

The Ultimate Guide to this Year's Hottest Games!

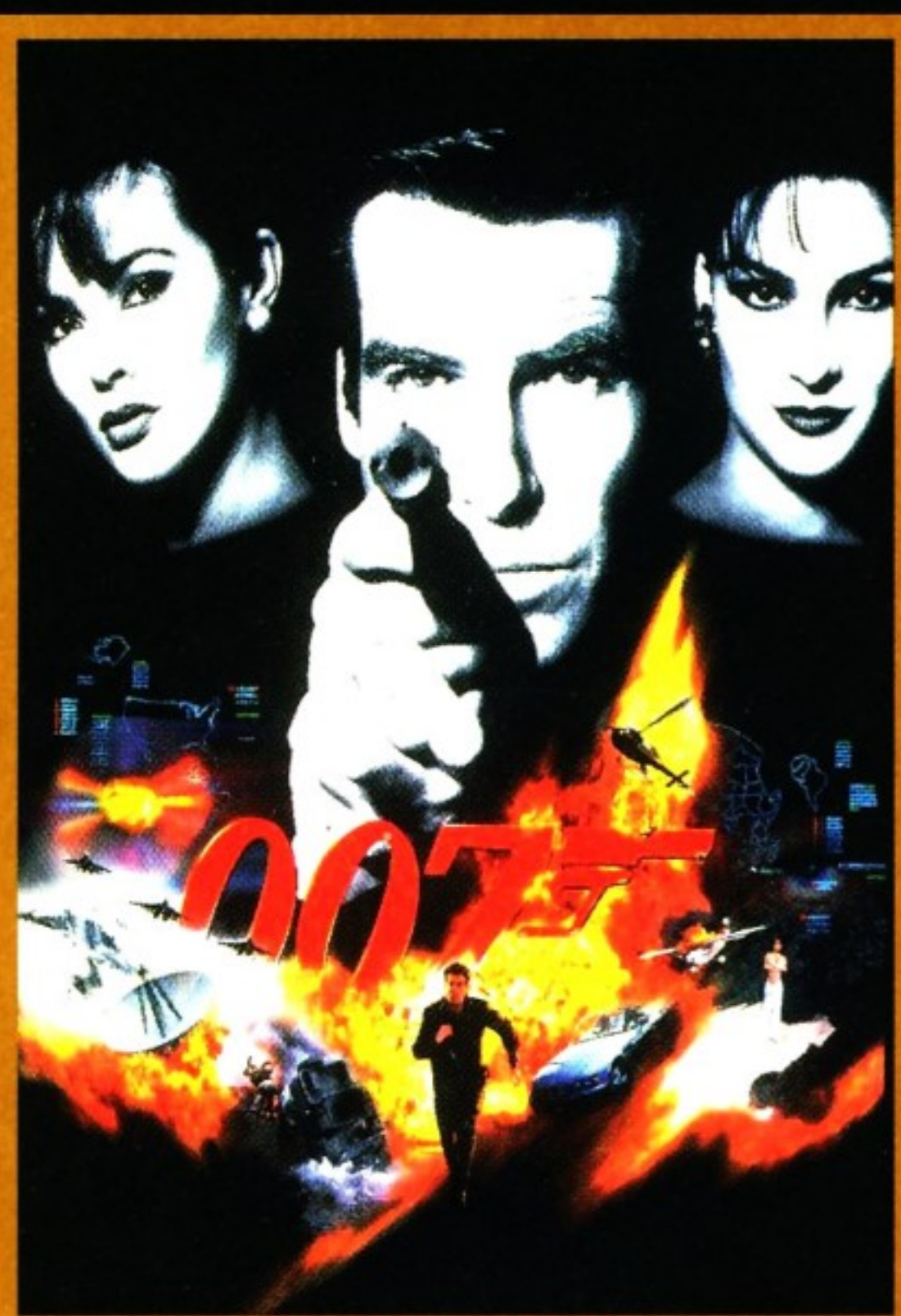
1998 VIDEO GAME BUYER'S GUIDE

Seal of Approval from:

ELECTRONIC GAMING MONTHLY

THE VIDEO GAME YEAR IN REVIEW!

OVER 1100 GAME REVIEWS & TRICKS



GOLDENEYE 007



LARA CROFT



PARAPPA THE RAPPER



STAR FOX 64



FINAL FANTASY VII

1998 Video Game Buyer's Guide
\$5.99/\$6.99 Canada



85 >

Display Until March 31, 1998

Electronic Gaming Monthly Picks the Year's Best Game System!
Get a Peek at the Newest Joysticks and Learn How They are Created
EGM's Good, Bad and Silly Awards of the Year!

GET IN TOUCH WITH
YOUR GUN-TOTING,
TESTOSTERONE
P U M P I N G,
COLD-BLOODED
MURDERING SIDE.

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Armored Core is a trademark of Sony Computer Entertainment America Inc. ©1997 From Software. www.playstation.com





- The fastest killing machines in the world.
- 45 lethal missions.
- Huge 3-D worlds.
- Customizable weapons and armor.
- One- or two-player combat.
- It's enough to excite any would-be assassin.

**ARMORED
CORE**

PICKKA

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



鉄拳
TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



The ratings icon is a trademark of the Interactive Digital Software Association.



www.namco.com

namco®

Welcome Gamers!

By Dan Hsu

OK, it's a cliché, but you got to admit, it's the truth: Video gaming keeps getting better and better. The top three systems—Nintendo 64, Sega Saturn and Sony PlayStation—have grown into their primes. The N64 is seeing a steady trickle of games. The Saturn is getting full first-party support (perhaps at the expense, however, of valuable third-party support). The PlayStation has finally left behind the bad taste of first-generation, we-figured-out-how-to-make-good-graphics-but-not-good-gameplay games. Right now, we are in the midst of the best years of the 32- and 64-bit era. As the old saying goes, "It's a good time to be a gamer."

That's where we come in. The *Electronic Gaming Monthly Video Game Buyer's Guide* is your ultimate handbook to an exciting industry and hobby.

The *EGM Buyer's Guide* is as old a tradition as *EGM* itself. Every year since 1989, we put out this supplement to our monthly magazine. As the Buyer's Guide grew and evolved, we added more and more, until it became required reading for any hardcore gamer.

We brought back some of the traditional sections you are used to, like previews (of the best games of the past year) and reviews (of nearly every game that ever appeared in *EGM*). We also put in a tricks reference guide. We worked poor Trickman Terry into the ground, forcing him to list every trick, cheat and code that has appeared in *EGM* over the last year. But all of that's child's play.

Every year, we also rate all the major systems according to how much we, as gamers, enjoy them...a serious and touchy task few dare to do. You see, anytime we offer our honest and frank opinions, we tick someone off...I'm sure I don't need to tell you who. But hey, it's our job.

This year, we also included a couple of exclusive special features. Take a

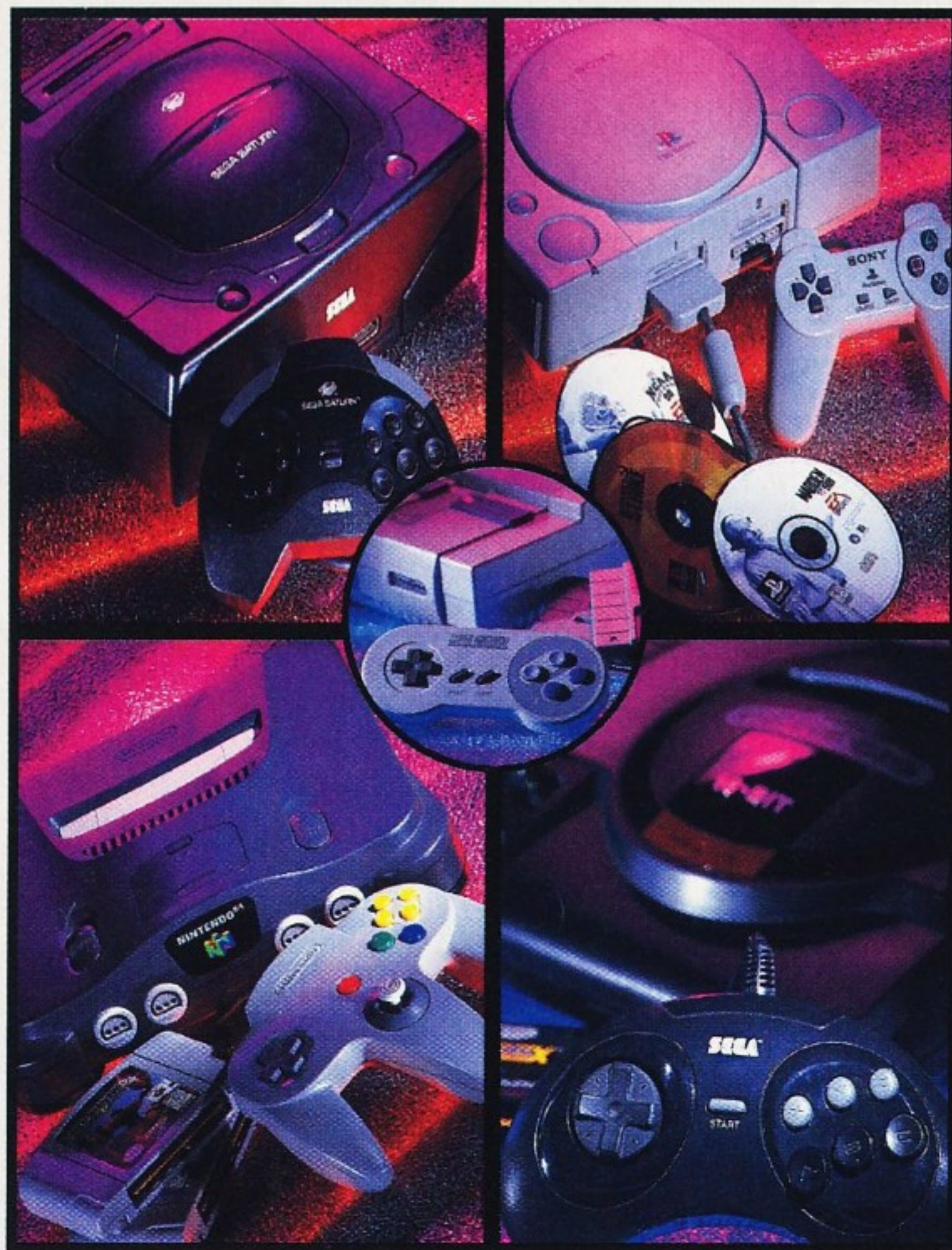
look at what goes on behind the scenes of the multimillion-dollar peripheral business, and jump into the mind of the world's single greatest game designer, Shigeru Miyamoto.

And of course, we have the Good, Bad and Silly. Our *Video Game Buyer's Guide* trademark, these awards are the most famous (or perhaps, infamous) in the business. We recognize, well, basically the good, bad and silly over the last year. Which game had the best ending? Which game was the worst sequel? Which game can cure insomnia? No one is safe from our editors' wrath (and praise).

I hope you enjoy this book as much as we enjoyed putting it together (forgetting for a second all the days of lost sleep we had while working on this deadline...). Please feel free to send in any feedback you have, good or bad to the addresses below. Thanks and see you in *EGM*.

Buyer's Guide Feedback
1920 Highland Ave. #222
Lombard, IL 60148

e-mail: EGM_Mail@zd.com (with the subject heading: Buyer's Guide Feedback)



1998 Video Game Buyer's Guide

www.videogames.com

Publisher

Jonathan Lane

Editorial Director

Joe Funk • joe_funk@zd.com

Editor

Dan Hsu • dan_hsu@zd.com

Associate Editors

Shawn Smith, Crispin Boyer, John Ricciardi, Dean Hager, Kraig Kujawa, Sushi-X, Helen Lee, Dan Peluso, Chris Johnston, Kelly Rickards

Creative Director

Michael Stassus • mstassus@zd.com

Art Directors

Donna O'Hara, Scott Parus, Cyril Wochok

Contributing Photographers

Dave Robinson, Mike Lutzky

Third-Party Liaison

John Stockhausen • john_stockhausen@zd.com

News Editor (International & Domestic)

Chris Johnston • chris_johnston@zd.com

West Coast Editor

Kelly Rickards

Tricks Editor

Terry Minnich • tricks@zd.com

Arcade Editor

Mark Hain

Online Editors

Chris Johnston, Helen Lee

Chief Correspondent

Ed Semrad • ed_semrad@zd.com

Foreign Correspondents

Stuart Levy, David Rider

Managing Copy Editor

Jennifer Whitesides

Copy Editors

Jo-El Damen, Dan Peluso

Production Director

Marc Camron

Prepress Manager

Dave McCracken

Associate Prepress Manager

Paul Ojeda

Production Assistant

Chris Melody

Network Manager

Pamela Schneider

Analyst

Mark LeFebvre

Circulation Director

Joan McInerney

Newsstand Sales Manager

Don Galen

Circulation Coordinator

Ann-Marie Mrozynski

Business Manager

Cathy Bendoff

Advertising Inquires Contact:

Ziff-Davis Inc., 1920 Highland Ave., Lombard, IL 60148

Telephone: 630-916-7222 FAX: 630-916-9254

Assoc. Publisher Sales & Marketing

Jennie Parker

Account Executive

Suzanne Farrell

District Ad Sales Manager, Midwest & East Coast

Anthony George

West Coast District Ad Sales Manager, Northwest

John Yoffie, 135 Main Street, 14th Floor, San Francisco, CA 94105

Telephone: 415-357-5322 FAX: 415-357-5201 E-mail:

jon_yoffie@zd.com

West Coast District Ad Sales Manager, Southwest

Karen Landon, 135 Main Street, 14th Floor, San Francisco, CA 94105

Telephone: 415-357-5460 FAX: 415-357-5201

E-mail: karen_landon@zd.com

Send Advertising Materials To: Advertising Coordinator

Mike Darling

POWER and PERFORMANCE

Ever feel like driving a Porsche™? Want to? The Alps Gamepad for the PlayStation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.

G
A
M
E
P
A
D



Designed by the people who play hard - YOU! Whether it's for fun or serious competition, it's all here.

Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.

Special rubber grip provides tactile feedback and a secure grip.

Extra long 8-foot cord

For more info visit us at
www.interactive.alps.com
800-720-ALPS



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. Alps is a registered trademark of Alps Electric Co., Ltd. of Japan. Alps Interactive and the Alps Interactive logo are trademarks of Alps Electric Co., Ltd. Patent Pending. Porsche™ is a trademark of Dr. Ing. h.c. F. Porsche AG.

ALPS
Interactive

SAMSUNG

GXTV

hyper amplified sound

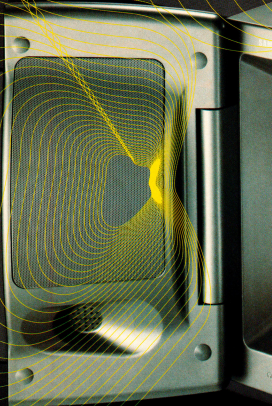
- stereo surround sound
- built-in 15 watt sub-woofer
- precision-adjustable stereo speaker doors
- video game sound presets

hyper amplified graphics

- graphic enhancement circuitry
- low-emission, image burn-in resistant screen
- 13" color TV with 181-channel tuning

extreme power

- works with all video game systems
- multiple game system hook-ups
- tilt/swivel stand
- stereo headphone jack
- backlit remote control



21 watts

of gaming sound power

aimed right at your eardrums

now

\$199*

after \$30 mail-in rebate

play it
wide open



personal video game tv

samsung GXTV available at these fine national retailers

**BEST
BUY**

WALMART **SB** MOUNTAIN

FuncoLand

K&B toy works

TOYS'R'US

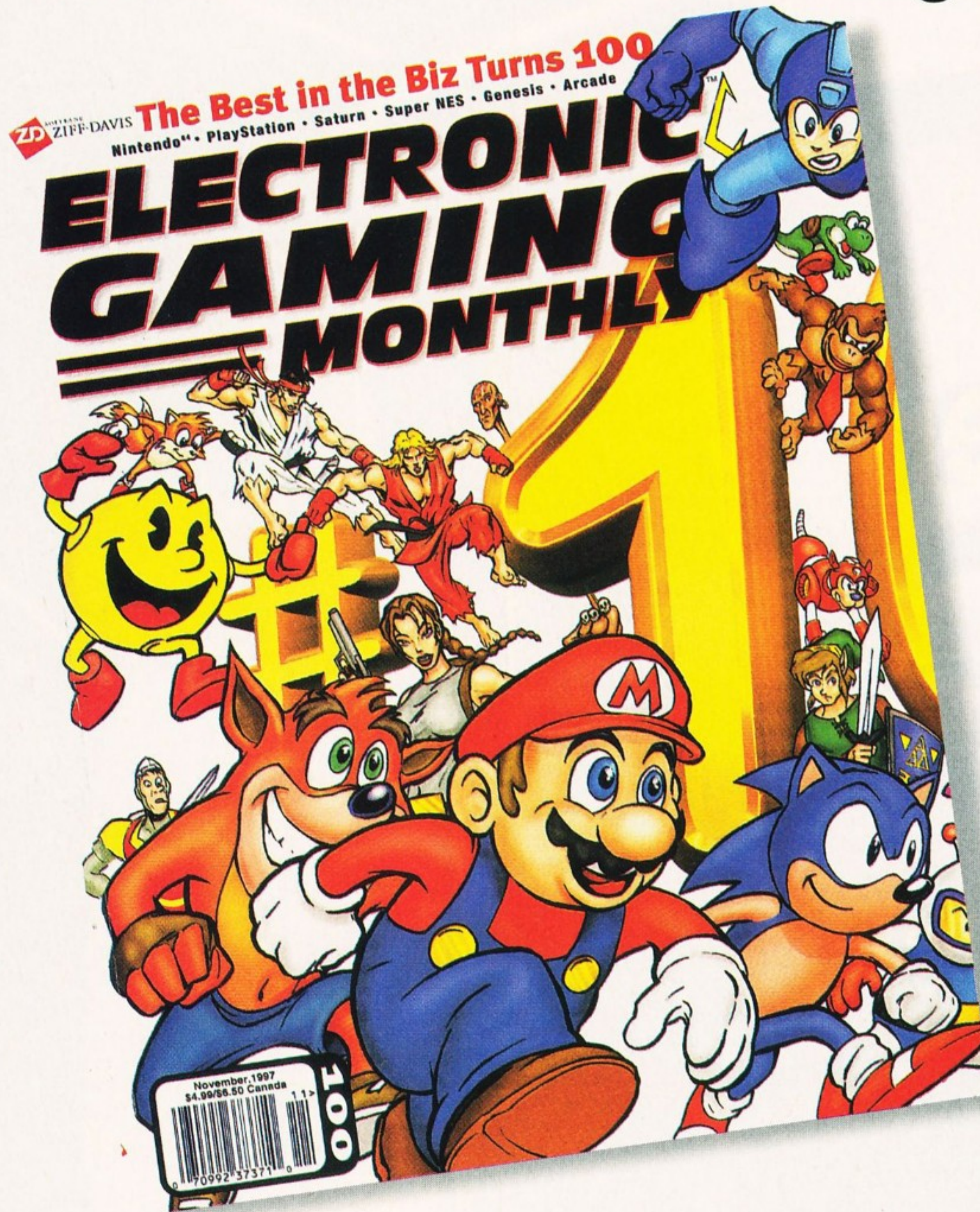
for more information on the GXTV (model GXE1385), call 1-800-SO-SIMPLE or visit <http://gxtv.asimple.com/>

* estimated selling price is \$229 before \$30 mail-in rebate; actual dealer price may vary.

offer valid on purchases between Oct. 1, 1997 and Jan. 15, 1998.

Quit Playing Games

With the Other Video Game Mags



Read *Electronic Gaming Monthly*, your Best Source for Game Reviews and Previews of the Coolest Games Before they Hit The Stores. Plus Tricks, Strategies, Features and a Whole Lot More.

On Newsstands Everywhere!



ZIFF-DAVIS INC.
CHAIRMAN AND CEO Eric Hippeau

- | | |
|--|--------------------|
| President | Ronni Sonnenberg |
| President, U.S. Publications | Claude Sheer |
| President, Interactive Media and Development Group | Jeffrey Ballowe |
| President, ZD Brand and Market Group | Terri Holbrooke |
| President, Computer Intelligence | Bob Brown |
| President, Training and Support Publishing Group | William Rosenthal |
| Vice President, Human Resources | Rayna Brown |
| Vice President, Information Systems | Steve Gladyszewski |
| Vice President, General Counsel and Secretary | J. Malcolm Morris |
| Vice President, Controller | Mark Moyer |
| Vice President, Chief Financial Officer | Timothy O'Brien |
| Vice President, Planning | Daryl R. Otte |
| Treasurer | Thomas L. Wright |

U.S. Publications Group

- | | |
|---|----------------------|
| President, U.S. Publications | Claude Sheer |
| Executive Vice President | Lawrence C. Burstein |
| Executive Vice President | Don Byrnes |
| Executive Vice President | Jack Dolce |
| Executive Vice President | Al DiGuido |
| Executive Vice President | Thomas McGrade |
| Senior Vice President, Circulation | Baird Davis |
| Vice President, Central Advertising Sales | Bob Bader |
| Vice President | Chris Dobbrow |
| Vice President | John Dodge |
| Vice President, Production | Roger Herrmann |
| Vice President, Marketing Services | Jim Manning |
| Vice President | Michael J. Miller |
| Vice President | Nancy Newman |
| Vice President, Circulation Services | James F. Ramaley |
| Vice President | Paul Somerson |
| Vice President, Product Testing | Mark Van Name |
| Vice President | Sam Whitmore |
| Executive Director, Licensing | Gertrud Borchardt |
| Director, ZD Labs | Mark Hall |
| Director, Benchmark Operation | Bill Catchings |

Interactive Media And Development Group

- | | |
|--|------------------|
| President | Jeffrey Ballowe |
| Executive Vice President | David Shnaider |
| Executive Vice President, President, ZDNet | Daniel Rosenweig |
| Vice President, Editor in Chief, ZDNet | Daniel Farber |
| Vice President, ZDTV | Richard Fisher |
| Editorial Director, ZDTV | Jim Louderback |
| Vice President, General Manager ZDNet | James Savage |
| Editorial Director, New Products | Bill Machrone |

ZD Brand and Market Group

- | | |
|--|---|
| President, ZD Brand and Market Group | Terri Holbrooke |
| President, Computer Intelligence | Bob Brown |
| Vice President, ZD Brand | Herb Stern |
| Vice President, ZD Research | Eida Vale |
| Director, Corporate Relations | Gregory Jarboe |
| Executive Vice President, Corporate Sales | Joe Gillespie |
| Executive Director, Sales & Marketing | Mike Perkowski |
| Ziff-Davis Media Network Executive Directors | Jeff Bruce
Scott Murphy |
| Managing Director | Rita Burke |
| Directors | Ken Beach
Michael Bird
Dan Daly
Melinda Maginn |
| Associate Network Directors | Robin Kofsky
Debbie Moss
Julie Tuttle |

Ziff-Davis Inc.,
A SOFTBANK Company

MEET LORD DEIMOS. HE'S GOT LOOKS THAT KILL. HANDS OF STEEL. A ROTTEN DISPOSITION.

(AND HE'S ABOUT TO GET MEDIEVAL UPSIDE YOUR HEAD.)



Lord Deimos is just one of the vicious warriors you'll go against in Mace - The Dark Age. Each fighter comes with his or her own deadly weapon and so many different moves and combos that inflicting pain will be easier than ever before. And thanks to the arcade development of the "Voodoo Graphics" chipset, you'll get 3-D fighting like you've never seen before. So pick up Mace - The Dark Age today. But be careful of Lord Deimos - he's looking for his next victim.

MACE The Dark Age

EVERYTHING'S A WEAPON.



Final Fantasy VII is clearly one of the best role-playing games we've seen in a long time. No doubt FFVII will get voted Best RPG of 1997 by *Electronic Gaming Monthly* and its readers, but what other awards did it win? The story starts on page 14.



On the Cover: Final Fantasy and Square Soft are registered trademarks of Square, Co. Ltd. Final Fantasy VII © 1997 Square Co., Ltd. Tomb Raider 2, Core Design, Lara Croft and her likeness and Eidos Interactive are trademarks Eidos PLC. © 1997 Eidos. "PlayStation" is a trademark of Sony Computer Entertainment Inc. © 1997 Nintendo/Game Boy by Nintendo, U.S. & U.A.C. All Rights Reserved. © 1997 EMI Productions Ltd. & Mac B. Inc. James Bond Theme by Monty Norman. Used by permission of EMI Music Catalog Inc. © 1997 Nintendo of America Inc.™, ® and the "N" logo are trademarks of Nintendo of America Inc.

What's Inside

14



The Good, the Bad and the Silly 14

They've become the trademark of *EGM's* annual buyer's guides—our collection of not-so-serious awards. This year's list of silly awards is bigger than ever, and it answers burning questions such as: "Who is the hottest video game babe of the year?" and "What game had the most diarrhea in it?"

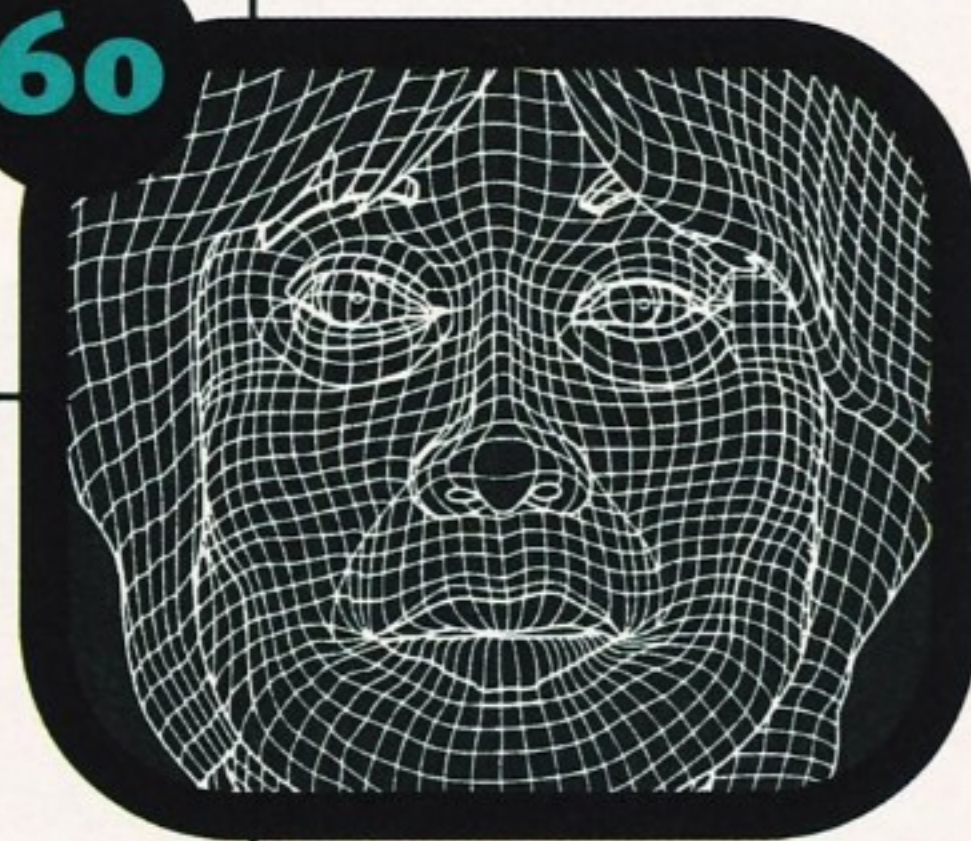
38



Which Game System Is Best? 38

Want to know which system to put on your wish list this Christmas? Check out our System Wars section and see how the consoles stacked up against each other. We rate all the contending systems, including the Nintendo 64, Sony PlayStation, Sega Saturn, Super Nintendo, Sega Genesis and the handhelds.

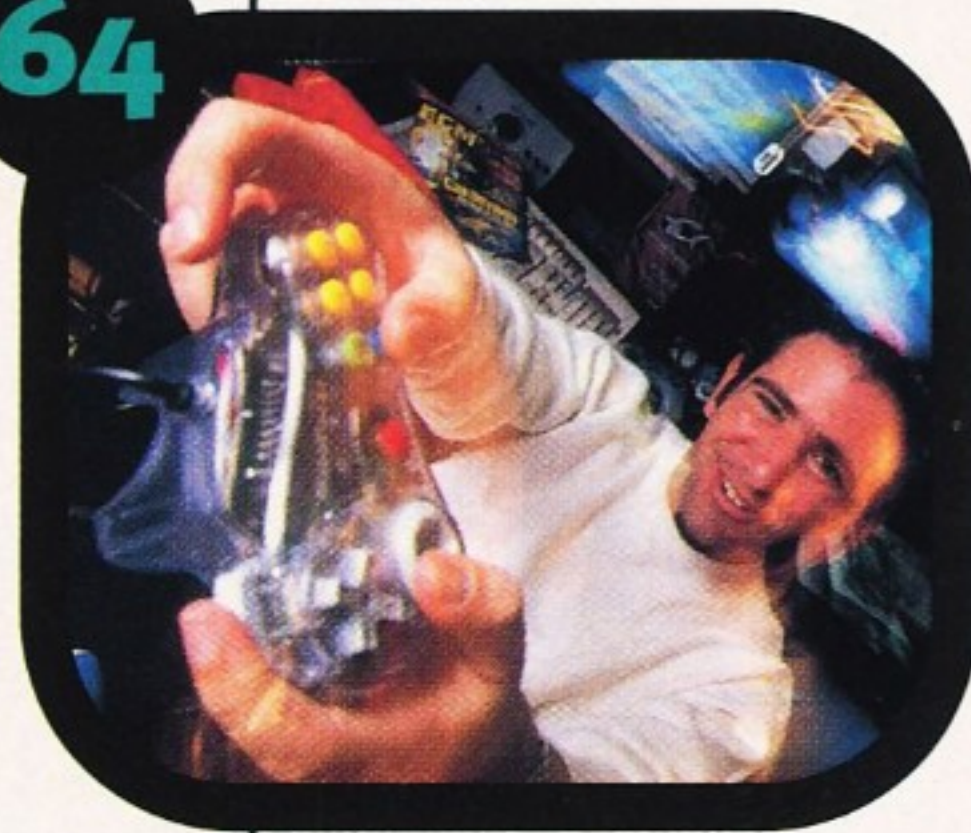
60



All About Miyamoto 60

Discover the story behind the greatest game designer in the world, Shigeru Miyamoto. Take a look at his early years with Nintendo, when he first created the legendary Donkey Kong. Also find out what the master has currently planned for the ultimate 64-Bit system, the Nintendo 64.

64



Controller Control 64

We go behind the scenes at InterAct Accessories, the country's largest manufacturer of peripherals, and find out how new game controllers are thought up and created. Plus, take a look at what InterAct and the rest of the competition have cookin' for you to buy next year.

EGM's Game Archive 70

Here's the ultimate shopper's guide to console gaming. Within these 20 pages you'll find many current console games the Review Crew has rated since *EGM* first hit newsstands seven years ago. This guide will tell you which oldies (and newbies) are worth owning.

124



Stuff to Look for in 1998! 90

If you're still looking for that perfect game for your system, check out our Previews section. We show you screen shots and go in detail on some of the hottest games of the year, including GoldenEye 007, Castlevania: Symphony of the Night, Saturn Bomberman, PaRappa the Rapper and more.

Best Tricks of the Year 124

All readers ever ask for are ways to cheat and beat their favorite video games. Trickman Terry almost threw us out the window when we told him he was gonna park his butt down and give the readers 20 pages packed with the best tricks for all the cool games. Plus, Trickman reveals some of his trick-finding secrets.

**ELECTRONIC
GAMING
MONTHLY**

1998 Video Game Buyer's Guide



NAME

FIRST

A

ON

BE

BASIS
WITH
THE
OZONE
LAYER

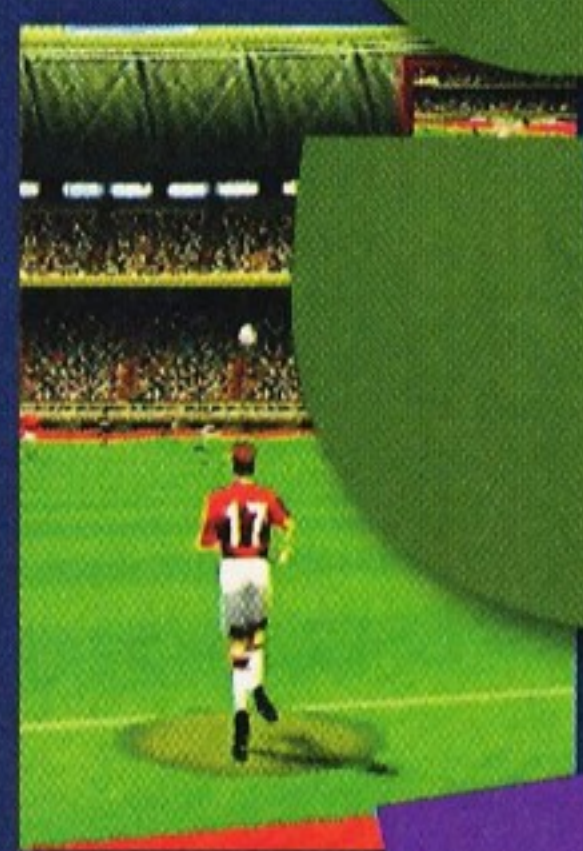
COOLBOARDERS 2



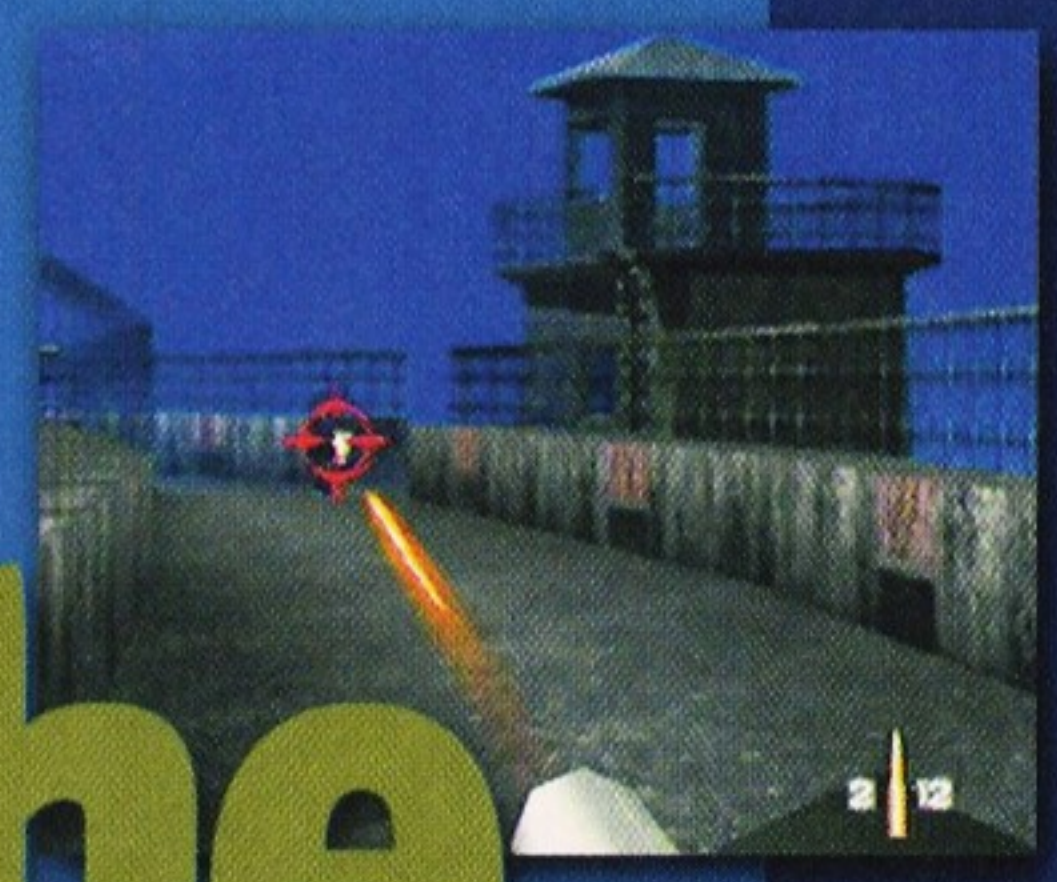
18 Burton® snowboards. Halfpipe. Big air contest. Snowboard park. Freestyle. Two-player racing. And any trick imaginable. Cool Boarders™ 2. The next best thing to fresh pow.



PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Cool Boarders is a trademark of Sony Computer Entertainment America Inc. Developed by UEP Systems, Inc. © 1997 UEP Systems, Inc. www.playstation.com



Barret
"All right, now let's get out of here."



the good

the

bad

and the

Silly

EGM Takes a Look at the Wild Side of Gaming...

Someone's got to do it...

Every year, we at *Electronic Gaming Monthly* have a very important task. We must decide which games we are going to give coveted awards to. What game had the best graphics? Which had the best music? What was the best role-playing game? What was the best shooter? What were the best games of each of the systems? And most importantly, what was the best game of the year?

On the lighter side...

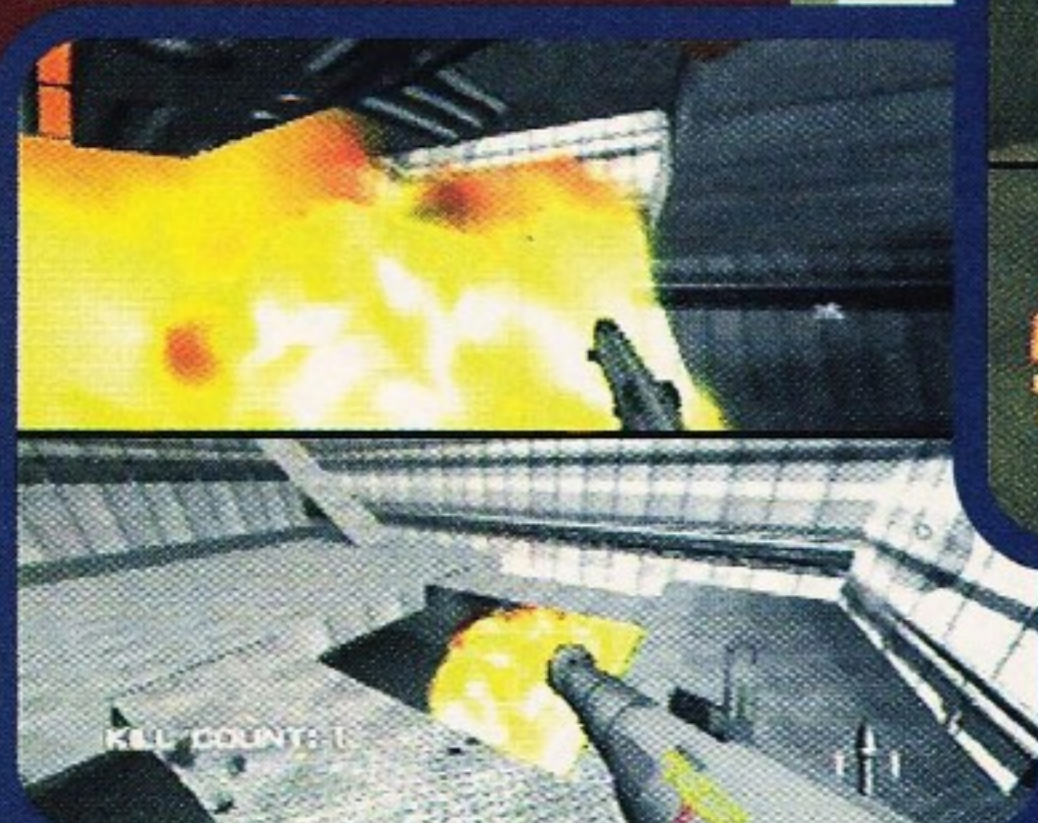
Every year, we at *EGM* also have a not-so-important task. We get to conjure up a few dozen less serious awards. We want to recognize which games had the best intros and endings. We want to see who the hottest game babe (and hunk) was. We want to tell everyone what game we bought the most of. But more importantly, we wanted to tease, insult and poke fun at the industry.

The dark side of video gaming

Who wants to read nothing but good stuff about video games? Not us, that's for sure. So we made it our responsibility to acknowledge the losers of the past year. Who had the worst intros? What games should've stayed on the PC and in the arcades? What sequels didn't live up to expectations? Read on to find out.

The aftermath

After the game companies get done crying and whining about why they got worst this or that, we still have the heavy-duty duty of picking out the serious (i.e., "real") awards for *EGM*. We haven't forgotten you, however. Make sure to fill out the reader poll in the December issue (#101) of *Electronic Gaming Monthly*. Then in the March 1998 (#104) issue, we'll announce all the winners (from us and you) for the best of the best for 1997. Don't miss it!



Game Most Bought by the *EGM* Staff Mario Kart 64

When the kind folks at Nintendo first brought Mario Kart 64 to our offices, all work came to a crashing halt. Everyone lined up to play the game—especially the Four-player Modes—and everyone vowed to buy it as soon as it hit the States.

Sure enough, nearly every person on the magazine's staff—including the writers, art directors, copy editors, bosses, etc.—rushed out to buy Mario Kart 64 when it was released. In fact, the only folks who didn't buy it were those who imported the Japanese version a month before.

But what do you expect? We're all fans of the first game, and the 64-Bit update—

although not quite as good—captures nearly all the fun of the original. Of course we're gonna buy it!

Mario Kart 64 wasn't the only game that forced us to spend our hard-earned bean. Another N64 title—GoldenEye 007—created just as much of a frenzy in our offices. And nearly everyone here went out and bought that first-person masterpiece, too.

But why haven't we all bought GoldenEye, which is easily the better of the two? Simple: because we're always hangin' around the office trying to kill each other in GoldenEye's Four-player Modes. We've got no time to shop.

Runner-up: GoldenEye 007 (N64)

Mario Kart 64 generated such excitement amongst the *EGM* staff, that most of us pre-ordered it weeks in advance.



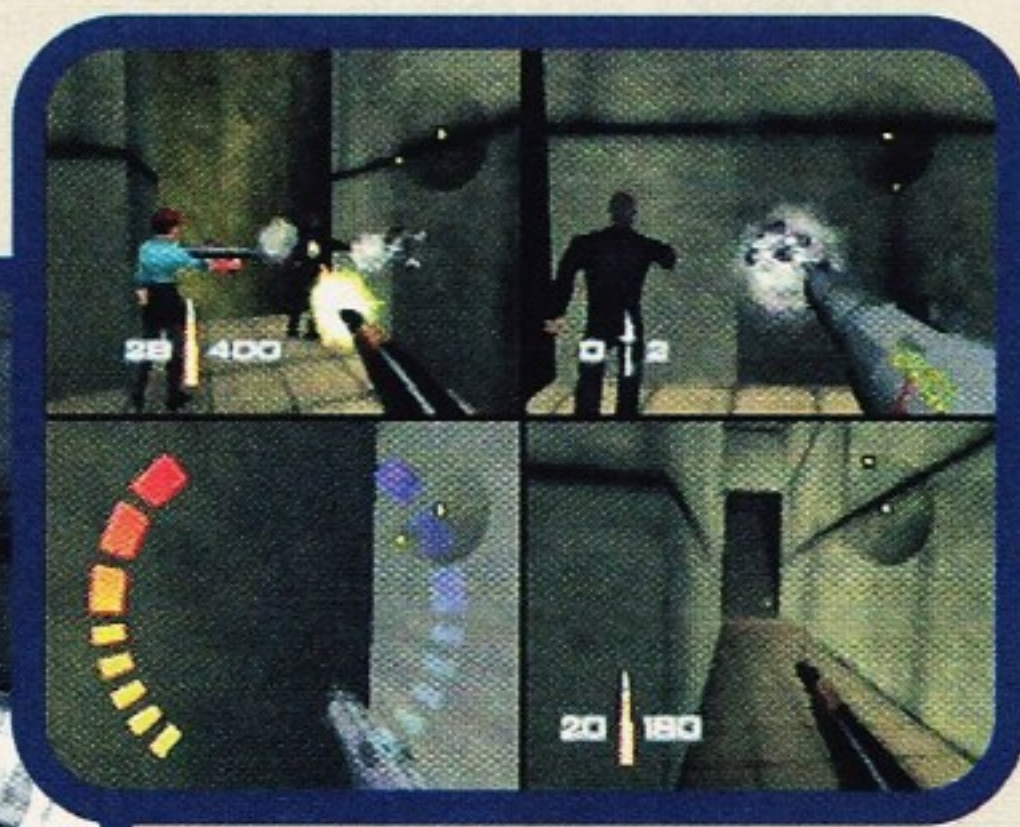
Most Addictive Game GoldenEye 007

As mentioned in the text for "Biggest Reason for Missed Deadlines," (see later in this feature) GoldenEye 007 for the Nintendo 64 is simply incredible. Not only is the one-player game great to play, look at and listen to, the Multiplayer Mode is reason enough alone to pick this one up.

Even when you're getting stomped by the bad guys in one-player, you'll still want to go back and try again. GoldenEye 007 eliminates the problem of being annoyingly hard, by presenting solid gameplay and plenty of cool visuals. Thus, the game comes off as just being really challenging.

Then there's the multiplayer. This is where the real addiction starts. No matter how many times we played it, the multiplayer fun just wouldn't quit (unless of course you were on the losing side). Most of the time you'll find us saying, "C'mon man, just one more round...promise."

Runner-up: Saturn Bomberman (SAT)



GoldenEye 007 had enough multiplayer options to keep us coming back for more and more and more...

Biggest Vaporware M2

Its specs were expected to put the N64 to shame, but the highly hyped M2 wound up dying a quiet death before it was even launched. Shortly after E3, Japanese electronics giant Matsushita—which bought the M2's rights from 3DO in 1995—announced that the 2-year-old project was being canned. We were disappointed, but not nearly as much as the developers who'd been working on M2 titles.

Nintendo's DD is our runner-up, although we expect to see this add-on finally hit the States next summer.

Runner-up: 64DD



Best Voice Acting Oddworld: Abe's Oddysee

This category was a tough one to decide on. There was plenty of stiff competition, but any game where the main character can fart and then laugh is easily the winner. Sure, it may be a little childish, but then again so are we (in a good-hearted, "I like candy" sort of way). Besides the game having awesome graphics, flawless FMV integration and cool game-play, the voices were hilarious, and well-done.

If more companies would spend just a little extra money on voice actors, we wouldn't have to gripe so much (but the voices, in some cases, are half of the fun—like the voices in Resident Evil). It's obvious that the development team for Oddworld put in a lot of time coming up with each of the characters in the game from every angle, including voice.

Another point about the voices in Oddworld is that even though the characters repeat what they say a lot, it never really becomes annoying. The game had all of us here saying, "Follow me," and then the response: "OK."

The excellent work done for Abe's Oddysee's voice acting gave good ol' Abe a personality you couldn't help but love.



Worst Voice Acting Mega Man 8

While playing Mega Man 8 from Capcom, we editors came across a disturbing dilemma: We're not sure who decided to make Mega Man sound like a 12-year old girl, but we can't help but wonder why. With the success of the Saturday cartoon, one would think that voice acting would be a top priority for the Blue Bomber. Yet, despite all the wonderful game-play and proven style, Mega Man sounds...like a wimp! Even the simple whiny phrase "I'm Mega Man" makes our skin crawl. Hey, we might not be game programmers, but we know what we hear. Even the script isn't that great, but luckily, gamers don't need a well-written plot to get the hang of any Mega Man title—they're all the same story, different situation.

Here's something to think about—the runners-up for Worst Voice Acting are from the same makers of MM 8. Looks like Capcom needs to increase their budget for voice actors!

Runners-up: Resident Evil/RE:Director's Cut (SAT/PS)



Is it Mega Man, or is it really Mega Woman? It's hard to tell from the overly feminine voices.

Best Middle Castlevania: Symphony of the Night

WARNING: If you haven't yet finished Castlevania: Symphony of the Night, you may want to refrain from reading this possible spoiler!!

Strange award, isn't it? Well not too many games actually have "middles," but in SotN's case—many of you may have thought your game was over when in fact it was only half finished. If you thoroughly searched the castle and managed to find the item necessary to see the evil that was controlling Richter Belmont's mind (and then defeated it), a whole new area of the game opened up—an upside-down version of the regular castle! Needless to say, this was a real shocker for those of us who didn't know about it before we got there, and boy were we excited to find that the game was only half over! If only more games would provide this kind of replayability...

Take a close look at the background. Notice everything's upside down? There's a whole second half to this monstrous game!



Worst Makeover Pandemonium's Nikki

Something happened to Nikki, the star of Pandemonium!, on her way to the game's PlayStation sequel. Crystal Dynamics decided to transform her from a cute alterna-chick to a busty redhead who we feel bears a striking resemblance to a young Peg Bundy from *Married With Children*.

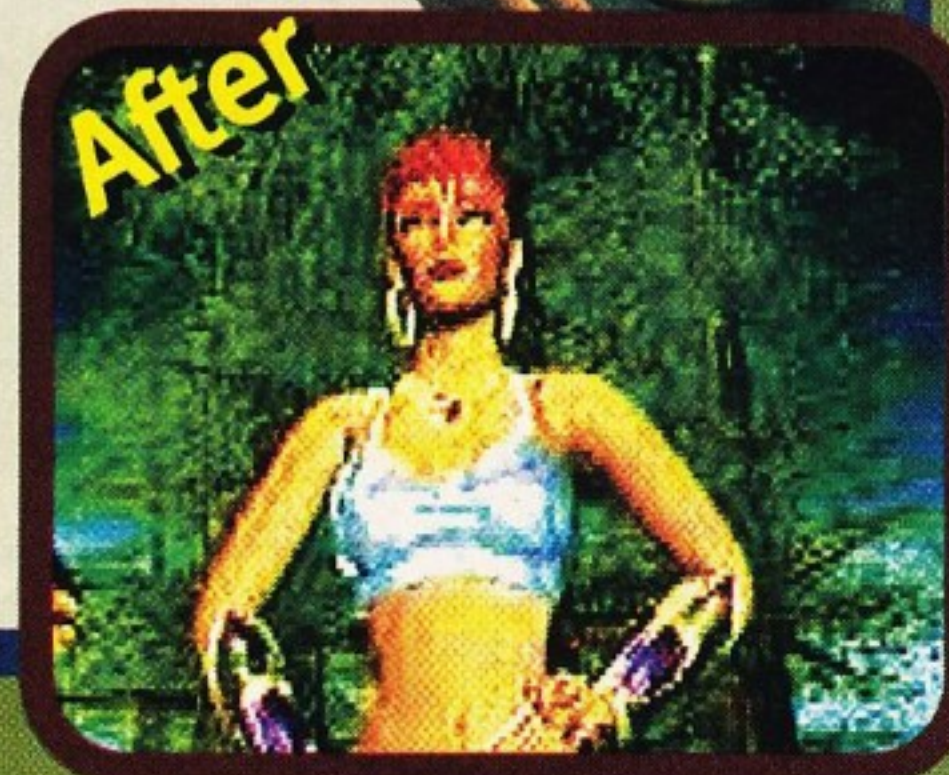
Now we know why Crystal Dynamics gave Nikki her makeover. They believed the original Nikki looked too young and not sexy enough for the average male player. But is the new Nikki really that much better? We're sorry, but we have a hard time getting excited about a heroine who looks as if she spends her Friday nights getting hit on by league bowlers.



Before



After





We have deadly proof
that history repeats itself.

Dian Wei

Dian Chan

Zhang Fei

Xiahou Dun

Taishi Ci

Zhuge Liang



三國無雙

DYNASTY WARRIORS™

The fighting game with real history behind it.



Lu Bu

Lu Xun

Cao Cao

Zhou Yu

Gaun Yu

Xu Zhu

- Traditional Chinese weapons dictate style, speed, range & accuracy of attack.
- Dynamic storyline unfolds on legendary battlefields.
- Fast gameplay — ultra smooth 60 frames per second.
- Based on Romance of the Three Kingdoms and the legendary warlords who fought to unite 3rd century China.
- Strategic combat — unique defensive moves including multiple blocks, dodge & parry are as important as offensive moves.



Zhao Yun

Only on
PlayStation



VISIT OUR WEB SITE AT
www.koeigames.com



<http://www.koeigames.com>

Available at retailers nationwide.
To order, call 415-348-0500.

Dynasty Warriors is a trademark of KOEI Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. © 1997 KOEI Corp., All rights reserved.

Back From the Dead Game Boy (Pocket)

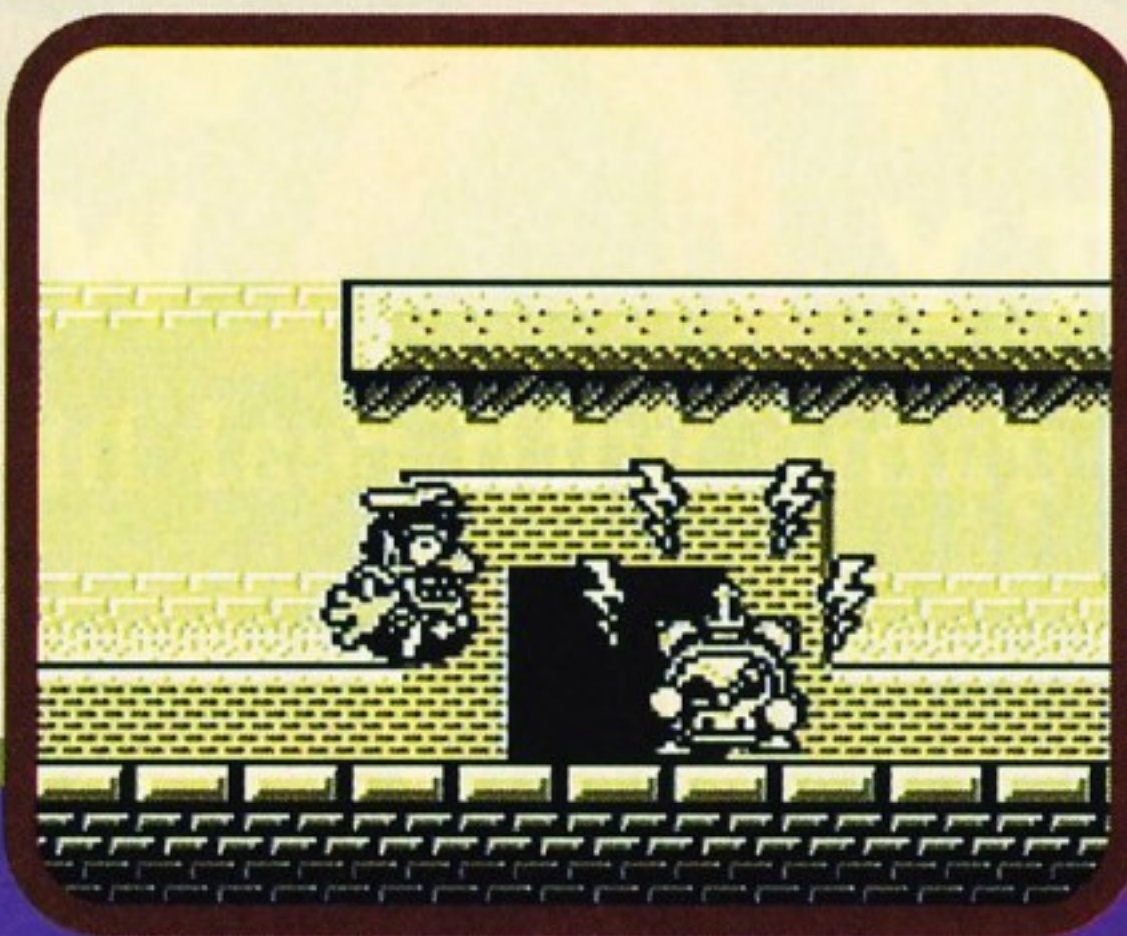
If you read last year's *Buyer's Guide*, you know that we pretty much left the Game Boy for dead, featuring it as one of the four systems ready to retire (along with the Sega CD, 32X and Jaguar). But who would've thought that a few colorful facelifts and slimmer packaging would completely turn things around? The little black-and-white system that could is still churning out some great games, and is actually undergoing a huge resurgence in Japan, thanks largely in part to Nintendo's outrageously popular Pocket Monsters games (which have sold over 3.5 million copies, outselling Final Fantasy VII).

In the last year we've seen some great

sleeper titles (well, basically all Game Boy games are sleepers these days) such as *Mole Mania*, *Kirby's Star Stacker* and the *Game & Watch Gallery Vol. 1.*, and there are several new titles lined up for the next year. Konami has a bunch of titles coming out in Japan (including a new *Castlevania* game starring a female Belmont that'll hopefully make it to the U.S.), Nintendo has *Donkey Kong Land 3*, *Wario Land 2* and *Game & Watch Gallery Vol. 2.*, and best of all—many classic GB titles are being re-released under Nintendo's million-seller *Player's Choice* series (like *Zelda: Link's Awakening*, *Super Mario Land 1-3*, *Metroid II* and more). We admit, we goofed—Game Boy lives!



Game Boy's not ready to die yet...at least not its Pocket Game Boy reincarnation. The new line-up includes: (above) *Ken Griffey, Jr.* and *Game & Watch Gallery* and (left) *James Bond 007* and *Wario Land 2*.



Game That Should've Stayed on the PC Hexen

Hexen was a game that was sort of hot...on the PC a couple of years ago. This past year, Hexen arrived on the home systems, to a gaming crowd that's used to much, much better.

Why anyone would want poor translations of so-so games is a mystery to us. The Saturn and PlayStation Hexens were mediocre, at best. The N64 version was only slightly better.

When you look at the heavy competition in the first-person shooter arena, you'd agree that Hexen should've stayed a PC game.

Runner-up: Syndicate Wars (PS)



Hexen was decent on the PC, but that was a couple of years ago. Give us something new and original!



Game That Should've Stayed in the Arcades War Gods

This should come as no surprise, as Midway's *War Gods* was the single most disappointing arcade translation this year. It made no innovations on the PS or N64, and to be quite frank, very few gamers will enjoy it. The supposedly high-tech 3-D attacks feel undeveloped and clumsy, as if someone had a good idea, but they ran out of time to fully work out the bugs. Another irritating aspect of *War Gods* is the obvious ripoff of *Mortal Kombat*. Only a few fatalities are original, and most are hokey. So, there you have it; an average arcade game doesn't make for a great home game, and *War Gods* is no exception.

Runner-up: Maximum Force (PS/SAT)



Many of us believe that *War Gods* was really just a test game for *MK4*, and it should never have come to home consoles.



ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.

(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower. Go ahead; pull the trigger.



PULL THE TRIGGER

Maximum Force™ ©1997 Atari Games Corporation. All rights reserved. Developed by Mesa Logic, Inc. Midway is a registered trademark of Midway Games, Inc. Maximum Force is a trademark of Atari Games Corporation. Distributed by Midway Home Entertainment, Inc. under license. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega™ and Saturn™ are trademarks of Sega Enterprises Ltd.



Most Diarrhea in a Game **PaRappa the Rapper**

Poor PaRappa. The lovable rappin' puppy from SCEA's new musical hit *runs* into a problem midway through the game. To show his lady love his commitment, PaRappa decides to bake a seafood birthday cake for her (Seafood? Don't ask...you'll have to play the game to appreciate the humor). So yummy is this strange concoction, that PaRappa scarfs it down at Sunny's birthday picnic. Well, as any concerned parent could tell you, seafood birthday cake is not something to eat fast and in mass quantities.

On the long car ride home, PaRappa's stomach decides to wreak havoc. In this enjoyable little chapter of the game, everything starts to go wrong for our hero. The nearest bathroom is miles away. A song comes on the radio singing, "Let it, let it go..." PaRappa even starts to hallucinate toilets flying in the sky. The game designers even decided to give us visual ideas as to what chaos is going on in PaRappa's inner plumbing. It's a sad, yet hilarious situation. At least his suffering earns him a coveted EGM Buyer's Guide Award!



Above: An X-ray of PaRappa's digestive system shows that his seafood cake is wanting to leave...faster than PaRappa would like.



Coollest PR Goodie **E³ Resident Evil Squishy Eye**

Normally, fancy lapel pins steal this category, or at least dominate it every year. This time, the quite disgusting, yet perversely appealing Squishy Eye key chain accessory won our hearts. We think the crowning glory of the Squishy Eye, known office-wide for its nauseating gurgle noises when squashed, was when *EGM*'s EIC Howard Grossman had his goodie erupt all over himself after some highly vigorous squishing. Now THAT'S entertainment for the masses!

Runner-up: Tekken 3 organizer (Namco)

This lovable eyeball is a lovely addition to anyone's cache of game goodies. Just don't squeeze too hard, or you'll pay...



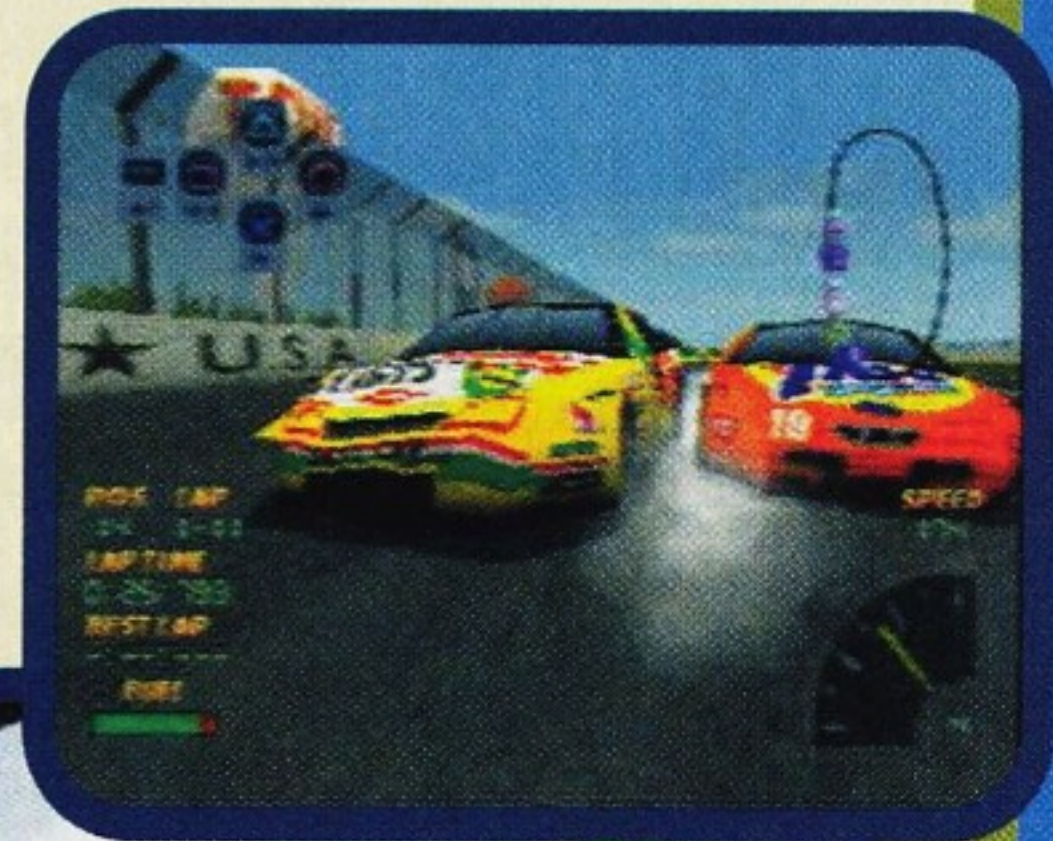
Worst Music **NASCAR 98**

There's a joke around the *EGM* offices that the soundtrack to this one is by Lynyrd Skynyrd. Though it isn't actually by that group, it might as well be. The point is, the feel is rockin' and down-home, and it seems like it'd be done by some goofy group like that.

Sure, for the average fan of NASCAR, the music creates the perfect mood while you pull into first place. What's funny is that Electronic Arts has made it a point to let everyone know that Molly Hatchet did the soundtrack for the game—like they're proud.

It's a matter of opinion if you like the country-western style of music or not, but us city-boys sure didn't.

Runner-up: Nuclear Strike (PS)



EGM's Favorite Non Work-Related Activity **Decapitato**

If you haven't played Decapitato, you just haven't lived. The game is quite simple—try to decapitate your opponents by hurling a frisbee-like weapon at them down a narrow hall. It's kind of like Dodge Ball, but with more serious repercussions. Aside from GoldenEye, Decapitato is our number-one time killer, and provides the *EGM* staff with plenty of exercise...and injuries. None of us has been killed by Decapitato, but it's bound to happen sooner or later.

Runners-up: Paintball, Bible Study

Don't you wonder what would prompt a bunch of "grown-up" guys to want to kill each other during long deadline hours?





CALN, JOHN
D.O.B. 11-02-07
D.O.C. 02-16-36

ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



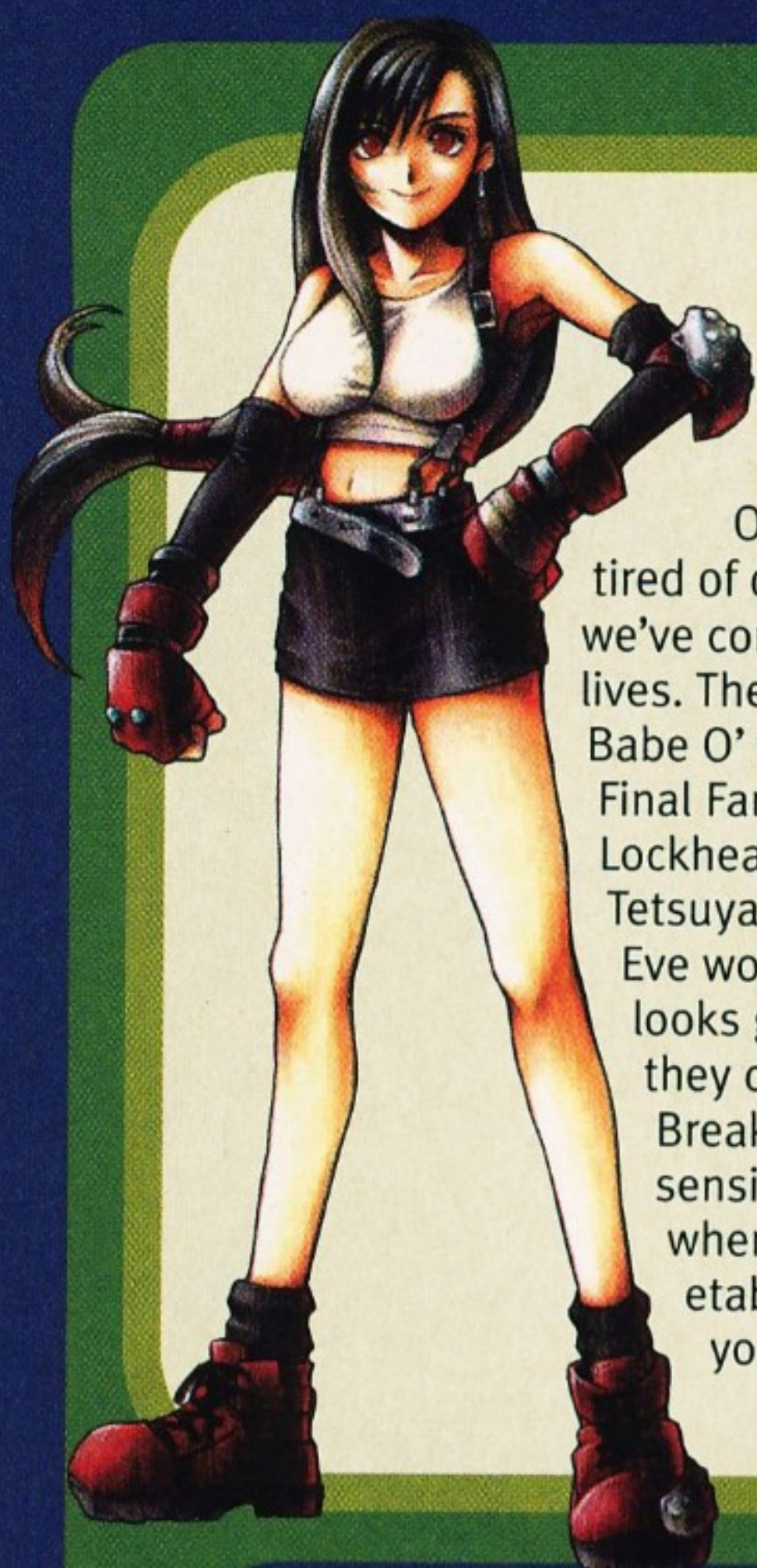
ONE



Co-Developed by



ONE™ and ASC Games™ are trademarks of American Softworks Corporation. ONE™ is co-developed by Visual Concepts. ©1997 American Softworks Corporation. ©1995 PEG Limited Partnership. PlayStation™ and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.



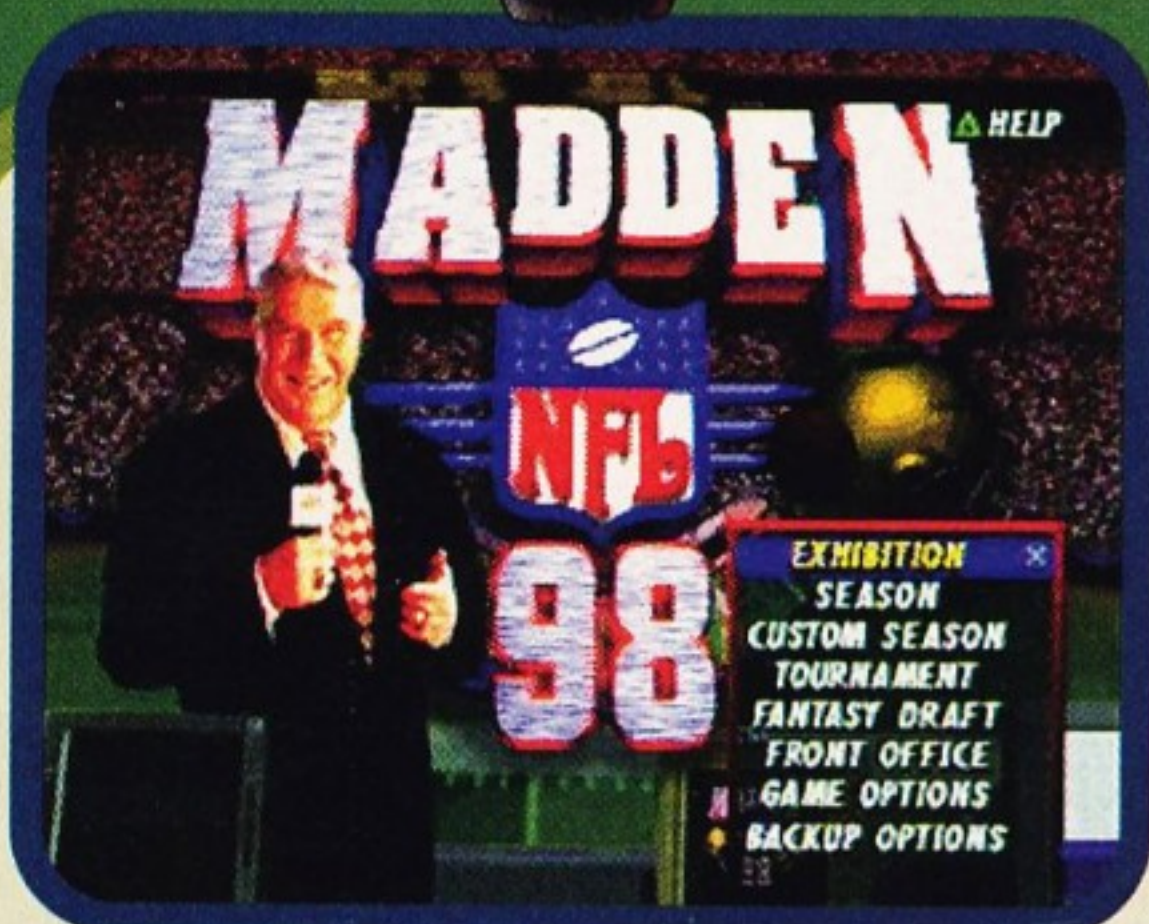
Hottest Game Babe Tifa Lockheart

OK, so we'll be honest. We're just as tired of drooling over Lara Croft as you are, and we've conceded it's time to move on with our lives. Therefore, it's time to crown a new Gaming Babe O' the Year, and she is none other than Final Fantasy VII's buxom beauty, Tifa Lockheart. Created by FFVII character designer Tetsuya Nomura (wait till you see his Paradise Eve women...good Lord!), Tifa's got it all. She looks great (she's as well-proportioned as they come), she's incredibly strong (her Limit Breaks can be devastating), and she's got a sensitive side as well (she stood by Cloud when he was reduced to a frothing vegetable—would your woman do that for you? We doubt it...). She may not be as

“all over the place” as Lara Croft is (did someone say U2 tour?), but she's still got what it takes to motivate the EGM staff on those lonely deadline nights (err, make of that what you will...), and in the end, that's what really counts.

Coming in second was former star of the hit game D—Enemy Zero's stunning Laura Lewis. Sega's new virtual star (whose voice will be done by Luscious Jackson's lead singer) may not be as hot as Tifa, but no other rendered CG babe has such an amazingly lifelike appearance. The fact that she was nude in the Japanese version of Enemy Zero didn't sway our vote at all, honest.

Runner-up: Laura Lewis (Enemy Zero)



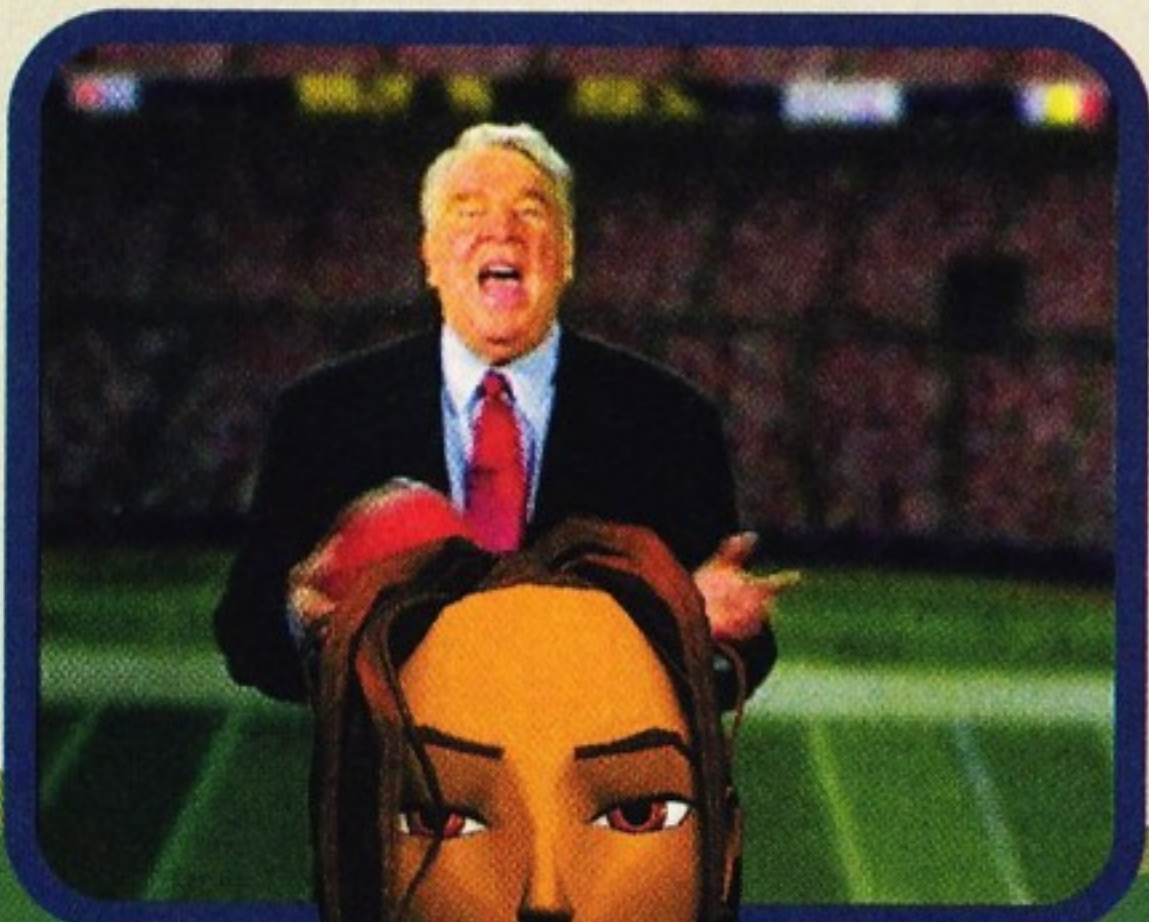
Hottest Game Hunk John Madden

When it came down to figuring the hottest game hunk, the choice was clear. Consider this: Who else is so popular that people snapped up his game year after year, even though he only appeared during some full-motion video and sound clips during the game?

John Madden, of course. The only man on Earth that has a bus named after him and can make comments like “Boom!” on television or during a game without being laughed at. He can work the telestrator, and effortlessly conjure and deliver one-liners such as “The quarterback got up looking out of his earhole!” And that's in addition to taking the Raiders to the Super Bowl. And don't forget that happy mug of his seen on the game box.

Yes, John Madden is the hottest game hunk, and we'll take him any day over Duke Nukem and Mario.

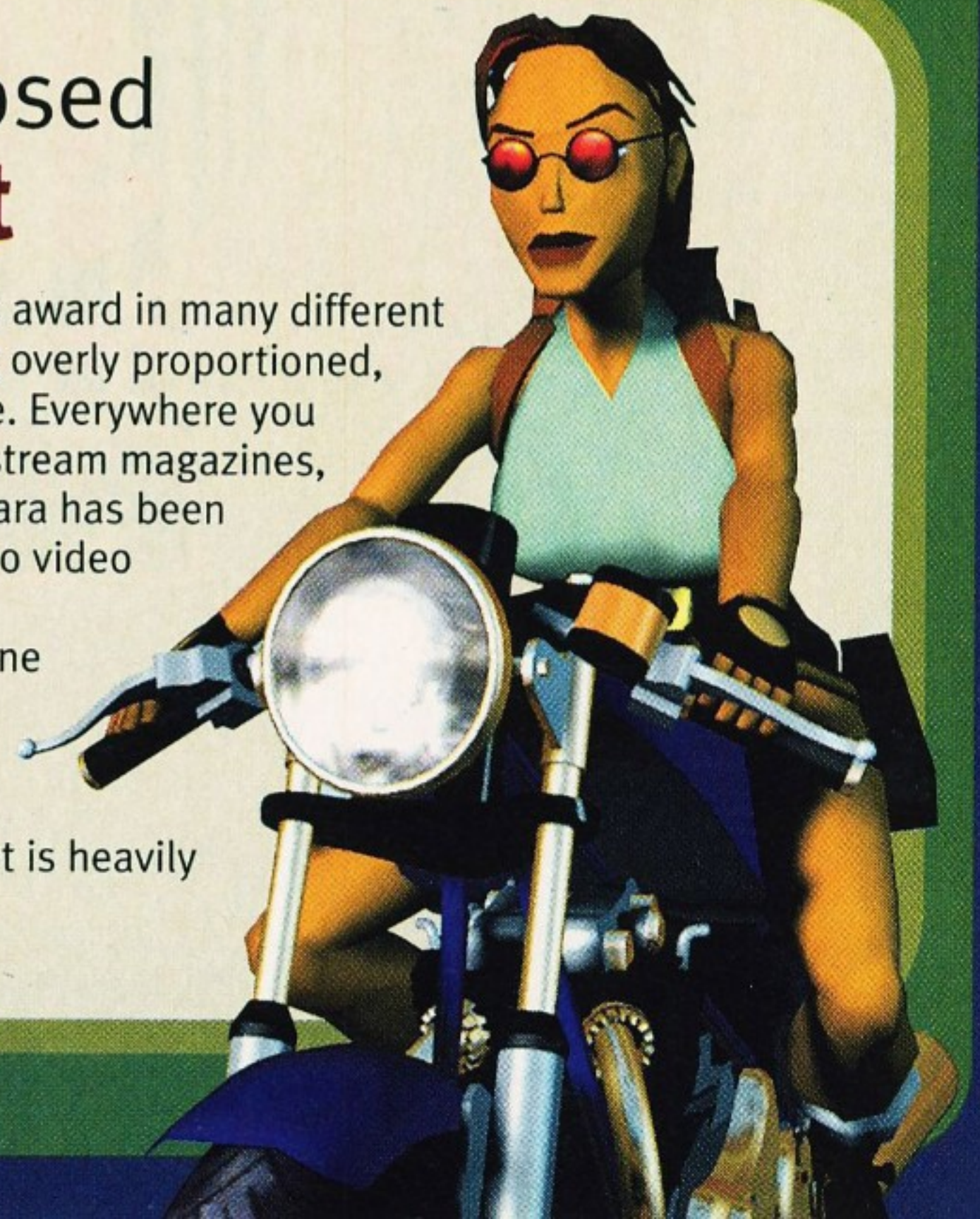
Runner-up: Abe (Abe's Oddysee)



Most Overexposed Lara Croft

When it comes to overexposure, Lara wins this award in many different ways. Aside from wearing tight clothing and being overly proportioned, Lara has had way more than her share of coverage. Everywhere you look—trade shows, game magazine covers, mainstream magazines, and even on the video wall during the U2 tour—Lara has been there, done that. Oh, and, by the way, she's in two video games called Tomb Raider.

Her success is quite a phenomenon, and one that Eidos is certainly enjoying. Regardless, Lara's success shows anyone that despite any efforts that companies have made to appeal to females, this video game market is heavily driven by testosterone.



A Breathtaking New Action/RPG For The PlayStation™ Game Console.
From The Creators Of Landstalker.™

Between the Worlds of Light and Dark,
Between the State of Conscious and Unconscious,
Lies the Realm of the Dream Walker Alundra.

ALUNDRA™



Our games go to 11!™

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. "ALUNDRA" is a trademark of Sony Computer Entertainment Inc., licensed by Working Designs. Original Game © Sony Computer Entertainment Inc./Matrix 1997. English Translation © Working Designs 1997. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. Landstalker is a trademark of SEGA Enterprises, LTD. Combatting wetness, one dream at a time! For a dealer near you, call (916) 243-3417. Call 1-800-771-3772 for Game Rating Information.

Best Movie to Game **GoldenEye 007**

Anyone who has been playing video games for any amount of time knows that most movie licensed games are just horrible. When GoldenEye was announced for the N64 many of the *EGM* staff thought it would be “just another lame movie game.” Boy, were we wrong.

Rare has pulled off a mighty feat by making GoldenEye 007 an excellent game that also manages to meticulously follow the movie. This first-person 3-D game re-creates the Bond theme superbly by using great music (easily some of the best on the N64), graphics and characters to make you feel like you're in that movie world. Even with the excellent mission-based gameplay, the true strength of this title is its Multiplayer Options. No game—not even Mario Kart 64—has made us miss deadlines like this one. Playing the Four-player Mode is tremendous fun. At one point our managing editor even had to lock up the game to make sure *EGM* went out on time. That pretty much speaks volumes, now doesn't it?

Now *this* is how to do a movie video game. Plus, it's about time someone took the Doom genre to the next level!



Worst Movie to Game **The Crow: City of Angels**

All of the gothic splendor that was *The Crow: City of Angels* on the big screen came to the consoles—and it was just as bad...and dark...and cheesy.

The Crow: City of Angels (the game) is an all-around good example of a bad game. It tries to use 3-D when it doesn't really have to (since they're going for a side-scrolling, Final Fight sort of feel), the camera angles are awkward (like when practically all you see is a pole instead of who you're fighting) and the graphics are incredibly dark, so much so that sometimes we can't see what's going on (who knows, maybe the graphics would look better if the lights were turned on).

Then again, in all fairness The Crow: CoA was Acclaim's first attempt at 3-D like this, so hopefully in time they'll improve the engine (i.e., kind of like the new Batman and Robin game that's coming out). Wait a sec...they did release that new Fantastic Four game...hmm.

Now this is how *not* to do a movie video game. At least it's not a lame side-scroller (DragonHeart, anyone?).



Worst Use of a Good License (or, Worst Use of “The Thing”) **Fantastic Four**

Sure, the Fantastic Four might not be the hippest crew of crime fighters in Marvel Comics' stable of superhumans, but surely they deserved a better game than this ho-hum PlayStation side-scroller from Acclaim. Aside from its somewhat-decent polygonal graphics, Fantastic Four is nothing more than dull, repetitive Final Fight rehash. Yeah, you get a few special moves and the occasional brawl with special guest-star superheroes, but that's only if you can manage to stay focused on the uninteresting gameplay. Heck, the racing game you can play during load time is almost as much fun.

We just can't help thinking that The Thing, Mr. Fantastic and company could make for a better game, like maybe a realtime action/strategy title. Oh, wait—that's GT Interactive's Youngblood.

Yikes. Fantastic Four's visuals will impress you but little else will. Didn't anyone learn from Final Fight and Guardian Heroes?



Worst Use of Adam West **Golden Nugget**

You worshiped him as a kid. You laughed at him as a teenager. Now you're starting to cringe at his Bat-Hijinx. Who is it? It could only be Adam West, the original TV Batman, and star of Virgin's Golden Nugget. Poor Mr. West has been so stereotyped over the years as a jovial superhero in tights that it's really hard to place him in such a grown-up role in Golden Nugget. Our first guess as to this strange casting call was budget. Adam can't be doing well to star in a gambling game. An unknown would have fared better in that position. We want to see our former hero saving the day, rescuing a damsel in distress, all while spouting moralities faster than Jimmy Stewart on a sugar rush. It might take a lot to break the mold, but look at everyone's favorite Jedi, Luke Skywalker, a.k.a. Mark Hamill. Here's a guy who left major films and became the star of the successful Wing Commander series. Batman should take some lessons from the veteran of mold-breaking.

WHAM! BAP! Adam West's acting career isn't helped by his stint in a gambling game. This just isn't a good game for him to star in.



Name:
Mia
Age:
19
Height:
5' 7"
Measurements:
36-24-36
Occupation:
Rave DJ
**Fighting
Technique:**
Pi-Kua Kung Fu
Home Turf:
The Streets

I'll Take You Out



Loads of cool characters
and environments



Endless hours of
unbelievably fast gameplay



Tons of kickin'
alternative rock tunes



*True Fighters -
True Turf*

Join the Brawl in November

www.thq.com

Visit your local retailer or call
1-818-591-1310 for orders only



Versus © and ™ 1997 THQ Inc. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. All rights reserved.

Most Hype for a Game **Final Fantasy VII**

Who has the best game this year? Well, to hear ourselves—and the rest of the industry—talk, it would have to be Square's Final Fantasy VII. This epic game has been featured nearly nonstop for two years, and even we have been guilty of running an overkill of features, previews and kudos. Only Eidos' Lara Croft came close in the hype race, for good reason. The heroine and sequel to the number-one seller for the PlayStation last year deserves some respect. After all, Tomb Raider 2 is no slouch either. It will be a real battle this year to see who actually outsells the other when the final tallies from retailers come in. Tomb Raider has proven appeal, so the sequel will be a natural winner. Then again, in actual play testing, FFVII has really lived up to its fame, and is truly a must-own title for PlayStation owners who love RPGs. See? There we go again!

Runner-up: Tomb Raider 2 (PS)



Aerith
"I can't believe it's still here."



Barret
"Shut yer hole, foo!"

Gotta have it? Why? Because we told you you had to have it, silly! If it's in print, it's law, right?

Best Sequel **Castlevania: Symphony of the Night**

The year 1997 could easily be called "the year of the sequel," with well over a dozen big-name sequels arriving for all the major systems. Amongst them all, one stood above the rest (well two actually, but we liked this one more)—Konami's Castlevania: Symphony of the Night. Packed with hours of awesome Super Metroid-like gameplay, stunning 2-D graphics and amazing music, and just the right touch of RPG elements, SotN is arguably the best PlayStation game of all-time (and certainly a favorite of many EGM editors).

Coming in at a close second for Best Sequel was none other than Square's Final Fantasy VII. Most of the staff were torn between SotN and FFVII for this award, but in the end Castlevania: SotN won out because of its awesome gameplay and old-school style 2-D action.

Runner-up: Final Fantasy VII (PS)



39 RICHTER x00 -E3 Version



With Symphony, Konami sure made up for that crap 32-Bit update, Contra: Legacy of War.



Most Disappointing Sequel **FIFA 64**

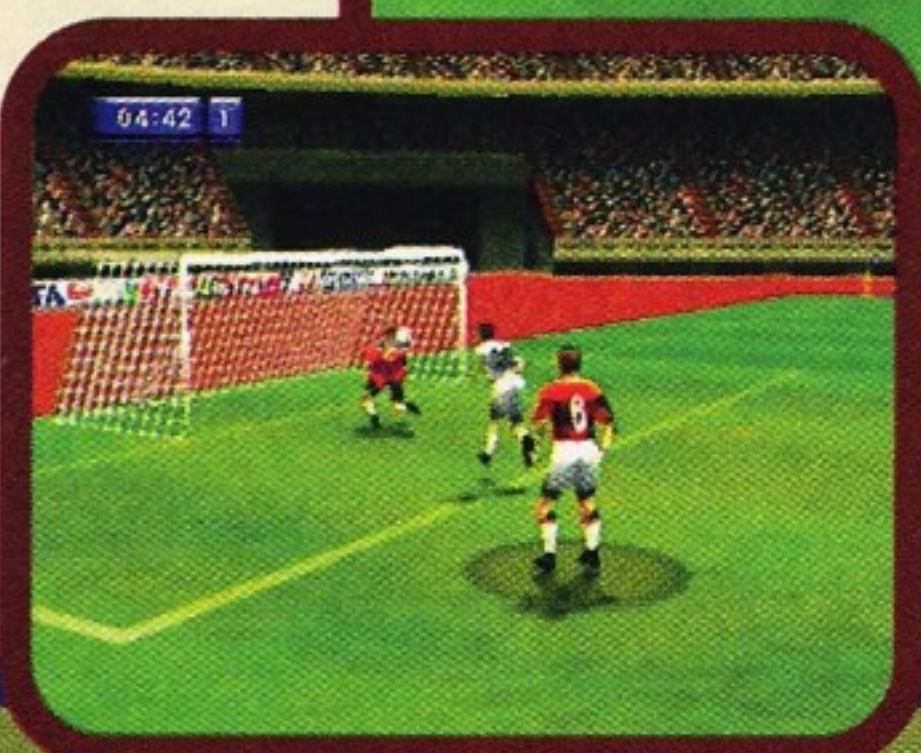
FIFA helped demonstrate the power of the 3DO when EA Sports introduced the world's first 32-Bit soccer game. Most gamers hoping for another stunning introduction onto the N64 were let down as FIFA 64 was one of the most disappointing sports games of the year.

FIFA looked like a good game—when it wasn't moving. Once the game was in play, FIFA didn't look so hot, as players clumsily moved around the playfield. The gameplay wasn't much better, and was hampered by the poor frame rate that made the game feel very awkward. Aside from the in-depth options and FIFA license, there wasn't very much about the soccer game to like. It almost seemed like more attention was spent on the superfluous features such as the picture-in-picture camera instead of having good, solid gameplay. Anyway you look at the game, it was definitely a title way below EA Sports' standards.

Runner-up: Decent Maximum (PS)



02:23 1



04:42 1

Ugh. Please, please play Konami's Int'l Superstar Soccer (N64) instead. You'll thank us.

REINFORCEMENTS HAVE ARRIVED

COMMAND & CONQUER
RED ALERT
FOR THE
PLAYSTATION™
GAME CONSOLE.

COMMAND
&
CONQUER

RED ALERT

COMING SOON TO RETAILERS EVERYWHERE OR CALL 1-800-874-4607



- Over two dozen Allied and Soviet missions on two action-packed CDs.
- Fight over land, sea and air with MiGs, spies, destroyers, submarines and more!
- Take the ultimate challenge by fighting up to 3 AI opponents in SKIRMISH mode.
- Battle maps are up to 2 times larger than those in Command & Conquer.
- Three game difficulty settings.
- Dozens of close-ups and action movies.
- Specially-designed interface with completely reworked graphics for your PlayStation™ Game Console.



LOCK 'N LOAD

Westwood
STUDIOS

www.westwood.com



Command & Conquer is a registered trademark of, and Command & Conquer Red Alert is a trademark of, Westwood Studios, Inc. © 1997 Westwood Studios, Inc. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

Biggest Reason For Missed Deadlines **GoldenEye 007**

Thanks to the multiplayer part of GoldenEye 007 (and absolutely no will power), the *EGM* staffers cost Ziff-Davis hundreds of thousands of dollars in missed printer deadlines. But since playing games is part of our jobs, we all had an alibi.

Anyone who has sat down and played the multiplayer part of this game with a group of friends knows exactly what we're talking about. GoldenEye's multiplayer is addicting, nearly flawless and a helluva lot of fun to play.

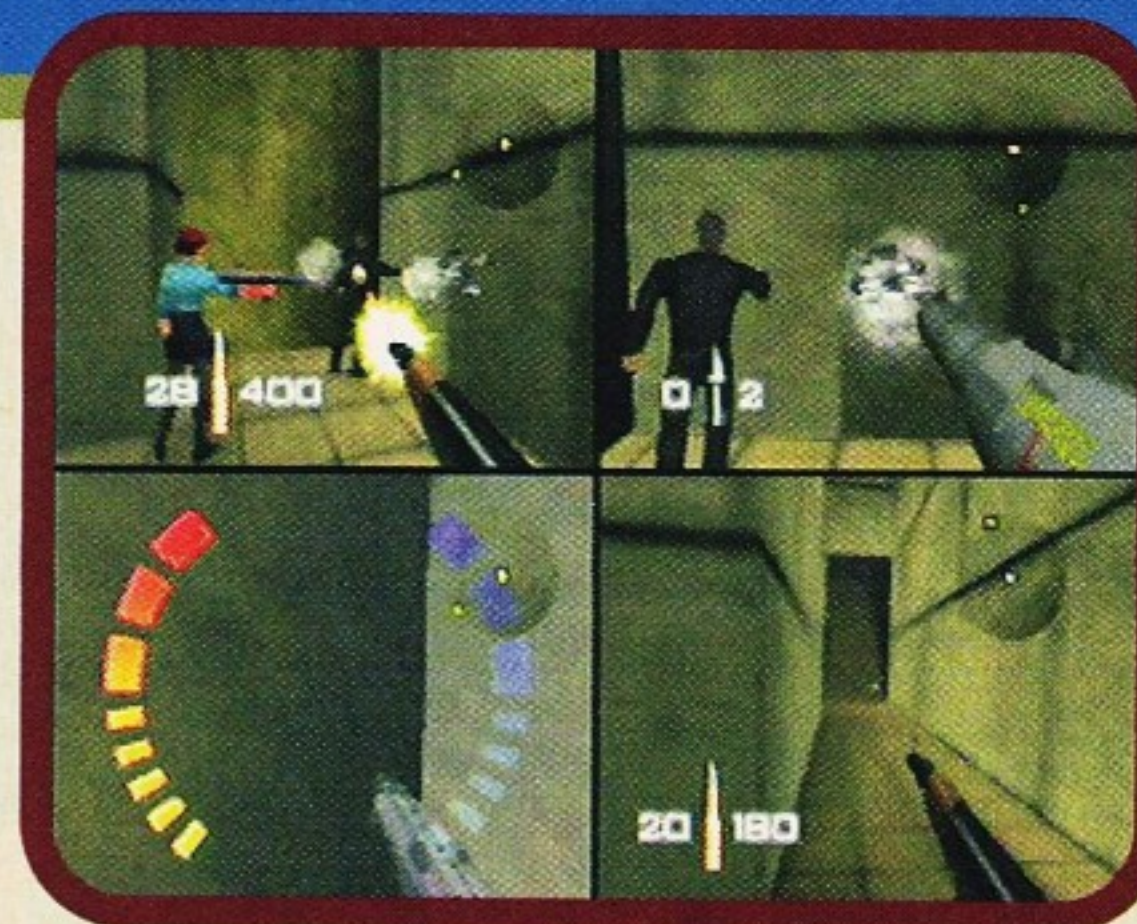
Sure, there's been other games with good multiplayer (Bomberman, Mario Kart 64, StarFox 64), but none of them made us miss more deadlines than this puppy.

If we weren't nearly coming to blows with our enemies from the screen, we were high-fiving our fellow two-on-two teammates.

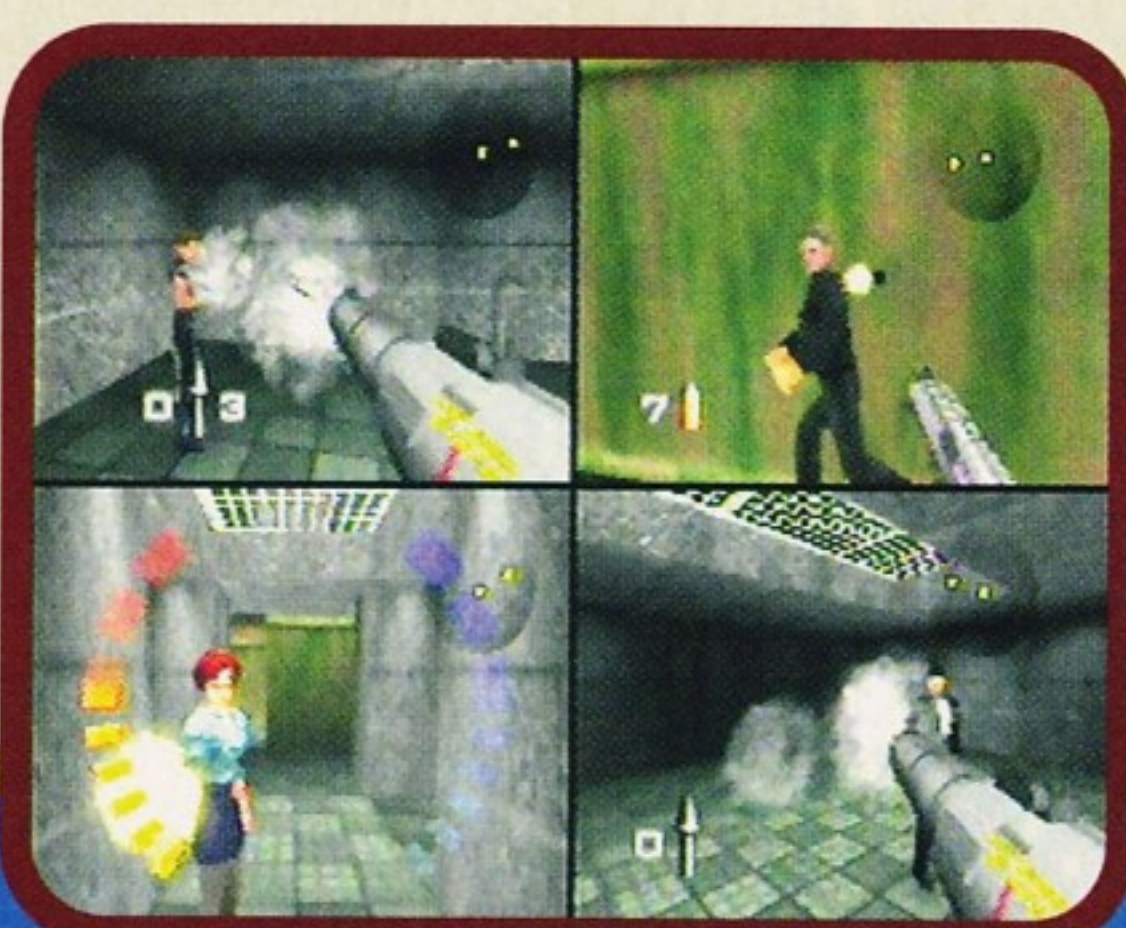
But whatever mode we chose (be it Free-For-All, Teams or the others), the hectic action never was lost. The variety of levels, weapons and scenarios helped make GoldenEye 007 a favorite around the office and at home.

Of course, the runner-up in this category is nothing to shake a stick at. Saturn Bomberman (for the Saturn, naturally) comes across the finish line in a very close second place. It's a classic, and another game that drains away our will power.

Runner-up: Saturn Bomberman (SAT)



You can play for points. You can play for time. You can play on teams. You can play free-for-all. You can pick different weapon categories. You can play paintball. You can play with a Golden Gun. You can play as Oddjob. You can...



Best Use of Silicon **Lara Croft**

Tomb Raider's famous heroine Lara Croft is returning in an all-new, all-improved sequel. The programmers are pushing the PlayStation to the limit with bigger and better-looking worlds and special graphical effects for Tomb Raider 2. For example, Lara might need to light up flares to illuminate dark caverns. If she throws the flare, the light sourcing will adjust accordingly. It looks pretty cool in action, trust us.

So Ms. Croft wins our coveted Best Use of Silicon award. The programmers at Core are clearly using computers, hard drives, circuit boards, *silicon* chips, etc. to make a technologically advanced game for us all to enjoy. Thus, it is the best use of silicon, in our humble opinion. We are all looking forward to playing Tomb Raider 2, are we not?

Wait a minute, were you expecting this award to mean something else? Sick...you should get your mind out of the gutter.

Runner-up: Half the cast of Dead or Alive (Arcade)



If silicon chips in computers can create a great game like Tomb Raider, we can't wait to see what it does for Tomb Raider 2!

Best Cure for Insomnia **Tail of the Sun**

Got the nighttime shakes? Has counting sheep failed you for the last time? If so, pick up a copy of Sony's Tail of the Sun for the PlayStation. Here's a game that's so slow and uninteresting, even your main character has to fall asleep—even during a full-out run up a mountainside. There's nothing more therapeutic than having your caveman slide face first down a hill. This guy knows how to relax! So, take a few lessons from your prehistoric ancestors and get some shut-eye. If that doesn't work, just keep playing...you'll be asleep in 15 minutes, tops. Gamer tested, boredom approved!

For those of you who need to sleep while on the go, get yourself one of those irritatingly scarce Tamagotchis, and play the Left-Right game. You'll start to feel your eyelids getting heavier with every hypnotic flip your loving pet makes. Just don't do this while driving. Don't say we didn't warn you!

Runners-up: The Tamagotchi Left-Right mini-game, a pint of bourbon



Never lose another minute of sleep by playing Tail of the Sun each night. Look at this very well-rested, satisfied customer.

Eye Be Nimble, Eye Be Quick, Or Eye Be Sliced by Gore's Big Stick.



NINTENDO⁶⁴



DARK RIFT™

More Bang For The Buck

\$5.00 Off the purchase of Dark Rift for Nintendo 64.

This coupon is redeemable only with the purchase of one (1) **Dark Rift** game for the Nintendo 64 by retail customers. Simply mail this coupon together with the **Dark Rift** warranty card enclosed in the game pak and a **dated** cash register receipt supplied by the retailer to VIC TOKAI. Void if copied or altered and where prohibited, licensed, or restricted by law. Offer valid only in the United States. Valid only on purchases after October 21, 1997. Offer expires December 31, 1997.



KRONOS™
DIGITAL ENTERTAINMENT INC.



VIC TOKAI INC.

Dark Rift™ logos and characters are trademarks of and © 1996 Kronos Digital Entertainment, Inc. All rights reserved. Licensed by Nintendo. Nintendo, the official seal, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc.

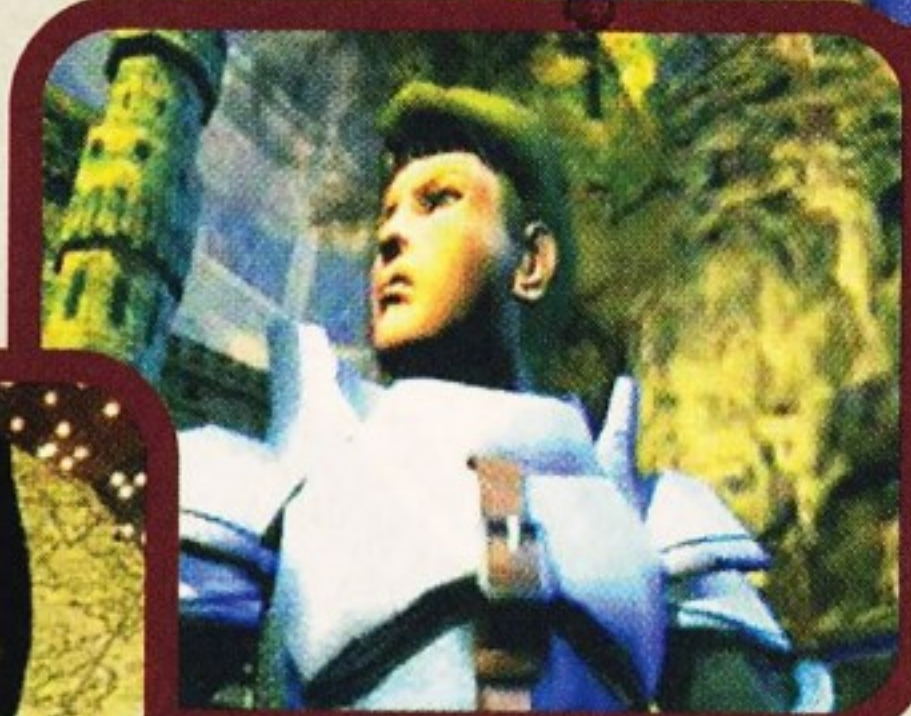
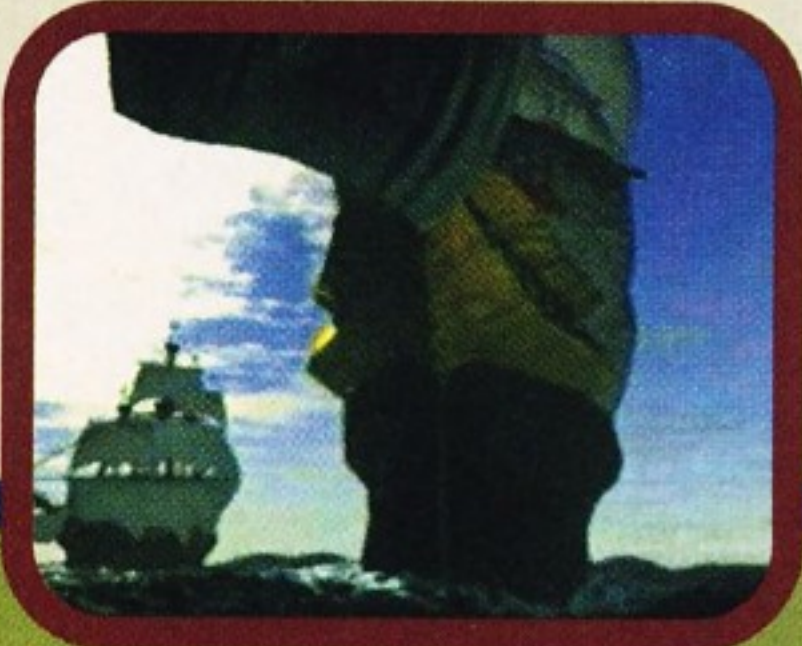
Best Intro Soul Blade

Best intro of the year? Heck, the opening cinema to this PlayStation fighter from Namco is the best intro ever. From the opening shot of a vast fleet of sailing ships to the explosive finale in which Cervantes rips off his face, the cinema is both stunning and riveting. It just screams of high production values. It also does a perfect job at setting up each fighter's back story. And let's not forget the incredible music, which never fails to rev us up for some weapons-based brawling.

With a running time of more than two minutes, the intro is plenty long, but it's just so darn good that we never skip past it. Our only gripe is that Namco added clothes to the bathing Sophita in the U.S. version (hey, it's nothing to do with nudity, we're just..ahem..opposed to censorship!).

Word has it that Namco will be rendering images for at least one entirely CG movie. If it looks as good as this intro, we can hardly wait.

Runner-up:
Abe's Oddysee (PS)



You will be amazed when you feast your eyes on Soul Blade's intro. It's simply incredible.

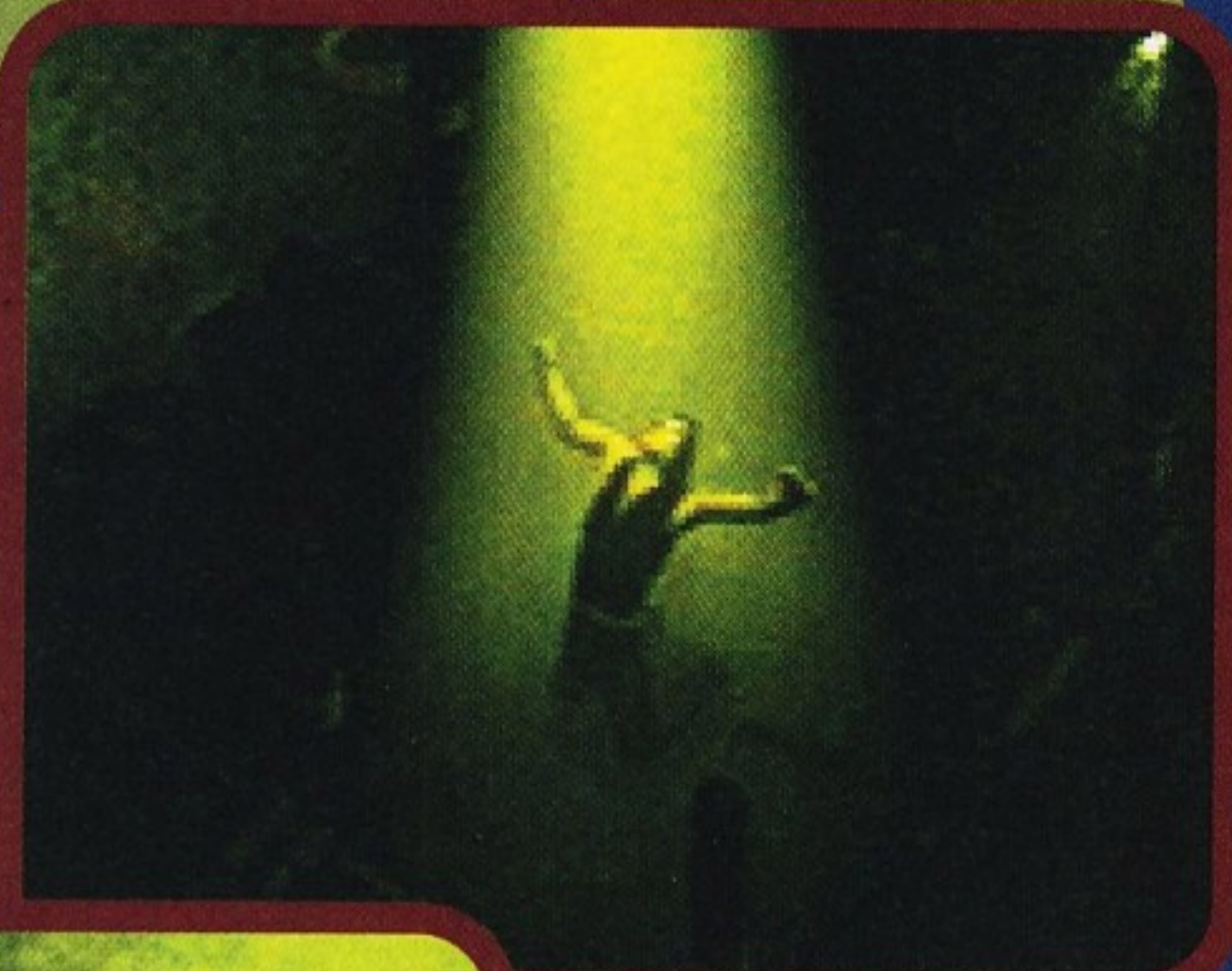
Worst Intro The Crow: City of Angels

Oh man...this one was released earlier in the year, but the trauma that it caused still lingers even today. Gameplay and dark graphics aside, the intro for this one not only featured awkward graphics, the voice acting and overall delivery were sad and funny at the same time.

"Flowers for the dead, señor," never had so much meaning, and if you played this one (or at least watched the intro), then that phrase has special meaning for you as it does for all of us here at EGM.

Besides the funny dialogue that not even once matched the lip movements (when they were moving, that is), there was the over-exaggerated, marionette-style animation that literally had some of us rolling.

All of this aside, some of the graphic effects in the intro (as far as the quality of the rendered cinemas) were pretty darn cool, but not cool enough to avoid this prestigious title.



Since the movie wasn't that great, Acclaim really didn't have a lot of good material to use.

Best Ending Final Fantasy VII

WARNING: If you haven't yet finished Final Fantasy VII, you may want to refrain from reading this possible spoiler!!

Even though some of the editors were a bit disappointed that Final Fantasy VII's ending didn't quite live up to past Final Fantasy endings (a little bit of realtime interaction and some more closure would've been nice), the game still provided an amazing closing sequence, definitely better than any other game in the last year. Not only was the ending fantastic to look at, but everything leading up to it (the final dungeon, the final Bosses, the tremendous end battle music, etc.) all combined to make Final Fantasy VII's finale one of the most memorable game endings of all-time.

Runner-up:
Finishing this
Buyer's Guide



FFVII's superb grand finale puts most games' endings to shame. Developers take note!

better shred than dead!

Pull off radical stunts
or eat asphalt!

Manners are
for mailmen -
kill pedestrians!

one psycho cyclist.
250 extreme errands.
a whole city of hurt.

COURIER CRISIS

EXCLUSIVELY FEATURING

GT
Bicycles



GT Interactive
Software
www.gtinteractive.com

Courier Crisis™ ©1997 New Level Software. The New Level logo is a trademark of New Level Software. Used under license from BMG Interactive International, a unit of BMG Entertainment. The BMG logo is a trademark of BMG Music. All rights reserved. Distributed by GT Interactive Software Corp. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software Corp. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment, Inc. Sega Saturn and the Sega Saturn Logo are trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective companies.

Game You Need a Ph.D. to Play **Carnage Heart**

We knew we were in over our heads with Carnage Heart as soon as we opened its box. The 34-page manual was no big deal. But then we flipped through the accompanying 60-page strategy guide, which was jammed with graphs and in-depth sections on battle tactics and how to program your OKE mech's software. Kee-ripes, man—there were even flow charts! And as if that wasn't enough to give us a headache, one entire CD of this two-disc package serves as a tutorial. By the time we read both manuals and sat through the CD lectures, we felt like hitting up relatives for graduation gifts.

Don't get us wrong; Carnage Heart can be rewarding once you learn how to play it. And if you've mastered the game, congratulations. We're sure your 400-page thesis on advanced OKE software programming is fascinating. Your doctorate in hardcore strategy is on the way.

Carnage Heart is not for the weak-of-brain. That said, half the EGM staff avoided the game like the plague.



Best Use of Teats **Harvest Moon**

This sleeper hit of our offices, Harvest Moon by Natsume, really knows how to tickle our funny bone. This offbeat RPG places you in charge of your own farm, and it's your job to make it flourish. One farming activity you need to master in order to do this is milking your cow, of course. Don't worry, it doesn't take long to master the "squeeze and pull" technique, but the whole concept just seems extremely amusing in our deadline-crushed brains. After all, here's this poor cow swaying free in the breeze, while the industry gets an ulcer over Lara Croft's skimpy bikinis and wetsuits. C'mon! Get a grip! If Lara was a heifer, we obviously wouldn't have this raging debate over sex in video games. Not that we advocate that sort of thing. It is for this reason, however, that the Harvest Moon cow gets the tongue-in-cheek award for not just the best, but also the ONLY acceptable use of teats. A case of human-discrimination? You decide!



Don't be offended, these are only teats, not that morally-challenged term for the female human mammary gland accessories.

Most Promising Game Company **Rare**

While many great developers are still creating excellent games for us to explore and enjoy, Nintendo knew what they were doing when they decided to give their backing to Rare, creators of the best group of games this year. Rare has really helped make the N64 a viable game system, far above any other developer. We've seen the great action of GoldenEye grace our screens with a plot that truly mimics the movie, awe-inspiring polygon graphics and rock-solid gameplay. Not to mention the intuitive skill levels and top-notch secrets. Now we get to test our skills on the upcoming Diddy Kong racing, a tour de force in kart racing. This surprise title takes Mario Kart 64 to a

whole new level, introducing multiple vehicles, numerous tracks and many multi-player modes. Next year's games, Banjo-Kazooie and Conker's Quest look to be sure-fire winners as well, so it won't be long before we find ourselves enjoying the exploits of this relatively young company. They wowed us in the arcades with Killer Instinct, and now they've taken to the console market like it was second-nature. Titles like GoldenEye, Diddy Kong Racing show what the Nintendo 64 is capable of handling, plus it make our mouths water for Rare's 1998 crop. We look forward to seeing if Rare can maintain its upward climb.

Runner-up: Konami



Above: Diddy Kong Racing and GoldenEye 007 set the upward pace for Rare right up to the New Year. Left: Look for Conker's Quest and Banjo-Kazooie to try and maintain the momentum long into 1998.



MASS DESTRUCTION



Don't just sit there...

SHOOT!



Mass Destruction™ is a trademark of BMG Interactive International, a unit of BMG Entertainment. ©1997 NMS Software, Ltd. ASC Games™ is a trademark of American Softworks Corporation. ©1997 American Softworks Corporation. Mass Destruction™ is developed by NMS Software, Ltd. The NMS logo is used under license from BMG. BMG is a trademark of BMG Music. Play Station™ and the Playstation logos are trademarks of Sony Computer Entertainment, Inc. Windows® 95 is a registered trademark of Microsoft Corp. Sega™ and the Sega Saturn™ logo are trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

Best 180-Degree Turnaround Acclaim

Well, let us clarify and call this a 165-degree turnaround. But even with that, Acclaim has come a long way. With dozens of stinkers to every one or two good titles, EGM and plenty of gamers out there started to wonder why Acclaim would release such mediocre games. They must've stopped and asked themselves the same thing.

Now Acclaim is coming back with a new lineup (and a couple that are already out) that should turn plenty of heads and have others asking whether or not it's really Acclaim that is bringing these games out.

First they've already given us Turok which was generally well received by most people—if for no other reason, than because of

the game's awesome graphics (although some on staff would beg to differ).

Next, Acclaim is just about ready to bring us Extreme G for the N64, a futuristic racer that has a feel similar to WipeOut XL with even more incredible graphics. On top of this, they have Forsaken that looks to have some of the best graphics on the PlayStation to date, with a Descent feel. And last, Batman & Robin is on its way. This time though, Batman and the Boy Wonder are in complete 3-D. Overall, their upcoming games look simply incredible.

On the other hand, they are bringing out Fantastic Four...well, maybe it's only a 158-degree turn.



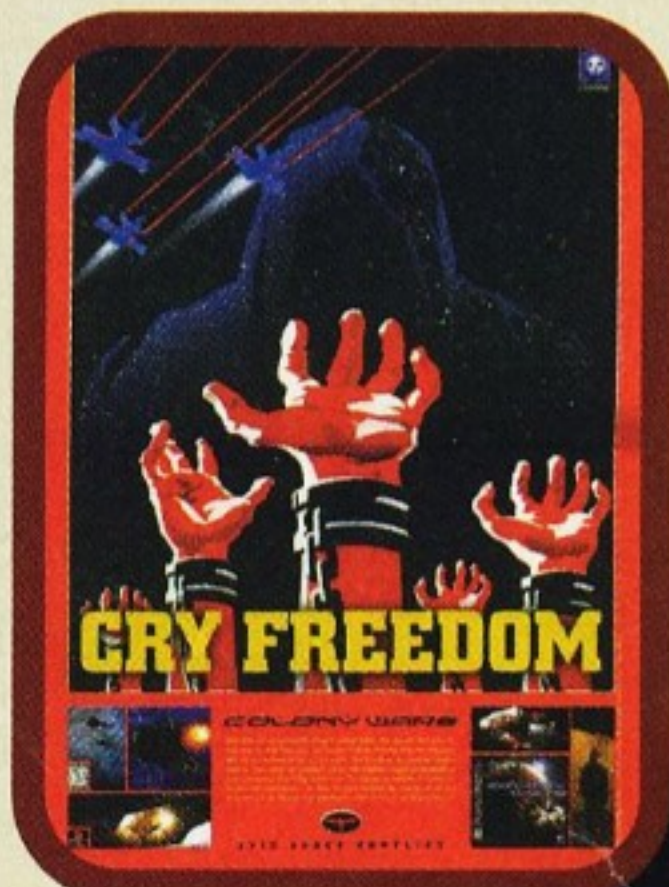
Acclaim reps have acknowledge their not-so-hot decision making in the past on what games they should publish. Now, they are desperately trying to turn things around. From the look of things, they might be on the right track.

Best Print Ad Final Fantasy VII

It seems Nintendo always ends up being the target of a competitor's attacks. Remember the Game Gear advertising campaign against the colorless Game Boy? It seems Sony has that bullying behavior inside them as well. Last year, Crash Bandicoot taunted Nintendo outside their headquarters. This year, a Final Fantasy VII print ad ruthlessly made fun of the Nintendo 64's expensive cartridge format.

"If [FFVII] were available on cartridge, it'd retail for around \$1,200." Rude, especially considering that Nintendo lost the Final Fantasy series to the PlayStation because of memory problems. Still you got to admit...the ad was funny.

Runner-up: Colony Wars (Psygnosis)



Right: Sony's attack on the N64 cartridge format was ruthless...but they do make a good point.



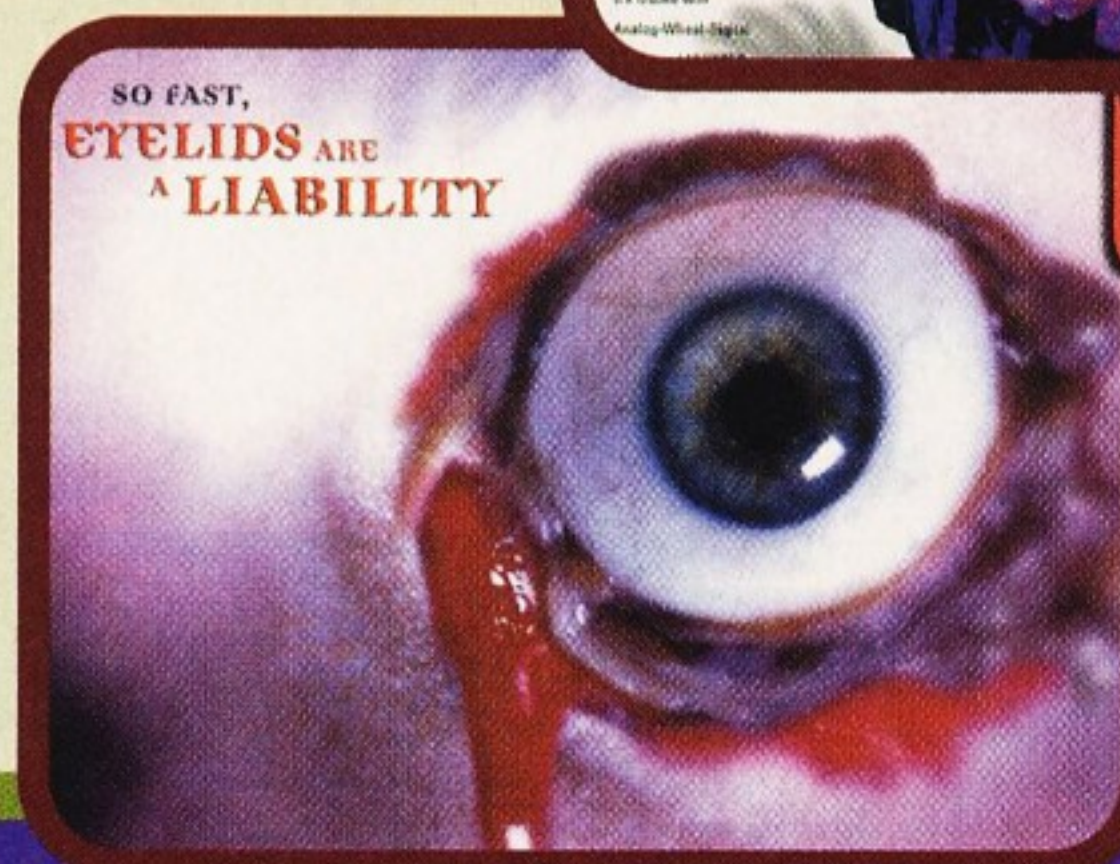
Worst Print Ad Nanotek Warrior

C'mon, Virgin Interactive. It's bad enough you ripped the eyelids off some helpless gamer for your Nanotek Warrior ad, but did you need to have a river of blood pouring from the poor guy's tear duct? We almost tossed our cookies the first time we saw this one.

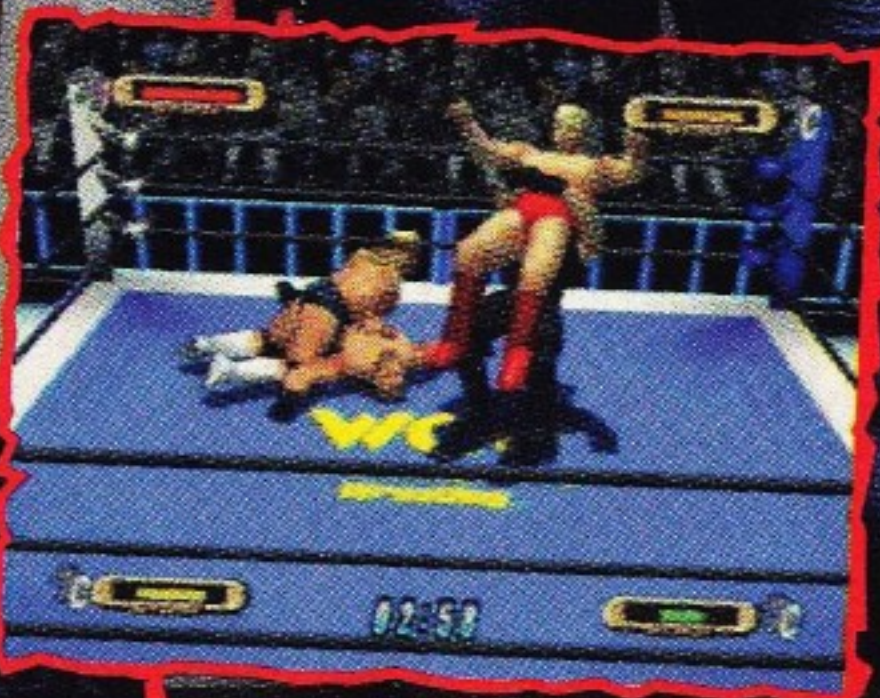
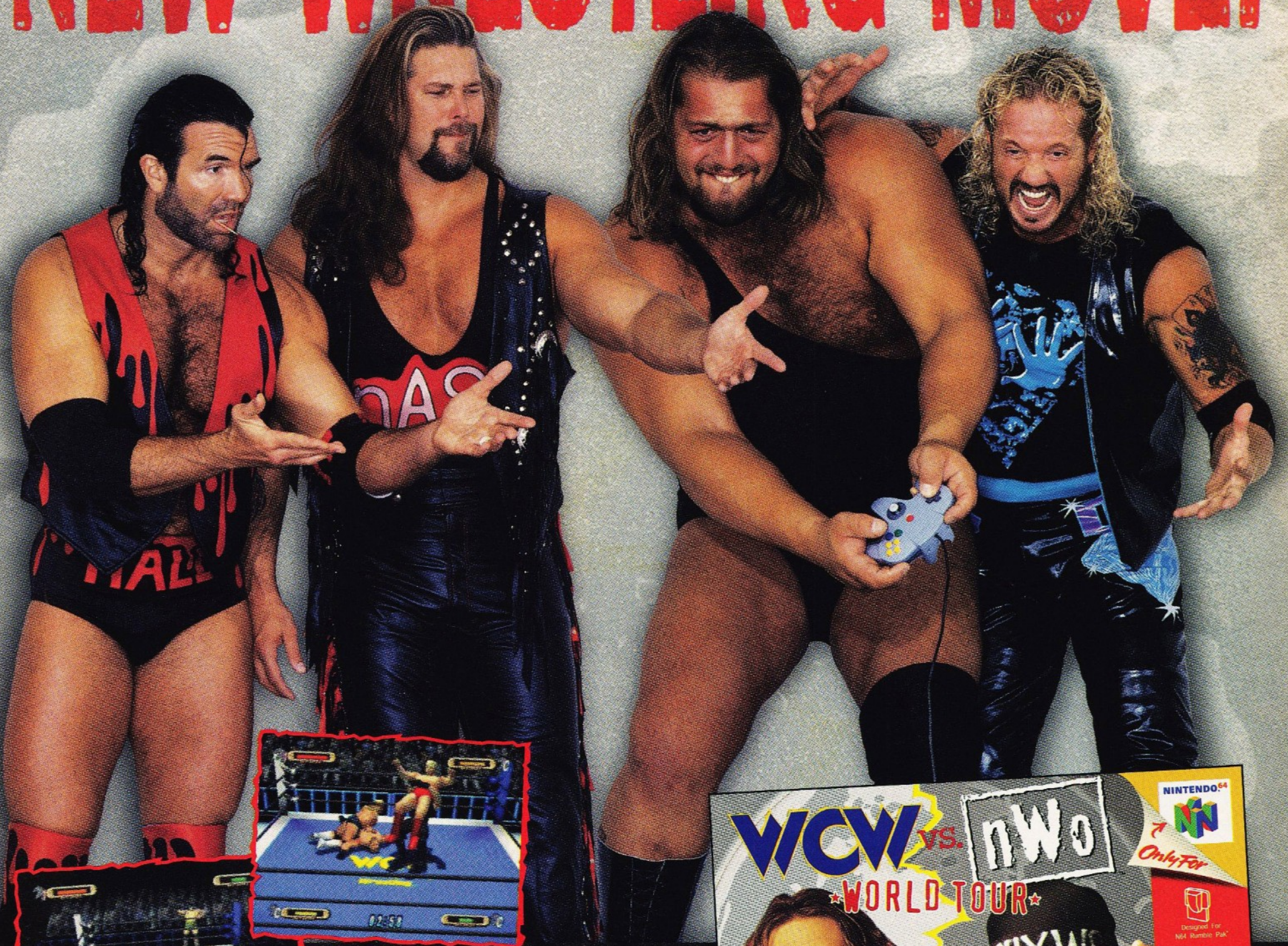
Still, Virgin had some close competition in the gross-out department. ACT-Labs' EagleMax ad went a little overboard with the bird dukie. Meanwhile, ASCII's joystick advertisements deserve mention simply because of their incredibly goofy art.

Runners-up: ASCII Controllers, Eagle Max (ACT Labs)

Yuck...this ad drew negative responses from us and readers. Still, you gotta admit, it certainly caught your eye...so to speak.



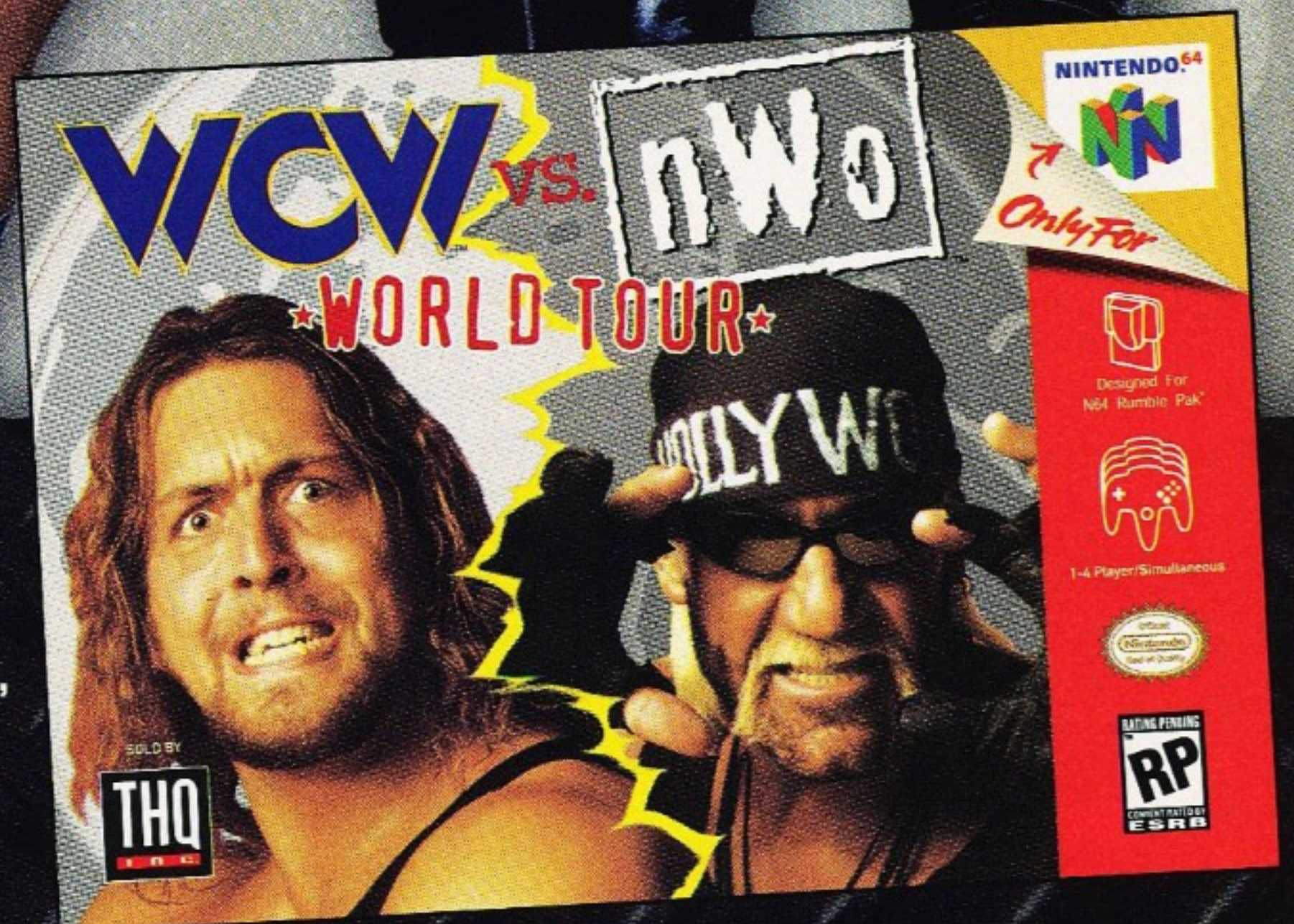
GIANT DEMONSTRATES HIS MOST DEVASTATING NEW WRESTLING MOVE.



"One of the Fall's hottest games!"
 - GamePro, July 1997

- Over 40 wrestlers, including more than 20 WCW and NWO superstars: Hollywood Hulk Hogan, Sting, Giant, Lex Luger, Ric Flair, The Outsiders, The Steiner Brothers, Dean Malenko, Syxx, Eddy Guerrero, Chris Benoit, Scott Norton, Rey Mysterio, Jr., Steven Regal, Ultimo Dragon, Buff Bagwell, Eric Bischoff and many more!

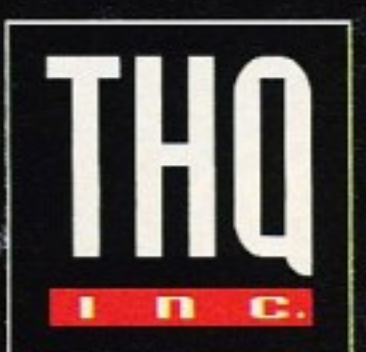
- Each wrestler has 30 to 40 moves, including his own signature moves
- Tag Team and simultaneous four-player action
- Five different play modes.



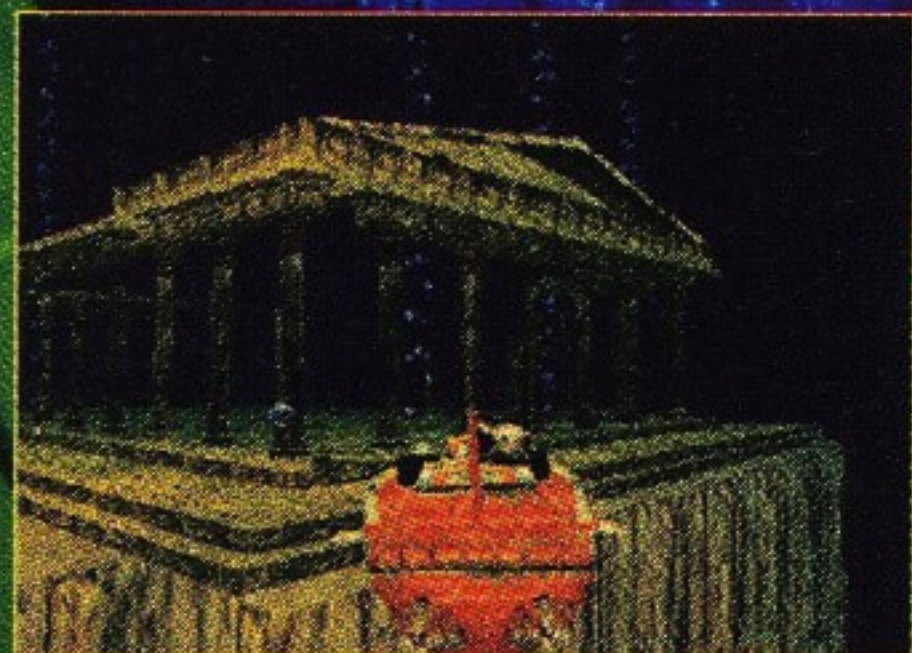
www.thq.com
www.WCWwrestling.com

Visit your local retailer or call
 1-818-225-5167 for orders only

WCW vs. NWO World Tour © 1997 World Championship Wrestling/NWO/THQ Inc.
 Nintendo® and N64 are registered trademarks of Nintendo of America Inc.



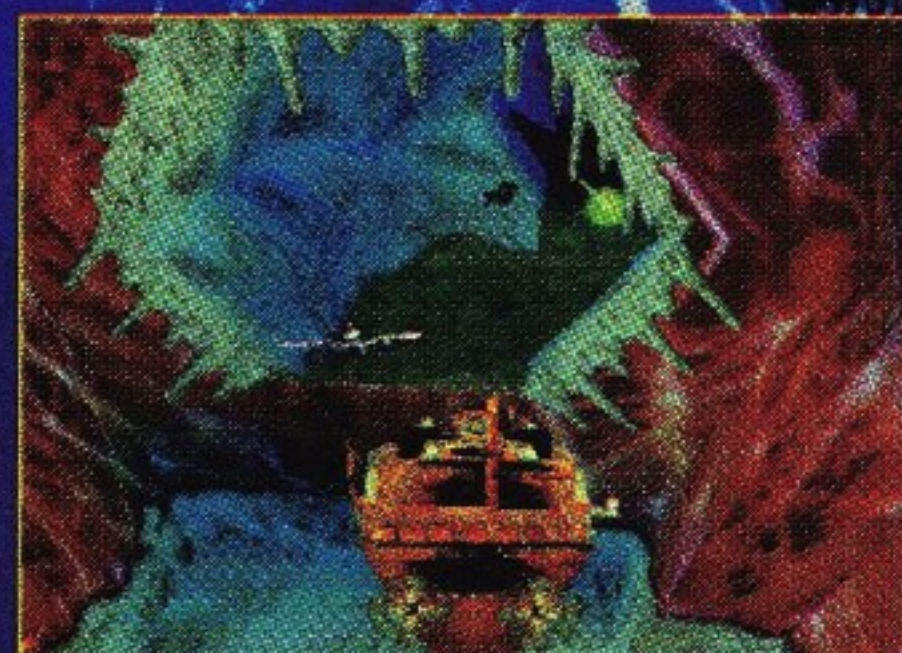
KISS THE ABYSS



IMPLOSIVE REAL-TIME 3D GRAPHICS.



DEEP SEA MULTI-PLAYER
GAME MODES.



10 TOTALLY DIFFERENT
HULL-CRUSHING ENVIRONMENTS.



PIRANHA SWARMS, MAGNETIC SUCKERS,
DEPTH CHARGES AND MORE!

This is what they really mean when they talk



LOCKJAW

about totally immersive gameplay. Take a dip in



ARMAGEDDON

these sub-infested waters for a spot of nuclear

fishin'. 12 subaquatic psychos want to send you



BOTTOM LINER

down and they've got the torpedoes to prove it.

Don't worry. You'll know you're in too deep

when the water pressure caves your head in.



STALINGRAD

Looks like you're in deep ship.

FROM THE DEVELOPERS OF TWISTED METAL™
JET MOTO™ AND WARHAWK™



ARCHIMEDES



LA GRIFFE



©1997 SINGLETRAC Entertainment Technologies, Inc. Twisted Metal, Warhawk and Jet Moto are trademarks of Sony Interactive Entertainment Inc. (Twisted Metal, Warhawk and Jet Moto were published by Sony Computer Entertainment America). Critical Depth, SINGLETRAC and the SINGLETRAC logo are trademarks of SINGLETRAC Entertainment Technologies, Inc. PlayStation and the "PlayStation" logo are trademarks of Sony Computer Entertainment, Inc. Published and distributed by GT Interactive Software Corp. The GT and the GTGames logos are trademarks and the GT logo is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective companies.

EGM's Special Report:

Which System is Best?

No hype.
No bias.
No nonsense.
Here's the
in-depth report
on video game
systems you've
been waiting for.
Find out
what was the
best and worst of
the past year...

Boy it's a rough time to be a video gamer. Let's see...you can buy a powerful Nintendo 64, or you can go with a CD-based system like the Sony PlayStation or the Sega Saturn. You can even take the old-school route and buy a classic 16-Bit Super Nintendo or Sega Genesis with their huge library of proven games. Five very viable gaming systems, each great in its own right...how is a person to decide?

Well, if you can call having to decide amongst several video game consoles a "rough time," then we're here to give you full support. Since it is our job to play games on these machines 50 weeks out of the year (assuming we behaved well enough to earn our two-week vacation), we broke down each and every aspect of the five main systems. We tell you why you should, or shouldn't, buy this system or that. We show you what the future holds in store for your favorite console. We list the 10 best games for each of the machines, and we also list our five most anticipated games for each system for the upcoming new year.

For the technically oriented, we also talk a little bit about the guts of each machine. What makes the Saturn such a complicated system to make games for? Why is the PlayStation a great 3-D (and mediocre 2-D) piece of machinery? How does the Nintendo 64 put out such gorgeous and blurry graphics? It's all inside for you to digest.

We also included a fun little test to see what next-generation system you should buy. You might catch the subtle (and not so subtle) jokes we throw at the big three, Nintendo, Sony and Sega. But don't take it too seriously...we're sure we're already going to hear it from angry system fans and company reps. It's all in good fun!

So please enjoy the following few pages and try to pay attention to what we "experts" have to say. We are, after all, privy to insider industry information (plus playing games for a living doesn't hurt). If anyone knows what they're talking about, it's us, the Review Crew of *Electronic Gaming Monthly*...at least that's what we're told by our support groups and watchful bosses...

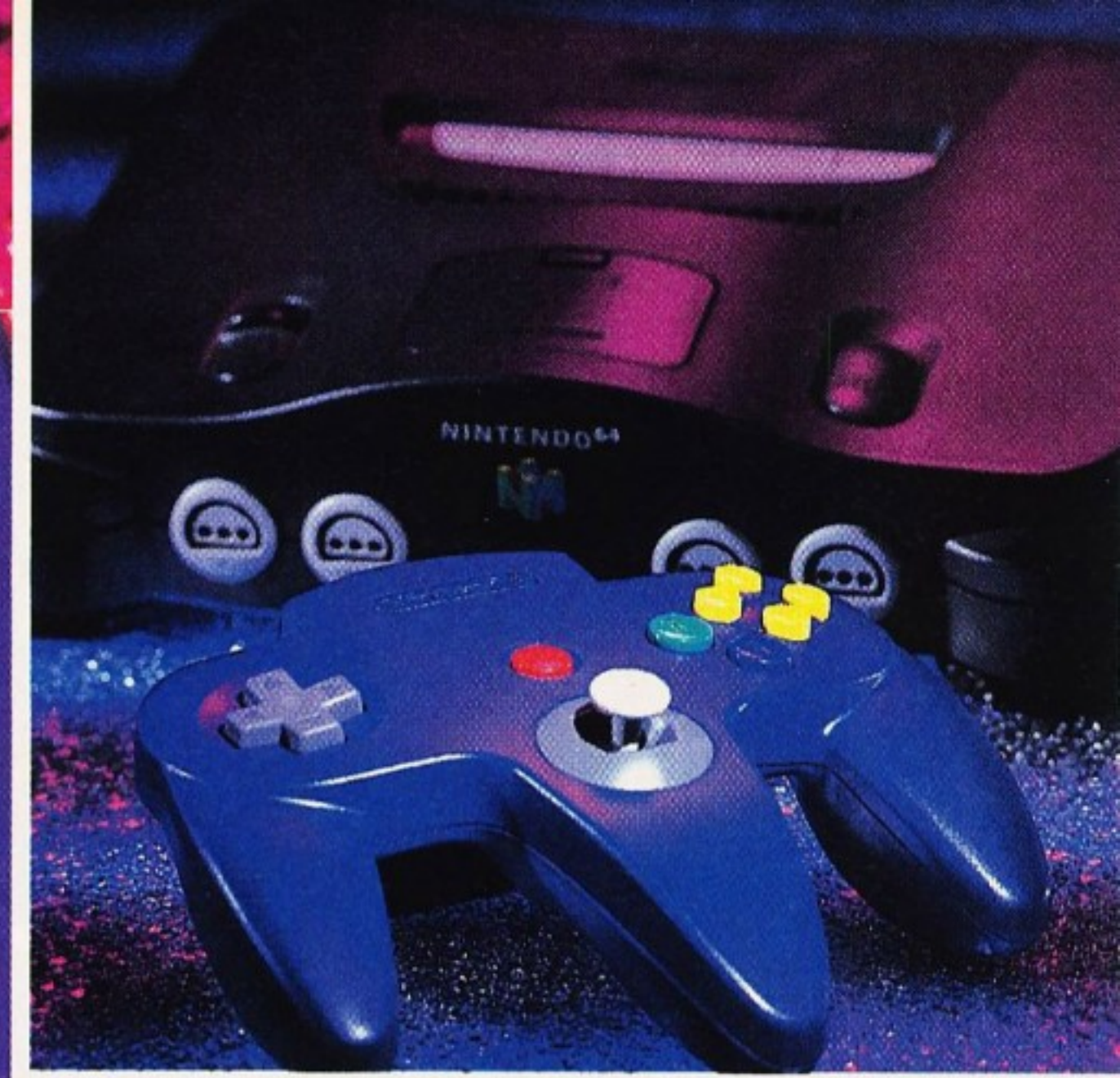
Don't forget to check out the regular monthly magazine to catch the latest news, previews and no-holds barred reviews of all the latest games for the latest systems.

How We Rate

- | | |
|----------------------|-------------------|
| 10 Perfection | 5 Average |
| 9 Virtually Flawless | 4 Rent First |
| 8 Splendid | 3 Time Waster |
| 7 Worthy | 2 Don't Even Rent |
| 6 Good, Not Great | 1 Flush It |



Nintendo 64 by Nintendo of America Price: \$149.99



Tech Specs

CPU: 64-Bit RISC (R4300), running at 93.75 MHz

RAM: Rambus DRAM 36 Megabits

Graphics Processor: 64-Bit RCP
(reality co-processor (62.5 MHz))

Screen Resolution: 256 x 224 up to 640 x 480

Audio: 100 PCM sound channels theoretical

Nintendo 64



Not to sound like every other critic of the N64, but the system has some serious library problems. Let's face it—most of the good games for the system are either by Nintendo or Rare (give or take a few others). So the question I have is: How long will that last? At some point we're going to hate waiting six months at a time for a good title to come along. On the good side, this system does have some real gems. Take GoldenEye—it's a virtual work of art. And others that are coming soon look pretty damned good, too (like Diddy Kong Racing and Extreme G).

My main concern is having enough solid titles from a variety of companies (not just one or two). The system itself is incredible technology-wise, but it may be a rough road.

Shawn Smith



This Nintendo 64 review poses a real problem with me. Half of me loves the machine and its first-party lineup. Mario 64, GoldenEye 007, and Mario Kart 64 are some of the best games ever. But the other half of me thinks, "OK, I love the few good games...BUT..." The "BUT" is: the AAA games are very few and very far between, and most of the third-party titles are mediocre, at best. It's enough of a dilemma to drive a reviewer mad!

What it really comes down to is this: If you are willing to dish out a lot of bucks to play a few excellent games, then go ahead—those games are definitely worth your money. But if you are a man or woman of the world and want to experience much more, then stick with a PlayStation.

Dan Hsu



At the time of its release, the N64 looked like it had it all—powerhouse hardware, a winning lineup of forthcoming games, and one of the greatest games of all times as its launch title.

What a difference a year and a half makes.

Too many of the third-party titles were ho-hum, and there just weren't enough kick-ass first-party games to keep me excited about the system. I gotta say, if the N64 was the only console I owned, I'd be pretty steamed right now.

Still, a little Mario Kart 64, GoldenEye 007 and Blast Corps and can go a long way. And with Zelda 64 and Yoshi's Story on the way, it looks like '98 is going to be a phenomenal year for Nintendo's baby (at least in America). Plus, I can't wait to see the DD in action.

Crispin Boyer



The Nintendo 64 is the toughest of all the systems for me to rate. I think the hardware is amazing, and the first-party games from NCL are fantastic, but I'm just REALLY disappointed in the lack of variety in the software. I'm looking forward to stuff like Yoshi's Story, F-Zero 64 and of course, Zelda 64, but I just can't see the overall lineup ever growing as strong and diverse as the Super NES' was. I'm sick of all the racing games already, I'm not looking forward to the countless Mario clones on the way, and worse yet—where are my RPGs?

I've still got a lot of faith in the N64, and ultimately Nintendo is my favorite game developer, but if the game library doesn't start expanding a LOT in the next year, I'm going to be one disappointed N64 owner.

John Ricciardi



While the Nintendo 64 had the latest start of all the next-gen systems, it has obviously made great strides in not only gameplay innovations, but technology as well. Revolutionary peripherals, like the analog joystick and rumble pack separate the N64 from its competitors. Also, the sheer rendering power of its scaled SGI engine really make the games shine as the most visually pleasing in the market today, even beyond that of the stock polygon games I've seen. Playing a game on the N64 is a totally immersive experience, and that is exactly what the game industry needs to continue at its current pace. More importantly, this places the N64 right on the heels of the PlayStation, since it only lacks the amount of software to really shine.

Sushi-X

Graphics 9 Audio 6 Library 6 Peripherals 7 Coolness 9 Staying Power 8

“...the **AAA games** are very **few** and very **far** between...”



Test Yourself:

Should you buy a Nintendo 64?

- Tor F** I hate waiting for load times.
- Tor F** I don't want to buy a multitap.
- Tor F** I like smooth 3-D animation.
- Tor F** I like blurry graphics.
- Tor F** I like owning colorful controllers.
- Tor F** I don't like full-motion video.
- Tor F** I don't mind paying a few extra bucks for an add-on that's going to replace the current format.
- Tor F** I think game designer Shigeru Miyamoto is a god.
- Tor F** I don't like CD-quality music.
- Tor F** I enjoy paying a Bit more for games.
- Tor F** I don't like having a huge selection of games to choose from.
- Tor F** I want to play 64-bit updates of awesome Nintendo and Super Nintendo classics.

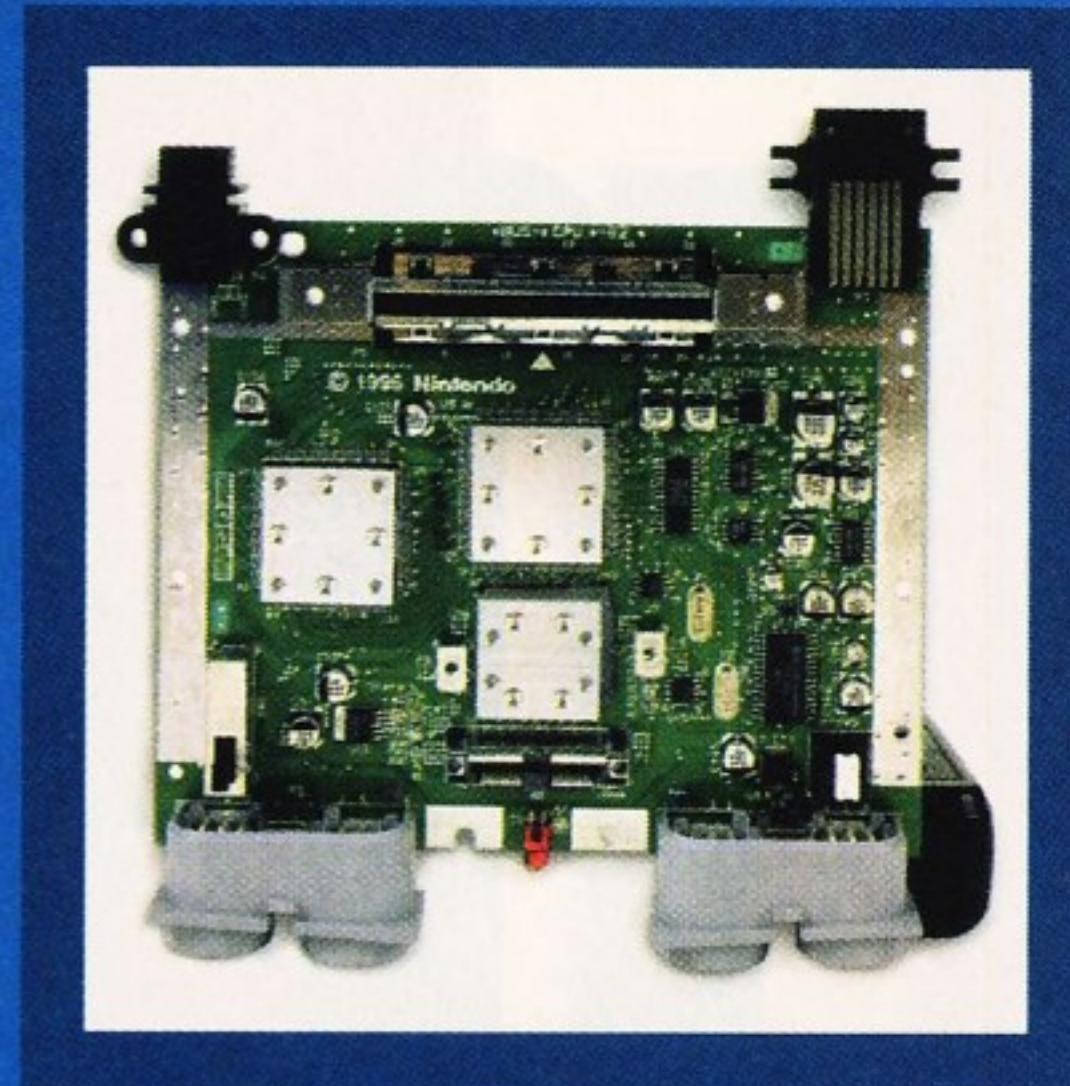
Scoring

Give yourself a point for every true:

- 10 or more** You and the Nintendo 64: a match made in heaven. Buy it!
- 7-9** The N64 won't disappoint you.
- 4-6** Maybe if you had a lot of extra cash...
- 0-3** You better go with a CD-based console.

It's what's inside THAT COUNTS

On Aug. 23, 1993, Nintendo announced they would be developing the first true 64-Bit video game system in conduction with Silicon Graphics Inc. (SGI), a leading graphic workstation developer. At the time, Nintendo's 64-Bit system was called Project Reality. Developed in both Kyoto, Japan and Mountain View, Calif., Project Reality underwent numerous delays and name changes until the 1995 Nintendo



Where are the Chips? With only two main processors, the N64 makes the well-designed Sony PlayStation seem archaic in comparison.

Shoshinkai show in Chiba, Japan where it became known as the Nintendo 64. The N64 was released in Japan on June 23, 1996 (it later became available in the U.S. on Sept. 26, 1996) and is widely acknowledged to be the most advanced home video game console in history. Amazingly, the guts of the N64 are made up of just two chips, the customized 64-Bit R4300 RISC (Reduced Instruction Set Computer) CPU and the much-ballyhooed 64-Bit Reality Co-Processor (RCP) running at 62.5 Mhz. Both chips were designed by MIPS, which is a subsidiary of Silicon Graphics Inc. The N64's CPU is a custom modified version of the MIPS R4300i processor used in Silicon Graphics Indigo graphic workstations. Unlike the standard R4300i chip (which has 32 Bit registers), Nintendo 64's CPU is a true 64-Bit chip with 64-Bit registers and a full 64-Bit data path. The Reality Co-Processor is one of the most advanced consumer

processors in the world. Like the CPU, it is 64-Bit in nature but it has a 128-Bit data path. The RCP is actually two chips in one: half of it is called the Reality Signal Processor (RSP), and the other half is the Reality Display Processor (RDP) and it works like this: The RSP calculates all the matrix multiplication and addition, which is primarily used to do geometry transform, and

it generates all the sound and music. The RSP is theoretically capable of generating 100 separate PCM sound channels. Each channel, however, uses around 1 percent of the RCP total resources so in practice, the total number is much less. The RDP calculates all the color, transparency, Z-Buffering and texture-mapping data and displays it on the screen. In fact, most of the features that make the Nintendo 64 so special (trilinear mip mapping, perspective correction, Z-Buffering, antialiasing, environment mapping...you name it) are made possible by the RDP. Like the PlayStation, the N64 lacks a 2-D processor and must rely on a 3-D processor (in this case the RDP) to display 2-D graphics...how does the saying go...it ain't fun, but it can be done...If overall hardware power is judged by processing speed and mathematical computation abilities (and it is), then the N64 is the undisputed console champ.

Favorites

"Every system has a group of games which



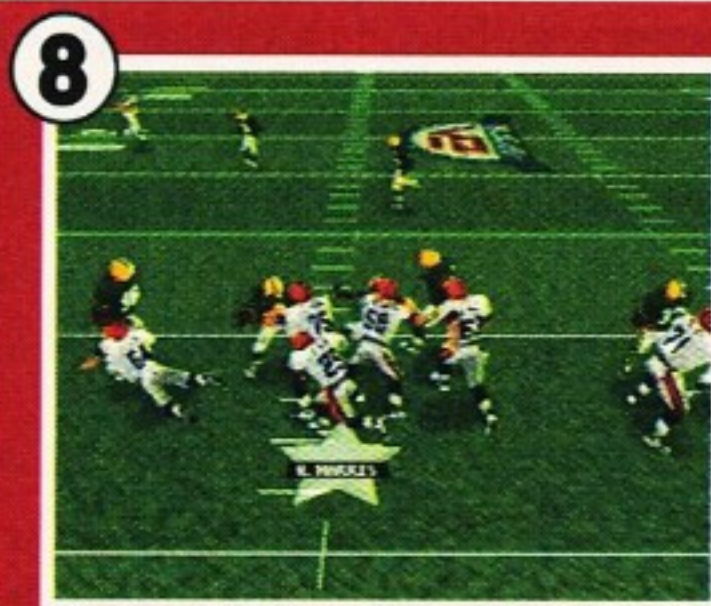
Tetrisphere

It took some getting used to, but Tetrisphere turned out to be as addicting as the best puzzle games out there. The Puzzle Modes are nice, but two-player is where it's at.



PilotWings 64

Even though we long ago beat every one of this game's many challenges, we still like to fire it up and buzz the World Trade Center in the gyrocopter.



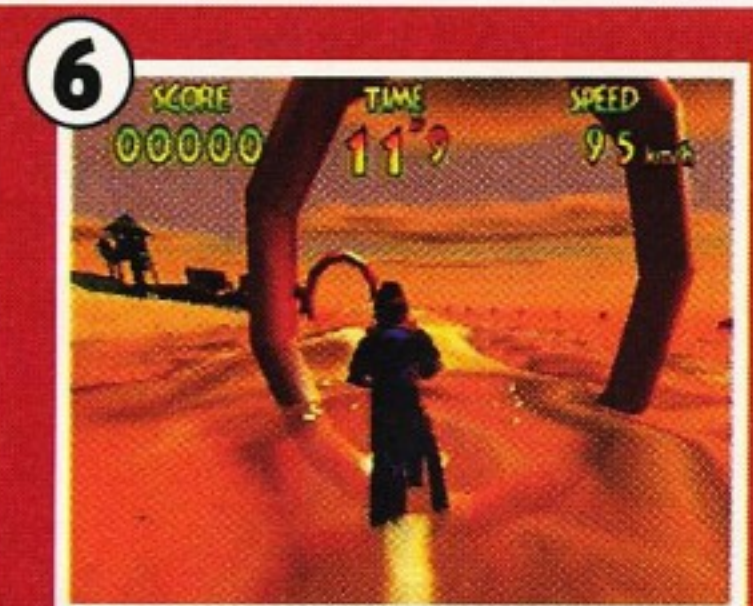
Madden 64

Although it didn't have the NFL license, Madden 64's great gameplay and graphics were good enough to make it an outstanding football game on its own merits.



Blast Corps

It packed big construction vehicles and even bigger explosions. In other words, Blast Corps is crammed with everything we liked when we were little kids.



Wave Race 64

This game's best feature was the total control it gave you over your Jet-Ski. You could powerslide, lean forward and back and ride low in the ultrarealistic water.

NINTENDO 64
PERIPHERAL

must haves



Nintendo Rumble Pak

The Nintendo 64 Rumble Pak slides right into the base of the N64 control pad and provides you with jarring vibrations in accordance with on-screen collisions. This peripheral is a simple way to add some excitement to your N64 games.

Price \$19.99



InterAct Arcade Shark

The Arcade Shark provides several jumbo buttons optimally placed on its large base along with a removable joystick. The durability of the unit is good as well as the overall performance. Slowmotion and auto-fire buttons are also included. A must for fight fans.

Price \$59.99



Nintendo Controller Pak

Not just a memory card, "the Pak" lets you save button combinations, game stats and favorite characters. Without the Pak, the onboard memory of the N64 will not allow you to save some games in progress. That alone is reason enough to buy the Controller Pak.

Price \$19.99



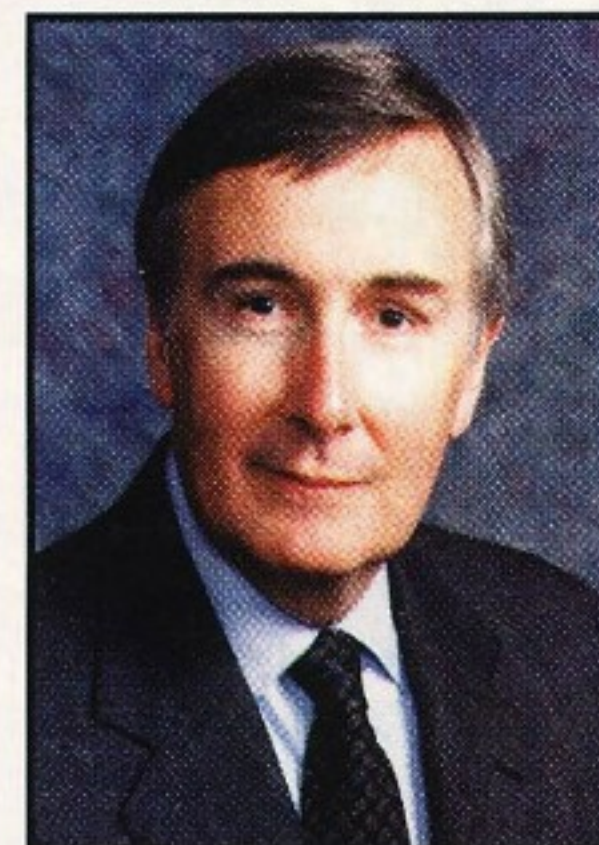
InterAct GameShark

InterAct couldn't let the N64 go on its own without a GameShark. It includes thousands of codes giving you endless replays, hidden characters, weapons and ammo for lots-o-good games. The unit is also supported by the GameShark Web site, www.gameshark.com.

Price \$49.99

the company line

"Nintendo 64's first year was phenomenal, and we fully expect to carry the momentum through 1998 and beyond. Our belief that quality software drives the business continues to hold true. With highly anticipated games as Yoshi's Story, Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie and Zelda 64, we expect 1998 to be another banner year. And, when the N64 Disk Drive arrives, it will further change how video games are played. This is an extremely exciting time to be in the video game industry."



Howard Lincoln
CHAIRMAN, NINTENDO OF AMERICA

9 top-selling games OF LAST YEAR

- 9 Killer Instinct Gold
- 8 Mortal Kombat Trilogy
- 7 Turok: Dinosaur Hunter
- 6 Cruis'N USA
- 5 Wave Race 64
- 4 StarFox 64
- 3 Shadows of the Empire
- 2 Mario Kart 64
- 1 Super Mario 64



source: NPD's TRSTS Video Games Service (9/96-8/97)

4 most anticipated games OF 1998

- 4 Castlevania 64
- 3 Mario 64 2
- 2 Yoshi's Story
- 1 Legend of Zelda 64

define it and become the games we love to play over and over again..."



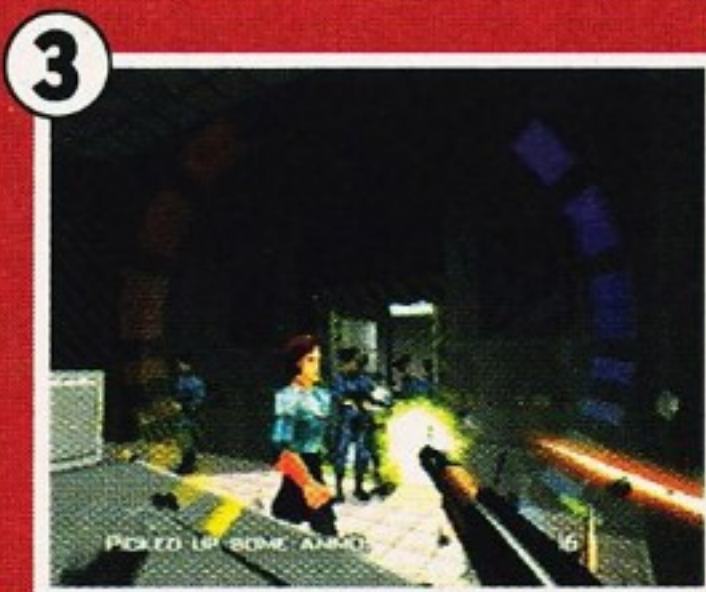
5 Mario Kart 64

Although not quite as fun as the original 16-Bit Kart, this update still delivers insanely fun racing action. And we're always in the mood for some four-player kart racing.



4 StarFox 64

Simply put, no other 3-D shooter sent more enemies and blaster fire hurtling in your direction. The multiple mission paths kept us blasting for weeks.



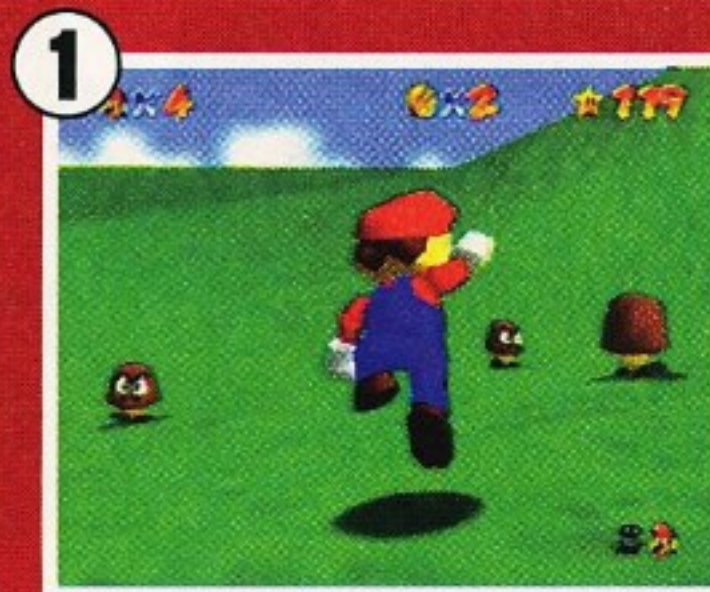
3 GoldenEye 007

This game revolutionized the first-person shooter genre with its in-depth gameplay, realistic and intelligent AI and awesome multiplayer features. It's a must have!



2 Int'l SuperStar Soccer 64

This is the best and most entertaining soccer game to ever land on a console system, making it a must-have game on the N64.



1 Super Mario 64

Miyamoto's 3-D masterpiece is still the best game for the system. We still kick around in its huge worlds once in a while. Now we can barely wait for SM64 2 on the DD.

PlayStation by Sony of America Price: \$149.99

Tech Specs

CPU: 32-Bit RISC (R3000A), running at 33MHz

RAM: 2 MB (Main) 1 MB (Video) 512K (Audio)

Graphics Processor: GPU-180,000 texture mapped,
Gouraud-shaded polygons/sec.

Screen Resolution: 256 x 224 up to 640 x 480

Sound: 24 channel, ADPCM audio



PlayStation



Ahhh, the PlayStation. This is the kind of system to sink your money into. It has a huge library already with more to come, and you know this system is going to be here for a long time (no matter what other companies may have in the works system-wise). There are about a million games coming out this Christmas, and a lot of them may turn out to be greats. The graphics may not be Nintendo 64 quality, but they're coming damn close (i.e., *Metal Gear Solid*, *Crash 2*, *Colony Wars* and *CROC*). I'm all for new technology like the Nintendo 64, but the new PlayStation games look like they're being made on a completely different system (compared to the first-generation games). If I didn't have a system and went to the store with \$200, this is the one I'd buy.

Shawn Smith

If I knew your indecisive and confused little brain was looking for a new system to invest in, I'd have to tell you to go with the PlayStation. Quite simply, it is the safest bet amongst all the systems right now. Face facts: Just about every developer is hoping on the Sony bandwagon; the PS is getting all the new games; the games are being sold for relatively cheap; etc. And with the huge installed base where it is (and growing), there's almost no end in sight.

A year ago, I wasn't ecstatic with the PlayStation's library of mostly junk. Everything was graphics first, gameplay and depth second. But this has changed with a new wave of awesome killer apps (I don't need to tell you what they are). All I got to tell you is, "You gotta believe!"

Dan Hsu

Sony's system is still the king of the consoles. Its games are cheap (at least when compared to N64 titles), plentiful and—for the most part—pretty darn good. Better still, we're starting to see the arrival of the system's third-generation titles. Effects-laden games such as *Colony Wars* and *One* show that developers are finally mastering the PlayStation, while masterpieces like *Castlevania: SotN* and *Mega Man X4* show that Sony has finally gotten over its fear of 2-D.

With jaw-dropping titles—not the least of which is *Metal Gear Solid*—on the horizon, the PlayStation certainly isn't losing any steam. It's easily the safest purchase if you're looking to buy a game system. It's going to be another stellar year for Sony's system.

Crispin Boyer

For me, the PlayStation is slowly but surely turning into the equivalent of the Super Famicom/Super NES for the 32-Bit generation. Now, it's nowhere near as great a machine as the Super NES was in its hayday, but the library of must-own titles is rapidly increasing, and Sony seems to have finally gotten over their stiff "no 2-D/no RPGs" approach to gaming.

There are a lot of very good RPGs on the way, Konami's going berserk with amazing titles (*Metal Gear Solid* is my prediction for 1998 Game of the Year), and 2-D is finally beginning to thrive (*Castlevania: SotN* and *Mega Man X4* are both excellent games). Add to that the fact that games are incredibly cheap (\$39.99 being the average price of new titles), and you really can't go wrong with a PlayStation.

John Ricciardi

The PlayStation is the surprise winner of the system wars for me, even with the incredible pressure of the awesome games released on the N64. The large number of excellent games available for the PlayStation, combined with the pocketbook-friendly pricing structure of new software, really make it the game system of choice this year, much like last year. The hardest part about this review is the looming shadow of Nintendo, and Sega's new Dural system. Whether the Sony monster has the stamina to maintain its huge lead will be determined by the amount of quality software produced by the third-party companies in 1998. Luckily, Sony has opened the doors to previously banned 2-D scrollers, and now the heavy 3-D slant is balanced.

Sushi-X

Graphics 8 Audio 9 Library 8 Peripherals 8 Coolness 9 Staying Power 9

“ This **is** the kind of **system** to **sink** your **money** into. ”



Test Yourself: Should you buy a PlayStation?

- Tor F** I want to choose from the largest selection of good and bad games available.
- Tor F** I like 3-D games.
- Tor F** I like referring to joypad buttons as shapes instead of letters.
- Tor F** I don't mind annoying load times and CD skipping.
- Tor F** I like high-profile games (e.g., Final Fantasy VII, Castlevania)
- Tor F** I like to be able to play a few shallow games that show off pretty graphics but nothing else.
- Tor F** I tend to jump on bandwagons.
- Tor F** I like top-notch sports games.
- Tor F** I enjoy turning my game system upside-down just to get it to work properly.
- Tor F** I want the system with the longest and brightest future.

Scoring

Give yourself a point for every true:

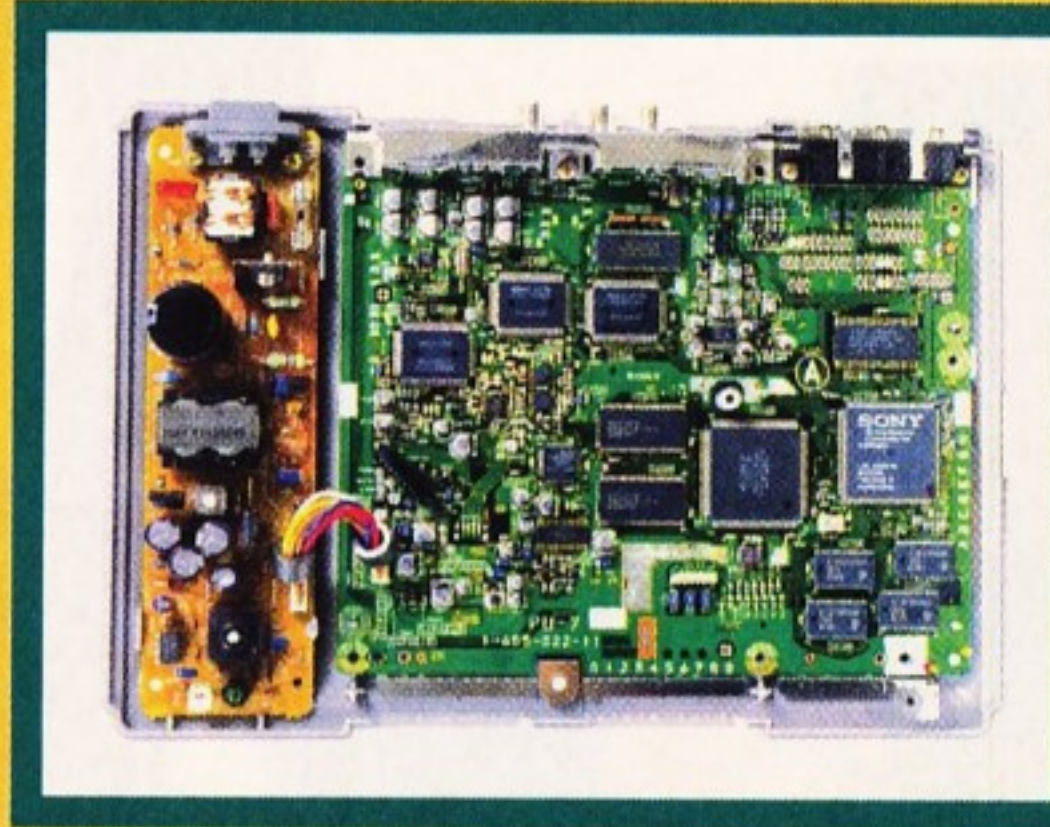
9 or more You'd be crazy not to buy one. The PlayStation is the perfect console for you.

5-8 If you buy two systems, make sure this is one of them.

0-4 If you buy two systems, make sure this is not one of them.

It's what's inside THAT COUNTS!

Sony's own first-generation game console is in some ways a second-generation machine. Back in 1988, Sony inked a deal with Nintendo (of all companies) to jointly develop a Super NES CD-ROM game console, a deal that never came to pass. With Sony entering the picture, Nintendo's stronghold on game software looked in jeopardy with Sony demanding to manufacture their own CDs. At the 1991 Summer Consumer Electronic Show, Nintendo announced the deal was off, unbeknownst to Sony. So, Sony decided they would go it alone and design a killer game system on their own. On Dec. 3, 1994, that killer machine (now known as the PlayStation) was unleashed to a rabid Japanese game market and set sales records (it was later released here on Sept. 9, 1995). One look under the hood and it's easy to see why the PS is so sought after by gamers everywhere. Widely considered the state of the art in 32-Bit game systems, the PS starts off with a 33 MHz 32-Bit CPU (Central Processing Unit) R3000A running at 30 MIPS (Millions of Instructions per Second). Designed by Ken Kutaragi (Sony's top hardware guru, designer of the Super NES sound chip and the current CEO of SCE of America), the CPU incorporates VLSI technology (Very Large Scale Integration) which basically means there are several different processors within the chip. Other than



The PS motherboard has more elbow room than the Saturn's. The keys to this are a lack of a dedicated 2-D chip and the efficient integration of the VLSI chip.

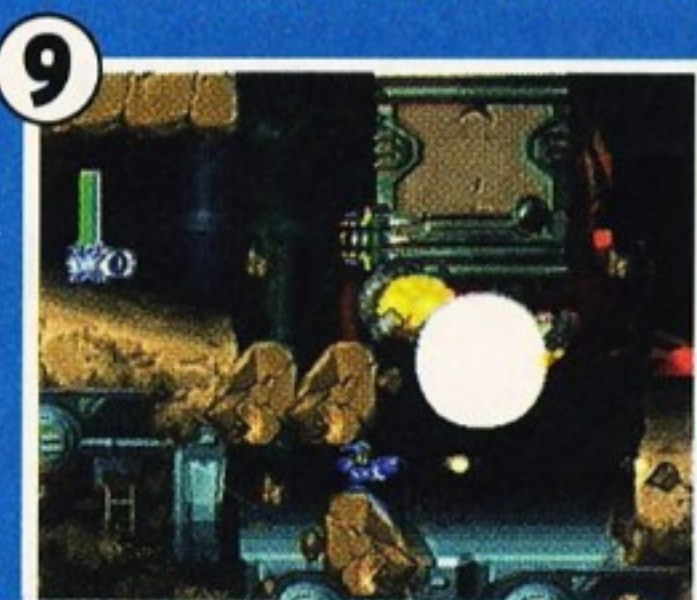
and can calculate up to 4.5 million vertices and 1.5 million flat-shaded polygons per second). and of course c.) the CPU. If the VLSI chip is the heart of the PS then the GPU (Graphics Processing Unit) is the soul. The GPU is the chip that renders and displays all the cool 3-D textures, polygons, shading, transparent and lighting effects to the screen. The more observant readers may have noticed that there has been no mention of a dedicated 2-D processor in the PlayStation....there is none. All 2-D sprites are calculated as polygons by the GTE and are then processed and displayed on screen by the GPU (this feat ain't easy, but it works). Bringing up the rear is the Sound Processor Unit (SPU) which can generate 24 digital sound samples and has a built-in two-to-one sound compression engine (which goes a long way toward explaining why the sound samples in SF Alpha 2 sound better on the PS than they do on the Saturn). Overall, the PlayStation is quite a formidable beast.

the CPU, the VLSI also contains: a.) Sony's MDEC Video Data Compression Engine (running at 80 MIPS, the MDEC makes full-screen video playback possible on the PS and can also decompress JPEG graphics into RAM); b.) the 66 MIPS Geometry Transfer Engine (which performs matrix multiples

Favorites "Every system has a group of games which



10 **Jumping Flash! 2**
The sequel to the strange-looking 3-D action game that featured lots of carrots, lots of area to cover and cool-looking enemies.



9 **Mega Man X4**
The little blue guy is back again, and he finally made it to the PlayStation. This one continued the X tradition of the Mega Man series.



8 **Twisted Metal 2**
More car carnage was abound in the sequel to the hit PlayStation game. Besides the one-player, the vs. game rocks hardcore!



7 **Tomb Raider**
Besides Lara Croft looking hot (for a video game babe), the game added a whole new level of 3-D adventure. Now we have part 2 to play.



6 **Tekken 2**
Need we say anything about this one? Tekken 2 has given us (and is still giving) hours of gameplay. Of course, Crispin's still in the hole.

PLAYSTATION
PERIPHERAL

must haves!



Sony Dual Analog Pad

The Dual Analog Pad gives you an edge when it comes to smooth control and accuracy. The well-placed sticks are easy to use and feel sturdy. It may not shake or "rumble," but when it comes to a useful analog pad for the PlayStation, this is the one.

Price \$29.99



neGcon Analog Controller

This unique analog controller twists in the middle to emulate the steering motion of an on-screen vehicle. Very simple in design, the unit uses an analog, variable speed button on the face to round out the package. A must for Rage Racer and WipeOut XL.

Price \$29.99



Sony Memory Card

It may be the most common of the bunch, but the Sony memory card is a must-have for even the most casual of gamers. As a 128k flash ROM with 15 game-save slots, it's not the roomiest of saving devices. But for the money, it's the best value of the bunch.

Price \$19.99



Namco Guncon

A light gun is a light gun, right? Not necessarily. The Guncon feeds directly into a TV's video-in to improve performance. The result? Sharpshooting down to three pixels of accuracy. Use it on Time Crisis or Point Blank to see just how accurate it can be.

Packed-in with Time Crisis

the company line

"Looking forward into 1998, with the release of new and exciting software titles, I would like to see as many people as possible experience the world of PlayStation and for the PlayStation to be their system of choice for their interactive entertainment experience."

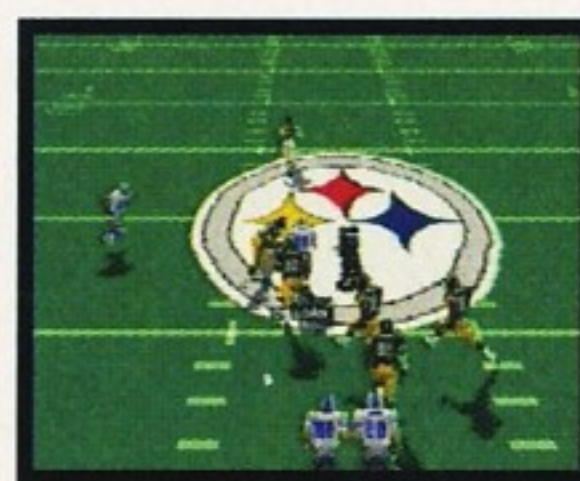


Ken Kutaragi

CHAIRMAN and CEO, SONY COMPUTER ENTERTAINMENT AMERICA

9 top-selling games OF LAST YEAR

- 9 Triple Play 98
- 8 Mortal Kombat Trilogy
- 7 Jet Moto
- 6 NBA Live 97
- 5 Tomb Raider
- 4 Crash Bandicoot
- 3 Twisted Metal 2
- 2 Tekken 2
- 1 Madden NFL 97



source: NPD's TRSTS Video Games Service (9/96-8/97)

5 most anticipated games OF 1998

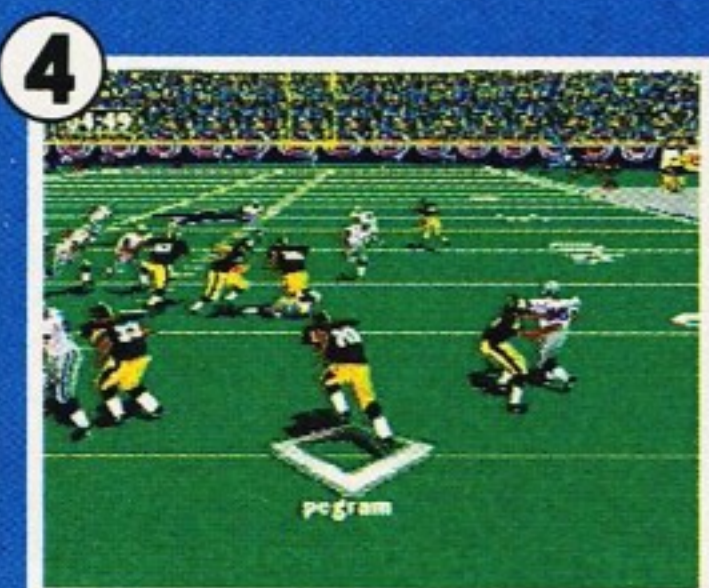
- 5 Resident Evil 2
- 4 Final Fantasy Tactics
- 3 Twisted Metal 3
- 2 Tekken 3
- 1 Metal Gear Solid

define it and become the games we love to play over and over again..."



5 NBA Live 97

EA's first foray into a fully 3-D basketball game was an overwhelming success, as it combined excellent arcade and simulation elements.



4 NFL GameDay '98

Sony's beautiful, 3-D football game was graphically revolutionary, and still kept the fast, fluent gameplay that GameDay fans know and love.



3 Final Fantasy VII

The most anticipated title of the year. FFVII gave us the RPG classic in a whole new way. What a pleasure it was to play this epic.



2 Madden NFL 98

This football title had the best AI ever seen in a console pigskin game, while still keeping Madden's great, signature gameplay.



1 Castlevania: SotN

What's this?! Another classic series brought to a 32-Bit machine? Symphony of the Night was incredible from start to finish.

Saturn by Sega of America Price: \$149.99



Tech Specs

- CPU: SH2 32-Bit RISC x2, running at 28 MHz
- RAM: 2MB (Main) 1.54 MB (Video) 540 KB (Audio)
- Graphics Processor: VDP1 (geometry, sprite control)
VDP2 (background scrolling control)
- Screen Resolution: 352 x 224 to 704 x 480
- Audio: 32 PCM sound channels

Saturn



We have had accusations thrown around by readers in the past about our coverage of the Saturn, but any gripes we have are justified. Let's face it—what's happening with this system? Is it going to live or die? I have a Saturn at home so the last thing I want to see is it die, but there aren't really any new games coming out, and almost 50 percent of those are by Sega—it's almost sad really. I hated hearing about Working Designs' decision not to make anymore Saturn games. I hope the system comes through.

When I look at the release list in *EGM*, I shudder to think that Saturn has just over 10 games coming out by 1998. The hardware is there, but the software sure isn't. If you're a first-time buyer, take your wallet elsewhere.

Shawn Smith



It really hurts to say this, but I can't recommend the Saturn whole-heartedly. I love the system. I want to see it succeed as much as anyone. I think it offers some of the best and most original titles around: light gun games (*Virtua Cop* series), fighting games (*Street Fighter* series and *Fighter's Megamix*), strategy games (*Dragon Force*), RPGs (*Albert Odyssey*) and more (*Panzer Dragoon* series, *NiGHTS* and of course, *Bomberman!*).

So what's the problem? For the past year, the new release list has been growing smaller and smaller. No one wants to make Saturn games. Too few people are buying Saturn games. The end is coming...much sooner than I'd like. The machine deserves a higher score. The ONLY thing it's missing is a long and bright future.

Dan Hsu



Talk about your ups and downs. The Saturn is the only system that can thrill me one month and totally disappoint me the next (although the N64's kinda good at that, too). It still offers some of the best RPGs available on the consoles, and its versions of Capcom's fighters are second to none. But with developers abandoning the Saturn in droves, it looks like 1998 will be the system's final year in the gaming spotlight.

How good next year will be is all up to Sega. Without the support of Working Designs, it's up to Sega to bring out the Saturn's lifeblood: great Japanese RPGs. (Please, please, please bring over *Grandia* and *Shining Force III!*) Plus, we have *Burning Rangers* and an awesome port of *Quake* to look forward to.

Crispin Boyer



I've been an avid Saturn supporter since it was first released. In Japan it's a much more enthusiast-based machine, and, well, being an enthusiast, I found the system's game library to be much more appealing to me than the PlayStation's was. That is, until Square jumped into bed with Sony and all of the wise game makers in Japan followed suit. Now there's hardly any third-parties making Saturn games, and even the first-party stuff just isn't cutting it for me.

I'll still love the Saturn forever, mainly because of its incredible Capcom fighting game conversions, 2-D shooters, and its small but solid RPG lineup, but I can't possibly see the system surviving another year in the States. It's been a nice run, but I think it's time to throw in the towel.

John Ricciardi



I have a feeling I might have one of the highest scores for the black-sheep system of the 32-Bit era. While the software support has been limited, some of the titles I've seen that have been made on other consoles, have been better on the Saturn. *Street Fighter Alpha 1* and *2* are perfect examples. The Saturn seems capable of displaying more animations with less dropout than any of its competitors.

Unfortunately, this one point alone is not enough to sell a system. Suffering from a lack of titles, Saturn is destined to fail. You, as a reader, should have noticed the obvious lack of coverage the Saturn has received. This is not from bias, but rather a lack of games to preview! This sad state of affairs has cast a cloud over the pending development of *Dural*.

Sushi-X

Graphics 8 Audio 8 Library 6 Peripherals 7 Coolness 7 Staying Power 5



The Saturn is the only system that can thrill me one month and totally disappoint me the next.





Test Yourself: Should you buy a Saturn?

- Tor F** I want to own the most trouble-free CD-based console.
- Tor F** I want a good audio CD-player with cool visual effects.
- Tor F** I don't need many developers and publishers to support my system.
- Tor F** I like owning one of the best standard (and analog) controllers in the biz.
- Tor F** I don't need to rent games very often.
- Tor F** I like 2-D Capcom fighters.
- Tor F** I don't care that the "other two" systems are getting 80 percent of the new games coming out.
- Tor F** I like standard six-button joypads (especially for fighting games).
- Tor F** I'm still a Sega faithful after the 32X fiasco.
- Tor F** I think Virtua Fighter 2 is much better than Tekken 2.

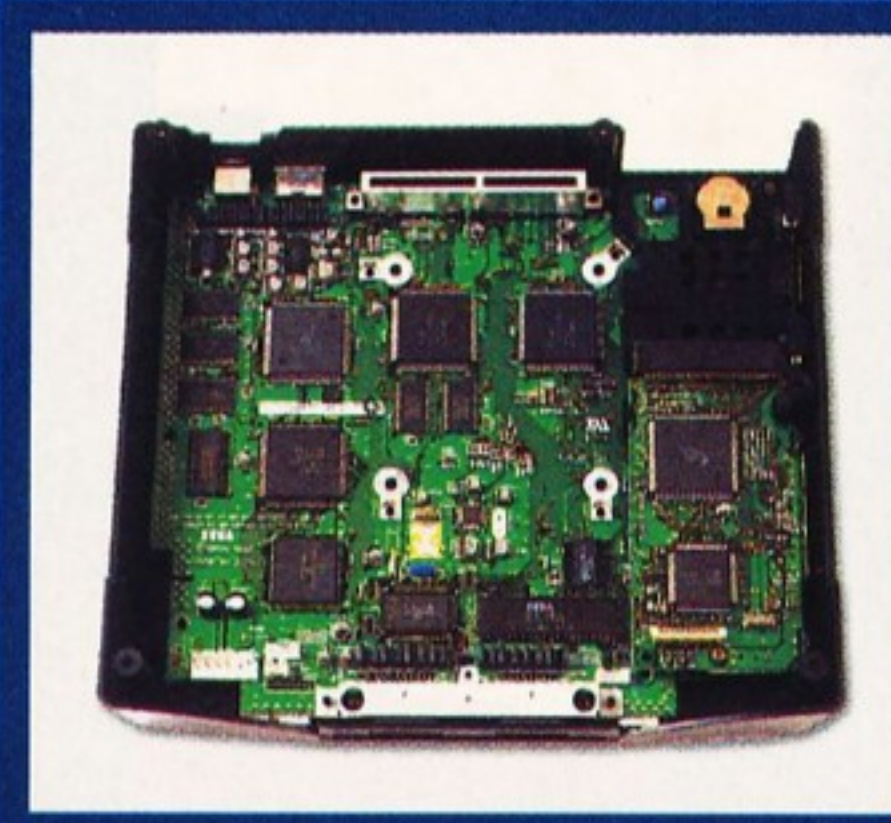
Scoring

Give yourself a point for every true.

- 9 or more** What are you waiting for? You can't go wrong with the Saturn!
- 5-8** If you want a second or third next-gen system, then make it the Saturn.
- 0-4** Save the bucks and buy one of the other systems...any other system.

It's what's inside THAT COUNTS

The Saturn is officially Sega's third-generation home console (the Sega CD/Mega CD and the 32X don't count as separate consoles as they are basically Genesis/MegaDrive peripherals) and as such, ushered in a new era of 3-D gaming for Sega. Introduced in Japan on Nov. 22, 1994 and then later in the U.S. on May 11, 1995, the Saturn was targeted to be the first Sega home game machine to deliver arcade-quality graphics and sound. Under the hood, the Saturn is quite an unusual piece of machinery, incorporating a huge number of chips and processors (eight in all) to produce its visual and aural gymnastics. For example, the Saturn is the only console available with dual CPUs (Central Processing Unit) and two separate graphic processors. The Saturn's CPUs are identical SH-2 32-Bit RISC (Reduced Instruction Set Computer) processors. Designed specifically for Sega by Hitachi, each chip runs at 28 MHz and can calculate 25 MIPS (Millions of Instructions Per Second). Although both CPUs are designed to perform the same tasks (game behavior calculations, game physics, number generation, etc.) they cannot be synchronized to run in true parallel. The Saturn also has separate graphic processors (which can run parallel) the VDP (Video Display Processor) 1 and 2. The VDP1 is the Saturn's geometry



Whoa! There is more silicon here than in the entire cast of *Baywatch!* Sega's arcade heritage comes into play here as the Saturn motherboard resembles a complex coin-op machine more than a home gaming box.

engine and the VDP2 is the background processor. The VDP1 generates all of the characters and gameplay (i.e., moving) images via polygons or sprites, while the VDP2 displays the background behind the gameplay. The Saturn is the only game system in existence that can process both 2-D and 3-D graphics separately and display them together on the same screen.

A good example of this technique can be seen in VF2; the 3-D playfield and characters are being rendered by the VDP1 while the VDP2 rotates the scrolling background in the distance. Since the Saturn can display both of these playfields simultaneously, (the 3D foreground in hi-res and the 2-D background in low-res) it also has the highest max resolution of any system available (704 x 480). The Saturn's sound chip is called the Sega Custom Sound Processor (SCSP) which includes a 128-step DSP (Digital Signal Processor) and a Motorola 68EC000 processor. The final two major processors in the Saturn are the SCU (System Control Unit) and the SMPC (System Manager and Peripheral Controller). The SCU acts as the glue of the system and includes a DSP high math chip and a DMA (Direct Memory Access) memory handler. The SMPC manages input from peripherals such as the game controller. All in all, the Saturn is one simple piece of work, wouldn't you say?

Favorites "Every system has a group of games which



Sega Rally

This arcade-perfect racer made up for the disappointing Daytona USA. Rally was one of the most beautiful, most realistic racing games for any console.



Virtua Fighter 2

Part two in the series that revolutionized the fighting game genre arrived on the Saturn as a near-perfect translation. VF2 looked great, played better.



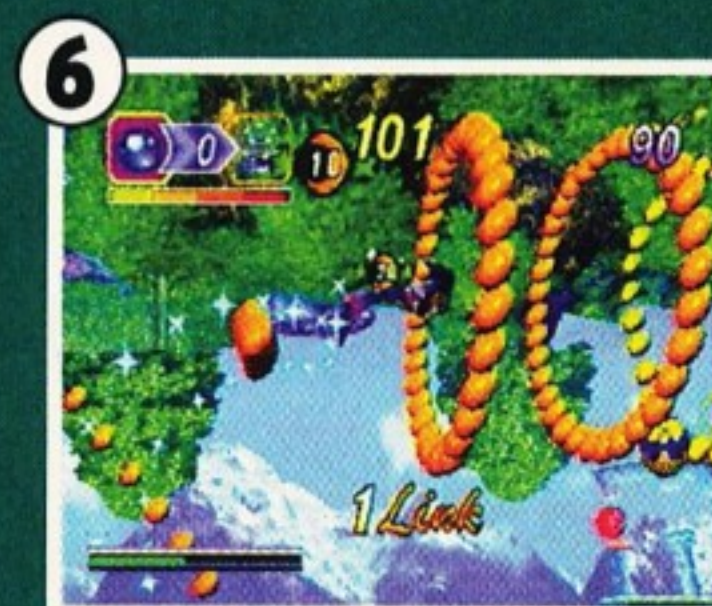
Mega Man X4

The popular Mega Man series got treated to more vibrant colors and full-motion video on the Saturn. X4 showed that classic gameplay was not lost.



Worldwide Soccer '97

Perhaps Sega Sports' greatest achievement, WWS '97 showed that soccer games can be ultrarealistic in looks and gameplay.



NiGHTS

NiGHTS was perhaps the one game that could demonstrate the Saturn's power best. This 2.5-D game looked incredible sitting still and even better in motion.

SATURN PERIPHERAL must haves



Sega Analog Pad

Winner of our 1996 Peripheral of the Year, the Sega Analog Pad excels in design, function and comfort. It is still supported by a few games today. It works well with Daytona CCE, Sega Rally, Manx TT and the soon-to-be-released Touring Car Championship.

Price \$39.99



Sega Net Link

Using a video game console for Web surfing is a little strange, but with the Net Link's 28.8 modem, it's not out of the question. Since the Net Link will allow you to play opponents near or far, this peripheral is worth its weight in chimp pelts.

Price \$99.99



Naki Lunar Light Gun W/Red Sight

What could be more cool than having a laser sight on a light gun? The Lunar Gun with Red Sight breathes new life into light gun games. Now you can play Virtua Cop with greater accuracy than ever before.

Lunar Gun: \$29.95 Red Sight: \$29.95



InterAct GameShark

Everyone knows that the GameShark is a cartridge fully loaded with hundreds of cheat codes for several good games on the market. But who cares? It gives a U.S. Saturn the ability to play Japanese Saturn games.

Price \$49.99

the company line

"Currently we are focusing the majority of our efforts on Saturn software. Sega is still the number-one software company on a global basis. We have some of the most talented producers in the industry from Yu Suzuki and Yuji Naka to our U.S.-based PD group. The same people who made the great Sega games you loved in the past are hard at work making great games for the future. There is unstoppable potential in the Saturn that the '98 lineup will take advantage of."



Bernard Stolar
COO, SEGA OF AMERICA

9 top-selling games OF LAST YEAR

- 9 NBA Jam: T.E.
- 8 Need for Speed
- 7 NBA Live 97
- 6 NHL 97
- 5 World Series Baseball 2
- 4 NiGHTS
- 3 Tomb Raider
- 2 Sonic 3D Blast
- 1 Madden NFL 97

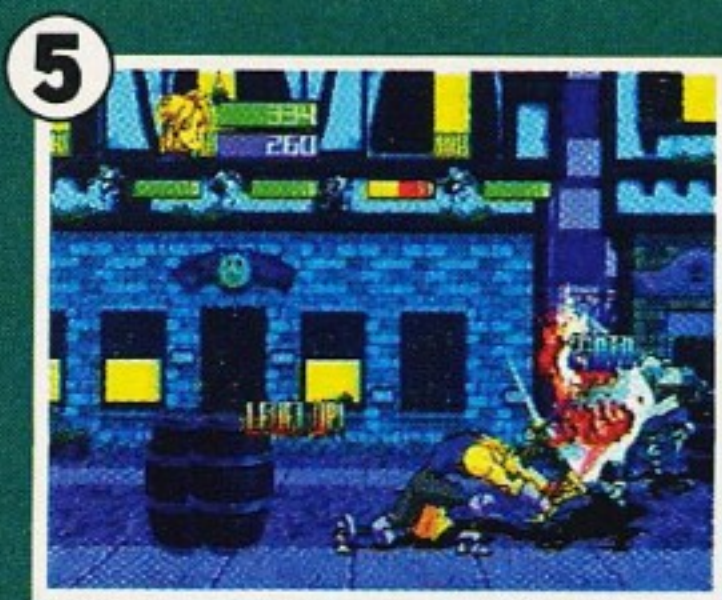


source: NPD's TRSTS Video Games Service (9/96-8/97)

5 most anticipated games OF 1998

- 5 Panzer Dragoon Saga
- 4 Burning Rangers
- 3 Street Fighter III
- 2 Shining Force III
- 1 Grandia

define it and become the games we love to play over and over again..."



5 Guardian Heroes

This was the side-scrolling fighting game that put all others to shame. This incredible title had magic spells, special moves, branching paths and much more.



4 Dragon Force

This excellent strategy game caused a big stir when it arrived in our offices. It had incredibly addictive (and original) gameplay that kept us unproductive for days.



3 Street Fighter Alpha 2

The Saturn got treated to the best version of one of the best fighting games around. SFA2 proved the Saturn does indeed do 2-D better.



2 Madden NFL 98

This was easily the best football game on the Saturn because it was a very challenging and realistic pigskin simulation. If you love football, you'll love this game.



1 Saturn Bomberman

Similar to SFA2, the Saturn got the best version of another classic series. No other Bomberman could boast 10-player play!

Super Nintendo by Nintendo of America Price: \$79.99



Tech Specs

CPU: 65816, running at 3.58 MHz

Colors Available: 32,768

Colors On Screen: 256

Maximum Sprites: 128

Screen Resolution: 512 x 448

Favorites

"Every system has a group of games which



10 Tetris Attack

A new spin on the classic puzzle game. Last year, it won Most Bought Game of the Year. Even now, it gives us hours of hectic fun.



9 Super Mario Kart

Some say this one is better than Mario Kart 64. It gave gamers pseudo-realism with its Mode 7 effects, but still maintained the Mario edge.



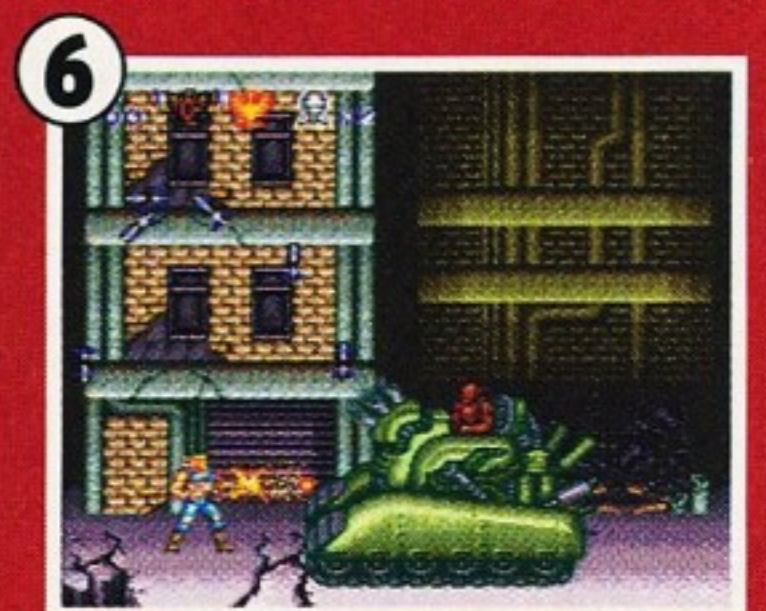
8 Super Mario World

Even though it was the very first Super NES game, it's still one of the best, with large vivid worlds and classic Miyamoto gameplay.



7 Final Fantasy III

The last Final Fantasy game for the Super NES had an incredible (and unforgettable) story line and never-before-seen gameplay elements.



6 Contra III

This Konami classic was relentless, making it the most intense action game ever. It's easily the best Contra in the series.

Nintendo Super NES



So how can the Super NES score just a point less than the Saturn? First and foremost, let me say this: Do not go out and buy one new! The Super NES is not on the rebound by any means. But if you find one cheap or used, it's a keeper. Same goes for some of the games (i.e., Super Metroid, Super Mario World, the Mega Mans, etc.). The Super NES has a slew of classics that'll last a lifetime. Sure, the graphics pale in comparison to any of the other systems (save the Genesis), but the gameplay in a lot of the games is some of the best ever. And almost all of this just doesn't apply to the Saturn. On the other hand, what average guy who never got a game system before, would be happy getting a Super NES compared to the others? Not this one.

Shawn Smith



What? You don't own a Super Nintendo yet? Well guess what? I'd still recommend you buy one. It has, by far, the best library of grade AAA titles on the market. Nothing on the 32- or 64-Bit systems compares to the richness and quality of games that the Super NES has.

Of course you must realize that if you bought a Super NES, you won't see much in the ways of new software. If you do purchase one, have the mindset that you're strictly doing so to collect some of the best games in video game history.

Do yourself a favor. Pick one up, hold on to it and cherish it. I guarantee you won't be disappointed. And if you already own one, don't be stupid and sell it off for a PlayStation. You'll regret it and will want to buy it back later in life!

Dan Hsu



You might own an N64, PlayStation and Saturn, but your collection of systems just isn't complete without a Super NES. It may not offer much in terms of new titles (the recent Harvest Moon is a very cool exception) but there's no denying that the Super NES' library packs some of the best games on the planet. Heck, Super Mario All-Stars is a good enough reason to own one.

Better still, this 6-year-old machine has yet to seem obsolete. The best Super NES games still look spectacular when compared to some 2-D 32-Bit titles. Go play Castlevania IV again if you don't believe me—and that was a first-generation game! Of course, you can live without a Super NES, but I'm glad I have one nearby when I start craving some All-Stars action.

Crispin Boyer



The Super NES is probably my favorite gaming system of all-time. There are literally dozens of must-own games for the system, and despite being on the shelves for over six years, there's STILL a trickle of new games being released for it (Kirby's Dream Land 3, Kirby's Super Star Stacker, and Arkanoid: Doh it Again to name a few).

With big chains like EB and Blockbuster selling used Super NES titles for bargain bin prices, it's really easy to find great games without having to spend more than \$10 or \$15, and if you've never owned a Super NES before, this is an excellent opportunity to experience some truly classic games for cheap.

My only complaint. How come after all these years, nobody's released a portable version of it like Sega's Nomad?!

John Ricciardi



It's extremely hard to find much bad to say about the system that still has many of my favorite games on it. But, in all fairness, the Super NES is not only showing its age, its sporting a cane in the form of Donkey Kong Country and its sequels. This attempt to breath life back into the 16-Bit genre worked when the N64 was still on the drawing board, but now that the new system is mainstream, it has become harder to go back. The old graphics and sound are starting to feel nostalgic rather than exciting—only a few titles remain that can grab my attention. Yet, the gameplay on the Super NES is better than nearly any game produced in the 32-Bit wave. This gap of quality is closing though, and don't expect much from the old leader of the pack next year.

Sushi-X

Graphics 6 Audio 7 Library 10 Peripherals 9 Coolness 8 Staying Power 6

define it and become the games we love to play over and over again..."



5 Yoshi's Island

Another masterful Miyamoto platform game, YI had some of the finest graphics and polished gameplay ever to be seen on the Super NES.



4 Super Metroid

This sci-fi action-adventure game had loads of secrets, special moves and power-ups. This was excellent game design at its best.



3 SFII Turbo

Considered by most to be the best home SF conversion yet, Street Fighter II Turbo: Hyper Fighting exemplified fun and balanced gameplay.



2 Legend of Zelda

This sequel to the mega-hit NES game showed off fantastic 16-Bit graphics, huge worlds to explore and deep, deep gameplay.



1 Super Mario All-Stars

The game pack that everyone dreamt about. Mario All-Stars included all the famous oldies with the addition of new graphics and sound.

Genesis by Sega of America Price: \$79.99



Tech Specs

CPU: 68000, running at 7.6 MHz

Colors Available: 512

Colors On Screen: 64

Maximum Sprites: 80

Screen Resolution: 320 x 224

Favorites

"Every system has a group of games which



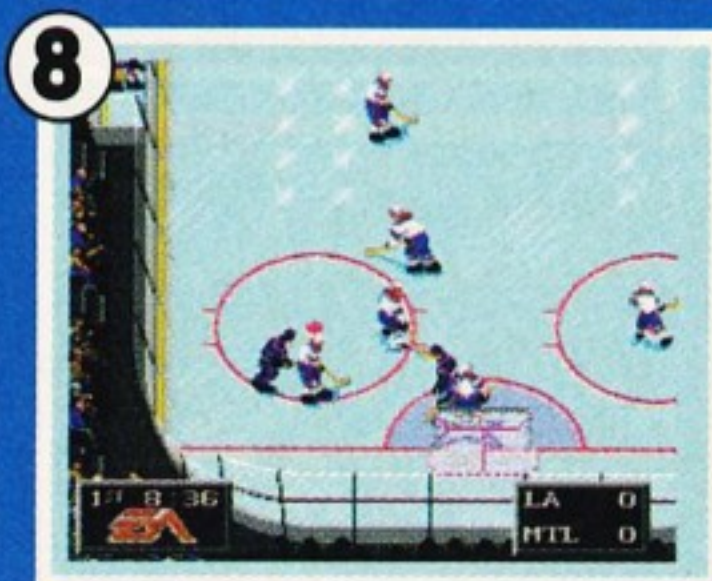
10 Revenge of Shinobi

This side-scroller had it all: great graphics and control, huge levels—even Batman and Spider-Man as Bosses!



9 Sonic 2

Sonic 2 was jammed with everything we love about the series. It had the huge levels of the first game, plus the new Spin Dash and Tails.



8 NHL Hockey '94

Like all good sports games, NHL '94 was both fun and realistic. And let's not forget the brawls—the real reason to play hockey, after all.



7 Shining Force II

One part RPG, one part strategy game, SFII is a unique classic. We only hope Sega brings its 32-Bit sequel to U.S. Saturn owners.



6 Thunder Force III

The best shooter on the Genesis, TF III packs huge Bosses and plenty of incredible power-ups. At times, it's almost too intense.

Genesis



The Genesis may have a handful of awesome games (like Gunstar Heroes, Phantasy Star II, Sonic 2, etc.) that will go down in history, but this one's even more worse off than the Super NES. And this is coming from a guy who was a diehard fan of the Genesis when it was in its prime. The Genesis almost always had graphics and sound that weren't anywhere near as good as almost anything on the Super NES (that used to piss me off so much). And what's to come game-wise? Almost nothing (like the Super NES). I don't know if I'd even buy this one used—it's a dead duck. It made its waves, swam for a long time (even through some rapids), but now it's time to lay the Genesis in its watery grave...sorry about the drawn-out metaphor.

Shawn Smith



Well, I'm going to say basically the same thing I said for the Super Nintendo. Don't buy this machine and hold your breath for new games; buy it for the fond memories. Remember the NHLs? Remember the Maddens? Remember the Sonics?

The Genesis, dollar for product-wise, is an even better deal than the Super NES. For the same price, you can get six games free (in the six pack package). Those games are no slouches either. Sonic, Columns and Golden Axe...all for free? Not bad.

Still, I can't give the Genesis a very high score because the system doesn't bring a nostalgic tear to my eye like a Super NES does. But face it. The Genesis owns a lot of the great 16-Bit games out there, so you might as well have it.

Dan Hsu



The supply of new Genesis games has slowed to a trickle, so there's no real reason to go out and buy a this system other than for nostalgia's sake. But for gaming fanatics, that might be reason enough, considering all the classic titles you can pick up for dirt cheap. Heck, it almost seems a sin not to own Gunstar Heroes, Strider, John Madden '95, Revenge of Shinobi, Sonic the Hedgehog and other Genesis masterpieces.

Of course, the system's small color palette and awful sound chip make the Genesis look extremely dated, even when compared to the Super NES. Bottom line: If you still own a Genesis, hold onto it. It's a piece of gaming history (as the first 16-Bit system) with more than enough classic titles in its library.

Crispin Boyer



You Genesis fans out there are probably going to hate me for saying this, but I really never caught on as to why the Genny was such a big deal. I think there are a lot of good games for the system, but only a few are what I'd really call must-owns (probably under 20 games in total), and even in the system's prime, I found myself spending a lot more time on my Super NES and TurboGrafx-16 (well, the PC Engine—its Japanese counterpart).

Now I rarely ever have the urge to play my Genesis (except for the occasional much-needed dose of Gunstar Heroes or Phantasy Star II), and I really can't think of many reasons why I'd recommend one to anyone when the Super NES can be found for just as cheap almost everywhere.

John Ricciardi



I've always considered my Genesis as my sports gaming platform of choice, and I'd have to hold onto that opinion this year. The advancements this year for sports games has improved greatly, but not enough to pull my favor from the venerable Sega machine. I still feel in tune with the overall responsiveness of the Genesis, with tight game controls and fast play. It really is a shame that the graphics powerhouses of today don't measure up to those standards. Unfortunately, the sports games are really the only ones I still play on the Genesis, as most of the other genres have been handled far better on the next gen machines. Sports alone is not a reason to buy it. If you're budget conscious, it's a decent buy, but this is the end of the road.

Sushi-X

Graphics 5 Audio 5 Library 8 Peripherals 7 Coolness 6 Staying Power 3

define it and become the games we love to play over and over again..."



5 Ghoul's 'N Ghosts

An incredible, ultragothic side-scroller with solid gameplay and one of the most incredible final Bosses this side of Phantasy Star II.



4 Herzog Zwei

An awesome strategy game that also happened to be one of the best two-player titles on the Genesis. There's no other game like it.



3 Strider

Both the control and level design in this, the first 8-Megabit cartridge, were nearly flawless. It's a great—and strange—game.



2 Phantasy Star II

This RPG was pricey, but the quest was so amazingly long and involving that it was worth it. The final Boss gave us nightmares!



1 Gunstar Heroes

This masterpiece from the ex-Konami coders at Treasure was one of the most original platformers ever. It's too fun with two players.

Handheld Games



Game Boy Pocket

By Nintendo of America

Price: \$ 49.99

CPU: 8-Bit

Resolution: 140 X 102

Colors Available: 4 shades of gray

Colors On Screen: 4 shades of gray

Although most publishers aren't making games for the Game Boy anymore, the system is still awesome. It may not be backlit (which I think is a pain in the butt), but there's a load of games to choose from and the new "Pocket" design is sleek. When I took mine on a recent trip, I felt like a real-life businessman...well, sort of. For anyone who wants a truly portable unit (10-hour lifespan on the batteries) but wants better graphics than the Tiger-style games, this is the one.

Shawn Smith

Another year has passed, and the Game Boy Pocket is still the best portable on the market. And don't expect that to change anytime soon, since Nintendo has seen an incredible resurgence of new interest in the system both here and in Japan (chances are they'll be sitting on their color-portable plans for a while). Sure, the system still suffers from a little screen blur. But it does have a great library—and it's a heck of a lot better than the more pricey Game.Com.

Crispin Boyer

The Game Boy Pocket is easily my favorite portable system of all-time, and will probably remain so for a long time to come. I've had a regular Game Boy for years, but only recently, since I purchased a GB Pocket have I begun to realize just how many great games went unnoticed simply because they were black & white and on the small screen. Two AAA batteries last a long time, and the thing literally fits in your pocket. What more could you ask for?

John Ricciardi

How does one make advances in technology? Show how small your circuits have gotten. Obviously unable to figure out that color is better than black and white, Nintendo has provided us with yet another Game Boy. It gains a point for style, but loses two points for stagnation. Very few new games are arriving, thank the heavens, and with any luck, this blur-fest will be replaced by a modern model by the end of next year. This is only good for puzzle games.

Sushi-X

Graphics 4 Audio 2 Library 9 Coolness 8 Staying Power 7



Game.Com

By Tiger Electronics

Price: \$ 69.95

CPU: 8-Bit

Resolution: 200 X 160

Colors Available: 4 shades of gray

Colors On Screen: 4 shades of gray

Game.Com does have some really cool features like the telephone number database, the calendar and Net access (with additional device)—overall, a cool little techno-gadget for a decent price. But then there's the important part: the games. This is where the Game.Com falls short. Wheel of Fortune and others of the same nature are a lot of fun and lend themselves well to the light-pen, but the action/adventure games just don't do much for me.

Shawn Smith

With its fancy touch screen, this system had potential. Instead, its screen's so blurry that scrolling games like Batman and Robin are unplayable. Single-screen games play OK, but action-happy gamers can only take so much Wheel of Fortune. The built-in functions are a nice touch, although the Game.Com will never replace a full-fledged organizer. The ability to hook to the Net for e-mail seems promising (the modem wasn't available at press time).

Crispin Boyer

Game.Com has a lot of promise, but so far the initial games are mostly disappointing and don't live up to the hype. Animation on most games is practically non-existent, and there can be quite a bit of screen blur. The sound effects are nice (voice samples are very clear) and the touch pad is a cool concept, but at this point, there's not enough to warrant a purchase IMO. It's too early to rule the system out, so I'll give it a year to prove its worthiness. Until then, I'll wait.

John Ricciardi

This newbie is obviously trying to ride on the venerable Game Boy's coattails. Venerable is the key word here, as the Game.Com actually sports a similar screen, but with more contrast than the Game Boy. The sound, however, is putrid—only one channel, as you can hear the background music drop with each sound effect. The only reason it scores higher than the Game Boy is for the awesome PDA tools and innovative touch-screen technology. I hoped for more from this system.

Sushi-X

Graphics 4 Audio 4 Library 4 Coolness 7 Staying Power 6



Nomad

By Sega of America

Price: \$ 99.99

CPU: 16-Bit

Resolution: 320 X 224

Colors Available: 512

Colors On Screen: 64

Since there's no other viable 16-Bit handheld options out there (at least one with such a large library of games), the Nomad is a good choice for anyone looking for a solid little system. Of course, the Nomad falls victim to the same problem many handhelds have: battery usage. The Nomad takes six AA batteries, which only last about three hours. Let's face it, you either buy rechargeable cells or an AC adapter (and have your portable become a home-based system).

Shawn Smith

This portable is becoming more attractive all the time, mainly because its price has dropped since last year. Its screen is sharp and suffers from very little blurring. You have access to the Genesis' fantastic library of games, most of which look fine on the tiny screen. Best of all, you can hook the Nomad to your TV and use it as a regular Genesis (it even plays Japanese games). If the Nomad's price drops just a little bit more, I'll be the first in line to buy one.

Crispin Boyer

The Nomad is a great portable, but I've found that I don't play it nearly as much as I thought I would when I first bought it back in 1995. I'm a big RPG fan, and playing RPGs on the Nomad gives me headaches because of the annoying blur when the screen scrolls. Plus, the system eats batteries like there's no tomorrow, so unless you've got an AC adapter, prepare to throw away a lot of money on batteries. It's definitely a nice system to own, but it's just not my cup of tea.

John Ricciardi

Now THIS is a portable gaming system! It's unfortunate that the price is inhibitive for some, but for the best on-the-go gaming experience, you can't go wrong with the Nomad. It gives you the full library of Genesis games to choose from, so it has a sizable base of titles ready to play. The small screen is very clear and vibrant. You'll only have problems playing games with tiny text, although Phantasy Star IV worked fine for me. The Nomad is best in portable gaming.

Sushi-X

Graphics 7 Audio 6 Library 9 Coolness 8 Staying Power 6



32X

Who knows where the Saturn would be today had Sega not tried to appall consumers with this crappy add-on. The 32X had barely any support, and its games didn't show a hint of 32-Bit power.



SEGA CD

This is a perfect example of bad software killing a system. We hope the imbeciles who thought consumers wanted cheesy FMV games aren't working in this business anymore. Sega CD could've worked, but the market generally doesn't support hardware add-ons for very long.



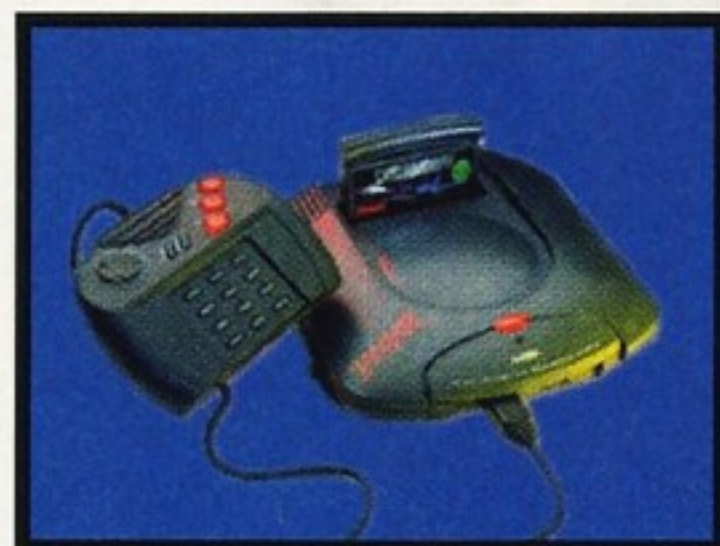
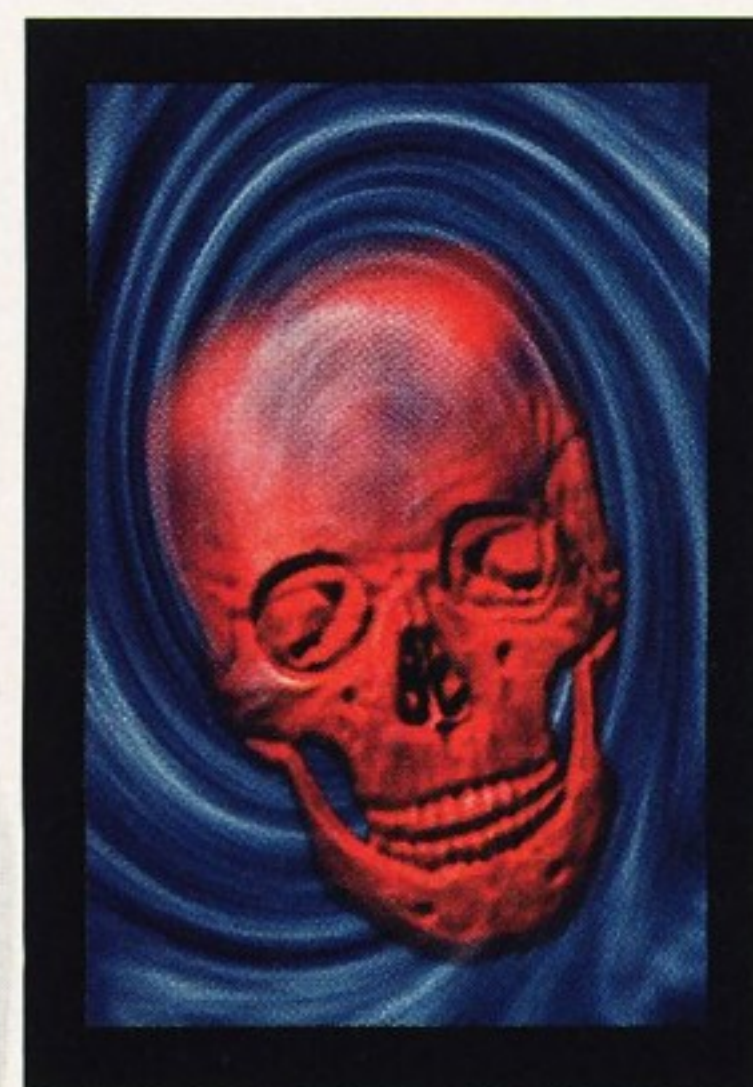
VIRTUAL BOY

This novelty item was doomed before it was even released. You knew sales were going to be bad as soon as the public got wind of the Virtual Boy's one-color screen, non-portability and battery draining power source.

The Honored

DEAD

They might have been **cool** at the **time**; time has **proven otherwise**. What the **hell** were they thinking?



JAGUAR

Everyone was excited about a 64-Bit system...until they realized that the games weren't that great. In fact, the most highly praised Jaguar game was Tempest 2000, which many of us thought was average, at best.



NEO•GEO CD

The cartridge-based Neo•Geo was limited to the real hardcore gamer who could afford its \$200+ games. The CD system could've saved the Neo•Geo name, but it came several years to late. Oh well, Neo•Geo never offered anything beyond decent shooters and fighting games.



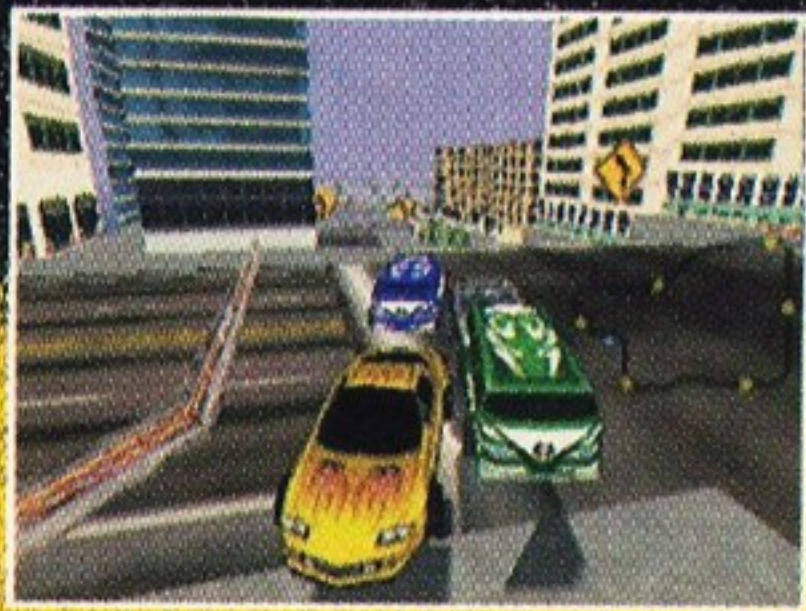
3DO

In hindsight, you could tell this system wasn't to go very far. The pretty but shallow games combined with a \$700 launch priced spelled out, "D.O.A"



GAME GEAR

Did Sega kill its own Game Gear by releasing a portable Genesis (i.e., Nomad)? We'll never know. What we do know is that Game Gear new releases have slowed to a halt, and the Nomad is a much better portable system anyway.



SAN FRANCISCO
RUSH
EXTREME RACING™



THE MOST POPULAR RACING GAME. AVAILABLE IN A CONVENIENT TAKE-HOME SIZE.



You love playing San Francisco Rush in the arcades. Well, now you can race through the streets of the Bay Area in the comfort of your own living room. In fact, you'll be able to choose from six different tracks (three more than in the arcade version). Each one showing authentic San Francisco landscapes and so many places to catch air that you might be mistaken for an unidentified flying object. And if that's not enough, you can take shortcuts through open fields and underground sewers. You can soar over building tops or be catapulted into the air from a dismantled freeway overpass. It's San Francisco Rush. And lucky for you it's coming home in a more manageable size.

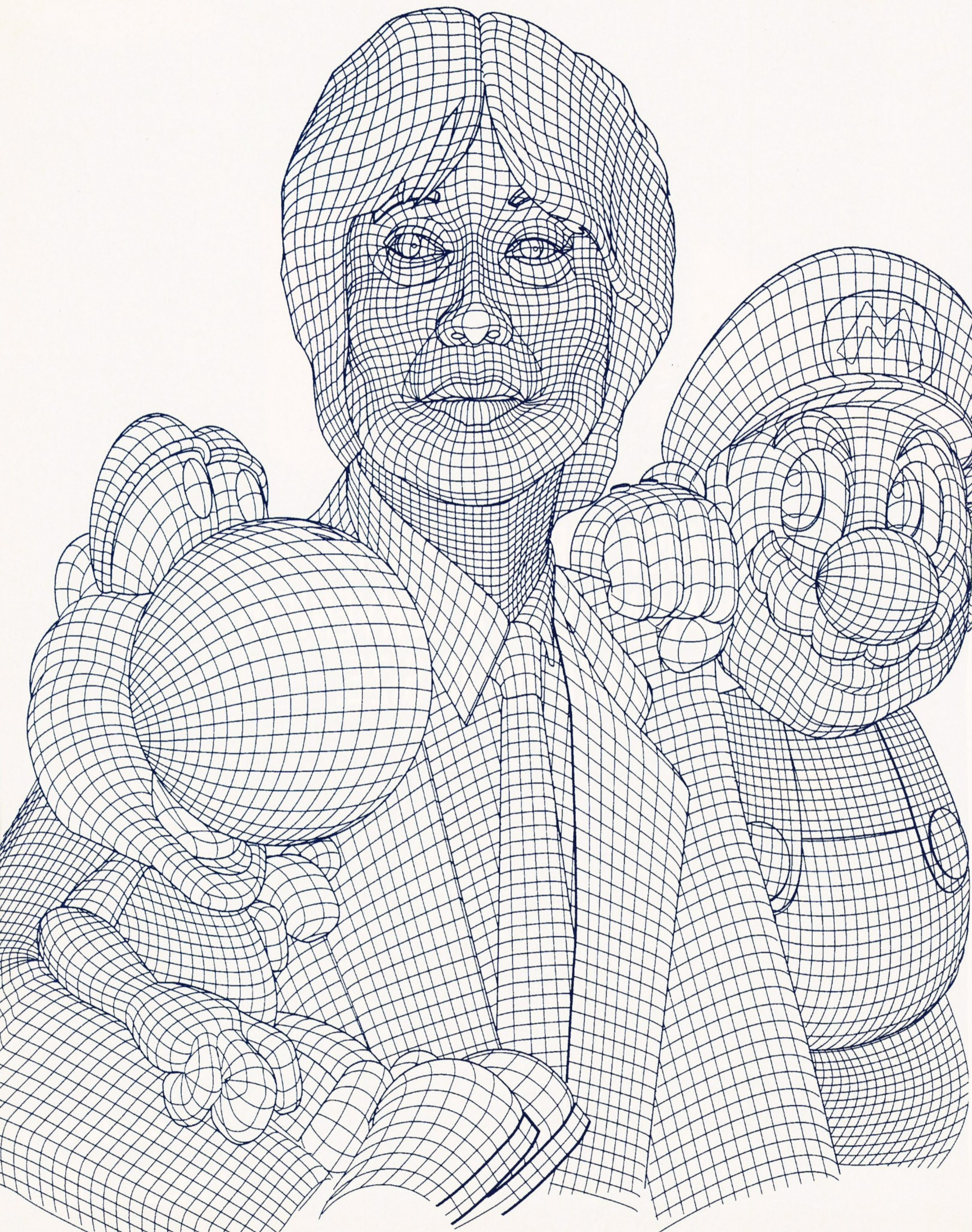


DESIGNED FOR
N64 RUMBLE PAK



San Francisco Rush Extreme Racing ©1997 Atari Games Corporation. All rights reserved. Midway is a registered trademark of Midway Games Inc. San Francisco Rush Extreme Racing is a trademark of Atari Games Corporation. Distributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64 and the 3-D "N" Logo are trademarks of Nintendo of America, Inc. ©1997 Nintendo of America, Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. 5405-97B1





The BOY Game

**You've all heard
the name before.
Now take a look at
the past, present
and future of the
greatest man in
video game history,
Shigeru Miyamoto.**

Nowadays, game companies spend millions of dollars on research and development to do what one man and his creative team have done for Nintendo—create great games that have universal appeal and sell millions of copies. Every game that he has had a hand in during Nintendo's history has gone on to be a mega-hit on retail shelves, and more importantly, he is the man behind the most popular game series in video gaming history.

Shigeru Miyamoto has been working at Nintendo since 1977, when he was hired on to the planning department as the first staff artist of Nintendo Co. Ltd. in Japan. Nintendo began to jump into the arcade gaming scene, and after their first game, *Radarscope*, completely flopped, Miyamoto was brought in to design a game that would turn their coin-op business around. He did just that, creating what is now known as the game that started it all for Nintendo—the one and only *Donkey Kong*.

When Nintendo introduced the Famicom (Family Computer) in Japan in 1983, Miyamoto was assigned to create another hit game, but it would be much more complex than *Donkey Kong* was. The result was *Super Mario Bros.*, a game that not only went on to sell millions upon millions of copies, but also revived the ailing U.S. video game industry after a complete crash. *Super Mario Bros.* was released with the Nintendo Entertainment System (the U.S. version of the Famicom) in 1985.

With such raw power and ingenious creativity when it comes to creating hit games, Miyamoto has been the tour de force that put Nintendo in the place of being the most successful video game company in the world. When the Super Famicom (and, in the U.S., the Super NES) was released into the Japanese market in November of 1990, Miyamoto's fourth *Mario Bros.* adventure, *Super Mario World*,

Miyamoto's Greatest Hits

8-Bit Nintendo Entertainment System

1983:
Donkey Kong, Mario Bros.

1985:
Super Mario Bros.

1987:
The Legend of Zelda

1988:
Zelda II:
The Adventure of Link

1990:
Super Mario Bros. 3



Super Mario Bros.



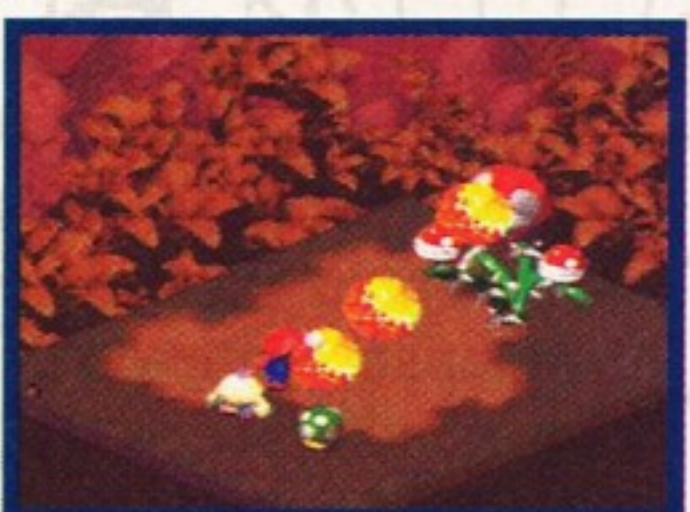
The Legend of Zelda



F-Zero



Yoshi's Island



Super Mario RPG



Mario 64



Zelda 64

16-Bit Super Nintendo Entertainment System

1991
Super Mario World, F-Zero
Pilotwings

1992
The Legend of Zelda:
A Link to the Past,
Super Mario Kart

1993
Mario Paint
Star Fox
Super Mario All-Stars

1994
Stunt Race FX

1995
Super Mario World 2:
Yoshi's Island

1996
Super Mario RPG

Nintendo 64

1996
Super Mario 64

1997
Super Mario Kart 64
Star Fox 64

1998
Yoshi's Story
Zelda 64
F-Zero 64

Mr. Miyamoto also assisted in several other projects, like the Donkey Kong Country games for the Super NES.

impressed gamers even more so than the original three Mario Bros. titles, further solidifying his role as the greatest and most well-respected game designer in existence.

For the Nintendo 64, Miyamoto has once again worked his magic in creating the newest Mario masterpiece, Super Mario 64. Beyond anything that gamers have seen to date, Super Mario 64 embodies what Miyamoto values most in gameplay—exploration. The capabilities of the N64 aided “Dr. Miyamoto” in creating Mario’s vast new world.

It’s not often that a game can set such a standard that other companies immediately try to copy it—but Mario 64 achieved that, setting a standard for next-generation action platform games that has been often imitated, but never duplicated. Even a year after its release, there are no games that can say they have changed the face of the 3-D genre like Mario 64 did.

Playing Mario 64 for the first time is much like 12 years ago when first playing Super Mario Bros. on the NES. The fantastic attention to detail and delicate care that has been taken in each area of the game is immediately noticeable.

“The biggest difference I believe is the transition from 2-D to 3-D. The programming is very different,” Miyamoto says. “When we do a 2-D game, we have to concentrate on the system before we make the game. Likewise with 3-D we also had to design an entirely new system, which was very difficult. Other than that, everything was enjoyable.”

Converting a 2-D game into a 3-D environment is a task that many game developers attempt, but most fall short of porting the experience of good gameplay to the new freedom of movement that a 3-D world allows. With Super Mario 64 however, Nintendo has once again set the benchmark upon which all other games will be judged.

Proving that the N64 can handle 2-D games as well as 3-D, he has set his sights on Yoshi’s Story, which is a 2-D game using 3-D rendered graphics. Expected to hit shelves in Japan before the end of the year, U.S. players will have to wait until Feb. 9 (the game’s projected U.S. release) to try their hands at Miyamoto’s latest creation.

Since Mario 64 was the flagship launch title for the U.S., there’s plenty of anticipation for a sequel to the game. “Well, Yoshi’s Story is kind of a sequel (laughs). But right now I am

Mario A Plumber with a Mission

- To date, more than 117 million Mario games have been sold worldwide.
- Ambassadors of Funk’s song “Super Mario Land” (featuring MC Mario) made it into the U.K. music charts’ Top 10 in November 1992.
- The character Mario is named after Mario Segali, the landlord of Nintendo’s first U.S. warehouse.
- Mario was first named Jumpman, but later became known as “Mario” with the release of Donkey Kong Jr. in 1982.
- Mario has been Nintendo’s official mascot since 1985.
- Mario and the other characters from the series have been in four cartoon shows, including the original Donkey Kong, the Super Mario Bros. Super Show, Super Mario 3 and the Super Mario World Show.
- Mario Bros. (1983) was the first game to feature the lil’ Italian in a starring role.

working with a few programmers on concepts for Super Mario 64 2. If the concepts are good, we might have something by the end of the year.”

Mr. Miyamoto says that he “wanted to create something quite new, not simply the modified or improved versions of old games. Although we are using the old titles, the content is quite different from the games of the past.”

For Mario 64, “five people participated in the preliminary planning stages, but in the final stages, 20 to 25 people were working on the game. It’s difficult to say how long the process takes, but probably around two years. On average, 15 to 20 people worked on the game.”

Miyamoto concentrates on the design and production of games—he doesn’t program them. He has a hand in several of the games now in development for release later this year and into the future for the N64, like F-Zero 64, Zelda 64, Mario Paint 64, Yoshi’s Story and other games planned for release on Nintendo’s 64DD add-on sometime next year.

“Depends on how many Miyamotos there are!”

—Shigeru Miyamoto, when asked if Super Mario RPG 2 would be debuting at the 1997 E³.

“I’m mainly active as a producer, except for Zelda 64, where I’m more of a producer/director. I try to manage the general stream of the other games,” he says.

Overseeing almost all of Nintendo’s 64-Bit titles, Miyamoto is one busy producer. Spread across almost all of Nintendo’s titles for next year, Miyamoto and his eye for designing great games is a necessity for the continued success of the system. When asked if Super Mario RPG 2 will be coming out at this year’s Electronic Entertainment Expo in Atlanta, he replied, “Depends on how many Miyamotos there are!”

Developers sometimes get lazy after developing one hit game. For instance, id Software hasn’t taken Doom (or Wolfenstein) past what its original emphasis was—shooting enemies and passing levels. Miyamoto, on the other hand, has never rested on his laurels, always creating sequels to games that are substantially different enough to stand as great games on their own, not depending on the name of the character or series alone to sell the title. Sega’s Sonic series changed very little in its four installments on the Genesis. The Mario series has changed significantly with each new game.

Part of the magic of Miyamoto’s games have been their focus on gameplay, not necessarily high-end 3-D graphics. Still, many N64 developers have found it difficult to come close to creating games as innovative and fun as Nintendo’s teams have, led by Miyamoto. “Many game designers are just learning how to use [the features of the Nintendo 64]...Nintendo 64 game designers can decide how they are going to use the power of the CPU.”

Multiplayer games have become a staple of the Nintendo 64. Already, Miyamoto has integrated the feature into several of his games—Mario Kart 64 and Star Fox 64 among them. Miyamoto says that while network gaming is becoming popular, he does not believe that it’s at a point where gamers can truly enjoy them just yet. If the 64DD has network capabilities, you can bet that



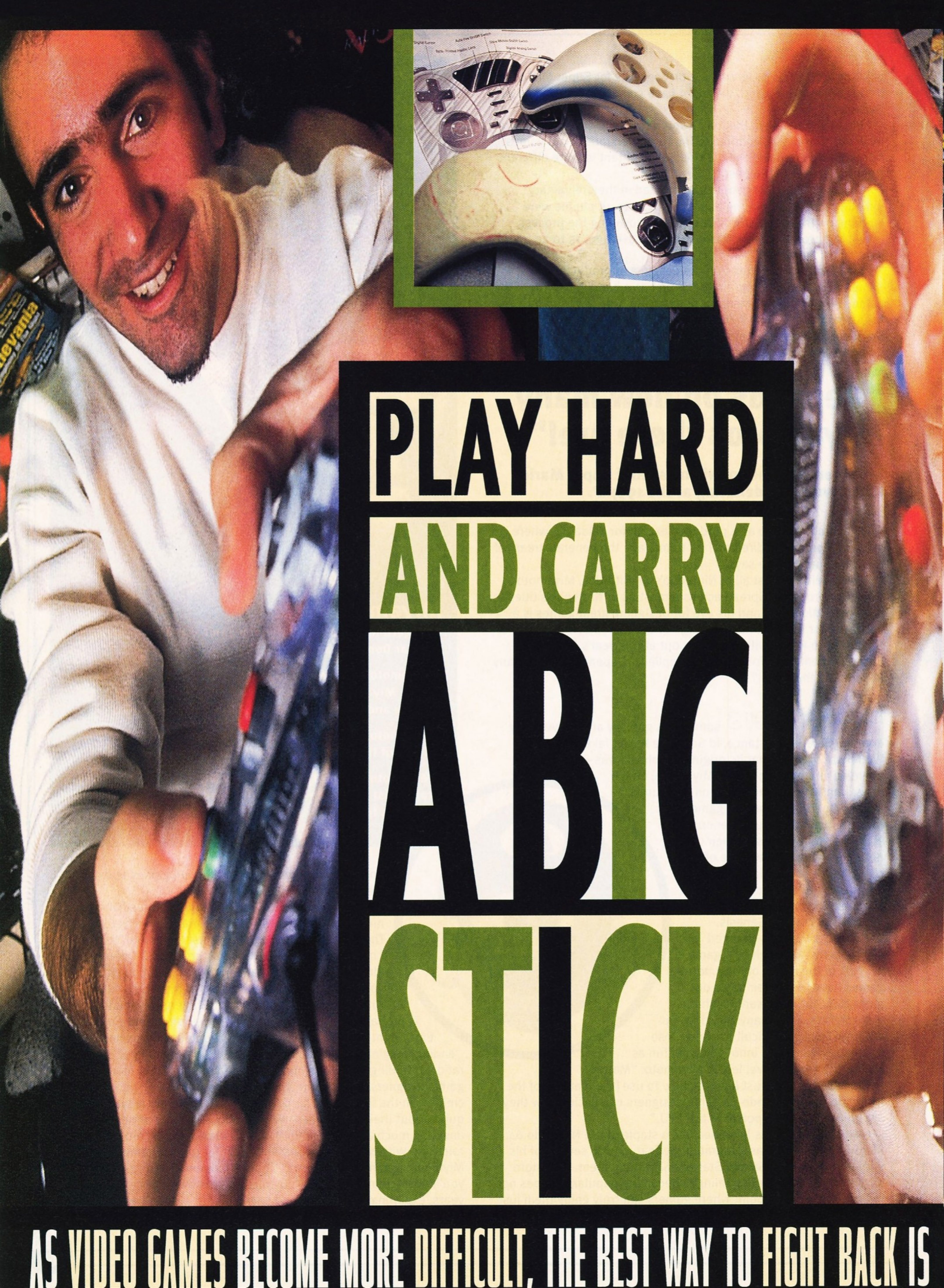
Miyamoto Facts

- Shigeru Miyamoto’s first video game was the immensely popular Donkey Kong
- Miyamoto is known by Japanese fans as “Dr. Miyamoto,” because of his skill in designing creative and involving games for Nintendo’s systems
- Miyamoto holds a degree from the Kanazawa Municipal College of Industrial Arts and Crafts in Kyoto, Japan
- Miyamoto originally was hired by Nintendo as their first staff artist before he became involved in designing video games for them

Nintendo’s designers will working on games to exploit the advantages of network play.

At this year’s E³, Nintendo held a contest where members of the press duked it out in StarFox 64. The winner got to face off against Miyamoto, to see if he/she could defeat the master himself. Definitely a dream come true for anyone who has followed Miyamoto’s games since the days of the NES.

Without a shadow of a doubt, Shigeru Miyamoto is probably the greatest game designer on the face of the Earth right now. His charm and wit, coupled with his never-ending imagination and ability to re-create that feeling of exhilaration at finding something new or hidden are gifts that many game designers can only dream of. What games will Miyamoto be creating in the future? It’s hard to tell. Since Nintendo is typically quiet about their new games, we probably won’t see or hear anything much about them until after Zelda 64 and F-Zero 64 are released. With Nintendo’s constant quest for quality games and Miyamoto and his team’s great creative influence, you can bet you’ll be encountering many sleepless nights over the next few years, exploring vast worlds and searching for hidden treasures from the mind of “Dr. Miyamoto.”



PLAY HARD

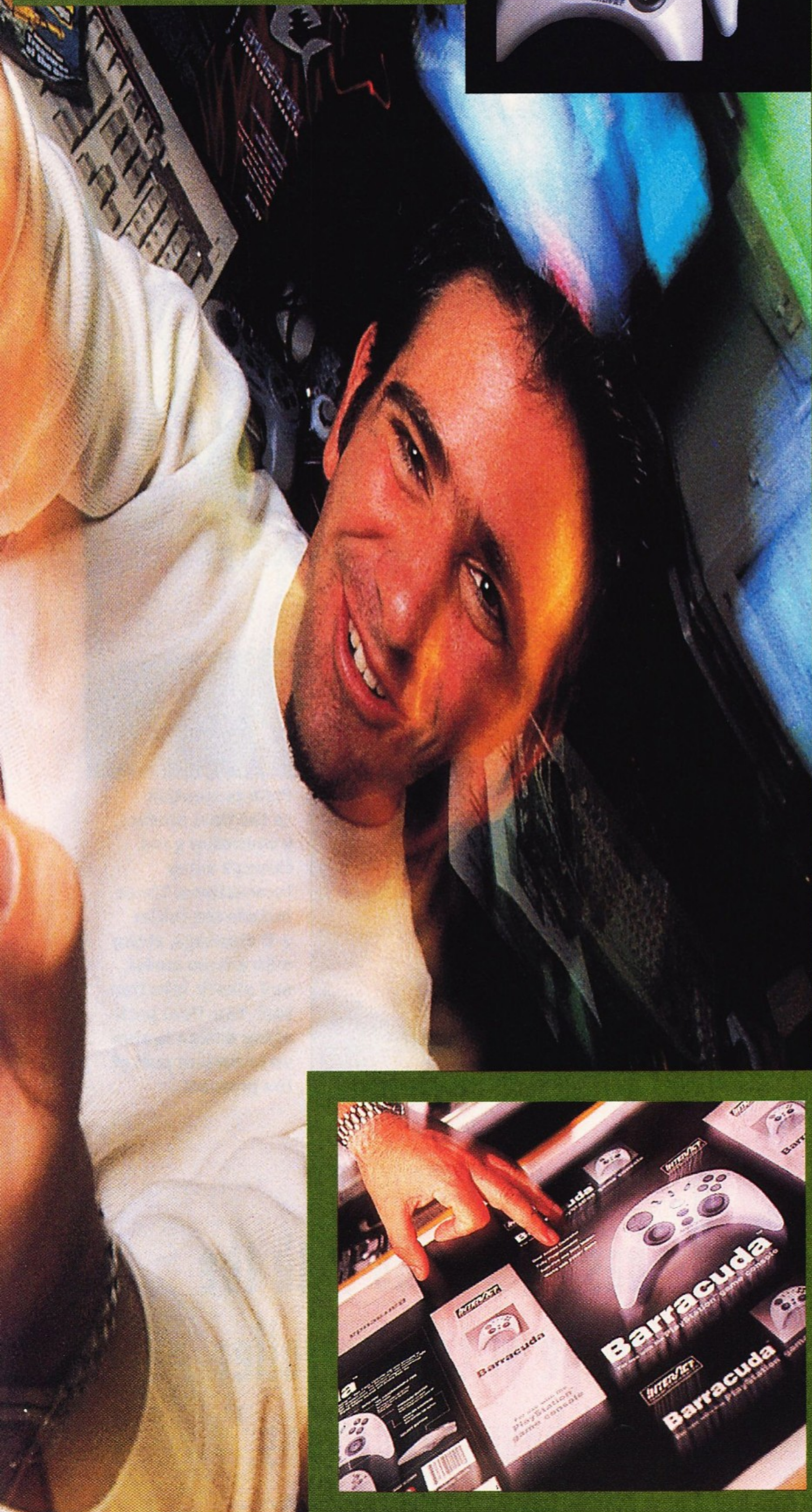
AND CARRY

A BIG

STICK

AS VIDEO GAMES BECOME MORE DIFFICULT, THE BEST WAY TO FIGHT BACK IS

InterAct's Product Marketing Manager Jason Herskowitz doesn't mind testing out his company's controllers, even though he gets beat by other employees fairly regularly.



Go Behind the Lines and Find Out How They Create Game-Killin' Sticks

Creating new controllers for today's next-generation console systems may not be rocket science exactly—but it's no gig for slackers, either. Recently, InterAct Accessories, a Recoton company, allowed *EGM* to come into its sacred halls to find out exactly how the company creates and markets products. Fortunately, thanks to the place's informal and slightly crazy atmosphere, we felt right at home (how could we not love a place full of *South Park* and PaRappa fans?).

InterAct is the biggest third-party accessory company, with about 26 percent of the total market according to August figures (Nintendo, with 33 percent, is the only company that boasts a bigger share of this particular part of the industry). Its over 200 products have distribution in Japan, Germany, the U.K. and South America through two brand names: InterAct, a line of controllers that enhance gameplay, and Performance, which mimics first-party controllers. It's also partnered with Dattel, the U.K.-based company that created the GameShark. A few years ago, the company also entered the PC market. And though InterAct intends to shun virtual reality-based products for the time being, it has embraced force-feedback and is currently working with Sony and Nintendo to create standard protocols for that technology.

"Obviously InterAct wouldn't be the industry powerhouse that it is if there wasn't a huge demand for controllers and accessories," said InterAct Product Marketing Manager Jason Herskowitz. "Why do people buy InterAct controllers? Well, it's quite simple, actually. We make better controllers, with enhanced features and innovative designs that are offered at or below the price of a Sony, Nintendo or Sega controller." He noted that while other companies don't focus solely on peripherals, InterAct does. "Because this is what we do, InterAct can concentrate on something as small as the spring tension of an analog joystick and the material that joystick is made of."

You'd never guess all that was going on, though, from visiting InterAct's small and unassuming offices in Baltimore. That's where most of the marketing people and a warehouse full of product are located. Most of the actual production is done by the engineers in Hong Kong, where the manufacturing plant is located.

Story by Helen Lee
Photos By Michael Lutzky

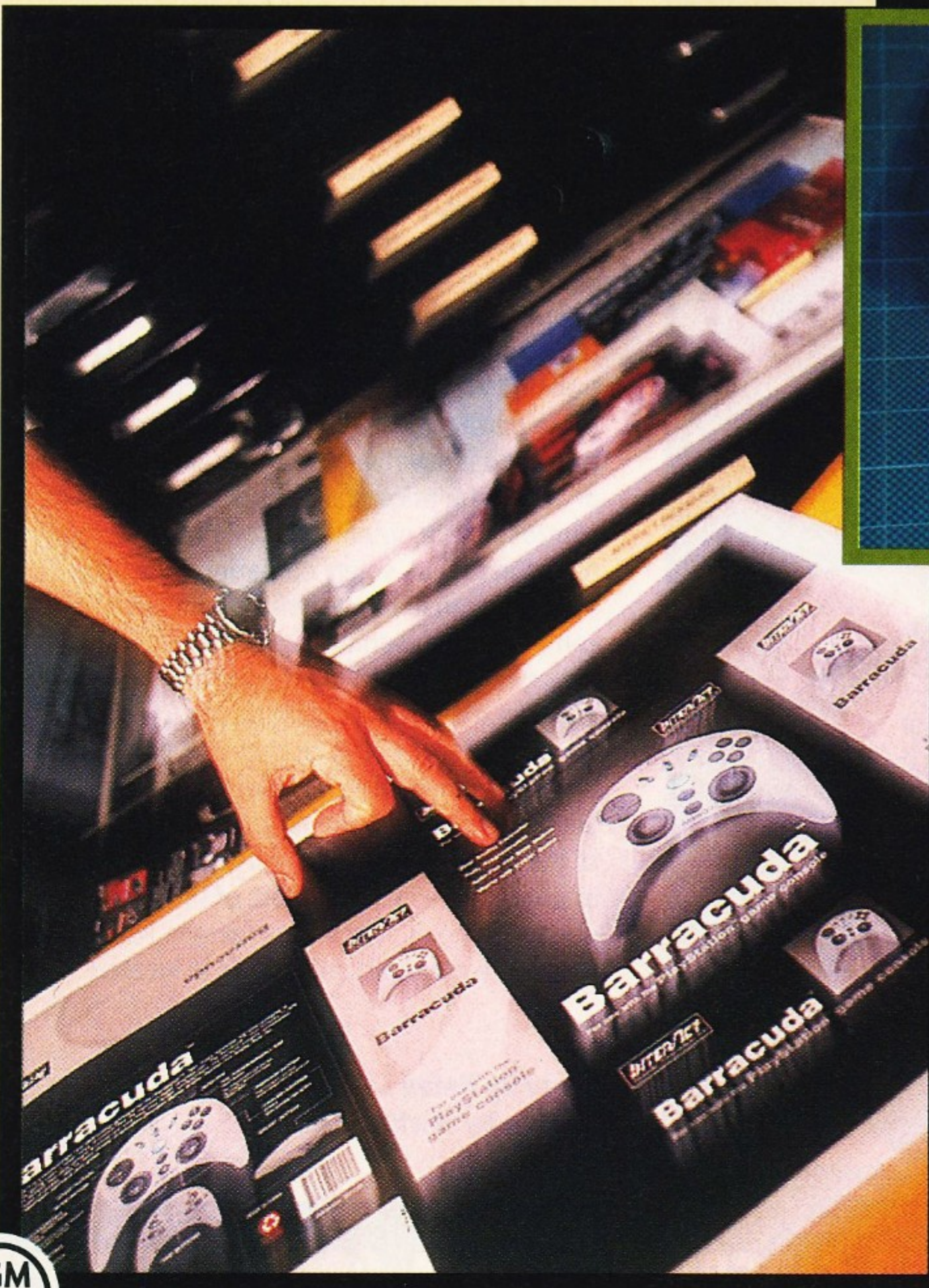
TO EQUIP YOURSELF WITH THE SUPERIOR FIREPOWER OF A COOL JOYSTICK!

One interesting aspect about the creation of video game controllers is that third parties don't always start from scratch. After all, Nintendo, Sony and Sega have already developed the prototype controllers, which InterAct examines and then improves. But creating a joystick, game pad or driving wheel can be an incredibly complex process anyway, because designers must look at factors such as fatigue and comfort and even the proper positioning for the elbows.

What seem like small concerns can become radically important. For instance: buttons. In developing a controller, creators must determine color, size, spacing or whether they should be convex or concave. Equally important is the inclusion or exclusion of what Herskowitz calls "a clicky noise."

"The environment has a lot to do with the shape of the controller and how it functions," said Herskowitz, noting that this was a big concern in creating InterAct's recently released VR3 racing wheel. After all, many wheels are designed for use on a tabletop—but most gamers are more at ease sitting on the floor. As a result, the wheel was made to be comfortable on a lap and on a flat surface, with adjustable positioning for different heights.

InterAct's Barracuda, a dual-analog controller for the Sony PlayStation, went through this type of evolution. First, InterAct determined that there was a market for a product with analog support and did a feasibility study. Then, it examined Sony's own analog controller to figure out how it might improve on the design. For instance, InterAct liked the feel of the dual analog sticks on the thumb, but felt the standard Sony digital pad made it harder to hit diagonals. Another improvement documented on the initial 2-D drawings for InterAct's Dual-Analog Sony Pad was a digital pad slightly tilted for an ergonomic fit (i.e., it follows the natural flow of the thumb, which is diagonal). InterAct eventually



From conception to the final product, a controller goes through many incarnations. These include the initial 2-D drawings, along with a foam model, and plastic injection tool. The final packaging design is also an important part of the process.

"The environment has a lot to do with the shape of the controller and how it functions."

Jason Herskowitz, InterAct Product Marketing Manager

STUFF2LOOK4

V3 Racing Wheel



From InterAct

Racing action on the N64 and PlayStation has never been more fun. The V3 wheel includes 300 degrees of rotation, an adjustable wheel, unique mounting options and separate analog foot pedals for use with games like Mario Kart 64 and Rally Cross.

Release Date Now
Estimated Price \$69.99

changed this, because the company discovered through focus groups that gamers had become used to a regular digital cursor. The second round of drawings also included longer handles that are flared for elbows.

After the initial drawings, InterAct's U.S. people and the engineers engage in a lot of give and take. The two bases have daily contact with each other, trading ideas and magazine clips of possible design ideas (like the curve of a Porsche)—and sometimes, cut-up products from competitors like ASCII, Mad Catz and ALS Industries. This way, everyone's kept in touch with industry trends.

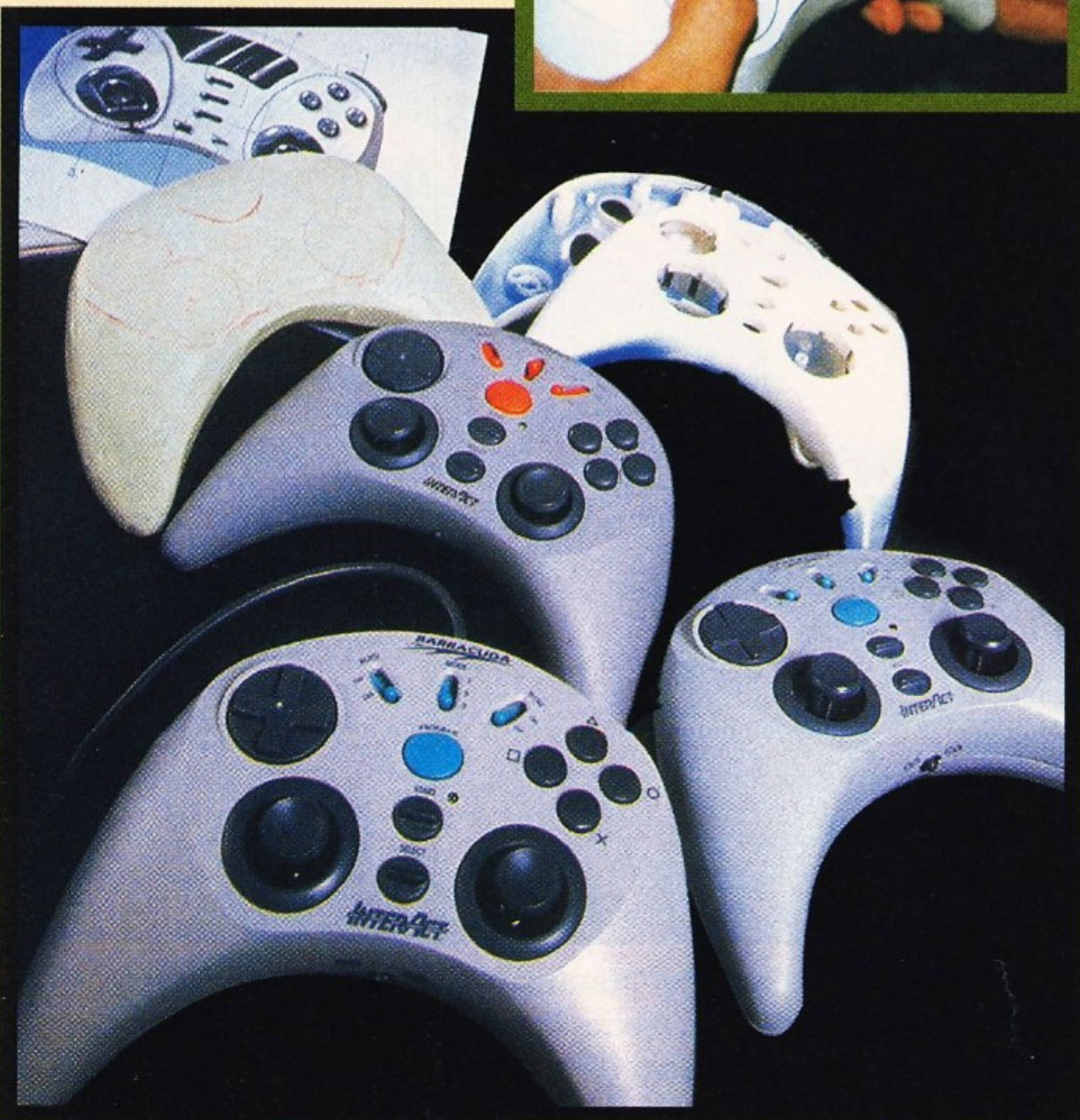
The result: changes in the look and feel of the controller. After employees created the 2-D drawings for the Barracuda, they make foam mock-ups to check the size and how it fits into players' hands. Once the button layout and shape are finalized, they handmake a mock-up in clay. In the meantime, of course, engineers do a lot of development on the controller's technology, including software, electrical, functional and mechanical aspects of the controller. All these components become part of a "black box," a metal item used to make sure the engineering works.

After that, a working mock-up called a "first shot" is created by hand—with the Barracuda, InterAct changed the button color from orange to teal so that the controller could be more easily identified with PlayStation colors. InterAct also felt the green was easier on the eyes. "Anything that helps us differentiate a controller on a subconscious level is good," said Herskowitz.

During this period the "tool" is also created by an outside vendor. This is a two-piece plastic injection mold from which the Barracuda will be mass-produced. After the tool is done, very few changes can be made to the layout and design of the pad; elements can be taken away, but not added.

An interesting side note for this particular controller is that it

Initially called the Sony Dual-Analog Pad, the Barracuda evolved from a foam model to the final product, which has teal buttons and darker type than earlier versions.



UltraRacer 64

From InterAct

From the company's Performance brand of controllers, this colorful handheld steering wheel is unique. Its compact design includes a programmable view change button and an LED display to indicate program options.

Release Date November
Estimated Price \$29.99



MakoPad 64



From InterAct

This transparent and asymmetric controller allows gamers to reach all controls from one hand position, and is designed to give players the edge. Added features include auto-fire, slow motion and an extra-long cord.

Release Date Now
Estimated Price \$24.99

Barracuda

From InterAct

Boasting three modes of operation (digital gamepad, analog stick and analog pad), this dual-analog PlayStation controller also has 14 programmable buttons, an internal memory and axis-swapping capability.

Release Date November
Estimated Price \$29.99



Hot Wheels Ultimate PER4MER Racing Wheel



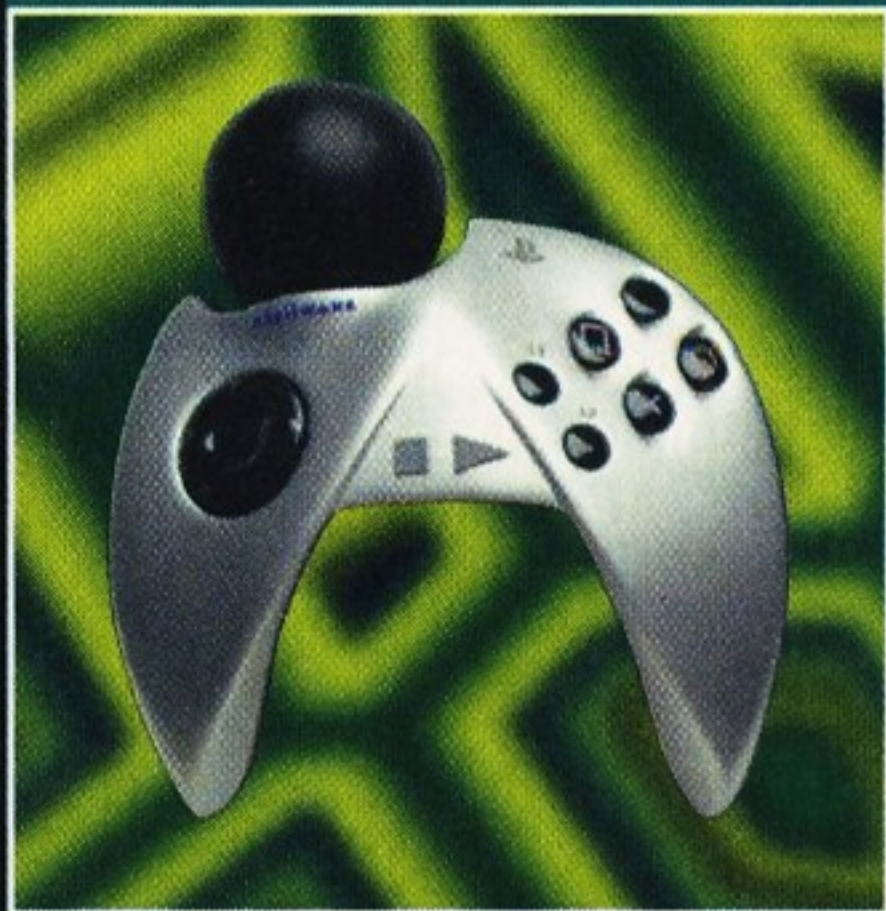
From Platinum Sound

No matter which next-generation system you own, you can get into gear with this wheel. It includes 17 programmable buttons, custom steering rotation, standard analog pedals and LED indicator lights. Oh, and multiple mounting options, too.

Release Date: November
Estimated Price \$69.95

STUFF2LOOK4

ASCII Sphere 360



From ASCII Entertainment
One of the cooler-looking PlayStation accessories, this ergonomically designed, orb-shaped controller allows intuitive movement unconstrained by normal digital pads. Say goodbye to difficult button combinations!
Release Date 1st Qtr. 1998
Estimated Price T.B.A.

ASCII Arcade Stick

From ASCII Entertainment
This PlayStation stick offers a coin-op arcade feel with 360 degrees of precision movement and eight buttons. Plus, it has a solid base and adjustable turbo switches. A hint: This one is especially good for fighting games.
Release Date Now
Estimated Price \$39.99



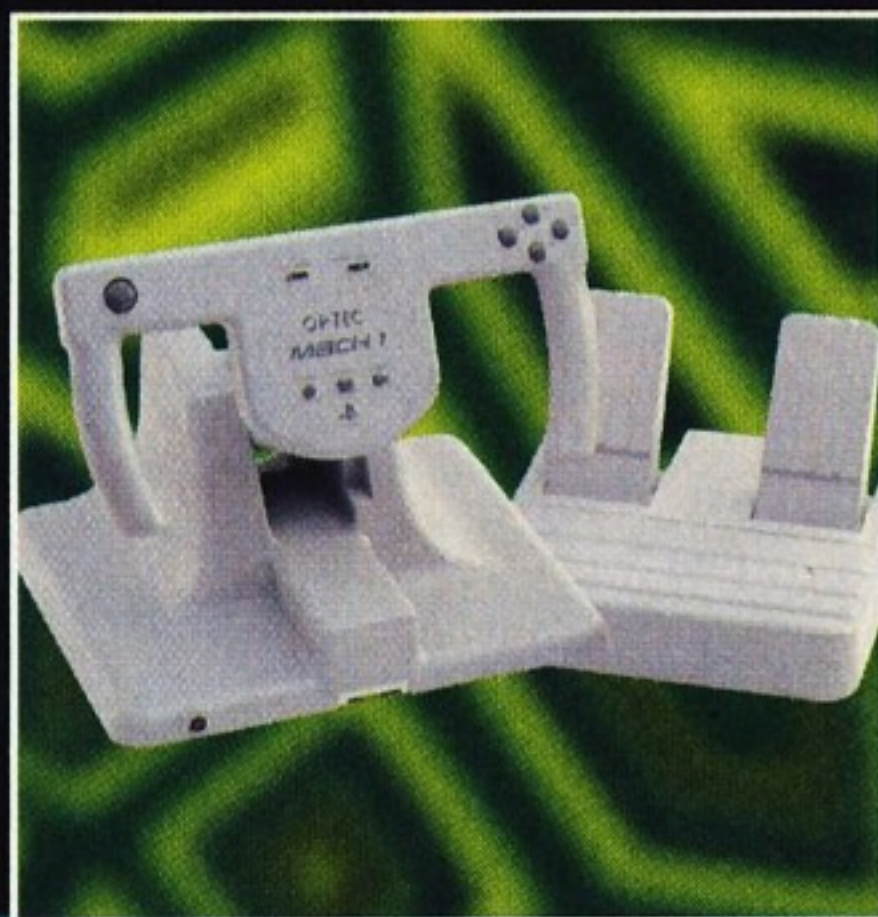
ASCII Grip



From ASCII Entertainment
You've seen this one in ads—it's a one-handed PlayStation controller ideal even for the difficult moves in RPGs, simulation, sport and strategy titles. Now that you've got one hand free, what are you going to do with it?
Release Date Now
Estimated Price \$29.95

Mach 1

From ASCII Entertainment
Part steering wheel, part 2-axis analog flight controller, this one is all fun. It has four adjustable button configurations, independent turbo-fire feature, and precise digital control that can be used alongside analog controls.
Release Date Now
Estimated Price \$64.95



Remote Wizard



From Nuby
This set of controllers for the PlayStation allows infrared wireless play with accuracy up to 30 feet! It also functions as a TV remote, has auto shut-off to save batteries and works with InterAct's GameShark as well.
Release Date Now
Estimated Price \$39.95

was designed to utilize the rumbling feature before Sony nixed plans to introduce that in the U.S., and a space for the motor was cut into the tool. This means that the Barracuda still contains a space for the right equipment. InterAct tells us (on the sly, of course) that anyone with the right knowledge and a Radio Shack motor could get games like Rally Cross and Ace Combat 2 to rumble.

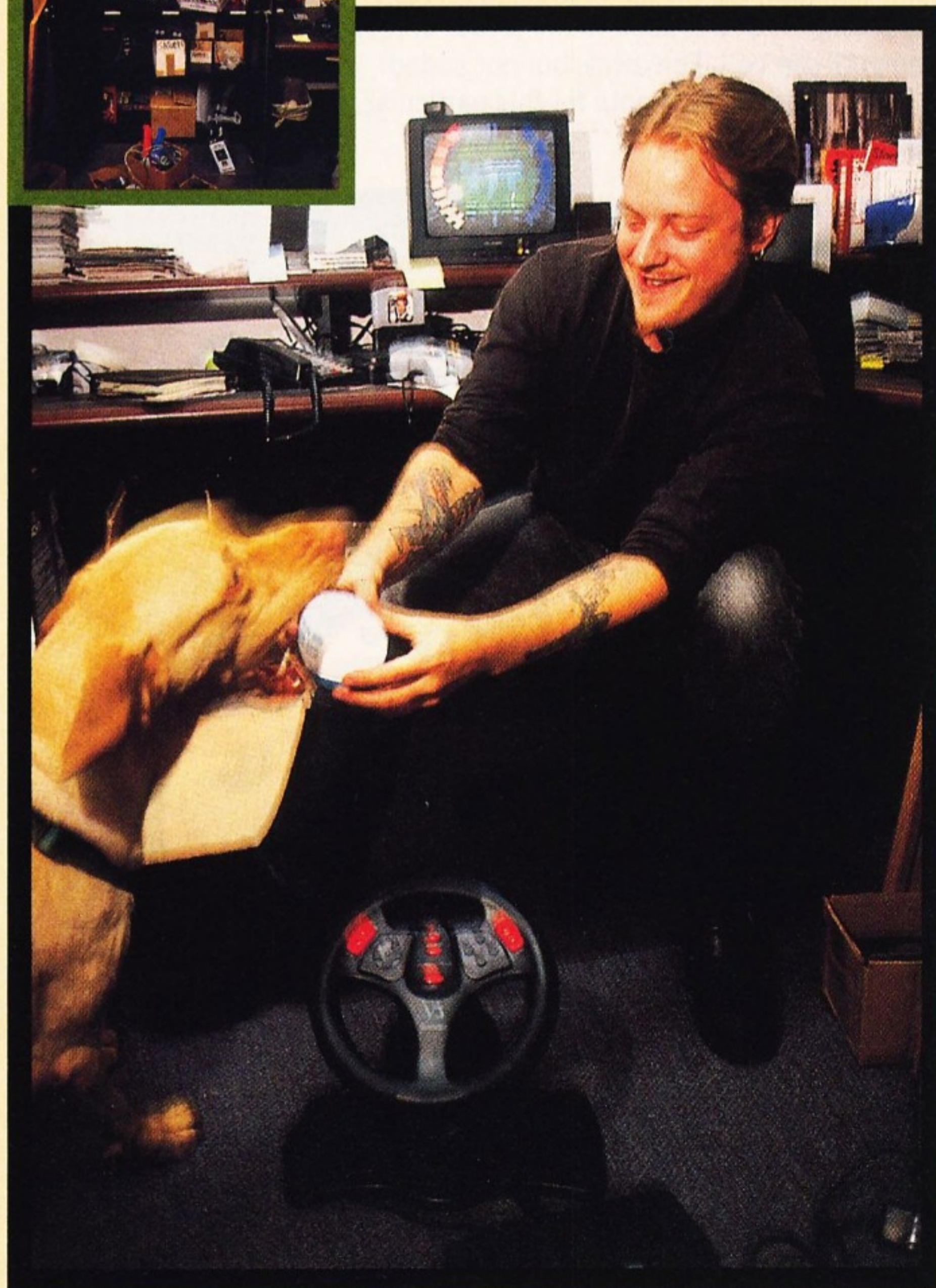
InterAct also begins work on the packaging and marketing of the product, which naturally includes naming it. As Herskowitz explained, parents have an easier time around Christmas when their kids say, "Buy me the Barracuda," vs. "Buy me the Sony Dual Analog Controller from InterAct."

Fortunately, InterAct has a truly scientific way of coming up with monikers: Jason Herskowitz sits at a desk, glazed look on his face, waiting for sudden inspiration and getting up to solicit ideas from others. You can also find, in the InterAct offices, sheets of notebook paper pasted to the walls asking for input.

Over the years, observant peripheral buyers will notice that some InterAct products have a rather fishy theme (like the GameShark and the Piranha). The Barracuda, an obvious offshoot of that, was named because that particular sea creature has two equally sized dorsal fins (kind of like the dual-analog



The testers have lots of games and equipment at their fingertips so many combinations of gear and games can be examined.



Multifaceted Bill "Codeboy" Kaufman, product evangelist, cracks codes for the GameShark, works in the Customer Service area and plays with Hampton the dog. We really liked his tattoos.

STUFF2LOOK4

EagleMAX Analog Joystick



From ACT Labs

This stick has three modes: analog (flight/space sims), analog wheel (driving games) and digital (action games). It also has 16 programmable functions like a four-way Hat switch, six base buttons and four game programming macros.

Release Date 4th Qtr. 1997

Estimated Price \$39.99

NitroPad

From ACT Labs

Arcade-style play on the N64 has never been more stylish than with the NitroPad, which features 12 large arcade buttons and a teardrop stick for both analog and digital control. Program up to 20 moves on one button.

Release Date 1st Qtr. 1998

Estimated Price \$59.99



ACT LABS RS



From ACT Labs

This multiplatform racing system for fast action allows easy switching between all three next-generation systems and includes pedals, a Formula 1 butterfly rocker and eight programmable buttons.

Release Date 1st Qtr. 1998

Estimated Price \$59.99

Alpha 64

From Nyko

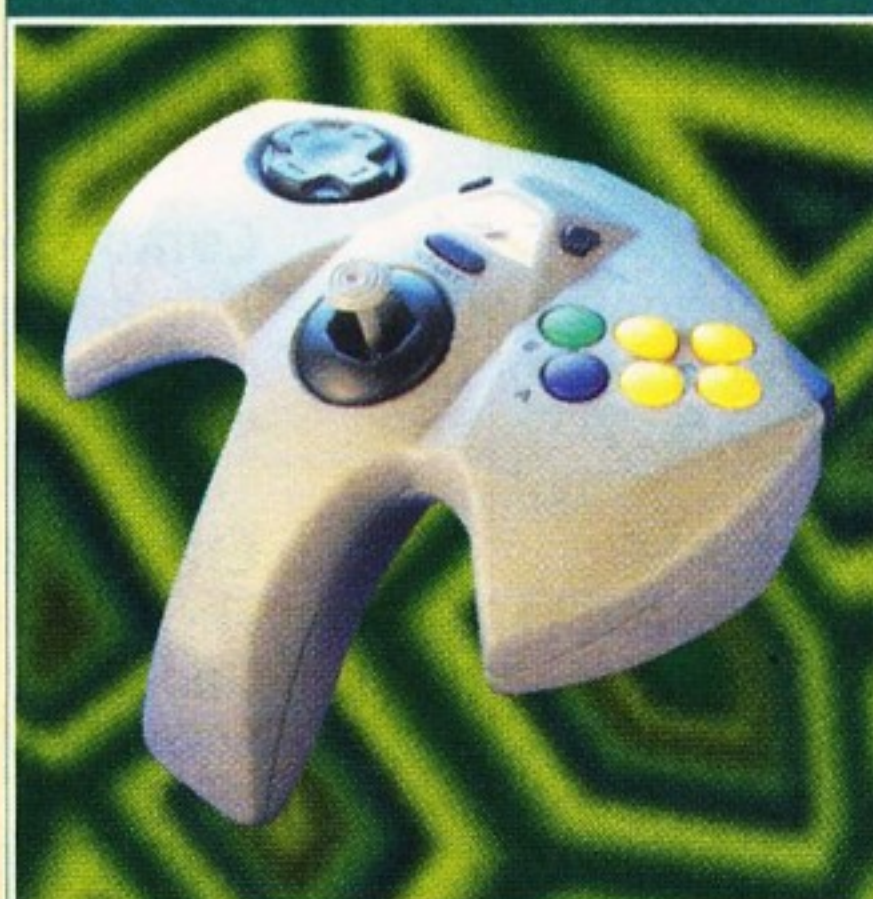
This replacement controller for the N64 has two 3-D analog sticks with optical electronic sensors (for a little extra reliability). It can also be used with memory cards to save custom game features and positions.

Release Date November

Estimated Price \$24.99



Eagle 64



From Nyko

Maybe its design looks a little like a majestic bird of prey in flight, but that's not all the Eagle 64 has going for it. Look for 14-button layout control, 3-D analog stick, eight-way directional thumb pad and a memory card slot.

Release Date November

Estimated Price \$29.99

control—get it?).

Herskowitz himself usually writes the text for the box, which is then designed by the art guys at InterAct. The boxes are made to be unique to InterAct, but also to reflect the system the controller is for. Also, if InterAct succeeds in getting a license from Sony or Nintendo, the packaging must be changed to reflect the proper logos. At press time, InterAct was still waiting for Sony's decision on the Barracuda, which was expected around its release date in early November.

After the "first shot," there's a "second shot," both accompanied by evaluations of the mechanics, electrical aspects, product and design. Then changes to the tool are made. In the case of the Barracuda, the "final shot" version shows darker colors than the mock-ups, along with some other minor changes. But even once mass production has begun and the hard work is done, there's still much to watch for. The plant overseas churns out a pilot run based on the tool (several hundred controllers), which is tested for quality. Final modifications are made, the materials are prepared and production finally begins. Mass quantities of the controller are shipped to the U.S. warehouse, where 20,000 pieces of hardware a day go to retailers around the country like Electronics Boutique and Best Buy.

"Because this is what we do, InterAct can concentrate on something as small as the spring tension of a joystick."

Jason Herskowitz *InterAct Product Marketing Manager*

Once on the shelves, the Barracuda must compete with products from Sony itself, plus other peripherals developers looking for a piece of the market. Sales of accessories are driven by new software, so InterAct would expect that the release of popular PlayStation games that are analog-compatible will drive sales of the Barracuda. And finally, InterAct will look to translate the product for international release and examine production problems, check customer satisfaction and try to re-engineer the Barracuda to cut costs.

The entire production process can take anywhere from 12-18 months, and requires a lot of energy from InterAct employees. These include the marketers, accountants, artists, a Web site designer, newsletter editor, "Product Evangelists" who establish relationships with software companies like Eidos Interactive, hackers who discover all the codes for the GameShark, men who work in the warehouse, and the Customer Service hardcore gamer guys. Usually, these are all the same few people doing double duty. Fortunately, there's a lot of communication and overlap, and everyone contributes ideas to the development of products.

But when asked about a normal day at the InterAct office, Media and Public Relations director Melissa George points at the Customer Service room, littered with boxes of controllers, TVs, toys, computers, a copy of *EGM*², gamers and Nerf weapons which are actively being used. "It's like this," she said. "Except we're all working a bit harder. Really."

EGM's Super Gamer's Index

Poor EGM editors...they had to play all these games at one point or another. What a tough job. Well, here's the culmination of eight years of hard (yeah, right) work: an almost comprehensive list of every game reviewed in EGM (we didn't have space for some of the oldest games and other small-time systems, like the CD-i). For each game, we give a very brief description and the scores it received from our brutally honest reviewers. Enjoy!

Here's How We Rate Games

10 Perfection

An absolutely flawless experience. It doesn't get any better.

9 Virtually Flawless

Drop what you're doing and buy this nearly perfect game.

8 Splendid

Delivers everything you'd want in a game, despite minor flaws.

7 Worthy

A solid title you won't regret buying.

6 Good, Not Great

Sure it has its problems, but it's still fun to play.

5 Average

Not great, not crap. A ho-hum title that isn't for everybody.

4 Rent First

We have problems here. Definitely try before you buy.

3 Time Waster

Playing it for more than 10 minutes gives you a migraine.

2 Don't Even Rent

The only point in playing this garbage is to make fun of it.

1 Flush It

Run for your life if you see it or use it as a coaster.

PlayStation

Adidas Power Soccer

Great cinemas; it must be the shoes.
scores: 7.5 7

Adventures of Lomax

This classic side-scroller proves 2-D can still be fun.
scores: 7.5 8 7.5 7

Air Combat 2

Fly through the air with the greatest of skill...
scores: 9 8 8.5 8

Alien Trilogy

Take on chest-bursting baddies in this thriller.
scores: 8.5 9 9 9

All-Star Baseball '97

...it's one, two, three strikes you're out...
scores: 5.5 6

Andretti Racing

A great Indy Car racing experience.
scores: 7.7 8

Arcade's Greatest Hits 2

A classic compilation for any retro gamer's library.
scores: 6.5 5.5 5 5.5

A-Train

Manage the rails in this SimCity-like game.
scores: 8.5 7.5 6 6

Ballblazer Champs

The update to the original demands quick reflexes.
scores: 8 6 7.5 7

Battlesport

Cybersled meets soccer makes a good sports game!
scores: 6.5 6.5 5 5.5

Battle Stations

Prepare for battle against the computer's vessel.
scores: 4.5 4.5 3.5 3

Beyond the Beyond

The PlayStation's first true RPG is full of adventure.
scores: 8 6.5 7.5 8

Big Bass World Champ.

Realistic anglin' action with great graphics.
scores: 7.5 8

Big Hurt Baseball

Acclaim brings on the pain on the PlayStation.
scores: 7.5 7.5

Black Dawn

A helicopter shooter with missions thrown in for fun.
scores: 7 7.5 7 7

Blast Chamber

You'll get addicted to this fast-paced game of tag.
scores: 8.5 7.5 8.5 6

Blazing Dragons

Humor is the main feature of this fantasy adventure.
scores: 7.5 8 8 8.5

Bogey: Dead 6

Take control of a jet fighter to knock out the bad guys.
scores: 8 6 6.5 6

Bottom of the 9th

...buy me some peanuts and Craker Jacks.
scores: 5 6

Bottom of the 9th '97

...I don't care if I ever get back.
scores: 6.5 6.5

Brahma Force

A good combination of exploration and action.
scores: 8 7 8 8

Broken Helix

You must complete your mission properly or else...
scores: 8 7.5 6 7

Bubsy 3D

The cute mascot is back for a wild time in 3-D!
scores: 3 4.5 3 2.5

Bust-A-Move 2

Knock down the bubbles in this excellent puzzle game.
scores: 7 8.5 8.5 8

Bushido Blade

Remember, concentrate... your survival depends on it!
scores: 9 7 7 6.5

Buster Bros. Collection

These arcade classics bring back fond memories.
scores: 9 8 8 8

Castlevania: SotN

The latest in the mega-series is a PS masterpiece.
scores: 9 9 9.5 9.5

City of Lost Children

Fans of the movie will find clues to win the game.
scores: 6 5.5 6 7

Clock Tower

Creep around the tower and hide from Scissorman.
scores: 8.5 8 8 6

Codename: Tenka

Wander dark corridors in a 3-D first-person shooter.
scores: 6 4 7 5.5

Command & Conquer

This game sparked the realtime strategy craze.
scores: 9 9 9 8.5

Crash Bandicoot

The marsupial from Down Under is a ton of fun!
scores: 8.5 8.5 8.5 8

Crypt Killer

Gamers face oddball enemies in this light-gun game.
scores: 4.5 4.5 5.5 4

Dark Forces

Clever puzzles await you in the *Star Wars* universe.
scores: 5.5 4 5.5 4.5

Darklight Conflict

An eye-catching mix of arcade shooters and sims.
scores: 6 7.5 5.5 5.5

Descent

Fly and shoot your way through maze-like levels.
scores: 7 7.7 7.5 7.5

Dragonheart

Befriend a dragon in this translation of the movie.
scores: 4.5 4 5 4.5

Dynasty Warriors

Authentic characters in history challenge you.
scores: 8 8.5 8 8

Excalibur 2555 A.D.

A huge exploration game in the Tomb Raider style.
scores: 6.5 7.5 5 6

Fade to Black

This 3-D sequel to Flashback is action-packed.
scores: 8.5 7.5 8 8

Worth A Second Look



City of Lost Children



Gex



Dark Forces



Bushido Blade

Descent Max

The addition of a sidekick makes this sequel a blast.
scores: 5 4.5 6.5 5

Destruction Derby 2

A thrill-a-minute joyride through treacherous tracks.
scores: 8.5 9

Die Hard Trilogy

All the *Die Hard* movies in one action-packed game.
scores: 9 8.5 9 8.5

Discworld

Monty Python fans'll love this fantasy adventure.
scores: 8.5 8.5 8.5 8.5

Discworld 2: MB

High-brow humor makes this adventure a laugh fest.
scores: 7.5 6.5 7 7.5

Disney's Hercules

The popular movie gets a 32-Bit boost and scores a hit.
scores: 7.5 8 8.5 9

Disruptor

A fresh take on the first-person shooter genre.
scores: 7.5 6 8.5 8

Felony 11-79

Drive fast, steal stuff and elude the cops—what fun!
scores: 7 6.5 6.5 6

Final Doom

First-person shooting at its best in this Doom sequel.
scores: 6 5 7 6.5

Final Fantasy VII

The latest installment of the world's most popular RPG.
scores: 9.5 9.5 9.5 9.5

Gex

The sassy lizard is at it again—wisecracks and all.
scores: 8.5 8 7 8

Goal Storm

Bicycle-kick your way to victory!
scores: 8.5 9

Goal Storm '97

Soccer action with ultrarealistic 3-D polygon animation.
scores: 9 9

Golden Nugget

Gamble away thousands to become a cardshark.
scores: 6 5.5 5.5 5.5

PlayStation

G Police
Chase bogies between skyscrapers and traffic.
scores: 9 8.5 8 8

Grand Slam
Good mix of nostalgia, gameplay and graphics.
scores: 7.5 8

Grand Tour Racing
Exotic locales are featured in this racer.
scores: 7 7

Horned Owl
A shooting game set in a futuristic, anime world.
scores: 6.5 6 7 7.5

International Track & Field
Hurl javelins and leap hurdles at home.
scores: 7 7

In the Hunt
Control an armed sub and battle through the deep.
scores: 9 7.5 8.5 8

Iron & Blood
Build up your fighters and prepare for battle!
scores: 5 6 6 6

Jimmy Johnson VR FB '98
The Miami coach joins the video gridiron competition.
scores: 4 6 5.5 5

Johnny Bazookatone
Rock star Johnny fights to save his guitar!
scores: 7 8.5 8 7

Jumping Flash!
Become a robot bunny in this great 3-D action game.
scores: 9 8 8.5 9

Jumping Flash! 2
Robbit returns in the sequel to the original hit game.
scores: 7.5 7 8.5 7

JP: The Lost World
Re-create the exhilarating movie experience at home.
scores: 7 7.5 5 7.5

K-1 Arena Fighters
A kickboxing game for fans of the sport.
scores: 7 8

Kileak
Fight through a bizarre 3-D world of the future.
scores: 7 5.5 7.5 7.5

King's Field
One of the first adventure RPGs is one of the best.
scores: 8.5 8.5 8.5 8

King's Field 2
Explore true 3-D worlds in this first-person RPG.
scores: 6.5 7.5 7.5 6.5

Krazy Ivan
Fight as that wacky Russian in his battle mech.
scores: 9 7 7 8

League of Pain
Futuristic four-on-four basketball in a funky arena.
scores: 8 6.5 5.5 4

Legacy of Kain
Tackle the quests of this dark RPG about vampires.
scores: 8.5 8.5 8.5 9

Lemmings 3D
Keep the little buggers from killing themselves.
scores: 7.5 8 8.5 8

Lethal Enforcers 1 & 2
More shooting mayhem from the arcade hits home.
scores: 5 3.5 4.5 6.5

Loaded
Shoot, shoot and shoot some more. Action galore!
scores: 8.5 7 9 8

Machine Hunter
Explore mazes and kill lots-o-monsters just for fun.
scores: 8 6.5 7.5 6.5

Madden NFL 98
Rock-solid gameplay with smart AI.
scores: 9.5 9

Magic Carpet
This PC port will let you live out your Aladdin fantasies.
scores: 6 8 7 7

Marvel Super Heroes
Join Juggernaut and company in a heated battle.
scores: 6.5 7 7.5 7.5

Maximum Force
A B-movie-type gun game with lots of secret rooms.
scores: 4 4 6 5

MechWarrior 2
One of the most complicated sims for the consoles.
scores: 8.5 8 9 7

Mega Man X4
X and Zero team up for a PlayStation adventure.
scores: 8 8 8 9

MLB '98
Fast, fun baseball game with 3-D graphics.
scores: 9 9

Mortal Kombat 3
Challenge the Mortal Kombatants in 32-Bit.
scores: 9 8 9 8.5

Namco Museum Vol. 1
Play the classic games your parents used to play.
scores: 8.5 8 8 8

Namco Museum Vol. 2
A good assortment of arcade classics for home.
scores: 7 8.5 6.5 6.5

Namco Museum 4
A new batch of games from the arcade go home.
scores: 6.5 5 6.5 5

Nanotek Warrior
Test your reflexes to the max for a thrilling ride.
scores: 7.5 8.5 8 7.5

NASCAR
A fast-action racing game ported from the PC.
scores: 7 6.8

NASCAR 98
Real racers, real stats, real courses—what a ride!
scores: 7 8.5 7.5 8

NBA Hangtime
Latest incarnation of the hit NBA Jam series.
scores: 5 6

NBA-In the Zone
Get in the zone with fast-paced b-ball action.
scores: 9 7.5

NBA Jam: TE
Boomshakalaka! 'Nuff said.
scores: 8.5 8

NBA Live 96
EA Sports' PS b-ball makes it to the top.
scores: 9 8.5

NBA Live 97
More EA hoops action on the PS. Let's get busy!
scores: 8.5 9

NBA Shootout
Play against the best NBA players in the league.
scores: 8 7.5

NBA Shoot Out '97
Improved speed and graphics mark the '97 game.
scores: 9 9

NCAA Football 98
Fun football title with college teams.
scores: 7.5 7

Need for Speed
You can drive the fastest cars in the world here.
scores: 9 8.5

Need for Speed 2
Good selection of super-cars to choose from.
scores: 6 6.5

NFL GameDay '98
A great polygonal football title from Sony.
scores: 9.5 9.5

NHL FaceOff
The first hockey game for the PlayStation.
scores: 9 8.5

NHL Powerplay '98
A good hockey simulation with detail.
scores: 7 6.5

Nuclear Strike
Retrieve a stolen nuclear bomb from terrorists.
scores: 8 9 9 7

Oddworld: Abe's Oddysee
Solve puzzle after puzzle in this wacky world.
scores: 9 8.5 8.5 8

Ogre Battle
A demanding strategy game loaded with secrets.
scores: 8 8 6.5 7.5

Perfect Weapon
Try this 3-D version of Final Fight for a unique battle.
scores: 6.5 7 6.5 7

PGA Tour '96
Plaid pants are in style when you're in the tour.
scores: 8.5 9

Philosoma
The classic shooter premise with a 32-Bit punch.
scores: 8.5 8 8 8

Po'ed
Fight walking butts in this first-person shooter.
scores: 6.5 5 7 6

Porsche Challenge
Stylish racing game with lots of realism.
scores: 7 7

Worth A Second Look



PaRappa the Rapper



Jimmy Johnson VR Football



Pandemonium!



Nascar

Olympic Soccer
Kick it out with the world's greatest teams.
scores: 7 7

Olympic Summer Games
Compete in Atlanta's Summer Games.
scores: 6 6.5

Overblood
Venture into a sci-fi underground complex—in 3-D.
scores: 7.5 7.5 7.5 7

Pandemonium!
A great side-scroller with realtime 3-D scenery.
scores: 9 8 8 8.5

PaRappa the Rapper
A love story about a dog and a flower...and rap music!
scores: 9 7.5 8.5 8

Peak Performance
Power-slide around the turns to beat this racer.
scores: 6.5 7.5

Powerplay Hockey 96
Expect exceptional visuals from this skater.
scores: 8 8

Poy Poy
Grab some friends for edge-of-your-seat fun.
scores: 9 7.5 8 8.5

Project Overkill
Take no prisoners in this violent action game.
scores: 7.5 6 7 7.5

Pro Pinball
Pinball fans unite! Options abound in this fun game.
scores: 5.5 4.5 4.5 6

Psychic Force
Battle combatants in open 3-D arenas, midair style.
scores: 5 4.5 5.5 5

Rage Racer
Third game in the Ridge Racer series.
scores: 9 9

PlayStation

Raiden Project

The arcade shooter gets a perfect translation.
scores: 8 8.5 9 8

Rally Cross

One of the most innovative racing games.
scores: 9 8.5

Rayman

Beautiful graphics and fun gameplay from Rayman.
scores: 9 7.5 9 9

Raystorm

An explosive shooter with a multitude of enemies.
scores: 8.5 7.5 9 8

Rebel Assault 2

Star Wars fans can shoot and fly through the galaxy.
scores: 6.5 4.5 5 6

Re-Loaded

Maze-like mayhem returns in this action sequel.
scores: 5 3 5 5.5

Resident Evil

The horror game that sold many a PlayStation.
scores: 8 9.5 9 9

Revelations: Persona

Barter your way out of jams in a present-day RPG.
scores: 8 8.5 7.5 8

Ridge Racer

Go Ridge Racer go. Still one of the best.
scores: 9 9

Road Rash

Hit and run will never be the same.
scores: 7 7

Robotron X

The original Robotron flavor in three dimensions.
scores: 6.5 6.5 6.5 5.5

Rush Hour

The first top-down perspective racing game.
scores: 4.5 6

Sentient

Master the possibilities in this huge 3-D adventure.
scores: 8 7.5 7 7

SimCity 2000

Create, manage and even destroy your dream city.
scores: 6 4 7.5 7

Soul Blade

Hand-to-hand fighting at its best comes home.
scores: 8 8 8.5 8.5

Soviet Strike

Blow up terrorists in this exciting next-gen update.
scores: 9 7.5 8.5 7.5

Space Hulk

Control a group of Marines taking on an alien menace.
scores: 6.5 7.5 4.5 7

Space Jam

Take on the Looney Tunes in a good ol' game of hoops.
scores: 6.5 3.5 5 6

Spider

You're a multi-legged creature in this side-scroller.
scores: 7.5 6.5 8 7.5

Spot Goes to Hollywood

Join Spot in his latest romp through Tinseltown.
scores: 7 6 6.5 8

Star Gladiator

This 3-D fighter serves up a variety of moves.
scores: 8.5 8 8.5 8

Starwinder

Travel the galaxy in this futuristic action racer.
scores: 5.5 6.5 5 5.5

Steel Harbinger

This mindless shoot-'em-up wreaks major havoc.
scores: 6.5 7.5 8 7

Steel Reign

Command a tank in this mission-based game.
scores: 5.5 6.5 4 3.5

Street Fighter Alpha

The Street Fighter legacy continues. Psycho crush! scores: 9 9 9 9.5

Strikepoint

Join a friend for simultaneous helicopter combat.
scores: 4.5 2.5 4 2

Suikoden

Build a party of 100 characters in this epic RPG.
scores: 8.5 9 9 8.5

Swagman

This fantasy romp through a house is not just for kids.
scores: 7 6.5 7.5 8

Syndicate Wars

The sequel to Syndicate is set in a futuristic atmosphere.
scores: 6.5 5 4.5 5.5

Tail of the Sun

You're a caveman roaming the world trying to evolve.
scores: 2.5 4 2.5 2.5

Tecmo's Deception

A twist on the strategy RPG—you're the bad guy!
scores: 8.5 8.5 8.5 7.5

Tecmo Stackers

A twist on the classic Puyo Puyo puzzle formula.
scores: 5.5 6 7.5 5.5

Tekken 2

If you want the ultimate 3-D fighting game, this is it.
scores: 9 8 9 8

Test Drive Off-Road

Off-road racing with name-brand trucks.
scores: 7.5 7.5

Tempest X

A retro-enhanced remake of the arcade shooter.
scores: 7 4 6 5

The Divide: Enemies Within

A deep and involving plot instantly pulls you in.
scores: 4.5 5 6 6.5

Thunder Truck Rally

Off-road racing with demanding tracks.
scores: 7 7

Tiger Shark

Swarms of enemies pummel you from everywhere.
scores: 4 5.5 5 5.5

Time Commando

Travel to exotic locales of times past for combat.
scores: 5.5 7 5.5 6.5

Tobal No. 1

One of the best 3-D fighters will test your mettle.
scores: 8.5 8.5 8.5 8

Tomb Raider

This 3-D adventure will keep you busy for days.
scores: 8.5 9.5 9.5 9

Top Gun Fire at Will

Wear Tom Cruise's flight helmet in this flying game.
scores: 6 5 6 6

Toshinden

The original PlayStation 3-D fighter is tons of fun.
scores: 8.5 7.5 8 8.5

Toshinden 2

Old favorites return and new characters join the fight.
scores: 8.5 8 8 8

Toshinden 3

The third installment has a whopping 32 characters!
scores: 7 7 8 6.5

Total Eclipse: Turbo

A PlayStation port of one of the first 3DO games.
scores: 6 6.5 3.5 6

Treasures of the Deep

Explore undersea wildlife in this dark, murky adventure.
scores: 8.5 8 8.5 9

Triple Play Baseball 97

Thomas, Bonds, Piazza, it's in the game.
scores: 7.5 8

Triple Play Baseball 98

A complete dugout of options fills TP98.
scores: 7.5 7.5

Tunnel B1

Beat the clock in this next-gen action game.
scores: 8.5 8.5 7 7

Twisted Metal

Drive and shoot other cars. How could this be bad?
scores: 9.5 9 9 9.5

Twisted Metal 2

The long-awaited sequel is even more explosive.
scores: 8 8.5 8.5 8

Vandal Hearts

A turn-based combat game in a fantasy setting.
scores: 8.5 9 8 9

Viewpoint

The Neo•Geo game of old gets a major overhaul.
scores: 7.5 8 7.5 7.5

VMX Racing

The first 32-Bit moto-x for the PlayStation.
scores: 3.5 5

VR Baseball '97

A fully licensed MLBPA game for the PS.
scores: 4.5 5.5

VR Golf

Tee one up with this great links game.
scores: 9.2 8.7

VR Soccer

...taking soccer games to the edge.
scores: 8.5 8.5

Warhawk

One of the top flying shooters of all time.
scores: 9 9 9.5 9

WCW Vs. The World

A global wrestling hate fest with big-name wrestlers.
scores: 8 7.5

Wild Arms

The 3-D turn-based battles force you to rely on skill.
scores: 9 8.5 9 8.5

Williams Arcade Classics

Crank up the disco tunes and play some old games.
scores: 8.5 7.5 7 8.5

Wing Commander IV

Buckle up space cowboys, your mission starts here!
scores: 8 7 8 7.5

WWF Wrestlemania

The arcade hit makes its way on the PS.
scores: 9 9

X-Com: UFO Defense

Conquer many alien races in this strategy game.
scores: 9.5 9.5 8.5 8

Xevious 3D

A spiced-up 3-D version of the original shooter.
scores: 7 5.5 6.5 7.5

Zero Divide

Now you can play as a 3-D fighting robot.
scores: 8 7 7.5 6.5

Worth A Second Look



Soviet Strike



Toshinden 3



Spider



Xevious 3D



WCW vs. The World



Nintendo 64

Blast Corps

Blast a path for a nuke-hauling Tonka truck-lookin' semi. scores: **9 9 8.5 8.5**

Doom 64

Pure 100 percent Doom on your N64. scores: **8 6 8 8**

Dark Rift

A 3-D fighter with Tekken-style fighting. scores: **6 4.5 5.5 6.5**

F-1 Pole Position

Prepare for great racing action on the N64. scores: **6 7**

FIFA 64

Soccer mayhem with plenty of options. scores: **5 5.5**

GoldenEye 007

This first-person shooter demands stealth and strategy. scores: **9.5 9.5 9.5 9**

Wayne Gretzky Hockey

Accurate port of the popular arcade game. scores: **8 8.5**

Hexen

Up to four people can deathmatch in Hexen 64. scores: **4.5 5.5 4.5 5**

Int'l Superstar Soccer 64

Incredibly realistic soccer action with lots of modes. scores: **9.5 9**

Killer Instinct Gold

Ultra-deluxe N64 version of arcade fighter. scores: **8.5 6 7 6**

Mario Kart 64

Great racing action for up to four players. scores: **9.5 9.5 9 9**

Madden 64

Incredible player models in this 64-Bit Madden. scores: **9 9 8 8**

PilotWings 64

A 64-Bit update to the Super NES flying game. scores: **8.5 8 8.5 8.5**

Super Mario 64

Probably the greatest game ever made. 'Nuff said. scores: **9.5 9.5 9.5 9.5**

Star Wars: SotE

Many styles of game fill this Star Wars cart. scores: **9 7 8.5 7**

Star Fox 64

The McCloud clan is back, better than ever. scores: **9 9.5 9 9**

Turok: Dinosaur Hunter

First-person action based on the comic book character. scores: **8 5.5 7 7**

Tetrisphere

A 3-D Tetris to put strain on your brain. scores: **7 8.5 8.5 9**

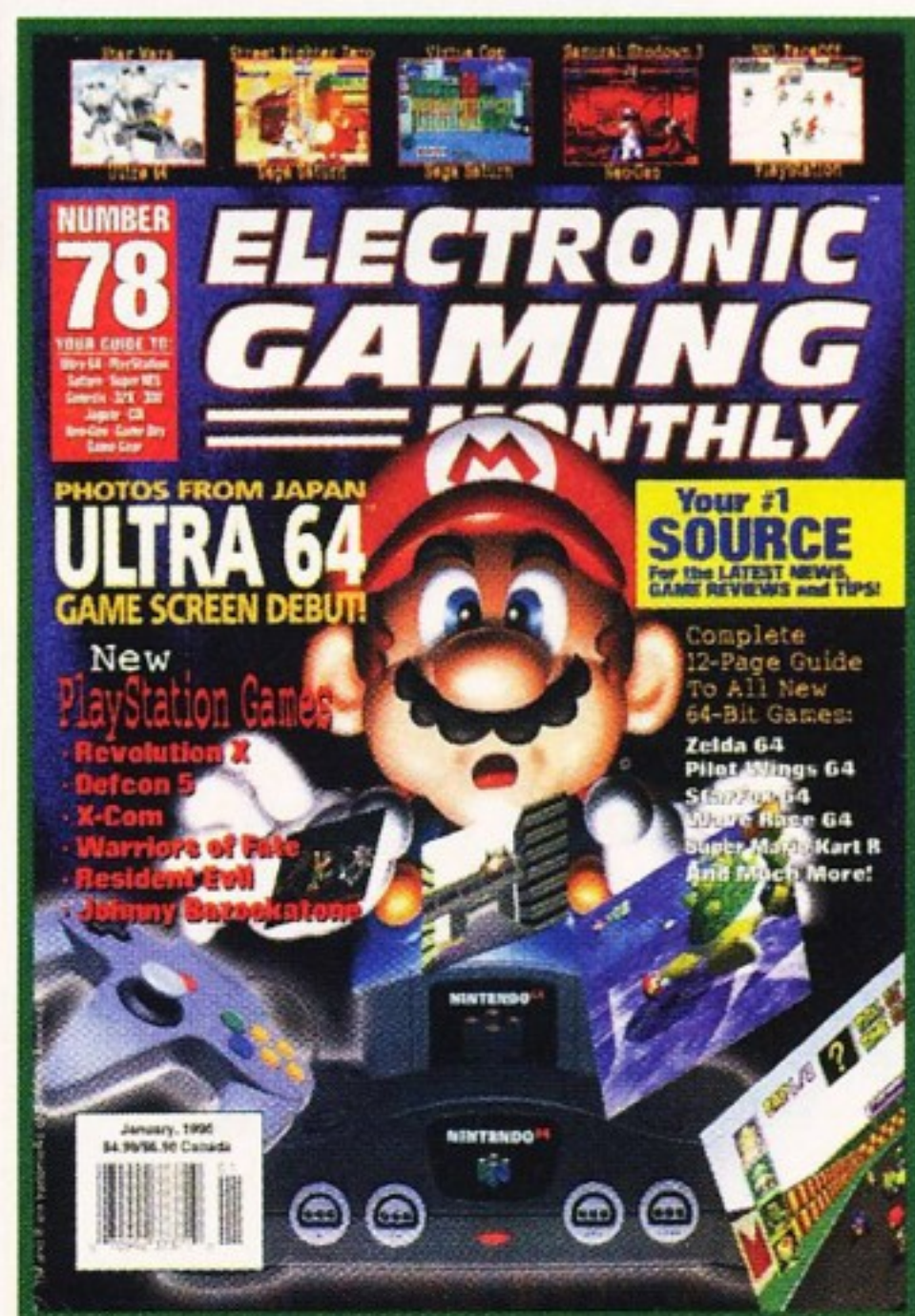
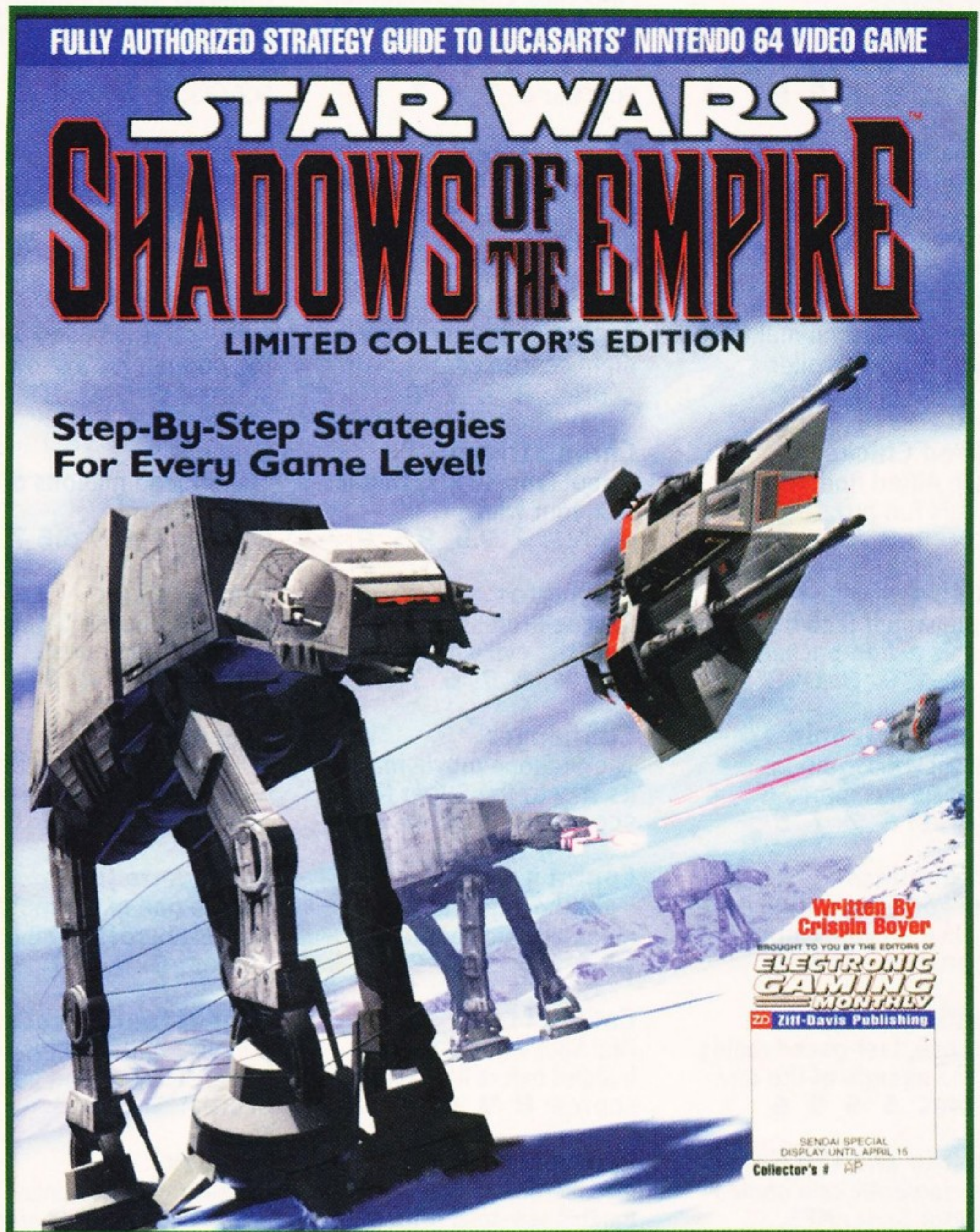
War Gods

The awesome arcade fighter comes to the N64. scores: **6 4.5 5.5 5**

Wave Race 64

Top-notch water racing action with great effects. scores: **9 9.6**

Last year (1996) was a big one for Nintendo. We published a number of magazines devoted to N64 products.



Worth A Second Look



Mario Kart 64



PilotWings 64



Wave Race 64



Super Mario 64



Shadows of the Empire

Super Nintendo

Act Raiser

Classic strategy/action game for the Super NES. scores: **9 8 9 8**

Aerobiz Supersonic

The airline business has never been so fun. scores: **9 8 6 6**

Aladdin

Disney's Aladdin makes for a good side-scroller. scores: **8 8 9 8**

Alfred Chicken

Help Alfred find his eggs in this fun puzzle game. scores: **8 7 7 5**

Alien 3

Ripley must face the aliens in this action-packed cart. scores: **8 8 8 8**

Amazing Tennis

For all you would-be Agassis out there. scores: **6 7 7 5**

Animaniacs

The goofy animation series is alive on your Super NES. scores: **8 8 8 8**

Battle Grand Prix

Intense, fast-paced racing is the agenda of the day. scores: **5 6 5 6**

Beauty and the Beast

The romantic tale comes to your Super NES. scores: **6 5 4 4**

Blackthorne

You're the Prince of war-torn Tuul, and one mean machine. scores: **8 8 8 8**

Blazeon

Fly into the heart of an alien fleet to beat this game. scores: **7 7 5 7**

B.O.B.

Help an alien teen get home in time for his date. scores: **8 9.5 6 9**

Bombuzal

Unique 2-D/3-D puzzle game with a unique name. scores: **3 4 3 4**

Breath of Fire 2

The second part of the popular RPG series. scores: **7.5 7 7.5 8**

Brutal

Battle through the ranks in this martial arts fighter. scores: **7 7 5 7**

Bubsy

Everyone's favorite bobcat is featured in this side-scroller. scores: **7 9 8 8**

Capcom's Soccer Shootout

Dribble it up field and blast away. scores: **8 7 7 7**

Chester Cheetah

As the King of Cool, Chester must fight the un-hip. scores: **6 9 8 8**

Choplifter III

Another in the thrilling flight-rescue games. scores: **8 8 7 8**

Chrono Trigger

A cool fantasy RPG that'll test your wits. scores: **9 9.5 9.5 9**

Claymates

Rescue Professor Putty from the evil witch doctor. scores: **8 7 6 7**

Cliffhanger

The Stallone movie makes its way to the Super NES. scores: **6 5 4 4**

Contra 3

Fight the aliens in this mega-classic shooter. scores: **9 9 9 9**

Cool Spot

Find Spot's kidnapped dot buddies before it's too late. scores: **8 9 9 9**

Cybernator

Intense action cart set in Earth's war-torn orbit. scores: **8 8 8 8**

Darius Twin

Save planet Darius and restore order to the galaxy. scores: **6 7 7 6**

Death Valley Rally

Help Roadrunner elude Wile E. Coyote. scores: **8 9 8 8**

Dennis the Menace

A side-scroller featuring characters from the series. scores: **6 5 5 6**

Desert Strike

The action is heavy in this military tour-de-force. scores: **7 7 6 8**

Dino City

Dinosaurs are fun in this challenging puzzler. scores: **6 8 7 7**

Donkey Kong Country

Awesome side-scrolling action in the land of Kong. scores: **10 9 9 9**

Donkey Kong Country 2

Those rendered monkeys return for an encore. scores: **9 8.5 8.5 8.5**

Donkey Kong Country 3

Killer 16-Bit gameplay in this third installment. scores: **8 8 8.5 8**

Doom

The first-person PC classic on the Super NES. scores: **6 5.5 5 5**

Double Dragon V

This fighter is based on the popular kid's show. scores: **6 5 5 5**

Dracula X

The undead minions of the Count return! scores: **7 6.5 6.5 7**

Dragon's Lair

Rescue Princess Daphne in this medieval quest. scores: **6 7 4 3**

Dream Probe

Science fair project goes haywire, you must save the day. scores: **5 6 5 5**

Earthworm Jim

Play as one of the most unlikely heroes of all time. scores: **8 9 9 8**

Emmitt Smith Football

Emmitt Smith and his Super NES football game. scores: **5.5 6**

Equinox

Journey through strange lands to rid the world of evil. scores: **8 7 7 8**

Eye of the Beholder

RPG game with tons of baddies in the halls. scores: **7 7 5 6**

F-1 Roc

Pick your car and burn rubber in this Formula racer. scores: **5 7 6 5**

Family Dog

Side-scrolling adventure game featuring the family pet. scores: **4 7 4 5**

Fatal Fury II

Arcade-to-Super NES translation of a classic fighter. scores: **9 8 8 8**

Fatal Fury: Special

Awesome follow-up to the hit Fatal Fury. scores: **8 7 6.5 8**

Fievel Goes West

Based on the movie, you're the mouse in this game. scores: **7 7 5 5**

Fighter's History

Data East adds another fighter to its library. scores: **8 7 6 6**

Final Fantasy-Mystic Quest

Recover the stolen gems and save the Earth. scores: **7 8 7 7**

Final Fantasy II

The people of Baron are calling you to stop the evil king. scores: **8 9 7 8**

Final Fight

A good translation of the arcade game hits home. scores: **8 7 7 7**

Final Fight 3

The third of the "Final" Fight side-scrolling fighters. scores: **6.5 5.5 5.5 5**

Firepower 2000

Pilot an attack chopper or assault jeep, and blast away. scores: **8 8 8 6**

Harley's Humongous Adv.

Help Harley find the shrink ray in this colorful game. scores: **8.5 8 7 7**

Harvest Moon

Perhaps the only RPG about farming. scores: **8.5 8 8 8**

Head-On Soccer

Face-to-face, intense soccer at its best. scores: **8.5 8**

Hole in One Golf

Hit the links in this 16-Bit golf title. scores: **8 8 8 7**

Hunt for Red October

Take control of a high-tech sub in this action shooter. scores: **5 6 4 5**

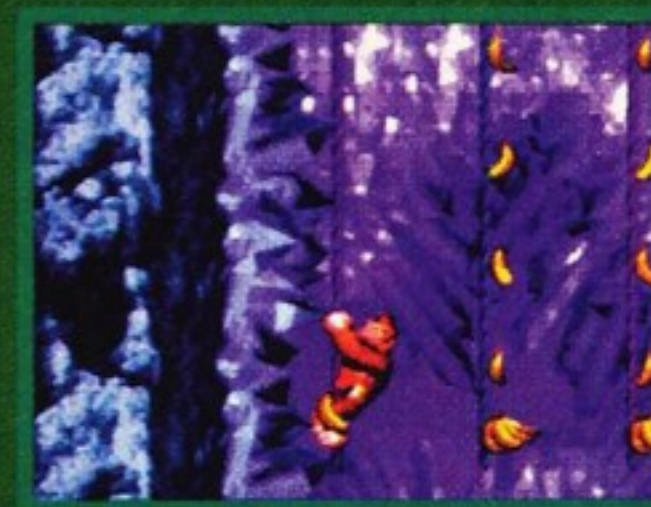
Worth A Second Look



Bubsy



Chrono Trigger



Donkey Kong Country



Dracula X

Flashback

Great action/adventure sequel to Out of This World. scores: **9 8 8 8**

Frantic Flea

Become a parasite and get ready to play. scores: **7 5 5.5 6**

F Zero

Speed through time in this futuristic racing game. scores: **8 9 9 8**

Gods

As Hercules, you must face the challenge of the gods. scores: **7 7 5 6**

Gradius 3

The Vic Viper is on call once again. scores: **8 8 8 8**

HardBall 3

Al Michaels announces for this big slugger. scores: **4 7 4 3**

Hyper Zone

Futuristic racing, with weapons to boot. scores: **4 4 4 6**

Indiana Jones

Graphically impressive side-scroller take of *Indy* movies. scores: **8 7 6 7**

Inspector Gadget

Based on the '80s cartoon, you control Gadget. scores: **7 6 6 7**

Kawasaki Challenge

Crotch rockets get top speeds in this game. scores: **6.5 5**

Ken Griffey Jr.'s Winning Run

Junior comes to the Super NES with a win. scores: **8 8**

Killer Instinct

Fierce combat is abundant in this fighter. scores: **7 8.5 7.5 8**



Super Nintendo

King of Dragons

D&D as a side-scrolling hack-'em-up.
scores: 8 7 7 8

King of the Monsters 2

Big fighting with big monsters in this action game.
scores: 8 7 7 7

Kirby's Super Star

The pink hero makes an impressive Super NES debut.
scores: 9 8.5 9 8

Knights of the Round

Capcom brings swordslinging action home.
scores: 9 7 7 8

Legend

Travel through uncharted worlds and slay dragons.
scores: 8 7 6 6

Lemmings

Play follow the leader with this crazy puzzle game.
scores: 7 8 6 8

Lethal Enforcers

A cop game that pushes the light gun to its limits.
scores: 7 6 5 6

Liberty or Death

Plan your strategy with this military sim.
scores: 8 7 5 6

Lord of the Rings

Tolkien's epic fantasy on the Super NES.
scores: 8 7 6 6

Lost Vikings II

Packs all the puzzles and personality of the original.
scores: 7.5 7.5 8 7.5

Magical Quest

Pluto's been dognapped and you must save him.
scores: 9 9 9 9

Mario Paint

Use your Nintendo mouse to make animations and music.
scores: 8 8 9 8

Mario RPG

Nintendo's mascot stars in his first role-playing game.
scores: 9 8.5 9 8

Mark Davis' the Fishing Master

Fishing simulation with the freshwater expert.
scores: 7 6.5

Maui Mallard

Lots of levels and action in this great side-scroller.
scores: 8 8 8.5 8

Maximum Carnage

Spider-Man meets Venom in this beat-'em-up.
scores: 5 5 5 5

MechWarrior 3050

Advanced armor combat in the 31st century.
scores: 8 5 8.5 5.5

Mega Man 7

Mega Man takes on Dr. Wily on a 16-Bit system.
scores: 7 7 7 8.5

Mega Man X

Great action game in the Mega Man series.
scores: 9 9 9 9

Mega Man X3

Mega Man X goes for a third round of fighting action.
scores: 8 7.5 7 7

Mega Man Soccer

A soccer game with the Mega Man characters.
scores: 7 7 6 7

Might & Magic II

Locate the Gates to Another World in this RPG.
scores: 5 7 4 7

Mortal Kombat

Plenty of bloodthirsty kombat fills this cart.
scores: 7 8 7 7

Mortal Kombat II

Sequel to the smash arcade fighter.
scores: 9 8 8 8

Mortal Kombat 3

Mortal Kombat's second sequel hits the Super NES.
scores: 8.5 8.5 8 8.5

Mr. Do!

A near-perfect copy of the original Do!.
scores: 5 3 6.5 5

Ms. Pac-Man

Just as addictive as ever, with a few new options.
scores: 7 8.5 7 5

NBA Jam

This cart packs basketball with an attitude.
scores: 9 9 9 9

NCAA Basketball

Take to the courts in this college hoops fest.
scores: 8 8 8 8

Ninja Gaiden Trilogy

Three games of ninja action pack this cart.
scores: 8.5 6.5 6 5

Nosferatu

Lots of nasty beasts await you in this horror title.
scores: 7 6.5 6.5 6.5

Obitus

Find the gems that will return you home in this RPG.
scores: 8 7 6 7

Ogre Battle

Dragons and ogres inhabit this RPG/strategy cart.
scores: 8.5 8 7 8

On the Ball

Guide a bouncing ball through a rotating maze.
scores: 8 9 8 8

Out of This World

Help Lester (a scientist) survive in a strange world.
scores: 8 9 8 8

Pac-In-Time

Find the witch who cast a horrible spell on Pac-Man.
scores: 8 7 8 8

Pac-Man 2

Inky, Blinky, Clyde and Sue return for Pac-Man's sequel.
scores: 8 7 7 7

Pagemaster

A good movie-to-action game conversion.
scores: 7 7 6 6

PGA Tour Golf

Choose your course and yell fore!
scores: 6 6 5 4

Phantom 2040

A futuristic side-scroller based on the character.
scores: 8.5 7 6 8

Pilotwings

Test your piloting skills in this challenging simulator.
scores: 8 7 7 8

Pirates of Dark Water

Side-scrolling fight fest with a pirate theme.
scores: 8 8 7 7

Pitfall: The Mayan Adventure

Pitfall Harry continues his adventures on the Super NES.
scores: 8 9 7 7

Pocky & Rocky

Cute characters and lots of fun gameplay.
scores: 9 8 9 8

Populous

You are a creator of worlds in this PC translation.
scores: 4 3 7 5

Porky Pig's Holiday

Play as a stuttering pig through this game.
scores: 8 5.5 7 6.5

Power Rangers

Go go Power Rangers on the Super NES!
scores: 7 6 6 7

Power Rangers: The Movie

Movie-to-game adaptation of the hit TV show.
scores: 7.5 5.5 5.5 5

Pro Quarterback

Plenty of options make up this football cart.
scores: 6 7 7 5

Q*Bert

Help Q*Bert hop around while avoiding foes.
scores: 4 7 6 5

Rabbit Rampage

Bugs Bunny and friends make this action game fun.
scores: 8 7 5 7

Race Drivin'

Get on the fast track with this arcade racing sim.
scores: 4 5 4 4

Ren & Stimpy: Time Warp

A Ren & Stimpy game for your Super NES.
scores: 6 8 6 7

Revolution X

Join Aerosmith in a rock 'n' roll shooting game.
scores: 6.5 3 6.5 3.5

Rival Turf

The streets are crawling with thugs, you must stop them.
scores: 6 7 7 5

Robocop vs. Terminator

Two powerful cyborgs meet in this all-out firefight.
scores: 6 6 6 6

Rocko's Modern Life

Players control Spunky in this adaptation of the cartoon.
scores: 9 8 5 5

Rocky Rodent

The rodent with an attitude on your Super NES.
scores: 8 8 7 7

R-Type III

Blast the Bydo Empire to Kingdom Come.
scores: 8 8 8 8

Samurai Shodown

Fighting samurai action on your Super NES.
scores: 8 8 7 6

Sengoku

Battle warrior spirits from feudal Japan in this fighter.
scores: 5 4 4 4

Secret of Evermore

Square produces yet another quality RPG.
scores: 8.5 8.5 8.5 8

Shadowrun

Magic and technology meet in this action-filled RPG.
scores: 6 7 6 7

Shaq-Fu

Shaquille O'Neal in a fighting game...hmmm...
scores: 6 5 5 4

SimCity

Build and run a city in this strategy game.
scores: 7 9 8 6

Sim Earth

Be responsible for a planet in this SimCity sequel.
scores: 6 6 6 7

Slam Masters

Arcade translation of the wrestling game.
scores: 8 7 7 7

Socks the Cat

The president's cat has his own Super NES game.
scores: 6 5 5 6

Soldiers of Fortune

An action/shooter game for the Super NES.
scores: 8 6 7 6

Soul Blazer

Darkheim's destroyed the world, you must rebuild it.
scores: 8 9 8 8

Space Megaforce

An alien race invades and you're the only hope.
scores: 8 9 9 9

Spanky's Quest

You're a mischievous monkey in this puzzle game.
scores: 6 7 6 7

Spawn

Become Spawn and fight for justice or else...
scores: 6.5 6.5 6 5.5

Spellcraft

Use potions and spells to fight evil foes.
scores: 7 6 5 6

Spider-Man & X-Men

Play as five comic book characters in this action game.
scores: 6 8 6 7

Spindizzy World

Make your way through 3-D mazes in a wacky world.
scores: 7 8 9 8

Star Fox

Help Fox save the galaxy in this classic shooter.
scores: 9 8 9 9

Star Trek: DS9

Star Trek gameplay on the DS9 space station.
scores: 8 7 6.5 6.5

Star Trek: Starfleet Academy

Beam aboard the bridge of a Federation battle cruiser.
scores: 8 7 6 7

Star Trek: TNG

Piccard and company head up this strategy/adventure.
scores: 9 7 6 8

The background of the entire page features three main characters from the Mortal Kombat III movie. On the left is Liu Kang, wearing his signature black and red gi and a wide-brimmed straw hat. In the center is Kitana, wearing a black and red outfit with a black mask covering her eyes and mouth. On the right is Scorpion, wearing a black gi and a black hood. Behind them, the character Goro is visible, wearing his iconic mask with sharp teeth and horns. The scene is lit with dramatic red and blue lighting, creating a dark and intense atmosphere.

MORTAL KOMBAT III

Super Nintendo

Street Fighter II

The mother of all fighting games comes home.
scores: 9 10 9 10

Street Fighter 2TE

Enhanced tournament Street Fighter action.
scores: 9 10 6 10

Street Fighter Alpha 2

Amazing graphics for a 16-Bit fighter.
scores: 4.5 4 6 6.5

Strike Gunner

Fight evil alien forces before they take over Earth.
scores: 4 7 9 7

Stunt Race FX

A racing game using the Super FX chip.
scores: 7 7 6 6

Super Adventure Island

Rescue your girlfriend from the clutches of a warlock.
scores: 7 9 7 8

Super Batter Up

MLB players are featured in this baseball slugger.
scores: 5 5 6 4

Super Battletank

Saddam Hussein is up to his old tricks, you must stop him.
scores: 6 8 6 7

Super Battletank 2

Return to your M1A1 Abrams battletank in this sim sequel.
scores: 8 7 6 7

Super Black Bass

Get out your tackle box for this fun fishing sim.
scores: 7 7 6 7

Super Bowling

Set 'em up and knock 'em down in this alley fest.
scores: 7 8 7 7

Super Buster Bros.

Bust big bubbles in this fast-action game.
scores: 4 7 7 8

Super Deformer

Based on the hit anime series from Japan.
scores: 6 5 6 6

Super E.D.F.

You're part of Earth's defense in this shooter.
scores: 5 5 7 8

Super Ghouls & Ghosts

Guide Sir Arthur through this classic side-scroller.
scores: 9 9 9 9

Super Goal 2

Lace up your spikes and score a goooaaalll.
scores: 7 7 6 6

Super Godzilla

Rubber monsters threaten cities in this action cart.
scores: 7 5 5 7

Super High Impact

Tired of playing "sports-manlike" football?
scores: 5 6 5 4

Super Loopz

A great puzzle game for the Super NES.
scores: 9 7 7 8

Super Mario All-Stars

A 4-in-1 Super Mario collection cartridge.
scores: 9 10 9 9

Super Mario Kart

Cute follow-up to F-Zero with Mario at the helm.
scores: 9 9 8 8

Super Mario World

It comes packed in with your Super NES.
scores: 9 9 9 9

Super Metroid

The third installment in the Metroid series is a hit.
scores: 9 9 9 9

Super Off-Road

Fantastic multiplayer racing on your Super NES.
scores: 7 6 6 7

Super Off-Road: The Baja

Sequel to the 4X4 racing game, set in the Baja.
scores: 6 8 6 6

Super Pinball

Full-out pinball action on the Super NES.
scores: 8 6 6 6

Super Return of the Jedi

Part three of the Star Wars Super NES series.
scores: 9 7 7 9

Super R-Type

The Bydo empire is back in this 16-Bit shooter.
scores: 8 8 8 8

Super Slam Dunk

Magic Johnson is featured in this slam fest.
scores: 4 5 4 4

Super Soccer Champ

Teams from around the world are in this cart.
scores: 6 6 5 6

Super Star Wars

The grandfather of epics on the Super NES.
scores: 9 9 9 9

Super Street Fighter II

Four new challengers pack this fighter.
scores: 6 7 7 8

Super Turrigan

Total carnage fills this action/side-scroller.
scores: 7 9 8 8

Super Valis IV

Lena must foil King Gallagher's evil plans.
scores: 7 7 7 7

T2: The Arcade Game

Silver robots and arcade shooting action.
scores: 6 6 5 5

Tecmo Secret of the Stars

An RPG game with lots of fighting.
scores: 8.5 7 7 6.5

Test Drive II

Fast cars, bug splats and cops fill this driving sim.
scores: 5 6 5 6

Tetris 2

Sequel to the classic puzzle game scores big.
scores: 9 8 8 7

Tetris Attack

Possibly the most addictive puzzle game ever.
scores: 7.5 9 8.5 8

The Addams Family

They're crazy and they're kooky on the Super NES.
scores: 5 7 6 7

The Death/Return of Superman

Kryptonite's included in this Superman cart.
scores: 6 5 5 5

The Flintstones

Yabba dabba do! It's Fred, Barney and Wilma too.
scores: 8 7 7 7

The Ignition Factor

Play a rookie firefighter in this action cart.
scores: 9 8 7 9

The Jetsons

Meet George Jetson and family on the Super NES.
scores: 7 6 6 6

The Jungle Book

Learn the ways of the jungle in order to survive.
scores: 8 8 7 8

The Legend/Ninja

Original action cart from Konami.
scores: 8 8.5 9 8

The Lion King

Great adaptation of the colorful movie.
scores: 8 8 7 8

The Lost Vikings

Rescue three Vikings kidnapped by aliens.
scores: 6 8 8 8

The Mask

Lead the green-faced comic hero through tons of levels.
scores: 7.5 6.5 6.5 6.5

The Rocketeer

Play a Commander Cody look-alike in this game.
scores: 4 6 5 6

TMNT IV

Leonardo, Michelangelo and the gang in 16-Bit splendor.
scores: 9 9 9 9

Toxic Crusader

The only hero to use a mop as a weapon stars in this cart.
scores: 5 7 6 8

Toy Story

The rendered movie stars are now game stars.
scores: 7.5 6 6.5 7

Troddlers

Guide the troddlers through puzzle-like quests.
scores: 7 8 7 7

True Lies

An action game based on Arnold's hit movie.
scores: 8 7 6.5 7

Tuff E Nuff

R U Tuff E Nuff for this big brawl on the Super NES?
scores: 8 7 8 7

Ultimate MK3

Challenging fighting in the MK tradition.
scores: 8 6 7 6.5

U.N. Squadron

You must repel an enemy invasion in this arcade port.
scores: 7 8 8 8

Uniracers

Race unicycles in this time trial game.
scores: 7 5 5 7

Virtual Bart

Meet Bart-zilla in this crazy *Simpson's* game.
scores: 7 5 4 4

World Heroes 2

Sequel to the Neo•Geo fighting game.
scores: 8 7 6 8

Wordtris

Addictive play in this Tetris spin-off.
scores: 5 7 6 7

Wayne's World

Party on with everyone's favorite cable dudes.
scores: 5 6 4 3

Wizardry

The classic PC game comes to the Super NES.
scores: 5 7 5 6

We're Back

You're a T-Rex in this action/side-scroller.
scores: 5 5 4 5

WildC.A.T.S.

Side-scrolling action awaits fans of the comic.
scores: 7 4.5 5.5 7

Wayne Gret. & NHIPA All-Stars

The Great One's own hockey game.
scores: 7 6.5

Wild Guns

Enemies from the future fight in the Wild West.
scores: 8 8 8 8

X-Men

Side-scroller with Wolverine and company.
scores: 8 8 7 8

X-Zone

Fight wave after wave of mechanized mayhem.
scores: 7 8 8 8

Xardion

Choose a robot and battle through this side-scroller.
scores: 4 8 5 7

Young Merlin

A globetrotting RPG in which you're Merlin.
scores: 8 8 7 8

Yogi Bear

Pack your pic-a-nic basket and join Yogi and his friends.
scores: 7 6 5 7

Zombies Ate My Neighbors

Giant babies, zombies—what more could you want?
scores: 9 9 9 9

Zelda 3

Find the princess in the third Zelda adventure game.
scores: 8 9 9 9

Worth A Second Look



Tetris Attack



Super Metroid

Game Boy

Adventure Island
Rescue your girlfriend Game Boy style.
scores: 7 7 6 5

Adventure Island 2
Jeannie Jungle is kidnapped again.
scores: 9 9 8 7

Alleyway
Brick-bashing action, similar to Breakout.
scores: 6 3 6 5

Arcade Classics 4
Get retro on your Game Boy with Joust and Defender.
scores: 4 4 6.5 5

Bart & The Beanstalk
Bart battles Homer the Huge in this action game.
scores: 6 5 5 5

Baseball
Nintendo puts baseball on their portable machine.
scores: 4 7 7 7

Batman
The Caped Crusader on your Game Boy.
scores: 8 8 8 7

Batman: Return of the Joker
Rid Gotham City of the Joker and his henchmen.
scores: 8 8 7 6

Battletoads
The toads are back in black and white!
scores: 8 8 8 7

Battletoads/Ragnarok's World
It's Rash against the world on your Game Boy.
scores: 8 8 8 7

Battlezone/Super Breakout
Vector graphics on the Boy, sort of.
scores: 5.5 2 4.5 5

Bionic Commando
You're a one-man arsenal who must stop world domination.
scores: 8 8 9 7

Black Bass: Lure Fishing
Choose a lure and reel 'em in with this fishing sim.
scores: 7 5 4 4

Blades of Steel
A hockey game with slapshots and fist fights.
scores: 7 7 6 4

Bonk
The big butt-head makes his way to your Game Boy.
scores: 7 7 8 5

Boxxle
Move crates around a warehouse, onto designated spots.
scores: 7 7 6 5

BreakThru
Make your Game Boy go boom with this action/puzzler.
scores: 7 7 6 5

Burai Fighter
Multidirectional scrolling shooter loaded with action.
scores: 8 6 5 8

Castlevania
Fight Dracula in this great side-scroller.
scores: 8 8 8 7

Castlevania 2
Great Game Boy sequel to the spooky classic.
scores: 8 8 8 8

Centipede
All the fun of the arcade Centipede is now portable.
scores: 3 5 5 7

Chase H.Q. 2
Exciting racing, just like in the arcade.
scores: 6 6 5 6

Contra: The Alien Wars
Incredible translation of the Super NES hit.
scores: 9 8 7 7

Cyraid
Stop an insane professor from taking over the world.
scores: 4 5 5 5

Dig Dug
Pump your enemies full of air in this arcade classic.
scores: 6 6 6 5

Donkey Kong
All the fun of the arcade is here, plus more.
scores: 9 8 8 8

Double Dragon
Jimmy and Billy return for a Game Boy sequel.
scores: 7 7 7 7

Double Dribble 5 on 5
Go head-to-head or play solo b-ball.
scores: 5 5 5 5

Dragonheart
Defeat dragon after dragon, based on the movie.
scores: 5.5 6.5 5.5 6.5

Dragon's Lair
Help Dirk find the 194 pieces of the Lifestone.
scores: 5 5 3 4

Dr. Mario
Destroy viruses in this Tetris-like game.
scores: 4 6 6 7

DuckTales 2
Uncle Scrooge and the gang set off on a new adventure.
scores: 7 6 5 5

F-1 Race
Features handheld four-player racing action.
scores: 4 4 4 4

Faceball 2000
Blow away smiley faces and have a nice day.
scores: 6 8 6 7

Fortified Zone
Infiltrate an alien fortress and destroy the enemy.
scores: 8 8 7 8

Godzilla
Straight from Tokyo comes the King of the Monsters.
scores: 6 7 5 8

Golf
Choose Japanese or American courses.
scores: 7 8 7 8

Gradius
The Bacterion Empire is back to destroy the galaxy.
scores: 7 8 8 5

Gremlins 2
The new batch is back, Billy and Gizmo must stop them.
scores: 6 7 7 7

Home Alone
You got the house to yourself, and criminals want in.
scores: 4 5 3 5

Hyper Lode Runner
Retrieve piles of gold and outsmart the troops, again.
scores: 3 5 4 3

Joe and Mac
Rescue cave babes and return to your tribe.
scores: 8 8 7 6

Jordan vs. Bird
Two basketball legends go head-to-head.
scores: 5 5 4 4

Judge Dredd
The comic book series comes to the Game Boy.
scores: 6.5 6 4.5 5.5

Kid Dracula
Original game filled with fun and surprises.
scores: 6 7 7 5

Killer Instinct
The intense rendered fighter comes to the Game Boy.
scores: 2 2 3 3

Kirby's Blockball
Breakout and Kirby come together in this puzzle game.
scores: 8 8.5 7.5 7.5

Kirby's Dreamland 2
The roly-poly and his animal friends on Game Boy.
scores: 9 7.5 7 7

Kirby's Pinball Land
A fun take on traditional pinball games.
scores: 8 7 7 7

Knight Quest
Help Will become a knight and put an end to evil.
scores: 6 6 5 6

Kwirk
Help a tomato and a cucumber solve puzzles.
scores: 6 3 5 6

Lamborghini Challenge
Race across the country in a Lamborghini Diablo.
scores: 6 7 6 7

Lock 'N Chase
The dot-chomping bandit is back on the Game Boy.
scores: 6 7 7 8

Mega Man
Five levels of portable Mega Man action.
scores: 8 9 9 8

Mega Man 3
Dr. Wily is at large attempting to destroy Earth.
scores: 8 8 9 7

Mega Man 5
A whole new cast of robots are ready for your blaster.
scores: 7 8 7 8

Milon's Secret Castle
Help Milon rescue the "damsel fair."
scores: 6 7 6 5

Missile Command
Defend your cities from ICBS and smart bombs.
scores: 7 4 4 6

Mortal Kombat
Game Boy version of the classic fighter.
scores: 5 6 5 4

Mortal Kombat II
More great hand-held Kombat. What else is there?
scores: 8 6 5 5

Motorcycle Maniacs
Addictive two-wheel action on the NES.
scores: 7 8 8 7

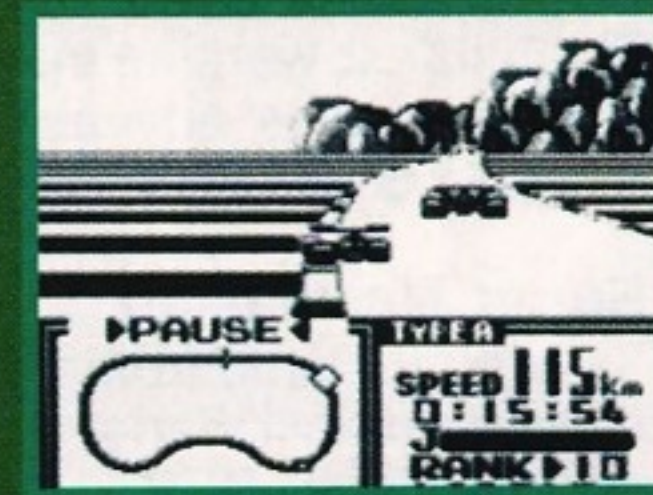
Worth A Second Look



Castlevania



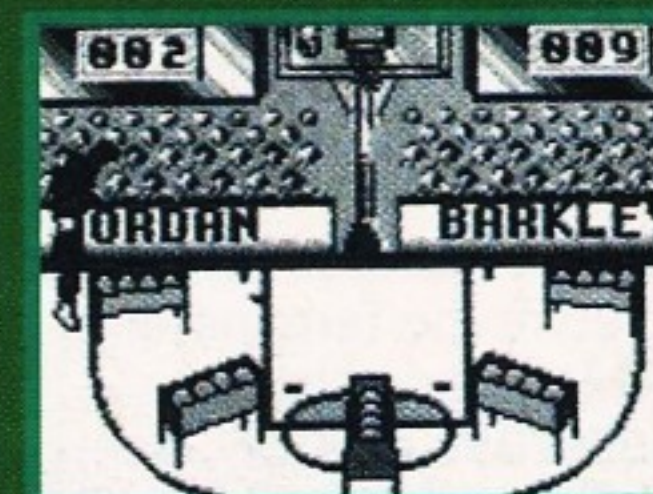
Dragon's Lair



F1 Race



Mortal Kombat



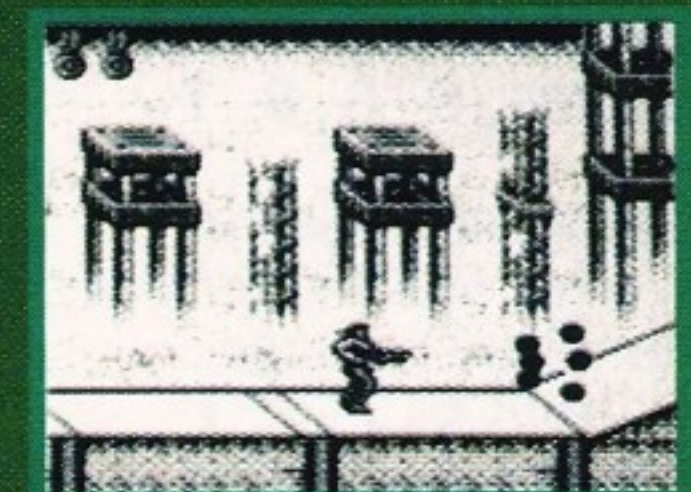
NBA All Stars



Navy Seals



Mysterium



Operation C

Game Boy

Ms. Pac-Man

Pac-Man's wife has her own handheld game. scores: 7 7 7 7

Mysterium

Solve the mystery of the Mysterium in this adventure. scores: 5 7 4 5

Navy Seals

A cache of stolen missiles must be recovered. scores: 4 5 3 3

NBA All-Star Challenge

Compete in free throw, one-on-one or slam dunk. scores: 6 6 5 5

NBA Jam

This cart packs basketball with an attitude. scores: 9 9 9 9

Nigel Manswell WC Racing

Complete 16 courses in record time. scores: 5 7 6 5

Operation C

Contra action on the Game Boy system. scores: 9 9 9 9

Paperboy 2

Everyone's first job, on the Game Boy. scores: 6 6 5 6

Pinball Fantasies

Be a pinball wizard on four different boards. scores: 5 4 3 4

Pipe Dream

Build a pipeline while racing water inside it. scores: 5 7 6 7

Power Rangers

Power Rangers are going to the Game Boy. scores: 8 7.5 6 6

Raging Fighter

The ultimate portable fighting game. scores: 6 8 6 6

Ren & Stimpy

Follow the adventures of a chihuahua and alley cat. scores: 6 7 6 5

Revenge of the Gator

The only game that combines pinball and alligators. scores: 6 6 7 5

R-Type

Mega-hit arcade game goes portable! scores: 8 8 8 7

Samurai Shodown

A great SNK fighter in a handheld package. scores: 8 7 7 7

Shanghai

Popular tile game can go anywhere now. scores: 6 3 6 5

Sneaky Snake

Sonia Snake's in trouble. Only you can save her. scores: 5 5 6 5

Solitaire Funpak

The best thing for solitaire players since cards. scores: 6 6 5 5

Space Invaders

Near-perfect translation of arcade space shooter. scores: 5 2 3 4

Speedy Gonzales

Speedy's wanted for speeding on the Game Boy. scores: 7 7 7 7

Spider-Man

A dynamic side-scrolling action game with Spidey. scores: 8 7 7 7

Sports Illustrated

Skating, biking, snowboarding and more. scores: 6 5 5 5

Star Trek: TNG

Go where no Game Boy gamer has gone before. scores: 6 7 5 7

Star Wars

You're Luke on a mission to destroy the Evil Empire. scores: 8 7 6 6

Street Fighter II

Fast street fighting action on your Game Boy. scores: 8 7.5 7 6.5

Super Mario Land

The hardest-working man in video games' adventure. scores: 8 8 7 3

Super Mario Land 2

Save Mario Land from the clutches of evil Wario. scores: 9 9 9 8

Sword of Hope 2

The sequel to the original RPG Game Boy title. scores: 5 4 6 6

T2: The Arcade Game

You're the Terminator in this arcade shooter. scores: 7 7 7 6

Tecmo Bowl

Hut, hut, hike! Real teams with real players. scores: 8 8 6 4

Tetris

If you have a Game Boy, you have to have this one. scores: 8 8 8 7

Tetris Blast

Based on the original Tetris with added features. scores: 7 8 8.5 8

The Blues Brothers

Help the boys find their sweet home, Chicago. scores: 6 6 6 6

The Flintstones

It's Fred's anniversary and he needs a present—fast! scores: 7 8 7 5

The Hunt for Red October

Defect to the U.S. as captain of a Russian sub. scores: 5 3 3 5

The Marvin Missions

An action game featuring Daffy Duck and friends. scores: 6 5 4 4

TMNT

This cart brings turtle power to the Game Boy. scores: 7 8 8 9

TMNT 2

The heroes in halfshells are back—portable style. scores: 3 6 3 3

Top Gun: Guts and Glory

Battle through four tough missions on the small screen. scores: 4 5 4 5

Tour de Thrash

Skate or Die returns on the Game Boy. scores: 3 4 3 4

Wario Land

Wario is back in a brand-new adventure. scores: 7 7 7 7

Wizards & Warriors X

New W&W challenges in this side-scroller. scores: 7 7 7 7

World Heroes 2

Sequel to the Neo•Geo fighting game. scores: 8 7 6 8

World Heroes: Jet

Takara's follow-up to the huge fighting game. scores: 8.5 8 7 8

Yogi Bear

Help Yogi collect picnic baskets in this adventure. scores: 8 5 3 6

Yoshi

Tetris-like gameplay with Yoshi and Mario. scores: 7 7 9 6

Yoshi's Cookie

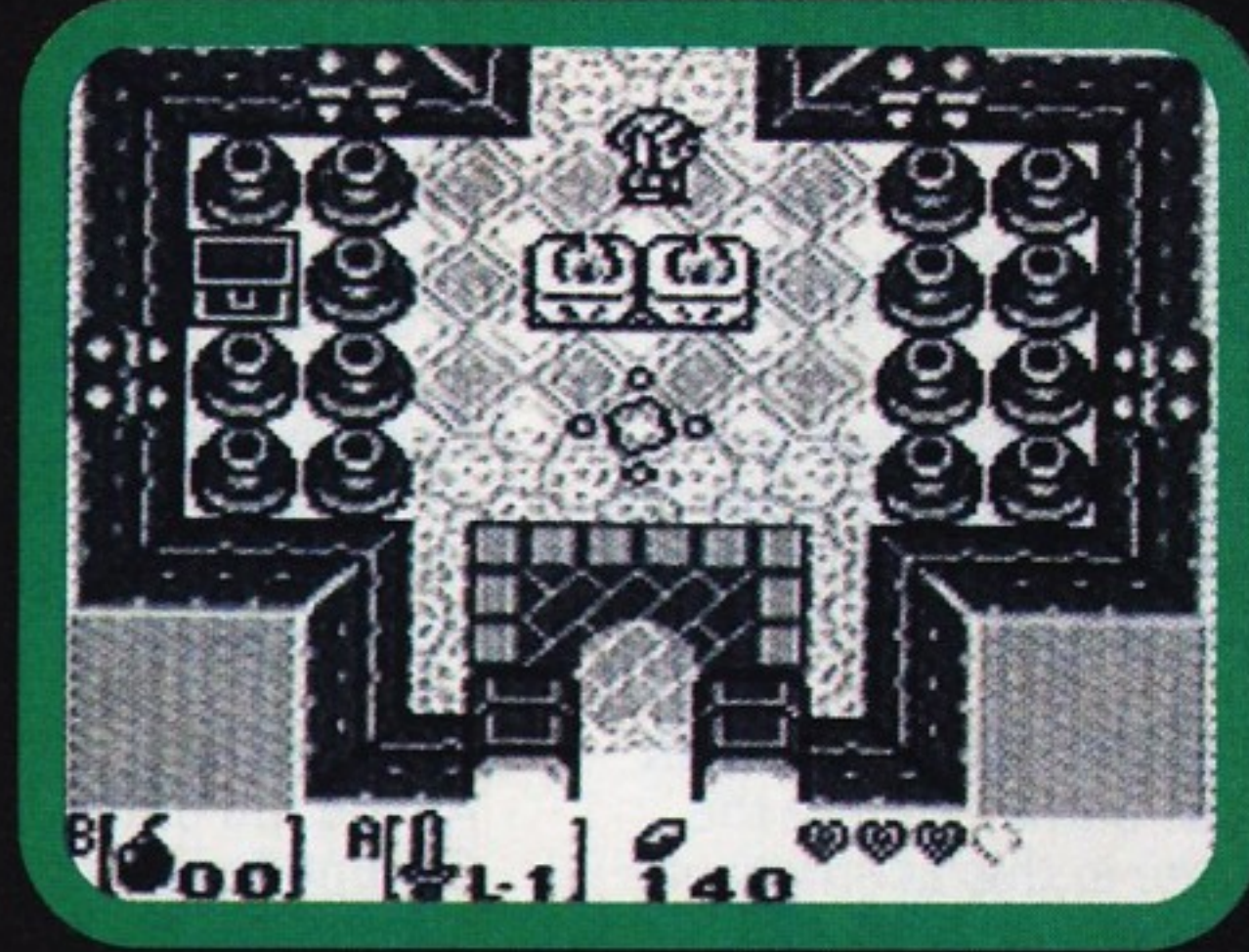
Tetris-like action with Mario and Yoshi. scores: 6 7 7 7

Zen-Int. Ninja

Use your ninja powers to overcome environmental hazards. scores: 4 6 6 6

Zelda: Link's Awakening

The epic Zelda saga continues, pocket-sized. scores: 8 8 9 8



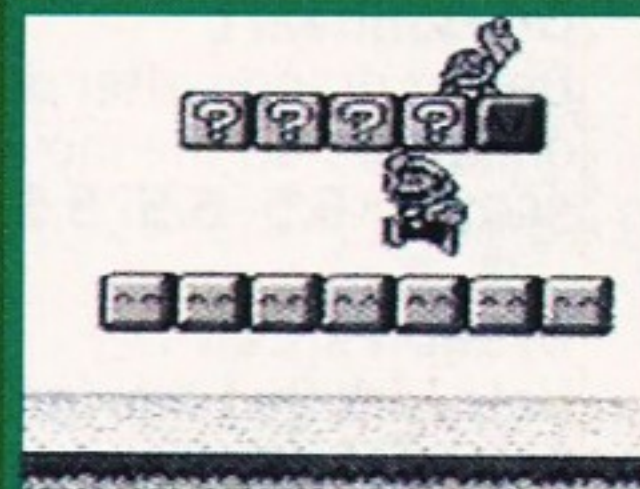
Zelda: Link's Awakening

Why Zelda: Link's Awakening is the Best Game Boy Game

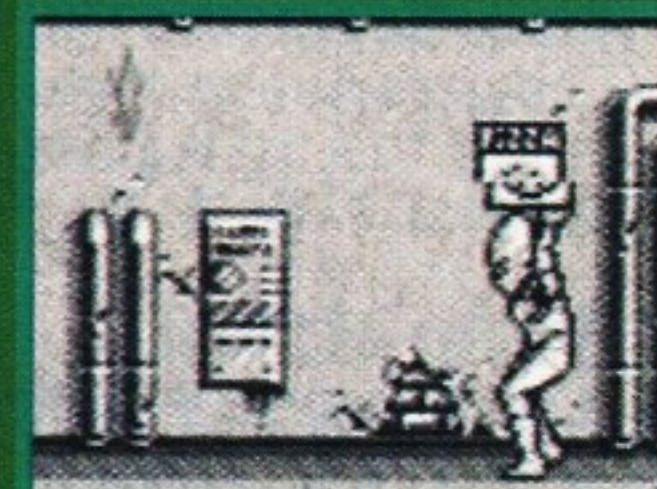
Let's face it—there's just something undeniably cool about being able to play a Zelda game on the go. And The Legend of Zelda: Link's Awakening delivers everything we love about the original Zelda and the Super NES version. You get the huge worlds, the puzzle-crammed dungeons and awesome story line that made the series famous.

Sure, you're stuck playing the game in four-color graphics. But the visuals don't suffer too much. Link's still walkin' small with his seemingly paradoxical bad-ass cuteness, while the world looks as lush and detailed as Hyrule ever did (even though this episode isn't set in Hyrule at all). No Game Boy owner should be without it.

Worth A Second Look



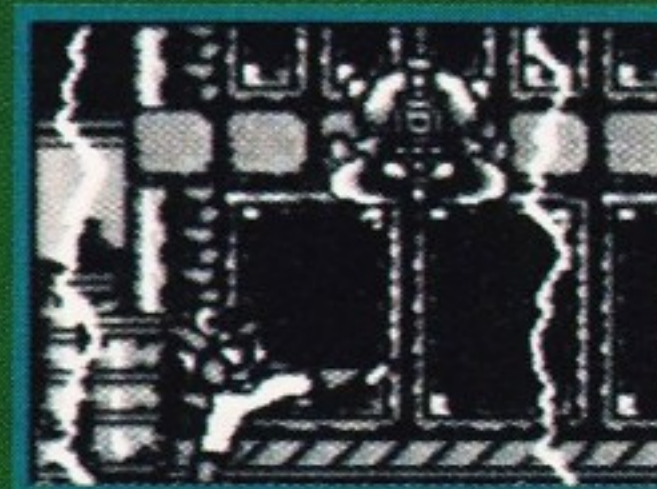
Super Mario Land



Turtles 2



Sneaky Snakes



Power Rangers

Saturn

Albert Odyssey
Hilarious dialogue fills this strange adventure game.
scores: 8 8 9 8

Andretti Racing
Tons of realism make this racer great.
scores: 8 9.5

Alone in the Dark
The original PC game that inspired Resident Evil.
scores: 5 3 4 5

Amok
Solid action/shooter with mechs and cool enemies.
scores: 5 6 6 7.5

Area 51
Shooting game set in the famous air force hangar.
scores: 5 6 5.5 6

Batman Forever
Loud, crazy side-scrolling fighter based on movie.
scores: 5 6.5 4.5 3

Braindead 13
A Dragon's Lair-inspired title with lots of FMV.
scores: 4.5 5.5 4 4

Bug Too!
Part Bandicoot, part Gex make up this action game.
scores: 6.5 8.5 7.5 7

Clockwork Knight 2
Journey back into a world of battling toys.
scores: 9 8.5 9 8.5

Command & Conquer
Great version of the PC strategy hit.
scores: 9 9 9 8.5

Congo
It's got monkeys runnin' around in 3-D. Monkeys!
scores: 6 4 4.5 6

Corpse Killer
Experience a B-movie in this FMV shooter.
scores: 6 2.5 5 4

Crime Wave
The A.P.B. of the '90s with lots of weapons.
scores: 6 5.5 6.5 6.5

Crusader: No Remorse
Saturn version of the PC shooter/action hit.
scores: 6.5 4 5.5 4.5

D
The creepy adventure game will give you the willies.
scores: 8.5 8.5 7 8

Darius Gaiden
Shooter fans could do a lot worse than Darius Gaiden.
scores: 7.5 7.5 7 7.5

Dark Savior
Action-packed RPG with huge levels.
scores: 8.5 8.5 8.5 8

Defcon 5
A first-person action game with arcade elements.
scores: 7.5 6.5 7 7.5

DecAthlete
Possibly the best Olympic game ever.
scores: 8 8.5

Die Hard Arcade
A great beat-'em-up, slap-'em-down slugfest.
scores: 6.5 8 7 8

Dragon Force
Awesome strategy/RPG with a vast world.
scores: 9.5 9.5 9 8

FIFA Soccer 96
The '96 edition of the popular soccer title scores.
scores: 8 8

Gex
Try all you like; you can't keep this lizard down.
scores: 8.5 8 7 8

Ghen War
One of the first Doom-style shooters for the Saturn.
scores: 8.5 8 7 8

Golden Axe: The Duel
The classic characters return in a fighting game.
scores: 6 6 6.5 6

Grand Slam
Unique batting and pitching interfaces.
scores: 7.5 8

Grid Runner
A video game version of tag, yet original and fun.
scores: 7.5 8 8 7

Guardian Heroes
Action, adventure and RPG elements all in one game.
scores: 8.5 7.5 8 8.5

Gun Griffon
Blast up a storm in one of the best mech games ever.
scores: 8 8.5 8.5 8

Hang on GP '95
Take the turn and watch the burn in GP '95.
scores: 7 7

Herc's Adventures
Good gameplay make this cute cart fun.
scores: 9 7.5 8 8.5

Hexen
Medieval first-person shooter with lots of monsters.
scores: 5.5 5 5.5 4.5

Hyper 3-D Pinball
Great graphics and six tables to choose from.
scores: 8 8.5 8.5 8

Iron Storm
A World War II strategy game that's fun for all.
scores: 9 7.5 7.5 8

Legend of Oasis
A great adventure RPG game for fans of the genre.
scores: 7.5 6 7 6.5

Loaded
The PlayStation hit comes blasting onto the Saturn.
scores: 6 4.5 6.5 6.5

Lunacy
An FMV adventure similar to D in a lot of ways.
scores: 4 7 5 6.5

Machine Head
Unique story line for an action/shooter.
scores: 7.5 7 6.5 6

Madden 98
Great AI and gameplay make up this Madden.
scores: 9.5 9 9 8

Manx TT: Super Bike
Home conversion of the arcade racing game.
scores: 6.5 7

Marvel Super Heroes
Play as the Hulk, Juggernaut or others.
scores: 7.5 7 8 8

Mega Man 8
MM gets a 32-Bit face lift in this 2-D side-scroller.
scores: 8.5 8.5 8.5 8.5

Mortal Kombat II
The second round of Kombat appears on 32-Bit.
scores: 7 5 6 5

Mr. Bones
Many mini-games fill this two-disc title.
scores: 6 8 6 3

Mystaria
A strategy RPG in a world of fantasy.
scores: 8 7.5 8.5 8

NBA Action
NBA and action say it all. The scores do too.
scores: 4 5

NBA Live 97
Good features, options and depth pack Live 97.
scores: 4 5

NiGHTS
Experience the feeling of flight in this unique game.
scores: 8 8.5 8 7.5

NHL All-Star Hockey
The all-stars of hockey come together to play.
scores: 7.5 7.5

NHL Powerplay '96
Virgin Interactive's hockey title hits the Saturn.
scores: 7.5 8.5

Night Warriors
The sequel to DarkStalkers should please fighting fans.
scores: 7.5 8 7 8

Norse By Norsewest
Puzzle/strategy sequel to Lost Vikings.
scores: 7.5 7 8 7

Pandemonium!
Great special effects and wild levels fill this game.
scores: 8.5 8.5 8 8

Panzer Dragoon II
Take flight on your dragon once again in this shooter.
scores: 8 8.5 8.5 8

Rot3K IV
A pure strategy game for those who love to think.
scores: 9 7 8.5 8

Saturn Bomberman
The latest Bomberman features up to 10-player games.
scores: 9 9.5 9.5 9

Saturn Virtua Racing
The arcade hit comes home. It's awesome.
scores: 8 7

Scorcher
Fast graphics and great music pack this racer.
scores: 3 7 7.5 7

Scud
An action game based on the popular comic book.
scores: 7 6.5 7.5 7.5

Sega Ages
Space Harrier, Out Run and Afterburner II.
scores: 7.5 6 6.5 6

Worth A Second Look



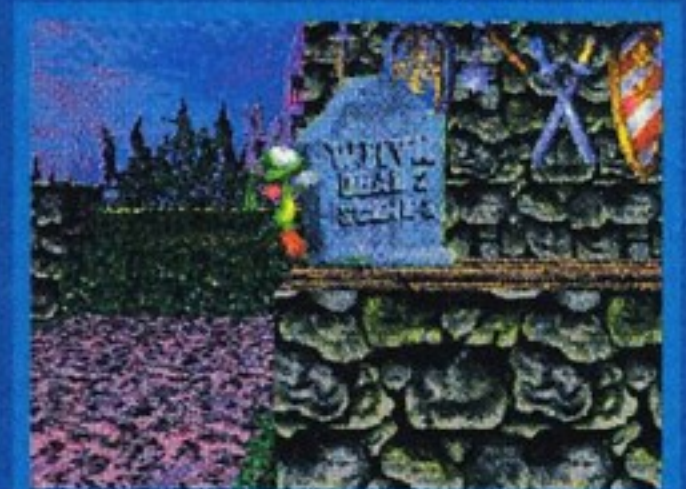
Albert Odyssey



NiGHTS



Dragon Force



Bug Too!

Powerslave
First-person action in an Egyptian setting.
scores: 8 6 8 7

Quarterback Attack
Play football in a whole new way.
scores: 7.7 7

Resident Evil
The gorefest ports over to the Saturn with style.
scores: 8 8.5 9 6.5

Robo Pit
A great mix of Jumping Flash! and Cybersled.
scores: 6 6.5 6.5 6.5

Robotica
First-person shooting action in a big mech.
scores: 6.5 7 7.5 7.5

Sega Rally Championship
This racing title really shows off the Saturn.
scores: 8.5 8.5

Shellshock
Hop in your tank and fight through cities.
scores: 5 5 6 4.5

Shining the Holy Ark
Great 3-D RPG with a captivating story line.
scores: 8 6.5 8.5 8

Shining Wisdom
A Zelda-ish action RPG with rendered graphics.
scores: 5.5 5 5.5 6

Shinobi Legions
Good-old Shinobi gameplay arrives on 32-Bit.
scores: 8.5 7.5 8 8

Saturn

Shockwave Assault

Fight off the alien invaders in your high-tech spaceship.
scores: 4.5 4 4.5 4.5

Sky Target

Arcade shooting action with tough Bosses.
scores: 4 6 4 5

Solar Eclipse

The sequel to the 3-D shooter Total Eclipse.
scores: 8 7.5 7.5 8

Sonic 3D Blast

Sonic with bumpers, weird enemies and more.
scores: 6 7.5 7 6

Sonic Jam

Enjoy the "Blast Processing" of yesterday.
scores: 7.5 8.5 8 8.5

Street Fighter: The Movie

A fighter based on the movie based on the game.
scores: 6.5 6 7 7

Street Fighter Alpha 2

Tons of characters to choose from in this fighter.
scores: 9 9.5 9 9

Super Puzzle Fighter

Perfect game for fighter fans who like puzzles.
scores: 8 7.5 8 6.5

Tetris Plus

Tetris is back, with a Two-player Mode.
scores: 7 8.5 7.5 7

Theme Park

Control an amusement park in this SimCity-style game.
scores: 8.5 7.5 7.5 8.5

Three Dirty Dwarves

Excellent side-scroller with lots of humor.
scores: 7.5 8 7 7.5

Thunderstrike 2

Hop in your helicopter and shoot down the enemy.
scores: 8.5 8 7.5 8

Toshinden Remix

The Saturn gets its own version of the PS hit.
scores: 7.5 3.5 4.5 5.5

Toshinden URA

The fourth game in the Toshinden series.
scores: 4.5 5 4 5

True Pinball

Jam them flippers and hit them bumpers. It's pinball!
scores: 8 7 8 7

Ultimate MK3

The latest version of Mortal Kombat on the Saturn.
scores: 9 8 8.5 9

Virtua Cop

Grab you stunner and take to the streets.
scores: 7.5 8 7.5 7

Virtua Cop 2

Great home translation of the intense shooter.
scores: 8 8.5 8 8

Virtua Fighter

The 3-D fighting game that started it all.
scores: 8 7 6.5 7.5

Virtua Fighter 2

Prove what the Saturn can do with this fighting game.
scores: 8.5 8 8.5 8

Virtual Casino

Gambling 32-Bit-style, with tantalizing FMV.
scores: 7.5 7 6.5 7

Virtual On

Fleet-footed robots battle it out in this fighter.
scores: 8 8 9 6.5

Warcraft II

Great realtime strategy game with tons of scenarios.
scores: 8.5 8.5 8.5 8.5

Wing Arms

Pilot your plane in this flying/shooting game.
scores: 8.5 6.5 7 7

Wipe Out

The fast-paced 3-D racing game hit.
scores: 7 5.5 8 8

World Series II

Smooth gameplay with play-by-play commentary.
scores: 9.2 9.3

World Series Baseball

Saturn owners are able to play in the Series.
scores: 8.5 9

World Series Baseball '98

Good gameplay and player animations.
scores: 8 8

Worms

Control an army of fighting worms in strategic combat.
scores: 9 8.5 9 8



Ultimate MK3

Genesis

688 Attack Sub

Patrol enemy-infested waters in your sub.
scores: 5 6 6 4

Adv. Batman & Robin

The Dynamic Duo must bust the bad guys.
scores: 7.5 7 6.5 6.5

Aero the Acro•Bat

Restore peace back at the circus.
scores: 9 7 7 8

Aero Acro•Bat 2

Our high-flying bat returns to save the big top.
scores: 8 7 8 8

Afterburner 2

Take to the skies in an advanced fighter plane.
scores: 8 9 8 8

Air Diver

Use laser cannons and missiles to attack.
scores: 7 7 6 7

Alien Storm

Battle bad aliens with a deadly arsenal.
scores: 6 7 7 8

Animaniacs

This game will make you scream, "Helloooo nurse."
scores: 7 8 8 7

Aquatic Games

James Pond tests his amphibious athletic skills.
scores: 4 6 5 6

Arcade Greatest Hits

Sinistar, Joust, Robotron, Defender and Defender II.
scores: 7 8.5 8 8.5

Arcus Odyssey

Fight ferociously against beasts of lore.
scores: 5 8 8 6

Arrow Flash

Face overwhelming odds against an alien empire.
scores: 6 7 6 6

Art of Fighting

Ryp and Robert fight to save Ryo's snatched sister.
scores: 6 5 6 6

Asterix the Gaul

Asterix must rescue the Obelix from the Romans.
scores: 5 6 5 6

Atomic Robo Kid

You're man's last chance against an army of mechs.
scores: 6 7 7 6

Back to the Future 3

Join Marty McFly as he travels to the Wild West.
scores: 4 3 3 3

Batman

Put a stop to all the crime in Gotham City.
scores: 8 8 8 8

Battle Master

Restore order by conquering four kingdoms.
scores: 3 3 3 3

Battle Squadron

An enormous fleet of ships are bent upon your destruction.
scores: 5 5 5 5

Battletech

Face off with the nastiest of bad guys: the Clans.
scores: 9 7 6 7

Battletoads

Rescue Pimple and Princess Anelica.
scores: 7 8 8 7

Beavis & Butt-head

Huh, Huh huhh. It says, "score."
scores: 7 5 4 5

Belle's Quest

Break the Beast's enchantment to save your dad.
scores: 7 6 7 5

Bimini Run

Race your speedboat after a band of drug dealers.
scores: 7 7 7 7

Bio Hazard

Fly through the jungles and the deep seas.
scores: 5 6 6 5

B.O.B

Help BOB get back to his blind date.
scores: 6 6 7 6

Boogerman

Use your body functions as weapons.
scores: 8 8 5 5

Bubba 'N' Stix

So your friend just happens to be a stick?
scores: 7 7 6 7

Budokan

Train, keep fit and be ready to take on the competition.
scores: 3 3 4 5

Bulls vs. Lakers

To be or not to be...like Mike. That is the question.
scores: 8 8 8 8

Cal. 50

Escape your captors and make your way to freedom.
scores: 7 6 5 5

Castle of Illusion

Our friend Mickey is in another pickle.
scores: 9 9 9 9

Castlevania Bloodlines

Put a stop to the blood drinker's plans.
scores: 9 8 8 8

Worth A Second Look



Solar Eclipse



Virtua Cop 2



Aero the Acro•Bat



Batman



Boogerman

Championship Pro-Am
Climb into the driver's seat to show off your racing skills.
scores: 7 7 7 7

Chakan
Battle beasts that have put a curse on your soul.
scores: 6 8 8 8

Chuck Rock
Smash some skulls to advance in the game.
scores: 8 8 7 8

Chuck Rock II: SoC
Find your pop as you carry on the smashing tradition.
scores: 7 8 7 8

Clayfighter
Battle against wacky opponents made of clay.
scores: 7 6 6 7

College Football Natl. Camp. 2
Make it to the bowl in this football sequel.
scores: 7.5 8

College Football USA '96
The 1996 edition of the College Football series.
scores: 8.5 8

College Football USA '97
The 1997 version of the College Football series.
scores: 7 7

Comix Zone
Enter your very own comic book world.
scores: 8.5 8 7 8

Columns
Match up brightly colored crystals...just for fun!
scores: 6 7 5 7

Columns III
Go against an opponent to see who can get the highest score.
scores: 8 7 7 8

Combat Cars
With lots of drivers to pick from, some have more advantages.
scores: 8 6 6 6

Contra Hard Corps
Blast your way through an onslaught of baddies.
scores: 8 7 7 7

Cool Spot
Travel through a zany world with 7•Up's mascot.
scores: 8 9 8 9

Crue Ball
It's pinball with a heavy-metal music flair.
scores: 6 9 6 7

Crusade of Centy
Our hero tries to right the wrongs of his world.
scores: 8 8 7 8

Curse
Invaders have arrived to wipe out civilization.
scores: 8 7 7 7

Cyberball
As a team of robots, your only threat is an exploding ball.
scores: 6 7 6 8

Cyber Cop
Stop a machine that has an appetite for humans.
scores: 4 6 4 5

Dashin' Desperadoes
Will and Rick try to outdo each other over a girl.
scores: 7 7 6 7

D&D Warriors of Etrnl
Humans are pitted against the goblins.
scores: 4 7 4 7

Desert Demolition
Help the Road Runner escape Wile E. Coyote.
scores: 7 7 6 7

Desert Strike
Feel the heat of battle in this 3-D action game.
scores: 8 7 6 6

Dick Tracy
Armed with a tommy gun, mow down the gangstas.
scores: 5 6 7 6

Double Dribble
A 16-Bit update to the classic NES B-ball game.
scores: 6 5 5 5

Dragon's Fury
Control your ball through scary scenes.
scores: 7 7 6 7

Dragon's Revenge
It's the most intense pin-ball action around.
scores: 8 8 6 6

Dune
It's up to you to gain control of the spice.
scores: 9 9 7 7

Dynamite Duke
Stop terrorists from taking over the world.
scores: 4 6 5 6

Dynamite Headdy
You'll "flip your lid" over this game.
scores: 8 8 6 8

Earnest Evans
As a world-renowned explorer, find ancient artifacts.
scores: 6 7 5 7

Earthworm Jim
Play as a worm who dons a supersuit to stop evil.
scores: 9 9 9 8

Earthworm Jim 2
Put an end to Queen Slug-For-A-Butt's schemes.
scores: 6.5 8.5 8.5 8

Ecco the Dolphin
Experience life as a dolphin in the blue seas.
scores: 8 9 8 8

Ecco: Tides of Time
Save your watery home once again.
scores: 8 7 6 8

El Viento
Put a stop to a time paradox.
scores: 8 8 7 8

Eternal Champions
Fight for your immortality against tough opponents.
scores: 8 7 5 5

EXO Squad
It's a side-scrolling shooting fest. What fun!
scores: 4 4 3.5 3.5

F-22 Interceptor
One of the smoothest, most detailed flight sims.
scores: 7 8 7 5

F-117 Night Storm
Fly a stealth plane into top-secret areas.
scores: 7 6 5 5

Family Feud
Survey says: Everyone can play it.
scores: 7 7 7 7

Fatal Labyrinth
Search through 30 levels in a castle for weapons.
scores: 5 6 4 5

Fantasia
Help Mickey learn secrets to powerful spells.
scores: 6 6 5 6

Fatal Fury
Are you tough enough for the challenge?
scores: 4 5 4 3

Fatal Fury 2
Take the brawl back to different arenas.
scores: 9 7 7 7

Fido Dido
This popular cartoon character stars in his own game.
scores: 6 6 5 4

Final Zone
Fire rockets and pulverize all in your path.
scores: 4 5 4 5

Flashback
Conrad must use his natural abilities to free himself.
scores: 9 8 9 9

Flicky
Rescue baby chicks from a hungry cat.
scores: 5 6 5 5

Forgotten Worlds
Blast aliens who have taken over Earth.
scores: 8 8 8 8

Fun & Games
Contains several fun games and activities.
scores: 7 6 6 5

Granada
Collect killer weapons to overpower your foe.
scores: 8 8 8 8

Greendog
Ride some gnarly waves or get bummed out.
scores: 6 6 7 7

Grind Stormer
The game features fast-paced action. Feel up to it?
scores: 8 6 6 7

Worth A Second Look



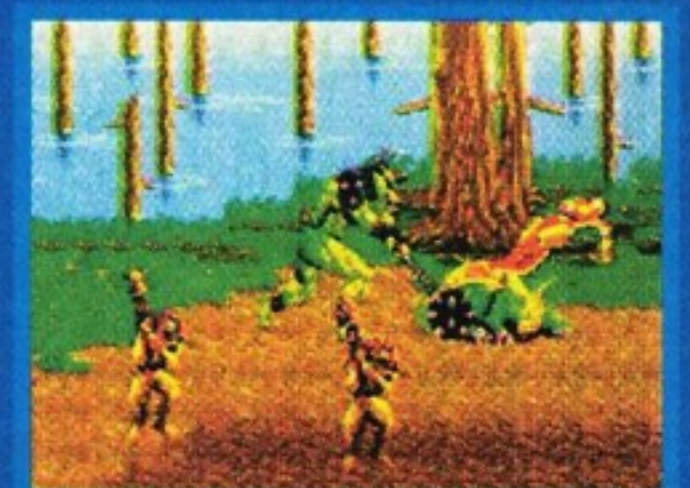
Earthworm Jim



Ecco the Dolphin



Cool Spot



Golden Axe

Gaiars
Destroy the Gulfer empire before they scatter your particles.
scores: 8 9 9 9

Garfield
Everyone's favorite fat cat is up to his usual antics.
scores: 8 4 6 6

Ghouls and Ghosts
Save your girlfriend from the clutches of Loki.
scores: 9 9 9 9

Global Gladiators
Mick and Mack bash and trash the monsters.
scores: 6 8 8 8

Goofy's History Tour
Travel through the historical exhibit avoiding Pete.
scores: 8 8 8 8

Golden Axe
Classic sword-swingin', side-scrollin' action.
scores: 7 7 8 7

Golden Axe II
Battle alone or with a good friend.
scores: 7 8 7 7

HardBall
Take control at bat and on the mound.
scores: 7 8 6 7

HardBall 3
More hardcore baseball swings your way.
scores: 4 7 4 3

Hellfire
Aliens invade the solar system—stop them.
scores: 8 8 8 7

Herzog Zwei
Blow away tanks from the safety of your jet.
scores: 4 6 4 3

Incredible Crash Dummies
Fall head over heels performing pavement-pounding stunts.
scores: 6 5 5 4

James Pond
Things seem a bit fishy to this detective.
scores: 4 4 3 6

Jammit
It's a down-and-dirty game of basketball.
scores: 6 6 5 5

Genesis

Jeopardy! Sports

What is a sports-packed video game, Alex?
scores: 6 5 5 6

J. Glanville's Footbrawl

It's football brutality at its finest. Care to join?
scores: 5 7 6 4

Joe Montana 2

It's realistic football action with the SF QB.
scores: 6 8 6 6

John Madden '92

It's another round of football fun from the old days.
scores: 9 9 9 9

Joe and Mac

Joe and Mac battle baddies in this prehistoric cart.
scores: 8 7 6 7

John Madden '93

Features the eight greatest teams picked by Madden.
scores: 8 8 9 9

John Madden Football

The original football classic that started it all.
scores: 9 9 9 9

Jordan vs. Bird

Go one-on-one with the greatest basketball players.
scores: 6 7 7 7

Judge Dredd

You ARE the law, so take it into your own hands.
scores: 6.5 7 6 7

Jungle Book

Make it safely through the jungle or become tiger food.
scores: 7 8 6 7

Jungle Strike

Try to destroy a drug lord's evil emperor. Just try...
scores: 8 8 8 8

Jurassic Park

Play as either Dr. Grant or a bloodthirsty Raptor.
scores: 8 8 8 8

Jurassic Park: RE

Return to the land where dinos rule.
scores: 5 6 5 5

Justice League

The heroes and villains go toe-to-toe.
scores: 7 5.5 4 7

Kid Chameleon

Locate power helmets that can change your character.
scores: 7 8 7 8

King of the Monsters 2

Attack and smash all in your path.
scores: 8 8 7 8

King Salmon

Enjoy fishing in the great Northwest.
scores: 7 8 7 8

Klax

This game is one tough mind teaser.
scores: 8 8 7 7

Lakers vs. Celtics

Pick your team then take it to the court.
scores: 5 6 5 8

Last Battle

You're the only human left who can take on evil.
scores: 6 7 6 5

Lawnmower Man

Put a stop to Jobe's insane plot and save the world.
scores: 7 6 6 5

Lemmings

Help a bunch of rodents get home safely.
scores: 7 8 7 7

Lethal Enforcers

It's you and your big guns against the baddies.
scores: 7 6 5 6

LHX Attack Chopper

Fly a top-secret helicopter in brutal missions.
scores: 5 6 5 5

Liberty or Death

Determine the outcome of the Revolutionary War.
scores: 7 7 4 4

Lotus 2

Are you bold enough to get behind the wheel?
scores: 6 6 4 5

Marble Madness

Play as a marble in a twisting, turning labyrinth.
scores: 5 5 5 7

Madden NFL 96

Make like Madden and get into the game.
scores: 8.5 9

Mario Andretti Racing

Let the pro show you how car racing is done.
scores: 7 6 6 6

Mega Bomberman

It's an explosively good time for all ages.
scores: 7 5 6 8

Mega Man X

Great action game in the Mega Man series.
scores: 9 9 9 9

Mega Turrican

The swing cable is a very innovative weapon.
scores: 9 8 8 8

Mickey's Challenge

Help Mickey through many tough levels to reach his goal.
scores: 7 7 5 6

Micro Machines

Race around crazy courses...some tube-shaped.
scores: 7 7 7 7

Midnight Resistance

Use supercharged weapons to blast aliens.
scores: 8 8 8 8

Mike Ditka Football

Da coach shows you how to win da game.
scores: 5 4 4 4

Mondu's Fight Palace

It's awesome space gladiator combat.
scores: 4 4 4 8

Moonwalker

The King of Pop must rescue some kidnapped kids.
scores: 7 7 7 7

Mortal Kombat

The fighter that started it all. Need we say more?
scores: 8 9 8 8

Mortal Kombat II

Shao Kahn returns for another tournament.
scores: 8 7 7 7

Mutant League Football

This version of the game is at its mutated best.
scores: 6 7 6 7

Mutant League Hockey

Hockey action with violent, mutated players.
scores: 7 5 6 7

Mystic Defender

Creatures from the dark side want to enslave Earth.
scores: 8 5 7 8

NBA Action '94

This is pure basketball action for all fans.
scores: 8 7 6 6

NBA Jam

Outrageous dunks in this 2-on-2 slamfest.
scores: 8 8 7 8

NBA Showdown

Choose from 27 NBA teams and go for it.
scores: 7 5 6 6

NHL Hockey

Pass the puck and slam the slapshot for a goal.
scores: 8 9 8 8

NHL Hockey 96

Time to check, slash and score in NHL Hockey.
scores: 7.5 8

NHLPA Hockey '93

Skate with all 550 NHLPA pros.
scores: 8 9 8 8

Normy's Beach Babe-O-Rama

Colorful stages are throughout this game.
scores: 5 4 5 4

Out of This World

Outwit monsters to find your way home.
scores: 9 9 9 8

Outrun 2019

Cross the checkpoints to gain huge bonuses.
scores: 5 7 5 6

Pebble Beach Golf Links

Visit some of the most beautiful courses around.
scores: 7 7 6 5

Pelé Soccer

This game makes you feel as if you were in the game.
scores: 8 7 6 8

Pelé Soccer 2

Goes above and beyond the original.
scores: 6 4 4 5

PGA Tour Golf

Tee up for one of the most realistic games of golf.
scores: 8 7 6 8

Phantasy Star 3

Players actually grow old and die. How sad.
scores: 7 9 8 8

Phantasy Star 2

You and three other characters face Mother Brain.
scores: 7 9 8 8

Phantasy Star 4

The Dark Force has shattered peace once again.
scores: 8 8.5 7 7.5

Pirates! Gold

Bombard enemy ships with hull-crushing cannonballs.
scores: 7 6 7 7

Pirates of Dark Water

Pick from three warriors then battle it out.
scores: 8 8 7 7

Pitfall: TMA

Follow our favorite adventurer through a perilous jungle.
scores: 7 8 6 7

Powerball

Go for the goal and some broken bones.
scores: 7 7 7 6

Prince of Persia

Only a fast mind and fit muscles can handle these levels.
scores: 8 8 8 8

Pro Moves Soccer

Build up an awesome soccer team.
scores: 7 8 5 5

PTO

Pick from a number of WWII scenarios and relive history.
scores: 6 7 6 6

Quackshot

Help Donald Duck overcome his enemies.
scores: 8 8 6 6

Race Drivin'

Drive as fast as you can but don't crash...Duh.
scores: 5 4 4 5

Rambo 3

Do what he does best: Blow stuff up.
scores: 7 6 7 7

RBI IV

Experience every crack of the bat and every cheer.
scores: 7 6 7 8

Worth A Second Look



Mortal Kombat 2



NHL Hockey



Midnight Resistance



PGA Tour Golf



Genesis

RBI Baseball

The 16-Bit update to the Tengen NES classic.
scores: 7 6 7 8

RBI Baseball '94

After this game, you might never want to go back to another.
scores: 7 6 6 9

Raiden Trad

A fast-paced shooter with gigantic adversaries.
scores: 8 8 7 6

Revenge of Shinobi

Stop the Neo-Zeed empire from taking over the city.
scores: 8 8 9 9

Risky Woods

Go forth and free the trapped saints.
scores: 4 5 4 3

Road Blasters

Shoot the cars in front of you in a futuristic race.
scores: 8 8 7 8

Road Rash

Try to kick and punch other racers off their bikes.
scores: 8 9.5 6 9

Road Rash 2

It's either win big or lose some skin.
scores: 8 8 7 8

Robocod

Save Christmas from evil penguins.
scores: 7 8 8 7

R. Clemmins' Baseball

Feel the heat with realistic over-the-shoulder plays.
scores: 8 8 7 8

Rolling Thunder 2

Geldra has been causing big troubles again.
scores: 8 9 8 8

Rotzk III

Strategically eliminate all in your path.
scores: 7 6 5 5

Roar of the Beast

Help protect the Beast's castle from Gaston.
scores: 7 5 4 5

Sagaia

Fly through heated areas with your warship.
scores: 7 8 8 7

Samurai Shodown

The Genesis takes on this Neo•Geo fighter.
scores: 8 8 7 7

Scooby-Doo

Help Scooby and the gang solve a mystery.
scores: 8.5 6 8.5 7.5

Shadow Dancer

You and your canine pal must stop the baddies.
scores: 8 8 8 8

Shadowrun

A dark thriller based on the popular dice RPG.
scores: 9 9 9 7

Shinobi III

Face martial arts masters throughout various stages.
scores: 9 9 9 9

Shove It

Get everything you always wanted after you do 160 jobs.
scores: 4 3 3 3

Shining Force II

Set out on another quest in a dark atmosphere.
scores: 7 6 7 7

Side Pocket

Pocket 19 radical trick shots that only look impossible.
scores: 7 8 8 8

Skitchin'

Grab a bumper or a face full of asphalt.
scores: 7 5 6 5

Soldiers of Fortune

Play as a mercenary destroying everything in your path.
scores: 7 7 5 6

Sol-Feace

Earth has fallen under attack from aliens.
scores: 7 8 8 8

Sonic the Hedgehog

Try to catch up with the blue blur.
scores: 9 9 9 9

Sonic 2

Dr. Robotnik is waiting to put a stop to Sonic.
scores: 8 10 8 9

Sonic 3

Will Dr. Robotnik ever end his madness?
scores: 10 10 9 9

Sonic 3D Blast

As close to a 3-D game as the Genesis can get.
scores: 7 7.5 7.5 7

Sonic & Knuckles

Our favorite hedgehog teams up with a new guy.
scores: 10 9 9 9

Space Harrier 2

The enemy and the terrain are constant threats.
scores: 5 6 6 6

Speedball 2

Face furious foes in the sport of the future.
scores: 4 5 4 5

Spider-Man: AS

Help the web-slinger fight for justice.
scores: 5 4 4 4

Splatterhouse 2

Pick up clubs, guns and chains to smack the beasts.
scores: 7 8 7 7

Sports Talk Football

Realistic play-by-play football action is its goal!
scores: 8 8 7 7

Starflight

Explore the far reaches of space.
scores: 6 7 6 6

Stargate

Stop an ancient deity in another dimension.
scores: 4.5 3.5 3.5 4

Star Trek: DS9

Protect the last space station from hostile aliens.
scores: 8 7 6.5 6.5

Star Trek: TNG

Beam down to visit different civilizations.
scores: 7 7 5 6

Streets of Rage

Clean the streets up with your fists of action.
scores: 9 9 9 9

Streets of Rage 3

You can crack a jaw or flatten an opponent in seconds.
scores: 8 7 7 7

Super Volleyball

Use spikes and slams to win the championship.
scores: 3 4 5 5

Super Thunder Blade

Fly your chopper through enemy-filled levels.
scores: 5 6 5 8

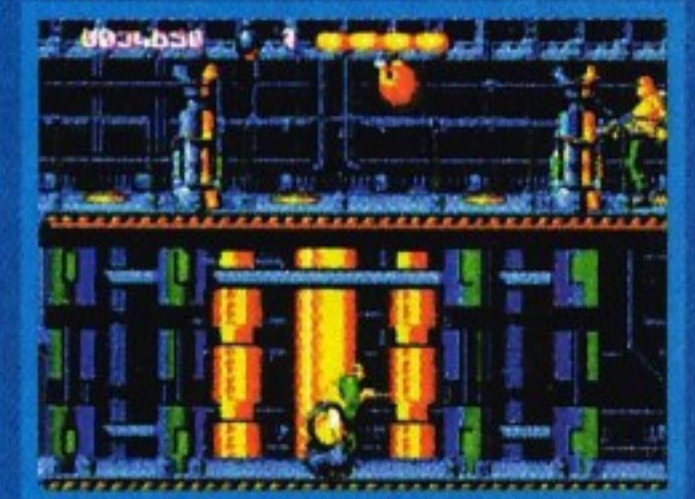
Sword of Vermillion

Play as a lone fighter searching for your family's rings.
scores: 7 8 7 6

Worth A Second Look



Sonic and Knuckles



The Terminator



Shadow Dancer



Street Smart

Street Smart

Take on the toughest street fighters to win.
scores: 5 5 5 5

Strider

It features brilliant sounds and beautiful backgrounds.
scores: 9 9 9 9

Sub-Terannia

Rescue an underground mining colony.
scores: 6 8 7 7

Super Baseball 2020

Robots and armored humans play ball.
scores: 6 8 5 6

Super Hydlide

It features lots of weapons and a complex quest.
scores: 4 6 4 6

Super Monaco GP

Speed along 16 race tracks to the finish.
scores: 9 10 9 10

Super Monaco GP 2

Ayrton Senna features some of his favorite tracks.
scores: 6 8 6 5

Super Off-Road

These babies burn nitro and rubber.
scores: 6 6 5 5

Sylvester and Tweety

Save Tweety from being a certain cat's breakfast.
scores: 7 7 5 7

Target Earth

Man your assault suit and battle a deadly alien armada.
scores: 6 7 6 5

Taz in Escape From Mars

Lend a helping hand to Taz so he can find his way home.
scores: 7 7 6 8

Taz-Mania

Whirl through crazed lands in search of dino eggs.
scores: 8 9 8 7

Test Drive II

Burn asphalt with this awesome racer.
scores: 3 5 4 4

The Ooze

Control an ooze that absorbs stuff. Sounds cool!
scores: 4.5 3.5 3 4.5

The Terminator

Blast the mechanical terrors in this classic.
scores: 7 8 8 8

The Tick

The Tick and Arthur must save The City. SPOON!
scores: 5 4 4 4

Worth A Second Look



Sonic



Speed Ball



Super Volleyball



Sagaia

Genesis

The Lion King

Put a stop to Scar's evil schemes.
scores: 9 8 7 8

The Lost Vikings

Help our nutty Vikings find their way home.
scores: 8 6 6 7

The Humans

One wrong move and you're dino meat.
scores: 7 7 7 6

The Incredible Hulk

It's up to the green guy to put a stop to crime.
scores: 7 5 5 5

Thunder Force 2

Use all of your deadly weapons to stop the foes.
scores: 8 8 7 8

Thunder Force 3

Screen-size enemies try to overtake your ship.
scores: 9 8 9 7

Time Killers

This fighter takes it one step further—dismemberment.
scores: 5 3 3 3

Time Trax

It offers side- and vertical-scrolling action.
scores: 7 7 6 7

Tinhead

With screen-size Bosses, this game is a blast.
scores: 6 7 6 6

TMNT: Hyperstone Heist

Rescue Manhattan from the evil Shredder.
scores: 8 8 7 7

Todd's Adv. in Slime

Join Todd as he runs through Slime World.
scores: 4 7 6 8

ToeJam & Earl

Locate the ship's pieces to get back home.
scores: 6 8 7 8

ToeJam and Earl 2

Our friends are back with more crazy fun.
scores: 7 7 7 7

T. Lasorda Baseball

Top teams and great attention to detail make this #1.
scores: 8 8 7 7

Truxton

Play as an interstellar fighter powered to the max.
scores: 6 7 7 5

Twin Cobra

Stop your enemy's plans by using a deadly copter.
scores: 8 7 8 7

Two Crude Dudes

Need some help? Pick up a car and throw it at your pal.
scores: 6 8 6 7

Tyrants

Which god will have the best civilization?
scores: 7 7 4 5

USA Basketball

Take on the champs in a struggle for the top.
scores: 5 8 8 7

Valis 3

The world of darkness is trying to take over the light.
scores: 8 8 7 8

Vapor Trail

Fly an ultra-sophisticated jet to stop terrorists.
scores: 6 7 5 5

Vectorman

He is a superhero made of balls.
scores: 8.5 8.5 7.5 8.5

Vectorman 2

One of the best platform games on the Genesis.
scores: 7.5 8 7 6.5

Virtual Bart

Bart becomes different zany characters.
scores: 8 5 4 4

Virtua Racing

The polygonal graphics give a sense of true motion.
scores: 8 8 7 8

Weaponlord

Fight with various types of weapons to be victorious.
scores: 6.5 4 5 7

Where in Time...

Carmen is stealing treasures throughout time.
scores: 6 8 5 7

Whip Rush

An alien entity wants to steal the Earth's resources.
scores: 6 7 6 6

Wings of Wor

Mythical creatures are taking over the world.
scores: 7 7 7 7

Wiz 'N' Liz

Collect the proper ingredients to make spells.
scores: 8 8 7 7

Wolverine

Maul your way through the bad guys, bub.
scores: 3 6 3 5

WonderBoy 5

Use your sword for some mighty attacks.
scores: 6 7 5 7

World Champ. Soccer

Compete for the championship title.
scores: 6 5 5 5

World Heroes

Battle it out in a one-on-one brawl.
scores: 7 6 4 4

World Series Baseball

Batter up and crack the ball for a home run.
scores: 8 7 8 7

X-Men

Search for Professor X and tackle the baddies.
scores: 6 7 6 8

Zool

This Mario-esque game features colorful graphics.
scores: 7 6 5 5

Zoom

Connect lines to fill up grids and avoid bad guys.
scores: 3 3 4 3

Zero the Kamikaze Squirrel

Aero's nemesis now has to save the day.
scores: 9 8 8 8

Zero Tolerance

Filled with gore and carnage, this game is violent.
scores: 9 7 6 8

The Quest for a mascot

After losing big to Nintendo during the 8-Bit days, Sega needed a mascot and a stellar game to make sure the Genesis wasn't left behind. Their savior was Sonic the Hedgehog, created by Yuji Naka, Sega's equivalent to Miyamoto. The blue dude with the attitude turned the Genesis into the hottest system around, with crisp, colorful graphics and gameplay that rivaled the best NES Mario games. The "attitude" of Sonic was what made the Genesis seem so alternative to what gaming had been during the NES era. Other companies tried (and failed) to copy Sonic's attitude, like Bubsy and Crash Bandicoot, but none could compare. But the Hedgehog from the Genesis days would fall horribly neglected during the Saturn's first two years without a game that advanced the series.



Sega CD

Afterburner III

This flight sim/shooter has you piloting an F16.
scores: 4 6 5 7

Batman Forever

Based on the movie, Batman must stop the baddies.
scores: 6.5 5 8 6.5

Batman Returns

Batman must rescue a millionaire from the Penguin.
scores: 5 7 5 4

Black Hole Assault

Master modern fighting machines.
scores: 6 8 7 5

Brutal

Unleash your animal magnetism onto opponents.
scores: 8 6 5 6

Chuck Rock II

Help Chuck Jr. save his pappy. He'll be most grateful.
scores: 7 7 6 7

Cobra Command

Thwart the ever-increasing terrorist activities.
scores: 8 7 7 7

Dark Wizard

RPG fans will flip for this wacky and wild game.
scores: 8 8 6 6

Double Switch

Solve a mystery as to why your guests are disappearing.
scores: 7 7 5 5

Dracula

Face and defeat Dracula in his many forms.
scores: 6 5 5 5

Dracula Unleashed

Try to end the madness of Dracula once and for all.
scores: 8 8 6 7

Dragon's Lair

Rescue Princess Daphne from an evil wizard.
scores: 8 7 5 5

Dune CD

Vast armies clash, but only one will control the spice.
scores: 9 8 8 8

Earthworm Jim: SE

It's a cow-launching good time. Say what?
scores: 9 8.5 9 9

Ecco CD

Ecco must stop the evil Vortex's plans.
scores: 8 9 8 6

Eternal Champions

Fight for your immortality or face the consequences.
scores: 7.5 6 6 5

Eye of the Beholder

Face hideous creatures in an AD&D setting.
scores: 7 7 7 7

Fatal Fury Special

It's either kick butt or get your butt kicked.
scores: 7.5 7.5 7 7.5

Final Fight

Two players can battle it out against Belger.
scores: 6 6 8 8

Flashback

Seek out your identity while avoiding traps.
scores: 8 7 7 8

Ground Zero, Texas

Defeat aliens who are trying to take over a small town.
scores: 8 7 7 8

Heart of the Alien

Combines Out of This World and its sequel.
scores: 6 8 7 8

Heimdall

Set out to recover the Weapons of the Gods.
scores: 7 7 6 6

Jurassic Park

Make sure the dinosaurs don't leave the island.
scores: 8 6 6 7

Lords of Thunder

The Bosses are huge and menacing in this shooter.
scores: 5.5 6.5 6 6

Lunar: Eternal Blue

Adventure seekers will love this challenging game.
scores: 8 7 8 8

Make Your Own Video: C&C

Now you can control who is in your video.
scores: 3 5 5 6

Mansion of Hidden Souls

Are you lucky enough to make it through the game?
scores: 9 8 6 7

Mickey Mania

Help Mickey put an end to Pete's wickedness.
scores: 9 8 7 8

Microcosm

Go inside some big-wig's brain in search of a droid.
scores: 6 5 6 5

MM Power Rangers

Now you can morph out just like the Power Rangers.
scores: 4 4 4 4

Mortal Kombat

Join the tournament for either good or evil.
scores: 7 6 7 5

Night Trap

Use hidden traps to catch the evil "augers."
scores: 5 8 6 5

Ninja Warriors

Use all of your ninja abilities to defeat your foes.
scores: 5 8 4 6

Panic

People with an odd sense of humor will love it.
scores: 7 6 6 5

Popful Mail

Play an elf who wants to be a bounty hunter.
scores: 8 8 7 8

Power Monger

Students of armed combat should pick it up.
scores: 7 7 6 7

Prize Fighter

Throw out over 3,000 different punches.
scores: 7 6 6 5

Racing Aces

Make your opponent eat asphalt. Yeah!
scores: 5 4 5 5

Radical Rex

Rex is a skateboarding dino dude.
scores: 5 5 5 6

Rebel Assault

Star Wars fans won't want to miss this sim.
scores: 7 6 5 5

Revenge of the Ninja

It challenges your memorization skills.
scores: 8 7 5 6

Revenagers of Vengeance

It mixes a role-playing game with fighting elements.
scores: 5 4 3 3

Rise of the Dragon

The game captures our gritty future.
scores: 8 8 7 8

Robo Aleste

Utilize all weapons against the other army.
scores: 7 8 7 7

Road Avenger

Wipe out the scum on the highways.
scores: 8 8 6 7

Samurai Shodown

It's an excellent home version of the arcade game.
scores: 8 7.5 6.5 7

Sewer Shark

Deliver life-supporting supplies to distant outposts.
scores: 7 9 6 6

Stellar Fire

Command a Stellar Force 7 to stop "Borg" like aliens.
scores: 6 7 4 4

Surgical Strike

It's like an action film that never lets up.
scores: 7.5 7.5 4.5 4.5

Third World War

Try to figure your way out of complex puzzles.
scores: 6 7 5 5

Time Gal

Battle large mechs to stop a mean dictator.
scores: 8 8 6 8

Tomcat Alley

Take to the skies on a top-secret mission.
scores: 7 6 6 5

Vay

Aliens with a hunger for conquest are heading for Earth.
scores: 6 4 5 5

Wild Woody

As a pencil, you can always "rub out" your enemies.
scores: 6 6 6.5 4



Sega 32X

Brutal: Unleashed

The animals are out and are they brutal!
scores: 6.5 6.5 6.5 6

Corpse Killer

If you love crappy, B-rated movies, this is for you.
scores: 6 5 5 5

Cosmic Carnage

Perform extremely gory fatalities.
scores: 5 6 4 4

Knuckles: Chaotix

It's one of the first good action titles for the system.
scores: 7.5 7 7.5 7.5

Kolibri

Power up your hummingbird by drinking pollen.
scores: 7.5 6.5 - 7

Metal Head

Hunt down other renegade mechs to survive.
scores: 5.5 5 4.5 4

Pitfall

Harry's back and he's got lots of secrets this time.
scores: 5.5 7 7 7

Shadow Squadron

Fly wherever your little heart desires in this game.
scores: 5.5 5 5 5

Star Trek: Starfleet Academy

Can you make it through the grueling courses?
scores: 7.5 5.5 6.5 7

Star Wars Arcade

Help destroy the dark side of the Force.
scores: 7 6 6 6

Supreme Warrior

The setting is like being in a kung fu flick. Hi-ya!
scores: 5.5 5 5 6

T-Mek

Enter a tournament to the death against different opponents.
scores: 7 5 6 6.5

Virtua Fighter

Virtua Fighter fans will be pleased with this version.
scores: 8 6.5 6.5 7.5

Zaxxon Motherbase 2000

The update adds new ideas to the mix.
scores: 5.5 5.5 5 5.5

Worth A Second Look



Rebel Assault



Pitfall



Kolibri



Virtua Fighter

Game Gear

Adv. of Batman and Robin

Our dynamic duo must end the bad guys' treachery.
scores: **7.5 7 6 5**

Aerial Assault

Command the strongest fighter in the fleet.
scores: **4 5 5 5**

Aladdin

Stop Jafar from taking over the kingdom.
scores: **9 7 7 7**

Alien 3

Destroy the aliens or become a nest for one.
scores: **7 7 8 7**

Arch Rivals

This takes basketball brawls to the extreme.
scores: **6 6 5 7**

Asterix Gaul

Rescue the Obelix from the Romans. What a job!
scores: **6 5 4 5**

Ax Battler

Locate and return the Golden Axe.
scores: **7 7 5 6**

Batman Forever

The Caped Crusader must stop the trouble in Gotham.
scores: **6 6.5 - 6**

Bubble Bobble

Those cute dragons are on a portable gear.
scores: **8 7 6 6**

Captain America

Help the Captain put an end to Red Skull's crimes.
scores: **7 6 6 6**

C.C. Speedy Gonzales

Guide Speedy through many enemy-filled levels.
scores: **6.5 5.5 4.5 5.5**

Choplifter III

Blow the heck outta your enemies or they'll get you.
scores: **7 7 6 7**

Chuck Rock

Rescue Chuck's wife from another caveman.
scores: **7 6 6 7**

Chuck Rock II

Chuck's family needs your help again.
scores: **8 7 7 6**

C.J. Elephant

Play as an elephant who squirts water from his trunk.
scores: **5 6 5 5**

Deep Duck Trouble

Donald must rescue his uncle in this romp.
scores: **8 8 7 7**

Dynamite Headdy

Don't lose your head over this game.
scores: **9 7 6 8**

Earthworm Jim

Launch a cow for your favorite superhero.
scores: **7 7 6 6**

Ecco 2: Tides of Time

Master your dolphin abilities in this game.
scores: **6 7 6 7**

F-1 Grand Prix

Now you can put the pedal to the metal legally.
scores: **7 6 6 5**

G-Loc

Swoop down on your prey and let 'em have it.
scores: **5 5 5 7**

Land of Illusion

Traverse through an enchanted world with Mickey.
scores: **8 9 8 7**

Lemmings

Guide these creatures through 30 levels.
scores: **5 7 6 8**

Lion King

The hyenas won't be laughing for very long.
scores: **9 8 6 7**

Major Pro BB

Make some awesome plays in this baseball title.
scores: **7 7 6 7**

Mickey Mouse Col

Help Mickey and the gang out in this colorful game.
scores: **7 8 8 8**

Micro Machines

This is a fast-paced racer with lots of levels.
scores: **8 7 6 6**

Mortal Kombat

It's the first portable Kombat and it rocks!
scores: **8 8 8 8**

Mortal Kombat II

The kombat returns bloodier than ever.
scores: **7 7 6 7**

NBA Jam

This is on-the-go basketball action.
scores: **8 7 6 6**

Ninja Gaiden

Take your sword and rid the land of evil ninjas.
scores: **6 7 7 7**

Outrun Europa

Drive multiple cars in a European race.
scores: **5 7 7 7**

Prince of Persia

Stop Jaffar and rescue your love. How sweet it is!
scores: **8 8 7 5**

Ristar

Help out a tiny gold star who's in trouble.
scores: **8 7 7 8**

Shining Force

Help the struggle for peace once and for all.
scores: **7 7 6 7**

Sonic Chaos

The action is typical Sonic—fast and furious.
scores: **9 8 8 8**

Sonic the Hedgehog

Race Sonic through colorful levels. What fun!
scores: **8 9 9 9**

Sonic Spinball

Sonic's new occupation is to be a pinball.
scores: **4 5 4 4**

Sonic Triple Trouble

Dr. Robotnik's at it again... help Sonic and friends out.
scores: **7 7 6 7**

Spider-Man

Find five keys to disarm a bomb or else...
scores: **6 7 6 7**

Stargate

Put an end to a mad deity's dream.
scores: **4.5 4 3.5 6.5**

Streets of Rage

Axel and Blaze take on the evil forces.
scores: **8 8 8 8**

Super Off-Road

Go muddin' while still remaining clean.
scores: **5 6 4 5**

Surf Ninjas

It's like playing with a mini-movie.
scores: **8 7 7 6**

The Incredible Hulk

Smash a lot of stuff, including the baddies' bones.
scores: **7 6 6 7**

The Jungle Book

Race through the jungle while eluding a tiger.
scores: **6 6 6 6**

Zoop

This puzzle game will boggle your brain.
scores: **4.5 6 5 7**



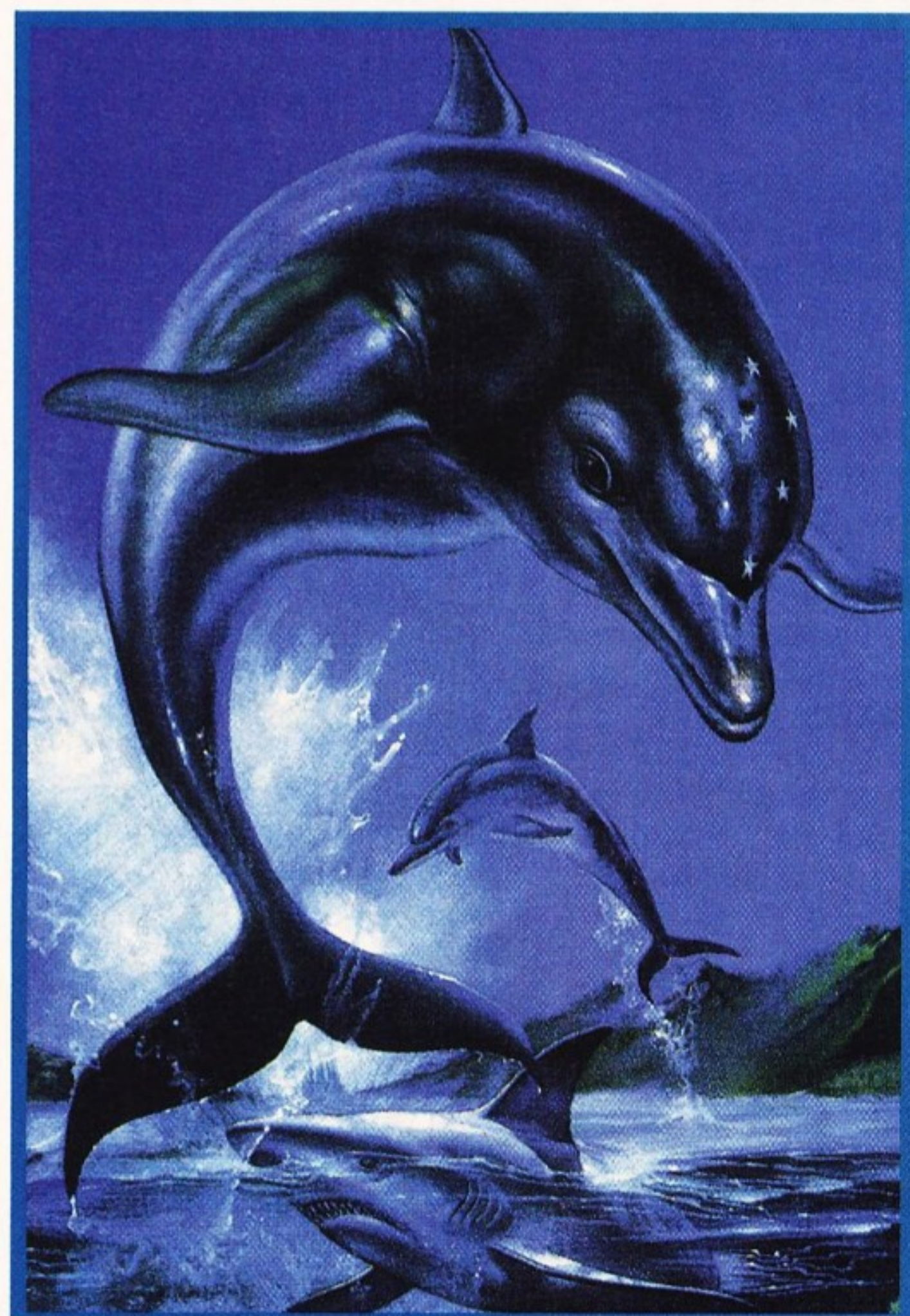
Mickey Mouse



Sonic the Hedgehog



G-LOC



The "Ecco" series was a good first step for people-dolphin relations. Before the games were released many people saw these cute little flippers as a nuisance to tuna fishermen, or as water world circus sideshow freaks. It was rumored Ecco was offered a cameo in the movie, *Free Willy*, but had to turn it down as he was still under contract with Sega.

Worth A Second Look



Bubble Bobble



Mortal Kombat



Sonic Chaos



Streets of Rage

AD&D Slayer

It's an engrossing RPG that fans will instantly take to.
scores: **9 7 6 6**

Alone in the Dark

This strategy-oriented game has excellent graphics.
scores: **7 8 7 8**

Battle Chess

This is a chess game set on a 3-D board.
scores: **8 7 4 5**

Braindead 13

A hilarious game from the makers of Dragon's Lair.
scores: **9 7.5 7 7**

Burning Soldier

A shooter with fantastic video quality.
scores: **7 6 7 6**

Cannon Fodder

A cartoony war/strategy game with a sense of humor.
scores: **8 8 8 7.5**

Captain Quazar

Become a goofy space hero in this isometric shooter.
scores: **9 7 8.5 8**

Casper

In this adventure, you are the friendliest ghost.
scores: **7 7 6 7**

Dragon's Lair

Battle a ferocious dragon to rescue your princess.
scores: **7 7 7 7**

Fatty Bear's Birthday

It's a cutesy game that makes learning fun.
scores: **8 7 6 7**

Flying Nightmare

Fly your jet through many dangerous missions.
scores: **6 5 5 8.5**

Gex

A cute adventure game that stars a gecko.
scores: **9 8.5 8 9**

Gridders

It's a really intense 3-D puzzle game.
scores: **8 7 7 8**

Guardian War

It's a strange RPG/action title with above-average graphics.
scores: **9 8 7 7**

Hell: A Cyberpunk Adv.

Its story and graphics will draw you in.
scores: **8.5 7.5 6 6.5**

Ice Breaker

Blast pyramids in this shooter/puzzle.
scores: **4.5 4 4 4**

Incredible Machine

This game offers an endless array of puzzles.
scores: **8 7 7 7**

Iron Angel of the Apocalypse

This sim is heavy on full-motion video.
scores: **4.5 4.5 4 4**

John Madden Football

Grab some pigskin in one of the best f-ball games!
scores: **9 7 6 6**

Jurassic Park

Human vs. dino: Which side are you on?
scores: **8 8 7 8**

Microcosm

It's a shooter with neat computer-rendered animation.
scores: **4 4 4 4**

Monster Manor

There's plenty of scary action in this game.
scores: **7 8 6 6**

Myst

Lost on a strange world, solve the puzzles to get home.
scores: **6.5 7 4.5 5**

Need for Speed

Select from exotic cars and race them on different tracks.
scores: **9.5 9 6.5 7**

Novastorm

Using FMV, it plunges you right into the action.
scores: **6 5 4 5**

Paatank

This sim is sort of like a weird pinball game.
scores: **8 5 5 6**

Panzer General

Blow away your foe in this strategy war-sim.
scores: **7 6.5 7.5 6.5**

Pebble Beach Golf

A golf game where you don't have to be quiet to enjoy it.
scores: **7 7 7 7**

Putt-Putt Joins the Parade

Young players can drive a cute car around.
scores: **7 7 7 8**

Quarantine

Drive passengers to their destinations without getting blown up.
scores: **7 6 4.5 5.5**

Return Fire

Capture the enemy's flag and destroy his base.
scores: **9 9 7 7**

Rise of the Robots

Take down a series of robots that have gone bonkers.
scores: **3.5 3.5 3 4**

Seal of the Pharaoh

Delve deep into catacombs to end an evil's rule.
scores: **4 5 5 5**

Shockwave

This movie-like sim/shooter has a dramatic feel.
scores: **9 8 7 7**

Space Hulk

Command a platoon of marines into a ship's hull.
scores: **7 5.5 7.5 6.5**

Star Control II

With great graphics and sounds, it surpasses the PC version.
scores: **9 9 7 8**

Stellar 7

Use your RAVEN tank to stop Gir Draxon.
scores: **8 8 7 6**

Strahl

This FMV action game is like a Japanimation Dragon's Lair.
scores: **7 6 6 5.5**

Super Street Fighter II Turbo

Who will beat M. Bison in the SF tournament?
scores: **8 8 8 8**

Super Wing Commander

It's a space war game of the flight sim variety.
scores: **8 8 7 8**

Supreme Warrior

Beat opponents up kung fu style.
scores: **5 5 5 6**

The Horde

Save your cows from becoming someone's meal.
scores: **8 8 7 7**

Total Eclipse

This shooter has a space-like setting.
scores: **7 6 7 6**

Twisted

This is a funny game show with goofy contestants and categories.
scores: **9 9 7 8**

Virtuoso

In this adventure game, explore alien places.
scores: **5 4 3 4**

VR Stalker

This flight sim has plenty of planes to choose from.
scores: **7 7 5 5**

Way of the Warrior

This fighter has digitized graphics and fatalities.
scores: **5 4 3 3**

Wing Commander III

Help "Luke" out in this battle sim.
scores: **6.5 8 7 8.5**



Alien vs. Predator

Jaguar

Air Cars

A flight sim with the ability to play with up to four gamers.
scores: **4 4 3 3**

Atari Karts

Race around in tiny, fast go-carts.
scores: **5.5 5**

Alien vs. Predator

Can you escape as an Alien, Predator or Marine?
scores: **6 7 5 5**

Baldies

The puzzle game with fat, little bald guys running about.
scores: **9 8 8.5 8.5**

Blue Lightning

Based on the flight game for the handheld Lynx.
scores: **2 2 2.5 2.5**

Cannon Fodder

It's like Lemmings but with guns. Oh boy!
scores: **8 8 7 8**

Cybermorph

An awesome 3-D shooter with polygonal graphics.
scores: **6 5 4 5**

Dino Dudes

It's a puzzler that's reminiscent of Lemmings.
scores: **7 7 6 6**

Doom

Kill everything in sight... what a concept!
scores: **6 7 7 7**

Double Dragon V

This is the best fighter for the system.
scores: **8 6 4.5 5**

Flip Out

Grid-based puzzle game with a cartoony style.
scores: **6.5 3.5 6 4.5**

I-War

An action title that has a mech and Cyber Sled feel.
scores: **5.5 2.5 3.5 4**

NBA JAM: TE

One of the least-realistic basketball games around.
scores: **6 6.5**

Rayman

This is a side-scrolling adventure with a lot of action.
scores: **8.5 7.5 8 8**

Raiden

This space shooter ported over well from the arcades.
scores: **8 7 4 5**

Super Burnout

Atari's 64-Bit motorcycle racing game.
scores: **5 4.5**

Syndicate

This game rivals the PC and Mac versions.
scores: **8 7 6 6**

Theme Park

Build the best theme park ever for your friends.
scores: **7.5 6.5 5.5 6.5**

Trevor McFur

This space side-scroller shooter is something!
scores: **5 4 4 4**

White Men Can't Jump

A hoops game based on the movie.
scores: **5.5 4.5**

Wolfenstein 3D

One of the best first-person shooters around.
scores: **7 7 7 8**

Worth A Second Look



Gex



Star Control 2



Cannon Fodder

Publisher/Developer Players/Genre Release

Nintendo of America 1 to 4 December
Hudson Soft Action 1997

Web Address: www.nintendo.com

Bomberman 64

Can
Bomberman
Fare Well in
3-D?

In this age of advanced technology, it's inevitable that all classic games get a 3-D treatment for their sequels and updates. Bomberman is no exception.

Bomberman 64 takes bold steps in new directions. First off, the entire game is done in full 3-D with complete freedom of movement. You view everything from an overhead, three-fourths perspective. The one-player game takes advantage of this new, open feel by creating a big adventure game out of it. The worlds aren't huge, but you'll get to explore several landscapes as you progress toward the formidable Bosses. Along the way, you'll learn all the new moves available to a Bomberman in a new and strange 3-D world.

Anyone can tell you, the Bomberman games aren't famous for their one-player games. It's the Multiplayer Mode that puts every version of Bomberman (from the 8-Bit Nintendo Entertainment System to the 32-Bit Sega Saturn) on the map of success. The gameplay of B64, however, deviates from the past 2-D Bombermans. Battles take place in more open arenas. You won't find any rigid stages laid out in a 90 degree grid pattern any more. Since everything isn't 2-D and in squares, the explosions are now round (instead of the standard plus-sign shaped).

If that weren't enough, Hudson Soft has introduced a few new, never-before-seen moves that add a new level of strategy to the series. For example, you can pick up dizzy enemies and toss them into precarious situations (if you've ever played Konami's Poy Poy for the PlayStation, you'd have a good idea how Bomberman 64 plays). When you die in a multiplayer game, B64 resurrects you as a ghost, to annoy and

retaliate your living comrades. Ghosts can knock bombs around the stages and jump on other living players, messing up their controls and movement for a



Bomberman 64 has a strange feel to it since you can now walk around anywhere.



The One-player Adventure Mode looks more Super Mario 64 than a traditional Bomberman game.

short period of time.

From early looks, it looks like Bomberman 64 could be a blast. The only foreseeable drawback is that there is only six battle stages. It looks like the developers spent a lot of time improving the one player game, at the expense of more levels for the multiplayer game. This is an iffy move, considering most people play Bomberman games for the multiplayer mayhem.

Perhaps it's long overdue that Hudson changed the look and gameplay of a series that has basically stayed the same for years. But as the saying goes, "If it ain't broke, don't fix it." Was it wise for Hudson to change such a traditional and successful formula? Watch for the full review in an upcoming issue of EGM.



You are going to need plenty of skill to beat the large, tough and intimidating Bomberman 64 Bosses. Each one takes a certain strategy to defeat.



The multiplayer battlefields are now multitiered and in 3-D.

Publisher/Developer	Players/Genre	Release
GT Interactive Eurocom	1-4 First-person Shooter	December 1997

Web Address: www.gtgames.com

Duke Nukem 64

The Doom Clone With An Attitude

One of the most popular first-person shooters for the PC is slowly making its way to the home systems. The latest version, for the N64, is perhaps the best so far. Duke Nukem 64 goes beyond a simple straight-to-console port. The designers are adding enough new features and changing enough old ones to make gamers want to take a closer look.

For those of you who are not familiar with the Duke, here's an abbreviated history: Aliens invade Earth, Duke kills aliens. OK, no big deal there, but Duke's winning formula on the PC wasn't a result of the story line. Duke Nukem 3D became a big hit because of the wonderfully designed stages, unique weaponry and killer personality.

Duke Nukem is the first major first-person shooter to take place in present day and futuristic environments. You must explore many earthly locales like movie theaters, book stores, hotels, subway stations, office buildings, pool halls and much more. In the second episode, Duke visits space stations, alien bases and other sci-fi levels. Each level is crafted with special attention paid to every detail, from the graffiti on the walls to the pay phones in the night clubs.

The weapons also make for an interesting game playing experience. In the Nintendo 64 version, you can wield shotguns with high-explosive rounds, twin submachine guns, grenade launchers, heat-seeking missiles, shrink rays, plasma cannons, laser trip mines and pipe bombs (unfortunately, the freeze ray from the original game has been taken out). So not only can you blast an enemy apart, you can set traps and shrink them (then squish 'em).

Duke 64 will support two- to four-player action. What if you don't have three other friends to play Duke with? Well don't fret, because Duke 64 has a new feature called the AI Bot, ported from Duke Nukem: Atomic Edition on the PC. You can simulate multiplayer DukeMatches with computer-controlled opponents.

Duke 64 also has 32 large levels that will feed any Duke fan's appetite for destruction. Three of these are N64 exclusive Duke-Match levels, and the other 29 are modified levels taken from the PC's Duke Nukem: Atomic Edition. Each of these has been redesigned

You can DukeMatch with up to three human- or CPU-controlled opponents (AI Bots).



Duke 64 takes full advantage of the N64's ability to make awesome-looking explosions!



After killing these aliens in the pool hall, try shooting a few of the balls around with your Uzi.



You can use security cameras to scope out later areas of the current stage.



One thing's for certain, Duke Nukem 64 is not shy with the gore and blood.



Duke Nukem's Stadium Boss goes polygonal for the N64 version.



from the ground up. The secrets have been moved around, and the level layouts have been changed. Upon first playing Duke 64, you may see much resemblance to the previous versions, but you'll realize that things have been changed significantly.

GT Interactive is certainly making an effort to make this Duke stand out over the others. The changes may give this version just what it needs to beat out the multitude of other "Doom clones" on the market. Besides, how many other console version is going to let you play a four-player match of one of the best first-person shooters around? 🎮

Publisher/Developer	Players/Genre	Release
Nintendo Rare	1-4 First-person Shooter	Now
Web Address: www.nintendo.com		

GoldenEye 007

**N64
Owners Get
A License
To Kill**

Everybody's favorite secret agent has finally made his long-overdue appearance on the Nintendo 64, courtesy of Nintendo and Rare. After almost two years of development, GoldenEye 007 has turned out to be everything it was cracked up to be and more.

GoldenEye 007 is a first-person shooting game (similar to Turok or Doom) that follows the movie of the same name's basic plot and takes place in similar locations throughout the world. Each of the game's 18 stages begins with a detailed mission briefing that

includes a list of objectives that must be carried out in order to complete the stage. The amount of objectives per stage will depend on which of the three difficulty levels you choose before play (obviously, the harder the difficulty, the more objectives). The cool thing about GoldenEye though, is that even if you choose an easier level and only have to do say, one or two things on a particular stage, you

can still complete the other, more difficult tasks if you wish—a welcome feature indeed.

And just like any super agent, Bond is armed to the teeth. Not only does he have the usual assortment of nifty gadgets from Q (pressing Start will pull up Bond's wristwatch, complete with a subscreen full of interesting

items that can be used on the various stages), he can collect from over 15 different weapons including Sniper Rifles, Machine Guns, Throwing Knives, Hand Grenades and more. And since the game works with the Rumble Pak, you'll feel every shot and explosion in the game as if you were right there in the middle of the action (sorry if that sounds like a press release, but it's true).



Ouch, if he pulls that trigger, there's gonna be one serious mess to clean up around here!

Graphically, GoldenEye looks great, with the best use of textures yet on the N64, and a seemingly infinite horizon that you can look into (with hardly any fog, yea!). The music isn't too shabby either, with various remixes of the traditional Bond theme and music taken straight from the movie.

Also worth mentioning is the fantastic Four-player Mode, which came as a complete surprise—it's one of the best Four-player Modes (if not the best) on the N64 yet. During our free time (there ain't much of it, admittedly), we've logged more time on Goldeneye 007 than we have on any other game in the last few months. 🎮



Goldeneye 007's graphics are some of the nicest yet seen on the Nintendo 64.



Certain weapons can be picked up twice for some John Woo-style firing action.



If you search around in the Runway stage, you'll find a loaded tank!

Publisher/Developer	Players/Genre	Release
Konami Konami	1-4 Sports	Now

Web Address: www.konami.com

International SuperStar Soccer 64

Konami's
64-Bit Soccer
Game
Represents
The Pinnacle
Of Sports
Gaming

Konami has long been known for great soccer games, especially overseas. Perfect Striker debuted in Japan for the Nintendo 64 shortly before Christmas, and it has earned critical acclaim ever since. Finally, under its American title of International SuperStar Soccer, U.S. gamers have the chance to try what many are calling the best soccer game ever.

The most immediately noticeable thing about SuperStar soccer is its silky-smooth, highly detailed 3-D graphics. The player animation is absolutely incredible. Not only does it look good, but it's also very realistic. For example, players look around for the ball, and when they have it, they turn their heads, scanning the field for teammates to pass to. The analog control allows you to move the players at varying amounts of speed. As the analog stick is pressed farther in a direction, the player goes from trotting at a leisurely pace to progressing into a full-out run. Additionally, there is a variety of tackling, injury and diving goalie animations in the game, and some of the goal scoring celebrations are incredibly funny.

Although this title is fiendishly fun as an action game (especially with four players at once), hard-core soccer fans will undoubtedly be satisfied. There are plenty of coaching options that give the game considerable depth. The ability to choose several different strategies such as "offsides trap" and "counter attack" on the fly is welcome, and if you pause the action, you can individually pick which zone of the field you want to place each player in. Players also have stamina and attitude meters. For instance, when a certain person is on the receiving end

of hard fouls too often, they get mad, and it can dramatically affect their performance.

Unlike many sports games, the artificial intelligence



Elaborate celebrations take place after each goal (top). The goalie is extremely fun to watch with the amount of dives and tackles in his repertoire. With the goalie AI set at its highest rating, he's almost like a brick wall.

is excellent and can be changed to provide several levels of challenge. The AI levels are split between the team and goalie, allowing you to change each one independently.

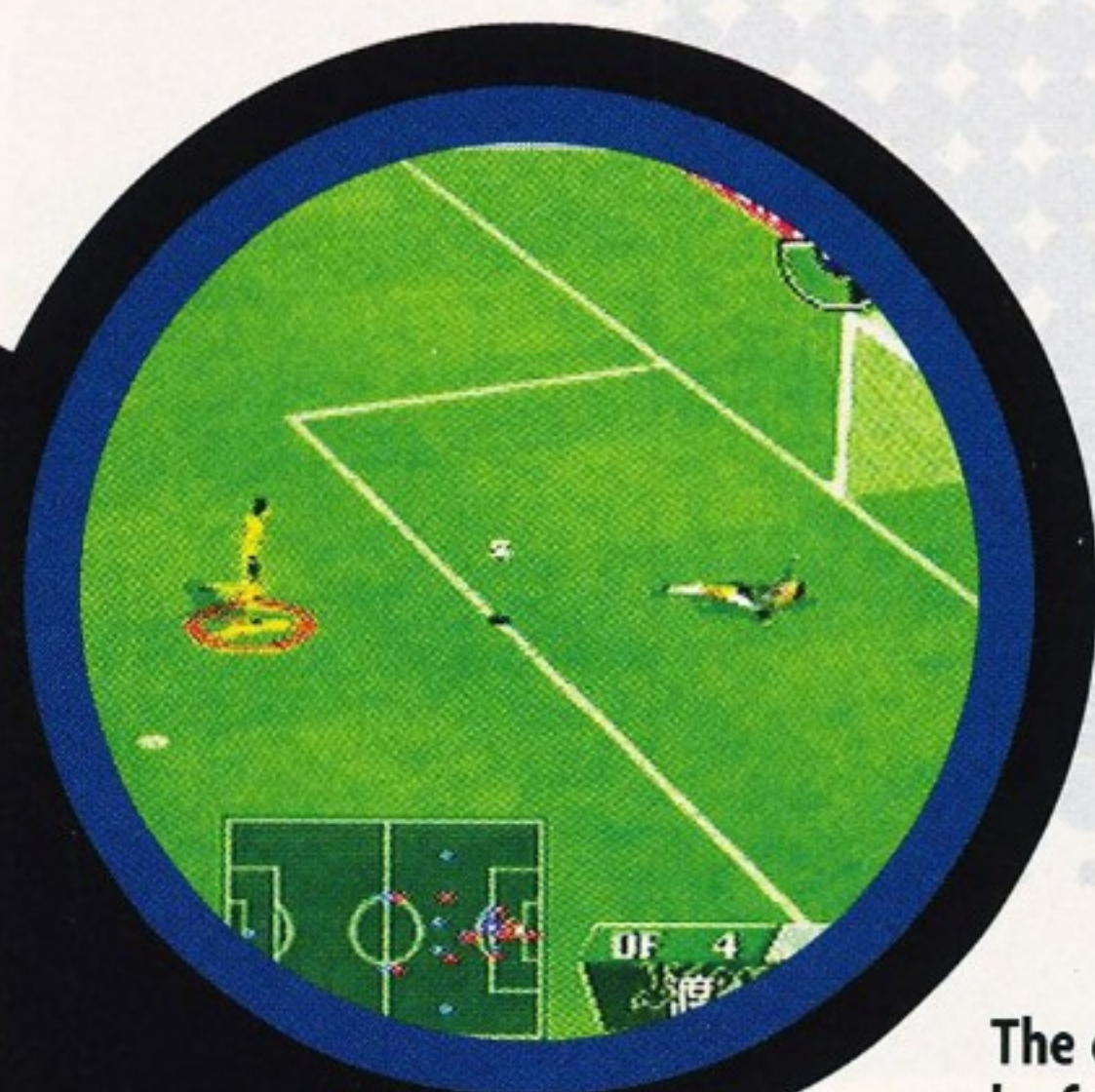
If it's any indication of how good the game is, look no further than the top 100 games list in issue 100 of EGM. International SuperStar Soccer 64 was the highest rated sport on the list, which speaks volumes about the quality of this title. 🎮



As evidenced by this picture, Soccer is by all means a "contact sport."



Instant replays are made entertaining by the fast-paced action on the field and the attention to detail in the awesome player animations.



The diving goalies make for some spectacular stops.

Publisher/Developer	Players/Genre	Release
EA Tiburon	1-4 Sports	Now
Web Address: www.easports.com		

Madden 64

Boom! The Madden Bus Makes A Surprise Stop At Nintendo

When EA signed a sweetheart deal to bring out a line of Nintendo 64 sports games months ago, they weren't messing around. Although Madden 64 was expected to arrive on the Nintendo 64 in the future, very few fathomed that it would hit shelves as soon as November. As the saying goes: The future is now.

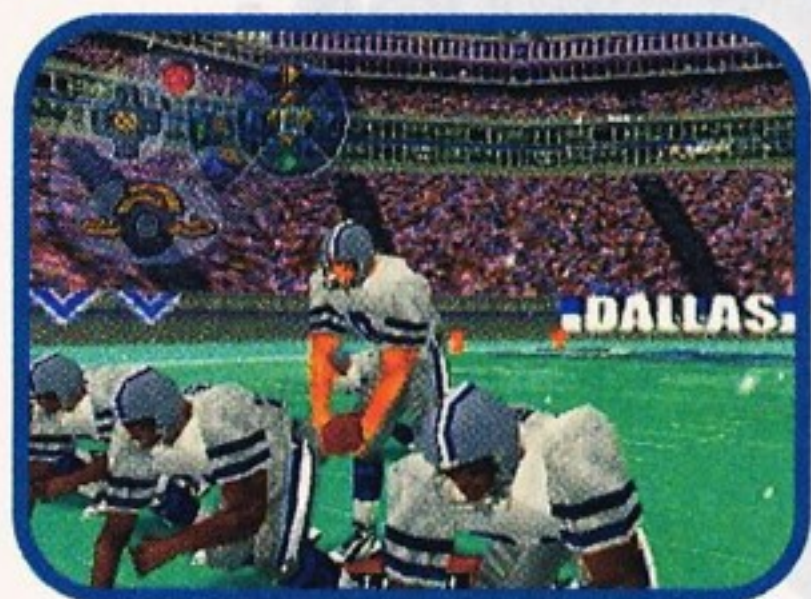
As you might expect, Madden 64 is a completely 3-D game (unlike its 32-Bit counterparts). What you might not expect is that it doesn't come equipped with the NFL license that has become a mainstay of video football games (not to mention Madden games). The reason for this is that Acclaim secured exclusive rights to the NFL license for N64 football games for the remainder of the football season. The impact upon Madden 64 is not too harsh. All of the real players, stadiums and team colors will be correct, although team

smartest AI found in a console football game. This is presumably how the game was created so quickly. The N64 cartridge format seems to be non-limiting, as Madden 64 contains all of the same in-depth features such as the creating, signing and trading of players in addition to fantasy drafts and custom season options.

With the surprise announcement of Madden 64, one can only wonder what else EA might have up their sleeve for Nintendo owners.

Madden 64 Fact:

Madden 64 had trouble getting approved by Nintendo because the colors were too close to the NFL's.



The complex, polygonal player models allow for highly detailed instant replays. Notice how the camera can be tilted.



Madden 64 looks very impressive as EA Sports' first attempt at a football game for the Nintendo 64.

logos and their names will be left out. The Green Bay Packers, for instance, are listed as Green Bay—comprised of Favre and associates—and will still play in picturesque Lambeau Field. But enough about these licensing technicalities.

Madden 64 is essentially the same as the PlayStation version, aside from its polygonal graphics.

These 3-D graphics certainly add an element of graphical pizzazz that has been absent from previous Madden offerings. At this point, the player animations are very fluid and run at a brisk frame rate. The attention to detail on the players is enormous. If you zoom up close to the players, their names can be seen on the backs of their jerseys, and facial features are visible behind their helmets.

Being built around the brains of the PlayStation's Madden 98 is a good thing, as it possesses the

By going to a 3-D engine, breathtaking views such as this happen with regularity.



An elaborate end zone celebration follows each touchdown.



Publisher/Developer	Players/Genre	Release
Nintendo Nintendo	1-4 Shooter	Now

Web Address: www.nintendo.com

Star Fox 64

A 25th
Century Fox
Flies Again

Call it a case of better late than never. More than two years after Super NES owners were supposed to get a sequel to Star Fox, Nintendo finally delivered. But is this 64-Bit update to the classic 3-D shooter worth the wait?

Well, fans of the original need not fear (and critics need not apply). Star Fox 64, like the N64 version of Mario Kart, stays true to the first game, except—to use an apt industry cliché—with more of everything. The game throws more enemies at you than just about any other shooter. And when you're not dodging enemy fire, you're zigging and zagging through caves, around asteroids and beneath crumbling buildings. The Bosses are as huge and outrageous as before (not the least of which is the giant head of Andross you face at game's end).

Star Fox 64 packs 15 levels in all, and most have your Arwing battling along a predetermined path (although

across a wave of enemies, you can lock onto them and unleash ultra-powerful guided laser blasts.

Story-wise, Star Fox 64 isn't so much a direct sequel as it is a variation of the original game's theme. As before, the evil scientist Andross is besieging planet Corneria—home to millions of talking animals with weird metal feet. General Pepper, Corneria's canine head honcho, once again sends the Star Fox team out to battle Andross' minions. All the first game's familiar furry faces are along for the ride, including wingleader Fox McCloud (whom you control), Slippy Toad, Falco Lombardi and Peppy Hare.

The McCloud crew is much chattier than they were in the first game. According to Nintendo, a third of the cartridge's memory is used to store digitized voice. So you can expect to hear your wingmen shoot their mouths off throughout the game. They'll call for help when under attack, for instance, or give advice when the heat gets extra thick.

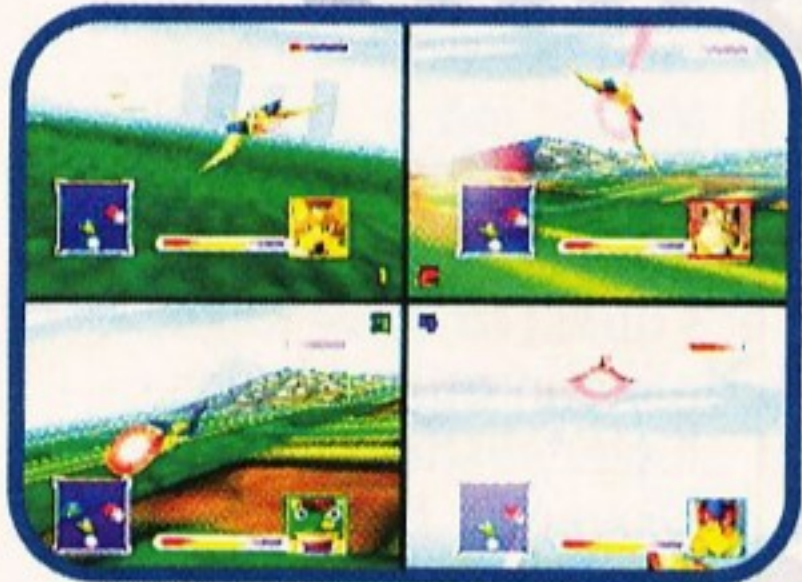
You'd better keep a close eye on your wingmen, too. Each one brings a certain ability to the battle—an ability that's lost if he should be shot down. Slippy, for example, will analyze the Bosses and display their health meter when you engage them in combat. Peppy gives you advice during normal combat, telling you when to barrel roll or fly a loop. And Falco will lead you to the secret areas.

Each level has one of these hidden areas, which open when you complete certain objectives (and when Falco leads you to the area's entrance). For instance,



reach level one's hidden area—where you'll battle the Boss from the Super NES game's first level—you have to fly under several archways, then protect Falco from an enemy squadron. In addition to these secret missions, you can also earn access to an ultra-tough Expert Mode, if you destroy enough enemies in each level.

Whatever secret missions you accomplish determine your path through Star Fox 64. Discover no secrets and you'll take the easiest, most direct route through the Lyat System. But once you complete a hidden mission, other, more difficult levels become available. So you can make the game as short and as easy as you want, but—trust us—it'll take you a while to master the game's most difficult course. The extra challenge ensures you'll be playing this sucker for a while.



Multiplayer Mode's a nice addition—even if the tiny screens are hard on the eyes.



You'll must blast every searchlight to gain access the harder levels.

it was previously believed that your ship could turn around and fly back to the beginning of each level, this is not the case). Yet a few stages—the Boss levels especially—let you cruise around in 3-D freedom, sort of like the snowspeeder level from Shadows of the Empire.

As in the first game, you'll traverse the entire Lyat Star System, starting in Corneria's capital city, moving on to an asteroid belt, then battling on through a variety of other interplanetary locales. But you'll have more than the Arwing at your disposal. One level has you driving the Landmaster, a hefty, high-speed tank whose jumpjets can rocket you into the air for brief, chasm-crossing spurts. Another level sends you on a deep-sea search-and-destroy mission in a one-man (er...one-fox) attack sub.

All three vehicles share the same basic capabilities. Kick on turbo for a boost of speed or slam on the brakes to avoid collisions. As in the original, the Arwing can perform barrel rolls to dodge enemy fire, but now it can fly loops and U-turns, too. The Arwing's guns have also been supercharged. By holding down the Fire button and sweeping your crosshairs



Like in the original, you can turbo boost ahead or slow to a crawl.

Publisher/Developer	Players/Genre	Release
SCEA Square	1 or 2 Fighting	Now
Web Address: www.sony.com		

Bushido Blade

Slice, Dice
and Die
Really
Quick

Bushido Blade—the second fighter from Square—decapitates most of the time-worn conventions of the fighting-game genre. It does away with life gauges, time limits and 10-hit combos. It gives players the freedom to not only roam its sprawling arenas, but to interact with them, as well. And, most refreshing of all, it's the first fighting game in which combat can begin and end in two hits—you hitting your opponent and his mortally wounded body hitting the ground.

Realistic combat is what this weapons-based brawler is all about, thanks to Bushido's unique body-damage system. Damage is recorded on your fighter's arms and legs, torso and head, instead of on the traditional life meter. Slash an enemy's leg, for instance, and he'll crumble to his knees, unable to stand for the rest of the fight. Stab an arm and it'll hang limply to the opponent's side, degrading his performance big time.

And if your weapon should pierce a vital organ, such as the heart or brain, then your opponent tumbles lifelessly to the ground and it's game over, man. Fights can therefore end seconds after they begin. Not exactly *Soul Blade*, is it?

But Bushido Blade's innovations don't end at its damage system. Each arena is enormous, and by holding the L1 button and using the D-pad, players can run about in complete, 3-D freedom. (There's even an option to link two PlayStations so that players can pursue each other in a first-person perspective, sorta like a *Duke Nukem 3D* with

swords.) Each of the arenas, all set in and around a castle in feudal Japan, have multiple levels. They also have obstacles, such as trees and tombstones, that players can duck behind and use as impromptu shields from enemy attacks. (Keep in mind, though, that the thin bamboo trees won't shield you from an opponent's slashing charge. Can you say, "Timber!")

Bushido Blade gives players six fighters to choose from, all with the same basic moves. It's the game's selection of eight weapons that gives these warriors their more specialized attacks.

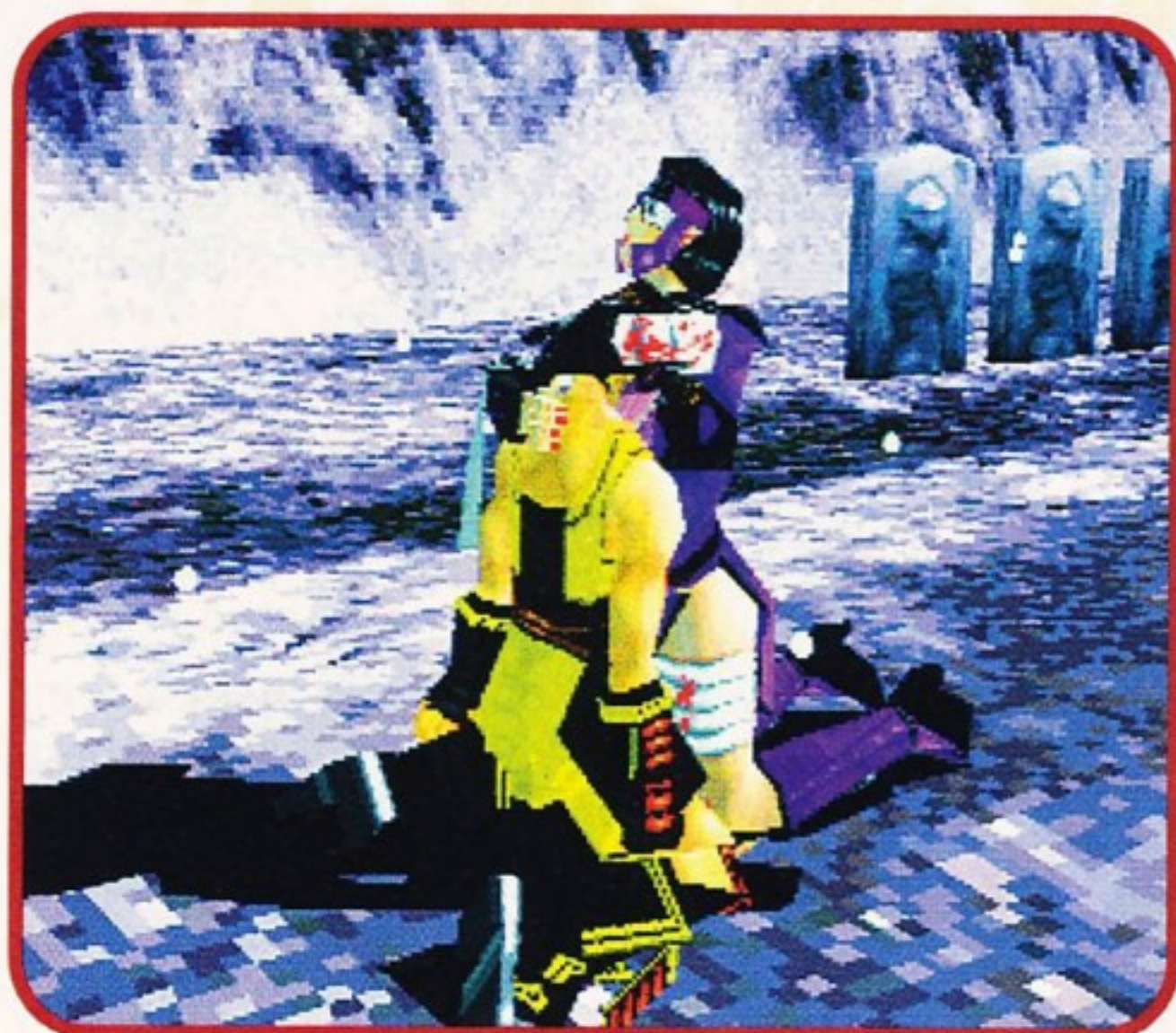


Fighting dirty may be fun, but cheaters get lame endings.

Each warrior has three offensive stances—high, medium and low—and each stance has its own attacks. These are usually of the press-a-direction-then-tap-a-button variety (although you have to muck about with the R buttons to jump or launch secondary weapons such as shurikens and daggers). The fighters do have combo attacks, but few do more than two or three hits.

Besides its Two-player Duel Mode and a survival game that pits you against 100 ninjas of increasing skill, Bushido offers a Story Mode, which uses in-game cinematics to tell of your character's quest to leave Kage, a mysterious assassins' guild. Unlike in other modes, your damage—in the form of slower responses and blood-soaked bandages—carries over to future battles during the story.

The bloody bandages are the only signs of carnage you'll find in Bushido Blade. You can run people through and hack limbs all day, but you'll never see drop one of the red stuff. But then, this game isn't about MK-style mayhem. It's about the subtleties of weapons combat, the dance of parry-thrust, parry-thrust. Of course, you don't need fatalities when one hit can be fatal. ☹

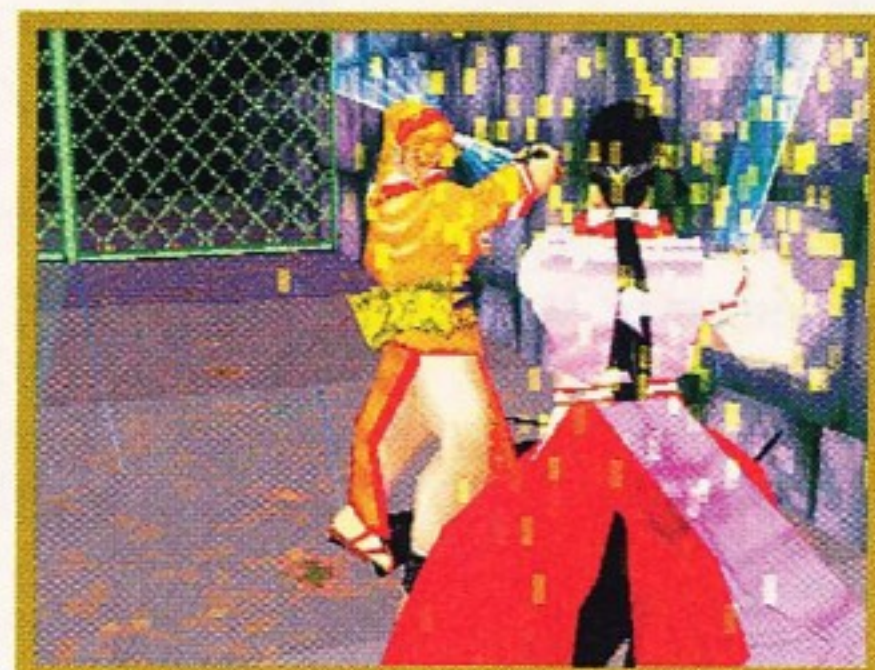


Injuries stay with you in Story Mode. Note the bloody bandages.

Tap the Select button to surrender when you can't stand any more.



Link two PlayStations for some first-person, deathmatch mayhem.



Timber! Wild slices in the bamboo jungle will turn trees into firewood.

Publisher/Developer	Players/Genre	Release
Konami Konami	1 Action	Now

Web Address: www.konami.com

Castlevania: SotN

A Moonlight Stroll with Alucard



Is that blood? Fortunately the U.S. SotN isn't censored at all.

It's been quite a while since we first previewed the Japanese version of Castlevania: Symphony of the Night (known as Dracula X: Nocturne in the Moonlight overseas), and yet still we keep coming back to it for more. The game is honestly that good.

Symphony of the Night is the sequel to a rare PC Engine game that was never released in the U.S. called Dracula X: The Rondo of Blood. It's hailed by many diehard gamers as one of the best side-scrolling action titles of all time, and easily the best Castlevania game of them all. A stripped-down, pale-by-comparison "port" was released for the Super NES in 1995, but it was a mere shadow of the game it was based on. Fortunately, the PlayStation sequel is as good as, if not better than, its predecessor.

Symphony of the Night takes place five years after the first Dracula X. The main character this time around is Alucard, Dracula's son and one of the main

accessed right away of course), rather than moving from set stage to set stage, allowing for a longer, more satisfying quest.

Now, onto the changes we've found since the Japanese version was released. First of all, Konami has tweaked the AI a bit to make the game more difficult (the Japanese version was a bit on the easy side). Next, they've added a Sound Test to the game (accessible at the shopkeeper's area in the Library) that allows you to listen to all of the game's great tunes. And finally, the fatal bug that was in the Japanese version was removed from the U.S. one. There are still five different endings you can obtain, and yes, if you're real good, you'll be able to play the game as some other characters beside Alucard.

Castlevania is one of the most influential video games in history, and this may very well be the best version yet (yes, even better than the amazing PC Engine version). A Saturn version is now in development in Japan, but don't count on ever seeing it here in the U.S. Too bad. ☹



Castlevania: SotN has some of the nicest 2-D graphics around. Really!

characters of Castlevania III: Dracula's Curse for the NES. While the gameplay is essentially classic Castlevania (thank God), a host of enhancements have been thrown in to really add to the overall play experience. First up is the ability to equip weapons and armor. Alucard can equip swords and shields, staves, two-handed weapons, projectile weapons, various rings and necklaces, and even a custom cape that allows you to change the colors of your mantle during play (and Joseph thought his technical or dreamcoat was cool...yeah right!). You can also gather an assortment of useful and interesting items throughout the game, and get help from any one of up to seven little helpers (including a bat, a demon, a sword and a faerie). Additionally, you will obtain items as you progress that let you change into one of three forms—wolf, bat or mist. Finally, the game as a whole plays more like Super Metroid than it does previous Castlevanias; that is, you can travel anywhere about the castle freely (more or less; some areas can't be



The game loads new levels via these small "CD access" halls. Talk about innovative!



Those pesky fishmen from past Castlevania games are back. Zap 'em with your lightning!

Alucard's quest takes him through the many areas of Dracula's home, Castlevania.



Colony Wars

A Space
Shooter
with Style

Psygnosis may be hyping G-Police as their key, take-no-prisoners Christmas title, but the jaw-dropping Colony Wars certainly won't hide in its shadow. This explosive space combat sim has turned plenty of heads around the office with its hi-res graphics and ultra-bright lighting effects. It's easily one of the year's best games.

Yes, Colony Wars is similar to the Wing Commander games, complete with several rendered cinemas narrated by a guy who must be the best James Earl Jones impersonator on the planet. But the game's visuals, designed by the same artists who worked on Krazy Ivan and WipeOut, are light-years ahead of what we've seen in the WC ports. Explosions and laser blasts are so vibrant they'll light your living room, while enemy ships look straight out of *Star Trek*.

The space environment itself looks especially convincing, with shimmering planets, moons, asteroids and suns. You'll battle through five solar systems over the course of the game, and each is realistically scaled; fly toward a distant planet long enough and you'll eventually crash into it (try that in Wing Commander IV!). And

you get all these visual perks in high-res, 30 frames per second.

Colony Wars' story, told through 25 prerendered cinemas, set several centuries hence when humanity has spread from Earth to innumerable, far-flung colony planets. Yet Earth's government still maintains a stranglehold on the galaxy, and the colonists are fed up with slaving away for the mother planet (it's that whole taxation-without-representation thing that got England in trouble about two centuries ago). So they form the League of Free Worlds and revolt, thus dropping you

Publisher/Developer	Players/Genre	Release
Psygnosis Psygnosis-LP	1 Space Combat	Now
Web Address: www.psygnosis.com		



The game's lighting effects are the most impressive yet on the PlayStation.



You get to pilot six different spacecraft, including heavy bombers for daring raids on giant capital ships.



As you'd expect from Psygnosis, the cinemas are stunning. But you don't get nearly as much FMV as in WCIV.



Watch that crossfire boys! CW's space is one enemy-crammed place.

Hmm. I saw that enemy ship in *Star Trek*, right? Or was it *Babylon 5*?



With its snazzy weapons, CW is like *WipeOut* meets *Wing Commander*.



into the pilot's seat of one of six different ships to take on Earth's armada. Ship types include standard and stealth fighters, nimble scouts, bombers and heavy assault gunboats, each with its own weapons and virtual cockpit (although out-of-cockpit views are available).

Colony Wars packs 70 missions, divided among 18 acts. These missions—which feature plenty of digitized radio chatter—follow a non-linear structure; your degree of success in one sortie will determine what happens in the next. Depending on which mission path you follow, you'll see one of six different endings. Six additional training missions teach the ins and outs of zero-g dogfighting, as well.

You'll need the practice, too, because spaceflight in Colony Wars is pretty darn realistic. Your ship obeys the laws of inertia, and will keep cruising in the same direction you last thrustured for a little while (a sweet tactic during strafing runs). No, you don't have to be a NASA shuttle jockey to play the game, but the true-to-physics flight is just another perk in this already highly polished package. ☹

Publisher/Developer	Players/Genre	Release
SCEA Naughty Dog/UIS	1 Action	Now

Web Address: www.sony.com

Crash Bandicoot 2

Crash into the Cortex Vortex

He has come all the way from Australia to stop Cortex for a second time, so you can count on him spicing things up a bit. Crash Bandicoot is back and has a load of new tricks up his...uh...fur in Crash 2 for the PlayStation.

The evil Dr. Cortex is back to give Crash hell, but that's not what it seems like at first. According to Cortex, he has no more friends left, so he needs to employ his enemies for their help. Sound fishy? It should, considering Cortex was the one who got a hold of Crash's girl in the first game and nearly botched things up in a big-time fashion. So Cortex tells Crash to collect these crystals scattered throughout the various levels, but doesn't really say why. Crash has no choice after he finds that Cortex has his sister.

Although it's a nice thought, it's obvious that Cortex hasn't changed, so what has? The game is still on a "track" of sorts in that the levels take place on long

whatever move he's doing. But it's not just the animation that does this for him or the other characters in the game.

The graphics look even better than before. Gone are the days of blocky characters thanks to the upgraded polygon count, and now the game has colored lightsourcing to make it look even better. Keep an eye out for awesome cutscenes done with the games graphics, rather than FMV—they're awesome.

Naughty Dog got funky with other little graphic effects that make a world of difference. For instance, in the Snow level Crash can skate around on ice. While he does, his reflection appears below him. Who said the PlayStation couldn't do reflection mapping?

Fans of the first Crash should be more than pleased with the sequel to the Bandicoot. 🌀



Look at that fancy reflection. It's just one of many cool effects.



Crash Bandicoot 2's bosses must be defeated in new, innovative ways.

corridors, but this time there is much more freedom of movement. Crash can jump up on different platforms and even fly in some cases.

On top of this, Crash can man a whole array of vehicles—and animals. Besides the rocket, Crash can jump on a Jet Ski with turbo power and skim around the water avoiding mines and whirlpools, among other watery enemies. Not only can Crash take a ride on a mechanized piece of machinery, but he can also jump on a polar bear's back and cruise. There are other interactive devices to take control of in the game as well.

Crash can also do all sorts of cool moves. Some include belly flops, slides, power jumps and even burrow under ground, among many others. Because of the 30 fps and his hilarious antics, Crash looks good



Maneuvering Crash in his new levels are a tad easier with the analog pad.



Is Crash inside of the Deathstar? Naw, he's just gettin' his jetpack.



Trapped between a log and...well, another log, step lightly.

Why is it that Crash wiggles his eyebrows before riding this bear?



Publisher/Developer	Players/Genre	Release
Bandai Bandai	1 or 2 Fighting	Now
Web Address: www.bandai.com		

Dragon Ball GT

Long
Overdue:
DB Comes
to the
PlayStation

You probably have heard of it, even though the games are all in Japanese. You probably have seen it; almost every month you can see examples of it in the Envelope Art section of *EGM*. What is it? Dragon Ball. This international phenomenon started off as a Japanese manga and has evolved into over 450 TV show episodes (across three series), countless Dragon Ball toys and action figures, and now, an 11th video game.

Despite their legendary cult-hit status, Dragon Ball video games have always eluded the American audience, until now. Dragon Ball GT, soon to be completed in Japan, is going to be the first-ever game of the series to be officially released in the U.S. The gaming community asked and asked, and now they shall receive.

Dragon Ball GT (the game) is not really based on the Dragon Ball GT anime (which is the latest and third series running on Japanese television). Think of the

game as sort of a Dragon Ball Remix—it is an ambitious fighting game that throws most of the characters from the Dragon Ball GT universe in with some folks from the Dragon Ball Z universe (which was the previous series in Japan and is currently showing on syndicated television here in the States). The game is simply a tournament of the best fighters of both Dragon Ball worlds and has no direct connection to the *GT* anime's story line. A mix of 10 Dragon Ball Z and GT fighters (and eight hidden ones) make up the cast of the game.

The gameplay can be considered a cross between a typical 2-D fighter like *Street Fighter* and *Psychic Force*, Acclaim's 3-D fighting game. Although the Dragon Ball GT combatants are polygon rendered, all of the battles take place on a two-dimensional plane. Each fighter has a Punch, Kick, Block and Beam button. Performing *Street Fighter*-, or *Mortal Kombat*-style moves will



Dragon Ball GT's dynamic camera angles allows you to see more intense action than in the average fighting game.



Tug-of-war matches put an interesting twist on the fighter genre.

execute one of several attacks and/or combos.

But a few things separate DBGT from the masses. First, each character can fly almost anywhere he/she wants on the map. This leads to some interesting fighting strategies when your opponent can move anywhere around you. Second, all DB fighters have a super move that can be blocked or countered. If someone attempts to counter a super with another super, then the two powers will lock up, and an ensuing tug-of-war battle (which you win by tapping the Beam button as fast as possible) will determine whose super gets through, and of course, who gets hurt.

This new fighting style is like nothing you've seen before. It will be interesting to see how the American audience accepts Dragon Ball GT. Players in love with *Street Fighter* or *Tekken* might hold it in disdain, but the Dragon Ball fans will welcome it. Dragon Ball GT is almost a guaranteed winner, sales-wise. Hopefully, this will mean more Dragon Ball games in the future for us. ☹

The special moves are all easily executed.



As you can see from these screen shots, the visual effects are pretty impressive.



A scene from the Dragon Ball Z TV series.

Publisher/Developer Players/Genre Release

SCEA 1 Now
SquareSoft RPG

Web Address: www.sony.com

Final Fantasy VII

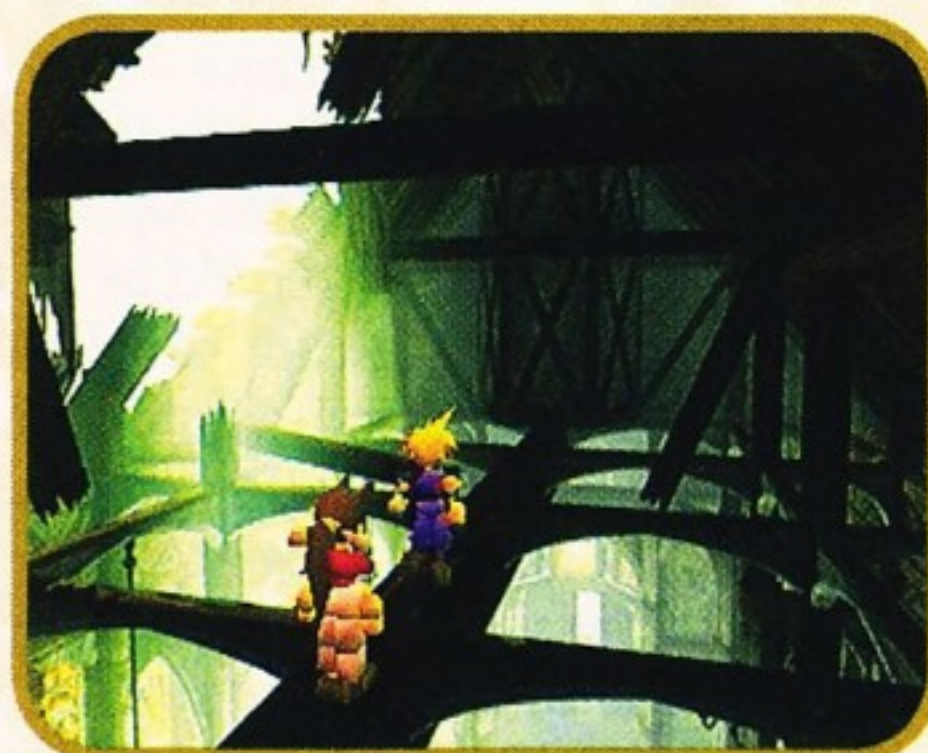
The RPG of
the Year
has Finally
Arrived

After months of waiting, the most anticipated RPG in history is finally here. That's right, Final Fantasy VII, Square's biggest and best masterpiece yet, was released to the public in early September, and the response has been phenomenal. Obviously we've already covered the game in-depth several times (from the announcement back in early '96 to the Japanese release in early '97 up until right now), so there's not much new to offer, but we can at least take a more in-depth look at the game's story line and more importantly, the writing in the English version.

If you're a subscriber to Sony's special *Underground CD Magazine*, you've most likely already played the updated demo of Final Fantasy VII that was included with *Underground # 2*. The story, in a nutshell, involves an underground resistance group known as the Avalanche and their battle to rid the land of the corrupt Shinra Corporation, who are using Mako (a form of energy in the world of FFVII) for their own greedy purposes, which is in effect, sucking the life right out of the planet.

The first thing we noticed when playing is that, unlike past Final Fantasy games in the U.S., the text seems to be a direct translation of the Japanese version. For those of you who are scratching your head, this is a good thing. In past FF games, there were items taken out to make the game easier for U.S. audiences; there were parts of the story that were altered because of cultural differences; and there were various forms of censorship in the text. For example, anything with the word "Death" was changed to "Doom," and "Holy" artifacts were mysteriously changed to "White" items. Fortunately, that's no longer the case. Even Gil, the form of currency in the Japanese FF games, was left unchanged in FFVII. Strangely enough, the things you WOULD expect to be changed, like language, are untouched. So far, we've been able to play about 20 hours in, and Barret's said a certain four-letter word just as many times. Other, less rash expletives are used as well, but nothing that hasn't been seen before in a video game. This is nothing out of the ordinary in Japan—this type of language and even minor nudity is common in everyday TV shows, magazines and, yes,

Whoa, did he just say what I think he said? You betcha. FF7's dialog is completely uncensored.



The beautiful pre-rendered backgrounds are drawn with the utmost attention paid to detail.



Every now and then when summoning the Choco/Mog spell, a Fat Chocobo will drop in for some heavy hits.

video games. We applaud Sony and SquareSoft for sticking to as pure a translation as humanly possible.

As of this writing, Final Fantasy VII has sold over 3 million copies in Japan, and over 500,000 in the U.S. Impressive to say the least. Hopefully this will be a wake-up call to game publishers to bring over more of the great RPGs that are being left alone in Japan! 🍉



No more super-deformed midgets running around the screen. No sir, these polygon people look just like real people! Well, real blocky people anyway...



The most impressive display of graphical power in FFVII comes in the form of the various call spells you can cast, like Shiva and Ifrit (shown here).



Publisher/Developer	Players/Genre	Release
Capcom U.S.A., Inc. Capcom Co. Ltd.	1 Action	February 1998
Web Address: www.capcom.com		

Mega Man Neo

The Blue Bomber Finally Goes 3-D

Capcom's world-famous blue bomber is currently en route to making yet another appearance on the home gaming scene—this time exclusively on the PlayStation. With Mega Man 8 and Mega Man X4 both out in stores now (X4 should be out by the time you read this, anyway), Capcom can finally concentrate on putting the finishing touches on the latest in the long-standing series of Mega Man games. But be warned—this ain't your father's Mega Man. In Mega Man Neo, the action takes place in an entirely 3-D world with lush environments, amazingly smooth polygonal graphics and—get this—RPG (yes, *RPG*) elements galore.

The basic story behind Mega Man Neo involves Mega Man going on a quest to save the Hidden Legacy treasure (whatever that is). Right now it's uncertain as to whether or not the Mega Man in MM Neo is the original Blue Bomber or an all-new metal warrior. For one, he doesn't wear his helmet (not during the early stages of the game anyway), and his good friend Roll (Dr. Light's female assistant) doesn't look anything like she used to. Could it be an all-new cast? Who knows, but either way the game characters still convey an alarming amount of charm through their onscreen actions and animations. In fact, all animation is motion-captured (well, the human-like characters anyway), and the result is near-lifelike movement. The entire game world is made up of polygons, and while it retains the rough look that PlayStation gamers have grown used to, there is virtually NO clipping at all, and the movement is silky smooth.

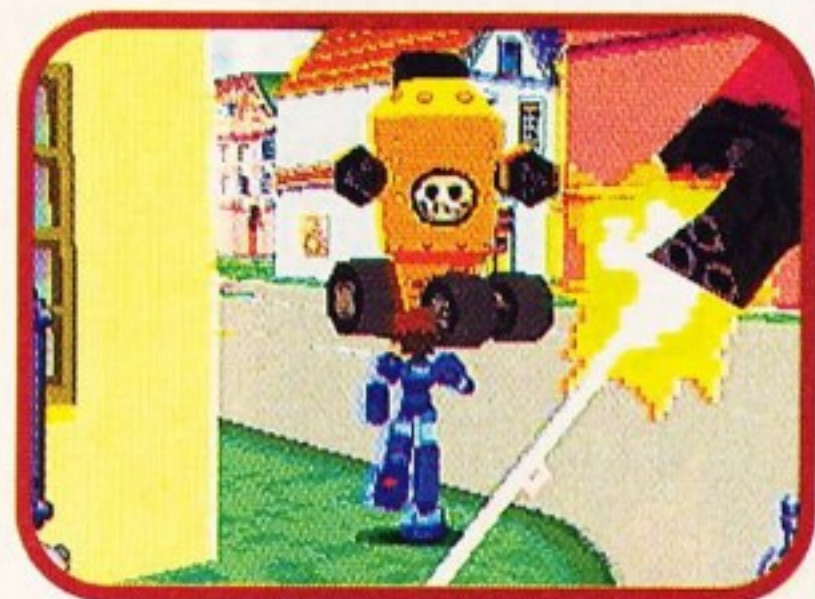
Fortunately for us (and Japanese gamers), there's a fully playable demo of Mega Man Neo on the Resident Evil 2 Interactive Demo Disc that comes with the Japanese version of Resident Evil: Director's Cut (that's BioHazard for you purists out there). Unfortunately, the demo won't be available in the U.S., but we got our hands on the Japanese one before it hit stores, and we were able to play through the entire thing.

Even though the game is still early, the demo, overall, looked very promising and was—and this is key, considering it's a 3-D game we're talking about here—a LOT of fun to play. It only lasted about 45 minutes or so, but still—in that time we stole a large treasure, crashed an airship, talked to a monkey, had a run-in with the cops, rescued a man from deadly serpents in a cave,



Who woulda thunk it. Ten years after the Blue Bomber was born, he's back in an entirely 3-D world.

defeated several mini-Bosses and then went face-to-face with one of the main villains of the game (and whooped her butt, I might add). Pretty cool, eh? Hopefully we'll have a more in-depth preview in *EGM* soon. Until then, feast on these screens. ☺



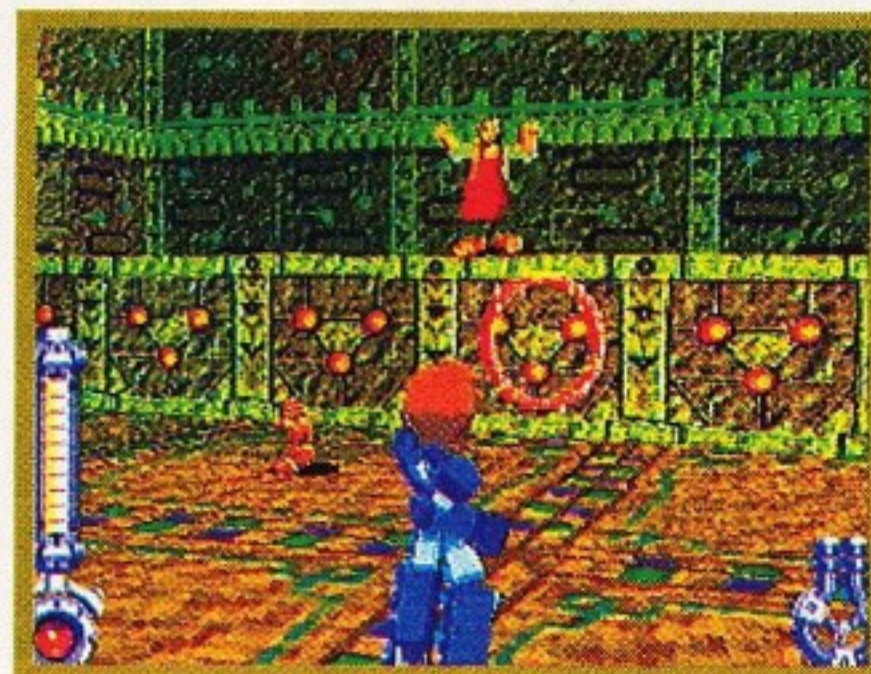
Realtime cinemas keep the flow of the game fluid.



Mega Man's long-time favorite gal (Roll) is back, makeover and all. She's hot!



The fully 3-D Bosses are impressive!

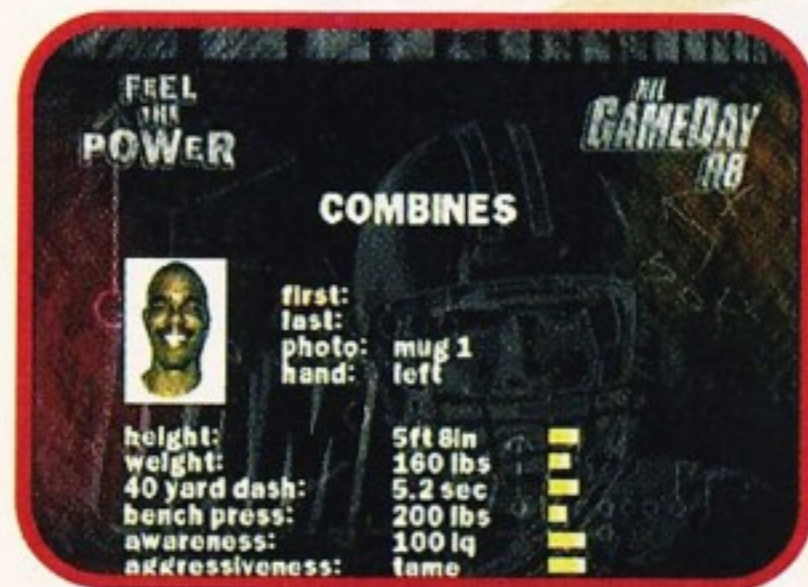


Publisher/Developer	Players/Genre	Release
SCEA SIS	1-8 Sports	Now

Web Address: www.sony.com

NFL GameDay '98

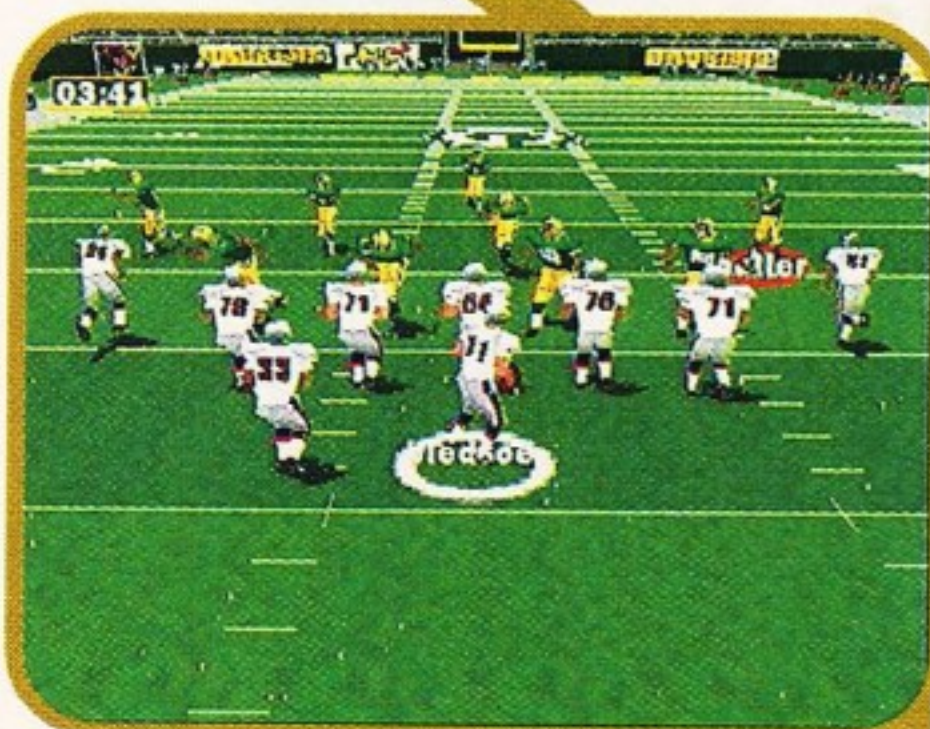
Sony's 3-D Football Game Gains the Graphical Edge



Creating a player has become a standard feature in football games, including GameDay.



Blocking, throwing and tackling never looked so good on a 32-Bit system.



Ever since it debuted, NFL GameDay has been the PlayStation's premier football franchise. Showing no signs of letting up, Sony's '98 edition of the popular pigskin game is on track to repeat the successes reaped by the previous two editions.

The primary (and most obvious) change in this year's NFL GameDay is undoubtedly its all-new 3-D look. In fact, the 3-D graphics gracing GameDay are revolutionary—for a football game. Many companies pleaded previous to this remarkable effort that a polygonal football game couldn't be accomplished at a reasonable frame rate (due to the amount of players and high-speed action). Needless to say, Sony's talented GameDay programming team proved the naysayers wrong. Though the players are a little rough and blocky in the version we played (and they won't be improved a whole lot more), the realistic, motion-captured player animation more than makes up for it. For example,



Here, the QB looks left and right while calling the play. Below you can see the receiver in motion.


tacklers use their arms to wrap up ball carriers, players tight-rope the sidelines (that one is a treat to see!) and linebackers crouch and sway while surveying the line. Look for plenty of extra taunting moves during gameplay and after a touchdown. There is even a Deion Sanders-esque high-step move that can be used to evade defenders and to rub an easy touchdown in your opponent's face (high-step across the goal line, baby).

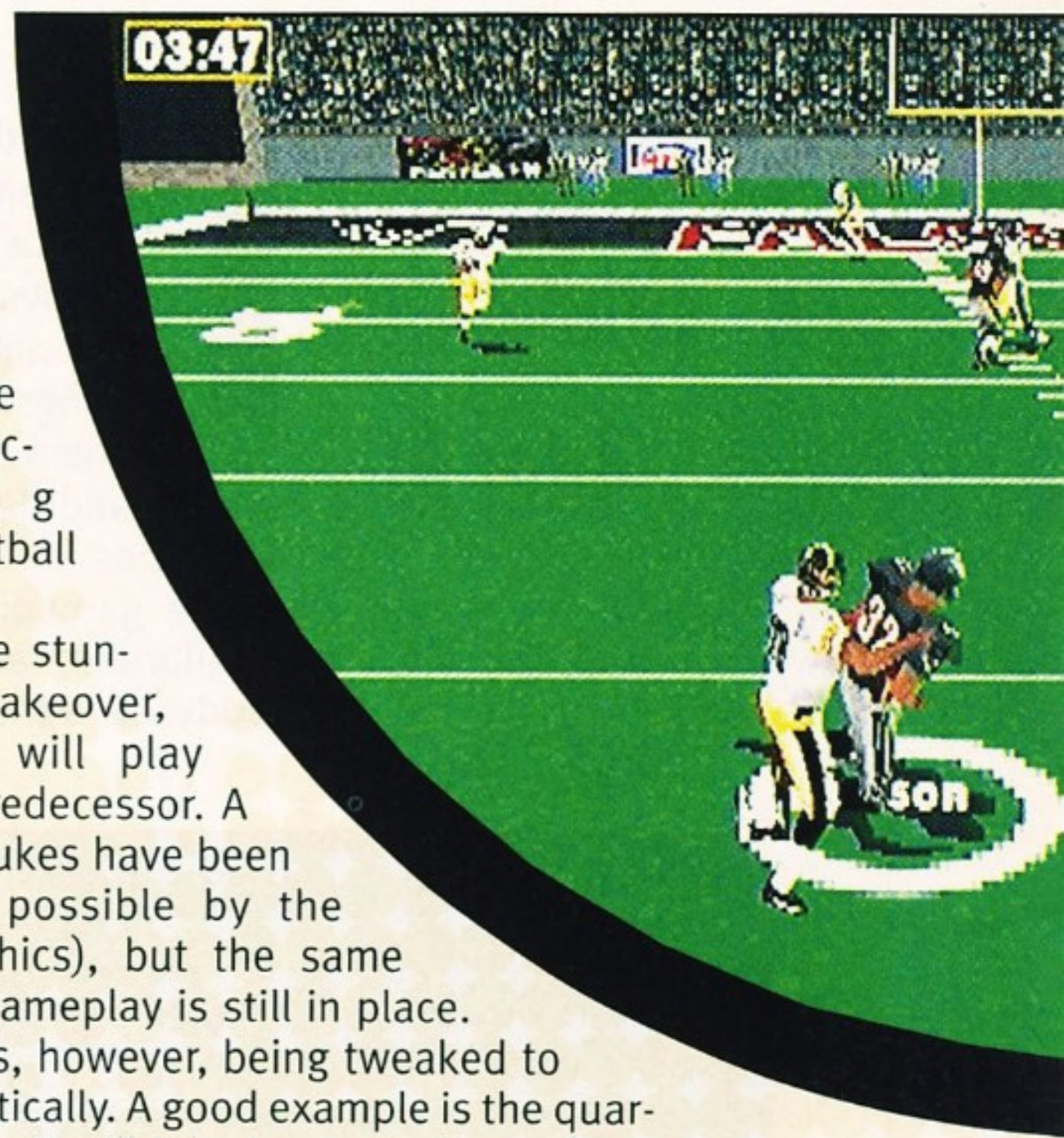
The players are only part of the immersive 3-D environment, however. Coaches, sideline crews and cameramen will also be visible within the football stadiums (superfluous things rarely seen in football video games). With all of this attention

The 3-D graphics in GameDay '98 allow for a variety of practical camera angles to be used during gameplay.

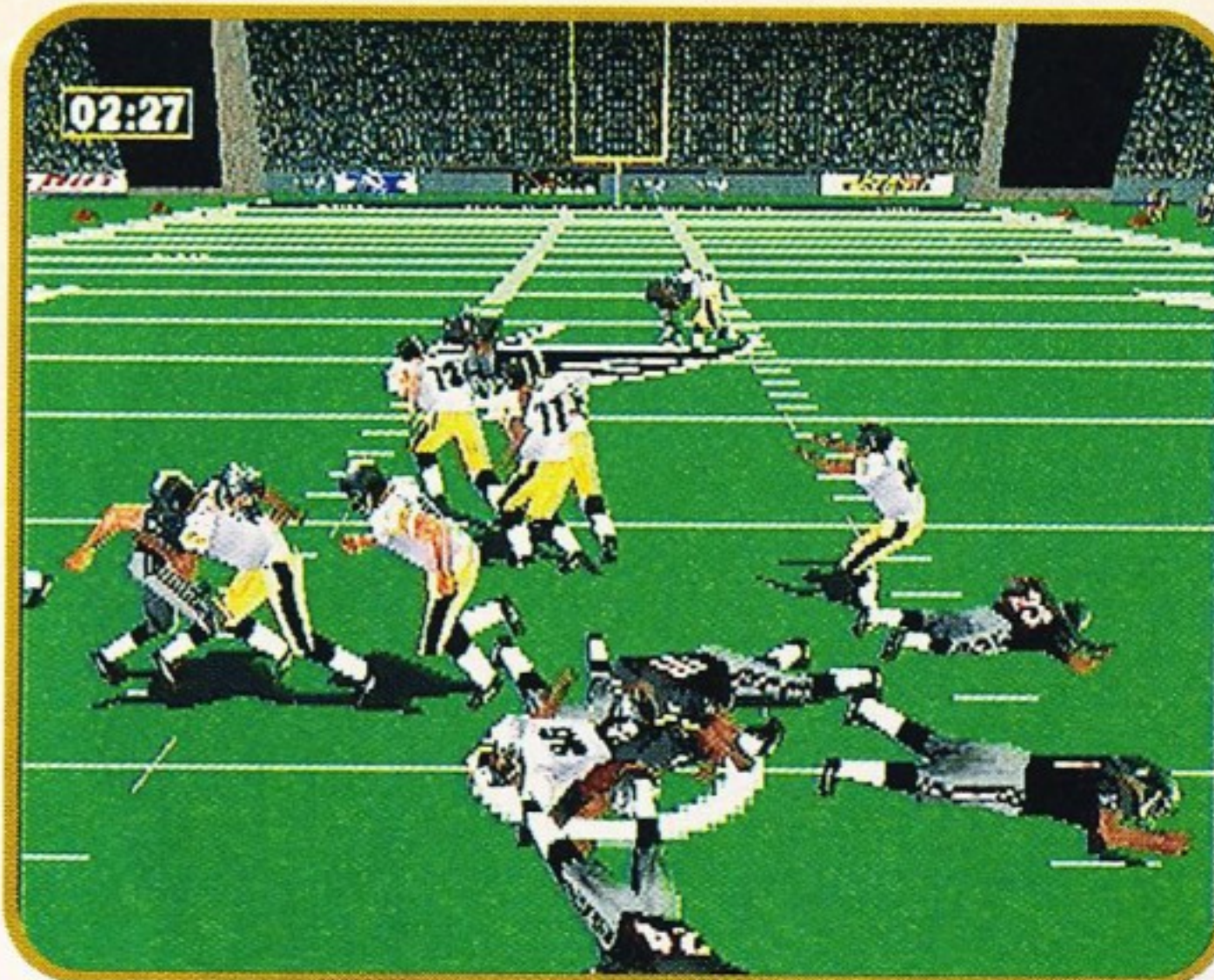
to detail, it's crystal clear that GameDay '98's 3-D engine has enabled this game to be the most realistic-looking PlayStation football game ever.

Even with the stunning 3-D makeover, GameDay '98 will play similar to its predecessor. A variety of new juukes have been put in (made possible by the polygonal graphics), but the same tried-and-true gameplay is still in place. The gameplay is, however, being tweaked to play more realistically. A good example is the quarterback position. It will take longer to throw (no more firing passes off easily with three defenders in front of you), and if he's hit while in the throwing motion, the result could be a bad throw or a fumble. The overall artificial intelligence is also being improved, especially on the defensive end. The goal is to cut down on "money plays" by having defenders cover their territory as efficiently as they should (unless they have a low intelligence rating).

As you can see, NFL GameDay '98 is an impressive game to see. So impressive, that it was one of the top 100 games of all time—only narrowly beat by Madden NFL 98. 



Many different camera angles (many useless) can be used in GameDay '98.



Publisher/Developer	Players/Genre	Release
GT Interactive Oddworld Inhabitants.	1 Action/Puzzle	Now
Web Address: www.gtgames.com		

Oddworld: Abe's Oddysee

It's An
Oddworld
After All

It's quite possible that there has never been a more aptly named game in all of video game history than *Oddworld: Abe's Oddysee*. Why? You have Abe, the hero, in a very odd world on a very odd odyssey.

Apt name or not, *Abe's Oddysee* has all the makings of a classic title: well-developed, great-looking main character, an interesting story line with history and depth, and finally a cast of cool enemies and allies.

The gameplay is similar to *Flashback*, but those similarities are only skin deep. *Oddworld: Abe's Oddysee* is the first in what GT Interactive calls a new genre of game, the

A.L.I.V.E. system. A.L.I.V.E. stands for *Aware Lifeforms In Virtual Entertainment*. The game, GT says, plays like a movie. There are climactic points and calm points and the music, character moods and overall feelings match these moments, all in realtime.

For instance, if Abe's just walking along minding his own business, the mood is low key. But if an enemy pops out, a short burst of music and a growl announces the beginning of what's sure to be an action-packed sequence. Remember that *Abe's Oddysee* is a puzzle game first and foremost, so your brains are what'll be having a workout, not your trigger finger

(although there's a fair amount of blood spilling on the ground at times).

There are plenty of levels, each progressively more difficult than the next. But that's OK. Offworld Entertainment encourages dying in the game, since you have unlimited lives. Try it,



Good luck finding your way to the foreground of some areas. The game provides challenge after challenge.

and if you die, try again until you solve that particular puzzle. The first few levels even provide a tutorial for first-time *Oddworld* residents.

To add to the interactivensness of the title, players can even make Abe talk to friends and enemies, and they respond in one way or another. Not only is talking an option, so is whistling, growling and farting (yes, farting).

Abe's Oddysee's graphics are fully rendered and highly stylized. Sure, the industrial-looking zones certainly look industrial and the forests look like forests, but everything in the game has an *Oddworld* feel. Once you see this, you'll understand what we mean.

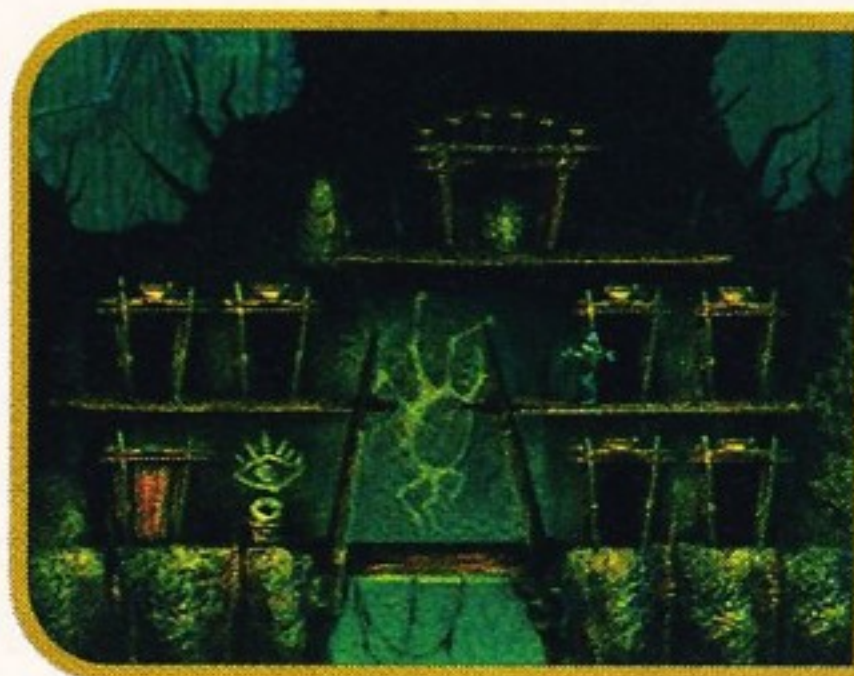
Offworld Entertainment's founders, Sherry McKenna and Lorne Lanning, both have backgrounds in computer-generated imagery and animation and have worked with feature films and TV productions (among many other things). It's easy to see (after playing the game) that neither of them, nor the entire Abe's team, are running short on imagination and vision. ❄️



Although Abe has lots of cool moves, he can't avoid death when falling.



How's Abe supposed to know which door to choose? Trial and error...



It may not look like it, but even these bees are in highly detailed CG.

Publisher/Developer	Players/Genre	Release
ASC Games Visual Concepts	1 Action	Now

Web Address: www.ascgames.com

One

Despite All
My Rage...

Rage. Some people can't help but feel a little bad about the hate inside them. Others don't mind that feeling of anger at all. John Cain, the main character from ASC's upcoming PlayStation title, is one of those people. In fact, it helps him.

ASC Games' *One* puts John Cain up against a world he is unfamiliar with. Besides waking up with a metal gun where his arm used to be, he has no memory of where he came from or why he has the powers he has. All he knows is rage—so he runs with it.

One doesn't really have standard power-ups like most other games. Instead of gaining health and shield power-ups, *One* lets players gain abilities by feeding their Rage. In fact, the only power-ups gamers will find are some weapons like a plasma cannon, flamethrower and missile launcher—look for about eight total.

Players start with a standard pea-shooter (kind of like *Mega Man*) which will always be there no matter what weapon is picked up. After picking up a weapon, though, players will have access to two forms of destruction.

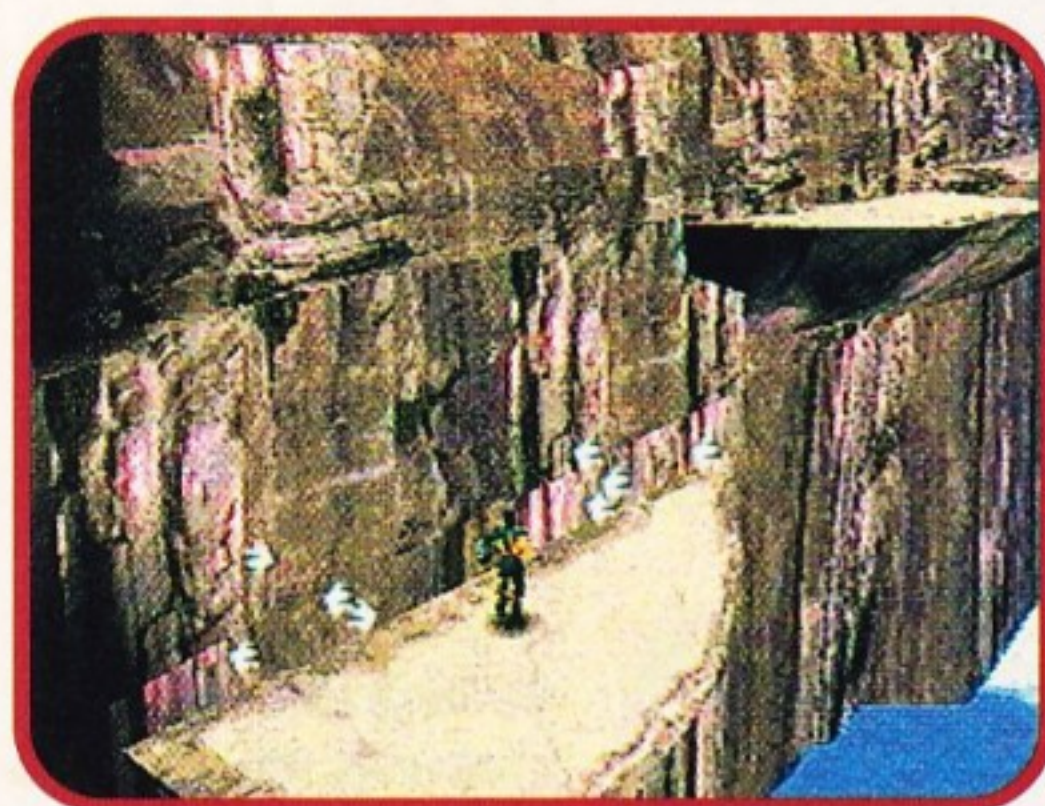
The Rage meter will help gamers increase their health bar and become more effective in attacks. Players can perform standard punches and kicks when the game first starts, but after the Rage is built up, they'll be able to give enemies a flurry of attacks.

Look for huge Bosses in *One*. Some are as big as the entire screen—much bigger than your character anyway. The other enemies in the game range from human-size troops to mechs with gigantic cannons mounted on them.

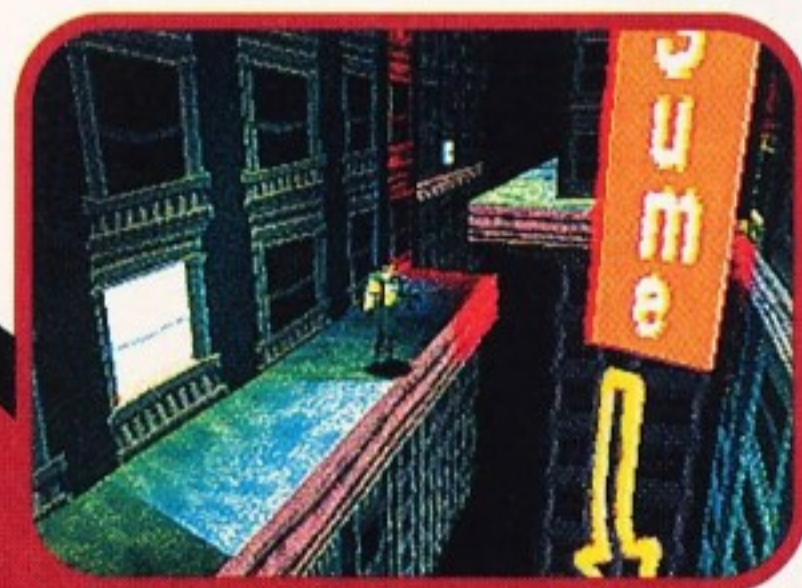
Although there is a large amount of action in the game, it still has some strategy. In order to continue on to new levels and possibly get to areas once inaccessible, players must constantly feed their Rage. By adding to their Rage meter, by way of killing enemies, players will be able to jump higher or do more damage when attacking larger Bosses.

One is definitely fast-paced—it seems to just get faster as each level passes. The fact that the standard type of transportation is running—players have to

The missions take you inside, outside and everywhere else.



Rage or not, being on a falling piece of a mountain is not good.



Look for lots of moves in the game—more than even Tomb Raider?



Riding the subway is one way to build up your Rage meter.

hold down a button for a "Walk" Mode—shows just how fast the game is.

Like action games from a while back, *One* features an alternating Two-player Mode. So when the action gets old from a one-player point of view, try to outdo your friends or at least make fun of them as they fall off of a cliff...in the game that is.

The game will take players all over the place. From incredible mountain passes with falling ledges and toppling rock pillars to underground monorail systems, *One* promises to be a huge game.

While John Cain makes his way through dozens upon dozens of sections in *One*, look for him to do all kinds of crazy moves similar to that Lara Croft chick, including flips, rolls and shimmying on the tops of skyscrapers. With all of these levels and moves, John Cain is hardly a rat in a cage. 🐭

Publisher/Developer	Players/Genre	Release
Crystal Dynamics Crystal Dynamics	1 Action	Now
Web Address: www.crystald.com		

Pandemonium 2

Get Ready
For More
"2 1/2-D"
Action

Crystal Dynamics is currently putting the finishing touches on the sequel to last year's hit "2 1/2-D" action-platformer for the PlayStation, Pandemonium!. While the gameplay is more or less true to the original, the overall look and feel of the game has changed quite a bit.

Pandemonium 2 takes place in the same world as the first game, but it's not entirely obvious at first glance. Gone are the shiny, happy graphics of the original, replaced with darker, more trippy psychedelic visuals. The two main characters, Nikki and Fargus, have undergone changes as well—Fargus simply looks a bit older (and more psychotic), while Nikki's been given a complete makeover—in every area imaginable (make of that what you will).

There are a total of 19 stages in Pandemonium 2, not including hidden and/or bonus areas. Like the original, gameplay is essentially 2-D side-scrolling fare with



Like the first Pandemonium, stages scroll in 3-D, giving that really nice rotoscoped effect.



Pandemonium 2's Bosses are huge, as evidenced by this flying dragon. That sure ain't Puff!



a freestyle 3-D camera that creates the illusion of a 3-D world (without sacrificing control). Before each stage you choose to play as either Nikki or Fargus; each has unique abilities that can help (or hinder) your progress, depending on which stage you're on. Fargus can use his tumble attack from the original Pandemonium!, but now he can throw Sid (his head-on-a-staff sidekick) and direct him toward coins and treasures that may have been otherwise unreachable. His jump has been improved a bit as well. Nikki on the other hand

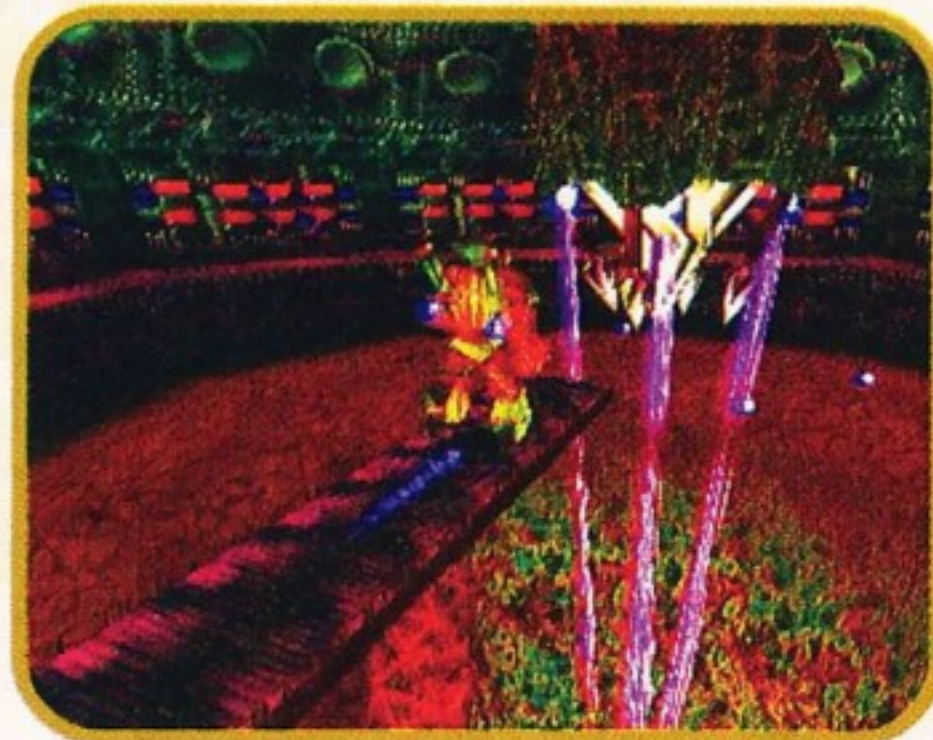
is more or less the same as she was (with her ever-useful double jump), but her experience with magic has improved quite a bit. Both characters share some new abilities: They can climb ropes, travel hand-over-hand underneath certain areas and most importantly, they can pull themselves up ledges (Lara Croft-style). This adds a lot to the gameplay, and



Unlike the first game, Pandemonium 2's graphics and setting are a bit darker and certainly more twisted.



Getting around obstacles on each stage can be tough if you pick the wrong character for that stage.



Later on in the game, you'll be able to pilot a tremendous mech robot.

makes for more interesting stage layouts than those found in the first game.

There's a certain puzzle element found in many stages as well. For example, you might have to pull a switch in one room to open up a path in another. Techniques like this are commonplace in P2, and they require you to use your head as well as your thumbs (the tell-tale sign of a good platformer). The camera work is more aggressive too, and there are more areas that require lightning-fast reflexes to get by. In a nutshell, it won't be easy.

Pandemonium 2 should be on store shelves by the time you read this. Make sure to check out the December issue of *Electronic Gaming Monthly* for the full, unhyped review. 🎮

Publisher/Developer **Players/Genre** **Release**

SCEA 1 Now
 Sony Music Japan Music Sim

Web Address: www.sony.com

PaRappa the Rapper

Love,
 Friendship
 and
 Diarrhea

Did the subhead catch your attention? Well, if it didn't, PaRappa the Rapper will. This monster musical hip-hop hit has already caught on like wildfire in Japan and is making a stir with the few in the know here (importers, the press, etc.). But the rest of you won't have to wait long. SCEA plans to release PaRappa in the U.S. this winter.

PaRappa is a young two-dimensional puppy who moves around 3-D environments like a floating Colorform. His ultimate goal is to become a hero in the eyes of his cute crush. To do so, he must win a series of rap challenges, each one more difficult than the last.

In each of the six stages, an adult will face off with PaRappa to test his skills. For example in stage one, Chop Chop Master Onion, the odoriferous kung-fu master, teaches young PaRappa basic martial arts. How this works in actual gameplay is really quite

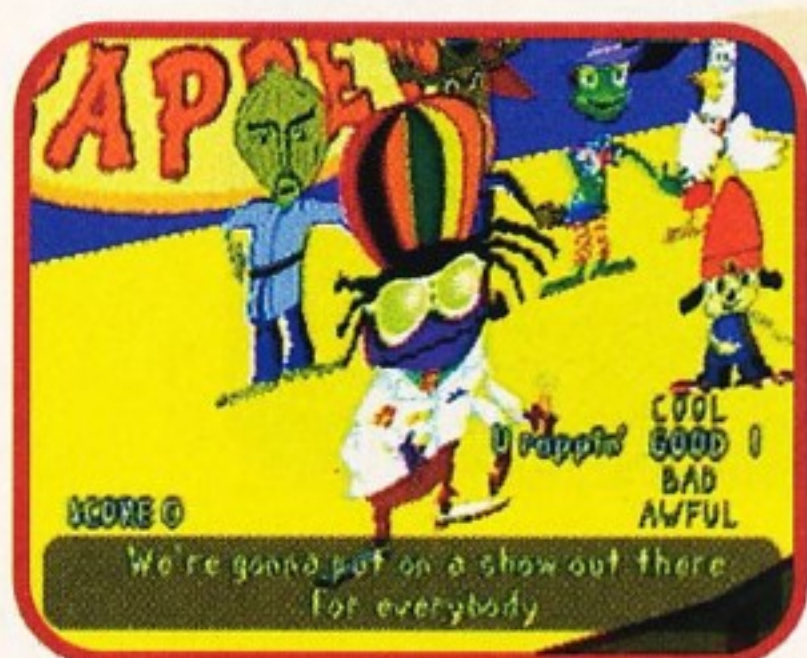
music came from a recording studio in New York (yes, the Japanese version of PaRappa had the same English lyrics). The rappers all sound like professionals. In fact, a few people in EGM commented that the driving instructor sounds exactly like rap-star-gone-actress, Queen Latifah. The tunes and riffs will give you the same impression: Sony didn't spare any expense in recording this original and top-notch music.

The story line follows PaRappa in his adventures to become a hero. Along the way, he has to learn kung-fu, get a driver's license, earn money, bake a cake and find a bathroom...quick (remember our subhead?). The delivery of the story is a funny and unique experience that must be seen and heard to be appreciated.

One of the few games that require hand-eye-ear coordination, PaRappa is a truly unique title that may be worthy of the hype it's getting. He's already a big hit in Japan, and SCEA is hoping for a repeat performance here. Will he become big enough to replace Crash Bandicoot as Sony's mascot? Probably not (at least not right away with Crash 2 coming out), but PaRappa certainly has what it takes to win over the hearts of countless gamers everywhere. ☘

PaRappa the Rapper Fact:

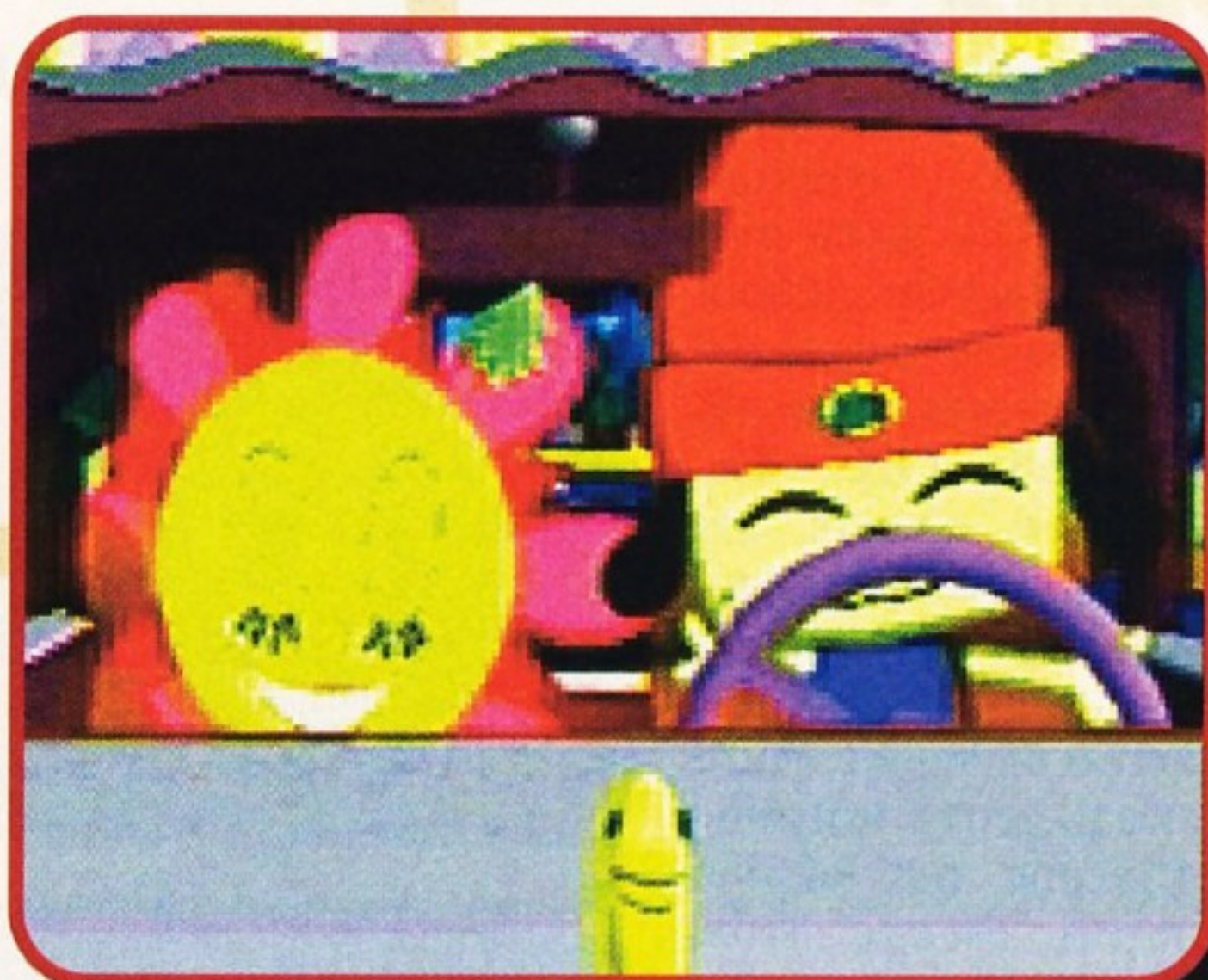
PaRappa has already sold over 800,000 units in Japan. It's a big phenomenon over there.



The final stage has PaRappa rapping on stage for his fans.



Hitting the square button several times may sound easy, but timing is everything.



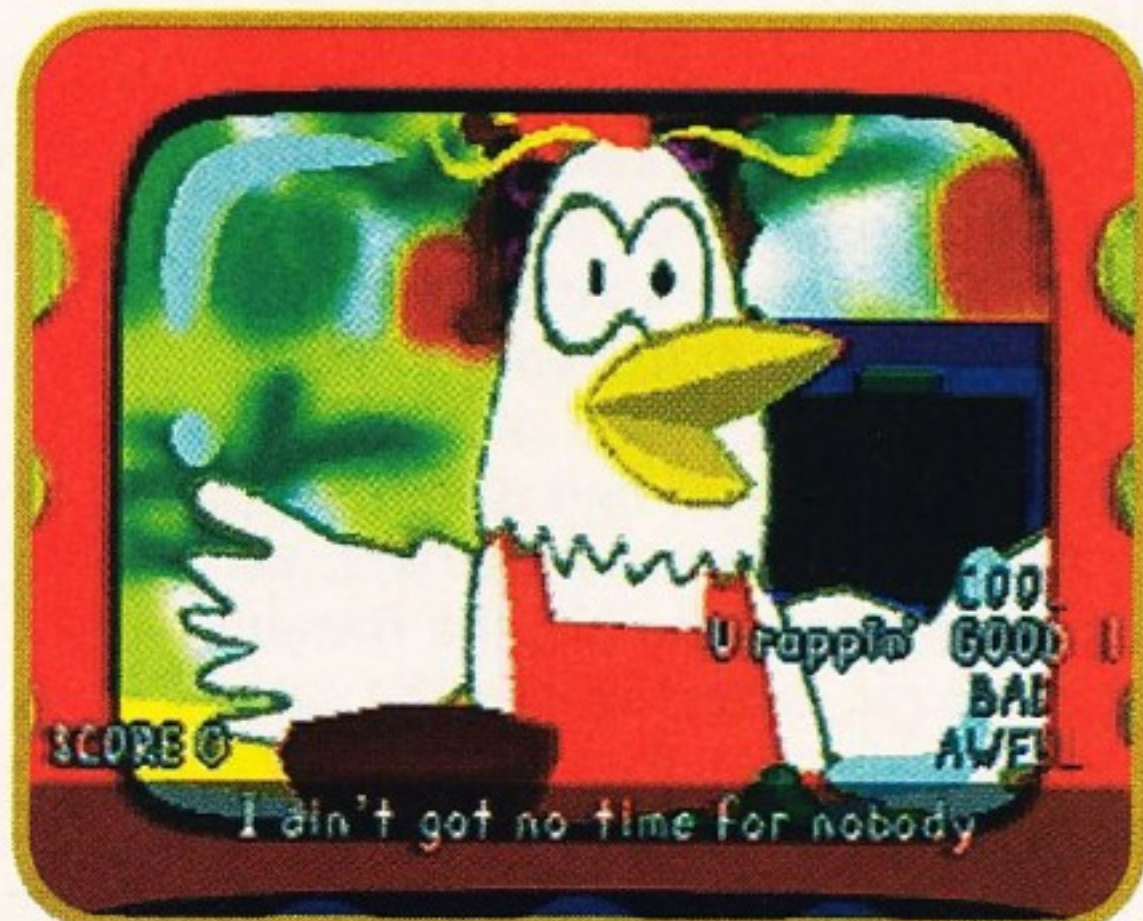
Nothing's worse than having your eyes closed during a photo opportunity.

simple. Chop Chop will start rapping various lyrics which PaRappa must duplicate perfectly. When Chop Chop sings, a bar with joypad button symbols will appear with a sliding marker. When the marker passes over a symbol, he will rap a particular word. When the marker reaches the end, it becomes PaRappa's turn to rap. A duplicate bar appears with a new slider. Your job is to hit the correct joypad button as the marker slides over the corresponding symbol, thus successfully rapping in sync with your teachers. Like we said: simple. So how can such a no-brainer be such a hit?

It's really the music and story line that makes PaRappa so memorable. All of the



The bathroom line: PaRappa has to rap his way to the front of the queue.



A triple negative and the word "ain't?" It's PaRappabonics!

PaRappa has to learn how to drive if he wants to get a girlfriend.



Publisher/Developer	Players/Genre	Release
Capcom USA Inc. Capcom Co. Ltd.	1 Adventure	January 1998
Web Address: www.capcom.com		

Resident Evil 2

In This Case, Evil Is Good

This winter's most-anticipated, most-hyped PlayStation release is bigger, badder and even more frightening. Resident Evil 2 is Capcom's follow-up to their best-selling (2.5 million units worldwide) horror-adventure game, which was voted "Best PlayStation Game Ever" on the official PlayStation Web site (www.playstation.com) and "Readers' Top Pick of All Time" in EGM's readers' poll (in EGM #100). No one can argue the popularity of the original Resident Evil. And considering the sequel is a big improvement in nearly every department, Capcom could only be thinking, "cha-ching!"

Resident Evil 2, first and foremost, looks great. The prerendered backgrounds look crisper and more detailed than those in part one. The animations even look improved. These are all impressive feats, considering how good RE looked.

Part of RE2's beautiful aesthetics comes from the new-and-improved environments. The game now takes place throughout the heavily populated (by zombies, anyway) Raccoon City. The haunted streets are filled with decrepit buildings and burning cars. Everything is drawn so lifelike, you'd swear you're watching a scene out of the movie *Escape From New York*.

The dangerous and evil streets of Raccoon City alone provide enough exploring material to keep you busy for a while. You can walk down dark alleyways or see haunted inner-city basketball courts. Everywhere you look, you'll find empty (and not so empty) buildings to check out. You may find an occasional living human, but chances are,



New camera angles keep this game fresh and lively.



The zombies never stop coming. Even when you shoot them down, they'll get up again and again.



A shotgun blast takes care of zombies in little or no time.

The graphics are simply beautiful. Here, a city on fire is waiting to be explored.



you'll meet a hungry zombie waiting for fresh meat (i.e., you).

In our Resident Evil 2 demo (the same demo that is now included with the rehashed and censored Resident Evil: Director's Cut), we were tossed right into the fire, so to speak. The demo starts you off downtown, surrounded by zombies and cars on fire. After escaping (or killing) them, you can find a gun shop, still being run by a frightened store owner. Here, you can pick up ammo, and after a little bit, the owner's shotgun. From that point on, expect to see the same tricky puzzles, suspense and action that made the first Resident Evil all the rage. ☹



Cinematic cut-scenes add to Resident Evil 2's excitement.

Publisher/Developer	Players/Genre	Release
Capcom U.S.A., Inc. Capcom Co. Ltd.	1 or 2 Fighting	Now
Web Address: www.capcom.com		

Street Fighter EX Plus α

Street
Fighting
Finally
Goes 3-D

Finally, the most popular fighting game series in the history of video games enters the third dimension. Street Fighter EX Plus Alpha is an enhanced version of the arcade title Street Fighter EX Plus. This PlayStation exclusive will have the most number of features and characters yet.

Any Street Fighter aficionado can pick up SFEX+ α instantly. It plays and feels like any of the classics. Gameplay may feel a bit more sluggish than the 2-D games, but this is due to the extra frames of animation each group of polygonal fighters gets treated to.

The result is a smooth-moving game that can stand up to the graphical might of the earlier Virtua Fighter games.

The EX series introduces several new characters to the SF universe, even more than Street Fighter III did. The newbies include pugilists C. Jack and Darun, the acrobatic Skullomania and the rest of the supporting cast of Kairi, Garuda, Pullum, Allen, Blair, Hokuto and D. Dark. PlayStation owners also get treated to several extra characters not in the arcade version, including Dhalsim, Sakura and Cycloid Beta and Cycloid Gamma.


Most of the other new fighters have new-looking, never-before-seen moves, but the joypad executions to perform them remain the classic, if not outdated, SF-style. But some of the older moves we've

grown used to have been slightly modified. For example, classic Chun-Li's Spinning Bird Kick is now done with a fireball motion (instead of a charge down then up), and each spin of Ken's and Ryu's



The fiery and explosive effects are a sight to behold.

Hurricane Kick must be performed separately. This may sound like bad news at first, but those of us who have played to death the million previous incarnations of Street Fighter II may welcome the little changes.

Although the arcade fighter saw limited distribution, it was still popular with fans of the long-running Street Fighter series. The name recognition and classic gameplay style may instantly elevate Street Fighter EX Plus Alpha above its Tekken and Dynasty Warrior competition. Keep an eye out for this hot polygonal fighter. 



Right: Each character has an unblockable move that automatically dizzies the opponent.



Old school Chun Li's back, complete with her old outfit and patented spinning bird kick.



Batta got no stick. C. Jack can bat or kick away fireball projectiles.



Publisher/Developer	Players/Genre	Release
Capcom U.S.A., Inc. Capcom Co. Ltd.	1 or 2 Fighting/Compilation	Now
Web Address: www.capcom.com		

Super Street Fighter 2 Collection

Two Classics Plus One From Japan



Forget about Charlie (or Nash). Here is the original Flash Kicker: Guile!



Everyone knows that Capcom has some of the best 2-D fighting games around (and everyone knows that the good folks at Capcom are the masters of rehashing). Their latest 32-Bit project, Super Street Fighter 2 Collection, is a paradox. It's old and unoriginal, yet we can't help but play (and enjoy) it. This compilation for the PlayStation and Saturn contains the original versions of Super Street Fighter 2, Super Street Fighter 2 Turbo and Street Fighter Alpha 2 Gold, all excellent games in their own right.

Super Street Fighter 2:

This sequel to SF2 Turbo: Hyper Fighting (arcade) made one of the biggest changes to the series. For the first time, new characters were added to the SF2 cast. The new fighters were: Fei Long, Dee Jay, Cammy and T.Hawk. Although most of their moves were derivatives of the older characters' moves (i.e., charge back then



Remember these two old-school Street Fighter veterans?

forward, fireball, Dragon Punch, etc.), a few new moves spiced the game up a bit (like Dee Jay's Machine Gun Punch or T.Hawk's Power Dive).

Super SF2 also gave new moves to the existing fighters. Ryu received a (consistent) red fireball, and Ken got a three-hit Flaming Dragon Punch.

Finally, minor cosmetic changes completed the package. The artwork was all redrawn, and players had several colorful palettes to choose from for their characters.

Super Street Fighter 2 Turbo:

Super Street Fighter 2 Turbo added a few more new moves (like Ryu's lunging two-hit punch) and more speed (players could now choose one of three speed settings). More significantly, this edition brought Super Combos to the series. Now players could build up their "Super" meters and execute a powerful multi-hitting automatic combo for mega damage. And who can forget the blinding flash of light after finishing off an opponent with a Super?

We question Capcom's choice of putting in the collection SSF2 when SSF2 Turbo was also in. Since the two are practically identical—with Turbo being the improved version—why would anyone play Super SF2?

We felt that Capcom should have included Championship Edition, Hyper Fighting or the original Street Fighter instead.

Street Fighter Alpha 2 Gold:

This subtly enhanced version of Street Fighter Alpha 2 actually has its roots in a game called Street Fighter Zero 2 Alpha. SFZ2A can be considered a Turbo or Championship Edition version of Street Fighter Zero 2 (or SF Alpha 2 to Americans...confused yet?). It was only released in Japan.

SF Zero 2 Alpha (the Japanese arcade game) had several improvements over SF Zero 2. One of them was new "Super" versions of previous fighters. You can find Super Akuma and Super Sakura here, with new moves and all. Practically everyone has something new they could now boast. For example, Sagat has a Super Taunt that makes Dan's Super Taunt look tame by comparison.

Although it's still a bit early, SFA2 Gold (of the collection) should be exactly the same as SFZ2A, except without the tag-team feature that was reintroduced in that game.

Note: Assuming nothing else changes, Evil Ryu will be in SFA 2 Gold. Now PlayStation owners can play him as well.

Maximum Street Super Fighter 2: The New Championship Edition of Fighters Turbo:

Just kidding. If you've read this far into this Street Fighter article, we thought that you'd be pretty much confused and disoriented by now. But the facts are these Street Fighter games are the best of their kind. And if you are looking to own a comprehensive collection of fighting games, Super Street Fighter 2 Collection might be right up your alley.



Publisher/Developer	Players/Genre	Release
SCEA MediaVision	1 RPG	Now

Web Address: www.sony.com

Wild Arms

A Couple of Wild and Crazy Arms

Fans of RPGs (specifically on the Sony PS) may want to keep an eye out for Wild Arms (imagine Lufia done on the PlayStation with enhancements).

Wild Arms takes place in Filgaia, a world once filled with lush, green forests. Unfortunately there was a war against demons 1,000 years ago that sapped power away from the guardians of the great land. The demons were beaten away, but the land turned into a harsh desert and the morale of the people declined. Now Filgaia doesn't possess the high technology it once did, and the demons are slowly making a comeback.

Although Wild Arms doesn't have anything directly in common with Lufia as far as its story goes, it does feature certain characteristics that make it similar to the 16-Bit RPG. For instance, Lufia's overhead map allowed gamers to travel from city to city (or dungeon to dungeon). Wild Arms allows gamers to do this on a

The 3-D battle sequences are similar to those in FFVII. But unlike FFVII, they're not in realtime. Although the sequences are turn-based, they're done in a random fashion in that sometimes enemies may get an extra hit if they're enraged or the main character may get the jump on the enemy and get a more powerful attack. It'll be the jobs of gamers to battle the demons once again and make sure they don't take away what's left of Filgaia. ☹

Wild Arms Fact:

Golems are old mythological handmade creatures used to protect objects or passageways.



The battle system is reminiscent of a Final Fantasy VII-style interface.



Bosses and mid-Bosses alike are really cool-looking—it helps that they're 3-D.

map that's very much like the one from Lufia, except the Wild Arms one is graphically more impressive.

Of course, many will be wondering if Wild Arms is so much like Lufia, why was it done on the PlayStation. Yet Wild Arms features 3-D battle sequences and graphics and sound that are much better than anything the Super NES could do.

The character plots are pretty standard, involving three heroes brought together to save their world. Each character has his/her own destiny and technique. This may sound run of the mill, but Wild Arms definitely has some interesting features, including the ability to assemble magic-using items; overlapping, overhead screens (similar to parallax scrolling); great-looking 3-D sequences and many others.

The story line in Wild Arms is one of long history and magical myths.



Besides the 3D elements, there's the top-down view.



Wild Arms has lots of neat effects in the 3-D battles.



Publisher/Developer	Players/Genre	Release
Working Designs Sunsoft	1 RPG	Now
Web Address: www.workingdesigns.com		

Albert Odyssey

Super NES' Loss Is The Saturn's Gain

After publishing the kick-butt strategy/RPG hybrid *Dragon Force*, Working Designs decided to go back to the basics. The Redding, Calif.-based company's next game was *Albert Odyssey*, a very traditional, menu-driven RPG—and one that just happens to look and sound pretty damn good, by the way.

Albert Odyssey's graphics are sharp, colorful and more than a little cutesy. And if the game looks a bit Nintendoish, well, it ought to; *Albert Odyssey*, developed by Sunsoft, was originally planned as a Super Famicom game (as a sidestory installment in the Super Famicom's *Albert Odyssey* series), but those plans fell through and now the game's finding new life on the Saturn. This rebirth on a next-gen system means *Albert Odyssey* looks better than it ever could on Nintendo's 16-Bitter, of course, but the game has been supercharged in the sound department, too. *Albert Odyssey* boasts a fully orchestrated, often soaring musical score, making it one of the best-sounding RPGs ever.

Players guide Pike, a teenage orphan who was raised in a village of harpies after his parents were murdered by marauding beast men. Unfortunately, such attacks have become commonplace, ever since the tenuous truce between the world's warring tribes of monsters broke down. This truce was forged centuries ago by the legendary warrior Albert, and now Pike has decided to set out and discover why Albert's legacy has gone sour. Players start the game alone, but soon their party will

swell to five characters—some human, some beasts (not all monsters are bad, after all).

Fans of old-school RPGs will find *Albert Odyssey's* gameplay instantly familiar. Travel through the world takes place on a 3-D map similar to the one in *Dragon Force*—except better looking, with transpar-



The overworld map is lush and plenty pretty. But then, so is the rest of *Albert Odyssey*.

ent clouds and lush terrain. The game switches to an overhead perspective when the party enters towns or dungeons, and combat—which is turn-based—is handled in a side view (get used to the combat sequences, too, because battles pop up more frequently than they do in other RPGs).

Although the game relies on menus, they are icon-based, like the cross-shaped menus in *Lufia* and *Wild Arms*. And unlike most other Working Designs' offerings, *Albert Odyssey* contains very little voice and few cinematics. The translated text, however, is filled with Working Designs' trademark sense of very American humor (one character even gives a lesson in *Ebonics*).

Working Designs claims *Albert Odyssey's* quest will last between 35 and 50 hours. But you might want to take your time and make the game last until Working Designs publishes its next Saturn RPG—this one more action-oriented—*Magic Knight Rayearth*. ●



It may look *Secret of Mana*-ish, but *Albert* is as traditional as RPGs get.



The character artist of the Lunar games designed AO's look.



The load time before battles isn't nearly as bad as in the Japanese version of the game.



Publisher/Developer Players/Genre Release

Sega 1 or 2 Now
 Sega Fighting

Web Address: www.sega.com

Fighters MegaMix

A Battle Of
Epic
Proportions

Gamers everywhere have wondered for years: What if all the companies that produce fighting games collaborated to make one huge game starring all of their characters? That would be a huge cross-licensing deal that probably would never happen. Thankfully, Sega has put

together *Fighters MegaMix*, a collection of characters from two of their best fighters, *Fighting Vipers* and *Virtua Fighter*.

What results is a game which plays somewhat faster than the average game of *Vipers* or *VF*. This game is loaded with secrets, hidden characters (from other Sega games) and special options. Gameplay is fast, with responsive control and plenty of combos, juggles and special moves. Additionally, the top X, Y and Z buttons are used as different combinations of A, B and C, so special moves and throws are at the touch of a button. The *VF* cast has moves directly from *VF3*, and if you haven't gotten to play that installment of the series yet, there's a handy Training Mode to get you used to the controls.

Fighters MegaMix has five modes of play. One-player Mode pits you against nine "tracks" of fighters with six or seven opponents each. The tracks are grouped by characters. In the *Virtua Fighter* track, you fight only characters from *Virtua Fighter*. If you choose the *Fighting Vipers* track, you fight only *FV* characters. There are tracks with only Bosses, only secret characters, and one full of dirty fighters, who use cheap moves and combos to finish you off.

Survival Mode has your character fighting against the full range of *MegaMix* fighters for varied amounts of time. The goal is to see how many characters you can defeat before time runs out, or your life bar is drained to zero (it doesn't refill after each round). Vs. Mode is just as you would expect: a two-player fight to the finish.

The Team Battle Mode lets you hand-pick a team of

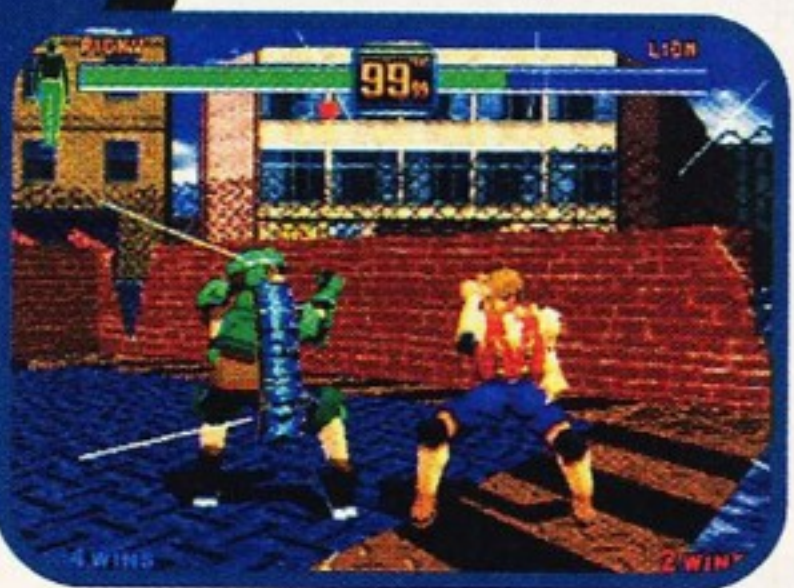
The Training Mode (below) lets you hone your skills with each fighter on an individual basis. Here, you can learn all the advanced moves and combos.



Now you can fight within walled-off arenas (like in *Fighting Vipers*) or open stages (like in *Virtua Fighter*).



Sonic friends can be found in *MegaMix*.



Now, *Virtua Fighter* stars have armor breaking moves to stay competitive with the *Vipers*.



Perhaps the cutest part of *MegaMix* is the inclusion of some of the cast of *Virtua Fighter Kids*.



Fighters MegaMix has the sharpest graphics and smoothest animation of any Sega fighter yet.

eight characters to duke it out versus the computer or a second player. Finally, Training Mode sets you against a dummy character (who looks right out of the multiplatform game *Ballz*) to practice your techniques. You are given a list of the moves for each character, except the secret characters.

Two different arenas can be chosen for the game. *Fighting Vipers*-style play puts you inside four walls. The *Virtua Fighter* Mode gives you an infinite amount of space to battle in, with none of the ring-outs of previous games.

Publisher/Developer	Players/Genre	Release
Sega Sega	1 or 2 Fighting	Now
Web Address: www.sega.com		

Last Bronx

Now This
Is A
Rumble In
The Bronx

Saturn owners hoping for a game like Soul Blade (the one by Namco for the PlayStation) to come out for their Sega 32-Bit system don't have to wait any longer—put up your dukes and get ready for Last Bronx by Sega. They say anyone who plays the game will “experience the all-out brawl of gang fighting.” (What's “gang fighting” anyway?)

Don't expect to gang fight somewhere in New York City, though. The strange thing about the game (or at least the game's name) is that it takes place in Tokyo. In fact, scenery in the various arenas is from Tokyo, like buildings, billboards and other landmarks. Perhaps the game is inspired by the hit Jackie Chan action film, *Rumble in the Bronx*.

Last Bronx is a 3-D fighting game with the same awesome, hi-res look that Virtua Fighter 2 has. The two main differences with Last Bronx are that 1) each character totes a weapon of some kind and 2) the frame rate is fast, making the game play like Tekken 2 or Soul Blade.

With this quick animation, players won't feel like they're floating through the air when they jump. Combine this with weapon attacks that make you cringe and Sega might just have a winner here. But to really know what it's

like, you'll have to play it.

Whether your character uses Sai or a Double Stick, the result is the same: pain. But what else is expected from a fighting game? Last Bronx has characters who use real-life weapons to “help” the opponent to the ground. Players can pick characters who use San Set Sukon (which is a sectional staff), Nun Chaku (or the Americanized way, “nunchucks”), Ton Fahs (like police clubs) and last but not least, the



Getting racked in the “special place” is not a healthy activity, but luckily there are games for that stuff.

wooden mallet (that's kind of traditional isn't it?).

To use all of these killer weapons takes a band of skilled fighters, and Last Bronx comes through on this account as well. Featuring eight fighters to choose from—each with his or her own style of fighting—players shouldn't have a problem finding someone to kick their friend's butt with.

But Last Bronx isn't just a two-player game obviously. The One-player Mode allows gamers to fight through seven other scruffy-looking roughs all the way to Red Eye, the game's final Boss (who becomes playable once the game is finished). Expect other secrets in the title once the game is closer to completion—we'll pass along anything we find to you.

During all modes of play, the game has a dramatic camera angle that changes to show the best view of the carnage (or in some cases the best view of someone's underwear). This happens while a player uses one of the hold moves—which are really cool by the way.

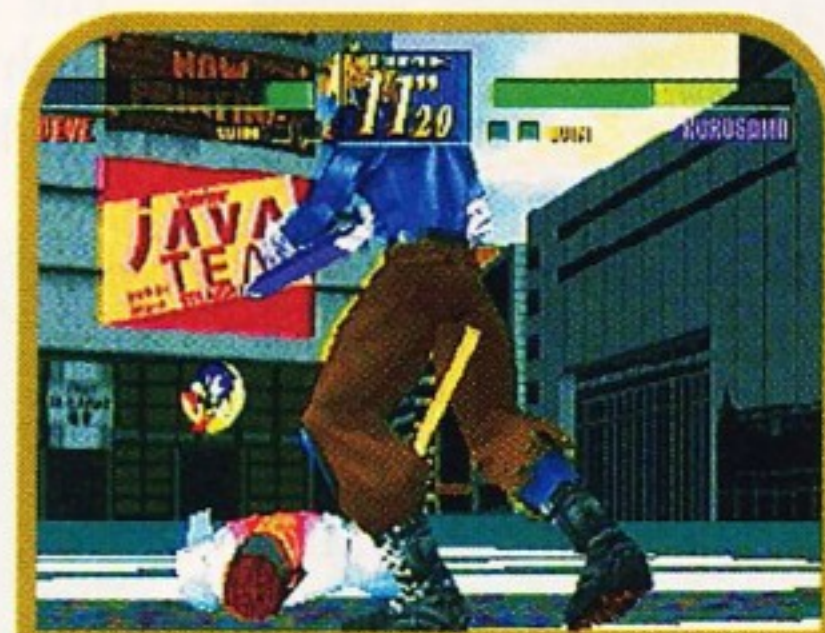
If Sega comes through with more titles like this one, their future may light up a little more. After all, we can't deny that's it's a bit dim these days. ●



There's nothing like whacking a guy around with a big, ol' stick.



Here's a peek at Red Eye, the final Boss, as he's about to kill you.



If you're not quick enough on the Block button, expect to be thrown around.



This guy can't help but be thrown around a lot—maybe he likes to fly.



Publisher/Developer	Players/Genre	Release
Capcom Capcom	1 Action	Now

Web Address: www.capcom.com

Mega Man X4

10 Years
With The
Blue
Bomber

It's been 10 years since the release of the original Mega Man on the NES. Now, Capcom is celebrating the Blue Bomber's 10th anniversary with the release of the newest games in the series, Mega Man 8 (for the PlayStation and Saturn) and the latest, Mega Man X4 for the Saturn (and also for the PlayStation).

The X series, as many of you might know, takes place in a future alternate time line in the Mega Man universe. The gameplay is the familiar style that we've all grown to love. It's a delicate mix of an action/side-scroller and a shooter. The style of play is nothing spectacular, really, but Capcom has managed to capture a magical formula that works particularly well. Everything from the unique weapons and enemies to the cute animation cries out fun!

The levels and colorful sprites show off the Saturn's sprite and background processing power beautifully. The screen often fills with bright explosions and men-

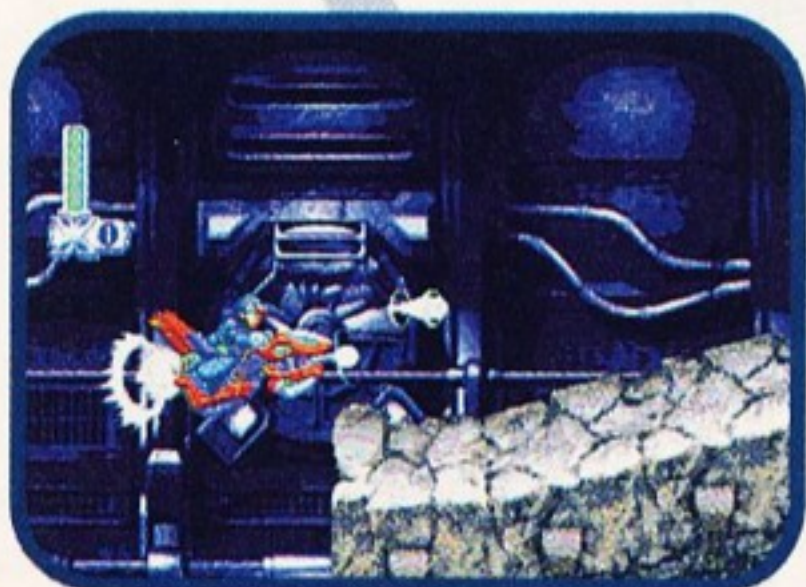
Mega Man X4 is, thank goodness, a 2-D game. Capcom decided to utilize 32-Bits of power to make the game look better, but the basic game is still there, as solid as ever. Mega Man Neo will be Mega Man's entrance into the 3-D arena, but for now, we get to enjoy classic 2-D gameplay. So here's to Mega Man's 10th birthday and his entrance into the next generation of video game systems. 🎮

Mega Man X4 Fact:

Originally, Sony nixed plans for MM X4 to come out for the American market (supposedly because it was 2-D).



An ice world: standard issue for any side-scrolling game.

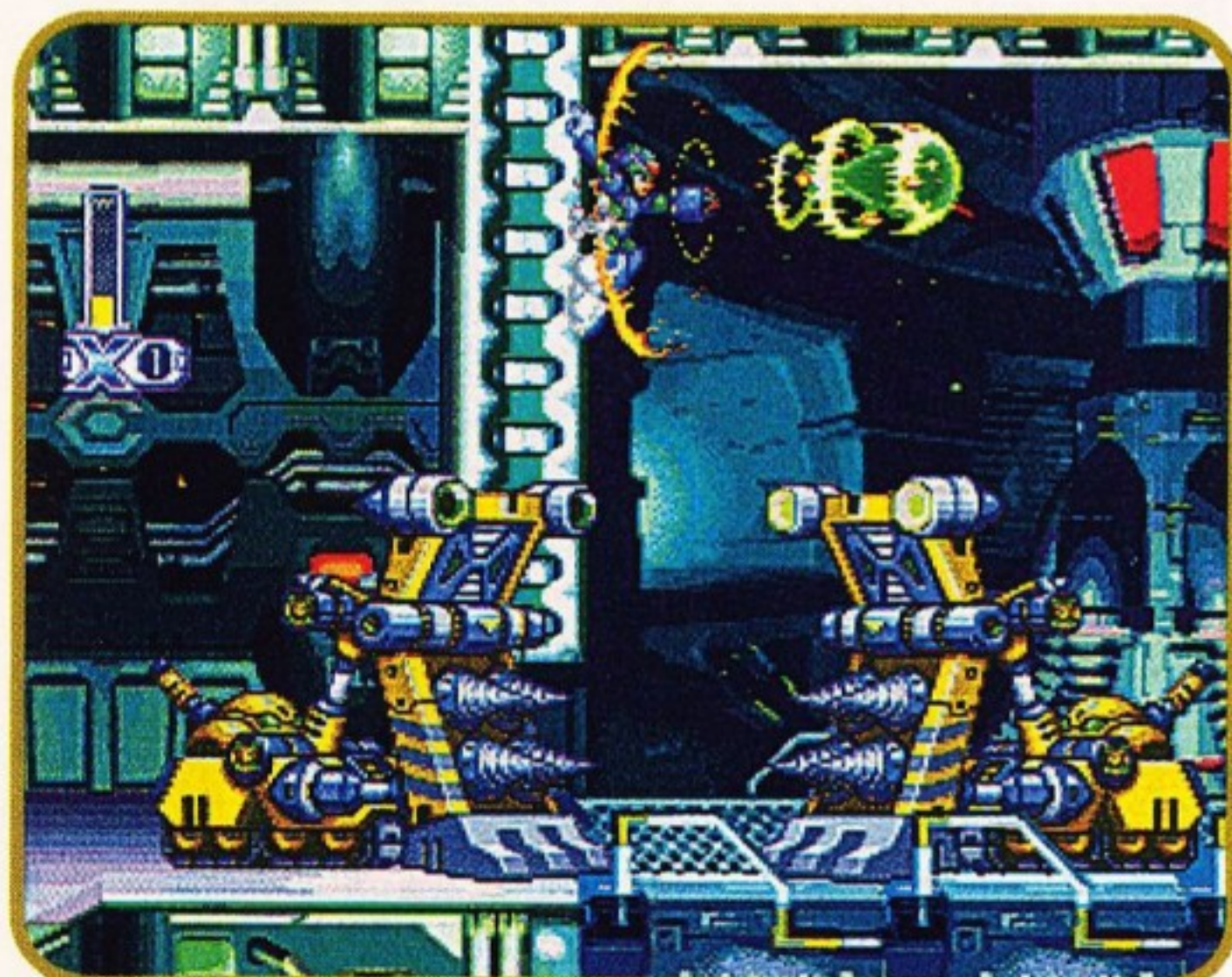


Zero's strengths come from close-up, hand-to-hand combat.



Now you can play as either X or Zero.

Mega Man X4's sprites are large and colorful.



acing enemies, without a hint of slow-down. The backdrops are colorful and vivid. In the waterfall level, for example, you may find yourself surrounded by rushing water, both in the back and foreground. In the snow level, the screen may be so busy with a heavy snowstorm, that you may be amazed that you can see anything underneath (the snowstorms can get heavier than those in the Super NES game Donkey Kong Country). This was done on purpose, however, to add to the challenge and immersiveness of the game. It's a very cool visual effect.

This spiral staircase level gives Mega Man X4 a pseudo 3-D feel.



Publisher/Developer	Players/Genre	Release
Sega Lobotomy	1 or 2 First-person Shooter	September 1997
Web Address: www.sega.com		

Quake

Saturn
Owners Get
Ready to
Rumble

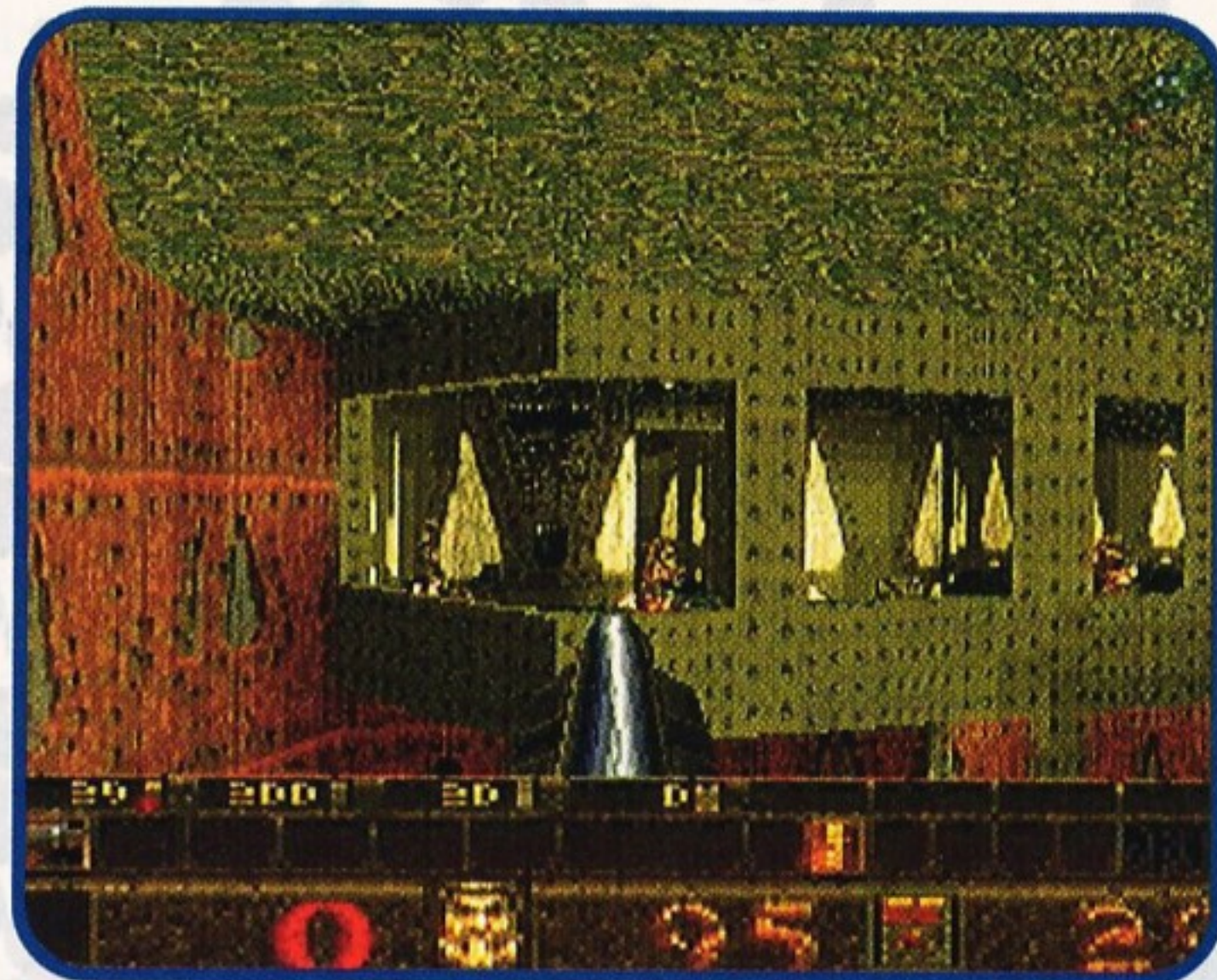
Quake revolutionized PC gaming with its incredible 3-D graphic engine and Internet capabilities when it arrived a little over a year ago. Finally, this groundbreaking 3-D game is making its 32-Bit debut on the Saturn, a system whose polygonal capabilities have been generally understated.

Quake is about as straightforward a game as they come. It is a first-person, 3-D shooter that has no fancy story, no full-motion video and enemies that have the personality of a tablecloth (although they really are good at killing). In fact, the only goal in Quake is to kill everything in your path to reach the level's exit teleporter called a "Slipgate."

Within each level are plenty of enemies to sate your killing instincts. There are 13 different ones in all, including vicious rottweilers, laser gun-wielding soldiers, lightning-spewing Shamblers, zombies that rip out and throw their own poison flesh as a weapon (Crispin's line is "Give them credit for making do with what they have") and big, fat ogres that throw grenades with one hand and hold a chainsaw in the other. There are also a couple of huge end Bosses that can be found at the end of the first and fourth

"Episodes" (groupings of approximately six levels each).

The arsenal in Quake is comprised of eight different weapons tailored to achieve the same result in many different ways. For close-range encounters, the weapon of choice is an axe or a shotgun. When there's some space between you and your target, the Rocket Launcher does wonders. The Grenade Launcher is handy for rolling little explosive bundles of joy down stairwells and through windows. Also in the repertoire are a Nail Gun, a Perforator (a bigger Nail Gun) and the Thunderbolt, a gun that discharges lightning bursts. Several defensive items can be found throughout the levels such as different grades of armor, an item that makes you invisible (only a pair of 3-D eyeballs are



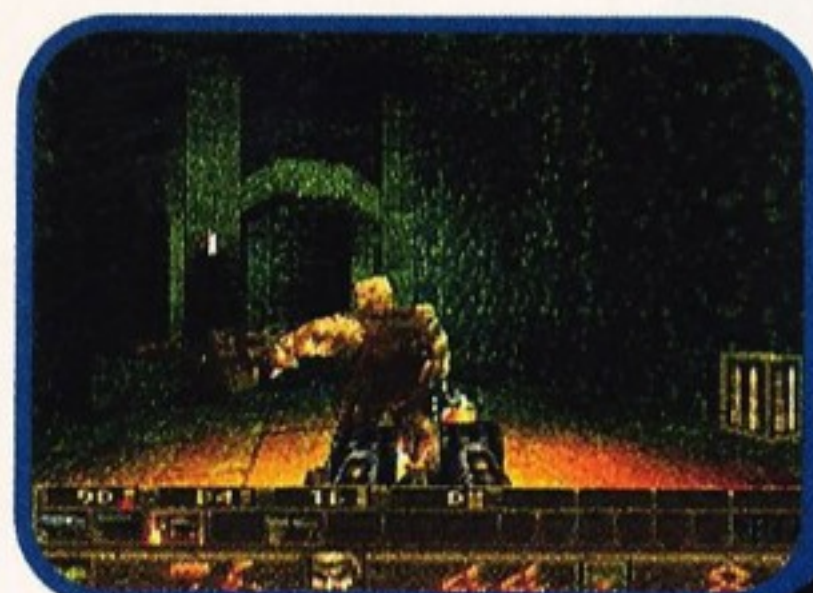
The large and diverse 3-D environments that comprise Quake are quite impressive.



In life, there's nothing more satisfying than nailing someone.

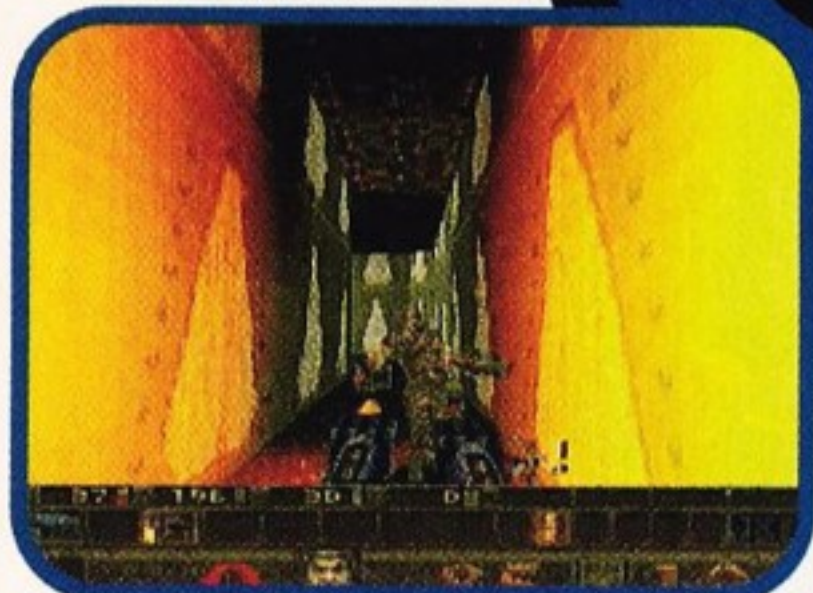


A couple blasts from the shotgun will take these soldiers out quickly.



Dark environments set Quake's mood.

Shooting creatures when you're this close to them is neat, but not recommended.



Extra lightsourcing effects have been added to some of the weapons like the Nail Gun.



visible to others) and runes that enhance your soldier's abilities.

There's a bit more to the game than just mindlessly shooting enemies (although, yes, that's most of it). In addition to avoiding being killed by the game's vast cast of creatures, there are plenty of traps to avoid and push-button puzzles (push button to open door at other side of level, etc) that must be solved and navigated to reach the exit.

So what are the levels like? Well the 3-D, complex architecture is probably unlike anything seen on a console. The Quake 3-D engine allows jumping, looking up and down and allows for play in a fully 3-D environment. There is water (you can swim above or under it), multiple level rooms, moving platforms and a variety of object textures and light-sourcing that make the world come to life. Several motifs make up the levels in Quake. The beginning of the game takes place in the "Slipgate Complex," which is comprised of a bright, high-tech, metallic building complete with killer dogs and soldiers. Other levels are more foreboding and dark to the point where you can barely see creatures close enough to kiss you (although that surely won't be their intent).

While Internet play was Quake's biggest claim to fame on the PC, it will be interesting to see how console players embrace its console counterpart. Regardless, it appears that Quake is on track to be an outstanding translation, at least as a single-player game. 🎮

Publisher/Developer	Players/Genre	Release
Sega Hudson Soft	1-10 Action	Now

Web Address: www.sega.com

Saturn Bomberman

The
Ultimate in
10-Player
Mayhem

Don't be fooled by the screen shots on this page. Saturn Bomberman may look childish and simplistic, perhaps even archaic, but this multiplayer 2-D action game is one of the best of its kind. This classic series finally gets a next-generation system update, and it is currently available in stores now..

Saturn Bomberman is a game that's extremely easy to pick up and extremely difficult to put down. The concept is so simple and addicting, hardcore gamers and video game phobics can't resist playing the game. The goal of Bomberman is to plant bombs to kill your opponents. You can use the layout of each stage to your advantage. Certain walls cannot be blown up and will stop an explosion in its tracks, so use these for cover.

Other than walls, destroyable blocks make up the rest of the map. By removing these, you can find

the winner can play a crane redemption-style game to win a power-up for the next stage), a devil power-down (if it gets picked up, everyone receives a curse that will affect their game adversely) and/or mad bombers (if you are eliminated, you can still play by tossing random bombs into the arena). You can also play in teams in this version of Bomberman.

This is certainly be one of the best multiplayer games ever. The Super Bomberman series were big hits as four-player games, and now the Saturn scores big with a monstrous 10-player version. Find some friends, a couple of multitaps and a bunch of Saturn controllers.

Bomberman Fact:

Saturn Bomberman is the biggest multi-player console game ever, supporting 10 players at a time.



The One-player Mode is mildly interesting, at best.



The multiplayer maps are nothing revolutionary, but they're still fun.



If you ignite the ship's cannons, you can hit the squid for extra points.



The bosses are tricky, as usual.

power-up icons that can help or hinder your progress. These power-ups will let you: Lay more than one bomb at a time, create bigger explosions, kick bombs down straightaways, toss bombs over walls, run faster or ride a dinosaur (see sidebar).

Saturn Bomberman contains three modes of play: Normal, Master and Battle. The first two are simple games in which you attempt to advance through various stages by killing off computer drones. Between each world, you'll have to defeat large Bosses in order to advance.

The Battle Mode, however, is the real reason to buy this game. Any combination of up to 10 computer or human opponents (with the help of two multitaps) can fight it out in special arenas.

The sheer number of options available prove that this latest Bomberman is indeed an improvement over its predecessors. You can have a bonus game (where



The extra-wide map is the only one that supports nine or 10 players at a time.

Publisher/Developer	Players/Genre	Release
Sega Sega	1 RPG	Now
Web Address: www.sega.com		

Shining the Holy Ark

The Shining Series Gets Back To The Basics

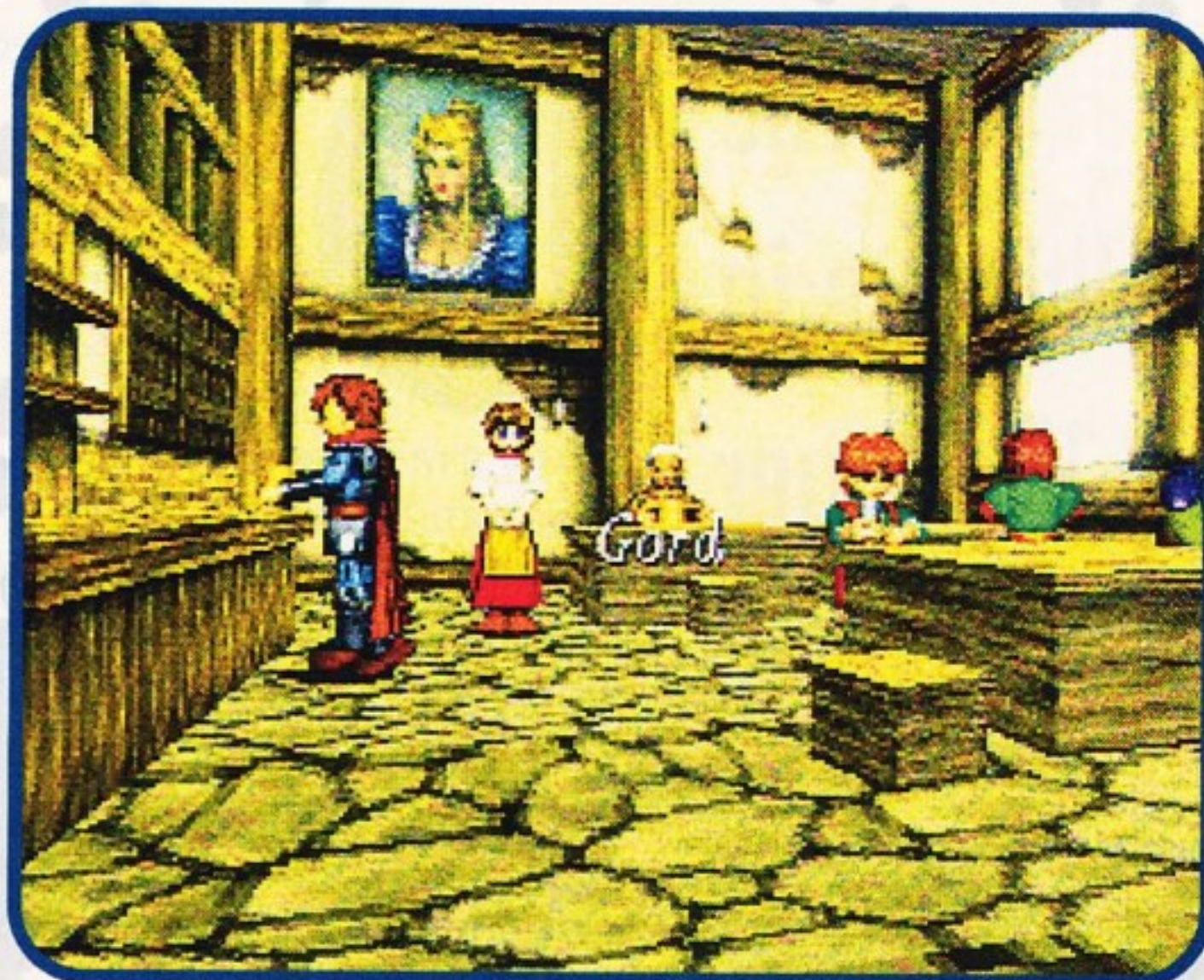
It's wayback-machine time for fans of Sega's long-running Shining series of RPGs, which began with *Shining in the Darkness* for the Genesis and continued through numerous installments for all of Sega's systems. The latest addition, *Shining the Holy Ark*, offers the same turn-based, first-person gameplay as *Shining in the Darkness*. Why, it even uses the same icon-based menus of the 16-Bit originator.

But story-wise, *Shining the Holy Ark* is no more a direct sequel than any other title in the Shining saga. You play Arthur, a mercenary whose pursuit of a Renegade ninja named Rodi runs into a snag when the pair are buried in a cave-in. Fortunately, their broken bodies are saved by benevolent spirits, who merge

with the adventurers in exchange for their help in restoring peace to the world. But not all spirits are good—especially the one who has possessed the king. So Arthur and his party spend the rest of the game, which has as many plot twists as any *Final Fantasy* title, trying to restore peace to the world.

All of *Shining the Holy Ark* takes place in a first-person perspective, with you moving in steps rather than in the continuous, go-anywhere motion of most *Doom* clones. Your adventure will take you through forests, dungeons, sewers, towns, castles, shrines and other typical RPG locales (and the handy automap keeps you from getting lost). Combat occurs at random, and the battles are turn-based, making the game more traditional than most of the action-oriented RPGs that have come out lately. Your party can contain

no more than four warriors, but you can hold additional adventurers in reserve and call them in when things get dicey.



More than one Saturn owner has written to tell us that *Shining the Holy Ark* is the best RPG on the system.

Although its story line will keep you hooked, most of *Shining the Holy Ark's* charm comes from its graphics. Every enemy in the game is prerendered, colorful and well-animated (and we could swear that some of the enemies are actually dancing to the music!). The monsters in this game don't just do a little hop when they attack; most rear back and spring their entire bodies into a fearsome strike, or they cut loose with screen-filling, pyrotechnic spells. The members of your party, too, are prerendered bitmaps, as are the folks you'll encounter in towns. When you converse with other characters, they react with facial expressions and body language.

But although *Shining the Holy Ark* boasts these visual perks (as well as some kick-butt pixie companions—see sidebar), it does lack the digitized voice and cinematics that grace many other modern RPGs. No big deal. It's still a solid game that's a worthy addition to the Shining series. ●

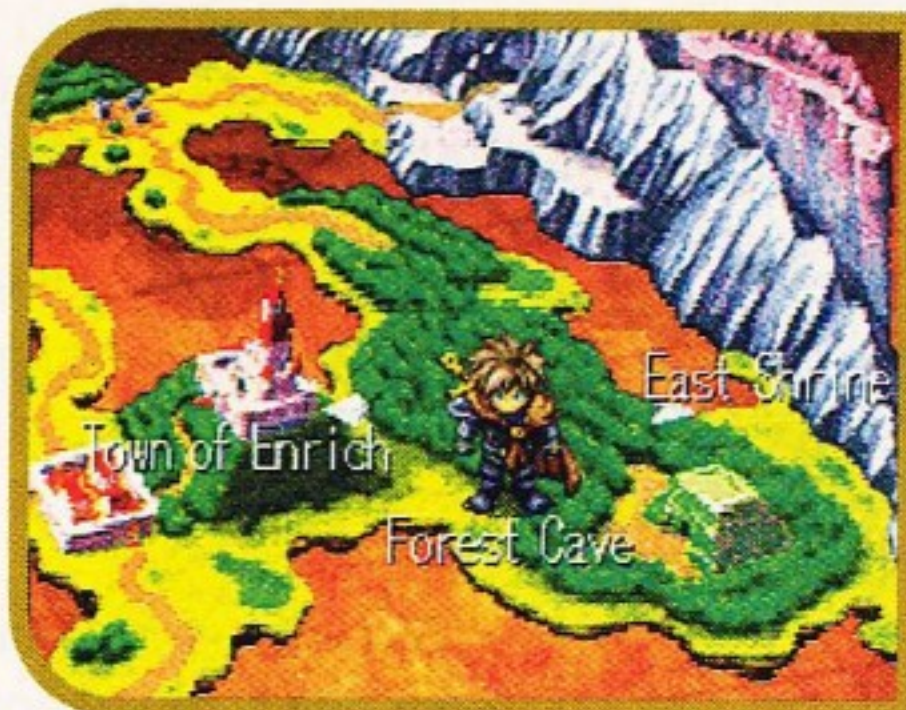
Like most of the recent Saturn RPGs, *Shining* packs crisp, colorful visuals.



The prerendered monsters nearly leap off the screen when they attack. Yikes!



The only time the game's not in first-person is on the Map Screen.



Even the locals are well animated, especially when you tick 'em off.

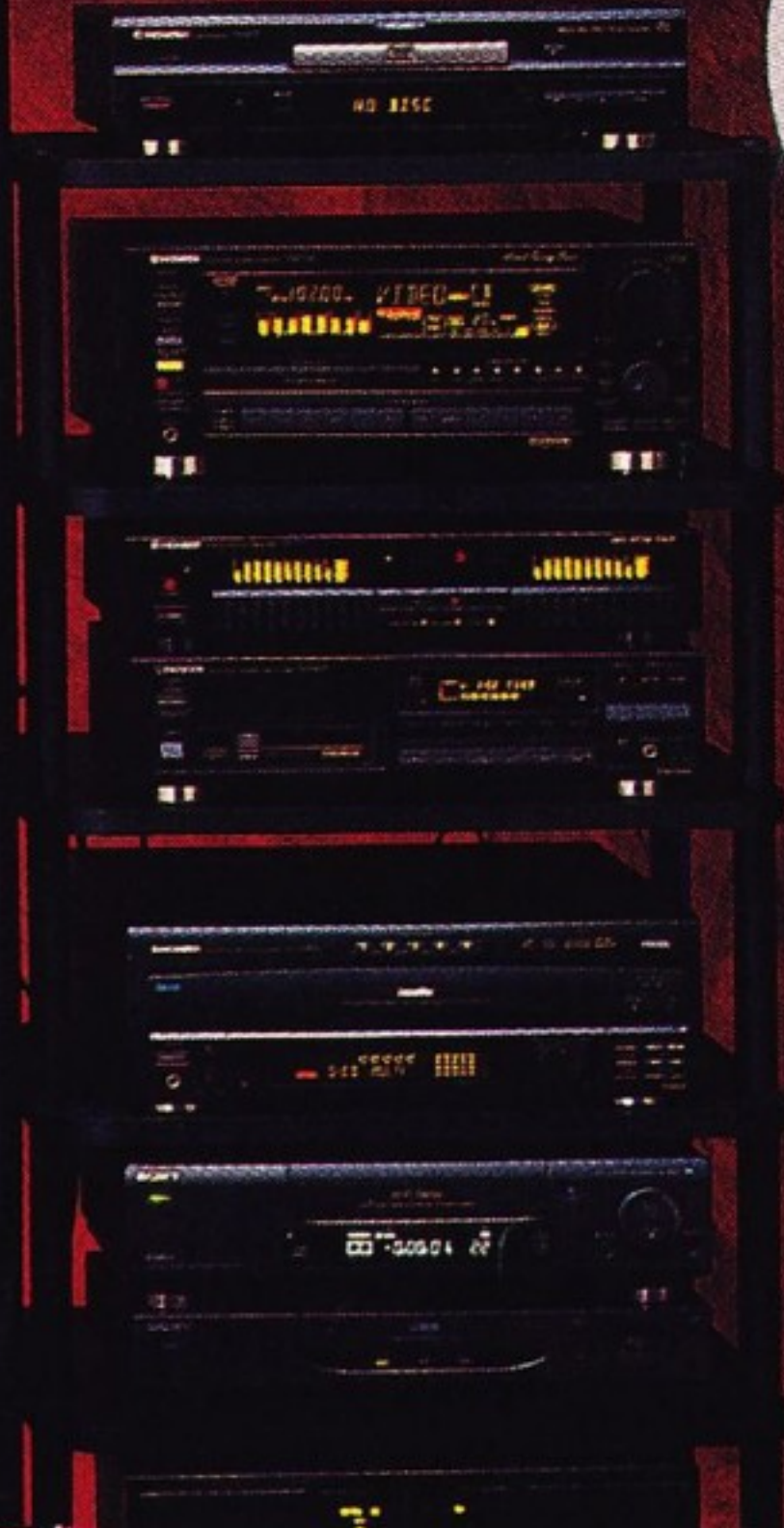


I could try going through the forest... although I know you're...
...OUS...

WIN! The Ultimate Gaming Rig! OVER \$20,000⁰⁰ IN PRIZES!

PANDEMONIUM
PROMOTIONS, INC.

Now everyone who plays wins a free six month magazine subscription!! You can't lose!



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

Computer Contest. Win a blazing fast computer with 300 Mhz MMX Pentium II, 32 meg. RAM, 4 Gig. HD, 24X CD-ROM, Windows 95, modem and more!

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

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

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

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

WORD LIST and LETTER CODE chart

PINCHW PRESS.....K BLASTA WRECK.....D
 BREAKZ PUNCHS SPRAYC TURBO.....V
 STOMPT STAND.....R PRESS.....E DREAM....O
 CRUSH.....I SCOREH SLANTL CHASE.....P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$3.00) Computer Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name _____

Age _____

Address _____

City _____

State _____

Zip _____



**SEND CHECK OR MONEY ORDER TO:
 PANDEMONIUM, P.O. BOX 9045
 GRESHAM, OR 97030-9045**

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEB. 21ST, 1998 • ENTRY FEE MUST BE INCLUDED
 Only one entry per person. You must be under 30 years old to win. Employees of Pandemonium and its suppliers are ineligible.
 Judges decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Offer not open to
 residents of Minnesota. You can request Winners List and Official Rules by writing Pandemonium Rules, 2870 NE Hogan Dr.
 #E425, Gresham, OR 97030. Merchandise names and models are trademarks of their respective companies who, along with this
 magazine, have no affiliation with this contest. © 1998 Pandemonium Promotions, Inc.

CLIP AND MAIL



Sonic Jam

Jam With
The Blue
Hedgehog
Classics

Move over Mario All-Stars. Step aside Namco and Williams Classics. Here comes the long-overdue Sonic Jam, a compilation of four of the most popular blue hedgehog games around. Sonic Jam for the Saturn features Sonic the Hedgehog, Sonic 2, Sonic 3 and Sonic and Knuckles. Sonic Jam also shows off a short 3-D level that should have Saturn owners drooling in anticipation of the system's future.

Sonic Jam is a two-part disc. The first part is a Sonic fan's dream: four complete classics, all with new features. Each game has been slightly enhanced graphically and audibly. You can also enter a Time Attack Mode to see how quickly you can complete each of the levels. Sonic Jam will also allow you to go directly to the bonus stages. And for the paper-phobic, electronic manuals are included—you can read all the original instruction booklets right on your TV screen.

Sega took more steps in improving the actual gameplay of these oldies but goodies. First, Sonic can now do his Spin Dash in the first Sonic game. Second, you can play Knuckles in any of the Sonic games (previously, the Sonic and Knuckles lock-on Genesis cartridge was only backward compatible with Sonic 2 and 3).

The most exciting part of Sonic Jam, however, may also be the most disappointing. Sonic World, a virtual museum of sorts, is a fully playable, fully interactive 3-D world in which Sonic runs around and picks up rings while visiting key buildings. These locations will take you on a tour to see various Sonic paraphernalia. You can check out artwork, sound clips, toys, books, etc. Sounds good, so why is it disappointing? This 3-D mini "game" demonstrates that the Saturn has what it takes to compete directly with Mario 64. It looks and plays that good. But it's only one level and not a whole game. After testing it out, it'll only leave you



Why didn't Sega make a full 3-D Sonic game like this much earlier? The system wars might have turned out differently.



A burnt Sonic isn't a pleasant sight.



The 3-D game is awesome...too bad there's not more of it.

Sonic's patented Spin Dash can now be performed in the original game.



Nothing's worse than taking a hit and losing almost all of your hard-earned gold rings.



The Bonus Stages are immediately accessible from the beginning.



Sonic and Tails, a mascot match made in heaven.

hungry for more.

The good news is that this Sonic World demo hints as to what the next original 3-D Saturn Sonic game will look and play like. Sega says it's no longer going to be called Sonic X-treme, but it will be a true 3-D, free-roaming game that should silence any critics. *EGM* is pretty excited, but we can't help but wonder how much better the Saturn could be doing today if this potential killer-app came out two years ago with the Saturn's launch. Perhaps if this upcoming 3-D Sonic game would've come out with the launch of the Saturn, it could've done for Sega what Mario 64 did for the Nintendo 64's initial sales. ●

Publisher/Developer	Players/Genre	Release
Sega Sega	1 or 2 Compilation	Now
Web Address: www.sega.com		

ZD SOFTBANK
ZIFF-DAVIS

VOLUME 1
ISSUE 2



Official U.S. PlayStation Magazine

FORMERLY P.S.X.

RA RAPPATHE RAPPER

We rap with
the creators of the
groundbreaking title

November Issue
On Sale Now!

**Exclusive
PlayStation
Demo Disc**

playable demos:

**Croc
Crash Bandicoot 2
Colony Wars
Madden 98
Armored Core
Cool Boarders 2**

non-playable demos:

**Ghost in the Shell
FaceOff 98**

Also, look for our December Issue
on sale November 25th

Magazines available at the following locations:

Kmart, Wal-Mart, Electronics Boutique, Waldenbooks, Target,
Borders, Crown Books, Barnes & Noble

Publisher/Developer	Players/Genre	Release
Sega of America Traveler's Tales	1 or 2 Racing	Now
Web Address: www.sega.com		

Sonic R

The "Blue Dude" Races into 3-D

Sonic the Hedgehog has finally decided to jump on the bandwagon with Sega's upcoming Sonic R, but Saturn owners shouldn't mind too much. He's on the bandwagon because Sonic is not only starring in his first full-fledged racing game, a popular genre for mascots—he's also made it to a 3-D world—another "in" mascot pastime.

Traveler's Tales, a European-based development team and the makers of Sonic 3D Blast, are developing Sonic R for Sega. Originally the title was being done in the States when it was called Sonic Xtreme (remember this one?). But then it went to Sega of Japan before finally making it to Traveler's Tales, where they are now finishing the project with input from Sega of Japan.

Sonic may have dabbled in 3-D before with Sonic Jam, the olden-day carts or with the Sega CD, but were those really full-on 3-D games? Whatever past games

really nice, complete with a cool effect that eliminates pop-up—or at least lessens the ugliness of it. When you're coming around a turn and in the distance there's a large hill, instead of just popping out of nowhere, it slowly fades with software-generated transparency effects.

Players have at least three different modes of play to choose from in Sonic R. Sega says there will be the standard Grand Prix Mode, Two-player Versus, Time Attack, Relay and Tag. In addition, all modes of racing support Sega's Analog Pad.

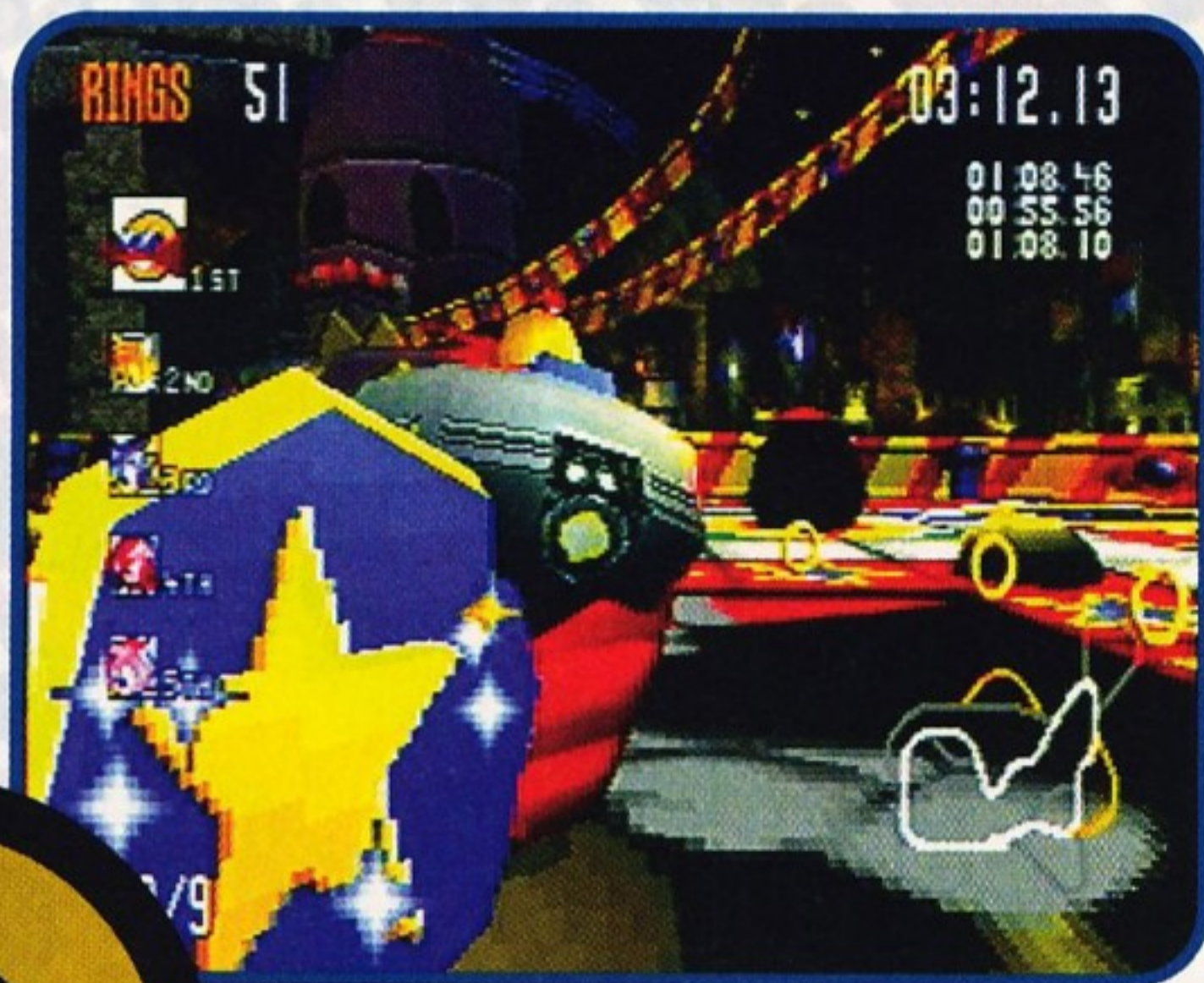
Sonic Fact: Hedgehogs in the wild have a habit of "self-anointing" themselves by flicking spit with their tongues onto their spiny backs.



If you're feeling evil, go ahead and choose to be Robotnik.



Certain players can take shortcuts others can't due to their abilities.



Pit friend against friend in racing multiplayer action.

The levels have the look of the old Sonic games, but now in 3-D.

Sonic has been in, Sonic R is quite a departure from anything before. The game features Sonic and around eight of his friends and enemies (normal and hidden characters included), racing against one another on several different tracks.

The five courses (that's including the bonus areas) are set up and have the look of levels in the old Sonic games. Look for the tracks wrapping around themselves, taking you on a different pathway every time you play (or at least the first few times anyway).

The graphics in Sonic R are



ELECTRONIC GAMING and **EGM²** **MONTHLY**

have **3 BONUS** magazines coming your way this fall!

Hey Gamers!

This time of year there are so many cool games coming our way it's hard to find enough space to tell you about 'em all. That's why we have *EGM* and *EGM²* special issues like the *1998 Video Game Buyer's Guide*, *Guide to Sports Video Games* and *Video Games for the Nintendo 64*. Although these mags are created by your favorite *EGM* and *EGM²* editors, they contain lots of information **not found** in the pages of *EGM* and *EGM²*. Let me tell you a little about each...

1998 Video Game Buyer's Guide

Put together by Dan Hsu and the rest of the Review Crew, this mag tells you our pick for this year's best system and which games you should buy! We also have our Good, Bad and Silly look back on the gaming industry, along with a massive trick index and game review chart with over 1,300 games listed and rated! Plus, go behind the scenes with Shigeru Miyamoto on the future of Nintendo, and take a top-secret look at the world of video game-controller design.

Video Games for Nintendo 64

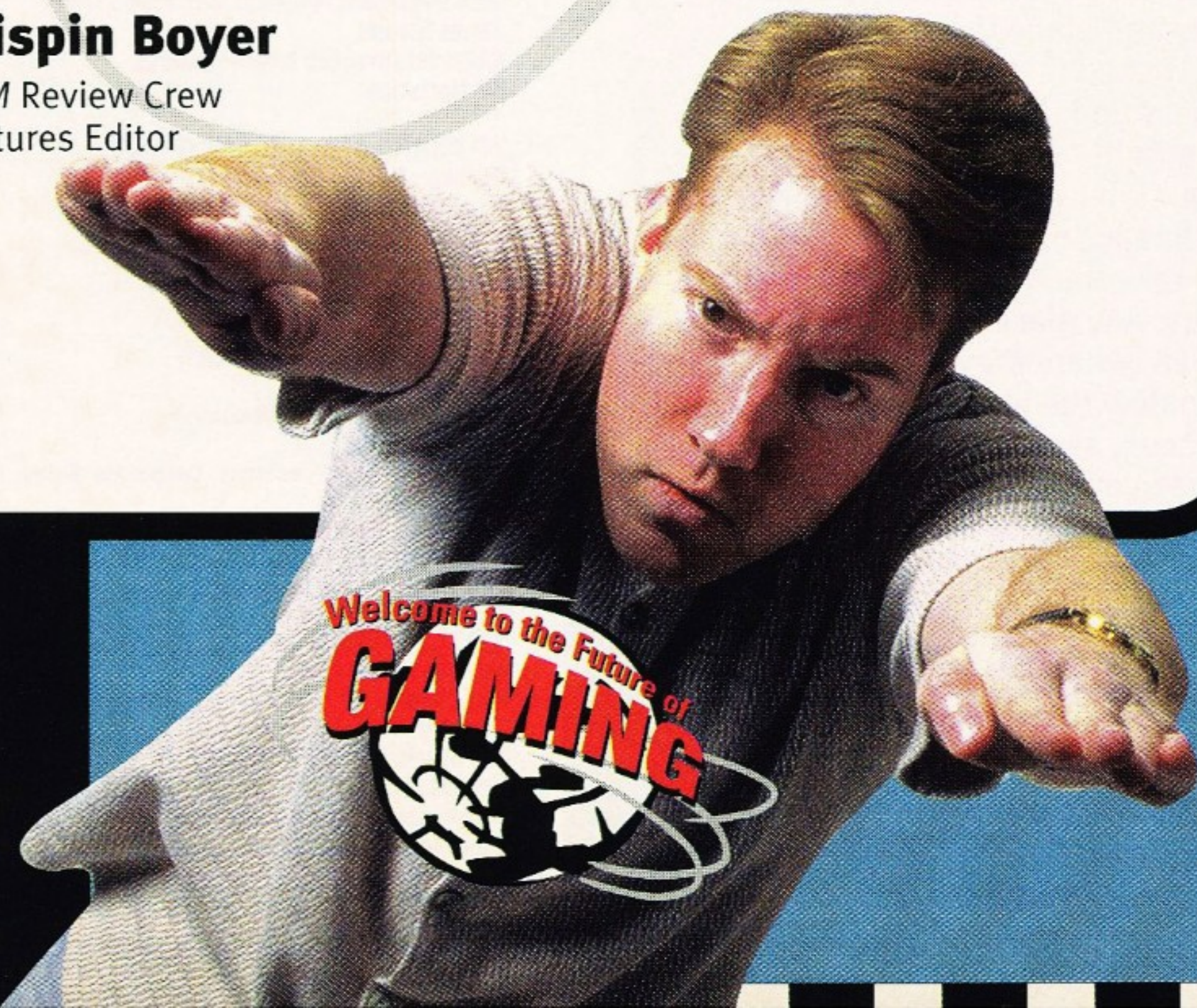
Written by brand-spankin' new Review Crew guy (and Nintendo-book veteran) John Ricciardi, this mag has everything you've ever wanted to know about the N64. It's packed with reviews of all the new N64 games, previews of more than 20 hot new titles, a huge tips-and-tricks section and—best of all—strategy guides for all of your favorite games. John just got back from Japan with the latest Nintendo news, and he's itchin' to unload it all in this special issue.

Sports Video Games

Tired of watching the other team make all the big plays? Want to know which sports games you should even bother playing? *EGM*'s guide will satisfy all of your sports-gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the ultimate sports titles. Watch for the huge Madden 64 behind-the-scenes blowout and an interview with legendary Q-back Brett Favre. *EGM*'s armchair jock Kraig Kujawa is writing this sucker, which focuses mainly on football, basketball and hockey titles. Watch for it!

Crispin Boyer

EGM Review Crew
Features Editor



1998 VIDEO GAME BUYER'S GUIDE

On Sale Nov. 11, 1997

VIDEO GAMES FOR THE NINTENDO 64

Volume 3

On Sale Nov. 25, 1997

SPORTS VIDEO GAMES

On Sale Dec. 2, 1997

Don't forget to look for our newest title...

Official U.S. PlayStation Magazine
Formerly P.S.X.

Available Today!

PlayStation Tricks & Codes

Arcade's Greatest Hits: The Atari Collection 1

TEMPEST LEVEL SKIP

There is a trick within the game, Tempest, on Arcade's Greatest Hits: The Atari Collection 1. After the beginning cinema has ended, select the Tempest arcade game. After it has loaded and you get to the demo/high scores of the game, press Select for the menu. Move down, highlight and choose "Game Options." Put Demonstration Mode On and press X button to accept. Back on the menu, start a one- or two-player game by choosing one of those options and pressing X. Now when your game begins, press L1 or R1 to skip levels. Pausing the game and then pressing Start again will also skip the level.

Here's also a quick tip to rush through all the levels. Hold the Fire button and L1 or R1 simultaneously. By holding the Fire button, you will kill any enemies or spikes that appear in your way while warping through the level. Caution: Don't circle the grid when rapidly warping or you will be guaranteed to get hit by the spikes in later levels.

Ball Blazer Champions

VARIOUS CHEATS

Here are a couple of passcodes to enter in your next game. Use the key below as a reference to the following passcodes.

To Shrink the Rotofoil enter, at the Password screen, the password:

X O X X O X
X X X X X X
X X T T X X
S X X X X S
X S S S S X

To jump to the Master Dome stadium on Easy in the tournament with one previous loss on your record enter, at the password screen, the password:

O L1 L1 R1 R2 L2
X S S R1 R2 R1
R2 T L2 R1 L2 O
L2 R2 R1 X L1 R2
S L2 R1 X R1 R1

(KEY: S=Square T=Triangle
O=Circle X=X, L1, L2, R1, R2=top
four buttons)

Beyond the Beyond

HIDDEN INTRO

To find the hidden introduction

sequence in the game, hold Up on the directional pad and Triangle at the same time at the Camelot Software logo. If you do it correctly, you will see a computer-generated sequence after the logo, showing the main character Bandore and more.

Blast Chamber

INFINITE LIVES

For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!

Bogey: Dead 6

TIMER TRICK

Use this code to add time to the clock. When the Now Loading Screen appears (after the plane and Weapon Selection Screens, but before the mission starts), press and hold buttons: L1, L2, R1, R2, X, Circle, Triangle, Square and Left. Keep buttons held until you begin the mission for an increase to 999 seconds!

ACCESS ALL FIGHTERS

To get access to all the fighter jets, go to the Plane Selection Screen and enter the following code: Left, Left, Right, Down, Up, Down, Right, Select. You will hear a shout to confirm that the code was entered correctly. Now all of the fighters will be available for you to select. Choose a plane with good speed, endurance, maneuverability and stability to fight for you. Use any plane, even an F22 for combat in the beginning missions!

ACCESS ALL MISSIONS

From the Game Menu, choose the Mission Option. At the Mission Select Screen, press the following buttons in this order: Up, Down, Down, Right, Left, Down, Up, Triangle. Once you hear the shout, it will confirm that the code was entered correctly. Now the higher level missions will be available for you to choose. Even though the missions will be more difficult, the rewards will be greater when you access these levels.

Brahma Force

SPECIAL MENU, VIEWPOINT CONTROL, ETC.

To get a Special Menu in the game Brahma Force, you must finish the entire game within two hours. Keep the memory card, which has the Clear Data, inside the slot. While the "Press Start Button" at the Title Screen is flashing, press Start. The system will check for save data. A new option named "Special" will appear underneath the other options. Highlight and enter this special mode. You will now have access to a Stage Select, Stream View Mode (see all the full-motion video from the game), XA Test Mode (test out all of the voice acting from the game), and the SE Test Mode (test all the sound effects in the game). To turn on Map Viewpoint Control, begin your game and press Start to get the Command Screen. Highlight "Map" and enter this mode. Press Select to stop the map rotation. Now you can use the control pad and the top L and R buttons to move yourself freely all around the map. To return to the Title Screen, press L1+R1+L2+R2+Select at the same time.

EASY GAME

To make this game a little easier, put in this trick. Go to the title screen with the "Press Start Button" flashing. At this screen, hold Up-Right+X+Square. While holding these, press Start. You'll hear a slightly different selection sound than normal. Begin your game and you will notice some new aspects about the level. The enemies will be easier to kill, you have more time to complete the level, and the enemies will leave more powerful items behind. This will make the game less challenging, but it will give you the advantage to win it with a little more ease.

Broken Helix

MORE AMMO, HEALTH AND ARMOR

Pause the game by pressing Start and then press the Triangle button. At the Pause Screen with all of the Menu Options, highlight the "Help Text" Option. Hold L1+R2 and then press Triangle and X at the same time. You'll hear a beep and this will give you more ammunition

when you return to the game. To get more health and armor, go to the same Pause Screen and highlight "Help Text" again. Hold L1+R2 and then press Circle and X at the same time. You will hear a beep to confirm it worked and this will give you more health and armor when you get back in the game. As soon as your codes are complete, highlight "Return To Game" and choose it. You will see the results on the right side of the screen.

Bubble Bobble

DEBUG/ORIGINAL GAME

These codes will give you some new features to enhance the game, Bubble Bobble. Just enter either one of the codes at the Title Screen:

Debug Mode: Down, Up, Down, Up, Right, Down, Left, Down, Up, Down. Press R2 to get the Debug Options during play.

Original Game Mode: Right, Left, Up, Down, Up, Down, Up. Secret areas will appear on 20, 30 and 50.

THUNDER BUBBLE GLITCH

At the Title Screen, do the debug code (Down, Up, Down, Up, Right, Down, Left, Down, Up, Down). While in the game, press R2 to bring up the Debug Menu. Go to map 63 and then press L2. You will appear on stage 100 where there are Thunder Bubbles. Press R2 again and go back to map 0 and press L2 to go there. The thunder bubble icons will follow you to the beginning! Now you can easily beat the game!

Bussy 3D

WARP AND SNAKE CODES

Go to the Password Entry Screen and enter the following code: XZOOMMERKB. Now, during gameplay, pushing Left on the directional pad and Start at the same time will warp Bussy to key locations on the map. The next code is more of a humorous one. At the Password Screen, enter the code: XURASNAKER. When you go into the game, Bussy will look like Snake from the movie, Escape From L.A.

Buster Brothers Collection

STAGE SELECT AND EXPERT MODE

Use this method to get the stage select. After the title screen, press START and you'll get to choose

10 Cool places to look on the Net for the latest tricks, tips & codes

So you have the newest, coolest game but are stuck. What's a gamer to do? Well, a good option is to hop on the Internet and look for the latest news, tricks, strategies, etc. Here are some of the sites we like and what they have to offer in terms of the latest tricks, tips and such. The sites are rated in four categories: number of tricks and codes, number of in-depth strategies, speed to post and ease of navigation. Some comments will also be made about some of the features (good or bad) of the site. Keep in mind that we're surfing with a T1 line, so when we say that it takes a while to load, it will most likely be slower on the



average computer user's modem. Some sites are not so graphically appealing, but they have enough information to do the trick (no pun intended)! Also, since you're most likely on the Internet with a computer, we have provided some sites with codes for computer games as well. So, kick back, break out the Dr. Pepper and canned ravioli, and get ready to do some serious surfing with the Trickman, as he takes you on a journey to some of the places that have saved his butt from a horrible fate, many a time. Also, check out the trick tidbits after this feature to catch some of the most interesting moments in trick history!

PlayStation Tricks & Codes

between three games. Choose "B. Buddies." Then pick "Games Start" on the next screen. After the Buster Buddies title screen appears, choose a one or two player game. On the Select Game screen, go to Normal game and hold DOWN on the pad. Then press X. After choosing your character, a Stage Select screen will appear! You can choose any set of levels; even the end level which is 50! To get the expert levels, get to the Select Game screen again and move to the Normal game. Using controller 1 and 2, press and hold the X button on both controllers. Instead of the normal game, you will get and expert mode with new levels and backgrounds!

Carnage Heart CONTROL YOUR O.K.E.

After you get set up and deploy at least one of your units, you will eventually go into a battle. Once you do, press the Select button and the Meters and Camera display will appear. Press the Select button another 11 times and the Camera Angle Option will disappear and turn into an Action Option. Press the X button to make the Action switch from automatic to manual. Now you will be in control of the O.K.E. for the battle.

Codename: Tenka ALL WEAPONS, LEVEL WARP

These cheats are sure to improve your progress in the game. Press Start to pause within your game and enter these incredible codes. All Weapons: Hold L1 and press Triangle, R1, Triangle, Square, R1, Circle, Square, Square. Then release L1. Level Warp: Hold L2 and press Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle. Then release L2.

Command & Conquer MISSION PASSWORDS

The covert missions in both discs: COVERTOPS. For levels within the NOD mission disk enter:
Level 2: C99FAXKW8
Level 3: RZNLQZ3NL
Level 4: W1954XWLF
Level 5: W15DASRS8
Level 6: 8PH1MR53W
Level 7: GTJKWOJDK

Level 8: YKK424K3D
Level 9: 874LCPUT4
Level 10: A8SHPAHXW
Level 11: OX3UKOP94
Level 12: QGDUMSK2J
Level 13: SZP09VDSB

Contra: Legacy of War EXTRA LIVES AND STAGE SELECT

These codes are to be done at the Title Screen, and you should hear a noise if entered correctly. For Extra Lives press: L2, R2, L1, R1, Down, Up, Up and Down. Now when you die in the game, you will have an extra chance to get a little further in your game. For Stage Select press: L2, R1, L1, R2, Left, Right, Circle, Square, R2 and L2. If entered correctly, a Stage Select will appear. Choose the stage you wish to play in and begin.

Cool Boarders CHANGE ANNOUNCER'S VOICE

From the Title Screen, access the Options. In the Options Mode, press the Select button 55 times. The announcer's voice will change to a higher pitch.

The Crow: City of Angels MULTIPLE CHEATS

Access the Continue Option from the Title Screen. The "Enter Password" Option will appear. Now you can enter any of these level codes:
Pier: Triangle, X, Triangle, Triangle, Circle, Square, Triangle, Square, X, Circle.
Boat: X, X, X, X, Triangle, Square, X, X, X, Circle.
Tomb: Triangle, Circle, Triangle, Circle, Square, Triangle, Triangle, Circle, X, Circle.
Grave: X, Triangle, X, Triangle, Square, X, X, Triangle, Square, Circle.
Church: Triangle, Triangle, Triangle, Triangle, Circle, Square, Triangle, Square, Square, Circle.
Day 'o Dead: X, Triangle, X, Triangle, Square, Circle, Circle, X, Square, Circle.
Club: Triangle, Circle, Triangle, Circle, Circle, Triangle, X, Circle, Square, Circle.
Tower: X, X, Circle, X, Square, Square, X, Triangle, Triangle, Circle.
Borderland: Triangle, X, X, X, Circle, Square, Triangle, Square,

Triangle, Circle.
Finale: X, X, X, Circle, Square, Square, X, X, Triangle, Circle.
The next set of codes are fun ones. Just enter them on the Password Screen:
Debug Mode: Square, X, Square, Circle, Triangle, Triangle, Circle, Square, X, Square.
Stickman Mode: Triangle, Triangle, X, Square, Circle, Circle, Square, X, Triangle, Triangle.
Giraffe Mode: X, Circle, Triangle, Circle, Square, Square, Triangle, Circle, X, Circle.
FMV Select: Triangle, Triangle, Circle, Circle, Circle, Circle, Circle, Circle, Triangle, Triangle.
Unlimited Energy
This trick starts you on the ship with unlimited energy. Access the Continue Option from the Title Screen. The "Enter Password" Option will appear. Now enter this code: Circle, X, Triangle, X, Circle, Triangle, Square, Circle, X, Square. Your invincibility will last until you get into the final battle.

Crusader: No Remorse SMALL AND BIG CHEATS

At the Main Menu, choose "Load Game." Then pick the "Teleport to Mission" Option. On the Passcode Screen, enter the word, LoSR. The game will say that you have an invalid password, but in the middle of a game, you can access two kinds of cheats. Small Cheats (full health and energy): For Saturn, press A+B+C. For PlayStation, press Square+R1. Big Cheats (all weapons, useables): For Saturn, press X+Y+Z. For PlayStation, press Circle+R1.

PASSCODES

Here is a compilation of passcodes for the four difficulty levels of this game. They will work for both the Saturn and PlayStation versions:
Mama's Boy
Mission 02: FWQP
Mission 03: PLRQ
Mission 04: SZNF
Mission 05: TD5S
Mission 06: J1BT
Mission 07: K2CV
Mission 08: N3DW
Mission 09: M4FX
Mission 10: X5GZ
Mission 11: C6HO
Mission 12: D7J1
Mission 13: F8K2
Mission 14: FGL3

Mission 15: JFM4
Mama's Boy
Realtime Level: LRTN

Weekend Warrior
Mission 02: GWQP
Mission 03: QLRQ
Mission 04: TZNF
Mission 05: VD5S
Mission 06: K1BT
Mission 07: L2CV
Mission 08: P3DW
Mission 09: N4FX
Mission 10: Z5GZ
Mission 11: D6HO
Mission 12: F7J1
Mission 13: G8K2
Mission 14: GGL3
Mission 15: KFM4
Realtime Level: MRTN

Loose Cannon
Mission 02: HWQP
Mission 03: RLRQ
Mission 04: VZNF
Mission 05: WD5S
Mission 06: L1BT
Mission 07: M2CV
Mission 08: Q3DW
Mission 09: P4FX
Mission 10: 05GZ
Mission 11: F6HO
Mission 12: G7J1
Mission 13: H8K2
Mission 14: HGL3
Mission 15: LFM4
Realtime Level: NRTN

No Remorse
Mission 02: JWQP
Mission 03: SLRQ
Mission 04: WZNF
Mission 05: XD5S
Mission 06: M1BT
Mission 07: N2CV
Mission 08: R3DW
Mission 09: Q4FX
Mission 10: 15GZ
Mission 11: G6HO
Mission 12: H7J1
Mission 13: J8K2
Mission 14: JGL3
Mission 15: MFM4
Realtime Level: PRTN
On any difficulty setting you can enter another code that will give you some bizarre black-and-white pictures. Just enter the code XXXX on the Passcode Screen.

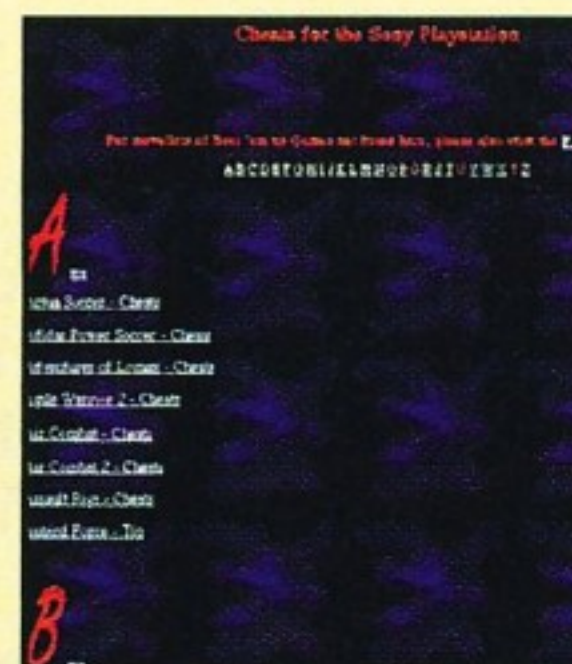
Darklight Conflict LAST LEVEL CODE

Now you can access the last level automatically with this password.

10 Rainer Schmied's PS Cheats

www1.stuttgart.netsurf.de/~schmied/cheats.htm

Though not graphically anything to write home about, this is one of the better trick sites for finding the latest codes. Tricks for Japanese games can also be found here. Load time is fair but not great. A MIDI music file plays in the background while you are searching, but it gets annoying. It would be nice if there was an option to turn it off.



PlayStation Tricks & Codes

On the Main Menu screen, highlight and select the Password Option. Now enter the code as shown here: DLXGKDJH
Once you choose End, you'll be transported to the last level of the game, "The Escape Home" which is extremely difficult! Try to survive as long as you can!

Descent

CLOAK, FULL SHIELDS

Try these codes to give you an advantage over your enemies. Enter them in the middle of any game (don't pause or they will not work): Cloaking Device: Triangle, Square, X, Circle, Square, X, Circle, Triangle, X, Square, X, Triangle.

Full Shields: Triangle, Triangle, X, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, X
Freaky Colors

This rather odd trick will allow you to change the colors in Descent. While playing, enter Square, Triangle, Circle, Square, Square, Triangle, Circle, Circle, Square, Triangle, Square, X, Triangle, X, Square, Triangle. You can repeat this code for some different colors each time.

Destruction Derby 2

ACCESS ALL TRACKS

This code will access all those tracks that you normally can't unlock, such as "Black Sail Valley," without having to compete and complete a division. To access the tracks, using controller one, go into the Race Mode Screen and select either Wrecking Racing or Stock Car Racing. Then select "Championship" at the Race Type Screen. You will enter a Name Entry Screen. Here enter your name as: MACSRPOO and then hit End. You should appear at the Main Screen and the Track Option will have a red cross through it. Go back into Race Mode and choose a mode and then a race type. Now, if you access the Track Select Option you should be able to choose from any of the tracks listed. You will also be able to select any of the tracks, such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy

EASY BERETTA

Here's a great trick to access a special weapon that will cover more

ground than that pistol—a Beretta! To pull this one off, you will have to jump to the second game, Die Hard 2. When this game begins, a helicopter will come in from the left. Before it gets a chance to fly away, continuously shoot at it. You will have to reload a few times, but it will work. After it explodes, the Beretta will drop and be yours for the taking. Now, you will have twice the firepower to make your mission a little easier!

MULTIPLE GAME CHEAT CODE

Begin one of the Die Hard games and press Start to pause. Press and hold R2 and then press Left, Right, Up, Down, Square. Each game will give you different results. Die Hard: The code gives you unlimited energy (invincibility). Die Harder: The code gives you unlimited energy, map editor (Start button) and a weapon select (Triangle). Die Hard With a Vengeance: After entering it, press Start on controller two for the options. Press Triangle to toggle the clock and X to select your level.

STICKMEN CODE
To get a crazy code to work in Die Hard Trilogy, just follow this simple procedure. While playing the first Die Hard game, hold the R2 button and press the Triangle button 10 times. Then press Right four times. All of the characters in the game will turn into stick men! Also, everyone will be color coded just like they are on the radar. You will be white, the bad guys red, the hostages blue and the dead guys yellow. I didn't know sticks could bleed!

ROSWELL CODE

There have many codes for this game, but certainly none like this! This code is called the Roswell code, which will turn your level into an alien funfest! To access it, just go to the Central Park level within Die Hard With a Vengeance stage. If you don't have the password handy, enter this code at the Password Screen: XJ1GFT!7XMLG9
T74XMLD3K72X!
LG82RC8VMZKSH
HXWQZWM7GVHSJ

Then after beginning this level, hit Start to pause and go to "Quit." Hold R2 and press Right, Square, Triangle, Down, X, X, X. You should then see the "Roswell" Screen.

Return into the level and take notice of all the changes!

Disruptor

INVINCIBILITY

Here is an essential code that you should find helpful; Invincibility! Just go to Map screen, when within a level and turn "Real Time" off. Then press: Circle, Circle, Square, Circle, Triangle, X, X, Circle. Then continue your game and take on your enemies with no worries.

Dynasty Warriors

PLAY AS SUN SHANG XIANG

In order to play as, Sun Shang Xiang go to the Title Screen. Highlight "1P Battle" and then press: Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the Character Select Screen to select the new character.

Excalibur 2555 A.D.

FULL HEALTH AND WEAPONS

To get your health maxed out, press Start to pause the game and enter this code: Triangle, Triangle, Triangle, Square, Square, Square, Square, Square. Then press Start again. You will see "Cheat: Full Health" on the screen. To get your weapon maxed out, press Start to pause the game and enter this code: Triangle, Triangle, Square, Square, Circle, Circle, Square, Square. Then press Start again. You will see "Cheat: Sword Power" on the screen.

Fade to Black

CINEMA TEST

Go to the password screen and enter the cheat enabler code as follows: Square, Triangle, Circle, X, Circle, Triangle. Then press Start. The screen will say you have entered an invalid code. Exit the screen and re-enter the Password screen. Now put in Square, X, Circle, Triangle, Circle, X. You will be brought to a movie player screen where you can view the cinemas.

Final Doom

MANY CHEATS

Press Start to pause and enter these codes as shown:
All Powerful Mode: Down, L2, Square, R1, Right, L1, Left, Circle.
Lots of Goodies: X, Triangle, L1, Up, Down, R2, Left, Left.
Level Skip: Right, Left, R2, R1, Triangle, L1, Circle, X (Press X to go

to the level).

Map All Lines: Triangle, Triangle, L2, R2, L2, R2, R1, Square.

Map All Objects: Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

X-Ray Vision: L1, R2, L2, R1, Right, Triangle, X, Right.

Gunship

UNLIMITED AMMO

While at the Loading Screen, press down at the same time: L1, L2, R2 and X buttons. If done correctly, "Cheat" will appear on the upper left-hand corner when you begin your mission. This will access an Unlimited Ammo cheat, which will allow you to have enough fire power to blow your way through each mission.

Herc's Adventures

UNLIMITED GYROS

If you've played into this game for a while, you know how important it is to have a few spare gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again and back through to the location where the gyros was originally placed. It will be back in the same spot, so you can take it again! Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy that will last throughout the rest of the game!

The Hive

SCENE CODES

Here are the passwords for The Hive. At the Main Menu, choose the Load Option. When the game tells you that it can't find any files, the Password Option will appear. Enter any one of the codes for the scenes as shown below:

Scene 02: IV73
Scene 03: AMQ3
Scene 04: NGH3
Scene 05: ZNO3
Scene 06: WVQ3

9

Countless Codes

<http://www.countless-codes.com>

This site is fairly new, but it has a decent amount of codes for all kinds of systems such as PlayStation, Saturn, Nintendo 64, PC and Macintosh. A lot of the codes are for older and somewhat recent games. The interface is relatively easy to navigate and the load time is good on this one. No major flaws plague this better than average site.



PlayStation Tricks & Codes

- Scene 07: HC13
- Scene 08: 1EZ3
- Scene 09: UVM3
- Scene 10: TZ93
- Scene 11: U6Q3
- Scene 12: 2QJ3
- Scene 13: KLS3
- Scene 14: 2XS3
- Scene 15: 81H3
- Scene 16: 8HU3
- Scene 17: J5V3
- Scene 18: VIH3

Independence Day LEVEL PASSWORDS

If you have a memory card inside the PlayStation, remove it. Select the Options Screen and press Start. Choose Load Game and press Start. At this point, put in the password of the level you wish to enter:

- Easy -
- Canyon=BBFHB
- Washington=DBKHN
- New York=GBKHW
- Paris=LLSHW
- Moscow=NL9HW
- Tokyo=R39JD
- Oahu=T59HW
- Las Vegas=Z99HY
- Mothership=399HG
- Normal -
- Canyon=BBFMC
- Washington=DBKMO
- New York=GBKMX
- Paris=LLSMX
- Moscow=NL9MX
- Tokyo=R39NF
- Oahu=T59MX
- Las Vegas=Z99MZ
- Mothership=399MH
- Hard -
- Canyon=BBFQC
- Washington=DBKQO
- New York=GBKQX
- Paris=LLSQX
- Moscow=NL9QX
- Tokyo=R39RF
- Oahu=T59QX
- Las Vegas=Z99QZ
- Mothership=399QH

SPECIAL CHEAT SCREEN

Go into the Options from the menu screen. Move down to the Player Name option. Enter one of the words shown below (highlighted in red) on the Name Entry screen. Then go back to the main menu screen and press LEFT, RIGHT, Square, Circle, Triangle, Triangle, DOWN. A new screen called, "Cheater" will appear. Listed here are the codes that will turn the different options on or off in this screen:

FOX ROX - opens up CITY. Select any level, including bonus levels.
 MR HAPPY - opens up PLANE. Setting the plane to "BAC" will let you fly the alien craft on any level!
 GODZILLA - opens up KILL CIVIL (locks onto civilian objects) and KILL WING (locks onto wingmen and E3).
 GO POSTAL - opens up FAST RELOAD (quick missile launches), DAMAGE BONUS (1 missile to kill enemies) and WEAPONS (infinite missiles).
 TOURIST - opens up CITY, TOURIST (all aliens removed from the world), DEMO CAM (detaches camera from the plane. The game can't be played in this mode, but the camera is controlled by the control pad) and NO TIME (not timed).
 LIVE FREE - opens up INVINCIBLE (You'll take no damage).

Iron Man/X-O Manowar in Heavy Metal

INCREDIBLE PASSWORDS

These passwords will let you have full armor, boost, weapons and 99 lives! On the Password Screen, enter one of these codes:
 One-Player—End Level:
 Co4A770777777
 7777777777777
 Two-Players—End Level:
 Co2A77X777777
 7777777777777

Jet Moto

OPEN UP ALL THE TRACKS

From the Title Screen, highlight Options and enter it. On the Options Screen, set the difficulty to AMATEUR and the Trophy Presenter to MALE. Now move to the Exit Option and press X to go back to the Main Title Screen. Now on the directional pad, press Up, Right, Down, Left, Up, Right, Down, Left. Next, press Left, then X to go back into the Options Screen. Put the Difficulty to PROFESSIONAL and the Trophy Presenter to RIDER'S CHOICE. Now move to the Exit Option and press X to go back to the Main Title Screen. This time press Up, Left, Down, Right, Up, Left, Down, Right on the pad. You will hear a "cash register" type of sound indicating that the code worked. Now begin your game, choose your rider and your Race Type. After you get past these modes, the Track Selection Screen will appear. Now instead of having

to beat one track to get to the next, you will have access to all the tracks to play in any order you choose.

ENABLE CODES, ENDINGS, ETC.

You must first do the "Codes Enabled" trick. To do this, go to the Options and set the difficulty to Professional, and the Laps Per Race to 6. Press Start after you're done and at the Title Screen, press Circle, Circle, Circle, Square, Triangle, Triangle, Square, Triangle. You will hear a sound and there will be a word balloon displaying "Codes Enabled." Now you can enter any of these codes on the Title Screen:
 2 Player vs. CPU: Circle, Square, R2, Circle, Triangle, L2, Right, Up.
 Unlimited Turbos: Triangle, Circle, Right, R2, Up, Square, Up, Triangle.
 Double Stunt Points: Right, Up, Circle, L2, Triangle, Circle, R1, R2.
 Rocket Racer: Triangle, Up, Up, L2, L2, Up, Up, Up.
 No Resistance: Square, L1, Triangle, Right, L1, Down, R2, Triangle.
 Super Ability: Down, Circle, Left, L1, Left, Right, Left, Right.
 Air Brakes: R1, R2, Right, L2, Up, Circle, Up, Circle.
 Ice Racing: Up, R2, R1, Right, L1, Square, Right, Right.
 Multiple Camera Angles: Triangle, Down, Square, Triangle, L1, L1, R1, R1.

The next set of codes are entered at the Title Screen and do not need the previous code enabler to make them work:
 Special Dedication: Choose Dakota, then return to the Title Screen. Go to the Options and set the number of laps to 2 and trophy presenter to Female. Hold R2 and select Credits.
 View All Endings: Go to Options. Set difficulty to Amateur, turn off Turbos and Grapples, hold L2 and select Credits.
 Present All Riders: Go to Options. Set difficulty to Amateur, turn off Turbos and Grapples, hold L1 and select Credits.

K1: The Arena Fighters

BOSS, STRENGTH, SEE ENDING
 These tricks will give you a few new options to utilize.
 Boss Code: Choose "Team Battle" from the Main Menu Screen. When the Character Select Screen appears, press Up, Up, Down, Down, Left, Right, Left, Right, Start. Master Ishii Will appear to the right of the other fighters.

Strength Adjust: During a match, press Start to pause. Then press L2, R1, L1, R1, L2, R1. You will see numbers flashing on the left and right side. Use the directional pad to move the numbers up or down for each character so you can increase or decrease your chosen player's strength between 1 and 9.

See the Ending: Turn on the PlayStation with the K-1 disc inside. Now hold L1+L2+Triangle+Circle+Left on both controllers while the game loads. Continue to hold these buttons until the demo begins. Instead of the normal introduction, you will be treated to the ending cinema, complete with the game credits. This cinema will show what the fighters had to go through in the development of the game.

NEW UNIFORMS

At the Title Screen, hold L1, L2, R1, R2 until you hear three beeps and then a fourth higher-pitched tone at the end. Press Start and choose your game type from the Menu Screen. When you go to the Player Select Screen, you will see the fighters in alternate uniforms!

Lemmings 3D

LEVEL SELECT

To access a Hidden Level Select Screen, select the Password Option. At the Password Screen, enter: LAMPWICK. If entered correctly, "Password Correct" will appear. Select the difficulty you wish to play. After you choose Play, you will be taken to the screen full of levels (up to 80).

LEMMINGS MOVIES

To see the full-motion scenes automatically, choose "Codes" from the Main Menu on the Title Screen and enter the following passwords:
 SPACEAAA—Space Movie
 EGYPTAAA—Egyptian Movie
 ARMYAAAA—Army Movie
 MAZEAAAA—Ending Movie

Machine Head

MANY CHEATS

At the Main Menu of the Title Screen, enter any one of these codes to get the results as shown:
 Infinite Ammunition: Circle, Circle, Circle, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, L1, L1.
 Infinite Energy: Circle, L1, L1, L1, Circle, L1, Circle, Circle, L1, Circle, Circle, Circle, L1, L1, L1, L1, Circle, Circle, L1.
 Level Select: L1, Circle, L1, L1, L1,

8 Misha's Cheats Central

<http://pw1.netcom.com/~mzt/cheats.html>

This site has been out for a little less than a year. It takes a little while to load, but it's not bad. This site only has tricks for the PlayStation, but the list is long. It seems to keep up fairly well with the timing of new tricks. It is graphically plain, but the alphabetical list is easy to navigate.



PlayStation Tricks & Codes

Circle, Circle, Circle, Circle, L1, L1, Circle, Circle, L1, Circle, L1, Circle, Circle, Circle (Then use R1 and R2 to select your level). You will hear a laugh if you did a code correctly. Now you will never run out of ammunition, never get hit and you can choose your starting level. These cheats should have you beating the game in no time! To turn a code off, just do it again at the same Main Menu Screen.

Machine Hunter VARIOUS CODES

These passwords will give you the most incredible tricks for this game! Just access the Passwords Option from the Title Screen and enter the following codes from the results shown below. You will hear an explosion sound to confirm that they worked:

- **URANUS**—Unlimited Continues
- **SATURN**—View End Movie
- SHOWCREDIT—Show Credits
- NO MISSION (with space)—Activates exit areas without needing to complete goals
- GRIMREAPER—One shot kills
- INVINCIBLE—Invincibility

Madden NFL '97 VIEW CINEMAS

To view all the cinemas in this game, just enter this simple code when you boot up your game. When you turn on your PlayStation, press and hold R1. Keep holding it until the hidden Cinema Screen appears. You will then have the opportunity to choose from several different cinemas to view including the winning and losing cinemas, the Super Bowl and the Tournament cinemas and even the production company cinema! A few of them are pretty impressive!

MechWarrior 2 CHEAT CODES

Here are a bunch of great codes to enter in the smash-hit, MechWarrior 2! Just enter the following cheat codes and then press X to accept at the Password Screen. The woman's voice in the game will sound, if entered correctly. Then begin your game, and you'll be able to utilize your cheats in the game!

For Jump Jets enter:
#, Y, X, O, /, A, →, Y, O, L

For Cruise Throttle enter:

#, A, X, O, /, A, 4, Y, Y, A
To Unlock Missions enter:
T, ←, X, O, /, A, X, A, ←, =
For Overweight 'Mechs enter this code:
#, O, X, O, /, A, →, →, O, /
For Extra Variance enter:
T, #, X, O, /, A, X, ←, ←, ←
For More Ammo enter:
T, O, X, O, /, A, X, →, T, U
For Invincibility enter:
#, #, X, O, /, A, →, ←, U, Z
Tarantula Mech

On the main menu screen, move down and highlight the Password option. Enter it with X. Now, enter the password: #/XO/A4←LY This will give you a new mech chassis called, "Tarantula." Now choose your clan and then pick one of the available missions. After you do this, you may opt to choose your Mech with the Square button. Scroll down the list until you see Tarantula, the spider-looking mech. You may now use it in combat!

Mortal Kombat Trilogy THE SECRET CHAMELEON

At the Player Select Screen, choose Human Smoke. Now, before the round begins, hold Left+High Punch+High Kick+Block+Run at the same time. (For player two, hold Right instead of Left.) As soon as the match starts, Smoke will disappear in a burst of flames and Chameleon will be his replacement! This transparent fighter has the powers of all the ninjas when he turns into them. Unfortunately, you cannot control which ninja you will be, because this is a random process.

LEVEL SELECT

Start a game and highlight Sonya on the Character Select Screen. With Sonya highlighted, hold Start and press Up. Then choose your character and a screen that says, "Select Kombat Zone" will appear. Press Left or Right on the directional pad to switch the level on the bottom of the screen. Choose it and you will be warped to that level!

SECRET KONFIGURE MENU

This awesome trick will let you access a Secret Konfigure Menu which gives you five extra options to choose from. On the Main Menu Screen, highlight and choose "Options." In the Options Screen, highlight one of the selectable boxes and hold the top four L and R

buttons. With these held, hold Up. The game will make a noise and the screen will shake. Now you may access the Secret Konfigure Mode that will let you turn on or off these special options:

One-Button Fatalities: The top four buttons are now used to give your opponent fatalities, babalities, brutalities, etc.

Instant Aggressor: The Aggressor meter comes up very quickly in the game.

Normal Boss Damage: The Bosses are harder to kill.

Low Damage: It's harder to kill any opponent.

Health Recovery: You will recover energy in the game.

Motor Toon Grand Prix HIDDEN OPTIONS SCREEN

To get a hidden Options Menu in this game, highlight the Options from the Main Menu. Now press and hold L1+L2+R1+R2. With these held, press X. In addition to the normal options that appear, you will have access to many more under each subheading such as Ghost Car, View Angle, Missile View, Position Marker, Panel Layout, Track Map, Headup Speed Meter and much more. You can choose to turn these options on or off.

Namco Museum Vol. 1 LOADING TRICK

Are you tired of waiting for those long loading screens to go away in your PlayStation games? Well, at least Namco allows you to pass the time in their collection of oldies. At the Now Loading Screen, Pac-Man will be running across the screen. Simply press any of the buttons rapidly to make him go faster.

Namco Museum Vol. 2 GROBDA STAGE SELECT

This code is for the game GROBDA within the Namco Museum Vol. 2 CD. This trick will allow you to select your starting stage. When the GROBDA Title Screen appears, press and hold L1, L2, R1 and R2. With these held, press Start. In the middle of the screen, you will see a Battle Selection Screen. Use the pad to change the number then press a button to start at that stage!

FILL DRAGON BUSTER LIFE BAR
Within this set of Namco games is a code for Dragon Buster that will fill

your lifebar. Just do this simple code to get it to work. Choose Dragon Buster from the Games Menu. At the Dragon Buster Title Screen, press the Select button about 10 times or more, then press Start to begin the game. When your vitality in the game gets to 32 or below, press L1 and R1 simultaneously. Your vitality will rise to 128 and this will use one credit.

LOADING TRICK
This little trick is the same for Volume 2 as it was for Volume 1. Again, Namco allows you to pass the time away, making the loading time a little more tolerable. At the Now Loading Screen, Mappy will be bouncing up and down across the screen. Press any of the buttons on the pad rapidly to make him faster.

Namco Museum Vol. 4 HIDDEN GAME

Go into the museum and from the information booth, go right and up the stairs. Now, turn to the left and you will see a room next to the game rooms called the X-Room. Go into this room and hold the L1+L2+R1+R2+Up simultaneously. With these held, press Triangle. You will hear a sound and the room will flash white for a second. To the right of the dark room will be a woman with green clothes. Stand in front of her and press X. She will then disappear and you will be left with the pedestal in the middle of the room and the words "Assault Plus" flashing above it. Access the pedestal and the arcade game will be the new Assault Plus game!

Nanotek Warrior STOP SHIP, FULL SHIELD, ETC.

Press START to pause during the game and enter any of the codes: Stop your Ship enter: Triangle, Left, Triangle, Right, Triangle, Up, Triangle, Start. Stop your ship at any time by pressing Triangle. Enable your Memory Card enter: Left, Right, Left, Left, R2, Circle, L1, X. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this work. Once the code is entered, you can save by quitting out. Then you will be put into the modified PASSWORD screen from where you may save. To access Full Shield enter: Select, Circle, Right, Up, Up, L1, L1, X. This allows you to gain full

7 Sega Online: Hints and Tips

<http://www.sega.com/products/hints>

This is Sega's site for game strategies. This one is updated frequently and is filled with tips and methods to get through the games. Obviously, it only has Sega hints for all Sega systems, including products for the PC. Unfortunately, there are no physical joypad motion and button tricks on this site. Its interface is easy to navigate.



shield capacity.

To access Warp Sim enter: Circle, Square, Circle, Square, Triangle, Triangle, Triangle, X. This will allow you to simulate the speed burst of the warp zones.

LOCK-ON LIGHTNING BOLT

When you finish the game on the hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password option from the main menu screen and enter the button code as follows: X, Square, Triangle, Circle, Square, Circle, X, Triangle, X. You'll be taken to Level 1 with your ship all supped up with spread lasers and the new lightning bolt weapon which can be used with the Circle button.

NBA Hangtime

MANY COOL CODES

Pick Enter Name from the "Choose Option" Screen. On the Name Entry Screen, put in one of the names and PIN numbers as shown below: TURMEL 0322: Mark Turmell DANR 0000: Dan Roan DIVITA 0201: Sal Divita ROOT 6000: John Root SNO 0103: Sheridan Oursler AMRICH 2020: Dan Amrich PIPPEN 0000: Scottie Pippen (with hidden attributes)

NBA Jam Extreme

RANDOM SELECTS, BIG FEET

For a Random Team Select, go to the Character Selection Screen and press Up and the Turbo button at the same time. To get a Random Player, press Up and Turbo again after the Random Team Select is done. To give your player very big feet, choose "Yes" when asked to keep a record. After entering any initials and dates, you will be asked if you want to turn on the Big Head Mode. Hold Right on the pad when choosing your answer to get big feet!

NBA Live '97

CHEAT SCREEN

At the Game Setup Screen enter: L1, X, X, L1, X, Square, R1, X, Square, R1, Circle. This might take you to the Credits Screen. Then press and hold simultaneously: Up+Right+Triangle+Square. Now, set up an exhibition game, and

when you reach the Loading Screen, press and hold: L1+R1+Up+Right+Triangle+X+Square+Circle. Hold these buttons during the entire Loading Screen. If done correctly, you should enter the Hidden Cheat Screen. A list of players will be shown. Depending on which controller you have, change the height of the player by pressing the L1 and L2 buttons. Pressing the Start button will access the "Outdoor Court." Pressing the Up arrow will access Chameleon Mode. Press Triangle and X at the same time and begin your game.

NCAA Football '98

MANY COOL CODES

Here are some awesome codes for NCAA Football 98. At the User Records Screen, enter one of these names to release a cheat for either a new team or a cool code. Check out these tricks:

- FOOTBALL CHEATS
- ELECTRICH: Electric Football
- SEE FMV: Enables the FMV Menu
- WHOLE POLL: See 112 teams in the poll
- GB SPEED: Fast Players
- COOLSITE: Show all stadiums
- EASPORTS: EA Sports Team
- TIBURON: Tiburon Team
- SHORT QUART: 15-second quarters
- HISTORIC TEAMS
- JEXLAD - '73 Alabama
- WHVCIR - '89 Alabama
- ZDDJOT - '92 Alabama
- CEVHETS - '89 Colorado
- VEWOJ - '96 Florida
- MYLQLOH - '93 Florida State
- RCIXRE - '96 Florida State
- ZOWS - '82 Georgia
- EIWQOH - '83 Miami
- WREHSTAEH - '86 Miami
- WEVKIM - '87 Miami
- WMIXJ - '89 Miami
- WYGGKEP - '91 Miami
- WEINVNOD - '92 Miami
- ANOYSAJ - '94 Miami
- BSEPMAJ - '65 Michigan State
- KCIZRE - '91 Michigan
- IGSI - '83 Nebraska
- EGAXRIM - '91 Nebraska

Need for Speed 2

MANY BONUS VEHICLE PASSWORDS

On the Main Menu screen, highlight the Options and enter it. Move down, highlight and enter the Password option. Now put in the following passwords:

- LILZIP - Bonus car: Ford Indigo
 - SHOTME - Bonus track: Monolithic Studios
 - POWRUP - Pioneer engines; faster acceleration for all cars (lasts for one race)
 - 26 SECRET CARS - At the main menu, select Options, then Password. Enter the desired car's password. You can now drive one of 26 secret cars! Return to the main menu and select Race. It doesn't matter what normal car you already have selected. NOTE: If you want to use a secret car password in 2-player mode, simply replace the password ME with U for the second player (example: ARMYU).
 - ARMYME - Army truck
 - BUSME - Yellow school bus
 - BEETME - Car with sunroof
 - BMRME - BMW
 - BNZME - Mercedes-Benz
 - BUGME - Volkswagen bug
 - CITME - Citroen
 - JEPME - Comanche pick-up
 - LCME - Landcruiser
 - LIMOME - White limousine
 - MAZME - Mazda Miata
 - QUATME - Audi Quattro
 - SEMIME - Semi truck cab
 - SNOWME - Same as ARMYME, different trailer
 - TRAMME - Monolithic Studios tram
 - VANME - Combi minivan
 - VOVME - Volvo stationwagon
 - YJME - Jeep Renegade/Wrangler
 - CRATME - Brown wooden crate
 - LOGME - Long wooden log
 - OUTHME - Small brown outhouse from North Country
 - STDAME - Souvenir stand (green)
 - STDBME - Souvenir stand (blue)
 - STDCME - Souvenir stand (red)
 - TREXME - T-Rex from Monolithic Studios
 - WAGOME - Old covered wagon from Monolithic Studios.
- These passwords stay in memory for one race.

NFL Gameday '97

EASTER EGG CHEAT CODES

These codes will produce various results when entered on the Easter Egg Screen. To access this screen, choose either a preseason or a new season and your teams. At the screen where it gives you the "Start Game" Option, press in succession L1, R1, L2, R2. This will bring up the Easter Egg Screen. Choose the "Add Entry" Option and enter any of these codes:

- Doc-Reduces the number of injuries.
- Hogs-Offensive advantage in blocks.
- Hang Time-Punts are slower.
- Credits-Show credits.
- Equalizer-Makes all players about equal.
- Squall-High wind in rain.
- No Time-Game Clock doesn't run.
- Flea Circus-Players are tiny and quick.
- Torreta-Passes are lofty.
- Fridge-All players are jumbo-sized.
- Frog-Defensive high-dive leap frogs.
- Kraig-Fumble very high.
- Butkas-Defensive charge and hits are high.
- Tempest-Darkness during rain setting.
- Shout-Louder crowd.
- Big Girls-Cheerleaders are double-sized.
- Busy Ref-Lots of BS penalties called.
- Slo Mo-Game speed is slower.
- Brittle-Lots of injuries, very frequent.
- Defense-Defensive catch-up speed returns.
- Offense-Defenders dive from far away.
- Long Jump-Human Dives are farther.
- Dempsey-FGs can be made from way out.
- Dervish-Spins more effective.
- Idiot-CPU makes bad decisions and coverage.
- Blasters-More time to pop a receiver and get ball out.
- Blizzard-High winds in snow.
- Goliath-50-foot high players.
- Gloves-Great hands for receivers.
- Stretch-Really high one-handed catches.
- Sayers-Defenders dive from very far away.
- Bazooka-Bullet passes.
- Mandarich-Offense at disadvantage on blocking.
- Pancake-Blocks resolve quickly.
- Crunchy-Louder football noises (hitting and blocking).
- Toast-Bad pass coverage.
- Scrambler-QBs get speed boost.
- Assassin-Recs, no hands on blast, injuries up.
- Broadway Joe-Slow QBs with bullet passes.

6 Gamecenter

<http://www.gamecenter.com>

This site has a large amount of new cheats for computer games and some console games. After you enter the site, you can click on either World of Cheats or Tips and Tactics on the top-right side of the screen. The format is easy to follow, but the graphical intensity is a little on the slow side at times. You can request and submit cheats as well.



PlayStation Tricks & Codes

Twister—High wind during windy conditions.
 Home Cooking—No PI or personal foul on home team.
 Hatchet—Forearm shiver is juiced.
 Tight Cover—Coverage is tighter.
 Rejection—Defensive jump is higher.
 Piston—Jack hammer of a stiff arm.
 Atomic Bomb—Explosion on severe hits, a la lightning.
 Ouch—Big hits and high flip hits.
 Big Stars—Players with above 87 overall are much bigger.
 Bo Knows—Shoulder charge is juiced.
 Electric FB—Players twitch and sound like electric football.
 Loud Mouth—Loud PA announcer.
 NYSE—Swim moves juiced.
 GB Speed—Game Breaker-type speed.
 Dark Knight—Lights out during night games.
 Juice—Hyper speed burst.
 Blind Ref—Ref doesn't call PI or personal fouls.
 Infamous Pop-Ups—GameDay style pop ups on blasting.
 Juggler—One-handed catches, tip off a lot.
 Karate—Forearm, stiff arm, swim juiced with no recharge.
 Pinball—ostling increased
 Genius—CPU remembers 30 plays.
 GD Challenge—Hidden difficulty level.

NFL Gameday '98 EASTER EGG CODES

This game has been known for all the great codes that are put in to add to the fun! Well, here is a head start on some that are pretty fun to try out. Just go to the Main Menu and press L1+L2+R1+R2 to access the Easter Egg Menu. Then enter the following to receive various features in your next game.
 For No Hands enter: look ma
 For No Heads enter: horsemen
 For Giant Players enter: humongous
 For High Kicks enter: thin air
 For Super Speed enter: fire drill
 For No Calls enter: blind ref
 Note: There are most likely many others. Be on the lookout for more!

NFL Quarterback Club '97 TONS OF CODES

These codes will either give you some great advantages for your

team, or they are just funny to see!
 To do these tricks, go to the Team Select Screen and enter the following for various results:
 Pro Bowl Teams: L1, L1, L1, Triangle, L1, L1.
 Land Mines: L1, L1, L1, R1, L1, L1.
 Slippery Ball: L1, L1, L1, L2, L1, L1.
 No Fumbles: L1, L1, L1, R2, L1, L1.
 Off Day: L1, L1, Triangle, R2, L1, Triangle.
 Big Boys: L1, L1, R1, Triangle, L1, R1.
 Small Guys: L1, L1, R1, R1, L1, R1.
 Throw 100 Yards On Bomb Zone Play: L1, L1, R1, R2, L1, R1.
 Speed Up Game: L1, L1, L2, L2, L1, L2.
 Special Teams: L1, L1, L2, R2, L1, L2.
 Team Power Boost: L1, L1, R2, Triangle, L1, R2.

NHL '97 CHEAT MODE AND NET TEAMS

While waiting for the puck to drop during the faceoff, press L1, L2, R1 followed by one of the buttons below for various results:
 X: Speeds up gameplay
 L1: Increased penalties
 R1: Increased penalty shots
 L2: More accurate shots
 R2: Easy goals
 For net teams enter NETHOCKEY at the Name Entry Screen.

NHL Faceoff '97 SUPER PLAYERS TRICK

On the Main Menu, choose the Rosters Option. Then choose Create Player. Enter one of the names from the credits in the back of your instruction booklet. Put in 1 for their number, F for the position and 150 for their weight. Press Triangle to exit. Go to Sign Free Agent. This player will have 99 overall for everything!

Norse by Norsewest PASSWORDS

Here are the passwords through level 31 so you can get through this game. Access the password option and enter the codes as shown. (Be sure to account for the numbers mixed in with the letters):
 Level 01. NTRo
 Level 02. 1STS
 Level 03. 2NDS
 Level 04. TRSH
 Level 05. SW1M
 Level 06. WoLF
 Level 07. BR4T
 Level 08. K4RN

Level 09. BoMB
 Level 10. WZRD
 Level 11. BLKS
 Level 12. TLPT
 Level 13. GYSR
 Level 14. B3SV
 Level 15. R3To
 Level 16. DRNK
 Level 17. YoVR
 Level 18. oV4L
 Level 19. T1N3
 Level 20. D4RK
 Level 21. H4RD
 Level 22. HRDR
 Level 23. LoST
 Level 24. oBoY
 Level 25. HoM3
 Level 26. SHCK
 Level 27. TNNL
 Level 28. H3LL
 Level 29. 4RGH
 Level 30. B4DD
 Level 31. D4DY

Ogre Battle HIDDEN STAGE AND MUSIC

To get a hidden stage, follow this method. In the beginning of the game when you are asked by Warren to enter your name, put in "FIRESEAL". on the Password Screen. Go through the questions, and after a little loading, the Map Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game. For a music test, enter your name as MUSIC/ON. The game will load and the Music Mode Screen will appear.

Pandemonium! TONS OF CODES

Enter these codes on the Password Screen for the various results as shown:
 EVILDEAD=Immortal enemies. They keep coming back.
 TWISTEYE=Rock 'N Roll. Hold L1 and L2. Move the directional pad left or right to rotate the screen. Pull it down to center it again.
 INANDOUT=Just Visiting. It allows you to quit in mid-game as normal, but rather than go back to the Main Screen, you can carry on, or restart another, or do the same level (you must have reached more than one level). If you want to go back to the Main Screen, repeat the quit procedure on the Level Select Screen.
 THETHING=Mutant Mania. Hold L2

and press the Circle button to cycle through odd shapes of your body. L2+X swaps your body back to normal.
 HARDBODY=Can't Touch This. You will be invincible!
 BODYSWAP=Gender Bender. Press the Triangle button to swap characters in mid-game.
 OTTOFIRE=Permanent weapon. Basically, you won't lose your weapon once you get it unless you switch weapons.
 VITAMINS=Life of the party. 31 lives are at your disposal.
 CORONARY=Hearts aplenty. You get loads of extra hearts.
 TOMMYBOY=Full tilt. Finish a level and you'll get to play this!
 CASHDASH=Speed greed. This is the bonus level after a normal level is finished.
 BORNFREE=The world's your oyster. Go to any world you want.

Peak Performance HIDDEN CARS

From the primary selection screen, choose IP Race. On the next screen, highlight and choose the "Car Select" option. On the Garage Select screen, highlight Garage A, hold button L1 and press Circle. Next, highlight Garage B, hold L1 and press the Circle button. Then highlight Garage C, hold L1+R1 and press Circle. This makes you go back to the Car Select option. Go back into the Garage Select and you will see a new option under Garage D. Look inside Garage D for three new cars to choose from. Also, highlight and access the new Special option to see the new vehicles in the back of the garages. You can choose to race with a bus, semi truck, ferrari, and a motor scooter. Choose any of the vehicles to make it an interesting race!
 Soccer Ball Trick
 Go into the course editor. While holding the X button, press Triangle to make your cone white. Place the white cone on the course. Repeat as necessary, depending on how many cones you have left in your inventory. Now choose your car and start the race. The white cones will have turned into soccer balls, which you can run into with your car!

5 Happy Puppy's Cheats

<http://happypuppy.com/cheats/>

This site is great for those who need cheats for PC games as well as Macintosh. The pages are generally well up to date and the load time is OK but not great, with a lot of graphics updating constantly on the sides and top of the pages. The simple interface lets you navigate easily through the site. It could use a few more updated codes.



PlayStation Tricks & Codes

Perfect Weapon INVINCIBILITY

This code will make you invincible throughout the game and your life bar will never go down. In the game, press Start to pause. Then quickly press Circle+Square+Right at the same time. Let go and then quickly press Left+R1+R2 simultaneously. You will hear a sound to confirm the code was entered correctly. When you run into enemies and fight them, you will not take any damage from now on.

Pitball

VIEW FMV, HIDDEN GAME

To view all the FMVs without completing the game with each of the characters, go to the Options and highlight the FMV Test. Now press Left, Right, Square, Circle. Now you can watch any ending. To access a hidden game, go into the FMV test where the endings are, and on any FMV, press Square+Circle together. The ship you get will depend on the FMV you previously chose.

PlayStation Underground No.1 MANY HIDDEN ITEMS

If you're fortunate enough to own this first set, you're in for a treat! Within these two discs, there are tons of little tricks, videos, demos and more that you can access. Just follow the instructions as shown for various results:

First CD

Twisted Metal 2 tricks: At "The Vault" Screen, press Circle, Triangle and Square.

Cool Boarders tricks: Inside the "Tech Q&A" Screen, quickly press Circle, Triangle, Square, Triangle, Circle.

NFL Gameday '97 hints: Inside "Behind the Scenes," hold L1, L2, R1, R2.

Jet Moto tricks: Inside "Code Book," press Triangle, Triangle, Triangle.

Hidden Credits: On the Main Menu Screen of the CD, press Square, Triangle, Circle, X.

Upcoming Game demo: In download station, and inside Carnage Heart at the Download Screen, press and hold R1, L1, R2, L2 in sequence.

Second CD

Urge Video: At the Main Screen of the CD, hold Square, Triangle and

Circle. With these held, press L1.

Genuwine Video: At the "In Stores Now" Screen, hold L1, R1, L2, R2 in succession. While held, let go and press L1, R1, L2, R2 again simultaneously.

NHL Faceoff Contest: At the "Coming Soon" Screen, press Square, Triangle, Circle, Triangle, Square.

Resident Evil 2 preview: At the "Coming Soon" Screen, hold Square, Triangle, Circle, then press X.

PlayStation Underground No. 2 MANY HIDDEN ITEMS

Here is what has been discovered on CD #1:

MechWarrior II: unlimited ammo code: At the Main Menu, hold the Square, Triangle and Circle buttons simultaneously and then press X.

K-1 The Arena Fighters: combo moves: At the Main Menu, hold L1, R1 and R2. Then press L2.

Preview of Intelligent Qube: Inside the Imports Screen, press Square, Triangle and Circle at the same time rapidly.

Twisted Metal 2 fan: Inside the Download Screen, hold all four top L and R buttons simultaneously. With these held, press and hold Triangle and Circle. With all of these held, press Square.

Game tester picture: Inside the Research and Development screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

Blasto remark: Inside the Tech Q & A Screen, press Square, Triangle and Circle at the same time.

Peak Performance code: Inside the Bulletins Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

Power Move Wrestling THREE HIDDEN PLAYERS

These tricks will give you three hidden characters to wrestle for you. Go to the Title Screen and enter one or all of the codes. For Sparrow, enter Circle, Right, Triangle, Up, Square, Left, X, Down, X, Down, Square, Left, Triangle, Up, Circle, Right, Select. Then press Select again on Commandant on the Player Select Screen. For Gorgon (the Ring Announcer), enter L1, L2, R2, R2, R1, Triangle, Down, X,

Up, Select. Then press Select again on Orange from the Player Select Screen. To play as Sallie (the Referee), enter Up, Down, Left, Right, Triangle, X, Square, Circle, L1, R1, L2, R2, Select. Then press Select again on El Temblor from the Player Select Screen.

Pro Pinball

HIDDEN MODES

When entering your high score, put in the word PRO. This will enable Turbo Mode and the game will play at double the speed. While the ball is in play, press and hold one flipper and tap the other one to view the in-game statistics such as how many more loops are required to light the extra ball, etc. During the "Hall of Fame," press and hold both flippers to activate the encrypted scorer.

Project Overkill

REPLENISH TRICK

Begin your game and when you are low on life, press Start. A menu will appear, in which you need to highlight the last option, Review Mission. Now hold down the Square button and press: Circle, X, Triangle. Then release the Square button then hold down Circle and press: Square, X, Triangle. If done correctly, Cheater should appear at the top of the screen, and your life meter will replenish.

CLOAK CODE

It may not be invincibility, but it sure is close to it! Here is a code that will allow your character to be unseen...quite advantageous when moving in for the kill! To enter the cloak code, just press Start on controller one to pause when within the game. While paused, highlight "Review Mission." Then hold Triangle, press Square, Circle, Circle, Square and release Triangle. Hold X, press Triangle, Triangle and release X. If done correctly, "Cheater!" should appear at the top of the screen. Then press Start again to unpause the game, and you will notice that your character is cloaked. Now you can wander right in front of your enemy without him/her taking any notice. Note: This code works just as if you picked up the item, so the effect will wear off after a while. Enter the code again when this happens, as often as you wish. This gives you

the opportunity to continue the game without cheating the whole time! Also, when you are cloaked, certain enemies such as the Insectoids can still attack you, if provoked.

Puzzle Fighter 2

HIDDEN CHARACTERS

Now you can access the hidden characters in Puzzle Fighter 2. If you haven't already found them in this game, we've done the work for you. Just go to the Character Select Screen and highlight Morrigan. Now hold the Select button. Then follow the instructions and enter the following codes for each character as shown here: For Akuma press: Down, Down, Down, Left, Left, Left and then any button.

For Dan press: Left, Left, Left, Down, Down, Down and then any button.

For Devilot press: Left, Left, Left, Down, Down, Down. Then hit any button when the timer reaches "10."

For Hsien-Ko's Paper Talisman move the cursor to the right one square and then hit any button.

For Anita move the cursor to the right two squares and then hit any button. It's that easy!

Rage Racer

MANY TRICK MODES

Here are a bunch of neat tricks for this game. More Colors: To get additional colors when making your own logo, move the cursor out of the painting area. Now press and hold L1+L2+R1+R2+Select. An RGB Option appears on the side of the drawing board. Move to a color and press R1+Up or Down to change the values of your colors. Mirror Mode: Racing on a mirrored version of the tracks is easy. Just choose a race and hold L1+R1+Select+Start until the race begins.

Rotate Logo: After More Colors Mode is activated, go to the Paint Menu, hold L1+R1 and then press any direction to flip your artwork up, down and sideways. You'll be able to place it on the car this way if you leave it flipped.

Toggle Rear View Mirror: If you want to turn off the rear view mirror, press Start to pause and then hold the Triangle button. While holding it, press L1 to make the mirror go

4

N64.com

<http://www.n64.com/jsmid/index.html>

Though this site only pertains to Nintendo 64, it is probably one of the best sources for finding tricks for that system. It also has news on future games and reviews for those that are currently out. The site is clean, graphically pleasing and has no real drawbacks.



PlayStation Tricks & Codes

away. If you want the mirror to return, keep holding Triangle and press R1.

Re-Loaded LOTS OF CHEATS

Enter the following Cheat codes at the Pause Screen, while playing within a game. Be sure to hold L1 and L2 for about 10 seconds before entering codes and keep holding them until the code is finished.

For Extra Ammo press:
Triangle, Left, Left, Left, Circle, Triangle, Down.
For Level Skip press: Left, Triangle, X, Right, Circle, Triangle, Down.
For Health press: Down, Right, Left, Triangle, Right, Down.
For Weapon Power-up press: Left, Up, X, Circle.

Each cheat should appear at the Pause Screen if entered correctly. Just highlight the cheat you wish to use and press X to activate it.

Robo Pit STAGE SELECT

This trick will give you a stage select where you can fight on the stage of your choice. To do this, go to the Main Menu. Now press and hold L1, L2, R1 and R2. While holding these, press Select. A message will appear in the upper-right corner with the stage number. Press Left or Right on the pad to get the stage you want.

FIGHT ZIO GIGAS

This incredible trick will put you in the number-one position in the tournament, allowing you to fight Zio Gigas. From the Menu Screen, move to the Password Option. Enter the password as shown with the upper and lower case letters:
X9yl47OMUGWNGXXkX
fPX3Xn3jYWWWaXXdO
Once you do this, you will be upgraded with the best equipment, and you will be able to access all of the different arms in the game. Fighting Zio Gigas is no easy task. He hits hard and can kill you in a matter of seconds!

Robotron X Instant Power-Ups

Sometimes you have to collect a certain amount of items or kill off enemies to gain special power-ups. Well what if there was a way to gain these power-ups just by punching in a few keys? Here are the key

combinations to most of the power-ups in the game. Just enter them while playing within your game (Don't pause).

For the Flamethrower enter: Down, Right, Down, Right, Circle.
For the Wave enter: Up, Circle, Down, Right, Square.
For the Speed Boost enter: Left, Left, Right, Right, Triangle.
For the Shield enter: Down, Left, Square, Circle.
For the Two-Way Weapon enter: Up, Triangle, Up, Triangle.
For the Three-Way Weapon enter: Right, Right, Square, X.
For the Four-Way Weapon enter: Down, Down, Up, Circle.

SimCity 2000 INSTANT \$1 MILLION

Either choose to load a city or start a new one. In the game, go to the City Info icon then access the Budget icon (dollar sign). On the Budget Screen, press and hold R1. Press X, Circle, Triangle, Square then release R1. Next, press and hold L1. Press X, Circle, Triangle, Square then release L1. Press and hold R2. Press X, Circle, Triangle, Square then release R2. Press and hold L2. Press X, Square, Triangle, Circle then release L2. As soon as you do this, you'll hear a cheer! Check your finances and you'll have \$1 million!

PLAY SLOTS FOR PRIZES

This trick will let you play a slot machine and get some cool prizes. First, begin a new game and go to the Recreation icon (the one with the balloons). Access this icon and move over to the Marina (the icon with the sailboat). Choose the Marina then place it on the map near a body of water. Go to the Budget icon (dollar sign) and turn on the Legalized Gambling Option underneath the City Ordinances Menu. Now go back and find the sailboat. Use the Query tool to highlight the boat. Once you highlight it, press the top L button on the controller. A slot machine will appear in the middle of the screen. Press the C button to stop each column from spinning. It costs \$100 per play. You can gain a plethora of prizes ranging from a tornado to power plant renewal.

Skeleton Warriors VARIOUS CHEATS

The Level Select code can be accessed by going into the Options Menu and setting your next game to Easy Mode. When in the game press Start to pause and enter the code: Triangle, Circle, Circle, Left, Circle, Up, Down. After this, unpause and hold the Start and Select buttons to bring yourself back to the Title Screen. Go into the Options Menu and you should notice that there is a new option at the top of the menu, which displays a Level Select! To gain Unlimited Heart Stones, press Start to pause within the game. Enter the code: Left, Up, X, Square, Up, Down, Square. Then unpause. If done correctly, your Heart Stones will increase to 80!

Soul Blade

PLAY AS SOUL EDGE, NEW OUTFITS
To play as the Boss, Soul Edge, you must beat the entire game on the default (normal) setting with every character. Now, go back into Arcade Mode and you will find the icon for Soul Edge in the middle of the other ones. Also, if you get all of Siegfried's weapons and all of Sophitia's weapons in Edge Master Mode, they will have new alternate outfits. Just choose the alternate outfit as normal to access the new one.

Soviet Strike

AMMO, FUEL, ATTEMPTS, ETC.

These codes will give you some incredible cheats in Soviet Strike. Go to the Load/Save Option and choose Enter. When the password box appears, put in these codes for various results:
IAMWOMAN: This code replenishes your armor back to 1,500 after reaching zero.
MOUNTANDEW: This replenishes your fuel back to 100 after it depletes to zero.
NOSFERATU: This code lets you start the game with seven attempts instead of three.
THEBIGBOYS: This code gives you infinite ammo, fuel, attempts and double the damage.
GHANDI: All of the enemies and civilians follow your chopper around.
ANGRYLOCAL: The locals are invincible and try to kill you!

MANY CHEATS

Just go to the Password screen

and enter any of following for various results:

For 4 attempts enter - SADISSA
For Infinite fuel enter - EARTHFIRST
For a Peaceful World enter - QUAKER
For Infinite Ammo, Fuel and Invincible Chopper enter - MIDNIGHOIL
For Infinite Ammo, Fuel and Attempts enter - FUGAZI

Space Jam CHEAT MENU

On the Options Menu, hold all four triggers and press X over Game Options. Full Cheat Menu will appear.

ADDITIONAL CHEATS

Win the Intergalactic Tournament on Hard, then go to Speedy's Space Race in any Game Mode. Ships will be chosen at random (secret and normal). This feature will continue to function until the PS is reset. If you get a flawless score in Speedy's Space Race, you get Infinite Turbo the next quarter. If you "flawless" your opponent in the Shoot Out (his score = 0), you make every basket you shoot the next quarter.

Spider

WEAPON REFILL, FLEA CODE

To enter these codes, just begin your game and then pause. Then enter them:
To Refill Weapons/Power enter: Triangle, X, X, X, Circle, X, Square, Triangle, X, Triangle, Circle. If done correctly, the spider will regain power and weapons. Do as often as you wish.
To Turn into a Flea enter: Triangle, Square, Circle, Triangle. Spider will then shrink down to the size of a tiny flea!

Star Gladiator

SECRET CHARACTERS

Listed below is the method to access each of the three new characters that were previously unplayable.
Bilstein: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Gore and press X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle,

3

Cheaters

<http://www.geocities.com/TimesSquare/Arcade/8315/cheaters.html>

This up-and-coming trick site started out a bit slow, but has improved a great deal. It does a good job of keeping updated. This one has tricks for all systems, including 3DO, Game Boy and Game Gear. The loading is fast and it is easy to navigate. A search engine would be nice on this site.



X+Circle.

Kappah: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Hayato and press Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle, Square, X+Triangle.

Blood: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Bilstein and press X, Square, X, Square, X, Square, Right, Circle, Triangle, Circle, Triangle Circle, Triangle, L1+R1.

HEAD AND FEET CODE

This code will allow your character to have a big head and big feet! After choosing your character, press and hold Right, Start, Circle and Square simultaneously. Hold them until the round begins and you'll get a strange character! Doing the same code, but holding Left instead will give you a shrunk-en head.

ALTER EGO

On the Character Select Screen, hold Up on the controller to choose the alter ego of your character.

WALL OPTION

Complete the game on Level 4 difficulty or above. You will receive the reward of a "Wall" Option. Find this and turn it on in the Options Screen. This will put an invisible wall around the arena. Larger hits will now make you or your opponent fly farther too, especially when hit out of the ring with a special move.

Starblade Alpha

RAPID-FIRE LASER

When at the Main Title Screen, enter the code: Up, Up, Down, Down, Circle, Triangle, Square while the title letters are flying together. You will hear a low BOOM sound, if done correctly. Then begin your game and press the X button to access the rapid-fire laser. Your enemies will be no match for you now!

Street Fighter Alpha 2

CHARACTER CODES

At the Player Select Screen, do the codes as shown:

Super Turbo Edition Chun-Li: Highlight Chun-Li. Hold Start for about five seconds then press any Kick or Punch button and let go of

Start. (This Chun-Li does her fireball by holding Back, then pressing Forward on the pad with a Punch button.)

Super Akuma:

Highlight Akuma. Hold Start and move Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right. Then press any Kick or Punch button and let go of Start. (The new Akuma is faster and can do a double fireball in the air [Jump and press Down, Down-Forward, Forward+ Punch]. He is also much faster with every move. One of his Level 3 super attacks can even go across the screen now [Jab, Jab, Right, Short, then Fierce when facing right]).

Street Fighter EX+ Alpha (Japan)

HIDDEN BONUS BARREL GAME

To get the bonus barrel game, go to the Mode Select Menu and highlight "Practice." Press Start, then Up, Up, Right, Up, Right, Up and Start again. A message will appear that says, "Here Comes a New Game Mode." Now go into Practice Mode and you will see a new option called "Bonus Game."

Choose any character, and you will be playing the bonus barrel stage from Street Fighter II!

Reveal Hidden Characters

At the Mode Select Screen, highlight the Practice Mode and press Start, Up, Right, Down, Right, Start. You will hear a sound to confirm that it worked, and you will see "Here comes a new challenger" on the bottom of the screen. This trick reveals all of the hidden characters, which include Evil Ryu, Killer Hakuto, Cycloid Gamma and Cycloid Beta. You will be able to play as all of these characters in every mode of the game!

Street Racer (EGM91)

by Ubi Soft for PlayStation

SECRET CUPS/OPTIONS

Access the Options Screen and then move down and highlight the Cup Password Option. Enter the following passwords to get the various results:

TRAFIK: Silver Cup
NEJATI: Gold Cup
DOUGAL: Platinum Cup
TURGAY: Advanced Options/Secret Level and Character.

Tempest X3

ACCESS MORE GAMES

This method will give you access to Tempest 2000 and the Tempest Plus games. Get a first-place high score and just enter the initials HVS as your name. At the next Entry Screen, put in the code YIFF! Now look at the Main Menu. You'll have the new game modes at your disposal! Make sure if you have a memory card that you save this onto it. Then you will always have these new options.

Level Skip and Trippy Mode

At the "Select Game Type" Menu, press L1, R1, Triangle, Circle, Up/Left, Select and Start simultaneously. This will make a significant noise when it works. Now you have access to two new tricks: Level Skip—During gameplay, hold R1 then press L2. When the baddies are killed, you'll skip to the next level. Trippy Mode—At the Select Game Type Menu, hold R1, L2, Triangle, X and Up.

Ten Pin Alley

BOWL-OFF CODE

On the Game Setup Screen, make the Play Style a "Tournament" game and put this code in the sixth slot of the roster as Vllooma. This will enter you in a bowl-off with another player. You will have to try to get strikes in the ninth and 10th frames to beat your opponent with a perfect score. Entering players in any of the other slots will register them in the bowl-off too.

Test Drive: Off Road

WEAPON REFILL, FLEA CODE

From the Main Menu, access the Options Screen. Next, go to Driver 1 Setup. Choose "Enter Name." Clear the current name and put in the following passwords to unlock new codes:

BEEFY: Unlocks the Monster Truck in Practice Race.

FIFTY: Unlocks the Hot Rod in Practice Race.

SANDDUNE: Unlocks Speed Demon and Mud Runner Cup in Mixed League. Hats off to Accolade for these codes.

Unlock Tracks, Mixed League Cups To do this trick, you must first go to Options, and into the Driver 1 setup. Next, go into Enter Name. Clear the name and enter ALL-TRACK. Press Triangle to exit, but

then go back into the name entry screen. Clear the name again and enter ELVIS. Now when you go back into the Practice and Mixed League Options, all the tracks and mixed league cups will be open!

Thunder Truck Rally

VEHICLE CHEATS

Go to the Main Menu Screen and enter the following for various results. You will hear a burp, if entered correctly:

Big Trucks: L1, R2, L2, R1 and Up. Your truck will have a new shape!
No Damage: Left, Left, Left, Left, Up, Down, L1 and R2. You'll have no worries of breaking down.
Super Car: L2, Left, Right, Up, Down, R2. Now you can zoom ahead to the first position!

Tiger Shark

Tons of Cheat Codes

Go to the Resume Mission option and then to the Password screen. Then put in these codes:

For Improved Weapons enter: RUBLE

For Minimal Gravity enter: SOYUZ

For the hidden Sea Hunter game enter: SNEEG

For access to Movie Menu enter: KIEV

For the "Bugrider" Preview enter: BUGGY

To begin at Debriefing 2 enter: AKULA

To begin at Debriefing 3 enter: PASHA

Begin at Debriefing 4 enter: MIRAS

Begin at Debriefing 5 enter: NAKAT

Begin at Debriefing 6 enter: REZKY

Begin at Debriefing 7 enter: TUCHA

Begin at Debriefing 8 enter: ZARYA

Begin at Debriefing 9 enter: VOSTA

Time Commando

Three Continues

This code will give you three continues to help you survive in the game. To do this, start a game and at any point, press Start to bring up the Pause Menu. Now, move down, highlight the "Sound FX" Option and enter the following code: Triangle, Square, Circle, X, Triangle, Circle, Square, X, Triangle, Square,

2 Hype

<http://www.hype.se>

This site has cheats for PlayStation, Nintendo 64 and Saturn. Just click on the "Cheats" option on the side banner to access it and then click on the system logo of your choice to get to the games. It is pretty straightforward, as the codes are in alphabetical order. It seems to suffer from lack of new tricks, so the site needs to be updated more often.



PlayStation Tricks & Codes

Triangle. You will hear a noise and you'll see three triangular symbols appear at the top of the screen. Now you have an advantage to beat the game!

Fight Yourself

Here is a code that will allow you to fight in a special stage. You will battle against yourself in a boxing arena. At the Main Menu, move down and highlight the word, "Code." This will bring you to the Password Screen. Enter this code in the middle of the screen: COMMAN-DO. After you enter it, press the X button and you will be warped to a new stage where you will have to fight yourself in a boxing ring!

Full Health

This code will give your character full health to help you survive in the game. To do this, start a game and at any point, press Start to bring up the Pause Menu. Now move down, highlight the "Sound FX" Option and enter the following code: X, Triangle, Triangle, Circle, X, Triangle, Triangle, Circle, Square, Square, X. You will hear a noise to confirm that it worked. Now your life meter will be filled back up. You can do this at any point in the game.

Level Select

At the Main Menu of the game, enter the "Code" Option. At the Password Screen, put in the word, ACTIVATE. Then press the X button. You will begin the game at Level 1 as normal, but you'll start out with very little energy in your lifebar. Instead, you will start out with four batteries and 99 blue chips!

TNN Motor Sports Hardcore 4X4

HIDDEN TRUCK AND RAINING FROGS
First, access the Race Type (Steering Wheel icon) and choose Time Trial. Next, access the "Start Race" option (Key icon) and enter either one of these codes in the "Edit Names" Option for the results as shown:

MAINLINE: This will access the hidden truck called Mother.

RAINFROG: This will cause the weather to rain frogs. Press Triangle twice to go back to the Main Menu and choose your new truck and weather.

Hidden Game

For all you "Asteroids" fans out there or those who just like hidden games, here's a trick you gotta

check out! To play the hidden game, "Roids," select your Race Type as "Time Trial." Then proceed to the "Edit Name" Option and enter your name as: DUTCHMAN. A developer's face will appear at the top right corner, if the trick was entered correctly. Then go back to the Start/Options Screen. Proceed into Options and select the "Credits" Option. This will take you right into the hidden game "Roids." It's very similar to the Asteroid game, but it instead uses game developer faces as the asteroids! Watch out for those pesky alien spaceships!

Tobal 2 (Japan)

GROW/SHRINK, PLAY AS THE BOSS

At the Character Select screen, press and hold L2+R2 simultaneously. While holding these, press X to choose your character. During gameplay, press L2 to shrink your character and R2 to make your player grow! You can do this any time during the match, or replay of the game. To play as Mufu beat the game on Easy. For Nork, beat it on Normal. For Emperor Udan, on Hard.

Victory Dance

You can do this trick in Arcade or Vs. Mode. As soon as you win both rounds of the match with your character, press and hold Up+Right+L2 and you will get a pause for a few seconds. Instead of the normal victory pose, your character will go into a cool victory dance that lasts for a little while. While playing, use the pad to rotate the view, L1 to zoom out, and L2 to zoom in.

Tokyo Highway Battle

MAX OUT YOUR POINTS

Now you can max out your point total to achieve better parts for your supercar. Just press and hold: L1, L2, R1, Start and Down simultaneously on controller two, right after the opening demo is over. Keep holding these buttons until the title appears at the Main Menu Screen. Begin a game and check out the number of points you have accessed!

Tomb Raider

WEAPON CHEAT

When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle,

R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory Screen with Select. You will now have access to all the weapons!

Triple Play '97

CONTROL CROWD NOISES

After a home run is hit by your team, press the following buttons while the hitter is running around the bases:

Square=A horn

Triangle=Scream (Yeah)

X=Scream (Oooh)

Circle=Scream (Eeyooh)

Triple Play '98

VARIOUS CHEATS

EA Dream Team - On the Exhibition screen, press L2, R2, L2, R2, Circle.

You'll hear a click. Move left with the pad until you reach the 33rd team which is the Dream Team.

Cheat Stadiums - At the Select Stadium screen, press L1, R1, L1, R1, Square. Move to the right of the screen and you'll see three new stadiums to choose from.

The rest of these codes are done while holding the L1+R1 +L2+R2 buttons simultaneously while in the middle of a game:

Cheat Strikeout - X, Down, Circle, Square, Right, Left, Triangle, Up.

This forces the next pitch to be a strike out.

Cheat Homerun - Up, Triangle, Left, Right, Square, Circle, Down, X.

Force next hit to be a home run.

Cheat Crowdcomment - Square, Circle, Square. Announcers talk about the stadium and crowd.

Cheat Weathercomment - Circle, X, Circle. Announcers talk about the weather.

Cheat Sponsorcomment - Triangle, Circle, Triangle. Announcers give some funny commercials.

Cheat Crowdcheer - Down, X, Down, X, Triangle. The crowd cheers.

Cheat Crowdboo - Down, X, Down, X, X. The crowd boos.

Strike Out Trick

If you'd like to win this game by really cheap means, then this trick is for you! Start your game, and when the computer opponent is batting, press Start to pause the game and at the Pause Menu, highlight "Select Controllers" and move your controller to the other team. Now take control of the batter and

move him all the way down and way to the side of the box. Now you can either wait for the computer to pitch and just don't swing, or you can take control of your original team and throw some low strikes, which the computer will have a hard time hitting. Either way, you should be able to easily strike out your opponent with ease. Keep doing this throughout the game, and you'll be sure to win. Just make sure you switch back to your original team before the game ends.

Twisted Metal 2

MANY INCREDIBLE TRICKS

These tricks will give you an advantage in the game, Twisted Metal 2, and make it more fun:

Special Moves -

During the game, you will have access to a number of special moves and attacks for any vehicle you choose. Three of them are already listed in the manual (Freeze, High Jump and Rear Attack). Here are some more that you can do while in the game (Note: Your special meter must have some energy to do these moves. Each one takes different amounts of energy).

Land Mines: Right, Left, Down.

Napalm: Right, Left, Up

Shield: Up, Up, Right

Temporary Invisibility: Right, Down, Left, Up.

Secret Characters -

To access two secret characters from the first Twisted Metal game, go to the Car Selection Screen and press the following buttons on the first controller: After entering the code, you will hear an explosion to confirm that you did it correctly.

Sweet Tooth: Up, L1, Triangle, Right.

Minion: L1, Up, Down, Left.

Secret Battlegrounds -

These stages can only be accessed in a two-player game. Choose a Challenge Match and at the Battleground Selection Screen, enter the following codes to get these new battlegrounds. After the code has been entered, you will hear an explosion to confirm the code was entered correctly.

Cyurbia: Down, Up, L1, R1.

Suicide Swamp: Up, Down, Right, R1.

Rooftop: Down, Left, R1, Down.

Minion's Weapon -

1

Universal Games

<http://islandart.com/IslandArt/Tim>

This site has an archive of tricks for over 20 systems, including Lynx, Turbogرافx-16, and arcade. There are tons of codes here. Even with the number of systems it covers, the pages seem to be updated quite frequently. Again, it's not a graphically intense site, but it is clean and the load time is speedy. Overall, it's a strong site for codes.



Now you don't have to be the powerful Minion to pull off some awesome firepower. Just choose your favorite car and enter a game. Then during a game, enter the code: Up, Down, Up, Up and then your machine gun button. By doing this, you will have launched Minion's special weapon and the opponent you are happening to fire upon will suffer a tremendous blow! This will take just about all of your special energy bar, so use it wisely.

Invincibility - While playing, press and hold the L1 and R1 buttons simultaneously. With these held, press Up, Down, Left, Right, Right, Left, Down, Up.

Infinite Weapons - While playing, press and hold the L2 and R2 buttons simultaneously. With these held, press Up, Down, Left, Right, Right, Left, Down, Up.

Mega Guns - While playing, press and hold the machine gun button. With this held, press Up, Down, Left, Right, Right, Left, Down, Up. Your machine guns will be upgraded to Mega Guns. They do more than twice the damage of normal machine guns.

Homing Napalm - While playing, make sure you have at least two or more napalms to start with. Highlight the napalm weapon and hold the firing button (L2). Then press Up, Down, Down, Left, Left, Left, Right, Right. The napalms will seek out your opponents like homing missiles!

War Gods

FREE PLAY, INVINCIBILITY, PLAYABLE BOSSES, ETC.

From the title screen, go into the Options and move down to the "Cheat Code" option. Using the Square, X, Circle and Triangle buttons, change the numbers of the four digit password to match one of the codes as shown below:

Free Play: 0705 - Enables no limit on continues on the options screen.
Player 1 Invincible: 2358 - Invulnerability for player 1.
Player 2 Invincible: 1224 - Invulnerability for player 2.
Player 1 Extra Damage: 7879 - 1st player causes more damage.
Player 2 Extra Damage: 3961 - 2nd player causes more damage.
Quick Finish Game: 4258 - Finish the game after killing only one CPU player.

Easy Fatalities: 0322 - Pressing High Punch+Low Kick triggers a fatality (Fatalities must be on).
Grox: 6969 - Enables player 1 to play as Grox.
Exor: 2791 - Enables player 1 to play as Exor.
Level 1 Select: 5550 - Always play on Level 1.
Level 2 Select: 5551 - Always play on Level 2.
Level 3 Select: 5552 - Always play on Level 3.
Level 4 Select: 5553 - Always play on Level 4.
Level 5 Select: 5554 - Always play on Level 5.
Level 6 Select: 5555 - Always play on Level 6.
Level 7 Select: 5557 - Always play on Level 7 (Secret level).

Warcraft II: The Dark Saga

MANY INCREDIBLE CHEATS

These tricks will give you a huge advantage in this game. At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, you will start the scenario. Press Start to pause, and at the Pause Menu, move down and highlight the "Enter Password" selection. Press X, and you will see a Password Screen. Now put in one of the codes as shown below for various results:

NSCRN: Gives you the full map
GLTRNG: 100,000 gold, 5000 trees (repeat the trick as needed)
VLDZ: 5000 units of oil
MKTS: Faster building
DCKMT: Upgrades everything to the best
VRYLTL: Gives you all the spells
TSGDDYTD: Invincibility (one-hit unit kills and few hit structure kills)
THRCBNL: See the end of the game

You will get confirmations that the codes worked on the screen when it says, "Enabled Cheat."

WCW vs. The World

MANY MOVES

Here are some moves for the wrestlers in the game provided by T*HQ:
Hollywood Hogan Choke Hold - Hold the Circle button long, then press UP.
Face Crush - Press R1 to duck behind a stunned opponent, then tap the Circle button.

Chris Benoit Power Bomb (pin) - Hold the Circle button long, then press Down on the directional pad.
German Suplex (pin) - Press R1 to duck behind the stunned opponent, hold the Circle button long.
Eddy Guerrero Pendulum Backbreaker - Press R1 to duck behind stunned opponent and tap the Circle button.
Tiger Suplex (pin) - Press R1 to duck behind stunned opponent, hold Circle button long and press UP on the directional pad.
Lex Luger Torture Rack - Press R1 to duck behind stunned opponent and hold the Circle button long.
Choke Slam - Hold the Circle button long, then press Up on the directional pad.

Sting Scorpion Death Drop (Reverse DDT) - Press R1 to duck behind stunned opponent and hold Circle button long.
Pile Driver - Hold Circle button short and press Down.
Rick Flair Knee Drop - Press R1 to duck behind groggy opponent, tap Circle and press Up.
Canadian Backbreaker - Hold the Circle button long and press Up.
Dean Malenko Bryant Suplex - Hold the Circle button long.
Neck Jerk - Press R1 to duck behind groggy opponent, hold Circle button long and press Up on the directional pad.
Lord Steven Regal Regal Stretch - Hold the Circle button long and press Down on the directional pad.
Diving Cross Arm Bar - Press R1 to duck behind groggy opponent, tap the Circle button and press Up on the directional pad.
Bad Blood Avalanche Frankenwhip - Throw groggy opponent into turnbuckle. Hold the Circle button until you put your opponent onto turnbuckle and perform the move.
Throw German Suplex - Press R1 to duck behind opponent. Hold the circle button long and press UP on the directional pad.

Abispa Top Rope Drop - Knock your opponent out of the ring, then move near the ropes and press the Circle button. **Rope Flip** - Knock your opponent out of the ring and press the Triangle button and the directional pad to run away from him. After you bounce off the far ropes, hold the Circle button long until you fly out of the ring.

Wild Arms

The Heal Berry 255 Item Cheat - This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Fight" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item that you want duplicated. After you do this, exit the screen and choose the "Defend" icon. The battle will start. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the Heal Berry!

If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the Heal Berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items and do the trick.

Xevious 3D+G

INCREASE CREDITS

This code will give you an increased number of credits to help you get farther in the game. At the Game Select Screen, hold L1+L2+R1 and R2 simultaneously. With these held, press the Circle button continuously until the game loads up. The more you press, the more you get!



Trickman Terry's current favorite games

PaRappa the Rapper - Terry has played this one to death! He's gotten Freestyle Mode, all the crowns and even the secret sequence after you beat freestyle. Yet, he still loves playing this game! Many a day, you can hear him reciting lines from the game at his desk (Man, it's phat)!

GoldenEye 007 - There's nothing like putting a bullet in your buddy's head from 30 feet away! This game caught Terry's eye with its attention to detail and the excellent multiplayer feature.

Final Fantasy VII - The Trickman is a recent fan of RPGs and this one fills the bill. Terry was blown away with the graphical detail and awesome story line of this game. He can't wait to finish it!

Saturn Tricks & Codes

AMOK

MISSION PASSWORDS

Here are a good amount of passwords to help you get through a difficult game. Just highlight the password option and press the corresponding buttons to enter the code:

Phase 2.1—CBYXYC
Phase 3.1—XABXAB
Phase 3.2—AZCBXC
Phase 4.1—YYBBCY
Phase 4.2—BAXCXX

Battle Arena Toshinden URA PLAY AS THE BOSSES

At the Title Screen while "Press Start" is flashing, press this key command: A, B, Z, X, Y, C. You will hear a sound to confirm that the trick worked. Press Start to get to the Main Menu of the game and choose either a one-player game, Vs. Human or Vs. Computer, and you will see that you can choose from two more characters: Repli and Wolf. Now you can try to beat the game by playing as the Bosses! New Characters, Easy Specials

The following codes when entered at the Title Screen will allow you to choose four new characters and a way to use your specials on your main buttons. Note: These codes need to be entered in the following order to work.

For Repli/Wolf enter: A, B, Z, X, Y and C.

For Special Weapons enter: A, Z, C, X, B and Y.

For Vermilion/Sho enter: A, Y, C, X, B and Z.

Battle Monsters STAGE SELECT

Choose your character in Vs. Mode and press and hold the A or C button until a Stage Select Menu appears. Choose your level and you'll begin in your stage of choice!

Bug Too!

INCREDIBLE GAME CHEATS

Just pause anywhere within your game. Then enter the codes to receive various results. The D-pad acts as a compass. For example: South=Down, West=Left, etc.

For Cheat Screen enter: (LAZY WEASEL) or L, A, Z, Y, Left, Right, A, Down, Right, L.

For Invincibility enter: (REAL EASY) or R, Right, A, L, Right, A, Down, Y.

For the Fly Cheat enter: (LAWLESS)

or L, A, Left, L, Right, Down, Down. After entering this code, use the Y button and the D-pad to move your character across the screen. Just be careful!

MULTIPLE CHEAT CODES

Here is a listing of many cheat codes to help you gain the advantage in this strategy game. To do these codes, begin a New Game from the Title Screen. Once you are in your first mission you'll be able to implement the cheats. Do not pause the game, but enter the codes with the controller while the game is going on.

Money Code: Right, Left, A, B, C, Z, Y, X, Right, Left. Your money will increase by \$5,000 each time you do this trick.

Map Code: Up, Down, Right, Left, A, Up, Down, Right, Left, A. All of the black areas of the map will be revealed so you can see where the enemy units are without getting caught.

Nuclear Code: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A. This will put a nuclear weapon ready for launch in your sidebar.

Ion Cannon Code: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B. This will give you an Ion Cannon in your sidebar.

Air Strike Code: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C. An air strike icon will appear in your sidebar.

Laser Code: X, Y, Z, Right, Down, Left, Up, Right, Down, Left, Up, X. For this to work, you must have the Orca VTOL (helicopter).

Build Up Code: Y, A, B, B, A, Down, A, B, B, A, Down, Up.

You must have a power plant and barracks built before this one will work. You may then use the build-up code to gain access to more units, vehicles and structures as needed. These will be instantly accessible when you look in your sidebar. Use this in conjunction with the money code to efficiently build yourself up.

Visoroid Code: C, Right, A, Z, Y, B, Up, B, B, A. During some point in the game, a visible blob will appear.

Small and Big Cheats

At the Main Menu, choose "Load Game." Then pick the "Teleport to Mission" Option. On the Passcode Screen, enter the word, LoSR. The

game will say that you have an invalid password, but in the middle of a game, you can access two kinds of cheats. Small Cheats (full health and energy): For Saturn, press A+B+C. For PlayStation, press Square+R1. Big Cheats (all weapons, useables): For Saturn, press X+Y+Z. For PlayStation, press Circle+R1.

Passcodes

Here is a compilation of passcodes for the four difficulty levels of this game. They will work for both the Saturn and PlayStation versions:

Mama's Boy
Mission 02: FWQP
Mission 03: PLRQ
Mission 04: SZNF
Mission 05: TD5S
Mission 06: J1BT
Mission 07: K2CV
Mission 08: N3DW
Mission 09: M4FX
Mission 10: X5GZ
Mission 11: C6Ho
Mission 12: D7J1
Mission 13: F8K2
Mission 14: FGL3
Mission 15: JFM4
Mama's Boy
Realtime Level: LRTN

Weekend Warrior

Mission 02: GWQP
Mission 03: QLRQ
Mission 04: TZNF
Mission 05: VD5S
Mission 06: K1BT
Mission 07: L2CV
Mission 08: P3DW
Mission 09: N4FX
Mission 10: Z5GZ
Mission 11: D6Ho
Mission 12: F7J1
Mission 13: G8K2
Mission 14: GGL3
Mission 15: KFM4
Realtime Level: MRTN

Loose Cannon

Mission 02: HWQP
Mission 03: RLRQ
Mission 04: VZNF
Mission 05: WD5S
Mission 06: L1BT
Mission 07: M2CV
Mission 08: Q3DW
Mission 09: P4FX
Mission 10: 05GZ
Mission 11: F6Ho
Mission 12: G7J1
Mission 13: H8K2

Mission 14: HGL3
Mission 15: LFM4
Realtime Level: NRTN

No Remorse

Mission 02: JWQP
Mission 03: SLRQ
Mission 04: WZNF
Mission 05: XD5S
Mission 06: M1BT
Mission 07: N2CV
Mission 08: R3DW
Mission 09: Q4FX
Mission 10: 15GZ
Mission 11: G6Ho
Mission 12: H7J1
Mission 13: J8K2
Mission 14: JGL3
Mission 15: MFM4
Realtime Level: PRTN

On any difficulty setting you can enter another code that will give you some bizarre black-and-white pictures. Just enter the code XXXX on the Passcode Screen.

Daytona USA: CCE MIRROR MODE

At the Course Select Screen, press and hold the X, Y and Z buttons. Then select your track with A or C. At the Course Select Screen, the words, "Mirror Mode" will appear on the left side. You will now have backward tracks!

Supercar and Two Horses

For the Supercar Daytona, hold X+Y+Z+R and then press C to select your game. Daytona will appear at the Car Select Screen. For Uma enter the Daytona code, return to the Main Menu and hold X+Z+L. Then press C to select your game.

For Uma 2 enter the Uma code, return to the Main Menu and hold L+R+Y+Z. Then press C to select your game.

DecAthlete

BLIMP TRICK

This trick will let you steer the blimp that appears in the distance, over your decathlete's head. When you're in an event (such as shot-put), and the blimp is in sight, just press and hold the L button.

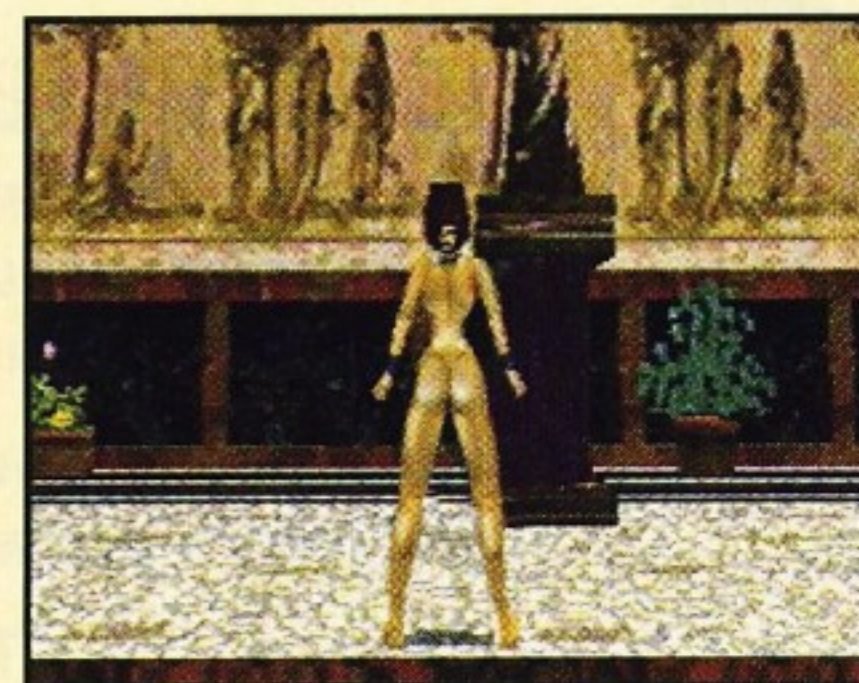
Hop on One Leg

This trick will let your character hop on one leg to the end of the finish line in DecAthlete. At the Select Mode Screen, choose the Arcade, Decathlon or Practice Option and begin the 100 Meter Dash. As soon



Coollest rumor tricks

Back in *EGM* issue #66 there was a sidebar called "Most Wanted Trick" and a rumor was printed of a rendered version of the original Donkey Kong hidden inside the Super Nintendo title, Donkey Kong Country. Even though it doesn't exist, some people are still trying to find this bogus code! Also, in *EGM* issue #34 there was a naked Lara Croft trick printed for Tomb Raider. Even though this was printed in the April issue as an April Fools joke, many are still trying to make it work!



Saturn Tricks & Codes

as the announcer starts to say your course number and name, press the following buttons on controller one: Up, Left, Down, Right, X. When the race begins, your chosen character will begin to run, but then the character will start hopping on one leg until he/she reaches the finish line. You still have a chance to win the race, as this does not slow your character down in any way.

Tumble Race

This trick will let your character roll to the end of the finish line in DecAthlete. At the Select Mode Screen, choose the Arcade, Decathlon or Practice Option and begin the 100 Meter Dash. As soon as the announcer starts to say your course number and name, press the following buttons on controller one: Left, Right, Left, Right, X. When the race begins, your chosen character will begin to run, but then the character will crouch into a ball and roll until he/she reaches the finish line. You still have a chance to win the race, because your character will not be slowed down with the use of the trick.

Die Hard Arcade

HYPER DEEP SCAN

Just about when you thought you were getting the hang of this little game...a code comes along to make it more difficult! Just hold buttons X, Y, Z at the Title screen, and then press Start on Deep Scan while still holding those buttons. You should see "Hyper" just above the title when the game begins. This will boost up the intensity of the Deep Scan game for a more intense challenge!

Die Hard Trilogy

CHEAT MENU

To access this cool cheat menu, enter the code: C, A, B, B, Y, C, A, B, B, Y when you see the Copyright screen appear, and then begin a new game. Then while playing within the game, hit Start to pause and you should notice a new option, "Cheat!" This menu will give you two new options: Immortal Mode and Level Select. These two advantages will get you through this tough game.

Doom

INVINCIBILITY CHEAT

If you happen to own this game for

your Saturn, you will definitely want to try this one out. To access the Invincibility cheat just follow this simple procedure. Anywhere within a level, using controller one hit the Start button to pause and enter: Down, Y, X, R shift button, Right, L shift button, Left and B. If the trick was entered correctly, the phrase "All Powerful Mode On" will appear and your eyes will begin to glow. Then continue on with your game and see just how much damage and chaos you will be able to create while using this helpful cheat!

Fighter's Megamix

HYPER MODE, PLAY AS MEAT

To get a speed boost in the game, just play 100 rounds. You will be able to access Hyper Mode.

A strange secret character called "Meat" is accessible in the game. To access this player, load the game up to the Title Screen and then turn off the machine. Do this at least 30 times. Now go back to the Character Select Screen and highlight Kumachan. Choose him with the X button and you will be playing as the new character.

Fighting Vipers

TONS OF CODES

These codes were provided by Sega to help you further enjoy the game. Options Plus Menu: Finish the game in Normal difficulty. It will be selectable on the Start/Options Screen.

B.M. and Mauler as selectable characters: Finish the game on the hardest setting with any character, and they will be selectable on the Character Select Screen by scrolling past the visible list of characters. Kumachan as a selectable character: On the Character Select Screen, play in Versus Mode and play through at least 40 matches (more or less). He will be selectable on the Character Select Screen in the same manner as B.M. and Mauler. Big Head Mode: Finish the game on the hardest setting in Hyper Mode, which is selectable from the Gameplay Options Screen (activated on the Character Select Screen). This will open up one of the question marks in the Option Plus Menu, which will be Big Head Mode. Other Question Mark (No Walls Mode): Get an "OK" by every move for every character in the Training

Mode. This will open up the second question mark.

Grid Runner

SPECIAL EASTER EGGS

Access the Restore Game Option. On this screen, highlight "Enter Password" and go into this screen. Enter the following codes: Free For All: Up, Y, A, Right, Up, Y, B, Down, Right, Down. Get All Flags: Down, Y, Right, A, Right, Up, Right, B, A, Down. Credit Heads: A, Y, A, Right, Down, Y, Up, Right, Right, A.

Guardian Heroes

TOTAL CHEATER MODE

There were tricks for the Japanese version, but now it's our turn. To access the debugging features in this game, choose "Option Mode" from the Title Screen. When the Options Menu appears, highlight "Exit" and hold the X, B and Z buttons. While holding these, press and hold Down on the pad and quickly press the A button while the "DIP Switch" Option is highlighted. (Note: You must press the A button before the cursor starts to move down again.) Once you've done this correctly, you will find three new options at the DIP Switch Menu. Turn the "Enemy Level Disp." Option on to see the experience levels of every enemy in the Story Mode. With the "Next Exp. Disp." Option on, you'll get a "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" Option. Turn this on to gain access to the following features. A "Test Mode" Option will appear at the Options Menu, allowing you to see any of the game's seven different endings. In Story Mode, when the Character Setup Menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings. A Stage Select Menu will also appear after you choose your character. In Story Mode, you can refill your life points at any time by holding X+Y+Z and pressing UP (Don't press Down with this code or you'll die.) In Story Mode, you can skip to different scenes in the game using

the following commands: Hold R and press Start to skip ahead one event, R+A and Start to skip two events, R+B and Start to skip three, R+C and Start to skip four, L+R and Start to skip back one event, L+R+A and Start to skip back two events, L+R+B to skip three, and L+R+C to skip four.

In Vs. Mode, you can choose from any of the 45 different characters, including heroes and enemies from the entire game.

In Story and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works. If an enemy touches the box, it registers a hit. If you pause and press the L button a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes.

If you have both the "Debug" and the "Next Exp. Disp." Options turned on, the red and black meter in Story Mode will display your karma points instead of experience points.

Gun Griffon

TONS OF CHEATS

Here are several cheats to quickly enter at the Main Title Screen in your next game of Gun Griffon. The codes are as follows:

For Mission Select enter: Y, Y, A, Y, Y and Start.

To Charge Your Enemies enter: Right, Right, B, C, A and Start.

For Invincibility enter: Left, Right, B, C, C and Start.

To Double Hit Points enter: X, Y, Z, Up, Down and Start.

To See Ending Sequence enter: Down, Up, Right, A, Left and Start.

To Change Height enter: Down, Left, C, C, Start and then press C or Z on controller two to change height.

To Disable Centering on Turret enter: B, B, B, Up, C and Start.

The following codes are not to be entered at the Main Title Screen, but when within the game.

To See Debugging display enter: Right, Right, X, B, A, L, L, L, R on controller two. A Debug Screen will then appear, if done correctly.



Most popular, overused code of all time

When you talk about popular tricks, the "Konami code" always comes up in the conversation. The first time you may remember it used was in the Nintendo game, Contra (At the Title Screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start). Since then, it has been used in many other Konami games such as in their Gradius and Teenage Mutant Ninja Turtles series, and even in Japanese titles like Parodius, where you had to turn the controller upside down and do it "by feel" to make it work!



Saturn Tricks & Codes

To Rotate the Windmill repeatedly press the C button on controller two quickly to make it go faster.

Independence Day CHEATER MENU

You may have seen all the codes to enter for the PlayStation version of this game in the last issue of EGM. Well here's one, just one code that will get all the goodies for you Saturn owners! To access this Cheat Menu, enter your name as "DAB DAB" at the Name Entry screen. Then go to the Game/Options screen and enter the code: LEFT, RIGHT, UP, DOWN, X, Y, Z. If done correctly, you should be taken right to the Cheater Menu.

Loaded

INFINITE LIVES

During the game, press Start to pause. Now highlight the "BGM Volume" Option. Now, in succession, press the top L button, Z, B, X, C, top R button—keeping each button held in the process. This will bring up the "Cheats" menu where you can skip levels, increase your ammo, power and lives. Highlight one of the options and press C rapidly to increase its number (for lives, power and ammo only).

Magic Carpet CHEAT MODE

To access this Cheat Mode, go to the Options Screen and play sounds: 11, 31, 15, 5, 26 and 22 in that order. If done correctly, "Cheat!" will appear at the top of the screen and a Level Select Option will appear at the bottom. Choose the level you wish to play and begin your game. Pause, then press the X button to access all the spells, the Y button to finish the level or Z button to get extra mana.

Manx TT

Special Cheat Screen

For the Superbike code, just go to the Bike Select screen and then press: Y, Z, Right, Left, Down, Down, Up, Up. You should hear a sound like the motorcycle revving up.

To get the Sheep code, go to the Transmission Select screen and press: Up, Up, Down, Down, Left, Right, Z, Y. If this code is done correctly, you will hear the sheep

make a noise. Then begin your race and you will be on the back of the sheep, trotting along to the finish line!

Marvel Super Heroes (Japan) PLAY AS THE BOSSES

First, you must beat the game and save it in the Backup Menu. Now play Arcade Mode with the Shortcut Options off, so the players' pictures are there. Now go to the Player Select Screen and do the following tricks to access these secret characters:

Dr. DOOM: Press Down, then hold Down and press and hold A. With A held, press and hold B. With A and B held, press and hold C. Do this in succession with Down held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Dr. DOOM!

Thanos: Press Up, then hold Up and press and hold Z. With Z held, press and hold Y. With Z and Y held, press and hold X. Do this in succession with Down held at the same time. You must do this in a relatively quick manner. If you did it correctly, the picture should change into Thanos!

Mortal Kombat Trilogy STAGE SELECT, HIDDEN OPTIONS

To get the Stage Select, go to the Character Selection Screen and before you choose your character, highlight Sonya and press Up+Start at the same time. After you do this, you'll hear an explosion and the screen will shake. Now select your fighter and you can choose your starting stage by pressing left or right on the pad. To get a Hidden Options Screen, go into the options from the Main Menu Screen and move to any of the boxes on this screen. Now press and hold Up+L button+ R button until you hear an explosion. Once this happens, the green question mark box can be highlighted. Go into this option and you will see a Secret Konfigure Screen. Many options are now available including Instant Aggressor, Health Recovery and Low Damage!

Mr. Bones LEVEL SELECT

This great code will allow you to access a hidden Level Select within

the game. To access this, go to the Main Title Screen and press the top Shift buttons: R, L, R, R, L, R, L, L, R, L, R, R. After entering this code, a Level Select should then appear, with several levels to choose from. Select the level you wish to play on and then begin your game!

Need for Speed

HIDDEN TRACK, CAR, ETC.

The same codes for the PlayStation version of this game also work on the Saturn version! In the Race Type Menu, choose Tournament. Pick the Passcode Option and enter TSYB-NS. Press button A. Go back to Race Type and choose a different one (like Head-to-Head). At the Race Location Screen, scroll through until you find the hidden track, Lost Vegas. With this location highlighted, hold the top L and R buttons for Lost Rally (Rally Mode). At the Vehicle Selection Screen, highlight any car and press and hold the top L and R buttons. You will see the Warrior car! Choose it for an incredibly fast ride! Also, if you go back to Race Type, highlight the Head-to-Head Option and press and hold the top L and R buttons. This will give you No Mercy Mode (no cops or traffic).

NHL Powerplay '96 SECRET TEAM

On NHL Powerplay '96 there is a way to access a secret team. Either choose Quick Start or under the New Game Menu, choose the Exhibition Mode by simultaneously pressing and holding buttons A+Y+C. Now scroll through the teams until you see a red symbol that says "Rad Army." This is the Radical Entertainment Team. Their team rating is 99, which makes them a powerful force against any top team!

NFL Quarterback Club '97 VARIOUS CHEATS

Here are more of those crazy football codes to enter in your next game. In order to enable these codes, enter the Preseason Mode at the Play Screen and go to the Team Select Screen. Here enter the following codes to receive various results.

For No Fumbles press: X, X, X, R, X, X.

For Midget Players press: X, X, Z, Z, X, Z.

For QB to throw 100 yard passes press: X, X, Z, R, X, Z.

For Slow Motion in game press: X, X, L, Z, X, L.

For Fast Motion in game press: X, X, L, L, X, L.

Pandemonium!

TONS OF CHEATS

By entering the following cheats, you will be able to finish with no problem! Just enter the codes below when at the Password Screen and then press "C" to confirm. You will know you entered the cheat correctly by a phrase that will appear at the bottom.

For Invincibility enter: HARDBODY

For Immortal Enemies enter:

EVILDEAD

For a Bonus Race at the end of each level enter: CASHDASH

For a Bonus Pinball game at the end of each level enter: TOMMYBOY

For 31 Lives enter: VITAMINS

For Extra Hearts enter: CORONARY

For Permanent Weapon enter:

OTTOFIRE

Scud: The Disposable Assassin LEVEL SKIP AND MIMIC MODE

To get a level skip in this game, get to the Title Screen. Press and hold diagonally Down-Right and press Y button and Start simultaneously (This spells DRY). You will know it worked if you hear a hilarious skit called "Answering Machine" by the Dead Alewives on the Confirmation Screen. During gameplay in D-pad Mode, press Start to pause. Press the top L and R buttons simultaneously to skip to the next level.

To skip levels in Gun Mode, do the DRY code and then pause the game by pressing Start on the gun. Use the trigger to select the Quit Option. After asking for confirmation, choose YES. Then it will advance you to the next level.

To get Mimic Mode, do the DRY code again. Go in D-pad Mode. Choose two players with button B. On the Confirmation Screen, go to "Let's Play" and press C. When the screen fades to black, pull out controller two. Make sure you do this before the disc spins or it won't work. You'll be in control of two players after it's done loading. Using the first controller, you can control both characters and sport double the firepower! (Note: The skit is meant for a mature audience.)



Trickman's strangest mail

We'd like to think that Terry's trickfans are a sane bunch of readers of the magazine. But some of the mail that the Trickmeister has received has proven otherwise. In one instance, Terry got a box with underwear and a can of Spam inside! Fans have written in over the years with bizzare questions and comments, so we're going to share a few recent, actual quotes from readers (Names have been omitted to protect the innocent): "I want to start sending in tricks so you won't be sad, like eating raviolis and drinking Dr. Pepper." "If you print this, you will be blessed with a lifetime's worth of vodka and beer-nuts." "I'm glad you got a haircut. I used to have long hair; now I got it cut because you did."

Saturn Tricks & Codes

Skeleton Warriors

MANY CODES

Anywhere within the game, press the Start button to pause. At this point you can enter any of the following codes:

Infinite Lives: B, A, Down, B, A, Left, Down, Right, Y, Up.

Infinite Crystals: Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y.

Invincibility: C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y.

When finished entering a code, press Start again to unpaue and you should see the results on the left-hand corner of the screen, except Invincibility. You should be able to figure out if you're invincible soon enough!

Soviet Strike

LEVEL CODES

For Soviet Strike, go to the Load/Save Option and choose Enter. When the password box appears, put in these level codes to advance you further into the game:

Black Sea—KRAZHA

Caspian—VERBLUD

Dracula—YADRO

Kremlin—PERIWOROT

Incredible Cheat Codes

While at the password screen enter the following cheats to receive some helpful items in your game. You should see the word, "Classified" if the code was entered correctly. For Unlimited Fuel enter: COLDPIZZA (Your fuel should then return back to 100 after running out.)

For 1 Extra Life enter: FREEBIE

For 4 Extra Lives enter: VOODOO

For 4X Weapon power enter:

GABRIEL (This cheat is one you definitely ought to try!)

For Fuel Consumption at 1/2 speed enter:

ALBATROSS

Space Jam

HIDDEN OPTIONS

On the Main Menu Screen, highlight the Options and press button A. Now the Game Options should be highlighted. Press and hold the top L and R shift buttons+X+Y+Z at the same time. Now press Start. You will get two new options. Gravity will affect the way your players jump and Court lets you choose your stage.

Street Fighter Alpha 2

SUPER AKUMA

Super Akuma has been found on the Saturn! To access him, highlight Akuma on the Player Select Screen. Hold Start and move Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down. Then press any Kick or Punch button and let go of Start. Character Cheats

At the Player Select Screen, do the codes as shown:

Evil Ryu: Highlight Ryu. Hold Start and move Right, Up, Down and Left. Then press any Punch or Kick button and let go of Start (Press Forward, Down, Down-Forward+ x3 Kick or Punch for his teleport move. Do it the opposite way to go backward).

Super Turbo Edition Chun-Li: Highlight Chun-Li. Hold Start for about five seconds then press any Kick or Punch button and let go of Start.

Champion Edition Dhalsim: Highlight Dhalsim. Hold Start and move Left, Down, Right, Up. Then press any Kick or Punch button and let go of Start.

Champion Edition Zangief: Highlight Zangief. Hold Start and move Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down. Then press any Kick or Punch button and let go of Start.

Rapid Fire in Training
Access the Training Mode, and when you get to the Character Select Screen, press and hold the top R button+ Start while you choose your character. Then let go and pick your computer opponent. When the match begins, you can hold any button that does a move and it will automatically be in Rapid Fire Mode!

New Winning Poses

To get Sakura to do some fancy victory animations any time you win, just do the following tricks: Little dance: Hold button B as soon as you win; Kick off shoe: Hold button A as soon as you win. Play as Special Sakura

On the Mode Select Screen, take controller one and enter Survival Mode. Move to Sakura and press the Start button. Now press Up, Left, Down, Left, Down, Right, Right, Down, Left, Left, Down, Down, Down, Right, Up, Up, Right. Now press and hold the Start but-

ton. Then choose Ryu to get the special Sakura!

TNN Motor Sports Hardcore 4X4

MANY CHEAT CODES

On the Main Menu Screen, access the Race Type (Steering Wheel icon) and choose "Time Trial" within this option. After this, access the Key icon. Now highlight "1 Driver" and press A. Choose four drivers. Move down and change the number of laps to one. Move down again and access the "Edit Names" icon. Enter the names for each player in this order as shown: Fiddle, With, Vehicle, Mekanixs. Put the four words in the four-player name slots. Press button B. Move to "Begin Race" and start. While playing, press the top L button and Z simultaneously to bring up the bars in the "Fiddle" Menu, press Z to go forward and X to go backward through the menu bars. You can mess with the gravity, stiffness, spring length, wheel extend, shock absorbers, steering speed, moment of inertia, engine power and friction factor. Use the top L and R buttons to increase or decrease the amount of each factor on the bar.

The next cheat will give you access to all the class types. Select the Time Trial Option and then access the Key icon again. Choose one Driver and three Laps. Move to "Edit Names" and enter your name as NOVICE (put two spaces after the word). Press button B two times to go back to the Main Menu. Highlight the Class Option (Hands icon) and access it. You will now be able to play in the Pro and Extreme classes. The last set of cheats are to be entered while the game is paused. The directions are as follows on the controller: U=Up, D=Down, L=Left, R=Right.

RALLYDULL: Adds a fixed-camera view.

CRAZYCAR: Three more boosts when there are none left.

ABRACADABRA: Turns cars into tanks on Desert level.

LLLAAALLLAAA: Makes current lap the last one when you are in the first position.

BLACCAR: Makes you the mother truck.

DAZCRAZYDAZ: Enables alternative end-position commentary.

CARDULLDULLDULL: Enables edit physics cheat.

Tomb Raider

LEVEL SKIP

Any time during play, press Start to pause the game. Go to the last page of your passport book, "Exit to title," and press Z, Y, Z, Y, X, X, X then Start. Lara will make a groaning sound. After you hear this, press the A button. This will exit to a Statistics Screen of that level. Then you will warp to the next level!

True Pinball

TABLE TILT CHEAT

At the Main Menu, choose the Tables Option and then choose one of them. When the table appears, press Down, Right, Up, Down, Right, Left Shift, Right, Down, Down. You will hear some new music, and the introduction music will no longer be playing. From now on, you will not be able to tilt the table during play, so nudge the table all you want!

Virtua Fighter Kids

DURALS, WIREFRAME, ETC.

These tricks will give you some incredible options to make Virtua Fighter Kids even more fun!

Play as Dural: On the Character Selection Screen, highlight Akira and press Down, Up, Right, A+Left. Play as Gold Dural: On the Character Selection Screen, highlight Akira and press Down, Up, Left, A+Right.

Play as Fish Head Dural: On the Character Selection Screen, input the Dural code then press and hold button C when you choose between Normal and Kids Mode.

Wireframe Mode: Hold the top L button while selecting a character and hold it until the match begins. You'll get a first-person Wireframe Mode.

Select Camera Angles: Choose Viewing Mode from the Mode Select Screen. While watching, press X to get a random angle. Then press any other button for more angles.

Combo Master Mode

Pick any character you want from the Player Select Screen. On the Sub-Menu (with Normal and Kids Option), press Up 10 times.

The words Combo Master Mode will appear across the lower boxes and you will know the trick has worked.

! Funniest codes

Here are the locations of some of the strange and funny tricks from past issues. The Japanese version of Tobal 2 has the Grow/Shrink code in *EGM* #96, Manx TT has the Ride a Sheep code in *EGM* issue #36, The Crow has the Giraffe Neck and Stick Figure Mode in *EGM* #94, Earthworm Jim has the funny nose and glasses, plus the afro trick in *EGM* #74, Gex has the Grow/Shrink Mode in *EGM* #75, and Need for Speed has the flying traffic trick in *EGM* #71.



Nintendo 64 Tricks & Codes

Blast Corps

BLOW UP BUILDING EASILY

Get close enough to the object you want blown up so that your guy can't get out of the vehicle. Then hold the Z button down. Your guy should yell, "Doh!" Continue to hold button Z, until the object blows up!

Cruis'N USA

NEW VEHICLES

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.

Access New Tracks

This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L + Left-C + Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L + Up-C + Right-C. Highlight Grand Canyon and hold L + Right-C + Down-C to access San Francisco. Lights and Sirens Code
First, get a high score during any race and then scroll down to the bottom of the high scores list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights (and sirens) will activate.

Dark Rift

CHARACTER ENDINGS AND BOSSES

Here are a bunch of codes that will enable you to play each character's endings and the ability to access the Bosses, Demitron and Sonork. To play as the Bosses, go to the Title Screen and enter L button, R button, Up C, Down C, Left C, Right C for Sonork. Enter A, B, R button, L button, Down C, Up C for Demitron. To access the character

endings, go to the Title Screen and enter these:

For Aaron press: Up, Left C, R button, Right, Down, R button, R button, Left C. For Demonica press: Up, Left C, R button, Right, Down, R button, R button, Up C. For Demitron press: Up, Left C, R button, Right, Down, L button, L button, Down C.

For Eve press: Up, Left C, R button, Right, Down, R button, R button, Right C.

For Gore press: Up, Left C, R button, Right, Down, R button, R button, Down C.

For Morphix press: Up, Left C, R button, Right, Down, R button, R button, B.

For Nikki press: Up, Left C, R button, Right, Down, R button, R button, A.

For Scarlet press: Up, Left C, R button, Right, Down, L button, L button, Left C.

For Sonork press: Up, Left C, R button, Right, Down, L button, L button, Up C.

For Zenmuron press: Up, Left C, R button, Right, Down, L button, L button, Right C.

Doom 64

LEVEL CODES

These passwords will take you to some of the hardest levels in the game. On the Title Screen, go into the Options. From the options, choose Password and enter these codes as shown:

The Terraformer:

CB92NBPLSYL?JO27

Main Engineering:

BXYH?G416Z4JPJ?Z

Holding Area:

CYCCMGPKX47GTS2B

Tech Center:

CF3?PG6DS12ZPFKB

Alpha Quadrant:

BXROTH1F52GG7W?B

Research Lab:

BBXWHLGSXB8F4RKB

Final Outpost:

FVV9FL55QGFDWJB

Even Simpler:

FFLBMQ6CVV1CPF1B

Cheat Menu

Just go to the Password option and enter the password: ?TJL BDFW

BFGV JVV B

This will take you to the first level in the game. Then pause and you will notice a new option,

"Features!" By selecting this, you

will find pretty much all you need to conquer the game! Choose the options you wish to use and continue your game.

FIFA Soccer 64

EASY WIN

During the match, pause and access the Controller Select option. Then move the controller icon under the other team's flag. When you go back to the game, dribble the ball into that team's own goal. Repeat this process until you have enough points, and before the match ends, make sure you switch back to the winning team. You are assured to win every time!

GoldenEye 007

TIME CODES

Codes will be revealed completing each level under a certain time, at a certain difficulty level. Listed below are the levels and times you need for them:

Level 1 : Dam - Paintball Mode - Secret Agent - 2:40

Level 2: Facility - Invincibility - oo Agent - 2:05

Level 3: Runway - DK Mode - Agent - 5:00

Level 4: Surface - 2x Grenade Launcher - Secret Agent - 3:30

Level 5: Bunker - 2x Rocket Launcher - oo Agent - 4:00

Level 6: Silo - Turbo Mode - Agent - 3:00

Level 7: Frigate - No Radar (Multi) - Secret Agent - 4:30

Level 8: Surface2 - Tiny Bond - oo Agent - 4:15

Level 9: Bunker2 - 2x Throwing Knives - Agent - 1:30

Level 10: Statue - Fast Animation - Secret

Agent - 3:15

Level 11: Archives - Invisibility - oo Agent - 1:20

Level 12: Streets - Enemy Rockets - Agent - 1:45

Level 13: Depot - Slow Animation - Secret

Agent - 1:30

Level 14: Train - Silver PP7 - oo Agent - 5:25

Level 15: Jungle - 2x Hunting Knives -

Agent - 3:45

Level 16: Control - Infinite Ammo - Secret

Agent - 10:00

Level 17: Caverns - 2x RC-Pgos - oo Agent - 9:30

Level 18: Cradle - Gold PP7 Agent - 2:15

Level 19: Aztec - 2x Lasers - Secret Agent - 9:00

Level 20: Egyptian - All Guns - oo Agent - 6:00

Secret Level Editor

Once you finish every single level in the game on the "oo Agent" difficulty setting, (plus bonus levels 19 and 20) a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Same Player In Multiplayer

Here is a fun cheat that will enable you to play in Multiplayer Mode using two of the same character. To do this, you need four controllers plugged in. Enter Multiplayer Mode and select four characters with each controller, having players three and four being the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two then choose the players where three and four were. Then go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Hexen

INCREDIBLE CHEAT MENU

Go into the game and press Start to pause. At the Pause Screen Menu, enter the main cheat code with the C buttons on your controller: Up-C, Down-C, Left-C, Right-C. You will hear a sound and a new "Cheat" Option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu:

god mode: (invincibility) Left-C, Right-C, Down-C.

clipping: (go through walls)

Up-C 20 times, Down-C.

visit: (Level Select) Left-C, Left-C,

Right-C, Right-C, Down-C,

Up-C.

butcher: (instant enemy death)



Most difficult tricks

Not all tricks are a piece of cake to pull off. In one instance, *Street Fighter: The Movie* for Playstation *EGM* #77 gave the Trickman such a hard time, that he had to print a warning with the trick to tell readers to try it at their own risk! In another instance, *Die Hard Trilogy* has a password screen that is four lines long and 13 characters wide. It takes a long time to enter each password for the levels.



Nintendo 64 Tricks & Codes

Down-C, Up-C, Left-C, Left-C.
health: (100 percent health boost)
Left-C, Up-C, Down-C, Down-C.

Under the collect option, enter the codes for these cheats:
all keys: (acquire every key) Down-C, Up-C, Left-C, Right-C.
all artifacts: (acquire every artifact) Up-C, Right-C, Down-C, Up-C.
all weapons: (acquire every weapon) Right-C, Up-C, Down-C, Down-C.
puzzle items: (acquire all of the puzzle pieces on the level) Up-C, Left-C 3 times, Right-C, Down-C, Down-C.

International Superstar Soccer NEW TEAMS, BIG HEADS

It has been found that this game has two additional teams that have been hidden. There are two ways you can find them. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, both VS. CPU or CPU VS. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

Killer Instinct Gold MANY SPECIAL CODES

(Here is a key for the music and stage select trick:
1=Quick Punch, 2=Medium Punch, 3=Fierce Punch, 4=Quick Kick, 5=Medium Kick, 6=Fierce Kick, U=Up, D=Down)
Colors Code: At the character profile demo, press Z, B, A, Z, A, L. You'll hear, "Welcome." You can now choose the gold, shadow, etc. colors.
Gargos Code: At the character profile demo, press Z, A, R, Z, A,

B. You'll hear Gargos laugh. Now he is selectable as a normal character.
Random Select: Hold Up and press Start at the Character Selection Screen.
Music and Stage Select: In a two-player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results:
Sabrewulf's Lair—U+1
Maya's Jungle—U+2
Gladius' Crash Site—U+3
Tusk's Stone Henge—U+4
Fulgore's Museum—U+5
Orchid's Helipad—U+6
Jago's Bridge—D+1
Gargos' Castle—D+2
Combo's Street—D+3
Kim Wu's Dojo—D+4
Spinal's Ship—D+5
Sky Stage—D+5 (Both players must press them).

Mario Kart 64

MIRROR MODE

Basically, this is more of a method involving driving skills than a trick itself. You must earn a gold cup in every course you race. Do this for every class (50cc, 100cc and 150cc) and you'll get a new Title Screen. Plus, a Mirror Mode option will now appear under the 150cc option. All of the tracks in the game will now be reversed!

Rainbow Shortcut
At the Game Select Screen choose a 1P game. Then choose to begin the Time Trials. Choose your driver and on the Map Select Screen, access the Special Cup. Move down and select Rainbow Road. When you begin the race, accelerate down the middle of the track and when you start going down the hill, press Left on the controller and the top R button at the same time. You will jump over the edge of the track and fall toward a lower part of the course. If you do it correctly, you will land on the track below. This will save you a massive amount of time, and assure you of a great lap and record time. If you happen to miss the track after jumping off, just pause the game and choose the Retry Option. Practice enough, and you'll get it right in no time.

Mortal Kombat Trilogy DON'T USE UP CONTINUES

Start a one-player game. Choose your player at the Character Select Screen. Now when you have been defeated and it says, "Finish Him," press Start on the second player's controller. Back at the Player Select Screen, choose a character for players one and two. It doesn't matter who you pick. Have player one defeat player two. After you do this, continue a one-player game, and you will have all of your continues intact. Now you can keep doing this trick to get through the game without worry of losing any continues.

Free Play

To access the Free Play Mode, go to the Story Screen and quickly enter Up, Up, Right, Right, Left, Left, Down, Down. You'll hear a sound. If you lose, your credits will now be on Free Play!

All Question Marks

On the Story Screen, take controller one and very quickly, enter the code on the designated buttons as shown:

Block, High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch. Once you do this, you should hear a voice. Now on the Main Menu Screen, you will have access to all three question marks (green, blue and red)! You may now access Menu Screens with many options within the question marks including Human Smoke, Kameleon, Free Play, etc.

Reverse Babalities

Play a normal game against the computer or another player. Lose on purpose and wait for the "Finish Him/Her" to appear. If your opponent performs a Babality on you, press and hold the High Punch+Low Punch+High Kick+Low Kick buttons on your pad before the sequence is being pressed on your opponent's pad. Your character will change from a baby to an adult, and then to a bloody explosion for a Fatality!

NBA Hangtime VS. NUMERIC CODES

025 - Baby Mode
048 - No Music
111 - Tournament Mode
120 - Fast Passing
273 - Stealth Turbo
284 - Max Speed
390 - No Pushing
461 - Max Turbo

552 - Hyper Speed
616 - Max Blocking
709 - Quick Hands
802 - Max Power
937 - Goal Tending
VS. Joypad Codes
No Drift - Hold Down when entering a matchup, then when in the matchup, Shoot, then Turbo.
ABA - Hold Right when entering matchup. Still holding it, hit Shoot, Turbo, Pass.
Make Twins of a Player
By entering this code, you can make duplicate players. All you have to do is go to the Options Screen and choose "Enter Name." At the next screen, put in the player's last name (as shown in caps) and then put in 0000 for their PIN number. By doing this, you'll access the character's twin with hidden attributes. The names listed here are the duplicate players that work with this trick. You can have a team with twin players on it, or make a dream team with any of these awesome players:
AHRDWY (Penny Hardaway)
CLIFFR (Cliff Robinson)
DAVIDR (David Robinson)
DREAM (Hakeem Olajuwon)
ELLIOT (Sean Elliot)
EWING (Patrick Ewing)
GLENNR (Glenn Robinson)
GHILL (Grant Hill)
HGRANT (Horace Grant)
JOHNSN (Larry Johnson)
KEMP (Shawn Kemp)
KIDD (Jason Kidd)
MALONE (Karl Malone)
MOTUMB (Dikembe Mutombo)
MOURNG (Alonzo Mourning)
MURSAN (Gheorghe Muresan)
PIPPEN (Scottie Pippen)
RODMAN (Dennis Rodman)
RICE (Glen Rice)
SMITS (Rik Smits)
STAKH (Jerry Stackhouse)
STARKS (John Starks)
WEBB (Spud Webb)
WEBBER (Chris Webber)

PilotWings 64 NEW YORK WARP

When flying around in PilotWings 64, you come across some secret spots. Well, here's a neat little trick that even beginners can do! Just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other



Games with the most tricks

Gex came out for 3DO, PlayStation and Saturn. Overall, this game had tons of codes ranging from power-ups and level selects, to debug modes and secret areas. NFL GameDay '97 for PlayStation rates very high on this list too, clocking in at a whopping 62 tricks for one game! Other games with a plethora of codes include GoldenEye, NBA Jam, Street Fighter II, Need for Speed 2, PO'ed, Mortal Kombat Trilogy, Die Hard Trilogy, Turok: Dinosaur Hunter and Twisted Metal 2.



Nintendo 64 Tricks & Codes

city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end. If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

Applause and Get Gas

Here are some interesting and helpful codes for PilotWings 64. If you fly under things like bridges and caverns, you will get applause from the adoring crowds. Also, while exploring the Little States, if you happen to come close to running out of gas, look for a highway intersection northwest of Cape Canaveral in Florida. You will see a gas station by the highway. Get close enough to it without crashing for free gas!

Fly by Night Trick

Choose Rocket Belt in the Beginners Class and begin your game. When you take off, fly toward the big castle. As you get closer, be on the lookout for a sewer hole just at the base of the castle. A river is connected to the sewer hole, so look for that. Now, when you get close, carefully fly inside and go toward the iron gate. If you touch it without falling into the water, you will warp to the other side where once was day, is now nightfall!

Star Fox 64

TITLE SCREEN TRICK, WARPS AND SECTORS

Here are some great tricks and strategies that will enhance Star Fox 64:

Follow the Numbers - On the title screen, press the B button once and then start rotating the analog joystick around until the number 64 on the end of the logo begins to move. Now you can move it anywhere on the screen and the characters will follow it with their heads! Let go of the stick and it will return to its original position. Go to Sector Y from Corneria - On the first planet, Corneria, your wingman Falco will be attacked by three ships. The easiest way to

take them out is with a homing blast by holding the fire button and then letting it go on the middle ship. This will destroy the others as well. After a little while, you will see arches made out of rocks. Make sure you go underneath each arch. Falco will then lead you into the waterfall (where you couldn't go before) and you will soon be fighting a different Boss. You may recognize him as the Boss from the first Star Fox game. After defeating him, you'll be led to Sector Y.

Go to Aquas - In Sector Y, get 100 kills or more to go to the planet Aquas.

Go to Sector Z - In Zoness, you must shoot down all the floating spotlights in the stage. You will then move onto Sector Z after you finish this stage.

Get a Warp to Titania - When you're in the meteor field Mateo, make it past the checkpoint and soon you will see rings made of light blue triangles. Go through all seven of these, and you will warp into a strange world full of power-ups and then you'll end up on the planet Titania.

Get a Warp to Sector Z - At around the halfway point of Sector X, move to the left side of the screen and stay in that general area. Eventually, you will have a choice of the direction of two arrows. Pick the left one and soon you will be faced with a few grey/white rectangular gates. You must shoot these constantly until they turn red, and then they will open. This is nearly impossible with anything other than the blue double laser. Make sure you have this weapon before getting to this point. Once you have passed through the last gate, you will warp! Avoid the rotating shapes and shoot the enemies to survive in this alternate world. Then you'll end up going to Sector Z.

Star Wars: Shadows of the Empire CREDITS CHEAT

This code will give you all of the different endings of the game. To do this, access the Name Selection Screen and either choose a new player or rename an old one. On the Name Entry Screen, enter .Credits just as it is

shown (enter a space before the letter C and make sure only the C is capitalized. After it's entered, choose the difficulty setting. Starting the game will now give you the ending and credits. AT-ST, Wampa and Snowtrooper Code

This is by far the most awesome code for this game! Choose a new slot in the beginning of the game or rename an existing player with these words:

. Wampa . . Stompa. (Put one space before Wampa and two spaces before Stompa. Make sure to capitalize only the W and the S in the name.) After you have done this, put the game difficulty setting on Medium. Now go into the Battle of Hoth and pause. Go into the Options and make sure the controls are set to Traditional. Now go back into the game and complete the first stage. On the second stage with the first appearance of the AT-STs, press Left on the directional pad of your controller and Right-C at the same time. Then press Up on the pad and use the Right-C button to change the views until you get the backside view of an AT-ST! You can control it with the directional pad by pressing Left or Right to make it walk in that direction and pressing Up to fire.

To control a Wampa, go to the Escape from Echo Base Stage and do the same code as you did for the previous stage. You will be in control of a Wampa (you must free it first to make it go anywhere). To be a snowtrooper on this level, press Right on the pad and Right-C at the same time. Then press Up on the pad and use the Right-C button to change the views until you get the snowtrooper! You can control both characters with the pad.

Wampa Roar

Choose a new slot or edit an existing player by putting in the code: R . Testers . ROCK (put a space where the periods are shown). Once you do this, exit the screen and move up and down between different options. You will hear the Wampas roar up a storm when you do this; even when you pause the game.

Super Mario 64

FACE DISTORT

This weird little trick doesn't give you an advantage in the game, but it is a fun time waster! After the Title Screen passes, Mario's face will appear. Now press the A button and a hand will appear. Move the hand with the joystick to his nose, ears, moustache, mouth or hat and press and hold the A button. You can grab these parts of Mario's face and stretch them. To keep them in place, press and hold the top R button and let go of button A. You can make some funny distortions with Mario's face this way!

Get Difficult Star

Go to the Cool, Cool Mountain Stage and make your way to the edge of the cliff past the snowman without a body. You will see a creature shaped like an egg with a flower on top of its head. Go to the edge of the cliff, let the enemy follow you and jump onto it. You will begin to spin like a helicopter. Press and hold the A button to spin faster, and guide yourself off the edge. Maneuver Mario close to the mountain, but if you hit it, you will fall. You will see a crevice on the lower part of the mountain. Aim for this opening and try to land on the platform right underneath the mountain. Once you land here, it will be easy to find one of the more difficult stars, "Wall Kicks Will Work."

Extra Lives Trick

To access the hidden slide containing two extra lives, go to the "Cool, Cool Mountain" stage. Then at the beginning of the stage jump up on the rooftop and go down the chimney. Here, there will be an Ice Slide. Begin to slide down, and on the first left turn, you come to will be a row of coins. If you head in the direction of the coins and into the right side of the wall, you will enter the secret slide. Continue down the slide and go for the two extra lives. The slide will eventually run into the same ending room as the other slide. But the secret slide will end up on a ledge with a floating box. Hit this box at the end, for another life!

Tetrisphere

VARIOUS CHEATS

Here are a few cheats to try out



Tricks beyond video games

The Tricks section went beyond the realm of video games in issue *EGM* #81. This issue's April Fools trick was an actual magic trick called "The Crying Coin Trick." The reader who sent it in didn't quite understand the concept of video game tricks, so he sent in a magic trick instead. It consisted of putting a small ball of wet tissue paper behind your right ear and borrowing a coin from the audience. You are then supposed to rub the coin on your right sleeve near the elbow. This automatically puts your right hand near your ear, making it easy to remove the damp tissue. Now you just take the coin in your right hand with the tissue behind it and squeeze. We thought it would be funny to turn this serious entry into a joke for the April issue!

Nintendo 64 Tricks & Codes

that will allow you to access a hidden game, level select and more! Just go to the "New Name" Screen and press L, C (Right), C (Down) to bring up the secret characters for use on the Password Screen. Use the A button to select the letters. Now enter the following cheat codes for various results:

For the hidden Lines game enter:

LINES

To view the Credits enter: CREDITS

To access Hidden Music enter:

G(alien head)MEBOY

To access the Level Select (from secret characters) enter: Saturn, Spaceship, Rocket, Heart, Skull.

Turok: Dinosaur Hunter

MANY CHEAT CODES

On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press Start to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:

CMGTSMMGGTS: This code gives you all of the weapons.

BLTSTRFRND: The code gives you unlimited ammunition.

DLKTDR: This code gets you the Pen-and-Ink Mode where all of the graphics are black-and-white wireframes.

SNFFRR: Disco Mode (colored strobe lights and dancing enemies that don't attack).

FRTHSTHTTRLCK: Unlimited lives are at your disposal.

THBST: This code cannot be used while in the middle of play. You must exit the game and go to the Title Screen Menu to access the Gallery.

FDTHMGS: You must exit the game and go to the Title Screen menu to access the Credits.

THSSLKSL: Spirit Mode (invincibility and slow-moving enemies). After entering the codes you want, move down to the Enter command and press Start. The result will appear on screen. Press Start to OK the command. Now choose "Exit." Back on the Pause Menu, a new option called Cheat Menu will appear. Access this to get another menu which allows you to turn

on the cheats you have already entered. Exit when you have finished and start or resume your game to have your chosen cheats activated.

Robins Cheat

Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats.

Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter RBNSMTH. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited ammo, all weapons and even a new, Big Head Mode, where many of the enemies in the game have huge heads and lower voices!

Greg and Dana Mode

Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats.

Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, enter GRGCHN. This will access "Greg Mode" (Credits, Unlimited Ammo, All Weapons and Big Head Mode). You may also enter DNCHN. This will give you "Dana Mode" (Tiny Enemy, and Credits).

The Big Cheat

This incredible code is the mother of all cheats for this game! Many people have been wondering how to get the warps. Access to the "Enter Cheat" option from the title screen. On the cheat code screen, enter the password for the Big Cheat. The code is as follows:

NTHGTHDGDTCRTDTRK

Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight, and automatic warps to the bosses of the game!

Deformed Turok

On the Title Screen, go to the "Enter Cheat" Screen and enter the Big Cheat code:

NTHGTHDGDTCRTDTRK

Now, turn on Spirit Mode, All Weapons and Unlimited Ammo. Now warp to the Campaigner. Stand still and shoot him with the minigun. Once he dies, and Turok runs away, look at his bent leg!

War Gods

SPECIAL CHEAT MENU

As soon as the War Gods logo appears on the screen, use the directional pad and the buttons (not the analog joystick) to enter the following code very quickly: Right, Right, Right, B, B, A, A. If you did it quickly enough, you will hear the announcer say, "All too easy." At the main menu (Start/Options) screen, highlight Options and enter it. A new option will be available called "Cheat Menu." Choose this menu to get a new screen filled with options such as a level select, timer option and skill levels for players 1 and 2. Depending on the length these meters, your life meter in the game will either go down slower or quicker. Also, easy fatalities will be available. When you are about to finish your opponent, make sure to stand the correct distance with your character, and press A+B+Top C+Right C buttons simultaneously for the fatality.

Free Play and Play as Bosses

To get free play mode in the game, wait until the War Gods logo appears on the screen and use the directional pad and the buttons (not the analog joystick) to enter the following code very quickly: Left-C, Left-C, Right, A, B, Up-C, Right-C. You'll hear "All Too Easy."

Now go into the Options and you can move the continues to say Freeplay. To play as Grox, go to the Character Select screen and quickly press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. Then choose the highlighted character to play as him. For Exor, go to the Character Select screen and press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. Then choose the highlighted character to play as Exor.

Unlimited Continues

In a one-player game, begin the match. After you die on the second round, and your opponent does his winning pose, wait until the announcer says the word, "WINS." As soon as he starts to say it, press the Start button rapidly. If you did it correctly, it will go to the Player Select Screen and you won't use a continue!

Wave Race 64

DOLPHIN RIDE

Choose Stunt Mode from the Main Menu. Then select your watercraft.

You must make sure that you choose Dolphin Park on the Course Select Screen. Begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will hear a dolphin squeak at you. Now, go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm Up Option and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your Jet Ski!

Wayne Gretzky 3D Hockey

VISUAL TRICKS

Logo View: Press any button (except Start) on the attract screens to view logos, records and credits.

Instant Start as Gretzky: Press any button at the same time you press Start on the Title Screen. After pausing the game, go into the Options Screen and press the following combos for various results: Head Scale: Bottom C button + R button.

Body Scale: Left C button + R button.

Y Scale: Top C button + R button.

By combining these with multiple button presses, you can create wacky players! The announcer will sound funny too.

Special Teams

This trick will give you access to four new teams. To get them, go to the Options Screen and enter the code. Hold the L button and then press on the C buttons: Right, Left, Left, Right, Left, Left, Right, Left, Left. If done correctly, a series of numbers will appear at the bottom of the screen. Then go to the Team Select Screen and scroll through the teams until you reach the four hidden teams: USA, Canada, 99ers and the Williams team.

Fighting Mode

Go to the options screen. Then while holding the L shift button, enter the buttons on the C-pad: Right, Left, Left, Right, Down, Up, Up, Down, Left, Right, Right, Left, Right, Left. The numbers should then appear at the bottom. Now, return to your game and watch the action begin!



Multiperson Tricks

Some tricks have required the use of two people to make them work. For example, the recent series of Mortal Kombat games (MK3, Ultimate MK3 and MK Trilogy) have utilized a number of tricks called Kombat Kodes. These require two controllers and impeccable timing to pull off. Once the two players have chosen their characters in a vs. match, the screen with their profiles appears and both players must use their buttons to enter three symbols each, that reveals a code before time runs out. The results could vary from starting out with one-quarter of your energy to a Psycho Kombat Mode where the screen goes dark and your characters switch between each other.





COLONY WARS

Blast the chains of slavery straight to Hell. Free your people. The time for talk is over. You must join the League of Free Worlds. Join the rebellion and fly the hottest ships in the stars. You'll master six unique League craft in your quest for freedom, each with different flight characteristics and weaponry. You'll fly more than 70 unique missions. Success or failure will determine your fate, as your destiny lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?



EPIC SPACE CONFLICT

