower price tag. Nintendo called this price reduction a gift for holiday shoppers and also pointed out that the reduction came on the 1st anniversary of the North American launch of the N64.

GT Interactive Acquires MicroProse

MicroProse Inc., a PC software publishing and development company, will soon be a part of **GT Interactive Software Corp.** The transaction is expected to be completed by the end of 1997. GT Interactive plans to bring some of MicroProse's popular PC titles to the console format.

MicroProse's PC titles include **Star Trek: The Next Generation, Grand Prix, Magic the Gathering**, and the award winning **X-Com** series. Microprose also has rights to a number of **FASA Interactive** titles such as **MechCommander** and **MechWarrior III**. Inevitably, more strategy titles should be coming to consoles as a result of the deal.



MICROPROSE

Acclaim Unveils New PS-X Racer

Acclaim's newest racer, **Super-Cross** (working title), is a full-blown moto-cross racing game for the **Sony PlayStation**. Featuring approximately 10 tracks that range from stadiums to farmland, **Super-Cross** is developed by Acclaim subsidiary **Probe**, whose credits include the 16-bit **Mortal Kombat**s and **Extreme G** for the **Nintendo 64**.

Acclaim is currently negotiating the inclusion of authentic cycles and drivers. **Yamaha, Suzuki**, and racer **Jeremy McGrath** are a few names expected to make an appearance in the final game. **Super-Cross** is slated for a 2nd quarter '98 release on the PlayStation.

In further Acclaim news, their upcoming N64 wrestling title has been given a little more attitude via a name change. **WWF '98** is now known as **WWF War Zone**. The game will be available for the Sony PlayStation and the Nintendo 64 next spring. The N64 version (picture shown) will exclusively feature Ken Shamrock.



ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



TEEN
AGES 13+
CONTENT RATED BY
ESRB



NOVEMBER 1997

Developed by
VISUAL CONCEPTS



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Activision's Vigilante 8 Brings I '76 Universe to the PS-X

The popular PC title *Interstate '76* is finally making its way to the **PlayStation**. However, it will not be the same game, but a sequel or spin-off instead. **Activision** noted that **Vigilante 8** is a racing title that features the characters from the I '76 universe, and is tentatively scheduled for a March '98 release.

Just in case you are unfamiliar with the title, I '76 is a combat racer (similar to *Twisted Metal*) that is set in the '70's. It's a good game that you should take a look at if you are interested in seeing what V8 may be like.



ACTIVISION

Test Drive 4 Soundtrack Rocks With Two Top Bands

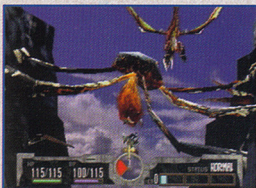
GI's Southern Rock lovin' Jon Storm was seen crying earlier today when he heard **Accolade's** new racing game, **Test Drive 4** for the **Sony PlayStation**, will not include **Molly Hatchet** on its soundtrack. Instead, Accolade has decided to use the bands **Orbital** and **The Younger, Younger 28's**. Orbital will be contributing the song **Out There Somewhere Part 2** and The Younger, Younger 28's will provide **Keep the Beat** and **Here I Come**.

In further soundtrack news, if you're a regular rave host (or hostess) you might want to look into the new **Turok: Les Remixes Originales**. The original **Turok** soundtrack has been remixed into House, Jungle, and Techno tracks, with dinosaur sounds interspersed throughout. Interesting to say the least, but unfortunately, the CD is available only in France.



Panzer Dragoon Saga on the Way

Saturn owners don't have a lot to look forward to this holiday season, but there is a light on the horizon. In March, **Sega** will release **Panzer Dragoon Saga**, easily the most anticipated Saturn title in the pipelines. Sega is not releasing any new information on the game, but new gameplay shots have surfaced. This massive game will take place on four CD-ROMs, and included in the new shots is our first look at the main character Edge. Take a peek at some of the battle scenes and prepare for **Dragoon** madness this spring.



Sega of America has announced the purchase of a minority share of the video game development company **Visual Concepts Entertainment, Inc.** Starting in 1998, Visual Concepts will create titles exclusively for Sega's video game consoles and the PC. Visual Concepts will continue to operate on its own, but Sega will occupy one of three seats on Visual Concepts' board of directors. Recently, Visual Concepts has created **One (ASC Games)** and **NBA Action '98 (Sega)**. In addition, they have **NHL 97 (EA Sports)** and **Clay Fighter (Interplay)** for their credit.

C (working title) is a new action/adventure game coming from **Konami U.S.** that revolves around the "Contra Universe." No more facts are available, but **Game Informer** is always excited to hear about a new 32-bit Contra game. Another interesting change in Konami's release plans is that **NBA In The Zone '98** will not be coming out until 1998.

Black Ops is currently developing **Savage Lands**, a game that features **Contra-like** characters. In the game, you can ride horses, and according to a source at Black Ops it contains awesome death scenes. As far as a **Treasures** sequel is concerned, apparently the decision is up to **Namco**. Namco has been thinking about a sequel, stating that any sequel should be more amphibious, where characters can come up on land and walk around on islands.

Game Informer has learned that **Midway** will publish a new **N64** game based on this year's **Olympics** in Nagano, Japan. The Game, entitled **Olympic Hockey**, will look and play much like this year's **Wayne Gretzky's 3D Hockey '98**, except it will feature Olympic teams and players from around the world. The game is set to ship in January 1998.

Ubi Soft has just begun leaking news as to their release plans for the upcoming **N64** game, **Tonic Trouble**. First shown on the PC at E3, **Tonic Trouble** is an action/platform game that is loosely based on their hit **Rayman**. Ubi hopes to have the game out in April 1998 for Nintendo 64.

Adrenalin Entertainment, the makers of **Ten Pin Alley**, are joining forces with **TH*Q** to develop a Brunswick bowling game for **Sony PlayStation** and **Windows 95**. Adrenalin will provide the bowling engine and TH*Q will add the highly-prized Brunswick license. The game will simulate actual Brunswick national tournaments complete with professional bowling personalities, equipment, and tournament sponsors. Both versions are scheduled to be released in 1998.



LITTLE RED RIDING HOOD JUST WET HER PANTS.

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Game Informer's Site O' The Month



Entertainment Software Ratings Board
http://www.esrb.org/

The ESRB is the organization responsible for rating all of the console video games. While the site needs some rework, as they still call the Nintendo 64 the Ultra 64, it can unleash some good scoops on games that are in the works.

VIDEO GAME TRIVIA

- Who was the main villain in *Earthworm Jim*?
- What version of EA Sports' hockey contained blood?
- What was the name of the traveling video game museum exhibit that opened at the Carnegie Science Center in Pittsburgh on June 15, 1985?
- What Exidy video game, loosely based on a David Carradine movie of the same name, was forced from the market in 1982 due to its excessive violence?
- In 1977, Atari had an arcade game similar to Milton Bradley's portable "Simon" unit. What was it called?

(Answers on the bottom of page 38)



Name That Game!

This game was originally distributed by Playmates Interactive Entertainment for the Sega Genesis and Sega CD in 1995. Created by the makers of Ten Pin Alley, it featured head guys that could still shoot you even after their heads were blown off.

What game is it?

(Answer on the bottom of page 38)

Diablo Coming To PlayStation With New Features

Blizzard's popular PC game, *Diablo*, is coming to the PlayStation. Planned for a March 1998 release, Climax Enterprises is taking care of the port while Electronic Arts will handle the publishing.

While many of the features from the PC version will be present in the PlayStation version, the bonus is that it will also boast many new features including:

- Larger Characters
- Mystical Spell and Lighting Enhancements
- Fully Reconfigurable D-Pad Support
- Separate Character Saving Option
- A Single-Screen Feature for One or Two-Player Assaults on the Dungeons

Like the PC it will also feature:

- 16 Labyrinths
- 300 Magical Items
- Over 100 Monsters
- 22 Spells
- 3 Character Classes



Midway To Publish Snowboarding Title For N64

Midway has informed us of yet another deal to co-publish a game with Kemco. The game, *Twisted Edge Snowboarding Challenge*, is being developed by Boss Game Studios. Kemco and Midway recently teamed up to publish another Boss N64 title, *Top Gear Rally*.

Twisted Edge Snowboarding should release on the N64 in March or April of next year. Stay tuned for more developments.



Sony To Publish Golf?

Game Informer uncovered some interesting information about a new title from Sony Computer Entertainment America. The Entertainment Software Ratings Board has already posted a rating for a new game from SCEA called "Golf." While nothing about the title was disclosed, we would have to guess that they are referring to Sony of Japan's golf game, roughly translated as *Hot Shots Golf*.

SCEA would not comment on our findings, but Game Informer got a chance to play the game at this year's ECTS, and overall, it's a pretty solid golf title. Look for this title to possibly hit the U.S. in the spring.





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250 extreme errands.
a whole city of hurt.

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Buy better bikes.

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New Wireless Headphone System From Nintendo?

Nintendo releasing a multi-platform and PC peripheral? Not exactly. Instead, Nintendo is licensing its name to companies for use in marketing PC and audio/visual products. Already available is the **3D1 Joystick** from the **Laral Group**. The only thing Nintendo had to do with this joystick was lending their name to its box.

Next on the list of "official" Nintendo products is the **Wireless Multimedia Headphone System**, also from the Laral Group. The **Wireless Headphone System** provides a high-quality listening experience up to 25 feet away from any computer, stereo, or home audio/video system. The headphones are available now for an MSRP of \$59.99 and actually sound quite good.

Do these licensing packages mean Nintendo is starting to research PC applications, perhaps in anticipation of the **64DD's** internal modem? Absolutely not. All it means is that Nintendo is making easy money by loaning their name to the highest bidder.



We're Not Talkin' Cardboard Glasses

Chequemate 3D claims to have the answer to 3D viewing pleasure. Instead of using cheesy cardboard glasses, their **Realeyes** system employs high-tech shutter glasses that plug directly into the **Realeyes** converter box. The converter box alters a basic video signal, and in conjunction with the glasses, allows the human eye to overlap both images. The result is an unprecedented 3D viewing experience.

The unit can be used in conjunction with any video source, including your favorite video game. We checked it out with **Final Fantasy VII**. The result wasn't great, but **Barret** and **Cloud** appeared slightly enhanced. We also tried the glasses with **Star Wars Special Edition**. The experience was kind of like watching a baseball game, where you wait through long periods of no 3D enhancement then suddenly an X-Wing or group of Stormtroopers appear in 3D.

The converter can work in three different modes. The first takes standard analog signals, digitizes them, and enhances color and definition. The second mode translates 2D into 3D. The third mode, True 3D, works only in conjunction with videos created specifically for the unit. This offers the greatest 3D experience, but has limited applications.

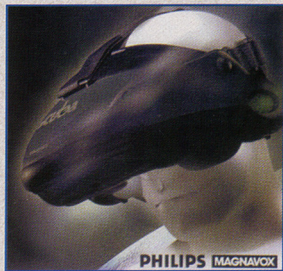
In all, **Realeyes** isn't bad, but it's a novelty few can afford. We'd much rather invest the money in games or a new console unit. But if you have the money and are curious about the world of 3D, **Realeyes** might be right up your alley. The unit is available now for an MSRP of \$499.



Feed Your Head

Phillips' new **Scuba** technology is a self-contained headgear apparatus that allegedly "immerses" the player within the surroundings of diverse audio/video experiences. The **Scuba** works in conjunction with all 32 and 64-bit video game systems, as well as VCRs and televisions. Inside the headgear is a small view screen that appears larger through magnification. There are speakers under each ear, and the player can adjust light levels and screen contrast.

In all, the **Scuba** is pretty lame. The uncomfortable feeling of having the unit strapped tightly to your head is only one of many problems. The screen often appears blurry and the colors and contrast seem dull and flat. The sound cannot compare to running your game system through a set of speakers, and if you think about playing **Final Fantasy VII** with the **Scuba** as opposed to a high quality color TV, it's obvious that the **Scuba** should stop breathing and sink to the bottom of a deep, deep ocean.



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Editors

To reach **Dear GI** or the **Editors of GI** send correspondence to:

Snail Mail
Game Informer Magazine
Attn: Dear GI
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail
gionline@winternet.com

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Video Game Trivia Answers:

1. Queen Slug-For-A-Butt
2. NHLPA 93
3. Videotopia
4. Deathrace 2000
5. Touch Me

Name That Game Answer:

Doom Troopers

**CHEAT - FIGHT - SWING - RUN - BATTLE - SHOOT - DRIVE - BLAST
DESTROY - FIRE - JUMP - BOMB - POWER-UP - SLIDE - RACE - KICK
TACKLE - SKATE - TRICK - BLOCK - BLOW-UP - ATTACK - SCAM**

PLAY TO WIN!



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- Circular directional pad
- Turbo-fire
- Auto-fire
- Slow motion



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- Eight fire buttons
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- Turbo-fire
- Slow motion

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Cleaning Kit For NINTENDO® 64 system, games and memory card slot (P-003FUN)
Cleaning Kit for SEGA GENESIS™ system and games (V137FUN)
Cleaning Kit for SUPER NINTENDO® system and games (139FUN)

Cleaning Kit for GAMEBOY® system and games (V136FUN)

Cleaning Kit for NINTENDO® system and games (V135FUN)

Cleaning Kit for GAME GEAR® system and games (V134FUN)



The First Adventure

Bomberman is back once again and this time he's better than ever. This game marks the first action/adventure for the bomb-throwing freak and fans of this little guy should be more than pleased. In this adventure, Bomberman must use his demolition expertise and maze-solving skills to expel the vicious Altair and his wicked cohorts from planet Bomber.

To succeed, you will have to guide Bomberman through five challenging 3D Worlds, each with four stages. The colorful graphic environments are a pleasure to explore, especially since you can change the camera angle during gameplay. It is necessary to experiment and be creative when investigating these levels because, at times, they can be difficult to solve. For example, sometimes it's necessary to gain access to high platforms that lack an obvious path to the top. By placing a trigger bomb under a rock slate, getting on top of the slate, and detonating the bomb, you can shoot upwards like an elevator.

Throughout these levels, you will encounter many enemies and obstacles that hinder your progress. There are living stalagmites, snowmen, and mansharks just to name a few. Bosses like the Winged Guardian and the Sewer Savage also add to the test. But enemies are not the only things that cause trouble. There are also huge turret cannons that launch bombs and pools of lava that spit out scorching balls of fire.

Fortunately, there are some new bombs to help Bomberman destroy his enemies. With the correct icon, Bomberman can obtain an infinite number of cherry bombs that pack a bigger wallop, or trigger bombs that can be detonated manually. Any bomb can be picked up and inflated like a balloon to give it even more explosive power.

Bomberman traditionalists will be happy to know that the classic Battle Mode is included in this title. There are six different 3D arenas to choose from and you can even create your own character to fight the computer or up to three of your friends. When designing your Bomberman, there are different outfits like a cat suit, knight armor, or chicken costume to choose from.

Bomberman aficionados should like this Nintendo 64 experiment. The new bombs are a great addition, the levels present a decent challenge, and the Battle Mode is always a blast (no pun intended), especially in multi-player.



The Sewer Savage is modeled after GI's own Game Professor.



The Brother Artemis.



The Winged Guardian.



Going up.



A Cold Killer.



Check out those stylish Blades.



It's fun to blow-up friends in the Battle Mode.

- **Size:** 64 Megabit
- **Style:** 1-Player Action/Platform (1 to 4-Player Arena Battle)
- **Special Features:** Single and Team Battle; Normal or Hard Difficulty Levels; Continues; Gem Collecting; Create Your Own Bomberman (Battle Mode Only); Adjustable Camera Angles; New Bombs
- **Levels:** 5 Worlds With 4 Stages Each in Adventure Mode; 6 Arenas in Battle Mode
- **Created by:** Hudson Software for Nintendo
- **Available:** December 1 for Nintendo 64

▶ THE BOTTOM LINE **7.25**

ANDY, THE GAME HOMBRE

Concept: 7 "Bomberman is a classic that will be a staple of video games for
Graphics: 8 years to come; however, I'm quite sick of it. Hudson's rendition of Bomberman 64 is certainly the best looking of all the Bombermans, but
Sound: 7.5 in general, it's the same game
Playability: 7 we've been playing for years. The adventure mode is rather interesting and could easily capture puzzle lovers for hours on end. I just found that I didn't care. The multi-player mode is still one of the greatest party games ever made, but I think there are better N64 games to spend your money on."

OVERALL:
7.25

PAUL, THE GAME PROFESSOR

Concept: 7 "The debut of the 64-bit Bomberman isn't nearly as spectacular or
Graphics: 7 grossing as it was back in the days of the NES. First off, the
Sound: 7.5 traditional multi-player game is incredibly weak on levels. With only a handful of environments to choose from, this section of the game gets old very fast. The adventure side is fairly entertaining and challenging. Brain-busting puzzles kept me occupied for quite a while. The additional bosses seemed to be just thrown in and don't really add much to the game. This game may not be for everyone, but it sure is nice to have a choice of something besides a racing game on N64."

OVERALL:
7.75

JON, THE GREEDY GAMER

Concept: 6 "This game isn't very cool. The 3D adventure is slow-paced and quickly gets boring. Yes, there are lots of creative ways to bomb
Graphics: 8.5 enemies, but you usually just kick a bomb, wait, kick a bomb, wait, and so on and so on. Getting the secrets isn't very fun either. The N64 needs more adventure games, but Bomberman 64 doesn't cut it. To its credit, the multi-player battle with 3D arenas is an interesting twist on classic Bomberman, and four-player competition is loads of fun, but it's not enough to warrant a purchase. If you're interested in this game, rent it first."

OVERALL:
7

DIDDY KONG RACING

OF PLANES, FUZZY MASCOTS, AND AUTOMOBILES

- Size: 128 Megabit
- Style: 1 to 4-Player Adventure/Racing
- Special Features: 5 Areas Plus the Overworld; 25 Tracks; 9 Boss Races; 3 Overworld Challenges; 8 Characters (Plus More Hidden); Mirrored Second Adventure; 4-Player Split-Screen With Battle Mode; Rumble Pak Compatible; Weapons With 3 Levels of Attack Power; 3 Vehicle Types (Hovercraft, Plane, and Kart); Battery Back-Up Save; Controller Pak Compatible (Not Required)
- Created by: Rare for Nintendo
- Available: November 24 for Nintendo 64

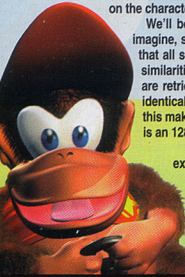
Breakthrough or redo? This is the question that N64 owners are faced with this holiday season. Nintendo and Rare delayed all of their character platform titles (Banjo, Conker, Yoshi) until the first quarter of '98, leaving us with nothing but a racing game and a handful of third-party products. Most of the third-party software has already been in the spotlight in arcades, or features a character or game formula we already know — making it a fairly easy decision whether we want these games or not. But Diddy Kong Racing has already received a lot of flak for supposedly being another Mario Kart 64. Should we spend the big bucks to add another character-based racer to our collection? Or should we wait until next year to get our fix on the character platform games that we were supposed to get this holiday season?

We'll be square with you. Diddy Kong Racing is, in more ways than you'd ever imagine, similar to Mario Kart 64. It's a fun racing game that features cute characters that all should be made into stuffed animals or Chuck E. Cheese animatronics. The similarities to Mario Kart are 1) it's a character-based racer, 2) the weapon power-ups are retrieved and used in the same fashion, 3) the multi-player options are almost identical, 4) the graphic presentation is very similar, and 5) it's a Nintendo title. While this makes Diddy sound like nothing but a Mario Kart clone, keep this in mind, Diddy is an 128 meg cart, and it was created by a different developer — Rare.

Diddy Kong Racing has taken what made Mario Kart such a great game and expanded upon it tenfold. Diddy doesn't use a standard racing formula of hurrying the player from one race to the next. An overworld has been added, which is very similar to any stage in Mario 64, that allows you to freely explore the land in order to find your next race. This new aspect adds tons of gameplay to this already gargantuan-sized title. Last month we told you what the racing held, and this month we've played the game all the way through and found almost all of the secrets.

Diddy Kong Racing is loaded with race-after-race through intensely strange lands. To continually move on through the game you'll need to nail the Balloon, Silver Coin, and Circuit challenges. While these challenges sometimes seem like they'll never end, the three different vehicles (plane, hovercraft, and kart) add much-needed diversity to the racing. Plus, after you meet all of the challenges in the world and successfully overthrow the last boss, WizPig, you'll then need to play the entire game again in the mirrored Adventure 2.

Diddy Kong Racing may seem like just another racer to you, but believe us when we say it packs much more than that. The four-player battles are a blast and you won't be able to beat the game in one sitting. ■



REINER, THE RAGING GAMER

Concept: 8.25 "I'm not going to get into the dispute about this game being just another racing game for the N64 because you could very well purchase this game six months from now. By all means, DKR is a solid release that packs more tracks

Graphics: 8.25

Sound: 9

Playability: 9

Entertainment: 9

OVERALL: 9

"...and challenges than I've ever seen in a racing title. It is like Mario Kart, but the three vehicles, random events, and boss levels add much-needed variation to keep the game flowing at a comfortable pace without it becoming boring. The graphics, lighting, sound, multi-player modes, and play control are all there and are a spectacle that all serious gamers should witness. Whether it's this holiday season or later, DKR is a game that belongs in any N64 owner's library."

▶ THE BOTTOM LINE 8.5

ANDY, THE GAME HOMBRE

Concept: 7 "Without a doubt, DKR is great game. However, I am rather disappointed that Nintendo has only offered us up another racing game, rather than something new. I won't let this diminish my score, but it is something to think about since

Graphics: 9.5

Sound: 9

Playability: 9.5

Entertainment: 9.5

OVERALL: 9

"...there are about ten other racers out on the market for the N64. The race for king of the racing hill this holiday season is definitely between DKR and Rush, but the choice is tough. Rush is much more realistic, but DKR has a lot of game to offer. Get both if you can, but otherwise, I say go with DKR. It offers more variation."

PAUL, THE GAME PROFESSOR

Concept: 8.5 "What you have here is Mario Kart win better graphics, more vehicles, and quite a bit more challenge. Nothing about the gameplay is innovative, but the three vehicles have unique attributes and respond very well to a controller input. For anyone who kicked butt at Mario Kart, you'll love the intensity and variety of racing in Diddy Kart. Yet, for all of you looking for a Donkey Kong Country game from the past, keep waiting. There are just way too many racing games for N64, and even though this one is very fun to play, I can only recommend it to those who consider Mario Kart their favorite game."

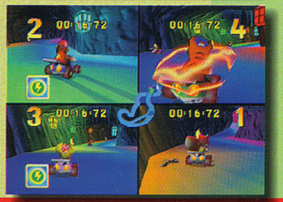
Graphics: 9.5

Sound: 8.75

Playability: 9

Entertainment: 5

OVERALL: 7.75



Believe it or not, the most intense football battle this fall was not between Madden and GameDay, but between Madden 64 and NFL Quarterback Club '98 (QBC '98). After a vicious exchange of legalities and compromises, Madden 64 changed its uniforms so as not to infringe upon QBC '98's exclusive NFL license. But the question still lingers: What, beyond an NFL license, does QBC '98 have to offer? The answer is — not much.

In a list of impressions, two categories come out as positive: QBC '98 features sharp graphics and an excellent front end. The graphics are high-resolution. Usually a term associated with PC games, the high-resolution graphics of QBC '98 shine with sharply-detailed player models, little to no blurring of players, wrap tackles, and animated referees. However, this all comes with a price. Although the animations are nice, there are so few for each player that much of the game becomes a study in repetition. Sure, the players can cut and spin much better than in Madden 64, but the camera is fixed on the ball, and as soon as the ball is snapped, the camera becomes jerky and following the play is difficult and frustrating. Also, the receiving animations leave little up to the gamer as catching is based more on luck than skill. The lack of diversity in completions and knockdowns makes the outcome of each play predictable. Yes, QBC '98's graphics are nice on the outside, but they contribute little, if nothing, to play control.

Our favorite feature of QBC '98 is undoubtedly the front end. For those unaware of the term, "front end" refers to the options and features available outside of standard gameplay. QBC '98 showcases a number of innovative features, including portable custom teams. Using this feature, players can create a new team by drafting any player from around the NFL to each and every position. Depth charts must be managed along with the salary cap. This new team can then be saved to memory card, the card can be brought to a friend's house, and the team can be loaded up for tournament-style battles. Custom teams can also be imported into a real NFL season. The Fantasy Draft is well constructed, as is the Create Player feature. Rounding out the front end are excellent stat tracking features, color player photos, and the Historic Simulation mode.

QBC '98 is Iguana's first attempt at programming a sports game for the N64. While the results are certainly lackluster, QBC '98's innovative custom team features and high-resolution graphics are excellent advancements in video sports programming. Iguana is already in the film room looking over both the mistakes and the positives of this 64-bit football cart. We're already anxious to see next year's version of the game. As for this year, well...let's check out the scores. ■

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Football
- **Special Features:** Full NFL and NFLPA License; Create Portable Custom Teams; Fantasy Draft; Over 700 Color Player Photos; Many Albert Diving Commentary; Historic Scenario Mode; Custom Cam; Over 80 Injuries; 640x480 Resolution; Rumble Pak Compatible; Classic Teams; 6 Kinds of Weather
- **Created by:** Iguana for Acclaim Sports
- **Available:** Now for Nintendo 64

► **THE BOTTOM LINE** **5**

PAUL, THE GAME PROFESSOR

Concept: 8.75 "This game has a couple of good things going for it. It has the full NFL license and a really killer options. What it doesn't have going for it is any sort of comprehensible AI. There are just too many instances when a receiver pulls

Graphics: 7.75

Sound: 5

Playability: 3 down a pass in quadruple coverage or the defense is just plain stupid. There is no excuse for stopping your opponent by calling a field goal defense every time or calling the same offensive play over and over. Sure the game has high-resolution graphics, but once you see the jumpy camera shifts and stiff animation you may just bust out laughing. Even with all the NFL teams, QBC Club does not come close to Madden 64."

OVERALL:
5

NFL QUARTERBACK CLUB 64 BITS OF PIGSKIN POWER '98



Snow makes it difficult for runners to cut.



The I-Form is a great way to work the play-action.



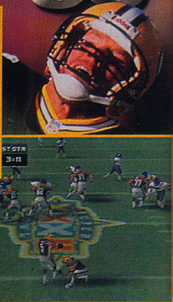
Cris Carter brings home the bacon.



The Moose is loose.



Facemask!!!



JON, THE GREEDY GAMER

Concept: 3 "This game is pitiful. As for the high-resolution hype, forget it. I'll take smooth animation over sharp detail any day.

Graphics: 8.5 Once the play gets rolling, QBC '98 is

Sound: 7.75 jumpy and the same animations happen on every play. Then, talk about money plays; when you square off against the computer, no matter what passing play it is, the success rate is always 50% or better. I usually shout "Touchdown!" before the ball even leaves the QB's hands. Here's one for you, try putting your kicker in as your QB, he'll throw for over 300 yards every game! I also like using a punt defense as my standard defense. I used it for almost an entire game and shut out the computer. Plus, there isn't really an AI-Pro difficulty, because the Pro difficulty for some reason is harder."

OVERALL:
5

REINER, THE RAGING GAMER

Concept: 8.25 "Besides high-resolution graphics and an interesting front end loaded with infinite seasons, complex stat accumulations, and season management options, I think Quarterback Club is worthless. Heck, I wouldn't even recommend it to those seeking a library of the worst games ever made. It's not worth the price. The animation and gameplay are slow and unrealistic, and the physics and play mechanics are all out of whack. I just love how the cornerbacks and safeties stand behind the receiver on pass plays. Huh? Of course he'll catch it! This game shouldn't have been released until it was somewhat good."

OVERALL:
4.75

EYE-POPPING
SUPER-REAL 3D
EFFECTS!

MIDWAY PRÉSENTE

TOPGEAR[®] RALLY™

WARNING: THIS RALLY WILL DRIVE YOU UP A WALL, OFF A BRIDGE,
THROUGH A GUARDRAIL AND STRAIGHT INTO A CONCRETE BARRIER!

RUN ON AND OFF ROAD:
THROUGH SNOW, RAIN,
FOG, DIRT, GRAVEL
AND MUD.



TEST YOUR DRIVING SKILLS
ON 5 INTENSE TRACKS:
DESERT, JUNGLE, STRIP
MINE, MOUNTAIN AND
COASTLINE.

CHOOSE FROM 9 RIPPIN' POLYGON
CARS! ALSO, LOOK FOR HIDDEN
VEHICLES - YOU WON'T BELIEVE 'EM!

Developed by

BOSS
GAME STUDIOS

Produced by

KEMCO

MIDWAY



Designed For
N64 Rumble Pak™

NINTENDO 64



KIDS TO ADULTS



CONTENT RATED BY
ESRB

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WCW ★ WRESTLING

Which Side?

Kevin Nash looks for a rope break.

Kevin Nash should have worn a cup.

Ultimo Dragon works Luger over.

Ric Flair takes Luger on a nature tour.

It's pure and utter mayhem.

The WCW draws blood from Eric Bischoff.

Here's a look at two of the hidden characters.

Work 'im, baby!
Work 'im.

Tag Team is where the action is.

Giant

Page Wins!

By now, Halloween Havoc will have come and gone. The mystery of new NWO migrations has no doubt been revealed, and maybe even Zybisco and Heenan decided to root for the NWO. If you're an NWO fan, you can stop reading right here. However, if you're a respectable wrestling fan who values the traditions and integrity of the sport, then listen up. There's nothing better than beating up on the boyz in black, working over hurting limbs and hyper-extended joints, watching as the blood soaks the turnbuckle and your opponent – dizzy and stupefied – surrenders at the threshold of pain.

But hey, if you're a fan of the NWO, then there's nothing better than beating up on the pansy wrestlers of the WCW, guys like the "technically superior" Dean Malenko, or the "oh so mysterious" Rey Mysterio Jr. Aren't you glad Eddy Guerrero went and ripped that mask off Rey Jr.'s head? Finally, Rey's wimpy dedication to athleticism revealed not a true wrestler, but a half-man/half-flower salesman who thinks gymnastics are the next best thing to broccoli.

In case you haven't figured it out already, WCW Vs. NWO: World Tour offers up both sides of the coin. You can wrestle for the organization you support and take on the top wrestlers from around the world. Never before has such an awesome display of grapples, holds, throws and joint attacks been assembled into a video game. Furthermore, with the addition of Tag Team and Battle Royale modes, World Tour is a big step above last year's WCW Vs. the World for PlayStation. Plus, characters can change into a number of costumes (including a "classic" costume for Hulk Hogan), there are technical knock-outs and surrenders, and the much needed Rope Break has been implemented to interrupt pins and holds.

The secret to World Tour is "working over" opponents. Just like in real wrestling, a wrestler's spirit determines the outcome of a match. It's not enough to throw an opponent to the mat, you must execute attacks on limbs and joints, enter into submission holds, or force the opponent off the mat in preparation for another devastating attack. Then, if your spirit meter reaches its max, you can execute a special signature move, which is typically a complicated hold resulting in a pin attempt. Other moves include running into ropes, climbing the turnbuckles, evading, blocking, and rolling away from running attacks. Also, leagues are represented by bosses, so to unlock hidden characters you must choose a wrestler and defeat the various leagues. After defeating the leagues, new characters will appear on the Select screen.

In all, WCW Vs. the NWO: World Tour is the game that wrestling fans have been waiting for. It would be more than correct to describe it as a "simulation," since the moves, match progression, taunting, and authentic holds are modeled after actual WCW matches. But the action is fast and furious enough to satisfy any style of gamer. It's truly a bout you won't want to miss. ■

VS. nWo

LD TOUR★

Will You Choose?

Rey Mysterio Jr. seems to have recovered from his surgery.

I love you too man.

Tag Team mode is awesome.

Buff Bagwell learns a little lesson about pain.

Ring-outs can be set to any time limit.

Battle Royale is just a slugfest.

Yeah!

Blood!

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Professional Wrestling
- **Special Features:** One-on-One, Tag Team, and Battle Royale; League Challenge, Tournament, WCW vs. nWo, and Custom Tournament Modes; Blood; Over 30 Moves per Wrestler; Migrate Wrestlers Between Organizations via Costume Change; Rumble Pak Compatible; TKO, Surrender, or Pin Victories; WCW and nWo Signature Moves
- **Created by:** Asmik for THQ
- **Available:** Now for Nintendo 64

► **THE BOTTOM LINE 8.5**

ANDY, THE GAME HOMBRE

Concept: 8 "There's no doubt about it, this game is hilarious. While it's not the most technical game, there are plenty of moves to pull off and the animations are awesome. The counters and reverses are filled with 5th grade highjinks like the kick to the crotch and the flying butt plant.

Graphics: 9

Sound: 7.5

Playability: 8

Entertainment: 8.5

OVERALL: 8.25

The one-player mode will entertain any wrestling fan for a while, but four-player mode is where it's at. Video gamers across the land, fans of wrestling or not, will eat up this mode. In this four-player battle royale, you can beat the tar out of your friends and you'll be laughing the whole time. Easily the best wrestling game to date."

PAUL, THE GAME PROFESSOR

Concept: 9 "Jumping into the ring with the top wrestlers and then working them into a pulp is what this game is all about. I especially like the four-player Battle Royale. All chaos breaks loose when double teams and top rope moves happen at the blink of any eye, and then the finale comes when one man is left standing. The control is solid, but I did find the difficulty balance to be a little out of whack as the Normal setting is way too easy and the Hard setting is way too difficult. Other than that, there is plenty to please any wrestling fan. Great graphics, bone-breaking moves, and the WCW make for one solid game."

Graphics: 9

Sound: 8

Playability: 8.25

Entertainment: 8.25

OVERALL: 8.75

JON, THE GREEDY GAMER

Concept: 8.75 "Now that I can play Tag Team and Battle Royale, I have to say that this 64-bit WCW cart kicks butt. All my favorite wrestlers are represented (including the venerable Dean Malenko), and the control interface is top notch. I'm still a little sketchy on how to perform reversals or swing people into the ropes, but other than that I know why things happen, and I can execute different throws and holds at will. I'm a little bummed that you can't create and wager your own belts (like you could in the PlayStation version), but the league challenge is a good ladder of competition. Next year, they've gotta bump up the sound though. The music is pretty lame, and this game really needs some pre-match drama."

Graphics: 8.75

Sound: 7.25

Playability: 9

Entertainment: 9

OVERALL: 8.5

SPAWN

THE ETERNAL



You'll need to find items and keys to open doors.



Use your necroplasmic magic meter to heal yourself. But don't use too much or you'll go to Hell.

- Size: 1 CD-ROM
- Style: 1-Player Fighting/Adventure
- Special Features: Necroplasmic Magic Meter; Life Meter; Puzzle-Filled Levels; Booby Traps; 3D Fighting; Special Moves; Villains From the Comic Including Overkill, Redeemer, Volator, and Malebolgia; Item Obtaining; Three Different Spawn Characters
- Created by: Sony Computer Entertainment America
- Available: December for Sony PlayStation



Break this phone booth, then run away!



He's down and out.



Savage Spawn encounters a series of tricky jumps.

In early March, Sony invited us to their studio and Todd McFarlane's home to check out everything that was happening in the Spawn universe. We saw the movie, scripting for new comics, and most importantly, the game. Sony originally planned to release *Spawn: The Eternal* in August, then the date slowly began to slide back, and before long it appeared as though it was going to be eternally delayed. Well, this is no longer so. This December gamers will be able to get their first 32-bit Spawn fix.

As of late, Spawn has been in a rut. The comic is going nowhere, the movie was PG-13 and featured a puppy and a drastically different Terry, the new toy line is nothing but Kiss and famous monsters, and the SNES game really blew. Hopefully though, Sony's take on the game will be more like the HBO cartoon, which is perfect. With a game like *Spawn*, which features both Tomb Raider-like exploration and a standard fighting game interface, it will be hard to portray an in-depth story. But without one, why play the game? Where does your quest take you? And why are you risking your life by entering battles with the most grotesque and sinister villains to date?

Right now, in the version we have, *Spawn: The Eternal* doesn't feature any kind of storyline. There is a brief FMV intro sequence (see bar of shots on the bottom of the page) which shows Al's grave, and him as Spawn in Hell. Without knowledge of the comic, you won't have a clue as to what this means. So basically, from what we've seen, the game is aimed at pleasing those who know the comic series in and out and is not targeting people who want to get into the scene.

The gameplay is the same as it was before, but a few changes have occurred. The level structuring is still set with three stages for each of the three Spawn characters (Spawn, Medieval Spawn, and Savage Spawn). Then after these are

completed, you will travel to the eight levels of Hell. As far as actions go, Spawn can jump, push buttons, kick and punch breakable objects, strafe, walk, run, and roll. He doesn't have a hang and climb feature, so when approaching platforms, you will need to make accurate jumps. This is okay though, because Spawn's excitement comes through combat. The combat has been drastically revamped, and each time you enter a combat scenario, Spawn's costume will unleash his infamous oversized cape. By pressing R1 and R2 together you will be able to toggle between wearing either the cape or chains. These costume bonuses can be used as weapons, and both have their own attacks.

The combat scenarios will no longer allow you to run away from an enemy. Encountering an enemy will automatically thrust you into a somewhat 2D (one-plane) combat system. Basic movements into 3D are allowed, but you will not be able to roam around and punch the opponent in the back, or back off quickly. Basically, it's similar to Tekken or Virtua Fighter.

We're excited about *Spawn: The Eternal*, since we are Spawn nuts, but to please us Sony's going to need to add a story and tweak the combat so it's flawless. They have a lot of time left before they hit final beta, so let's hope these guys know what they're doing.



Overkill attacks!



Guess who?



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** 5 Different Modes (Arcade, Vs., Survival, Practice, Team); 3 CPU Difficulties; 8 Playable Characters (With More Hidden); Familiar Stage Designs; Ring Outs, Teras Kasi Specials Based on 4-Point Power Meter
- **Created by:** LucasArts
- **Available:** Now for Sony PlayStation

Let Go
Of Your
Conscious
Self And
Act On
Instinct

STAR WARS MASTERS OF TERAS KASI™

Anticipation for the new Star Wars prequels has reached an all-time high in the GI office, and even though we won't see them on the big screen until late '98 or Memorial Day '99, LucasArts has just supplied us with two new games that should hold us over for a little while longer. PC gamers can check out Dark Forces II (see page 65), and console gamers can experience Star Wars hand-to-hand combat for the first time in Masters of Teras Kasi.

Some of the most recognizable (and favorite) Star Wars characters are present and ready to rumble. Luke Skywalker, his sister Leia Organa, her love Han Solo, and his furry companion Chewbacca are all presented with authentic movie attire and weapons. Leia is outfitted in her bounty-hunter guise which she tried to fool Jabba with. Both Han and Luke are in Bespin garb, with Luke's alternative uniform being the popular black Jedi suit complete with a glove hiding his artificial hand. And as for characters from the classic Empire, only Vader makes an appearance as the last boss and hidden character. Having all of these famous personalities in one game is a nice touch, but ever since The Empire Strikes Back, no Star Wars product is complete unless it has Boba Fett somewhere in it.

Don't fret, because Boba is present, and he's easily the best character in the game. His moves include a Mandalore-powered uppercut, a rocket shot, and two different shots with his handy blaster. Even Slave 1 makes an appearance in Cloud City's background. All of the backgrounds in the game feature nice touches like this—the Endor level features a moving AT-AT, and the pit in Jabba's palace allows you to meet the Rancor face-to-face.

The characters and backgrounds alone may be enough to warrant a purchase, but remember it is a fighting game, and the only thing that matters in this genre is animation and technique. Luckily, Star Wars features somewhat smooth animation and an interesting fighting interface. Most of the characters in the game are equipped with a weapon; however, you may not know it when playing. For the sake of easy understanding, we'll use Luke as an example.

When Luke enters combat it's just him and his fists. It is possible to win matches with his several knuckled attacks, but then again you can always hit R2 to draw his Lightsaber. With this shiny green weapon in hand, new moves and specials are unlocked, and combat is far easier and much more entertaining, to say the least.

Teras Kasi is yet another fighting game for the PlayStation, and it's only special because of its theme. We'll tell you right now that it's not the largest or most complex fighter on the market. In fact it's not even close. It does have a few nice features like the Teras Kasi moves which are based on a four point power meter, and amusing throws for each character, but right now, the combat lacks luster. Check out GI next month for the bottom line and the fate of this highly anticipated Star Wars release.



What really happened in Jabba's palace?



Playing as the AT-AT would make this game much easier. Too bad it's not an option.



All too easy.



Hoar lands a jab against Arden Lyn.



Thok winds up and unleashes a huge fireball blast.



Vader shows Boba that disintegrations are not allowed in the Empire.

Jet Moto 2

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Single Features:** 10 New Tracks; 10 Characters and Bikes; Vertical or Horizontal Split-Screen; 4 Race Modes; 4 Difficulty Levels; Analog Compatible
- **Created by:** SingleTrac for Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

Massive Air Schedules a Return Flight

► THE BOTTOM LINE **8.5**



Ride the corkscrew.



That's huge.



Ka-Ma-To' Track



It's not a barbecue.



The Pack sucks.



Arctic Blast Track



Rollercoide via the split-screen.

Jet Moto has been out for over a year and continues to be one of the best selling racing titles each month. And, not surprisingly, the developers at SingleTrac have concocted another racing morsel they simply call Jet Moto 2. Oh sure, it's not the most creative title for a sequel, but heck, the game is basically the same as its predecessor (if it ain't broken, don't fix it). Yes, Moto mangers rest assured, the new version contains massive aerials and fantastic wipe-outs just like the original. In fact, if you thought the air was huge in Jet Moto, you will surely be impressed with some of the insane altitudes obtained in the sequel.

While the game has remained true to the original — with characters like the Max, Technician, and Bomber returning — some changes, like improved polygonal graphics and superior background displays, have been implemented. In addition, many of Jet Moto 2's ten new tracks are more challenging and will probably have you throwing your controller at the TV screen with hate and disgust (one ride on The Shaft should convince you of this). But fortunately, Jet Moto 2 allows a race to be restarted at any time which can make winning a season easier and a lot less time consuming.

As far as the track environments go, you had better believe Jet Moto 2 has more than one track on a snow-covered surface, but there are some new surroundings too. For example, one of the races, Melt Down, is located next to an active volcano that sends molten lava flowing over the course, while the After Shock track brings you through a Los Angeles that has been destroyed by an earthquake. Perhaps the coolest track, though, is Rollercoide — which takes place on the biggest and baddest roller-coaster this side of the Pecos. Rollercoide contains steep inclines, corkscrews, and a "Tidal Wave" turn-about for tricks galore.

Jet Moto 2 provides ample options with four difficulty levels and four race modes. There is also an obtainable Stunt Racing Key that lets you perform some really funky maneuvers. Furthermore, the previous racing field of twenty has been shrunk down to ten. This does two things: (a) it opens up the course, and (b) it makes you feel better about yourself when you finish last.

ANDY, THE GAME HOMBRE

- Concept:** 9 "SingleTrac has done it again with yet another great racing game for the PlayStation. Sporting better graphics than last year's game, Jet Moto 2 screams speed. And with that speed comes this game's greatest attribute — air. Big air. The jumps in this game are awesome. You can catch up to five seconds of hang time which, unlike Jet Moto 1, gives you a chance to pull more tricks. While the tricks are nothing spectacular, they do put an interesting twist on this title. In the end, Jet Moto is a winner — the two-player mode is a blast and the racing is fast and furious."

OVERALL:
8.75

REINER, THE RAGING GAMER

- Concept:** 8.25 "Balls-out insanity and head crackin' racing action is the best way to describe Moto 2. Well, maybe not, you could also call it Moto 1 with new tracks. The graphics are still rather pixelated, and weird vehicle placement glitches still occur, but otherwise, all the tracks are new and inventive. There are more jumps, and the challenge is still extremely difficult. Personally, I like what Sony and SingleTrac have done in this sequel, although I would have liked to see some real tricks and better graphics."

OVERALL:
8.25

JON, THE GREEDY GAMER

- Concept:** 7.75 "In the first game, the racing was wide open, with awesome speed and manageable air. This year, many of the tracks are cramped — the turning is tighter, the safe ground is thinner, and there are a lot of terrain bumps and hills that slow you down. Yes, the racing is more difficult, and the 'Rollercoide' track is one of the coolest Jet Moto tracks ever, but I didn't have as much fun with this second edition. Instead of getting faster as the tracks progress, the racing slows down. I loved Jet Moto, but Jet Moto 2 is nothing new. In a year of sequels, this game comes up short."

OVERALL:
8.25

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Different Weapons and Magic Powers; Real-Time Combat; Run and Jump Buttons; Specialty Items Including Bombs and Potions
- Created by: Sony Computer Entertainment, Inc. for Working Designs
- Available: December for Sony PlayStation

ALUNDRA

LANDSTALKER REBORN

Harvester of Japan's industrial crop, hero to America's RPG fan

base, and now a Sony third-party developer, Working Designs is without a doubt one of the most respected developers in the console industry. Our respect for these guys is far different from other developers simply because their operation supplies us with exactly what we want – Japanese RPGs.

They don't make their own games and there's the possibility that they never will. But without them, we would never have seen Exile or Cosmic Fantasy II for Turbo, Lunar and Vay for Sega CD, or Dragon Force and Shining Wisdom for Sega Saturn.

Now, with Working Designs' first 'true' PlayStation release, Alundra, PlayStation RPGers have the chance to insert themselves into a story-heavy quest of a different caliber. Obviously, Final Fantasy VII is the king of all RPGs, but not everyone enjoys turn-based combat. Therefore, there must be an alternative to suit the cries of the unsatisfied customer. There is the immensely popular Legacy of Kain, which actually features a similar design to Alundra, but thrives on an extremely dark story. This makes another alternative that not everyone will find to be that unattainable utopia. So what else is there? To be blatantly honest, absolutely nothing until Alundra is released this December.

Alundra features the basic story elements and trickiness of a classic RPG, real-time combat, and a lengthy challenge. The combat is easy to get the hang of. Cautionously approach an enemy, swing your sword or whatever weapon you wield, and kill it. Magic spells can also be acquired and used on-the-fly to destroy the ghostly menaces that threaten your world.

The game design is almost identical to Zelda. Ghosts can be used at the same time as magic and specialty items, the crystal health system is indistinguishable when compared to Link's hearts, and the opening of new sectors throughout the land is also the same. The story, on the other hand, is somewhat unique. While we don't want to give too much away, you will eventually possess the ability to enter dreams to clear the thoughts of troubled characters and beings.

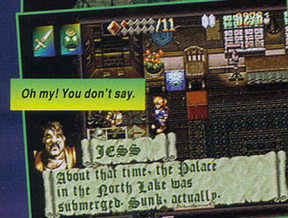
While all these characteristics make this game sound like a complete Zelda rip-off, there's another side to Alundra that must be pointed out. Alundra is actually a sequel of sorts to LandStalker, which was released a few years back on the Sega Genesis. The character design, graphic presentation, and basic gameplay traits are the same, but the developers are different. Climax created LandStalker, and Sony Computer Entertainment, Inc. created Alundra. So if you crave another LandStalker, it's here, but on a different platform which competes directly with the creators of the Genesis.



These ghosts will show you the way.



Dragons are an essential part of any quest.



Oh my! You don't say.

About that time, the Palace in the North Lake was submerged. Sunk, actually.



If we humans are so powerless, how is it we grab you the prosperity you now enjoy?



Evil monkeys are the most leared enemies in the land.



Beware – the mummy boss.



Mine cart madness!



- **Size:** 1 CD-ROM
- **Style:** 1-Player Combat Racing (2-Player Via Sony Link Cable)
- **Special Features:** 6 Characters; Character Upgrades; Purse Winnings; 6 Vehicles; Equipment Upgrades; 7 Power-Ups; 3 Difficulty Levels; FMV
- **Levels:** 4 Tracks with 6 Variations Each and the Final "Arena of Death"
- **Created by:** Interplay
- **Available:** Now for Sony PlayStation

ASPHALT The Need to Bleed

It is the early part of the 21st century and Earth has been taken over by the evil Draenek in a quick and bloody war. Unfortunately, Draenek's thirst for death is not easily satiated. In search of some violent entertainment, Draenek establishes a combat racing tournament that forces prisoners of the rebellion to participate. As a prisoner, you must survive a race circuit that tours the four planets of Draenek's empire. If successful, you will proceed to the Arena of Death to face Draenek himself. Destroy him in battle, and you will save all of humanity. The storyline for Red Asphalt may be stupid, but hey, it's a racing game and a plot isn't that important anyway. Once you look past the thin plot, Red Asphalt does have some good things going for it.

With inklings of sim racing, Red Asphalt requires the managing and upgrading of both vehicles and racers. Making your vehicle and character the meanest combo of death on the road can become quite addicting. There are six vehicles, but only two are affordable at the start. The cars vary in handling and speed, but the most important variation is the weapon systems. For example, the Tigershark has timid machine guns, but the Hellfalcon possesses Hell Fury missiles that take out an opponent in one or two hits. By saving your pennies, you can buy a more powerful car, but it is also important to

continually upgrade your current vehicle in order to stay competitive. The armor, engine, offensive and defensive weapons, and tires and suspensions of the cars can be improved after each race. In addition, you can purchase nitros for speed bursts. These are always handy when there is someone pegging away at your rear-end.

In addition to vehicle upgrades, you can improve your character's abilities by spending the experience points you receive after each race. In all, there are three areas of ability: "Driving" determines your top speed and how well you turn, "Tactical" affects how quickly you lock-on to an opponent, and "Aggression" will determine how much damage your weapons inflict.

The four planets in Red Asphalt have one main track with six variations. As you move from planet to planet the speed of the vehicles and tracks all improve. On the tracks, there are seven different power-ups to obtain. You can pick up free money, replenish your armor, and acquire the White Dwarf. If you get the White Dwarf, vehicles that touch yours will blow-up. So sweet.

Red Asphalt is in many ways a combination of Wipeout XL and Twisted Metal 2, but not as cool as either. If you can get over the cheese factor, Red Asphalt might be to your liking. ■

ANDY, THE GAME HOMBRE

Concept:	7	"The execution of this game as far as graphics, sound, and the interface are concerned is only mediocre. Its chunkey in a lot of respects. But Interplay sure did get one thing right — this game is fun. The racing is good to average, but it's enough to keep you interested. The best part of the game is upgrading and buying new cars, distributing experience points, and blowing your enemies to kingdom come. Certainly, this game isn't for everyone, but it is definitely worth a look."
Graphics:	7	
Sound:	7	
Playability:	8	
Entertainment:	8.5	
OVERALL:	7.5	

REINER, THE RAGING GAMER

Concept:	8	"While it's not quite as innovative or creative as its SNES predecessor Rock 'N' Roll Racing, Red Asphalt manages to be just as entertaining. I was a little worried at first, but this game turned out fine. The graphics are superb, especially the nitro effects which stretch the background environments when used. The track designs are interesting with great variations, the control is loose and easy to manage, and all the vehicles, characters, and power-ups are pretty cool. Red Asphalt is good, but not great. It's kind of like a mix between Twisted Metal and Wipeout. I recommend it as a rental first, then maybe a purchase."
Graphics:	8.5	
Sound:	8	
Playability:	7	
Entertainment:	7.25	
OVERALL:	7.75	

JON, THE GREEDY GAMER

Concept:	7	"Red Asphalt is like a watered-down version of Wipeout XL. The combat racing idea is tried and true, yet Red Asphalt is nothing but average. The vehicle controls offer nothing new and the tight turn is relatively useless. The weapons aren't bad, but there could have been so much more in terms of pick-ups. Instead, a few dollar signs, a shield, and about three power-ups is all you get. The game also suffers from tons of slowdown and tearing. The difference in vehicles and upgrades does add some depth, but overall, Red Asphalt is about a year and half too late."
Graphics:	7.5	
Sound:	7.75	
Playability:	7	
Entertainment:	6.75	
OVERALL:	7.25	

► THE BOTTOM LINE **7.5**



All hail Draenek!



The Tormentor.



Crash and Burn.

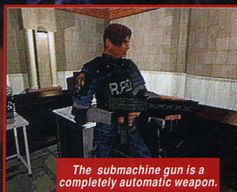


MICRO 9, OILS III

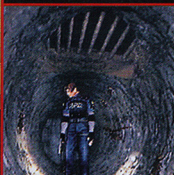


MICRO 9, OILS III

RESIDENT EVIL 2



The submachine gun is a completely automatic weapon.



Leon explores the bowels of Raccoon City.



Where's a giant moth ball when you need one?



The upper floor of the police station.

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters (Leon & Claire); Multiple Character and Enemy Deaths; New Weapons; Struggle Move; Head Tracking; Quick Aiming to Face Closest Enemy
- **Created by:** Capcom
- **Available:** January 16 for Sony PlayStation

THE NEW WORLD OF SURVIVAL HORROR IS ON THE HORIZON

Many of the Resident Evil junkies have likely played through the Resident Evil 2 demo that is included with Resident Evil: Director's Cut. Giving us a glimpse of the new horror that will soon be upon us, the demo is just a short taste of what lies ahead when this monumental two-disc sequel finally arrives in a few short weeks.

As we briefly mentioned in our October '97 preview, a new female character, Claire Redfield, has replaced Elza Walker as a playable character. As many know from locating Chris Redfield's diary in the RE 2 demo, Claire is Chris' sister and later you actually catch just a glimpse of her at the climax of the demo. While little is known about Claire's background, you can bet that from her heritage she can mow down zombies with the best of them. Aside from the new cast addition, an arsenal of new weapons will cut through the undead like a knife through...er...the undead. New weapons that we've seen in action are the auto-fire submachine gun, one-shot death magnum, and a huge recoiling super shotgun.

At the time this issue of Game Informer went to press, we were able to garner a few additional screen shots of the game. Highlighting some of the underground scenarios, notice the mutant alligator that lurks in the sewers as well as some huge, nasty moths that may be easier to avoid than kill. Like many, we are dying to get our hands on more than just a demo. Hopefully by next month we can give you the full, gory details on Capcom's most anticipated title ever.



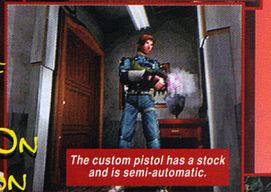
Evil...bugs...everywhere!



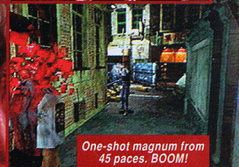
We've heard rumors of giant alligators living in the sewers.



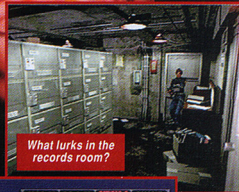
Serious firepower.



The custom pistol has a stock and is semi-automatic.



One-shot magnum from 45 paces. BOOM!



What lurks in the records room?



Over the last few years the Batman franchise has exploded into a billion different directions. New comic series and spin-offs appear on a weekly basis, different artistic directions and actors appear in each new film, and worthless merchandise like electronic toiletries

and fuzzy undergarments have taken on the Batman name. Yes, it has become rather difficult to stay loyal to the Bat, and as each day passes, as Batman becomes less of a hero and more of a marketing tool, other lesser-known comics like The Hitman and Major Bummer continually look better and better.

Of course, we'll always have our pleasant thoughts of the days when Frank Miller's series *The Dark Knight Returns* was just hitting the racks, and there were only two monthly Batman series; but now, those days are gone forever. So if we want to stay fanatical, we must look for that hidden prize buried beneath each pile of Batman merchandise. And while Acclaim Entertainment's new release is based on the fourth Bat film, *Batman & Robin*, which was classified as an outrage by Bat fans, it does feature a key element that will make even Batman's ears perk up. This game thrives on detective elements, and if the finished product turns out right, Batman's sleuthing abilities will be the key to gameplay.

All of Gotham is presented in vivid detail, and every building and road can be thoroughly explored and examined.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Three Playable Characters (*Batman, Robin, Batgirl*); All of Gotham is Available for Exploration; *Bat Power-Ups*; *The Batmobile*; Realistic Capa Motions; Authentic Actor Detail; *Driving, Fighting, and Sleuthing Gameplay*
- **Created by:** Probe for Acclaim Entertainment
- **Available:** February for Sony PlayStation

Even the Batcave (complete with the secret entrance) is portrayed almost identically to its movie counterpart. The Batcomputer can be accessed, and changing control to Robin or Batgirl is also done through this secret bunker. The biggest bonus accessed through the Batcave is the ability to roar out

onto the streets of Gotham in the Batmobile (version 11).

In Gotham, you will be required to stop Mr. Freeze, Poison Ivy, and her bodyguard Bone. Clues and strange events will lead you to their whereabouts. If you locate their next move in time, you'll foil their plan before it starts. If you arrive at the same time as them you'll have to duke it out in combat - where kung-fu and Batbel specializations like the Batarang and Batbomb can be used. And if you arrive late, you may find another clue pointing to where they are heading.

The graphics are phenomenal, and the capes and environments need to be seen to be believed. The soundtrack is taken straight from the movie, and so are the actors' likenesses. All of their faces and physiques are portrayed realistically. If it turns out right this could easily be the best Batman game to grace the consoles; but Acclaim's track record of creating bad Batman games could kill it in the end. At least Acclaim doesn't have a fat Batman actor in this game like they did in *Batman Forever*. **AAA**



Look Out Aquaman, Here Comes...

CRITICAL DEPTH

Critical Depth is Twisted Metal underwater. There's no mistaking it, the features are too close to be a coincidence. There's a hard turn button, special attacks for each sub, 8 other explosive weapons, death matches, individual character personalities, and the big kicker – the combat is crazy. There's no need to go any further. We could, but why bother? There's already a cake eatin' grin on your face.

Besides the enhanced 360° movement, the most noteworthy non-Twisted Metal aspects are the three different game modes: Mode 1 – Missions – features a storyline and a gameplay concept similar to capture the flag, only on a much larger scale. What you'll need to do is hunt down the five Power Pods (each one adds a different boost in performance ability), then once they are in your possession,

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** 12 Subs (Plus 3 More Hidden) Each With Its Own Ending; 8 Explosive Weapons; Special Attacks; Ten Battle Arenas; Shields; 3 Game Modes (Missions, Battle, Death); 5 Different Power Pods Increase Performance and Grant Abilities
- **Created by:** SingleTrac for GT Interactive
- **Available:** Now for Sony PlayStation

► THE BOTTOM LINE 8.75

find the exit and finish the level. Here's the tough part though, there are also other teams trying to gather the Pods, and you'll need to blast them back to the beach to obtain Pods they might already have picked up. Overall, this mode gets pretty insane as missiles, strange special attacks, and a barrage of enemy fire shoots across the combat zone.

Mode 2 – Battle Mode – is basically the same, but it doesn't feature a story, or a mission structure. You pick the enemies and the arena you wish to fight in. Mode 3 – Death Mode – is nothing short of all-out warfare. There are no Pods to scurry for, just death.

When all is said and done, Critical Depth is nothing short of a good time. It's unique, sports nice graphics and effects, the soundtrack is amazing, and there's plenty of subs and arenas to choose from. If you have any SingleTrac games in your library, and enjoy them, then we highly suggest Critical Depth. ■

JON, THE GREEDY GAMER

Concept: 8 *"SingleTrac has done it again. If you like action games, then Critical Depth is right up your alley. Yes, it's Twisted Metal 2 underwater, but the concept of orb collecting is a nice addition to gameplay. It gets pretty hairy cruising around with four of the live orbs, as the enemies try to strip you at every opportunity. The underwater setting also adds a lot more to control, since evasive maneuvers now encompass flips, rolls and porpoise jumps. All the levels include tons of secret areas, just like TM2, and the control is very loose and easy to pick up. Critical Depth also includes excellent two-player options, making it a worthy purchase for any fan of action games."*

Graphics: 8.75

Sound: 8.5

Playability: 9

Entertainment: 8.25

OVERALL:

9



Shields up, Captain.



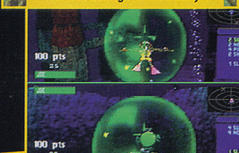
Choose your sub carefully. All of them have different attributes and special attacks.



Collect all five pods then head to the threshold.



String combos together to dish out serious damage to the enemy.



Competing head-to-head is a blast.



Smile!

REINER, THE RAGING GAMER

Concept: 8.5 *"I've liked everything that SingleTrac has released so far, and Critical Depth is no exception. It's not quite as good as Twisted Metal 1 or 2, but it is basically a spin-off of the same engine. The graphics, lighting, and effects are excellent, the vehicle physics allow for easy underwater control, and the number of play modes, weapons, and subs give this game the longevity it needs. It's not as fast as Twisted Metal, which may be a problem for some of you, but the gaming experience is almost identical. Check it out. It's a cool game."*

OVERALL:

8.25

PAUL, THE GAME PROFESSOR

Concept: 7.75 *"Take a brief look at this game and it's not hard to come to the conclusion that this is Twisted Metal underwater. The special powers and weapons are great as whacked as its ground-based counterpart. The environment design and construction is very impressive. Huge structures, hidden areas, and incredible special effects make the game fun to explore. The mission-based levels are extremely hard to master and it will take some time to find the best vehicles. The Death Mode and two-player battles are also very entertaining. While I don't think Critical Depth can overtake Twisted Metal 2, there's no doubt that if you liked the game on the ground it will be just as fun as cool underwater."*

Graphics: 8.75

Sound: 8

Playability: 8.75

Entertainment: 8.25

OVERALL:

8.75



NAUGHTY DOG



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Crash is back. And he's all pumped-up and ready to rumble.



This time, Crash will have to work his way through huge, all new 3-D environments. He'll fly with a jetpack, surf on a jetboard and saddle up a polar bear cub. He's got new moves, he'll meet new characters and he'll face plenty of dangerous new obstacles. It won't take long to realize: Only the strong survive.





COLLEGE
FOOTBALL
GRADUATES
TO 3D

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (Up to 8-Players Via Multi-Tap)
- **Special Features:** Analog Camera System; NCAA License; All 112 Division 1-A Teams; Full 3D Graphics Engine; 3 Modes (Fantasy, Simulation, Total Control)
- **Created by:** Sony Interactive Studios America for SCEA
- **Available:** Now for Sony PlayStation

Sony has dropped the "Football" from the title of this year's sequel entitled NCAA GameBreaker '98. The new GameBreaker is a real-time strategy game where you portray a University of Michigan booster out to buy top-grade athletic talent. The realism is uncanny as Athletic Department officials feign ignorance to the numerous infractions. Just kidding.

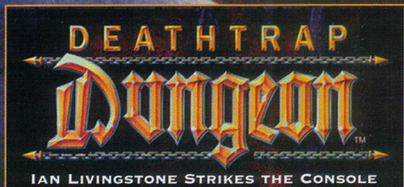
NCAA GameBreaker is still early, and it does look promising; however, it has some problems with balance. For example, the stiff arms we performed were rather weak in power, but the computer's were so fast and furious it seemed like Bruce Lee was under the helmet. Chances are, though, this game will be great when it's finished. After all, it's basically NFL GameDay with college teams and an updated playbook (a college



game wouldn't be complete without several option plays).

This year's GameBreaker has many features. Like the unique Analog Camera System that allows you to change the players' perspective by imitating their line of sight during gameplay. You will also be able to create a player in your own likeness and make the College All American Team and maybe, if you're good enough, win the prestigious Heisman Trophy.

If you liked GameDay '98, but craved the "we got spirit yes we do, we got spirit how 'bout you" of college football, you will want to keep an eye out for NCAA GameBreaker '98.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Fighting/Adventure
- **Special Features:** Based on Ian Livingstone's Fighting Fantasy Gamebook Series; 40 Dungeon Levels; 55 Monster Characters; Weapons; Spell Casting; Traps
- **Created by:** Eidos Interactive
- **Available:** Late January for Sony PlayStation

This January, Eidos is bringing Ian Livingstone's Fighting Fantasy series to the PlayStation in the form of Deathtrap Dungeon. In the game, you must make your way through 40 levels filled with 55 different types of monsters and, of course, hidden traps, in order to face an evil dragon that holds a helpless town within his powerful and oppressive grasp.

You can obtain eight spells and 16 weapons. The weapons are designed for close or ranged combat. For in-your-face duels, you will be able to use weapons like the Venom Sword or Battle Hammer. But if you're a chicken and don't want to get too close to your adversary, unleash the firepower of an Elephant gun (blunderbuss) or Flame-thrower.

Deathtrap is a third-person adventure game like another Eidos game, Tomb



Raider, but does not come close to performing at the same level. The game is still unfinished at this point, so hopefully we will see some improvements. Right now, there is basically no front end whatsoever – you can't even select a difficulty level. The combat is awkward and the AI makes many of the enemies seem like complete morons. Some bad guys will pay no attention to you even if you are right next to them while getting pelted by one of their own comrades. In addition, the graphics are choppy and the camera angles are hindering, providing poor views of oncoming threats. The idea behind Deathtrap Dungeon is cool, but in its present state, games like Nightmare Creatures leave it in the dust.



NBA LIVE 98

Rim Rockin' Full

For many of us, basketball is the greatest sport of all-time, where coordination and athleticism fuse together in an art form few other sports even approach. The highest level of this art is wrapped-up in a huge marketing package we call the NBA with periodicals and networks across the globe are dedicated to covering NBA box scores, gossip, and interviews. For NBA fanatics, it invades our sleep, personal life, and bathroom time. It may seem we are in need of clinical help, but nothing could be further from the truth. What we need is more basketball. Fortunately, companies like EA Sports are there trying to fill the void by creating games like NBA Live 98.

Compared to last year's NBA Live, this year's version has grown considerably. The front end, for example, has improved by expanding the options in the Player Create. There are more performance attributes to tweak and numerous facial options as well. Our favorite is combining side-burns with huge reflective goggles to make a player that is half Elvis and half bug. In addition, there is a cool daily news feature that reports on season happenings, including tid-bits on created players – if they do anything newsworthy that is.

The graphics and gameplay have improved most of all. The graphic flow is smoother and the camera angles bring you closer to the NBA action, creating a more intimate and intense basketball experience. Furthermore, there is greater freedom during gameplay with EA's direct passing. This allows you to pass with confidence, knowing you can choose specifically between all of your teammates. NBA Live 98 also lets players perform crossovers, spin moves, lean-in and fadeaway jumpers, and a wider variety of dunks.

Live 98, however, does have its shortcomings in one-player mode. On defense, for instance, to get the ball back you can gently redirect a ball carrier to step out of bounds without picking up a foul. With two or more players, however, the problem is not obvious and the games are a blast.

Still the question remains, what is the best NBA basketball game to buy? Unfortunately, not all are available to judge. Fans of NBA Live certainly will be thrilled with this latest version, but should the rest of us hold out to see what crops up? That's something each of us will have to decide for ourselves, but that doesn't mean we can't get help from the experts.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Basketball (Up To 8-Player Via Multi-Tap)
- **Special Features:** Full NBA License; Commentary by Verne Lundquist; Arcade and Simulation Play; 4 Play Modes; Daily News Updates In Season Mode; 3-Point Shootout; Direct Dunking, Shooting, and Passing
- **Created by:** EA Sports
- **Available:** Now for Sony PlayStation

REINER, THE RAGING GAMER

Concept: 8 EA beefed up the graphics (a tad), added icon defensive changes, auto substitutions, and a kickin' front end (with the daily news), but the gameplay still has a problem. Driving to the hoop is still really easy. If this technicality could have been taken care of, and if the animation was a little smoother, Live 98 would have been great. But with these problems plaguing gameplay, it's no better than the games released last year. For some strange reason, basketball games are the slowest to evolve. They have no problem developing hockey games. Both of these sports are similar in theory, so why are gamers who wear Nike high tops and starter jackets getting gyped year after year?

Graphics: 8.25

Sound: 8.25

Playability: 7.5

Entertainment: 7.25

OVERALL: **7.75**

ANDY, THE GAME HOMBRE

Concept: 8 Live 98's graphics are a big improvement over last year's game. The players are large and animated fairly well. But the best part about this game is the front end. There are millions of options, a great create player mode, and the stat tracking is fantastic. Unfortunately, this game does have a couple of drawbacks. The game is way too easy – even on the hardest mode – and the Create Player mode doesn't make you earn your stats. In the end, however, this game is a lot of fun to play, but I'd wait to see how Shoot Out turns out this year unless you just want to play two-player. Go Wolves!

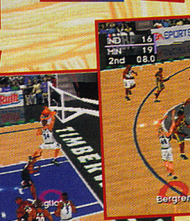
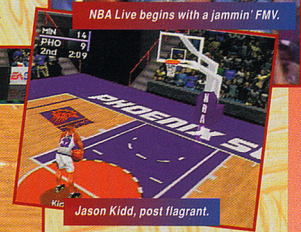
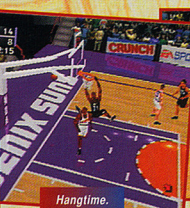
Graphics: 8.5

Sound: 8

Playability: 9

Entertainment: 8

OVERALL: **8**



PAUL, THE GAME PROFESSOR

Concept: 9.25 "In my book, EA doesn't exactly have a banner track record with their 32-bit basketball games. Sure they've been extremely popular, but the past PS-X games have really lacked innovation. This year's game is a step in the right direction." The graphics have been cleaned up, options have been expanded, and the play control is bringing Live 98 on par with the likes of Sony Sports and Konami. The "direct dunking" system and the three point shoot-out are great additions to this game. If you've enjoyed the past Live games, you shouldn't be disappointed with the 1998 season. It does have its little quirks, but it is an otherwise solid game."

Graphics: 9

Sound: 8.75

Playability: 8.75

Entertainment: 9.25

OVERALL: **9**

▶ THE BOTTOM LINE 8.25



SLOWER TRAFFIC
KEEP
RIGHT

sonic r **SEGA**[®] hard stuff
www.sega.com

Say hello to life in the fast lane. Sonic R for Sega Saturn is a full-on, pedal-to-the-metal "hi-speed dash through five 3D courses, each rendered in full 360 degree panoramas. Choose from 5 different Sonic characters to race. Uncover hidden characters and secret shortcuts along the way. Whether you race tag team, relay or split-screen against your buddy is your call. You'll be flossing bug guts out of your teeth for weeks. Yum.



DUKE NUKEM 3D



Damn, he's looking good.



Watch him squirm.



Time for a swim.



Party Time.

JON, THE GREEDY GAMER

Concept: 8.25 "I really liked the work Lobotomy did with Powerslave, and Duke Nukem 3D is another kick-butt job of programming. This game really moves out, and I'm glad Sega didn't insist on censoring too much of Duke (sorry N64 owners, you get the kiddie game). With the frequent voice-overs and the ugly, swiney ass, Throw in a host of ladies, weapons, and long levels (without mid-level saves), and Duke is definitely solid. You should check it out."

OVERALL:
8.5

Sega is finally getting off their collective butts and providing Saturn owners with some decent first-person action/shooters to choose from. Duke Nukem 3D is making its console debut on the Sega Saturn with all the sex, violence, and rock-n-roll that the PC version gave us. But the most shocking thing about playing Duke Nukem on the Saturn is the graphic quality. Surprisingly, the enemies and environments that Duke encounters in this version are exceptionally detailed and move quite smoothly. Periodically, there is some slow down in the graphic display, but overall, Duke on the Sega Saturn compares favorably to the PC version.

In Duke Nukem 3D, the world has been taken over by aliens and it's up to Duke to shoot, kick, and squish the enemy scum in order to get it back. The odds seem to be insurmountable, but Duke is looking good with a big ego and an awesome arsenal of weaponry to help destroy all who oppose him. He will encounter the same nine enemies that plagued the PC, including those mutant-pig cops and machine-gunning lizard dudes. To neutralize these threats, Duke will be able to obtain all of his original weapons like the trusty shotgun, freeze-ray, and shrinker. In addition, the numerous attainable items and power-ups like the SCUBA gear, holograms, and steroids (that make Duke fight like Sean Penn with a camera in his face) can all be found in the different levels. And speaking of levels, Lobotomy Software has included the original 28 that have Duke exploring locations in Los Angeles, an orbiting space station, and the surface of the moon. But a bonus for Saturn owners is a new extra level that is exclusive to the Saturn version.

Duke Nukem 3D is a great addition to the Saturn system. Along with Quake, Saturn owners suddenly will have two more quality first-person shooters to choose from. Although the gameplay of Duke Nukem 3D is basically the same as in other games of this genre, its tongue-in-cheek attitude is unique and often amusing. What could be funnier than a big meathead destroying things "Commando" style, while stopping to admire himself in the mirror, propositioning women to "shake it baby," and trying out a little karaoke when the violence slows down?

REINER, THE RAGING GAMER

Concept: 8.75 "Your parents may not approve, and after jammin' through a few levels, your morals may change for the worse, but I say go for it. This could be your only chance to be bad, and for those with a Saturn, this is one of the best first-person titles available (Powerslave being the best). The graphics are crisp, the frame rate is perfect, and it plays almost identically to the PC version. We all know that the Saturn version of Doom turned out absolutely horrible, but don't worry, Duke is as good as it could ever get on the Saturn. This title is worthy of a purchase."

OVERALL:
9



Old faithful...the Shotgun.



Watch O.J. take a leisurely drive in the city.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player First-Person Action/Shooter(2-Player via Net Link)
- **Special Features:** 10 Weapons; 20 Power-Ups and Objects; Net Link Play
- **Levels:** 29 (Includes New Exclusive Saturn-Only Level)
- **Created by:** 3D Realms & Lobotomy for Sega
- **Available:** Now for Sega Saturn

► **THE BOTTOM LINE** **8.75**

PAUL, THE GAME PROFESSOR

Concept: 8.75 "Lobotomy has a great track record with other first-person shooters and they did a great job of bringing Duke to the Saturn. The speed of play, control, and challenge are all there. Even the risqué content that made Duke popular is present. Other platforms have to settle for the tame 'Kiddie' version. The appearance of this game along with Quake gives Saturn owners plenty of action to conquer, but if I had the choice I would probably go after Quake first and Duke second. Yet, Duke does have the Net Link option if you have one."

OVERALL:
8.5



ENEMY ZERO FEAR IS YOUR WORST ENEMY

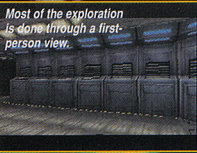
- **Size:** 2 CD-ROMs
- **Style:** 1-Player Adventure
- **Special Features:** Inventory Screens; True Motion Video Graphics; Death; Blood; Limited Save and Load Credits; Database and Videophones; Sound-Based Location System
- **Created by:** Warp for Sega
- **Available:** Now for Sega Saturn

As seen many, many times before, Enemy Zero takes place aboard a spaceship, where the main character (Laura) has awoken from a cryogenic sleep. To her dismay, the ship is on emergency status and a number of invisible enemies are roaming about. As Laura, you must locate crew members and solve puzzles while avoiding the ghostly enemies. Killing the enemies is the most frustrating part of the game. The enemies are all invisible, so Laura always carries her trusty VPS — a Gaiger-counter-like instrument that reads life forms and creates sounds according to their proximity. The closer the enemy, the faster the VPS repeats. Laura must then charge her gun as she approaches an enemy and release the trigger when the gun is at maximum charge. Whether the kill is successful is determined by Laura's exact proximity to the invisible beast, as well as the rate of charge she's achieved on her gun. Difficult, to say the least, and most enemies are best avoided if possible.

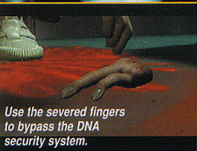
If you played Lunacy for the Saturn, you'll immediately recognize the playcontrol and graphics of Enemy Zero. Laura explores the ship in first-person view, while different parts of the story are told through cinematic cut scenes. But unlike Lunacy, you can die in Enemy Zero. And you will die a lot. Also, Enemy Zero forces players to manage load and save credits. In order to beat the game, you must save wisely and avoid death often. However, there is a way around this. If you own a RAM cartridge, copy your last save to the cart and then remove it before you play. After you die, copy the records from the cart back to the internal memory and remove the cart again. The process is tedious, but unlimited continues makes the game easier.

The video sequences are sharp and clear due to True Motion video technology, but at this point, the exploration is slow-paced. The load and reaction time might be improved in the final version, but the game will definitely take time and patience to complete. If you liked D, Myst, or Lunacy, keep an eye out for Enemy Zero.

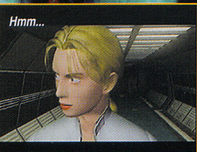
Most of the exploration is done through a first-person view.



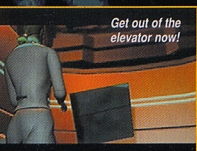
Use the severed fingers to bypass the DNA security system.



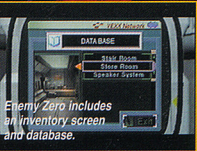
Hmm...



Get out of the elevator now!

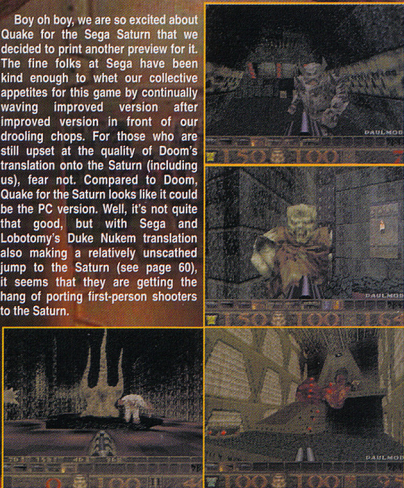


Enemy Zero includes an inventory screen and database.



- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action/Shooter
- **Special Features:** Analog Compatible; 4 Episodes Containing 39 Levels; 8 Weapons; 12 Weapons and Ammo Power-Ups
- **Created by:** idLobotomy for Sega
- **Available:** Now for Sega Saturn

Boy oh boy, we are so excited about Quake for the Sega Saturn that we decided to print another preview for it. The fine folks at Sega have been kind enough to whet our collective appetites for this game by continually waving improved version after improved version in front of our drooling chops. For those who are still upset at the quality of Doom's translation onto the Saturn (including us), fear not. Compared to Doom, Quake for the Saturn looks like it could be the PC version. Well, it's not quite that good, but with Sega and Lobotomy's Duke Nukem translation also making a relatively unscathed jump to the Saturn (see page 60), it seems that they are getting the hang of porting first-person shooters to the Saturn.



For those unfamiliar with Quake's storyline, it's not really important. What you need to understand about Quake is there are thirty-nine 3D levels to explore, each packed with vicious blood-thirsty enemies that want to blow your butt into the afterlife. Therefore, you will need to do some bottom-blasting of your own. Your arsenal includes the traditional shotgun (single and double barrel), as well as the not so traditional nail gun and thunderbolt. To help you explore and kill, Sega has made Quake analog compatible. With the standard controller, Quake moves pretty smooth and fast, but when you plug in the analog controller, the movement through levels is even better. Action fans get ready.



nba action 98



tap Z



tap X



tap R

SEGA® hard stuff

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Some people go to extremes to play **NBA Action 98**. They should. In this game, you're up against guys who'd like nothing better than to send your puny little torso packing. We're talking real NBA players, every NBA team, all 49 Arenas. Team specific plays. Behind the back passes. Alley oops. It's all here. Chick Heam even calls the plays. **NBA Action 98**. See how your measure up.

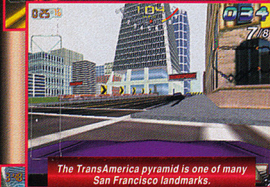


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San Francisco *Get Ready to Rock!* RUSH THE ROCK ALCATRAZ EDITION



- **Size:** Sit-Down Deluxe Arcade Unit
- **Style:** 1-Player Racing (Up to 8-Players With Linked Cabinets)
- **Special Features:** 4 New Tracks Plus All Tracks From Original Game; Corkscrews; Loop-to-Loops; Massive Air; Shortcuts; 4 New Cars; Unbelievable Wrecks; Force-Feedback Steering
- **Created by:** Atari Games
- **Available:** Now in Arcades Everywhere



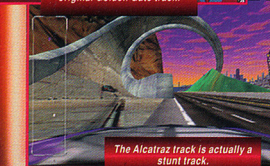
The TransAmerica pyramid is one of many San Francisco landmarks.



Every race starts off close.



This is a new shortcut in the original Golden Gate track.



The Alcatraz track is actually a stunt track.

If you never got the chance to play San Francisco Rush, you missed out on playing one of the greatest driving games ever made. San Francisco Rush is about air, and lots of it. Now, in arcades everywhere, you can revisit this incredible driving experience complements of the sequel - San Francisco Rush The Rock: Alcatraz Edition.

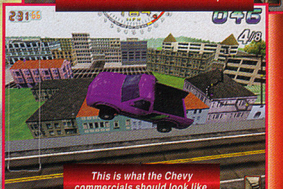
Set in San Francisco and upon the island of Alcatraz, Rush The Rock offers more cars, more tracks, more air, more wipeouts, and a new stunt course. First of all, Rush The Rock includes the three original Rush tracks, but new shortcuts and hidden jumps have been added to two of these tracks. For example, the Beginner track from SF Rush now includes three new shortcuts. The coolest one goes down the painter's path next to the Golden Gate Bridge (see picture). The Advanced track has four new shortcuts, but the Extreme track has remained unchanged (since it was practically perfect anyway).

The new tracks look pretty hairy. Two of the tracks are at the Advanced level (The Rock and Downtown) and the other two (The Heights and Sunset) are rated as Extreme. The Rock is a figure eight tour around the prison island of Alcatraz that includes a corkscrew, a loop-to-loop, and a jump that lands you smack dab in the middle of the prison. Downtown includes a wicked right turn at the base of the TransAmerica Pyramid, a tour through the financial district, and a trip by the Center for Performing Arts. The Downtown track also includes a jump that is the biggest in the game (and we mean big!). The Heights takes drivers through the famous Pacific Heights part of San Francisco with a jump that launches you across an entire yacht harbor. The final track, Sunset, circles around Lake Mead and finishes up in Golden Gate Park. On this track you'll speed by such sights as the S.F. Zoo and the Legion of Honor golf course.

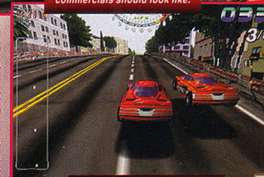
Rush The Rock still includes the great force-feedback steering system that made the first game so much fun to play, and up to eight cabinets can be linked for intense competition amongst you and your friends. Also, be sure to cast an eye towards old SF Rush cabinets since arcade owners will be able to upgrade these old cabinets to Rush The Rock via Atari's conversion kits. Let's hope we see Rush The Rock in every arcade across America.



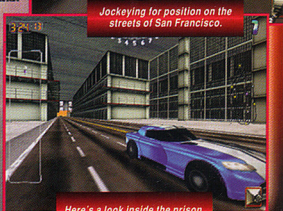
Rush The Rock is full of alternate paths.



This is what the Chevy commercials should look like.



Jockeying for position on the streets of San Francisco.



Here's a look inside the prison.



Water water everywhere and not a drop to drink.





And then there were two. With the entire staff hacking away last month, GI has now put their PC faith in Reiner and the Burrito to get the job done. While everyone at GI can deliver the key ingredients to our PC kitchen, hopefully, by reducing the number of cooks, this month's broth will have a more unified and full-bodied flavor. Perhaps the most exciting thing to happen this month was getting *Dark Forces II* in the mail. It may not be the sequel we had hoped for, but as Jack Tripper would say, anticipation is the best part.

recent releases



Postal: Ripcord
 In *Postal*, you portray a crazed civil servant on a mad shooting spree, killing cops and civilians alike. It's pretty demented, hence the 1.7 and over rating. Other than that, the graphics are choppy, lack detail, and the perspective is a very distant third-person. It's really not that cool.



Constructor - Accclaim
 8.25 It's not really as complex as *Sim City*, but it does follow the same concept fairly closely. The key factors that make this game entertaining is the fact that you can interact with neighboring cities (construction zones) and destroy them if you like. We need more games that include mob involvements (killing opponents, ripping off tenants) like *Constructor* does so well. It's a good game that internet and single-player crowds should definitely check out.



Uprising - Cyclone Studios/3DO
 6.75 Nothing in this title can keep a hard-core gamer enthused. We've been trampling on graphics and gameplay like this for years. The PC crowd doesn't need another game that tries to be as cool as *MechWarrior*, but fails in the end.



Sid Meier's Gettysburg! - Electronic Arts
 8.5 Storm has read a lot about the history of Gettysburg and he says the game is pretty cool, so we'll trust him. Even players who don't know squat about this famous battle will love a good time with this title. The combat is extremely complicated (watch the flank), and the graphics present a realistic tone (complete with authentic uniform detail). Fans of C&C and Koel's expansive lineup will surely find some pleasure in Sid Meier's latest release.



Fin Fin - Fujitsu
 8 They (Fujitsu) say this is the most realistic virtual pet of all-time, but we found it somewhat unrealistic in the fact that totem phrases like "Die Fin Fin," and "Run away Fin Fin, run away" couldn't be recognized by the complex voice modulation accessory. But hey, it comes with a free whistle, and when you blow into it, Fin Fin becomes really happy.

Shadow Warrior - 3D Realms 8.5



3D Realms again has created a delightful first-person action/shooter with another witty hero. This time, Duke has been replaced with a Japanese assassin, Lo Wang, who is on the run from his former employer. One of the best things about *Shadow Warrior* is the variety of weapons that cover everything from the traditional to the downright weird. The more unique weapons include samurai swords, shurikens (throwing stars), and a rail gun that shoots pieces of metal at light speed. The most bizarre are the guardian head that shoots fireballs from its mouth and the ripper heart that when squeezed summons a zombie version of Wang to kill your enemies. Some of these weapons can also be fired in different modes. For example, the riot gun, a four-barrelled shotgun, can use a single barrel in one mode or all four in another. The missile launcher has a

standard mode plus two special. If you acquire a "Heat Seeker Card" your next five missiles are heat seekers and "the Duke" gives you a nuclear bomb. Sporting a "Mature" rating, these weapons draw lots of blood, but parents can lock-out the gore in the options menu. Fans of Duke and the first-person genre in general should definitely check this title out.

Dark Forces II: Jedi Knight - LucasArts 8.75

Various readers have complained that we always go soft on Star Wars games and give them high scores. We beg to differ. Conceptually, imaginative ideas and basic Star Wars themes are hard to top. Plus, the Star Wars soundtrack and sounds (mainly taken straight from the movies) is quite possibly the greatest thing to ever pass through our ears. And thus far, LucasArts has done an amazing job of making the games look and play very well and correspond to the Star Wars universe. *Dark Forces II*, while being yet another first-person shooter and a sequel, is everything a Star Wars fan would expect (since they are the ones who buy these games). The addition of the Force and the lightsaber are sweet. As you progress through this two-disc set, you can either



train to become a Light or Dark Jedi. Light Jedi can use persuasion and heal Force spells, while those pursuing the Darker side can use the famous Palpatine lightning blast and other destructive Force spells.

If DFI didn't have the lightsaber it would basically be the same as the first game with the addition of smarter polygonal characters. The levels are huge and full of puzzle elements. Even the most deadly Jedi will have a hard time maneuvering through these environments in one-player or network play.



out the set will be LucasArts' first sim game, *Afterlife*, in addition to *The LucasArts Super Sampler 2* which has demos of five different games, including *Jedi Knight: Dark Forces II*.

Electronic Arts teamed up with *Anark Game Studios* to release *Galapagos: Mendel's Escape* for Windows 95 and Mac OS CD-ROM after three years in development. The game, classified as a 3D Artificial Life Adventure game, introduces a new concept with Mendel, a character that learns and adapts to his environment via the new **NERM** (Non-Stationary Entropic Reduction Mapping) technology developed by Anark. NERM technology makes it so that no two Mendels are alike; some Mendels will be well adjusted where others can "grow up" to be neurotic.

LucasArts Entertainment released another variety pack of sorts with *The LucasArts Archives Vol. III*. The compilation includes titles like the hit *Star Wars* game *Dark Forces*, as well as adventure titles *The Dig*, *Full Throttle*, *Monkey Island Madness* (which contains full versions of *The Secret of Monkey Island* and *Monkey Island 2: LeChuck's Revenge*) and a playable demo of the up and coming *The Curse of Monkey Island*. Rounding

This month, **Marvel Interactive** and **WizardWorks** will release *X-Men: Ravages of Apocalypse*, the first total conversion of *Quake*. That's right, it's *Quake* with the X-Men, featuring two new episodes and an exclusive CyberComic introducing the game's storyline. In one-player, Gamers portray a cyborg killing machine out to stop some mindless X-Men clones from taking over the world. In multiplayer death-match, gamers can battle it out as their favorite X-Man or X-Woman. The game will also be packaged with a free Marvel comic book, *The Rise of Apocalypse No. 1*.



Sony Interactive Studios America (SISA), a long time developer of *PlayStation* games, is adding the PC and on-line mediums to its domain. On November 1st, SISA introduced *Tanarus*, a team-oriented combat strategy game, as a multiplayer-only server-based game that is able to support 10,000 players at once. The other on-line title by SISA is the client-based role-playing game *EverQuest* in 3D. The game will be able to support 1,000 players simultaneously per server. SISA will also convert GI favorites *Jet Moto*, *Twisted Metal 2*, and *Warhawk* to the PC.

CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

Classic Codes

Shadowrun - Genesis

At the Title Screen press **A, B, B, A, C, A, B**, and then hit **Start**. Begin the game and access your trusty Pocket Secretary. Now, go down past Save/Load to an invisible option. This option will give you 250,000 Nuyen, 10 Karma, and a faster walking speed. Whenever you start a game, (whether it's new or saved), the code must be entered again.

Pilotwings - SNES

Enter these codes at the Password screen.
 Level 1 - 000000
 Level 2 - 985206
 Level 3 - 394391
 Level 4 - 520771
 Level 5 - 108048 (Hell Mission)
 Expert
 Level 5 - 400718
 Level 6 - 773224
 Level 7 - 165411
 Level 8 - 760357
 Level 9 - 882943 (Hell Mission)

The Immortal - Genesis

Enter these codes at the Password screen.
 Level 2 - AA9E510006F70
 Level 3 - F47EF21000E10
 Level 4 - 85FF310001E80
 Level 5 - 857F943000E80
 Level 6 - C65FF3100B41
 Level 7 - C250F63010AC1
 Level 8 - E011F730178C1

Ecco 2: Tides of Time - Game Gear

Enter these codes at the Password screen.
 Maze of Stone - F8GAI
 Sea of Darkness - VEECB
 Skyway - GAVGD
 DDD Swimming - AMBAL
 Get Away - RFFOB
 Asterix Cave - GMRGD
 The Eye - NSBCG
 Deep Ridge - JNVAP
 Sea of Birds - MXXDP
 Convergence - MWCKO
 Vortex Future - MADWP
 Globe Holder - NADXP
 Convergence 2 - PFDUP
 New Machine - UNHGM
 Vortex Queen - MBXVH
 Atlantis - JSUNG

Star Wars Arcade - 32X

Turn Off Timer - To disable the timer pause the game and press **Down, B, B, Up, Right, Left**. If this is done correctly your reward will be a "yah'hoof". Note: for some reason this code only works with a 6-Button controller.

Aladdin - SNES

Enter these codes at the Password screen.
 Level 2 - Genie, Abu, Aladdin, Sultan
 Level 3 - Jafar, Abu, Jasmine, Genie
 Level 4 - Genie, Jafar, Aladdin, Abu
 Level 5 - Abu, Aladdin, Genie, Jasmine
 Level 6 - Jafar, Jasmine, Aladdin, Jafar
 Final Battle - Aladdin, Jasmine, Abu, Sultan
 Bonus Level - Jasmine, Jafar, Sultan, Jasmine

Rolling Thunder II - Genesis

Enter these codes at the Password screen.
 Note: The strange phrases below are the level codes.
 Level 2: A curious rainbow learned the future
 Level 3: A magical isotope blasted the device
 Level 4: A private leopard punched the neuron
 Level 5: A slender fighter elected the genius
 Level 6: A rainbow muffed the secret
 Level 7: A logical thunder smashed the powder
 Level 8: A rolling machine desired the future
 Level 9: A slender nucleus blasted the target
 Level 10: A curious isotope created the killer
 Level 11: A natural program desired the neuron

Ristar - Genesis

Enter these codes at the Password screen.
 Very Hard - SUPER
 Onchi System Set Up - MAGURO
 Round Select - ILOVEU
 Boss Rush - MUSEUM
 Time Attack Mode - DOFEEL

Flashback - SNES

Enter these codes at the Password screen.
 Level 2 - JWLYX
 Level 3 - RSLP
 Level 4 - DXCPT
 Level 5 - SLMN
 Level 6 - ZTHRK
 Level 7 - CRLQXZ

Shaq Fu - SNES

Character Select (Story Mode) - In the Options' screen quickly tap **Up, Down, B, Left, Right, B**.
 Remove Background - In the Options screen quickly tap **Up, Right, B, Down, Left, B**. Now, go to Duel Mode and when the game starts press **X** and **B** simultaneously to make the background disappear.

Pac-Man 2: The New Adventures - Genesis

Enter all of these codes at the Password screen. The # sign indicates the Pac-Man symbol.
 Sound Test - SQ#NDPT
 Pattern Test - P#TT#RN
 Time Trial - TR#LMP

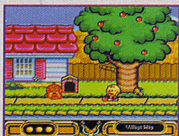
Pac-Man 2: The New Adventures - SNES

Enter all of these codes at the Password screen.
 Time Trial - TRLMDPW
 Pattern Test - PCMNPTT
 Sound Test - BGMQRST

Pac-Man 2: The New Adventures

SNES/Genesis
 Availability: uncommon
 Replay Value: Low
 Similar Games: Tamagotchi (Hand-Held Unit); Pac-Man (Arcade, Various Consoles); Pac-In-Time (SNES); Pac-Mania (NES)
 Created by: Namco
 Access Tip: Bonus Games (Genesis) - At the Password screen enter PCMNOR to play the original Pac-Man, or enter PCJRD-PW to play Pac-Jr. Bonus Games (SNES) - At the Password screen press PCMNDPW to play the original Pac-Man, or enter MSPCMND to play Ms. Pac-Man. (See Classic Codes for more cheats)
 Overall: 7

With the virtual pet Tamagotchi sweeping across the globe as the next great toy, it only made sense that we'd cover this title. We like to call it action Tamagotchi. In this title you really don't have any control over Pac-Man, and the only gameplay is to 1) keep him alive, 2) have him look at objects, and 3) shoot stuff with your sling shot so that Pac-Man will either notice it or pick it up. Basically, you'll be required to complete certain tasks during gameplay, then you'll move onto the next level or task. Pac-Man 2 includes both the original Pac-Man and Ms. Pac-Man arcade titles. This is an innovative title that could easily be heralded as the daddy of Tamagotchi. Then again, we could just be crazy.



ESPN NBA Hangtime '95

Sega CD
 Availability: Moderately Rare
 Replay Value: Low
 Similar Games: NBA Jam (SNES, SG, Arcade); NBA Jam TE (SNES, SG, PS-X, Arcade, SS); NBA Jam Extreme (Arcade, PS-X, SS); NBA Hang Time (PS-X, Arcade, N64); Hoops (NES)
 Created by: Sony Imagesoft
 Access Tip: Dunk the ball, shoot the ball, then win.
 Overall: 4.75

Wow, this game is wretched, but we had to cover it in this month's Classic GI so that someone doesn't get suckered into buying it. As you may well know, Midway released a game called NBA Hang Time in the arcades last year, and now, it's slowly trickling onto all of the console machines. For Sega CD owners who like basketball, we'll warn you right now. ESPN NBA Hangtime '95 is not the same game. While it has the same two-on-two interface, all the NBA teams, the best players, and tons of dunks, this Hangtime is horrible (whereas Midway's is quite good). We don't know why Midway decided to name their game Hang Time also, but it did stir up some confusion, and we're glad we could finally clear up any questions you may have had.



Saturn

PREVIEW

NHL All-Star Hockey '98

Size:
1 CD-ROM
Style:
1 or 2-Player Hockey (Up To
8-Player Via Multi-Tap)
Special Features:
NHL and NHLPA License;
World Teams and Tourney;
Coaching Strategies;
5 Camera Angles; Full
Season With Stats Tracking
Created by:
Radical for Sega
Available:
Now for Sega Saturn

NHL All-Star Hockey was originally created by Radical, the same company who created Powerplay '96. However, this year they created the PlayStation version first. Sega then bought the rights from Radical, and tweaked the Saturn game themselves. Thus, the menus and options closely resemble Powerplay '96, with the same complement of NHL and world teams, strategies, and season options. But there's also been a few changes. New to the game are five different camera angles, although the original Powerplay Cam still seems to be the best. The graphics have also changed, but it's too early to tell if this change is for better or worse. For Saturn owners craving a new hockey game, this is the best (and only) one this year.



PlayStation

REVIEW

6.25

Size:
1 CD-ROM
Style:
1 or 2-Player Head-to-Head
Tournament Fighter
Special Features:
Seven Play Modes; Auto
Blocking; Polygon Graphics;
16 Characters (Plus Four
Locked); Memory Card Save
Created by:
Polygon Magic, Inc.
for THQ
Available:
Now for Sony PlayStation

Vs.

It's good to see different companies reaching out into the challenging world of fighting game development, but as you might have predicted, Vs. is not a worthy investment of your gaming time and dollar. The three button interface (Kick, Punch, and Evade) is a lot like Sega's infamous Virtua Fighter series, but the moves list for Vs. is less than comprehensive. The secret to combos is to work from high to low and low to high, but the computer AI is pretty lame and most opponents can be beaten by using a series of sweep kicks followed by a high kick. The polygon graphics aren't bad, but in terms of gameplay, Vs. can't hold a candle to Tekken 2, Soul Blade, or SF EX Plus Alpha.

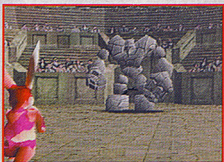
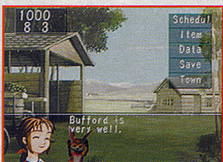
PlayStation

PREVIEW

Monster Rancher

Size:
1 CD-ROM
Style:
1 or 2-Player Strategy
Special Features:
Over 200 Types of Monsters;
Create Monsters Using Other
CDs; Work, Train, and
Discipline Monsters; Freeze
and Combine Monsters
Created by:
Tecmo
Available:
Now for Sony PlayStation

The influence of the virtual pet Tamagotchi is apparent in Tecmo's Monster Rancher. Described by its creators as "Tamagotchi on steroids," this game is not just about raising a pet. Monster Rancher is about working and training your beast for battle. Start with a young little monster and raise it to become a master fighter. The most interesting part about creating monsters is that you can use other CDs to create different monsters. Use FF VII to make a fairy or a Weezer disc to make a killer bunny. Then do a little genetic engineering to combine these monsters in a lab to create another strange monstrosity. Monster Rancher should be perfect for those gamers who like strategy games and raising pets of the virtual kind.



PlayStation

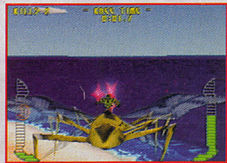
REVIEW

6.75

Size:
1 CD-ROM
Style:
1 or 2-Player Racing
Special Features:
Bug Cropping; Eight Riders;
3 Difficulty Settings; 3 Race
Modes (Time Trial,
Campaign, Exterminate);
2-Player Split-Screen
(Horizontal or Vertical)
Created by:
n-Space for GT Interactive
Available:
Now for Sony PlayStation

Bug Riders

Unique concepts are a rare and welcome sight in this industry, but unique concepts with strange limitations are not. Bug Riders, while showcasing an interesting idea of riding bugs, doesn't allow the player to actually control the bug through a race. Maneuvering your bug is very limited. If you don't turn, the game will turn for you. The only control you have is obstacle avoiding. This is a real hummer because the rest of the game is actually somewhat cool. The three game modes offer different challenges, all of the riders have different attributes, and the graphics are good. This is a neat concept that should have been executed better. Who knows, it could have been a hit.



PlayStation

REVIEW

6.75

Size:
1 CD-ROM
Style:
1-Player Action/Shooter
Special Features:
Variety of Weapon Power-
Ups; First-Person Sniper
Mode; Parachute;
Soundtrack by Tommy
Tallarico; Over 50
Environments
Created by:
Shiny Entertainment for
Playmates Interactive
Available:
Now for Sony PlayStation

MDK

The game that took the PC by storm is now on the Sony PlayStation. In a typical game story of trying to save the Earth from alien invaders, MDK surrounds the player with not-so typical levels of action and mayhem. Large real-time 3D environments filled with crazily designed enemies give the player plenty to look at and blast away. While the action is fast and the zaniness is endless, the graphics suffer from drop out and appear fairly muddled. The shooting portion of the control is great, but when it comes to jumping and navigating MDK proves weak. With the number of action games for the PlayStation, MDK wallows in the sea of averageness.

PlayStation

REVIEW

6

Size:
1 CD-ROM
Style:
1-Player Action/Platform
Special Features:
Nikki; Special Power-Ups;
Nikki; Ledge Grabs; Rope
Climbing; Hand-Over-hand
Swinging; Two Playable
Characters; Nikki
Created by:
Crystal Dynamics for
Midway
Available:
Now for Sony PlayStation

Pandemonium 2

If you were kicking around Haight-Ashbury during the late 60's, or if you're aimlessly wandering the earth after the death of Jerry Garcia, you just might like Pandemonium 2's distinctively 'trippy' graphics. But as for us, we'll pass. This sleepy title lulls gamers to sleep with boring and repetitive gameplay. Crystal D took the wrong approach to gaming with the original, and this sequel is equally poor. Action/platforms need gameplay and Pandemonium 2 offers none. Simply collecting treasure and moving through 2D tracked levels is anything but entertaining. Yes, Nikki is the next best thing to Jessica Rabbit, but even she can't save this game.



PlayStation

REVIEW

8.75

Size:
1 CD-ROM
Style:
1 or 2-Player Racing (Up to 4-Player Via Link Cable and Split-Screen)

Special Features:
Official CART Teams, Tracks and Drivers; Arcade or Simulation Mode; 10 Tracks; Optional Clutch; Car Setup Options; Practice, Qualify, and Race

Created by:
Sony Interactive Studios for Sony Computer Entertainment America
Available:
Now for Sony PlayStation

CART World Series

CART World Series offers a little of both worlds. The Simulation mode is extremely difficult with realistic car damage and tire wear. Fuel depletion is also a factor. With all this, even coming close to winning a season in Simulation will take a tremendous amount of video game skill. The tracks all look nice, and the grandstands, poles, and race environments outshine PlayStation's F1. Arcade mode is available for those who don't want to deal with car damage, speed-sensitive steering and fuel, but real racers will crave the Simulation. CART does feature a number of oval tracks, so be prepared to turn left a lot, but this is part of the CART experience. CART is an excellent racer that will challenge anyone.



Nintendo 64

REVIEW

9

Size:
64 Megabyte
Style:
1 or 2-Player Head-To-Head Tournament Fighter

Special Features:
12 Fighters Plus Additional Hidden Characters; Execution Moves; Practice Mode; 3 Difficulty Settings; Gore & Blood Settings

Created by:
Atari Games Corp. for Midway Home Entertainment
Available:
Now for Nintendo 64

Mace: The Dark Age

There are a number of fighting games on the Nintendo 64, but none look as good as this one. The more than 12 characters are extremely well designed and animated, and the 3D environments are huge. Working off a three button attack system, the control is fairly easy to execute and multiple hit combos unleash bloody attacks. We did notice some sluggish graphics on certain stages, but to its credit Mace offers an extremely challenging one-player game. While Mace does carry a mature rating (M), the gore settings can be turned off to allow for no blood or decapitations; yet the life-like animations are extremely detailed and graphic in nature. A test may be in order for some players.

PlayStation

PREVIEW

Skullmonkeys

Size:
1 CD-ROM
Style:
1-Player Action/Platform

Special Features:
20 Worlds; Over 120 Levels; 8 Claymation FMVs; Weapons; Secret Areas

Created by:
DreamWorks Interactive for Electronic Arts
Available:
January for Sony PlayStation

DreamWorks has acquired the talents of Earthworm Jim creator, Doug TenNapel, for their new action/platform game Skullmonkeys. In the story, the evil Klogg has fooled the dimwitted and primitive Skullmonkey to help destroy the Klaysmen and his home planet. In your quest as Klaysmen, you will travel through five different worlds and over 120 different levels. Intermixed with gameplay are eight hilarious claymation FMVs totaling about twelve minutes. Skullmonkeys also features item collecting, numerous secret areas, and unique weapons like the Universe Enema and Fart-head. The game is early, but overall does not seem as imaginative or challenging as Earthworm Jim. But the idea of 120 levels is daunting to say the least.



PlayStation

REVIEW

7.5

The Need for Speed: V-Rally

What really looks like an impressive racing game turns out to be rather boring once you sit down and play. This game has varying racing surfaces, but seldom does the game make the player feel a difference between ice or asphalt. Even though this seems to be a rally sim, races only consist of four cars. The locations of the races are dynamic, but lack transitions in topography. V-Rally isn't all that bad when compared to some average racers, but when you stack it up against the likes of Rally Cross, it doesn't come close. Serious racers may want to rent it, but this is by no means a breakthrough racing game.

Size:
1 CD-ROM
Style:
1 or 2-Player Racing
Special Features:
11 Authentic Vehicles; 8 Racing Locations with Multiple Stages; Varying Surfaces & Weather; 2-Player Split-Screen; Car Settings; NegCon & Steering Wheel Compatible
Created by:
Infogrames/Ocean for Electronic Arts
Available:
Now for Sony PlayStation



PlayStation

REVIEW

6.5

Fighting Force

In Fighting Force there are times when it appears as though there is more loading time than actual gameplay. While the loading is somewhat troublesome, the graphics are sharp, the animation is smooth, and the combat is fast. Kids will love the intensity produced in this game (kick, kick, punch, punch), hard-core gamers like ourselves should be warned of the repetitious and unimaginative gameplay. Fans of Die Hard Arcade, Double Dragon, and Streets of Rage should definitely check this game out, but should also take note that this game is not as good as any of them. Well, it's better than Die Hard Arcade.

Size:
1 CD-ROM
Style:
1 or 2-Player Action/Brawler
Special Features:
Breakable Foreground Objects; Weapons Including Lead Pipes and Rocket Launchers; Four Playable Characters; Level Branching; Bosses; Loading Time
Created by:
Core Design for Eidos Interactive
Available:
Now for Sony PlayStation

Nintendo 64

REVIEW

8

Top Gear Rally

Although Ocean's Multi-Racing Championship has more variety in vehicles and tracks, Midway's Top Gear Rally (TGR) feels more natural and the tracks are longer and more fun to race. Furthermore, the crashes in TGR are more severe and often send cars twisting and turning high in the air. TGR's Championship Mode allows you to unlock other cars and tracks by competing and qualifying in six different seasons. The bumper with the first four cars of the Spring and Summer seasons is that they are as slow as snails. But once you acquire the faster cars of Fall and Winter, the racing becomes fast and furious.

Size:
64 Megabit
Style:
1 or 2-Player Racing
Special Features:
5 Tracks; 8 Cars (With More Hidden); 4 Modes; Car Set-Up; Paint Shop; Short-Cuts and Hidden Trails; 2-Player Split-Screen; Rumble Pak Compatible
Created by:
Boss Game Studios for Midway and Kemco
Available:
Now for Nintendo 64



PlayStation

REVIEW

4.5

Size:
1 CD-ROM
Style:
1-Player Bike Messenger
Special Features:
Tricks That Enable Power-Ups; Use Earned Money to Buy New Bikes; Kill Pedestrians and Dogs; Shortcuts; Memory Card or Password Save
Created by:
New Level Software for GT Interactive
Available:
Now for Sony PlayStation (and Sega Saturn)

Courier Crisis

It's hard not to like a game with Big Drill Car on the soundtrack, but Courier Crisis gives us plenty of reasons to despise it: 1) Shoddy Animation—the bike clunks around the streets like a log with only a few disjointed peddling, punching, and kicking animations. 2) Pitiful Collision Physics—there's nothing worse than a game that 'sticks' you to objects in the environment. Come up against a tree and you'll see what we mean. 3) Polygon Drop Out—turning your bike around near a wall inevitably causes an entire building to vanish. Plus, everything else in the environment is horribly pixelated. In short, the graphics suck. Yes, the soundtrack rocks, but this game is lame. Steer clear.



Clock Tower

PlayStation
Overall: 7
It's like reading a Nancy Drew book. It's mildly entertaining, somewhat scary, but definitely nothing to get up about.



Mass Destruction

Saturn/PlayStation
Overall: 5.5
Desert Strike is a better combat game than Mass Destruction and it came out in 1992. The graphics are poor and the missions are boring.



The Lost World

Juvenile Park
Saturn
Overall: 5.5
Apparently the programmers were in a lost world as well. It's too bad Spielberg couldn't redirect some of those millions he made on the movie towards the development of a good game.



Arkanoid's Greatest Hits

Vol. 2
PlayStation
Overall: 6.5
There are eight arcade classics in AGH2, including the great Spy Hunter, but they get old real fast. This title is for video game history buffs only.



Arkanoid

Super Nintendo
Overall: 7
Arkanoid includes three different game variations to accommodate two-players and the graphics look just like the arcade version. A good game that's old but fun.



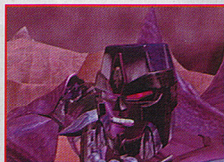
PlayStation

PREVIEW

Beast Wars

Size:
1 CD-ROM
Style:
1 or 2-Player Shooter
Special Features:
Based on the 3rd Generation Transformers TV Series; 10 Different Characters From Maximals, and Predicons; Transform from Robot to Beast and Back Again; Adjustable Difficulty Settings
Levels: 32
Created by:
Hasbro Interactive
Available:
November for Sony PlayStation

Beast Wars is based on the Transformer universe that popularized Optimus Prime and the evil Megatron. Loosely encompassing the world of the current Transformers television series, the game allows you to choose characters from the Maximals or Predicons. A total of five characters per unit will battle through 32 areas that vary in landscape and appearance. Beast Wars is basically a shooter that mixes minor elements of flying, jumping, and navigation. The version we had a chance to preview is said to be 80% complete, yet we are left with the feeling that this game has a long way to go to achieve a November release. Hasbro may have something up their sleeve and we hate to pan a game before it's complete, but in its current form we doubt that you will see it this year.



PlayStation

PREVIEW

Power Soccer 2

Size:
1 CD-ROM
Style:
1 to 4-Player Soccer
Special Features:
Arcade and Simulation Modes; 210 Teams; Season and Tournament Modes; Dangerous Head Tackles; 5 Camera Views; Varying Weather; Aftertouch Spin
Created by:
Shen for Psygnosis
Available:
January for Sony PlayStation

A completely new graphics engine is used in the newest soccer game from Psygnosis. Aside from a change in the overall look, developer Shen will include 210 international teams, 8 gameplay modes, and a host of other options. The Arcade Mode, if you recall the first version, is very entertaining and PS 2 has some of the same crazy shots and moves. Now this year is a dangerous flying tackle that levels your opponent with a shoe to the head. Besides the zany Arcade matches, PS 2 includes seasons and tournaments for the sim fans. Look for Psygnosis' Power Soccer 2 to hit the PS-X in January.



Ken Griffey Jr.

Presents MLB
Game Boy
Overall: 6.75
This Game Boy game is better than the N64 version. Hey, wait a second...All kidding aside, this game is pretty cool, especially if you're into stats. A full season with playoffs, the ability to trade players, decent gameplay, pitching rotations, and 2-player link. What more could you want?



Madden NFL 98

Genesis
Overall: 7
A better menu layout, slightly faster gameplay, and new rosters are the only differences in this 98 update. Once again, it's the best and the only new football for Genesis.



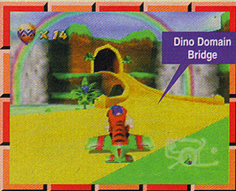


Play to Perfection: A GAME MONSTER'S STRATEGY GUIDE

DIDDY KONG RACING

Pino Domain Lobby (1 Balloon)

To enter this zone drive on the bridge located under a rainbow.



Key 1

The Key is located on Ancient Lake immediately after the first turn on a brown ramp. From the start line you can drive straight, and you'll basically run right into it. After you grab the key you can leave the race, or try to win.

Key 2

On the Snowball Valley track, simply spin hard to the left from the start line and enter the hidden valley.



Snowflake Mountain Lobby (2 Balloons)

Talk to the Genie and change your craft to the plane. Next, enter the cave covered with snow located in the northwest corner.



Diddy Kong Racing is Nintendo's premiere N64 title this fall, and by no means is it an easy task to conquer all the tracks and challenges in this 128 Megabit racer. For an overview of how the game works check out the review on page 41, otherwise this is a cut-to-the-chase strategy guide to help you defeat that vile hog, WizPig.

Since the standard race strategy for each track is the same - hit as many Zippers as possible, collect lots of bananas for speed, and use turbos and missiles whenever possible - we'll leave that up to you. This guide will focus on the harder tasks of Defeating the Silver Coin Challenges, finding the Keys, and defeating the bosses.

Ancient Lake Silver Coin Challenge

The eight coins you desire are fairly easy to hit on this track, since they are all lined up in a row and in the middle of the road. After you grab them, remember - you must also finish the race in first place.



Fossil Canyon Silver Coin Challenge

Seven of the coins are easy to pick up, but the eighth isn't. To grab this one, you'll need to hit the Zipper in the sand located just after the first turn. Hit it and you'll launch across the water to the coin on the other side. Also, on the split, there is one coin located on the high road, and one on the bottom. Both are easy to get, and can be grabbed in one fell swoop from the high road, but we recommend grabbing them on individual laps.



Everfrost Peak Silver Coin Challenge

To get the second coin you will need to sacrifice your chance of hitting a crucial Zipper. Doing this on the first lap seems to be the best strategy for staying with the pack. The rest of the coins are easy to grab, but you won't be able to grab them all in one lap since one coin is located above another. Having the ten missiles is helpful when it's a close race. Blow 'em up!



Walrus Cove Silver Coin Challenge

The first two coins are easy to grab. The third coin is located right after the bridge. You'll need to two-wheel slide from right to left to grab it. Another tricky coin is located after the two coins in the cave and the one in the clearing. Its exact location is next to the large body of ice. Keep your eyes peeled for it on the right. You'll need to use the powerslide to grab it. Lastly, there is one coin on the left split, and one just before the right split hidden behind a tree. This is a tough course that will require numerous tries before perfection is even an option.



Basic Strategies

Zippers

When hitting this track-mounted turbo booster be sure to let off the gas for a split second to gain an extra boost. Always try to hit as many of these as you can.

Turbo Start

By pressing the accelerator as the "Ready" logo fades off the screen you can get a turbo start, just like a Zipper. The green flame is good, but the blue is better.

Balloons

After the title of each section we have listed the number of Balloons needed to enter that area. Balloons can be found on the Overworld, and won by defeating the different challenges.

Weapons

You can collect up to 15 on each race. Each banana collected will raise your average speed. When you take on enemy fire you will lose a few bananas, so keep an eye on your meter to see how many bananas you have. The more the better.

Trophy Challenges

This race configuration is identical to Mario Kart 64. Each circuit in each Lobby is composed of the four main tracks. You will not be able to restart your races, and you must place well on each of these tracks to gain points in the standings. The competition is much more difficult than in the original races, and having a general idea of the track layout is a bonus. Don't forget about the Trophy Challenge. Complete these when you finish the other segments of a Lobby. When you collect all four Trophies you'll open up the Space

Lobby. This is located at the lighthouse. It will turn into a rocket.

The Overworld

Genie Challenge 1 (Kart)

This three lap oval race is easy. Follow the N64 flags that appear in front of you and the Balloon is yours.

Genie Challenge 2 (Hovercraft)

This Challenge will be unlocked after you enter the Snowland Lobby. This one is a tad more



Jungle Falls Silver Coin Challenge

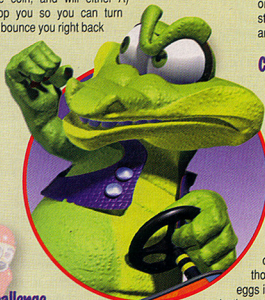
The majority of these coins are hard to get. Using the powerslide to obtain the coins located in the corners works best. Use this strategy on the two coins located directly before and after the bridge as well. Or if you think you're really good, try this! Hit the Zipper directly before the bridge, and angle yourself so you bounce off the palm tree to the left. This will give you the coin, and will either A) stop you so you can turn

around and head back to the bridge, or B) bounce you right back to the bridge. If you hit it right you won't fall in the water. The coin after the bridge will also require the powerslide technique. Remember - slide early!!!



Hot Top Volcano Silver Coin Challenge

At the very beginning of the race the first coin is hidden on the right side of the pillar. The rest of the coins are easy to find. They're either in the middle of the track or centered in the middle of a Zipper.



Triceratops Challenge Challenge 1

If you don't get in front of this guy right away, you may want to restart the race. He's hard to pass (especially on the smaller paths). You can shoot him with missiles but this won't get him out of your way. You can try using the shortcut right after the first arc (surrounded by bushes), or turbos might help, but we recommend staying ahead of him from the get go. Beat him and you'll obtain a Balloon.



Challenge 2

The same technique used to beat him in Challenge 1 should also be applied here. When you get to the top of the mountain, don't use the shortcut (the Zipper's gone), and use the powerslide and two-wheel turn to stay on the path. When you win, you'll obtain the first piece of the Amulet and access to the Trophy Race.

Fire Mountain (Requires Key)

The first player to collect and hatch three eggs is the winner. To do so, swoop down to the lava pit below, and touch an egg to grab it. Next, fly the egg up to your nest and drop it by hitting the Z-Button. Be careful though, the other competitors can steal your eggs if they get to them before they hatch. You can do the same. We recommend sitting in the lava until

an egg appears and then running it back. Don't worry, your vehicle is lava-proof. Just in case one of those egg-snatchers decides to take one of your eggs, continue grabbing more even if you already have three. Remember, they have to hatch before they are recorded. Your reward will be a piece of the T.T. Amulet.



Snowball Valley Silver Coin Challenge

If you are a master of the powerslide, all of these coins are fairly easy to pick up. In the clearings keep your eyes peeled for coins on the far left and right and be sure to take both routes (go left first). Then, in the snowball area, split the two coins on the left and right into two runs. You'll lose serious time if you go for both at once. Otherwise, good luck, and may the slide be with you!



Frosty Village Silver Coin Challenge

This track is very wide and the coins are located in every little nook and cranny. The hardest one is hidden between the two leftmost houses. Take the left tunnel when approaching and stay as far left as you can. Powerslide to grab it. Next, stay to the left through the cave and into the next tunnel. Doing this will reward you with three coins. Lastly, go through the right tunnel (avoiding the tree) to snatch up the last coin. If you miss the Zippers and bananas, then you might as well start over. The competition is unforgiving on this track.

Walrus Challenge Challenge 1

This guy stirs up quite a bit of debris, so getting in front of him will help immensely. All the huge jumps make this course a fun one to play, but don't underestimate this tusked wonder because he's always one step behind you. Avoiding all of the obstacles and putting the pedal to the metal will ensure a victory - if you're good.



Challenge 2

He's a little faster, but not much more difficult. Beat him and you'll receive the second piece of the Amulet.

Icicle Pyramid (Requires Key)

The last player alive wins. Everyone starts with ten bananas, and the only strategy is to be a good hunter. Oh yeah, a little luck always helps. Your reward here is the second piece of the T.T. Amulet.



difficult than the previous one. Follow the track and the flags throughout the land and the Balloon will be yours.

Genie Challenge 3 (Plane)

Plain and simple, this genie shouldn't be a racer. Again, follow the course, and you'll have no problem beating him. At the lighthouse take the turn wide, then slow down to enter the small wall-mounted opening. Win and you'll receive a Balloon.

Hidden Balloons

Balloon 1

This Balloon is needed to enter the Mountain Cave. To get it, simply drive up the path and grab it. It's as easy as that.

Balloon 2

Talk to the Genie and change your vehicle into the plane. Fly up to the leftmost rainbow and grab the Balloon sitting on the topmost ledge.

Balloon 3

Head to the northeast corner of the Overworld

where there is a log across the top of a waterfall. Maneuver yourself over to the north side of the log (right side if it is pointing at you), and run into the two trees. Behind them is a hidden Balloon.

Balloon 4

This Balloon is to the left of the lighthouse. It's located near the water, just south of where you found the third Balloon.



Sherbert Island Lobby (10 Balloons)

Whale Bay Silver Coin Challenge

All you need to do is make sure you grab both coins located on the outside of the ship on the right side of the screen on the first run. After this, if you approach the ship, a whale will appear and create a shortcut. Use this to your advantage.



Key 3

The key is also hidden just past the start line on Crescent Island. Take the outside path and drive into the water and you'll find it behind the large column.



Take the Plane or the Hovercraft out to an island located in the eastern corner.



Crescent Island Silver Coin Challenge

The first route you should take is to the left. You will find a coin in the cave and three bananas. Plus, immediately after this, another coin and two bananas await on the far right. Then before the boat, use a powerslide to grab the coin sitting dangerously close to the water on the left. On the boat itself, take the upper route to the left (you'll see bananas), and grab the coin centered in the opening. On the next lap take the split to the left and grab the two coins.



Pirate Lagoon Silver Coin Challenge

All the coins on this track are, for the most part, in the open. The hardest coin to find is located in front of the castle entrance. Look in the sand to the right to find it. Otherwise, race well and grab as many bananas as you can. Getting all of these coins early is necessary for a first place finish. Hit the jumps and Zippers, and blast the enemies whenever possible.

Windmill Plains Silver Coin Challenge

Forget the coin in the first windmill and go for as many bananas as possible while getting all the obvious coins. The next three are easy, and after you grab the fifth from beneath a windmill, steer towards the waterfall to the left. The sixth coin is hidden just behind the falls. The rest are no problem. You should be able to find all eight coins in one lap. Now, just race for the finish line.



Dragon Forest Lobby (16 Balloons)

Choose any vehicle and enter the waterfall to the left of the WizPig's head.



Key 4

On the Boulder Canyon level, drive up to the bell in the castle and then turn around. Punch it, making sure to ring the bell, and then blast off the rising drawbridge to reach the balcony. Viola! The Lobby Key.



Greenwood Village Silver Coin Challenge

The coins on this track are hidden well, and it will take every ounce of your skills to obtain them. First, make sure you have an awesome start and grab the central banana and the three on the right. Then, cut over to the left and grab the first coin. From here continue on straight and grab the second coin. Immediately after this use the two-wheel slide to grab the coin in the left corner. Proceed straight, grabbing the two in the forest, and then in the next tunnel miss the Zipper and cut to the left. Grab the coin here and cut back onto the main course. In the second town, grab the coin and use the two-wheel turn to cut through the 'S'. On the second and third laps use the well shortcut (located in the village), grab the missing coins, and go for first. You'll need to have ten bananas and drastic Zipper action to win.



Final Battle With WizPig (Requires Complete Amulet)

Here it is, the final battle! Stay on the track and pass the loser. You'll need to hit every Zipper to be successful (remember to release the gas to get the blue flame turbo). If you're having trouble, try using Pipsy the mouse, she's a little easier to control.



Future Fun Land Lobby (39 Balloons)

To get here you must first defeat all four Trophy Challenges and WizPig. Then head over to the billboard by the lighthouse and prepare for liftoff.



Spaceport Alpha Silver Coin Challenge

Star Wars fans may notice the familiar trench scene, but don't stare too long, because unless you hang to the right, those turbo lasers will blast you out of the sky. Also, the best way to get through the dip is to come in high and pull up quickly. This should lead you to all the coins since none are hidden.

Spacedust Alley Silver Coin Challenge

As always, use the Zippers to keep your speed up, but look for the passage beneath the winding bridge – it's a short cut. Use it. Otherwise, all these coins are fairly easy to get.

Darkmoon Cavern Silver Coin Challenge

At the beginning, ignore the Zippers and go for the first two coins. Look for one coin hidden in the electricity above the winding bridge.



Treasure Caves Silver Coin Challenge

On the opening straight-away nail the coin on the left, snatch the three bananas, then quickly veer to the right and nab the next one. Then after the cave, duck out to the right and powerslide into the third coin and go behind it onto a hidden path. This will shoot you right over to the fourth coin. Finally, split the path in the second cave into two tracks. Zigzag it so that you hit the first right coin and the second left coin. This strategy is flawless.



Octopus Challenge Challenge 1

Use the jump button to launch over the logs and steer around the mines that Octo dispenses. A turbo start, missiles, and turbo power-ups will keep you close. This track is three laps long, so don't fret if you fall a few strides behind. The rest is up to you and your instincts.



Boulder Canyon Silver Coin Challenge

The first three coins are obvious. Grab them. Then at the fog springs, stick left, grab the coin and hit the Zipper. Next, take the left path at the split. Down here you will find two coins. After you grab them use the right course for the remaining laps. The rest of the coins are easy to locate. On the other hand, winning may not be so easy. Hunt down bananas like they are going out of season. You'll need them!



Dragon Challenge Challenge 1

First of all, fly low and use the Right Shoulder Button to cut the turns. Obtaining the heat-seeking or the ten shot power-ups are a bonus, but he can be beaten with good flying tactics.

Challenge 2

Be cautious. Some spots in the level have been beefed up with more obstacles and certain power-ups have been removed. You may want to change your focus from weapons to power-ups. If you're a good shot then grab the missiles. Otherwise, go for the extra speed boost. Being the best is the only way to obtain victory on this boss track. Your reward - the last Amulet, access to the Lobby's Trophy Challenge, and access to the WizPig level.

Star City Silver Coin Challenge

The racing on this level is pretty straightforward as is the location of the coins, but you'll need to be a master of the two-wheel turn. Stick the turns and the coins will be yours.



Challenge 2

This time he's actually difficult. Instead of dropping mines, he drops bubbles. These new obstacles move about the course and are a serious pain in the tentacles. If you can manage to get in front of him, then you really shouldn't have a problem. If you don't, use the ten missile trick to slow him down enough for you to pass. Stick this Octo-pussy where it counts - down and out. He'll give you the third piece of the Amulet.



Parkwater Beach (Requires Key)

This is another battle stage. Power-ups are located on almost every island and beachfront. Obtaining the homing shot (two red Balloons) works best. After a quick victory, Genie will give you the third piece of the T.T. Amulet.



Smokey Castle (Requires Key)

The first player to get ten bananas into their treasure chest wins! You can only carry two bananas at a time, so you better hurry. You can easily find a pattern to picking up bananas, making this bonus stage fairly easy. Plus, the outcome is magnificent. You'll unlock a secret character. Congratulations! The T.T. Amulet is now yours. But where's the door?



Haunted Woods Silver Coin Challenge

This track is easy to finish. Simply do whatever it takes to stay in first and powerslide to get the out of reach coins. Victory is right around the corner. Now, it's on to the Dragon Challenge.



T.T. Door (47 Balloons)

Ha! Fooled you... this door actually leads to the final showdown with WizPig. This is a tough challenge and will need to be raced perfectly. The tactic we used was to start with a blue flame and get the early lead. Next, pick up the two red Balloons and then blast WizPig with the homing missile as you grab the blue Balloon off his nose. Use your turbos on the straight-aways and fly high in the throne room. You should be having pork for dinner in no time.





Treasures of the Deep - PlayStation

Pause the game and then enter **Down, ✕, Left, ■, Up, Up, ▲, ▲, Right, Right, ●, ●** before each code listed below.

- Banana Shooter - ✕, Up, ▲, Down
- Turn Off Fines - R2, R1, L2, L1
- Speed Up - R1, R2, R1, R2, R1, R2
- Obtain Tablet Piece - L1, L2, L1, L2, ■, ●
- Display Off - Right, ●, Down, ✕, ✕, ▲, ▲
- Unlock All Doors - ✕, ●, ▲, ■
- Max Out Gold - R1, R2, L1, L2, R1, R2, L1, L2
- Max Out Air & Health - Up, Down, Left, Right, ✕, ✕
- Unlimited Air - ▲, ●, ✕, ■, Up, Right, Down, Left
- All Weapons - R1, R1, R1, R1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2
- Invincibility - ▲, ▲, ✕, ✕
- New Camera View - ▲, ■, ✕, ■
- All Items - L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2
- Display Entire Map - ■, ✕, ●, ✕, ■
- Unlimited Payload - ▲, Up, ✕, Down
- Reset Continues - R2, R2, R2, L2, L2, L2
- Turn Off Current - R1, L1, L2, R2, ✕
- All Missions Available - Down, Right, Up, Left, ▲, ✕, ✕
- All Missions Complete - ■, ✕, ✕, ✕, ▲, ▲, ▲, ▲, ✕, ✕, ✕
- Dive Complete - ▲, ▲, ▲, Down, Down, Down
- Uncap Frame Rate - Left, Left, Left, ●, ●, ●
- Double Time On Shark Attack - L2, L2, L2, R1, R1, R1, R2, L1, L1
- All Debug Off - R2, L2
- Optimization Off - ■, ■, ●, ●

"The Rhino"
Toledo, OH

Marvel Super Heroes - PlayStation

Fight as Dr. Doom - Beat the game (on any difficulty), select Arcade Mode, and then place your cursor on Spider-Man (Captain America for Player 2). From here, press **Down**, then press **Down** again and hold it. Immediately press and hold **Weak Kick**, then **Medium Kick**, and finally **Strong Kick** (while still holding **Down**). With all of these are held down Dr. Doom will appear. Press any action button to select him.

Fight as Thanos - Beat the game (on any difficulty), select Arcade Mode, and then place your cursor on Spider-Man (Captain America for Player 2). From here, press **Up**, then press **Up** again and hold it. Immediately press and hold **Strong Punch**, then **Medium Punch**, and finally **Weak Punch** (while still holding **Up**). With all of these held down Thanos will appear, press any action button to select him.

Fight as Anita - First enter the Thanos or Dr. Doom codes. Return to the Character Select screen and press **Up, Right, Down, Left, Up, Right, Down, Left, Up**, then while holding this **Up**, press **Light, Medium**, and finally **Heavy Punch**.

No Mercy - After knocking your opponent down in the second round, press **Select** to continue beating on him or her.

Alternate Costume - Highlight any character, and if they are on the top row, hold **Up** for three seconds, or if they are on the bottom row hold **Down** for three seconds.

Taunt - While in gameplay press **Down, Down, Select** to taunt the opposition.

Smashing Pumpkins - When a reality gem is used press **Select** to throw out pumpkins.

"The Rhino"
Toledo, OH

MDK - PlayStation

- Invincibility - ●, ▲, ▲, ●, Right, Up, Left, L1, ■
- World's Smallest Nuke - Down, Up, ■, ▲, Down, ●, ●, Right
- Decoy - ✕, L1, Right, ●, ✕, Up, ■
- World's Most Interesting Bomb - Down, Right, ●, ●, Left, Left, Up, ■, ▲
- Thumper - Down, Up, Left, Left, ▲, Up, Right, Down
- Twister - Down, L1, ■, ▲, Right, Up, ✕
- Hand Grenade - ▲, ●, ■, ■, L1, Right
- Bones Airstrike - Down, Up, ●, Down, Up, Down, L1
- Super Chain Gun - Left, L1, Down, ■, ▲, Up, Down
- Sniper Grenade - Up, ■, L1, Left, ●, ▲, ■
- Homing Sniper Grenade - Left, Up, ✕, ■, L1, L1, Right
- Mortar - Left, L1, ▲, ■, Right, ●, Left, Left
- Cow Drop - Up, Down, Down, L1, Right

Archie Bunker
Los Angeles, CA



Grand Tour Racing '98 - PlayStation

Unlock Hidden Track - On Egypt 1, drive over the three wooden bridges. Shortly after the third bridge you will see an old building to your right. Drive along the beach to reach this building. On the far side of the building is a hidden object that when touched, will warp you to a hidden track.

Unlock Hidden Track 2 - On Moscow 1, pick Ahmed as your team. Place in first, and then move on to Moscow 2. Now race as the same team and at the end of the track hit the jump while drifting to the right. The trick here is to launch over the right guard rail. In between two buildings is a golden object, that when touched will warp you to the second hidden track.

Unlock Hidden Track 3 - On Switzerland 1, pick Ahmed as your team. Now race through the two tunnels and launch over the left shoulder (you'll see people and cottages). Then look behind the cottages to find the warp to the third hidden track.

"Dry Cheese"
Leon, France



NHL FaceOff '98 - PlayStation

Enter these developer names at the Player Create screen. Note: Don't edit any other attributes besides the name.

- RAJA ALTENHOFF
- STEVE BRASKI
- TOM BRASKI
- CRAIG BROADBROOKS
- DAVE BRICKHILL
- JOSJ HASSIN
- TAWN KRAMER
- JOHN REHLING
- ALAN SCALES
- KELLY RYAN
- JODY KELSEY
- PETER DILLE
- CRAIG OSTRANDER

Louise Franken
University of Illinois

Sonic Jam - Saturn

Access Credits - Enter the Sonic World and complete all of the world missions. After successfully doing this, a gigantic golden ring will appear in the waterfall. Jump into it to view the credits.

Theodore Henry
Corozal, NH

The Lost World: Jurassic Park - Genesis

Enter all of these codes at the Password screen.

- Level Select - MAGICBOX
- New Uniform - REDHUNTR
- New Mode - CIVILWAR

Freddy Davis
Bolton, CT



Nuclear Strike – PlayStation

Enter all of these codes at the Password screen.

- Recon Mode – EAGLEEYE
- Reduce Fuel Consumption – MPG
- 4 Extra Lives – PHOENIX
- 5 Extra Lives – WARRIOR
- Level Codes
- Level 2 – CUTHROATS
- Level 3 – COUNTDOWN
- Level 4 – PLUTONIUM
- Level 5 – PUSAN
- Level 6 – ARMAGEDDON
- Secret – LIGHTNING



Mortal Kombat Mythologies: Sub-Zero – PlayStation

Enter this code at the Password screen.

Final level – XJKNZT

Finishing Move (Level 1) – To perform a Fatality on Scorpion, press **Forward, Down, Forward, HP**.
"Scorpion Hater"
Webville, COM



Clay Fighter 63 1/3 – Nintendo 64

Cheat Mode – At the Character Select screen hold the Left Button and press Up C, Right C, Left C, Down C, B, A. Doing this correctly will open a Cheat Menu in the Options.

"The Ice Berg"
San Jose, CA



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

GoldenEye 007 – Nintendo 64

Fiat Characters – 800211df 0001

Dam

Infinite Health – 810d303c 3f80

810d304e 0000

Infinite Ammo – 800d37ff 0007

Facility

Infinite Health – 810b643c 3f80

810b644e 0000

Infinite Ammo – 800b6bff 0007

Runway, Surface, Depot

Infinite Health – 810d943c 3f80

810d944e 0000

Infinite Ammo – 800b9bff 0007

Bunker, Silo

Infinite Health – 810b3c3c 3f80

810b3c4e 0000

Infinite Ammo – 800b43ff 0007

Frigate

Infinite Health – 810c683c 3f80

810c684e 0000

Infinite Ammo – 800c6fff 0007

Surface

Infinite Health – 810E633C 3F80

810E634E 0000

Infinite Ammo – 800C6FFF 0007

Statue

Infinite Health – 810c543c 3f80

810c544e 0000

Infinite Ammo – 800c5bff 0000

Archives

Infinite Health – 810ccc3c 3f80

810ccc4e 0000

Infinite Ammo – 800cd3ff 0007

Streets

Infinite Health – 810d6c3c 3f80

810d6c4e 0000

Infinite Ammo – 800d73ff 0007

Castlevania: Symphony of the Night – PlayStation

Start At Level 99 – 80097bee 00ff

Infinite MP – 80097bb0 00ff

Infinite Gold – 80097bf2 00ff

Infinite Hearts – 80097ba8 00ff

Infinite Health – 80097ba0 270f

80097ba4 270f

Max Attack – 800f4b16 1400

Max Guard – 800f504e 1400

Max Strength – 80097bb8 03e7

Max Constitution – 80097bbc 03e7

Max Intelligence – 80097bc0 03e7

Max Luck – 80097bc4 03e7

Max Experience –

80097bec 423f

80097bee 000f

Croc: Legend of the Gobbos – PlayStation

Infinite Crystals – 80074964 0064

Infinite Lives – 80074fcd 0003

Start With 6 Gobbos on Each Level

– 8007496c 0006

Have All 5 Colored Crystals –

80074ac8 00ff

Start With Gold Key on Each Level –

80074ac0 0001

Start With Silver Key on Each Level

– 80074ac4 0001

Start With All 11 Puzzle Pieces –

80074e6c 0008

Mortal Kombat Mythologies: Sub-Zero – PlayStation

Infinite Lives – 800d7d48 0003

Oddworld: Abe's Oddysee – PlayStation

99 Escapees – 80082170 0063

Zero Casualties – 8008216e 0000

Instant Guard Takeover –

8008213c ffff

Resident Evil 2 Demo – PlayStation

(Packaged With RE: The Director's Cut)

All items will appear in the fourth

inventory slot. Change the last digit

in the code to place it somewhere

else.

Infinite Health – 800a1c92 00c8

Start With Lock Key –

800a4bf0 0726

Start With Desk Key –

800a4bf0 0742

Start With D Key – 800a4bf0 0741

Start With S Key – 800a4bf0 073f

Start With L Key – 800a4bf0 0740

Infinite Handgun Ammo –

800a4be4 0b02

Infinite Shotgun Ammo –

800a4bf0 0707

Start With Custom Shotgun –

800a4bf0 0708

Start With Custom Handgun –

800a4bf0 0704

Start With Magnum –

800a4bf0 0706

Start With Submachine Gun –

800a4bf0 070f



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

Nintendo 64

Diddy Kong Racing

Duke Nukem 64

Mortal Kombat Mythologies: Sub-Zero

San Francisco Rush

Mischief Makers

PlayStation

CART World Series

Clock Tower

Croc: Legend of the Gobbos

Marvel Super Heroes

Mega Man X4

Mortal Kombat Mythologies: Sub-Zero

Oddworld: Abe's Oddysee

Sega Saturn

Marvel Super Heroes

Mega Man X4

Resident Evil

Sky Target

Arcade

San Francisco Rush The Rock:

Alcatraz Edition

Send Secret Access Requests To:
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900-200-7342 (SEGA)

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assistance and

\$1.05 per minute for live help.

Canada 900-451-5252

\$1.25 per minute automated

NINTENDO

Game Counseling

900-288-0707

\$.95 per minute

Canada 900-451-4400

\$1.25 per minute

Nintendo's Automated Power Line!

206-885-7529

SONY

900-933-SONY(7669)

\$.95 per minute

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



NCAA Football 98 – PlayStation
Unlock Hidden Stadiums – Start an Exhibition game and then enter the Stadium Select screen. From here press **L2** and **R2** simultaneously to initiate a random select. Hit this combination several times, then scroll down to the bottom of the stadium list, and the new stadiums should appear at the very bottom. Continue doing this if the stadiums do not appear.

*Phil Talley
Orlando, FL*

Diddy Kong Racing – Nintendo 64
 Enter these codes at the Cheat entry screen.

Small Racers – TEENYBOPPERS
Start With 10 Bananas – JUMPSTART
*"The VidMan"
Uptown, MN*

Shining the Holy Ark – Saturn
 Here's where to find these important Pixies.

Maple Fairy – Forest of Confusion at the Pond
Cherry Fairy – Desire Village When Returning the Dog
Willow Fairy – Forest Cave Level B1 on the South Side
Palm Fairy – Mountain Cave Level B1 at the Water
Apple Fairy – Far East Village in the Barrel
Lime Fairy – Enrich Dungeon Level B1 in the Jar
Pear Fairy – West Shrine Level 1F to the East in the Water
Baldric Fairy – Desire Mine Level 3F in the Jar
Daisy Fairy – Forest of Confusion in the Tree
Iris Fairy – Forest Cave Level B1 in the North Side Pillar
Camellia Fairy – Enrich Dungeon Level B2 in the Alcove
Peony Fairy – Forest of Aborigine in the Tree in the Graveyard
Sisal Fairy – West Shrine Level 1F by the Western Water
Mimosa Fairy – East Shrine Level 1F in the Tree Trunk
Primrose Fairy – Tower of Illusion Level 4F by the Stone Statue
Clyde Fairy – Desire Mine Level 2F in the Alcove



Formula 1 Championship Edition – PlayStation
 Enter all of these codes at the Name Entry screen.
Round 16 (Championship) – OEAN ALESI, PEAN ALESI, NEAN ALESI, QEAN ALESI. Any of these names will work, and only one needs to be entered.

Four New Tracks – BILLY BONUS
VR Graphics – VIRTUALLY VIRTUAL
1960's Vehicles – SWINGING SIXTIES
New Sounds – SWAP SHOP
Bigger Tires – LITTLE WEEZL
Wipeout XL Mode – PI MAN
New Camera View – ZOOM LENSE
Weird Announcements – BOX CHATTER
Frog Race – CATS DOGS
*"Burger Girl"
Clarkston, IA*

Muran Fairy – Desire Mine Inside the Alcove
Dahlia Fairy – Enrich Town by the Alley Wall
Roberia Fairy – Enrich Town Well in the Alcove
Oriea Fairy – Aborigine Mansion in the Painting
Ripanos Fairy – Mountain Cave Level B1 in Alcove
Kathorea Fairy – South Shrine Level 1F in North Alcove
Viola Fairy – Mirage Village by the Wall
Lunaria Fairy – Tower of Illusion Level 1F in the Alcove
Natasha Fairy – Desire Mine Level 2F in the Alcove
Lantano Fairy – Desire Village in the Box
Enjewel Fairy – Forest Cave Level B2 by the Rock
Masakari Fairy – Enrich Town in the Fireplace
Krupis Fairy – Forest of Aborigine in the Graveyard
Liknis Fairy – Aborigine Mansion in the Painting
Cypress Fairy – South Shrine in the Crypt
Aster Fairy – Enrich Dungeon Level B2 in the Chest
Adonis Fairy – West Shrine Level 2F by the Gray Pillar



Multi Racing Championship – Nintendo 64
Time Trial Numbers – At the Title Screen press the **Right Button** to display the best time for the Mountain Course.

Unlock Hidden Cars Vs. Mode – Enter the Vs. Race Mode and go to the sealed garages (where the bonus cars are unlocked). Then, on any of the sealed garages, have both players press **B**. It will say "Selected."

Unlock Bonus Cars Single Player – Enter the Vs. Race Mode, go to the sealed garages, then push **B** several times. Doing this will kick you back to the Title Screen. Now, pick any mode and don't enter the Machine screen. Just start the race to use the bonus car.

Mirror Mode – Beat all three courses in Championship Mode to unlock the challenge against Hannya. If you beat her you'll race against Deus. Defeat him and you'll unlock the Mirror Mode.
*"The Human Torch"
New York, NY*

Croton Fairy – Tower of Illusion Level 1F by the Stone Statue
Dana Fairy – Desire Mine Outside the Wall
Tak Fairy – Forest Cave Level B2 in the Hole
Morgan Fairy – Enrich Dungeon Level B2 in the Treasure Chest
Kokus Fairy – Forest of Aborigine in the Graveyard by the Tombstone
Zircon Fairy – Aborigine Mansion in the Pendulum
Mangus Fairy – Mountain Cave in the 2nd Ice Area in the Treasure Chest
Darbie Fairy – South Shrine Level B1 South Side by the Statue
Solo Fairy – East Shrine Level 3F by the Stone Pillar
Stilt Fairy – Mirage Village in the Desert Far Side
Eric Fairy – Tower of Illusion Level 5F in the Alcove

*Lucot King
Greenwood, WA*

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords, and if we print them you'll be entered in the Game Informer (ASCIIWARE) Secret Access Contest. The Grand Prize is an ASCIIWARE product of your choice.

PlayStation
 ASCII Pad
 Specialized ASCII Stick
 ASCII Arcade Stick
 Enhanced ASCII Pad
 ASCII Carrybag*
 Mach 1
 ASCII Grip



*Carrybag only. Contents not included.



Saturn
 ASCII Saturn Stick

Super NES
 ASCII Pad SN
 Super Advantage
 Rhino Pad SN

Genesis
 ASCII Specialized Pad
 Rhino Pad SG



The runner-up will receive a Game Informer Secret Access T-Shirt to complement their wardrobe.

Send To:
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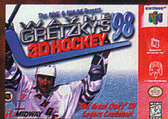
E-Mail: gline@winnetmet.com



YOU KNOW WHAT YOU HAVE TO DO



GET IN OR GET OUT



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NINTENDO 64



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