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issue
117

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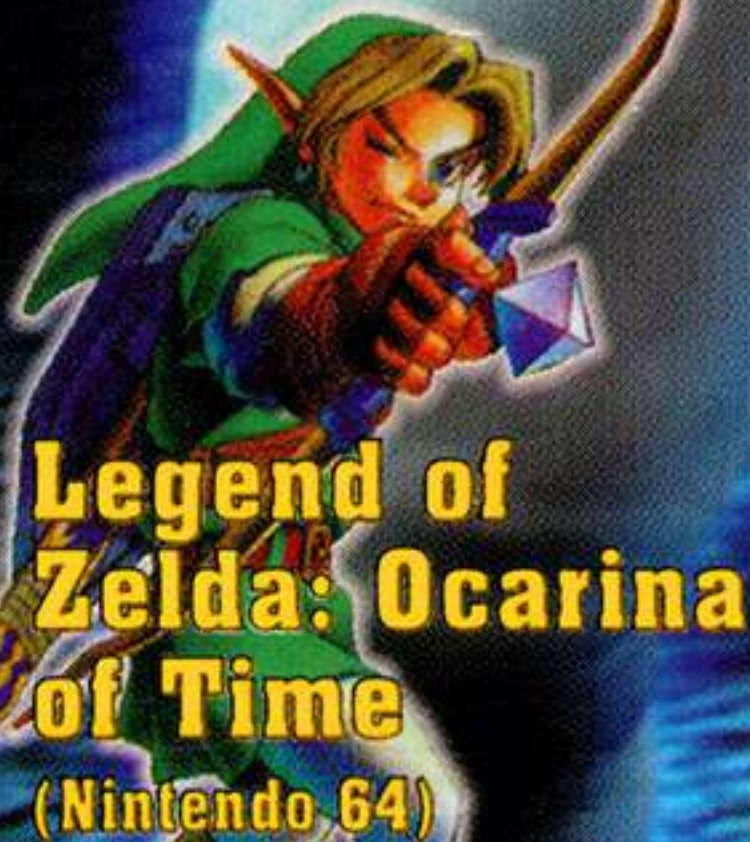
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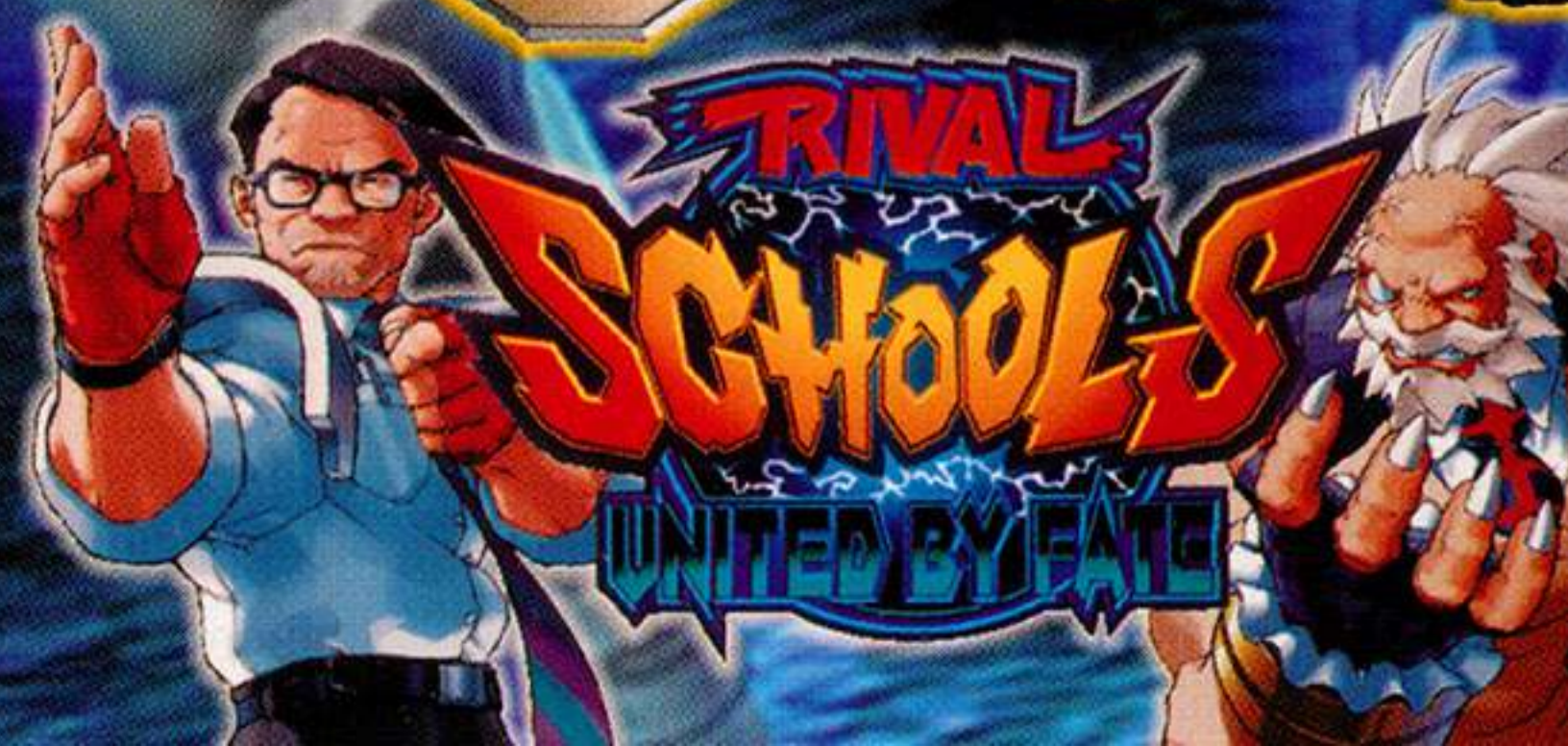


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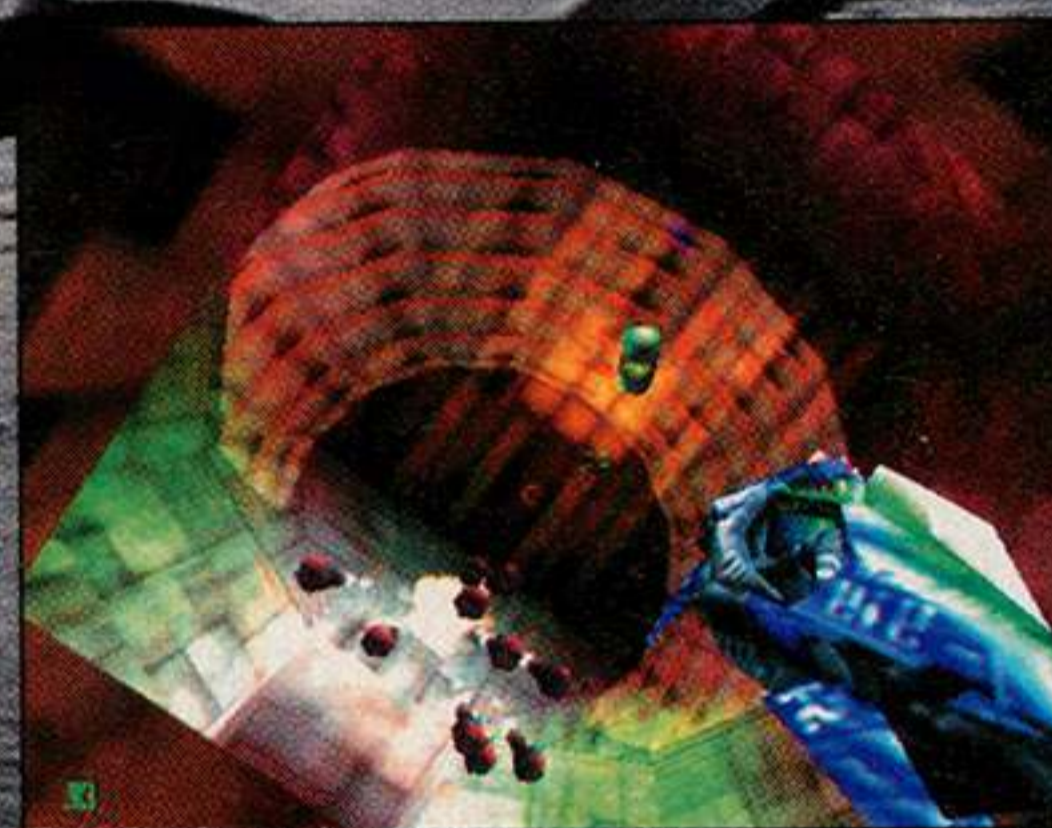
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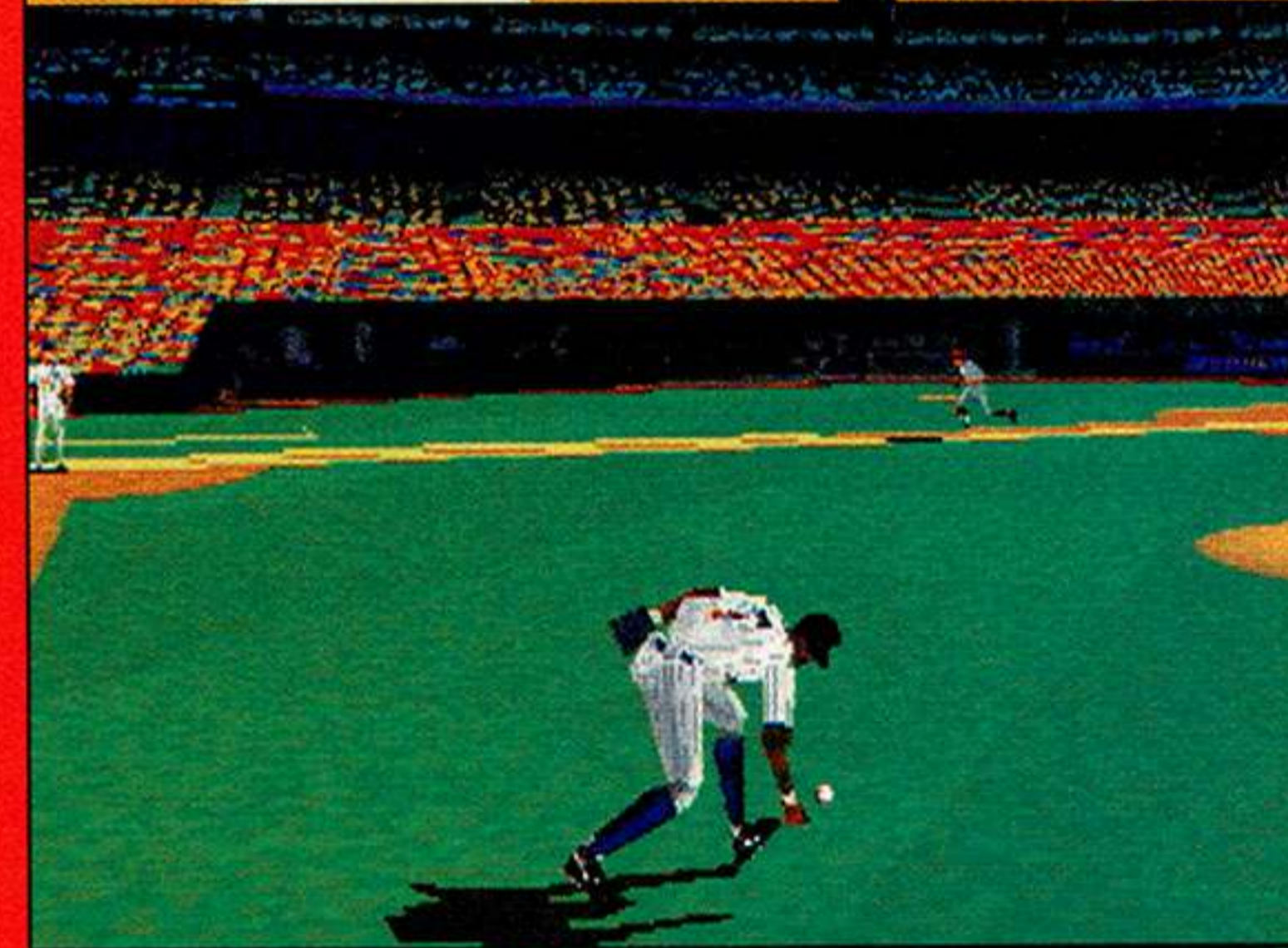
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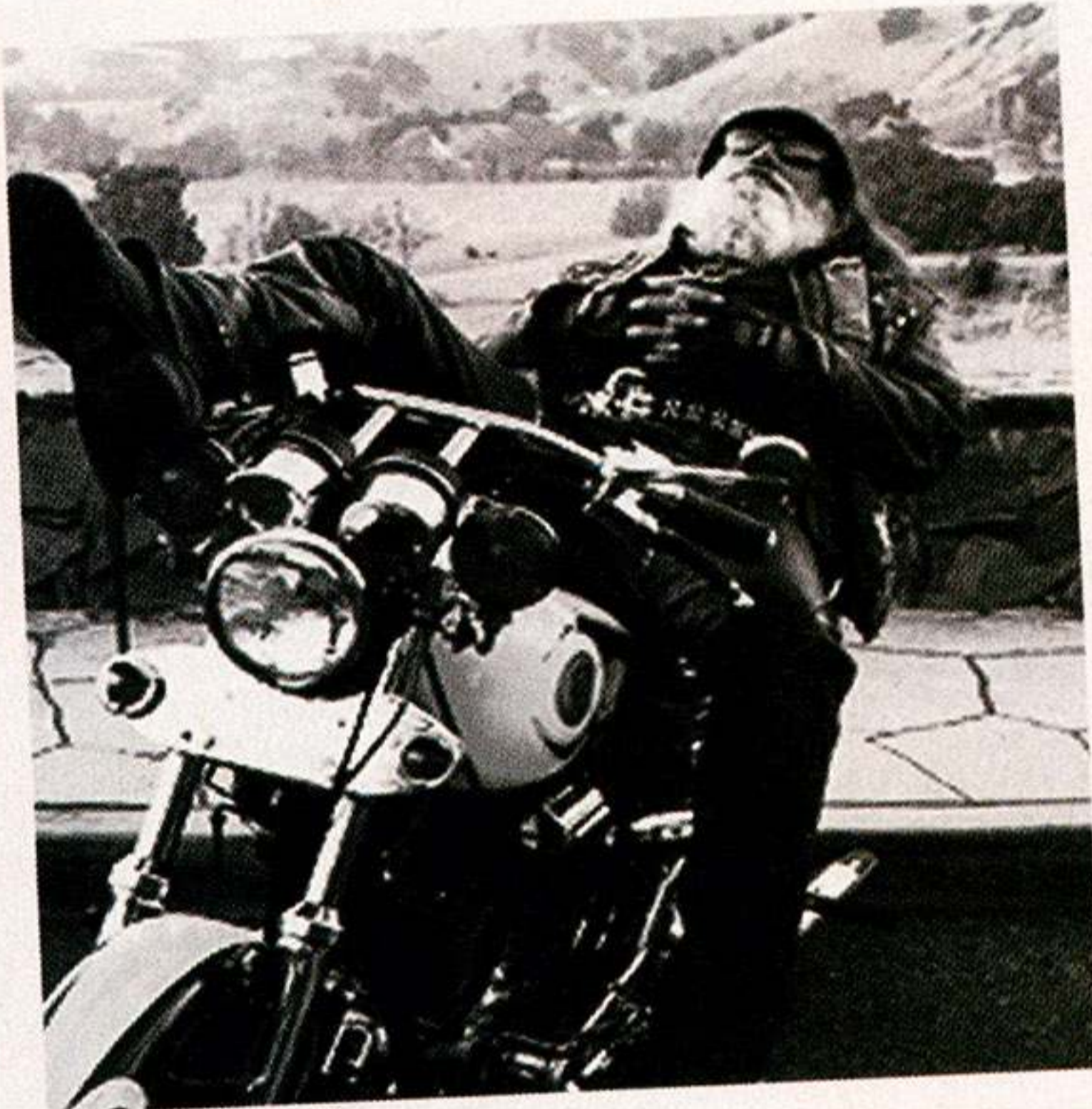
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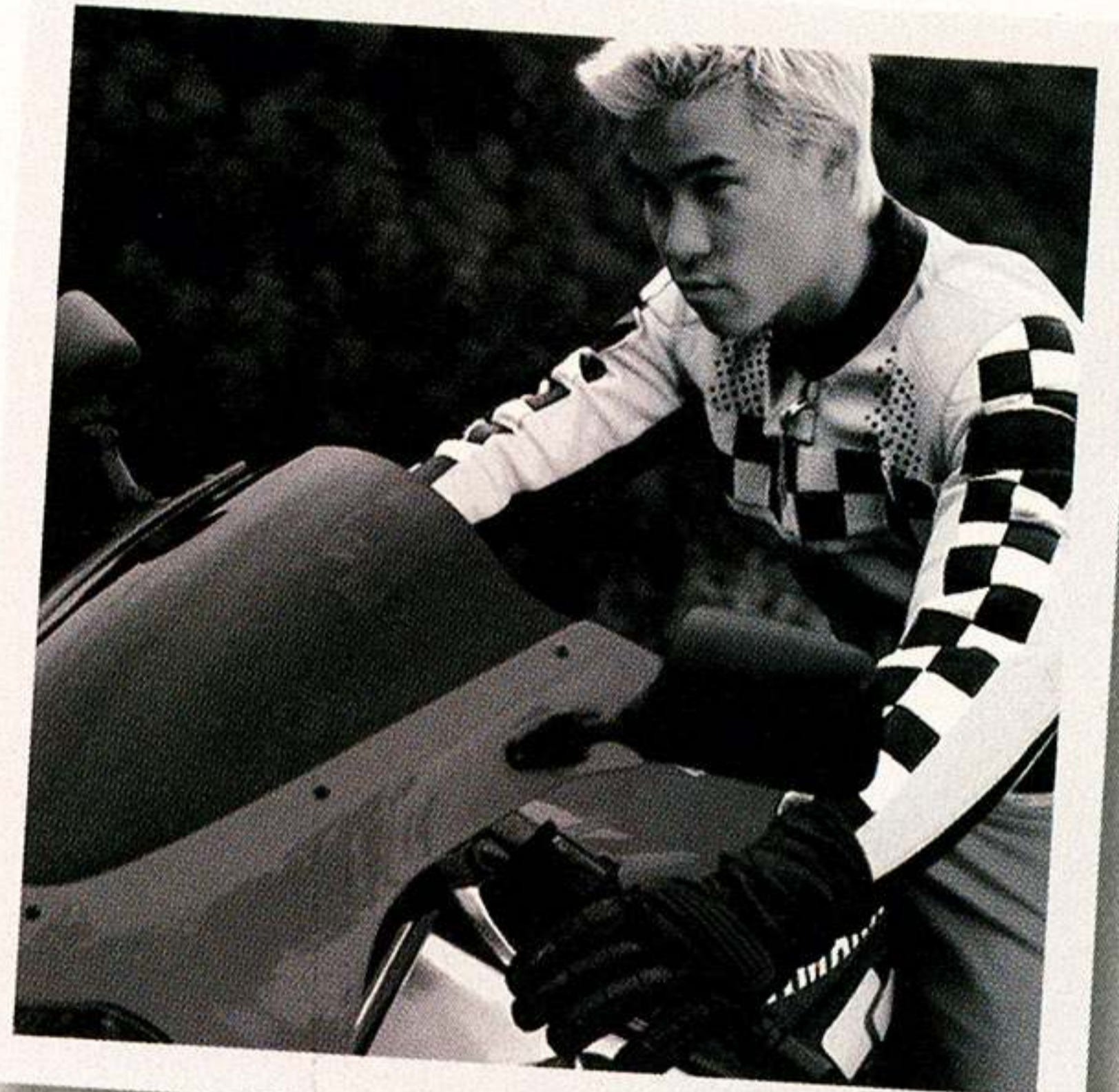


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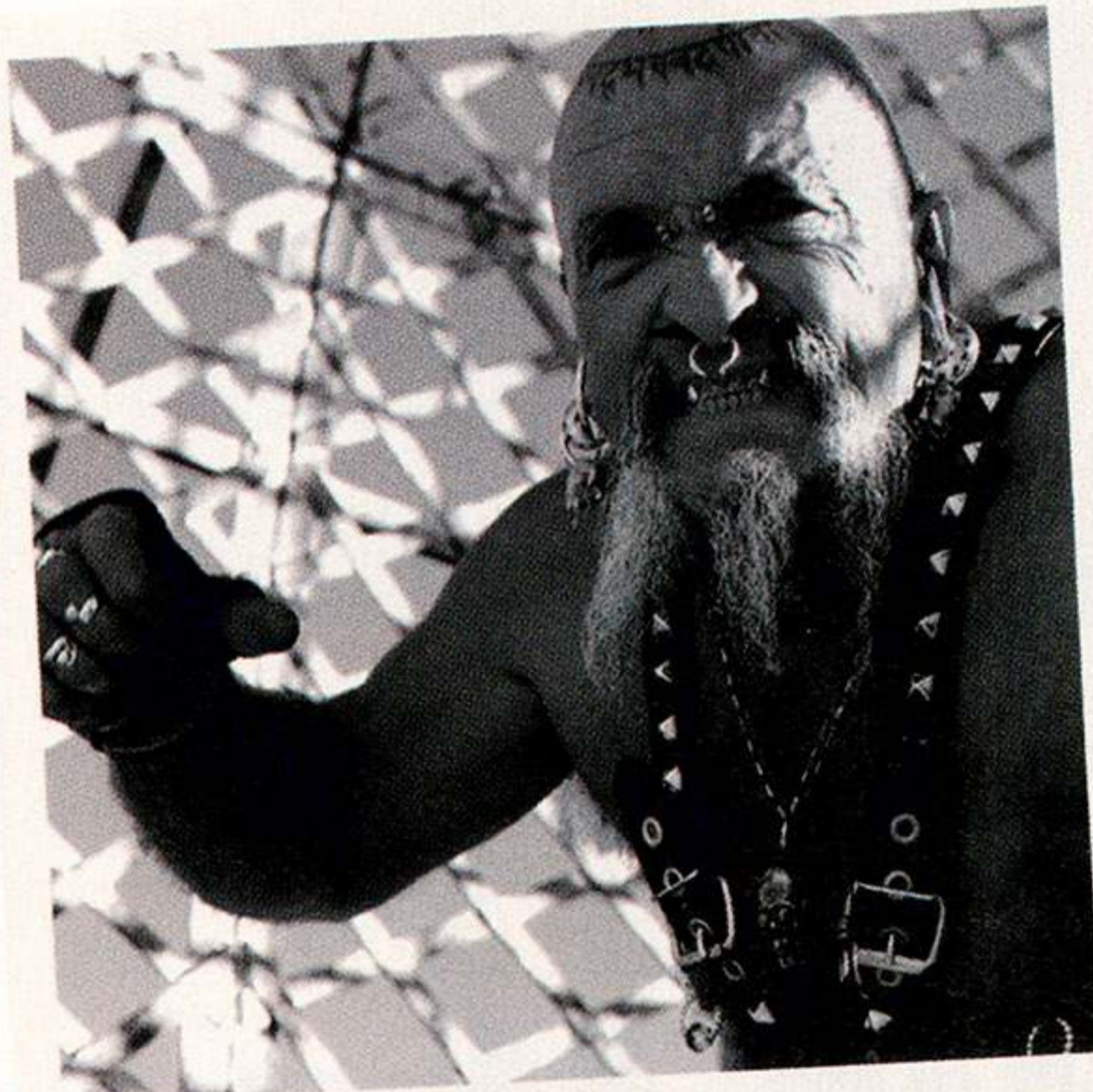
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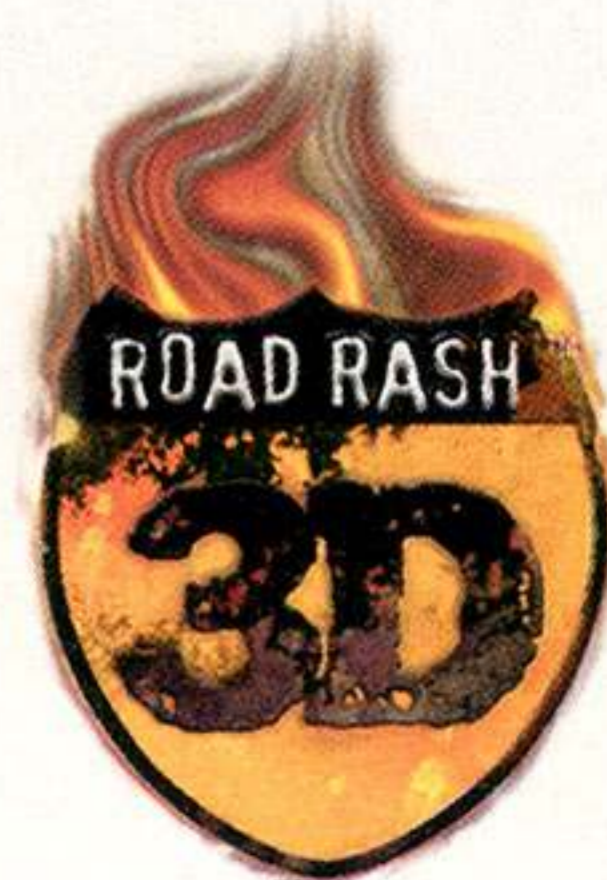


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Historical:			MIKE PIAZZA	
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DIG IN.

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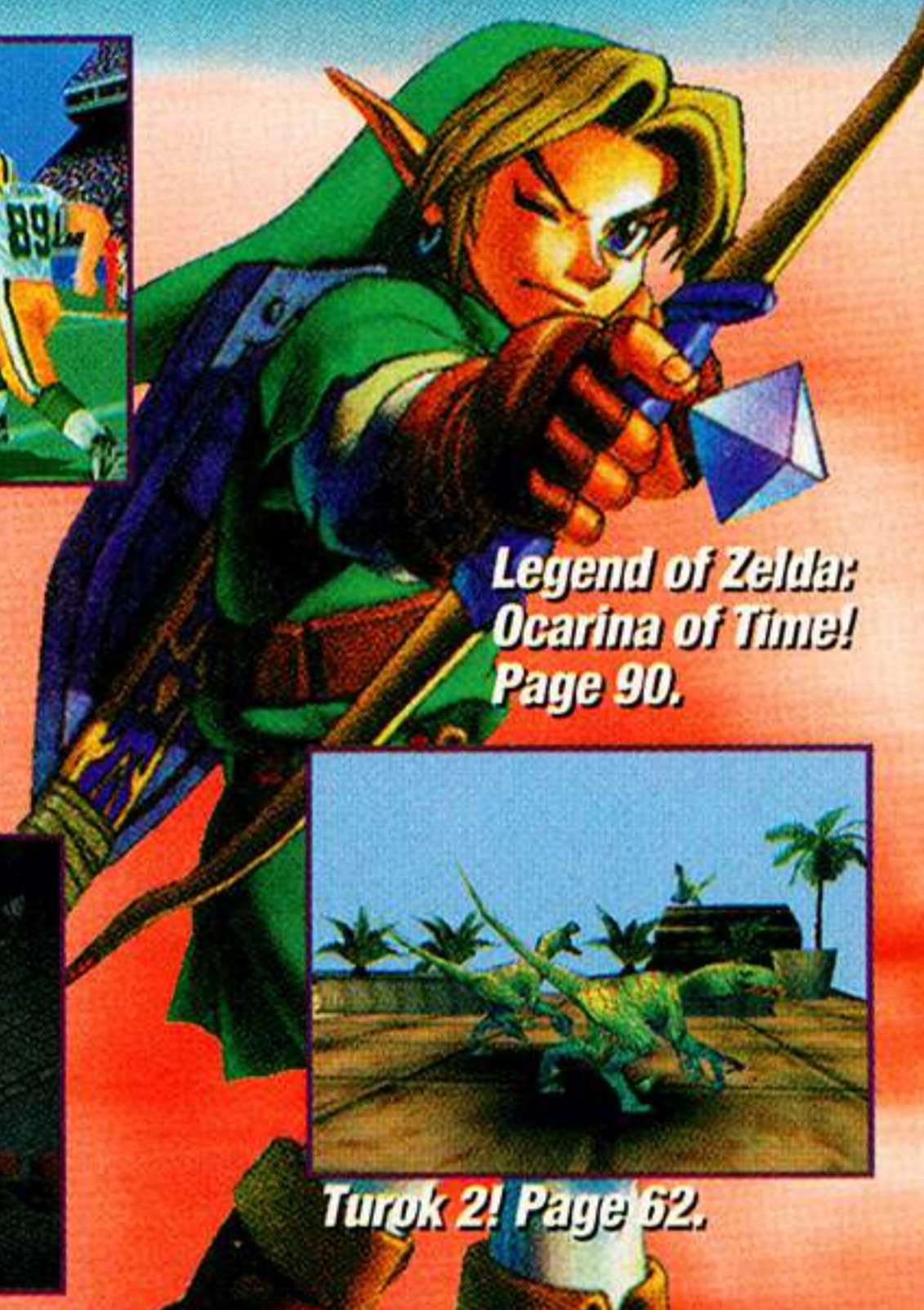
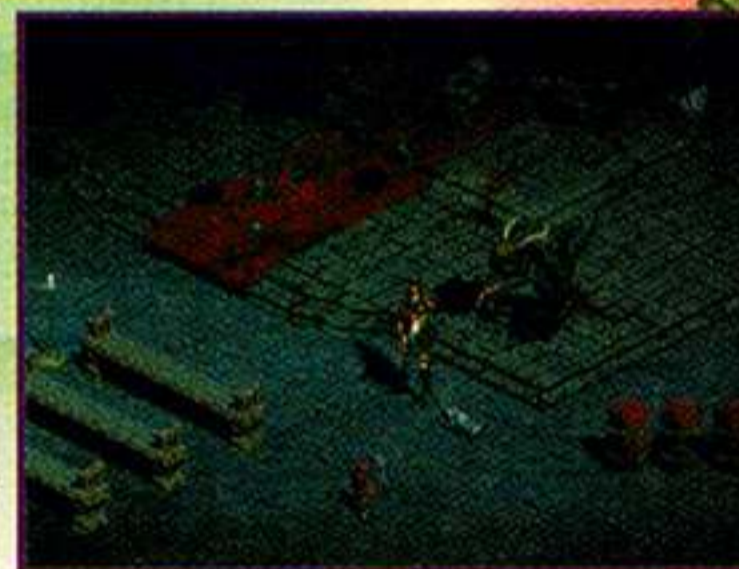
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Hit the fastest lines
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1080° Snowboarding.



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Passwords, codes, tips, and tricks for San Francisco Rush Extreme Racing, GoldenEye 007, Marvel vs. Capcom, and more!

THE FIGHTER'S EDGE

double
whammy!

Tekken 3, Part 1

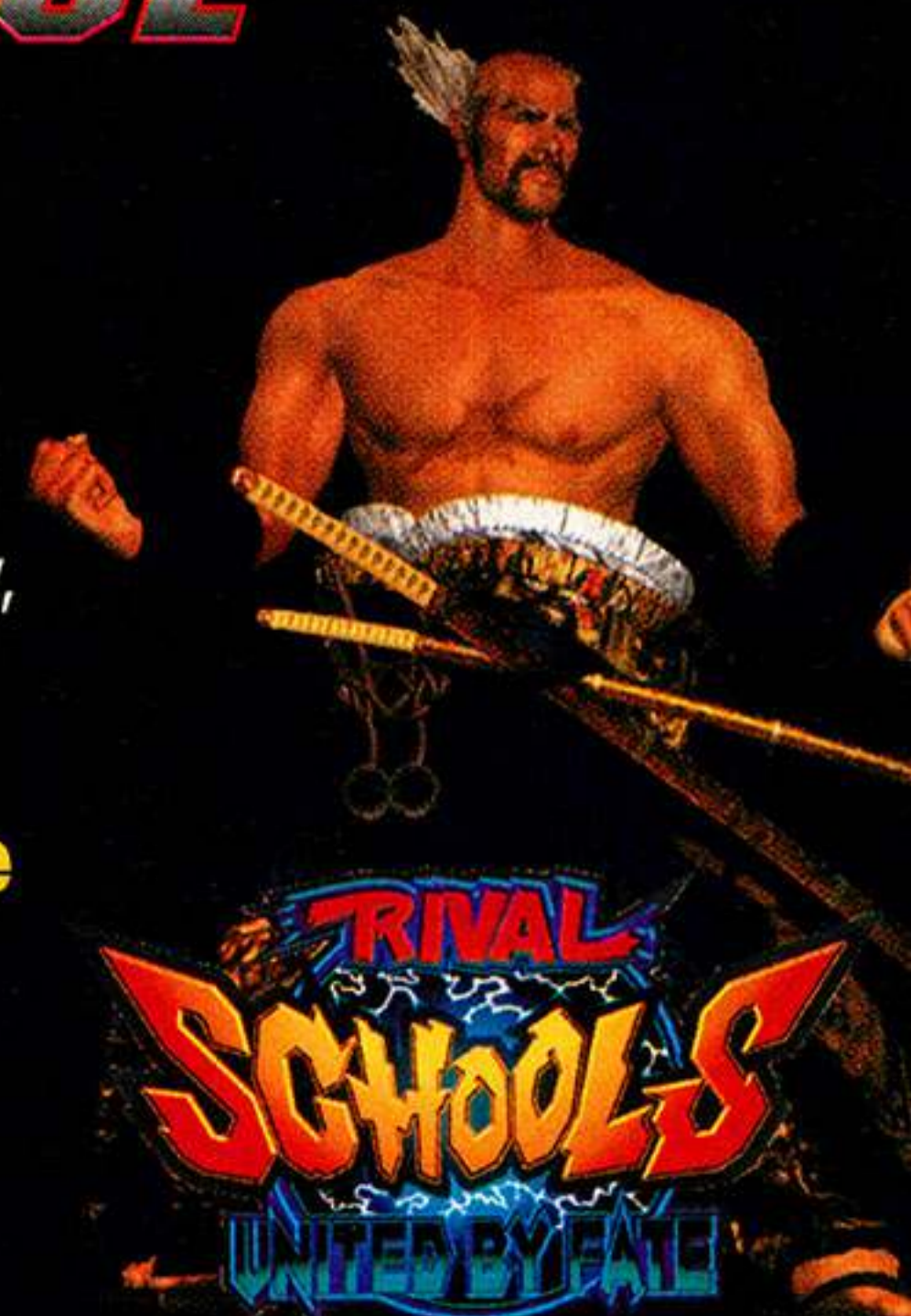
(PlayStation)

Here are the basic skills, special attacks, throws, and high-hitting combos for four hidden fighters—Julia Chang, Bryan Fury, Heihachi, and Kuma/Panda!

Rival Schools: United by Fate

(Arcade)

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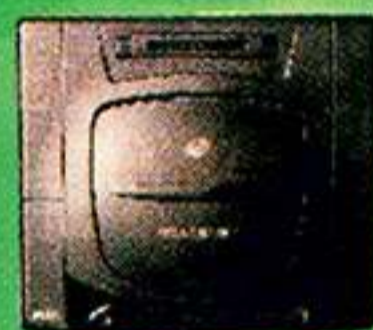
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- Nintendo Power

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- Q64

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-IAN LIVINGSTONE'S-

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—◆◆◆—

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

The Electronic Entertainment Expo...the only video game show in America...and you can't attend!

As CLA points out in the Letters section (check it out next door), it's bogus that E3, the showcase event for video and personal computer games, is not open to the public—but the *GamePro* editors will be there, gladly serving as your eyes and ears. In the meantime, you can take a look at the blowout E3 preview section in this issue; and for immediate E3 info, log on to www.gamepro.com for daily updates and chat live from the show starting on May 28 up through May 30.

As you read this, the GamePro Team bus is on the road to the Electronic Entertainment Expo in Atlanta, Georgia. Hot-lanta is the perfect place for the eds to get their sweaty hands on the hot games due out this year...if the bus makes it!

GAMEPRO ROLLS UP TO E3

Again in Letters, Phil Harwell stresses about a lack of great Nintendo 64 games. Dude, there are awesome Nintendo 64 games out there! But here are a few more that're making their debut at E3—Banjo-Kazooie, Turok 2, Castlevania 64, and F-Zero X. Moreover, if *The Legend of Zelda: Ocarina in Time* is NOT a big-time knockout, The Rookie vows to eat his shorts. And if it is, Adam Payne should eat his.

The PlayStation, as the big gorilla in the video game jungle, is primed to put a major banana whupping on the world at E3. Sequels to the hot games of '97 will certainly be out in force with *Crash Bandicoot 3*, *Legacy of Kain: Soul Reaver*, *Oddworld: Abe's Exxodus*, and *Colony Wars: Vendetta*. And, yes, Scary Larry, Dan Elektro, and Dr. Zombie will ferret out *Final Fantasy VIII*, *Tomb Raider 3*, and *Resident Evil 3*.

The best new game at the show? *Metal Gear Solid* is Major Mike's prediction, and nobody argues with the Major.

For sports coverage, Air Hendrix's game plan is to add '99 to such great game franchises as *Madden NFL*, *NFL Quarterback Club*, *NFL GameDay*, *NBA Shoot Out*, *NHL*, and *NHL Faceoff*.

And just so's Johnny Ballgame will shut his piehole...*WWF Warzone* and *WCW/NWO*!

Sega took a major nosedive this year, but instead of taking a sword to the belly, it's planning to use *Katana* (which means "sword" in Japanese) to slash away at the competition in 1999. However, Bro' Buzz predicts that there won't be any *Katana* games on public view at the Sega booth this year. Saturn games? Pray, Sega fans, pray.

Yeah, you can't be at E3...but as always *GamePro* will be there for you.

The GamePros
San Francisco, CA
comments.gamepro@gamepro.com



E3 AND ME

Hey, guys, I'm a subscriber from outside the U.S., and I just got my first issue. The *Resident Evil 2* and *Tomb Raider 2* reviews are great! Also, I was reading a lot about something called the E3 show; and so I was wondering: What is it? When in May is it going to happen? And if it's what I think it is, is it open to the public? I would really like to go, so can you give me information that would help me plan my trip?

CLA
Miami, FL

E3's taking place in Atlanta, May 27 through May 30, and it's not open to the public. Need a sneak peek into what's going to be hot at E3? Check out our preview coverage this month.

THE SUCKY 64?

Iam writing you to express my concern for Nintendo. Although the Nintendo 64 is a great system, it lacks games that appeal to GamePros: I consider myself to be a GamePro and have yet to see a good game for the Nintendo 64. With *Zelda 64* coming out, Nintendo is getting a lot of hype from gamers and GamePros alike; but if it's anything like the other N64 games, it's going to wither away and die. Nintendo needs better games, like *Resident Evil*.

Phil Harwell
Winslow, AZ

Well, Phil, obviously you're just missing the boat or your room-temperature IQ just slipped, because Nintendo has great games for the N64—GoldenEye 007, Turok: Dinosaur Hunter, StarFox 64, and San Francisco Rush Extreme Racing are just a few of the awesome titles that are currently available. And although we would personally love to see Resident Evil 2 come out for the N64, that's Capcom's decision, not ours.

DID HE INTEND TO OFFEND?

In your interview with Shigeru Miyamoto (see "The Nintendo 64 Strikes Back," March), he states, "My feeling is that even though people enjoy games, the number of really good players is on the decline." I find this comment to be truly appalling, and I'm sure I'm not the only one who feels this way. I remember when I was two years old, and I was already playing my first Nintendo game, *Mario Bros*—I defeated that within three weeks! When I was nine years old, *Actraiser* came out for the Super Nintendo. The place I rented it from said it was a totally hard game that couldn't be beaten. I defeated it within two days. I defeated *Mario 64* in less than a week, without a player's guide!

Mr. Miyamoto deserves respect, with games like *StarFox 64*, *Mario 64*, and *1080° Snowboarding* under his belt—but when he says good players





Revealing outfits and the undead. What else can't most young guys get enough of? Calcium. But there is a mouth-watering solution. Milk. It can help provide the calcium growing bones need to stay strong. A real must. Especially if you plan on sticking your neck out.

MILK

Where's your mustache?SM

are on the decline, I just don't believe that! I can't believe it!

Adam Payne
Ben Lomond, CA

Try not to take it too personally, Adam. Mr. Miyamoto wasn't slamming game players in particular—certainly not good ones—but simply stating the fact that the general gaming populace is more inexperienced than before, with tons of younger gamers and first-timers.

What I find more interesting is that you can remember what you were doing when you were two years old. I bet you can't even remember what you had for dinner last night. And what's the big deal about your being such a great player? Keep it to yourself and develop some humility. People will remember that long after they've forgotten your high score on Mario Bros.

WASH THAT MOUTH

First of all, I want to say your mag bags all the other rags! Now, on to the tongue-lashing! Ahem...What the (1) is up with all this (2) about Final Fantasy VII not coming out for the (3) Nintendo 64! First I hear, "Of course, FFXVII is definitely coming to the N64." I'm thinking doth mine ears deceiveth me? And how the (4) did Sony—

the root of all evil—get their grubby mitts on all the Street Fighter titles!!! I swear I want to take a hammer to their (5) until they sing "Moon River"! But I won't stop there!!! I'll shut down the company!!! So my question is, how can I contact Nintendo of America for backup?

PS: Maybe it's this flu I have, but I think my printer is threatening my pets.

Ryan Roch
Midland, TX

Ryan, you need to get the old belfry de-bat-arized. You put so many expletives in your letter that I had to come up with a list for our more sensitive readers:

List A (Rated E for Everyone)

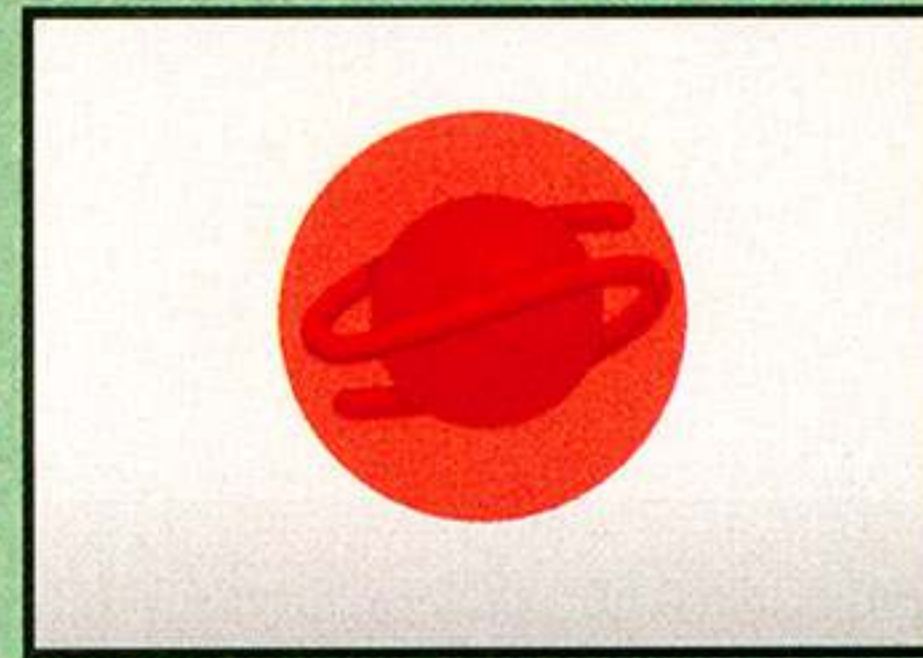
1. Heck
2. Business
3. Darn
4. Hades
5. Toes

List B (Rated T for Teen)

1. Hell
2. Smack
3. Freakin'
4. Hell
5. Genitals

List C (Rated AO for Adults Only)

1. F&^#
2. S@*\$
3. M)#&^@(&*@^&
4. F\$^#
5. B@#&\$



EMPIRE OF THE SATURN

I'm moving to Japan this summer and I have a few questions.

1. I'm a big Saturn fan. What kind of games do they have there that are not out in the US?
2. Can I use my Saturn to play Japanese Saturn games?
3. Is Resident Evil 2 going to make it to the Saturn, or is it going to be like Tomb Raider 2 and be a "PlayStation only" game?
4. When the Sega 64 (Dural) comes out, how much sooner will it be in Japan than in the US?

Rodney Reece
Morgan Hill, CA

Say "hi" to my friend Uriko Yashimano when you're there. He hates lists as much as I do—but here it goes:

1. Better ones.
2. Yes, with a converter.
3. PlayStation only for right now.
4. The working title for Sega's new system is Katana, and it will probably be out in November of '98 in Japan.

POOR EXCUSE

I really like your magazine; I think it's #1. However, my family doesn't have much money, and I really like Doom—so if you could give me a Play-

Station and a copy of Doom, I would be really really happy. But if you don't, I will be really really sad. Wouldn't you do this for your family?

Eric Campbell
Collingdale, PA

There are over 1 million families in this country right now who live below the poverty line. Many are without the services and privileges that a lot of us take for granted: a warm place to sleep, a healthy diet, and a good education. Many of the homeless are children—they didn't ask to be homeless, nor do they deserve the situation that they are placed in. However, if we all make a stand and help the homeless through dedicated community service and volunteer work, we can make a difference.

Therefore, the answer is no, you can't have a PlayStation. You could be a con artist, a crafty reader pulling on our heartstrings, or just some sick individual who thinks that by telling us he's poor, he'll receive a free PlayStation. What we have done, at our own expense, is donate a PlayStation and a variety of games to the Hamilton House for Children in San Francisco. From now on, the homeless children there can enjoy what we take for granted: a few minutes each day to have some fun. We told them it was from you.

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to:

GamePro Magazine

Dear Editor
P.O. Box 5828
San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

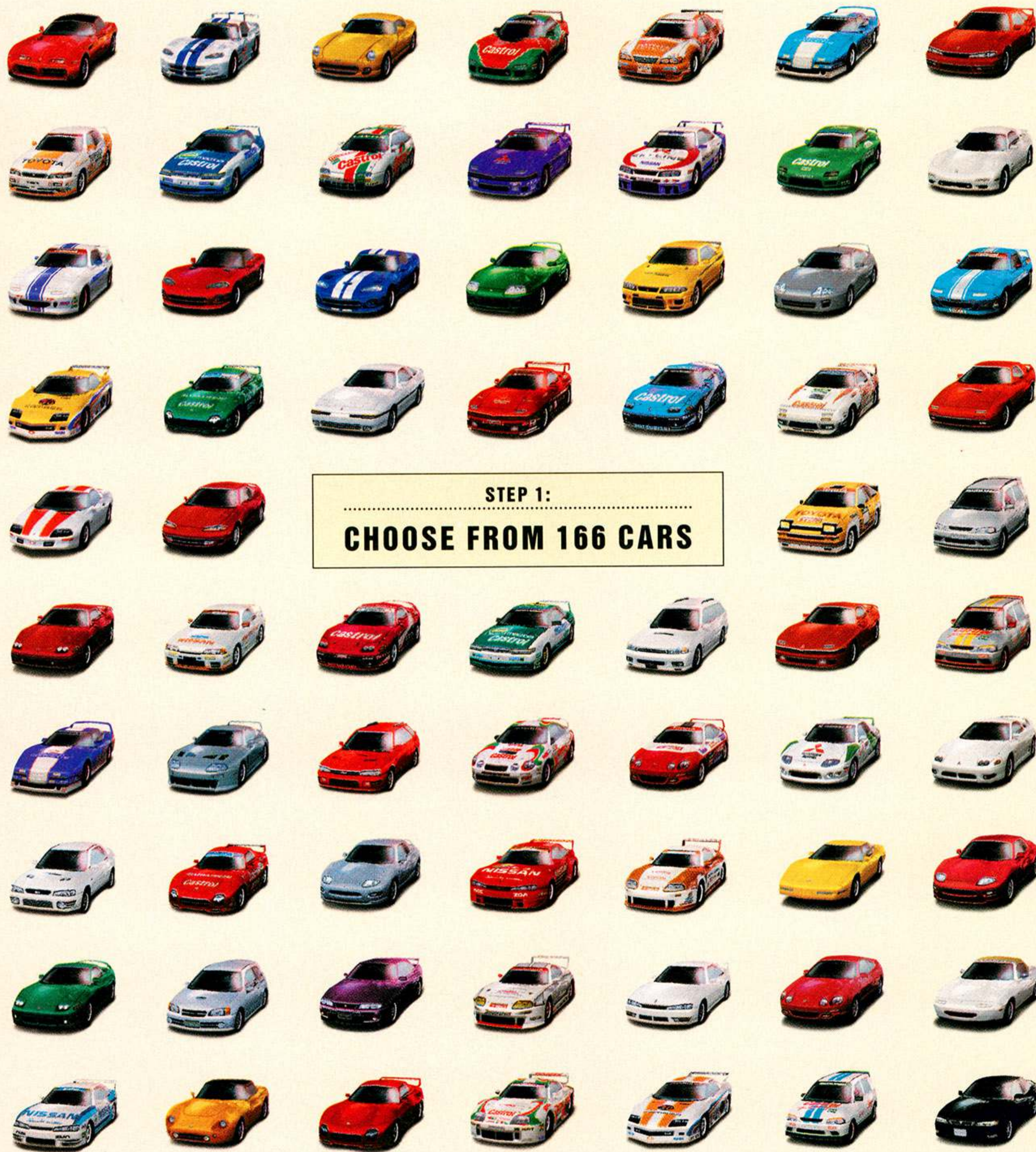


E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com



THE RACE IS ON

AN INSIDER'S GUIDE TO MASTERING GRAN TURISMO



Wanna see the other 99 cars? Play the game.

INTRODUCTION: 166 CARS, 11 TRACKS, 1 CHECKERED FLAG

So you think you're a good driver? Can you thread the needle at 140 mph? Up for that? C'mon, leadfoot, put your skills to the test with the most realistic, in-depth, graphically rich racing game ever designed for the PlayStation®(or any gaming system): Gran Turismo.™

Choose from arcade mode, go head-to-head or compete on the GT Circuit. That's where the racing experience really comes to life as you drive for cash and then modify your car to go as fast as you can handle. Real racing pales in comparison.



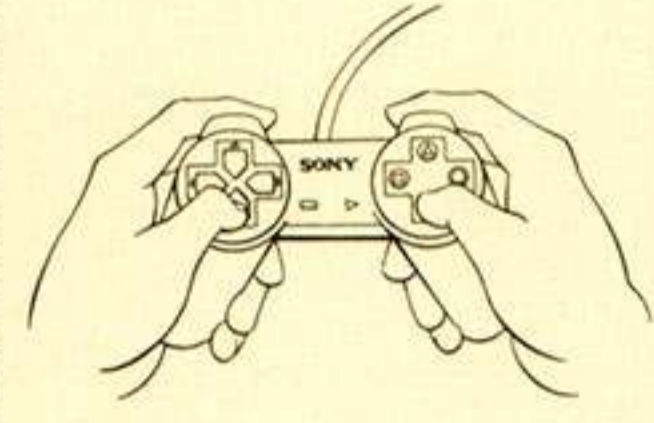
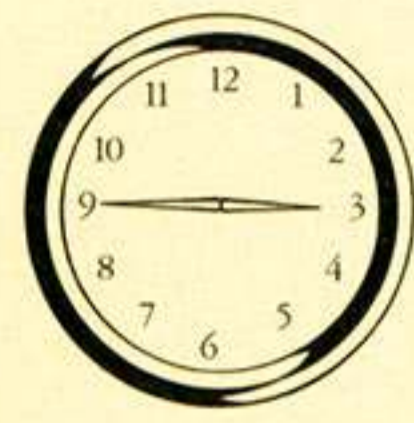
STEP 2: GET A LICENSE



The Gran Turismo circuit is so competitive you can't even leak a drop of oil on the track until you've earned your license through a grueling qualifying series. Be sure to practice. Trust us, you'll need it.

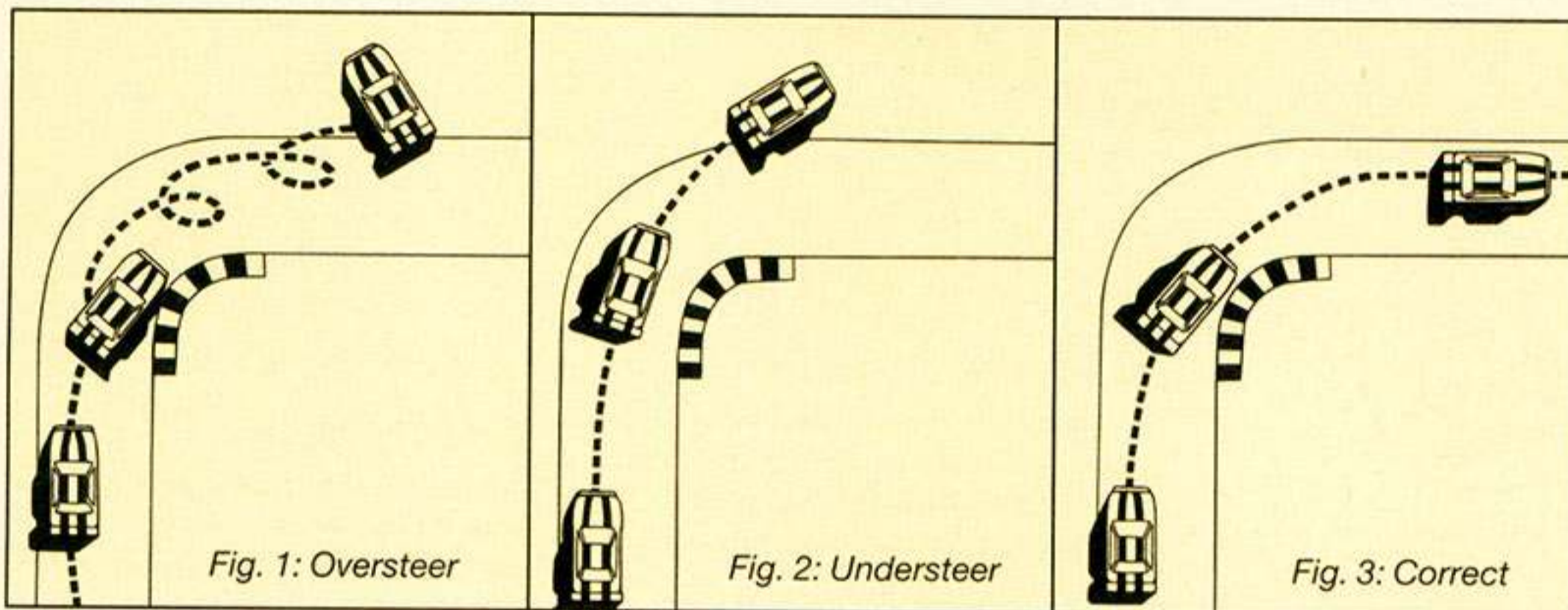
STEP 3: HANDLING YOUR CONTROLS

Use a clock as a reminder of correct hand positioning on your controller. Your left hand should be at 9:00 and your right at 3:00. *Note: Avoid digital clocks and watches for this exercise.*



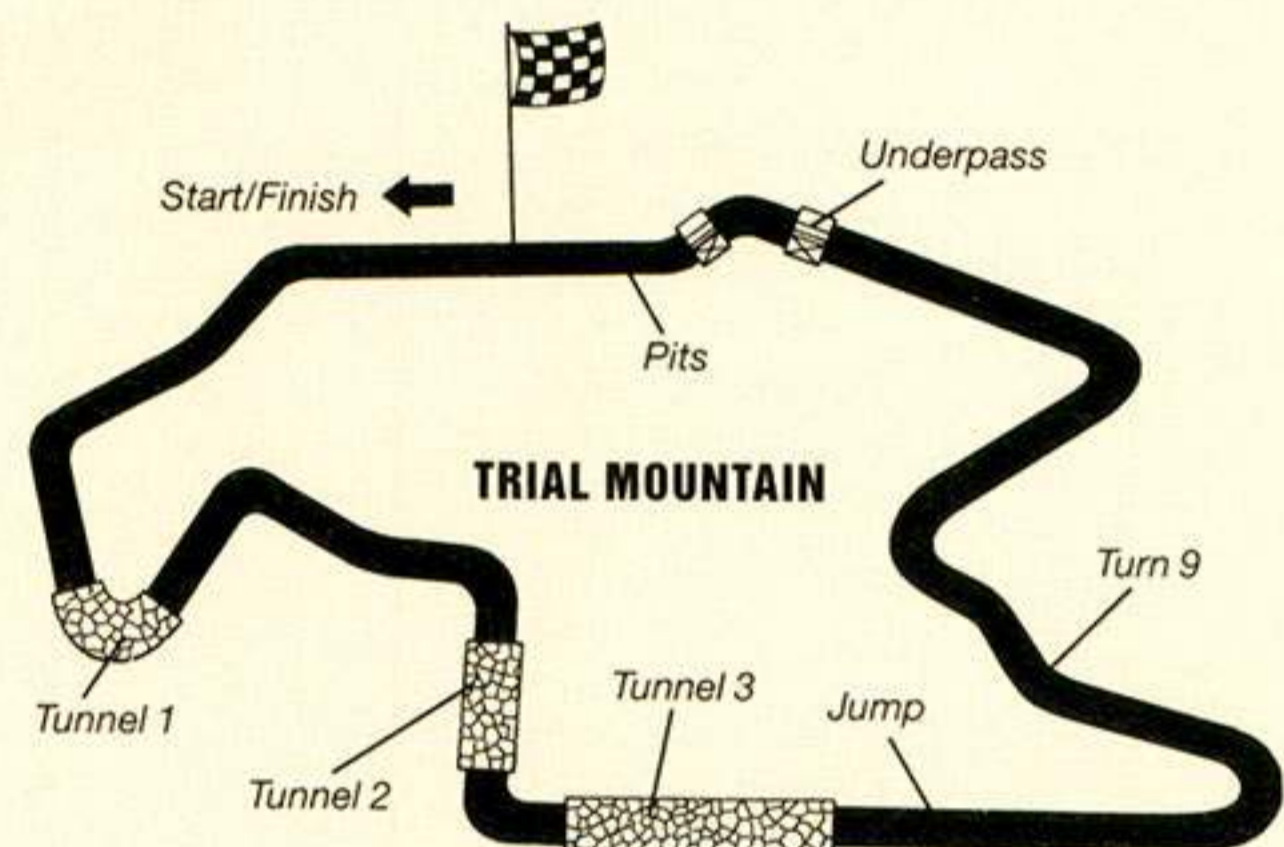
KEEP HANDS AT 9:00 AND 3:00

STEP 4: THE PHYSICS OF CORNERING



Hope you paid attention in physics class. Because the racing in GT is so realistic, it's based on the actual suspension, braking and engine systems of over 160 cars, as well as the dynamics of the track. Don't oversteer (fig. 1, rear wheels sliding out) or understeer (fig. 2, plowing with the front wheels). Find the right apex (fig. 3, correct turning angle) and accelerate vigorously (kick major tailpipe).

STEP 5: TEST THE TRACKS



Map the turns and braking paths before you hit the tarmac. Then test your car on all 11 tracks without the threat of competition around. You're trying to learn the course, not how to lose. Here's a tip: Take Trial Mountain's **first two turns at full speed.**



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STEP 6:

**RACING FOR COLD,
HARD CASH**



As a winning Gran Turismo driver, you'll find your bank account growing with every race. But don't treat your friends to lobster and caviar just yet; you'll want to sell that Subaru wagon you're driving and buy a new, faster car. Like a Dodge Viper. And Vipers don't come cheap.

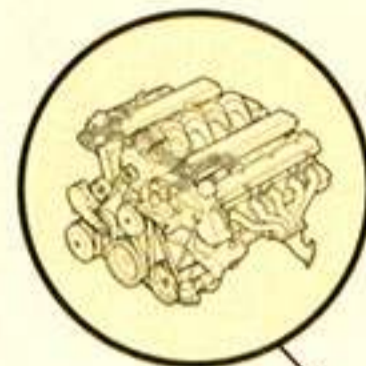
The more you win,
the more money you make.

The more money you make,
the faster you go.

The faster you go,
the more you win.

STEP 7:

CUSTOMIZE YOUR CAR

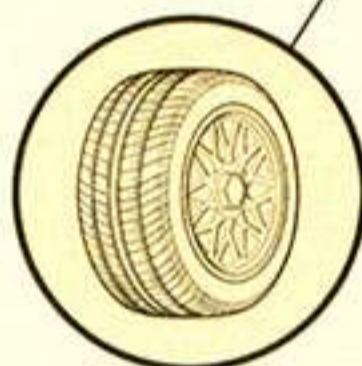


A. ENGINE

Get a new engine or tune one to your personal specs with a turbo kit or gear ratio adjustment. Don't be afraid to get your hands dirty.

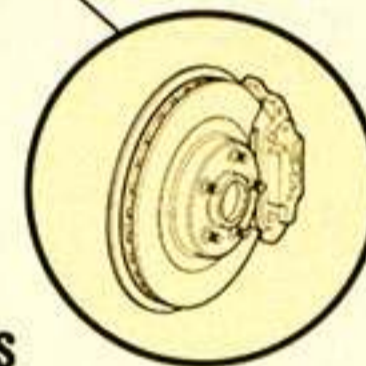


Dodge Viper GT



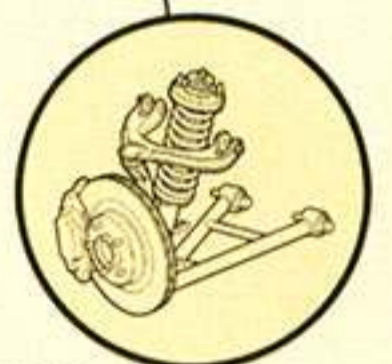
B. TIRES

Improving splits may be as simple as making a pit stop for a quick tire change. The time you sacrifice is often made up with the control you gain.



C. BRAKES

Spending an inordinate amount of time staring at the wrong side of a pile of tires? Check the brakes. You don't have to be a crew chief to know that.



D. SUSPENSION

Adjust your spring ratio, soften your damper or decrease your camber force. Don't know what all that means? Learn fast or lose.

Spend some of your winnings on upgrades for your car. Try new brakes, a stiffer suspension or a turbo kit. Then machine-test your car to see how it's improved. Or not. Store all your customizations on a PlayStation memory card. It's a small price for a checkered flag.

ENGINE	600hp, 8.0 liter, V-10
TIRES	F285, R335
SUSPENSION	multi-link
MAX SPEED	221 mph
PRICE	\$125,000

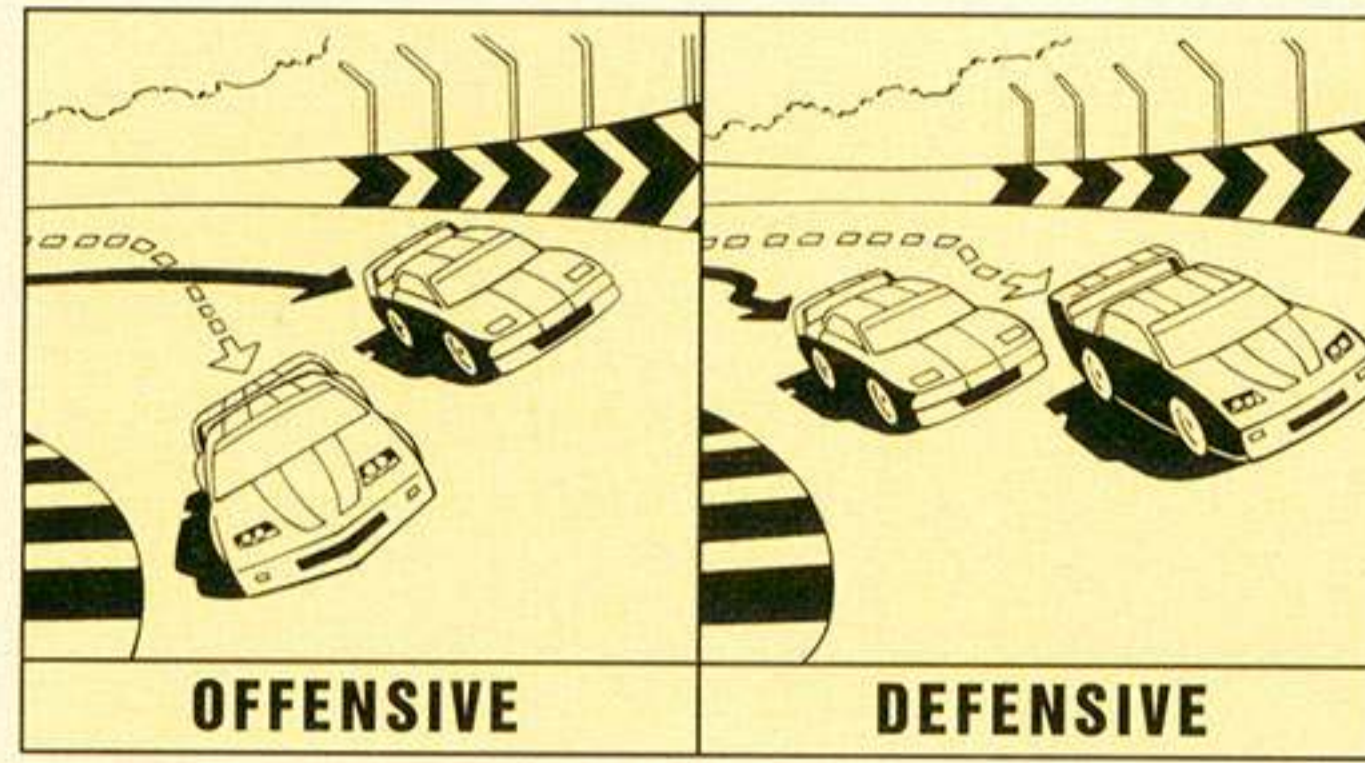


www.playstation.com



STEP 8: OVERTAKING

Any driver worth his salt can pass in the straights. It takes skill to rule the turns. For an inside offensive move, **take a late apex** and use your exit speed to pass. Or watch your opponent's defensive line and pass when you **spot a weakness**.



STEP 9: LEARN THE LINGO

"I'm driving the big yellow bus that's gonna take you to school."

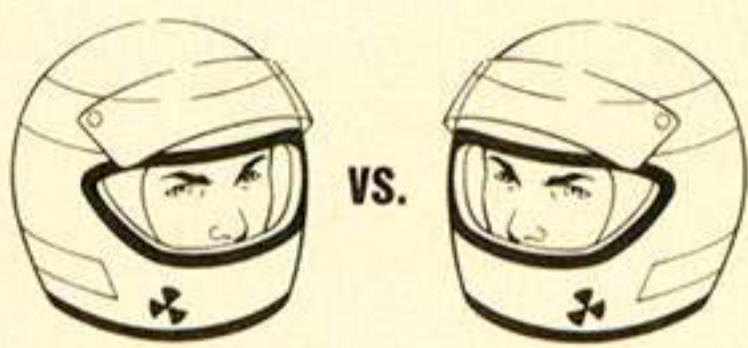
"You're more Gran-Ma material than Gran Turismo."

"You spend so much time in my exhaust you must enjoy the aroma of my stinky tailpipe."



"You drive like #!\$@!"

STEP 10: GO HEAD-TO-HEAD



All your long hours of practice will be rewarded when you thrash your buddies in GT's **two-player mode**. And with PlayStation memory cards, you and your friends can race cars you've customized in your own personal garages. The action is just as fast, but the victory is twice as satisfying.

STEP 11: UPGRADE YOUR SYSTEM



DUAL SHOCK™ ANALOG CONTROLLER

The new Dual Shock Analog Controller brings the thuds and crunches of racing to life. Skid-out and it squirms in your hands. Crash into a pile of tires and it whips violently. And GT is just the first of many games that will take advantage of this new technology. It'll change the way you feel about PlayStation.

STEP 12: AHHH, WINNING



THE SWEET TASTE OF VICTORY

Relive your winning races, or defeats, again and again with GT's replay mode. Be sure to enjoy your moment of glory while you can, because victory is fleeting and, as the adage goes, second place is just a nice way of saying you're the first of the losers.



THE RACE IS ON.



BUYERS BEWARE

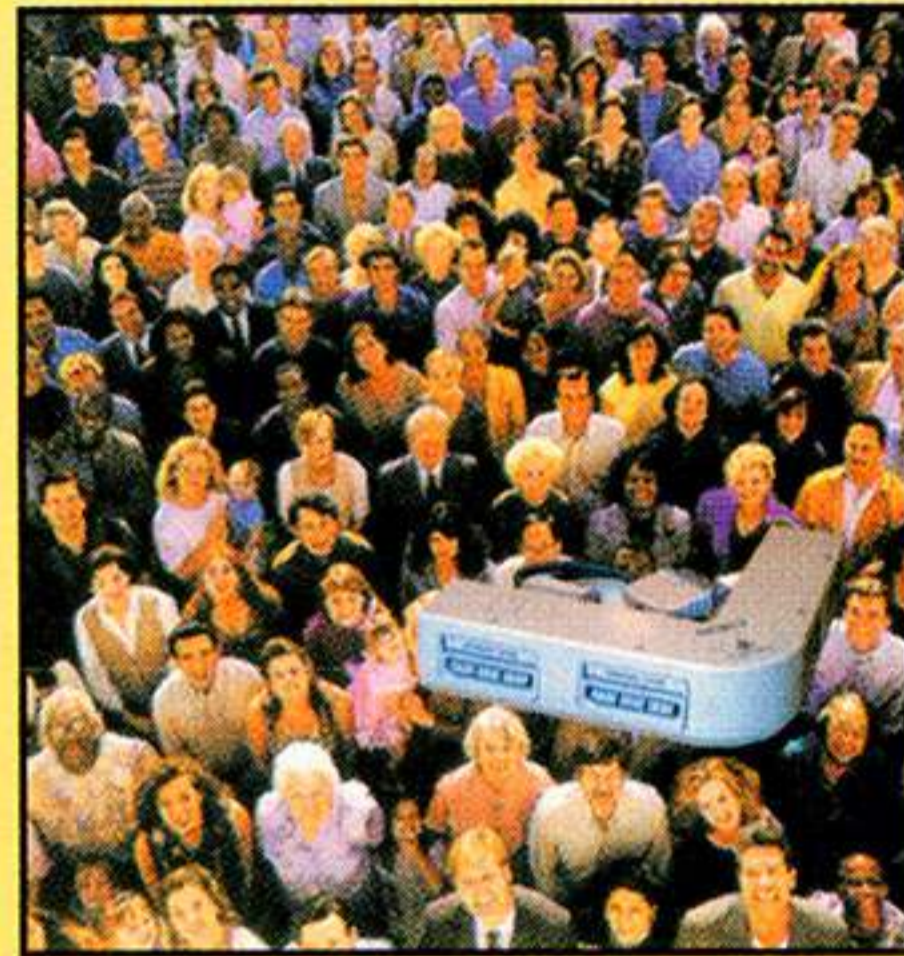


By The Watch Dog

Oh, yeah! School is finally out, which means chillin' with my friends and playing video games all day without any interruptions. Don't let the following dilemmas bog you down; enjoy the sun and have fun!

Q: For a few months now, I've been looking for a PlayStation Multitap, but can't find one anywhere. All the stores I've been to say they're all out, and they don't know when they're going to receive more. Has Sony stopped making the Multitap?

MeTLMaLiCe
via Internet



Where, oh where, in the world is the Multitap?

A: **The Watch Dog explains:** According to a representative at Sony, a "huge" shipment of Multitaps due in from Japan has been inexplicably delayed. At press time, there was still no ship date. This mysterious postponement is the reason for the Multitap drought. Hopefully, by the time you read this, your local stores will have Multitaps in stock. If you're still unable to find this accessory, though, you can purchase the Multitap directly from Sony by calling the Sony Parts Department at (800) 488-7669. Ask for part number 94042. The price of the 'tap will vary according to the method of shipment.

Q: I recently purchased a Nintendo 64 Memory Pak, but I have no clue how to determine the amount of memory space left in it. Can you help me?

Tyson Huffman
Modesto, CA

A: **A Nintendo customer service rep answers:**

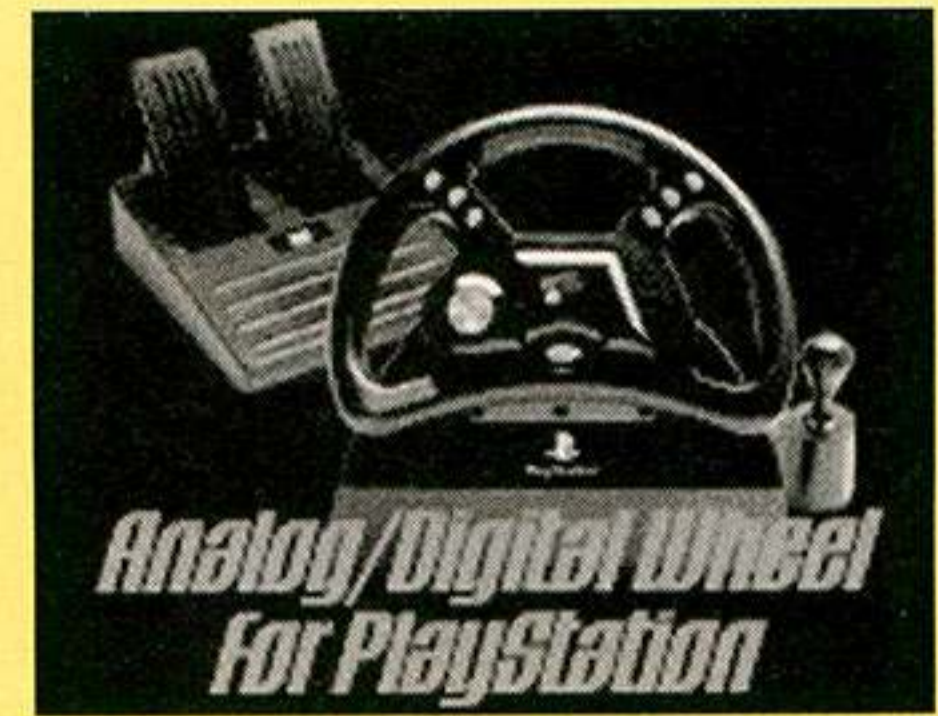
"Insert a game cartridge, then hold down the Start button on your controller and turn on the N64. A menu will appear showing how much memory you have left, and will give you the option of deleting unwanted saved games."



Traveling down memory lane.

Q: My Mad Catz steering wheel for the PlayStation doesn't work with Need for Speed II, but it works fine with my other games. Is there something wrong with the steering wheel or with the game?

Bert Fung
New York, NY



Having problems steering your way to victory in Need II?

A: **An Electronic Arts customer service rep answers:** "We have found that there may be some problems playing Need for Speed II with the Mad Catz steering wheel. If you're having problems, try these steps:

- Don't calibrate the steering wheel. The foot pedals must be plugged in, but they aren't used.
- Use the directional pad on the steering wheel for menu choices.
- Once in a race, you will have to use the button labeled "I" as the gas pedal. The buttons that are on the back of the steering wheel are used for shifting the gears."

Q: Why aren't there any cinema sequences in the N64 version of Mortal Kombat Mythologies: Sub-Zero like those in its PlayStation counterpart? I thought that since the N64 is more powerful than the PlayStation, the game would contain cinemas, but there are only still pictures to tell the story. Why didn't Midway put in any cinemas?

Mcpunknugt
via Internet

A: **A Midway customer service rep says:**

"We were unable to fit any cinema sequences into the N64 version because the N64 cart can't hold as much



Do the cinemas in MK Mythologies really make a difference?

information as the PlayStation CD. Typically, compact discs can hold much more information than a cart. The gameplay for both versions of MK Mythologies: Sub-Zero, however, is identical."



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People are drawn to Bubble Wrap® like bugs to a speeding car's windshield. Take advantage of this newfound magnetism and mingle, baby.



Step 1

Measure

- A. arms
- B. waist
- C. legs
- D. inseam



NOTE: Always remember to measure the circumference (for those who goofed off in geometry class, that's the boundary).

Step 2

Draw



Step 3

Cut



NOTE: You must create two of each piece. Failure to do so will result in only half a suit and, man oh man, that could lead to rampant accusations of exhibitionism.



HINT: We suggest you wear underwear beneath your suit as people will feel more comfortable approaching you if you do. Yes, we're sure about that.

What to say when "that certain someone" comes a poppin':

- * Is it hot in here, or is it just you?
- * Break my bubbles but don't break my heart.
- * It didn't even hurt ... when I fell from heaven?

Bubble Size Matters



3/16"
Small bubbles? No problem. More pops per inch, man.



5/16"
Not too big. Not too small. These bubbles are just right.



1/2"
You da man (woman). Others will be jealous of your girth.

ALTERNATE USES

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In case you should experience incredible pressure (e.g. Aunt Rose), your new suit can act to hold your internal organs in their proper position.

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Those man-eating dogs who prefer the sweet gamey tang of human flesh have finally met their match. Give them the taste of air-filled plastic for a change.



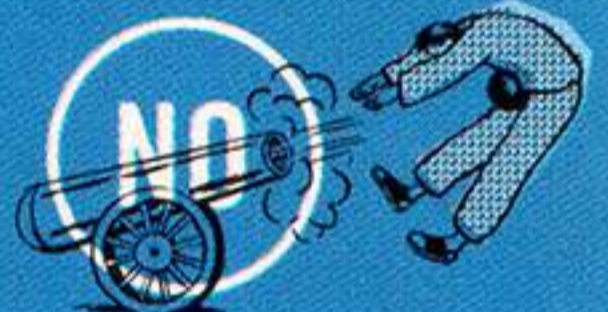
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NEVER TRY THIS. Get real. It's only bubbles filled with air. Not body armor.



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size 20 fl.oz.

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DO SOMETHING DIFFERENT.

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1:6
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And now a word from our lawyers: Don't take this stuff seriously.

EA Pins Down WCW License THQ to let franchise agreement expire at year's end

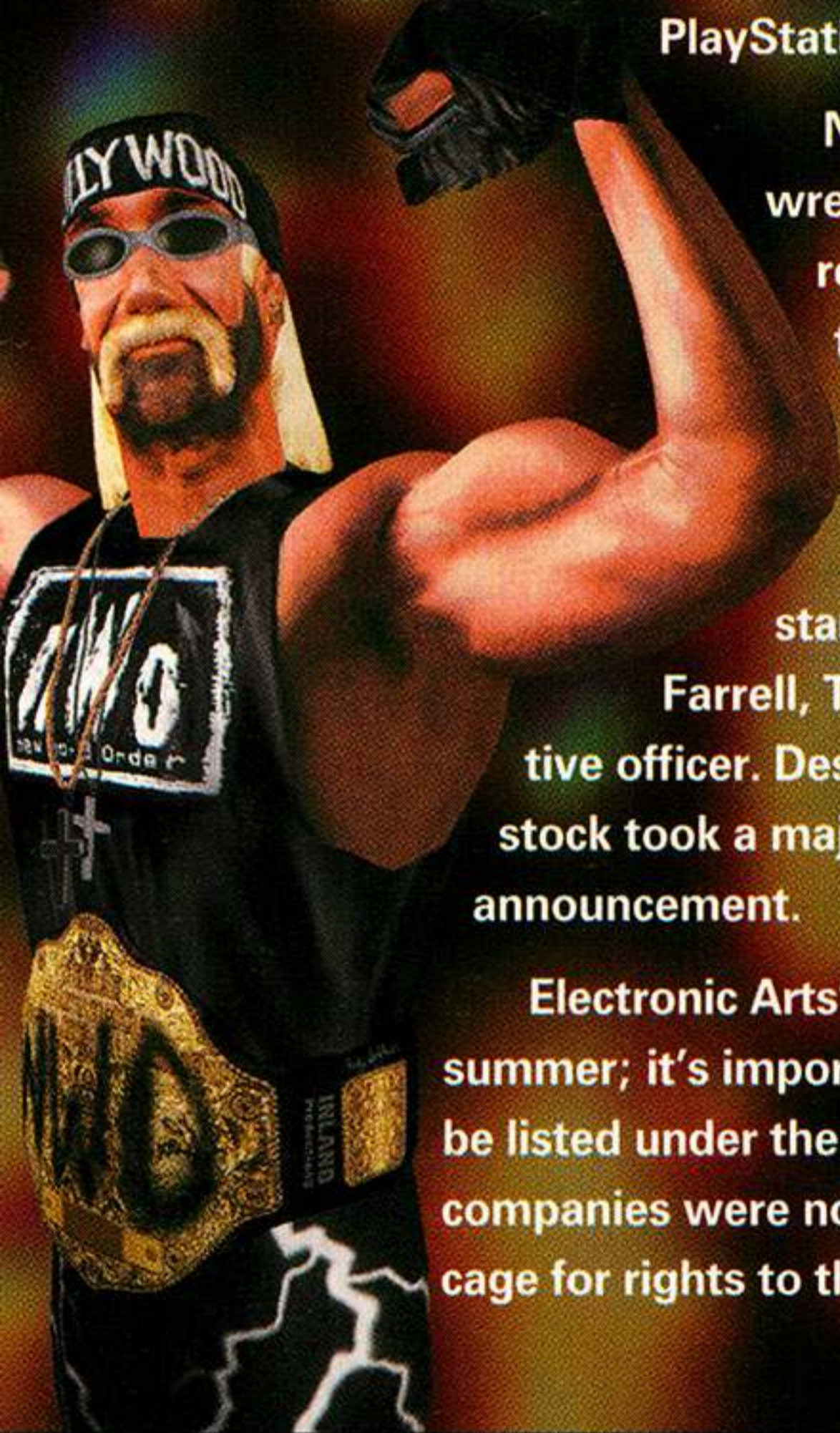
"Ladies and gentlemen...presenting your WCW World Heavyweight Champion...John Madden!?"

THQ, publishers of WCW vs. NWO: World Tour for the N64 and WCW Nitro for the PlayStation, has chosen not to renew its license with World Championship Wrestling, which expires on December 29, 1998. THQ is allowed to promote and release titles until June 1999, at which point Electronic Arts will step in, armed with a freshly signed five-year licensing agreement.

Fans of THQ's WCW vs. the World, WCW vs. NWO: World Tour, and WCW Nitro shouldn't ring the bell just yet. THQ's agreement doesn't expire for many months, and the company plans to release at least two more WCW games, one for PlayStation and one for Nintendo 64.

Nor does THQ plan on leaving the wrestling arena after their final WCW release. "Since we have been extremely successful with our line of wrestling products utilizing the WCW license, we fully intend to continue in the genre with outstanding wrestling games," said Brian Farrell, THQ's president and chief executive officer. Despite Farrell's reassurances, THQ's stock took a major hit on Wall Street following the announcement.

Electronic Arts' first WCW game will appear next summer; it's important to note that the game will not be listed under the EA Sports brand. Sadly, the two companies were not required to battle it out in a steel cage for rights to the license.



Quake III: It's Official

id Software lead programmer/head guru John Carmack recently announced that a planned Quake II mission pack will be expanded into a full-blown Quake III. With an all-new engine based in part on the company's forthcoming Trinity technology, Quake III will display in 24-bit color, feature higher resolution textures than Quake II, and run only on PCs equipped with 3D accelerators. Don't look for the game any time this year; it'll be in the works until at least 1999.

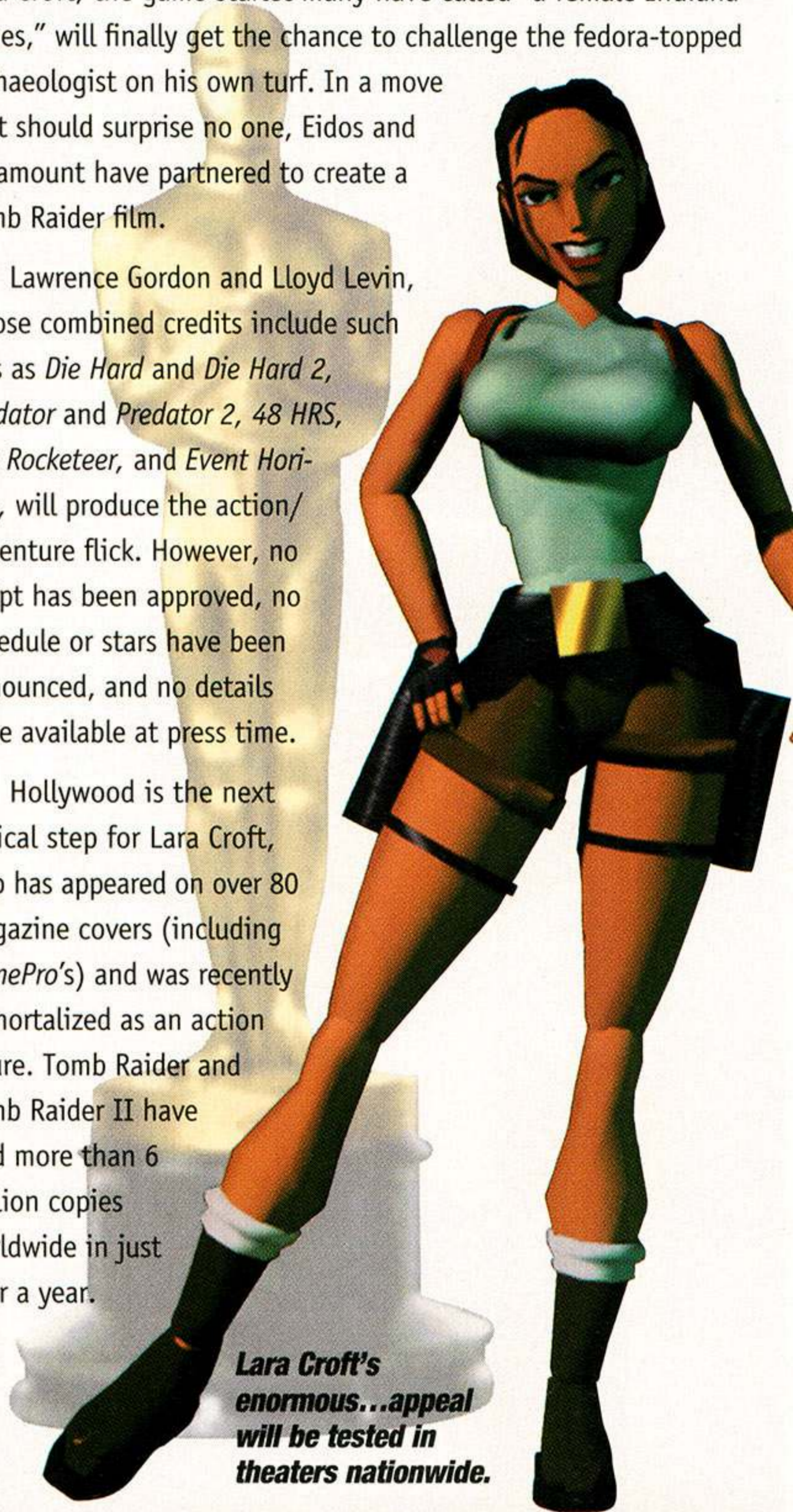
Lara Croft, Movie Star

Lara Croft, the game starlet many have called "a female Indiana Jones," will finally get the chance to challenge the fedora-topped archaeologist on his own turf. In a move that should surprise no one, Eidos and Paramount have partnered to create a Tomb Raider film.

Lawrence Gordon and Lloyd Levin, whose combined credits include such hits as *Die Hard* and *Die Hard 2*, *Predator* and *Predator 2*, *48 HRS*, *The Rocketeer*, and *Event Horizon*, will produce the action/adventure flick. However, no script has been approved, no schedule or stars have been announced, and no details were available at press time.

Hollywood is the next logical step for Lara Croft, who has appeared on over 80 magazine covers (including *GamePro's*) and was recently immortalized as an action figure. *Tomb Raider* and *Tomb Raider II* have sold more than 6 million copies worldwide in just over a year.

Lara Croft's enormous...appeal will be tested in theaters nationwide.

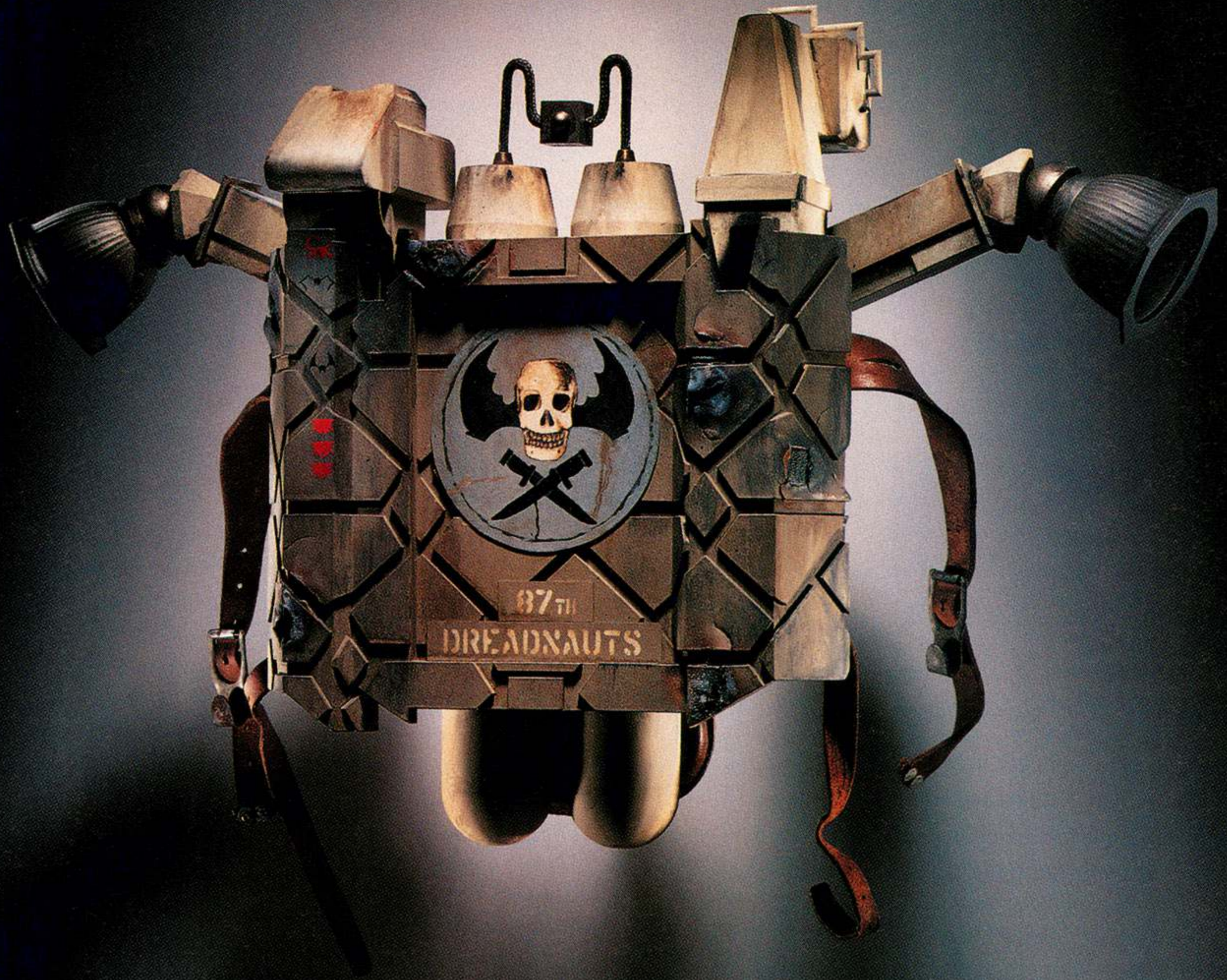


South Park: The Game

Oh, my God...will Acclaim kill Kenny? Probably—what else could be the object of the South Park game currently in development at Acclaim Entertainment? Stan, Kyle, Cartman, and Kenny, the hilariously offensive tykes from Comedy Central's hit animated show, are set to make their console and PC debut in 1999. The mature-oriented cartoon is the highest-rated show on cable television, attracting 3 to 5 million viewers every week.



Microsoft



OUTWARS MEMORIAL (ITEM No. 328)

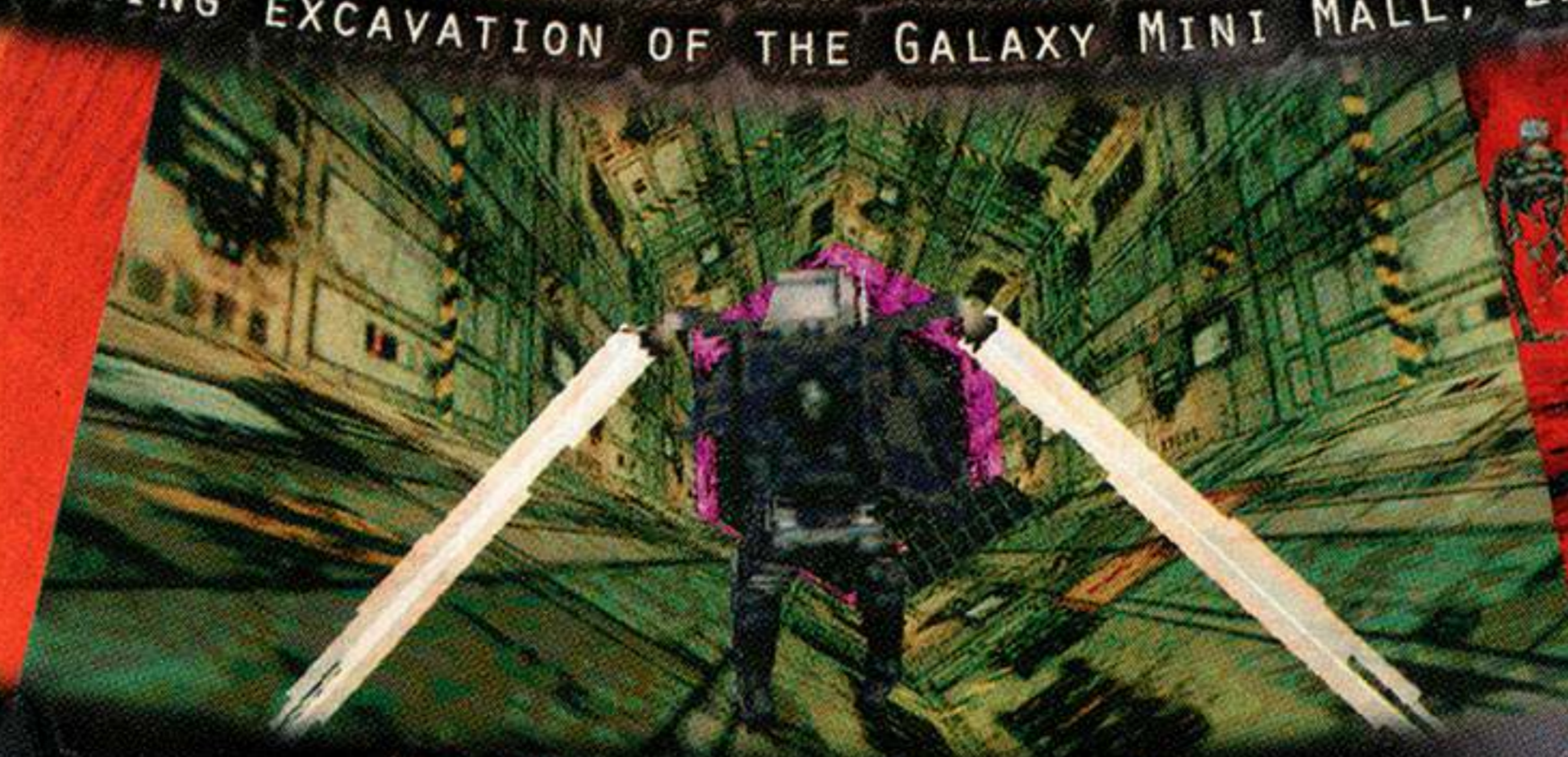
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OUTWARS.

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"This looks way better than Twisted Metal 2"

- PlayStation Magazine Online



It's 1975. A raid on a secret military base arms a thieving motor-gang with enough firepower to wipe out the entire Southwest. And only you and your band of auto-vigilantes are crazy enough to stop them. Take the law into your own hands in fully-loaded, fully-loco, off-road offensives – where the only rule is that there are no rules.

Get on the BUS!



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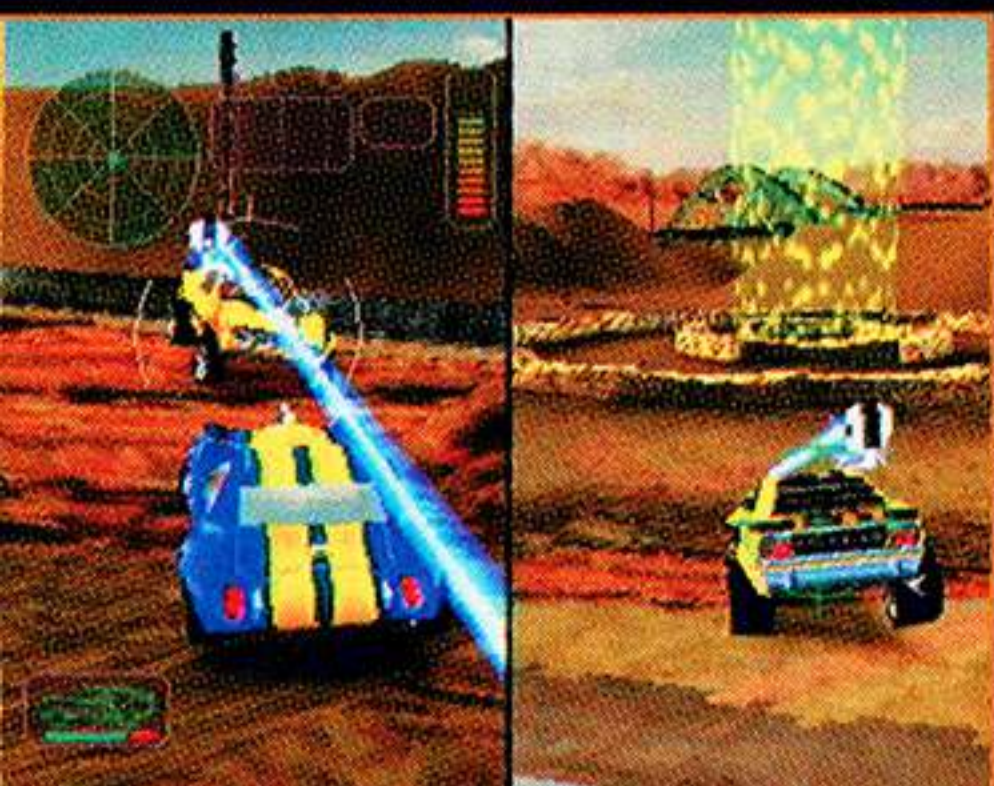


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VIGILANTE
8™

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Fully Loco.

When

You're Done
Clowning

Around...

"...be prepared for actual environment scarring, car-crash realism, and heavy duty 3D explosions." "Twisted Metal fans will freak out when they see Vigilante 8!"

- GAMEPRO

"...this game has more explosive potential than a two-gallon jug of nitroglycerine..."

- PS Extreme



"...the sweetest drive-and-destroy game for the PlayStation thus far."

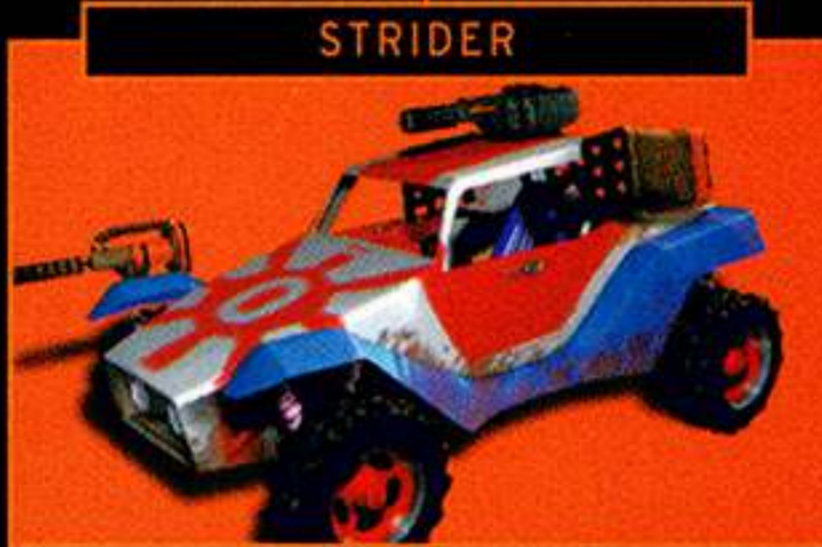
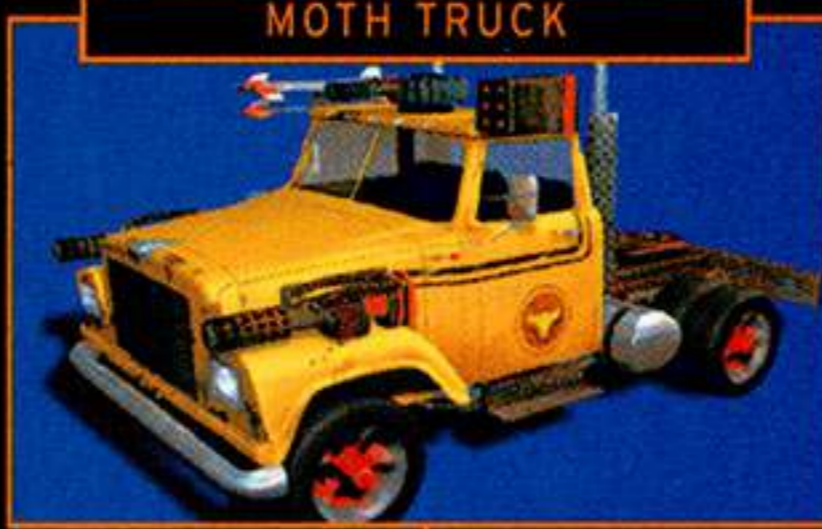
- ULTRA GamePlayers

"The graphics in this game are nothing less than stellar...the car physics are extremely accurate and the gameplay looks like its going to be intense."

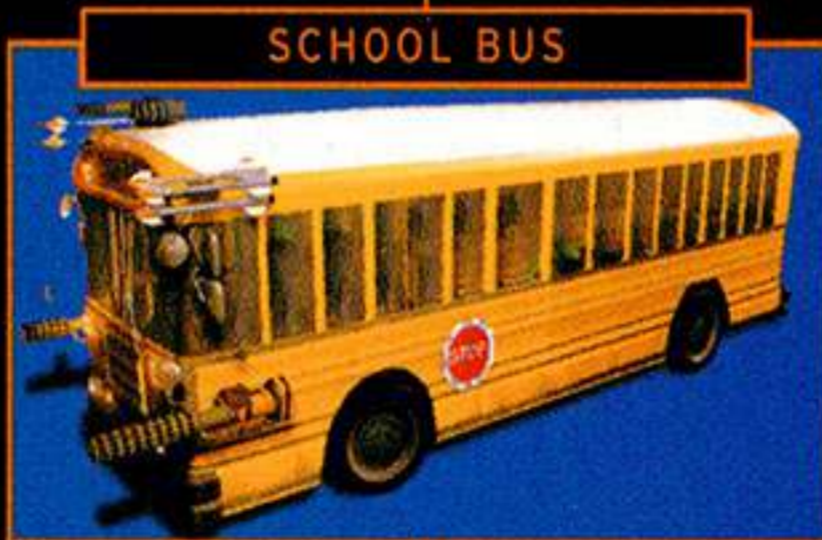
- PS Extreme



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VIGILANTE 8



"...this game is one of the finest we've seen in a while."

- EGM

"...enough new twists and technical innovations to take the genre another step forward in excellence. Vigilante 8 is a technical tour-de-force for the PlayStation."

- PSM



"Badass PlayStation combat in Vigilante 8."

- Gamespot.com

"Vigilante 8's screen-filling explosions, weapon acquisition system and sharp graphics are almost guaranteed to make the game a hit..."

- Official U.S. PlayStation Magazine

"...already a contender for the driving combat crown..."

- Next Generation

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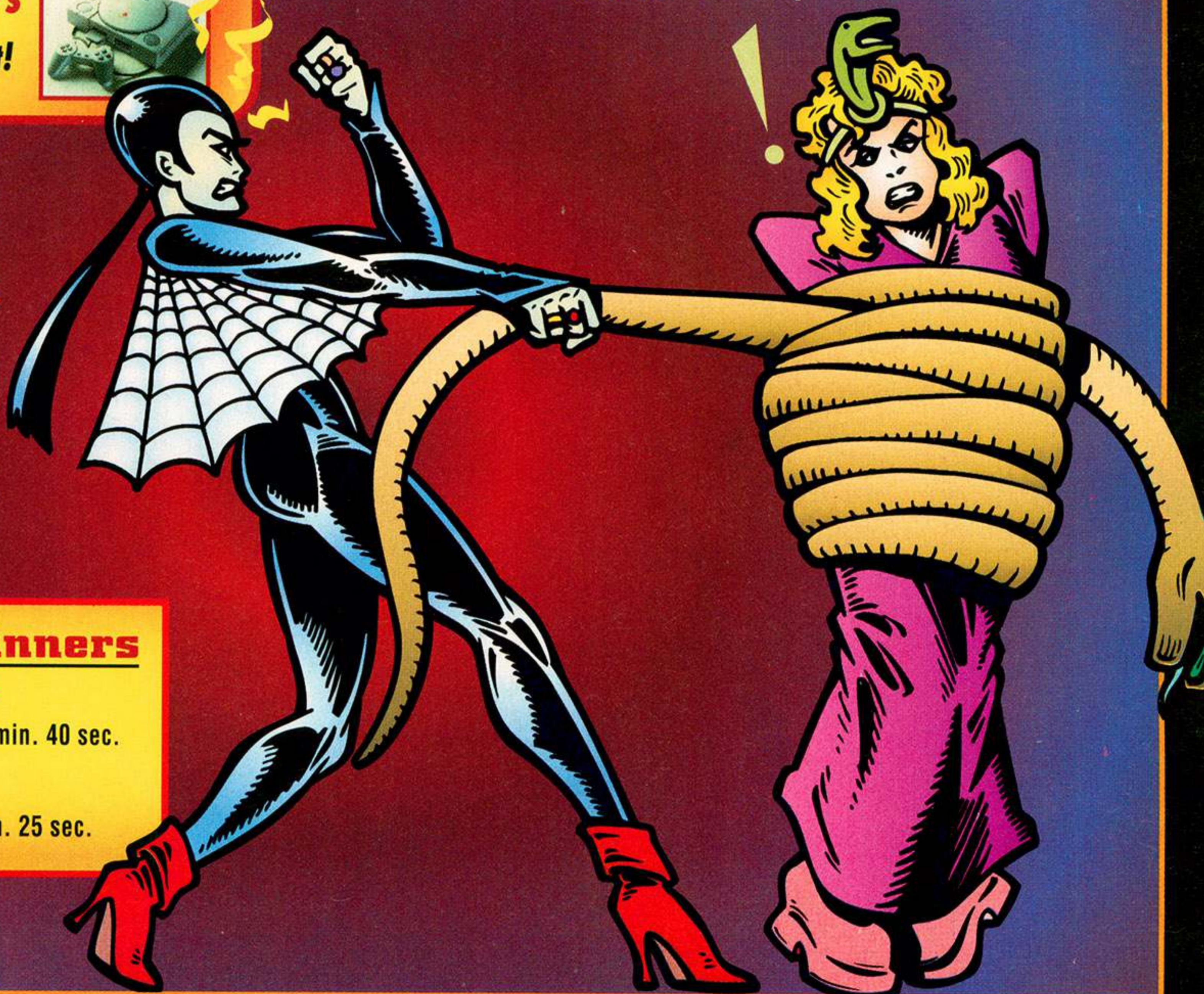


This month's adventure:

Black Widow vs. The Evil Python Woman

Call the new Team GamePro Adventure Hotline and see if you can survive all the traps and dangers of each month's new phone adventure.

Those who survive in the shortest amount of time are eligible to win awesome monthly prizes and get their name printed in **GamePro!**



Last Month's Winners

Grand Prize

Steven Mellow, Nashville, TN, 5 min. 40 sec.

Runner-Up

Tommy Martin, Reno, NV 7 min. 25 sec.

A New Adventure with a Different GamePro Editor Every Month!

Calls cost \$1.29 a minute and average six minutes in length. Available to touchtone and rotary phones. Be sure to get your parents' permission to call Team GamePro Adventures if you are under 18 years of age. Message subject to change without notice. A service of IDG Games Media Group, San Francisco, CA. Entries without complete name, address, and phone number will be disqualified.

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PIGGY**



*Paint swapping. Tire spikes. Road blocks.
Jealous cops will always play dirty.*

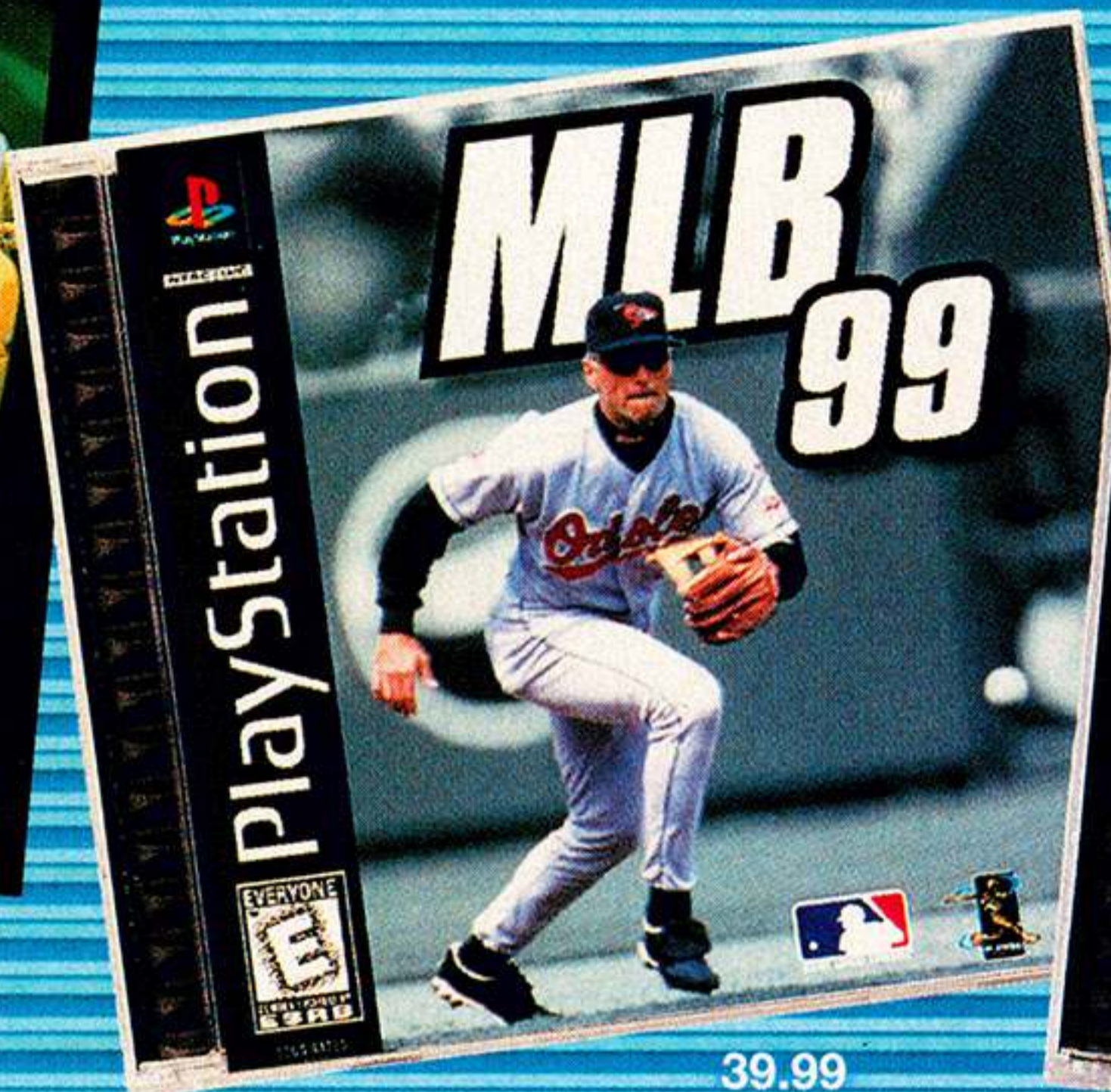
*When you're sitting in a 529hp Lamborghini,
the smell of bacon is that much sweeter.*



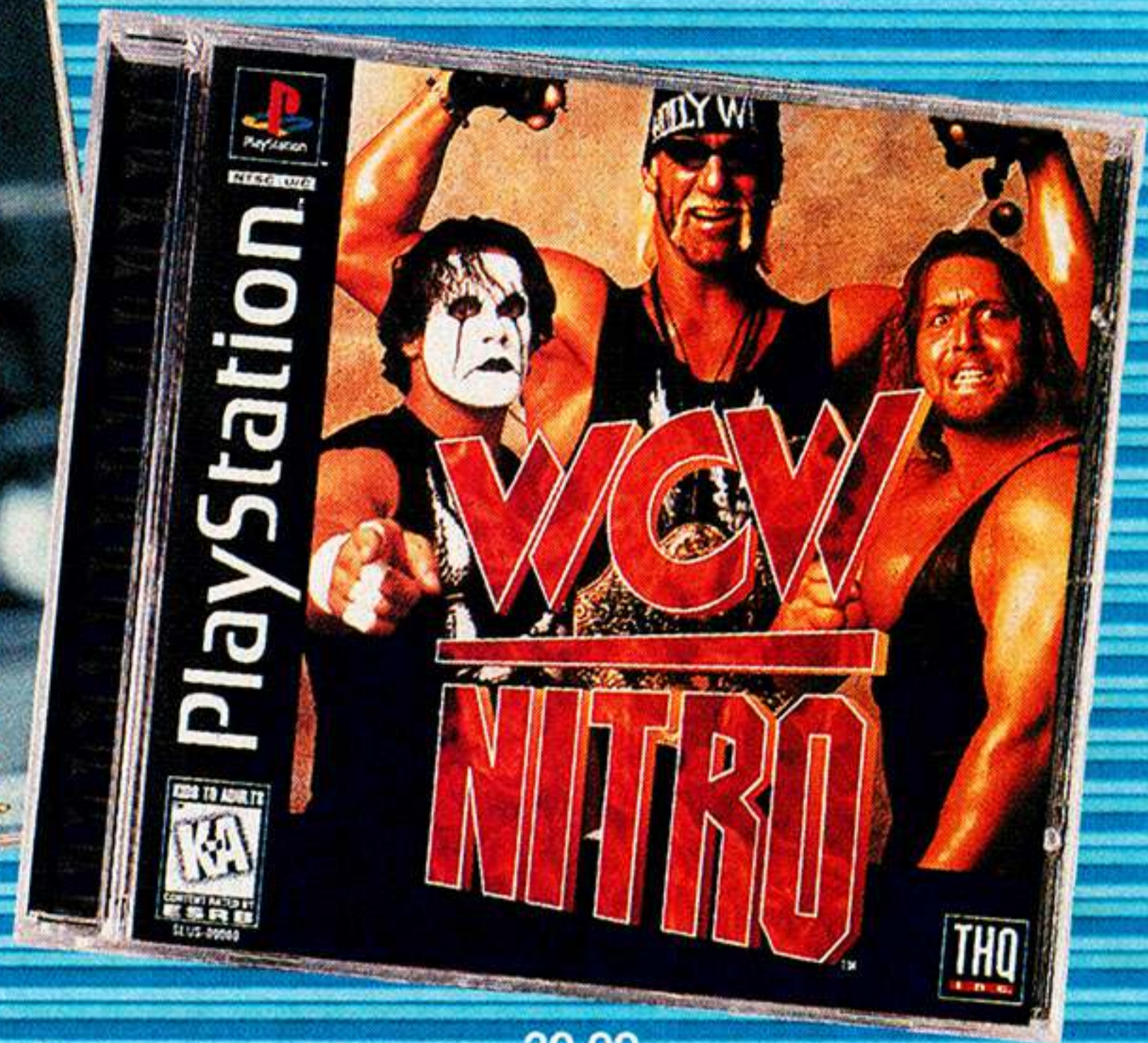
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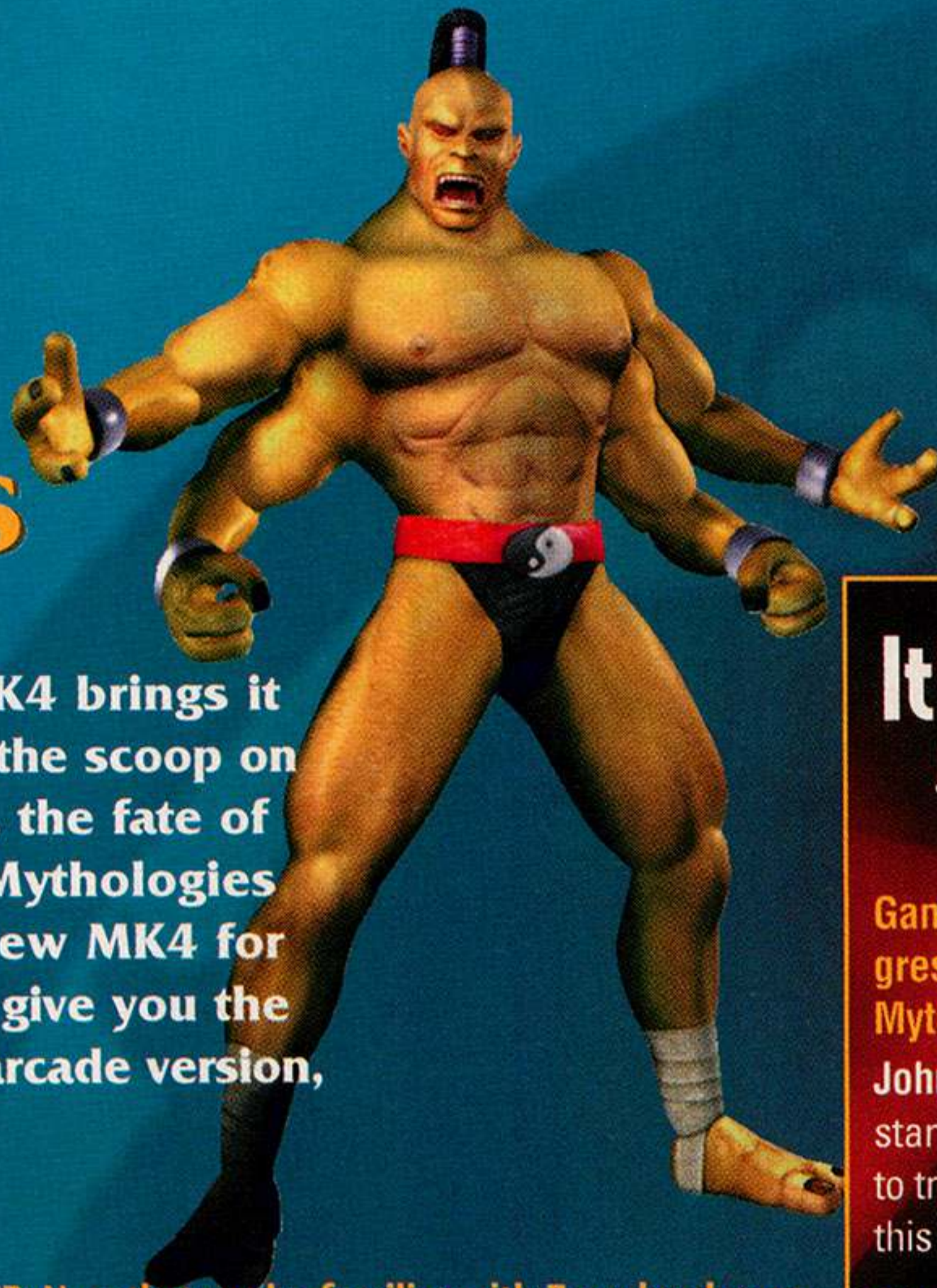
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TARGET

Home is Where the KOMBAT Is



The team behind MK4 brings it home! *GamePro* gets the scoop on the MK4 konversion, the fate of MK5, and the next Mythologies game. Plus, we preview MK4 for the Nintendo 64 and give you the new fatalities for the arcade version, Revision 3!

By Scary Larry

Nintendo 64 combatants are ready to strike first blood on their systems as soon as the creative team behind MK4 brings it home. Ed Boon and John Tobias, the creators of Mortal Kombat, give *GamePro* the latest on the next home game in the MK series as well as updates on MK5 and the new Mythologies game.

GamePro: How is the conversion of MK4 for the N64 and the PlayStation going?

Ed Boon: Since it's our first straight 3D conversion, we're having a lot of issues with converting the polygons. Overall, though, since we're kind of new to the process, I think it's going as smoothly as expected.

GP: What kind of issues? Compressing the polygons?

EB: Well, no. The arcade models for the characters were around 3000 polygons each, running at 60 frames per second, and neither the PlayStation nor the Nintendo 64 has the horsepower to handle that. The problem is reducing the polygons, colors, and textures to fit the constraints of the PlayStation and the N64.

GP: Are there more limitations to the PlayStation as opposed to the Nintendo 64?

EB: There are obvious polygonal and frame-rate limitations for both systems. However, MK4's going to be running at 60 frames per second, and we're extremely pleased with that. There are no hitches so far in either version.

GP: Now that you're familiar with Zeus hardware [the board powering MK4], are you going to continue using Zeus or are you already working on a Zeus 2 hardware system?

EB: There is going to be a Zeus 2 hardware system and the games we're working on next will be utilizing it. The sequel to MK4 will probably use Zeus 2.

GP: Do you see any other competition in the fighting game genre on the N64?

EB: Not really. There's nothing too exciting on the system as far as fighting games go.

GP: Do you think the N64 or the PlayStation are systems that you would want to develop for specifically?

EB: No. Arcade hardware is so far ahead of home-console hardware that it would really be taking a step back if we made a game specifically for a home system. We're very confident, however, that MK4 will be the best-selling fighting game on the N64—partially because there's so little out there.

Our main competition on the PlayStation is probably Tekken 3, so we've taken a lot of steps to enhance the home conversion enough to compete with it. For MK4, we added Goro and more secrets that we had originally intended to put in the arcade version. These features will be exclusive to PlayStation and N64 versions. The home versions will also have elaborate, fully rendered 3D endings with dialogue.

GP: Are you thinking of working on Katana, Sega's new system?

EB: So far, we've only heard rumors about the Katana—that it's a new system coming out and it's supposed to be similar to Model 3-quality hardware [which is used in Virtua Fighter 3]. We haven't seen any specs on it yet.

GP: What's on the horizon? MK5?

EB: The whole MK team is hard at work on the MK4 conversions, though the next Mortal Kombat game is in the conceptual stages. **G**

It's a Myth-tery

John Tobias on the new Mythologies game.

GamePro: How is work progressing on the new MK Mythologies game?

John Tobias: Actually, we just started working on it. We want to try a few different things with this game.

GP: Will it be much different from Mortal Kombat Mythologies: Sub-Zero?

JT: Although that first game was a lot of fun, we want to try a whole new approach. The new Mythologies will be filled with MK features like great fighting and great artwork. However, I can't get into the specific gameplay features.

GP: Can you give us any specifics?

JT: I can't tell you much, except the working title is Mortal Kombat: Special Forces. We're thinking of dropping the Mythologies brand name because the new title is such a different game; story line-wise, it's a prequel. You'll also be able to play as more than one character this time. Jax, Sonya, and Kano will figure in the plot.

GP: When should we expect MK: Special Forces?

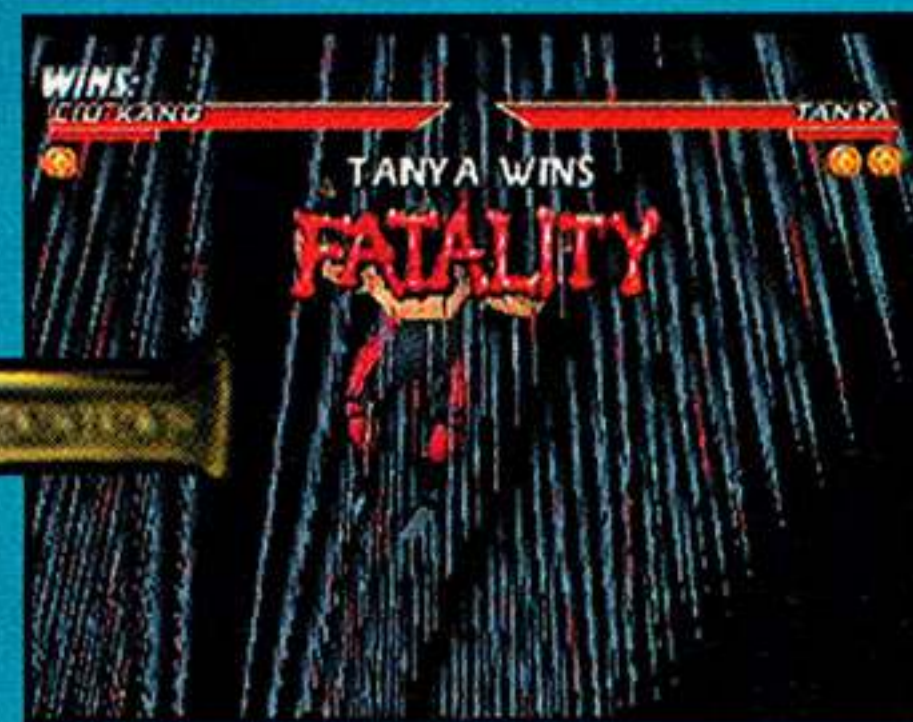
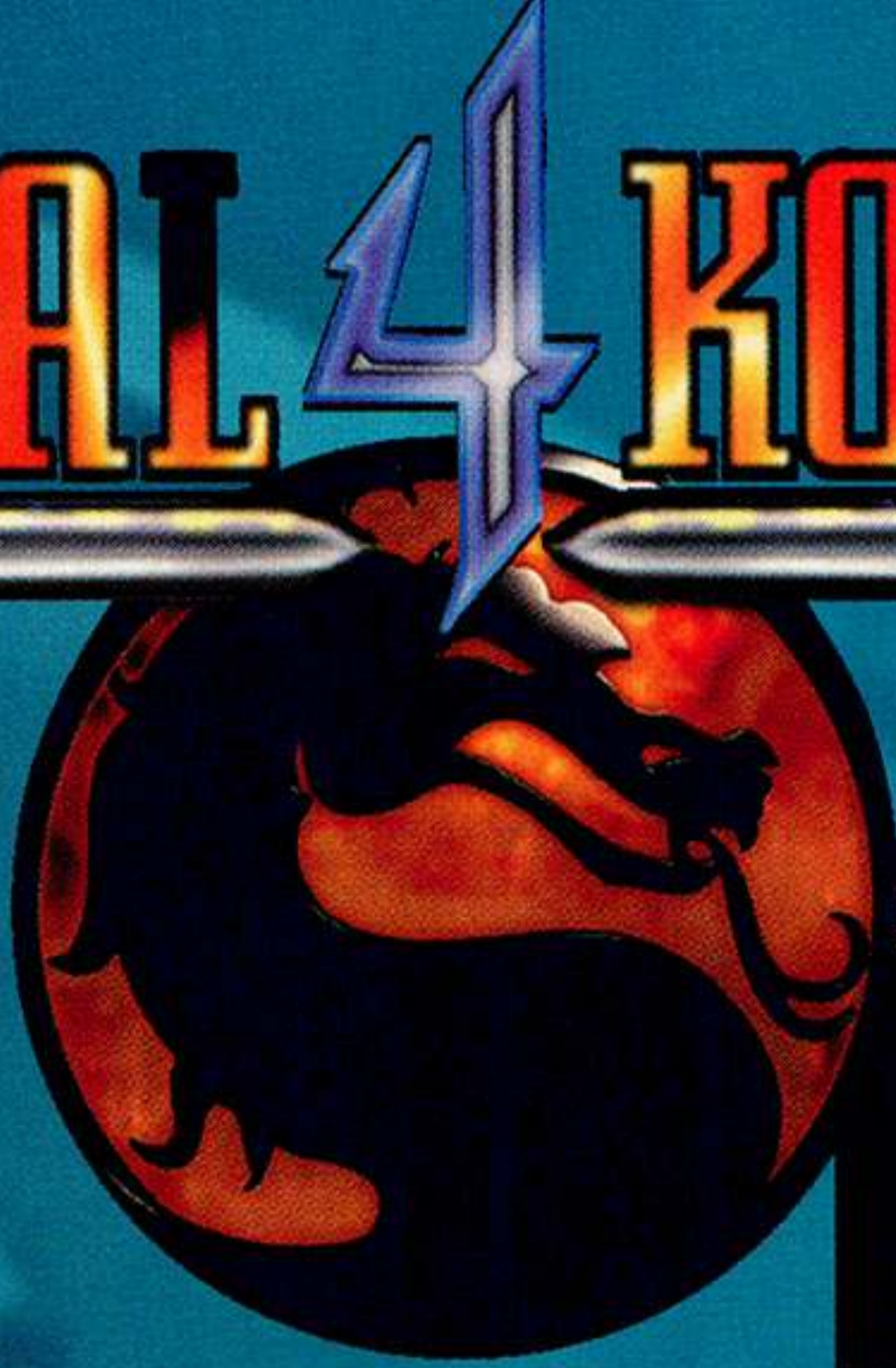
JT: We won't be able to show anything at E3 [in late May], but we'll definitely show something at the show in '99.

GP: Are you doing anything with Mortal Kombat 5?

JT: I'm probably working on the same things that I did on MK4 [basic art concepts and character design], but MK5 is so early there's really nothing to talk about yet.

MORTAL KOMBAT 4

Nintendo 64 Hands-On Preview



Four Scores More Than Before

Rest assured that all the expertise that went into creating the original MK4 will go into the home system releases: The team at Midway that worked on the game for the arcades is also hard at work on the home conversions (see the preceding feature, "Home Is Where the Kombat Is").



The team also included a few things to make the games more competitive with other fighting games, like adding Goro as a playable character, along with more secrets and possibly

more hidden characters. MK fans, rejoice—the master of Mortal Kombat games is on its way—but everyone else should gear up as well. There's one helluva game coming down the road.



MK4 in 3D!

If you haven't seen or played MK4 in the arcades, you don't know what you're missing! Midway has taken the current Mortal Kombat engine and made the game a true 3D experience. You can sidestep around players, dodge attacks, and interact with the backgrounds, as well as perform the usual assortment of MK moves, specials, and, of course, fatalities.



Although the game is still in its earliest stages, the control already lets you easily perform the smaller combos. In fact, it actually seemed as if you could pull off the combos faster here than you could in their arcade counterparts. There was some slowdown, but that's not unusual in a game at this stage of development. The characters still need some detail added before the moves can be finalized.



Fans of Mortal Kombat 4 should certainly have something to cheer about with the home conversions. This 20 percent complete version shows promise: MK4's actually fun to play in its unfinished form!



Developed by Midway
Published by Midway Home Entertainment
Available June

20% COMPLETE

COVER FEATURE: Mortal Kombat 4

MK4 Fatalities: BAD AS THEY WANNA BE

Here are the bloody facts on how to pull off the new fatalities for Mortal Kombat 4, Revision 3! *By Johnny Ballgame (special thanks to Major Mike and Ed Boon)*

ARCADE

Don't know what version of MK4 you're playing? Just look for the words "Revision 3" under the MK4 logo when the game starts.

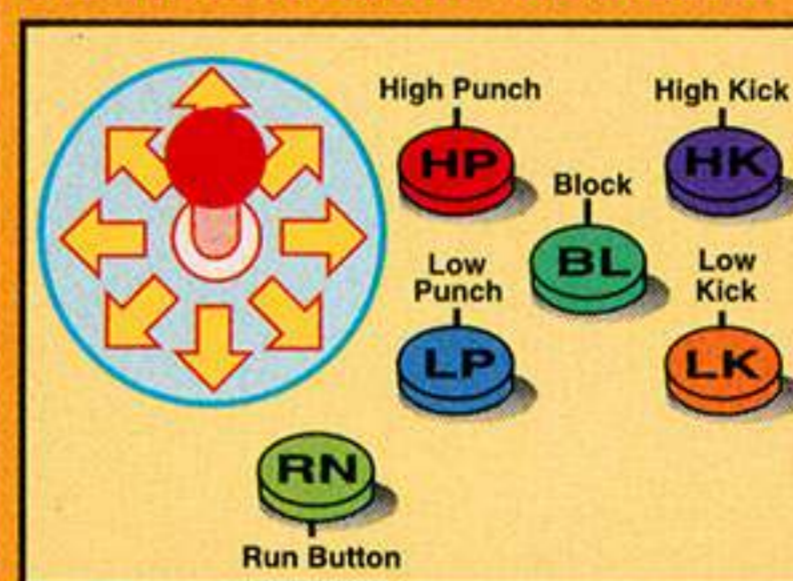


Kombat Kodes

Like MK3 and Ultimate MK3, in MK4 you can enter Kombat Kodes before a two-player battle. At the Vs. screen before the match begins, you'll see a row of six boxes. Of these six boxes, each player can change three by using button presses. To change the left box, use Low Punch; to change the middle box, use Block; to change the right box, use Low Kick. For example, to enter the Kode 123 123, Player One should tap Low Punch once, Block twice, and Low Kick three times. Player Two should tap Low Punch once, Block twice, and Low Kick three times.

Maximum Damage Disabled	010	010
Throwing and Maximum Damage Disabled	110	110
Unlimited Run	001	001
No Rain (on the Wind World stage)	060	060
Kombat Zone: Goro's Lair	011	011
Kombat Zone: The Well	022	022
Kombat Zone: Elder Gods	033	033
Kombat Zone: The Tomb	044	044
Kombat Zone: Wind World	055	055
Kombat Zone: Reptile's Lair	066	066
Kombat Zone: Shaolin Temple	101	101
Kombat Zone: Living Forest	202	202
Kombat Zone: The Prison	303	303

CONTROLLER LEGEND



- K = Any Kick button
- P = Any Punch button
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- Charge = Hold the direction or button indicated for the time indicated.
- () = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

Jax

Head Smash



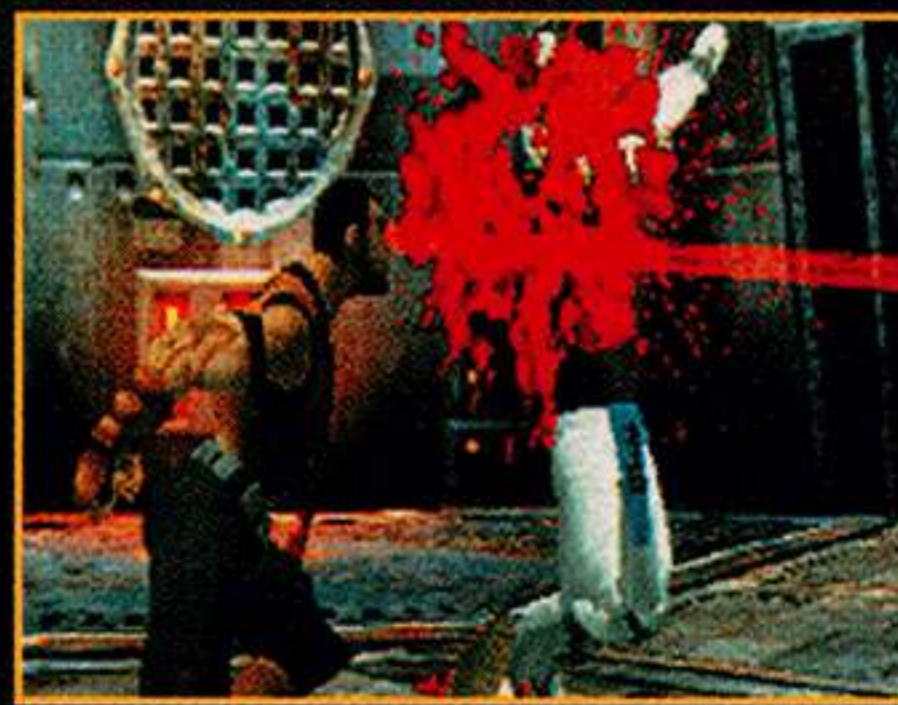
When in close, tap ←, →, →, ↓, BL

Goro's Lair Stage Fatality

When in close, tap →, →, ←, HP

Jarek

Eye Beam



From outside sweep distance, tap ↑, ↑, →, →, BL

Goro's Lair Stage Fatality

When in close, tap ←, →, →, LP

Tanya

Never on a First Date



When in close, tap ↓, →, ↓, →, HK

Goro's Lair Stage Fatality

When in close, tap →, →, →, LP

Reptile

Acid Puke



From outside sweep distance, tap ↑, ↓, ↓, ↓, HP

Goro's Lair Stage Fatality

When in close, tap ↓, ↓, →, HK

Shinnok

Hand Clap



When in close, tap ↓, ↑, ↑, ↓, BL

Goro's Lair Stage Fatality

When in close, tap ↓, →, (← HP)

Fujin

Wind Rip

From outside sweep distance, tap ↓, →, →, ↑, BL

Goro's Lair Stage Fatality

When in close, tap ←, →, ←, HP

Quan Chi

Mimic



From outside sweep distance, tap ↑, ↑, ↓, ↓, LP

Note: Quan Chi performs his opponent's Revision 3 fatality.

Goro's Lair Stage Fatality

When in close, tap →, →, ←, LK

Kai

Fireball Decapitation



From outside sweep distance, tap ↑, ↑, ↑, ↓, BL

Goro's Lair Stage Fatality

When in close, tap ←, →, ↓, HK

Liu Kang

Explosive Fireball



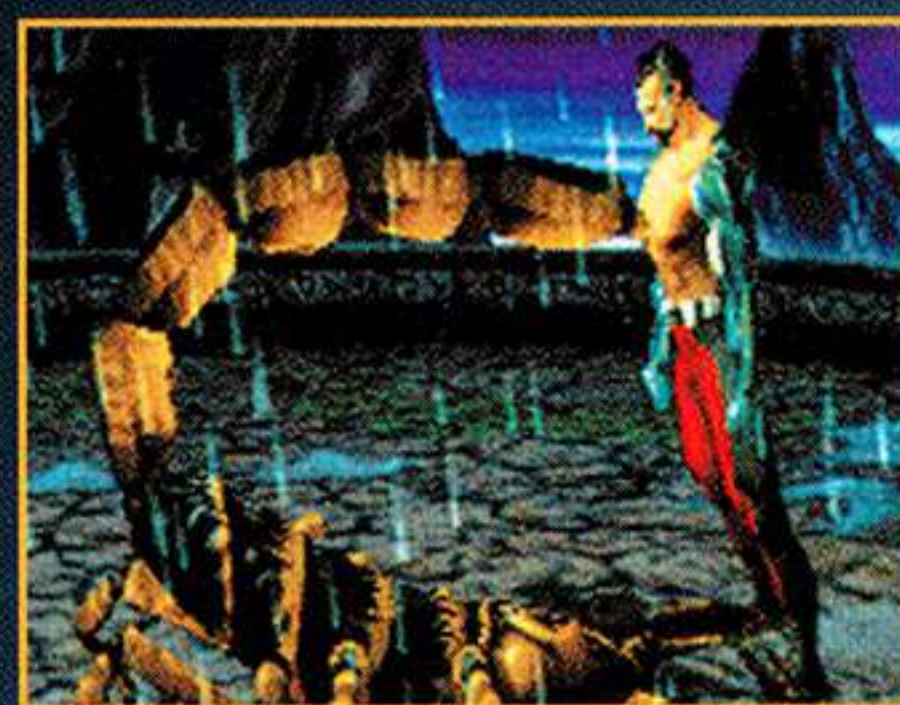
When in close, tap →, ↓, ↓, (↑ HP)

Goro's Lair Stage Fatality

When in close, tap →, →, ←, HK

Scorpion

Scorpion Sting



When in close, tap ←, →, ↓, (↑ HP)

Goro's Lair Stage Fatality

When in close, tap ←, →, →, LK

Raiden

Lightning Rod

From outside sweep distance, tap ↓, ↑, ↑, (↑ HP)

Goro's Lair Stage Fatality

When in close, tap →, →, ↓, LP

Sub-Zero

Ice Shatter



From outside sweep distance, tap ←, ←, ↓, ←, HP

Goro's Lair Stage Fatality

When in close, tap ↓, ↓, ↓, LK

Sonya

Death Splits



From outside sweep distance, tap ↑, ↓, ↓, ↑, HK

Goro's Lair Stage Fatality

When in close, tap →, ↓, →, HP



Johnny Cage

Wicked Uppercut



When in close, tap ↓, ↓, →, ↓, BL

Goro's Lair Stage Fatality

When in close, tap ←, →, →, LK

Reiko

Shooting Stars



From outside sweep distance, tap ←, ←, ↓, ↓, HK

Goro's Lair Stage Fatality

When in close, tap →, →, ↓, LK



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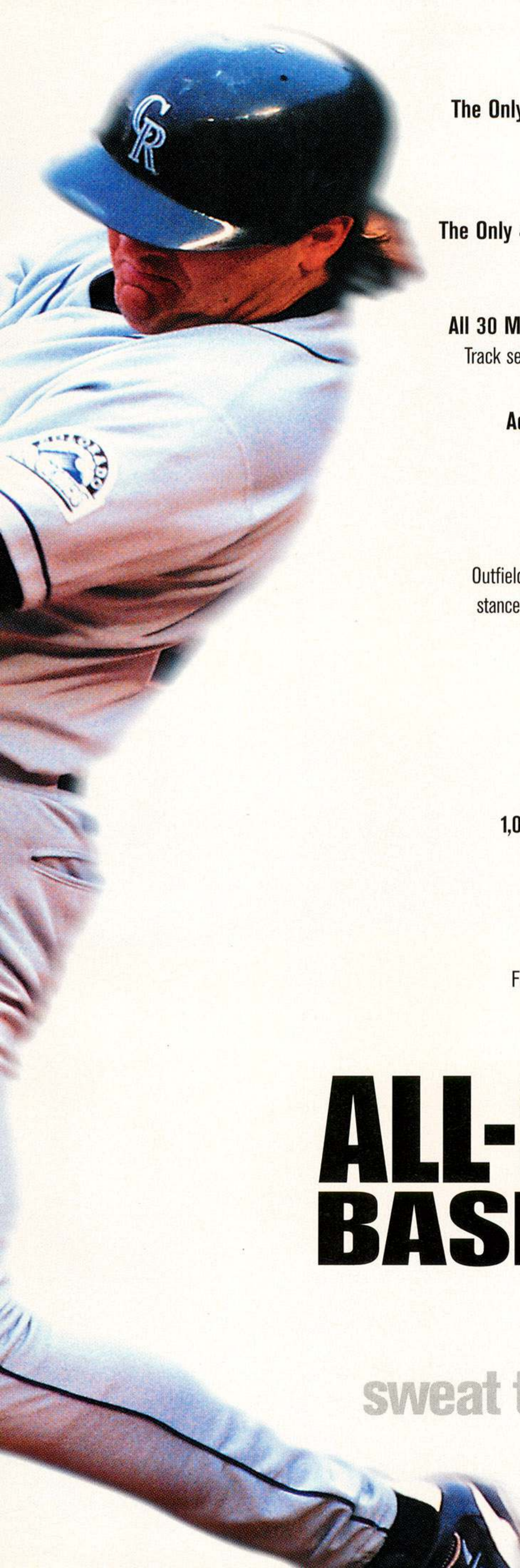
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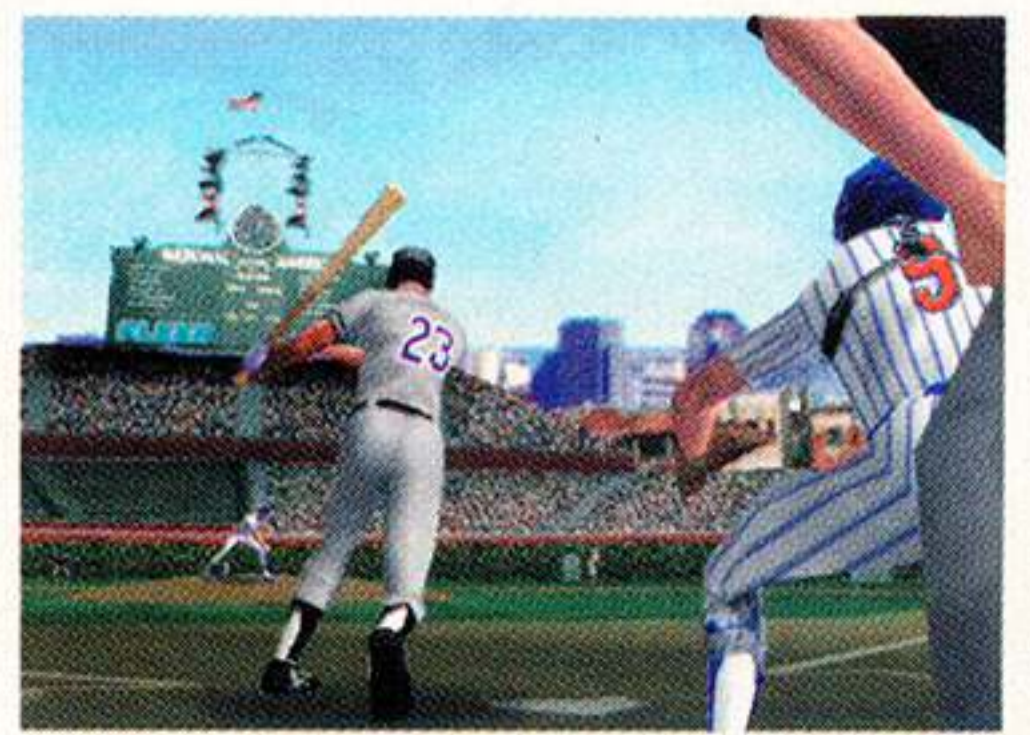
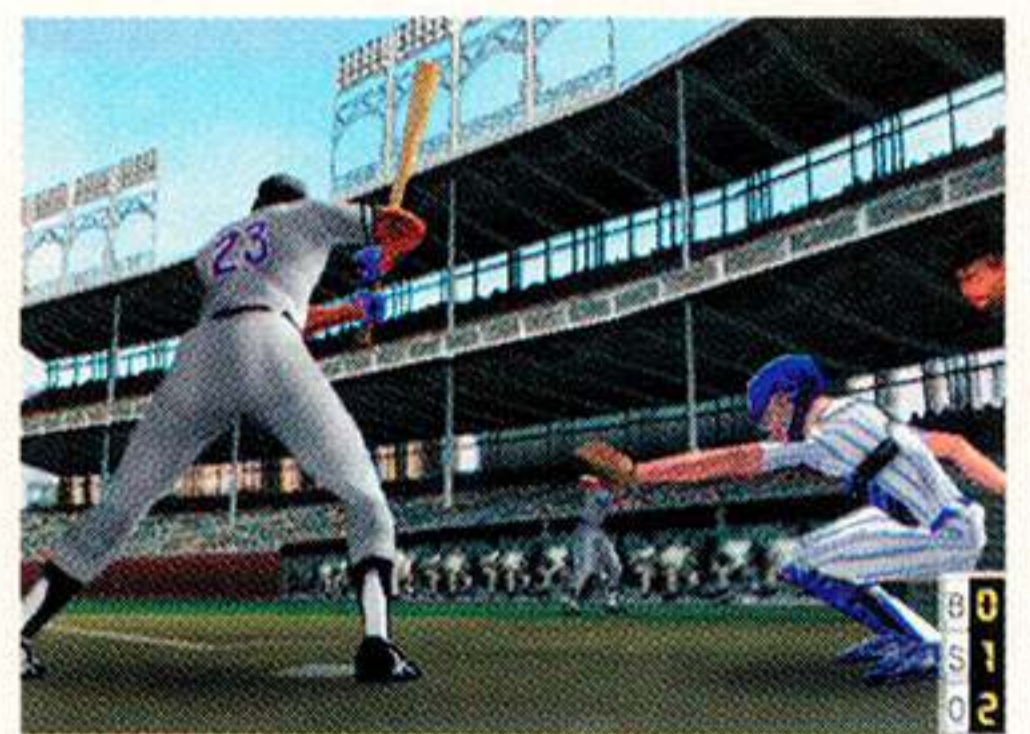
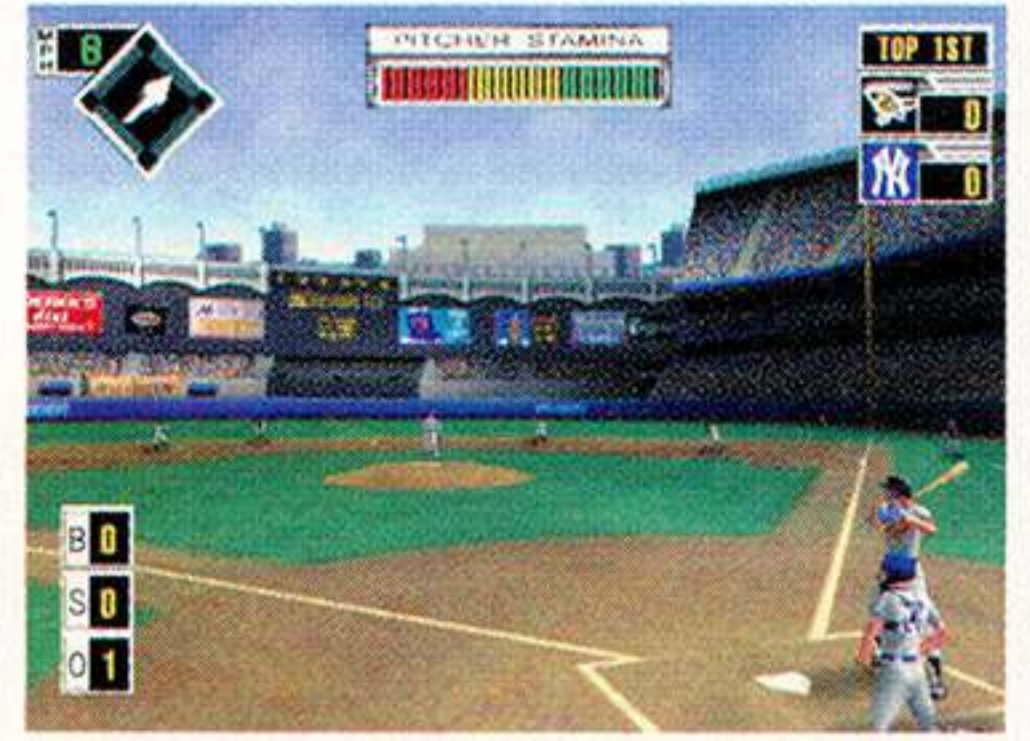
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PLAYER 2 FEELS THE STING
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NO TEARFUL HUGS. NO WARM HANDSHAKES. JUST HALF A POUND OF BUCKSHOT TO THE CHEST. OR A RAILROAD-SIZE SPIKE IN THE CRANIUM. THAT'S HOW YOU SAY GOOD-BYE TO A FRIEND. INTRODUCING QUAKE FOR THE N-64. WITH SINGLE-PLAYER MODE AND A TWO-PLAYER DEATH MATCH. BECAUSE AFTER ALL, NOTHING SAYS YOU CARE LIKE A LOAD OF SCREAMING HOT STEEL IN SOMEBODY'S TORSO.

Two-Player Death Match

PLAYER 2 LURCHES FORWARD
AS RUSTY STEEL HOLLOWS OUT
HIS CHEST CAVITY, BURSTING
HIS INNER ORGANS.

PLAYER 1, DESPITE HIMSELF, SMILES.



The Fundamentals of Killing



ARCADE MANIA SWEEPS LAS VEGAS

New games! New games! New games!
The 1998 ASI show in Las Vegas
toasted some of the hottest new
arcade games in years.

By Johnny Ballgame
and Major Mike

Hot at
the Arcades
Special
Report

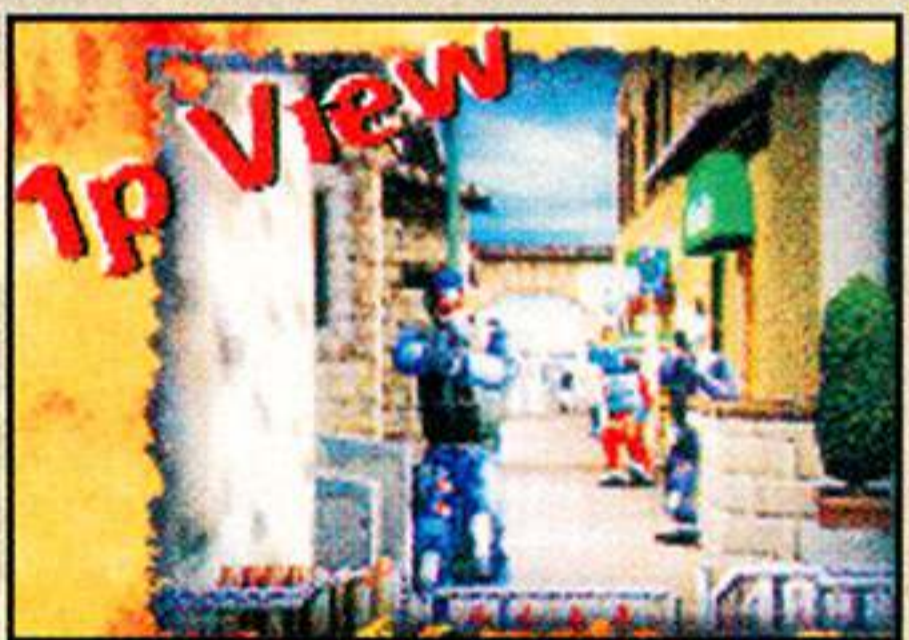
Arcade Special Feature

TIME CRISIS II

Game of the Show!

(By Namco)

Time Crisis II blew the arcade show to pieces, exciting gun nuts with its fun, barrel-blazing action and unique two-player game capability. The huge cabinet (50 inches) lets two players shoot simultaneously on separate monitors, giving each player their own perspective. As you play, you'll sometimes see the other player dodging bullets across your screen or about to be shot from behind by an enemy—it's up to you to either help him...or not.



Time Crisis II features three stages that range from a forest to a satellite launcher base. You earn points for both shot accuracy (it's twisted, but you get more points if you hit enemies in the head rather than the body or limbs) and level clearance speed. As in the original Time Crisis, you use a pedal to duck behind objects and reload your weapon. Instead of always standing or crouching in a fixed position like in the original game, however, TCII occasionally throws you onto a speeding boat or a moving train to give you that added adrenaline rush and heightened sense of realism.

Even though it was only about 60 percent complete at the show, Time Crisis II definitely had enough hot-lead thrills and dead bad guys to please even the itchiest of trigger fingers. If the game continues its already awesome development, TCII could end up being the coolest arcade shooter of the year! **G**



Hot Prospect!



Fighting Vipers 2

(By Sega Gameworks)

Taking place two years after the first Vipers game, Fighting Vipers 2 raises the series to new heights with new techniques, two new fighters, and a new killer look, the latter courtesy of the polygon-crunching Model 3 arcade hardware. In addition to Vipers veterans Bahn, Raxel, and, of course, Honey, gamers will find two newcomers: Emi, a young girl with a teddy bear strapped to her back, and Charlie, a BMX rider who can use his bicycle as a weapon. The most striking addition to the usual repertoire of moves is a Super K.O. technique. The Super K.O. can be performed only during a character's second round and can kill an opponent outright if it connects. Looks like the Vipers are ready for a whole new brawlgame. Are you?



(By Namco)

Namco and Squaresoft combined forces to create this unique 3D fighting game. Ehrgeiz features eight playable characters, bosses, and time-released fighters

(including characters from Final Fantasy VII), along with interactive backgrounds (you can slide crates into your opponent), power-ups, and unblockable special attacks. The eight-way joystick lets you run freely throughout each stage in 3D as you pummel your opponent, dive off platforms, and dodge attacks. You'll have to get used to the game mechanics, but once you learn to play, you'll find a fun and original fighting game.



METAL SLUG 2

(By SNK)



The military madness continues! Metal Slug 2 is bigger, badder, longer, and more difficult than its predecessor. The gameplay is still side-scrolling, blow-the-bejesus-out-of-everything-that-moves twitch platform action. Slug 2 adds more weapons, more vehicles, and two new playable recruits to the melee, and it still runs smoothly on the 16-bit Neo-Geo system.



Hot Prospect!

California Speed

(By Atari Games)



Hot Prospect!

California Speed

(see "Hot at the Arcades," April)

Atari Games featured a kick-ass, near-final version of California Speed—one of the fastest racing games ever made.

Arcade Special Feature

Sega Rally 2

(By Sega Gameworks)



The sequel to one of Sega's most popular racing games, Sega Rally 2 overhauls the first game's arcade engine and replaces it with Model 3 arcade hardware. Rally 2 features six cars to choose from, a head-to-head Championship mode, and a Practice mode to power slide and burn rubber on. Up to four arcade units can be linked for multiplayer action.



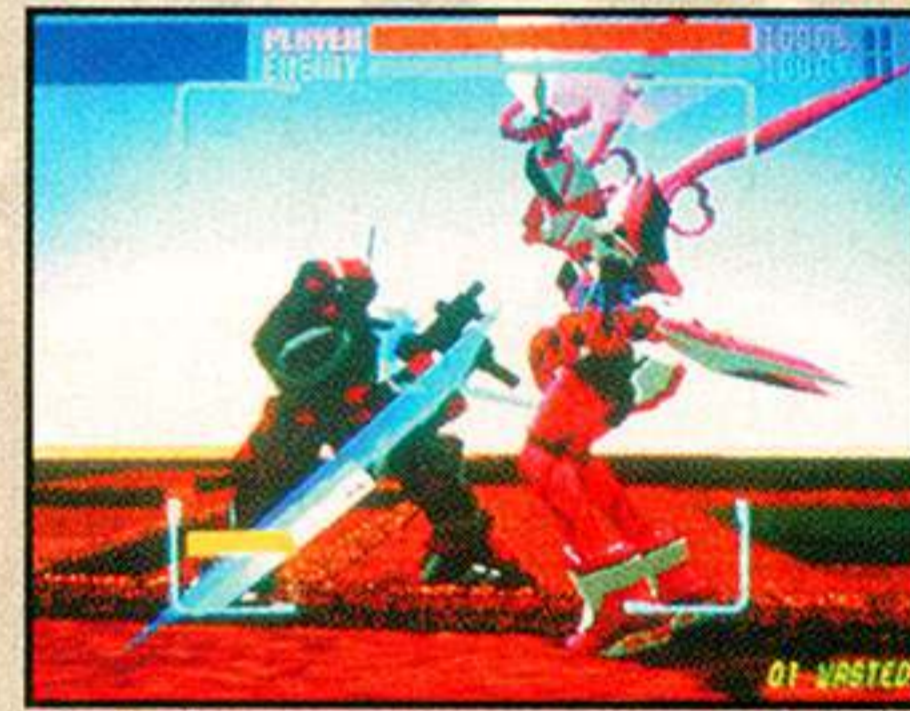
Arcade Special Feature



Virtual On 2

(By Sega Gameworks)

The Virtuaroids are back for more heavy-metal mayhem in Virtual On 2. Like other Sega titles at ASI, VO2 also makes the upgrade to Model 3 hardware. It also adds four new fighters to the lineup and a slew of new features, including turbo-shot attacks, dashes, midair dashes, and side-stepping techniques.



Rapid River

(By Namco)

Rapid River was one of the most fun and surprising games at the show. You sit in a whitewater raft and fiercely paddle through the rapids as your boat is tossed in all directions depending on what's happening in the game.



During one stage, a T-Rex chases you and you must paddle your fastest to avoid being eaten alive. Another level includes a giant whirlpool that sucks you toward its center, and it'll take all your energy to escape. This game might look stupid if you're simply watching someone else play, but jump in the raft once and you'll be hooked—it's that fun!



Hiphopmania

(By Konami)

This DJ's delight will have gamers cuttin' and scratchin' to the phattest sounds of hip hop, break beat, reggae, techno, house, rave, and soul. The gameplay is similar to Parappa the Rapper's, as you must hit certain buttons or scratch the record in rhythm to the music in order to get the dance floor hopping. When you get good, the computer will even challenge you to a DJ Battle. Hiphopmania's da bomb! Don't be a player-hater—check it out.

Hot Prospect!



PLAYING **THE KABOOM BOX**
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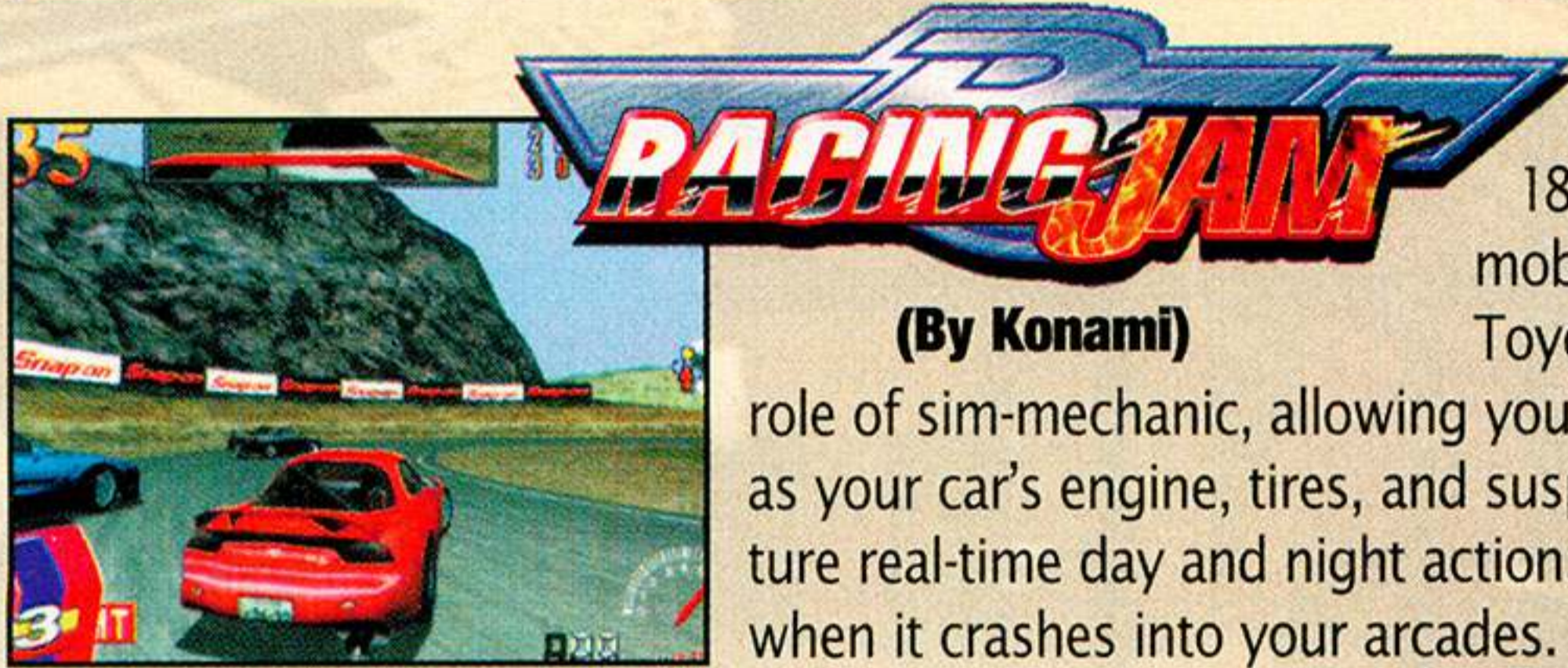
Fighting Bujutsu



(By Konami)

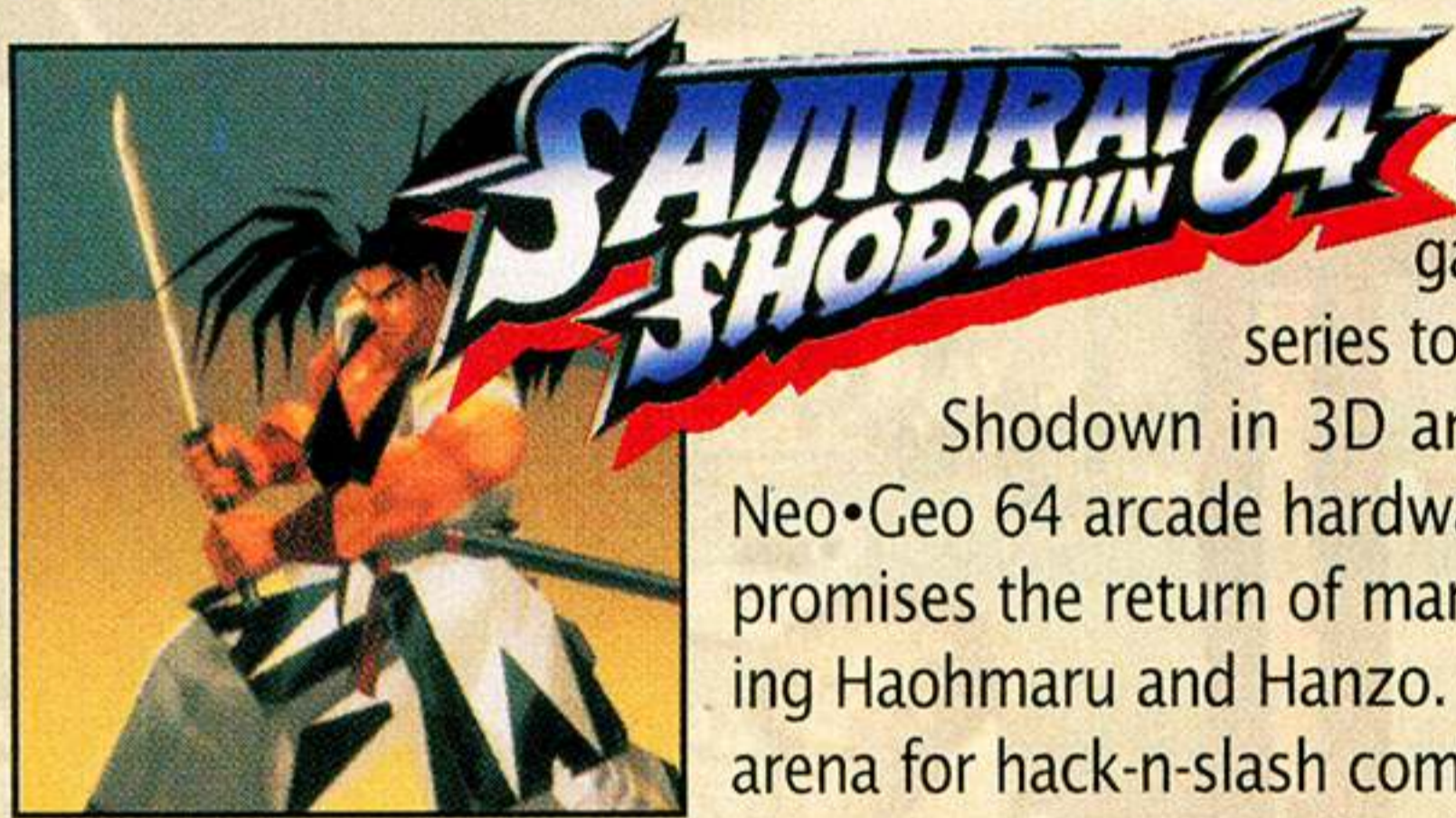
Konami's first fighting game featuring its new Cobra system includes eight martial artists duking it out in cool 3D backgrounds (you can

brawl in seasonal conditions like rain or snow and daytime or nighttime settings). The computer A.I. even learns the trends of gamers and adapts to a player's specific style and techniques.



(By Konami)

Racing Jam speeds into arcades featuring 3 courses and 18 authentic cars, including automobiles from Honda, Nissan, and Toyota. RJ even lets you assume the role of sim-mechanic, allowing you to monkey-wrench such things as your car's engine, tires, and suspension. The game will also feature real-time day and night action. Give Racing Jam a roadtest when it crashes into your arcades.



(By SNK)

One of SNK's longest-running 2D fighting-game brands, Samurai Shodown 64 takes the series to the third dimension. Shodown 64 is the first Shodown in 3D and the first fighting game on the Hyper Neo-Geo 64 arcade hardware. The game sports colorful graphics and promises the return of many of Shodown's well-known fighters, including Haohmaru and Hanzo. Nine other fighters will also take to the 3D arena for hack-n-slash combat action.



Peter Jacobsen's Golden Tee Golf '98

(By Incredible Technologies)

Golden Tee Golf '98 features a four-player tournament mode, more camera angles, and better graphics than Golden Tee '97's. Looks like another chart-topper from IT.



Peter Jacobsen's Golden Tee Golf '98

PC-to-Arcade Games

(By Intel)

Intel had several offerings, including an arcade version of Quake; a soccer-simulation title, Kick It; and the outer-space shooter/racing game, XS-G.



XS-G

Also Featured at the ASI Show

Get Bass (by Sega Gameworks)

Dynamite Deka 2 (by Sega Gameworks)

Harley Davidson & L.A. Riders (by Sega Gameworks)

The Lost World: Jurassic Park (by Sega Gameworks)

The House of the Dead (by Sega Gameworks)

Marvel vs. Capcom (by Capcom)

Surf Planet (by Atari Games)

San Francisco Rush the Rock: Alcatraz Edition (by Atari Games)

Radikal Bikers (by Galeco)

Road's Edge (by SNK)

Real Bout Fatal Fury 2 (by SNK)

Blazing Star (by SNK)

Hyperdrive (by Midway)

NFL Blitz (by Midway)

Off-Road Challenge (by Midway)

Final Furlong (by Namco)

Motorcross Go! (by Namco)

Downhill Bikers (by Namco)

Battle Tryst (by Konami)

Skier's High (by Konami)

Teraburst (by Konami)

Steering Champ (by Konami)

Bass Angler (by Konami)

Solar Assault (by Konami)

Dark Horse (by Konami)

World Class Bowling

(by Incredible Technologies)



Respected coach and video gameologist Tom "The Thumb" Blake says nothing separates the high-score contenders from the high-score pretenders faster than good old-fashioned strength. That's why Coach Blake recommends...

Thumb Push-Ups.

Ever wonder who invented shorts?



Keep your nose between your eyes and your mouth.

Your entire body weight should be supported only by your thumbs.

This imaginary dotted line should be shorter than that other imaginary dotted line.



Coach Blake says that Tekken 3 is also a good way to separate the contenders from the pretenders. Not to mention limbs from bodies. And right now you can get Tekken 3 at Target for just

\$44⁹⁹



Get into the game.

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In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.

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- 1 or 2-player split screen action.



BLINDING 60 FRAMES PER SECOND ACTION!!!
- GAMEFAN

"YOU'LL GET SPOILED BY THE SPEED."
-OFFICIAL U.S. PLAYSTATION MAGAZINE

It's golf,

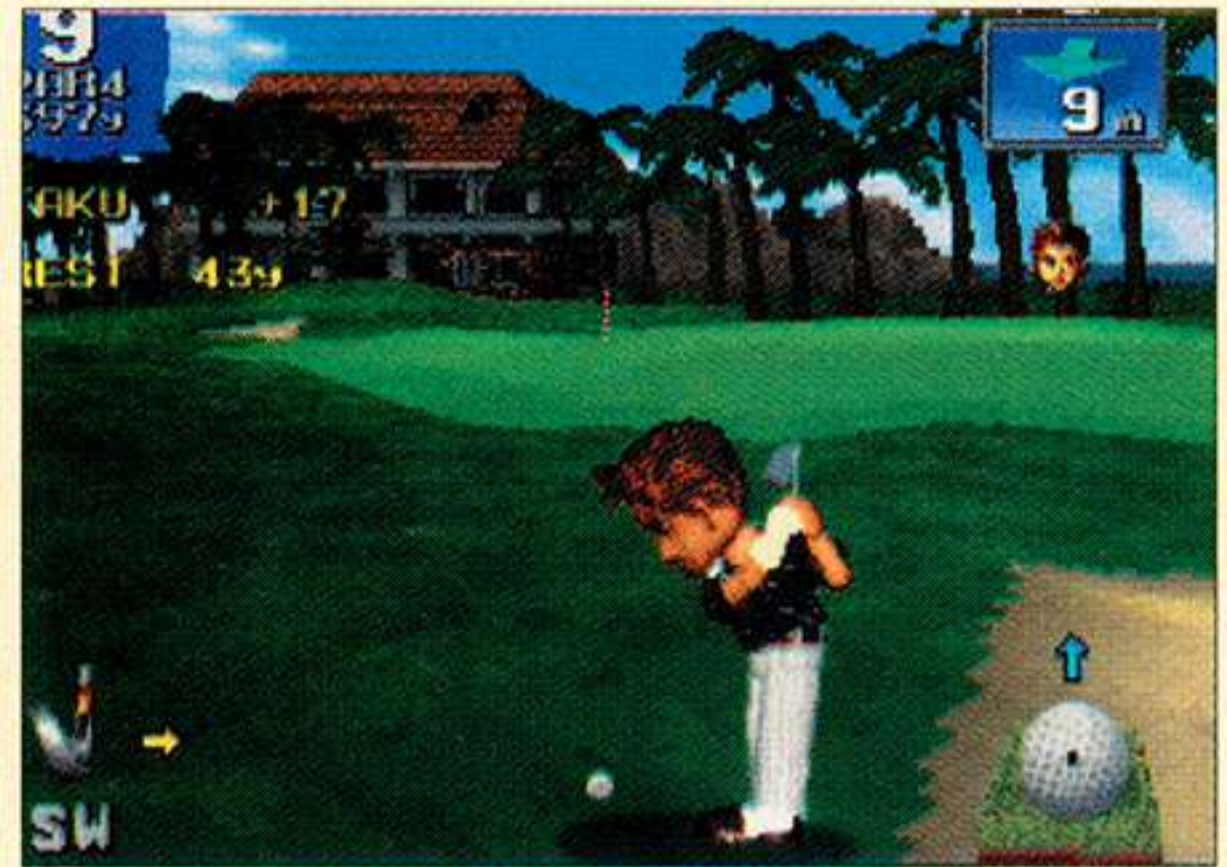




for anybody.

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WHAT'S BEEN KEEPING YOU OFF THE LOCAL GOLF COURSE? TRY HOT SHOTS GOLF™ WHERE YOU DON'T HAVE TO LUG YOUR BAG OR GET A LOT OF SNIDE LOOKS FROM OLD MEN IN BAD PANTS. FROM TEE TO GREEN, THE SWINGS ARE FLUID, AND THE HAZARDS ARE REAL. PLAY A QUICK NINE AGAINST YOUR FRIENDS – AND WHY NOT MAKE IT A BUCK A HOLE WHILE YOU'RE AT IT. COMPETE IN TOURNAMENTS AS THE CROWD CHEERS YOU ON. GO A FEW ROUNDS OF MINIATURE GOLF. OR JUST TAKE SOME LESSONS. BUT THE BEST PART? YOU DON'T NEED A MEMBERSHIP.



"The graphics are so vivid,
it's like watching golf on TV."

-Dave Stevens
ESPN

"This game is a blast."

-Game Informer

"Hot Shots Golf is the best-looking
and most-fun-playing golf game of all time."

-Paul Johnson
Sport Magazine



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What's going to sizzle and what's going to fizzle at E3 this year? Here's a preview of E3's hottest titles from Asteroids to Zelda.

GamePro

Turok 2

Nintendo 64

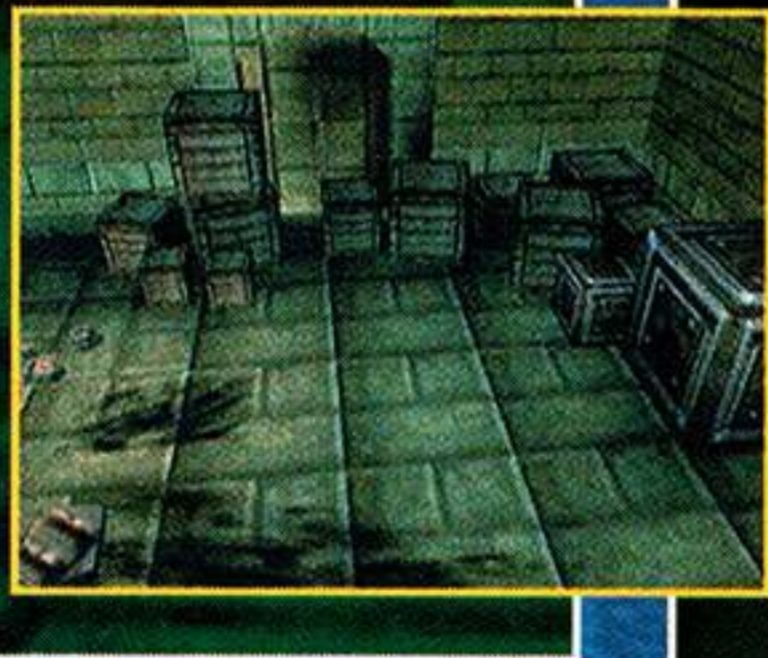
By Scary Larry



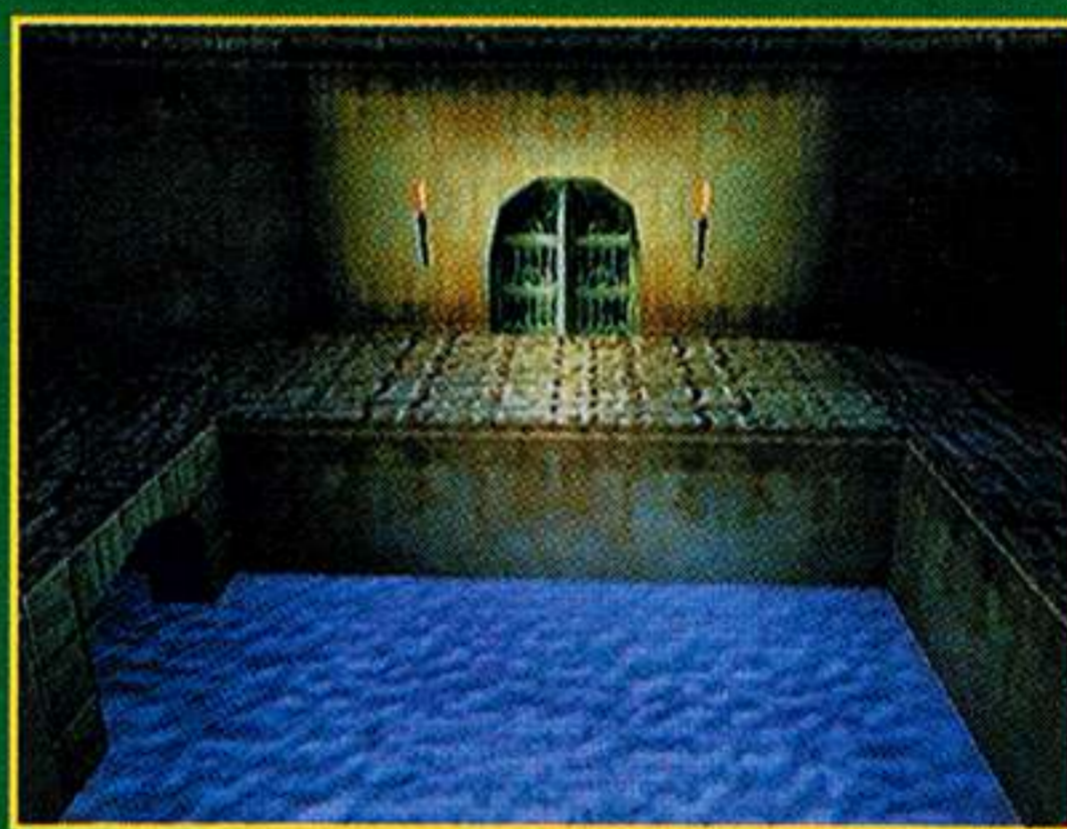
The hottest-selling corridor shooter for the Nintendo 64 is getting a facelift in the sequel. Get ready for some more prehistoric pulverizing in what could be the coolest action game of the year for N64 owners.

Carnivorous

You'll hear more about Turok 2 in an upcoming issue of *GamePro*, and it's definitely going to be a star for Acclaim at the show. With a larger playing area, more aggressive packs of roaming dinosaurs, and some early but impressive graphics, Turok 2 will be the corridor killer to beat.



Fossil Pussycat, Kill, Kill

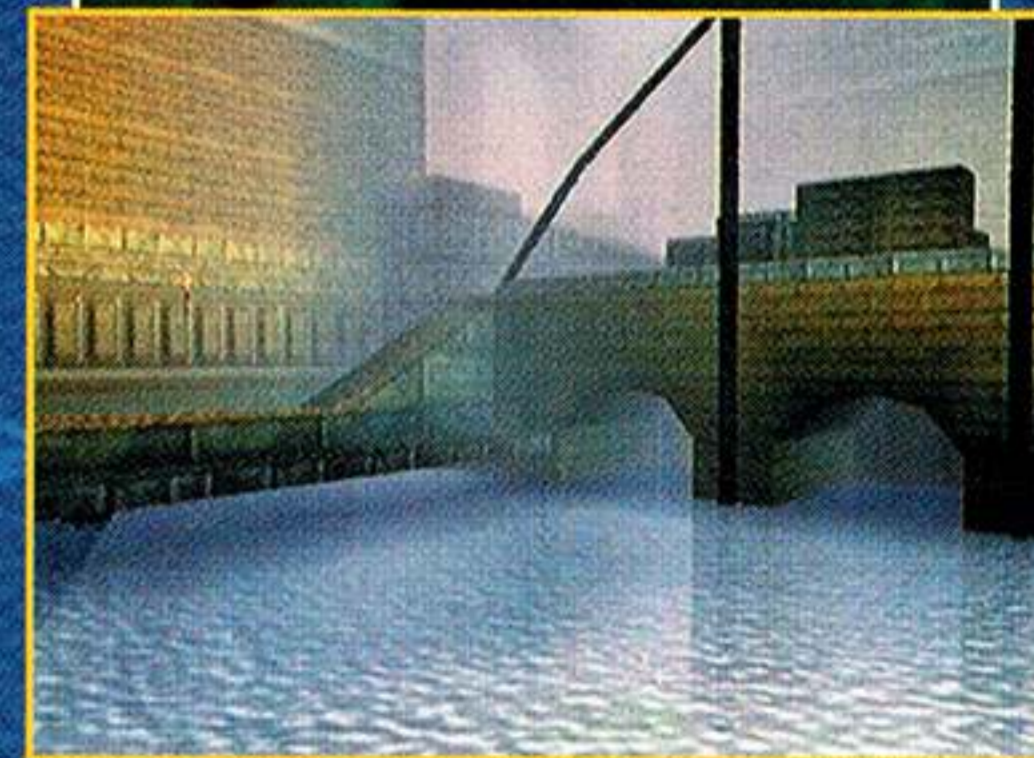


Although the first Turok definitely gave you jungle fever, Iguana (Turok's developers) is going with a more diverse set of environments for T2. Moorish buildings, run-down factories, and ancient ruins destroyed by the ravages of war are some of the elements used in the new level designs. Iguana's programmers have also taken to heart criticism about Turok's fog effect, claiming to have pushed it farther into the background this time (about 400 feet in game terms). Turok 2 also looks to have more cleverly designed levels: keeping with N64 classics like Mario 64, you won't be able to access different parts of a level until you've unlocked them via a mission-based objective.

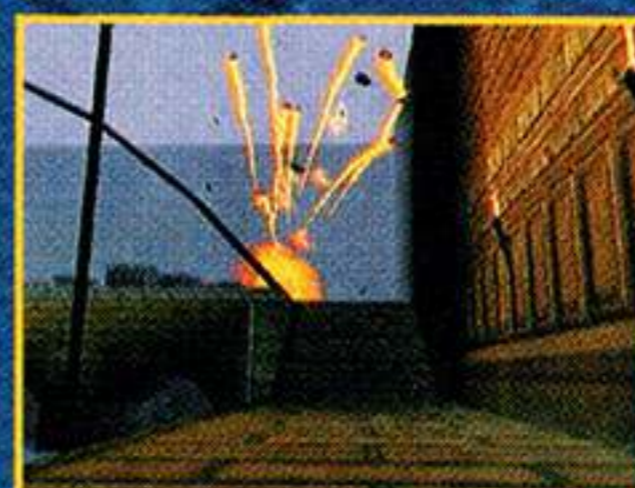
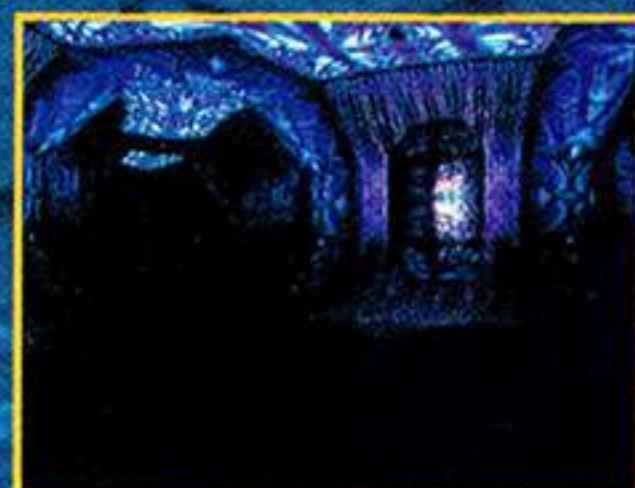
Bloody Roar



If you already own the original Turok, here's what you have to look forward to in the sequel: more dinosaurs, smarter dinosaurs, deadlier dinosaurs...you get the picture. Giant lizards will still rule the game, but Iguana has also made a commitment to smaller details, as in the environments, which promise to be darker, more gruesome (with more blood splattering and ground streaking), and certainly more complex. Background nuances like exploding walls and collapsing buildings will make you jump outta your chair!



Developed by Iguana
Published by Acclaim
Available September



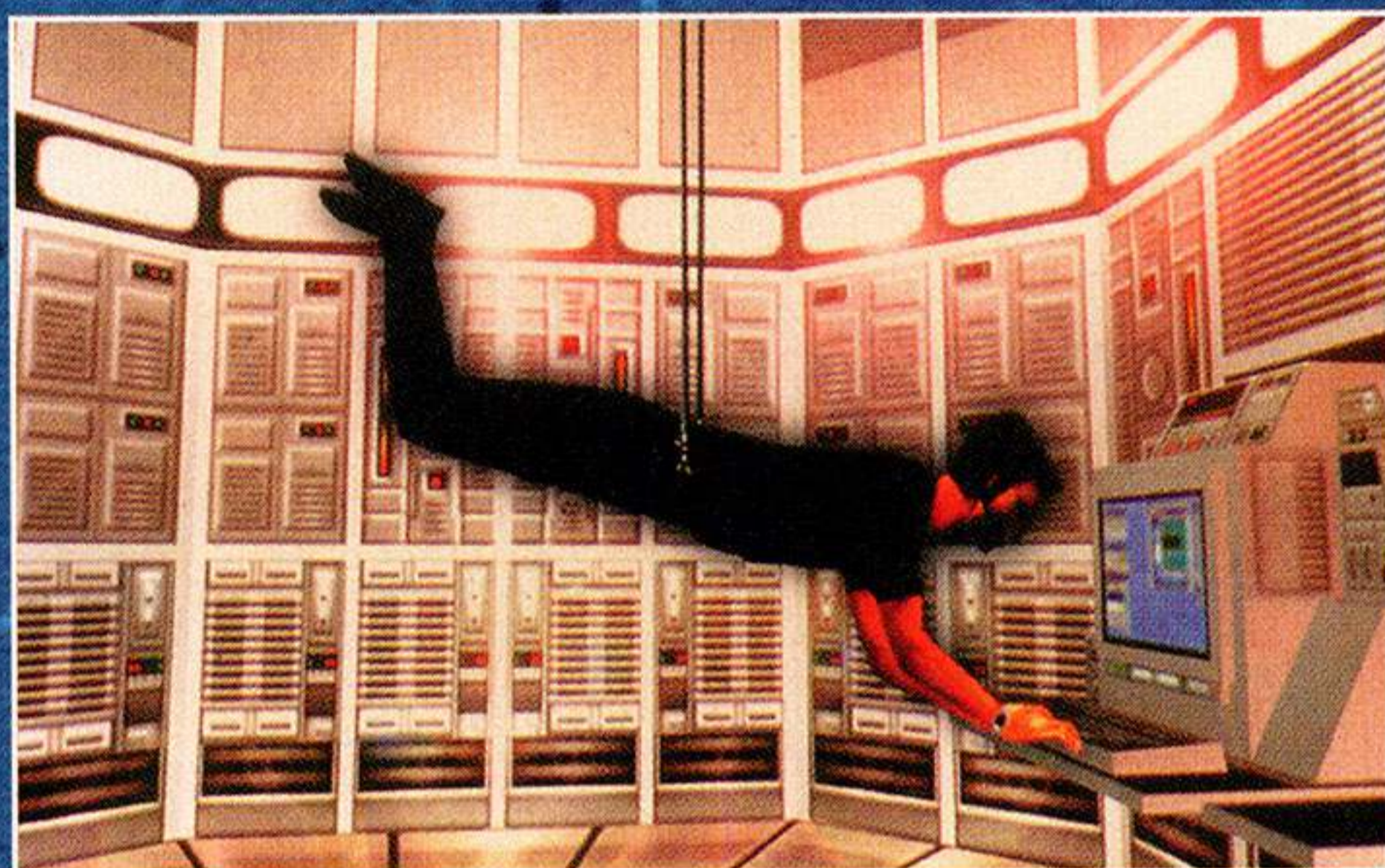
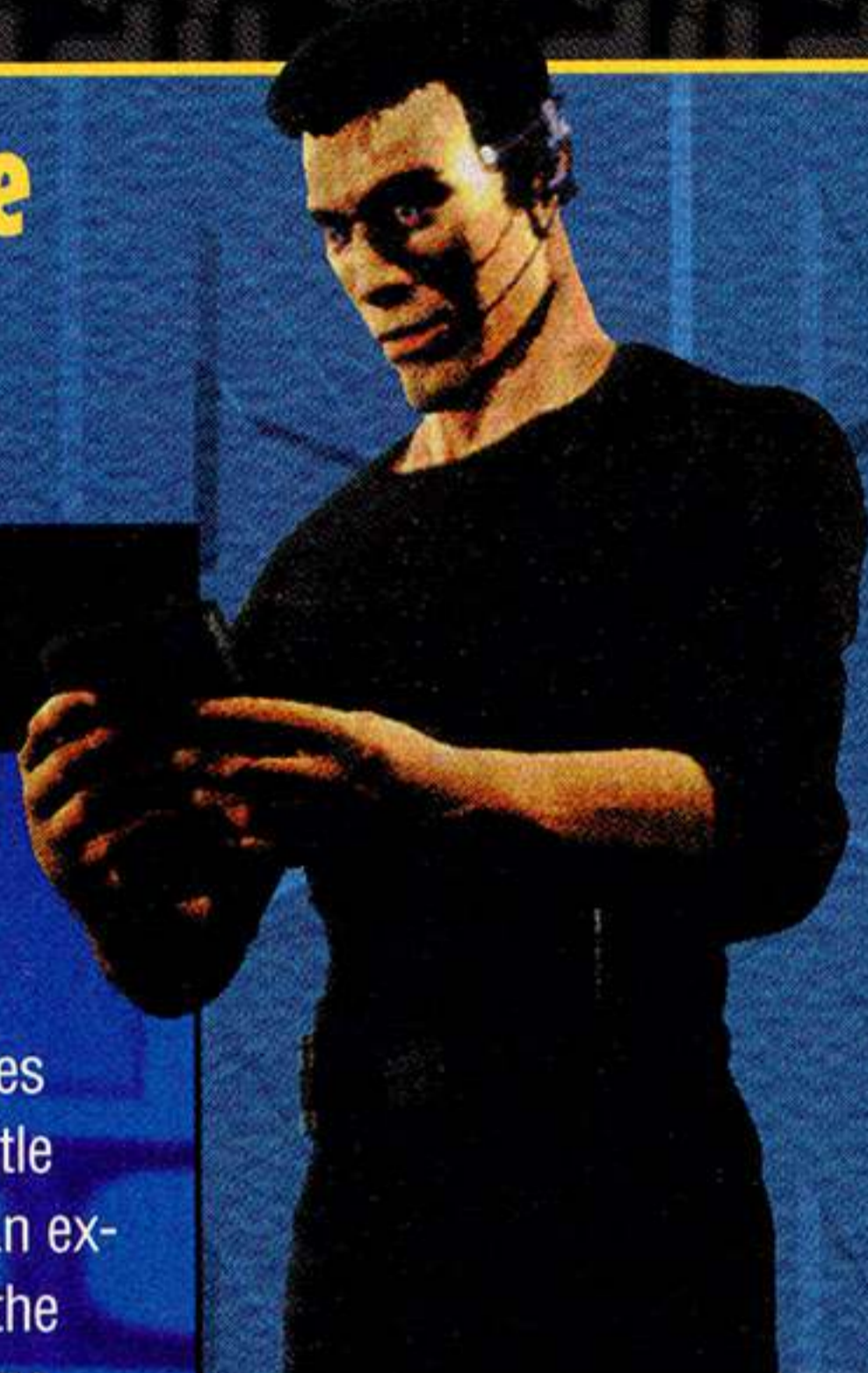
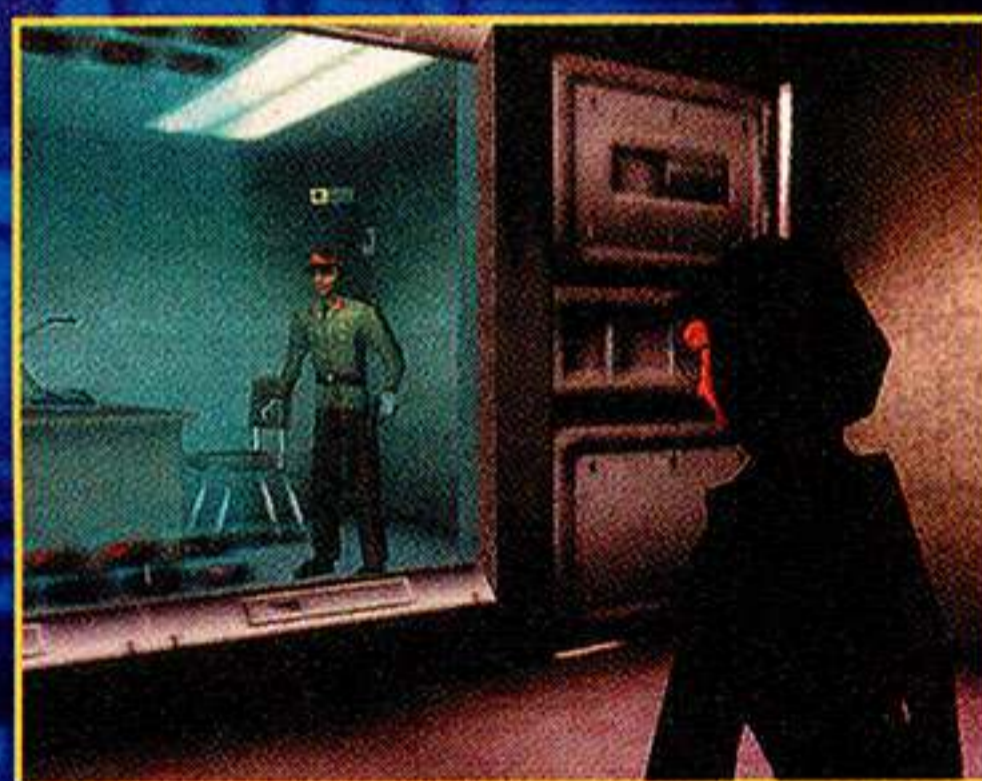
E3 Exclusives!

Mission: Impossible

Nintendo 64
By Scary Larry

If You Accept This Mission

All the hype surrounding the MI license wouldn't mean much for Ocean if it didn't have a game to back it up. Suddenly, Ocean does have one, and it should be a hot title this year. Mission: Impossible is an explor-action game that runs along the lines of GoldenEye 007—with some interesting twists. You'll have a number of other Impossible Mission Force team members at your disposal, you'll assume the identity and facial characteristics of key people in the game, and you'll have to think as well as shoot your way through levels.



Ready for some ultra-secret, super-thrilling spy action? You'll be involved in more top-level secrets than Monica Lewinsky when Mission: Impossible comes to town!

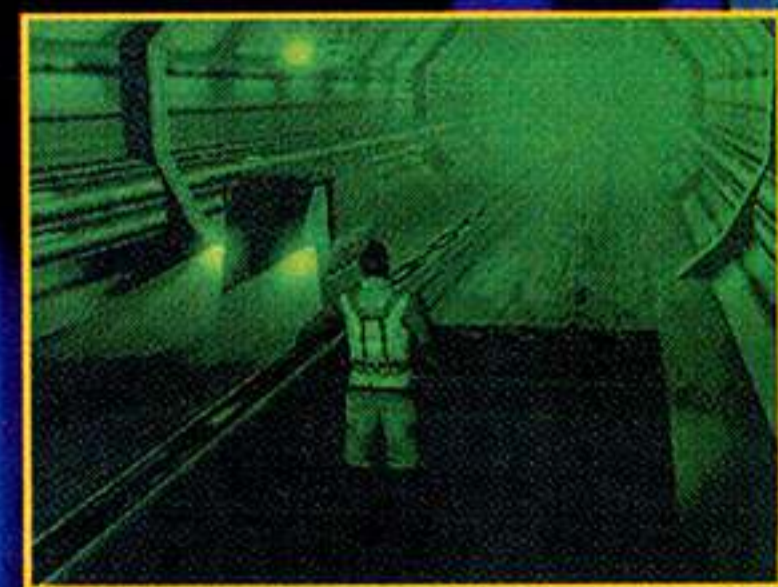
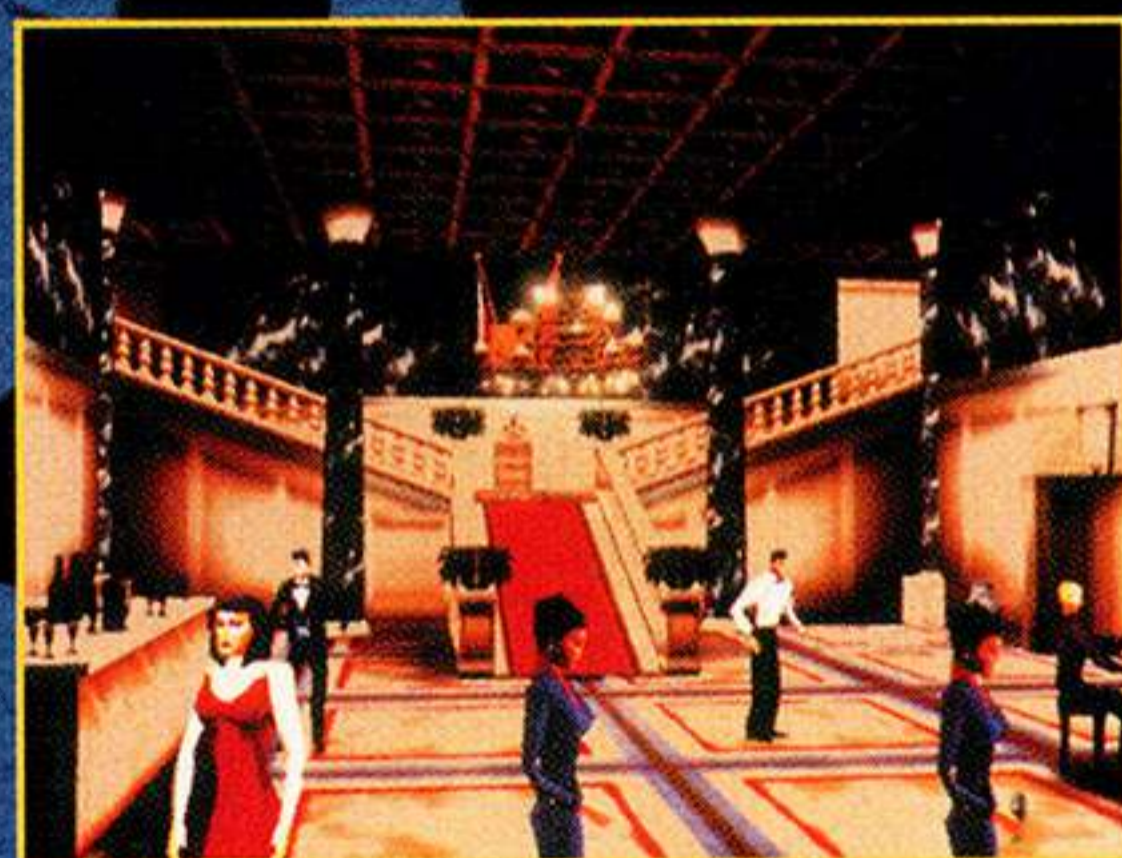
Mission in Action

Graphically, the game uses a variety of interesting camera work to help move the action along, including behind-the-shoulder shots, overhead angles, and first-person views. All this should really complement the very intricate gameplay, which contains multiple missions for each scenario and enough trickery to keep you guessing to the very end. This highly anticipated game should make a super spy out of the mousiest gamers. Look for the Impossible to happen this summer.



The Hunt is On

You'll play the role of Ethan Hunt in a plot line that marginally mirrors the one from the hit movie of two years ago. Clean polygonal characters and exciting, exotic settings also flesh out MI, with missions in Russian embassies, CIA headquarters, and the Waterloo train station from the movie's climactic ending. Also included in the game is some of the gadgetry that



Developed by Infogrames
Published by Ocean
Available July

made the film so exciting—field scanners, night vision goggles, and the infamous Face Maker.





Earthworm Jim 3D

Everyone's favorite segmented hero will soon be making his way to the Nintendo 64 in a totally new 3D game that should make Gex nervous. The plot so far: Jim is knocked unconscious by a falling cow (what else?), and must explore the inner workings of his own wormy psyche.



Trapped in six seriously disturbing levels, Jim's mind

proves to be filled with even wackier characters than his demented reality was. Elvis clones, aliens, and a few returning villains from other Jim games will be making an appearance, each with totally unencumbered 3D movement. Vis Interactive



is also promising a newer, smoother polygon engine that will allow you to see closeups of Jim's looney expressions. Gamers will be wearing an expression of awe if these early screens are any indication.

—Scary Larry

Developed by Vis Interactive

Published by Interplay

Available August

Note: All screens are from the PC version.



Banjo-Kazooie

Banjo-Kazooie is a lot farther along than we expected, and we will probably review it next issue. The game's scope, from its 16 different worlds of adventure to the 24 distinct moves that are at your disposal, will definitely make this one of the most-played games of the year.

Banjo, a bear, and Kazooie, a "breegull," are conjoined throughout the game as they battle gorillas, termites, giants, and more, searching for puzzle pieces and trying to free Banjo's girlfriend, Piccolo. Wanna join in on the fun? Banjo strums his

tune this June.

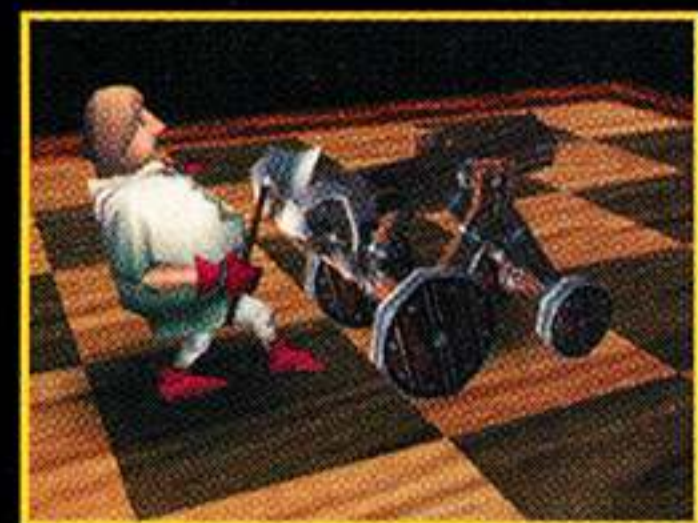
—Scary Larry



Developed by Rare

Published by Nintendo

Available June



Virtual Chess

Available May



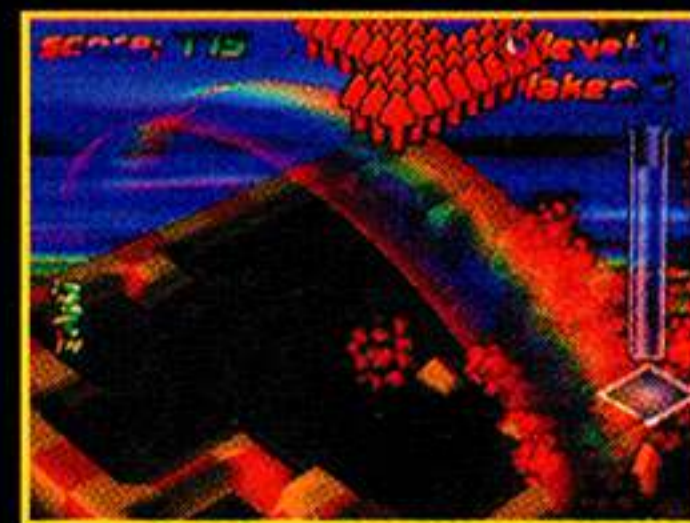
Gex: Enter the Gecko

Available August
(See "Cover Feature: Gex: Enter the Gecko 64," May)



California Speed

Available Fourth Quarter '98



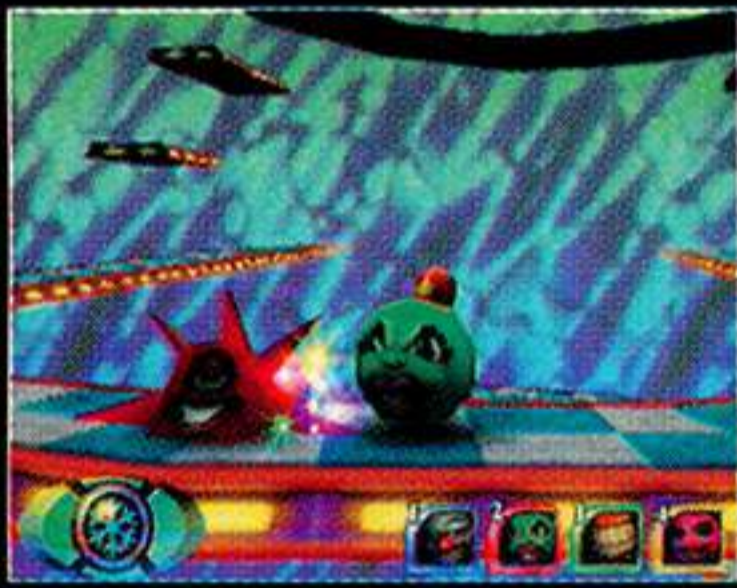
Metrix

Available May
(See "Sneak Previews," March)



GT Racing

Available Fourth Quarter '98



Heads will Roll

And Race. And Bungee.
And Bounce. And Fight.
And Grapple. And Wreck the Joint.

IGGY'S reckin' balls™

- 1-4 player vertical racing action.
- Race to the top of over 100 towering tracks-with tons of shortcuts, secret paths, loops, escalators, elevators, hidden weapons and evil enemies!
- 4 wild modes of play including 4-player free for all and 2-on-2 team bungee mode!
- Smash, crash and swing with Iggy and 8 of his spherical friends plus loads of secret characters!



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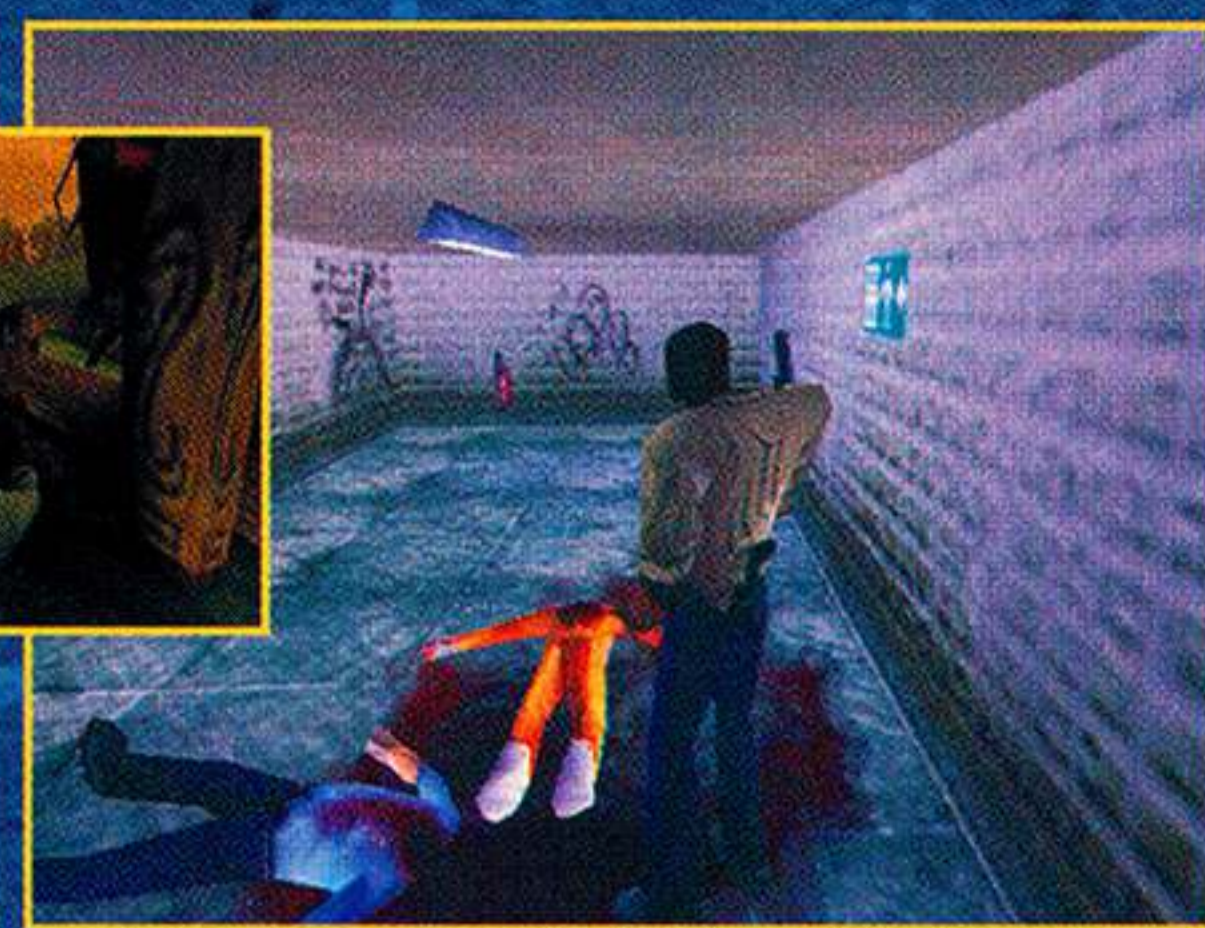
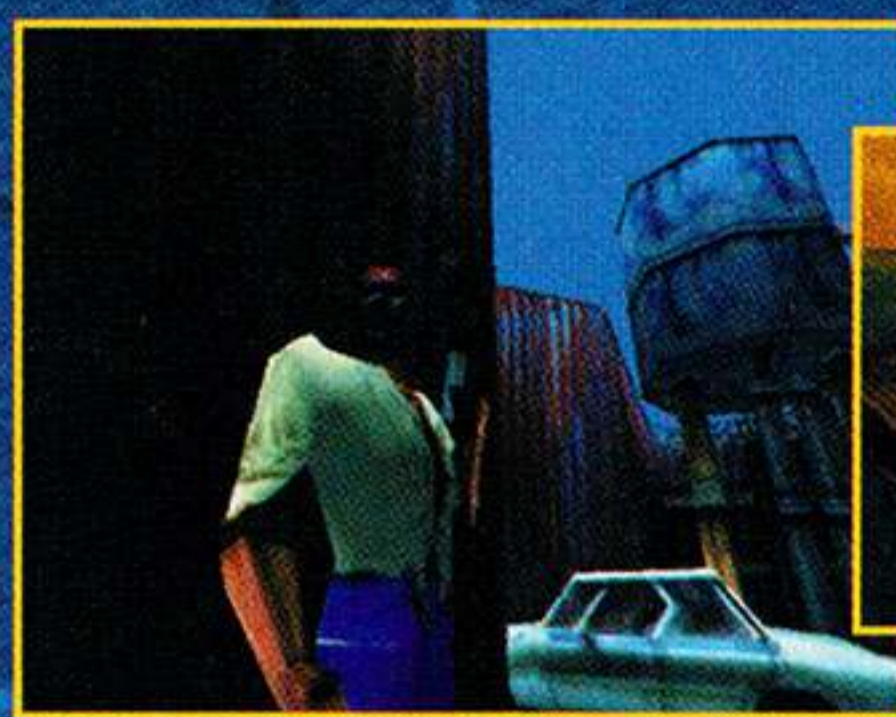


Shadowman

In this video game adaptation of the comic-book series, you play as Mike LeRoi, a hit man who must transform from a human assassin to a voodoo warrior in an attempt to save the world from the impending apocalypse.



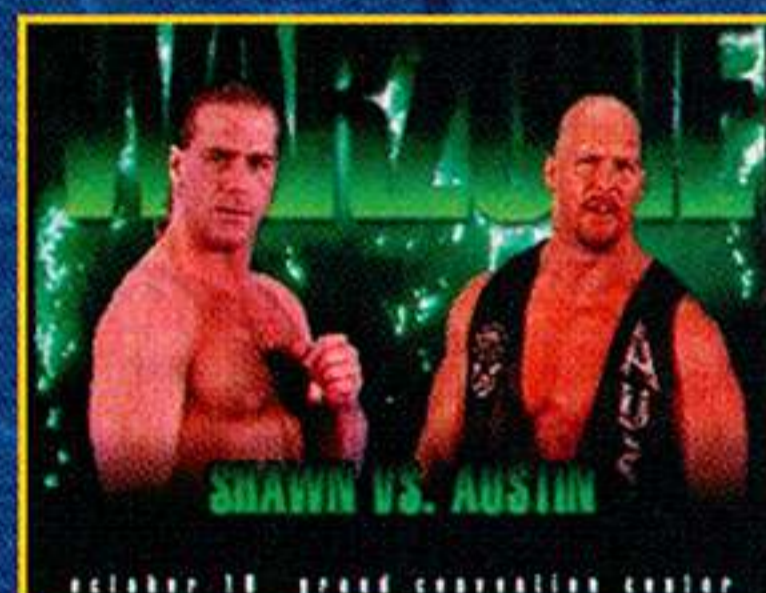
A 3D action/adventure frightfest, Shadowman will also include puzzle-solving elements and unique playing environments, including Liveside and Deadside. Another highlight will be Shadowman's ambidextrous abilities, like climbing a ladder using your right hand while shooting behind you with your left. Shadowman looks like the kind of nightmare gamers dream about playing. —*J. Boogie*



Developed by Iguana
Published by Acclaim
Available Fall '98

WWF Warzone

Oh, you didn't know?! WWF Warzone is about to slam your Nintendo 64 with some of the wildest wrestling action you've ever seen. Steel



Cage, Royal Rumble, Ladder, and Weapon matches, along with over 15 of your favorite WWF superstars from Kane to Triple H, will dominate this game! You can create your own wrestlers, taunt your opponent (Steve Austin shakes his head, points, and says, "Someone's gonna get their ass whipped!"), and even get into grudge matches against some of the most hated heels in the business. So far, WWF Warzone looks like it could have enough muscle to piledrive the WCW games through the mat. —*Johnny Ballgame*

Developed by Iguana
Published by Acclaim
Available July

F-Zero X

One of the most popular SNES games is finally racing onto the N64, and it should bullet past other racers on the show floor. F-Zero X promises to whiplash gamers with the fastest ride of their life. One to four players can speed through the twisting tracks, choosing from over 30 hover cars, including updated versions of your favorite SNES vehicles. This antigravity racer will feature on-the-fly camera rotation and enough jumps, loops, and speed bursts to stop your heart dead in its tracks. Speed kills—and in this case, it just might murder the competition. —*Johnny Ballgame*



Developed and published
by Nintendo
Available Fall '98



Jest
Available Third Quarter '98



Iggys Reckin' Balls
Available July
(See "Sneak Previews," May)



Rugrats
Available November



Bio F.R.E.A.K.S.
Available May
(See "Sneak Previews," May)



Deadly Arts
Available Fall '98
(See "Sneak Previews," March)



Respected coach and video gameologist Tom "The Thumb" Blake says injuries can get the best of even the top video game players. And where video game injuries are concerned, an ounce of prevention is worth .000923 metric tons of cure. That's why Coach Blake recommends getting to know...

Common Video Game Ailments.

Pulled Isopholonis Ligament

(See your doctor.)

Symptoms include:

- Swelling of the Femur
- Red Itchy Eyes
- Accompanying Moderate Halitosis

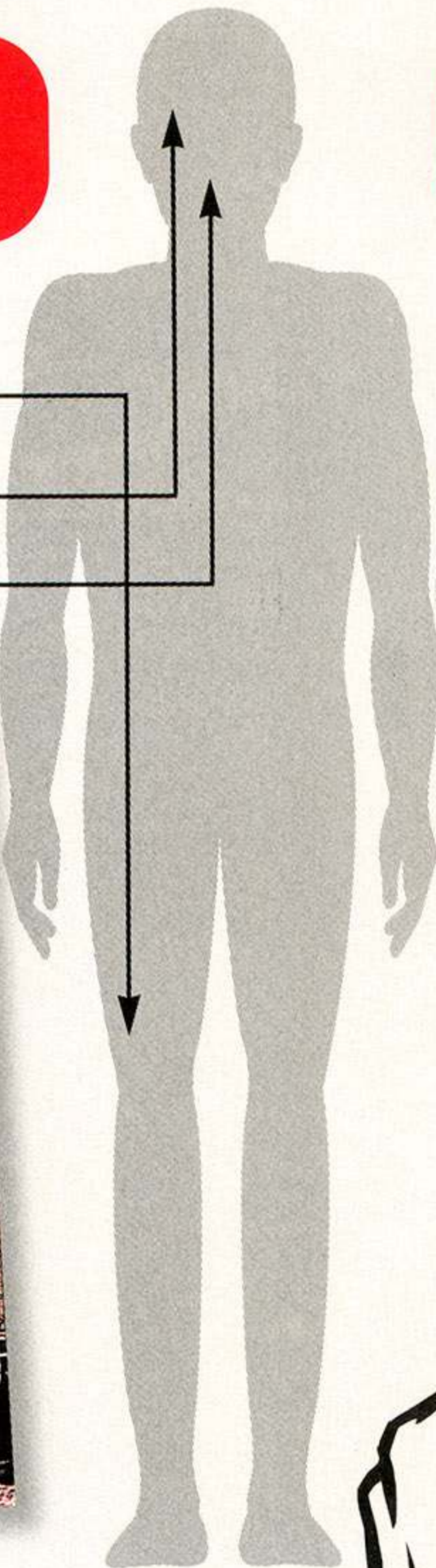
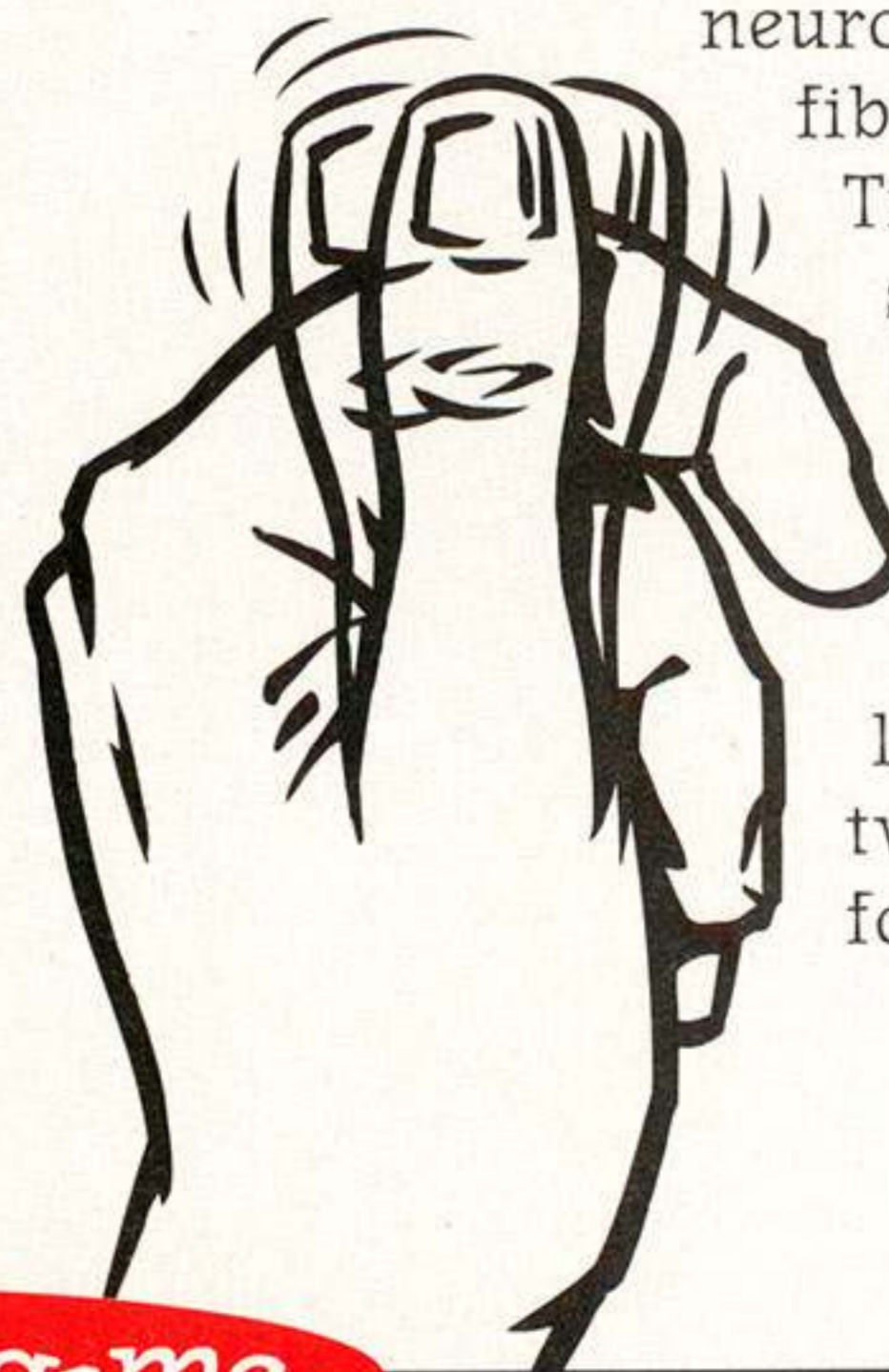
Pubescent Thumb Sucking Reversion



Pubescent Thumb Sucking Reversion occurs most commonly after being humiliated by a fierce rival.

The Van Klemp Thumb Twitch

The Van Klemp Thumb Twitch is uncontrolled twitching of the thumb caused by over-stimulation of the anterior emphalatic neuron or too much fiber in your diet. Treatment includes soaking of the thumb in 94wt Middle Eurasian crude oil for 5 hours, 13 minutes, twice daily for 29 days.



Coach Blake also says that the best thing for just about any video game malady is to buy a brand new game. Like Forsaken, for example. It's available at Target right now for just

\$39⁹⁹
Playstation

Also available for Nintendo 64 \$59.99

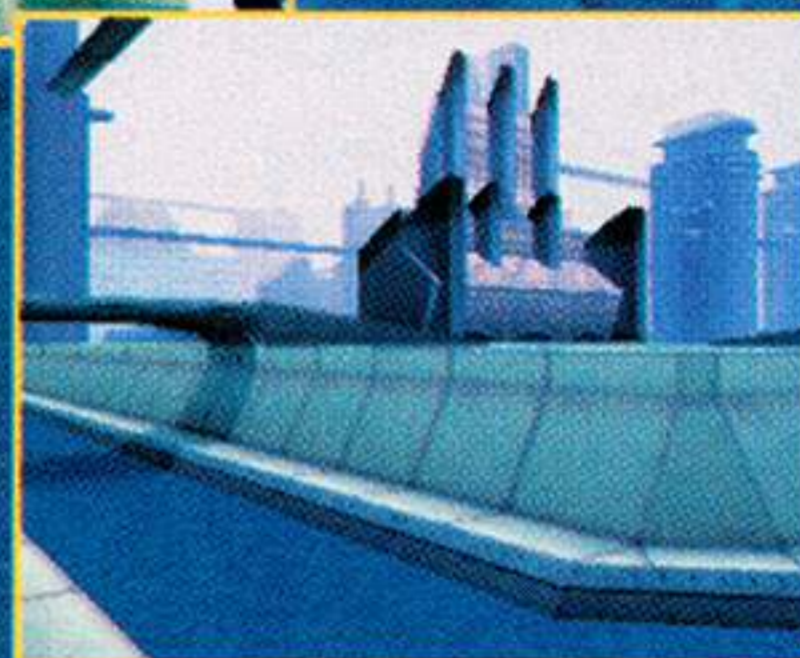
Get into the game.



Superman 64



The Man of Steel is coming to the Nintendo 64, and he's ready for some serious superhero action. In this new game from Titus, Superman 64 will be an action adventure game with indoor (the Daily Planet and other locales) and outdoor (flying through Metropolis) venues, and a mission-based game where Superman will have to rescue citizens from the clutches of Lex Luthor and save Lois Lane. There'll also be a two-player fighting game, but the details on that were slim at press time. Will Metropolis be safe? There's a pretty good chance it will—now that Supe's back in town. —*Scary Larry*



Developed and published by Titus
Available Second Quarter '98

Space Station Silicon Valley

Wacky is a mild way of describing this complex and silly game. The concept is different—you are a wandering computer chip aboard a multi-environment spaceship (with jungle, desert, ice, and sewer areas) that must possess different animals in the game and complete certain objectives. Since some animals have different skills from others, you'll spend a lot of time exploring the Mario-ish levels. Although early in development, the game shows promise for sim, strategy, and/or animal enthusiasts. Will wacky translate to fun? Find out later this summer when you'll be able to trip the galaxy fantastic. —*Scary Larry*



Developed by DMR
Published by Take 2 Interactive
Available November

Castlevania 64

Fans of Castlevania will have a whole new problem on their hands with the Nintendo 64 version of the classic franchise—killing vampires and running from the undead in 3D. This ghoulish game will feature uniquely timed gameplay: During the day, you're free to roam and dispose of the undead you find



hiding in the castle's darkest corners. But beware! The children of moonlight can attack where shadows are rampant. At night, you must survive the ghouls that are strengthened by darkness and avoid becoming a vampire yourself! N64 owners will enjoy a new, completely different experience from their PlayStation brethren's. Look for the chills to start later this year. —*Scary Larry*

Developed and published by Konami
Available Fourth Quarter '98



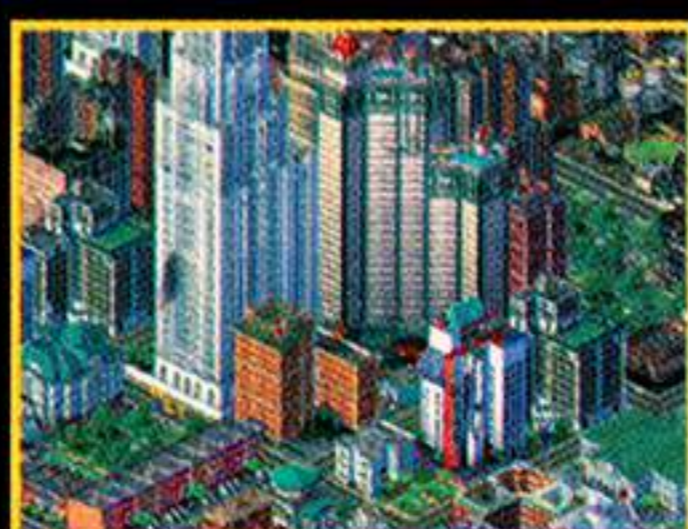
Conker's Quest

Available Fourth Quarter '98
(See "Sneak Previews," September '97)



Cruis'n World

Available Third Quarter '98
(See "Sneak Previews," April)



Sim City 2000

Available Fourth Quarter '98



Tonic Trouble

Available July
(See "Sneak Previews," February)

Rogue Squadron

Available Fourth Quarter '98

Duke Nukem: Time to Kill

Available Fourth Quarter '98

Super Mario 2

Release Date Not Yet Announced

Chopper Attack

Available June

Untitled NCM Game

Available Fall '98

Off Road Challenge

Midway is burning up the tracks again with what's shaping up to be another great racing game. Off Road Rush...er, sorry...Challenge, follows along the same lines as the wildly popular SF Rush with fast action, minor draw-in, and grueling race physics.

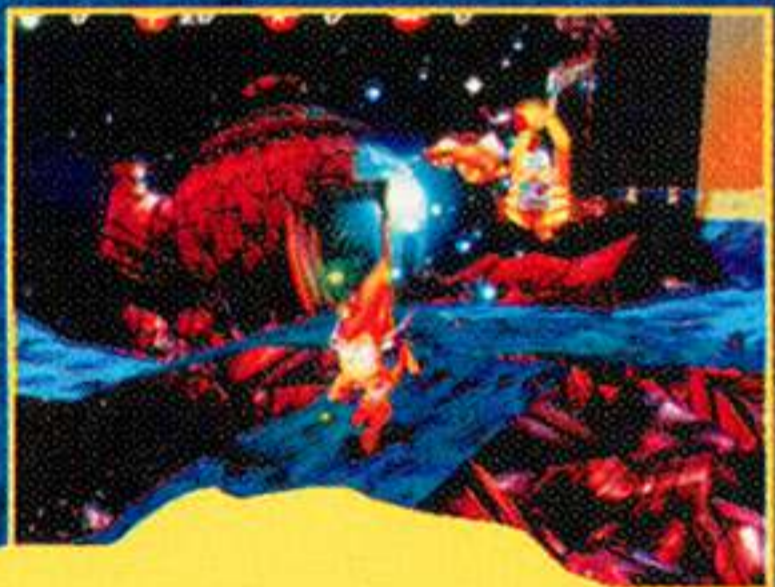


Take on six clever tracks (with tons of shortcuts) in four vehicles as you grind through the circuit races alone or against a friend. The tracks, although still early, show some hilarious promise: In Las Vegas, for instance, you not only have to concentrate on the race, you also have to steer clear of UFOs as they battle military jets above the road. Other tracks look to include falling boulders, roaming roadkill candidates, and more. Big wheels keep on turnin' as proud Midway keeps on burnin' out great race games. —Scary Larry

Developed by Avalanche
Published by Midway
Available June

Space Circus

Colorful, fast, and graphically dazzling, Space Circus is hard to describe literally—think of it as a cross



between Blasto and MDK. You control a character named Starshot, who's looking for his lost intergalactic juggling troupe. Along the way, you'll encounter hundreds of well-rendered enemies and explore a huge 3D world filled with cartoony backgrounds. Only PC screens were available, but Infogrames claims the N64 version will look very similar. We'll give you a live report straight from the Circus in the near future.

—Scary Larry

Note: All screens are from the PC version.

Developed and published by Infogrames
Available 3rd Quarter '98



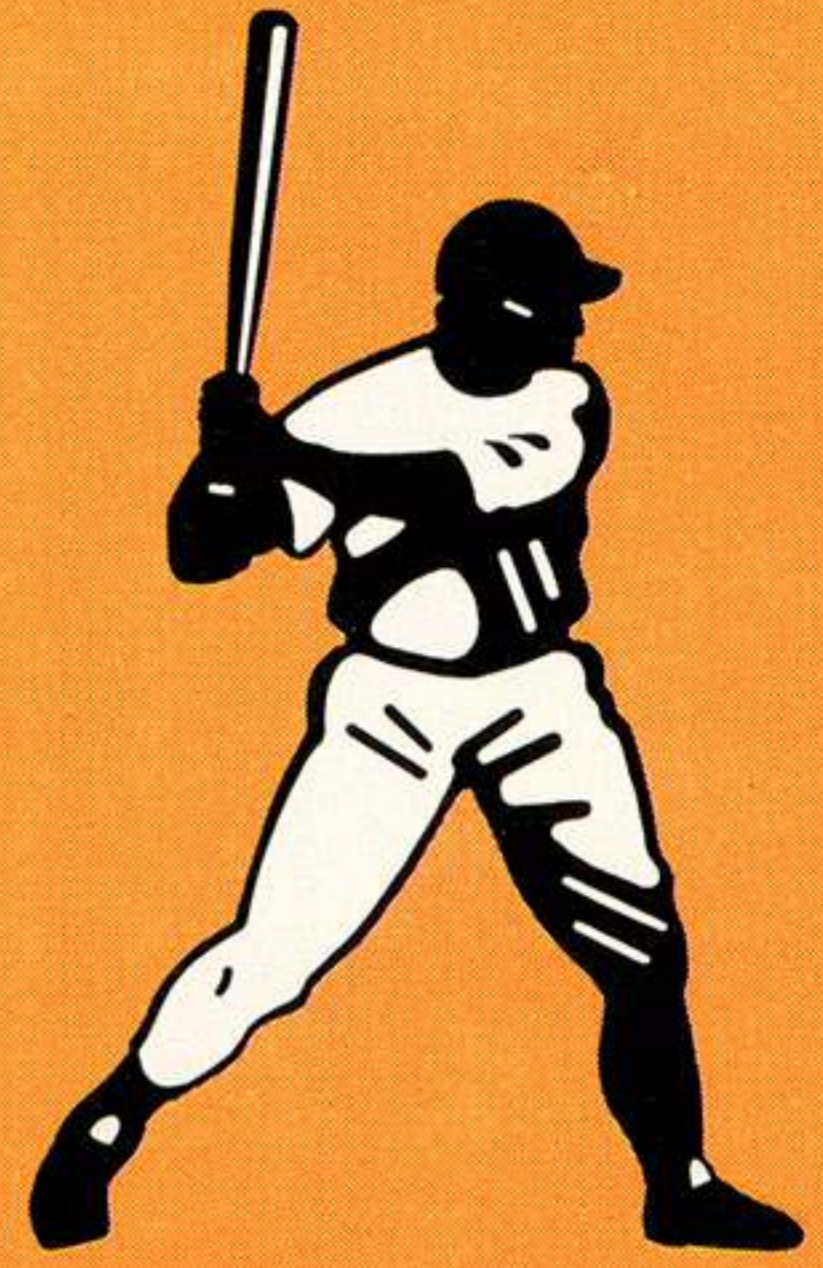
Buck Bumble
Available September



Robotech
Available '98



Twisted Edge Extreme Snowboarding
Available Fall '98
(See "Sports Insider Previews," February)



QUESTION:

You're up at bat and smash one towards the centerfield wall.

The outfielder loses his glove as he backpedals.

Thinking fast, he snatches the hat from his head and catches the ball in it. He has just robbed you of a homerun.

True or False?

TRUE

Go to Page 73

or

FALSE

Go to Page 85

TACTICAL ESPIONAGE ACTION

METAL GEAR

SOLID

By Major Mike

Solid Gears



Even though Metal Gear looks like a 3D action/shooter, the game requires more than blast-everything-in-sight twitch skills; you must also rely on your ability to stealthily avoid trouble. Snake, the main character, must choose his targets carefully, sneaking up behind guards and using them as human shields, or simply snapping their necks. In fact, you start the game armed with only a pack of cigarettes and binoculars in your inventory—but you can collect more weapons along the way.



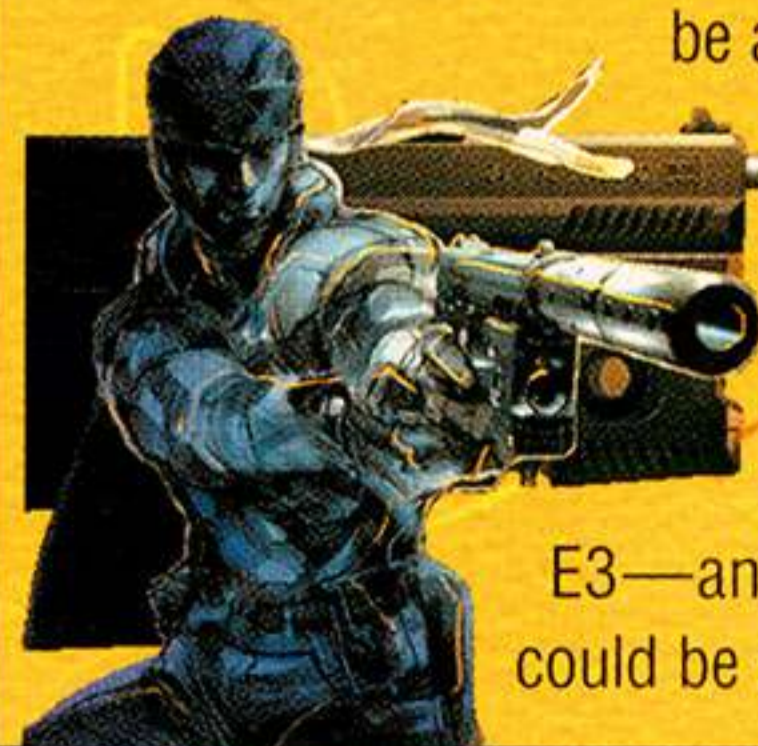
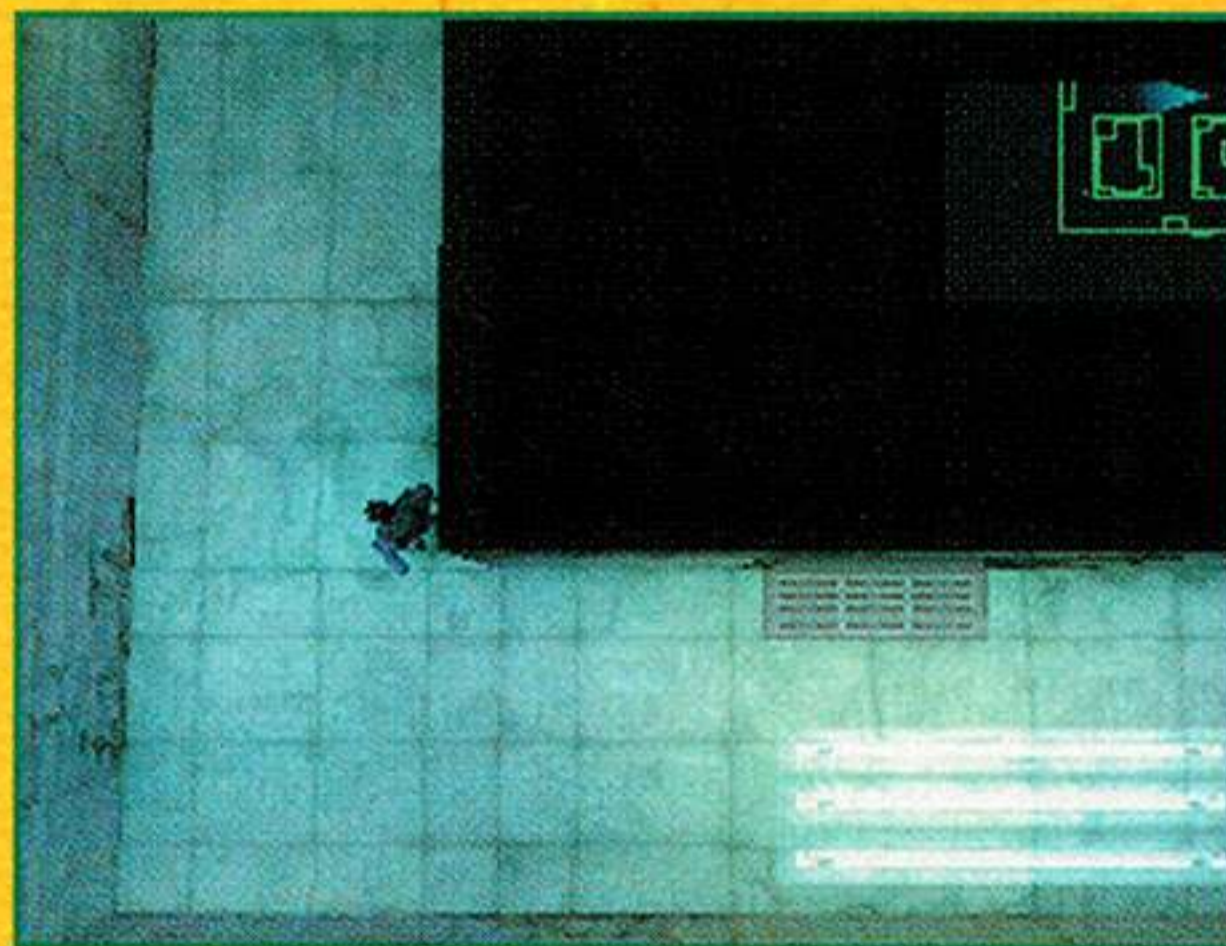
Developed and published by Konami
Available November



The eagerly awaited Metal Gear Solid will be Konami's main attraction at E3. Hopefully, the most burning question about the game can then be answered: Will Metal Gear live up to the hype or will it be crushed by it?

As Good As It Looks

In Metal Gear Solid, you play as Snake, a member of a special-forces team sent to diffuse a hostage situation. The videotape of Metal Gear Solid wowed audiences at last year's E3, and was one of the most talked-about games of the show. Hopefully, gamers will



be able to play this very promising action title from Konami at

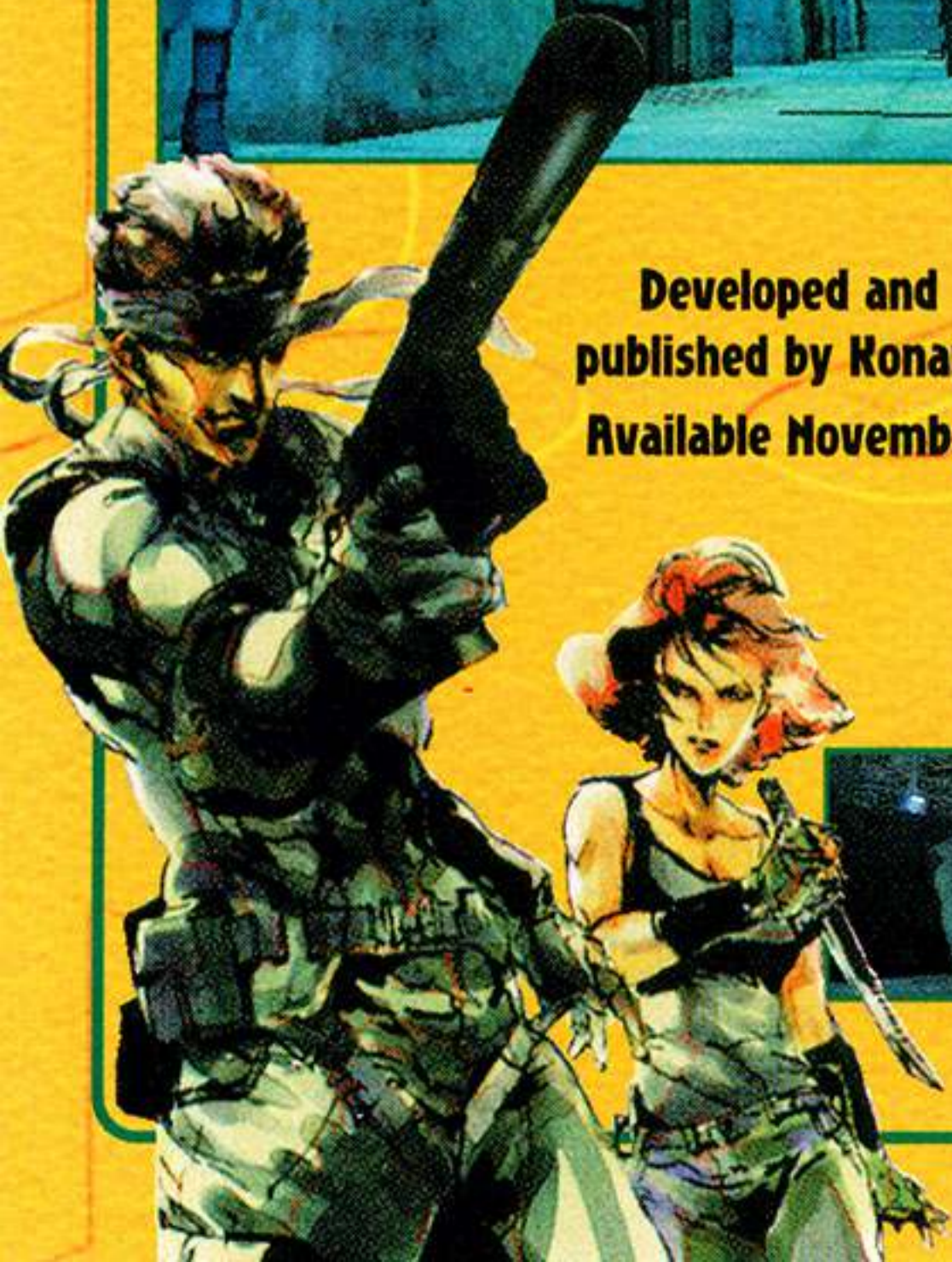
E3—and if MGS plays as good as it looks, it could be one of the best PlayStation games ever.



Metal Gear Mayhem



Metal Gear Solid uses multiple camera angles and an advanced enemy A.I. to immerse you in the action: for example, guards will investigate suspicious sounds or activities. Snake is loaded with a plethora of moves, including the ability to crawl, swim, run, and even fist fight using multi-hit combos—and that's just for starters. Imagine what you can do when you find weapons...



Legacy of Kain: Soul Reaver

Blood Omen: Legacy of Kain turned the action/adventure genre upside down—instead of being a traditional, squeaky-clean hero, you played a vampire bent on revenge, sucking the blood from enemies (and innocents) on your quest for justice. But since Kain's first quest was successful, he's been corrupted by his power, and has stolen all the souls from Nosgoth, leaving none for the Elder. As Raziel, a lesser vampire banished from Kain's legions, it's your job to overthrow Kain's bloody-fisted rule, thus supplying fresh souls for your new master, the Elder.

You'll battle 12 bosses and 20 different enemies in your quest to depose Kain, sucking souls for your own sustenance along the way. It's a grim game, full of gothic imagery and detailed 3D graphics; even in these early screens, it's clear the game's dark atmosphere is shaping up nicely. Vampire fans, get ready—Soul Reaver could be the ultimate thriller this October. —*Dan Elektro*



Developed by Crystal Dynamics
 Publisher to be announced
 Available October

Duke Nukem: Time to Kill

You'd think that when Duke Nukem gave those pesky aliens a boot up their collective backside, they'd get the hint—but apparently they're back for more in Duke's forthcoming PlayStation game. The aliens have gotten their hands on a time machine, and are out to annihilate mankind by starting trouble before Duke was even born. And that makes Duke mad.

Duke travels through four historical eras: the Roman Empire, medieval times, the old West, and modern-day America. Time to Kill offers a new third-person perspective, enormous levels, as well as different enemies and arsenals for each new time period.

The screens we've seen look very promising: nice lighting effects and cool level touches abound. Can Time to Kill topple Tomb Raider? That's the goal. —*Dan Elektro*



Developed by n-Space
 Published by GT Interactive
 Available October



Rival Schools

Rival Schools is the newest Capcom fighting game, mixing the polygonal-graphics engine of Street Fighter EX Plus with the tag-team fighting style of X-Men vs.

Street Fighter. In Rival Schools, you choose a team of two fighters—however, instead of changing between fighters at will during a match, your partner is only allowed into the fight for super combination moves called Team-Up Techniques.

There are 14 characters in the regular lineup, including a cheerleader and a school principal, but several hidden characters can also be found, such as Street Fighter Alpha

veteran Sakura. Check out the rivalry when school opens in September. For a complete move list on the arcade version of Rival Schools, see "The Fighter's Edge," this issue. —Major Mike

Developed and published by Capcom
Available September



Pocket Fighter

Pocket Fighter is the home version of Super Gem Fighter Mini Mix—a one-on-one fighting game that features super-deformed Street Fighter and Darkstalkers characters. No mere port, Pocket has more features than the arcade version, including a Training mode and an option to create your own fighter.

Don't be fooled by the game's kiddy looks, either—Pocket Fighter is a real fighting game, with special and super moves and some high-hitting combos—including two-in-ones and cross-ups! The mighty-mite brawl starts in June.

—Major "Mini Mix" Mike



Developed and published by Capcom
Available June



Oddworld: Abe's Exoddus



After saving the day in Oddworld: Abe's Oddysee, Abe's back for another stab at rescuing his race from extinction. Billed as more of an add-on pack than a sequel, Oddworld: Abe's Exoddus picks up after Abe closed down Rupture Farms' processing plant in Oddysee—a move that forces his evil masters to raid the sacred burial grounds of Abe's people to score the secret ingredient of their favorite soda.



While Abe's still as wimpy as ever, 1997's coolest un-hero packs a bigger punch with newfound abilities that include invisibility and slapping. He also has an expanded vocabulary and the power to possess more enemies, including Scrabs and Paramites.

But the all-new levels are loaded with new adversaries, too, such as crawling and flying Sligs, so Exoddus looks like it's shaping up for another round of skull-busting action/adventure mayhem.

—Air Hendrix

Developed by Oddworld Inhabitants
Published by GT Interactive
Available November



Invasion From Beyond



The latest PlayStation space shooter, Invasion From Beyond slyly mixes the gameplay of StarFox with the campy atmosphere of B-movies like Mars Attacks.



While it's too early to tell if this 3D shooter can even remotely achieve the resounding success of StarFox on the Nintendo 64, the early signs are somewhat promising: the game delivers eye-catching graphics, more than 30 missions, and arcade-style action with just a touch of strategy. GT also reports that the game will run at approximately 50 frames per second, and if that's true, Invasion will—

at a minimum—be a wickedly fast fragfest.

—Air Hendrix



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



WRONG!

Give me a break!

No player is allowed to use any part of their equipment other than their glove and their hand to make a catch.

If you're gonna play

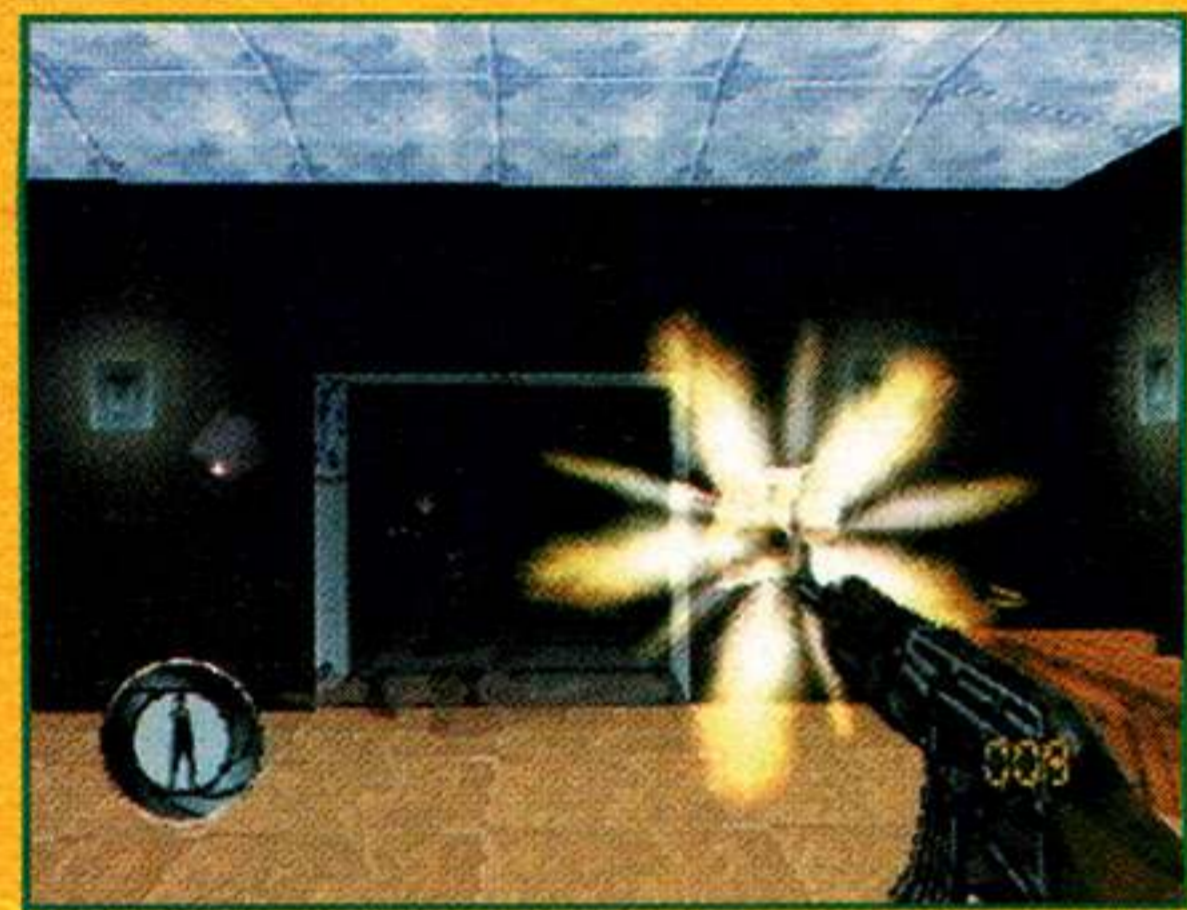
VR Baseball 99 you gotta have game, so bone up on the facts rookie, you're in the big leagues now.

FOR THE CORRECT ANSWER,
 GO TO PAGE 85

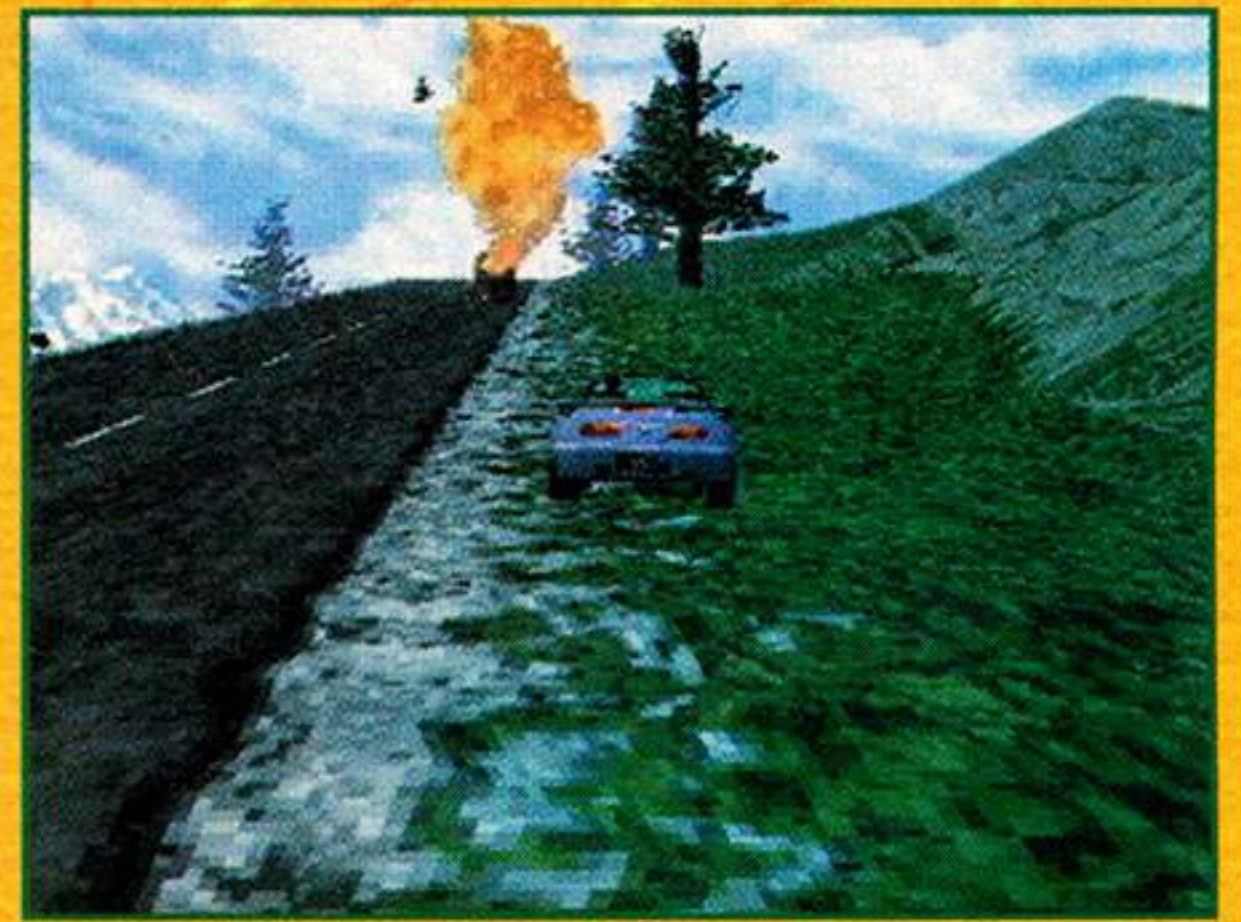
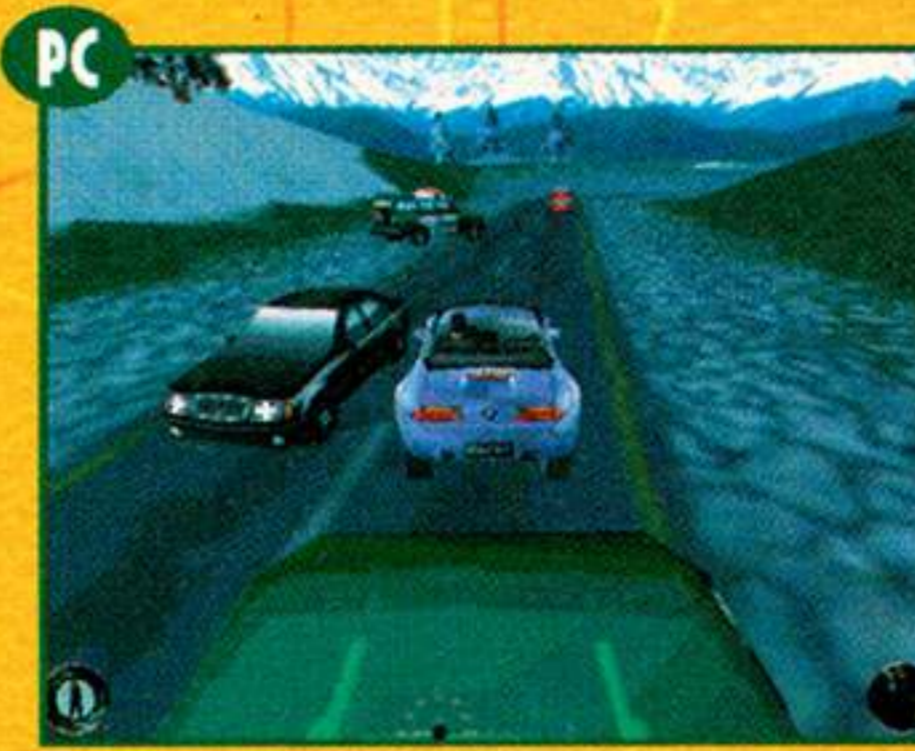
VR BASEBALL 99

Tomorrow Never Dies

After a huge success with GoldenEye, 007's turning to the PlayStation with Tomorrow Never Dies. Although the Bond license is the only connection between the two games, TND already looks like a promising 3D actionfest—especially since it's being developed by Black Ops, the creative force behind acclaimed titles like Black Dawn. TND's plot picks up



where the movie ended as Bond must squelch a world-domination scheme devised by Elijah Carver, brother of the flick's dethroned media mogul. The gameplay will attempt to bring to life all the glamorous action of the Bond films as the player will pursue bad guys in scuba gear, on skis, behind the wheel of a car, and on foot. If all that variety meshes well, TND could pack the same adrenaline-drenched punch of its cinematic counterpart. —Air Hendrix



Developed by Black Ops Entertainment

Published by MGM Interactive
Available Fourth Quarter '98

PC Denotes screens taken from the PC version; all others are from the PlayStation version.



Centipede

Available Fall '98



Street Fighter Collection 2

Available September



Contra Adventure

Available September



Tiny Tank

Available Fourth Quarter '98



Return Fire II

Available Third Quarter '98



Metal Slug

Release Date Not Yet Announced



Crime Killer

Available September
(See "Sneak Previews," April)



Akuji

Available September
(See "Sneak Previews," May)



The Unholy Wars

Available August
(See "Sneak Previews," May)



Road Rash 3D

Available May
(See "Sneak Previews," April)



Ninja

Available September
(See "Sneak Previews," February)



Darkstalkers 3

Available September



Bust-A-Move

Release Date Not Yet Announced



Team Losi RC Racer

Available May
(See "Sneak Previews," May)



Wild 9s

Available September
(See "Sneak Previews," February)

Microsoft



IF YOU CAN'T BEAT 'EM, CRUSH 'EM.

Monster Truck Madness® 2 is here, with more ground-pounding, trash-talking fun than the original. Featuring 20 trucks that show the damage you dish out, including four new WCW™ and nWo™ WrestleTrucks like “Hollywood” Hogan. Risky night racing and nasty weather options. Thumping force-feedback support. The Summit Rumble, an outrageous multiplayer game of “king of the hill.” And 11 wild new tracks. Get your free demo and start crushing the competition at www.microsoft.com/games/monster/

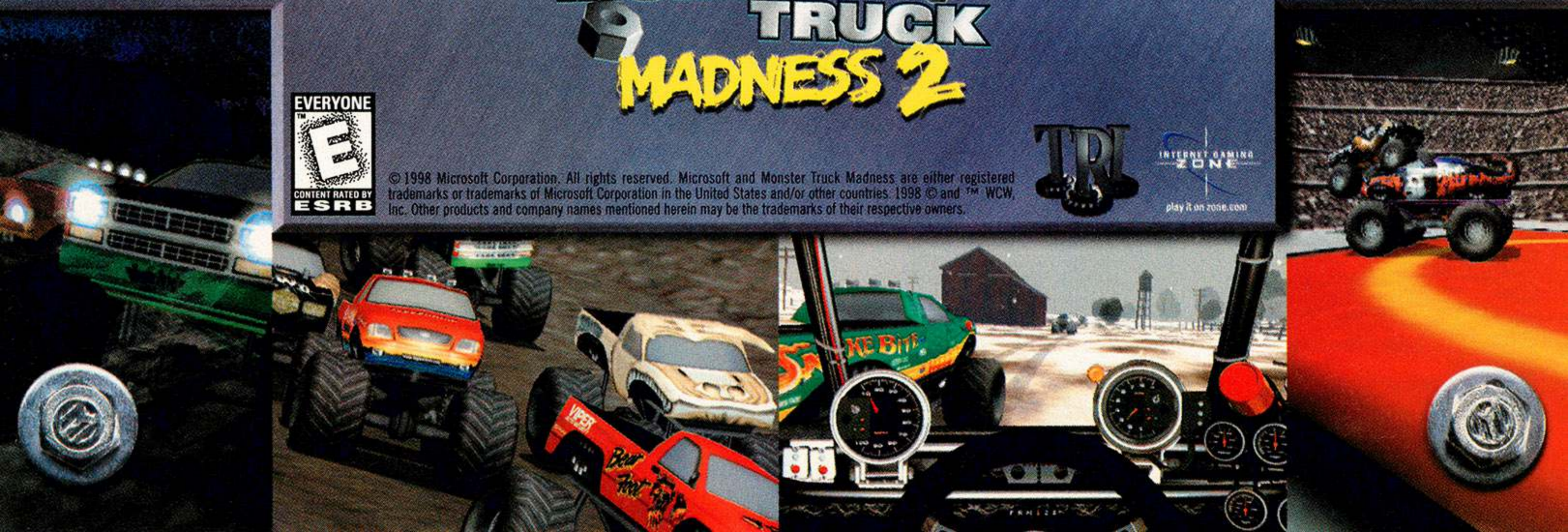
MONSTER TRUCK MADNESS 2



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Rogue Trip

Now that it's owned by GT Interactive, Singletrac (developer of the Twisted Metal games) no longer has the rights to the Twisted Metal name, but that's not stopping it from trying to take car-combat gaming to the next level with Rogue Trip. Set in a grim but comic future, where tourists must hire guides to drive them



to vacation spots overrun with thugs, Rogue Trip will go down in locales like Washington D.C., the Grand Canyon, Yellowstone, Area 51, and more. Gamers will play as a tour guide trying to earn a living by carting photo-happy tourists around through mobs of marauders. Two-player split-screen action, a nice array of car-based weaponry, and plenty of secrets should keep things hot. —Air Hendrix

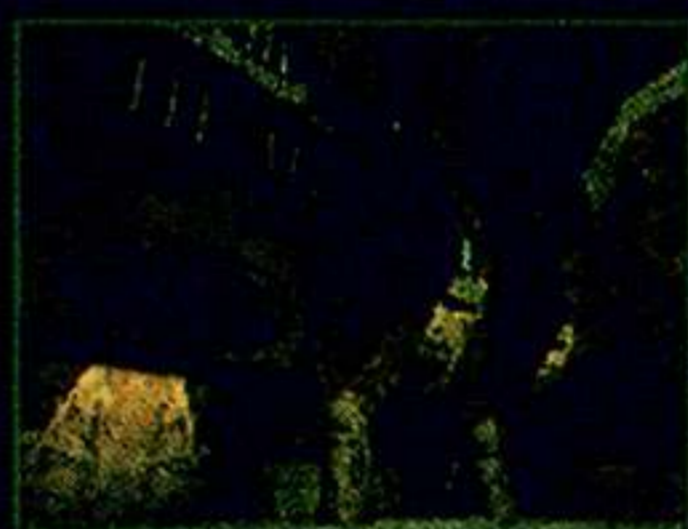
Developed by Singletrac
Published by GT Interactive
Available October



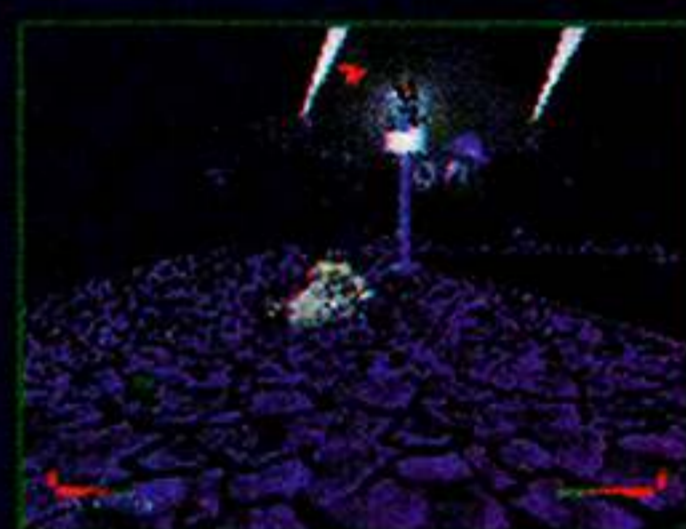
Dead Unity
Available September



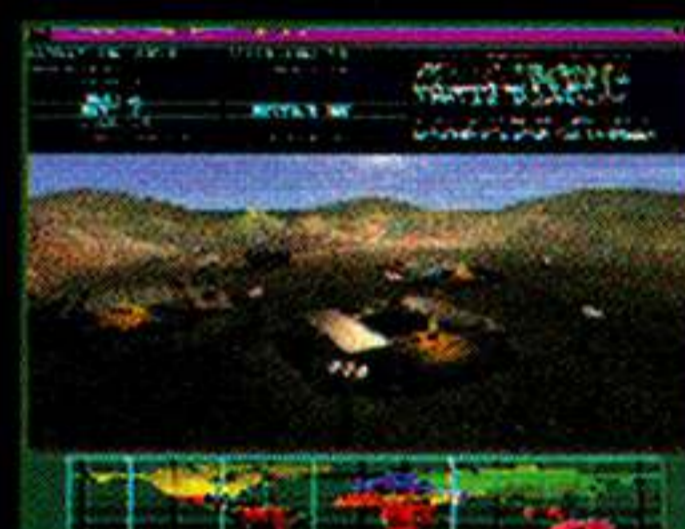
Silhouette Mirage
Available July



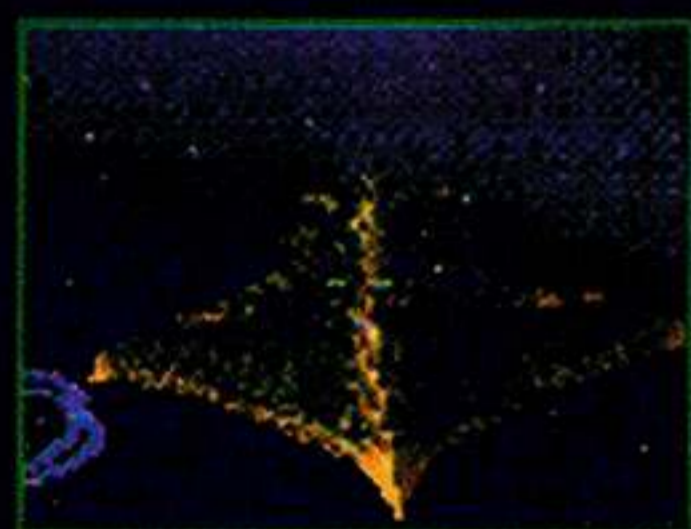
Omikron
Available June



Speed Tribes
Available October



Global Domination
Available November



Colony Wars: Vengeance
Available November
(See "Sneak Previews," May)



ODT
Available October
(See "Sneak Previews," May)



Psybadek
Available December
(See "Sneak Previews," May)



Gran Turismo
Available May
(See "Sneak Previews," April)



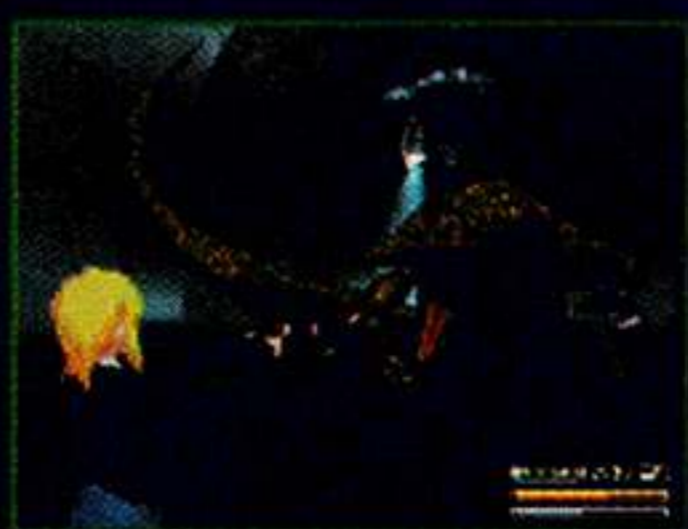
Bio F.R.E.A.K.S.
Available May
(See "Sneak Previews," May)



Jersey Devil
Available June
(See "Sneak Previews," August 1997)



Stunt RC Copter
Release Date Not Yet Announced
(See "Sneak Previews," March)



Parasite Eve
Release Date Not Yet Announced
(See "Overseas Prospects," September 1997)



WarGames: Defcon I
Available June
(See "Sneak Previews," May)



Pac-Man 3D
Available Fourth Quarter '98
(See "Sneak Previews," November 1997)



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Messiah

There's far more buzz about Messiah's technology than its gameplay, but that's okay; by year's end, both halves will have to answer to the ultimate judge: You! The plot centers around the Messiah's appearance on Earth, long before his scheduled arrival. There's lots of violence and religious imagery—always a volatile combo in gaming—but let's hope the game's amazingly fluid and realistic-looking character graphics don't ultimately prove more impressive than its 20 characters and 6 massive levels. —*Bad Hare*

Developed by Shiny Entertainment
Published by Interplay
Available September

Note: All screens are from the PC version.



Moto Racer 2

The first Moto Racer rocked the PlayStation and PC with cool bikes, tough tracks, and great graphics. The sequel promises all that and more: 30 new tracks, two- and four-player split-screen races, weather effects, obstacles, a new point-based championship mode, and coolest of all, a track editor to let you roll out your own PlayStation raceway.

—*Dan Elektro*

Note: All screens are from the PC version.



Developed by Delphine Software International
Published by Electronic Arts
Available Summer '98



LAPD 2100

In the 22nd century, the Los Angeles Police Department's motto is, "To Serve, Protect, and Survive." Gang warfare is out of control, and it's your job as a city cop to restore order by any means necessary. Hop in your assault vehicle and take on the bad guys with extreme force. Sure, they have guns and greater numbers, but you have a mech-style armored walker that can morph into a hovercraft. Justice will prevail.

—*Bad Hare*

Developed and published by Electronic Arts
Available Fall '98



Streak



Streak is a hoverboard racing game featuring super-secret high-tech GEMBlades—kinda' like the anti-gravity skateboards from *Back to the Future II*. Players slice through secret underground races by invitation only,

all the while learning more about the hush-hush technology that powers their rides. As the races heat up, the mystery unfolds, and the game becomes more than just a wild ride. —*Dan Elektro*

Developed by Singletrac
Published by GT Interactive
Available November



Apocalypse

Available December
 (See "Sneak Previews," August '97)



Fighter Maker

Available Fall '98



Capcom Generations 2: Ghouls & Ghosts Collection

Available Fall '98

Army Men 3D

Available Fourth Quarter '98

Tomb Raider 3

Available Fourth Quarter '98

Crash Bandicoot 3

Available September

Jet Moto 3

Available Fall '98

Twisted Metal 3

Release Date Not Yet Announced

Redline

Available August

Test Drive 5

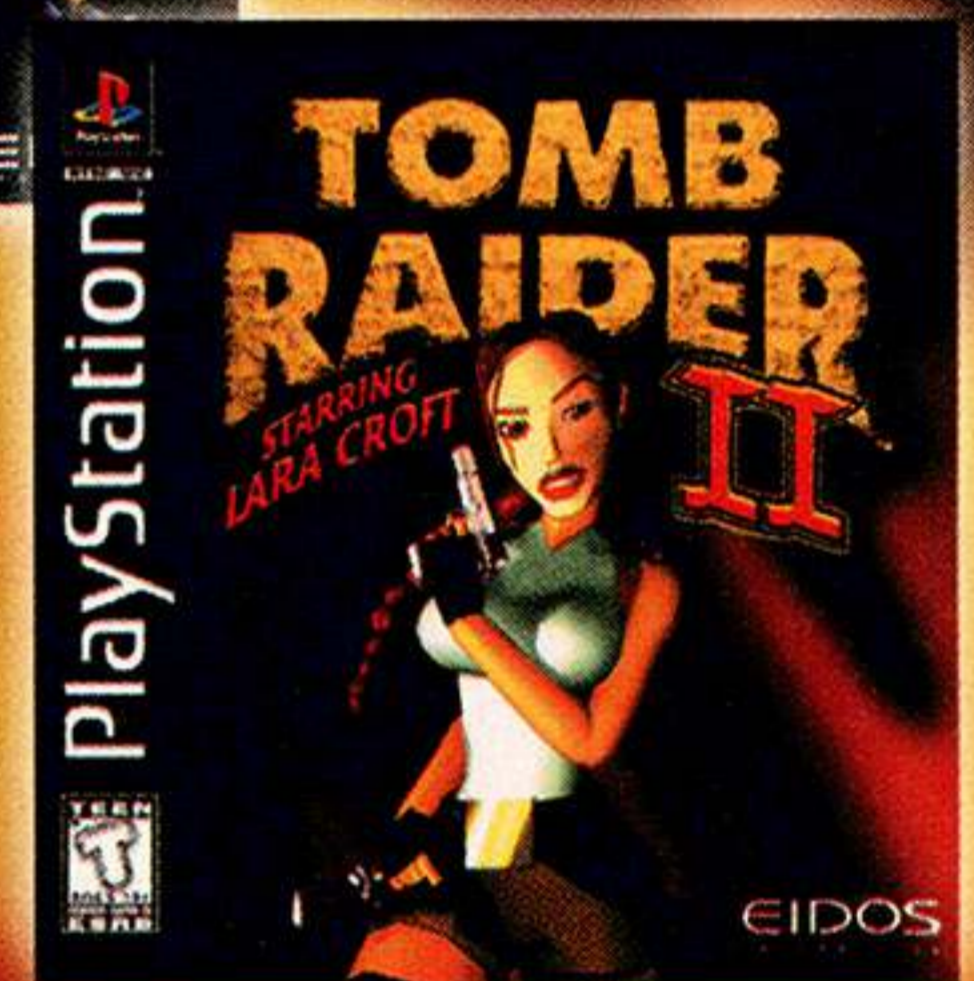
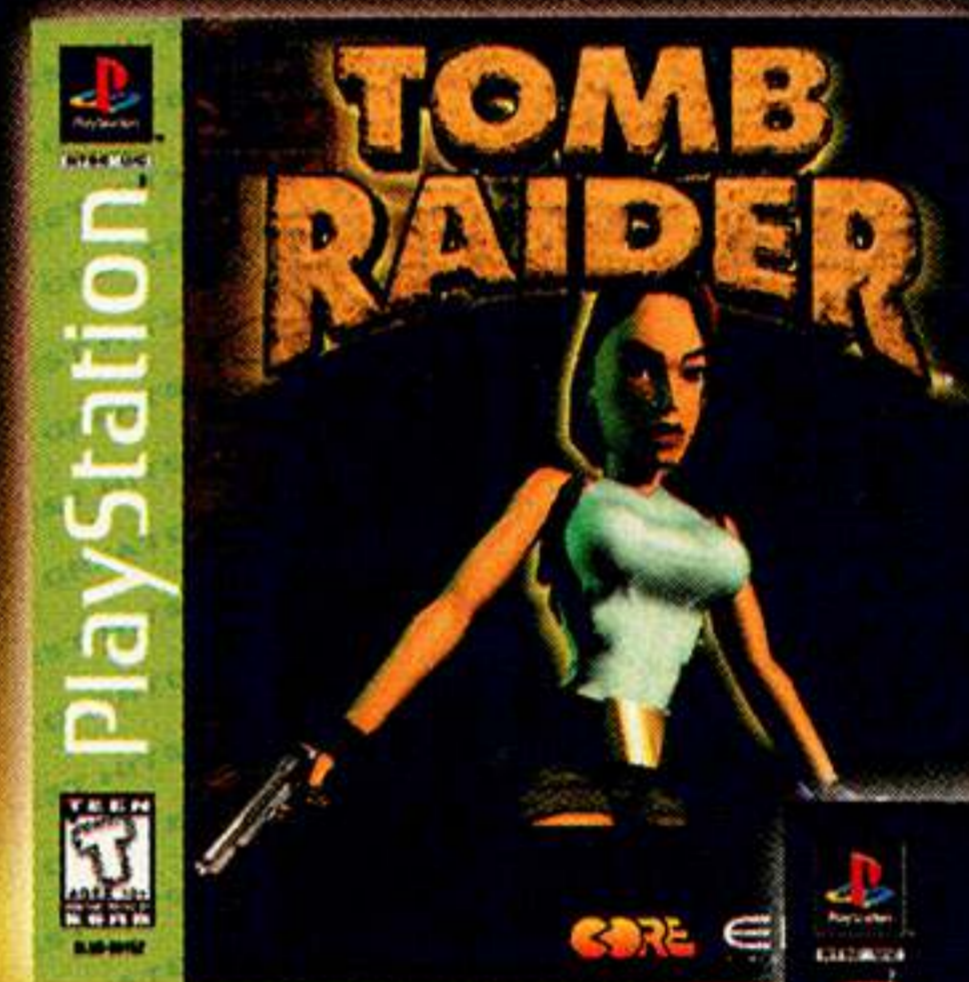
Available Fall '98

Test Drive Off-Road 2

Available Fall '98

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EIDOS
I N T E R A C T I V E

Shao Lin

Fighting erupts in 3D fashion on the PlayStation once again, this time in the guise of Shao Lin. Up to four players can fight at once—using six forms of martial arts—punching, kicking, and throwing each other amidst the ancient ruins and landscapes of China. A Training mode offers a quick-kick practice session, and a Story mode tests your fists of



fury à la Final Fight. —*Four-Eyed Dragon*



Developed by Polygon Magic
Published by THQ
Available November



Small Soldiers

Direct attacks, set traps, and deploy troops in this 3D action warfare game. Based on the upcoming movie of the same name, Small Soldiers has two simple goals: defeat the opposing forces and complete the mission objectives. DreamWorks promises realistic digital effects along with 15 levels of gameplay in 12 unique environments. Will Small Soldiers be the Implementation Force of the 3D action/strategy genre? Early reconnaissance screens show promise.

—*Four-Eyed Dragon*



Developed by DreamWorks Interactive
Published by Electronic Arts
Available Fall '98

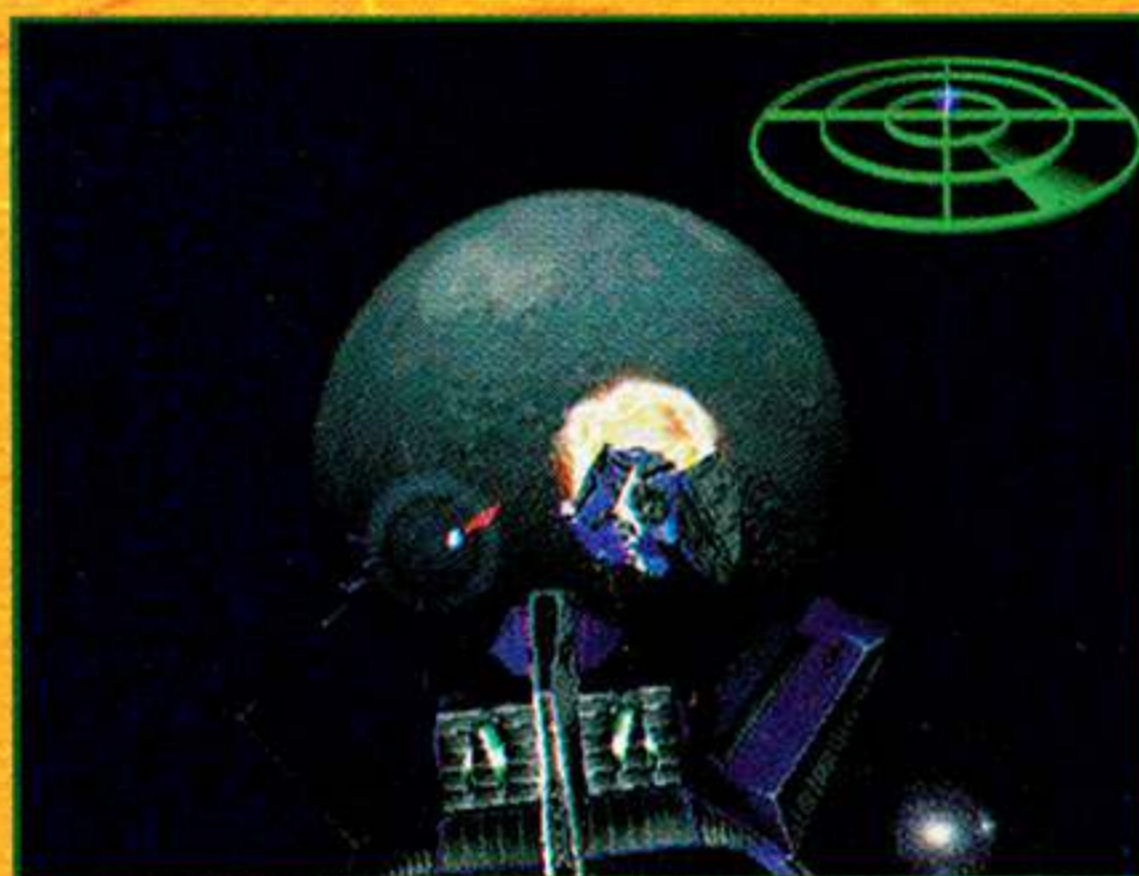
StarCon

Spaceship fighting action comes alive in this fourth installment of the Star Control series. Highlights include more than 40 hours of gameplay, the ability to navigate on and through 3D texture-mapped planet surfaces and solar systems, upgradable ships, and a choice of three alliances to fight for. You can play alone or with a friend in a split-screen cooperative mode. With the sequel to Colony Wars coming out soon, will

StarCon be able to carve out its own place in the universe?

—*Four-Eyed Dragon*

Developed and published by Accolade
Available Fall '98



Toca

Take the wheel and rush to the finish line with this European touring-car racing game. Speed around Europe's most famous racing circuits in one of eight cars, including an Audi A4 and Volvo S40. Toca will feature realistic spinouts and collisions to show off the game's dynamics, and the usual championship, single race, time trial, and multiplayer racing options will round out the gameplay. Hopefully,

Toca will be able to keep pace with the abundance of racing games already out.

—*Four-Eyed Dragon*



Developed by Codemasters
Published by Electronic Arts
Available June



Uprising X

Available December



Command & Conquer Red Alert: Retaliation

Available Fall '98
(see "Sneak Previews," May)



WWF Warzone

Available July



Batman & Robin

Available May
(see "Sneak Previews," May)

Big Air Snowboarding

Available Fall '98

Xena: Warrior Princess

Available Fourth Quarter '98

Capcom Generations I: 1942 Collection

Available Fall '98

Indiana Jones & the Infernal Machine

Available Fourth Quarter '98

Respected coach and video gameologist Tom "The Thumb" Blake says reciting inane video game-related trivia is a good way to distract your opponent. That's why Coach Blake recommends knowing all about



Video Game History.



Cave paintings discovered in western Tibet carbon dated to 398 B.C. depict a crude version of Space Invaders.



It turns out that the precursor to modern video games was not Pong as originally thought. Gameologists have discovered new evidence that it was Tang.

You might know that the Dark Ages was the period after the fall of the Roman Empire, but did you know that it was called the Dark Ages because there was no electricity and all television sets and computer monitors sat dark?



Coach Blake also says that yesterday's games are fun to learn about but no fun to play. Pick up the latest games at Target. Like Hot Shots Golf, Gran Turismo or MLB '99 for just

\$39⁹⁹

Get into the game.

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EXPECT MORE. PAY LESS.

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YOU'VE GOT TWO WAYS TO COME OUT.
DEAD. OR WISHING YOU WERE.**



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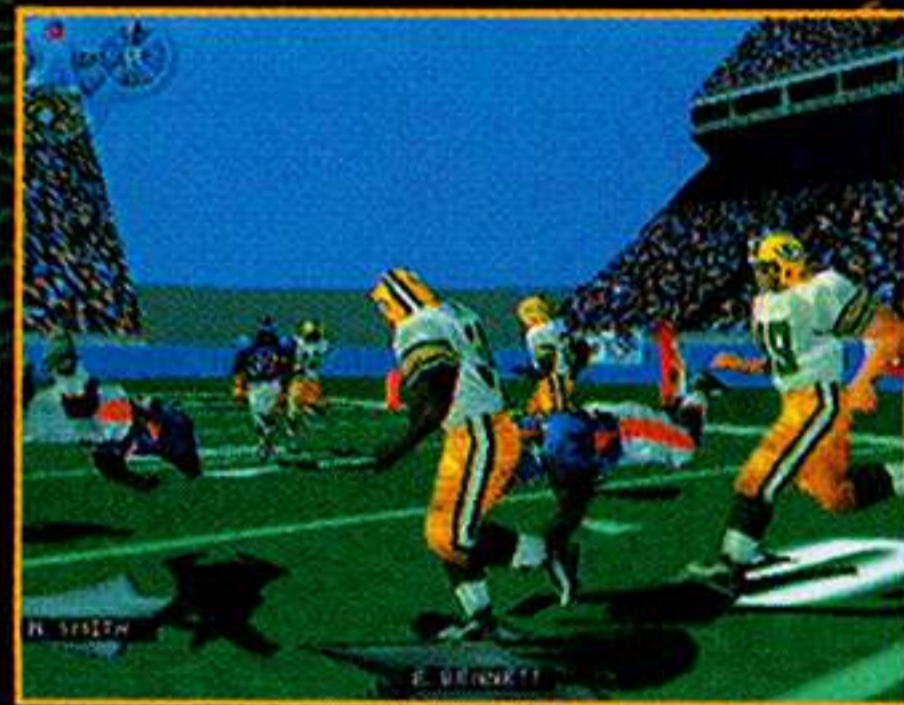
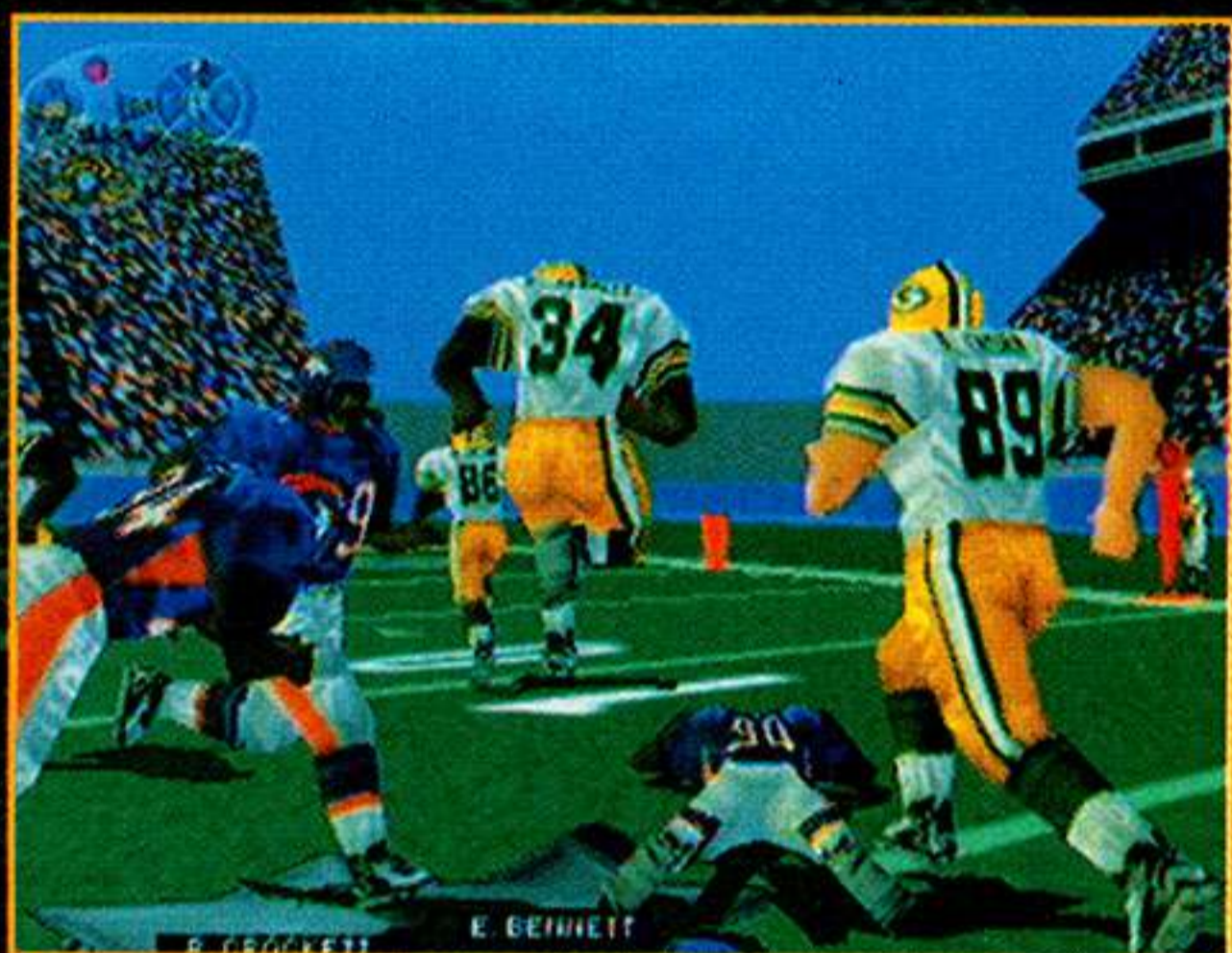
Madden NFL '99

PlayStation, Nintendo 64

By Johnny Ballgame



The most popular football franchise in history returns for another season, sporting impressive high-res graphics, enhanced A.I., and plenty of new features that are sure to send gridiron fanatics dancing from endzone to endzone.



Hall of Fame Hopeful



Madden trained hard in the off-season, bulking up its lineup and look to better compete with its two main competitors, NFL GameDay '99 and Quarterback Club '99. This year, both versions of Madden (N64 and PlayStation) include the NFLPA and NFL licenses, along with a superstar collection of new player animations. Receivers' heads will stay focused on the ball as they receive a pass (N64 only), defenders will make wrap-around tackles, and you'll witness players dragging their toes in bounds while making a catch near the sidelines.

EA Sports also promises a new kicking interface, a Dynasty mode that enables you to play more than one season, and an improved A.I. which adds even more realism to the game. We still haven't seen much from Madden's competitors, but if EA Sports once again lives up to expectations, you can just about bet that you'll see Madden back in the Super Bowl.



Developed by Tiburon
Published by EA Sports
Available Fall '98



VR BASEBALL™ 99

CORRECT!

Congratulations, the answer is False.

You obviously know your baseball and are exactly the kind of fan we made VR Baseball '99 for.

VR Baseball '99. It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know that Kenny Lofton should score from 2nd on a gapper to the wall and that a pitcher should walk Barry Bonds with a base open and the game on the line. This isn't just another baseball game. This is baseball.

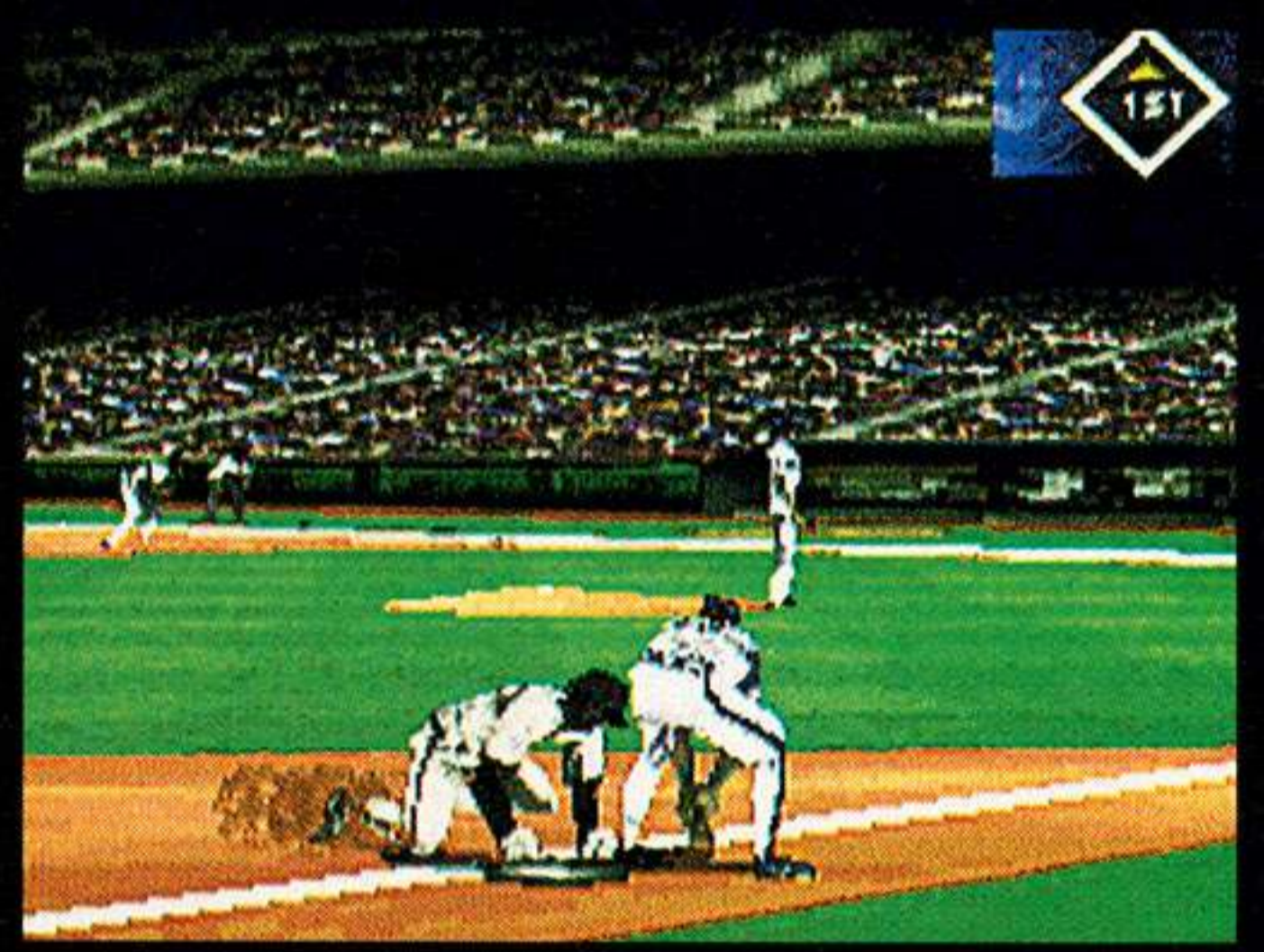
- **New Graphics!** Detailed player models with true-to-life scaling for each player to accurately reflect their height and weight.
- **Fully Licensed!** All 30 MLB teams and stadiums, including the Devil Rays™ and DiamondBacks™, plus over 750 players. Also includes complete 1998 Opening Day rosters and schedules featuring Interleague play.
- **Player Collisions and Diving Catches!** Watch as Darin Erstad runs over a catcher at home plate to score the go-ahead run and Jim Edmonds making his spectacular catches in the centerfield.
- **More Personality!** Complete in-game experience with heckling fans, players talking smack and a "called shot" feature to add the ultimate insult when defeating your friends.

This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, reward yourself and head over to your local video game store and pick up a copy of VR Baseball '99. Play what you've been missing.

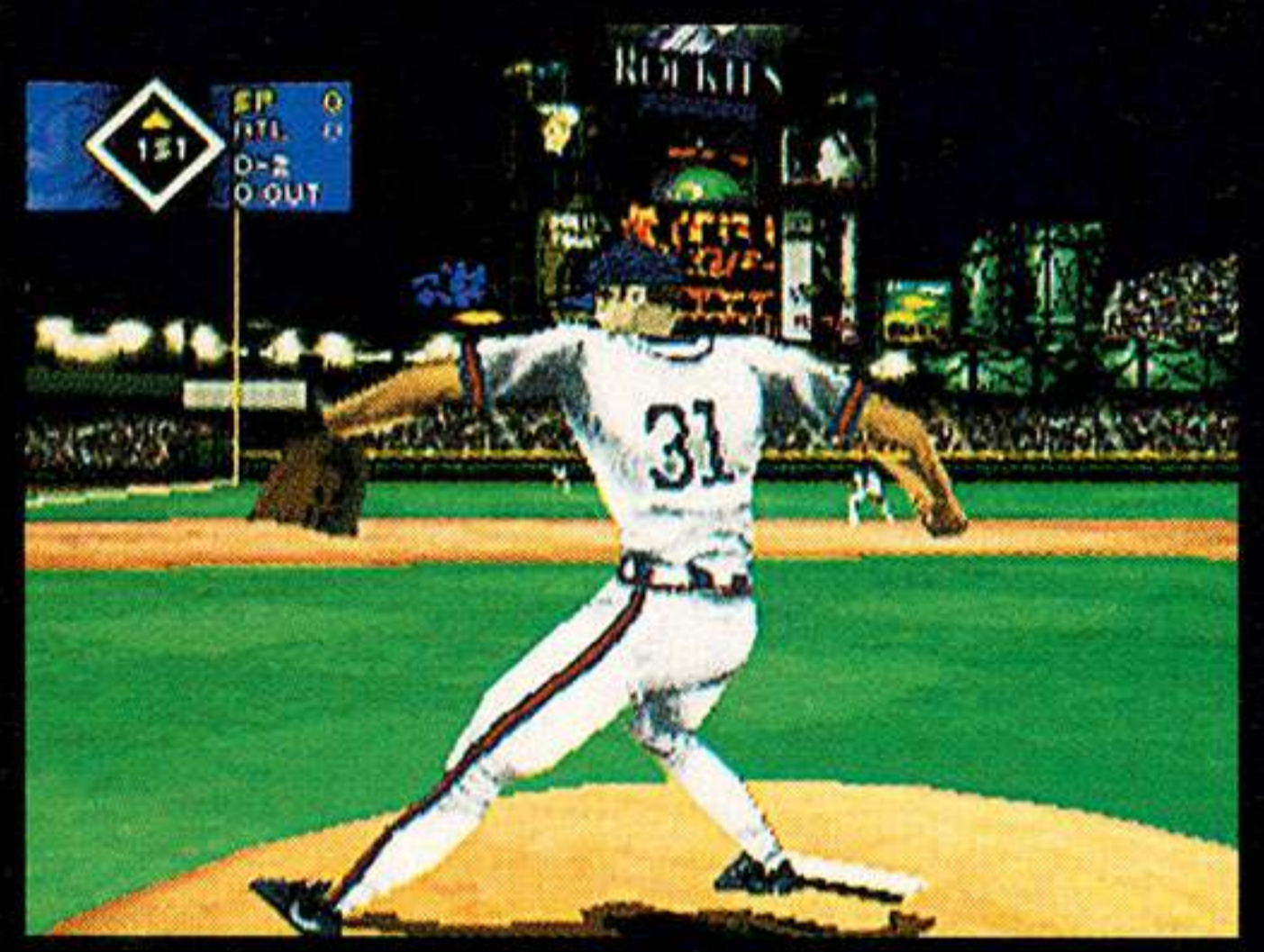
Available May 1998



Smarter AI really understands baseball. Cecil Fielder doesn't bunt, pitchers are pulled when they get shelled, and fielders are strategically shifted.



A "smart camera" always selects the best angle for gameplay in real time. You'll see the players, even the outfielders, up close and in full detail as you make the play. So now when players like Derek Jeter stab a line drive, you'll be right on top of the action.



Challenge guys like Tino Martinez and Mark McGwire to get your name up on the leader board in the Homerun Derby™.

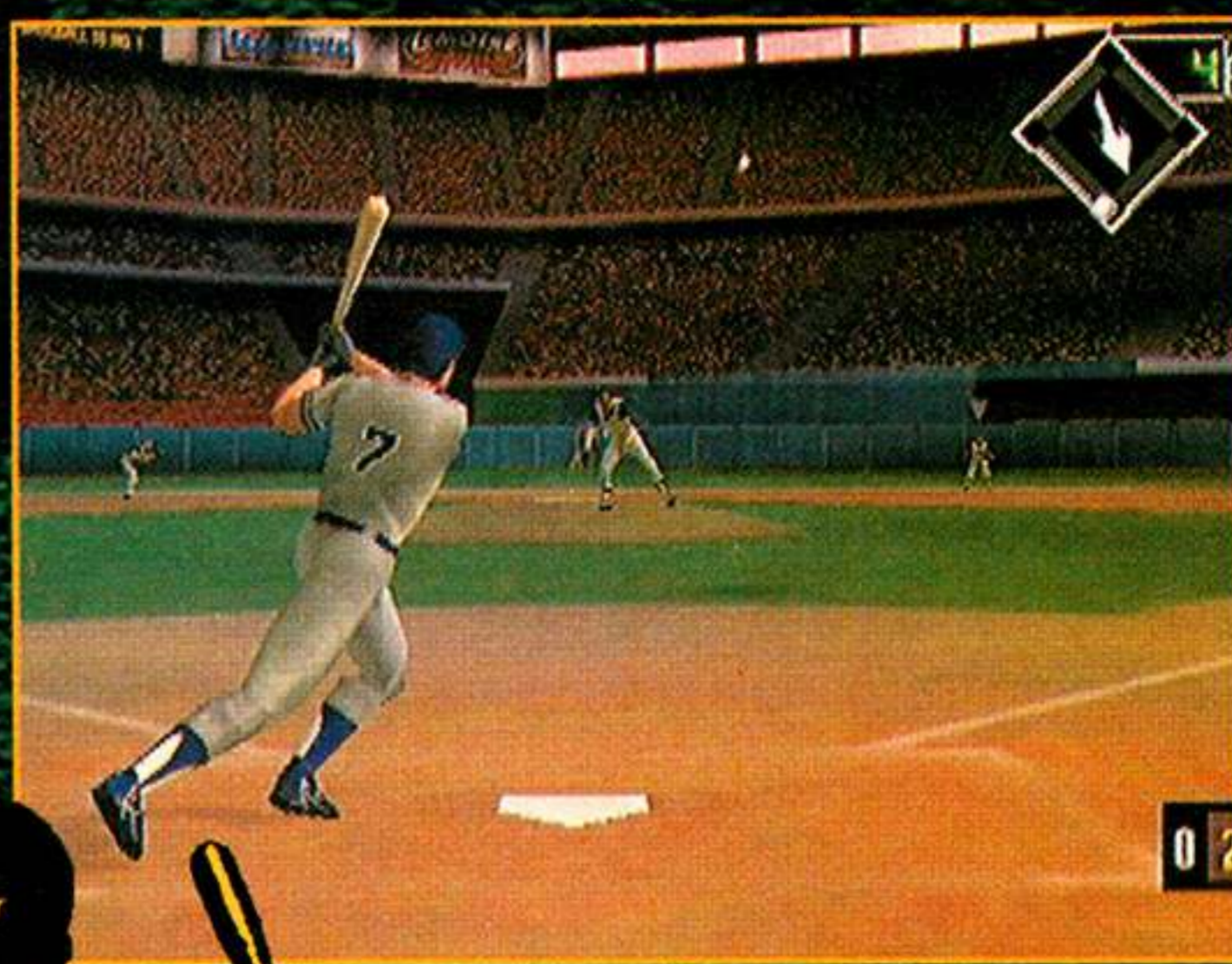
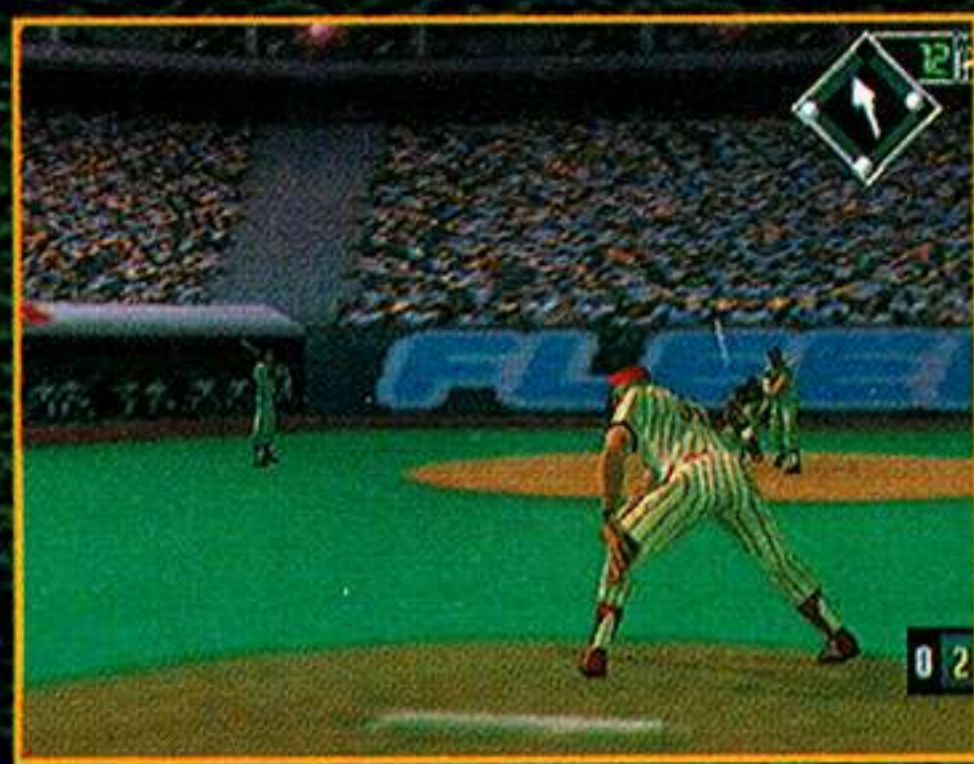


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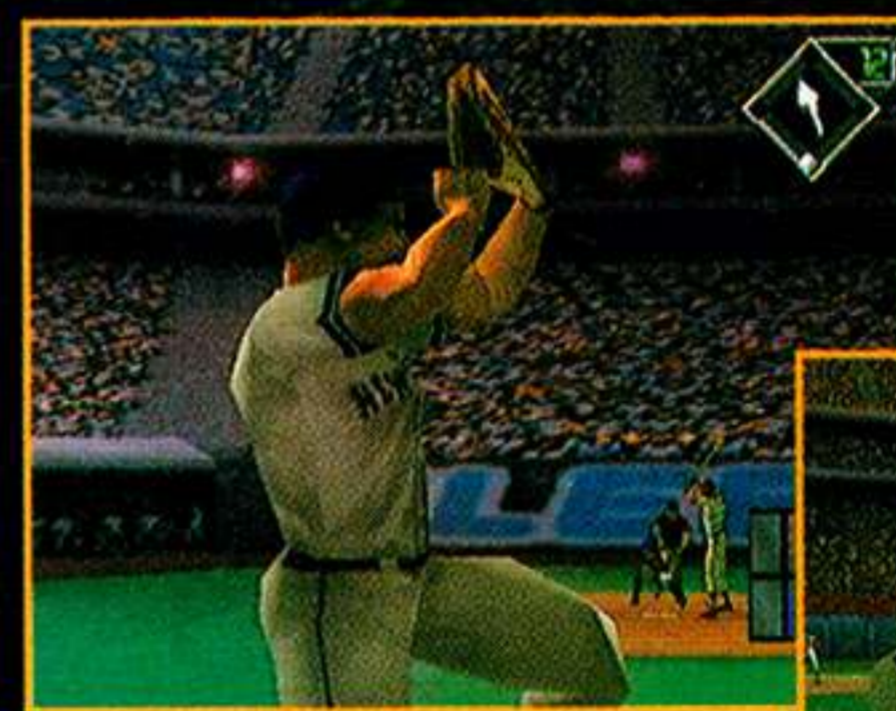
All-Star Baseball '99

Nintendo 64

By Air Hendrix



Baseball gaming's never looked this good before, and as long as Acclaim puts the right finishing touches on the gameplay, All-Star Baseball has a lock on the N64 MVP award.



Developed by Iguana
Published by Acclaim
Available May

Gameplay Grit?

Even if All-Star Baseball's gameplay somehow manages to flop, the game's glittering graphics will likely attract many baseball fans. Fortunately, judging from the unfinished version we played, Acclaim's making the right calls and, barring disaster, All-Star's well on track to deliver tautly paced, realistic baseball action.

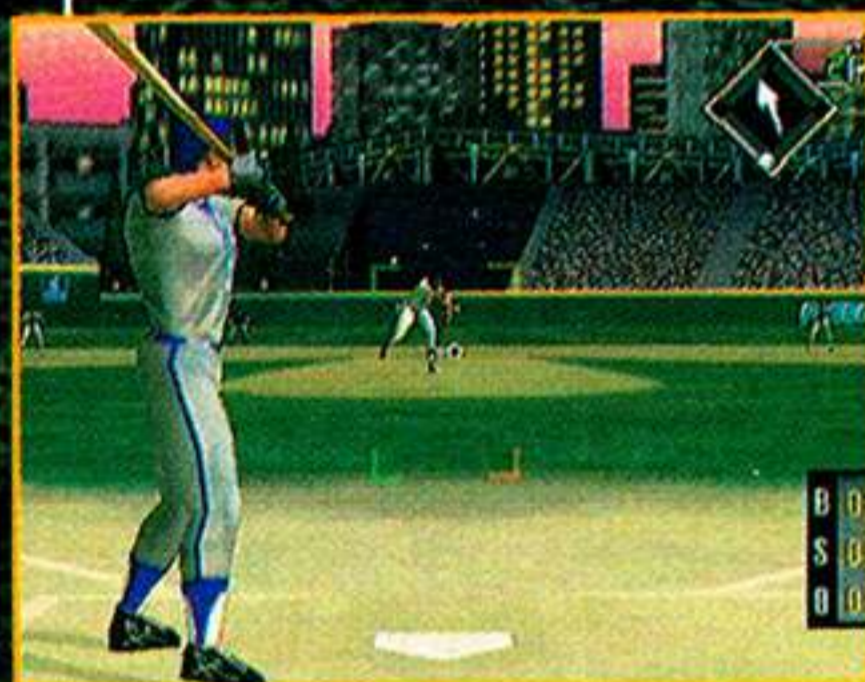


At the plate, the cursor-based batting and pitching offer power and contact swings, hot and cold zones based on the players' real-life attributes, and the chance to guess each pitch's location in the hopes of increasing your cursor's size. Out in the diamond, the fielding and base-running controls handle well, providing options like diving, jumping, sliding, turbo, and others.

As for All-Star's other features, gamers can naturally expect to find all the pro players, teams, and stadiums, spring training and season play, as well as the ability to create players with one of 100+ batting stances taken directly from stars like Bonds and Ripken. Creating custom teams and on-the-fly strategy nicely complete the roster for

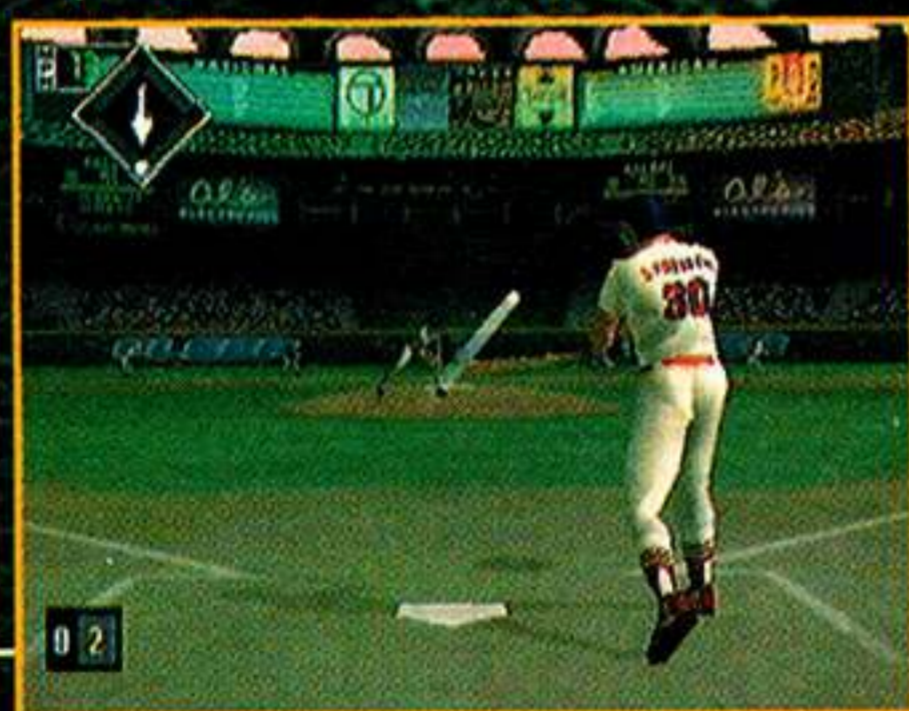
this all-star prospect.

Beautiful Ballparks



All-Star's graphics are prettier than McGwire's Opening Day grand slam. Realistically sculpted players shine with uncanny details right down to recognizable faces on star players. They look sharp in motion, too, smoothly scooping up the ball, hurling pitches, and swatting fat

fastballs. And the 3D stadiums, replete with cool lighting effects, couldn't be much more eye-catching. On the sound side, two-man commentary drafted from the Yankees booth nicely paces the action.



NFL Blitz

Available September
Nintendo 64, PlayStation



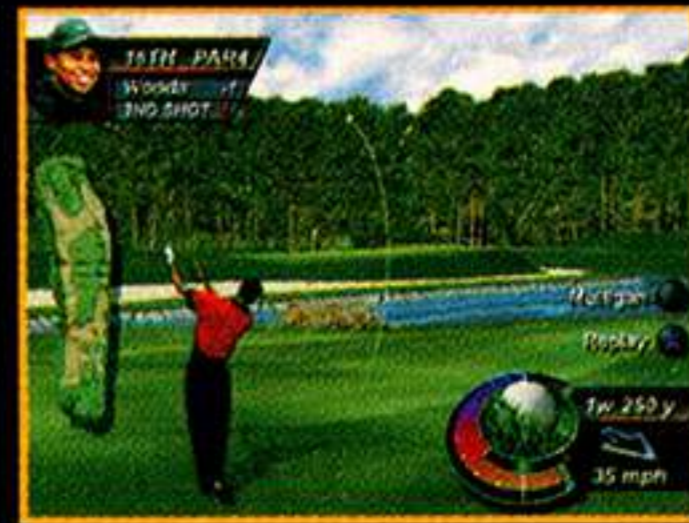
Fox Sports College Basketball '99

Available Winter '98
Nintendo 64



International SuperStar Soccer '98

Available June
Nintendo 64, PlayStation



Tiger Woods '99

Available August
PlayStation



World Grand Prix

Available July
Nintendo 64



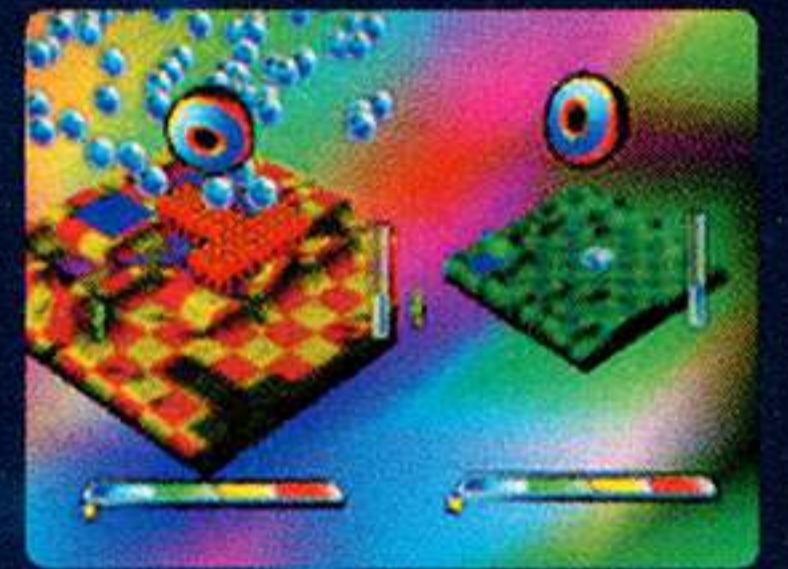
ocean

Dam!...!

DAM!...!



Dam, Dam,



Dam, Dam.

There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and some unholy being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.

DAM!

That pretty much covers it.



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XTREME

PlayStation

Sony's getting ready to step onto the fantasy gridiron with the blitzbuster, NFL Xtreme. This arcade-style high-scoring football smashfest will feature five-on-five action using real NFL teams, players, and schemes. However, instead of going ten yards for a first, you must go twenty—and there are no out of bounds and no penalties. The crazy in-your-face gameplay will be complemented by a grip of animations from high-stepping taunts to bone-crunching hits that sometimes result in a player's helmet popping off. Xtreme also provides a lot of depth in that you have full control over your team: You can make trades, substitute player positions, create players, track

stats through a season, participate in a draft, and more. With highly detailed player graphics and a running speed of 30 frames per second, NFL Xtreme looks to do some major damage on the PlayStation's turf this summer. —*The Rookie*



stats through a season, participate in a

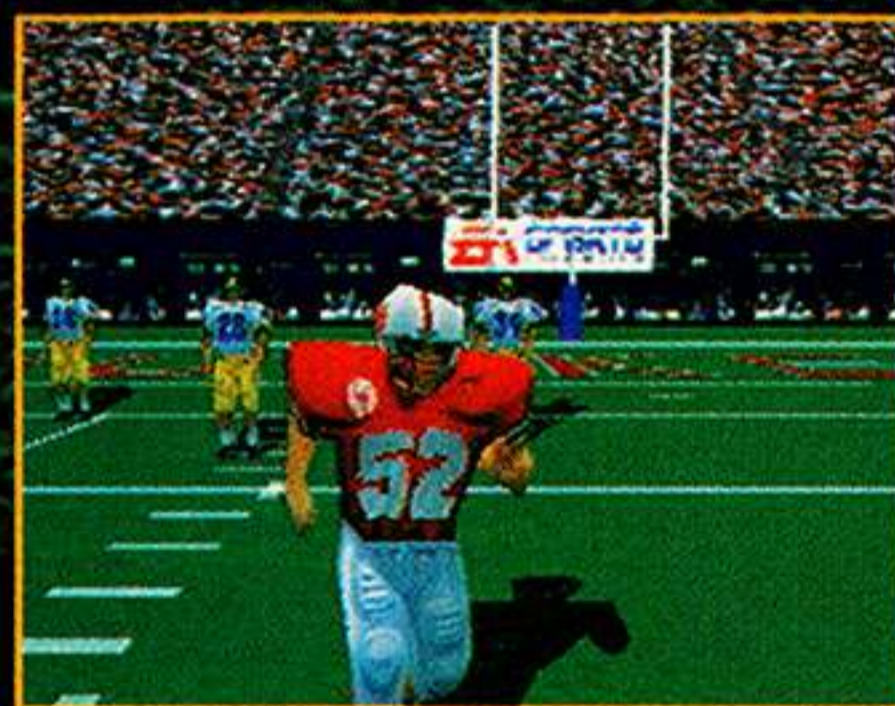


Developed and published by Sony Interactive Studios America
Available July

NCAA Football '99

PlayStation

EA Sports is hitting the college football field once again with NCAA Football '99. Sacking gamers with new high-res graphics, NCAA looks leaps and bounds better than last year's title. The game includes more detailed players with a slew of new moves and animations like wrap-around tackles and even



pump-faking quarterbacks. Along with the standard play modes, EA is incorporating precision passing using the analog controller, a play editor that enables you to create and edit your own plays, an expanded Dynasty mode, and a coach cam that lets you



see all the offensive and defensive match ups and zones. Plus, this will be the only game where you can participate in the Rose Bowl and win the most coveted award in all the sport: The Heisman Trophy. Get out those foam fingers, superfans—the new season is right around the corner. —*The Rookie*

Developed and published by EA Sports
Available August



Golden Goal '98

PlayStation

Emerging from the ashes of the meltdown of BMG Interactive, Golden Goal '98 (formerly known as Major League Soccer) will arrive on the PlayStation just in time for all the World Cup hoopla. GG will feature 70 teams, including 24 national teams, more than 1750 real-life players, on-the-fly strategy, and a unique shooting system that lets you see where you're aiming.

—Air Hendrix



Developed by Z-Axis

Published by Take 2 Interactive

Available May

Sports Insider Report

A guide to the hot sports prospects of E3

EA Sports will finally go 64-bit with N64 versions of **NBA Live '99**, **NHL '99**, and **NASCAR '99**...Rumor has it that EA will also show a new boxing game and an arcade-ish NFL Blitz-style football game...All EA would give up on Live '99 is that the game will sport an "all-new engine, including 'Read and React' artificial intelligence"...Sony's sure to show **NFL GameDay '99**, **NHL Face Off '99**, **NCAA GameBreaker '99**, and possibly **NBA Shoot Out '99**...Sony's CART World Series won't be getting an update, but Sony did hint that it's branching out into other sports that it hasn't dabbled in before...Acclaim's plugging away on **NBA Jam '99** and **NFL Quarterback '99**—the word on QB Club is that the developers are focusing on A.I. all the way...Radical Entertainment, developer of the NHL Powerplay series, has established itself as an independent publisher and is hard at work on a new series

of sports games based around the ESPN licenses. Expect **NBA Tonight**, **X Games Pro Boarder**, and **National Hockey Night** to show up on the PC and PlayStation this fall...Newcomer Fox Sports will surely announce some of its other titles, but early word is that it's signed Z-Axis's awesome N64 hoops game, which will be released as **Fox Sports College Basketball '99**...Accolade should finally unveil the long-delayed **HardBall 6** for PlayStation...Unconfirmed rumors suggest that Konami may be working on N64 versions of **Blades of Steel** and **Bottom of the 9th**...VR Sports is revving up the graphics on **VR Football '99** for the PlayStation, targeting a November release...Psygnosis is continuing its successful PlayStation F1 franchise with **Formula 1 '98**—and it's hitting the links with **Pro 18: World Tour** golf for the PlayStation...Finally, 3DO has canned the PlayStation version of **High Heat Baseball**—it's now a PC-only game.—Air Hendrix



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Legend of Zelda: Ocarina of Time

Nintendo 64

By Johnny Ballgame



Link to the Past

Although everyone knows Zelda is eventually coming to the N64, not many details have been leaked about the game. Here's what we know so far: Nintendo's new 3D adventure once again casts gamers into the land of Hyrule as Link, whose duty is to rescue his beloved Zelda from the evil forces who have kidnapped her. Throughout this action-RPG, you battle monsters with swords, bombs, bows, boomerangs, hammers, and sticks while fending off attackers with your shield and performing athletic maneuvers like flips and side-steps. Plus, for the first time in any Zelda game, you can ride a horse through terrain that Link can't navigate alone. If the already great gameplay and awesome look are any indications, Legend of Zelda: Ocarina of Time will not only be the most talked about game of the year, but maybe the most fun.

Legend in the Making

Dragons, skeletons, and spider-like monsters lurk throughout the dark dungeons and forests of Hyrule as you press forward to save the princess. New to Zelda is the capability to lock the camera on any creature you fight, making it easier to circle the monster and stay focused on killing it. Other unique gameplay features include Link actually growing older as the saga progresses, the ability to combine your weapons (you can now shoot a bomb with your bow)—and a fairy named Navie who warns you about approaching enemies, helps you heal, and sometimes joins in when you're battling enemies. It's innovative elements like these that have RPG fans obsessed with getting their hands on Zelda the second it hits stores.

Developed and published by Nintendo
Available Fall '98

The most anticipated game of 1998. Legend of Zelda: Ocarina of Time could be Nintendo's coolest game ever!



Quest 64
Available June
(See "Role-Player's Realm," May)



Shadow Madness
Available Fall '98



Rebus
Available August
(See "Role-Player's Realm," May)



Mario RPG 2
Release Date Not Yet
Announced



Earthbound 64
Release Date Not Yet
Announced

Lunar: The Silver Star Story

PlayStation

By Robinson Hood



One of the most popular role-playing games of all-time is finally coming to the PlayStation! Lunar: The Silver Star Story is an updated version of the classic Sega CD game, Lunar: The Silver Star, featuring enhanced graphics, fresh character animations, and plenty of new plot twists throughout your quest for peace. The story centers around Alex, a young adventurer who dreams of becoming a Dragon Master. He and his friends must embark on a journey to stop the Magic Emperor from destroying the world.

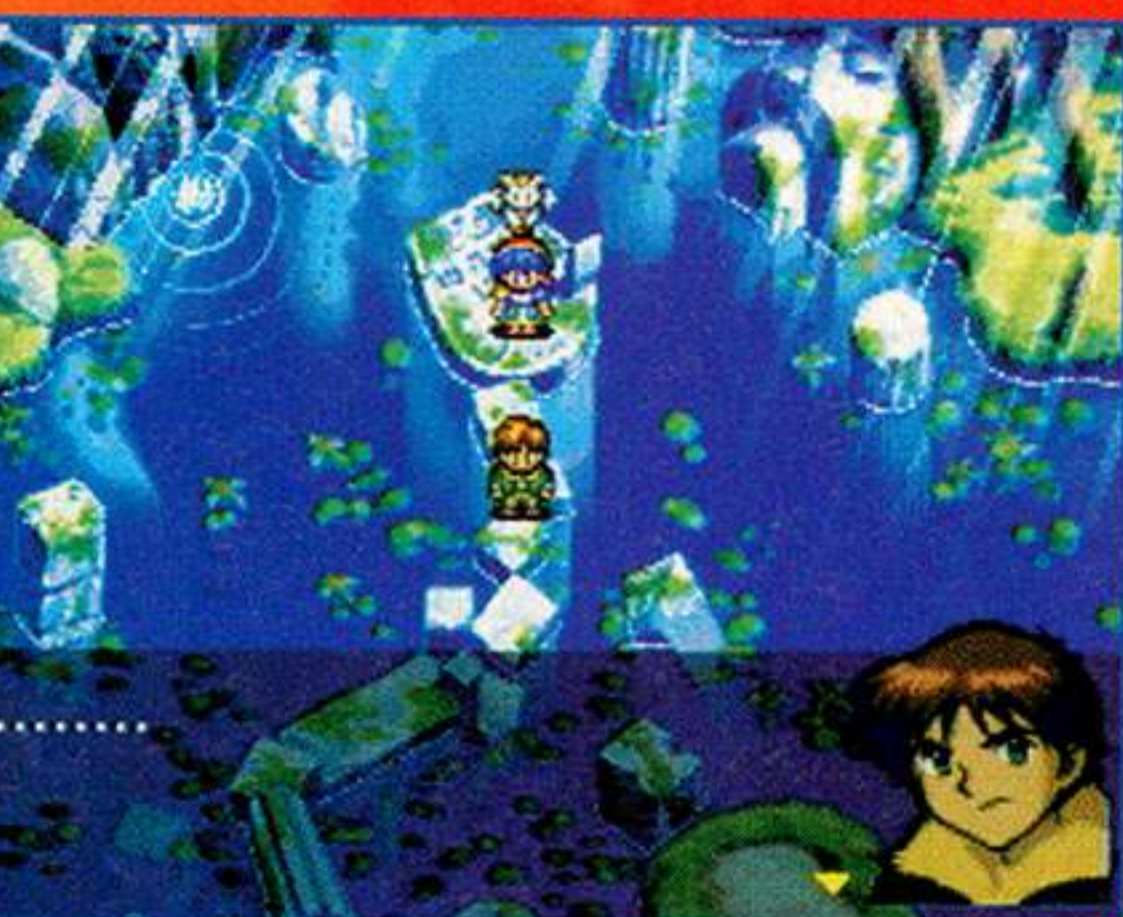
As you encounter the game's enemies (many of whom are the same as in the Sega CD version, except for a few new ones), you'll fight them in typical turn-based battles. However, instead of walking around and randomly fighting monsters who suddenly appear on the screen, all enemies will be visible on an overhead map. This will not only help you know when you're about to fight, but also make it possible to avoid conflict if you're low on health.



Lunar: The Silver Star Story could be one of the hottest RPGs of the year, and should include enough new, entertaining gameplay to attract gamers who never played the Sega CD version, as well as veteran players from Lunar's early days.



Developed by
Game Arts
Published by
Working Designs
Available September



The Granstream Saga

Available June
(See "Role-Player's Realm," May)



Azure Dreams

Available June
(See "Role-Player's Realm," May)



Final Fantasy VIII

Availability date not yet released

Tecmo's Deception 2

Available Fall '98

Suikoden 2

Available Fall '98

Magic Knight Rayearth

Available May
(See "Role-Player's Realm," January)



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or call 1-408-774-0400.



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DIABLO II



Prepare to face the Lord of Terror once again in the sequel to last year's smash action/RPG hit. This time around, you'll have five character classes to choose from, including the paladin, the necromancer, and the amazon, each with their own unique attacks, skills, and spells. Four towns, plus outdoor areas, will be yours to explore. Blizzard has even tweaked the battle.net support, adding player rankings and an online trading post so players can swap items. This one looks hot. —Dan Elektro

Published and developed by Blizzard
Available Winter '98



COMMAND & CONQUER

TIBERIAN SUN

After what seems like an endless stream of add-ons and expansions to the premier real-time strategy game, Westwood looks ready to release the next generation of C&C. Tiberian Sun takes place further into the future, so you can count on seeing tons of new high-tech weaponry for both the GDI and the Brotherhood of NOD. The game will be powered by an all-new engine, will contain maps larger than those found in Red Alert, and, as you can see from these screens, it looks gorgeous. The real-time strategy war rages on this fall. —Dan Elektro

Published and developed by Westwood
Available Fall '98

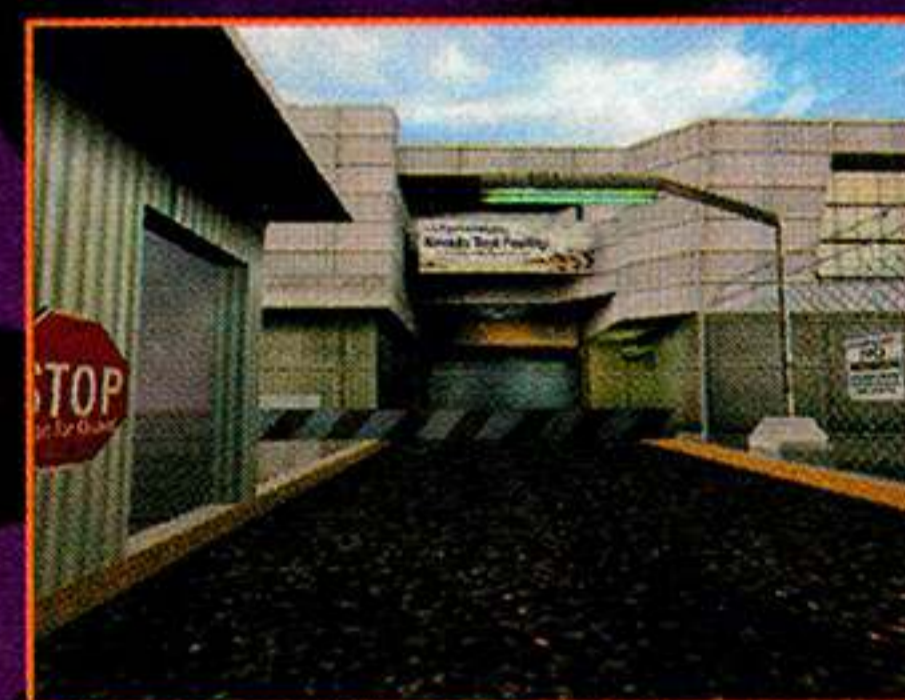


Duke Nukem Forever

The big, blond bad-ass is coming back for more—and this time, he's ditched the flat sprites in favor of the powerful polygons from the Quake II engine. While 3D Realms is being very careful not to overhype the game, this much is known: Old-school Duke fans will be happy to hear that Dr. Proton, Duke's original nemesis from his very first side-scrolling adventure, will be returning as the game's villain; and the action centers around an

alien invasion of the nation's nastiest city, Las Vegas. Shake it, baby. —Dan Elektro

Published by GT Interactive
Developed by 3D Realms
Available Winter '98



not cool



thumb control pads • wheels you sit on • designer joysticks

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Ultima: Ascension

It's hard to believe, but the Ultima legacy is finally drawing to a close. Ascension, the ninth and final chapter in the mythology's main story line, wraps up the Guardian Trilogy in grand style, boasting an all-new 3D engine, 16-bit textures, and native 3Dfx support. In Ascension, The Avatar of Virtue's final quest requires him to free the people of Britannia from the Guardian, who has seized control of the

world. Can Origin take the most successful 2D RPG ever into the 3D realm

without losing the series' magic (or any of its fans)? We'll know more after E3, so check back in a future issue of *GamePro* for all the details. —*Bad Hare*



Published and developed by Origin

Available Christmas '98

PC Prospects

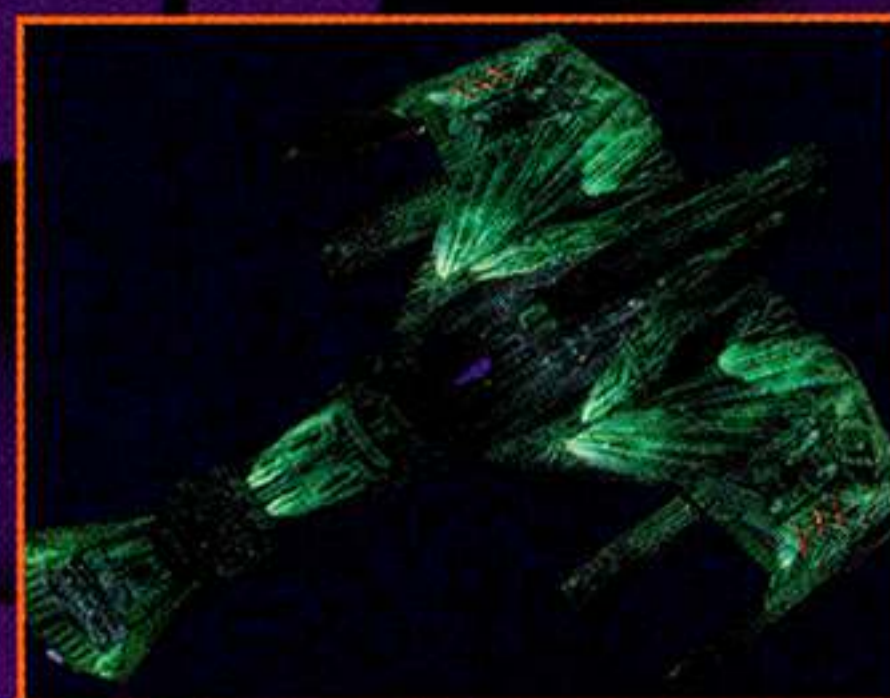
Here are some quick hits on other games we hope or expect to see at E3.



Grand Prix Legends (Sierra Sports)

to see what Cavedog and GT do for **Total Annihilation 2**, not to mention GT's other biggies **Prey** and **Blood II**...Will id show its progress on **Quake III**? Maybe...MicroProse will once again be showing **Falcon 4.0**, plus **MechWarrior III** and two **Star Trek** games, including **Klingon Honor Guard**...LucasArts is readying the action flight game **Star Wars: Rogue Squadron** for takeoff, as well as an **Indiana Jones** game...**Daikatana** should look a lot nicer at ION Storm's booth, which will also feature the 3D

RPG **Anachronox**...Interplay (and its affiliates Tantrum and Black Isle) will deliver a double shot of Descent with the campaign-oriented **De-**



Star Trek: Klingon Academy (Interplay/Tantrum)

By Dan Elektro

Activision will be putting its big guns—literally—behind **Interstate '82**, the sequel to last year's funk-fest, 176, as well as **Heavy Gear II**, **Heretic II**, the action/adventure title **Beneath**, and the RPG/RTS blend **Third World**...

Everyone wants

to see what Cavedog and GT do for **Total Annihilation 2**, not to mention GT's other biggies **Prey** and **Blood II**...Will id show its progress on **Quake III**? Maybe...MicroProse will once again be showing **Falcon 4.0**, plus **MechWarrior III** and two **Star Trek** games, including **Klingon Honor Guard**...LucasArts is readying the action flight game **Star Wars: Rogue Squadron** for takeoff, as well as an **Indiana Jones** game...**Daikatana** should look a lot nicer at ION Storm's booth, which will also feature the 3D RPG **Anachronox**...Interplay (and its affiliates Tantrum and Black Isle) will deliver a double shot of Descent with the campaign-oriented **De-**



Heavy Gear II (Activision)



Emperor (Sega Entertainment)

Vigilance, and the online fantasy flight sim **Skies**...Mr. Bill wants you to play Microsoft's **Age of Empires II**, **3D Baseball**, **Monster Truck Madness 2**, the flight sim **Spitfire** and **Motocross Madness**, as well as a cool new controller called **Tilt**...

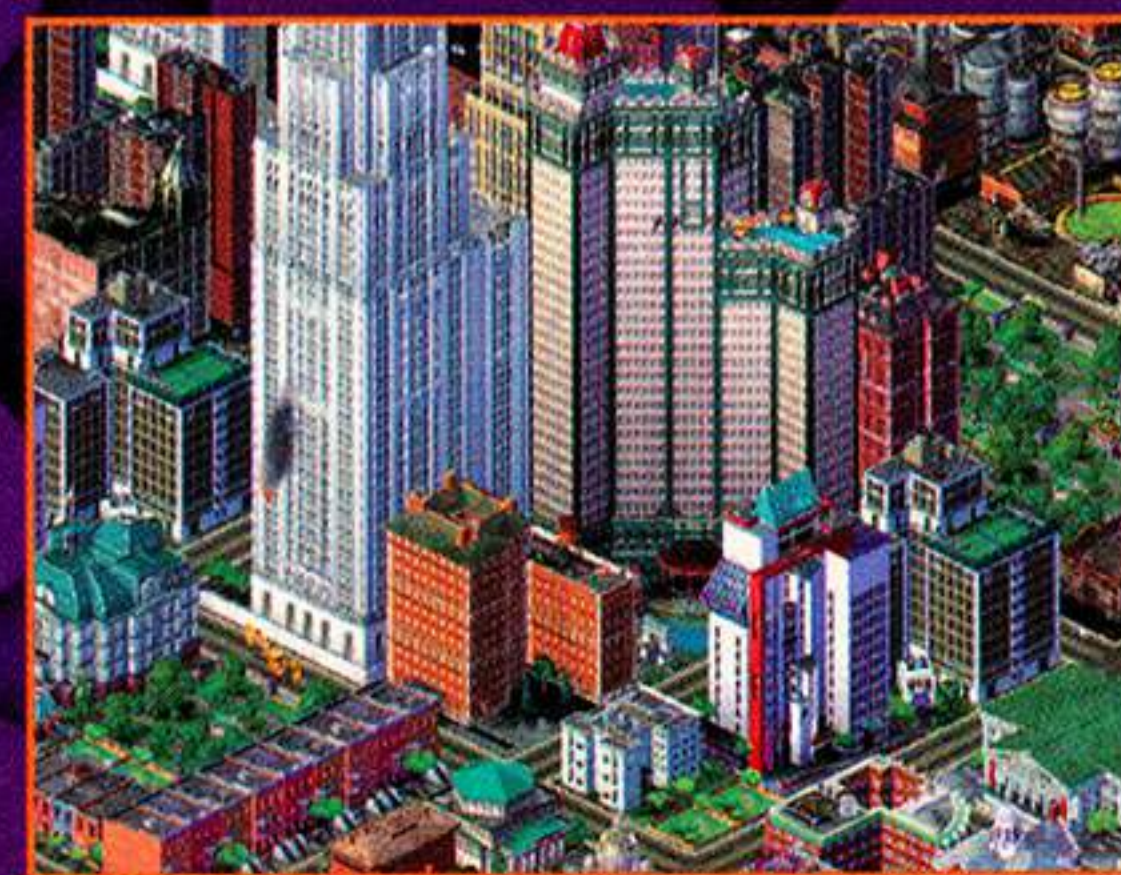
Sega Entertainment will debut its first original title, a strategy game currently titled **Emperor**...

Red Orb is readying the cooperative multiplayer game, **Extreme Warfare**...Psygnosis will show **Tellurian Defense**, **Sentinel Returns**, **Wings of Destiny**, and **Panzer Elite**, as well as its PlayStation crossovers...Virgin's new 3D



Recoil (Virgin)

action game **Recoil** with its morphable tank sounds promising...EA will have a new shooter called **Prax War** as well as some new **Jane's** military sims, while Maxis presents **SimCity 3000**...and who knows what other surprises await? We'll bring you the full scoop real soon.

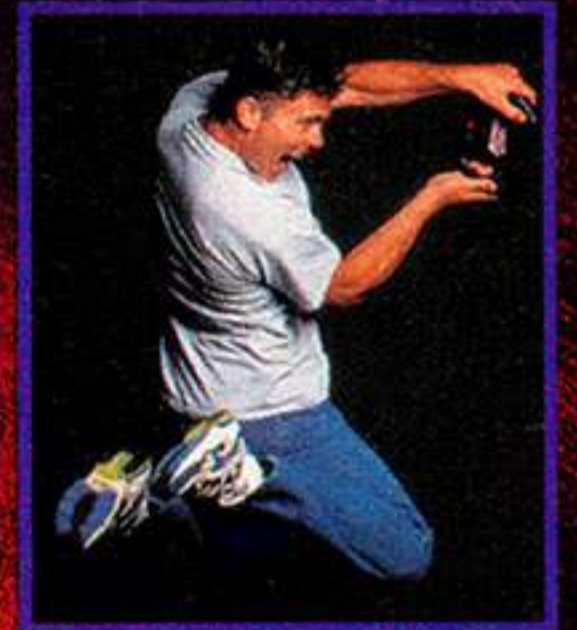
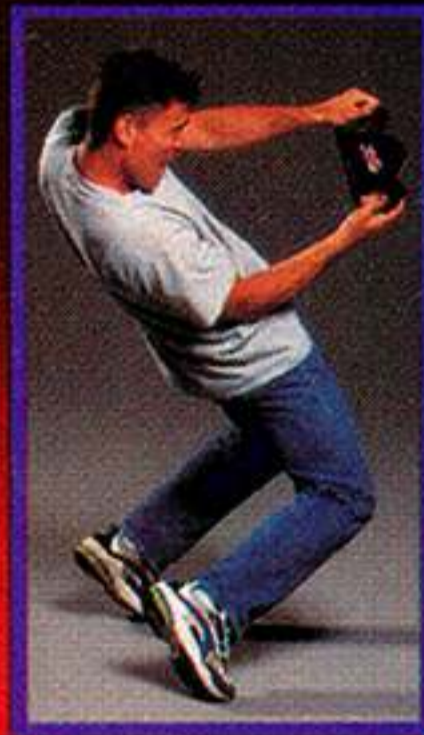


SimCity 3000 (Maxis)

way cool



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Saturn Setting, Katana Rising

By Undercover Lover

The burning question on many gamers' minds is: Will Sega reveal its new game system (code name: Katana) at E3? The burning question on every Saturn gamer's mind is: Will any new games be unveiled for my system at E3?

Unfortunately, the answers are "no" and... "no."

See Yah, Saturn!

Do not expect to hear news of new Saturn games at E3—this year, next year, or ever!

Okay, by now everyone's figured out that reports of the Saturn's untimely demise are true. Sega is definitely gearing up...err, down, for Saturn's final fade out. Sega's confirmed that there are no new Saturn systems being built for the North American market (even though Sega's still pumping out Genesis systems here), and that it has no Saturns in its warehouses. Sega hopes that by some time next year all Saturns languishing on North American store shelves will be sold or otherwise disappear.

Nor is Sega of America (SOA) developing new Saturn software; nevertheless, it does state that new Saturn games will be coming out this fall. The key to unraveling these seemingly contradictory statements lies in Japan, where new Saturn titles ARE in development.

SOA hopes to bring some of those games to America, but isn't ready to identify the new Saturn games at E3. Why not? Because Sega of Japan plans to launch the Katana in Japan this November, and all Japanese Saturn development teams are on call—if the Katana games scheduled for the launch need

assistance, they will have to give it. So SOA doesn't want to commit to a game announcement and then have the plug pulled back in Japan at the last minute. American Saturn gamers can look for game announcements around September or October when the Japanese Katana

software should be complete. However, after Burning Rangers and Shining Force III appear later this year, new American Saturn games will be few and far between...and don't expect any new games beyond 1998.

We Say "Katana," Sega Says "?"

According to Sega, it isn't displaying Saturn games at E3 because it wants to reserve all the excitement for Katana—but the Katana itself will definitely not be on public display at E3. Although the hardware is done, Sega of Japan is in high gear crafting software for Katana's fall launch, and in no way wants to jeopardize public perception of the New Sega Order over there by showing off half-baked software over here.

Moreover, at press time, Sega had yet to decide on a name for the new system, although you may have heard various sources, including *GamePro*, refer to it as "Katana," "Dural," or "Sega 64." The expectation is that Sega will quietly reveal a name for the system at E3, due to the pending Japanese launch. You can bet that it won't be called "Katana," "Dural," or "Sega 64."

Thanks for the Memories

Well, it's time to face facts: Any way you try to spin it, the Saturn is a great collector's item waiting to happen. Every hardcore gamer knows there are great games for the Saturn—and soon there will be great prices to boot as shopkeepers begin unloading their inventories. Rest in peace.



Burning Rangers is Yuji Naka's last Saturn game, but the father of Sonic will revive his hedgehog for the Katana.



Once Shining Force III appears, expect new Saturn games to be few and far between.



X-Men vs. Street Fighter: Hitting the shores for sure?



Yu Suzuki's Virtua Fighter will appear for the Katana; but, according to Sega, Suzuki is also working on a "revolutionary" fighting game.

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Game Boy Goes Cutting Edge

And the winner for longest running video game system is... Game Boy? Yup, after ten years and 1000 games, the little black-and-white system that could is still around—but that's not enough for Nintendo, who has GB-upgrade fever.



The Game Boy printer makes stickers, too.

even display them in a string as a mini-movie. With a Game Boy Link, you can transfer pics to your friends' Game Boys—and with the new Game Boy printer you can produce stickers, too. This is a craze just waiting to happen.

Finally, what's the most radical thing you could do to a



black-and-white system? Yes, make it a color one. Later this year, Nintendo will introduce a Pocket Game Boy that displays graphics in 56 colors chosen from a palette of 32,000. Full-color Game Boy games are already in the development pipeline. Also, the color unit will connect to the N64. Game Boy, what's next? —Eye Spy

Developed by Nintendo
Available June



Get weird with the Game Pocket Camera.

There's the new Game Boy Camera, a cartridge attached to a miniature digital camera that contains fun and funny photo-studio software. The camera swivels on its base, letting you snap quick pics of your friends or yourself. The GBC stores 30 frames of pictures; and with the built-in software, you can paint them, customize them with special effects, and



Pokemon

Nintendo has a monster hit on its hands, and it's bringing it to America via the Game Boy. In Japan, Pokemon (known there as Pocket Monsters) has already sold eight million carts! It's a grow-a-monster game that lets you raise a beast and then fight with it in order to capture other monsters hidden in the game. You



can also use a Game Link for head-to-head battles with your friends for control of their fearsome beasts. In Japan, two Pokemon carts combine for a monster menagerie totaling 150 creatures. At E3, Nintendo will make clear its plans for this monstrous phenomenon. —Eye Spy



Developed and published by Nintendo
Available November

Disney's A Bug's Life



Ants have pride, too. A Bug's Life is about a creative worker ant, Flik, who must solve puzzles and beat insect nasties through nine side-scrolling levels before he wins acceptance from his ant colony. Flik must master a variety of skills which include climbing, jumping, crawling,



and finding the key items necessary to build his powerful insect machines. A hungry sparrow family and a mean, greedy grasshopper lead the ant-eating crew out to exterminate Flik. Thanks to Game Boy, Life could really bug you. —Eye Spy



Developed and published by THQ
Available Fourth Quarter '98

Bomberman GB
Available Summer '98

Mystical Ninja Starring Goemon
Available now

Final Fantasy Adventure
Available Summer '98

Final Fantasy Legend
Available Summer '98

Final Fantasy Legend III
Available Summer '98

Final Fantasy Legend II
Available Summer '98

Yoda Stories
Available Fourth Quarter '98

Disney's Mulan
Available Third Quarter '98

Bomberman Pocket
Available Fall '98

Xena: Warrior Princess
Available Fourth Quarter '98

Hercules: The Legendary Journeys
Available Fourth Quarter '98

Harvest Moon
Available Summer '98

Quest for Camelot
Available Fourth Quarter '98

Small Soldiers
Available Fourth Quarter '98

Rugrats
Available Fall '98

International SuperStar Soccer
Available Fall '98

Bust-A-Move 2
Available now

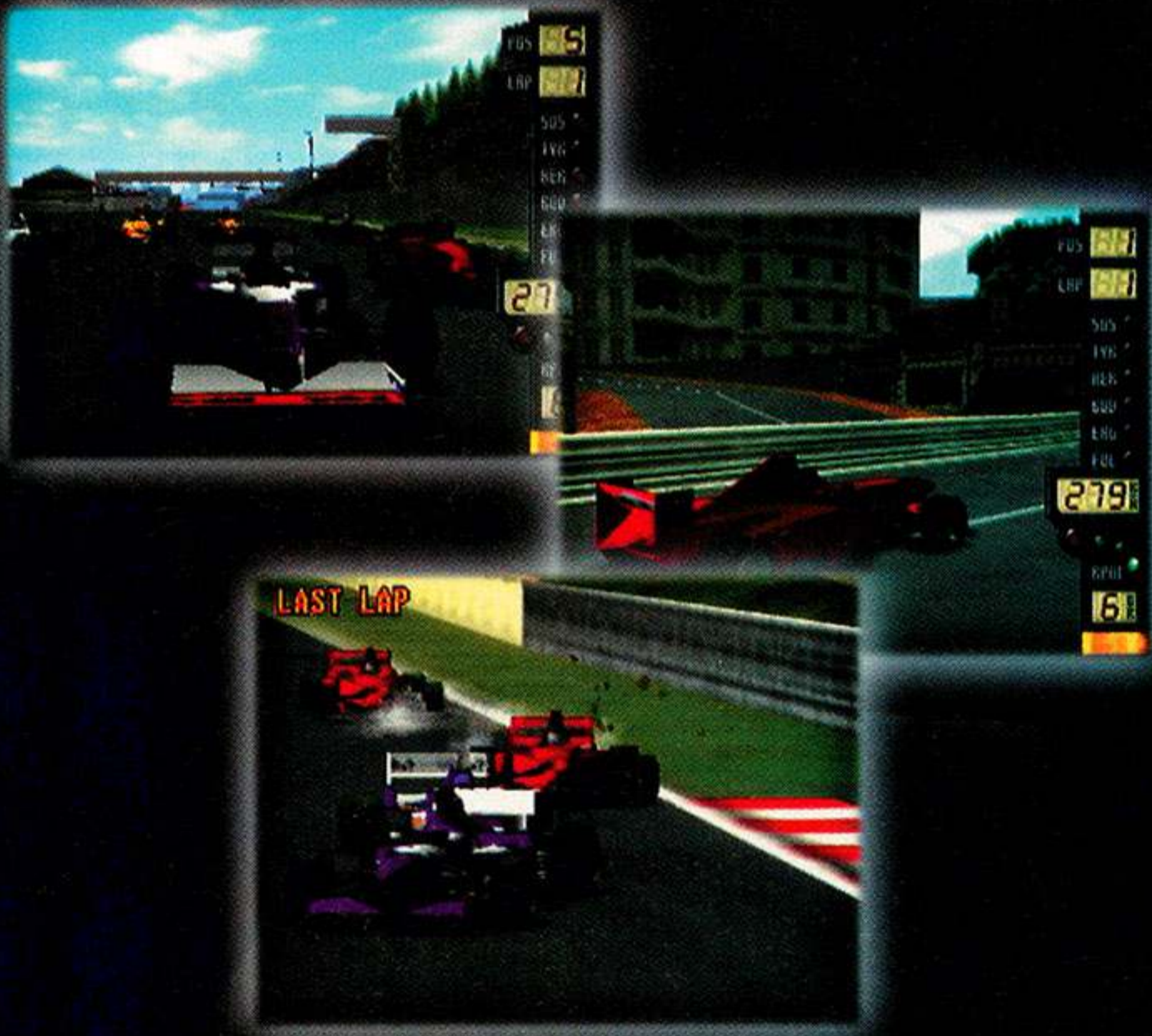
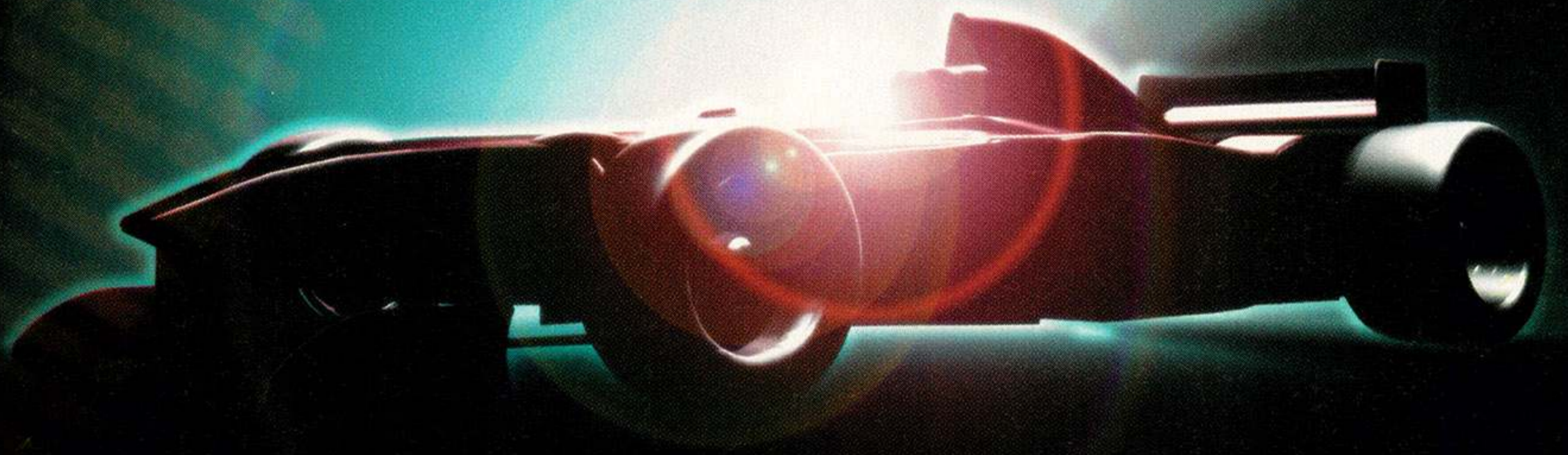
Legend of the River King
Available now

Ring Rage
Available now

Castlevania Legends
Available now

Warioland 2
Available now

World Cup '98
Available now



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IT'S YOUR TYPICAL SHOOTER. KIND OF.

EVERYTHING UP. AND THEN PILLAGE

THE REMAINS OF YOUR CHARBROILED

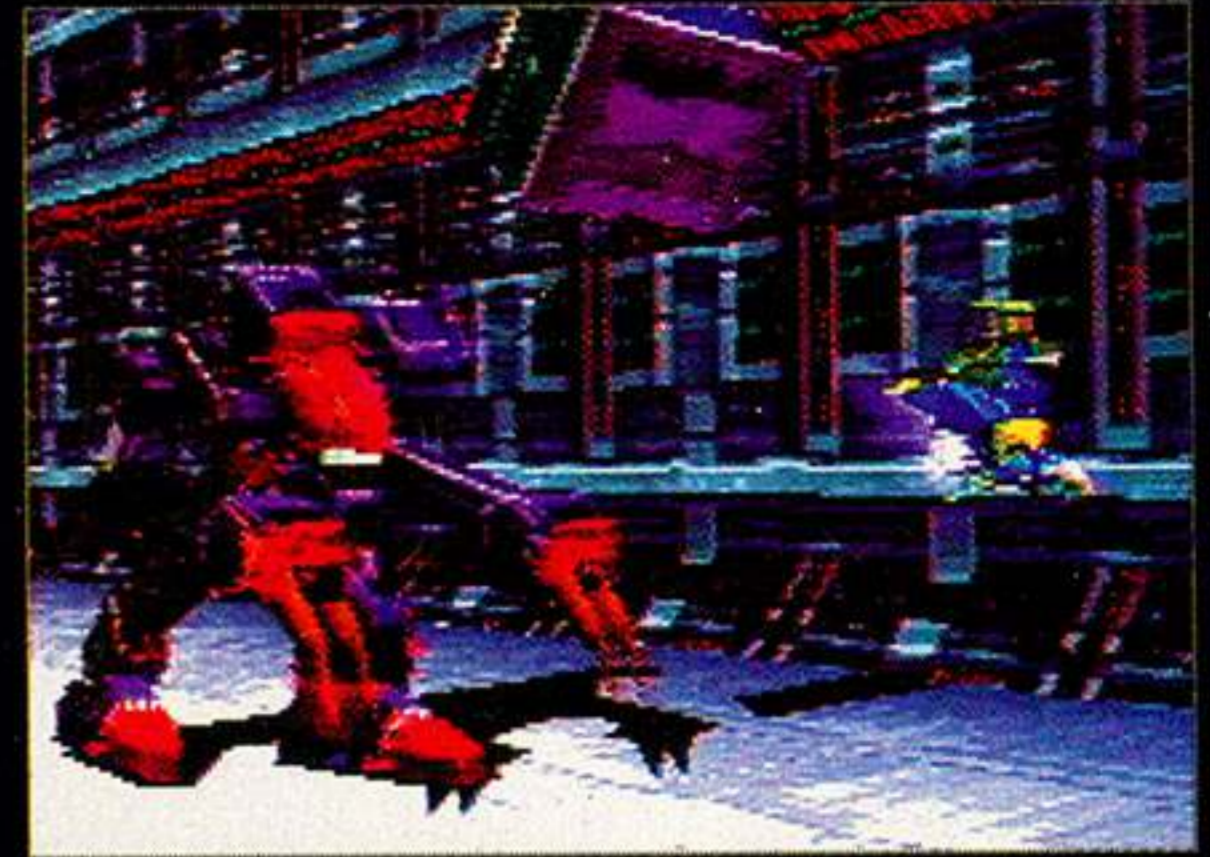
ENEMIES. BECAUSE YOU'RE GONNA

NEED THAT FIREPOWER (AND SOME

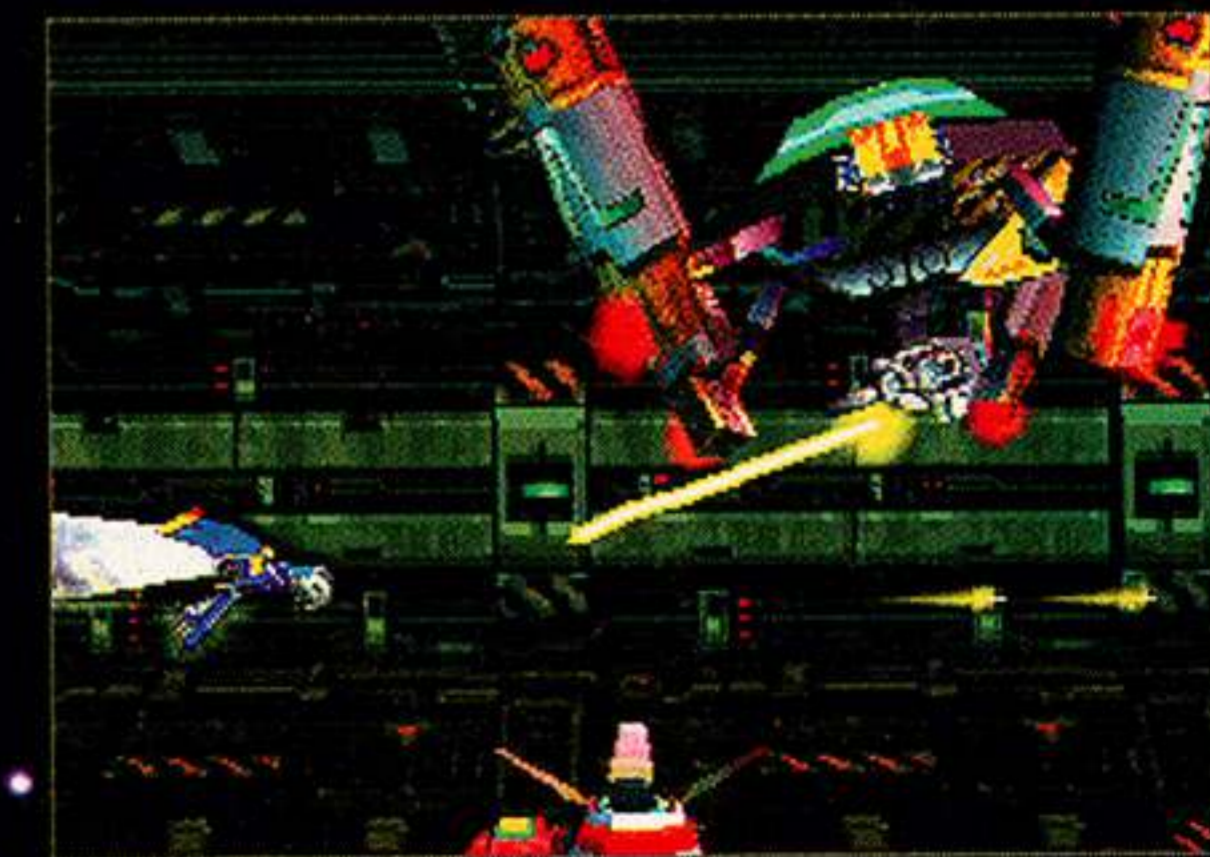
CEREBRAL AGILITY) TO KEEP ALL THOSE

MONSTROUS END BOSSES FROM

TURNING YOU INTO SPACE GARBAGE.



EINHÄNDER



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PC GAMEPRO

BATTLEZONE

PC GamePro REVIEW

Win 95
By Boba Fatt

A spinoff of the ancient Atari vector-graphics title, this decade's Battlezone doesn't rest on its famous moniker. Combining two established genres—the robot shooter and real-time strategy—to form an exciting hybrid, Battlezone's next generation is fresh, exhilarating, gorgeous, highly challenging, and a real treat for PC gamers.

Strategy Is Half the Battle

Battlezone puts you in the cockpit of futuristic hovering war machines with MechWarrior-like interfaces. The game isn't all about battle, however—you must also command factories and recyclers that manage your army's resources, à la Command & Conquer. While your scavengers are accumulating metal, it's up to you to order the construction of ammo, buildings, and units such as defensive turrets and "Unabombers," which deploy mines (heh heh). On the action front, you can eject from any vehicle, run around on foot with a sniper rifle, and take over any unit—you can even eliminate bad pilots and commandeer opposing vehicles.



PROTIP: If you're attacked on multiple fronts, order your units to follow you, rather than staying put or defending a particular area.



PROTIP: Take advantage of the Armory by building up the weapons on your existing units.



PROTIP: If an enemy runs away, chase him for the kill. Otherwise, he'll return to attack when you're engaged elsewhere.

Initially, Battlezone is easy going...then the fighting starts and you have to locate your units to issue commands amidst the chaos. The game's CPU-controlled enemy A.I. is sharp, but some of your units, particularly the turrets, often want to do things their own way. A more specific radar in the heads-up display (HUD) would have helped immensely.

Cold War, Hot Combat

The smart single-player U.S. vs. Russia campaigns are devised to complement the game's learning curve; the American campaign is a pseudo-tutorial that brings you into the action smoothly (the Russian story line is much harder). Highly challenging, but never vague or impossible, the scenarios are extremely engaging, making for an excellent solo experience. You can also jump right into battle, which will please gun-happy robot-sim fans.

In the Zone

Battlezone's visuals are a gothic/tech delight, from the murky skies of Mars to the ominously dark, dead moon. Your rag-tag fleet's air of desparation pushes the familiar story line through clunky dialogue and gross voice overacting. Battlezone's crisp, blasting sound effects and ominous score complement the break-neck action perfectly, though. The real star of this game, however, is the hyperkinetic action—Battlezone shines in combat, making it a must-play for action fans. **G**



PROTIP: Recyclers and factories must be built on geysers (steam-spouting fountains in the rock) for energy.



PROTIP: If you're on the move, order several units to follow. They'll engage any enemies who challenge you.



PROTIP: Defend your recycler at all costs—it can replace anything you lose.



PROTIP: Build turrets first and position them to defend your critical structures.

Battlezone by Activision			
Graphics	Sound	Control	Fun Factor
			
5.0	4.5	4.0	4.5
\$49.95 Available now		2 campaigns; 7 worlds	
Battle sim/ real-time strategy		Challenge: Advanced	
16 players		Replay value: High	
		ESRB rating: Everyone	
Minimum System Specifications			
• Win95, Pentium 120		• 160 MB on HD	
• 16 MB RAM		• 2X CD-ROM drive	

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Director Frosty Take 63 1/3

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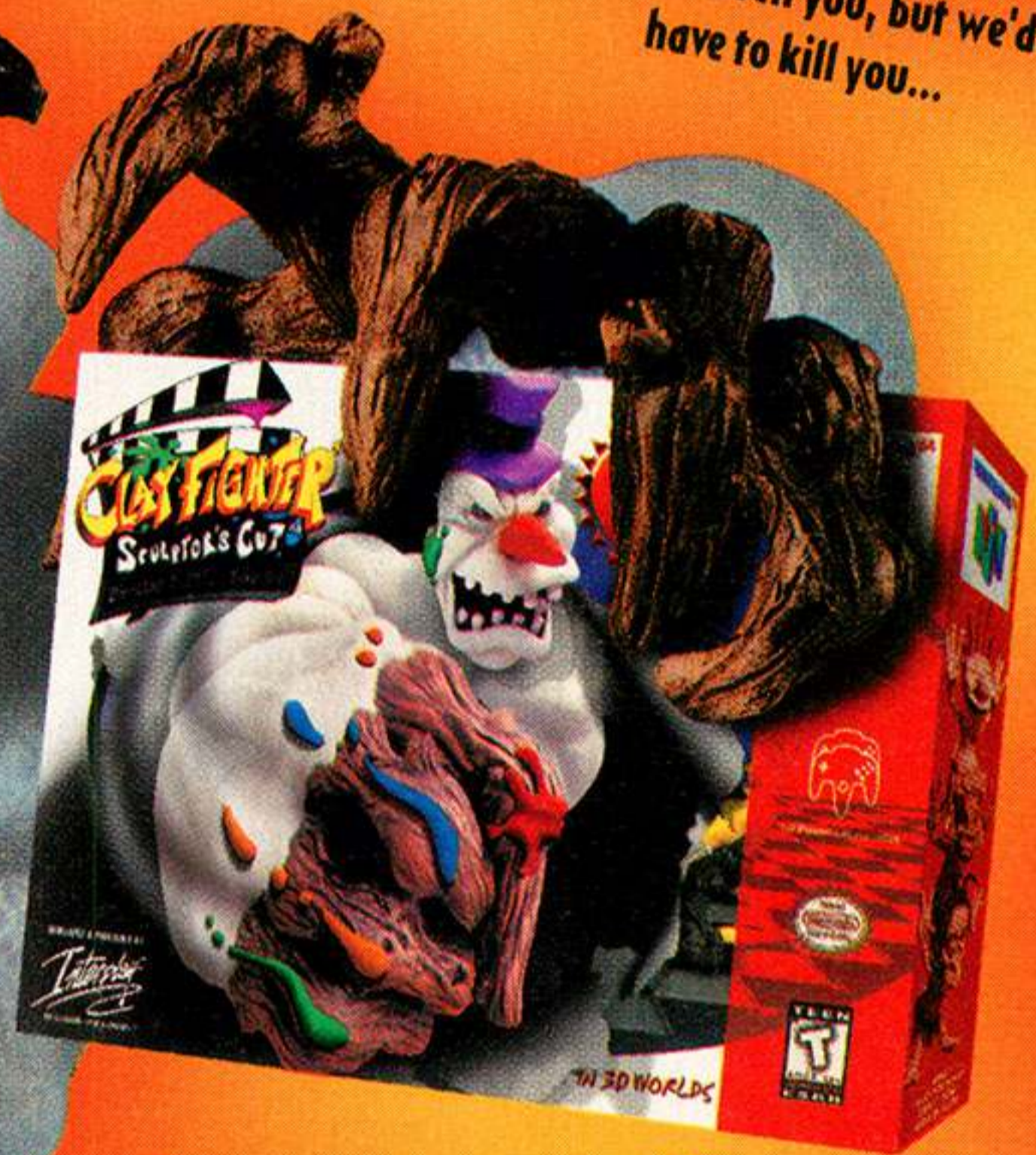
More snide remarks and barbed wit will have you crying from laughing so hard!

New Moves

Original characters get additional moves and attacks for an all-new experience!

New Views

Enhanced camera angle stays put to see more details in the environment, and improve fight control!

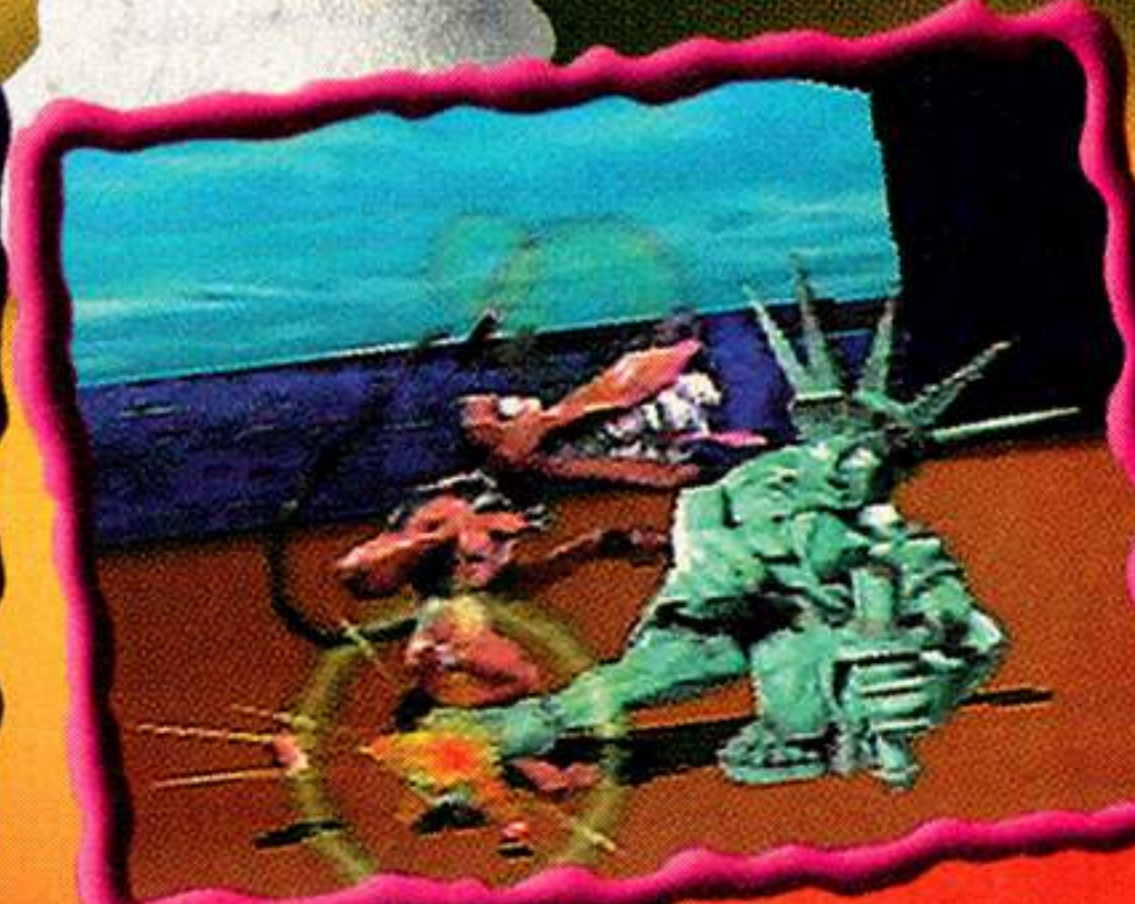


Some things are too good to change

We left in the breakthrough attacks that let you throw your opponent out a window and keep fighting outside!

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Forsaken

(By Acclaim)

By Boba Fatt

PREVIEW

Price not available
64 megs
Available May

First-person shooter
4 players
30 levels



A classic case of unrealized potential, Forsaken fails to make significant use of its excellent control and four-player split-screen capability by thrusting you into an endless maze of frustration.

In Forsaken, Earth has become a scavenging ground, and 16 crazed airbikers are combing the underground tunnels for booty. The Descent-type engine is executed beautifully and offers the best-looking split-screen mode since Golden-Eye 007. Unfortunately, unlike Golden-Eye, there's no radar during the multi-player contest, so you'll spend your time combing endless tight corridors instead of shooting your friends.

Forsaken's solo mode has precisely the same fatal stumbling block: No map of any kind. You'll run in perpetual circles looking for your objective or final enemy until you either memorize the level or pass out. Even worse, the unimaginative bad guys blend right into the background, and every level looks just like the previous one. More frustrating than advanced algebra, Forsaken is likely to get thrown out of many bedroom windows. **G**

Forsaken's bad guys and backgrounds blend together to batter gamers with a new, all-powerful weapon: Frustration.



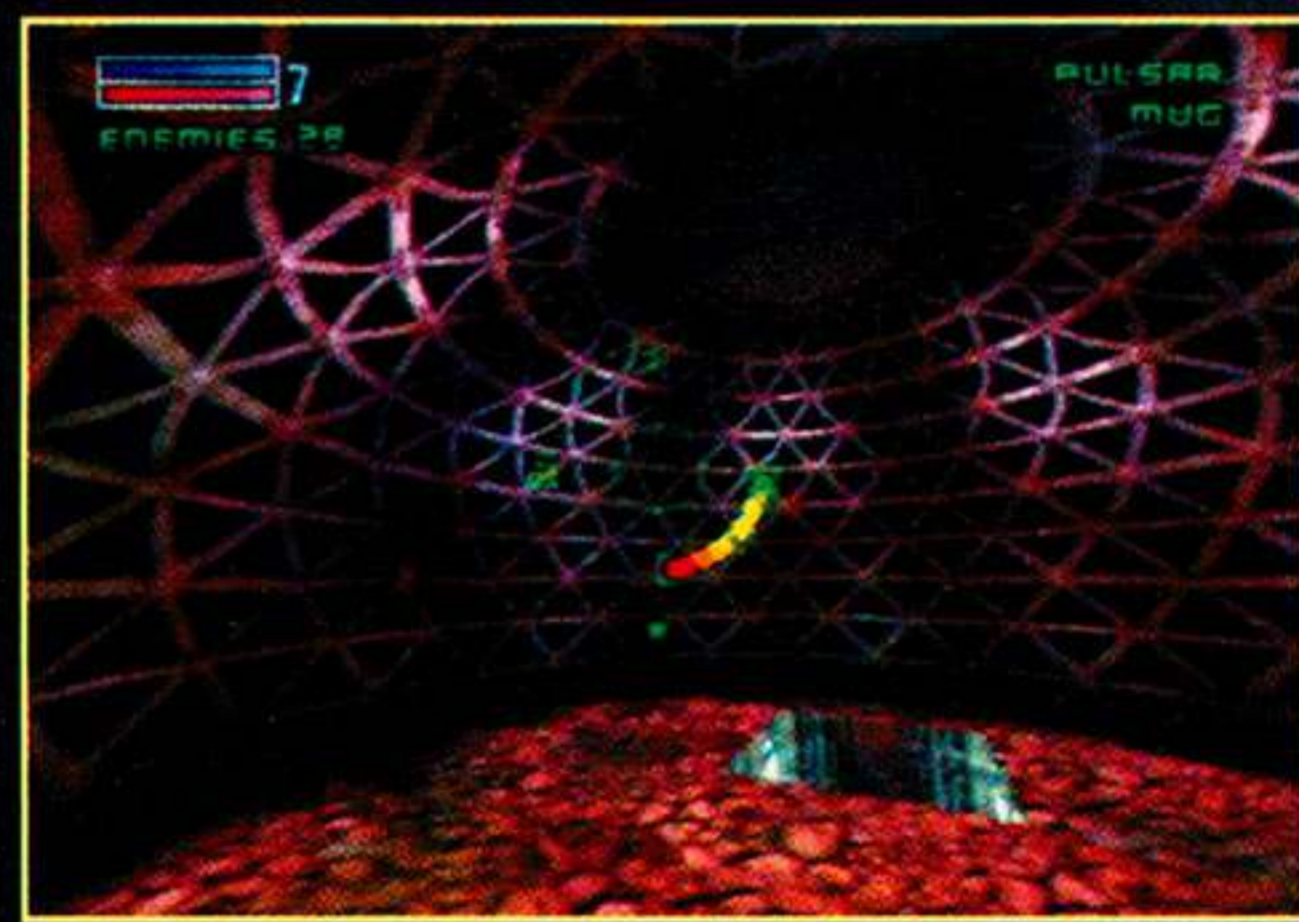
He's big. He's bad. He's boring.



PROTIP: Whenever you can find a pillar, use it for cover and strafe to attack your enemy.



Forsaken's four-player head-to-head mode is the game's best feature, but its lack of radar makes for slow going.

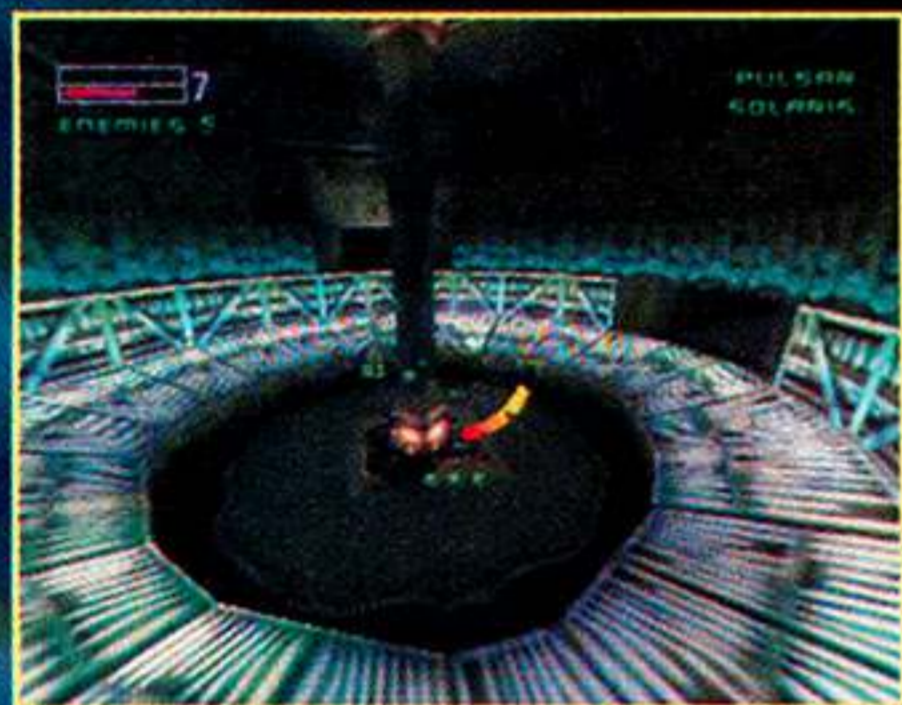


PROTIP: During battle, try to keep moving—a target in motion is always harder to hit.



PROTIP: The roar of gunfire will probably be your first clue that an enemy is near, so tune in to the sounds around you.

PROTIP: Look everywhere for power-ups; some are hidden in dead-end corridors.



Sound
3.0

The pounding bass and scratchy voices get your blood pumping, but their repetitive nature quickly becomes tiresome. Forsaken's explosive sound effects, however, are very appropriate.

Control
4.5

Thanks to very responsive analog movement and easy weapon selection, you can pick up this game instantly.

Fun Factor
2.0

As in Turok, the levels of this Descent clone become endless mazes—but this time, there's no in-game map to rescue you! The shooting is fun for a few minutes, then Forsaken becomes forsook.

Graphics
3.5

The real-time lighting and weapon effects are impressive...until you realize that all the bad guys and levels look alike, and everything turns into a mishmash.



PROTIP: In multiplayer mode, glance over at your opponent's screen to see if they've drawn a bead on you.



Join an epic 2-player struggle where only the fittest survive. Your objective? Utter annihilation. Your tactics? Outwit and outmaneuver your enemy. Then engage in fierce real-time 3D battles. The outcome? Absolute destruction.



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Some superhero. He doesn't even know the definition of fearless and courageous.



No x-ray eyes. No fancy-schmancy belt. What's so special about this guy?



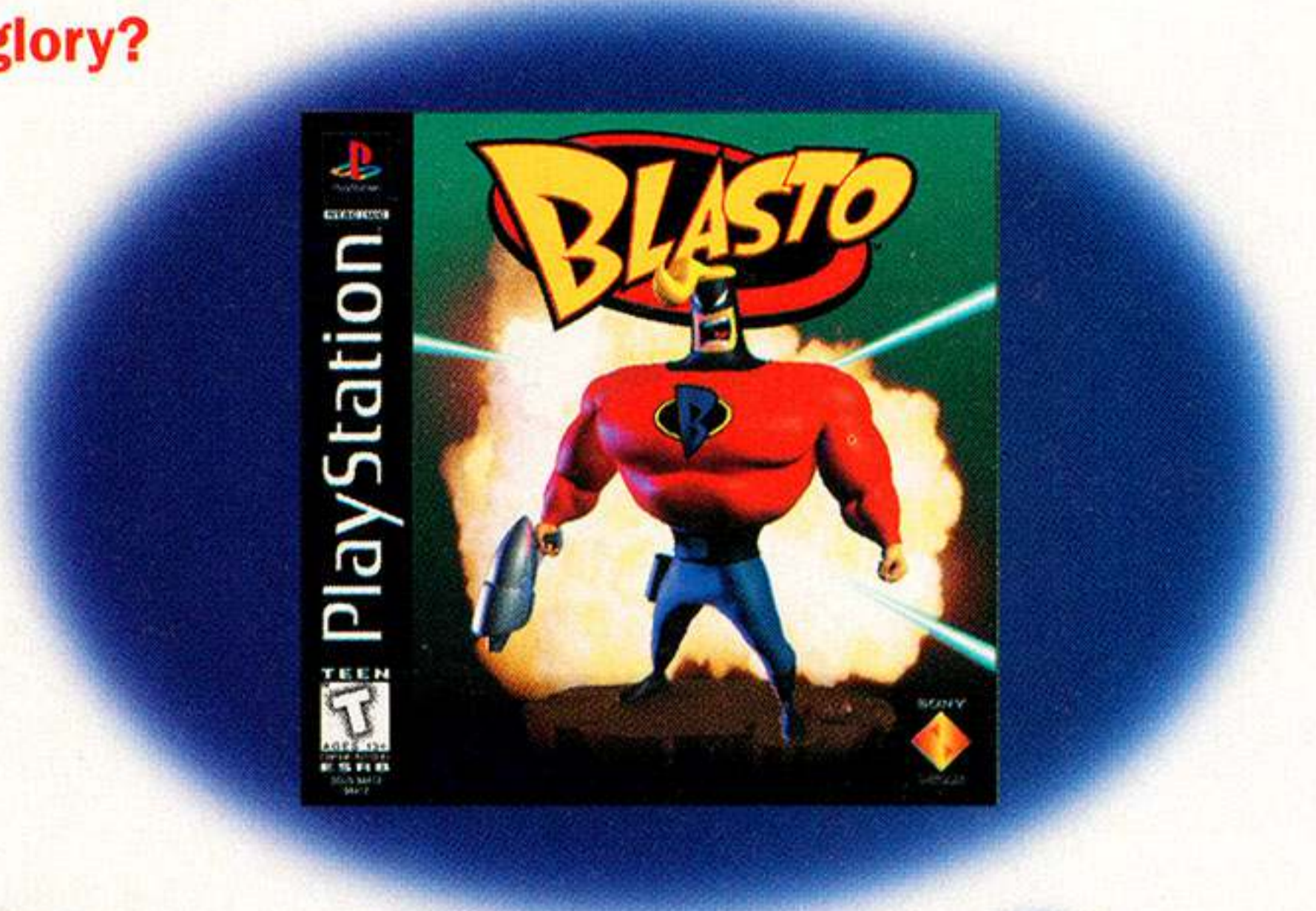
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB





Why does this wiseguy
get all the glory?

A superhero
should eat
his protein.
Not ride
around on it.



What kind of
superhero hangs
around with
floozyes?



Free-roaming 3-D gameplay. Fully interactive sound and environments. Hard-core action shooting and open exploration. Classic platform elements. And the occasional intergalactic wedgie.





Tekken 3
(By Namco)

By Scary Larry



Price not available
Available now

Fighting
2 players

TEKKEN 3



PRO TIP: Ogre's quick combo will definitely squeeze the Inca from you—tap LP, RP, RP.



PRO TIP: He is the Law, and this body blow proves it—hold \sphericalangle and simultaneously tap RP LP.



PRO TIP: Yoshimitsu cuts the competition with this move—simultaneously tap \nearrow RP LP.



PRO TIP: Jin gets in with this small combo—tap LK, RP, RK, LP.



PRO TIP: Paul puts the smack down with this move—hold \sphericalangle , then tap LP, RP, LP, RP.



PRO TIP: King's pickups rule. When an opponent is down, tap \sphericalangle , then simultaneously tap RP RK or LP LK at your opponent's head, side, or feet.



PRO TIP: Gun Jack whacks opponents big-time—hold \sphericalangle , then simultaneously tap LP RP.

Every fighting game this year will be compared to the champion of all fighting games—Tekken 3. Now that we've seen what Tekken 3 can do, the question is: What can surpass it?

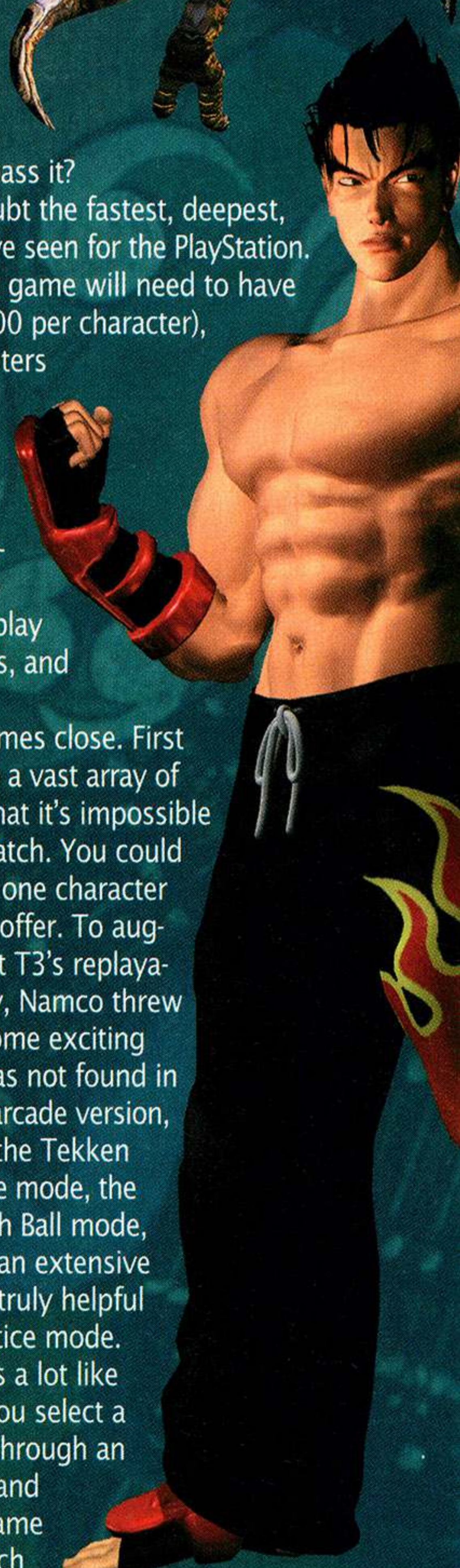
Tekken 3 is without a doubt the fastest, deepest, most intricate fighting game we've seen for the PlayStation. In order to outshine Tekken 3, a game will need to have a ton of moves (T3 has over 100 per character), multihit combos (all T3 fighters can pull off 10-hitters), outstanding graphics (T3 has no breakup on the fighters, no "blind spots" where clipping occurs, and no slowdown), and seamless gameplay that includes juggles, counters, and linking moves.

So far, nothing comes close. First off, Tekken 3 has such a vast array of special and regular moves that it's impossible to pull them all off in a single match. You could play through the entire game as one character and still not see all they have to offer. To augment T3's replayability, Namco threw in some exciting extras not found in the arcade version, like the Tekken Force mode, the Beach Ball mode, and an extensive and truly helpful Practice mode.

The Tekken Force mode plays a lot like the game Fighting Force: First, you select a character, then battle your way through an army of bad guys, street thugs, and hoodlums à la the beat-em-up game Streets of Rage. At the end of each



PRO TIP: In Tekken Force mode, use Gun Jack to clear through the levels fast.





PROTIP: You Hwoarang? Try this bell ringer—tap LK, LK, LK, LK, LK.



PROTIP: Kuma's bearish when it comes to this quick combo—tap LP, RP, LP, LP.



PROTIP: Lei Wuolong makes short work of opponents with this headbutt—hold ←, then simultaneously tap RP LP.



PROTIP: True Ogre gets batty with this crispy move—simultaneously tap LP RP.



PROTIP: Eddy dances on an opponent's head—hold ↙, simultaneously tap LK RK.



PROTIP: Stun opponents with Nina's Nutcracker—tap →, hold →, tap LK.



PROTIP: Anna rocks your world with this move—hold ←, tap RP, RP.

level, you'll face off against another Tekken 3 fighter as you grind your way to the finish.

The Beach Ball mode is a funny fighting game that plays like aggressive volleyball. You fight over a net line painted on the ground, while a beach ball floats overhead. If you smack the ball and the ball in turn hits your unguarded opponent, you score.

Tekken 3's Practice mode is one of the best we've seen in a fighting game. You can set the hit registers for three-, four-, or six-hit combos, track moves, and play against the computer (which does moves based on a menu selection) or a live player. The PM is perfect for beginners, and it will certainly help Tekken 3's intermediate fans become experts.

There's no arguing that other games will try to topple Tekken 3, but that's a tall order to fill. Trust us—Tekken 3 is the best fighting game ever. **G**



PROTIP: Bryan shows his fury with this move—hold ↘, tap RP, RP, RP, RP.



PROTIP: Xiaoyu kicks xiaoyass with this combo—simultaneously tap ↑ RP LP, then tap RP, LP.



PROTIP: Julia's no child—to power through an opponent, hold ←, and simultaneously tap LP RP.



PROTIP: Heihachi slaps away opponents like flies with a double uppercut—hold ↘, then simultaneously tap RP LP, RP LP.



PROTIP: Gon gets it—tap →, →, then simultaneously tap LP RP.

Graphics
 5.0 Namco did an amazing job of keeping the arcade-style graphics intact on this home conversion. The graphics will stun you with their fluidity and speed, from the opening cinemas to the movie-like character endings.

Sound
 5.0 Excellent heart-thumping music complements the face-smacking, rib-cracking, crystal-clear sound effects. Other sonic nuances, like character grunts and yelps, also raise the bar.

Control
 5.0 As in any great fighting game, the moves and combos have to be studied—and a little practice will make near perfect in Tekken 3. But for novice players, even rabid button-mashing produces some spectacular results.

Fun Factor
 5.0 Tekken 3 is the standard by which all other fighting games will be judged this year. It's simply the best fighting game out there, with plenty of depth, more moves than you'll learn in one sitting, and hours of enjoyment for fighting-game fans everywhere.





Blasto
(By Sony)
By AI X

\$49.95

1 player

Available now
9 environments

Analog-controller support



BLASTO



Blasto's topnotch cartoon graphics highlight the story cinemas.

Blasto hearkens back to video games past as a fun space adventure decked out in a decent-looking 3D environment. If you dug Earthworm Jim, blasting off with Blasto is a trip worth taking.

You guide a buffed and ready space hunk named Captain Blasto in a high-tech shootout against evil aliens from the 5th Dimension. The E.T. butt-kicking takes place on Uranus...the planet...and the humor is at about that level throughout the game.

Blasto's a good ol' action platform game. You basically seek to zap a bizarre alien army before they zap you. There's plenty of thumb-freaking, mind-bending, and puzzle-solving as you jump, climb, jet around with a rocket pack, and even swim to open exit portals or save imprisoned Space Babes. The action keeps you on your toes, even if Blasto himself moves at a deliberate, muscle-bound pace.

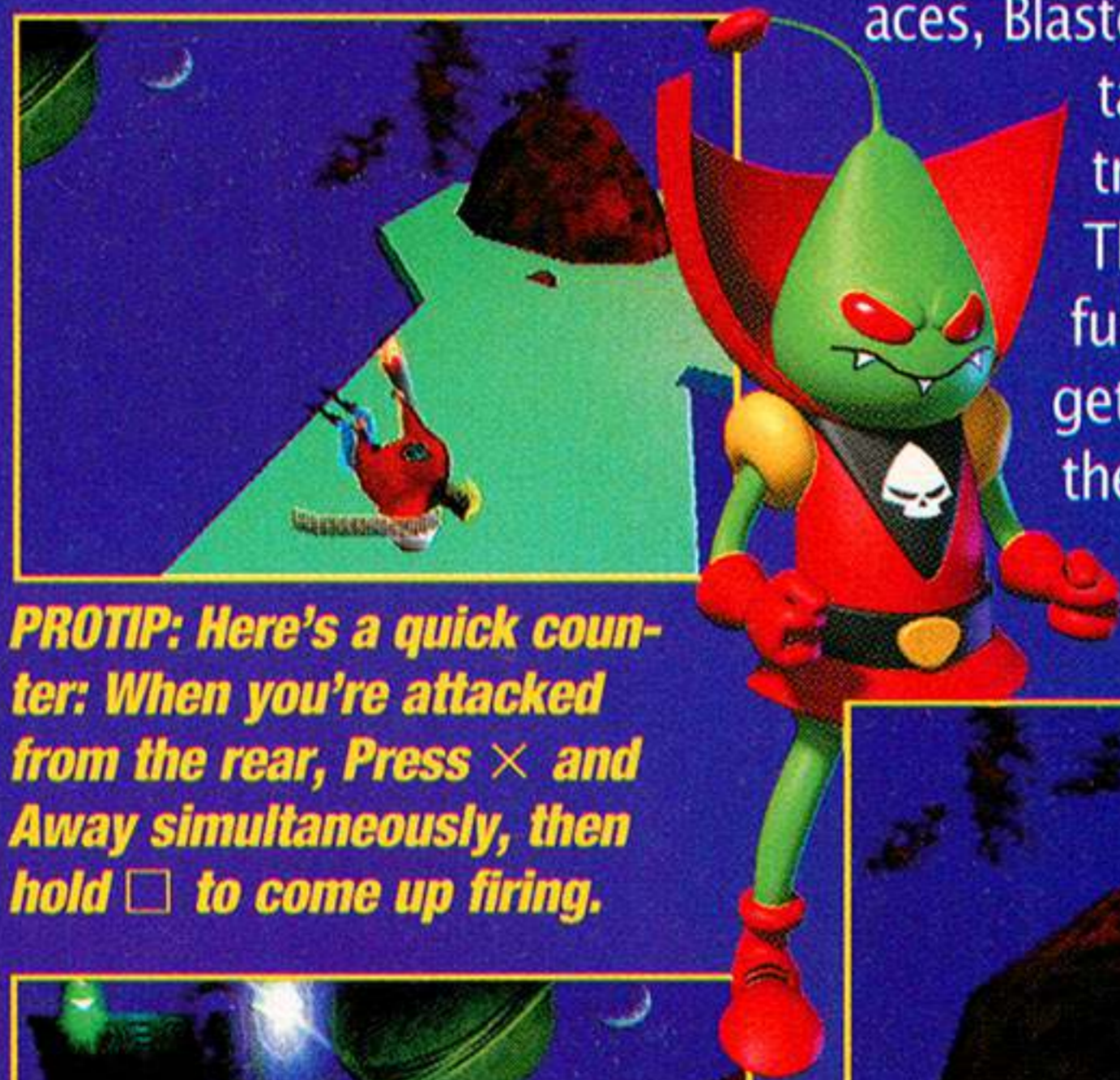
The gameplay and setting aren't the only things here that are nostalgia tripping: Blasto's nicely crafted cartoony look is retro-Warner Bros.—definitely drawing from Marvin the Martian versus Bugs Bunny and Daffy Duck as Duck Dodgers. Phil Hartman of *News Radio* and *The Simpsons* fame supplies Blasto's booming testosterone-charged voice to great effect.

While Jim set the standard for off-the-wall space games, Blasto maintains the tradition.

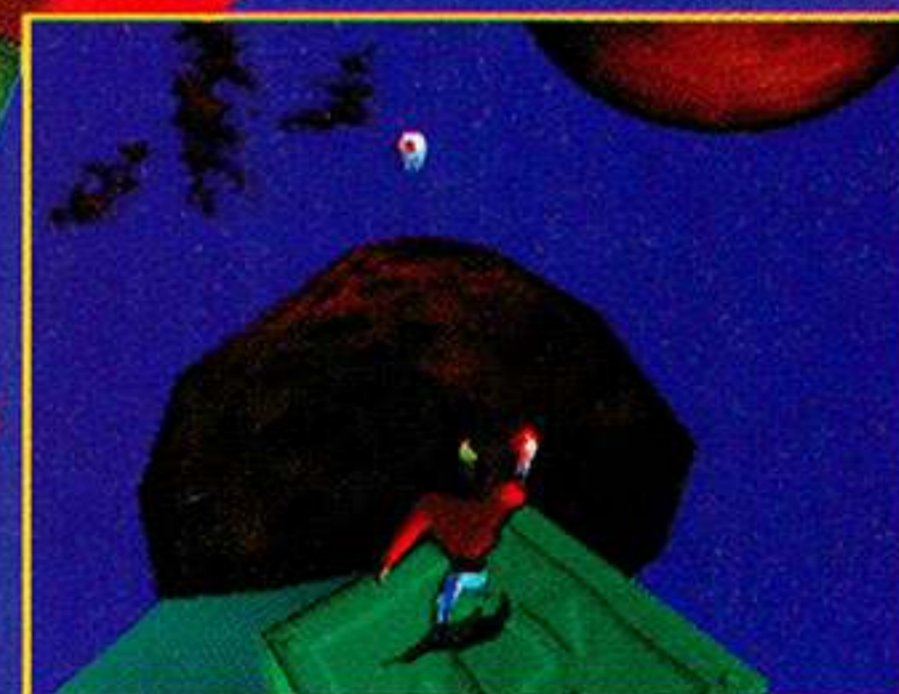
This game's good fun, but don't forget Uranus is on the line. **G**



PROTIP: You can use the game cam to peer around corners at enemies before they see you. Press the directional pad to turn Blasto and find the right angles.



PROTIP: Here's a quick counter: When you're attacked from the rear, Press X and Away simultaneously, then hold □ to come up firing.



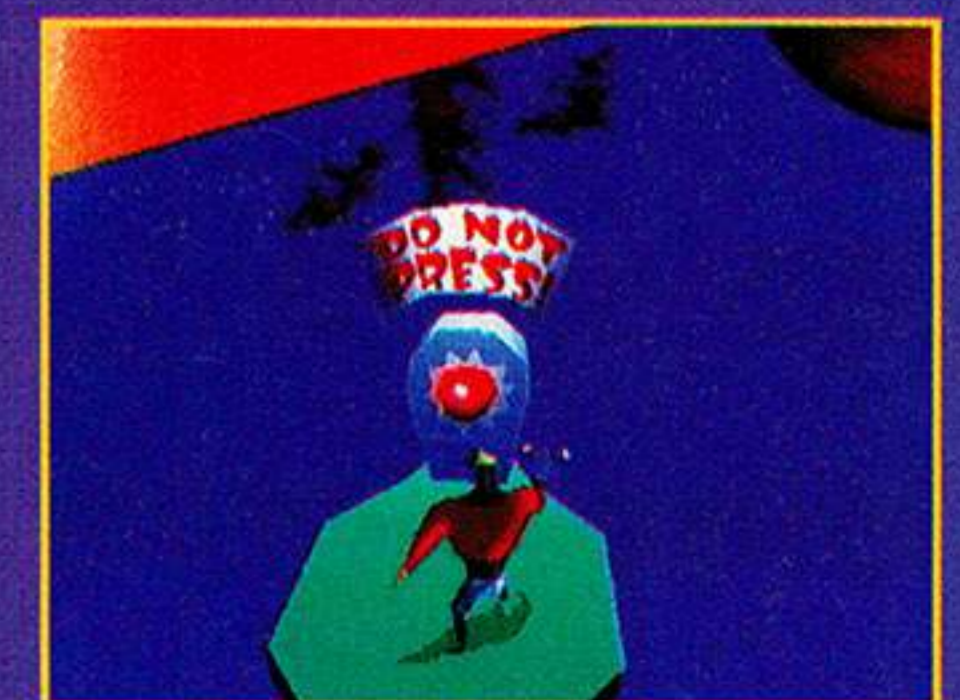
PROTIP: In Episode 1, you must use a rocket pack to rescue the second Space Babe. To obtain the rocket pack, find the Level Two exit—but don't enter it. Instead, turn around and return to the big rock to get the rocket pack. Now go back to Level One for the Babe.



PROTIP: To dodge and shoot at the same time, hold R2 and tap L2 to dodge shots as you hit □ to fire back.



PROTIP: Look around from all vantage points to find stranded Space Babes.



PROTIP: Don't press this button!

Graphics



4.0

The cartoon-style visuals and bizarre environments are a gas, particularly in the cinemas, but the Blasto cam could use some fuel to make it move a little faster from behind obstacles.

Control



3.5

Shooting accurately during blaster battles is tough. Swinging Blasto around precisely is difficult, and he makes his strafing move with hard-to-manage, quick, choppy steps. The confusing map will likely leave you lost in space.

Sound



4.0

Phil Hartman's comic dialogue and some nifty little effects (like the whizzing Eye-bots) help elevate the audio to above average.

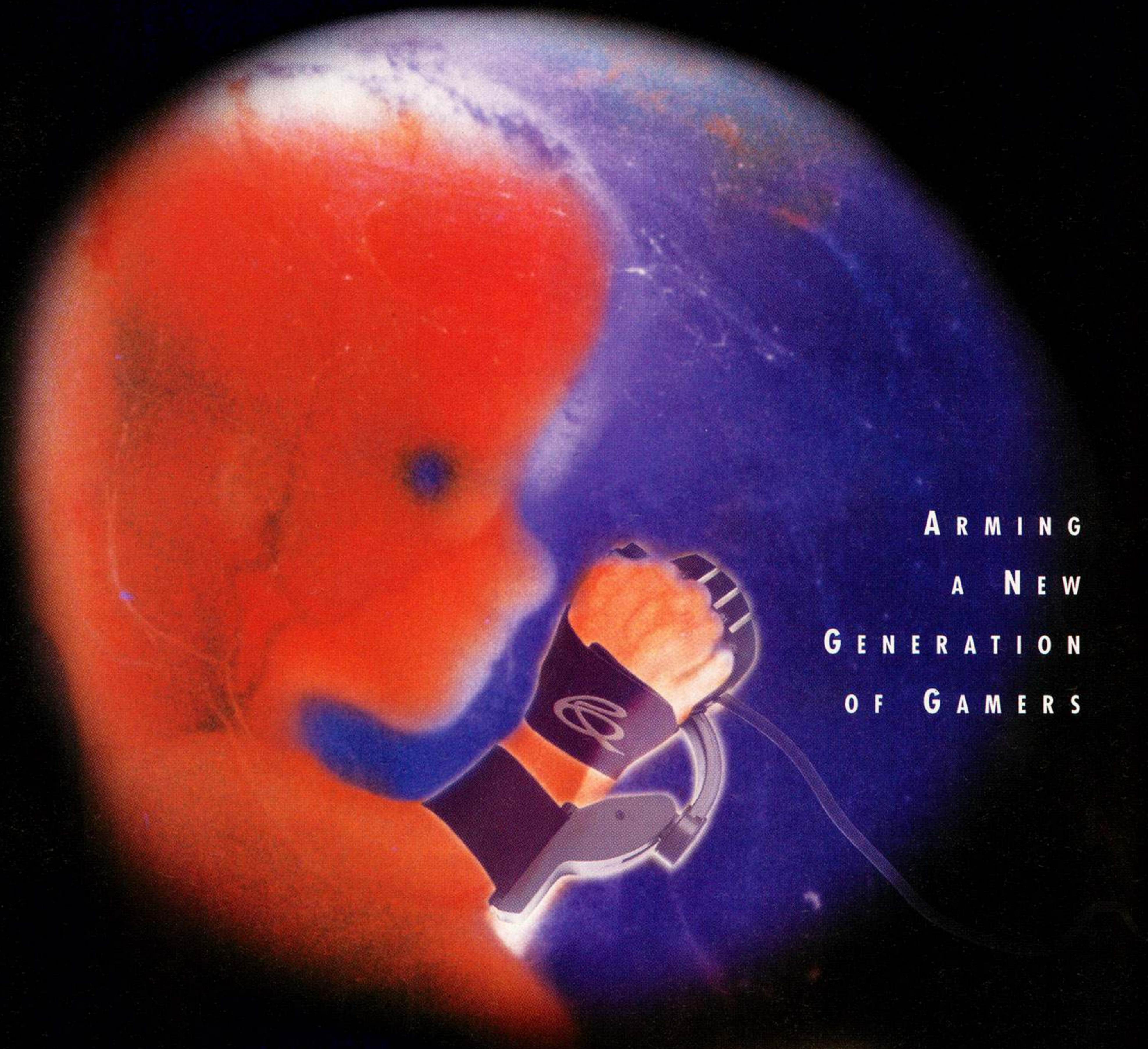
Fun Factor



4.0

Master the controls and Blasto materializes as a lengthy, thumb-numbing action/platform game that should kick your asteroid.

E V O L U T I O N

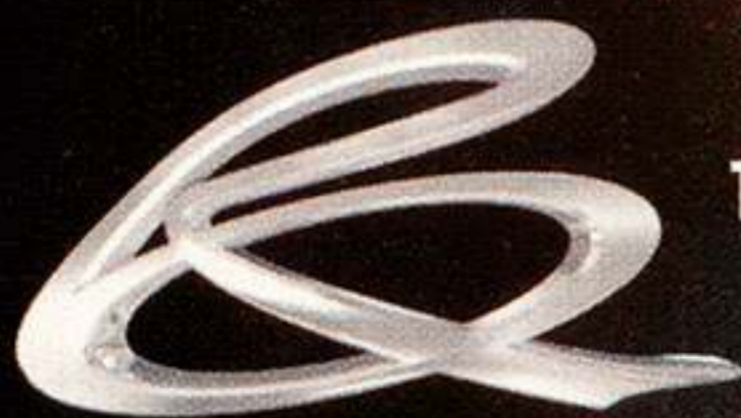


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EINHÄNDER



Einhänder

(By Sony)

By Major Mike



PREVIEW

\$49.95

1 player

Available May

Side view

Shooter



PROTIP: When you take on the Solid Rocket Booster near the end of the game, shoot the rocket's two rear thrusters within the time limit. If you fail the mission, it's game over.



PROTIP: Keep an eye open for debris from destroyed craft—you may find a useful weapon.



PROTIP: One of Einhänder's best features is that you can pick up weapons from enemies you destroy.



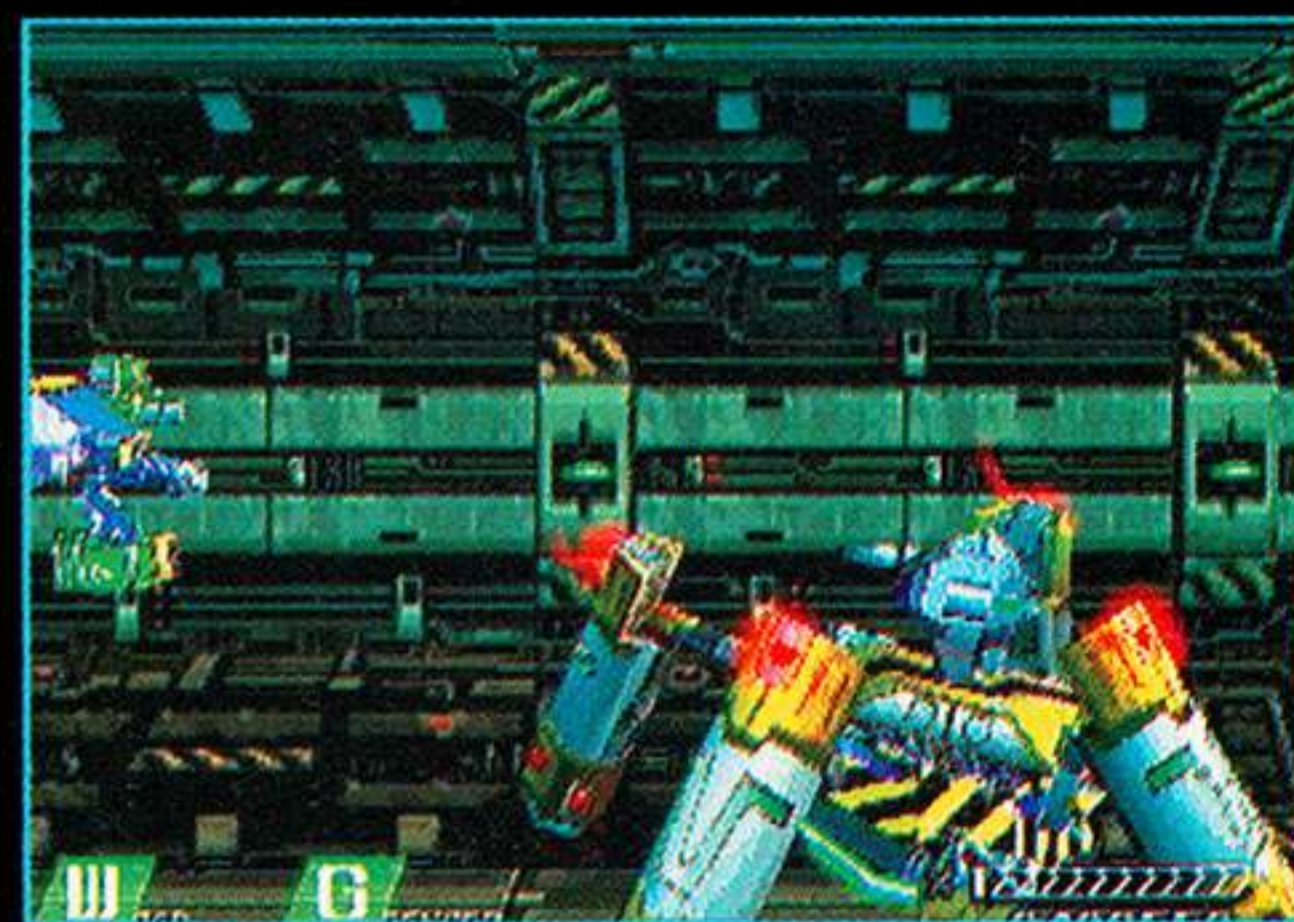
PROTIP: For pure firepower, the Astraea FGA MK I is the best ship. It can fire two weapons simultaneously and shred enemies in seconds.

The PlayStation's been without a decent side-scrolling shooter since the system launched. Einhänder, however, shatters the genre's losing streak as it screams onto the scene with an excellent blend of arresting graphics and diverse, thumb-busting action.

Einhänder is twitch action at its best: You pilot a spaceship through several levels, collect weapons, and face off against huge bosses. Although the gameplay scheme is old school (shoot enemies, avoid incoming fire, repeat), the explosive polygonal graphics, along with the variety of awesome weaponry and ships, kick Einhänder into hyperdrive.

Diversity is one of the game's biggest assets. You can choose from three ships, each with varying techniques and weapon usage. You can also retrieve weapons from enemies you destroy and accumulate some awesome firepower. And you're going to need it, too, because the stages are filled with wave after wave of enemies.

If there are any faults in the game, it's that it's too short and lacks a two-player option. Einhänder may not be the deepest offering for the PlayStation, but for edge-of-your-seat blasting, it's a hell of a ride. **G**



PROTIP: Despite its poor range, the grenade launcher is one of the most powerful weapons in the game—it can destroy bosses with only a few hits.



PROTIP: Be careful when flying in enclosed areas like tunnels; you can destroy your ship or damage a weapon if it smashes against a ceiling or the floor.



PROTIP: When you get ahold of the W.A.S.P. gunpod, arm it to your ship's top rack so it fires homing missiles.

Graphics
4.5 The polygonal graphics are excellent. The various explosions provide screen-filling fireworks, and Einhänder's light sourcing is truly out of this world. The only eyesores are some occasional breakup and a little distortion.

Sound
5.0 The foot-tapping techno music tracks accompany each stage perfectly, and the sound effects shine with a plethora of explosions and other sounds of destruction.

Control
5.0 Piloting the various ships is a breeze, and switching between the various weapons is just as easy.

Fun Factor
4.5 Einhänder screams on to the PlayStation to fill the void in the side-scrolling shooter genre. Shooter fans with itchy trigger-fingers will have a blast scratching away at this one.

OCEAN PRESENTS
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MISSION: IMPOSSIBLE
MISSION: IMPOSSIBLE

COMING SUMMER 1998
COMING SUMMER 1998



www.oceangames.com





Deathtrap Dungeon

(By Eidos)

By Scary Larry



Price not available
Available now

Action/adventure
1 player
Multiple views

Give Lara Croft a sword, trim those shorts to thong width, add monsters, spells, and traps galore, and you pretty much have Deathtrap Dungeon in a nutshell.

In all fairness, besides the comely Red Lotus, there's a hunky barbarian, Chaindog, who you can play as; but what's the point? Deathtrap Dungeon was made with one and only one purpose in mind—to have fun. So, if you slay several beasts and solve a few puzzles along the way, why not do it watching a gorgeous female the whole time?

Unfortunately, Red is a lot less detailed than she should be. DD's graphics are very similar to those of the original Tomb Raider, as is the 3D platform action. You jump from platform to platform through 10 levels, activating hidden elevators, finding keys, and slashing enemies.

Although the bloody gameplay does have limited appeal, the game's real fun lies in solving the small puzzles or locating hidden areas. And before you start, give the manual a thorough read—handling your sword and mastering the jumps is gonna take practice.

Dungeon's not a great game, but it does hold your attention for a while. Take our sword for it—you shouldn't give up on DD until you've rented it for a weekend. **C**



PROTIP: You don't have to kill the snake girls with your sword (especially if you're low on health)—just lure them into the falling pylons in their lair.



PROTIP: When stabbing at imps, always use the backslash (hold X and tap Down on the directional pad).



PROTIP: Slash away before a door fully opens and you'll score a few early hits on lurking enemies. This is also helpful when you're low on health.



PROTIP: Always press the Action button near any strange-looking or discolored walls. You never know what might pop up (or pop open).



PROTIP: Before grabbing these much-needed health potions, be sure to walk backward into them. When you grab them, two imps will appear and attack you.



PROTIP: Use bombs to clear out rooms where you can't see the interior. The longer you hold the X button, the farther the bomb will travel.

Sound
4.0 The thematic music fits each sequence of events, and audio cues (like doors opening and monsters huffing and puffing) are a necessity—but the thrill is gone after a few levels.

Graphics
3.5 Lots of messy clipping problems and some seriously chunky polygons make Red Lotus's ass look like it was made out of Legos. The imps look cool, but other monsters just won't frighten you.

Control
3.0 The problems that plagued Lara in the original Tomb Raider are back: Bad camera placement, off-kilter jumping (including some blind leaps of faith), and a sword with a mind of its own will have you begging for release from this Deathtrap.

Fun Factor
4.0 Fortunately, the game's solid adventure over-shadows its graphics and control flaws. All of the action (and then some) and exploration that made Lara Croft a star is readily apparent in Deathtrap Dungeon's murky lair.



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By Dan Elektro

Is this a joke? PlayStation gamers were expecting an exciting, high-flying arcade romp with San Francisco Rush—not

SAN FRANCISCO RUSH EXTREME RACING

this all-around disgraceful disc. Sure, this version features a *Speed*-style don't-go-under-60-mph Explosive mode, plus snow and nighttime racing, but they hardly matter when compared to the botched basics. It's stunning to see this many poor elements together in one game: massive draw-in, polygon distortion, twitchy controls, anemic music, engines that sound like muffled lawnmowers, and cars that almost move as slow as the



PROTIP: Because skidding around turns slows you down, lightly but repeatedly tap the directional pad to keep your speed high around the corners.



loading times. And a completely inaccurate physics model means less breathtaking jumps—much less air, and sometimes none at all.

Don't buy this shattering disappointment for the name—it's simply not the Rush you know and love. **G**



PROTIP: Don't forget your keys! Collect these boxes to unlock SF Rush's secrets.

San Francisco Rush Extreme Racing
by Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
1.5	2.0	2.5	2.0

Price not available	Multiple views
Available now	Challenge: Intermediate
2 players	Replay value: Medium
Racing	ESRB rating: Everyone
4 stages	

PREVIEW

PLAYSTATION



By Boba Fatt

Forsaken's sharp environmental detail and spectacular real-time lighting effects are just window dressing for a poorly devised game. Unfortunately, bland enemies, derivative gameplay, and squeaky, unappealing sound effects (laser fire on helium—anyone remember Atari's Phoenix?) run rampant.

In Forsaken, you're a futuristic airbike-riding bounty hunter scrounging abandoned Earth for lost riches. The gameplay's a direct rip-off of Descent's ship-based first-person action; but mapless, confusing levels completely negate its shooting thrills. The horrid interface (which, inexcusably, does not support the dual analog controller) is so complicated that you'll need to hold Select as a shift button in order to cycle your weapons or use nitro. The head-to-head feature's a wash, too, because it lacks a radar. For your own sake, skip this title at all costs. **G**

FORSAKEN



PROTIP: When you're pulled into this chute during a turbulence warning on Level 3, face forward and take out the fan before it sucks you in.



PROTIP: To open this gate and get to the secret area on Level 2, follow the tunnel ahead and up (it doesn't open until you loop around the rest of the level), then hit the red switch.

Forsaken by Acclaim

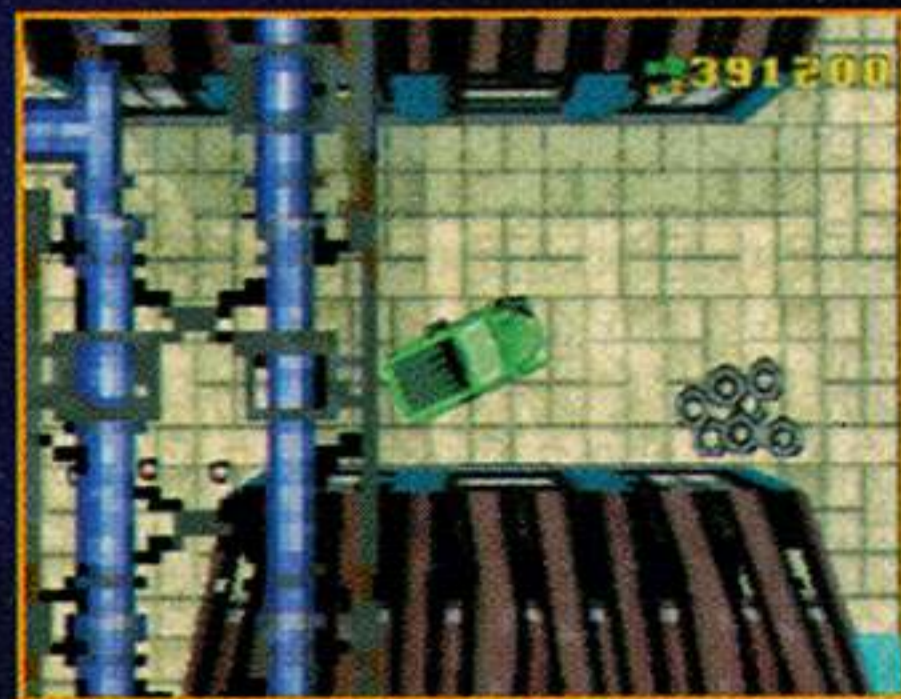
Graphics	Sound	Control	Fun Factor
3.5	2.5	1.5	2.0

Price not available	First-person view
Available May	Challenge: Adjustable
Shooter	Replay value: Medium
2 players	ESRB rating: Mature



By Boba Fatt

In Grand Theft Auto, you're a goon on the lam, pulling jobs such as bombings or drug runs as you avoid the police either on foot or by hijacking any car in sight. GTA's violent nature, complete with abundant cursing, is sociopathically chic...but the game's just not any fun.



PROTIP: Use trucks for your usual work, Penetrators for speed missions, four-wheelers when you need steady control, and buses when you're taking fire. However, you should stay away from using bikes—they're too easily destroyed.



PROTIP: On Level 1, the four-lane highways will get you across the river—but if you're hot, the bridges will be blockaded by the police. In which case, you should grab a Penetrator and ram 'em.

GRAND THEFT AUTO

The cities are mind-numbing mazes that require you to refer to a paper map included with the game (lame!). In addition, tall buildings block your vision in the overhead view, and your goon is so poorly rendered that you can't tell what direction he's facing. On top of that, he's nearly as difficult to control as the cars—almost all of the dozen or so available are way too sensitive. The game's one redeeming quality is its sound, which offers music tracks from the radio of each car you commandeer. GTA's a cool concept, but it should serve 15 to 20 for wanton mishandling of gaming potential. **G**

Grand Theft Auto by Take 2 Interactive

Graphics	Sound	Control	Fun Factor
2.0	3.0	1.5	2.0





Price not available	Overhead view
Available now	Challenge: Intermediate
Action	Replay value: Low
1 player	ESRB rating: Mature

Respected coach and video gameologist Tom "The Thumb" Blake says that nothing can be harder on the video game player than a losing streak. That's why when you desperately need a victory, Coach Blake recommends these



3 Sure-Fire Ways to Win.

1. Play with a different species, say, your pet monkey Jane. Or better yet, a species without arms, like fish.

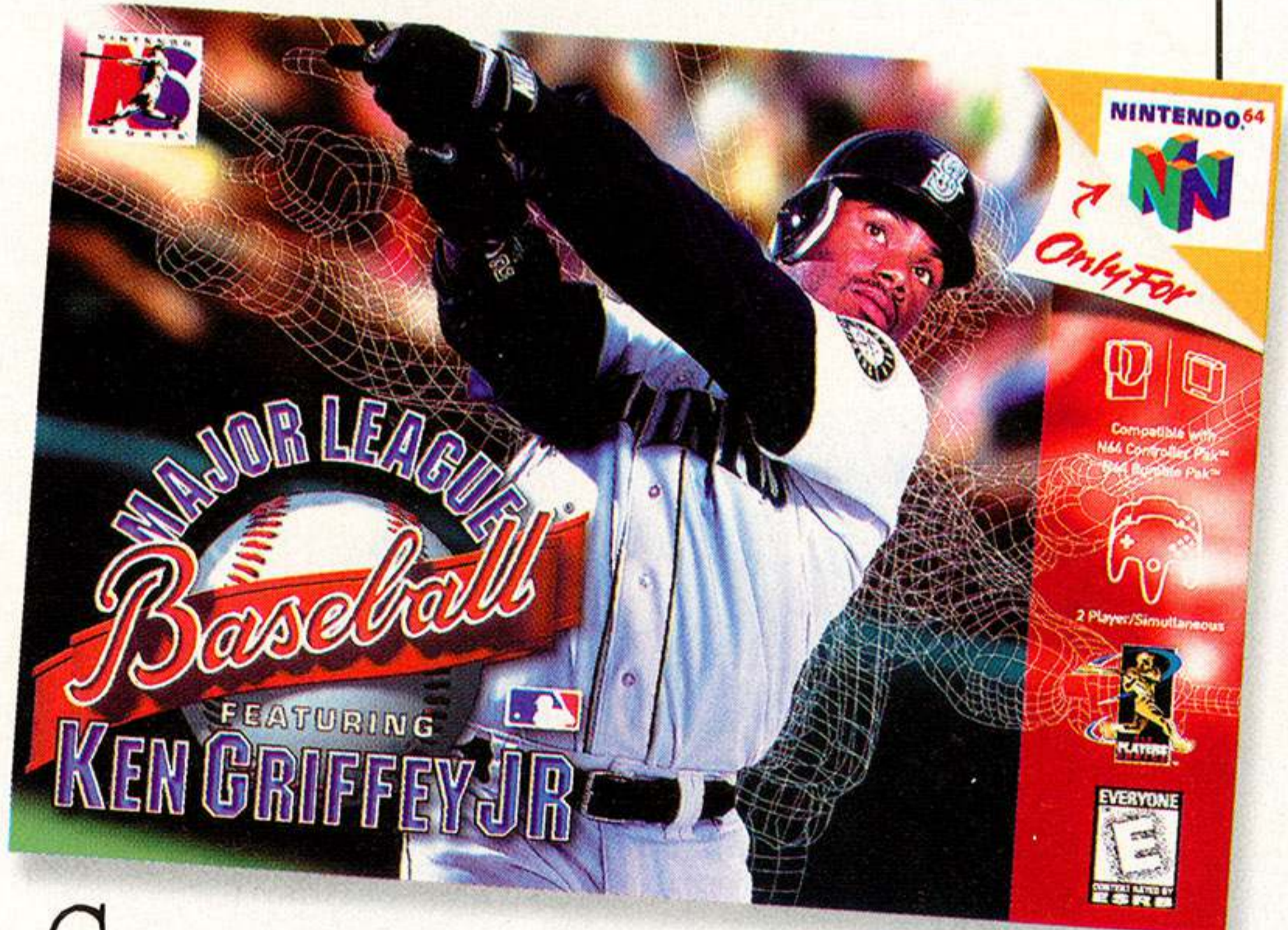
Species	Winning Percentage versus 12-year-old Homo sapien
 Chimpanzee (pan troglodytes)	.00743%*
 Gerbil (gerbillus gerbillus)	.00143%
 Common Sparrow (spizella melospiza)	.00045%
 Crappie (pomoxis nigromaculatus)	.00003%

In research done by the Hienholz Institute in 1988 a Rhesus monkey was able to improve her winning percentage .000897% by playing only Donkey Kong.

2. Make your opponent sit on the two-legged stool.



3. Play your Dad.



Coach Blake also says that if you keep getting humiliated at your current games, get to Target and pick up a new one. Like Ken Griffey Jr. baseball for just

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Available 5/29/98.

Get into the game.

TARGET
EXPECT MORE. PAY LESS.



The House of the Dead

(By Sega)

By Bad Hare



PREVIEW

\$49.95 2 players
Available now 4 stages
Shooter Stunner compatible

THE HOUSE OF THE DEAD

The first chapter of The House of the Dead is titled "Tragedy"—and that's a pretty accurate description of the game that follows. A bullet-ridden creepathon ruined by cruddy visuals, this House will sadly remain vacant.

The House of the Dead, er, "borrows" Resident Evil's plot line—in the not-so-distant future, a scientific experiment creates a house full of murderous zombies—and fills the formula full of lead. Except for the branching pathways through the house, it's pretty standard light-gun gameplay—firing at things, not firing at other things, then finally firing at one large thing at the end of each level. Trouble is, all these things are made of pixels the size of canned hams. The amazingly low-res graphics leave everything to the imagination, and the game borders on unwatchable.

The House of the Dead looks and feels rushed—it could have and should have been better. However, if you can tolerate the blocky visuals, House does offer some frantic shooter fun. Think of it as one last monster mash before the final nail is driven into the Saturn's coffin. **G**



Graphics

1.5 Two words: Inexcusably poor. The monsters move fast, but monster-sized pixels fill every screen.



Sound

3.0 The music is more campy than creepy and the techno beats are out of place, while muffled voices join gunshots recycled from Virtua Cop.



Controls

4.5 Naturally, things are a lot more enjoyable with a gun in your hand than a gamepad; the Stunner is dead-on accurate.



Fun Factor

3.0 Gunning down zombies with a friend is always a treat, but the decayed graphics and rushed feel ultimately render this old House D.O.A.



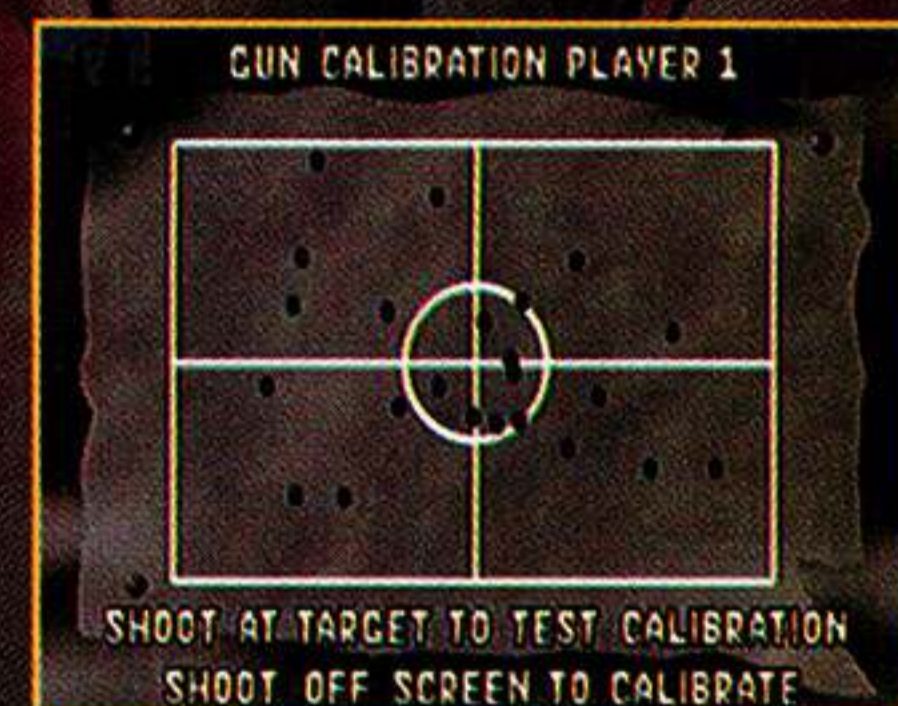
The House of the Dead's multiple pathways increase the replay value—up to a point, anyway.



PROTIP: Since most enemies require you to shoot 'em multiple times to kill 'em, G's high bullet count makes him a very useful character in Saturn Mode.



PROTIP: Head shots are the key to dispatching the baddies in a hurry. Aim for the brains, and expect to shoot at least twice for a kill.



PROTIP: Calibrate your gun and sit at an even height from the TV for maximum accuracy.



PROTIP: Your best bet with the chain-saw zombie is to blast his arm off first—he'll drop the weapon, giving you a better shot at his head and torso.



PROTIP: When fighting the Hangedman, shoot his bat minions only when they approach you. Otherwise, always keep your gun trained on his torso.



PROTIP: Rescued scientists will not only reward you with life-ups, but some will grant you access to new paths through the house. The more people you save, the more direct your route.

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WHO

PISSed OFF

Shiny

THE CREATOR of Earthworm Jim, Aladdin & MDK is about to launch his next big hit, **Wild 9.**

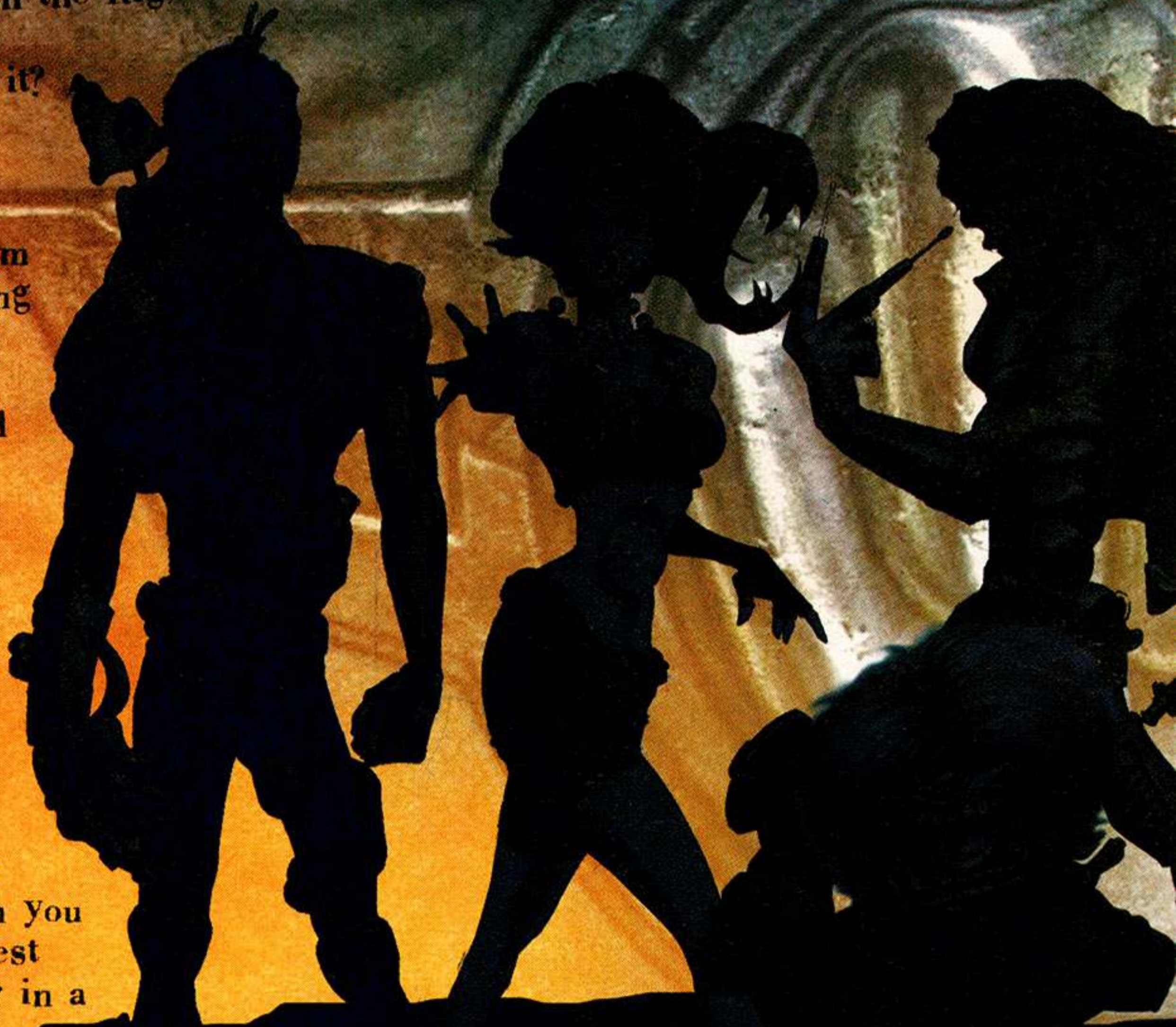
You play Wex Major, leader of the Wild 9 and Punk earthling with the Rig, the ultimate weapon and torture device. So, what can you do with it?

1. Skewer enemies on spikes; impale them further as you trample over their twitching bodies to safety.

2. Plunge your rivals into icy water; toy with them until they drown, bloated and disfigured.

3. Asphyxiate bad guys by holding them above raging fires until the thick black smoke fills their lungs. Or, just roast them over the flames like marshmallows until their bodies explode into tiny bits.

And that's just for starters. But you better get your jollies while you can—after all, when you meet up with Karn, the largest and most insidious boss ever in a game, your thrills may come to a rather grisly end.



COMING
FALL '98

Exclusively for the
Sony Playstation® game console

RATING PENDING
RP
ENTERTAINMENT SOFTWARE
RATING BOARD



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WILD™



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SPORTS PAGES

MLB '99 Smashes One Deep to Center Field



PlayStation

MLB '99

By The Rookie

Sony's hitting the field with the fast, smooth playing MLB '99. If you haven't had a chance to hook up with the slick Triple Play '99, and you're still looking for a worthy baseball title, MLB will definitely fill your diamond with enough excellent action and features to keep you playing through the season.

It's a Diamond Dandy

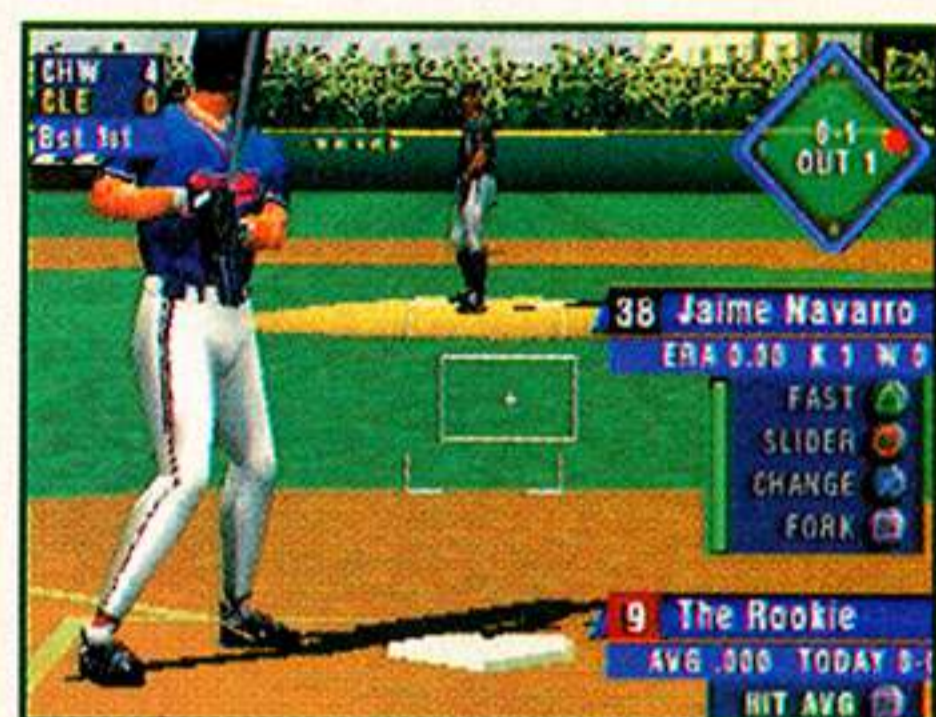
MLB '99 picks up where it left off last year, featuring the same colorful graphics and upbeat tempo. However, the features in this year's slugfest are what make it an outstanding title and really bump up MLB's replayability.

The new Spring Training mode is excellent. Instead of just creating a player and throwing him onto your favorite team, you must now put the player through the paces in two- or six-game series. If your player turns out to be a scrub, he won't make the team. However, even if he gets the call to the bigs, he must continue to perform well—otherwise, it's back to the minors.

MLB's Total Control Batting is also a big plus: If you can guess the type of pitch or its location, you're rewarded with more power or control over the hit. This feature really adds intensity to two-player contests because it forces you to outthink your opponent. And with Total Control Fielding, your fielders will throw with flare to the correct spot with the press of a button.

Oh, yeah. MLB also contains all the standard game modes, team and player licensing, official ballparks, complete rosters, trades, drafts, on-the-fly player positioning, and team and player stat tracking.

PROTIP: When using Total Control Batting, you'll have better luck guessing at the correct location than the right pitch.



PROTIP: If you're swinging late at the plate, alter your batter's stance so he's aiming toward the opposite field.

The Rocket

Keeps on Smokin'

MLB hits the mark with a fast and fluid frame rate, solid control, and atmospheric sound. The player models look identical to last year's, but Sony has added a host of new animations—from home-plate collisions to "Crow Hop" throws. Plus, there are over 200 personalized batting stances and pitching motions. All 30 ballparks sport excellent details (although they're not as finely tuned as Triple Play's), as do the player uniforms.

MLB still has the pitching/batting cursor interface which is easy to get used to, but tough to master. While on the mound, you pick your pitch, then pick the spot where you want to throw it. At the plate, you move a batting cursor to where you think the pitch will end up, then swing away. Also like last year's game, you can manually open and close your batters' stance for more precise hitting. As for sounds, you won't find two-man commentary, but you will find play-by-play called by the Dodgers' legendary announcer, Vin Scully, as well as all the right ball-park effects—from crowd noises to nacho vendors.

That Ball Is Outta Here!

If you like your baseball smooth, fast, and with lots o' depth, you should definitely buy MLB '99. However, since there's such a wealth of talent in the baseball pool this year, you'd do well to rent each title before deciding on a purchase. **G**



PROTIP: To have a shot at going yard, always know which way the wind is blowing, and adjust your power-hitter's stance accordingly.



PROTIP: Work the corners with off-speed knee benders to get much-needed strikes when you're behind in the count.



PROTIP: If a weak batter's at the plate, bring your players in at the corners to go for the all-important final putout.

MLB '99 by Sony

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5
Price not available		Challenge: Intermediate	
Available now		Replay value: High	
Baseball		ESRB rating: Everyone	
2 players			

All "Roads" Lead to World Cup '98



World Cup '98

By Air Hendrix

Nintendo 64

Unquestionably, World Cup '98 nails the back of the net with the best-playing soccer action on the N64. But it's more like FIFA: Road to World Cup '98½ than a completely brand-new game, offering the kind of subtle enhancements that only hardcore fans will appreciate.

Headed for France

World Cup's most obvious and impressive improvement is a well-tuned A.I. that plays a tighter, more realistic game than FIFA's A.I. did.



PROTIP: Unless you're on a break-away, passes from the corners to the center of the field create the best scoring opportunities.



PROTIP: If you have to drive through the defense, rely on the hop move (tap top-C) to plow through tackles.

Goalkeepers snuff many of the cheesy shots that scored in FIFA, while defenders close ranks around their zone and relieve you of the ball. The offense dodges tackles and can really penetrate—slide-tackles are no longer the magic move, and regular tackles are more effective.

The controls will be familiar to FIFA players, providing largely the same lineup of wild fakes and slick kicks, though the passing is noticeably crisper. All of this fine-tuning produces excellent gameplay that gets a lot more of the nuances of soccer right. The action's exciting and realistic, and the game feels tense enough to be a real World Cup match.

Nice Kit

Since World Cup focuses on the actual tournament, it offers only the

32 teams in the Cup, along with all their real-life players and the 10 Cup stadiums in France. Many gamers may want to stick with FIFA just because it offers tons more teams and players. However, World Cup does sport on-the-fly strategy adjustments and a cool Cup Classics mode.

Visually, World Cup's got game with outstanding visuals that are minutely brushed up since FIFA. The players dribble, deke, and tackle with lifelike grace, and the sharp stadiums make for a snazzy backdrop.

As for sounds, the same mellow British commentators return and, damn, these guys need caffeine.

Scoring should be accompanied



PROTIP: If you have position on a ball carrier and can get somewhat planted, count on the conservative tackle (tap B) to strip the ball.



PROTIP: Adjusting your teams strategy (defensive vs. attacking) is a key part of winning. If you're down, jack up the Attacking full blast, but retreat to full Defensive when you secure a lead in a tight game.



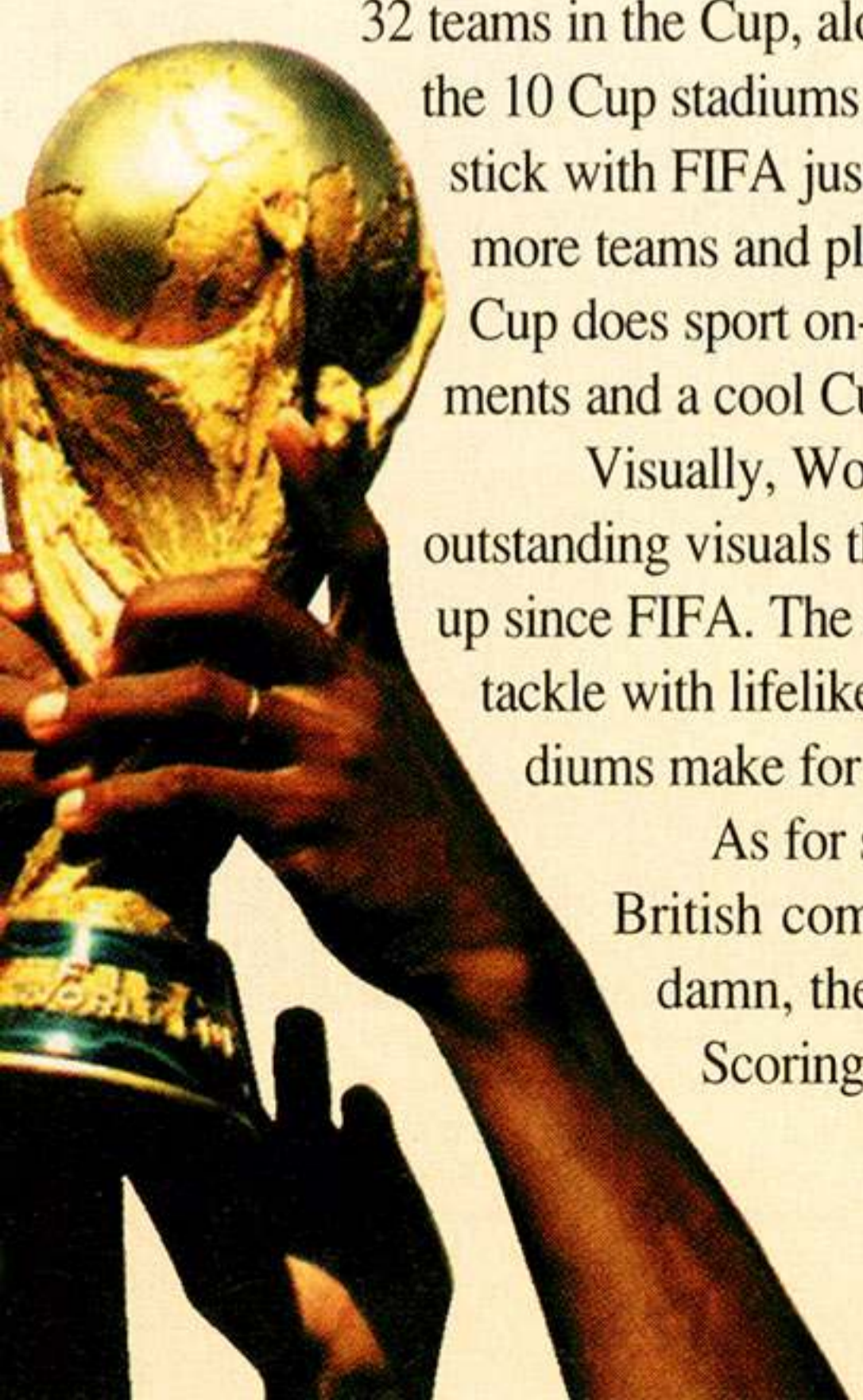
by a frenzied yell of "Gooaaall!!"—not just the tepid statement, "And he scores." Fortunately, the tunes and onfield sound effects perform nicely.

Scouting Report

Although World Cup's a better-playing game than FIFA, it has less variety, and its refinements aren't exactly huge. Casual soccer gamers should definitely rent before springing for another game—especially since the release of International SuperStar Soccer '98 is just around the corner, and who knows how that'll score. **G**



PROTIP: If you just drive into the ball carrier with a slide-tackle, he'll hop over you. Instead, anticipate where he's going and try to set up the tackle before he gets there.



World Cup '98 by EA Sports			
Graphics	Sound	Control	Fun Factor
\$59.95	96 megs	Available May	Soccer
4 players		Challenge: Adjustable	
Replay value: High		ESRB rating: Everyone	

Hot Shots Trots Out Some Powerful Tots



Hot Shots Golf

By Scary Larry

PlayStation Lacking name recognition or even normal-sized players, Hot Shots Golf may at first seem destined for the bin marked "mediocre." But this fun, challenging golf game has an engine that the pros would be proud of and all the makings of a legendary link-splitter.

It's a Small World

At first glance, it's hard to take Hot Shots Golf seriously. The players are squat and cartoony with a clean, anime-ish 3D rendering that makes them look almost rubbery, while the sound effects are straight from Saturday morning kids' shows.

Before you turn up your nose at the game's youthful approach, play a round or two. You'll be amazed to find a very powerful game that contains precise golf physics, demands an expert's touch, and could even some teach diehard pros a thing or two. The course graphics are simply the best in PlayStation golf, racking up eagles with beautiful terrain and phenomenally



PROTIP: The most important factor when lining up your shot is windspeed. Since you don't know what it is until after your first shot, throw grass like a pro (tap R2)—the ferocity and direction of the wind will be very apparent.

fast load times.

That's not to say the game is without flaws. It'll take you a solid hour or two of practice to get into the swing of things, and even then you'll discover

looney effects, like air drafts that lift the ball and place it randomly on the course.

The sounds could have used some adult supervision. Scoring a



PROTIP: Use bottomspin when you want the ball to stay where it lands. Be careful, though—on really long, powerful drives, the ball will actually spin and roll backwards.



PROTIP: On putts, always compensate for the curvature of the green. Even if the indicator says "Flat," it only applies to the area around the hole, not the distance of your putt.



PROTIP: When it rains, you have to putt the ball harder than normal. The soaked green will dramatically effect the speed of your shot.

birdie will get you a cuckoo, and the audience moan when you miss a close shot sounds orgasmic at best. But the solid sound of a ball being hammered or the thud of it hitting the green will make up for those shortcomings.

A Hole in Fun

Sony also added a few fun options to attract fence-sitters who've never played a golf game before. There's a miniature golf course, a few lessons on topspin and bottomspin techniques, and hidden characters and courses—along with the normal match, tournament, and stroke options.

But Hot Shots doesn't shoot for the moon. The game's depth lands a few courses short of a full golf game, delivering a respectable five courses, but none of the pro players or other niceties of PGA Tour '98. And once you figure out how to compensate for variables like wind physics, bunkers, and the rough, you'll find yourself wanting

more. If you can live without the pro licenses, and the idea of fast, fun, accessible golf intrigues you, schedule a tee time with this impressive game. **G**



PROTIP: Always overshoot the hole and underscore the ball's power when the green is fronted by a water hazard.



PROTIP: Use top spin when you want the ball to land and roll. This is especially helpful when your shot comes a few yards short of the hole. Topspin will also hug the fairway, driving under the wind current.



Hot Shots Golf by Sony			
Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	4.5
Price not available Available May		5 courses Challenge: Intermediate	
Golf		Replay value: High	
4 players		ESRB rating: Everyone	

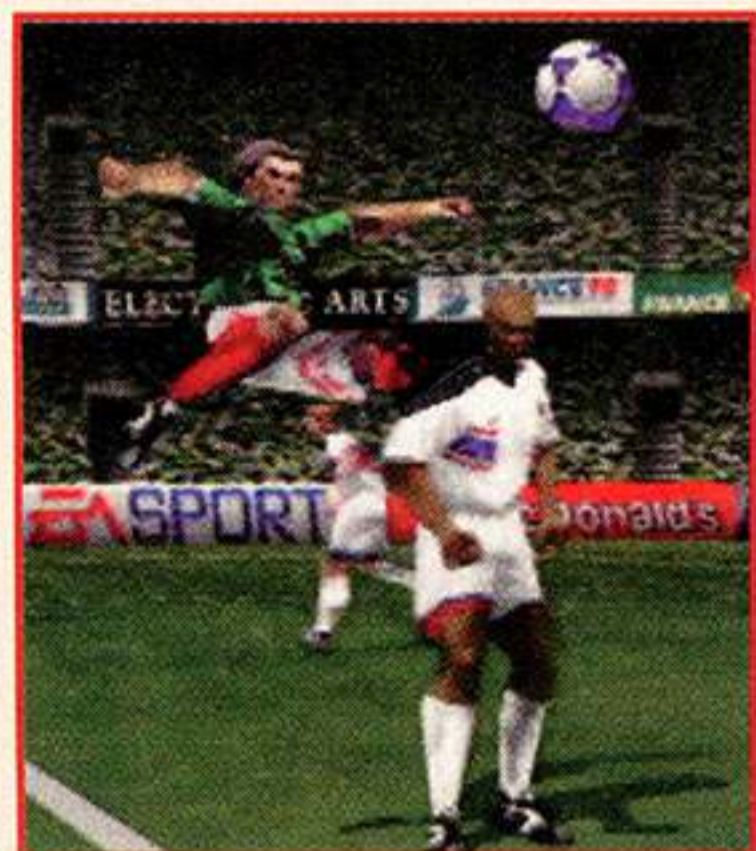
The Cup Craze Just Keeps On Kicking



World Cup '98

By The Rookie

PlayStation



Capitalizing on the World Cup '98 craze, EA Sports is hitting the shelves with another soccer title faster than Kiss recorded albums back in the '70s. If you haven't scored a copy of FIFA '98: Road to World Cup, you should snap up this title.

An Even Shinier Cup

EA's WC '98 refinements include improving the game's presentation, player graphics, A.I., and control. The menu and interface screens have been revamped

with a slick look reminiscent of the N64 version of Road to World Cup. As for graphics, WC '98's are kickin', and the gameplay speed is smokin'. The player models sport a little bit more detail and brighter colors than those in RTWC for the PlayStation, but they haven't been completely overhauled. And yes, all the animations are there, from diving goalies to bicycle kicks.

WC '98's computer A.I. has been tweaked just enough to make the game more competitive than RTWC. When you're on offense, the

CPU will apply a bit more pressure; and it definitely does a better job of taking away your angle when you attempt a through-pass close to the goal—it's hard to score with three guys on you. And when the CPU is on the attack, it'll pass more efficiently and perform more cuts to make you miss.



PROTIP: Taking the ball up the side, then passing it back to the middle near the goal is still the best way to score.

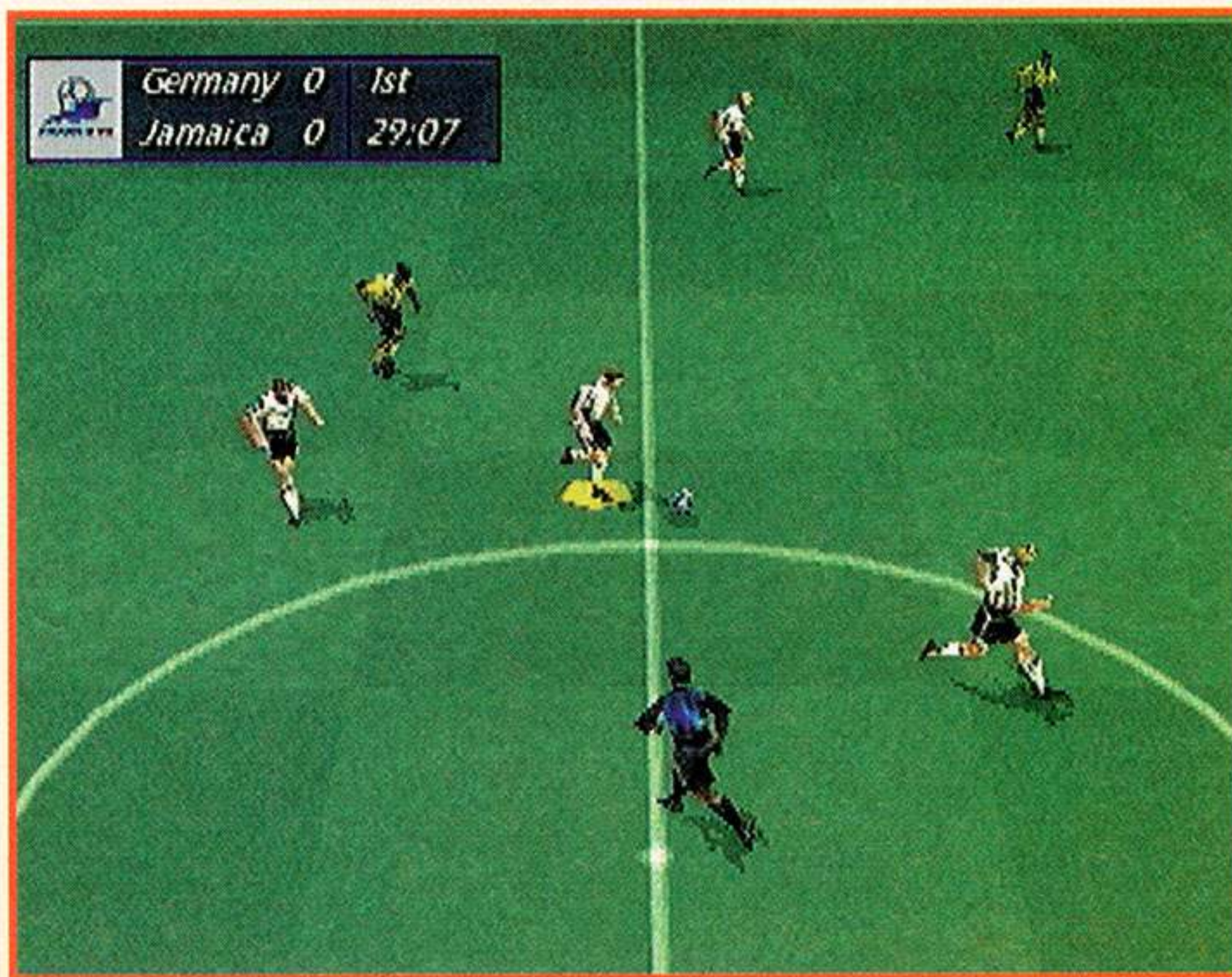
The game's control is solid and has been refined to let you perform more dekes and passes. Plus, you can now change your game strategy on-the-fly and run preset plays with the touch of a button. Sonically, all the right bells and whistles, as well as two-man commentary, are still intact.

Just the Essentials, Baby

When you finally hit the field, WC '98 offers play in Friendly, World Cup, Training, and Penalty Shootout modes. Unfortunately, there

aren't as many teams to choose from: Because the game is based on the actual tournament, EA included only the 32 teams that qualified (plus 8 bubble teams), and not the whopping 172 teams that

World Cup '98 by EA Sports			
Graphics	Sound	Control	Fun Factor
4.5	4.5	5.0	5.0
\$49.95 Available May Soccer 8 players		Challenge: Intermediate Replay value: High ESRB rating: Everyone	



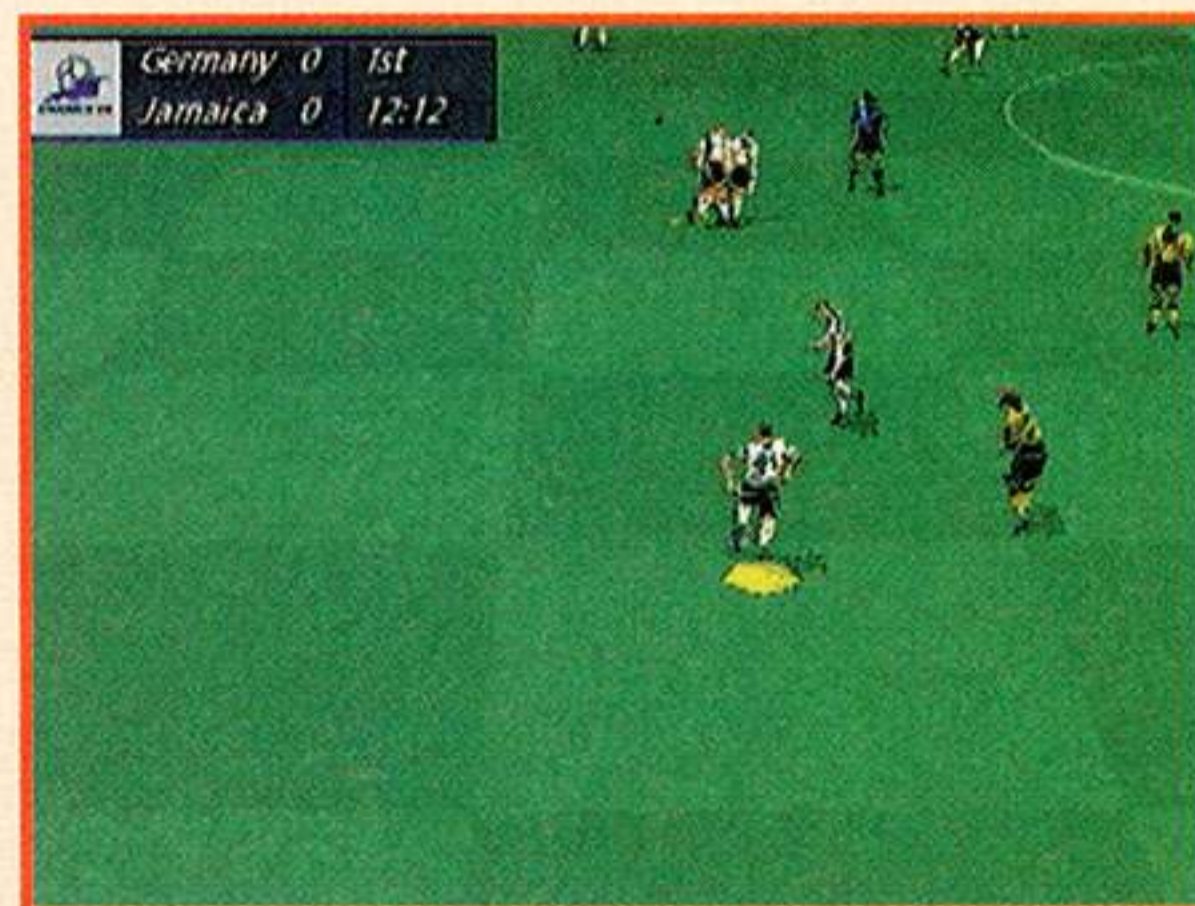
PROTIP: Smart passing is the key to offensive dominance.

were available in RTWC. Nonetheless, WC's rosters are still stacked with all the players, and all ten stadiums are modeled after their real-life French counterparts, including those in Bordeaux, Marseille, and Paris.

Glory the World Over

When the final whistle sounds, World Cup '98 is an extremely fun and challenging soccer game, and one of the best on the market.

While some excellent improvements have been made over the recently released FIFA '98: Road to World Cup, if you already own that title (and unless you're a total soccer nut), you probably won't need to make another soccer purchase. **G**



PROTIP: To get by a defender, anticipate the angle he's taking, then deke the other way by pressing L2 or R2 and O.



PROTIP: When your opponent's goalie receives a free kick, immediately press and hold O in order to head the ball back into your zone when it lands.



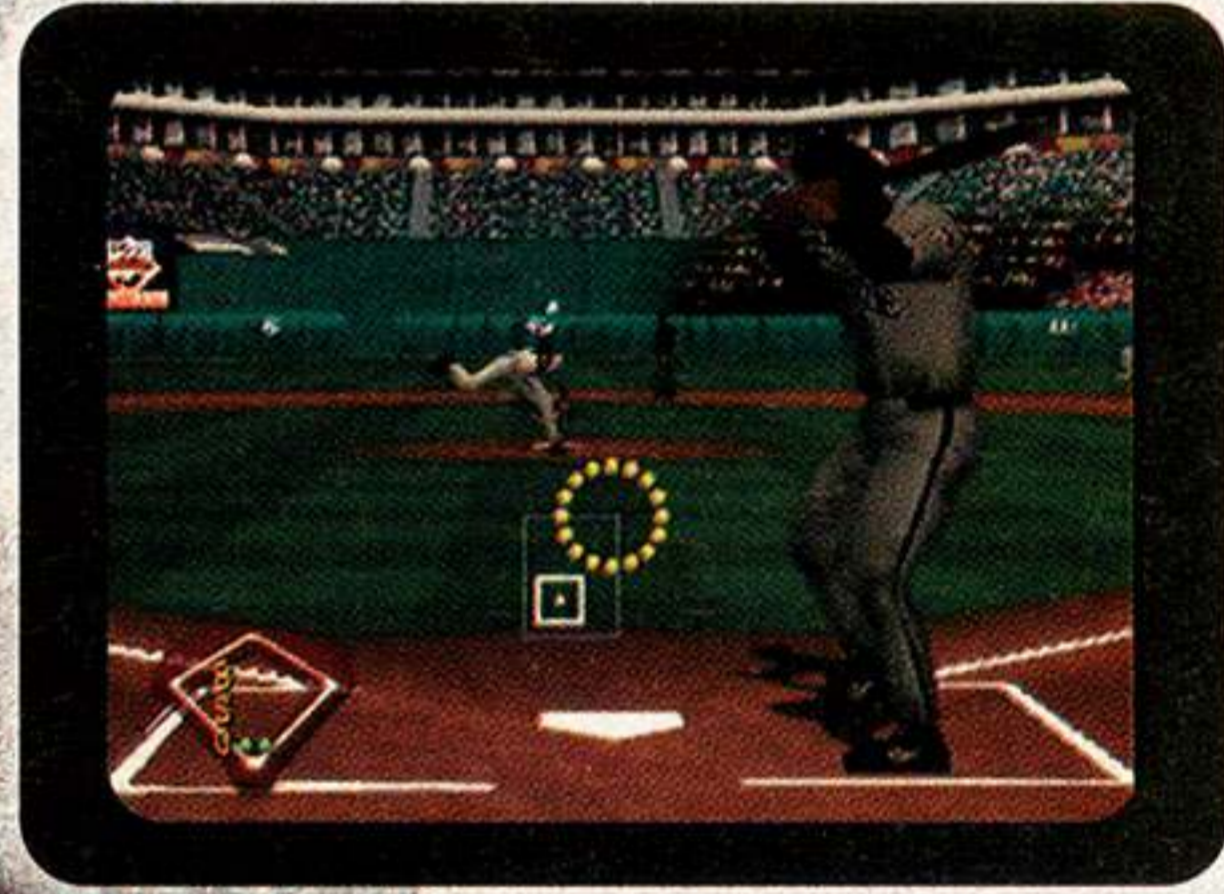
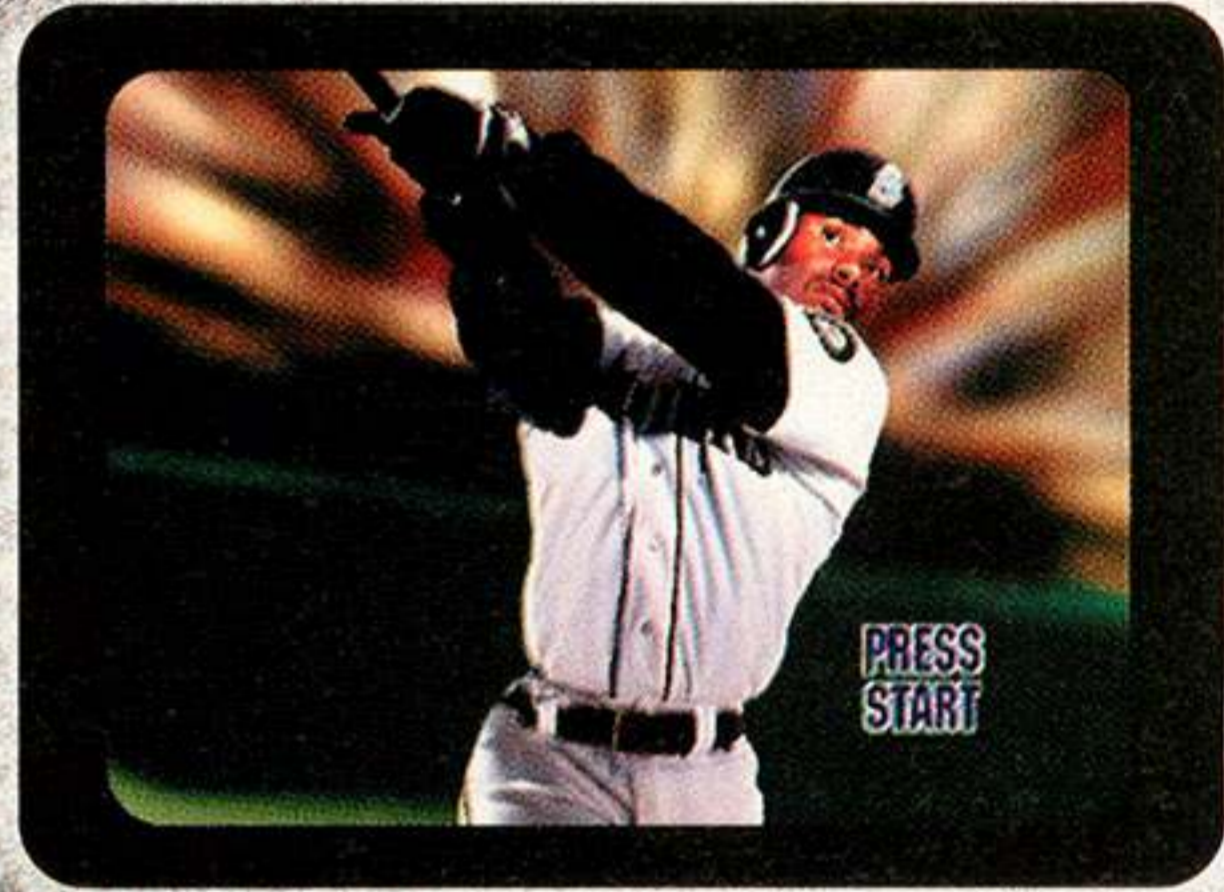
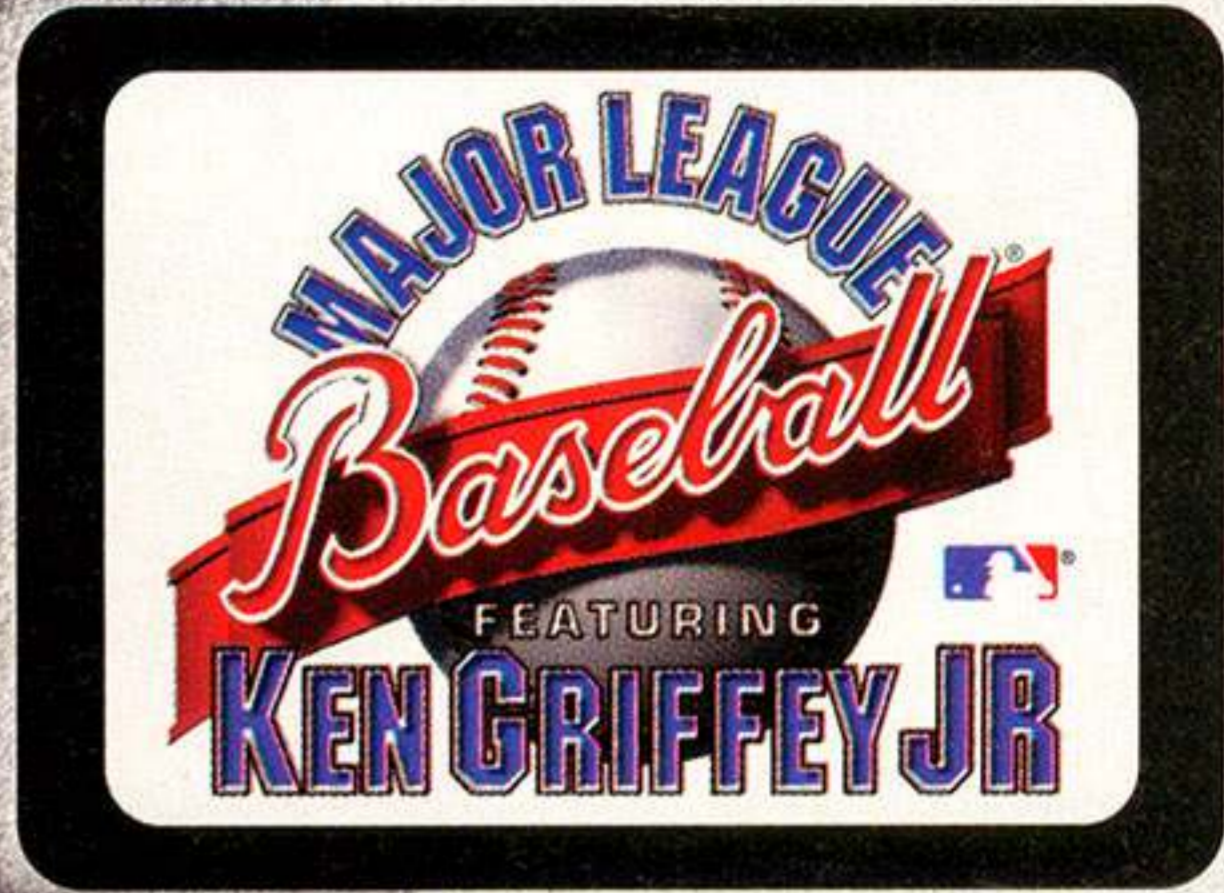
PROTIP: If you're playing with a quick team like Brazil, use a 4-2-4 setup, with your forwards in a diamond formation, to execute quick passes and set up some excellent scoring opportunities.

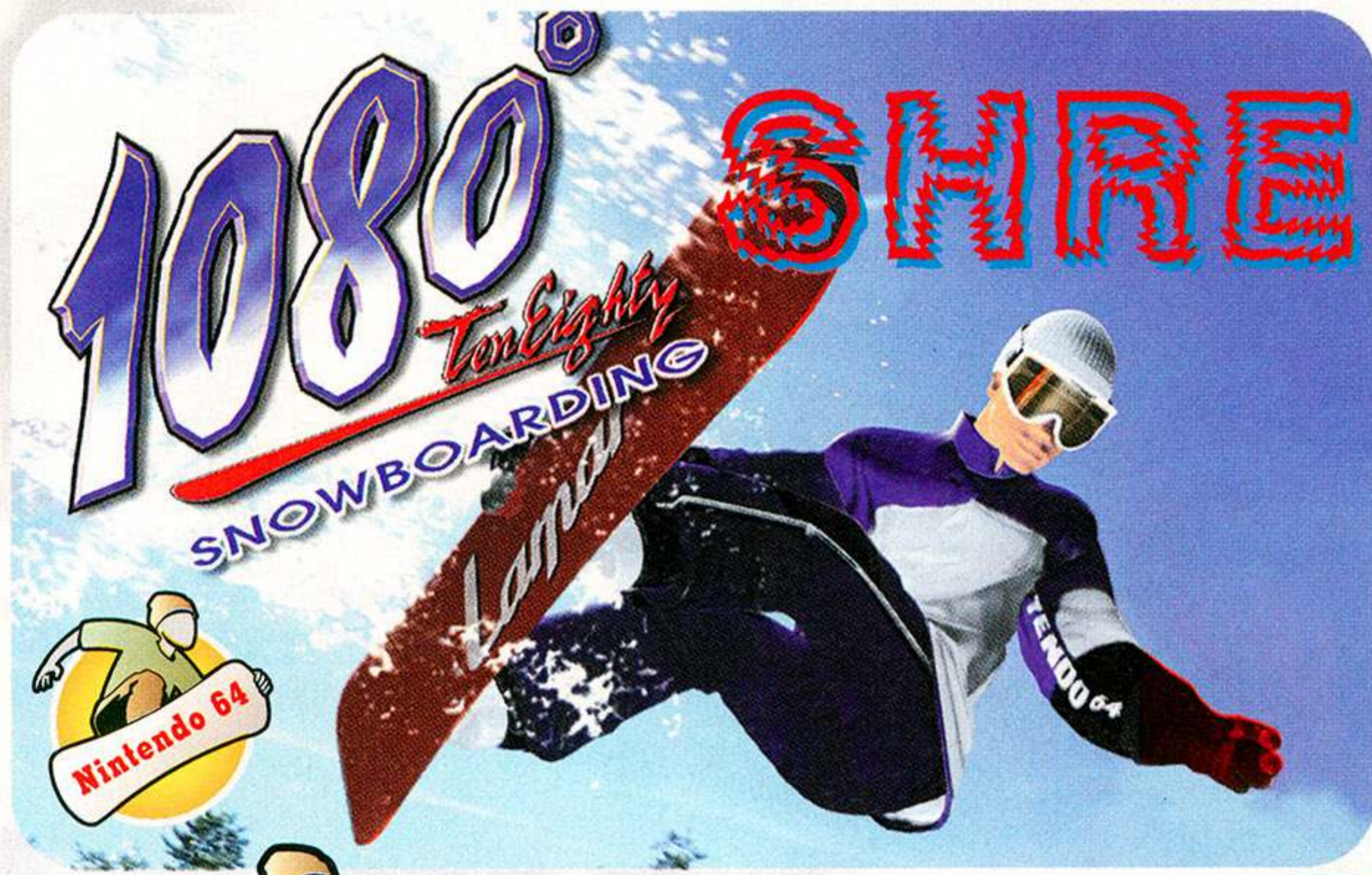
A promotional advertisement for the video game Major League Baseball. The background is a high-angle, close-up view of the moon's surface, showing its craters and rocky terrain. In the upper right corner, the Earth is visible as a small blue and white sphere against the blackness of space. A baseball with red stitching is positioned in the lower right foreground, with a long, dark shadow cast behind it. Two white crosshair symbols are overlaid on the moon's surface: one in the center-left and another in the lower right. The text "NICE BUNT, JUNIOR." is printed in a white, sans-serif font in the upper left quadrant.

NICE BUNT, JUNIOR.

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You'll be shattering records in no time with the help of this guide to the fastest line down every slope in 1080° Snowboarding.

By Air Hendrix



Master Blaster



Dion Blaster on the Tahoe 155 board is the fastest setup in the game. The handling's tricky, but the speed makes it worth mastering.

Note: This guide is based on riding Goofy style; regular riders will need to make adjustments.

Speed



Always tuck (hold Button Z) as much as possible to maintain max speed. However, because tucking makes cornering harder, you'll need to stand up (release Button Z) on tight turns. One of the most important instincts to develop is a feel for standing up just enough to cut your

edge in through a turn, then ducking down into a tuck to keep up your speed. It's all a matter of timing that comes with practice.

Jumps



Landing jumps is the other crucial skill you'll need to rule 1080. Almost always, you can stick landings just by matching the angle of your board to the angle of the slope you're about to land on. Sometimes, though, you need to pull Down on the analog stick and get your nose up—these tricky spots are noted in this guide.

Falling and Passing



If you fall, double-tap Up for a speed boost to get going. (This also works at the starting line.) If your opponent's trying to pass you, don't be shy about getting physical and sitting their butt down.



Avoid the two moguls at the top by sticking to the right—jumping only costs you speed. Take a straight line through the next two gentle turns, then stand up and cut in just a touch for the next two sharp turns.



It's easier to land the big jump if you hop (press Button A) right on the lip of the jump. Use your edge to stay in the middle snowy path between the two houses (the secret jump on the right is too tricky) and through the subsequent S-turns.



Stay to the left at the bottom and skip the jumps.



Stay left to avoid the moguls, then take the low paths to the left and then to the right.



Jump onto the small ledge, then stay to the right to dodge the jump. If you line up the next four turns, you won't need to stand up and you'll really start flying.



After you exit the tunnel, stand up and cut to the right. This branch is narrower, but faster and easier. Stay to the right through the steep section, but take the mogul run on the left where there are fewer bumps. Remain on the left through the finish and skip all the jumps.



Head left off the start, then cut hard to the right. Don't take the powder run through the trees—it's slow. Instead, weave through the S-turn by starting your turns early. Don't panic if you ride up on the walls—just stick a steady landing.



When you see deep powder, drift left and get ready to stand up as soon as you land. Jump over the fallen log, then hold steady through the powder and trees. The branches can't harm you, only the stumps can. Take the path on the right, which involves some tight turns that may leave you high on the walls at the end—just remember to line up your board with the slope.



Dodge the jump off the protruding log, then head left—but stay on the right side of the leftmost tree. Stand up as you exit the powder, then head straight across the ice. Execute your left turn in the snow to the right of the ice to maintain speed. Make a few tight turns, then keep in mind that the two subsequent jumps require you to pull Down a tad and get your nose up. As you enter the final S-turn, stand up the whole time—your speed will send you up the wall, but if you're not tucked, you'll stay upright for the finish.



After the S-turn at the start, stick to the far left and drop down onto the ice. Cut into the house and take the jump to sky over all the moguls.



Head right and jump off the rock in the middle of the track. Pull Down on the two landings, then enter the ice tunnel and keep turning right. It's easy to wipe out in here, so stand up a lot and kill speed by swishing your board around. The landing in the deep powder's tough; and right after it, avoid the yellow-and-black ramp, or you'll have to do it again. Fly down the icy road, then cut right through the gap in the guardrail.



Stay generally to the left, then line up for the jump between the house and the yellow-and-black ramp. Jump onto the icy curb to the left of the stop sign, then cut hard to the right, keeping the yellow-and-black ramp on your left. The finish is a few easy turns away.



After the sharp left turn at the start, jump out into space between the pink neon signs; huge air lies ahead, but the landing's easy. Stay left briefly, then cut hard to the far right and stay there until you reach the low ledges.



Hop on the low ledge to the far left, then stay left until you have to jump up onto another low ledge on the right. Next, descend through some easy turns and jumps until you reach the drawbridge. Hop off the lip of the jump just after the drawbridge, then pull Down to nose up for the landing. After that, weave through some fairly easy turns to the finish, dodging the jumps along the way.



Nose up for the very first jump, then head off to the far right. If you're racing against the silver or golden boarder, stay tight on their heels at the top.



Enter the V-shaped drop-off from the right, but angle your board to the left. Stay tight to the left and keep out of the icy halfpipe; instead, ride the snowy ridge above the left side of the halfpipe.



Take the big jump staying to the far right (almost in the rough), which should line you up to land between the two brutally placed rocks.



Stick to the middle of the two tree-filled islands through the deep powder, then cut hard all the way to the left to avoid the huge, hazardous rock maze. Gun it for the finish, and take the last little jump with your nose up.



THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES

double whammy!

This month go head-to-head with two hot fighting games—Tekken 3 and Rival Schools: United by Fate!

TEKKEN 3

PlayStation

PART 1

We give you all the Special Attacks, throws, and high-hitting combos for four of the hidden fighters in Tekken 3. Check future issues for the moves and combos of the remaining sub-bosses!

By Johnny Ballgame and Major Mike

Basic Skills

Here are some of the basic skills to help you win the tournament.

Run



Tap →, hold → to make your fighter run. If your opponent is far away and you run toward them, you'll perform a headbutt. Running when you're close to an opponent tackles them.

Ankle Kick



After you're knocked down, tap (↓ RK) to kick your opponent while you're on the ground.

Tackle Punch



After tackling your opponent, tap LP, RP, LP, RP to smack him around.

Tackle-Punch Counter



If you're the one on the ground getting pummeled, repeatedly tap the Punch buttons to escape the barrage.

Run Over



You can damage an opponent who's on the ground by running toward them.

Sidestep



Tap ↓, ↑ to sidestep into the background. Tap ↑, ↓ to sidestep into the foreground.

Supercharger



Tap (LP LK RP RK) to charge your fighter. Your moves will inflict more damage for about five seconds.

Counter Throws



Counter a throw with a throw. If timed correctly, the throws will cancel each other out. You can then perform another throw, a combo, or a Special Attack.

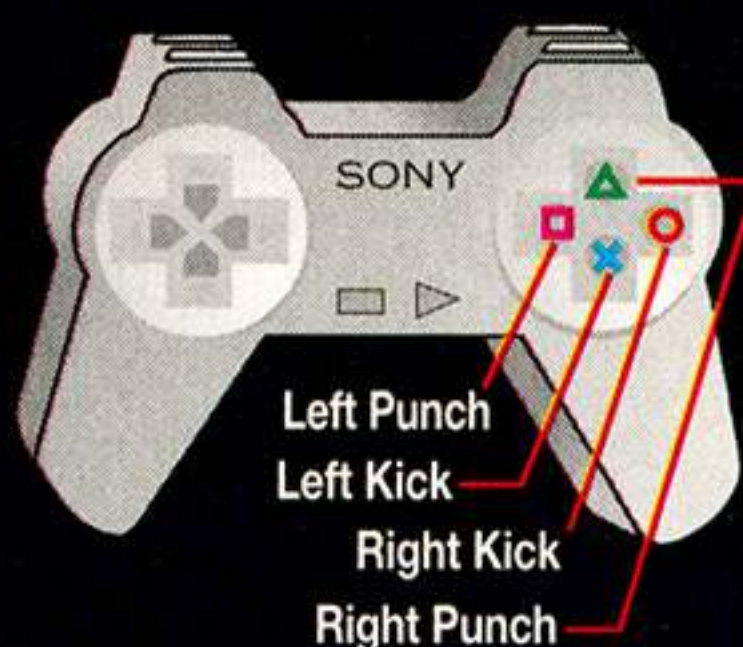
Play as the Sub-Bosses



To play as any of the sub-bosses, finish the game with each of the 10 main fighters without switching characters during play. Each time you beat the game with a different character, you get a new sub-boss.

Note: This technique to access the sub-bosses was tested on a preliminary version of the game and may be changed in the final version.

Controller Legend



LK = Left Kick RK = Right Kick
LP = Left Punch RP = Right Punch

Motion = Move the joystick in one smooth, continuous motion.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Bryan Fury

Throws

DDT



When in close, tap (LP LK)

Suplex



When in close, tap (RP RK)

Spinning Side-Slam



When in close to an opponent's left side, tap (LP LK) or (RP RK)

More Throws

Jacked-Up

When in close, hold ↓, motion ↘ ↓, hold ↘, tap (LP RP)

Knee Blast

When in close to an opponent's right side, tap (LP LK) or (RP RK)

Neck Twist

When in close behind an opponent, tap (LP LK) or (RP RK)

Special Attacks

Right Uppercut



During a sidestep, tap RP

Tornado Kick



Tap →, →, LK

Twirl Kick



Tap ←, hold ←, tap RK

Knee Kick



Tap (← RK)

Lightning Orbit Smash



Tap (→ LP RK)

Smoke Punch



Tap →, (→ RP)

Sidestep Elbow



Tap (→ LP RP)

Heel Kick



Tap (↑ RK) or (↗ RK)

Knee Strike



Tap (↓ LK RK)

Taunt



Tap (LP LK RK)

Foot Sweep



Tap (↘ LK)

Jawbreaker



Motion ↓ ↙ ←, pause, tap RP

Shin Kick



Tap (↓ RK)

Orbit Bash



Tap (← LP RK)

More Special Attacks

Head Smash

During a sidestep, tap LP

Jumping Spin-Kick

Tap (↗ LK) or (↑ LK)

Punk Move

Tap LK, RP, LP, RP

Body Blow

Hold ↘, tap LP, LP, LP, LP, RP

Stone Fists

Tap (← RP), LP, RP

Stone Fists to Kick

Tap (← RP), LP, RK

Spin Kick to Side Kick

Tap LK, LK

One-Two

During a sidestep, tap LP, RP

Side Kick to Knee Strike

Tap (← LK), RK

Final Nail

Tap (↓ LP RP), (↓ LP RP)

Lower Dodge

Tap (↙ LP LK) or (↓ LP LK) or (↙ RP RK) or (↓ RP RK)

Head Sting

Tap (← LK), RP, LP, RP

Jab to Shin Kick

Tap LP, RP, LP, RK

Heavy-Hitting Combo

Ten-Hit Combo

Tap (← LK), RK, LP, RP, LP, RK, RP, LP, RK, RP

Julia Chang



More Special Attacks

Throws

Head Drop



When in close, tap (LP LK)

Double Arm Slam



When in close, hold ↘, tap (LP RP)

Frankensteiner



When in close to an opponent's right side, tap (LP LK) or (RP RK)

More Throws

Arm Crosser

When in close, hold ↓, motion ↙ ↓, hold ↙, tap (LP RP)

Neck Breaker

When in close, tap ↓, hold ↙, tap (LP LK)

Running Head Drop

When in close to an opponent's left side, tap (LP LK) or (RP RK)

Triple Face Smack

When in close, motion ↓ ↙ ←, hold →, tap RP

Face Smash

When in close behind an opponent, tap (LP LK) or (RP RK)

Suplex

When in close, tap (RP RK)

Special Attacks

Low Counter



Tap (↓ LP LK)

Twin Punch



Tap (LP RP)

Power Uppercut



Hold →, tap (LP RK)

Pop-Up Punch



Tap (→ LP)

Punch and Spin



Tap RP, ←

Taunt



Tap (LK RP RK)

Palm Strike



Tap (→ LP), RP

Palm Kick



Tap (LK RP)

Rising Uppercut

While rising from a crouch, tap RP, LP, LP

Rising Side Smash

While rising from a crouch, tap RP, RP

Rising Low Kick

While rising from a crouch, tap RP, RK, RK

Charger

Tap (LP LK RP RK)

Elbow to Axe Kick

Tap →, (→ LP), RK

Double Foot Stomp

Hold ↘, tap (LK RK)

Low Sweep

Hold ↘, tap RK

Low to High Kick

Hold ↘, tap RK, LK

Spin and Kick

Tap (LK RK), RK

One-Two Punch

Tap ↓, hold ↘, tap LP, RP

Stun Smash

Motion ↓ ↘ RP

Smash to Sweep

Tap (LP RK)

Smash to Sweep to Kick

Tap (LP RP), LK

Palm Kick to Uppercut

Tap (LK RP), tap LP

Triple Launch

Tap LP, LP, LP

Double Chin Strike

Tap (↘ LP), LP

Four-Hit Flying Kick

Tap LP, LP, RK, LK

Sweep to Flying Kick

Tap (↘ LP), RK, LK

Rising Low Uppercut

While rising from a crouch, tap RP, RK, LP

Rising Low Sweep

While rising from a crouch, tap RP, RK, hold ↓, tap RK

Rising Arrow Kick

While rising from a crouch, tap RP, LP, RK, LK

Sweep to Shin Smash

Tap (↓ RK), LK

Gut Smash

Tap (↘ RP)

Gut Smash to Uppercut

Tap (↘ RP), LP

Sweep to Head Kick

Tap (↓ RK), RK

Sweep to Low Kick

Tap (↓ RK), hold ↓, tap RK

Chin Strike to Kick

Tap (↘ RP), RK

Chin Strike to Low Kick

Tap (↘ RP)

Triple Strike

Tap LP, RP, RK

Triple Low Strike

Tap LP, RP, LK

High Spin Kick

Tap RK, RK, RK

Spin Kick Upper

Tap RK, RK, LP

Low Spin Kick

Tap RK, RK, hold ↓, tap RK

Spin

Tap (LK RK)

High Kick

Tap (↘ LK)

Heavy-Hitting Combos

Ten-Hit Combo #1

Tap RP, LP, LP, RP, LK, LK, RP, LK, RP, LP

Ten-Hit Combo #3

Tap RP, LP, LP, RP, LK, LK, RP, LP, RK, LK

Ten-Hit Combo #2

Tap RP, LP, LP, RP, LK, LK, LK, RK, RK, LP

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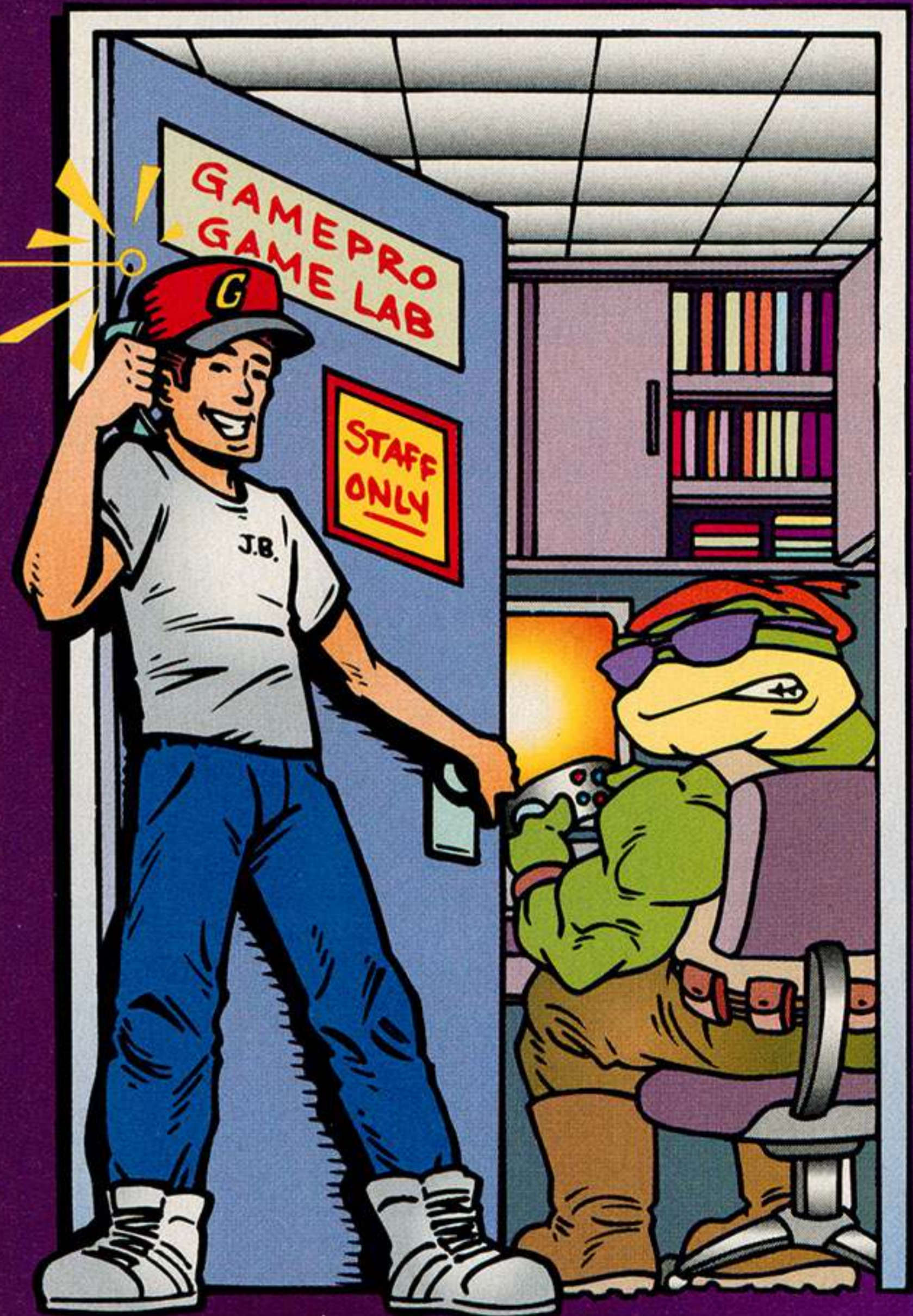
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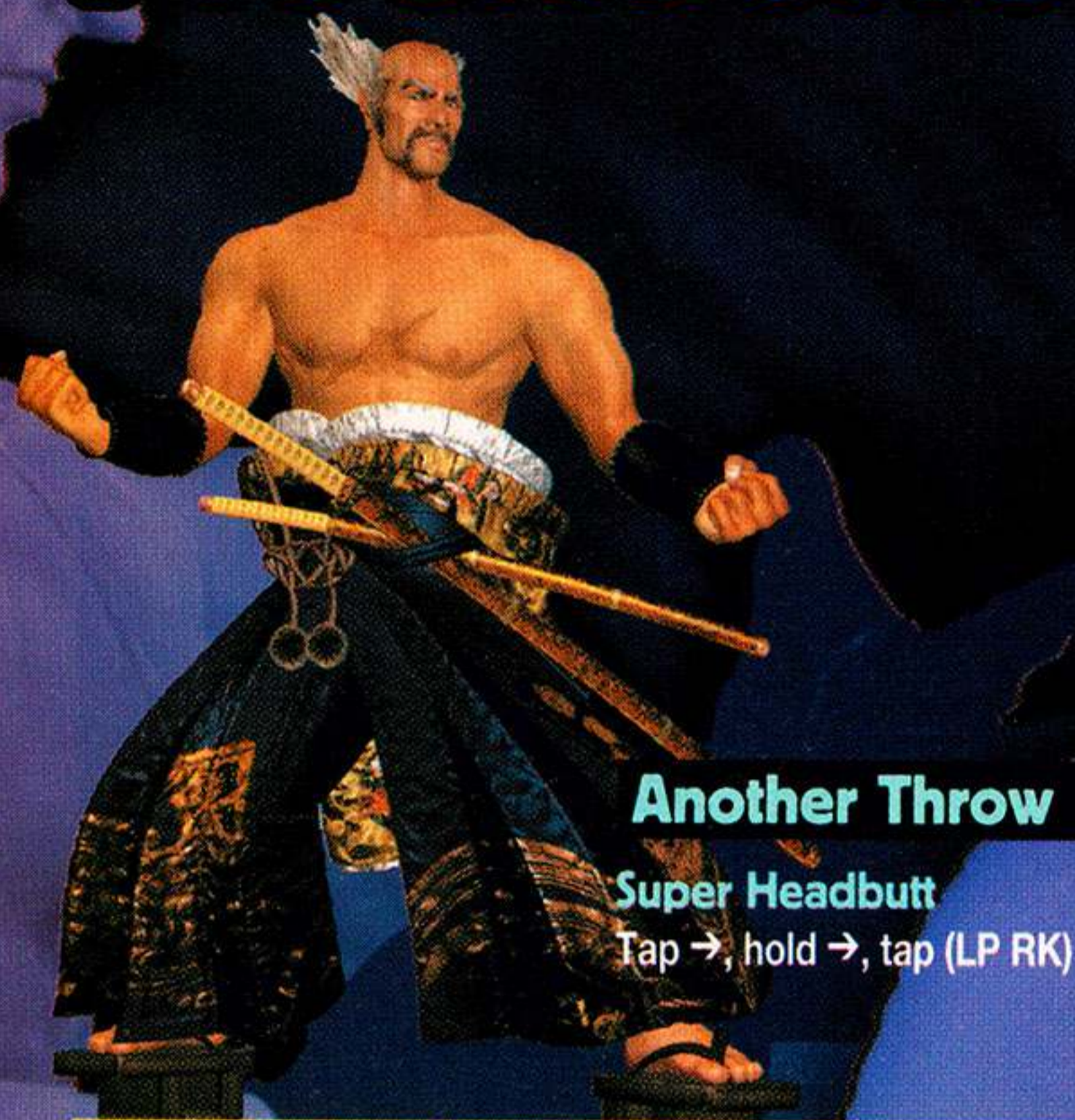
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Heihachi



Another Throw

Super Headbutt
Tap →, hold →, tap (LP RK)

Throws

Neck Snap



When in close, tap (LP LK)

Headbutt



When in close, tap →, hold →, tap (LP RP)

Power Bomb



When in close, tap (RP RK)

One-Hand Press Slam



When in close to an opponent's right side, tap (LP LK) or (RP RK)

Guillotine



When in close to an opponent's left side, tap (LP LK) or (RP RK)

Atomic Drop



When in close behind an opponent, tap (LP LK) or (RP RK)

Special Attacks

Wicked Uppercut



Tap →, →, RP

Jumping Side Kick



Motion → ↓ ↘ LK

Heel Strike



Tap (→ RK)

Stone-Cold Spin Kicks



Tap (↗ RK), RK

Dragon Punch



Motion → ↓ ↘ LP

Spinning Back Fist



Tap (← RP)

Hop Kick



Tap →, →, →, LK

Taunt



Tap (RP LK RK)

Double Uppercut



Tap (↘ LP), RP

Double Palm Strike



Tap (LP RP)

Full Extension



Tap →, →, LK

Ground Stomp



When an opponent is on the ground, tap (↓ RK)

Uppercut



Tap →, pause, motion ↓ ↘ RP

Scissors Kick



Tap RK, LK

More Special Attacks

Funk You Up

Hold ↓, tap (LP RK)

Triple Fist Strike

Tap LP, RP, (LP RP)

Execution

Tap LP, RP, RP, (LP RP)

Triple Threat

Tap (→ LP), (← RP), RK

Hat Dance

Tap →, pause, tap ↓, hold ↘, tap RK, RK, RK

Shadow Step

Tap ←, ←, pause, tap (LK RK)

Power Punch

Motion ↓ ↘ → RP

Jumping Low Kick

Motion → ↓, hold ↘, tap LK

Drive-Through

Tap (↓ LP), RP

Thrust Kicks

Tap (↗ LK), RK

Heavy-Hitting Combos

Ten-Hit Combo #1

Tap →, hold →, tap RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

Ten-Hit Combo #2

Tap (↘ LK), RP, RP, RK, RK, LP, RK, LP, RP, RK

Ten-Hit Combo #3

Tap (↘ LK), RP, RP, RK, RK, LP, RP, LP, RP, LP

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world of evil monsters,
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Kuma/Panda

Throws

Eatin' Guts



When in close, tap (LK LP)

Bear Hug



When in close, tap (RP RK)

Bear-Butt



When in close, tap →, (→ LP RK)

More Throws

Rag Doll

When in close to an opponent's left side, tap (LP LK) or (RP RK)

Choke Slam

When in close to an opponent's right side, tap (LP LK) or (RP RK)

Chiropractic Special

When in close behind an opponent, tap (LP LK) or (RP RK)

Clown Toss

When in close, motion → ↘ ↓ ↙ ← (→ LP RP) or (RP RK)

Special Attacks

Three Claws, You're Out



Tap RP, LP, RP

Quadruple Uppercuts (Right)



Hold ↘, tap RP, LP, RP, LP

Hello



Hold ↓, tap (LP RP)

Lazy Punch



Tap (LK RK), LP, RP, LP, RP

Uppercut



Tap →, hold →, tap RP

Bear Swipe



Tap ←, →, (LK RP)

Sit On It



Tap (↗ LK RK)

Claw Strike



Tap (← LP RP)

Bear Slap



Tap LP, LP, LP

Overhead Smash



Tap (LP RP)

Sit Down



Tap (LK RK)

Double Smash



Tap (LP RP), (LP RP)

Glowing Claw



Motion ← ↙ ↓, hold ↘, tap RP

Fart



Tap ←, hold ←, tap (RP LK RK)

Taunt



Tap (LP LK RK)

Triple Smack



Hold ↓, hold ↘, tap LP, RP, LP

More Special Attacks

Quadruple Uppercuts (Left)

Hold ↙, tap LP, RP, LP, RP

Bottom to Top

Hold ↓, tap LP, LP, LP, RP, hold →, tap LP

Power Swipe

Hold ↓, tap ↘, LP, RP, LP, RP

Claw Clap

Tap →, →, (LP RP) or hold →, tap (LP RP)



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Name _____ Age _____
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1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful."

The Cover	All / Some / None	A B C D F
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ProNews	All / Some / None	A B C D F
Cover Feature: Home is Where the Kombat Is.....	All / Some / None	A B C D F
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PC GamePro.....	All / Some / None	A B C D F
Nintendo 64 ProReviews	All / Some / None	A B C D F
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Sports Pages	All / Some / None	A B C D F
1080° Snowboarding ProStrategy Guide	All / Some / None	A B C D F
The Fighter's Edge: Tekken 3 (Pt. 1)....	All / Some / None	A B C D F
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2. What game systems do you currently own?

<input type="checkbox"/> Game Boy	<input type="checkbox"/> PC	<input type="checkbox"/> PlayStation
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Arcade

Time to get schooled! Rival Schools is the latest 3D fighting game to take arcades by force. We show you all the Special Attacks, Burning Vigor Attacks, and Team-Up Techniques.

By Major Mike and Johnny Ballgame

Brawling Basics

Attack!

Burning Vigor Attack



Each fighter has a nine-level Vigor Bar that can be carried over between rounds. You can increase your Vigor Bar by getting hit, performing Special Attacks, or taunting your opponent. When the Vigor Bar reaches Level One or higher, you can perform a Burning Vigor Attack. The Vigor Bar maxes out at Level Nine.

Team-Up Techniques



When your Vigor Bar reaches Level Two or higher, you can perform a Team-Up Technique. During this event, your partner can jump onscreen briefly for an attack, or you can raise your Vigor Bar a level or restore some lost health. Team-Up Techniques vary depending on the partner you select.

Running Attacks



Tap \rightarrow , hold \rightarrow to run toward your opponent. During a run, tap P for a running punch, LK for a sliding attack, or RK for a flying kick.

Throws



When in close to a standing opponent, tap (LP RP) to throw them. To throw a crouching opponent, get in close and tap (\downarrow LP RP).

Juggle Starter



When in close to your opponent, tap (\swarrow RP) or (\swarrow RK) to

launch them high into the air. You can follow up this move with a high-hitting air-juggle combo.

Defend Yourself!

Air Recovery



When knocked into the air, simultaneously tap any two buttons to perform a midair jump. This move can throw off your opponent's timing if they're trying to set you up for an air-juggle combo.

Tardy Counter



When your opponent comes in for an attack and your character starts their blocking animation, perform a Tardy Counter. To execute this move, do any Special Attack for the character you're playing: for example, as Sakura, motion $\downarrow \swarrow \rightarrow$ P when she starts her blocking animation in order to counterattack and flatten your opponent. You can do Tardy Counters any time during a fight.

Throw Escape



When your opponent tries to throw you, immediately tap (LP RP) to escape the throw. Tap (\downarrow LP RP) to escape a crouching throw.

Sidestep

To sidestep into the background, tap (LK RK). To sidestep into the foreground, tap (\downarrow LK RK).

Air Blocking

To perform an air block, hold \leftarrow while you're in the air.

Other Basics

Taunts



To taunt your opponent, tap Start any time during the fight. Taunting leaves you open to an attack, but each taunt also adds to your Vigor Bar.

Hidden Colors



To play a character with a secret color, at the fighter-select screen, hold Start while selecting your fighter.

Dash and Retreat

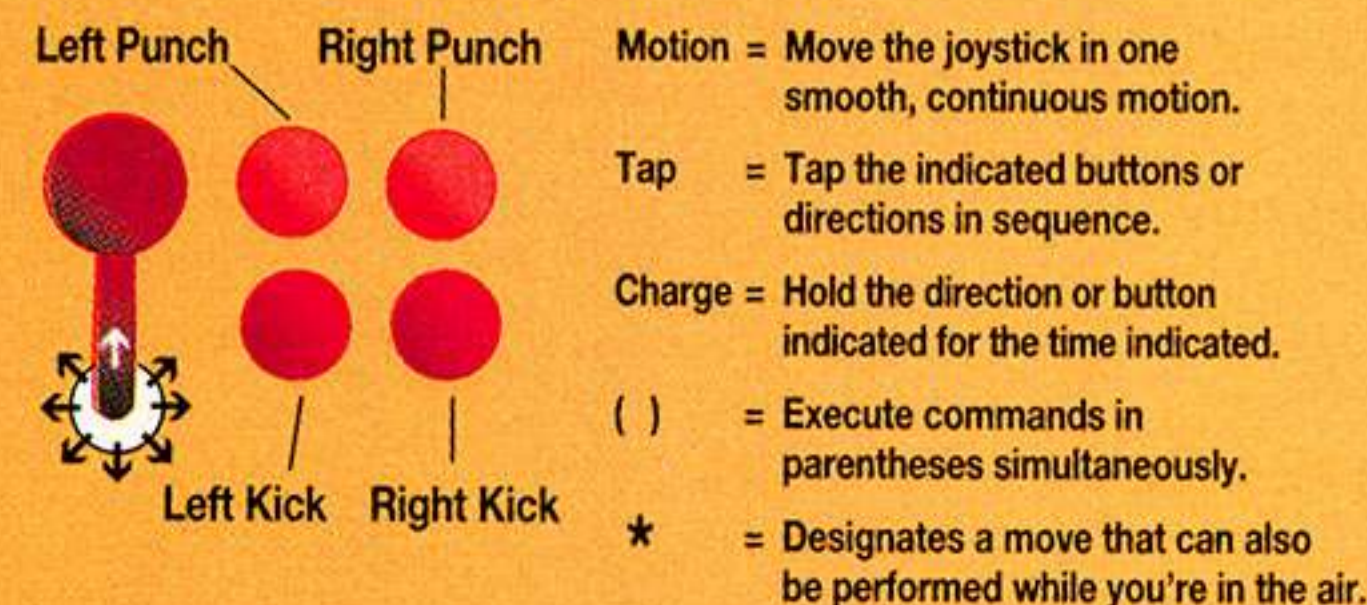
Tap \rightarrow , \rightarrow to dash toward your opponent. Tap \leftarrow , \leftarrow to retreat.

Super Jump

Tap \downarrow , \uparrow to jump high in the air. Some characters have special attacks and Burning Vigor Attacks that can also be done in the air.

The Controls

LP = Left Punch LK = Left Kick RP = Right Punch RK = Right Kick



Note: All techniques are described under the assumption that your character is facing the right. If they're facing left, reverse any Toward and Away commands.



Batsu

Uppercut



Motion → ↓ ↘ P

Diving Kick



While in the air, motion
↓ ↘ → K

Super Fire Fist*



Motion ↓ ↘ → ↓ ↘ → P

Team-Up Technique

Duo Power Ball



Tap (LP LK) or (RP RK)

Special Attacks

Fire Fist*



Motion ↓ ↘ → P

Overhead Kick



Motion ↓ ↙ ← K

Burning Vigor Attacks

Air Smasher



Motion ↓ ↙ ← ↓ ↙ ← P

Kyosuke



Special Attacks

Cross Cutter



Motion ↓ ↘ → P

Burning Vigor Attacks

Flip Kick*



Motion ↓ ↘ → K

Hyper Cross Cutter



Motion ↓ ↘ → ↓ ↘ → P

Hinata

Special Attacks

Machine-Gun Punch



Motion ↓ ↘ → P

Sneaker Kick



While in the air, motion
↓ ↘ → K

Flaming Typhoon Kick*



Motion ↓ ↙ ← ↓ ↙ ← K

Schoolgirl Upper



Motion → ↓ ↘ P

Burning Vigor Attacks

Eye of the Storm



Motion ↓ ↙ ← ↓ ↙ ← P

Team-Up Technique

Cheer Up!



Tap (LP LK) or (RP RK)
Note: This move increases
your teammate's Vigor Bar
by five levels.

Flaming Tornado Kick*



Motion ↓ ↙ ← K



Ground Shock



Motion → ↓ ↘ P

Power Kick*



Motion ↓ ↘ → ↓ ↘ → K

Air Blade



While in the air, motion
↓ ↘ → P

Team-Up Technique

Death Dance



Tap (LP LK) or (RP RK)

G O R I N H . S .



Natsu

Special Attacks

Serve*



Motion ↓ ↘ → P

Dig



Motion → ↓ ↘ P

Volley



Motion ↓ ↙ ← P

Spike



While in the air, motion ↓ ↙ ← P

Set



Motion → ↘ ↓ ↙ ← K

Burning Vigor Attacks

Fire Spike



Motion ↓ ↘ → ↓ ↘ → P



Team-Up Technique

Get Back in the Game!



Tap (LP LK) or (RP RK)
Note: This move increases your teammate's Vigor Bar by six levels.

Leaping Fire Spike



While in the air, motion ↓ ↘ → ↓ ↘ → P

Syoma

Special Attacks

Fastball*



Motion ↓ ↘ → P

Home-Run Swing



Motion → ↓ ↘ P

Jump Kick



Motion ↓ ↘ → K

Leadoff Trot



Tap and hold (← RK LK)

Burning Vigor Attacks

Strike Out!*



Motion ↓ ↘ → ↓ ↘ → P

Going, Going, Gone!



Motion ↓ ↙ ← ↓ ↙ ← P

Team-Up Technique

Swinging for the Fences



Tap (LP LK) or (RP RK)

Roberto

Special Attacks

Goalie Save*



Motion ↓ ↘ → P

Goooooal!



Motion ↓ ↘ → K

Knee Thrust*



Motion → ↓ ↘ K

Slide Attack



Motion ↓ ↙ ← K

Bicycle Kick



While in the air, motion ↓ ↘ → K

Burning Vigor Attacks

Fire Shot



Motion ↓ ↘ → ↓ ↘ → K

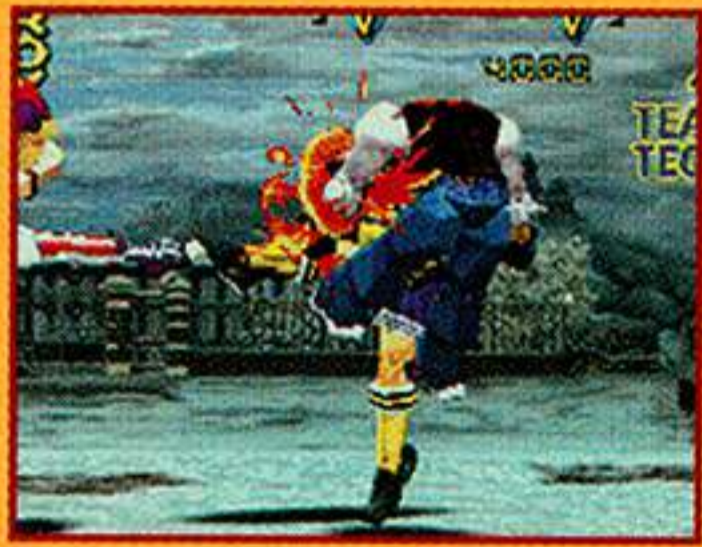
Spike Kick



Motion ↓ ↙ ← ↓ ↙ ← K

Team-Up Technique

Shot on Goal



Tap (LP LK) or (RP RK)





Roy

Burning Vigor Attacks

Twister



Motion ↓ ↘ → ↓ ↘ → P

Slam Dunk



Motion ↓ ↘ ↙ ↘ ↙ ↘ ↙ P

Team-Up Technique

Uppercut to Heaven



Tap (LP LK) or (RP RK)

Special Attacks

Mauler Punch



Motion ↓ ↘ → P

Twister Punch



Motion → ↓ ↘ P

Ground Spark



Motion ↓ ↘ ↙ P

Special Attacks

Drill Kick



Motion → ↓ ↘ K

Wind-Up Punch



Motion ↓ ↘ ↙ ← hold P, release P
Note: The longer you hold Punch, the more damage you inflict.

Spinning Punch



Motion ↓ ↘ → hold P, release P
Note: The longer you hold Punch, the more spins you do.

Tiffany

Beautiful Kick



While in the air, motion ↓ ↘ ↙ K

Burning Vigor Attacks

Hyper Spin



Motion ↓ ↘ → ↓ ↘ → K

Rah-Rah Pounder



Motion ↓ ↘ ↙ ↘ ↙ ↘ ↙ P



Team-Up Technique

Cheer Up!



Tap (LP LK) or (RP RK)
Note: This move increases your teammate's health bar.

Boman



Special Attacks

Mauler Punch



Motion ↓ ↘ → P

Mauler Smash



Immediately after doing the Mauler Punch, motion ↓ ↘ → P

Spinning Lariat



While in the air, motion ↓ ↘ ↙ ← P, tap P

Chin Breaker



Motion → ↓ ↘ P

Burning Vigor Attacks

Boman Fury



Motion ↓ ↘ → ↓ ↘ → P

Hyper Spinning Lariat



Motion ↓ ↘ ↙ ↘ ↙ ↘ ↙ P

Team-Up Technique

Backbreaker Dance



Tap (LP LK) or (RP RK)

G E D O H . S .



Gan

Burning Vigor Attacks Palm Strikes



Motion ↓ ↘ → ↓ ↘ → P

Super Body Smash



Motion ↓ ↙ ← ↓ ↙ ← P

Team-Up Technique Tug of War Smash



Tap (RP RK) or (LP LK)

Special Attacks

Heavy Fist



Motion ↓ ↘ → P

Sumo Stomp*



Motion ↓ ↘ → K

Double-Axe Handle*



Motion → ↓ ↘ P

The Clapper



Motion ↓ ↙ ← P

Body Smash



Motion → ↘ ↓ ↙ ← P

Edge

Special Attacks

Blade Strike*



Motion ↓ ↘ → P

Suicide Dive



Motion ↓ ↙ ← K

Diagonal Blade Strike



Motion ↓ ↙ ← P

Big Boot



Motion ↓ ↘ → K

Burning Vigor Attacks



Motion ↓ ↘ → ↓ ↘ → P

Juggler's Delight



Motion ↓ ↙ ← ↓ ↙ ← P

Team-Up Technique

Running Clothesline



Tap (LP LK) or (RP RK)



Akira

Special Attacks

Crane Stance

Motion ↓ ↙ ← P

Crane Punch

During the Crane Stance, tap RP

Crane Dive

During the Crane Stance, tap RK

Air Launch

Motion ↓ ↙ ← K

Elbow Smash



Motion ↓ ↘ → P

Roadster Kick



Motion ↓ ↘ → K

Burning Vigor Attacks

Death Ball*



Motion ↓ ↘ → ↓ ↘ → P

Tornado Kicks



Motion ↓ ↙ ← ↓ ↙ ← P

Fierce Flip Kicks



Motion ↓ ↙ ← ↓ ↙ ← K

Team-Up Technique

Double Cheap Shot



Tap (LP LK) or (RP RK)



JUSTICE HEROES



Hideo

Burning Vigor Attacks

Blazing Uppercut



Motion ↓ ↘ → ↓ ↘ → P

Detention Slip



Motion ↓ ↙ ← ↓ ↙ ← P

Team-Up Technique

Expulsion



Tap (LP LK) or (RP RK)

Special Attacks

Fireball*



Motion ↓ ↘ → P

Uppercut



Motion → ↓ ↘ P

Roundhouse



Motion ↓ ↙ ← K

Flash Kick



While in the air, motion ↓ ↘ → K or ↓ ↙ ← K

Kyoko



Special Attacks

Clipboard Smash



Motion ↓ ↙ ← P

Spin Kick*



Motion ↓ ↙ ← K

Grab



Motion ↓ ↘ → P

Knee Bash



Immediately after the Grab connects, tap K repeatedly

Wing Stance



Motion ↓ ↘ → K

Wing Strike



During the Wing Stance, tap P or K

Front Kick



Motion → ↓ ↘ K

Burning Vigor Attacks

Neck Snap



Motion ↓ ↘ → ↓ ↘ → P

She's Got Legs



Motion ↓ ↘ → ↓ ↘ → K

Team-Up Technique

Body Massage



Tap (LP LK) or (RP RK)
Note: This move increases your teammate's health bar.

Devastating Combos

Six-Hit After School Special



Tap LP

Tap LP

Tap RP

Tap (→ RP), two-in-one

Motion ↓ ↘ RK

Tap RK

Nine-Hit "Big Trouble"



Tap LP

Tap LP

Tap RK

Tap (← RK)

Motion ↓ ↘ → ↓ ↘ → LK for five hits

JUSTICE H.S.



Raizo

Arcade
Time-Release
Character!

Special Attacks

Devil Roll*



Motion ↓ ↘ → P

Flying Devil Roll*



Motion ↓ ↘ → K

Crazy Claws



Motion → ↓ ↘ P

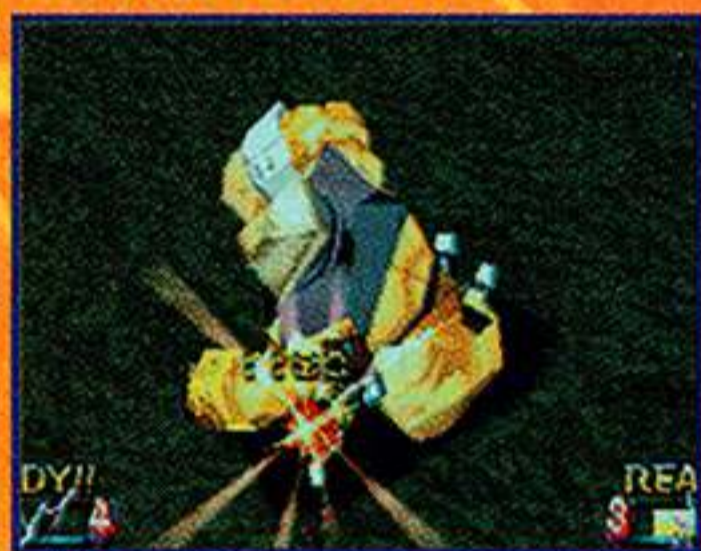


Body Rip



Motion ↓ ↙ ← P

No Where to Run



Motion → ↘ ↓ ↙ ← K

Burning Vigor Attacks

Deadly Claws



Motion ↓ ↘ → ↓ ↘ → P

Beast Charge



Motion ↓ ↙ ← ↓ ↙ ← P

Team-Up Technique

The Old Throw and Go



Tap (RP RK) or (LP LK)

Devastating Combos

Four-Hit Slasher



Tap LP

Tap LP

Tap RP

Motion ↓ ↘ → LP

Four-Hit Big Kick



Tap LP

Tap LP

Tap RK

Tap (→ RK)

Hyo

Arcade
Time-Release
Character!

Special Attacks

Sword Swipe



Motion ↓ ↘ → P

Double Swipe



After the Sword Swipe,
tap P

Turnaround Swipe



Motion ↓ ↙ ← P

Slashing Uppercut



Motion → ↓ ↘ P

Ground Spark



While in the air, motion
↓ ↘ → P



Spiral Sword*



Motion ↓ ↙ ← K

Burning Vigor Attacks

Sword Fury



Motion ↓ ↙ ← ↓ ↙ ← K

Sword Hell



Motion ↓ ↘ → ↓ ↘ → K

Team-Up Technique

Hold and Slash



Tap (LK LP) or (RK RP)

Note: This move inflicts
damage on your teammate.

TAMAGAWARA-MINAWI H.S.

Sakura

Arcade
Time-Release
Character!

Special Attacks

Fireball*



Motion ↓ ↘ → P
Note: Hold P for a bigger fireball.

Diagonal Fireball



Motion ↓ ↙ ← P

Dragon Punch



Motion → ↓ ↘ P

Devastating Combos

Fourteen-Hit Super "E.P."

Note: Your Vigor Bar must be at Level One to do this combo.



Tap LP



Tap LP



Tap RP



Tap (→ RP)



Motion ↓ ↘ → ↓
↘ → LK for 10 hits

Five-Hit Ow! Ow! Ow!



Tap LK



Tap LK



Tap RP



Tap (→ RP)



Motion ↓ ↙ ←
RK

Hurricane Kick*



Motion ↓ ↙ ← K

Burning Vigor Attacks

Super Fireball*



Motion ↓ ↘ → ↓ ↘ → P

Super Diagonal Fireball



Motion ↓ ↙ ← ↓ ↙ ← P

Super Sliding Kick



Motion ↓ ↙ ← ↓ ↙ ← K

Super Dragon Punch



Motion ↓ ↘ → ↓ ↘ → K

Team-Up Technique "THB" Beating



Tap (LP LK) or (RP RK)

GEDO H.S.

Akira

Arcade
Time-Release
Character!

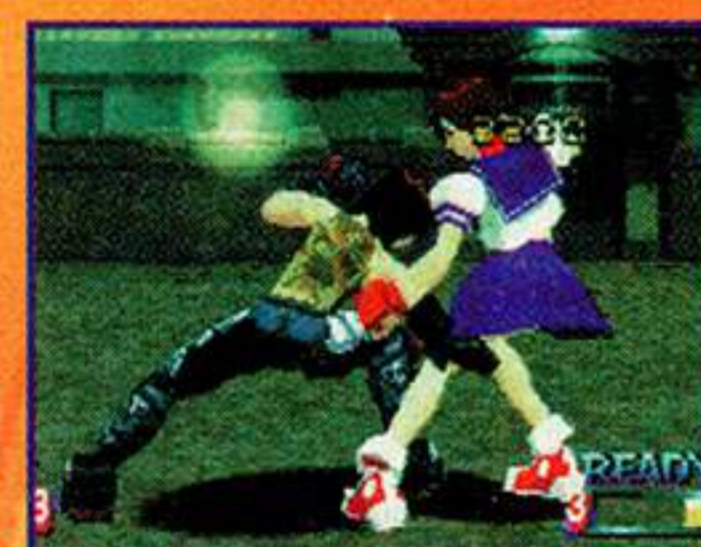
Special Attacks

Elbow Smash



Motion ↓ ↘ → P

Air Launch



Motion ↓ ↙ ← K

Roadster Kick



Motion ↓ ↘ → K

Crane Stance



Motion ↓ ↙ ← P

Crane Punch



During the Crane Stance,
tap RP

Crane Dive



During the Crane Stance,
tap RK

Burning Vigor Attacks

Death Ball*



Motion ↓ ↘ → ↓ ↘ → P

Kick Fury



Motion ↓ ↙ ← ↓ ↙ ← P

Air Kick Fury



Motion ↓ ↙ ← ↓ ↙ ← K

Team-Up Technique

Road Kill



Tap (LP LK) or (RP RK)

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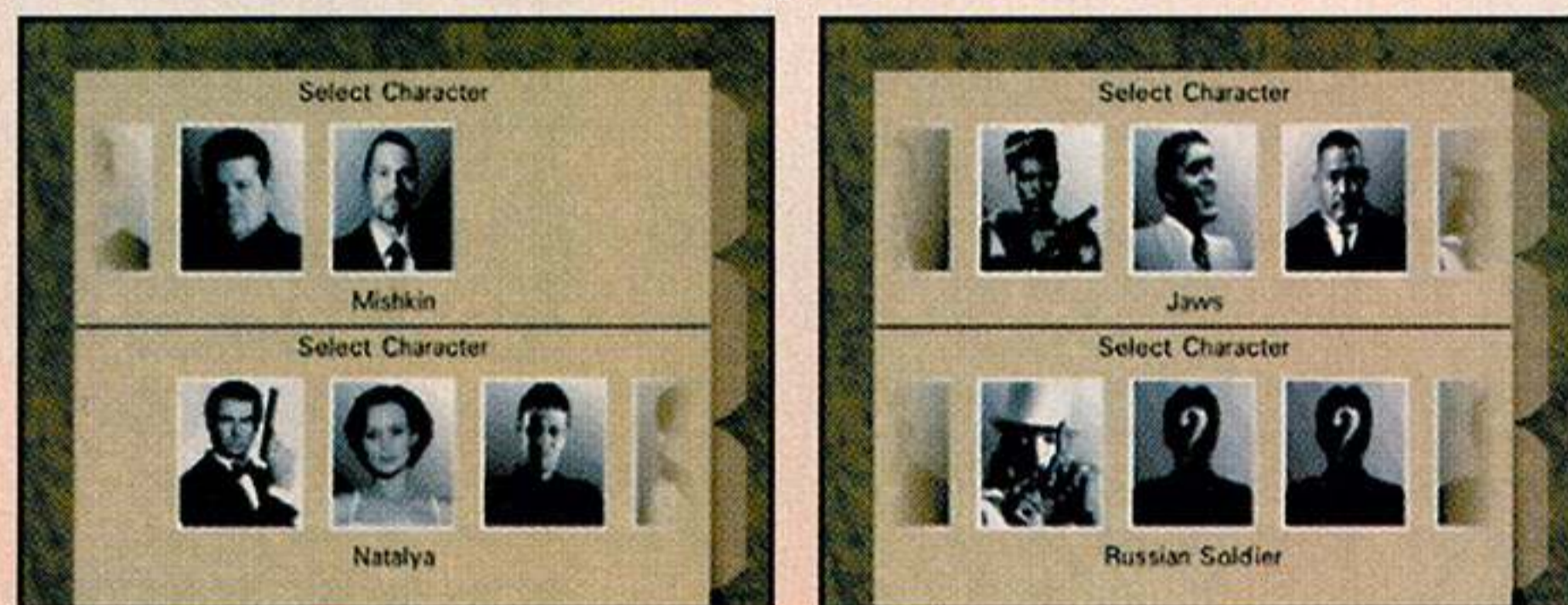
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Nintendo 64

GoldenEye 007

More Characters in Multiplayer Mode



Start a Multiplayer game and at the Select Character screen, simultaneously press and hold L and R and press left-C, press and hold L and press top-C, simultaneously press and hold L and R and press Left, press and hold L and press Right, press and hold R and press Down, simultaneously press and hold L and R and press left-C, press and hold L and press top-C, simultaneously press and hold L and R and press Right, simultaneously press and hold L and R and press bottom-C, and press and hold L and press Down. If you entered the code correctly, several hidden characters will appear, including Jaws, May Day, and other famous *James Bond* villains.

Adam Skipp
Belfast, Prince Edward Island, Canada

Nintendo 64

San Francisco Rush Extreme Racing

Hidden Alcatraz Track



Note: Remove the Controller Pak before entering this code.

At the main menu, select Circuit, and at the following menu, choose Just Play. In the Circuit menu, select the Enter Code option and input the following password:

8DP5KG5L4G59P
 G92WVCQY0DRDQ

After you enter the password, select Continue Circuit and start a race. When the race starts, let the time run out. After the race, go to the Select Car screen, press and hold left-C, press Z, release both buttons, and press Left. Go to the Setup menu, press and hold top-C, press Z, release both buttons, and press Up. Go to the Track Select screen, press and hold right-C, press Z, release both buttons, and press Right. Go to the Select Car screen, press and hold bottom-C, press Z, release both buttons, and press Down, L, R. If you entered the code correctly, a trumpet will sound. When you enter the Select Track menu, you'll find Track 7, Alcatraz.

Renan Casaca,
San Jose, CA

PlayStation

One

Debug Menu



Enter the password **HEYBUDDY** to access a Debug Menu that includes a stage select, invincibility, and other cheats.

ON TARGET!

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- gamepen.com -

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- bird.taponline.com -

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- NEXT GENERATION -

"This game is one of those ever-greentitles that will hang around the system forever."

- Q64 -

AEROFIGHTERS ASSAULT



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Arcade

Marvel vs. Capcom

Hidden Fighters Plus Their Special and Super Moves

At the Select Your Heroes screen, enter any of the following codes to play as these hidden fighters. The codes are the same for both players.



Play as Red Venom: Put the cursor on Chun-Li and press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up**. If you entered the code correctly, you should land on a new box above Chun-Li. Put the cursor on this new box, then press any **Punch or Kick** button to play as Red Venom.

Special Moves

Venom Bite

Motion ↓ ↘ → P

Web Throw

Motion → ↘ ↓ ↙ ← P

Venom Rug

Motion ↓ ↘ → K

Downward Bite

While in the air, motion ↓ ↘ → P

Super Move

Venom Web

Motion ↓ ↘ → (P P)



Play as Gold Hulk: Put the cursor on Chun-Li and press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up**. If you entered the code correctly, you should land on a new box above Ryu. Put the cursor on this new box, then press any **Punch or Kick** button to play as Gold Hulk.

Special Moves

Ground Rip

Motion ↓ ↘ → P

Vertical Gamma Charge

Charge ↓ two seconds, tap (↑ K)

Grab and Throw

Motion → ↘ ↓ ↙ ← P

Horizontal Gamma Charge

Charge ← two seconds, tap (→ K)

Gold Hulk's Super Moves

Gamma Crush

Motion ↓ ↙ ← (P P)

Mega Ground Rip

Motion ↓ ↘ → (P P)

Gamma Quake

Motion ↓ ↘ → (K K)



Play as Gold War Machine: Put the cursor on Zangief and press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up**. If you entered the code correctly, you should land on a box above Zangief. Put the cursor on this new box, then press any **Punch or Kick** button to play as Gold War Machine.

Special Moves

Missile Cannon

Motion ↓ ↘ → P

Low Missile Cannon

Motion ↓ ↘ → K

Super Moves

Proton Cannon

Motion ↓ ↘ → (P P)

War Destroyer

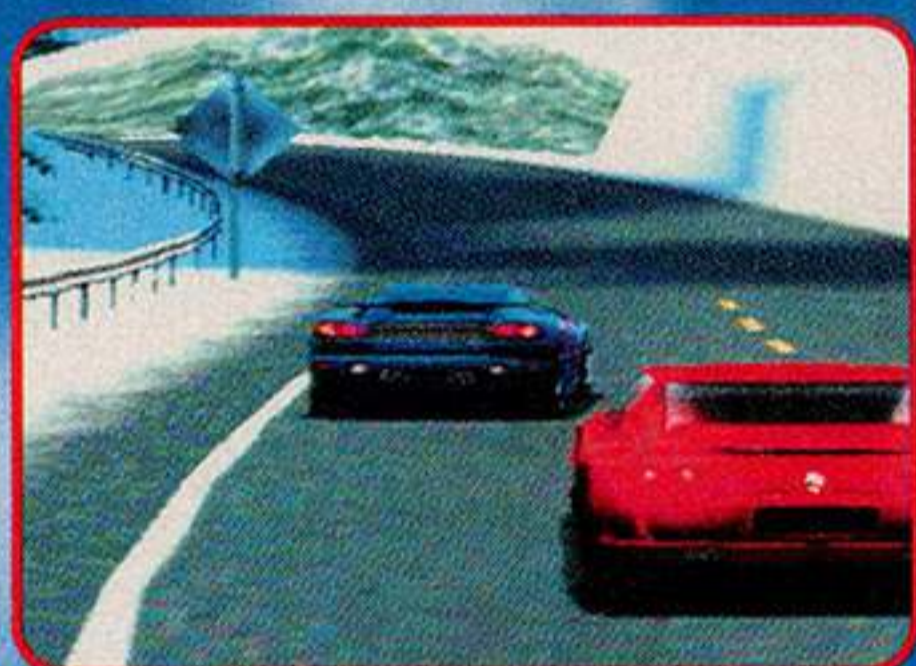
Motion ↓ ↘ → (K K)



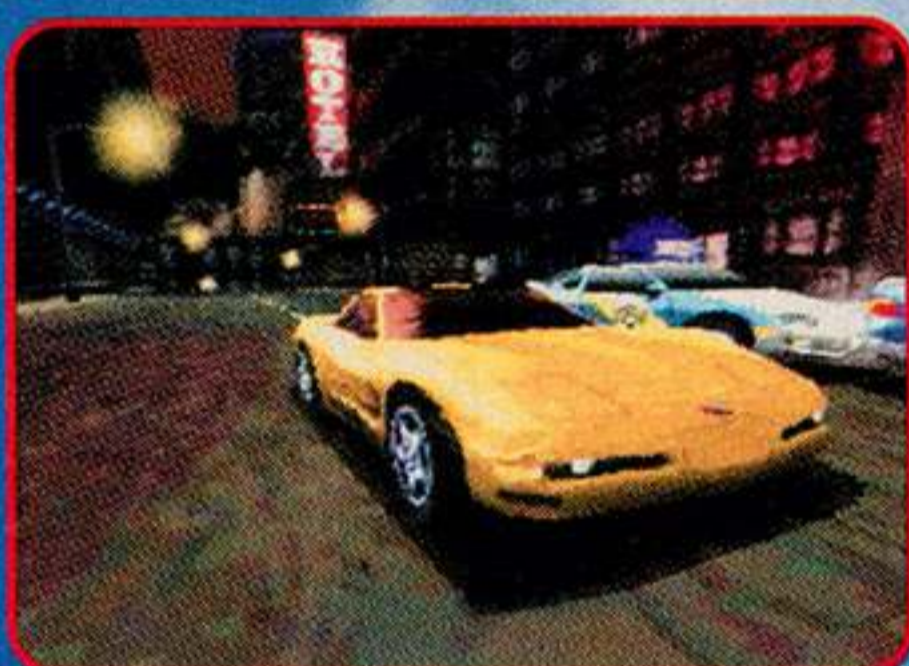
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AT SEARS



EXTREME WEATHER

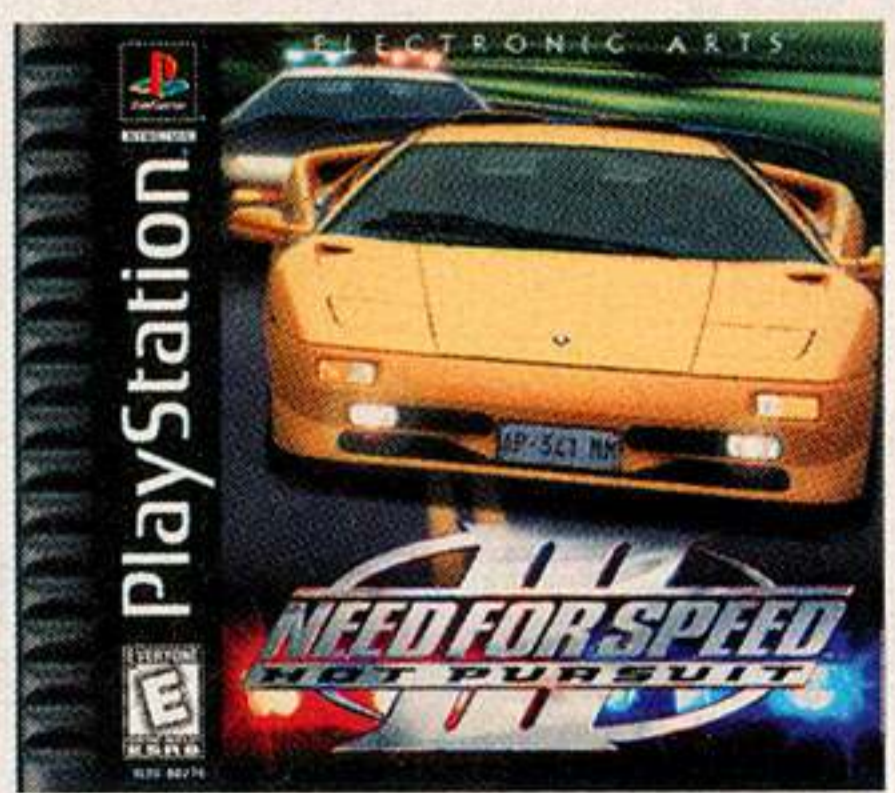


NIGHT RACING



HIGH-SPEED RACING

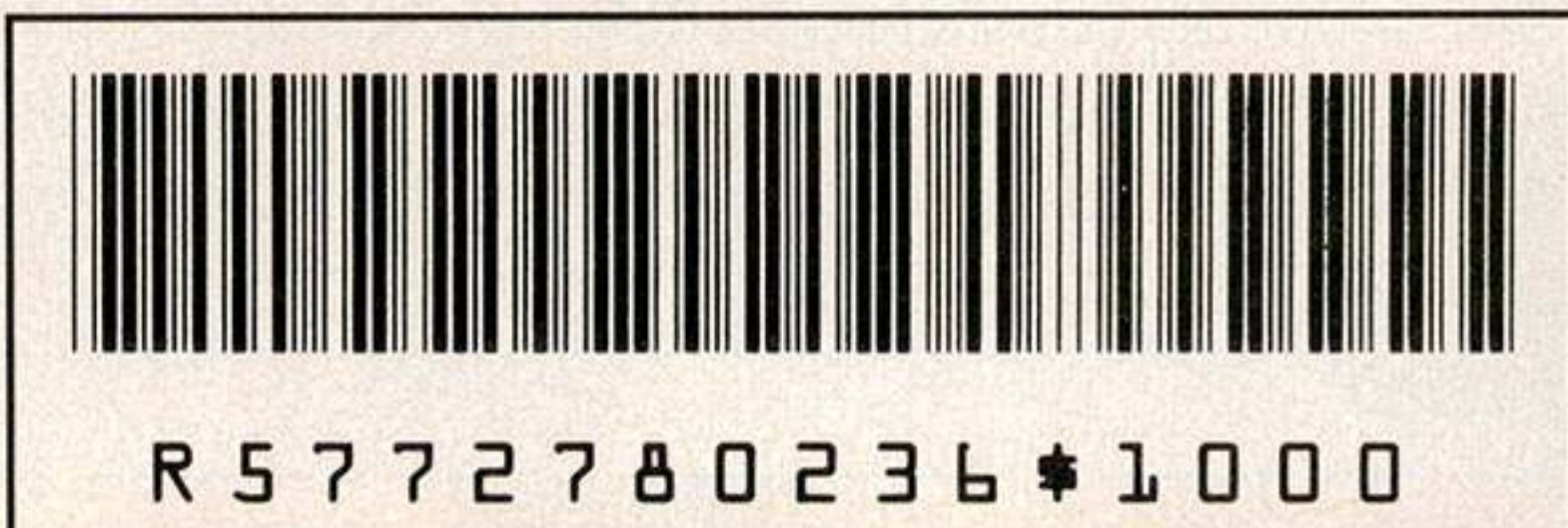
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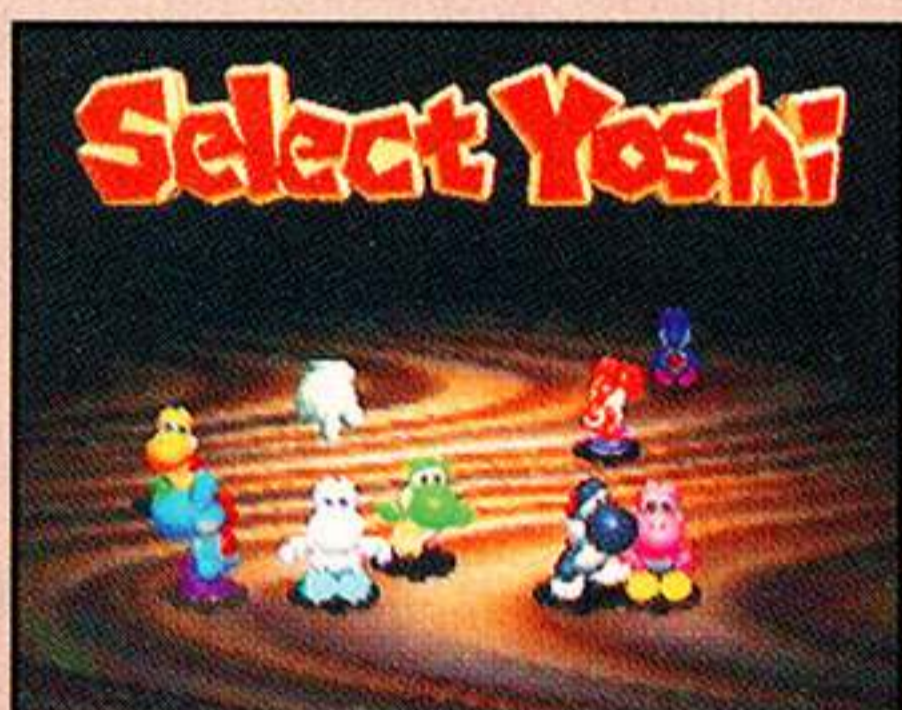
Nintendo 64

Yoshi's Story

Hidden Yoshis



Black Yoshi: Enter the first part (Bone Dragon Pit) of page 2 (Cavern). Proceed to the Mysterious Tulip near the bottom of the stage. Use the tulip to shoot to the cavern high above with the ledge to the right. Once you're on the ledge, shoot the floating "?" bubble and a white egg with black spots falls out. Grab the egg, and if you reach the end of the stage without losing a life, a Black Yoshi will be added to your Yoshi lineup.



White Yoshi: Enter the second part (The Tall Tower) of page 3 (Summit). Proceed to the first leaf ride. When you reach the leaf, don't jump on it; instead, jump off the ledge and press to the left. You'll fall to a hidden area below with a floating "?" bubble. Shoot the bubble and a white egg falls to the ground. Grab the egg, and if you reach the end of the stage without losing a life, a White Yoshi will be added to your Yoshi lineup.

Joshua Wilson
via Internet

PlayStation

Gex: Enter the Gecko

Bonus Levels Password, Infinite Lives, Invincibility, and Timer Mode



Bonus Levels Password: This password opens up all the bonus levels in the game:

	L1	R2	L2	R1	×
○	R2	R1	L2	R1	L2
L1	×	○	□	△	R2
R1	L2	L1	×	○	□
△	R2	R1	L2	△	



Pause the game and enter any of the following codes:

Infinite Lives: Press and hold L2 or R2 and press Up, Up, Down, Right, △, Down. Unpause the game and you will have infinite lives.

Invincibility: Press and hold L2 or R2 and press Left, Right, △, Down, Right, Left. Unpause the game and you will be invincible.

Timer Mode: Press and hold L2 or R2 and press Right, △, Right, Left, △, ×. Unpause the game and a timer will appear in the corner that shows how long you've been playing the game.

PlayStation

Spawn: The Eternal

Invisibility and Level Skip

Pause the game and enter any of the following codes:

Invisibility: Simultaneously press and hold L1 and R1 and press □, □, ○, ○, △, △, ×. Unpause the game and you will be invisible.

Level Skip: Simultaneously press and hold L1, R1, L2, and R2 and press △, ×, □, ○, ○, ○ to skip to the next level.

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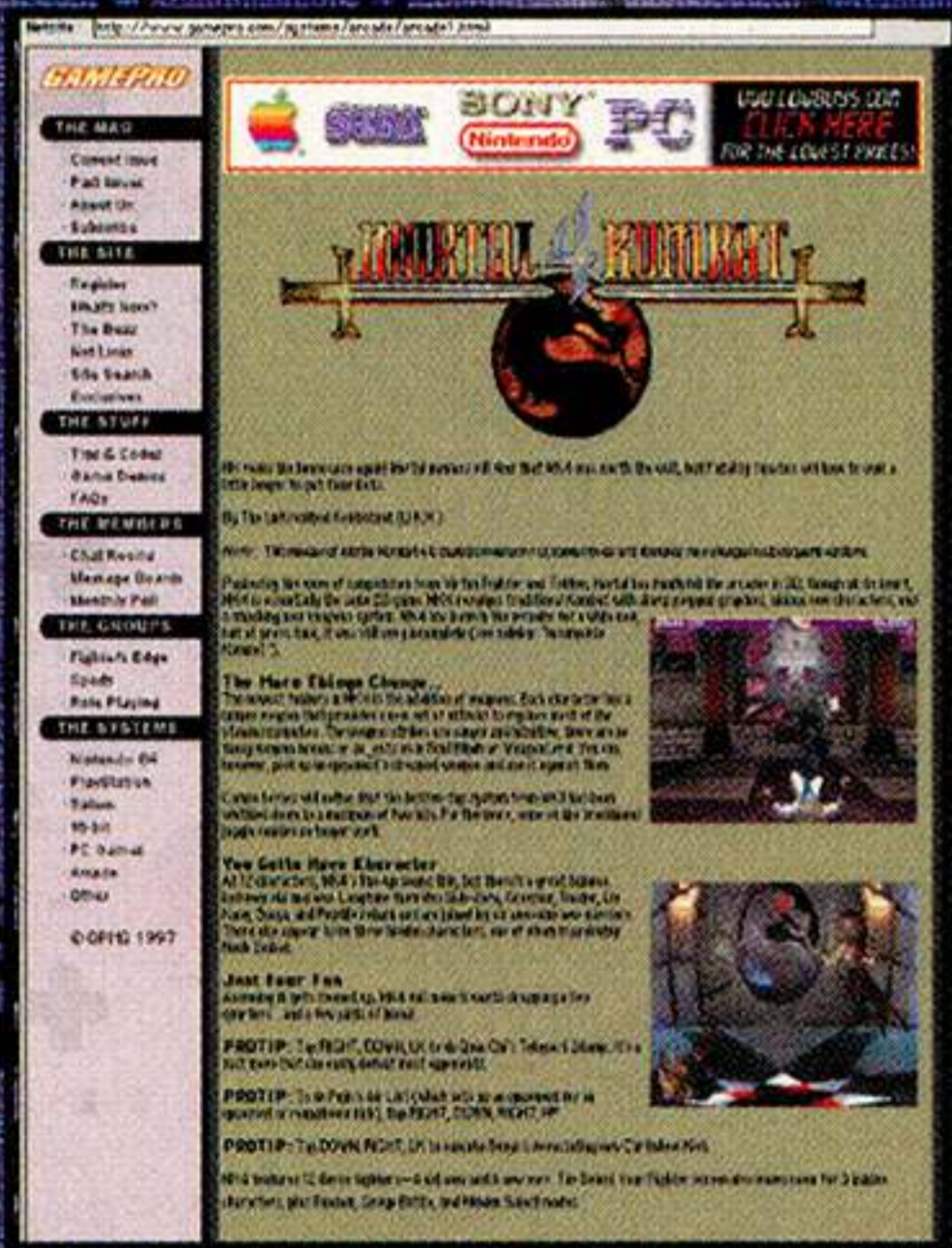
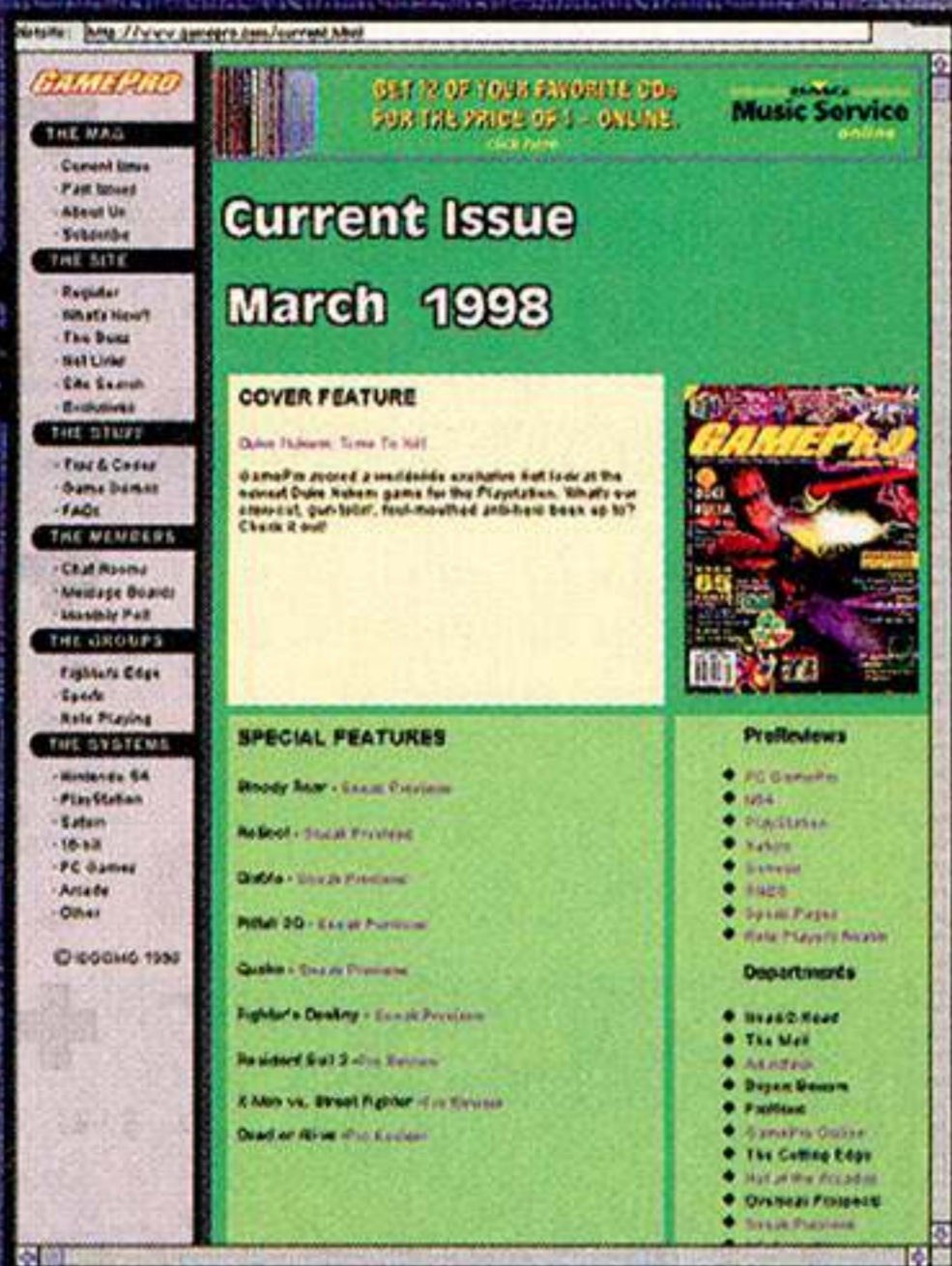
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Nintendo 64

FIFA Road to World Cup '98

Invisible Players, Small Players, and More



From the Main Menu, select Customize Squad and then choose the Player Edit option. Enter any of the following codes to activate these cheats.

Invisible Players: Pick England, select Sheffield W, and enter **WAYNE** as the player's name.

Small Players: Pick USA, select Vancouver, and enter **KERRY** as the player's name.

Bitmap Mode: Pick Zone 6—CONCACAF, select Canada, and enter **MARC** as the player's name.

No Stadium: Pick any team and enter **CATCH22** as the player's name.

Ghost Players: Pick Zone 4—UEFA, select Slovakia, and enter **LASKO** as the player's name.

Upside-Down Field: Select Zone 2—OFC, select Australia, and enter **NWODEDISPU** as the player's name.

PlayStation

Bloody Roar

Big Head, Kid Fighter, and Bonus Modes



Big Head: At the fighter-select screen, **press and hold L2**, highlight your character, and **press** ○. When the fight begins, your character will have a big head.

Kid Fighter: At the fighter-select screen, **press and hold R2**, highlight your character, and **press** ○. When the fight begins, your character will be kid-size.

Bonus Mode Codes

Vitality Recover: Beat the game with Bakuryu on level 4.

Big Arm Type: Beat the game on level 4 with any fighter and without using any continues.

No Gauge Mode: Beat the game with Yugo on any skill level.

PlayStation

X-Men vs. Street Fighter

Play as Akuma and as Chun-Li in Her Other Outfit



Play as Akuma: At the fighter-select screen, **keep pressing Up** until Akuma appears.

Chun-Li's Other Outfit: At the fighter-select screen, put the cursor on Chun-Li. **Press and hold Select**, then **press any Punch or Kick button** to play as Chun-Li in her other outfit.

PlayStation

Shadow Master

Level Select



Start a new game, shoot the two aliens that appear directly ahead of you, then enter the room they emerged from. Once inside the room, **simultaneously press L1, L2, R1, R2, and △**. Quit the game, and when you return to the title screen, you'll find a level-select option.

PlayStation

NHL '98

Password Cheats

At the title screen, select Options, then choose Password. Enter the following passwords to activate these cheats:

Big Goalies and Small Players: **PLAYTIME**

Big Players: **BIGBIG**

Small Players: **NHLKIDS**

Players Have Big Heads: **BRAINY**

Stanley Cup Video: **STANLEY**

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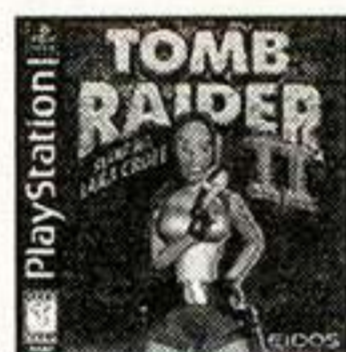
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PlayStation

Resident Evil 2

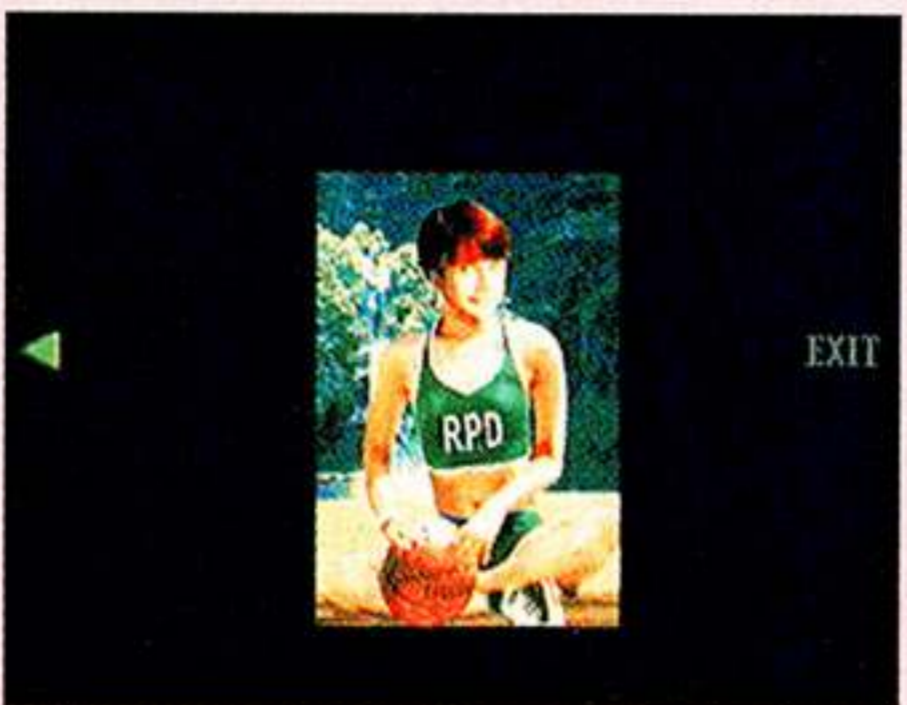
Gatling Gun with Unlimited Ammo, The Survivor Mini-Game, and Hidden Film D



Gatling Gun with Unlimited Ammo: In either character's second scenario, finish the game in under two-and-a-half hours. During the game, save only once and use no first-aid spray. After the end credits and the ranking screen scroll by, a new screen appears describing your reward: a gatling gun—loaded with unlimited ammo. You can find this weapon in any chest.



"The Survivor" Mini-Game: Play through the game six times using the consecutively saved data from each character. Along the way, unlock the hidden "4th Survivor" mini-game (to unlock this game, follow the instructions from the cheat above to get the Gatling gun. After you have the gun, a screen fades in that indicates you have also unlocked "The 4th Survivor" mini-game). After the end credits and the ranking screen of the sixth game scroll by, a new screen appears that says, "You can play another scenario if you make a new save data." Save the new data. When you load the data, you can now play another hidden mini-game called "The Survivor." In this mission you play as a giant piece of tofu armed only with a knife that must make it from the sewers to the roof of the police station.



Hidden Film D: Enter the S.T.A.R.S. Office on the police station's second floor and search the main desk repeatedly until you find the film. Then go to the darkroom on the first floor to develop it. The photo is of Rebecca Chambers from the first RE game.

PlayStation

Triple Play '99

Home Run, Strikeout, Comments, Nickname Game, and More



Enter any of the following button presses during gameplay.

Home Run: Simultaneously press and hold L1, L2, R1, and R2, and press Δ , Δ , \circ , \times , Left, Right.

Strikeout: Press Up, Down, Δ , Δ , \circ , \times .

Crowd Comment: Simultaneously press and hold L1, L2, R1, and R2, and press Up, Δ , Down, \times .

Weather Comment: Simultaneously press and hold L1, L2, R1, and R2, and press \times , Down, Δ , Up.

Sponsor Comment: Simultaneously press and hold L1, L2, R1, and R2, and press Left, Right, \circ .

Nickname Game: Simultaneously press and hold L1, L2, R1, and R2, and press \circ , Right, Left.

Historical: Simultaneously press and hold L1, L2, R1, and R2, and press Up, Δ , Right, \circ .

Stadium Info: Simultaneously press and hold L1, L2, R1, and R2, and press Down, \times , Right, \circ .

Crowd Applause: Simultaneously press and hold L1, L2, R1, and R2, and press Δ , Up, Up, Δ .

Crowd Cheer: Simultaneously press and hold L1, L2, R1, and R2, and press Left, Left.

Crowd "Ohh": Simultaneously press and hold L1, L2, R1, and R2, and press \times , Down, Down, \times .

Crowd "Boo": Simultaneously press and hold L1, L2, R1, and R2, and press \circ , Right, Right, \circ .

User Camera: Simultaneously press and hold L1, L2, R1, and R2, and press Right, Left, Up, Down, Right, Left.

OVST at Bat: Simultaneously press and hold L1, L2, R1, and R2, and press Left, Up, Δ .



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