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PSM



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Independent**

PlayStation Magazine

Just Stunning!

TOMB RAIDER 3

The best one yet!

- **More than 50 screens!**
- **Brand-New Features!**
- **Developer Interview!**

PlayStation 2

Hot new info!

Top 25 Games:

Who made #1? pg. 87



SEPT '98
ISSUE 13

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PSM's first full year, 12 great issues... What a long, strange road it's been!

That's right, this issue marks our first-year anniversary of PSM! It doesn't seem

like that long ago that I was sitting here, trying to finish up the last few pages of the first issue. I've gone back and read that issue a lot. We've made a load of changes, but you know what? I still think that issue was damn good!

Like I said, we've made a lot of changes during our first year to make our mag better and better, and it's all because of you readers. You let us know what you want to see, and you keep sending us ideas on how to make the mag even better. All of us here at PSM want to thank you for your help, your ideas, and your excitement about our magazine. I



▲ It all started here with our very first issue, exactly one year ago this month.

know we say this a lot, but we really couldn't do this without you. You're just as big a part of this whole thing as we are. And together, we've had a tremendous amount of success. PSM is the number-one, best-selling PlayStation magazine in America. Can you believe it? We're going up against a crazy amount of competition, against magazines that were here before us, that have discs, that are made by companies a zillion times bigger than ours. But you know what? They just don't know games like we do, and we bust our asses harder than anybody. And in PSM's second year, you'd better believe that we're not going to let up one bit. Get ready for a wild ride!

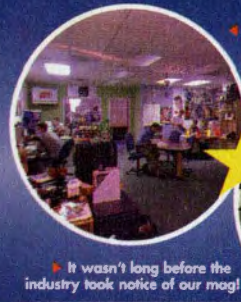
► **CHRIS SLATE,**
EDITOR-IN-CHIEF



"THEY JUST DON'T KNOW
GAMES LIKE WE DO, AND WE
BUST OUR ASSES HARDER
THAN ANYBODY!"

IT'S BEEN A YEAR ALREADY?

Man, it really has been a *whole* year since our first issue, huh? It seems like only yesterday that we were creating the different sections and designing a logo. Anyways, here's our first year in a few snapshots...



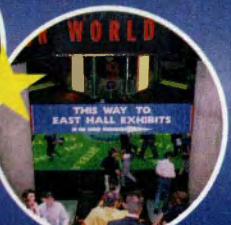
▲ Ah, the old office. Look at all that extra room we had!



► It wasn't long before the industry took notice of our mag!



▲ For Noah this first year was even more special—he had a kid!



► And finally, our first E3. We've really come full circle.

THIS MONTH'S COVER

Every issue, we match exciting new games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork to present our magazine at the highest possible level.

This month we worked with David Finch, who should be no stranger to comics fans. He's done all sorts of cool stuff for Top Cow comics, such as *Cyberforce* and *Ascension*. He pencils and writes, so you know this guy hardly ever sleeps (especially when we're bugging him for work, too!)



David's first sketch was dead-on! Our idea was to see Lara coming out of a waterfall, since they're scattered all over the new game. We also wanted her to look deadly...



...And we wanted one other thing that you may not have noticed—Lara has her hair down! Sure, she never looks like this in the games, but maybe she should keep it this way.



And here it is, the final finished artwork! Hey, you know what? We've kind of noticed something—that Lara-Croft, is it?—is one sexy lady! She'll probably be fairly popular some day!

PSM

100% Independent PlayStation Magazine

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CREDITS

► Editorial

Chris Slate Editor-In-Chief, Fireball Maker
Charles Frohman Managing Editor
Stephen Frost Previews, Reviews Guru
Noah Massey Editor, Codes & Strategies, obstacle course
Bill Paris Japanese-Speaking Nutcase
Blake Fischer Editor, News, Tacos
Eugene Wang Kanari-mabu Art Director
Gary Liew Graphic Designer
Jeff "Free" Lam Intern, "Deadline Food" Getter

Editorial Contributors

Christian Svensson, Francesca Reyes, Randy Nelson

Photography & Artistic Contributors

Aaron Lauer, Robert DeJesus, Jeff Matsuda, Jon Sibel, Homer Reyes, Gerard Serrano, Ryan Benjamin, Joyce Chin, Laura DePuy Lee Bermejo

Cover Illustration

David Finch

PSM Online Muscle

Doug Perry, Randy Nelson, and Jason Boor

► Advertising

Brian Olshever National Ad Manager
e-mail: bolshever@imaginamedia.com
Jane Jarvis Ad Coordinator
J.C. Standish Marketing Manager

International Licensing:

Robert Abramson & Associates
720 Post Road, Scarsdale, NY 10583
fax: (914) 723-4700 / abramson@prodigy.com

► Production

Richard Lesovoy Production Director
Glenn "So Yen" Sadin Production Coordinator
► **Imagine Media, Inc.**

Doug Faust Publisher
Jonathan Simpson-Bint President, Imagine Games
Holly Klingel VP Circulation
Tom Valentino Vice President/CFO
Chris Anderson President/CEO

► For Customer Service Inquiries, Write:

PSM
P.O. Box 52073
Boulder, Colorado 80322-2073
► **Circulation**

Kate Bailey Subscription Director
Bruce Eldridge Newsstand Director
Gen Tanabe Online Subscription Manager
Jennifer Carson Direct Marketing Specialist
Jeanne Mangabat Fulfillment Manager
Quyen Nguyen Distribution Coordinator
Thae Selby Newsstand Manager
Terry Lawson Newsstand Analyst

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MEET THE PSM TEAM: ►►►►►



CHRIS SLATE
Editor-In-Chief

Likes: All types of games
Hobbies: Comics, hoops
What I've learned in a year: I've finally realized that no matter how much you may wish it, magic elves just won't show up at night to finish the issue.

STEPHEN FROST
Reviews/Previews Editor

Likes: Fighting, RPG, Racing
Hobbies: Anime, Movies, Comics
What I've learned in a year: The ways of the Force. It's in the trees, the rocks. It flows within you...Aw c'mon guys, gimme my lightsaber back!



NOAH MASSEY
Strategy Editor

Likes: Racing, Simulations
Hobbies: DJ-ing, Clowning
What I've learned in a year: What have I learned? Check out all these new moves! I can roll, and spin, and...Yeah, okay, I ain't learned nothin'.

BILL PARIS
Japanese Correspondent

Likes: Flight Combat, Fighting
Hobbies: Hong Kong Action Films, Martial Arts, ECW, Ninjas
What I've learned in a year: When Chris comes over with one of his crazy ideas, make like a statue and he'll go away.



BLAKE FISCHER
News Editor

Likes: Shooters, Racers, Fighters
Hobbies: Screenwriting
What I've learned in a year: I've learned to be on my guard since that whole "Duchess Of PSM" fiasco back in issue 11. Now I know: Trust no one!

B. CHRI-CHAN
Japanese Correspondent

Likes: Every kind of game!
Hobbies: What else is there in life besides videogames?
What I've learned in a year: If you eat enough American "fast food," you can channel it into fireballs! Hadoken!



CHARLES FROHMAN
Managing Editor

What he does: Reads a lot of copy. Hears a lot of excuses. Makes bail.

What I've learned in a year: I've learned not to come down so hard on the staff for goofing off and playing games all the time because, well...it's their jobs.
Charles' Quote of the Month: "...surrounded by games...games everywhere ...one big game..."



EUGENE WANG
Art Director

What he does: Directs art. Orders "deadline food." Confuses reality with virtual reality, leading to much hilarity.

What I've learned in a year: Work hard, play hard, design hard, gripe hard, crash hard, die hard. Repeat.
Eug's Quote of the Month: "I can see the inside of my brain! And it looks just like I thought it would! Look there's an In-N-Out Burger"



GARY LIEW
Graphic Designer

What he does: Designs kick-ass pages for the world's top PlayStation mag. Work for a living. Play for life.

What I've learned in a year: Free consultation, debts consolidated, harassment calls stopped, payments lowered, interest reduced...
Gary's Quote of the Month: "Eso si que es!"

PSM IS 100% INDEPENDENT

So, which magazine is best for you, Official or Unofficial? That's easy. You want independent, unbiased coverage, and you want to know that what you're reading is nothing but the truth. You can only get this with an UN-official magazine. An official book has to answer its Corporate Sponsor. And whose best interests do you think they're looking out for?

printed and nobody, not anybody, can make us say what we don't believe to be true. We write about what we want to and put what we want on our cover.

This is the kind of honest, straightforward coverage that you can only get with an unofficial magazine. We understand that our readers come first, and we would never, EVER betray your trust.

PSM is created by us and no one else. Nobody has to approve our pages before they're

This is our promise to you, the hard-core PlayStation gamer, who deserves nothing less.



RC RACER

Team Lost

LUCKY FOR YOU
OURS COMES WITH A RESET BUTTON.



FINALLY, A REMOTE CONTROL CAR NOT EVEN YOUR BROTHER CAN BREAK. COMPLETE WITH 16 REMOTE CONTROL CARS AND 15 PULSE-POUNDING TRACKS, THIS GAME LETS YOU DODGE, WEAVE, AND SOAR THROUGH RICH TROPICAL JUNGLES, SUN-DRENCHED BEACHES, AND MURKY SWAMPS. EVEN IF YOU DON'T FEEL LIKE RACING, THERE ARE DOZENS OF HIDDEN PATHS AND SECRET FEATURES FOR YOU TO EXPLORE. ALONE, WITH A FRIEND, OR AGAINST THE COMPUTER, THIS GAME WILL SEND YOU THROUGH DOZENS OF COURSES -- NOT BATTERIES.

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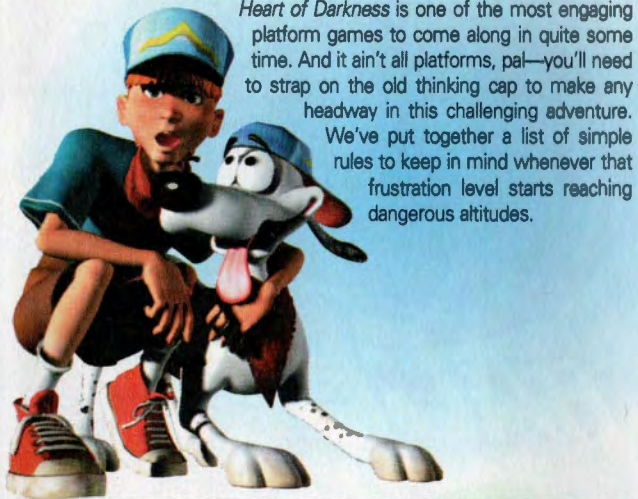




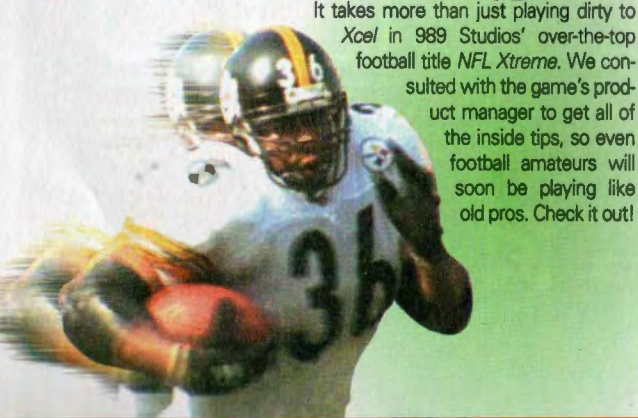
Circuit Breakers

Winning Strategies ▶ pg. 99 ◀
Circuit Breakers is guaranteed to be an instant multiplayer hit, but the true challenge lies in the single-player game. Those computer-controlled cars will give you nightmares! Here are a quick few tips to help you take the lead and actually stay there.

Heart of Darkness The Rules of the Game



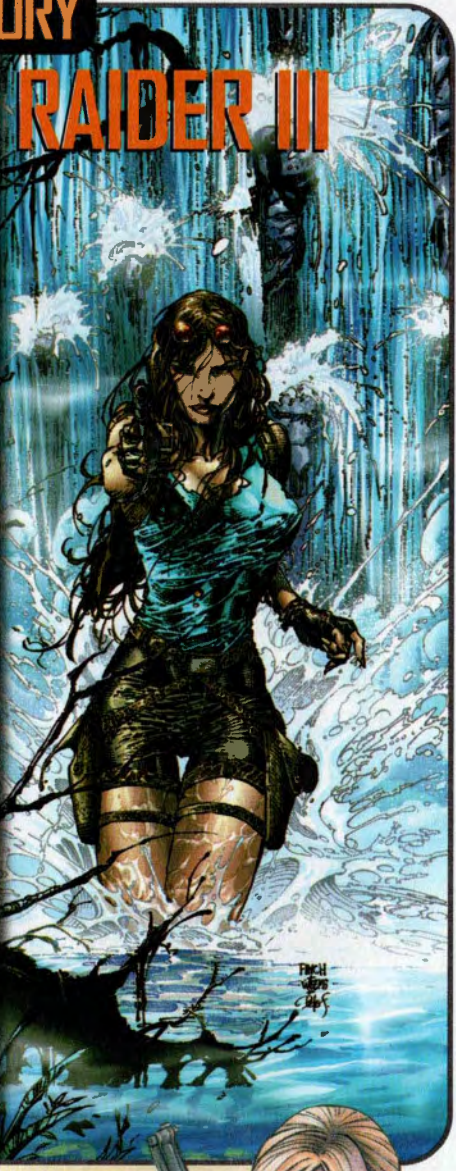
NFL Xtreme Tips from the Producer



COVER STORY TOMB RAIDER III

Interview:
▶ pg. 22 ◀
We managed to score an interview with Core's Adrian Smith, Executive Producer of the Tomb Raider series. He's got a lot to say about Lara's latest adventure, and he even spills the beans on a few games that you probably haven't heard about yet!

Preview:
▶ pg. 50 ◀
We've got more than 50 screenshots of Lara's hot new game, plus loads of info you haven't heard anywhere else. If you're a Tomb Raider fan, then what are you reading this for? You should be at page 50 already!



Parasite Eve Walkthrough and Items— Disc One

▶ pg. 104 ◀
As if New York city wasn't rough enough already, Parasite Eve goes and fills it up with monster rats, deformed dogs, and all manner of horrible genetic mutations. Our walkthrough, strategies, and items list for Square's latest RPG should prove mighty useful when the going gets rough in the Big Apple.



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The latest codes for all you addicts ▶ pg. 114 ◀

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reset

▶ pg. 129 ◀
A sneak-peek at what's gonna be hot for next month



GAME INDEX

- We've got loads of great new PlayStation games for you to see. If you're half as excited about the PlayStation as we are, then there's no time to spare! Just use the list below to go directly to the games you're interested in. G'won, do it! Shoo! Go 'way!
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PSM's Lid Sticker

▶ pg. 114B ◀

Here's another anniversary treat for all you PSM-faithful out there. Due to overwhelming popular demand, we're reprinting our very first Lid Sticker, the PSM Smiley, with an added gold metallic luster. Can't beat that!

PSM's Top 25 Games of All Time

This time we're giving you OUR favorites!

▶ pg. 87 ◀
To commemorate our bang-up one-year anniversary, we're re-running a feature you may remember from issue number one: The Top 25 Games of All Time. Last time we took an online survey and compiled the list from all your favorites. Well, this time around it's our turn! We put our heads together and fought hard for all our individual favorites, and the results might just surprise you. Or maybe not! Read on to see the results, and be sure to enter our contest to win our favorite 25 games ever!



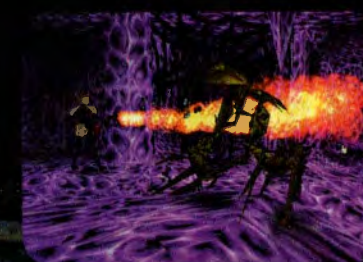
Organ donors
have not always
been volunteers.



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Play online with up to 4 mutually
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IAN LIVINGSTONE'S
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the grim fun you've missed. Now it's time for your bath. So plunge on in or look away, but make up your mind. While you still have a choice.

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MONITOR

your complete source for all the latest in playstation news, topics, and 32-bit culture

PlayStation 2 UPDATE

Sony drops a few hints about its next console

As Sega fires up its engines for the next round of console wars, Sony has remained strangely quiet about its next-generation PlayStation. However, in a recent interview with Electronic Engineering Times Online, Ken Kutaragi (designer of the original PlayStation and the PS2), dropped us a few hints.

"Graphics-chip vendors in Silicon Valley today are all doing the same thing; [they're] obsessed with the polygon race," said Kutaragi. "Their R&D goals are so near-sighted that they are only paying attention to gradual changes in graphics technologies that can be developed in lockstep with the short-term PC product-development cycle."

"OUR GOAL IS A FILM-LIKE GRAPHICS QUALITY THAT WON'T MAKE VIEWERS CONSCIOUS THAT THEY ARE INDEED LOOKING AT COMPUTER GRAPHICS"

conscious of or annoyed [by the fact] that they are indeed looking at computer graphics."

Since Sony plans to create its own operating system, it won't be using Windows CE, like Sega's Dreamcast. This has both an upside and a downside. It may be harder to develop for than the PS2 than the Dreamcast, but it also may end up a more powerful machine, with a whole host of unique features not seen before. Sony is known for making its systems easy to make games for, however, so it's entirely possible that the coding may be just as easy as for Windows.

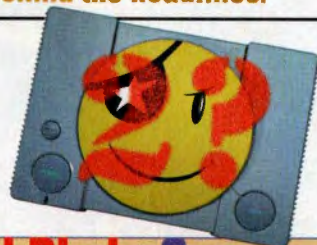
One feature that Kutaragi hit upon was the ability to project "emotion in characters rendered in real-time." This means that Sony wants to make it easier for people to program complex behaviors into game characters to make them more believable.

Sony is once again looking beyond the immediate future and in the direction of where it feels videogames are headed. What it's planning to focus on instead of polygons is still suspect, but we get the feeling that Sony's up to something really big. Stay tuned.



Sony's Ken Kutaragi holds the future of our videogame lives in his hands.

These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.



Core To Do Witchblade Game

Top Cow Comics and Core Design team up

Top Cow comics has had a relationship with Eidos and Core for quite some time—it all started when Top Cow did the character designs for the game *Fighting Force*. After that came the *Witchblade/Tomb Raider* comic book, which was published earlier this year. The newest combination of talents from the two studios is perhaps the most exciting one yet—a videogame based on the mega-hot *Witchblade* comic book.

Adrian Smith of Core Design was admittedly quite excited about the project when asked. "We think she is a great character and we can make a great game about her," said Smith, referring to the comic's heroine Sara.

A team is already hard at work on creating the title, which is still in the design and technology stages at the moment. Adrian was adamant about making sure that the game stays true to its comic roots. "We're trying to get a balance that they're [Top Cow] happy with," said Smith. He described the game as being action-oriented, but concentrated on Sara and her abilities with the magical *Witchblade*. The game is set to be third-person action/adventure, but it will not use the *Tomb Raider* engine.

Core is really pushing the project, and it has Core's biggest development team (12 members) working hard to get a quality product out as soon as possible. "It's flying along," quipped Smith. "We're looking to get some of it out as quickly as we can without compromising."

One thing's for certain: with a *Witchblade* TV series already in the works, this project will already have name recognition going for it when it reaches shelves sometime next year. If *Witchblade* meets with the success everybody thinks it will, it could just be the beginning of a very prosperous Top Cow/Core Design relationship. PSM is hoping that they will also make games based on *The Darkness* or even the upcoming underwater adventure comic *Fathom*. We'll be certain to bring you more on this the instant it becomes available.

► Will *Witchblade*'s Sara meet with the same monumental success *Lara Croft* has? Let's hope so!



Final Fantasy VIII Details Emerge

Square sheds some light on the new storyline and battle system.

As the release date for the Japanese version of *FFVIII* draws closer, more details are being leaked out about the game. One detail that we now know is that Squall, the hero of the game, has a past with an organization known as SeeD. SeeD is a special forces group that is dispatched by an organization known as the Garden. The Garden is a military school where children (boys and girls) from six to nineteen are trained in the ways of war. After students graduate from the Garden, they are then placed into the armies of an allied country and put to work. Upon graduating from the Garden, students may opt to take the SeeD admissions exam instead of moving on. The SeeD test is evidently very difficult because they only choose recruits that are the best at a certain skill. SeeD is made up of several individuals who are specialists in their field, and they are called on for the toughest tasks. We do know that Squall was once a part of the Garden, but whether or not he was a member of SeeD is still up in the air.

The game has also changed quite a bit in terms of gameplay. The battle system in particular has undergone a few changes from the last installment in the series. The displays have been simplified, and two new commands, "Draw Command" and "Guardian Force," change the way battles are fought.

Since magic cannot be found or purchased in *Final Fantasy VIII*, it must be obtained in battle by using "Draw Command." It is possible to draw out two or three different types of magic from an enemy, but it is equally possible to fail if



▲ In *FFVIII*, you will be able to steal and use your enemies powers.



the enemy is too powerful. Any magic that is drawn from enemies can be used immediately or stored for later use.

"Guardian Force" is the new name for creatures that can be summoned in the game. This aspect is very similar to the Summon Materia from *FFVII* except for the fact that you can actually train your Guardian Force monsters and breed them for increased skills and hit points. It is important to have high hit points in your Guardian Force monsters since there is a waiting period between when you summon them and when they appear. In this time they will be absorbing all of the damage dealt to you.

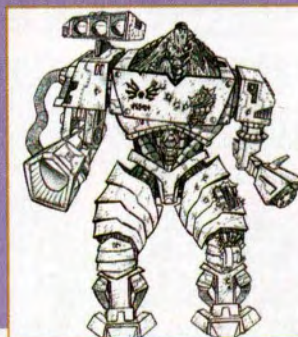
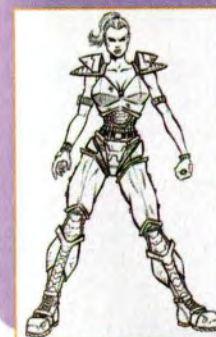
Rumor has it that Square will be using Sony's new PDA with *FFVIII*, and the Guardian Force monsters seem to be ideal for the new system. Imagine finding a new Guardian Force monster and then downloading it to the PDA to train at work or school. It would be even cooler if you could actually trade your specialized Guardian Force with other players. Of course, this is all just speculation at this time. See the rumors section for more on this.

Finally, more details of Squall's weapon, the Gunblade, have emerged. Evidently, in a pinch he can use a special attack called the "Blade Combo," which will unleash a series of slashes coupled with gunfire for maximum damage. We can't wait to see it!

As always, we'll keep our ear to the ground for even more details on this epic title as they emerge.

New Videogame Toys

Here's a quick peek at the new crash toys coming soon from ReSaurus. The ReSaurus folks also gave us a couple of preliminary sketches of what the upcoming *Quake 2* toys will look like. It's great to see so many new PlayStation toys!



▲ Crash and all his pals (and enemies) will soon be on their way to a store near you. An exact release date hasn't been set yet, but from the looks of this picture, it seems as if they're pretty far along. We just can't wait to have our very own Crash at our desks!

NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► Square is definitely bringing *Ehrgeiz* to the PlayStation. The conversion is said to only be 15 percent done, but a special sneak-peak playable demo is available on the Japanese release of *Brave Fencer Musashiden*. The home version will have a third character from *FFVII*, beside the already present Cloud and Tifa. Square currently has no release plans for the U.S.

► It turns out that George Romero has just signed up to do a complete re-write of the *Resident Evil* movie script. Romero, who became acquainted with the project when he did a series of high-profile Japanese commercials for RE2, will also be directing the movie. No casting choices have been confirmed.

► Psygnosis has signed a deal with the shoe company Vans for cross promotion with its upcoming snowboarding/platform title *Psybadek*. Each of the lead characters will be wearing Vans shoes in the game.

► The next U.S. tour of the band The Crystal Method is going to be sponsored by Fox Interactive. Fox's game *N2O* will be prominently featured in kiosks and possibly during the show itself. The game's soundtrack is provided by the band.

► Osaka, Japan has just opened a *Biohazard* (the Japanese title for *Resident Evil*) theme park attraction. The "ride" will consist of a giant haunted house that will be stocked with actors made to look like zombies. In true horror fashion, the zombies will jump out and scare all of the customers!

► The classic games *Lemmings* and its sequel *Oh No! More Lemmings!* will be coming to PlayStation on one compilation disc courtesy of Psygnosis. These games are some of the more addictive and original puzzlers made.

► Crystal Dynamics has been forced to push its eagerly-awaited *Legacy Of Kain: Soul Reaver* to January, due to the team's ambitious design specs. D'oh!



PERIPHERAL REVIEWS



PRODUCT NAME: Jam!

RELEASE DATE:
Available Now

PRICE: \$79.99

Jam! is an interesting peripheral aimed at a specific niche market. What this interesting little item allows you to do is hook up your PlayStation (or any other game system or VCR) to a computer monitor. The advantages to this all stem from the higher color definition on a good monitor as well as a much sharper picture. The downside, of course, is that we can't figure out who would rather play games on a computer

screen instead of a TV.

The system does allow you to use the PlayStation's S-video hookup (cables are included) which, for those of you that haven't tried it, provides a much sharper image than the standard AV cables the PlayStation comes with. On a good monitor the result is an incredibly detailed picture that looks great. An optional pass-through cable is included with the setup that allows

you to switch between your computer work and your game on the fly. This feature is particularly handy during those long Internet downloads, the perfect opportunity to make some progress on that RPG you just can't put down. The pass-through cable isn't perfect, though, and players with a keen sense of sight will notice a slight blurring of the computer image at higher resolutions.

A few things could have improved this product. First of all, on the several monitors we tested the Jam! on, we weren't ever able to get the image to take the entire screen (we got close, though). The other minor complaint we have is the obviously missing "y" cable adapter so that you can run games through your computer's speaker system without having to unplug and replug the speakers every time. Finally, it isn't possible

to take screenshots with this device because it never actually runs through the computer—it just runs through the monitor.

Overall, if you have an older TV, only a monitor and no TV (!), or just plain think it would be convenient or cool to play your games (or movies) on a really sharp screen, then the Jam! could be the peripheral for you.

RATING: ★★

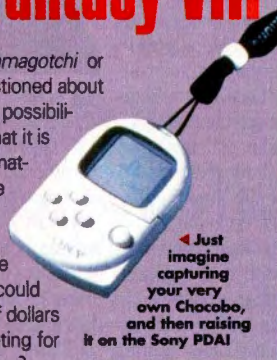
GOSSIP

You want more than just the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Look no further, because PSM always has its ear to the wall...

PlayStation PDA Tied to Final Fantasy VIII

Only CEA announced at E3 that the PlayStation PDA would be coming to the U.S. Additionally, Square announced that *Final Fantasy VIII* would also be coming to the U.S. (no surprise there). What's the correlation, you ask? Sources in Japan have been speculating that the PDA will have an inherent use with *Final Fantasy VII*. One of the most viable possibilities proposed was that Square might add a feature where players can capture a creature (an enemy or player character) from *FFVIII*, save it on the PDA, and keep it as a virtual pet. What's more, battles between PDA creatures should also be possible,

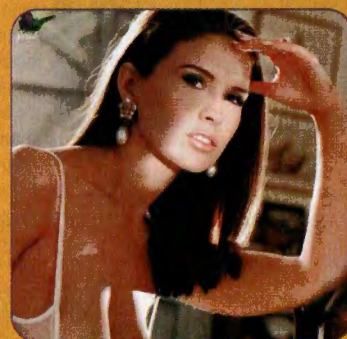
giving rise to another potential *Tamagotchi* or *Pokemon* phenomenon. When questioned about the matter, Square did not deny this possibility. In fact, the company confirmed that it is still considering many features. No matter what the outcome, it sounds like an excellent idea that could drive sales of the PDA in the U.S. market. Given that Nintendo is launching the *Pokemon* series in the U.S., Sony could well take advantage of the millions of dollars Nintendo will be spending on marketing for the product. How's that for bitter irony?



Just imagine capturing your very own Chocobo, and then raising it on the Sony PDA!

No Movie Lara Yet

While Eidos has been incredibly coy in revealing any details about the forthcoming *Tomb Raider* movie, the biggest question remains: who's going to play the lead? Rumors have been flying like crazy, but PSM is here to tell you that we've spoken with Core, and absolutely *no one* has been cast yet. The biggest rumors have surrounded actresses Sandra Bullock and Elizabeth Hurley, along with models Carla Pivonski and Anna Nicole Smith, of all people. But just to clear it up, no one has been cast yet, and no one will be until a script is finalized. So in the meantime, if you hear about a supposedly confirmed actress, then be sure to take it with a grain of salt.



Model Carla Pivonski is one of the candidates heavily rumored to play Lara Croft in the new movie. But the right actress has to do more than just fill Lara's shirt, guys.

Midway Working on Arcade Upgrades

Sources close to Midway's arcade division have indicated that it is hard at work on several re-makes of some of Atari Games' most popular titles. A *Gauntlet* remake is already in arcade testing, and it is certain to come to PlayStation. More importantly, among the games expected to get the nod for development in the next few months are *Spy Hunter* and *720*. In light of Midway's dedication to the home market, both of these titles are expected to show upon on a number of platforms including the PlayStation. In the case of both games, expect them to move to a completely polygonal control screen. If you can imagine *720* using the analog pad, you've got a pretty good idea of how amazing this game could be on our favorite system.

► Will *Spy Hunter* be the next classic arcade game to go polygons?



Namco and Square Get Cold Feet?

Ehrgeiz was only recently announced for release on the PlayStation in Japan, but sources have indicated that there are some serious questions about the game's release in the U.S. Originally developed as a joint project between Square and Namco, some squabbling has allegedly taken place over who has the console rights to the game in the U.S., Japan, and Europe. *Ehrgeiz* was developed by Square's Dream Factory team, and Square will be publishing the PlayStation version in Japan. Some questions have arisen concerning the viability of the title in the overseas markets, as it received almost no arcade penetration stateside (thus the benefit of having it as a bona fide arcade-to-home conversion is largely lost). A similar situation existed when Square was contemplating bringing over *Tobal 2* (which it in the end did not).

► Will Square's *Ehrgeiz* suffer the same U.S. fate as *Tobal 2*? Say it ain't so!



More Puzzle Bubble for U.S.



► The *Puzzle Bubble* series is super-addictive, and new games are long overdue in the U.S.

Acclaim is said to be considering a move to bring *Puzzle Bubble 3* and *Puzzle Bubble 4* to PlayStation in the U.S. Known as the *Bust-A-Move* series (not to be confused with Enix's dance game) in the States, it has enjoyed considerable arcade and home success on our shores. The series is currently owned and developed by Taito in Japan, though Acclaim has managed to bring over the other games. The *Puzzle Bubble* titles would make great additions to the U.S. PlayStation puzzle genre.

"SUPERB ANIMATION
AND BREATHTAKING
CINEMAS... LOOKS
MORE LIKE THE
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DISNEY STUDIO..."

- NEXT GENERATION

"SIMPLY
STUNNING."

- GAMEPRO



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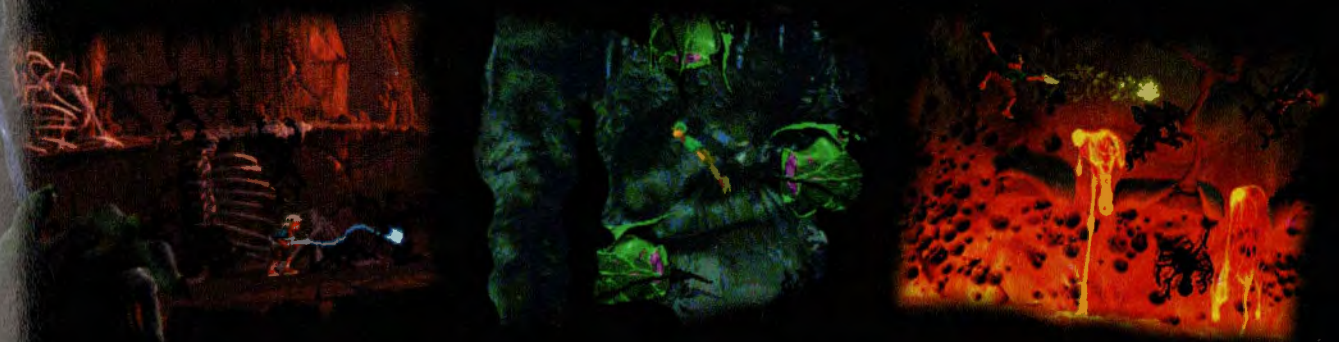
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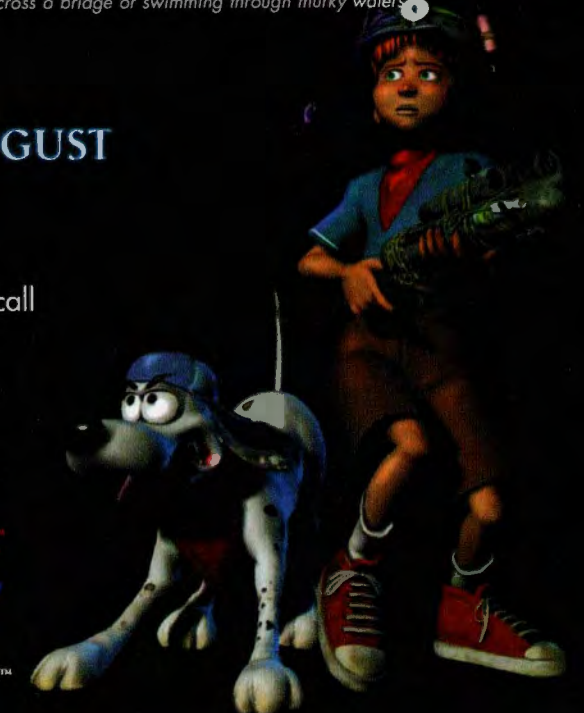
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Q & A

Adrian Smith is the executive producer of Core's *Tomb Raider* series. He has been one of the guiding forces behind the *Tomb Raider* franchise, as well as many of Core's other projects. We were fortunate to get a hold of him to talk about *Tomb Raider III*, the *Tomb Raider* movie, and some other Core projects currently under way.



PSM: How is this *Tomb Raider* different from the first two?

AS: The format is similar to before and Lara goes to five different graphical locations. Each location has about three sub-levels, so we're at about 15 levels. *Tomb Raider III* is a lot less linear because the levels are actually designed so there is normally two or three ways to get to the same point. The path that you take would depend upon which way you happen to find, but you would be rewarded differently. There will be an easy, medium and hard path, and you'll be rewarded. If you take the difficult path then there will be better pick-ups; weapons will be given to you earlier and there will be more medi-packs. But boy, you're going to go through a tough route. And also, you'd better go back around to get what you missed.

So that's quite a dramatic change. After the first level explains the story and gives you the first piece of the puzzle, then for the next three levels you are free to go to in any order. You can go in and out of the levels. You can never get to the last level until you have done the first four, but if people do get particularly stuck, they can come out and try one of the other missions.

PSM: Does this mean we're going to see less character development?

AS: You're going to see more character development, because by not being such a linear story, it's able to have three very different locations in the middle, and give a separate story for each location. Lara will meet different people on each level. She will meet different soldiers, people who are on their own missions, and the choice of play will be whether or not to go along with them or fight against them. She's still on her own. There isn't an understudy to Lara in *Tomb Raider III*. It's still her adventure, but she will meet different people in each different location.

PSM: Will Lara have one main enemy for the whole thing?

AS: Yes. I'm not going to tell you about that. [Laughter] Partly because we are still working on it. How it will be presented to the players will be different.

We don't really ever want to change what *Tomb Raider* is about. We changed somewhat with *TRII*, probably because everybody said they wanted more action. They wanted to just go on and shoot things. So we sort of changed



▲ Okay, let's get this straight before *Tomb Raider III* even hits the shelves: there will be NO "nude Lara" code. Got it? You sure? Good.

one to two and made it more action-based, but still with puzzles. At the end of two everybody now says, "Wow, we want to go back to puzzles." So *three* is far more closer to *one* in puzzles. It's very puzzle-oriented but we still have baddies wandering about, and you can shoot every endangered species if you want and take out humans, so it's a mix of *one* and *two*.

PSM: How does saving work? Can you save anywhere you want?

AS: Um, the honest answer is that we haven't decided yet. When we did the save game crystals, we loved it because there was always that point where, you know, you have to keep going "Where in the hell is the crystal?" But we also know that the more casual players hate it because it forces you to play a fairly large game for quite some time. So in *Tomb Raider II* we decided you could save anywhere, and some people love it and some people hate it.

In *Tomb Raider III*, what we're thinking of—and it isn't decided yet—will be somewhere in the middle. We'd like to bring back the save crystal idea, but maybe hide some crystals in the levels and also give you a number of save points at the beginning of the game. So it's a combination of the two previous

save systems. Quite how it works yet we're still working on, but it will be along those lines.

PSM: Sounds cool. What else is new?

AS: I think a big difference will be the

"TRIII WILL HAVE ONE OR TWO VEHICLES PER LEVEL. SOME WILL BE DEPENDENT ON THE STORY AND SOME WILL JUST BE THERE. YOU CAN JUST GO AND TOSS AROUND IN THEM, IF YOU WANT."

game's artificial intelligence. Baddies in *Tomb Raider* have always been pretty dumb, so we've changed the AI and they are now fairly intelligent. If you shoot at a target it will look for cover and disappear. We're also introducing a new range of baddies into the game who attack differently—you know, pack principles. Like the compies from *Jurassic Park 2*—tiny painful dinosaurs, in mass packs. They will circle you and if you take out a few of them, they will get out of there and come back later. So taking those principles into *Tomb Raider III* will make a big difference, and a lot of the areas are designed with that AI in mind.

PSM: Will we still see the vehicles and the wall climbing?

AS: Yes, you will see loads of new vehicles. We love the vehicles. It was something that we always wanted to do in *Tomb Raider I* but we just couldn't do it in time. We thought they worked really well in *two*. *TRIII* will have one or two vehicles per level. Some will be dependent on the story and some will just be there. You can just go and toss around in them, if you want. The wall climbing is still in. Also, the use of ropes.

PSM: With so many more options and new puzzle elements, is there

concern that it will be too difficult for new *Tomb Raider* players?

AS: Everybody told us that *two* was too hard, too soon, and without question, it was. You know, we've lived with the series for four years now, and it's so bloody easy for us to just pick it up and play. I mean, that first level with the tigers in the water and stuff, we just made it too difficult. *Tomb Raider I* was balanced perfectly because we were so focused on the first game. So I think with *three*, it's very difficult for us because we've got to get people used to new moves. We might try to stretch the training level. We haven't decided yet whether or not we'll link that through to the game where you have to complete it or get different ratings or something. We're playing around with it at the moment.

PSM: How many of the fans do you think play *Tomb Raider* just because of Lara Croft?

AS: I think the two go hand in hand. With us now, the franchise is Lara and *Tomb Raider*—it's twofold. *Tomb Raider* wouldn't work if we were to take Lara out. I think she is a key part to what the game is. Having said that, we could take Lara out and produce a new game and it would work, but we couldn't put a new character into Lara's shoes.

PSM: Could any other franchise characters come out of this?

AS: Not based around *Tomb Raider*, but maybe what we intend to do with Lara in the future will be slightly different.

PSM: How much input do you have in the *Tomb Raider* movie?

AS: Quite a bit at the moment. Whether or not that will dwindle I don't know. Paramount has been very, very open and are working very closely with us. At the moment we are in final scripts, which are due to be done at the end of June and July, and they've gone through three or four versions of it. I've seen all of them and they're great. Some of the ones that were written out there on the Web were great as well, but I mean, it's very different. Para-

mount is putting a lot of money behind it, which is really encouraging.

PSM: What actress do you think can live up to Lara Croft?

AS: Well, I've got my own opinions. A lot of rumors are kicking around, but at the moment, absolutely no decision has been made whatsoever. The main character for the *Tomb Raider* movie will make or break the film, so she has to be a very strong character. Whether or not it is a known or an unknown actress, that decision hasn't been made.

Everybody said well, she's got to be a British actress, and you could easily say, okay, someone like Elizabeth Hurly, she looks fairly similar. But British actresses are good at doing specifically English roles, you know, with sort of period-type pieces. I don't know if British women have an edge that a lot of the American actresses have. People say Sandra Bullock, but I don't think Sandra Bullock, in my mind, would fit. You know, Demi Moore, she would probably fit. She's got the grit and that which makes good Lara, but maybe not the compassionate side that I think is important to Lara. So, I haven't got a bloody clue, but it won't be Anna Nicole Smith, let me tell you that much! [Laughter]

PSM: Personality aside, the first thing that people are seeing is Lara's astronomical measurements.

AS: Yeah, you're absolutely right there.

PSM: Now, are you concerned that this kind of image might have a backlash with potential female gamers?

AS: I don't think so. I mean, I think now she is mostly in proportion to people you see walking down the street. With *Tomb Raider II*, I wouldn't say we went out to reduce the size of some of her assets, but we tightened the model up. By virtue of that, she ended up looking a bit rounder and a bit smoother. I mean, at the end of the day she's a cartoon character. She's the figment of the imagination of the guy who originally drew her. She's a Jessica Rabbit.

Four years ago when we were first thinking up *Tomb Raider* and what it was going to be, we put down the attributes on a piece of paper of what we wanted the game to be. We knew it was going to be sort of an *Ultima Underworld/Prince of Persia* adventure-type of a game, we knew that we were going to be shooting things, and we knew that it was going to be heavily action-oriented. We also knew it was going to be third-person from very early on. Every time we put that together and we gave some guy a gun, he just ended up being macho—he

ended up being Arnold Schwarzenegger, which is not what we wanted. We wanted someone who was agile. So really, a female character hit very simply for us. How she grew from that, well, she's independent, she's fairly strong-willed, she's quite nice, she's got a caring, loving-type side to her. Plus, 80% of the gaming public is male and you certainly draw in more affinity with a female character, a person like Lara, then a male character.



▲ Core has gone back to the drawing board for *TRIII*, with an all-new game engine, hi-res graphics, and a new approach to level design.

PSM: Is there going to be a *Tomb Raider* game every year?

AS: Um, no. I mean, we were fairly adamant that after *Tomb Raider I* we wouldn't do *Tomb Raider II*, but I think we almost had to do it. No, I think it will certainly be a lull when we batten down the hatches and revisit it and come out with something as shocking, hopefully, as the original *Tomb Raider* was.

PSM: Of course, you are looking into the next generation of systems?

AS: Yes.



▲ Will anybody ever get tired of this gal? As long as the gameplay continues to deliver, you can bet you'll be seeing plenty of Ms. Croft. A movie deal doesn't hurt much, either.

PSM: What do you think of the PlayStation 2?

AS: Don't know. [Laughter] I'm sure it will be a very powerful machine.

PSM: Has anyone been talking about it? Dreamcast is big news right now...

AS: Yeah, Dreamcast is obviously the big news at the moment. We probably know as much about PlayStation 2 as some of the major developers out there, I would say. You have to look to

"THE MAIN CHARACTER FOR THE *TOMB RAIDER* MOVIE WILL MAKE OR BREAK THE FILM, SO SHE HAS TO BE A VERY STRONG CHARACTER."

Dreamcast to suspect what PlayStation 2 will be and what it will do. Dreamcast is an awesome machine. Sega, I think, did a mostly fantastic job, and I have no doubt that Sony will come out with something equally as awesome.

You know, the industry needs Nintendo, Sega and Sony. I think the balance of the three is just a fantastic balance to have. If it becomes a one-horse race, then the industry would be boring.

PSM: You have been working with Top Cow a bit (the guys who make comic books like *Witchblade*, *The Darkness*, and *Cyber Force*). What is their involvement in all this stuff?

AS: They're not really working with us on *Tomb Raider*. They did the joint *Tomb Raider/Witchblade* comic, which was great for them to do and I thought Lara looked fantastic in it. They're great guys, they're very creative. They set fantastic stories and fantastic settings, which is what they do all day long; it's what they're very skilled at. So we're actually working on a *Witchblade* game, which is very strange for Core because we're very sort of—not big-headed—but we're very independent, we like to be very creative. All of our ideas originate internally.

PSM: What other games are going on at Core?

AS: An awful lot, um...

PSM: You've got *Ninja*...

AS: We've got *Ninja*, which we're due to finish up in about four weeks, which has changed dramatically and

is looking great. It's probably one of the longest games in development at Core, ever, partly because it changed its focus along the way. It's changed physically to what people have seen over the last few months. Everything at the moment is being put into *Ninja* and it's really coming together. It really is what we wanted to produce with *Ninja*, and still, I don't think really exists. We wanted to produce an arcade game on the PlayStation.

You could say that every game is an arcade game, but we wanted to capture that old coin-op feel. Sort of the hack-and-slash, action-adventure game.

PSM: Has anyone ever come into the office dressed as a ninja?

AS: [Laughter] Hey, I dress up like a ninja all the time.

PSM: Now, you're also working on *Fighting Force II*—What's going to be the big difference there?

AS: It's a huge difference, actually. *Fighting Force* was a major success, but, in hindsight, we could have improved upon a few things in there, and we're doing that. *Fighting Force II* is a total ground-up start, and it's shaping up to be absolutely fantastic. If I have to draw a comparison with it, it's sort of *Fighting Force* but taking elements from, probably *Goldeneye*. It's third-person, it's character-based, but it's now moved to the next level in fighting and in what the game is about.

Goldeneye was probably a fairly big influence, but we're keeping the pace fast, with stealth elements in there. You have great view of distances. There is a whole new engine so when you look around and see a couple of guys, you might choose to take them out with a rifle you picked up, or you might choose to sneak up behind them and stick them with a knife, or you can just walk up and beat the crap out of them.

PSM: So it's not a pure beat-'em-up title anymore?

AS: It's still predominantly a beat-'em-up, but with a whole new area of controlling your characters and powering them up. It's more 3-D, so they're wandering around and puzzles are coming forward and backwards. It's a fairly well known brand over in America, *Fighting Force*. We've had discussions on whether or not to call it *Fighting Force* at all, but we're very keen to keep it as *Fighting Force*. So it's going to be *Fighting Force II*, or something.

PSM: That sounds great! Thanks for talking with us, and good luck with all of your future projects.



CHECKPOINT!

The PSM Release Schedule

We've listed every upcoming PlayStation game we can think of. However, keep in mind that these dates often change. It's still fun to look forward, though!

PlayStation Charts

Your monthly look at the best-selling PlayStation games



The EB Chart (For June)

It's official: Gran Turismo has kicked every other racing game's ass.

Everyone here had no doubt that Sony's racing masterpiece, *Gran Turismo*, would be a big hit. But still, the game had some doubters that claimed the game was simply too in-depth, too advanced to draw the major crowds. Well, now we know for sure—*GT* is a hit!

1 ► Gran Turismo

- 2 ► *Vigilante 8* - The new king of car combat?
- 3 ► *Tekken 3* - Still the top-selling fighter, even against *MK4*.
- 4 ► *Mortal Kombat 4* - A solid first showing for *MK*.
- 5 ► *Jeremy McGrath Supercross '98* - Selling well.
- 6 ► *Road Rash 3-D* - *Road Rash* fans seem to like the 3-D.
- 7 ► *X-Men VS Street Fighter* - Not the best port, but...
- 8 ► *Breath of Fire III* - Another big title for RPG fans.
- 9 ► *World Cup '98* - Gets a boost from World Cup fever.
- 10 ► *Triple Play '99* - Still on the list through the season.



NPD Chart (For May)

When it comes to bonafide blockbusters, it's hard to beat Tekken.

Every month NPD (a market research company) surveys a host of retailers to find out which games are selling well. In May, *Tekken 3* stayed on top for the second month in a row, proving that Namco's top series hasn't lost any of its luster over the years.

1 ► Tekken 3

- 2 ► *Gran Turismo* - Sony's highly-anticipated racer delivers.
- 3 ► *Need For Speed III* - Dropping one spot from last month.
- 4 ► *Triple Play '99* - Also dropping a spot, but still strong.
- 5 ► *MLB '99* - Surging up from ninth, but still under *TP '99*.
- 6 ► *Tomb Raider* - Damn, this game's still selling!
- 7 ► *Breath of Fire III* - Any good RPG will get good support.
- 8 ► *Resident Evil 2* - Continuing its slow slide down the list.
- 9 ► *Crash Bandicoot* - Damn, this one's still selling, too?
- 10 ► *WCW Nitro* - NWO 4-life, baby. Wolfpack rules!!!

COLOR KEY

Green: Release has changed since last month.
Red: A brand-new addition to the list this month.

3RD-QUARTER GAMES

August		
989 Studios	Fighting	Cardinal Syn
Accolade	Baseball	Hardball 6
Atlus	RPG	Kartia
Crave	1st-Person Shooter	Redneck Rampage
Crystal Dynamics	Combat Strategy	Unholy War, The
Electronic Arts	Football	NCAA Football 99
Fox Interactive	1st-Person Shooter	Aliens vs. Predator
Fox Interactive	Racing	Team Lasi RC Racing
Hasbro	Board Game	Battleship
Infogrames	Racing	Viper
Interplay	Action/Platform	Heart of Darkness
Konami	Action/Shooter	C. The Contra Adventure
Konami	Soccer	Int'l Superstar Soccer
Psygnosis	Futuristic Shooter	Eliminator
THQ	Fishing	Bass Masters
		Classic Tournament Edition
THQ	Bowling	Brunswick Circuit Pro Bowling
Westwood Studios	Strategy	C&C Red Alert: Retaliation

September

989 Studios	Dancing	Bust-A-Groove
989 Studios	Football	NCAA GameBreaker '99
989 Studios	Football	NFL GameDay '99
Ascii	Strategy	Master of Monsters: Disciples of Gaia
Atlus	Action	Trap Gunner
Capcom	Classics	Capcom Generations: Ghost & Goblins
Capcom	Action/Platform	Mega Men Legends
Capcom	Survival Horror	Resident Evil: Director's Cut (Dual Shock)
Capcom	Survival Horror	RE2 (Dual Shock)
Crystal Dynamics	3-D Action/Platform	Akuji the Heartless
Eidos	Action	Ninja: Shadow of Darkness
Electronic Arts	Golf	Tiger Woods '99
Fox Interactive	Hockey	Fox Sports Hockey '99
Fox Interactive	Tennis	Fox Sports Tennis '99
Fox Interactive	Action	Motorhead
GT Interactive	Action/Adv.	Duke Nukem: A Time To Kill
Hasbro	Game Show	Wheel of Fortune
Interplay	Action/Platform	Earthworm Jim 3-D
Interplay	Action/Platform	Wild 9, The
Konami	Party	Pay Pay 2
Midway	Football	NFL Blitz
Namco	RPG	Tales of Destiny
Psygnosis	Action	Kula World
Psygnosis	Action	Rosco McGQueen
Sony CEA	Action/Platform	Spyro the Dragon
Square/EA	RPG	Parasite Eve
Tecmo	Action/RPG	Asteroids II
THQ	Puzzle	Devil Dice
THQ	Shooter	G. Darius
THQ	Racing	Int'l Rally Championship
Virgin	Soccer	Viva Soccer
Working Designs	RPG	Lunar: Silver Star Story Complete
3DO/Cyclone Studios	Action/Strategy	Army Men 3-D
Acclaim	Action/Adv.	Batman & Robin
Ascii	Puzzle	Hit Back
Capcom	Snowboarding	Freestyle Boardin' '99

Electronic Arts	Boxing	Knockout Kings
Electronic Arts	Action	L.A.P.D. 2100 AD
Electronic Arts	Football	Madden NFL '99
Electronic Arts	Racing	Moto Racer 2
Electronic Arts	Racing	Nascar '99
Electronic Arts	Hockey	NHL '99
Electronic Arts	Action	Small Soldiers
Playmates	Action	Teenage Mutant Ninja Turtles 3-D
Sunsoft	Action/Adv.	Hard Edge
Sunsoft	Action/Adv.	Monster Seed
Ubi Soft	Mech Combat	Shadow Gunner: The Robot Wars

4th-QUARTER GAMES

October

989 Studios	Snowboarding	Cool Boarders 3
989 Studios	Racing	Rally Cross 2
Activision	Classics	Activision Classics
Activision	Action/Adv.	Fifth Element
Activision	Action	Tenchu
Alpha Software	Educational	Elmo's Magical Letter Tour
Alpha Software	Educational	Elmo's Magical Number Tour
Atlus	Action	Bomberman World
Capcom	Classics	Capcom Generations: 1942
Capcom	Fighting	Darkstalkers 3
Capcom	Fighting	Rival Schools: United by Fate
Cyclone	Shooter/Strategy	Uprising X
Hasbro	Action	Centipede
Hasbro	Game Show	Jeopardy
Interplay	Space Combat	Star Trek: Klingon Academy
Konami	Action/Adv.	G-Shock
Konami	Action/Adv.	Metal Gear Solid
Konami	Fighting	Kensai
Midway	Racing	San Francisco Rush 2
Psygnosis	Action/Adv.	Contract, The
Psygnosis	Strategy/Shooter	.00T
Radical Entertainment	Hockey	ESPN Digital Games: National Hockey Night
Radical Entertainment	Basketball	ESPN Digital Games: NBA Tonight
Radical Entertainment	Snowboarding	ESPN Digital Games: X Games Pro Boarder
Sony CEA	Action/Adv.	MediEvil
Sony CEA	Hockey	NHL FaceOff '99
Sony CEA	Shooter	Warhawk 2
Square/EA	RPG	Xenogears
THQ	Action/Adv.	Dead Unity
THQ	Racing	Penny Racers
Ubi Soft	Tennis	All-Star Tennis '99
Ubi Soft	Car Combat	S.C.A.R.S.
Virgin	Fighting	Thrill Kill

November

989 Studios	Action	Twisted Metal 3
Activision	Action/Shooter	Apocalypse
Activision	Shooter	Asteroids '3-D'
Activision	Action	Tai-fu
ASC	Action/Shooter	Dead in the Water
ASC	Racing	Jeff Gordon Racing
Capcom	Classics	Capcom Generations: Street Fighter II Col.
Crave	RPG	Shadow Madness
Eidos	Action	Omkron
GT Interactive	Platform	Oddworld: Abe's Exodius
Konami	Action/Adv.	Silent Hill

Gamewatch: Twisted Metal 3

I know what you're thinking: "What's up with *Twisted Metal 3*? That game's gonna be huge, how come nobody's writing anything about it?" Well, the sad reason is that we really haven't seen anything yet! The developers at 989 Studios don't haven't had anything to show, but we're hoping to nab some stuff for you next issue (keep your fingers crossed). It's due out in November, so it shouldn't be much longer.

Midway	Simulation	RC Stunt Copter
Mindscape	Action	Rat Attack
Psygnosis	Space Combat	Colony Wars: Vengeance
Sony CEA	3-D Action/Platform	Crash Bandicoot: Warped
Sony CEA	1st-Person Shooter	Legion
Square/EA	Action/RPG	Brave Fencer Musashi
Square/EA	Fighting	Bushido Blade 2
Take 2	Action/RPG	Monkey Hero
Take 2	Action	Special Ops
THQ	Action/Adv.	Rugrats
THQ	Fighting	Shao-Lin
THQ	Wrestling	WCW Thunder
Titus	Action/Adv.	Superman

December

989 Studios	Action/Adv.	Diabolical Adventures of Tobu, The
Acclaim	Simulation	Constructor
Fox Interactive	3-D Action	Croc II
Shaba Games	Racing	Slipgroove
Sony CEA	Action	Dark Guns
Universal	Action	Xena

Other Fourth-Quarter Releases:

989 Studios	Action/Adv.	Syphon Filter
Accolade	Racing	Big Air Snowboarding
Accolade	Action	StarCon
Accolade	Racing	Test Drive 5
Accolade	Racing	Test Drive: Off-Road 2
Ascii	Mech Combat	Armored Core: Project Phantasma
Ascii	Billiards	Backstreet Billiards
Bandai	Fighting	Critical Blow
Bandai	Platform	Tail Concerto
Eidos	Action/Adv.	Tomb Raider 3
Enix	Platformer	Eggs of Steel
Enix	RPG	Star Ocean 2
Electronic Arts	Action/RPG	Dungeon Keeper 2
Electronic Arts	Basketball	NBA Live '99
Electronic Arts	Strategy	Populous: In the Beginning
Fox Interactive	1st-Person Shooter	Alien Resurrection
GT Interactive	Action	Rogue Trip
GT Interactive	Racing	Streak
Infogrames	Racing	Snow Crash
Interplay	Action/Platform	Messiah
Interplay	Football	VR Football '99
MGM Interactive	Action	Tiny Tank: Up Your Arsenal
Midway	Action	Assault
Psygnosis	Racing	Formula 1 '98
Psygnosis	Strategy	Global Domination
Psygnosis	Golf	Pro 18 World Tour Golf
Psygnosis	Strategy	Sentinel 2
TIG Publishing	Fantasy	Kingdom II: Shadoan
Ubi Soft	Racing	F1 Racing Simulation
Virgin	Racing	Professional Sports Car Racing

1ST-QUARTER '99 GAMES

Crystal Dynamics	3-D Action/Adv.	Legacy of Kain: Soul Reaver
Koei	Fighting	Destrega
Psygnosis	Space Shooter	Blast Radius
Psygnosis	Action	Psybadek
MGM Interactive	Action	Tomorrow Never Dies
Namco	3-D Platform	Pac-Man 3-D
Activision	Fighting	X-Men
ASC	Action/Platform	Tommy Thunder
GT Interactive	Action	Rebel Moon Rising

KOEI	Strategy	Soldierschild
Konami	RPG	Blades of Steel
Konami	RPG	NBA: In the Zone '99
Konami	RPG	Suikoden II
Midway	Action	Jackie Chan's Stunt Master
Namco	Light Gun	Time Crisis II
Psygnosis	Shooter	Attack of the Saucerman
Titus	Action	Blues Brothers 2000
Westwood Studios	Strategy	C&C: Commando

2ND-QUARTER '99 GAMES

Acclaim	Racing	Jeremy McGrath Super Motocross '99
Natsume	RPG	Lufia III: Ruins Chasers

3RD-QUARTER '99 GAMES

Natsume	Fishing	Reel Fishing 2
Square/EA	RPG	Final Fantasy VIII

4TH-QUARTER '99 GAMES

Activision	Car Combat	Vigilante 8 sequel
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TO BE ANNOUNCED

77	Racing	Driver
3DO	Baseball	High Heat 2000
Accolade	Golf	Jack Nicklaus Golf '98
Activision	1st-Person Shooter	Quake II
Activision	???	Spiderman
Ascii	Sim/Adv.	Aqua Prophecy
Ascii	Horror	Clocktower 2
Ascii	Fighting	Fighter Maker
Ascii	RPG	RPG Maker
Atlus	Strategy/RPG	Thousand Arms
Capcom	Classics	Capcom Generation Vol. 3
Capcom	Classics	Capcom Generation Vol. 4
Capcom	Classics	Capcom Generation Vol. 5
Capcom	Fighting	Street Fighter III
Capcom	Fighting	Street Fighter Alpha 3
Capcom	Fighting	Star Gladiators II
Capcom	Fighting	Street Fighter EX 2
Crystal Dynamics	3-D Platform	Gex 3
Eidos	Action	Witchblade
Electronic Arts	Racing	Moto Racer 3
Fox Interactive	Action/Puzzle	X-Files
Grolier Interactive	Action	Asghan
Grolier Interactive	Adventure	Dragonflight
Grolier Interactive	Action	Virus 2000
GT Interactive ??	Action	KKND
Interplay	Pinball	Timeshock
Jaleco	Action/Strategy	Dragonseeds
LucasArts	Action/Adv.	Indiana Jones and the Infernal Machine
MGM Interactive	Action/RPG	Maximum Gauge
Namco	Fighting	Ergeiz
Playmates	Strategy/Action	Covert Wars
Psygnosis	Shooter	Lander
Psygnosis	Puzzle	Lammings
Tecmo	Simulation	Dead or Alive 2
Tecmo	Horse Racing	Gallop Racer II
Tecmo	Simulation	Monster Rancher 2
Titus	???	Blues Brothers 2000
Universal Studios	Racing	Running Wild
Working Designs	Action	Metal Slug
Zombie	Action/Simulation	SpecOps

PSM'S MOST WANTED

1 ► Metal Gear Solid
Oh, how we long for the day when this game won't be on this list, but in our hands, instead. It won't be long now, with demos popping out of Japan on a regular basis, and the real game itself hitting Akihabara in September! MUST...CONTROL...JOY...

2 ► Tenchu
Blake got a sneak-peek at the U.S. version of *Tenchu* this month, and from what he tells us, it's gonna be awesome! The original developers are fixing the game up to play better than ever, and are even adding two whole new levels!

3 ► Spyro the Dragon
We've gotta admit, *Banjo Kazooie* on the N64 was pretty darn cool. But we're betting that when our little dragon friend is ready, PlayStation will counter with one helluva platform game. Chris has already bought the Dew for his all-night *Spyro*-a-thon!

4 ► Crash Bandicoot: Waged
Please Sony, PLEASE send us a final copy of this game soon! Steve and Chris won't stop doing that stupid *Crash Dance* in anticipation, and it's driving us INSANE!!! We're gonna kill 'em!

5 ► Colony Wars: Vengeance
All of us can't wait to play a few hundred hours of this one, but we know the rules: try to take it out of Noah's hands, you lose your life. So, until Noah beats it, we'll just lay off awhile.

6 ► Brave Fencer Musashi
This is definitely the season for great platformers on the PlayStation! We're still hooked on the little bit of this game we played at E3, but the Japanese version should be out soon!

7 ► Xenogears
Hmm, a Square RPG where you climb inside of mechs and battle it out Robotch-style? Yeah, we'll go for some of that. This could very possibly be one of the coolest RPGs of the year (which could really make up for how fast we blitzed through *Parasite Eve*).

8 ► Legacy of Kain: Soul Reaver
This game is delayed until next year? Damn! Oh well, at least we'll get to play around with a new version of it next month. Don't forget to check back for our expanded look next issue!

9 ► Devil Dice
Noah and Blake made us put this one on the list at gunpoint, but from what the rest of us have seen, it deserves to be on the list, anyway. Could this be the next great PlayStation puzzle/strategy game? It's been a long time since *Super Puzzle Fighter*...

10 ► Final Fantasy VIII
Yeah, that's right, we put this one dead last! Wanna know why? 'Cause it's not coming out until next year, and we're not gonna stay up nights thinking about it! Sure it's gonna be cool, but it can't control our destiny. Really. We're not gonna think about it. At all.



Gamewatch: Legacy of Kain: Soul Reaver

The latest news on this hotly-anticipated title isn't so good—it's been delayed until January of next year. That sucks. Well, at least that should mean that the folks at Crystal D. are taking their time to make sure the game rocks just as hard as everyone thinks it will. Check back next issue for a hands-on update.



[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCACORDS OF A PALACE GUARD.]

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In each of the ten missions assigned, your opponent has numbers, but you have something he doesn't: skill, cunning and a closet-full of over twenty different fatal weapons and spells.



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TURBO PRO RACING

日本ゲームお宅

The latest news and notes from the Land of the Rising Sun, featuring Bill Paris-san and Banzai Chibi-Chan!



Banzai!

Okagesama de genki, Paris-san! You gave away my Otaku Game of the Month! Maa, ii desu. I've still got my top September picks and terms! *Blaze & Blade Busters* and *Thousand Arms* will prove amoshiroi for RPG players. And there's always the wacky *Navit* for simulation gamers. Hajimeyou!

Could this be the next big Play-Station puzzle game?

U.P.P.

Those of you who dig *Puzzle Fighter* should definitely check out *U.P.P.* by Panther Software. You have to match three similarly colored "soul balls" in order to make them disappear. Depending on how many balls you get rid of, you can use that power to rain "soul balls" on your opponent.



Can you believe that Nihon Game Otaku is celebrating its first year anniversary? *Omedetou gozaimasu!* We have come a long way from the days of just two pages. Do you like what you see? *Monku ga arimasu ka?* We always appreciate suggestions to make this the best import column you've ever seen. Now, on to the fun stuff! Hey Capcom fanatics—we've got the dilly on those other *Capcom Generation* discs! Music fans should definitely check out *Great Hits* and *Beat Mania* titles, too. What's up Chibi? Genki?

Import News and Notes

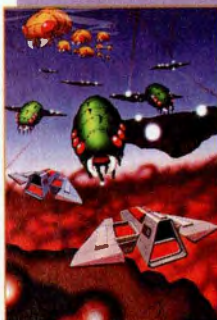
► Square held its 33rd stockholders' general meeting at the Laforet Museum Roppongi in Tokyo. Despite Japan's economic problems, Square's net sales increased 96.3% from last quarter to ¥41,455,000,000 (\$296,107,140), operating income went up by 409.6% to ¥10,435,000,000 (\$74,535,714), and net income increased by 304.6% to ¥4,273,000,000 (\$30,521,428). Net sales in the Game Software Department were ¥36,421,000,000 (\$260,150,000). 8,790,000 copies of Square's 17 titles shipped, a 16% share of Japanese domestic games sold. A goal of seven million copies has been set for sales of *Final Fantasy VIII*, and Square also revealed that it will develop software for the Sony PDA.

► As of June 1, Square established a licensing division within the company that will specialize in the planning and copyright management of character merchandise. Until now, Square has handled character merchandising as a part of game promotion, but since sales of the Chocobo for *FFVII* were favorable, Square decided that character merchandise should be a business all by itself.

► Capcom, Konami, Square, Sony CEI, and Namco sought to ban the sale of used versions of *Resident Evil 2*, *Twin Bee RPG*, *Parasite Eve*, *Gran Turismo*, and *Tekken 3* at a Kanto area chain known as "Famicom Shop Doh." Depending on the infraction, damages will be calculated, and compensation will be demanded. Sega Enterprises will join the five companies when they seek damages from other Kansai area stores.

Capcom Generation

Capcom has announced which titles will appear on discs three through five for its *Capcom Generation* series. *Capcom Generation 3* will have *Son Son* (ARC-1984), *Vulgar* (ARC-1984), *Higamaru* (ARC-1984), and *Exed Exes* (ARC-1985). *Capcom Generation 4* includes *Gun Smoke* (ARC-1985), *Commando* (ARC-1985), and *Mercs* (ARC-1990). Finally, *Capcom Generation 5* will feature *Street Fighter II*



Exed Exes was one of the few Capcom shooters.



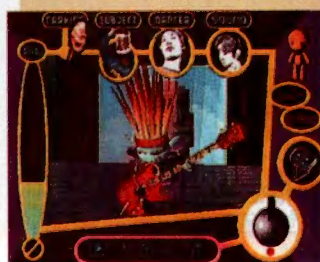
American audiences probably won't remember these titles. *Higamaru* (left) had barrel-throwing on the high seas. *Son Son* (right) featured the legendary Monkey King.



(ARC-1991), *Street Fighter II Championship Edition* (ARC-1992), and *Street Fighter II Turbo* (ARC-1992). Titles were chosen by gamers as part of a *Capcom Generation* campaign. What happened to *Strider*?

Great Hits

For all of you who enjoyed *Bust A Groove*, Enix now brings its second musical title, *Great Hits*. In this RPG you play as Pop Chips, an amateur "video clip maker" who lives in Noise City. Pop Chips' dream is to win the Video Clip Award, heralded as the world's largest event and held every year. One day, the entire staff of a Clip Department falls ill to food poisoning, and as a pinch hitter, it's up to Pop Chips to make the



The interface has all the controls you need to create wildly popular music videos.

world's coolest video and prove his mettle!

Pop Chips must come up with a theme, hire artists, arrange cameras, set the stage, and furnish lighting. Information, equipment, and materials can be obtained in town. It is then up to you to produce the video. You must coordinate the music with lighting, camera work, and special effects. Think that's all? Yeah, right! Now it's up to you to market and sell your video to agencies! If you continue to make hits, your name will become more recognized, and it will become easier to make more and more videos. It will also become easier to obtain artists, and your fan base will increase. Look for *Great Hits* to come out sometime this fall.



TOP 10 SELLERS IN JAPAN [at press time]



1. **REAL WINNING ELEVEN 3: WORLD CUP FRANCE '98**
Konami; released May 28; copies sold: 257,160

2. **FIFA ROAD TO WORLD CUP '98**
Electronic Arts; released May 14; copies sold: 105,849 (in last 2 weeks), 255,917 total

3. **SOUKAIGI**
Square; released May 28; copies sold: 92,230

4. **THE KING OF FIGHTERS '97**
SNK; released May 28; copies sold: 90,604

5. **WORLD STADIUM 2**
Namco; released April 29; copies sold: 41,864 (in last 2 weeks), 333,871 total

6. **LUNA SILVER STAR STORY**
Kadokawa Shoten; released May 28; copies sold: 36,841

7. **PARASITE EVE**
Square; released March 29; copies sold: 25,146 (in last 2 weeks), 878,183 total

8. **GRAN TURISMO**
SCEI; released December 23; copies sold: 20,626 (in last 2 weeks), 1,816,005 total

9. **TEKKEN 3**
Namco; released March 26; copies sold: 18,703 (in last 2 weeks), 1,015,628 total

10. **STOLEN SONG**
SCEI; released May 21; copies sold: 16,863 (in last 2 weeks), 48,133 total

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September Japanese Releases

TITLE	PUBLISHER	GENRE	DATE
Metal Gear Solid	Konami	Action	9/3/98
Mystic Mind	Mainichi Comm.	Simulation	9/3/98
Cocktail Harmony	Astrol	Simulation	9/10/98
Debut 21	NEC Interchannel	Simulation	9/10/98
Dolphin Dreams	Konami	Action	9/10/98
Dodon Pachi	SPS	Shooting	9/10/98
Houshin Engi	KOEI	Simulation	9/10/98
Ranmi's Great Tokyo Parcheesi	Victor Interactive	Table	9/17/98
Starlight Scramble	KSS	Simulation	9/23/98
Aim To Be a Million Seller	FPS	Etc.	9/24/98
Blaze & Blade Busters	T & E Soft	RPG	9/24/98
Destrega	KOEI	Fighting	9/24/98
Advanced V.G. 2	TGL	Fighting	TBA
Battle Athletes' Meet GT0	Increment P.	Racing	TBA
End Sector	ASCII	RPG	TBA
Happy Divine Girl Detectives	Human	Adventure	TBA
Navit	Art Dink	Simulation	TBA
Rally De Africa	Prism Arts	Racing	TBA
Simulation RPG Maker	ASCII	Etc.	TBA
Slayers' Wonderful	Banpresto	RPG	TBA
U.P.P.	Panther Software	Puzzle	TBA

Chibi's Top September Picks



DODON PACHI

While the side-scrolling shooter may have died out in the U.S. (with the exception of *Einhänder*), it lives on in Japan. The latest title from SPS, *Dodon Pachi*, is another fun shooter for fans of the

genre. It has a new "point won" system that enables you to double your score if you repeatedly destroy enemies. Don't worry—*Dodon Pachi* will have plenty of wacky enemies to take out. *Sasuga da na!*

► Man, shooters these days keep putting more and more stuff on the screen. It's almost to the point where I can't even find my damn ship!



METAL GEAR SOLID

Probably the most awaited game for the PlayStation, *MGS* is Hideo Kojima's (*Snatcher*, *Police Nauts*) masterpiece. Manipulating Solid Snake, it's your job to stop a terrorist organization in the North Pole from launching a nuclear weapon.

Unlike many shoot-'em-ups, your character can advance through the game easier if he remains unseen. A ton of weapons are of course hidden throughout the game, but you have to find them along the way. The detail in *MGS* is unreal, even down to the nuts and bolts in the doors! Ultimately, you meet up with a huge *Metal Gear* mecha, which is different from the tank found in *Metal Gear* and *Snake's Revenge*. This game is simply a must-buy for anyone who is a true PlayStation gamer!



► Can't wait the extra month for Konami to translate this one into English? We can't blame you, but you'll miss out on the detailed story.

Chibi's Terms

Ossu! Paris-san has given me this space every month to teach you Japanese game terms, so you can get more information out of your Japanese magazines and games! This month's installment is all about shooters—both gun- and ship-related. Ever want to know what power-ups give you? Here's your chance!

銃.....gun
銃口.....gun muzzle
引き金.....trigger
拳銃.....pistol, revolver
ハンドガン.....handgun
機銃.....machine gun
マシンガン.....machine gun
ベレッタ.....Beretta
マグナム.....Magnum
ショットガン.....shotgun
弾.....bullet, shot, shell
ガンポッド.....gunpod
キャノン.....cannon

バルカン.....Vulcan (gun)
火炎放射器.....flame thrower
グレネード.....grenade
ランチャー.....launcher
ミサイル.....missile
レーザー.....laser
ブラスター.....blaster
発射.....fire, shoot
連射.....rapid fire
撃つ.....fire, shoot
サイト.....(gun) sight
ロックオン.....lock on
ターゲット.....target

barukan.....Vulcan (gun)
kaen houshaki.....flame thrower
Egureneedo.....grenade
ranchaa.....launcher
misairu.....missile
reezaa.....laser
burasutaa.....blaster
hassha.....fire, shoot
rensha.....rapid fire
utsu.....fire, shoot
saito.....(gun) sight
rokkuan.....lock on
taagetto.....target

リロード.....reload
レーダー.....radar
スピード.....speed
船.....ship
戦闘機.....fighter plane
僚機.....wingman
アフターバーナー.....afterburner
エアブレーキ.....air brake
ロール.....roll
下降.....descend
上昇.....ascend
空対空.....air-to-air
空対地.....air-to-ground

riroodo.....reload
reedaa.....radar
supiido.....speed
fune.....ship
sentouki.....fighter plane
ryouki.....wingman
afutaabaanaa.....afterburner
eabureeki.....air brake
rooru.....roll
kakou.....descend
joushou.....ascend
kuutakuu.....air-to-air
kuutaiichi.....air-to-ground

Thousand Arms

Atlus has announced its latest RPG, *Thousand Arms*, which has been planned for about three-and-a-half years. Takehiko Itoh (Ultra Jump) is in charge of planning, with President Hiroi of Red Company producing. The story revolves around Mais Triumph, a 16-

▼ *Thousand Arms* combines 3-D polygonal backgrounds with 2-D character animation. Let's Atlus does as well with this as it did with *Rebus*!



year-old boy who rescues people from the dreadful control of the empire of Dianova, which has plans to rule the world. Mais lives in the green region of Kanto in the corner of Tradgald, where he has raised domesticated animals known as "My Star" for generations. He is the heir to a local "spirit-forging instructor." Mais was satisfied with his aristocratic life until the day the empire of Dianova attacked Kanto. Unable to resist the attack, the Triumph family was separated.

Mais staggered and wandered around, eventually finding his way to a town where he met his destiny—a beautiful 15-year-old girl named Sodina Donfreed. Hailing from Tradgald's capital of Boise, this girl trusts Mais instinctively. And so begins Mais' adventure!

This RPG combines 3-D polygonal backgrounds with 2-D character animation and makes seamless transitions from movies to maps. With any luck, the combined might of Atlus and Red Company will make *Thousand Arms* a memorable RPG. The two companies did an excellent job with *Rebus*, so we'll have to see for ourselves when the title is released this December.



▲ Mais must put personal conflict aside in order to save the world.

Navit

Artdink, the company that brought you the wacky *Convenience Store* series, now brings you *Navit*. This game uses Artdink's PC title *Traffic Confusion II* as a base, but *Navit* has many improvements.

As the new traffic control officer, it's your job to curb traffic congestion and ensure smooth traffic conditions. The game enables you to use whatever measures are necessary to combat this problem. If you are able to keep traffic flow down to a certain amount within certain time constraints, then you'll clear the level. Depending on how many points you accumulate, you can be promoted to a higher status, with more responsibilities. Your goal is to become the Minister of Traffic Control.

To fix the traffic problems, you must nip the problem in the bud by placing traffic lights and signs on the roads and changing the designation of certain lanes. If the roads on the map are left alone, they will become congested. You can set, synchronize, and change the cycles of traffic signals to help regulate traffic flow. You can designate certain



▲ Direct the flow of traffic in this offbeat title.

lanes as "right or left turn only" to keep traffic down to a minimum, and you can also employ directional signs.

Navit has other ways to ensure your route to success. Setting speed limits, providing intersection and road information, and maintaining road quality are sure-fire ways to cut down on congestion. Having police checkpoints might keep out the *bosozoku* (literally translated as "speed tribes"—motorcycle gangs), but they can also create traffic jams. You have the right to send poor drivers to traffic school, or build overpasses over railway crossings. All of these options should make this wacky simulation a challenging and entertaining title. *Navit* will be released sometime this September for ¥5800 (\$41).

Blaze and Blade Busters

You might have thought that T&E Soft's *Blaze & Blade: Eternal Quest* had a big story, but its sequel offers even more. *Blaze & Blade Busters* adds a freer sense of adventure and has improved the battle system and graphics, while incorporating elements of the first.

The same characters and items are back from *Eternal Quest*, with an added "second-hand shop" where you can buy and sell items at any time during the game. This is a radical change from the original title, in which you could only occasionally trade items at an auction.

In terms of graphics, the textures and density have improved, the characters' status window is now displayed at the bottom of the screen, and the point of view is such that buildings cannot block your view of the characters.

Probably one of the best features of *Busters* is the four-player Multi-Tap compatibility. You can play as characters that have been "raised" along the way, even char-



▲ *Blade Busters*, the sequel to *Blaze & Blade: Eternal Quest*, has come a long way.

acters from *Eternal Quest*! However, the *Busters* character data isn't backward-compatible.

Many scenarios have been incorporated into one story. Even if you've cleared one scenario, you can replay it later. Thus far, three scenarios have been introduced, although more will be revealed soon. This title is recommended for both life simulation and RPG fans alike. Currently about 70% developed, *Blaze & Blade Busters* should be released for the PlayStation at the end of September.



► It's safari racing at its wildest with *Rally De Africa*.

Rally De Africa

Africa is the setting of the latest PlayStation racer from Prism Arts—*Rally De Africa*. The game has three rank classifications, based on the car's displacement: K (660cc), A (2000cc), and S (unlimited). Each class of car has its own special characteristics, which are well suited for certain courses.

Rally De Africa's strong point is its "Memory Battle

System," in which each player's lap times are saved and you can try to beat those times. Cars can smash into each other and even drive off the beaten path into untamed open country to find shortcuts—anything to beat your opponents!

Prism Arts' Dual Shock compatible *Rally De Africa* will be out this September.

PSM OTAKU GAME OF THE MONTH!

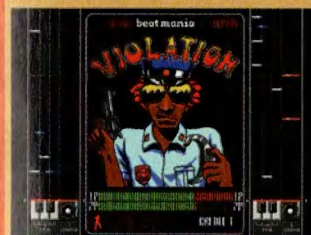
Beat Mania

Mix it Up!

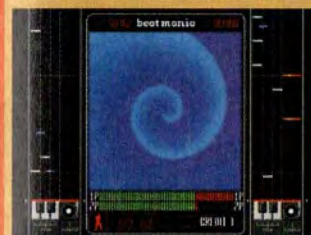
Do you have what it takes to become the top DJ? You've gotta get your skills down first, fool!



▲ DJ Konami will help you brush up on all of your scratchin' skills.



▲ Your scratching may get so good, it'll be a joke to battle other players!



▲ It's the cool-as-all-get-out interface that makes this game so much fun.

Konami has announced that its mega-popular Japanese DJ arcade game *Beat Mania: Second Mix* will be ported to the PlayStation! This title is the sequel to Konami's first *Beat Mania* coin-op, in which two players manipulate faders and turntables in concert with the rhythm of dance music.

Basically, you "scratch" the turntables by tapping the corresponding button the instant a red light appears on the screen under a gauge. Your "Groove Gauge" at the bottom of the screen will go up if your timing matches that of the gauge. If the screen turns red at the end of the stage, then you've cleared the stage. It's like a kind of "DJ simulator."

For the PlayStation version, Konami will be putting in an original mode not found in the arcade, and a special controller will also be made just for the game. All of you who are interested in music games like *Parappa 2* and *Bust-a-Groove* should now have yet another offbeat title to look forward to. No release date or price has been given at this time.



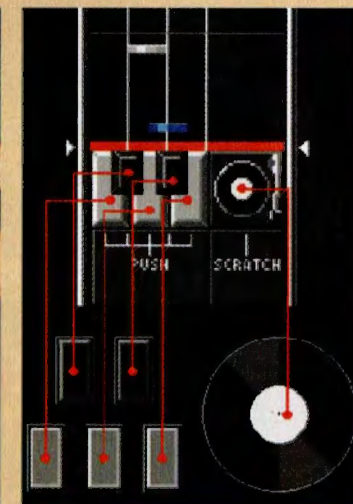
▲ Is this Konami's top-secret *Beat Mania* PlayStation controller? Hmm, could be...



▲ *Beat Mania* is the first game to include turntables and faders at the arcades.



▲ This is a game that our resident DJ Noah just can't keep his hands off of! We just hope the new controller works well.



▲ If you've got the right timing, the Groove Gauge under the screen will go up, and you'll clear the level.



▲ DJ Konami will help you brush up on all of your scratchin' skills.

Sayonara, Otaku!

Whew, *sugoi*! Can you believe the ill stuff coming out for the PlayStation?! Make sure to laugh hard at all your friends that don't have one! The sky's the limit for this console. Until next month, keep your skills sharp! *Jya ne!*



HEY ALL YOU SUCKER MC'S, DROP THE MIC AND LET PARIS-SAN SHOW YOU HOW IT'S DONE! I MAY NOT HAVE HIS SCRATCH SKILLS, BUT I'VE GOT THE LOOK, RIGHT TOMODACHI?

IT'S ALL YOU, CHIBI!

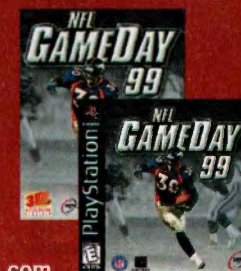
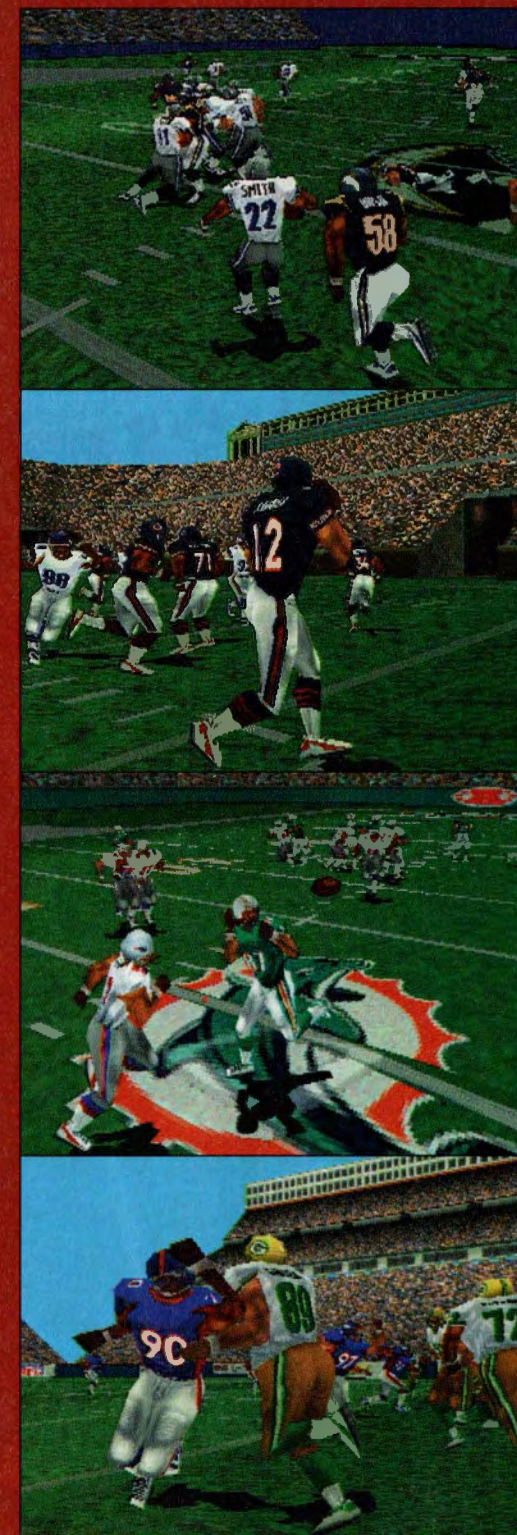




HE WENT 92 YARDS, BROKE TWO
TACKLES, JUKED ONE CORNER AND BLEW
THE NUMBERS OFF THE FREE SAFETY.
C'MON, LET THE GUY DANCE.

Football doesn't get any more real than NFL GameDay '99. This year, we've given NFL GameDay '99 a stadium full of new features, like all-new graphics and gameplay, brilliant sportscasting by Dick Enberg and Phil Simms, and Authentic Football Intelligence, a new innovation which has players thinking and reacting just like they do in the pros. NFL GameDay '99 by 989 Sports. Take a few snaps and you'll see why it's the best-selling football game around.

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SWEEP

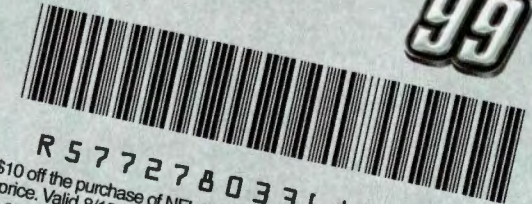
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NFL GAMEDAY 99

PlayStation



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REVIEWS

the most honest, dependable, unbiased
PlayStation reviews on the planet—period

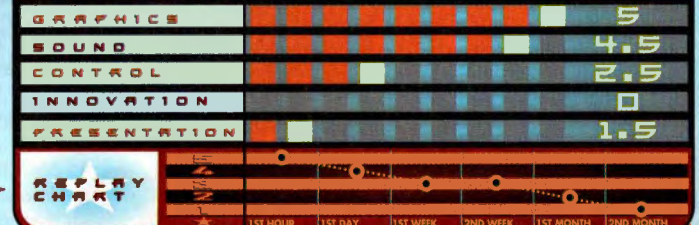
Yes, the PlayStation is incredible—but that doesn't mean all of its games are going to knock your socks off. Our reviews give you the total breakdown on all the latest titles, so you know when to buy and when to cry.

GAMES REVIEWED THIS MONTH :

- Parasite Eve.....pg. 38
- C: The Contra Adventure.....pg. 39
- Spice World.....pg. 39
- TOCA: Championship Car Racing....pg. 40
- Wargames: Defcon 1.....pg. 40
- C&C Red Alert Retaliation.....pg. 42
- Bottom of the Ninth '99.....pg. 42
- Heart of Darkness.....pg. 43
- Mega Man Legends.....pg. 44
- Crime Killer.....pg. 44

BREAKING IT ALL DOWN, PSM STYLE

PSM ★ BREAKDOWN



This is the Game Summary. It's kind of like "Cliff's Notes" for all you lazy types who won't read the whole review.

GAME ★ SUMMARY

- ▲ THE CHARACTERS REALLY LOOK GREAT!
- ▼ IT TAKES HOURS TO FIGURE OUT THE CONTROLS—THIS GAME IS TOO HARD TO GET INTO
- ▲ THE MUSIC IS JUST STANDARD STUFF, BUT THE ENVIRONMENTAL SOUNDS REALLY ADD A LOT
- ▼ WHAT DOES THE BEAR HAVE TO DO WITH ANYTHING?

These are the categories that we think are most important when rating a game. Each is rated on a scale from 1 to 5.

With our Replay Chart, you can see the potential lifespan of a game at a glance! Some games are great fun at first, but quickly wear thin. Others are tough to get into, but really take off if you stick with 'em. A 5 means that you will be playing it non-stop, while a 1 means its practicality in the closet.

THE PSM RATING SCALE

We here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

WHAT THE RATINGS MEAN!

- 5** A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!
- 4** A really well-done game. If you're a fan of the genre, you should definitely check this one out.
- 3** A pretty good game. It has its share of rough spots, but it has some redeeming qualities, as well.
- 2** Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.
- 1** Don't even make eye-contact with this one—it's not worth one second of your time.



Backlog

These are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed!

- Adidas Power Soccer '99 00
- Alundra 0000
- Arc.'s Gr. Hits: Atari Col. 2 0001/2
- Auto Destruct 0001/2
- Azure Dreams 0001/2
- Bio F.R.E.A.K.S. 000
- Blasto 000
- Bloody Roar 0000
- Breath of Fire III 00001/2
- Broken Sword 001/2
- Cardinal Syn 00
- Cool Boarders 2 0001/2
- Courier Crisis 01/2
- Crash Bandicoot 2 00000
- Circuit Breakers 0000
- Dead or Alive 00001/2
- Deathtrap Dungeon 00
- Diablo 00001/2
- Dragon Ball GT Final Bout 0
- Duke Nukem: TM 0000
- Einhänder 00001/2
- Elemental Gearbolt 000
- FIFA '98 0001/2
- Final Fantasy Tactics 0000
- Forsaken 0000
- Fox Sports Soccer '99 01/2
- Frogger 0
- Gex: Enter the Gecko 0000
- Granstream Saga, The 0001/2
- Gran Turismo 00000
- HotShots Golf 0000
- Int'l Superstar Soccer '98 0000
- Jersey Devil 0001/2
- Jet Moto 2 0001/2
- Kartia 0000
- Mega Man Legends 0000
- MLB '99 000
- Monopoly 01/5
- Monster Rancher 00001/2
- Mortal Kombat 4 0001/2
- N2O 001/2
- Nagano Winter Olym. '98 0001/2
- NBA: In The Zone '98 000
- NCAA GameBreaker '98 00000
- NFL Xtreme 001/2
- NFS III: Hot Pursuit 00001/2
- Pocket Fighter 0001/2
- Resident Evil 2 00000
- Riven 000
- Road Rash 3-D 000
- Saga Frontier 001/2
- San Francisco Rush 00
- Sentinel Returns 01/2
- Speed Racer 00
- Tekken 3 00000
- Test Drive 4 0000
- Theme Hospital 0000
- Tomba! 0000
- Tomb Raider 2 00000
- Triple Play '99 000
- Turbo Prop Racing 0000
- Vigilante 8 00001/2
- VR Baseball '99 0001/2
- World Cup '98 0001/2
- X-Men Vs. Street Fighter 000

Parasite Eve



▲ Because the game's backgrounds are pre-rendered, Square was able to put a lot of detail into them—just check out all the detail in this screenshot.

MIXING GENRES DOESN'T BODE WELL FOR SQUARE

Squaresoft. Since the days of the NES, that single word has meant quality and innovation. It is a name that conjures up images of grand-scale RPGs and innovative fighting games, and it is a company that can seemingly do no wrong. Still, sometimes even the great ones falter, and in the case of *Parasite Eve*, Square certainly did.

Based on a best-selling Japanese novel, *Parasite Eve* was an attempt to create a more action-oriented and cinematic RPG. In that regard, the game has a lot in common with the *Resident Evil* series, especially the horror themes and the high-quality FMV sequences. The story itself takes place in New York City. It concerns a fledgling cop by the name of Aya Brea and her pursuit of the criminal Eve. Eve, however, is not your everyday criminal and has the power to control the mitochondria of all living organisms. She can transform animals into monsters or simply destroy them. Surprisingly, Aya is immune to Eve's power and therefore becomes the only person who can stop her.



▲ The FMV sequences are simply beautiful, surpassing most of those in past Square titles. Too bad there are not that many of them.

ous, highly detailed, pre-rendered backgrounds that you can explore. You will have to travel from location to location, looking for weapons and any clues that would lead to Eve's whereabouts. Along the way you will encounter mutated creatures, disturbing bosses, and several beautifully crafted FMV sequences.

The game's fighting engine, while influenced by *Final Fantasy VII*'s Active Time Battle System, is far more interactive and infinitely more challenging. When Aya encounters an enemy, the screen does not shift to a specialized battle screen. Rather, the enemy simply appears and the fight begins. You can still move freely around the screen in order to dodge attacks, but you can't personally attack until your Time Limit bar is filled. Granted, this style of combat is innovative, but it suffers from one major problem: Most often, you will meet up with enemies in an enclosed area where there is not much space to run around. What ends up happening is that you get trapped in a corner or between multiple enemies and get hit by attacks that are simply impossible to avoid. This leads to some severe frustration. Another point

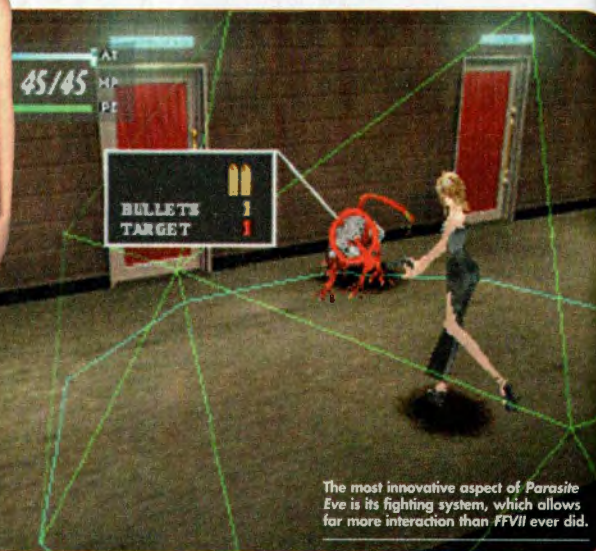


PUBLISHER
Square/EA
DEVELOPER
Square
TYPE OF GAME
RPG/Adventure

▲ You get to explore several of New York's most famous locations, including the Chrysler building and Chinatown.

of frustration is the game's equipment upgrade system. While it is possible to enhance certain features of the weapons and armor you find, the process can get a bit confusing. The included tutorial isn't very helpful. You are never even quite sure which weapon you should be using at any given time. Nothing is ever clear-cut in this game.

Parasite Eve simply does not know what it wants to be. As a straight forward RPG, it fails due to its lackluster character development and less-than-compelling storyline. As an action-oriented game, it fails due to its faulty fighting engine and confusing weapon upgrades system. Throw in the fact that most people will finish it in less than 14 hours, and you've got a game that doesn't quite measure up to Square's level of quality. RPG fans might want to rent this one before they consider buying it.



The most innovative aspect of *Parasite Eve* is its fighting system, which allows for more interaction than *FFVII* ever did.

PSM ★ BREAKDOWN						
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GAME ★ SUMMARY	
▲ BEAUTIFUL FMV SEQUENCES BRING A LOT OF ATMOSPHERE TO THE GAME	▼ SHORT GAME LENGTH WILL TURN OFF TRUE RPG FANS
▲ "EX MODE" PROVIDES MORE CHALLENGES FOR PEOPLE WHO BEAT THE GAME	▼ FLAWED BATTLE SYSTEM CAN GET VERY FRUSTRATING
	▼ UNINSPIRED STORYLINE MAY BORE SOME PLAYERS

PSM FINAL SCORE:
FAR FROM PERFECT, BUT IT'S STILL A SQUARE GAME



C: The Contra Adventure



PUBLISHER
Konami
DEVELOPER
Appaloosa Interactive
TYPE OF GAME
Action/Shooter

▲ More often than not, bosses are pretty easy to defeat. The difficulty comes in trying to reach them.

ANOTHER CONTRA COMPLETELY MISSES THE MARK

When Konami announced the first *Contra* game for the PlayStation, *Legacy of War*, we were extremely excited at the possibilities. Then, we played it and found it to be one of the worst game sequels of all time. The game didn't look like *Contra*, it didn't play like *Contra*...it simply didn't feel like a *Contra* game, at all.

Now, two years later, Konami had its chance to redeem itself. But what do they do? They go back to the developers of the *Legacy of War*, Appaloosa Interactive, and ask them to create another! What a mistake! Appaloosa once again proves that it has little idea of what made the *Contra* series so popular in the U.S. First off, *C:* has no two-player mode. How can you make a *Contra* without a two-player mode?! Secondly, the game's much too difficult in certain parts and much too easy in others. It has no smooth learning curve. Also, if you happen to loose your initial batch of men at the end of a level, you will have to continue all the way back at the start. It all gets a little frustrating.

Fortunately, this latest *Contra* adventure does have a few positives going for it.

Spice World

HOLD THE SPICE

Psygnosis is offering a new, interactive *Spice Girls* title, but there's no game here. Ironically, one of the girls (Geri) has left the troupe, leaving the remaining lasses down a girl. The PlayStation release features the entire original line-up, however, for that authentic *Spice Girls* experience. The only people who will buy this game are hard-core fans and collectors of pop culture. It's too bad they'll all be bored, including the young girls that it is admittedly targeted for. They want to play good games, too, after all.

After selecting a polygonal, big-headed, super-deformed *Spice Girl*, you must go through four poorly-designed interactive modes. First you get the mixing room, where you can remix one of the *Spice Girl*'s songs. Under the guidance of a cheesy DJ, you pick from one of five *Spice Girls* hits. Then you "remix" them by making your *Spice Girl* jump to different squares, each with its own bit of the song. This could have been interesting, but not even the whole songs are included, and some

PSM ★ BREAKDOWN									
GRAPHICS	■	■	■	■	■	■	■	■	3.5
SOUND	■	■	■	■	■	■	■	■	3.5
CONTROL	■	■	■	■	■	■	■	■	2.5
INNOVATION	■	■	■	■	■	■	■	■	2
PRESENTATION	■	■	■	■	■	■	■	■	3.5
REPLAY CHART									
1ST HOUR	1ST DAY	1ST WEEK	2ND WEEK	1ST MONTH	2ND MONTH	3RD MONTH	4TH MONTH	5TH MONTH	6TH MONTH
●	●	●	●	●	●	●	●	●	●

GAME ★ SUMMARY	
▲ SUPER-DEFORMED SPICE GIRLS LOOK CUTE AND THEIR MOUTHS MOVE WHEN THEY SING	▼ A DECENT CONCEPT, BUT THE INTERACTIVITY IS LACKING
▲ A TREAT FOR HARD-CORE FANS OF GIRL POWER	▼ MORE SONGS MATERIAL IS NECESSARY TO MAKE A DECENT MIX

PSM FINAL SCORE:
BETTER KEEP YOUR PLAYSTATION SPICE-FREE



PUBLISHER
Psygnosis
DEVELOPER
Sony CEE
TYPE OF GAME
Music-Themed

▲ You can't see Geri on tour with the *Spice Girls*, but you can check her out on the PlayStation.

samples are cut off before the complete measure ends. Thus, you can't do much with your mix.

From there, you take your remixed song to Dance Practice, the next stage. Here you have to time button inputs to the music and visual cue. It's not terribly difficult and should take you about three or four tries to get it. Once you pass that stage, you get to go to Dance Record, where you choreograph a dance for your *Spice Girl* and her pals. Again, there aren't too many moves to program, but the animations are at least cute. The final step is to go to the television studio to perform your little dance while you control the camera. Record it, then watch it over and over again. That's it as far as interactivity goes...about 25 minutes of your time.

To its credit, *Spice World* does have a slick front end, all their real voices, and some of their music. The disc also has a whole *Spice Network* that offers video interviews with the girls covering topics like how they dance in those big shoes, what Nelson Mandela thinks of them (as if to add some credibility), and their most embarrassing moment. But unless you are a hard-core *Spice Girl* fan, this doesn't make up for the lack of gameplay.

PSM FINAL SCORE:
BETTER KEEP YOUR PLAYSTATION SPICE-FREE



It manages to maintain the 2-D feel of the original game while still adding in a few little extras, such as polygonal backgrounds. The "3-D style" levels found in *Legacy of War* are still here, but they are limited and occur only as transitions between the 2-D ones. All your classic weapons are back as well, including the single shot, spread shot, and the lovable laser, which should make most fans cheer.

Unfortunately, the negatives still far outweigh the positives, and *C: The Contra Adventure* ends up being another dismal action game for the PlayStation. We just hope that should Konami ever decide to release another *Contra* game, it lets its own internal development team handle it. Perhaps then we will get a game that truly lives up to the *Contra* name.

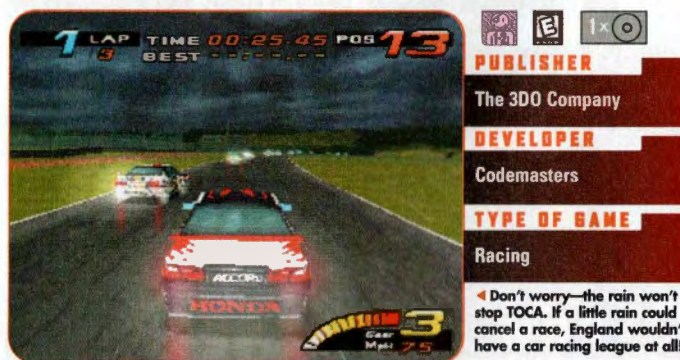
PSM ★ BREAKDOWN							
GRAPHICS	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	3					
SOUND	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	3					
CONTROL	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	3.5					
INNOVATION	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	2					
PRESENTATION	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	1					
REPLAY CHART		★					
		1ST HOUR	1ST DAY	1ST WEEK	2ND WEEK	1ST MONTH	2ND MONTH

GAME ★ SUMMARY	
▲ THE GAME IS CLOSER TO THE CLASSIC CONTRAS THEN LEGACY OF WAR EVER WAS	▼ IT HAS NO TWO-PLAYER MODE
▲ MIXTURE OF 2-D AND 3-D LEVELS PROVIDES A NICE AMOUNT OF VARIETY	▼ THE GAME GETS TOO DIFFICULT TOO FAST
	▼ THE GRAPHICS MAKE THE GAME LOOK EXTREMELY DATED

PSM FINAL SCORE:
ANOTHER FAILED ATTEMPT AT REVIVING THE CONTRA FRANCHISE



TOCA Touring Car Championship



PUBLISHER
The 3DO Company

DEVELOPER
Codemasters

TYPE OF GAME
Racing

Don't worry—the rain won't stop TOCA. If a little rain could cancel a race, England wouldn't have a car racing league at all!

THIS DETAILED DRIVING SIM ISN'T FOR EVERYONE

TOCA is essentially England's version of NASCAR, but other than both being the most popular racing leagues in each country, they have little in common. TOCA racing is done on relatively short, narrow, extremely curvy tracks. The only cars allowed in the circuit are 2.0 liter specialized sedans, which are some of the most popular cars in England. This is the first main reason why U.S. gamers might turn away from this driving simulation. By and large, U.S. gamers know nothing of touring car racing, so why should they be motivated to play a game based on it? Well, if you are a fan of TOCA or are looking for an extremely accurate simulation racing game like *Gran Turismo's* Simulation mode, then this your game.

What TOCA has that no other can touch (except maybe *Formula One* and *Gran Turismo*) is dead-on accurate physics. This is as close as you're going to get to the real thing. The realism also makes it one of the most difficult racing games to get a hang of, however. The curve here is very steep, with no "easy" or arcade mode for passive racers. This is not the game for people who enjoy arcade racing, but if you have a thing for an accurate and detailed simulation then you will be impressed. Courses come straight out of the official circuit, although, once again, the point is missed on those of us who have never seen a TOCA race.

The graphics are almost as good as the detail and physics, with all 16 cars being modeled from the real thing. Cars include the Honda Accord, Volvo S40, Renault Laguna, Nissan Primera and Vauxhall Vectra. Lots of other touches also add to the quality look of the game. TOCA has amazingly real weather effects like rain and fog, and damage appears on your car after a collision. Several views are at your disposal, including a nice inside-car view with a dashboard. Noticeably missing is any replay mode—all you get here is about a minute's worth of all your crashes and screw-ups during the race with race rankings pasted over it.

Considering it will take hours for you to actually place in the first race, TOCA has plenty of game. Lots of tracks are also included, with all but two being locked until you win some races. The bottom line is if you are really serious about the most accurate driving simulations out there, get this game. If you like to play in arcade racing land, then this one isn't for you.

PSM ★ BREAKDOWN				
GRAPHICS	4			
SOUND	2.5			
CONTROL	4			
INNOVATION	2.5			
PRESENTATION	4			
REPLAY CHART				
	1ST HOUR	1ST DAY	1ST WEEK	2ND WEEK
	1ST MONTH	2ND MONTH		

GAME ★ SUMMARY				
▲ NICE USE OF DUAL SHOCK	▲ CARS TAKE DAMAGE, AS DOES THE ENVIRONMENT			
▲ EXTREMELY REALISTIC PHYSICS DEFINE THE GAME	▲ STEEP LEARNING CURVE MEANS IT'S HARD TO CONTROL			
▲ THE DETAILED GRAPHICS WILL TURN HEADS	▲ NO REPLAY MODE IS DISAPPOINTING			

PSM FINAL SCORE:
A TRULY DETAILED DRIVING SIMULATION



Wargames: Defcon 1

MGM INJECTS ITS STRATEGY GAME WITH SOME ACTION



WarGames: Defcon 1 takes place twenty years after the events in the classic Mathew Broderick movie. The main character, David Lightman, now works for NORAD, creating war simulations for the WOPR computer. In order to test the simulations, David decides to post them on the Protovision website, a front for NORAD. You play the role of a gamer who has just surfed onto the website and decides to play the latest game, a war simulation that pits your brain-power against the computer. And so the game begins.

The easiest way to describe WarGames is to compare it to *Command & Conquer*. Granted, you don't have to worry about resource management as much in this game, but you still have to keep track of troops and units as well as health and weapon upgrades. Also, WarGames is more interactive than C&C, meaning you control the troops physically. Instead of just sending a tank out to attack an enemy encampment, you can actually control the tank and drive it there yourself.

The game is split up into missions that are comprised of different objectives. The game has a total of 32 possible units, consisting of land, sea, and air vehicles. You can control up to eight units at a time. It would have been even better if the game



PUBLISHER
MGM Interactive

DEVELOPER
Interactive Studios

TYPE OF GAME
Action/Strategy

The main selling points of WarGames: Defcon 1 are its 3-D graphics and action-oriented gameplay.

featured even more units, since that is the main draw of C&C style games. Battles occur in 3-D environments with varying terrains, adding a nice twist to the traditional strategy genre. WarGames also offers a split-screen mode for two-player, head-to-head action.

The only problem is that WarGames could have used a bit more strategy elements. Aside from finding varying upgrades after destroying enemies or figuring out the best way to attack enemy bases, the game is pretty much strictly action. It doesn't really have enough depth to interest the hard-core strategy fans. Still, if you are looking for a decent multiplayer experience and tire of the traditional C&C style game, then you just might want to give WarGames a try.

PSM ★ BREAKDOWN				
GRAPHICS	4			
SOUND	3			
CONTROL	4			
INNOVATION	3.5			
PRESENTATION	3			
REPLAY CHART				
	1ST HOUR	1ST DAY	1ST WEEK	2ND WEEK
	1ST MONTH	2ND MONTH		

GAME ★ SUMMARY				
▲ BEING ABLE TO PILOT THE UNITS ADDS A NEAT TWIST TO THE STRATEGY GENRE	▲ PLENTY OF WELL-DESIGNED MISSIONS			
▲ GOOD GRAPHICS WITH A LOT OF BACKGROUND VARIETY	▲ SHOULD BE ABLE TO CONTROL MORE UNITS			
	▲ HARD-CORE FANS NEED MORE STRATEGY ELEMENTS			

PSM FINAL SCORE:
A DECENT ALTERNATIVE TO THE TRADITIONAL STRATEGY GAME



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-GameFan

"...a spectacular shooter..."
-OPM



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C&C Red Alert Retaliation



PUBLISHER
Westwood Studios

DEVELOPER
Westwood Studios

TYPE OF GAME
Real-Time Strategy

While *Retaliation's* graphics are nothing special, the new units and missions are great additions to the series.

ANOTHER HIT FOR FANS OF THE SERIES

Westwood Studios was one of the first development houses to understand the fact that you simply can not port a PC game to the PlayStation and expect it to sell well. You need to figure out the strengths and weaknesses of the console and then work around them. Because of this simple philosophy, *Red Alert* ended up being one of the best PC conversions that the PlayStation has ever had. The game had new music and new levels, and it completely supported the link cable and the mouse.

With the "sequel" to *Red Alert*, Westwood once again proves that it knows its stuff. *Retaliation* contains 34 brand-new *Red Alert* levels, more than 100 multiplayer maps, and 16 new songs. You will also be introduced to seven cool units, which include the teleporting Chronotank, the extremely destructive Demolition Truck, and the ever-useful Field Mechanic. Westwood even took the time to tweak the missions and units so that the game will always feel balanced.

And, of course, *Retaliation* still supports the mouse and the link cable for some serious multiplayer action. And if you don't have any gaming friends, *Retaliation* offers a Skirmish mode in which you can challenge computer-con-

trolled units and perfect your game strategy.

The one major change since the first *Red Alert* game is how the missions are handled. Missions are now grouped into four different campaigns. As you make your way through the missions, you will gain in rank and then be able to proceed on to another campaign. Just be prepared, because the difficulty increases as your rank does.

Sadly, even with all this going for it *Retaliation* won't attract any gamers who don't normally play the *C&C* series. Fans of the series, however, should run right down to the nearest store and pick it up. You won't be disappointed.

PSM ★ BREAKDOWN

GRAPHICS	3.5
SOUND	4
CONTROL	4.5
INNOVATION	3
PRESENTATION	3



GAME ★ SUMMARY

- ▲ TONS OF MISSIONS WILL KEEP YOU BUSY FOR A WHILE
- ▲ THE NEW CAMPAIGN SYSTEM IS A BETTER APPROACH HANDLING THE VAST NUMBER OF MISSIONS
- ▲ NEW UNITS ADD MORE DEPTH TO THE ALREADY SOLID GAMEPLAY
- ▼ THE GRAPHICS COULD HAVE BEEN IMPROVED A BIT
- ▲ SUPPORT FOR THE MOUSE AND LINK CABLE IS A PLUS

PSM FINAL SCORE:

THE LATEST MUST-HAVE TITLE FOR REAL-TIME STRATEGY FANS

Bottom of the Ninth '99

KONAMI GETS BIG ON REALISM—ALMOST TO A FAULT

The first *Bottom of the Ninth* game for the PlayStation was an under-appreciated gem that appealed to the hard-core baseball fan looking for the most authentic baseball experience. It offered no blatant home-run fests, and you actually had to learn how to gauge fly balls properly to play defense effectively.

For the sequel, Konami has simplified the gameplay to broaden its appeal. No longer are you required to spend an inordinate amount of time taking batting and fielding practice before playing a game (although a Training mode is still included). The addition of a ball marker icon makes fielding a lot easier, as you now have an easy reference point as to where you must go to catch a fly ball.

The batter/pitcher confrontation still retains enough realism to provide an authentic and enjoyable experience. Pitches don't exhibit any wild arcade-like tendencies,



PUBLISHER
Konami

DEVELOPER
Konami

TYPE OF GAME
Sports/Baseball

The graphics in *Bottom of the Ninth '99* don't live up to the standard of other Konami sports titles like *ISS Pro '98*.

and the batter must determine what type of pitch is thrown and then react in a second to hit it. *BOTN* may frustrate casual and younger gamers, though, because hitting is an acquired skill (especially in All Star mode). You must use the same approach as real-life batters (isolate location, look for a specific pitch, and so on) if you hope to have any chance at making contact. Since the game is blessed with notch game mechanics (which makes unrealistic plays a rarity), it's a shame the mediocre graphics will do little to attract gamers to the title.

In terms of features, *BOTN* does the job with the standard Exhibition and Scenario modes. General Manager moves can be made with the Trade mode, and an interesting Scenario mode challenges you with tense game situations. Overall, however, the game just blends into the generic landscape of PlayStation baseball games, primarily because it has no particularly innovative elements. The "dumbing down" of realism doesn't really succeed in making the new game more accessible, it only succeeds in diluting whatever uniqueness the first incarnation had.

PSM FINAL SCORE:

ANOTHER GOOD BASEBALL GAME THAT DOESN'T TRULY DISTINGUISH ITSELF

PSM ★ BREAKDOWN

GRAPHICS	3
SOUND	2.5
CONTROL	4
INNOVATION	2
PRESENTATION	2.5

- ▲ NICELY TUNED BATTER/PITCHER INTERFACE COMMUNICATES CONTROL WELL
- ▲ GAMEPLAY PHYSICS ARE VERY ACCURATE TO REAL-LIFE BASEBALL
- ▼ NOT THE WORST, BUT THE GRAPHICS AREN'T PRETTY
- ▼ THE LACK OF THE LEAGUE LICENSE IS INEXCUSABLE
- ▼ LIMITED CAMERA ANGLE OPTIONS IS IRRITATING

Heart of Darkness



PUBLISHER
Interplay

DEVELOPER
Amazing Studios

TYPE OF GAME
Adventure

Andy's dog Whisky is kidnapped by evil beings during a solar eclipse.

A MAGICAL ADVENTURE THAT'S OUT OF THIS WORLD

When playing *Heart of Darkness*, you can't help but be overcome with a sense of wonder at the sights around you. As one of the few platform games done on the PlayStation that is exclusively sprite-based, *HOD* shines as perhaps the artistic pinnacle of the genre.

You play the part of Andy, a normal everyday boy who has his dog kidnapped by strange aliens from a dark dimension. You take it upon yourself to run, jump, and shoot your way through eight levels to rescue your best friend. Along the way you will meet a variety of allies who will help you on your quest, as well as dozens of vicious enemies. Unlike most platform games, *HOD* is very cerebral, and many levels will require you to solve complex puzzles to proceed. The control is simple but covers a wide variety of actions, and the game has so much variety you will rarely see the same puzzle twice. Old-school gamers who are familiar with titles like *Flashback* and *Out of This World* will feel right at home with *HOD*. Coincidentally enough, it was created by the same people responsible for the aforementioned 16-bit classics.

Everything in the game is exquisitely hand-animated and brimming with personality. Each screen you progress to has countless tiny details that make the game world a living, breathing place. The overall effect is less that you are playing a game and more like you're involved in an epic cinematic adventure. From the instant you start *HOD* you are pulled into the story, and it's an exciting ride all the way to the end. Sound design complements the graphics perfectly, and you will surely hear every little detail from the world around you.

Unfortunately, *HOD* is a bit too short, and most gamers should be able to work their way through it in around 10-15 hours. The ending is worth all of the work you put into the game, but since it has a feature that allows you to replay all of the movies any time you like, there is little reason to replay your way through it more than once.

Overall, if you have a taste for adventure games set in an exciting and magical world, *Heart of Darkness* is definitely right up your alley.

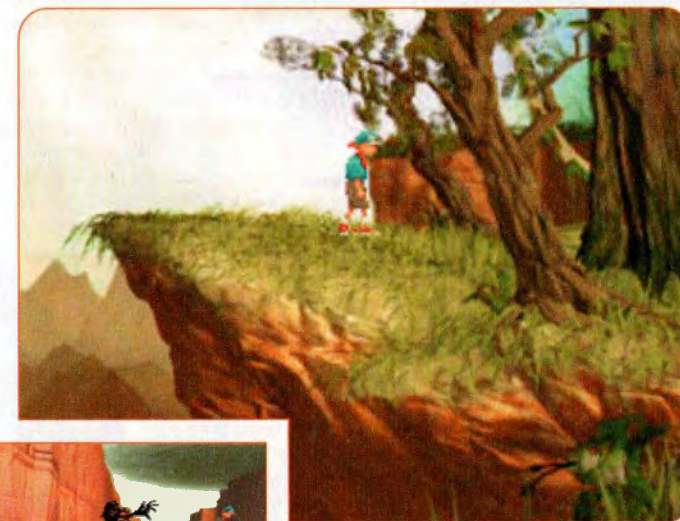


Besides loads of enemies, Andy will encounter many allies.

Andy only gets to use his blaster for a little while before it is snatched out of his hands and eaten by one of the larger baddies.



HOD has a tremendous variety of puzzles to solve, and you'll rarely see the same puzzle twice.



The game takes place in a living, breathing world. In this scene, the gently blowing wind blows back the grass and ruffles the leaves.

Every different enemy has its own distinct personality. This baddie tip-toes after Andy on a precarious ledge.

PSM ★ BREAKDOWN

GRAPHICS	5
SOUND	4.5
CONTROL	4
INNOVATION	4
PRESENTATION	5

- ▲ SIMPLY INCREDIBLE GRAPHICS AND SOUND
- ▲ GREAT PUZZLES AND INVOLVING GAMEPLAY
- ▲ STRONG STORYLINE WITH EXCELLENT FMV
- ▼ IT'S JUST TOO SHORT—WE WANT MORE!!!

PSM FINAL SCORE:

A BEAUTIFUL GAME THAT'S LOADS OF FUN

Mega Man Legends*



PUBLISHER

Capcom

DEVELOPER

Capcom

TYPE OF GAME

Action/RPG

◀ Simplistic environments and repetitive textures are the only real flaws in Mega Man Legends.

THE CAPCOM CLASSIC FINALLY GOES 3-D

Mega Man is easily one of Capcom's most known and beloved mascots, and he has been featured in more games than you can count. However, the games all shared one aspect—they were all 2-D. With his latest adventure, *Mega Man Legends*, Capcom has finally decided to do a 3-D Mega Man game.

A combination of the RPG and action genres, *Mega Man Legends* actually plays a lot like Nintendo's *Zelda*. You control a new model of the Mega Man robot as he moves around a fully polygonal 3-D world. RPG elements include managing equipment and talking with any characters that you may run across. Battles, however, are still real-time arcade/action and feel a lot like the earlier games. Only this time, you can freely run around and attack your opponents from any direction.

Designing an intelligent camera for 3-D games has always been a problem, but Capcom has managed to devise a system that is very functional. You can control the camera in two ways, and both are pretty intuitive. You can either rotate the camera with the L1 and R1 buttons, or you can map it to the directional pad and have it rotate automatically as you move around. A lock-on camera button (R2) is also featured that points Mega Man towards the nearest enemy, so combat is relatively easy.

Overall, Capcom has done a very competent job bringing our blue hero into the third dimension, but this game lacks the polish that earlier *Mega Mans* had. The game engine itself is not really that impressive and relies on simple, polygonal shapes as well as too many repeated textures. That is why many areas, such as the insides of buildings and dungeons, tend to always look the same. However, this simplistic design does make *Mega Man Legends* look like an interactive cartoon, which may draw in younger players, or fans who just like anime-style graphics.

Regardless of its flaws, this game is still quite fun and is a very solid step forward. If you are a fan of *Mega Man*, or just like a lot of action with your RPGs, then give *Mega Man Legends* a try. You'll enjoy it.

*Note: We are rerunning this review from issue 10 (June 1998) because the game's release was delayed by several months.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ THERE'S PLENTY OF MEGA MAN-ISH ACTION TO KEEP YOU BUSY FOR A GOOD LONG WHILE
- ▲ MOVING FREELY IN 3-D MAKES BATTLES MORE INTENSE
- ▲ MINI-QUESTS PROVIDE PLENTY OF CHALLENGES
- ▲ EVEN FOR A CARTOONY GAME, THE GRAPHICS ARE A BIT SIMPLISTIC, AND DON'T HAVE MUCH DETAIL

PSM FINAL SCORE:

THE NEXT GREAT STEP IN THE EVOLUTION OF THE MEGA MAN SERIES



Crime Killer

GREAT GRAPHICS, BUT WHERE'S THE GAMEPLAY?

Those who have been around long enough to have experienced the very first 16-bit titles have no doubt played a game like *Crime Killer*. In other words, one that's visually brilliant but lacking anything close to engrossing or addictive gameplay.

Interplay, strong off the recent success of its hit PC title, *Carnegedon*, has returned to the vehicular combat arena once more. *Crime Killer* has you controlling a futuristic police officer with access to three different vehicles: a squad car, a motorcycle, and an airborne "wing." It has 20 missions in



PUBLISHER

Interplay

DEVELOPER

Interplay

TYPE OF GAME

Action

◀ *Crime Killer* epitomizes the age-old phrase, "Beauty is only skin deep."

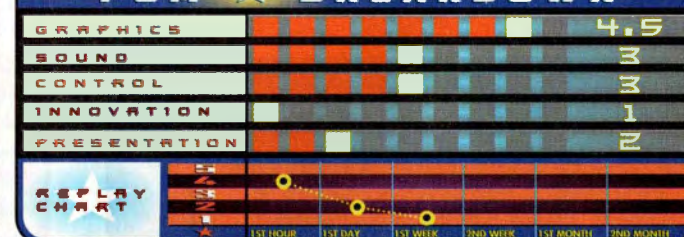


all and tons of weapons. Sounds like a big game, doesn't it? But despite the implied gameplay diversity, *Crime Killer* fails to deliver much (if anything) worth noting beyond a blindingly fast 60 FPS 3-D engine and countless over-the-top lighting effects.

The game's major stumbling point lies in the fact that every mission may as well be the same, despite the different modes of transportation that are available. Your objectives appear varied at first, but what they inevitably whittle down to is mindless, repetitive blasting with the occasional light squeeze on the cerebellum, usually of the "Should I use my laser blaster or stun gun?" variety. And after enduring what amounts to 15 to 20 minutes of "training" at the game's outset, this shortcoming becomes all too apparent. Because of this, most players will find it difficult to enjoy this title for any extended period of time.

What could have been a solid mission-based action game has instead been reduced to nothing more than a shallow shooter, covered by a brilliant exterior. Die-hard fans of the auto action category will find themselves mildly entertained, but if you seek substance in your action, prepare to face some serious disappointment.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ A VISUALLY STUNNING PLAYSTATION GAME
- ▲ THE CONTROL ISN'T HALF-BAD
- ▼ MINDLESSLY REPETITIVE GAMEPLAY
- ▼ INTRODUCES ABSOLUTELY NOTHING NEW TO THE GENRE

PSM FINAL SCORE:

A GREAT-LOOKING, YET SHALLOW ACTION GAME



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WWIII...and he's trigger happy. So bringing his enemies down to his level and annihilating their pathetic

robot asses is a cinch. But whatever you do, don't call him Tiny. He may aim higher than your knee caps.

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▲ The lethal Lara Croft is back for yet another blockbuster adventure, and the outlook is good.



TOMB RAIDER III

Lara's latest adventure is shaping up to be her best yet

Tomb Raider is one of the strongest videogame franchises ever created, due to strong game design, great graphics, and a heroine that consumes the dreams of fanboys the world over. In its latest installment of the series, Core has done some serious retooling of both the engine and the design formula. *Tomb Raider III* should prove to be familiar to fans of the series, but it will feature some fresh and exciting new elements that should involve you in the game like never before.

The story revolves around a meteorite that crash-landed in the Arctic millions of years ago, wiping out the dinosaurs. Much later along the timeline, Charles Darwin and his ship, the HMS Beagle, discover a random place in the arctic where it's tropical instead of frozen. They go in to explore and are basically wiped out by a mysterious force. A few of the crew members do manage to escape, and they salvaged a magical artifact that is later broken into parts and scattered around the globe. Now jump to modern times—Lara has taken it upon herself to find this artifact and the mysterious tropical location in the Arctic. If all this sounds a little reminiscent of the *X-Files*, it's no coincidence. Adrian Smith, executive producer on the title, even mentioned that an "Area 51" type of level will be found later in the game.

The story is broken up differently than those in the earlier games and will be much more non-linear. Now you can

choose which levels you want to accomplish and in what order. Each of the levels will reveal a different facet of the overall story, and you must piece together the mystery as you play. Lara will have a nemesis who she must face several times during the game, but Core is remaining tight-lipped about this character and no details were released at press time.

Technically, the game engine itself has undergone a complete overhaul and now runs at a much higher resolution. The graphic clarity is noticeably sharper than ever before, and new effects such as moving colored lights provide much more detail. The level designers used these new features to design large, complex levels that look much more realistic than the environments in *TR-II*. On the whole, the levels in *TR-III* are also much larger than those in the previous incarnations. The team has even added several new moves to Lara's arsenal (as many as 12) to help her navigate the new environments. The new moves we've seen so far include swinging across monkey bars and a duck-and-crawl to get through tight spaces.

Tomb Raider III is shaping up to be a big leap for the series. It looks to improve on everything possible in order to bring us the most exciting and involving adventure yet. We'll be sure to give you all the details as this title gets closer to its November release.



▲ It wasn't done at press time, but eventually Lara will have an outfit suitable for cat burglary. She'll need it when she breaks into this building.



▲ You must be careful because not all of these walkways are completely stable. You just never know when one might give way...



▲ *Tomb Raider III* uses much more oddly-angled geometry than the previous games to give its world a more organic feel.



▲ This barge holds some clues that Lara needs to progress further. It's up to you to devise a clever way to sneak on board and find them.



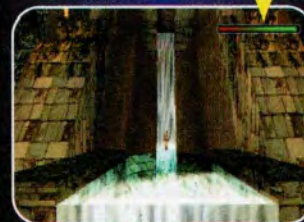
▲ The night sky provides what little light Lara has to explore this room.

DRAMATIC CAMERAS

Since this is the third incarnation of the series, the camera has once again been tweaked for maximum effect. One thing the team wanted to work on was having the camera pan and zoom cinematically to help enhance certain dramatic moments.



▲ When Lara jumps off of the waterfall, the camera will swing around to the front and start to pull out...



▲ ...And out. This allows you to get a quick survey of the new area you've just entered, as well as impressing upon you the size of its structures.



▲ When Lara takes a leap of faith, the camera will track her intelligently and let you know where you're going.

▲ "Come back over here! Okay, I promise not to shoot you this time. Honest!"

KILLER AMBIENCE

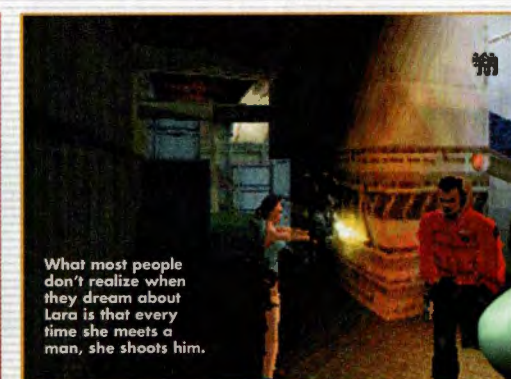
The enhanced colored lighting, high-resolution graphics, and complex geometry really help set the mood for each level and give you a much greater sense of actually "being there." Each level does a great job of creating and sustaining a particular mood with realistic graphics and effects.



▲ The glowing torches and stained glass give this level an unearthly glow and an aura of holiness.



▲ Whenever you introduce a light source into the environment, it will play off of the surfaces.



What most people don't realize when they dream about Lara is that every time she meets a man, she shoots him.

► Like most professional adventurers, Lara enjoys nothing more than a good cigar after another long, tough day.



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▲ The lethal Lara Croft is back for yet another blockbuster adventure, and the outlook is good.



TOMB RAIDER III

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DRAMATIC CAMERAS

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KILLER AMBIENCE

The enhanced colored lighting, high-resolution graphics, and complex geometry really help set the mood for each level and give you a much greater sense of actually "being there." Each level does a great job of creating and sustaining a particular mood with realistic graphics and effects.



▲ The glowing tomb and stained glass give this level an unearthly glow and an aura of holiness.



▲ Whenever you introduce a light source into the environment, it will play off of the surfaces.



▲ The light will shine through these holes in the roof and highlight spots on the floor that you don't want to step in—a very "Indiana Jones" style trap.



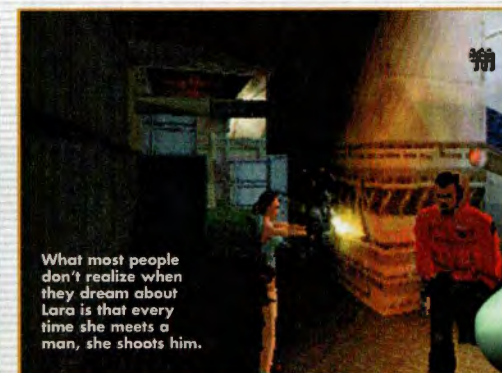
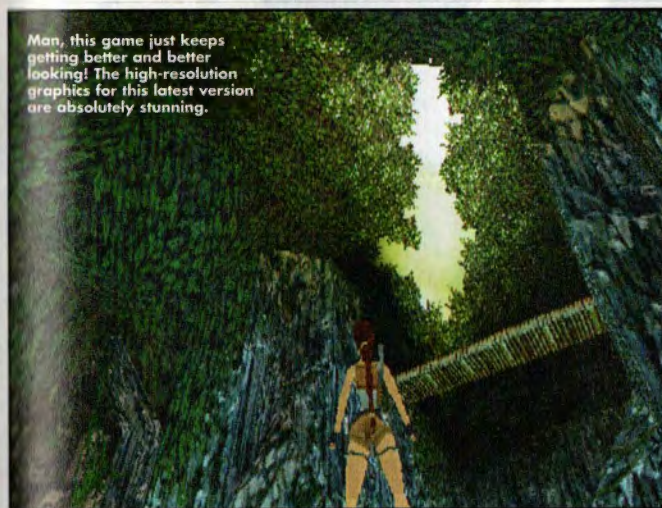
▲ In the dark and claustrophobic forest, this well-lit hut is a good sanctuary, a safe place for Lara to pause and take a brief rest.

► The environment has many more interactive elements than in previous games. When you shoot stuff, it is likely to explode and maybe even give you a power-up.



▲ Your guns will give off a certain amount of light when fired, so creative players might decide to use them instead of a flare.

Man, this game just keeps getting better and better looking! The high-resolution graphics for this latest version are absolutely stunning.



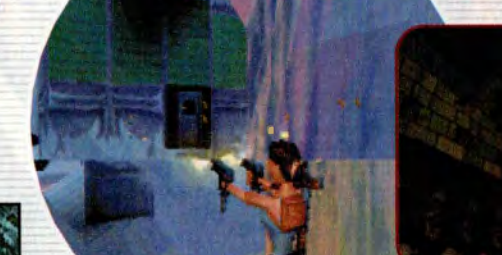
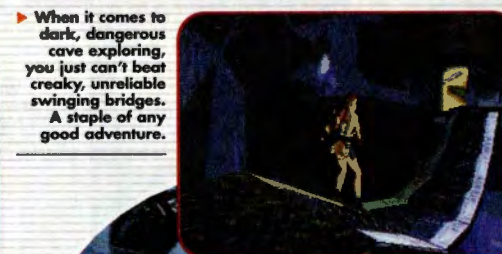
What most people don't realize when they dream about Lara is that every time she meets a man, she shoots him.

► Like most professional adventurers, Lara enjoys nothing more than a good cigar after another long, tough day.



Whoa—this screen has that Apocalypse Now thing going on. Cool.

► When it comes to dark, dangerous cave exploring, you just can't beat creaky, unreliable swinging bridges. A staple of any good adventure.



▲ When Lara shoots her Uzis, you can actually see all of the shell casings go flying around.

▲ If you should fire a bazooka into the wall (for whatever reason), the resulting explosion will light up the nearby area.



▲ The new engine supports outside areas much better than the previous games did, so we're likely to see Lara out of doors a bit more often this time around.



▲ The Dual Shock controller will help the game by allowing you to feel Lara's every move. But don't get your hopes too high, fanboy—it's only the Dual Shock controller!

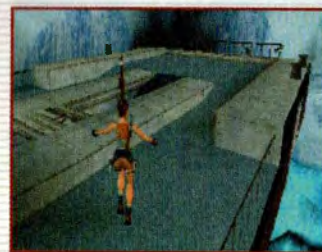




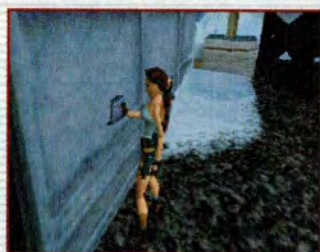
▲ Lara can drop a flare from her perch to illuminate a dark rooftop at night. We question how well this works when you are trying to sneak around, though.



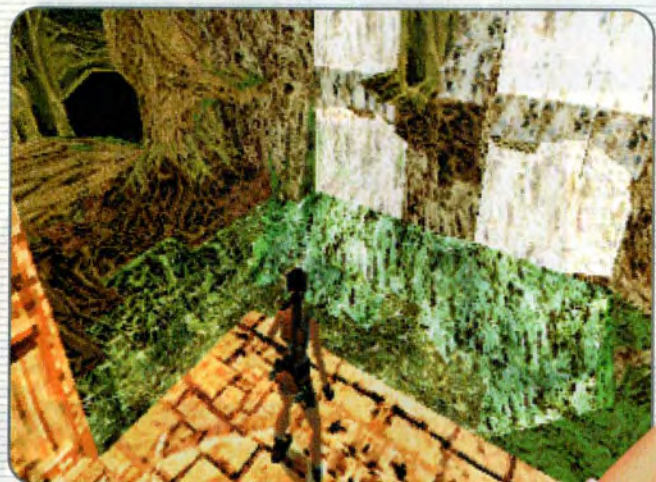
▲ Unfortunately, the version we played didn't have all of Lara's new outfits. A full wetsuit is on the way to help Lara survive those icy rivers.



▲ Imagine the surprise of the crew below this ship's decks when Lara drops in on them... Imagine Lara's surprise when she realizes the crew hasn't seen a woman in several months!



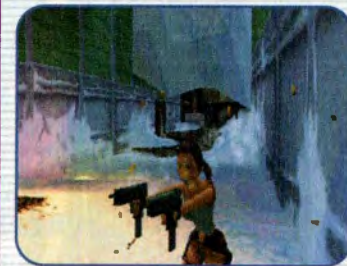
▲ Many of the puzzles in *TRIII* are still of the "pull the switch, open the door" variety. The team assured us, however, that these puzzles will only be used when they fit logically into the levels.



▲ Much like the first game, Lara will have many moments of serenity when you can just sit back and admire the breathtaking view.

WEAPONS GALORE

This latest installment has a nice mix of both new and old weapons. One thing is for certain: Lara is here to cause some serious damage.



▲ The Uzis are back, and once again they are the best choice for fighting several opponents at once, "John Woo" style.



▲ One of the new weapons is the ultra powerful rocket launcher. It's great for knocking out entire areas, but ammo is scarce.



▲ Here's a pic of Lara in action, using her new "sprint" move. This move will mostly be used just to get around a lot faster, but it's important in getting past timed traps, as well.



▲ Grounding each level in reality with authentic-looking structures really helps pull you into the game. No "jumping on heads" for Lara, that's for sure.

◀ Sometimes it's prudent just to run in with your guns blazing. Luckily, the odds of running into friendly creatures are very low.

▶ What we see here is Lara "cold lamping." She picked it up from Charles last summer.



MORE LANDS TO EXPLORE

Tomb Raider III has an altogether different approach to the structure of the levels. After you beat the first level in India, you will get to choose your next level out of three different areas, before facing the final fifth area. Wherever you go, you will get another piece of the story, as well as another piece of the artifact.



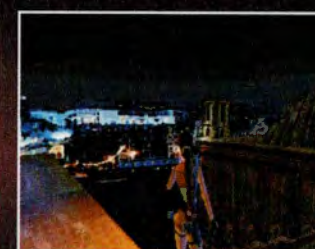
▲ A sizable part of the game will have Lara searching through the Arctic for clues as to where the final artifact is located.



▲ In India, the trees are so overgrown that they almost entirely block out the sun. Watch out for piranhas in the water, also.



▲ Due to fan response, quite a bit of the third *Tomb Raider* will have Lara back to exploring huge caverns.



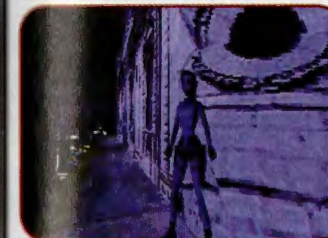
▲ England looks beautiful when viewed from a rooftop at night. In London, a clue is buried in the Natural History Museum.



▲ It's always a great idea to survey the environment you're in before you enter. This avoids many unnecessary complications—such as death.



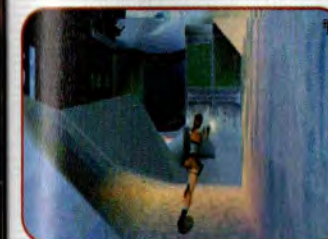
▲ Sometimes Lara can see where she needs to get to in a level right from the beginning. That doesn't mean it will be any easier to get there, however!



▲ The lighting is just so cool in this game. Here, Lara blends into the shadows. Wait until you see her "cat burglar" outfit!



▲ Ripple effects have been added to the water while Lara is swimming to convey a much more realistic look and feel.



▲ Once again, each level is absolutely huge and may consist of several buildings, as well as the surrounding outside areas.



◀ For an added touch in the realism department, water surfaces will reflect objects in the environment.



▶ "Now where did I put that extra clip?"

NEW ENEMIES

What would a *Tomb Raider* game be without a wide variety of enemies to deal with? As before, Lara must not only think her way through each adventure but fight, as well.



▲ The sharks are back, but this time Core says Lara will have something "much more effective" than the spear gun to deal with underwater baddies.



▲ Of course Lara has plenty of human baddies to shoot, as well. For some reason, they can all take dozens of gunshots before falling down.



▲ Later in the game you will stumble upon some statues of an ancient god. Whenever you see something like this, you can be assured that it will try to kill you.

GRATUITOUS LARA

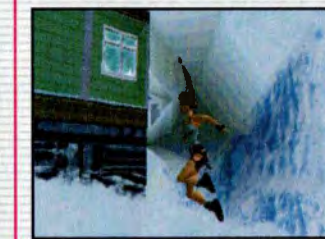
Tomb Raider probably owes as much of its success to its heroine as it does to its gameplay. Lara has become an idol for millions and is truly one of the first "virtual celebrities" to go mainstream.



▲ One of Lara's new moves is a crouch from which she can crawl. This will let her get under low-hanging ledges.



▲ We could probably say something about how nice the Lara model is, but let's be honest, we just liked this shot.



▲ Lara's animation has been cleaned up and improved for this game. Her motion now looks much more natural.



▲ The added shading has really smoothed out all of her "rough edges." The jump to hi-res also helps.



▲ "MY A-DIDAS WALK THROUGH CONCERT DOORS" ...Whoa. We meant to say something about Lara, but somehow Run D.M.C. just comes to mind here!



◀ Underneath the icy waters are predators that are waiting to snack on Lara. We don't know what kind of sharks reside here, but they are certainly deadly!

2D, or not 2D...

**JIM USED TO BE SHALLOW,
NOW HE'S GOT DEPTH.**

After getting konked on the noggin, Jim back flips, pig-boards, and helicopter heads his way through six neurotically insane levels of his own unconscious brain. Better yet, he gets to romp around freely in lush 3D environments. But do you want to tell our studly hero that it's "all in his mind" or should we?



Ever go pig-boardin'? Groovy!



Watch Out For The Dreaded Disco Zombies



Jim's Brain Cells Go For A Spin

Worming Your Way Fall '98

The title "EARTH WORM JIM 3" is rendered in a bold, 3D blocky font. "EARTH WORM" is in blue with a white outline, while "JIM 3" is in red with a yellow outline. A yellow worm character is integrated into the letter 'M' of "JIM", appearing to crawl through it. The background is a textured, brownish-green surface.

The Worm Has reTurned.



BY GAMERS. FOR GAMERS.™

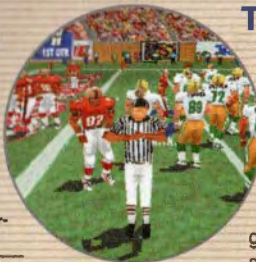
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NFL GameDay '99

▶ A polygonal referee will come out on the field to signal and announce any penalties that occur. He will also interact and run with the players during gameplay.



The GameDay franchise gets its second major makeover

When *GameDay '98* was first released, it wowed the world with its fully polygonal characters and its smooth 30 FPS gameplay—a first for the genre. Except for a few minor problems, it seemed like the perfect football game in almost every regard. So where could the series go from there? What enhancements could possibly make the next *GameDay* even better?

Less than a year later we have learned the answer to those questions, and it looks like *GameDay '99* has the potential to eclipse every other football game out there...by far. From the graphics to the menu screens, this game has been totally revamped in an attempt to provide a faster, easier-to-control football experience.

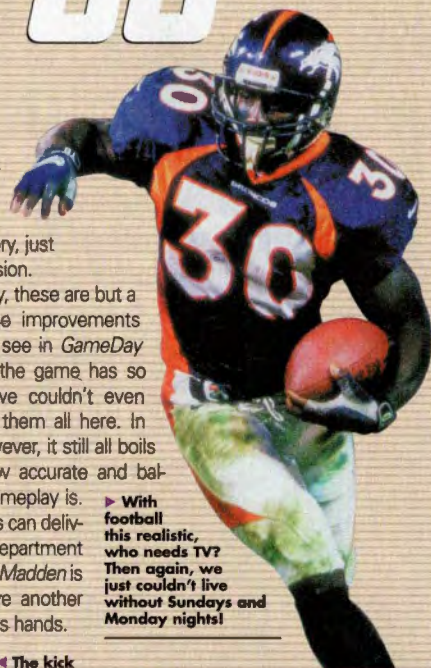
Let's start with the graphics. Last year's *GameDay* had players that were composed of roughly 150 polygons each. This year, the polygon count has gone up to 350, which makes the players look even more realistic.

Next comes the menu system and playbooks; both are even more streamlined and faster to navigate than last year's. And should you pull off that amazing pass or touchdown, an information box will pop

up with a picture of the player and his past history, just like on television.

Amazingly, these are but a couple of the improvements that you will see in *GameDay '99*. In fact, the game has so many that we couldn't even begin to list them all here. In the end, however, it still all boils down to how accurate and balanced the gameplay is. If 989 Studios can deliver in that department as well, then *Madden* is going to have another big fight on its hands.

▶ With football this realistic, who needs TV? Then again, we just couldn't live without Sundays and Monday nights!



▶ The kick meter functions just the same as it always has, but it has undergone a few cosmetic changes.

THE LITTLE DETAILS

Much has been added since last year's game to make *GameDay '99* as realistic as possible. Little things such as new player animations and improved motion capture really add a lot to the overall presentation. Here are but a few examples:



▶ No greater way to taunt your opponent exists than catching an off-target touchdown pass with one hand. Now that's a videogame moment that will last forever.



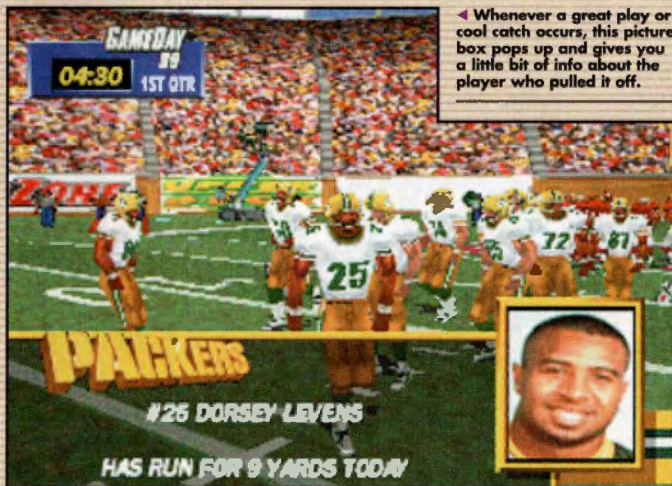
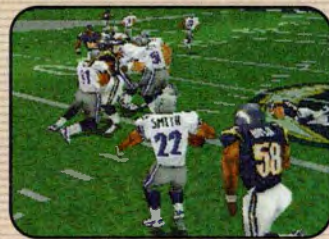
▶ Player #20 must think he's trying out for the Olympic hurdles team. You can jump over diving defenders and dodge their tackle attempts, but only if your timing is dead-on.



▶ Some of these players get more air time than most airline pilots. Doing the dive over that last defender and getting that last-second touchdown is what the game is all about.



▶ Just look at the amount of detail in the players! You can easily read the numbers and names off the back of the uniforms—in fact, you can even see the muscle definition.

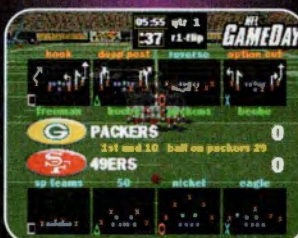


▶ Whenever a great play or cool catch occurs, this picture box pops up and gives you a little bit of info about the player who pulled it off.

THE MENU SYSTEM

One of the most noticeable differences between *GameDay '98* and '99 is the way that the play menus look and function. In '98, you could see four plays onscreen at a time, but they were scrunched together, making it a little difficult to clearly see the plays. *GameDay '99* still has four plays onscreen at a time, but you can see the plays more clearly. The icons are sharper, so you can instantly see what the play is and which players are involved. Besides, it just plain looks cooler!

NFL GameDay '98



NFL GameDay '99



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DEVIL DICE

Could this puzzler be the next *Tetris*?

The creators of *Intelligent Cube* have a new addictive puzzler on the way that could possibly be one of the best titles the genre has ever seen. Designed by Sony CEI of Japan, *Devil Dice* has been picked up by THQ, even though Sony of America had released *Intelligent Cube*. From what we've played so far of *Devil Dice*, it looks like THQ got the better of the two SCEI puzzle titles.

Although *Devil Dice* has four modes of play (including a five-player mode), the fundamental gameplay is about the same for each. It's based on normal six-sided dice. The goal is to get all the dice to show the same number, which makes them disappear. The face number that you must make the dice show determines how

many dice you play with. For example, if three dice are on the screen, you must roll or push them each until all three show their number three sides. The catch is that all the dice must be touching at all times—think of those little puzzles where you have to slide squares around to make a picture, but in 3-D. Yes, it's tough. *Devil Dice* has plenty more to it, but that's the basic concept. Believe us, it's completely engaging if you are a puzzle fan.

You manipulate the dice through an extremely cute baby-like character. The look of these characters and other stylish graphical touches to the game, in combination with the tasteful acid jazz soundtrack, could make *Devil Dice* the next big puzzler. We can't wait to review this one.



▲ The Puzzle Mode gives you an infinite amount of time to solve the puzzles within a set amount of steps. Here you only have two steps to get three facing up on all three dice. Do you see the solution?



▲ The Trial Mode is a bit more like traditional puzzle games. The point is to clear away dice before new ones arrive, at an ever-increasing rate. Once the grid floor becomes full, it's game over.



▲ Play against the computer or against a friend in the Battle Mode. Here the point is to clear dice and fill the empty boxes at the top of the screen. The first person to fill all four boxes wins.

Publisher Capcom
Developer Capcom

Release Date Fall 1998
Type Fighting



CAPCOM GENERATIONS

Capcom's fighting classics are making a comeback



▲ *Street Fighter II* sparked the fighting game renaissance way back in 1989.



▲ *Champion Edition* introduced the ability to play as SF2's boss characters: Balrog, Vega, Sagat, and M. Bison.

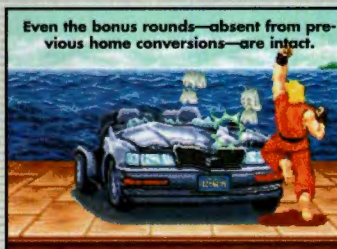
It's taken long enough, but *Street Fighter* fans may very well have their cake and eat it too when Capcom's latest retro compilation hits the shelves this year. *Capcom Generations: Street Fighter 2 Collection* stands ready to prove that just because a series is getting on in years, it doesn't mean it can't fight with the best of them.

For the first time, the games that established Capcom's flagship franchise are coming together in one compilation: *Street Fighter II*, *Street Fighter II: Champion Edition*, and *Street Fighter II Turbo*. First released in the 16-bit days, this is the first time they'll surface in arcade-exact form for a home system.

Released in 1992, *Street Fighter II* kicked off the fighting game renaissance, and saw evolution



▲ *SF2 Turbo* brought faster gameplay and airborne special attacks to the arena.



Even the bonus rounds—absent from previous home conversions—are intact.

Street Fighter 2 Collection

through two follow-ups that used the same CPS-1 arcade hardware. *SF2 Champion Edition* added playable boss characters and better play balance; *SF2 Turbo* refined the series even more, adding more moves and introducing airborne attacks.

Not content to merely deliver perfect conversions, Capcom is planning a number of PlayStation-only additions. Support for the vibration effect of the Dual Shock (and compatible) controllers joins a training mode similar to those found in other recent Capcom fighting ports. Expect the usual assortment of multiplayer options to tag along, too.

There's no denying the desire many fighting fans have for pixel-perfect conversions of these classic fighters. From what we've seen and played so far, *Street Fighter* fans don't stand to be let down.

Chun Li, Ryu, Ken—they all got their due with these games.



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S.C.A.R.S.

Hairdoo ala Turbo

Acute Retinal Burning (just an excuse to wear rad shades)

Lock-Jaw

Dislocated shoulder

Wears "standard issue" race gear 24 hours a day

Ubi Soft
ENTERTAINMENT

Blistered Raw Nub

S.C.A.R.S. Elbow (Tendonitis)



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SEPTEMBER 1998
www.psmonline.com



Publisher Interplay
Developer Shiny

Release Date 4th Quarter
Type Action/Platform

PREVIEWS

51



Ground-based fans will blow you up to higher areas of the level. If you throw an enemy in the jetstream he will float around until you kill him.



▲ The little helicopter is manned by the underground resistance. It will show up from time to time to give you weapons and other stuff.

THE WILD 9

There's more than one way to kill an enemy

It's only been a couple of months since we last saw a build of *The Wild 9* (issue 10, June 1998), but since then the game has progressed dramatically. The latest version has several fully-playable levels, and Wex can now torture his enemies in a myriad of different ways.

Torture lies at the core of *The Wild 9*, and disturbingly enough, it is a fun and refreshing twist to the platform mechanics that dominate the game. Wex, our hero and otherwise all-around nice guy, can use his magnetic grappling claw (called his "rig") to grab his enemies and dispose of them in any number of ways. The most common way is to snatch the baddie and then slam him into the ground repeatedly until he dies, but you are rewarded for coming up with more creative methods. Rewards consist of power-ups, secret areas, and sometimes just a spectacular and funny death sequence.

Other than torture, the game is shaping up with solid platform mechanics and a variety of puzzles you must solve to progress through each level. You'll use the rig for a wide variety of purposes that range from picking up and moving objects (which you can smash baddies with if you desire) to swinging from special grappling spots. Overall, the feel is almost like a sadistic version of the classic *Bionic Commando*, only with its own unique graphical flair.

Added is the sub levels that you must complete between each stage of platforming action. These levels introduce unique gameplay mechanics that are different from anything else in the game. Their purpose is to break up the platforming action a bit, as each level can take upwards of 45 minutes to beat! Luckily, the game has plenty of checkpoints so you never have to go back too far when you die.

The Wild 9 is due soon, so it's entirely possible that our next look at the game will be a full review. We can hardly wait!



▲ As you can see from Mr. No-Neck here, the character designs can get a little wacky.

TORTURE! TORTURE! TORTURE!

Torture is a big part of *The Wild 9*. The best part about the torture idea is that it has been developed very thoroughly, so you can do almost anything you think should be possible.



▲ It's a given that all baddies are highly flammable. It's a good thing so many open flames are all around.



▲ You can throw enemies into this ground-based crusher and they'll splatter like a ripe melon! How's that for imagery?



▲ If you hold one of the baddies out over the spikes it will beg for mercy. It's even more fun if you let them beg...



▲ ...And then drop them on the spikes anyway. It's always good to jump on them a couple of times for good measure, as well.

GAMEPLAY VARIETY

The team at Shiny is determined to give this platformer more personality and variety than any other. One way they're doing that is by making sub-levels that have differing gameplay styles.



▲ In this level, Wex must kill his opponent by smashing him into obstacles on the sides of the huge pipe they are both falling down. Ouch!



▲ This hoverbike racing level is like nothing else in the game. It's pretty funny to see Wex smash into trees at full speed.

▲ Is it just us or does Wex always look really confused?

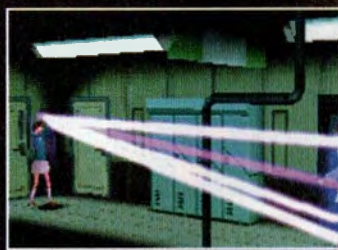


▲ Chinatsu is a very scary little girl who has a real love of cutlery and diced human flesh.



► It's action straight out of *Child's Play* as Yutaka is chased by an evil little girl.

YUTAKA ATTACKS!



▲ This looks like one of the more powerful attacks in the game. Yutaka charges up and fires off a barrage of lasers.



▲ We call this the "Hulk Hogan Special." It's a big boot followed up by the big leg drop. No one's getting up after that!



▲ Several guns are located in the game, so they will probably be the main weapon that you use. Just be aware that you will only have a limited amount of ammo.

The sequel promises even more chills and an even higher body count...

While the first *Clock Tower* game was more of a niche product, it had a great atmosphere, some interesting gameplay elements, and tons of replay value (you could play as multiple characters). Now the sequel, which was extremely popular in Japan, is coming to the U.S.

For *Clock Tower II*, the developers at Human have tried to retain all the great elements from the first game while adding some brand-new features.

The first thing you will notice is that the Dual Shock controller is fully supported in a rather interesting way. Whenever a life-threatening situation arises, the controller will suddenly vibrate very intensely. Without a doubt, this feature alone will make you jump out of your seat. The other new addition worth noting is that the game has a massive 13 different endings—talk about your replay value going up!

The story of *Clock Tower II* is a bit confusing, so let's just say you control a 17-year-old girl by the

name of Yutaka Midoshima, who happens to have a dual personality. Coming home one day, Yutaka discovers that her house is deserted except for several dismembered body parts. Where are her parents? It is up to her to find them, but along the way she will have to deal with walking corpses, demons, and even a possessed little girl.

As far as the actual gameplay goes, *Clock Tower II* is reminiscent of classic point-and-click adventures. As you move your pointer around the screen, it will change shape to let you know which items you can interact with and which doors you can go through. As you spend more and more time exploring the house, you will find keys that unlock other areas within it. It all sounds good, but we'll just have to see how this game fairs in



▲ If you don't explore the rooms early and often, you'll find yourself cornered.

a genre that is inarguably ruled by the *Resident Evil* series. Either way, it's nice to see that more horror titles are on the way.



► Here Yutaka may look like she's just been slapped, but she's only contemplating the sheer horror that awaits.

CLOCK TOWER II

The Struggle Within

YOUR LIFE IS IN YOUR HANDS

The coolest aspect of *Clock Tower II* is the inclusion of "danger events." What this means is that at certain times in the game, the on-screen pointer will turn red and the Dual Shock Controller will begin to vibrate. This happens most

THE WRONG WAY



▲ If you don't hit the action button fast enough, or you hit it too late, your character will meet with an early demise. In this instance, Yutaka gets hit in the head with some dangerous dishes. Okay, so that death isn't quite so horrifying...

THE RIGHT WAY



▲ If you do manage to hit the action button in time, then Yutaka can safely avoid other character's attacks. Here, Yutaka barely manages to sidestep Chinatsu's stab. Several scenes will require you to hit the action button repeatedly.

COLONY WARS VENGEANCE

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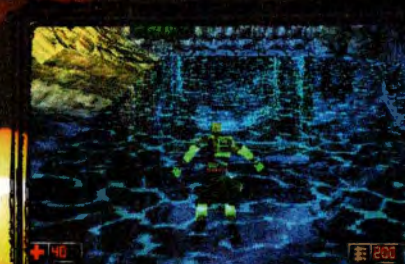
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DUKE NUKEM TIME TO KILL

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Fox was just taking its first step into the character-based platform genre with the original *Croc*, but it still managed to release a game that was pretty good. With *Croc 2*, the company is setting its sights even higher in an attempt to make the ultimate 3-D platform title for the PlayStation.

Since the end of the first game, the evil Baron Dante has been resurrected and has compiled a plan for getting revenge on our reptilian hero. Using the classic "message-in-the-bottle" trick, Dante writes a letter that is supposedly from Croc's parents and sends it to Croc at the Gobbo Island. Thinking that his parents are looking for him, Croc heads for the island where they are supposed to be. When he arrives, he finds that the kings from each of the new Gobbo

tribes have been kidnapped. Once again, it's up to Croc to rescue the Gobbos and take care of the Baron Dante for good.

This time around Croc has even more abilities to help him out. A new "off-style" flip kick will help him to get out of harm's way, while his roll attack allows him to take care of enemies just like a real crocodile. Croc will also be able to interact with several new objects, such as a raft, in order to make it through the game's six different worlds.

Judging from these screenshots, *Croc 2* really looks to improve upon the first game in virtually every regard. The graphics look better, the worlds are larger, and more variety has been added to the gameplay. Hey, what more can you ask for in a sequel?

CROC 2

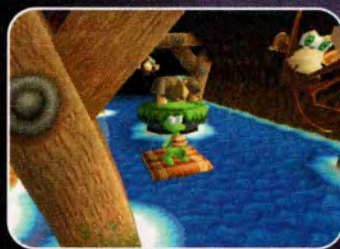
Fox's lovable mascot returns for his second adventure

▲ Croc is back and he has even more moves. Wait 'til you see his roll attack—it's even better than the Nature Channell



NEW GAMEPLAY

It wouldn't be much of a sequel if *Croc 2* didn't provide new gameplay challenges for to master. Don't worry, this sequel has a bunch of new stuff. Here's a few examples.



▲ Easily one of the cooler elements in *Croc II*, racing down the river on a raft looks like it will be a lot of fun.



▲ *Croc II* will have several mini-games located in certain levels. Successfully completing them will reveal secret levels.



▲ Even with all the new gameplay additions, *Croc 2* is still going to have plenty of classic platform challenges. Who would have thought that crocodiles could jump that well?



▲ You will have to cross this finish line you hope to get past the River Race challenge. Of course, you'll have to deal with plenty of baddies along the way.



▲ Bosses are a little more difficult this time around. In order to beat Soveena the Squid, you will have to hit her with these boxes of TNT.



▲ If the videogame universe has only one constant, it must be that almost every level has some sort of mine cart level.



► This is Flavio the Thermal Fish. He breathes out hot air that will help keep your balloon afloat.

JUNGLE FEVER

While the first *Croc* game had a decent amount of level variety, *Croc II* has even more. You will find six different "worlds" that include caves, old western towns, and this jungle.



▲ Pitfall Harry, eat your heart out. Croc can swing across deadly pits with the best of them, without jumping on crocodile heads! No need to rough up the natives, now.



▲ "The stones will be found, Dr. Jones... You won't!" Let's just hope that Croc doesn't get surrounded on both sides like Indy was in that *Temple of Doom* movie.



▲ This doesn't look like a great situation to find yourself in. You've got spikes below you and enemies with bo staffs in front of you. So how will Croc get out of this one?



▲ Hmm...this Hippo reminds us of the one that were in *Crash Bandicoot 2*. Do you think it will sink when you stand on it? Is this hippo friend or foe? Is it a conspiracy?

Powerful automatic weapons must be kept out of the wrong hands. These are definitely the wrong hands.



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DUKE NUKEM: A TIME TO KILL

A lot like *Tomb Raider*, only with an additional overload of gunfire and testosterone

The original videogame hero is back for a second round on the PlayStation. Duke Nukem follows his PC conversion, *Duke Nukem: Total Meltdown*, with a fresh new adventure in *Duke Nukem: Time to Kill*.

Starting in the recognizable turf of futuristic Los Angeles, Duke must exterminate those nasty vermin (you know, the mutated pigs and alien scum) before they take Earth's babes yet again. But there's a little twist—the bad guys are tinkering with time travel, and it's up to the Dukester to chase after them across thirty different levels spanning four time periods. Duke will kick alien butt in the Wild West, the Middle Ages, and Ancient Rome (seeing Duke run around in a kilt and toga is quite a kick!).

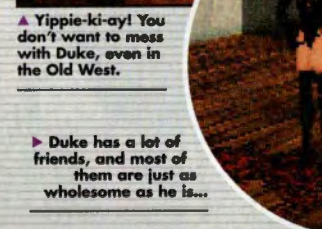
The gameplay may be familiar, but *Time to Kill* is all new. The new 3-D engine and fresh third-person perspective pushes Duke into *Tomb Raider* territory—the behind-the-back camera adds a new dimension to the gameplay and gives Duke abilities much like the lovely Lara Croft. He can now roll, backflip, climb, and hang, all the while maintaining his trademark blasting abilities and witty one-liners.

Each of the thirty levels has an entire arsenal to uncover. Pipe bombs, machine guns, and rocket launchers make a return in Duke's new game, but Duke will have to use some of the weapons of the time periods he's trapped in. You'll find dynamite and buffalo rifles in the Old West, throwing knives in Rome, and battle axes tucked away in the Middle Ages. You have more than twenty different weapons to pick up, and a few of them can only be found in the game's six bonus levels. When you want to prove how manly you are, you can take on a friend in *Time to Kill*'s six split-screen death-match options.

Duke Nukem wouldn't be himself without the shameless sexual innuendoes. And in true fashion, anything goes. You'll stumble into strip-joints and dance clubs—heck, you'll even find sheep mating in Scotland! *Time to Kill* is true Duke, and fans will all be "getting some" this fall.



▲ That stained-glass window probably wasn't worth much, anyway.



▲ Yippie-ki-ay! You don't want to mess with Duke, even in the Old West.

► Duke has a lot of friends, and most of them are just as wholesome as he is...

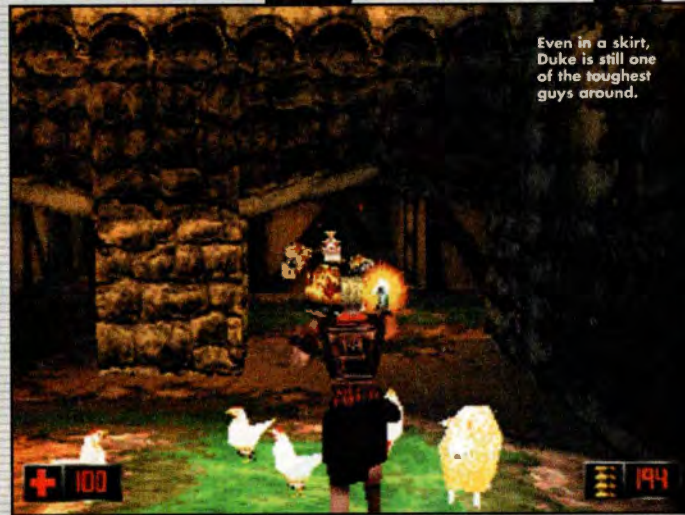
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▲ The action in *A Time to Kill* is truly explosive.

◀ Cowboys, Romans, and knights will all be "getting some" in Duke's latest adventure, while Duke gets all the ladies.



Even in a skirt, Duke is still one of the toughest guys around.

DEFEND YOURSELF

Bad guys can't seem to hit a moving target, so Duke's learned some useful tricks to avoid becoming a target, himself.



▲ This backflip move really comes in handy when you're surrounded from all sides.



▲ No action hero would be complete without a roll maneuver! Yep, the Duke is in better shape than ever.



▲ Make sure you use your sidestep to get out of the way of crossfire.

DUKE MEETS LARA

Time to Kill has a lot more to it than running and shooting, especially if you want to find all the secrets...



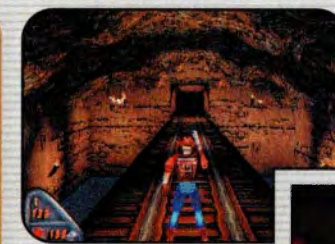
▲ You'll need to scale ladders to reach higher points in the level. Duke sure is an agile monkey!



▲ Here you'll have to pull yourself up on a box to pick up an easy power-up. They're hidden all over.



▲ You can climb out of dangerous pitfalls by grabbing onto ledges and heaving yourself up.



▲ Nah, this doesn't look dangerous. Not at all. Duke can just wait here all day, with no problems.



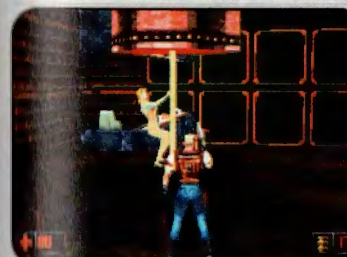
▼ So this is how Rome burned down... Duke just can't help himself around fire.



▲ Lighting effects play a major part in the game's elaborate level design.



▲ Aww, how cute. Reminds me of my last trip to the petting zoo.



▲ Forget baseball, this is Duke's favorite pastime. Just make sure the ladies don't get hurt in the crossfire!



A pre-rendered introduction shows Duke in all his badness along with a few lovely ladies.

◀ Make sure to look both ways, now...

► If you want pinpoint accuracy with your guns, zoom the camera in to scope the baddies.

DRESS IT UP

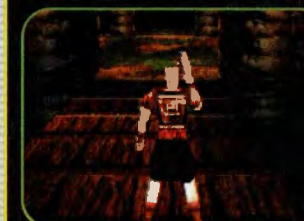
When Duke gets zapped through time, he tries to fit in by dressing up like the locals. Check out some of his duds:



▲ The run-down streets of LA are home sweet home to Mr. Nukem.



▲ Duke dons a cowboy hat and cleans up this one-horse town.



▲ Yikes! We're having flashbacks of *Braveheart*, here.

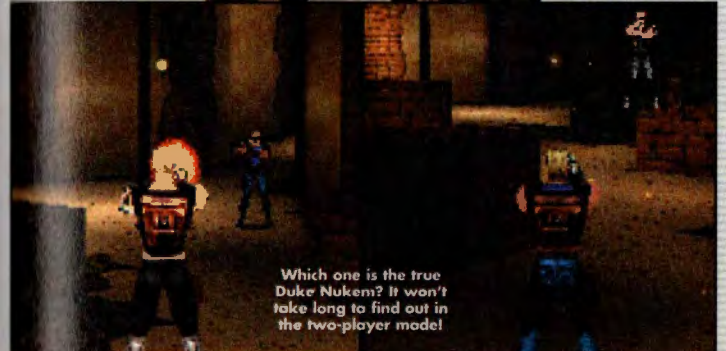


▲ "All right, where's the toga party? I didn't put this thing on for nuthin'."



► So exactly what time period does this thing come from?

▲ "Sorry sir, but I'll need to see your I.D. before I can let you in."



Which one is the true Duke Nukem? It won't take long to find out in the two-player mode!

PSYBADEK

Psyched about Psygnosis' Psybadek

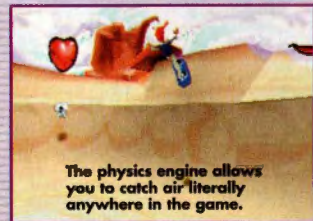
Psygnosis has been talking about its hoverboard platform/action game *Psybadek* for some time now. It was only at E3, however, that we were able to play a version of the game that had some actual gameplay. What we found was an entertaining start with fantastic physics that could be to platform games what *Jet Moto* was to racing games. It is entirely played on a hoverboard in a free-roaming, 3-D environment that has plenty of challenges. It's not skateboarding, but it's the closest you'll find to it on the PlayStation. This fact is one of *Psybadek*'s strong selling points, which Psygnosis doesn't want anyone to miss. The company has even gone out and acquired the official license for Vans shoes, which all the characters in the game wear.

Strong character design is one of *Psybadek*'s main standouts, while thus far the storyline surrounding the characters is your normal platforming game fare. It goes like this: a bad guy named Kracken has whisked off the hip hoverboard kids

to his domain, which is divided into four different Psybazones. They include Ice, Jungle, Desert and the Underworld. Each of these are made up of nine levels—four main levels, two boss levels,



▲ The main area is a skate park. You can just do tricks all day, or decide to take on one of the levels by entering a warp—like the two over in the distance.



The physics engine allows you to catch air literally anywhere in the game.

► This level has you on the edge of control as you attempt to navigate a curvy, narrow half-pipe that spews flames. Most levels will have hazards of some kind, but grabbing pick-ups (like that tooth in the distance) can keep you from a cheap death.



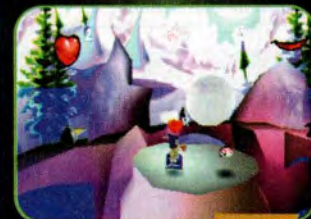
► If you hold the back and acceleration buttons, you will charge up for a speed burst. This is a very helpful technique in certain situations.

► You get to control one of the two main characters, Xako (below) or Mia (right). They have different stances, with Mia being goofy-footed.



WACKY LEVELS

In addition to the course levels and the boss levels, *Psybadek* will have some off-the-wall, unique levels that will have you doing all kinds of wacky stuff. The team working on this game are kind of an "out-there" bunch.



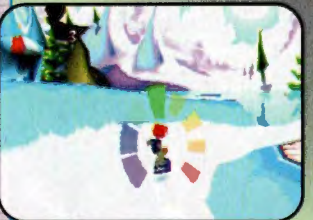
▲ For this weird level, grab the egg-looking thing on the right, and...



▲ ...shoot at the penguins walking around the edge of level. Boulders will also spin around and block your shots.

THE STUNT METER

The tricks you can pull off are determined by the type of board you have and which friends you have saved. New tricks appear in the trick meter as they are available. Each color in the meter represents a different trick. Tricks are "cued" by holding the button for the stunt meter down



▲ The stunt meter appears with the simple press of a button. Hold it until you get to the color that represents the trick you want to use.

for a certain amount of time. The colored swatches on the meter will rotate, and when the trick you want to use is highlighted, you'll have a short period of time to hit the jump button to execute it. Tricks are mostly best executed when taking a jump or catching some air off the lip of a bowl. Luckily, you can catch air off just about everything around you.

THE ANTI-MASCOTS

The character design has been described by Psygnosis as anti-mascots—characters that are so cool they would never allow a company to make them mascots. Their clothes and style come right out of the club and make them look like they're on their way to a rave. Boomin' bass for a lovin' race!

► Introducing the kids of *Psybadek*, a very hip crew.



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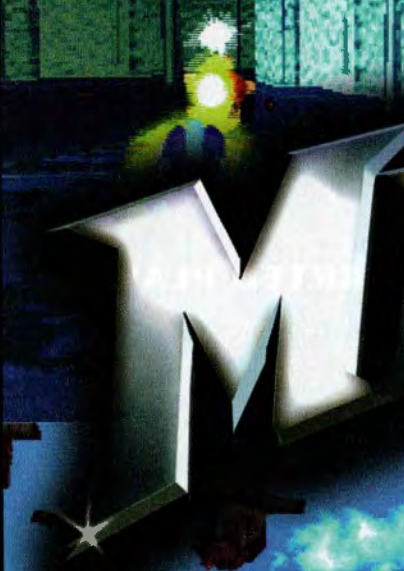
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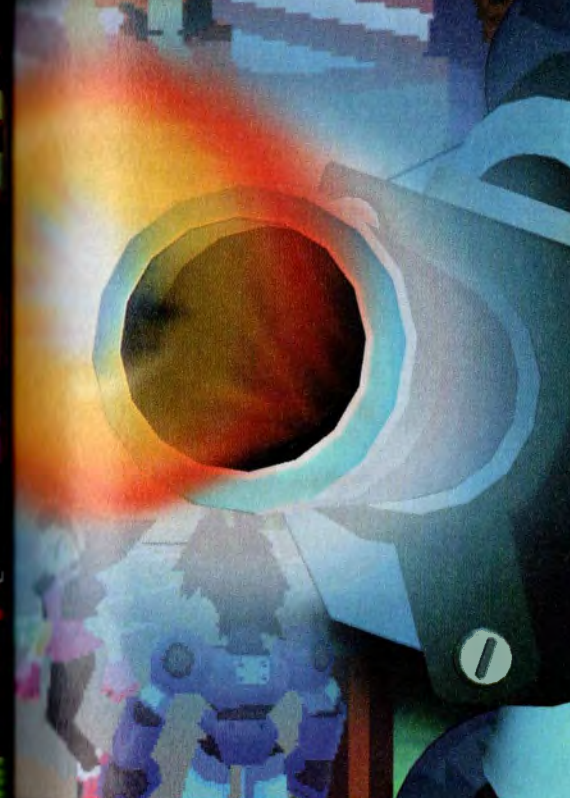


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eh?"

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help of those you trust.



TINY TANK Up Your Arsenal

This little guy is out to prove that size isn't everything

As the years go by, we are seeing more and more attempts at mascot-driven games. Some, like *Crash Bandicoot*, enjoy great success, while others simply fade away. With that in mind, MGM is working hard with Appaloosa to make sure that *Tiny Tank*, the company's first character-based shooter, has plenty of personality and attitude.

You will have to pilot Tiny Tank through 12 huge worlds, blowing up anything that moves while dodging lava pits and other potential hazards. The worlds range from your typical desert setting to an all-out futuristic city. Although *Tiny Tank*'s main focus is straight action, in

Some of the later levels have a very futuristic look to them. We wonder what the enemies on these levels will look like...



many instances you will be forced to use your brain instead of your trigger finger. For example, to beat the vain Stealth Tank you will have to compliment him. He will then become visible and you can blast him away.

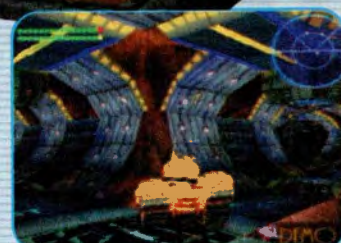
Another situation requires you to outsmart other tanks and have them fight each other instead attacking you. And if you ever get sick of taking on the computer, you can always switch over to the game's two-player mode for some serious head-to-head action.

As soon as we get an updated version of *Tiny Tank*, you can expect to see some more info on this potentially cool game, right here in PSM.



Tiny Tank sure is a cute little fellow. But does he have what it takes to carry another mascot-based game to success?

Tiny Tank's worst enemies are these troublesome robot drones controlled by the evil end boss, Mutank.



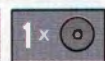
It looks like you will be given a choice of which paths to take in certain levels. This should help make the game that much less linear, which is always a good thing.



It wouldn't be much of an action game if you weren't greeted with beautiful explosions and a hard rockin' soundtrack—we're happy to report that *Tiny Tank* has both.

Publisher MGM Interactive
Developer Black Ops

Release Date Q1 '98
Type Action/Adventure



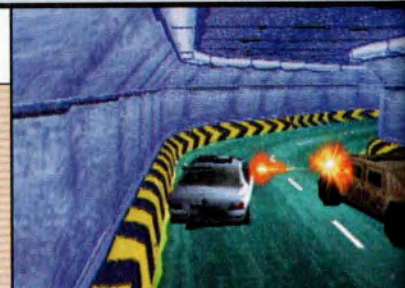
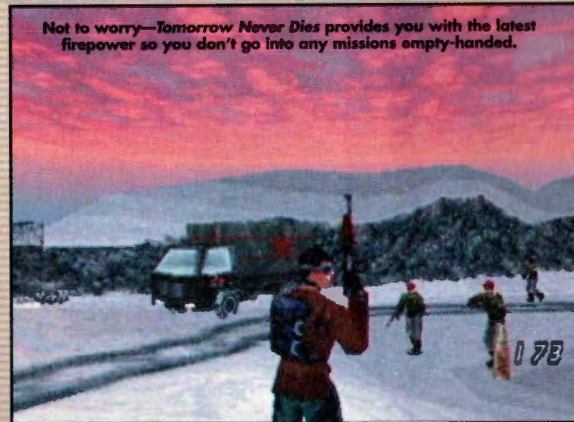
TOMORROW NEVER DIES

This game may leave your PlayStation shaken and stirred

The idea of a videogame composed of several varying types of gameplay is really nothing new. After all, Fox Interactive's *Die Hard Trilogy* managed to combine an action game, a light-gun game, and a racing game with really successful results. With *Tomorrow Never Dies*, MGM is taking the idea of gameplay variety

to all new heights in an effort to make the game as faithful to the James Bond series as possible. In fact, this game enables you to do virtually everything you see Bond do in the movies. Examples include the underwater escape in a Lotus Esprit from *The Spy Who Loved Me*, and the ever-popular tank chase sequence from *Goldeneye*. And for those of you who crave the first-person shooter style of action, *Tomorrow Never Dies* covers that, too.

Granted, this game is still a long way from completion, but the very idea of playing as James Bond makes us excited. MGM just needs to make sure that all the different game sections are balanced and equally fun. If it manages to do that, then *Tomorrow Never Dies* could easily become one the hottest games coming out next year.



Every Bond movie has some sort of chase sequence in it, and so does this game. You even get to shoot at the other cars.



Each of the segments in *TND* are mission-based. Your objective here is to blow up this radar array and escape by skiing down the side of the nearby mountain.



While MGM has yet to really show off the first-person perspective segments in *TND*, we think it's going to play a lot like Nintendo's *Goldeneye*.

Well Done Soldier

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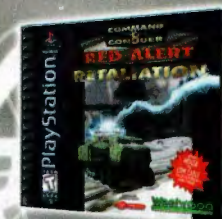
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SEPTEMBER 1998
www.psmonline.com



Publisher Midway
Developer Midway

Release Date September
Type Sports/Football



77

NFL BLITZ

Late hits and trash-talking galore—
any football fan's dream come true!

Midway's mega-popular, hard-hitting, *NBA Jam* of football is finally coming to the PlayStation, and it's looking to be a fantastic conversion. Even though the early version that we played was running at a low frame rate, we had a ton of fun. What makes *NFL Blitz* such a hit (besides the no-rules football) is the simple controls that allow for straightforward fast action. Don't worry—the controls are exactly the same as in the arcade, and the game plays just the same. Catching the ball is a breeze.

Several additions have been made to the PlayStation version, but the core gameplay is intact. It's still seven-on-seven, everything goes, crazy football. All 30 NFL teams are completely licensed, and the best players from each team make up the seven defensive and offensive players. What's new is a season mode and a game editor to customize gameplay. *Blitz* has 18 offense plays and nine defensive plays, as well as a "Hurry-up" offense to increase the pace of gameplay. You can also now choose from five difficulty levels, so you can keep upping the challenge at home.

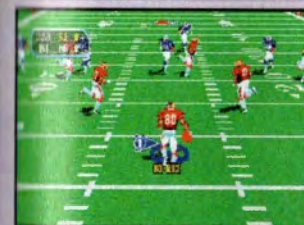
The graphics in *NFL Blitz* are hot to say the least, and they will probably put the other "extreme football" games to shame. As for how fast the game will move,

Midway claims that it will have *Blitz* up to 60 frames per second by the time it's released. Time will tell, but from what we've seen of the conversion so far, we don't have reason to doubt them.



▲ You can expect more from the console version than you got from the arcade. As you can see from the main menu, you will have several new and different ways to play the game.

► The same "pin number" system from the arcade is still used to access saved teams.



▲ The madness all starts with the first kick-off return—from there it's war!



▲ It just doesn't look good for the guy with the ball. See, this is what happens when you trash-talk your buddies a little too much.

► The plays aren't as expensive as other games, but who wants to mess around with menu after menu of play options? What you need is all right here.



▲ Passing to a receiver is as easy as pressing right, left, or up, along with hitting the pass button. There are only three receivers at any one time in the game.



▲ Fumbles are a common occurrence, especially when the ball carrier tries some fancy moves and gets nailed with a crushing hit.

TALKIN' TRASH

The action just doesn't quit, even after the end of the down. Not only can you pound someone over and over after the whistle blows, but you can also do quite a bit trash-talking after an especially hard hit or tackle.



▲ One of the weirder things about real football are those end-zone dances. *Blitz* has them as well, and they're even more outrageous than in real life.



▲ "Yeah that's right, don't get up." How tough can you be on your back?



▲ "That's a first down baby. In your face!" There's no disputing the facts.

HIGH-SCORING FOOTBALL

This is no simulation, so expect the scores to be as outrageous as the gameplay. You will end up in the end zone time after time, but your opponent will most likely end up there just as often! After a touchdown, you can go for the free point or try to make another conversion. One word of advice from Team PSM: Always go for the conversion!



▲ Here, the spin move into the end zone makes the conversion after the first score of the game. You gotta do it with style!



▲ Here's another score in progress with a pass of more than 40 yards. The Hail Mary is the play of choice, here.



▲ Yet another score, and it's still the middle of the second quarter! Who knows how many points they'll put up?

WHO. piSSed OFF Shiny?

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

And that's just for starters.
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SEPTEMBER 1998
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Publisher Electronic Arts
Developer Delphine Software

Release Date September
Type Motorcycle Racing

PREVIEWS

E1

WEATHER EFFECTS

A variety of weather conditions are in full effect for *Moto Racer 2*. Of course you can race on a nice sunny day, but with this year's El Niño, the rain and snow conditions might be more appropriate. You can also race each course at night.



▲ The rain will make the course wet and reduce visibility. Emerging from a tunnel and into the rain can be fairly dramatic.



▲ Snowing in the city? Hmm...sounds like the perfect time for a high-speed motorbike race through the streets!



▲ The cool headlamps and moody lighting create a really intense atmosphere for night-time racing.

Last year's *Moto Racer* easily took position as the best motorcycle racing game on the PlayStation. What made the game so incredible was its extremely tight control (especially with an analog controller) and high frame rate. The computer opponents were competitive but not impossible, and it had enough tracks to keep you interested. The track variety was another plus, with off-road courses for dirtbikes and paved roads for street bikes. The only complaint was that over time, *Moto Racer* lost its challenge; you could beat most of the game's built-in obstacles fairly quickly after purchase. This shouldn't be a problem with the sequel, however—the inclusion of a new, revolutionary track creator makes the variety of tracks essentially infinite.

The track creator lets you build and create your own custom courses from scratch or from existing tracks. You can then race them alone, with a friend in the two-player split-screen mode, or against computer opponents. If you build several tracks you can even create your own championship, saving everything to a memory card to share with your friends. If you have ever thought you could have built better-designed courses than what's offered in a game, here's the chance to prove yourself.

More additions than just the track creator are planned for *MR2*. The game will have 32 tracks, plus eight bonus tracks. It is still unclear whether the courses will all be unique, or if some of them

will be reversed and mirrored versions of the same core number of tracks. Last year's version was very arcade-like, but since the release of *Gran Turismo*, realism is the "in" thing. As a result, *MR2* uses many more muted colors and a higher level of detail, providing an all-new look for the environments and the bikes. The weather effects are more dramatic too, with snow, rain, and night racing. A simulation mode has also been added that more accurately portrays the true physics of riding a motorcycle. Computer intelligence is said to be improved as well, with three best lines through a course rather than just one.



▲ *Moto Racer* was the best motorcycle racing you could find on PlayStation, and its sequel is set to be even better.

This means that computer-controlled riders will break out of the pack and drive through a variety of different areas on the course rather than in a single file line.

Considering the accomplishment of last year's *Moto Racer*, we are expecting big things from the sequel. It looks like the game's developers are out to deliver, considering what is already implemented and everything else that is planned. We just can't wait to try making our own courses!

TRACK CREATOR

The track creator will allow you to build the course you have always imagined. You can choose from four different themes that will dictate the background and scenery, but the actual turns, straightaways, elevation, and other track design specifications will be completely under your control. You can create several courses and use them in your own custom championship!



▲ When you first start to fiddle with the track creator, you may want to start out with an existing track. Each point of direction change on the track is marked with a C.



▲ To figure out the general layout, you'll want to rotate the map so you're looking directly down at it...



▲ ...Then you can zoom in for minor tweaks and elevation changes. The bar on the left is where all the creator tools are located.

▲ The gnarly off-road tracks have lots of jumps and bumps, and show great dirt spray coming off the wheels.

MOTO RACER 2

Don't like the tracks? Just make your own!



▲ This is another intense and fast gameplay view that gives you a good close-up of the detail the riders have.



▲ Notice the standing puddles of water on the track—they have a very realistic reflection that coincides with the rest of the game's graphics overhaul.



▲ The first-person view is as intense and fast as the original, with more refined, higher-detailed windshield and handlebar graphics.



TEST DRIVE: OFF-ROAD 2



▲ The mighty hummer is back in *Off-Road 2*, and it's looking really good.

The quality 4X4 game we've been waiting so long for may have finally arrived!

The original *Test Drive Off-Road*, now over a year old, sold remarkably well considering that it has one of the most severe graphics "pop-in" problems ever seen in a PlayStation racer. Even worse, *Off-Road* featured lackluster racing along with poor graphics, control, and speed. Fortunately, *Test Drive: Off-Road 2* is a completely new game that really can't be compared with its predecessor. The graphics, gameplay, and even the fundamental physics engine are all new. In fact, the only remnant of the last game is the retention of the Hummer and other officially licensed 4X4 vehicles.

Accolade is taking a new approach that's modeled on last year's successful *Test Drive 4* title. Just like *TD4*, *Off-Road 2* has six real world locations. The entire streaming video graphics engine has also been modified from *TD4*. The modifications and improvements include wider tracks, four-wheel car physics, and a heightened sense of speed that the first *Off-Road* can't even touch. Point-to-point tracks have also been borrowed from *TD4*, but this time obstacles like puddles and rocks will play a major role in how you race. The tracks are designed with a couple of

best lines to find, with jumps in just the right place that launch you past humongous mud puddles. Finding the best paths will be a large part of mastering the game. The terrain in each track will be drastically different, covering the muddy back-roads of the Santa Cruz mountains, the beaches and lava flows of Hawaii, the swamps of New Orleans, and more.

Off-Road 2's streaming video graphics engine allows for much higher detail than in the original title. At this time, the game's details are most apparent in the amazingly accurate renderings of the vehicles. In addition to the Hummer, more than 10 newly licensed 4X4 vehicles have been acquired. Definitely included in the mix are the Land Rover Defender 90, the Dodge Ram V12, the Dodge T-Rex, the Ford Explorer, the Chenoweth Desert Patrol Vehicle, and the Jeep Wrangler. You will be able to modify each of the vehicles, including their paint jobs.

Control is already on track with Dual Shock and analog support. You'll have lots of camera views to check out the action with, and a replay mode is also planned. *Off-Road 2* is really looking to be a complete racer. The only concern at this point is that six tracks may not be enough to keep players interested, although replay value may be extended in other ways like the two-player split-screen mode. Regardless, this title is eagerly anticipated. Even at this early stage, *Test Drive: Off-Road 2* could be the best four-wheelin' action on the PlayStation.

▼ The Ford Explorer is just one of many new 4X4 car licenses Accolade picked up for *Off-Road 2*.



▲ All the tracks are based on real-world locations. A road like this may actually exist in Switzerland, where the course is based.

A VASTLY IMPROVED NEW LOOK

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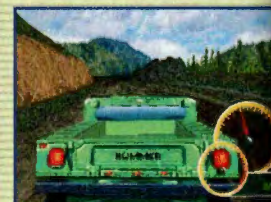
▲ The graphics aren't that bad in this shot from *Off-Road*, but the bright color pallet and low detail certainly don't represent real life.



▲ Now this is more like it! Dirt really looks like dirt, the Hummer is in high detail, and the weather effects are a really nice touch. *Off-Road 2* is looking a whole lot better.



▲ Catching big air is to be expected, and will actually play a major role in the fundamental gameplay.



▲ Pull the view in tight and you'll really see the detail put into the rendering of the Hummer.

MORE THAN JUST POTHOLES

Sure the courses have potholes, but that doesn't make for a very exciting off-road experience. You will have to navigate massive puddles, large rocks, steep grades, as well as other difficult terrain. Finding the fastest way through it all will be your main objective.



▲ Giant mud puddles will totally bog down your progress. Mud spray is a nice touch, especially when you start to spin your tires from a lack of traction.



▲ This incline up the lava flow is both difficult and fun to navigate—you will have to rely on many more driving skills than those used for flat road.



▲ Standing water will also slow you down, but these puddles look extremely fun to drive through.



▲ The ocean may be tempting to run your truck through, but venture too far in and it's race over, buddy.

We just want to say, "Thanks!"



SPECIAL
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NINJA Shadow of Darkness



• Boss
Info!

• Ninja
Art
Gallery!

• Concept
Sketches!

• Background Story!

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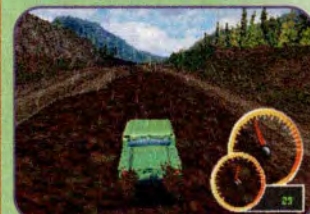
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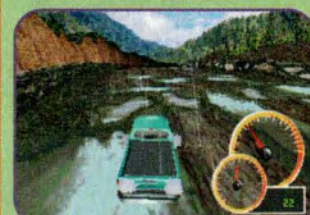
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NINJA: Shadow of Darkness

SPECIAL COLLECTOR'S SUPPLEMENT



This special collectors supplement contains art and background story information on the main character and the bosses for Core's new action title, *Ninja: Shadow of Darkness*. Insight into the motivation of the Ninja is revealed for the first time, as well as concept sketches from the game's development.

Conceived in 1994, *Ninja* has been in development longer than any other Core title to date. Since then, the game has undergone a multitude of changes and reworkings to get to the point it's at now, which is a full-on action game just about ready for release. The team responsible for *Ninja* drew most of their influences from a variety of classic arcade games that feature serious arcade action, like *Shinobi*, *Ghosts & Goblins*, and *Ninja Gaiden*. These old games feature wave after wave of enemies, tons of traps, and lots of pickups and weapons, with players just trying to survive from checkpoint to checkpoint. The same can be expected of *Ninja*. This game melds 2-D gameplay with a vast 3-D environment and uses a totally unique graphics engine (built from scratch).

The Ninja's Story

One of three sons living in ancient Japan, Ninja's birth name is Kurosawa. His land has been torn apart for years by two despicable warlords fighting for control. The warlords eventually form a truce, but the peace doesn't last long. One of the warlords, Katasaki, forms an unholy union with a terrible demon (Batanaka) to gain control of the land. Batanaka takes Katasaki's soul and unleashes his hordes of demons across the land. In the ensuing chaos, young Kurosawa witnesses the horrible death of his mother at the claws of a demon. His father is also injured and later dies in their home.

Kurosawa, against the wishes of his two remaining brothers, decides to leave home and seek vengeance against Katasaki and Batanaka. Years go by as he trains alone in the Forest, learning the ways of the Ancient Japanese Ninja. Finally, he feels ready to begin his quest: to avenge the death of his parents and restore order to his homeland.

Ancient Japan Was A Dangerous Place

The setting for the epic battle between good and evil is ancient Japan. Ninja will travel from danger-

ridden forests, to snowy mountain tops, to war-torn monasteries. His fight against evil will eventually lead him far from the material world, into a mystical realm divided into many strange regions: floating cloud villages, a demonic battle arena, spider-filled catacombs, and volcano caves crawling with volcano rock monsters. The odds are almost impossible. Are Ninja's skills and



drive for vengeance enough to defeat Katasaki and Batanaka? Is he powerful enough just to survive these environments that promise death at nearly every turn? All is not hopeless—numerous weapons and magic flasks that enable different magic attacks are scattered throughout the land. He just has to find them!

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The Goblin

At the end of the forest level (the first level in the game), Ninja will face this ugly character. He goes by the name Goblin, which is exactly what he is. The Goblin isn't too difficult to defeat, but he is very fast. He can jump and whip his dangerous tail quickly. Your best bet is to throw lots of daggers when Goblin's back is turned and to keep running. You should try to hit him on the diagonal, as well. The Goblin also fires two different kinds of fireballs. The blue ones are easy to dodge and do less damage, but the red ones target the Ninja, so you must run in circles to dodge them.

Two Head

This is the demon boss Ninja faces at the end of the Cemetery level. His name is Two Head, but people in the Core office refer to him as "Bizarro-World Barney." Just don't expect this purple beast to sing you any songs about how he loves you! Two Head attacks with double hammer blows, and both heads will bite and snap at you when you're in a corner. In addition, each set of eyes can fire a magical spell that will suck the life right out of you. Your best bet is to keep moving and wait for Two Head to start punching himself (the two heads don't like each other). Then you can sneak in and land some cheap blows!



We just want to say, "Thanks!"



Dragon Bosses

Actually, the game has three different dragon bosses. You'll meet the first dragon boss after the two Monastery levels. Kurosawa will be transported to a "hellish" arena where Batanaka sits and watches the brawls (like a Roman emperor). The Dragon is big, so it is slow. Just don't get too close because its swipes and bites are devastating. It's also got a couple of magic attacks. This Dragon can conjure up a shower of boulders, and it has the ability to shoot a sonic blast.

The second dragon boss, the Fire Dragon, is found at the end of the Cloud City levels. The Fire Dragon is difficult to beat, but Kurosawa's reward for defeating him is essential...you'll hop on his back and ride him to the next level! The Fire Dragon attacks from the air and the ground using fire balls and fire streams. Your best bet is to use

whatever magic attacks you have right after the Fire Dragon has blown flames (when he's vulnerable). His head is also a weak spot, but only during fire attacks.

The last dragon boss is the Cave Dragon. It appears at the end of the Mountain level. The Cave Dragon is big and blows lots of flames. It also uses a number of

claw attacks when you try to get close. The strategy here is to go for the weak spot: its underbelly (near the base of its neck). It's tough to sneak up on this one because it never fully leaves the shelter of its cave, only its upper torso sticks out.



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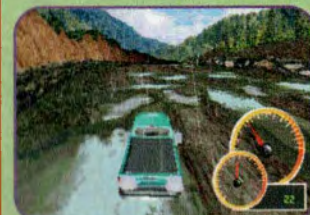
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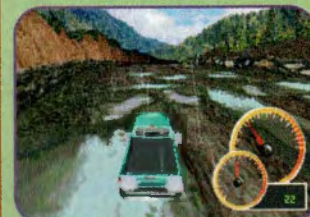
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Katasaki

Katasaki is the second-to-last boss of the game and is found at the end of the Volcano Caves. He is the warlord who gave his soul to Batanaka (the evil demon) and started this whole



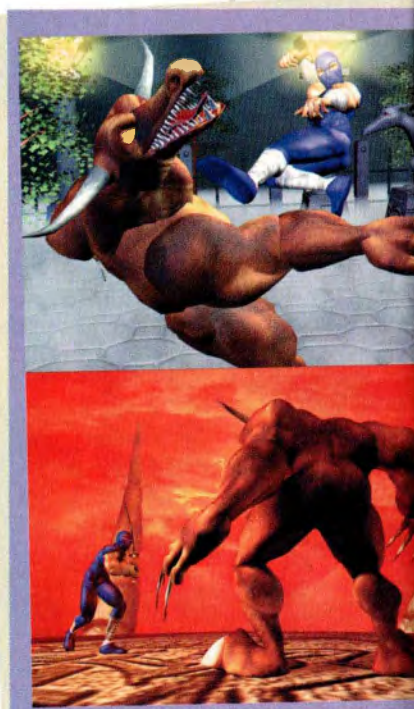
mess in the first place. He is very quick and is aided by demonic powers. Katasaki is different from the other bosses

because he's actually human (to a degree); he's not a monster like "Two Head." Katasaki's punches and kicks are VERY powerful. He also has a few spells (mostly delaying spells that "freeze" you). In addition, he's a huge showboat—he taunts Kurosawa with every punch he lands. Maybe his weakness can be found there?

Batanaka

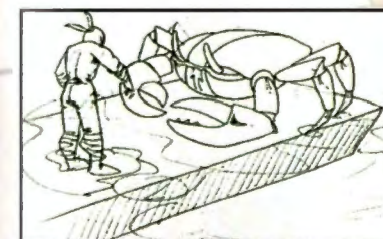
Batanaka is the Demon Lord and the last boss in the game. You will have seen earlier in the game, but now you must defeat him on his home turf! He's the most powerful boss in the game and the hardest to defeat. His strongest attacks are his spells, which he'll cast from the air and the ground. His magic spells will include fireballs and thunderbolts, but he'll also have some "fun" spells that he basically uses to mock Ninja. For

example, he'll use a freeze spell to 'freeze' Kurosawa. While Kurosawa is frozen, Batanaka will walk up to him and deliver a powerful kick or punch, freeing Kurosawa from the spell but causing great damage. We can't give away too much more here, but Kurosawa's best bet is a steady diet of jumping kicks and punches.

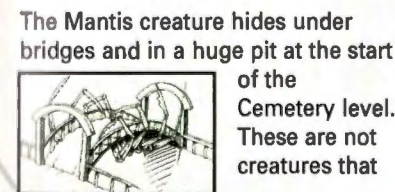


From Pencil And Paper To Polygons

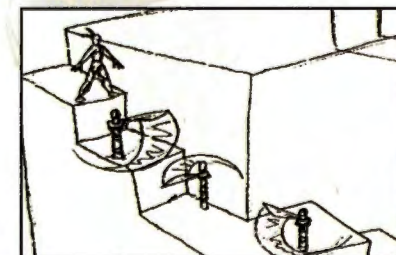
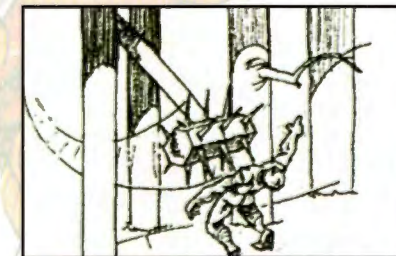
All the levels, traps, baddies and puzzles are designed on paper early on in a game's development. After the ideas have been hashed out, they will eventually go to the team that transforms the sketches into polygons. Sometimes the original concept changes quite a bit by the time it gets into the game, but many survive with relatively few modifications. Check out these concept sketches to see some early ideas that actually made into the final version of *Ninja*.



This is a Giant Crab. They live in the river section of the Forest level. They're pretty easy to kill. You should use Ninja's daggers and keep your distance, or the crabs will knock him into the drink. The Giant Crabs have a couple of secrets associated with them, also. One crab hiding behind a waterfall is guarding a chest. Kill the crab and unlock the chest to discover a magic power up! Another crab is sitting on what appears to be a dead-end section of rock. If you jump in the air and shoot daggers above him you'll find a bonus life. You'll need it!



you fight... Your job here is to avoid them completely. If the Mantis strikes you with one of its legs it will inflict quite a bit of damage. Visually, it's one of the coolest looking obstacles you'll face.



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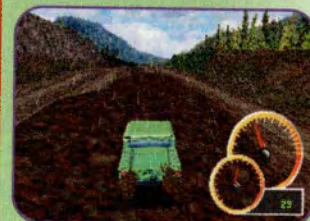
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▲ This includes difficult and narrow paths that have to be mastered with skills that only a true off-road driver can provide.



▲ Standing water will also slow you down, but these puddles look extremely fun to drive through.



▲ The obstacles on your track will make it a challenge to master, but it's worth the effort.



We just want to say, "Thanks!"



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Vacation 2012™



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"Rogue Trip, from the demented minds at SingleTrac, is a blast." -Game Informer



"Rogue Trip has everything... innovative ideas, good visuals, and most importantly humor." -EGM July '98

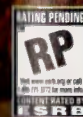


"Tongue-in-cheek delivery and over-the-top action make this one helluva enjoyable ride." -Game Fan

"SingleTrac once again proves that car combat is its forte." -PSM



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The PSM TOP 25 GAMES of ALL TIME

Do you know everybody, answer this: what is the best PlayStation game ever made? Just as we guessed, everybody has a different top pick. And if we asked each of you to list your favorite 25 PlayStation games in order, we'd get a zillion completely different games. So what are we getting at? Simply this: everybody has their own opinions and their own specific tastes when it comes to what they like to see in games.

It's impossible to put together any one, true, undeniable list of the best PlayStation games that every single player will agree with. But still, it can be a helluva lot of fun to put one together and to read over them. You're sure to disagree with some of our choices, just as you're sure to agree with others. But the point of the whole thing is to open the floor for discussion, to invite debate, and to have a lot of fun doing it. So read on, and let us know what you think!

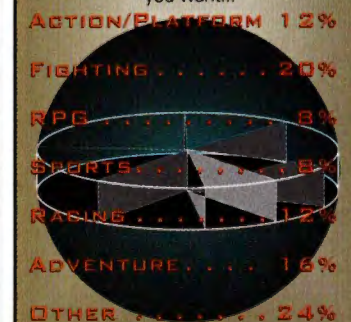
HOW WE JUDGED THE GAMES

Last year we let you guys choose the winners through an online poll. We decided to do things differently this year, so now we're gonna give you our opinions. We get a lot of mail asking us what our favorite games are, what we play during our free time, and what games we would suggest buying. Well, we're finally responding.

The following list of 25 games covers the titles that we feel are PlayStation's best. We didn't judge them on any set formula, but we kept a number of factors in mind. Mostly, we just went with the games that we flat-out enjoyed playing the most—no major scientific formula there. But we also tried to reward the titles that were the most innovative, that made a big impact on the industry. Finally, some of the original PlayStation greats just can't cut it against today's more advanced competition, so in a lot of cases we went with the newer titles rather than the older ones. Well, that's about enough talk—let's go take a look at our picks!

VOTING BY GENRE

Here's a quick chart that breaks down our Top 25 into some of the more popular genres. There's not too much to read into here, just how the voting turned out. You can interpret it however you want...



LAST YEAR'S TOP 25

Just for kicks, we thought we'd list the games that made our Top 25 list last year. Remember, you guys voted on these instead of us, so expect this year's list to be quite a bit different. It's interesting to compare the two, though.

- | | |
|--------------------------|-----------------------|
| 1 ► Resident Evil | 13 ► Jet Moto |
| 2 ► Tomb Raider | 14 ► Die Hard Trilogy |
| 3 ► Tekken 2 | 15 ► NFL GameDay '97 |
| 4 ► Soul Blade | 16 ► Tobal No. 1 |
| 5 ► Wipeout XL | 17 ► Formula 1 |
| 6 ► Suikoden | 18 ► SF Alpha 2 |
| 7 ► Crash Bandicoot | 19 ► Ridge Racer |
| 8 ► Rage Racer | 20 ► Twisted Metal |
| 9 ► Twisted Metal | 21 ► NBA ShootOut '97 |
| 10 ► Destruction Derby 2 | 22 ► Wipeout |
| 11 ► Rally Cross | 23 ► C&C |
| 12 ► Vandal Hearts | 24 ► Warhawk |
| | 25 ► Jumping Flash |

OUR PERSONAL FAVORITES

Fa nice behind-the-scenes touch, we thought we'd list our personal favorites. Here we don't look at how original a game was, or what it meant to the industry, or anything like that. For our own lists, we just go with our gut. For no particular reason, these are the games we'd most likely end up playing if we were snowed in at home over a weekend.

CHRIS
I'm a pretty well-rounded gamer, but I admit that I do have a soft spot for a great platform game. Must've been all that *Mario* back when I was a kid...

1. ► **Crash Bandicoot 2**
Yeah, I know you can beat it a little too fast, but it's still one of my all-time favorite platformer games.
2. ► **Castlevania: SOTN**
I barely slept when I was playing through this game. What a masterpiece—2-D perfection. Gimme another, Konami!
3. ► **Resident Evil 2**
I have to list this game simply because it made me jump so many times.
4. ► **Final Fantasy VII**
A few things still bug me about this game, but hey, it's still *Final Fantasy VII*.
5. ► **Street Fighter EX Plus Alpha**
As far as I'm concerned, fighting games don't play any better than the *SF* series.

STEPHEN
As most of you know, I'm a pretty hard-core fighting game and RPG fan. However, over the past year I have gotten a kick out of playing many of the cool PlayStation platform titles.

1. ► **Castlevania: SOTN**
As far as I'm concerned, this is one of the greatest games of all time. I had an absolute blast playing through it.
2. ► **Crash Bandicoot 2**
Crash 2 was such an improvement over the first game, and hey, you simply can't beat the Crash Dance!
3. ► **Tekken 3**
As far as polygonal fighting games go, it doesn't get much better than *Tekken 3*. Kudos to Namco for another great port.
4. ► **Resident Evil 2**
The larger areas to explore kept me hooked while the countless scares kept me awake...forever.
5. ► **Final Fantasy VII**
Who couldn't love Square's latest RPG masterpiece? I played it through it four times!!! Now, *that's* love!

NOAH
My preferences have always been towards games that simulate things most people wouldn't get the opportunity to do in real life, like fly a jet fighter or race a Porsche.

25 ACE COMBAT 2

Publisher: Namco
Developer: Namco
Released On: August 25, 1997

Flight Sim/Action

What It's All About:

Pilot high-speed jet fighters in air-to-air combat and execute surgical strikes on ground-based targets. The variety of fighters is extensive and range from the A-10 to the F-16.

Why It's Great:

It's easily the best jet fighting game on the PlayStation. The graphics are fantastic, the physics are great, and there are more than enough missions and bonuses to keep you busy for weeks, even months! It's just as fun to fly around as it is to actually complete missions.

Favorite Moment:

After you've finally played through the entire game a second time, you earn the awesome *Robotech*-looking fighter that can fire four missiles at once. It's super cool!



What It's All About:

A bunch of people show up and start fighting each other. It has something to do with this old bald guy, an angel, a devil, and how fast you can pull off a million-hit combo. It's 3-D.

Why It's Great:

It's just a great, kick-ass fighting game. The *Tekken* series was one of the first to go with full 3-D graphics, and it's still one of the best, with lots of secrets and cool characters. Hey, if *Tekken 3* hadn't come along, we'd still be spending our afternoons playing this one!

Favorite Moment:

Changing into Devil or Angel Kazuya, and then just using that same nasty eye-laser move over and over on your opponent. It's the ultimate in fighting game cheese, and your friends just hate it! And make sure to laugh really loud, too.



24 JUMPING FLASH 2

Publisher: Sony CEA
Developer: Sony CEA
Released On: August 21, 1996

Action/Platform

What It's All About:

You're a mechanical rabbit who gets to jump around giant, 3-D, platform-based worlds using a first-person perspective. What you get is a surreal *Mario*-meets-*Quake* type of game.

Why It's Great:

Playing these *Jumping Flash* games is just pure fun! Despite the first-person view, it really plays a lot like the classic 16-bit platform titles. And you can jump for miles! You'll play for hours just for the fun of hopping around. It's like being in a giant cartoon. A big, surreal, crazy-as-hell cartoon.

Favorite Moment:

As soon as the game begins, hop up to the highest point in the stage, then from there, super-jump up as high as you can. Now, fall all the way back down to the ground—what a rush! It's like jumping out of a plane!

22 NFL GAME-DAY '98

Publisher: Sony ISA
Developer: Sony ISA
Released On: August 26, 1997

Football Sim

What It's All About:

Big men run around hitting each other, then they rest for a minute, then they do it all over again. The object is to not get hit by the big men, and to run to the end of the field.

Why It's Great:

Everybody, even the fabled EA Sports, had said that a fully polygonal, 3-D football game couldn't be done on PlayStation because there are just too many players on the field. Then *GameDay '98* showed up and did it. This is the first major change we've seen in videogame football in a long time.

Favorite Moment:

Beating the guys at the other *Imagine* magazines 49 to 7. While playing as the Colts. Hey, we here at PSM may not be able to fill a set of real shoulder pads, but we sure can play some video football.



21 NHL '98

Publisher: Sony ISA
Developer: Sony ISA
Released On: September 20, 1997

Hockey Sim

What It's All About:

EA finally brings back everything that made its hockey games on the Genesis such a classic series, with a substantial upgrade. This is THE definitive hockey videogame.

Why It's Great:

Everything about this game shines. The graphics are amazing, the feel of the ice is smooth, and the checks feel so real they hurt. Color commentary, full stat tracking, and a league mode round this title out and make it one of the top PlayStation sports games, hands-down.

Favorite Moment:

The opening is just THE best, featuring a rough voice taunting "Come on, bring it on" over heavy guitar and crushing checks. You're likely to body check anyone else in the room after seeing it! YEAH, BRING ON THE HOCKEY!!!!



What It's All About:

You're Klonoa, a cat-like creature who goes on a quest in this excellent 3-D platformer. The game is pretty simplistic—all you do is pick up and throw stuff, but that's enough.

Why It's Great:

First off, it's got beautiful graphics and a great soundtrack. *Klonoa* also managed to take all the elements that made 16-bit platform games so great. Add to that a plethora of well-designed 3-D worlds populated with lovable characters and you've got yourself a great platformer.

Favorite Moment:

When you rescue all the hidden prisoners and finally earn the bonus level. Beat that level and you get to see a hilarious FMV sequence, plus you get a music test. What a payoff!



20 NEED FOR SPEED III: HOT PURSUIT

Publisher: Electronic Arts
Developer: EA Canada
Released On: March 25, 1998

Racing

What It's All About:

An arcade-style racer that features fantastic track design, with cool shortcuts and big jumps. You also get to play the awesome Pursuit Mode, where you have to outrun state police (yahoo!). "You've damaged federal property!" HA!

Why It's Great:

It's all about the Pursuit Mode—it just never gets tired. The intelligence of the cop cars is extremely smart, with features like road spikes and road blocks randomly appearing in different parts of the track. This alone makes *NFS III* one of the best two-player games ever on the PlayStation.

Favorite Moment:

Beating the cops while riding on the edge of control is what you play this game for. And you've gotta love jumping road blocks and swerving around tire spikes!

18 SUIKODEN

Publisher: Konami
Developer: Konami
Released On: December 28, 1996

RPG

What It's All About:

A massive RPG where you get to recruit over 100 characters to use in your party. Later in the game you take your armies into the field against loads of mean bad guys in epic battles.

Why It's Great:

This was the first really great RPG for the PlayStation. It has dozens of intertwining stories that depend on which characters you recruit for your party. The army battles are truly cool and still remain as one of the features that distinguish this game from other RPGs.

Favorite Moment:

Before the final battle, you share a moment with each of the characters in your army. These special moments really drive home the emotional impact of what it is you're fighting for.



1. ► Colony Wars

I'm the biggest *Colony Wars* fanboy in existence. It will never become old or boring to me. Say, where is that game...?

2. ► Ace Combat 2

Another title I'll play forever. With the Dual Analog joystick, it's the best flight game anywhere.

3. ► Need For Speed III: Hot Pursuit

Cops, short-cuts, jumps, fantastic graphics and great control—need I say more?

4. ► Worms

It's still the best game for when the buddies come over. The laughs never stop!

5. ► Wipeout XL

Sure there are nostalgic reasons to vote for this one, but *Wipeout XL* is still one of the best racers ever created.

BLAKE

My tastes tend to vary wildly, but I'm always up for a super intense experience with some rockin' tunes. Sometimes, I like to relax with a good puzzler or platform game.

1. ► Wipeout XL

This is still one of the best designed and well-executed games ever. It's all about racing to Loops of Fury.

2. ► Resident Evil 2

I thought the first one was okay, but the second *RE* really hooked me with its involving storyline.

3. ► Tempest X3

For me, this is the most intense, mind-blowing experience possible on your PlayStation, hands-down.

4. ► Super Puzzle Fighter 2

I still challenge everybody I meet at this game. I AM THE MASTER! One of the best two-player games ever.

5. ► Oddworld: Abe's Oddysee

I love a great old-school platformer like this. Even better when it has great puzzles and graphics!

BILL

I'd say that I dig just about everything except management simulations, RPGs, and sports titles. Japanese import games are my lifeblood, so any kind of Japanese wacky game is tops with me. (NOTE: For Bill, we let him include Japanese games.)

1. ► Tenchu

You're a ninja stealthily slitting throats, throwing shuriken, and sowing tetsu-bishi. 'Nuff said.

2. ► Puzzle Bubble 3

I love being able to change your characters to improve your abilities.

3. ► Bust A Move (Groove)

Enix really surprised me with this one. The music and dance moves are hypnotic. It's all about Gae-O, baby!

4. ► Einhänder

Just when you thought the shooting genre was over, Square gave us *Einhänder*. Pure genius.

5. ► Parappa the Rapper

Although it's been a while since its release, it's still an all-time classic. Who will ever forget "You gotta believe!"

THE BEST of the BEST

The following lists show our top picks for each major type of game. If you're a fan of a particular genre, then think of this as your PSM "Must Buy" list. These are the games to start your collection with—if you missed them before, then go out and get 'em now!

TOP 5 RACING

Picking a favorite racer depends on whether you prefer realistic racing or more of an easy-to-play arcade style. Our list represents a bit of both, with the ultra-real *Gran Turismo* on top.

1. ▶ *Gran Turismo*
2. ▶ *Wipeout XL*
3. ▶ *Need For Speed III: Hot Pursuit*
4. ▶ *Test Drive 4*
5. ▶ *Jet Moto*

TOP 5 FIGHTING

Again, this category has a wide variety of game types, but one thing's for sure—when you're talking fighting games on PlayStation, it's hard to beat *Tekken*.

1. ▶ *Tekken 3*
2. ▶ *Street Fighter EX Plus Alpha*
3. ▶ *Bushido Blade*
4. ▶ *Dead or Alive*
5. ▶ *Tekken 2*

TOP 5 ROLE PLAYING

Final Fantasy VII was a no-brainer top pick here. The rest of the games represent a mixed bag of RPG types, but we didn't consider the more strategy-based games, like *FF Tactics*.

1. ▶ *Final Fantasy VII*
2. ▶ *Suikoden*
3. ▶ *Alundra*
4. ▶ *Wild Arms*
5. ▶ *Breath of Fire III*

TOP 5 SPORTS

Your favorite sports game is always going to be based on your favorite sport, so picking this list was tough. But we feel that *NHL '98* did more for its sport than any other game.

1. ▶ *NHL '98*
2. ▶ *NFL GameDay '98*
3. ▶ *NCAA GameBreaker '98*
4. ▶ *International Superstar Soccer '98*
5. ▶ *Hot Shots Golf*

TOP 5 PLATFORM

Until the next *Crash* game comes out, *Crash 2* is still the top PlayStation platformer. *Klonoa* is a solid number

17 SUPERPUZZLE FIGHTER 2 TURBO

Puzzle

Publisher: Capcom
Developer: Capcom
Released On: January 22, 1997

What It's All About:

You play a fast-action puzzle game while super-deformed versions of the *Street Fighter* characters make funny faces. You can play a two-player versus mode, which is awesome.

Why It's Great:

This is one of those rare great puzzle games, and is also one of those rare great two-player games. Unlike many puzzle titles, this one is really fast, and a match can be over very quickly. This really goes well with the aggressive, fast-action gameplay of the *Street Fighter* series.

Favorite Moment:

The best is when you nail the elusive five-hit Gem Combo to unleash an invincible avalanche of gems on your pathetic opponent. That one just crushes your will to play.



15 PARAPPA THE RAPPER

Music

Publisher: Sony CEA
Developer: Sony CEA
Released On: November 19, 1997

What It's All About:

You're a young dog who has a big-time crush on a flower in a dress. You rap against an onion, a chicken, and a frog, to name a few. Yes, this is the weirdest game of all time.

Why It's Great:

At first you just love this title because it's so nuts. You can't believe that someone actually had the guts to put this game out! But then you begin to realize that you're still playing it because it's actually really fun. It's a rare spark of inspiration that doesn't come along very often.

Favorite Moment:

This game is loaded with great scenes, but if we were forced to pick just one, it might be when Parappa eats too much Seafood Cake and starts seeing flying toilets. And what does Sunny think of our sweating hero? That he looks "manly."

16 DEAD OR ALIVE

Publisher: Tecmo
Developer: Tecmo
Released On: March 31, 1998

Fighting



What It's All About:

Three busty girls and a bunch of guys get together and decide to have a fighting tournament. We forget the reason, but mayhem ensues as they clobber each other with crazy kung fu skills. There's lots of reversals.

Why It's Great:

It's not the most original premise for the game, but the gameplay is rather innovative. Reversals are such a key part of the fighting that you're forced to look at combat from a whole new perspective. Add to that beautiful, smooth-moving graphics and this game just rocks.

Favorite Moment:

We're gonna sound like immature little boys, but we just can't help it: Bouncing Chest Action! It's not like we're infatuated with polygon girls, but it's just so ridiculously over-the-top that you can't help but laugh.



14 EINHÄNDER

Publisher: Sony CEA
Developer: Square
Released On: May 5, 1998

Shooter

What It's All About:

It's the same side-scrolling space shooter action you loved years ago, only with modern polygonal graphics.

Why It's Great:

Side-scrolling shooters may be few and far between these days, but *Einhänder* proves that they can still be a blast to play. You can even reconfigure your ship's weapons on the fly—how cool is that? With yesterday's gameplay and today's horsepower, *Einhänder* is a great game for any era.

Favorite Moment:

The best moment is when, after playing through nearly the entire game, your own people try to have you killed! Then you're off for revenge in one of the strangest plot-twists ever. It just doesn't matter what it is, you have to blow it up!

13 VIGILANTE 8

Publisher: Activision
Developer: Luxoflux
Released On: June 3, 1998

Car Combat

What It's All About:

Just imagine the car combat from the *Twisted Metal* games, only done in a retro '70s style. It's all about hunting down the other cars and then just blowin' the heck out of 'em.

Why It's Great:

This game is great for all the same reasons why we originally fell in love with *Twisted Metal*. However, the graphics blow away the grainy, pixelated look of the *TM* games, and with bigger, more interactive arenas to battle in, *Vigilante 8* has become the new king of car combat games.

Favorite Moment:

We're going with Noah's fave moment on this one—it's when you find the final secret, the UFO. Then you get to hover over all of the previous areas, blasting away at the helpless humans below!



11 RESIDENT EVIL: DIRECTOR'S CUT

Publisher: Capcom
Developer: Capcom
Released On: September 23, 1997

Adventure/Horror



What It's All About:

A big, scary ol' house is infested with the evil undead, and it's your job to go in there and blow the goo out of everything that moves. You also must solve a mystery and plenty of puzzles, and it all scares the crap out of you.

Why It's Great:

This is the adventure that revolutionized the adventure category, with a few cool extras thrown in for the *Director's Cut*. Aside from simply being a great game, it single-handedly revitalized horror videogames, and it solidified Capcom as a major player on the PlayStation.

Favorite Moment:

This game is packed with scary moments that make you jump, but one of our absolute favorites is when mutated attack dogs suddenly come crashing through the window at you. Talk about a heart attack!



12 BUSHIDO BLADE

Publisher: Sony CEA
Developer: Lightweight/Square
Released On: October 17, 1997

Fighting

What It's All About:

It's feudal Japan, and you know what that means—lots o' swords! One of the first fully 3-D fighting games, you get to run around a large environment during the battle.

Why It's Great:

We give a lot of credit to this game for experimenting and coming up with lots of new ideas. At first, people were reluctant to even categorize this as a fighting game because it was so radically different. And besides all that, it's plain fun.

Favorite Moment:

Our favorite moment is probably the first time that you ever kill another player with one quick hit. Your enemy doesn't see it coming, and then SLASH—it's over! The shocked expression on the other player's face is simply priceless.

10 COLONY WARS

Publisher: Psygnosis
Developer: Psygnosis
Released On: November 5, 1997

Space Shooter

What It's All About:

Earth is at war with its own space colonies, and you're smack in the middle. As a colony pilot, you fly missions throughout the war, turning enemy ships into the coolest explosions you've ever seen in a videogame.

Why It's Great:

Finally, a space-shooter that delivers both the action and the looks! And oh, the looks...this game is just drop-dead gorgeous. You ooh and ahh at everything from space dust to the spectacular firework-like explosions. The combat is great, the control is great...everything's just great!

Favorite Moment:

The best is when you take your lone fighter up against one of those massive Capital Ships, and win! When it's exploding all around you, then you truly know you rock.



two, because its innovative style makes it plain fun to pick up and play.

1. ▶ *Crash Bandicoot 2*
2. ▶ *Klonoa*
3. ▶ *Jumping Flash 2*
4. ▶ *Mega Man X4*
5. ▶ *Oddworld: Abe's Oddysee*

TOP 5 ADVENTURE

This is easily the toughest category, seeing as how it contains four of our Top 25 picks. But still, you can't beat *Resident Evil 2* when it comes to an engrossing action/adventure game.

1. ▶ *Resident Evil 2*
2. ▶ *Castlevania: SOTN*
3. ▶ *Tomb Raider*
4. ▶ *Resident Evil: Director's Cut*
5. ▶ *Tomb Raider II*

TOP 5 MOST ORIGINAL

The are the games that introduced us to entirely new ideas and types of gameplay. Now a whole new generation of titles have adopted the ideas these landmark games introduced.

1. ▶ *Tomb Raider*
Both the game and Lara Croft had an amazing impact on the industry.
2. ▶ *Resident Evil*
Every new horror game should give a percentage of its profits to *RE*.
3. ▶ *Twisted Metal*
So many rip-offs of this game have been made, they've created a genre for it!
4. ▶ *Bushido Blade*
This game pioneered true, free-roaming 3-D combat, and many more new ideas.
5. ▶ *Parappa The Rapper*
One of the most original titles ever. Now everyone's trying to make music games.

TOP 5 WORST

Hey, we call it like we see it, and these games are just plain sh... Well, let's just say that your time would be spent better playing *Virtual Boy*:

1. ▶ *Iron Man/XO: Heavy Metal*
Out of all the bad movie or comic book games made, this one's the worst.
2. ▶ *The Crow: City of Angels*
Wow. This title is 3-D gaming at its absolute worst. Man, it's bad.
3. ▶ *Beast Wars: Transformers*
We used to dream about how cool a *Transformers* game could be, but not anymore. Now it's nightmares.
4. ▶ *Dragonball GT: Final Bout*
This series was always crap before, but until now us non-Japanese speaking gamers had been spared.
5. ▶ *Spawn*
Let's just hope it doesn't.

WIN PSM'S TOP 25 GAMES!!!

That's right, one lucky PSM gamer will win each and every game on our Top 25 list! Three runner-up winners will receive PSM packages containing PSM T-Shirts, Lid Stickers, and other assorted goodies.

SO, HOW DO I ENTER?

All you gotta do is take a look at the short comic strip we're providing and fill in the word balloons with something really funny. Now, don't go sending in a bunch of rowdy sex jokes or anything, since we won't be able to print them. We'll be the final judge on which entries are the funniest. Just send 'em in to **PSM's TOP 25 CONTEST, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005**. We'll be accepting entries up until October 1. If you don't want to mess up your mag, then you can write your word balloons down on a postcard. Unfortunately, we won't be able to accept entries via e-mail. Well, that's about it...Now put on your thinking cap!

NOTE: If an older game is no longer available, it will be replaced by a newer one of our choosing.



STREET FIGHTER EX PLUS ALPHA

9 Publisher: Capcom
Developer: Arika
Released On: October 22, 1997

Fighting

What It's All About:

Capcom finally gets off its duff and makes the 3-D *Street Fighter* game fans have been clamoring for. It's basically the same great *SF* gameplay you love, with neat-o polygons.

Why It's Great:

This is the first 3-D fighting game to play just as fast, with control that's just as tight, as a traditional Capcom 2-D fighter. Plus, it's just plain cool to see those classic *SF* characters in polygons. Tack on cool new extras like a kick-ass training mode, and you've got a PlayStation classic.

Favorite Moment:

When you've finally completed every single move in the Training Mode successfully. By the time you've done that, you've pulled half your hair out, but at long last you can say that you're a true *Street Fighter EX* master.



WIPEOUT XL

What It's All About:

It's the future, and you race hovercars around loopy, roller-coaster-like tracks going really, really fast. All the while, loud techno music blares at you. Oh, and you can shoot the other cars, too. In fact, it's encouraged.

Why It's Great:

What's not to like? The graphics are amazing, the tracks are mind-blowing, you get to fire off all sorts of cool futuristic weapons at the other cars, and—did we mention—it's *superfreakin' fast*. This is the game that set the standard for racing on the PlayStation, and it's still right there at the top.

Favorite Moment:

It's gotta be the first time you that you get to see the Quaker weapon in action. Not only does it look incredibly cool, but you're sending a freakin' earthquake at your opponent, and you've gotta like that!

6 GRAN TURISMO

Publisher: Sony CEA
Developer: Polyphony Digital
Released On: May 13, 1998

Racing Sim

What It's All About:

This game is the ultimate racing sim, with loads of tracks, well over a hundred real-life cars, and the most realistic racing physics ever. A car lover's biggest dream come true.

Why It's Great:

Think about everything you could ever want in a real-life car simulation, and then add about a dozen more cool features. It doesn't hurt that this is also the best-looking car racing game we've ever seen, not to mention the deepest. You can play for months and still not master it.

Favorite Moment:

When you finally win your first race! This game has one of the meanest learning curves ever, but once you finally get over the hump, you're hooked.



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—Tips and Tricks



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CRASH BANDICOOT 2

Action/Platform
Publisher: Sony CEA
Developer: Naughty Dog
Released On: November 5, 1997



What It's All About:

In true platform fashion, you run around a bunch of levels as a brightly-colored mascot, jumping over pits and spinning into bad guys like the Tasmanian Devil.

Why It's Great:

This game is an amazing leap from the first *Crash*. The difficulty balance is much smoother, the levels are a lot better designed, and of course the graphics are a big improvement. *Crash Bandicoot 2* finally gave Sony an A+ platform game worthy of standing next to the *Marios* and *Sonics*.

Favorite Moment:

The Crash Dance! The first time we saw Crash do it, it took us completely by surprise. It's kinda stupid, but it's just so silly and off-the-wall that we laughed until we cried.

4

TEKKEN 3

Fighting

Publisher: Namco
Developer: Namco
Released On: April 29, 1998

What It's All About:

A bunch of folks get together and decide to kick the crap out of each other. There's lots of little story bits here and there, but if you try to make any sense out of them, it just ends up hurting your brain.

Why It's Great:

Forget the weak sub-plots. The real beef of this game is right where it should be—in the fighting. The characters are much more detailed than in the previous games, and as usual, Namco goes the extra mile with plenty of cool extras and secrets. One of the best fighting games ever.

Favorite Moment:

There's loads of secrets in this game, but the most memorable for us is when you suddenly find yourself playing beach ball against Gon, a small dinosaur. That is a truly surreal moment in fighting game history.



3

FINAL FANTASY VII

RPG

Publisher: Sony CEA
Developer: Square
Released On: September 3, 1997

What It's All About:

In classic RPG fashion, you wander the land trying to unravel a mystery and save the world. You collect a massive number of items, weapons, and spells during hours upon hours of gameplay.

Why It's Great:

Number one: the story. That's the true focus of this game, and it's where Square really delivers. You truly care about what happens to these characters, and you can't stop playing until you find out. This is easily one of the most epic adventures ever seen in a videogame.



Favorite Moment:

The death of Aeris is without a doubt one of the most emotional moments in videogame history. It was completely unexpected, and left an impact few gamers will ever forget.



CASTLEVANIA: SYMPHONY of the NIGHT

Action/Adventure

Publisher: Namco
Developer: Namco
Released On: April 29, 1998

What It's All About:

That mean ol' Count Dracula and his underlings are up to no good again, and you've gotta go in and take 'em all out with countless weapons and spells. Plays a lot like Nintendo's *Metroid* series.

Why It's Great:

It takes forever to explore every square inch of Dracula's castle and find every hidden secret, but you'll love every minute of it. The game also has some of the best pure-action gameplay ever seen. *Castlevania* is the culmination of an entire generation spent perfecting 2-D platform games.

Favorite Moment:

When, after seemingly "beating" the game, you find out that you've got a whole 'nother castle to go through! That's one of the biggest hidden videogame extras ever!



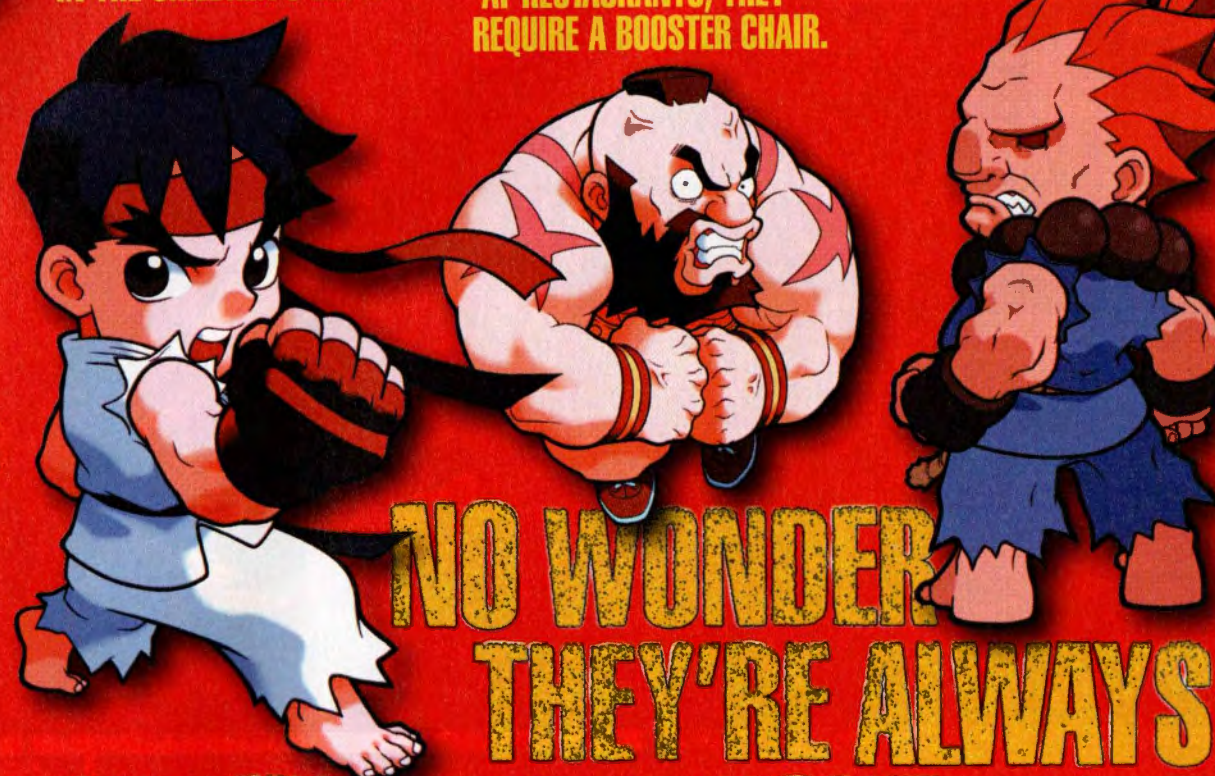
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SEPTEMBER 1998
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the PSM TOP 25 97

1

RESIDENT EVIL 2

Publisher: Capcom
Developer: Capcom
Released On: January 21, 1998

Adventure/Horror

What It's All About:

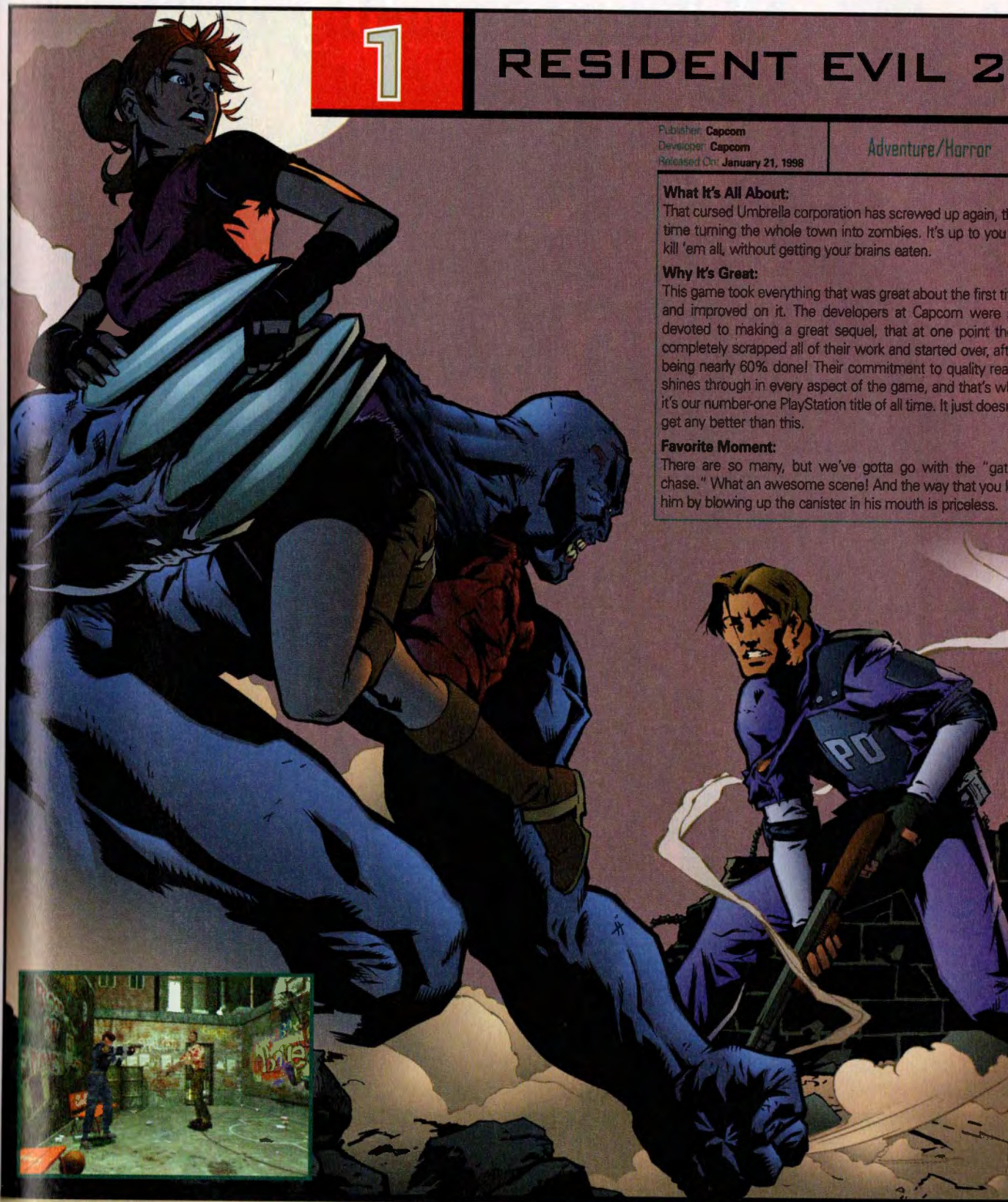
That cursed Umbrella corporation has screwed up again, this time turning the whole town into zombies. It's up to you to kill 'em all, without getting your brains eaten.

Why It's Great:

This game took everything that was great about the first title and improved on it. The developers at Capcom were so devoted to making a great sequel, that at one point they completely scrapped all of their work and started over, after being nearly 60% done! Their commitment to quality really shines through in every aspect of the game, and that's why it's our number-one PlayStation title of all time. It just doesn't get any better than this.

Favorite Moment:

There are so many, but we've gotta go with the "gator chase." What an awesome scene! And the way that you kill him by blowing up the canister in his mouth is priceless.



IN CLOSING...

So that just about does it for our second annual PSM Top 25 countdown. This will probably become a yearly event, as we'll need to constantly update the list to include new games, and to reflect the PlayStation's changing standards. We hope you've enjoyed taking a peek into our heads for the past few pages, and please feel free to write us with your own opinions. We're eager to hear what you thought

of our picks, and to hear what changes you would've made.

As for the future, who knows what games will top the list next year? Certainly hot sequels like *Metal Gear Solid* and *Crash Bandicoot 3* will be worth keeping an eye on, as well as exciting newcomers like *Spyro the Dragon*, *Brave Fencer Musashi*, and *Xenogears*. One thing's for sure, that PlayStation is still just as hot as ever, and until Sony finally decides to put out another machine, the classic PlayStation will continue to be where the real action is.

Dark dreams of blood & fire,
of drums pounding rhythm...

here lies the amber cinders of your voodoo...

AKUJI

THE HEARTLESS

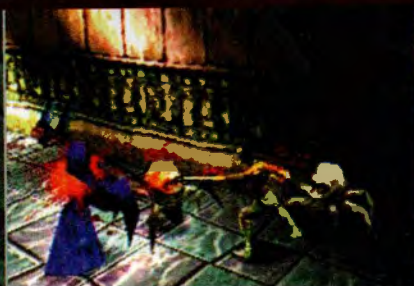


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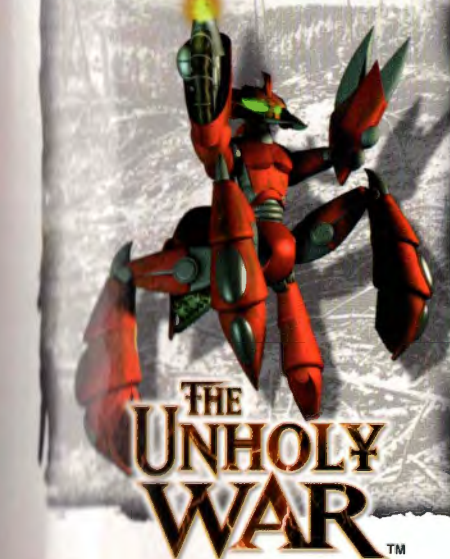
TESLA LORD



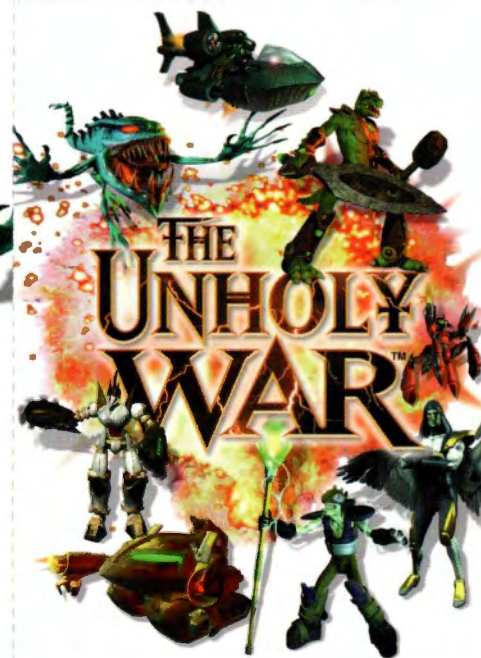
PRANA DEVIL



MANTIS



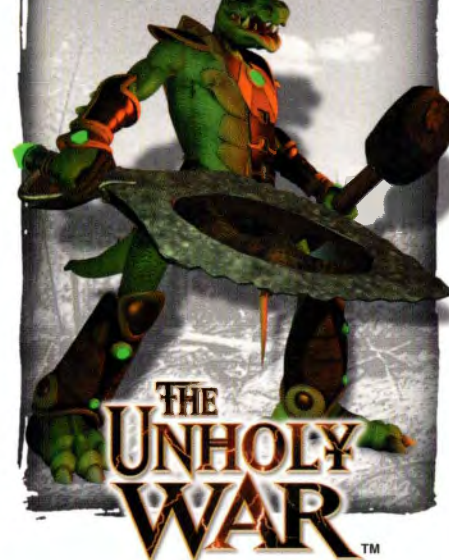
KILLCYCLE



JAEGER



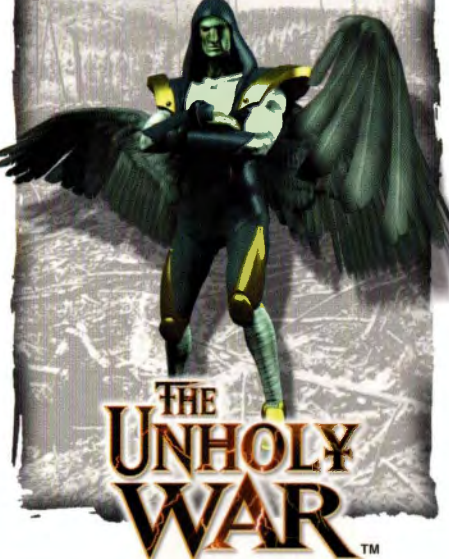
MAGUS



RAZORFANE



ANGEL



MAGUS
Clan: Arcane

As sorcerers that have evolved from mindless carnosaurus, Magus combines the ferocity of a hunting Raptor with the ancient spell-mastery of the most legendary Wizards.

Strengths:
Excellent short-range attack; tracking long-range bird attack; large health meter.

Weaknesses:
Running/jumping speed; lack of medium/long-range shot.

Battle Tips:
Keep firing birds at the opponent, while attempting to get close for the sword attack.



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KILLCYCLE
Clan: Teknos

These wild packs of anarchistic flying cyborgs love to scour planets, pavement-bomb helpless villages and blast as many native species to extinction as they possibly can.

Strengths:
Long-range shots, ability to fly and drop bombs. Kamikaze!

Weaknesses:
Close ground combat; limited maneuverability; must land to replenish energy.

Battle Tips:
Stay on the ground if the enemy is far away; use the long-range shots from a safe distance, and the bombs during fly-bys. If a ground opponent advances, fly away! If the match begins to look grim, Kamikaze!



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TESLA LORD
Clan: Teknos

The Teslas are all mad, their brains wracked by raw energy in its wildest form. Teslas love to share their power by frying their opponents with huge bolts of lightning.

Strengths:
Long-range lightning attacks, ability to teleport and build towers

Weaknesses:
Close-range battles, moderate running speed.

Battle Tips:
Find high ground to build towers, fire lightning from afar, and only teleport when necessary to conserve energy. Use Towers to block enemy shots while avoiding the enemy or recharging. And go for speed power-ups at any cost.



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RAZORFANE
Clan: Teknos

Born of pain and fear, Razorfane is a man/machine crossbreed whose murderous, psychotic brain has been grafted into a deathly slice and dice machine.

Strengths:
Ability to make stationary spinning sawblades; large health meter; short range spin attack.

Weaknesses:
Targeting of long-range shots; short energy meter.

Battle Tips:
Place stationary sawblades on arena teleporters, if possible; use the sawblades as a shield while recharging or avoiding the opponent. Shoot first, use spin attack later.



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ANGEL
Clan: Arcane

These humanoid avians dwell in caves high in rocky pillars, hiding from the painful rays of sunlight. In battle, the Dark Angels wield metal bludgeons and can unleash eyeballs of raging Soulfire.

Strengths:
Long-range Eyebeam attack, ability to fly and build health restoring-obelisks. Powerful short-range staff-swing.

Weaknesses:
Moderate running and flying speed.

Battle Tips:
Build the obelisks in hard to reach places, and fire lightning from the air. In close combat, use the staff-swing. Give priority to collecting the speed power-up over health.



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JAEGER
Clan: Teknos

A pure cybernetic remnant of a forgotten war - its mission: to eradicate bioforms. Jaeger features dual independent tracks for rough road conditions, huge steel claws to crush opponents, and deadly accurate laser and missile weaponry.

Strengths:
Devastating long-range tracking missiles; medium-range laser, and powerful short-range swing.

Weaknesses:
Speed and maneuverability.

Battle Tips:
Continue to fire missiles if the opponent is far away. As the enemy gets closer, use the laser to make them think twice about attacking. If they persist, start swinging Jaeger's giant fists. If he's low on energy, use the teleporters, whirlwinds and other special devices to help Jaeger get away fast. Against faster opponents, go for the speed power-up.



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MANTIS
Clan: Teknos

These evil insectoid robots are filled with twisted programming code, which long ago caused them to exterminate their peaceful creators. Mantis is known to befriend helpless lifefoms then suddenly tear its unsuspecting victims to shreds.

Strengths:
Ability to temporarily trap enemies; health replenishing blood-thirsty ticks that track the opponent.

Weaknesses:
Moderate running speed; long-range combat.

Battle Tips:
Try to trap or hinder the opponent, and then use Mantis' infamous Tongue. Release the Ticks! If Mantis is the one taking a "lickin", use the traps to delay the opponent while Mantis goes for the speed and health.



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Circuit Breakers
winning strategies

Circuit Breakers is a tough single-player game with a learning curve that jumps up almost immediately after the first tier of tracks. Even racing experts may find themselves getting frustrated by the astronomic level of difficulty in tracks such as Sub Aqua and Highway. To take the



edge off that learning curve, we've worked our way through the entire game twice (due to accidentally erasing the first save...whoops!) so we can provide you with some expert tips on how to become the best racer possible.

Know the Tracks

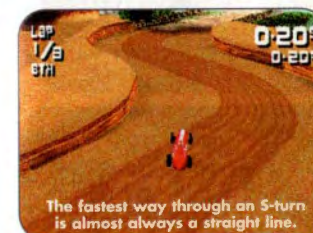
Learning the tracks is probably the most obvious thing you must do. Because of the way the camera is set up, if you don't know what's coming it's impossible to anticipate the next turn. Success in *Circuit Breakers* depends quite a bit on preparing for the next turn, so the more times you run the harder tracks the better your chances. In a lot of the tracks, power-ups will start to show up on the second or third lap. If you know what they do, they can mean the difference between first and second place.



▲ It sure helps if you know when these track hazards pop up; they can really set you back against the other cars.

Along with getting to know the tracks, it's extremely important to learn how to drive them. The only time your car will slow down is when you brake or when you turn sharply. Braking can be hard to avoid at times, but you should only do it when it's absolutely necessary. Turning has a technique you must practice to master. The secret is that you never want to turn more than 15 degrees at a time if you can help it. This means you should take a corner by making three small turns instead of a gradual arc. Take one at the beginning, then go straight until you're at the apex of the turn. Turn at the apex, and then straighten out. The less you have to turn the faster your car will go.

Cut the Turns



The fastest way through an S-turn is almost always a straight line.

The turbo start is the most effective way to put yourself into the race at the beginning. Without it, the first cars are harder to pass.

Know Your Opponents' Lines

The computer cars are poorly balanced, to say the least. They do get easier to beat once you understand them a little better, but they're always frustrating. The first basic premise you must understand about the computer cars is that they're running on a preset course and have no real interest in winning the race. All of their aggression will be centered on you, and there is absolutely no drive for any individual car to win the race. The secret is to know how the computer cars drive the race and then avoid them. Every computer car will drive the exact same "middle of the road" line. On turns this means you almost always need to be on the

inside, because the computer cars will just ram you if you try to cut the turn too sharply on the outside. They will also swerve wildly when you try to pass them on a straightaway. Slow down if you have to, and then accelerate and zoom by them. Ramming other cars just costs you more time and should be avoided.



▲ All of the computer cars run the exact same route most of the time. This is most obviously demonstrated at the beginning of a race.

Know the Power-Ups

Most of the power-ups are fairly useless except in specialized situations. For example, the enlargement power-up is especially helpful when you need to pass a computer car on a straightaway. Avoid the fireballs, because even if you hit another car, odds are that it will swerve in front of you and block your path. The flying power-up is very useful because it allows you to go over cars, plus it gives you a speed boost—you just have to remember that you will still be affected by the terrain. You must always assume that the computer cars are fully stocked on all of the power-ups. Never follow too closely behind them without a way to swerve, and always use the shield when passing groups. In particular, you should always look out for the truck in the fourth position because it usually seems to get a majority of the pick-ups.

The Start Is Important

You should always be at a certain place at a predetermined point in each race. One key to this is knowing the turbo start. To do the turbo start, you must hit accelerate as close to the start of the race as possible, but still before the race actually begins. If you pull it off, it should allow you to pass the blue car (number seven)



The turbo start is the most effective way to put yourself into the race at the beginning. Without it, the first cars are harder to pass.

Don't Forget the Codes!

Circuit Breakers has a variety of codes that will help keep the game fresh. Too bad none of these codes really give you an advantage over the computer cars, because those suckers are tough.

Multi-Player Reverse Tracks

On the circuit selection screen, choose the circuit you wish to race on and press SELECT. As the cars start to drive into the tunnel, quickly press and hold X and □. While holding them down, press either ♦ or ♠. If the cheat is successfully activated, the cars will spin around and drive into the tunnel backwards.

Night Tracks

On the circuit selection screen, press the following buttons simultaneously: L1, L2, R1, and R2. If you get this right, a picture of a headlight should be drawn at the bottom of the screen.

Turbo Multi Player Tracks

On the circuit selection screen, press the following buttons simultaneously: ○, X, △, and □. A picture of an engine should appear at the bottom of the screen if you are successful.

Upside Down Races

To activate an upside-down mode, press the following four buttons simultaneously: L2, R2, ♦, and X. A sweeping arrow should be drawn at the bottom of the information panel.



▲ Now you can play as the ultra-cool bean cars! Watch out because they handle a bit differently than the stock cars.

Bean Cars for Multi Player

When you have chosen your vehicles and selected a circuit to race, you can enable this cheat. As soon as the circuit has loaded and the "3, 2, 1, GO" countdown has started, simultaneously press ○ and ♦.



Heart of Darkness

the rules of the game

Heat of Darkness is a beautiful and engrossing game that will challenge your reflexes as well as your wit. If you get to a seemingly impassable point, relax and look through this basic outline of the rules you should follow. We've



GOLLY WHISKY, THIS GAME SURE IS HARD! IT'S A GOOD THING THOSE SWELL GUYS AT PSM HELPED US FIGURE THINGS OUT!

THOSE MEAN OL' SHADOWS DON'T STAND A CHANCE NOW!

included a few examples of the areas where you might get stuck. To make sure you get maximum enjoyment out of the game, we have avoided any reference to the plot or the last levels. Trust us—it's worth it.

Level 1-04: Shoot Everything You Can

Heart of Darkness has one simple rule of thumb you should always follow: shoot everything you can. Throughout the game, you will constantly have to decide whether to shoot the baddies or run from them. Whenever you are attacked on both sides, make sure you stop and eliminate everything in your way. Anything that you leave behind can (and sometimes will) come to kill you. If it isn't possible to kill everything, get ready to run (or tiptoe, as the case may be).



▲ You will be swarmed by a host of the shadow creatures right at the beginning of the level—make sure you take them all out before proceeding.

Level 2-04: Check out All the Areas

Much of Heart of Darkness involves exploring each environment and knowing what will affect the creatures in it. On level 2-04, this principle really stands out—you will have to go through many different screens to make the pathway that you need to take safe. Explore everything possible in the environment and try to interact with everything you can. You never know what might just help you out...



▲ Your path will initially be blocked by this hanging snapdragon plant. You can't get around it without investigating the level a little bit to solve the problem.



▲ If you go down below the snapdragon, you can jump and grab its toll, causing it to fall. Problem solved!



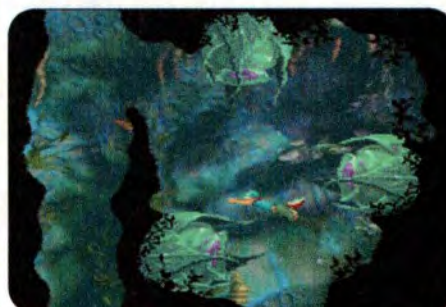
▲ You'll have to take care of the rest of the plant creatures in a different manner. First you must find the source of their food, then jump at it to release more.



▲ Once the glowing bugs are released into the environment to distract the plants, you can safely traverse the passageway you need to get through.

Level 3-04: Timing Isn't Everything

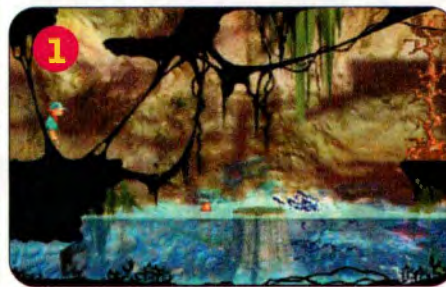
While a lot of the game involves some tricky timing and fast reflexes, you can overcome some incredibly difficult puzzles just by using your head. For example, one of the toughest parts is in level three, where you must swim past the three sucking plants. While it is possible to fight your way through the different currents, there is actually a space in the middle where none of the currents have any effect. If you swim here you can make it past this part of the level very easily.



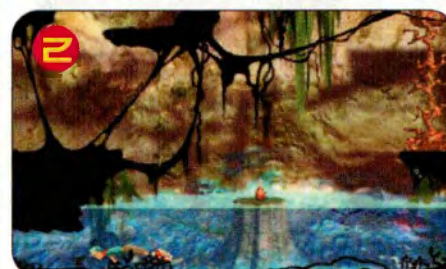
▲ This area has a secret sweet spot that makes it much easier to navigate.

Level 3-07: Use All of Your Resources

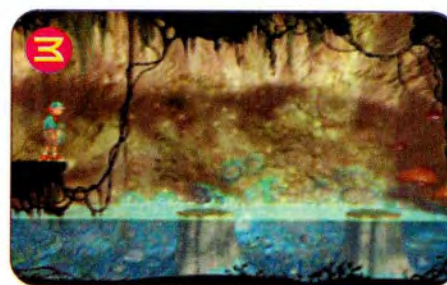
Level 3-07 has the first really tough puzzle you must face in the game. The secret here is to remember all of the lessons you've learned before, as well as one new one. This level teaches you the valuable lesson of using every available resource in solving your puzzles; very rarely are any objects in the environment wasted. You have to think about how you can use the seeds to solve each puzzle until you finally make your way to the next part of the level.



▲ The first thing you need to do when you enter any level is identify the puzzle. Here you realize that you must move the seed onto the island so you can shoot it and cross over the water.



▲ If you go all the way around the level and push out the rock in the bottom left corner of the screen, the current will push the seed on to the island. Cool!



▲ After you cause the seed to grow and you cross the water, you'll quickly realize that you need to cross two more islands. Oh no!



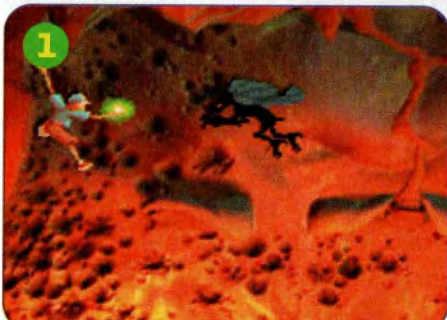
▲ You can destroy one of the vines you previously used to climb around and use the seed.



▲ You can obtain the other seed by destroying the vine on the other side of the opening screen—you can make the jump without the vine. Now you can beat the level!

Level 5-06: Be Patient!

While some levels are timing-based, others require you to be patient. In level 5-06 you should always wait before making any moves that put you in a precarious situation. If you rush into a situation, you will no doubt be surprised and get shot by the black demons that keep coming from the screen on the right.



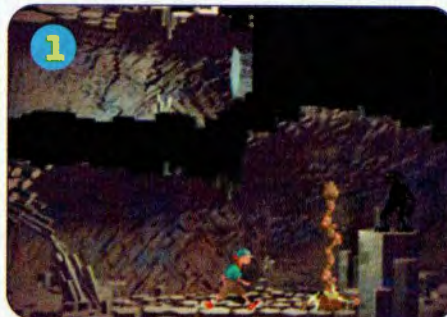
▲ The first black demon will come out fairly quickly. Shoot him, then hang around for a little while. If you go straight for the bottom route you will be killed.



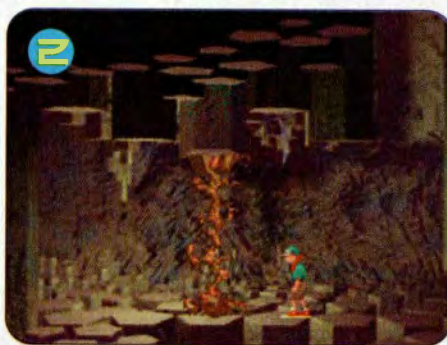
▲ The rest of the demons will be released when you get to the middle of the screen. Even at the end of this puzzle you should hang out and wait for a minute. More demons are on the way.

Level 6-02: Some Items Have Multiple Uses

By this point in the game, you should be very familiar with the seeds. You've already seen plenty of puzzles that involve making vines and then climbing up them. What you must realize is that you can also use the seeds to push things upwards, which is how you eventually solve this puzzle.



▲ Normally you simply use seeds to climb over barriers in your path. Now you must find another use for them.



▲ Shoot the seed under the low hanging pillar, and voila! Suddenly the rest of the puzzle reveals itself.

Level 7-05: Change Your Thinking

As you get farther into the game, you must start solving some puzzles in non-traditional ways. For example, on level 7-05 four worms are blocking your path. Normally you could just shoot the worms and move on, but in this case they will dodge your shots. If you sit back and think about the room, you realize that there must be a reason why a soldier is at the bottom. A little experimentation will tell you that if you blast the soldier (causing him to multiply), the worms will attack him—allowing you to cross the top.



▲ Normally you could just blast these worms out of the wall, but this time they will dodge your shots.



▲ If you shoot the soldier at the bottom, you will cause him to multiply. Then shoot the resulting soldiers. The worms will now all move downward and leave the top clear for you to dart through.

Well, there you have it. Heart of Darkness has many more puzzles for you to solve, but most use the same principles illustrated above. Whenever you get stuck, don't get frustrated. If you sit back and remember all of the options available to you, you can usually think your way through the problem. Good Luck!



NFL Xtreme

rips from the producer

1n an attempt to reduce the learning curve and give novice players a head start, we've brought together a variety of tips straight from one of the guys who made the game. Allan Frankel is the

Product Manager for *NFL Xtreme*, and he has detailed several areas of offensive and defensive strategy that will help even the greenest players look like seasoned pros. Now get out there and play dirty!

offense

When playing *NFL Xtreme*, it is important to remember that this isn't your ordinary, everyday football simulation. This is big-play football. Long bombs are easier to complete, and special moves are more effective. It's all about quick plays and exaggerated action. You have many options to take advantage of rather than just running away from a tackler. Spin moves, stiff arms, jukes, and shoulder charges will all keep you on your feet if used correctly. Note: If you attempt to perform the following moves with your QB, make sure that you are past the line of scrimmage, or he will throw the ball instead.

Spin Moves

Spin moves work most effectively when the tackler is not lined up with your ball carrier. Performing it correctly as the tackler dives at you will make him slip off your side. Spins are best used when defenders are approaching you diagonally. Activate the spin by pressing **D**. The double spin move is even more effective, and is activated by pressing **L2 + D**. If you get tackled while trying the double spin, you might lose your jersey—one of the cooler features in the game.



▲ The spin move is your best move to avoid tacklers coming at you from an angle.



▲ If your ball carrier gets tackled while trying a double spin move, he may lose his jersey.

The Stiff Arm

To be effective with the stiff arm, the defense must be trying to tackle your ball carrier from the side. Your runner cannot stiff-arm someone directly in front of him. Press **L1** for a left stiff arm and **R1** for a right.



▲ This is the perfect chance to try a stiff arm because the tacklers are running laterally towards the ball carrier.

The Juke

A juke move can create a new running lane for you. If a defender has your ball carrier in his sights, a juke move will force him to adjust his direction, basically faking him out. This move is best used when a defender is coming straight at you or diving at you from behind. Press **D** to perform the Juke. (Note: You hit **D** for both the juke and spin moves. The situation will determine which move is actually used.)



▲ The juke move created the space to the left of the Raider Defender, which the ball carrier can now use to create more yardage.

Shoulder Charging



▲ Steve Young generally shouldn't try a shoulder charge. He's not exactly the largest player on the field, but it's worth a try if you're left no other options. You may even get the timing right and avoid a tackle.

Shoulder charges are effective when the tackler is directly in front of the ball carrier. This move challenges the defender to go helmet-to-helmet with your ball carrier. Note: Shoulder Charging is more effective with the bigger running backs, like Jerome Bettis. It is possible to charge big tacklers, but it requires precise timing. Small guys are by far easier to manhandle. Press **L2 + X** for a shoulder charge.

The Flashy Front Flip

For a little more of a flashy play, do a front flip just as you are about to get tackled. Your runner will flip to avoid the tackle and then continue to run. This is by far the best move in the game and should be one of the first moves you learn. Press **L2 + Δ** to perform the front flip.



▲ The front flip may be your best choice when faced with an ugly row of tacklers.

Jump for the Ball

When going for the passing plays, a great way to improve your chances of catching the ball is to jump up just before the ball gets to the receiver. This puts your receiver at the ball first and will prevent the defender from batting the ball away. Be sure that you are lined up on the **X** marker on the field before you try to jump for the ball. Press **Δ** to jump for the ball.



▲ To avoid an interception or blocked pass, jump just before the ball gets to the receiver.

defense

The best defensive feature in this game is the fact that rules go out the window. Anything goes, and you should take advantage of this lack of official rules—especially when playing defense.

Early Hits

As a defender, you don't have to wait for a well-timed hit to jar the ball loose. Just hit the receiver before he has a chance to even think about catching the ball—no pass interference will ever be called!



▲ You'll want to time your hit carefully. If you hit the receiver before the ball is thrown, it will go to another player. You should use this technique as much as possible, especially if you want to shut down the offense's passing game.

Easy Blitz

Another feature is that no matter how hard you try, you will not cross the line of scrimmage before the snap of the ball. If you want to blitz, keep pressing towards the line so you can get off as quick a jump as possible.



▲ Notice the defensive player on the left. He's in his running animation, which is caused by pressing the **D**-pad before the snap of the ball. When the ball is finally snapped, your man will get the jump on the linemen.

Get Past the Blockers

An effective way to get by a blocker is to avoid lining up directly over him. Before the snap of the ball, move your defensive player away from his counterpart. This might give you a free shot at the QB or running back. The outside shoulders are the best places to try this because it's much easier to get around the end defenders.



▲ Notice the defensive player on the left. He's running left to a space on the line of scrimmage where no offensive linemen will be in front of him.

Fake 'Em Out

If you think you are falling victim to a lot of special moves, try to make the ball carrier use his move too early. This works most effectively on a friend rather than the computer. On a side note, it will also be more effective to draw offensive runners into the middle of the field rather than forcing them to the side and out of bounds.

Swim Move

To get through a block or the offensive line, hit **L1** for a left swim move and **R1** for a right. You will want to time this move so that you hit the appropriate button just before you reach the linemen.



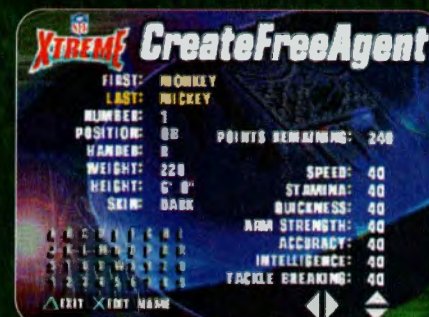
▲ Late hits can actually be done by both the defense and the offense. When videogames start trash-talking us human players, you know things are out of hand.

Late Hit

One of the other really fun defensive elements is the late hit. The down may be over, but you can still pummel your opponent. The cursor under the ball carrier must be flickering to perform a late hit. Press **□** for a tackle and **L2 + □** for a flying clothesline.

the easter eggs

Just like other Sony football games, *NFL Xtreme* has plenty of Easter Eggs to try out. Some of these are pretty hilarious, especially the monkey arm code. Enter the codes as the first and last names at the Create A Player Screen.



▲ Go to the Create A Player screen and enter the Easter eggs as the first and last names of the player. When you want to go back to a normal game, you will have to reset your PlayStation.

BIGHEAD BOBBY: Big Heads
COINHEAD COREY: 2-D Flat Heads
LAMEBOY LENNY: Backwards Animations
GEORGE GIRAFFE: Long Necks
BIG BEN: Big Characters
TINY TOM: Tiny Characters
MONKEY MICKEY: Long Monkey Arms
SHRIMPY SEAN: Short Arms



▲ Now here's an aspiration all pros should shoot for: to lie down in the end zone and just take a nap.

▲ This is how the game should be played! We just can't get enough of those Xtremely big heads.

Parasite Eve

walkthrough and items—disc one

A combination of *Resident Evil* and *Final Fantasy VII*, *Parasite Eve* is quite a departure for Square. It marks the first time that the company has teamed up with Hollywood artists to make an RPG with a more cinematic style. And like the

vast majority of Square titles, *Parasite Eve* can get quite challenging from time to time. Thus, we're coming through with a full walkthrough and inventory list that should get you through the first disc without a hitch.



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general fighting strategy

While most of the combat in *Parasite Eve* is inherently random due to its real-time basis, you can still employ some useful strategies. Obviously, the ideal situation is not to be hit at all. In many cases, this is simply not possible due to the confining nature of the battle areas. To limit the amount of damage you will take, try to follow these pointers as often as you can.

▶ At the moment you know you must fight a battle, try to gauge how much space you have to run around in. Hopefully, this should help keep you from painting yourself into a corner.

▶ In most cases, try not to fire more than one shot at a time at an opponent. More often than not, the enemy will move out of the range of your attack and you will waste a perfectly good bullet. Also, if you try to fire multiple shots at an enemy, it normally gets an opportunity to sneak in a free hit between your shots.

▶ As you progress through the game and fight more and more enemies, try to learn their movement and fighting patterns. Most have some sort of pattern that you can take advantage of. If a certain enemy has a specific pattern, then you can easily follow it around and attack it from the back.

▶ Speaking of the back, you should try to attack an enemy's back or side whenever you can. This increases your chances of making a Critical Hit.

▶ Stay as close to your enemies as possible without running into them so your attack will be more damaging. Some weapons have a range that allows you to attack from a great distance, but they normally don't take off much health if they hit. Perhaps Square can explain the physics behind that... Apparently, bullets do far less damage if you are more than a few steps away from your opponent. Go figure.

▶ Always stay in motion during a battle segment. This becomes especially crucial during the later boss battles in the game. Stand still too much and you are going to get wasted. As you are moving around, change directions and speeds a lot. Just don't get into a predictable pattern.

▶ If the battle gets too heated and you get overwhelmed, simply hit the START button to pause the game. This can give you the time you need to regain your bearings. This is an especially useful strategy when fighting the game's last remaining bosses, as they are extremely difficult.

▶ If you use your Parasite Energy attacks a lot during a single battle, you will notice that the meter tends to regenerate more and more slowly. To avoid this, just change into a different armor. The meter will then return to its normal speed.

Day One: Resonance

The game opens at Carnegie Hall, where Aya is on a date with a fellow co-worker. Walk forward to enter the building and continue forward through the double doors. An FMV sequence that introduces Eve will then take place. After the horrific scene ends, proceed towards the stage and up the stairs for your first battle of the game.



▲ The story begins at New York's Carnegie Hall, where Aya Brea meets Eve for the very first time.

two staircases. Ignore the staircases (they don't lead anywhere) and open the chest to gain a new weapon, the **M1911A1**. Go on to the next screen. You'll see two doors and three chests here. Open the chest near the lit door to get some more ammo (**Ammo +6**). The other two chests are somewhat hidden in the back left and back right of the area. After you have opened both of them (**Ammo +6, Offense +1**), proceed through the door on the right and check out the three chests there (**Ammo +15, PE +1, Offense +2**). Now, go through the lit door that you saw earlier and walk forward-left until you reach the gate. A switch and a phone are to the left of the gate, so save your game and then activate the switch. Go through the gate and run up to Eve. You will be greeted with another FMV sequence, followed by a battle with the sewer boss.

Day Two: Fusion

You start out the second day at the New York City Police Department 17th Precinct. Aya automatically talks with a couple of her fellow cops and then Police Captain Baker. The Captain will give you a **Mod Permit** so you can get a better weapon. Take it and then exit the room. Go through the door next to the Captain's office. It will take you to the main hallway, where a female cop is standing. Proceed through the first door on your left to enter the locker room. The second and fourth lockers contain a **Cm Vest 1** and a **Medicine 2**. Now return to the hallway and walk down the stairs to the lower floor.



▲ The only place where you can have more slots added to your weapons is at this Weapons Room.

The Weapons Room

The Weapons Room is the first door you see on the left. Go in there and open up the two chests, one to the right and one on the counter (**Tool, Ammo +6**). Talk to the man behind the counter (Wayne Garcia) and Torres will eventually appear. He will give you a new weapon (**M16A1**), but if your inventory is full you will have to store some of your items with Wayne. You can now give him your **Mod Permit** and he will upgrade any single weapon you have. After that, Wayne will explain how to upgrade weapons with your **Tool** option. Pay attention, as this skill becomes essential later on in the game. That's it for now, so leave the room and go back up the stairs. You will

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encounter Daniel's son, Ben, at the top of the stairs. Talk with him and Daniel will show up.

Now it is time to head back to the Captain's office. Talk with him and an automated press conference sequence will occur. Once that boils over, talk with Daniel and then head to the front of the Police Station. If you need one, a save point is located in the southwestern corner of the area outside the Captain's office. To get to the front doors, go back into the hallway and take the double doors that are opposite the stairs. Proceed through the main front door. The map screen will appear. Select the Museum and you will automatically drive there.

American Museum of Natural History

When you arrive at the Museum, walk up the stairs and talk to the guard. He will let you in and direct you to the Professor on the second floor. Daniel will walk on ahead, but you need to sign in at the desk on the first floor. You can use the phone located to your left to save your game. Now walk up the stairs and follow Daniel into Dr. Klamp's office. Dr. Klamp will go into a talk about mitochondria that will provide some useful information. Once he is done talking, it is time to head back to the Police Station.

New York City Police Department 17th Precinct (Second Visit)

When you arrive at the Police Station, follow Daniel into the main hall and go through the rear-most door on the right side. You should now be back in the conference room. The Captain will talk about the concert in the park, and you and Daniel will need to go there. Before leaving, you will be given a **Mod Permit** by the Captain. If you want to, go to the Weapons Room and upgrade your weapon. After that, exit the Police Station and watch the high-speed race to Central Park.

Central Park

When you arrive at the park you will find out that Daniel can not enter it, only you can. So proceed past the main entrance and continue along until you reach the save point. After saving your game, proceed along the curvy path. If you need some ammunition, an **Ammo +6** is located between the trees near the curvy path. At the end of the path, head right until you see a sign for the Central Park Zoo.



▲ Ben is Daniel's son and manages to get into trouble at every chance he can. He's a nice kid, though.

Central Park Zoo

You'll see three gates here. Only one is open, but the other two have chests in front of them. Open the chests to get the **Medicine 1** and the **Ammo +6**. Now walk through the center gate to gain access to the Zoo area. Directly next to you is another chest that contains a new weapon, the **P8**. Walk in a northwestern direction and up the small staircase until you reach the save point. After you have saved your game, enter the door to your immediate right. Walk up to the big wall cabinet and get the **Sp Vest 1** armor out of it. To the right of the cabinet is a drawer that contains the **Zoo Key**. Grab the key, then go to the stretcher that's blocking your way and move it. You can now open the closet and get another weapon, the **M203**. Once you have everything, leave the room and head right until you reach another door. Use the **Zoo Key** to unlock this door, then enter the room. Walk forward and enter the hole that is open in the glass. Travel along the path and check out the three chests on the other side. They contain a **Medicine 2**, a **Cure-P**, and a **Defense +2** armor power-up. Now that you have everything here, exit the way you came and head right once you get outside.

Branching Path

You should see an opening that leads to another area and a chest that is hidden behind a pillar. The chest holds an **Ammo +15**. You now have to make a choice. You can simply continue into the next area, or you can go find some more items in this area. If you want some more items, continue walking right and head down the small staircase. A chest is next to the left bench. It will contain either a **Tool** or an **Ammo +15**. Proceed in a southeastern direction, walking around the right side of the metal fence. Continue walking straight and walk up another staircase. You should then see an opening to the north, which you should walk through. This will take you to another area of the Park, where you'll find two chests (**Medicine 2, Ammo +15**). You'll see one chest right away, but the other one is to the right of the screen. After you get both items, proceed over the bridge and you will end up at the branching path where you started. Follow the left path and walk through the metal gate.

Central Park Amphitheater

Proceed along the path, walking straight ahead, until you reach the amphitheater. Just ignore the path heading off to the left. Walk forward and enter the center door. Eve will be inside waiting for you, but you need to walk over to the left in order to start the FMV sequence. Exit the building, walk over to the right side, and enter the building through the backstage door. After talking with you, Eve will run away. You need to follow her down the stairs. Once you get outside again, go back down the path you came here on and take the



▲ From this view, it can be hard to make out the locations of the two item chests. One is right where Aya is standing and the other one is directly opposite from her.

side path you ignored earlier. You should reach a balcony area that houses two chests, which are kind of hard to see. The left chest contains an **Ammo +15** and the right chest contains a **Revive** potion. If you want, you can walk to the back of the balcony area to find a phone and another chest (**Ammo +15**).

You might want to go ahead and save your game here. After saving, walk back to the path and continue along it going left. You should see a girl running away, who you will need to follow.



▲ This branching path can be a bit confusing, so be sure to follow our directions very closely.

Maze of Paths

This area of the Park can get a little confusing, so these directions should help out. This is not the most straightforward path, but it will allow you to pick up all the weapons and items in this area. Follow the path that the girl ran down and take the first right path you come across. You should see the girl running off the left, so follow her and take a right at the bottom of the screen. The first right path leads to a chest with an **Ammo +15** in it. Get back on the main path and take it left off of the screen. You'll find another chest here that contains some new armor, the **Sv Vest 1**. Continue going left and cross the bridge. If you cross the bottom bridge in this area you can get the **Defense +1** armor power-up. Keep going left along the path and take the left fork. You should once again see the girl running away, but don't follow her. Instead, take the path that leads straight up. You should be able to see a chest off to the left. Inside is a **Tool**. Get the **Tool**, then follow the top path as it winds itself into the next area. Continue on and cross the bridge. You should reach an area with a fountain and two long staircases. Instead of taking the staircases, which won't get you any items, just continue along the path between them. You should see two chests, one on the left and one on the right. They contain a **CR Evade +1** and a **Defense +1**. Keep going and you will eventually reach an area

bonus points

Whenever you gain a level in the game, you are rewarded with Bonus Points. Each time you get 100 Bonus Points, you can use them to increase character attributes or equipment attributes by one level, or point. The character attributes you can increase are:

Active Time: This attribute reflects the rate and speed of increase in the AT Bar.

Item Capacity: Affects the maximum number of items Aya can carry at any one time.

For weapons and armor, you can increase any single attribute by one point for each 100 Bonus Points you have. For example, if you had 100 Bonus Points and you wanted to increase the Attack ability of a weapon, it would look like this:

Attack 38 (34+4) → Attack 39 (34+5)

with a save point. Be sure to save your game, then prepare for a big Boss battle.

Day Three: Selection Soho

As day three opens, you will find yourself in the room that you saw during the end of day two. A chest to the right of the bed contains an **Ammo +30**. Nothing else is in this room, so leave through the door and talk with Maeda. Daniel will eventually appear with a cop car. After you finish talking, check the trash area to the left. It hides a **Trading Card** that you can use to upgrade your weapon. Keep going left and enter the Gun Shop.



▲ Several items and weapons are hidden around this Soho Gun Shop, so be sure to check every shelf and counter top before you leave.

Gun Shop

The Gun Shop has a lot of items—just check all the chests and the gun racks to the left and you should find everything rather easily. The eight items are: **M11 Machine Gun, Club 2, Ammo +15, Bullet Cap +1, Range +1, Cr Vest 1, G19 Handgun, Tool**. Once you have everything, leave the Gun Shop and

return to the police car. Keep going to the right and enter the Pharmacy.

Pharmacy

Go ahead and save your game once you enter the Pharmacy. The phone is located to your left. If you thought the Gun Shop had a lot of cool items, just wait until you see all the nifty items in here! The eight items you can find are: **Medicine 2, Revive, CR Evade +1, Tool, Medicine 3, PE +1, Cure-M, Cure-P**. To get everything, just open all the chests and search all the shelves. Exit the Pharmacy and return to the cop car. Talk with Daniel and Maeda, then walk to the front right door of the car and get in. This will bring up the map. Maeda wants to go to a research facility, so go ahead and select the Museum.

American Museum of Natural History (Second Visit)

Since the city has been evacuated, no one will be at the museum right now. Maeda will proceed to analyze a substance found on Aya's clothing. A long and convoluted sequence will then occur that explains more about Eve and the mitochondria. After a while, Klamp will return to the lab and you get to find out a little more about his role in everything. When you leave the museum, night will have fallen and you will need to return to the Police Station. Select N.Y.P.D. #17 on the map and Daniel will drive you there.

New York City Police Department 17th Precinct (Third Visit)

When you get to the Police Station, you will notice that the whole place is in shambles. After talking with Daniel and Maeda, leave the room and enter the main hallway—just be sure to get the **Hamaya** from Maeda before you go. Once you get into the main hallway, talk to the cop laying on the ground twice and he will give you an **Ammo +6**. Proceed to the locker room, which is located at the lower left corner of this screen.



▲ Some of these lockers have items, but you won't be able to open the main locker until you get the **Locker Key**. That occurs during Day Three.

Locker Room

Check the second locker from the right to get a **Medicine 3**. Talk to the cop on the floor twice and you will get an **Ammo +6**. Now go the main office area, which is through the door just below the Locker Room door.

Main Offices

Talk to Warner twice, who is laying on the ground, and he will give you an **Ammo +15**. You might want to go ahead and save your game now at the phone located in the southwest area of this room. After saving, enter the Captain's office and talk to the cop on the floor. He will tell you that the Captain has gone off and tried to find Ben. Remember where the weapons room is? Well, go there now by heading down the stairs located in the main hallway.

Weapons Room

Surprisingly, both Torres and Wayne are here, but Torres is not doing so well. After he dies, Wayne will give you a new gun, the **M92F**. He will also hold on to any extra items you don't want to carry around. Check

the chest to the left of him to get an **Ammo +15**. Upgrade your weapons if you have any **Tool** power-ups. When you are done here, leave and enter the room with the busted door; it is located at the top left part of this hallway. If you talk to Cathy twice you can get an **Ammo +6**. Now head back up the main staircase and go to the Conference room, which is located at the far right side of the main hallway. Once you leave the Weapons Room you will see a sequence involving Ben and the dog, Sheeva. On your way to the Conference Room, talk to Nix and he will give you an **Ammo +15**.

Conference Room

The only thing of importance here is the chest on the right side of the room. It contains the **Cm Vest 2** armor. Go ahead and equip it, then return to the main hall.



▲ You will only come to this conference room two or three times during the entire game, but it does contain one useful item: the **Cm Vest 2**.

Second Floor

Go up the stairs opposite Nix's body and talk to the cop to get some more ammo (**Ammo +6**). As you exit this screen, you will see another sequence involving Ben and Sheeva. Ben will be attacked by some mutant

mice, so you need to hurry up and find him. Enter the second door you see, which is a convict line-up room, and get the **Medicine 3** out of the chest. Just be prepared to fight two monsters that will jump through the mirror to attack you. After you kill them, go into the next room and pick up the glowing item—a **Storage Key**. Exit this room and enter the room at the other end of the hall. The chest on the desk houses a **Medicine 3** and the chest on the floor has a **CR Evade +1**. Go ahead and save your game using the phone on the desk. Now it is time to go down the new hallway to the right of this office and climb up the stairs. Another sequence with Ben and Sheeva will take place, and Sheeva will transform into a three-headed monster. Fortunately, Baker is there to save Ben...but who is going to save Baker?

Third Floor

Once you get up the stairs, go through the first door. The lab tech will replenish your HPs. Once you are done here, exit the room and talk to the cop on the ground. He will give you a **Locker Key** that you can use in the Basement Locker Room. Now keep walking forward and go through the double doors. Destroy the



▲ This is what the third floor of the Police Station looks like. You will need to pick up a couple of items on this floor, then it's time to take on the Sheeva boss.

monster you encounter and you will be awarded with a cool new gun, the **SG550** rifle. Talk to the cop twice and you will get an **Ammo +6**. A chest to the left of the door has a **Defense +1** power-up in it. Head down the right hallway and make the first left. Go up the stairs past the blood and enter the door. You will now have to face the three-headed boss that Sheeva has become.

Day Four: Conception

Day four opens at the Police Station, in the Captain's office. Since everybody is pretty much dead, Daniel is now in charge. Head out of the office area and enter the Locker Room for the third time. Now that you have the **Locker Key** (from the previous day) you can open up the far left locker and get a **Trading Card**. Once you do that, head back downstairs to the Weapons Room. Upgrade any weapons and equipment you need to and then proceed back up to the third floor, entering the room where the lab tech was.

Cell Area, Second Floor

On your way to the third floor, enter the very first room on the second floor, which is located on the right side of the screen. It is a cell area containing two chests. One is to the left of the door and one is in the far right cell. They contain a **PE +1** and a **Tool**. Now exit the room and continue on to the third floor.

Lab Tech Room, Third Floor

Enter the first door on the third floor and you will see Maeda and the lab tech. After you talk to Maeda, Daniel will make an appearance and give you an **Ammo +30**. Maeda will suggest going to the hospital, so select it once the map screen appears.

St. Francis Hospital

Just like at the Park, Aya is the only person who can enter the hospital. Maeda will have to wait behind, but he gives you the **Mayoke** charm. Once you get inside, save your game using the phone on the desk. A chest

Weapons

Here is a breakdown of all the weapons you will find as you play through the first disc of *Parasite Eve*. It is divided into weapon types, and contains a listing of each weapon's attributes. Keep in mind that these numbers will change if you upgrade any weapons or merge two weapons together.

Weapon Type: Melee

CLUB
Attack: 10
Range: 10
Bullets: 0
Slots: 1
Location: (You have it when you start the game)

CLUB 2
Attack: 26
Range: 10
Bullets: 0
Slots: 1
Location: Soho

CLUB 3
Attack: 38
Range: 10
Bullets: 0

Slots: 2
Location: Chinatown Sewer

Weapon Type: Handgun

M84F
Attack: 12
Range: 51
Bullets: 6
Slots: 1
Location: (You have it when you start the game)

P220
Attack: 15
Range: 55
Bullets: 5
Slots: 1
Location: Carnegie Hall

M1911A1
Attack: 17
Range: 60
Bullets: 6
Slots: 2
Location: Sewer

P8
Attack: 19
Range: 56
Bullets: 7
Slots: 1
Location: Central Park

M92F
Attack: 29
Range: 51
Bullets: 11
Slots: 3
Location: Police Station

G19
Attack: 32
Range: 58
Bullets: 10
Slots: 3
Location: Soho

M9-2
Attack: 39
Range: 55
Bullets: 11
Slots: 2
Location: Police Station

Weapon Type: Rifle

M16A1
Attack: 35
Range: 112
Bullets: 16

Slots: 1
Location: Police Station

SG550
Attack: 40
Range: 110
Bullets: 21
Slots: 2
Location: Police Station

G3A3
Attack: 44
Range: 123
Bullets: 19
Slots: 3
Location: Hospital

Weapon Type: Machine Gun

M11
Attack: 33
Range: 42
Bullets: 21
Slots: 2
Location: Soho



MICRO UZ
Attack: 40
Range: 43
Bullets: 19
Slots: 4
Location: Hospital

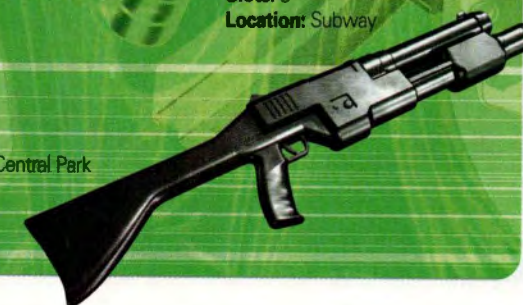
Weapon Type: Grenade Launcher

M203
Attack: 27
Range: 60
Bullets: 5
Slots: 2
Location: Central Park

M79
Attack: 45
Range: 67
Bullets: 5
Slots: 3
Location: Hospital

M79-2
Attack: 40
Range: 68
Bullets: 6
Slots: 4
Location: Chinatown

M79-3
Attack: 54
Range: 69
Bullets: 6
Slots: 3
Location: Subway



▲ This room contains the last save point before you face the icky spider boss.

in the lower left corner of the room holds an **Ammo +15**. Now, follow the hallway that leads to the left and activate the elevator. Get on the elevator and activate the keypad on the left side of the door. Eve will cut the cables and the elevator will drop down. Once it stops moving, activate the keypad once again and the doors will open. Once you exit the elevator, Eve will shut down the power on this floor. You can't go anywhere else right now, so run towards the screen and enter the Storage Room.

Storage Room

You can find a Fuse 1 on the top of the right shelf in this room. The two chests contain the **M79 Grenade**

bosses

Here is a breakdown of all the main boss characters that you will encounter during the first disc of *Parasite Eve*. Most bosses are relatively easy, but a few can be quite challenging. We put together a couple of useful battle tactics that should make every boss a little bit more manageable.

Eve 1

HIT POINTS: 40

Strategy: Since this is the first fight you have with Eve, she is rather easy to beat. Just wait until she is about to release her energy attack and run in the opposite direction. In between the energy discharges simply run up to her and attack with your gun or police baton. A couple of hits should do it.



▲ The first time you fight Eve, she is really easy to beat. All you have to do is dodge her single beam attack and hit her with a couple of shots.

Eve 2

HIT POINTS: 80

Strategy: Eve is not very difficult to beat in this battle, either. When you see her charge up her energy beam attack, simply stand right between her arms. The beams will both miss you (you may have to move around a little bit to dodge them). Just don't get too close to her or she will hit you with her claws.



▲ Eve is still really easy the second time you fight her, but she now shoots two energy beams at you. Stand between them and keep on firing.

Sewer Boss

HIT POINTS: 200

Strategy: This boss is quite a bit more challenging than Eve has been so far. You can actually attack two different parts of its body, the head and the tail. The tail has less HPs dedicated to it (80) but it is harder to hit with a clean shot. You will need to dodge the monster's tail, its bite attacks, and the energy beams it shoots from its tail. The best strategy is to stay to the creature's side



▲ The Sewer Boss is the first somewhat difficult boss you will have to take on. It attacks with its claws and shoots out multiple energy beams from its tail.

or back at all times and keep firing with your gun. Once you defeat the tail section of the boss, it will switch attacks and simply try to rush in and bite you. It will also shoot energy beams from its mouth, but you can dodge them simply by running in the opposite direction. Just be sure to keep your distance, and don't stop shooting.

Snake Boss (x4)

HIT POINTS: 800 (200X4)

Strategy: This boss is actually composed of four separate snakes, each with 200 HPs of health. They randomly pop in and out of the ground, attacking you with balls that explode into spikes. It can get kind of confusing, but you should be able to dodge a vast majority of the spikes. Just keep dodging and shooting at the snakes, but try to shoot them right when they appear. Otherwise, they might dive back into the ground before you can make a clean shot. As you destroy each of the snakes, the rest of them become larger, so keep that in mind.



▲ As you kill each one of these snakes, they will form a single larger snake. This is a really easy boss if you make sure to keep moving around.

Eve 3

HIT POINTS: 300

Strategy: This is probably one of the easiest Boss battles you will face in *Parasite Eve*. Eve only has two



▲ When you battle Eve on this carriage, try to stay near the center so she can't reach you with her claws. When she fires her energy beam, move to an opposite corner.

attacks this time, a slash and an energy beam. When she is near the ground, simply stay out of her reach. As soon as she flies up into the air, move to the center area of the carriage. When you notice the corner where she is going aiming the energy beam, move to an opposite corner. If done right, you will not be hit at all.

Mutated Sheeva
(Three-Headed Dog)

HIT POINTS: 950

Strategy: You are finally challenged with a somewhat difficult boss, but even this three-headed dog can be destroyed with some clear thinking. You can target each of the dog's heads, and each has a varying number of HPs. The left one has 300 HPs, the middle one has 450 HPs, and the right one has 200 HPs. Needless to say, you should attack the right head first. Dodging the dog's attacks can be a bit frustrating because it is so large. Just keep running around as best you can and try to stay to the side or back of it. It will attack you with an energy beam that shoots out from its center head and a ground blast that resonates through the room. Sometimes the dog will even charge in and try to bite you, which is its strongest attack. It also has the ability to heal one of its heads, but it only uses this power when it is somewhat near death. Keep moving around, and use the distance provided to you by the SG550 rifle. The biggest thing is to keep track of your HPs and



▲ Sheeva can be difficult due to the simple fact that he is so large. You can easily get trapped in a corner if you don't pay attention.

Launcher and an **Ammo +30**. Head through the door at the upper left of the room and you will find yourself in a new hallway. Enter the door to your upper left in this hallway. A **Medicine 3** is to the left of the desk and a phone is on the desk. An **Autopsy Key** is also in the top right drawer. After saving your game, proceed to the left past the curtain and into the Morgue.

The Morgue

A chest in the bottom left corner of the Morgue contains a **Defense +1**. Nothing else is in here so go ahead and exit through the door on the right. This takes you into the hallway where you were earlier. If you run towards the screen past the mop and bucket, Eve will destroy the staircase. She really doesn't want you to leave, so head back down and enter the first door on your right. This is the Autopsy Room.

Autopsy Room

Aside from some corpses, this room contains two chests. The chest at the bottom right of the room holds an **Offense +1**, while the one at the top right holds a **Tool**. That's it for this room, so exit through the door at the upper right and enter the Cryo Room.

Cryo Room

Two items are located in this room, one on the dead body and one on top of the medicine cabinet. Get them both (**Blue Cardkey**, **Fuse 2**) and return to the Autopsy Room. You can then exit back into the hallway. Once

you heal yourself when necessary. Hopefully you have some spare Revive potions to use.

Giant Spider

HIT POINTS: 750

Strategy: This boss looks more menacing than it actually is. It moves rather slowly, which makes dodging it rather easy. The best weapon to use is probably a rifle, as it has a lot of range. Also, use your Parasite Energy



▲ Another easy boss, this Spider is very slow moving so it should be easy to keep your distance. Use a range weapon (like a rifle) to take him down.

attacks as often as you can. The Bolt attack is very useful, but it leaves you vulnerable after using it. Just keep a good distance and the spider's attack will never hit you. It attacks with fireballs and triplewebs. Be sure to keep moving around in a circular pattern, and take advantage of the room's vast area. Once you get the spider down to a certain HP level, the camera view will switch to a closer perspective that limits your movement quite a bit. Hit the spider with a couple more shots or another Bolt attack and that should finish it off.



you are in the hallway, run north and make a right turn into the other hallway. Keep running forward and use the **Blue Cardkey** on the right panel. This will open up the double doors. Go through them and a chest will be to your immediate left. It contains a new machine gun, the **Micro UZ**. Get it and run towards the screen. An **Offense +1** is located to the left of the demolished staircase. Pick it up and then return to the previous screen. Go ahead and enter the first door on the right.

Large Office

Walk through the automatic door and run to the lower right corner of the room. You can find a **Fuse 3** there. In the lower left, you'll find two chests containing a **Medicine 2** and a **Tool**. That's it, so walk back through the automatic door and to the hallway. Head north towards the area where the little girl was standing and you will see the fusebox. Now that you have all three fuses, insert them into the fusebox and then fix the wires. Now you can turn the power back on. Once the lights

are on, head towards the right and get on the elevator. Activate the panel on the right inside the elevator.



▲ You can find a hidden trading card if you look behind this cabinet located on the first floor of the hospital.

Return to First Floor

Once the elevator stops, exit (you will see the girl once again) and make your way back to the main desk. Go ahead and save your game, then go through the opening to the right of the Christmas tree. Talk with the Doctor and exit through the right side of the screen. Aya will recognize the room and then have a flashback about the hospital. After you save the nurse, she will give you a **Green Cardkey**. A chest is also here, next to the right bed, that holds an **Sp Jacket**. Get it, equip it, and return to the other room. If you go to the left side of this room and explore the second bed area from the bottom you will find a **PE +1**. A hidden **Trading Card** is also located behind the cabinet to the left of the X-rays. Now, head back to the elevators and talk with the Doctor. He will provide you with some useful information. After that, use the **Green Cardkey** on the green panel and exit through the double doors. This takes you to the back area of the hospital. Run north and get the **Range +1** out of the chest you find. Now enter the door on your left.

Liquid Nitrogen Storage Room

You will notice a bunch of canisters that hold the hospital's supply of liquid nitrogen. At the bottom right of this screen, you will find a chest with an **Ammo +30**. Next to the chest is a valve that you need to turn. After turning the valve, return to the elevator area once again. Get on the elevator and ride it to the 13th floor.

The 13th Floor

Enter the door on the left side of the hallway. A chest at the bottom left of the room contains a rifle, the **G3A3**. The **G3A3** is one of the most powerful weapons

► The police chief may have a rough exterior, but he's actually a really nice guy and will help you out as best he can.



▲ The final boss of the first disc is this centipede. His first form can be destroyed without much effort if you follow the strategy.

ons in the game, but also one of the slowest. Now, walk up to the red arrow and look at it. It may seem confusing at first, but turn to the right and push the nearby piece of equipment out of the way. This will reveal a red button. Push it and the other door in this room will open. Go through it and check out the chest at the upper left. It contains a **CR Evade +1**. Proceed to follow the hallway that is to the right and enter the right door. You must do a couple of things there. First, save your game. Then open up the two chests (**Cure-M, Ammo +30**). Search the files to the left and right of the desk in order to get the **Elevator Key**. Save your game and return to the hallway. Continue going along the hallway until you reach the elevator. Use the **Elevator Key** on it and then ride it to the roof. You will be awarded with an in-game FMV sequence during your ride. Once you reach the roof, you will have to fight another boss.

New York City Police Department 17th Precinct (Fourth Visit)

Simply go to the Captain's room. After talking with

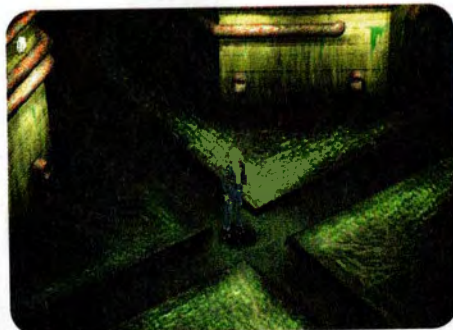
Warner, Daniel, and Maeda, Daniel will give you a walkie-talkie and head off. That concludes day four.

Day Five: Evolution

Day five starts out on the map screen, so go ahead and select Chinatown. Once you arrive there, run forward until you reach the next screen. Two chests are hidden in this area. The first one is to your right in the mini-alley. It contains a **PE +1**. The second chest is to the left, near the first sign. It holds a **Medicine 3**. Head forward until you reach the next screen. Two more chests are located on the left side, near the center of the screen. They hold an **Offense +2** and a new weapon, the **M79-2**. Across the street on the right is a phone where you can save your game. After saving your game, continue forward again until you see Maeda.

Chinatown Sewer

Before you climb into the sewer, Maeda will give you another one of his lucky charms. This time it is the **Narita**. Walk over to the chest in the upper left and you can get an **Ammo +30**. Now climb down the ladder



▲ Just like the branching areas of the Park, this sewer system can get a big confusing. Just follow the guide carefully to avoid getting lost.

into the dark depths below. Much like the paths in the Central Park Zoo, this sewer is quite a maze. You can take several paths through this area, but we are only listing the direct route that will get you the most useful items. If you explore a bit more you should be able to find some more chests, but they will contain less use-

armor properties list



Armor Type: Vest

N-VEST
Defense: 10
PEnergy: 8
Critical: 13
Slots: 2
Location: (You have it when you start the game)

KV VEST 1
Defense: 20
PEnergy 12
Critical: 15
Slots: 2
Location: Sewers

CM VEST 1
Defense: 16
PEnergy 16
Critical: 11
Slots: 2
Location: Police Station (Locker Room)

SP VEST 1
Defense: 22
PEnergy 15
Critical: 19
Slots: 2
Location: Central Park

SV VEST 1
Defense: 19
PEnergy 16
Critical: 19
Slots: 3
Location: Central Park (Maze of Paths)

CR VEST 1
Defense: 29
PEnergy 24
Critical: 30
Slots: 2
Location: Soho (Gun Shop)

CM VEST 2
Defense: 31
PEnergy 35
Critical: 23
Slots: 2
Location: Police Station (Conference Room)

Armor Type: Protector

N PROTECTOR
Defense: 12
PEnergy: 9
Critical: 18
Slots: 3
Location: Carnegie Hall



CR PROTECTOR
Defense: 41
PEnergy: 43
Critical: 26
Slots: 3
Location: Chinatown Sewer

Armor Type: Jacket

SP JACKET
Defense: 35
PEnergy 30
Critical: 26
Slots: 2
Location: Hospital (1st Floor)



More control. Less controller.

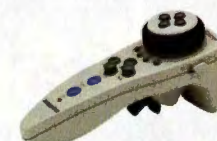
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PERFORMANCE

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equipment upgrades and modifications

Slots

Each weapon or piece of armor that you find in the game has a set number of slots built into it. The number of slots determines how many additional properties can be added to it. The number of slots can be increased, but the only place can do it is the NYPD Weapons Department.

Merging

Along with the slots idea, weapons and armor also have attributes that vary from one to another. Here is the breakdown of those main attributes:

WEAPONS

Attack: The amount of damage that a weapon will do.

Range: The area in which a weapon has the highest chance of hitting with the most amount of damage.

Bullets: The maximum amount of bullets that a weapon can hold.

One of the cooler aspects of *Parasite Eve* is the ability to upgrade and modify your weapons and armor to suit your personal tastes. This can get a bit confusing, since neither the game nor the manual explain the procedure very well. Hopefully, this basic summary will help you gain a better understanding of the somewhat intricate process.

You have two methods to modify your weapons and armor. One is by adding slots to them and the other way is by merging the traits of one weapon or piece of armor with another.

Additional Effects: Special abilities that certain weapons possess, like flame attacks.

ARMOR

Defense: The amount of resistance against attacks that a piece of armor can handle.

PEnergy: The amount of resistance against Parasite Energy attacks that a piece of armor can handle.

Critical: Reflects the chances of receiving Critical Hits from enemies.

Additional Effects: Special abilities that certain armor possesses, like healing.

Each attribute is given a number rating that looks

something like this: Attack 38 (34+4). The "34" represents the weapon's Base amount of points—this will never change. The "+4" represents the Plus amount of points that the particular weapon or piece of armor has at that time. Only Plus points can be increased.

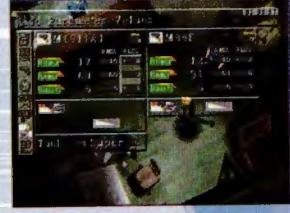
When you merge two weapons or pieces of armor together, you can either combine their Plus points or you can transfer any Additional Effects. However, the number of Plus points and Additional Effects you can add is determined by the total number of slots available. Regardless, the weapon or armor you are using for the merger will be destroyed and disappear from your inventory forever. Be sure you have the right item before you merge anything.



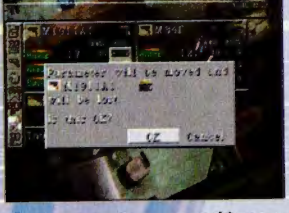
▲ Before you can modify a weapon, you have to have a Tool item.



▲ Go to the main Option Screen and select the Tool icon at the bottom.



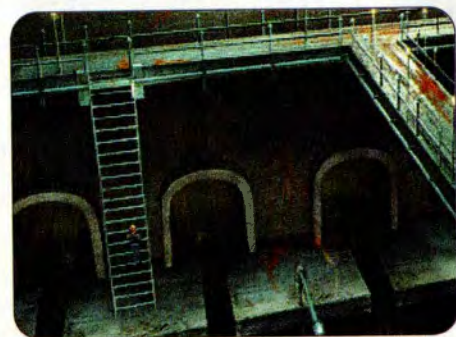
▲ Now, select the weapons or pieces of armor you would like to merge.



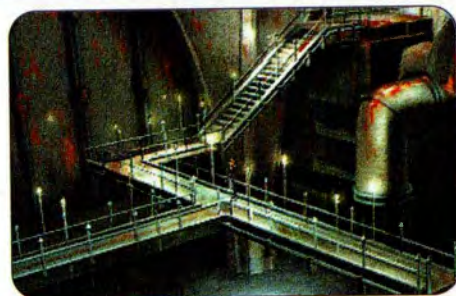
▲ ...and OK the process at this menu screen. The two are now combined.

ful items. Also, a lot of monsters are roaming around this sewer, so be prepared to fight one on practically every screen.

Once you get to the bottom of the ladder, head left and check out the chest (**Ammo +15**). At the four-way intersection, keep going left. Go left for one more screen after that. You should then reach another four-way intersection. You will now want to take the upper path. At the upper left of the next screen, you will notice a shiny object laying on the ground. It is a **Super Tool**. Now go back to that four-way intersection and continue going left. In the next screen, you will see another shiny object on the ground, a **Cure-D**. Keep going left until you reach the next four-way intersection, then take the southern (downward) path. You will find a chest that contains another piece of armor, the **Cr Protector**. Proceed south for two more screens until you reach an open area with a ladder in it.



▲ Depending on which way you travel through the sewers, you will wind up coming through one of these doorways. You want to come through the one on the far left.



▲ When you get to this sewer walkway, you are only a little ways off from fighting the Centipede Boss and finishing the first disc.

Sewer Facility

Climb up the ladder and walk to your right until you reach a chest with the **Club 3** in it. Then head back the way you came a little bit and take the left path down the metal walkway. You will reach another part of the Sewer Facility and see an FMV sequence. After the sequence, take the right path and climb down the ladder. To the left of the ladder is a chest containing a **Tool**. Climb back up the ladder and take the other path to the stairway. Climb the stairs and enter the door. Once inside the room, take the door to the right. You will find yourself in a sewer control room, which has a chest (**Ammo +30**) and a phone. After saving your game, walk up to the control panel and activate it. Here is the order of the options you should choose:

1. Turn it ON.
2. Pump1 (It will say there is not enough power).

3. Leave it ON.
4. Pump2 (You will then see a FMV sequence).
5. Turn it OFF.

After activating the control panel, exit through the other door in this room. This will lead you to the area you just saw in the FMV sequence. Cross over to the right side of this room, walk up the stairs, and go through the door. You should find yourself in the Subway.

Subway

Head left towards the wall and climb over it to the boarding area. This area has another phone and two chests, which contain a **CR Evade +1** and a **Medicine**.
3. Note: You will have to walk forward into the other screen to see the second chest and the phone. After you get everything, drop down to the left train tracks and run forward into the tunnel. You will see one more chest, which holds an **Ammo +30**. Keep going forward and you will run into the next boss.

This concludes the walk-through for the first disc of *Parasite Eve*. If you managed to get to this point under eight hours, you should be very proud of yourself. Next month, we will conclude our *Parasite Eve* coverage with the walkthrough of disc two, which will include some very cool secrets. See you then!



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CODE JUNKIES

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SEPTEMBER 1998
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Face it—you're a Code Junkie. You need every new PlayStation cheat and password, and you want 'em *now*. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

Hot Shots Golf

Left- or Right-Handed Golfers

Simple touches like this can really make someone's day. The following code allows you to make right-handed golfers left-handed and vice-versa. It's not that big of a deal, but for lefties out there it may make the game feel more natural. Highlight a golfer at the golfer selection screen. Press and hold L1 while you use X to select him or her. Voila! Now everyone can play!

Reversed Courses

You can also play mirror opposites of each of the game's several courses. All you have to do is highlight a course on the course selection screen, then press and hold L1 + L2 while you use X to select the course. It may seem like a simple change at first, but you'll soon find that you'll need all new course strategies.

Once you've highlighted a golfer at the select screen, press and hold L1, then use X to select the character.



The reversed courses code essentially doubles the game's amount of courses—it's all in how you look at it.

code fix of the month

Every month there's usually at least one code in Code Junkies that totally blows open a game or increases the fun factor of a title to another level. Starting this month we've decided to pull-out those exceptional codes and cheat gems and award them with the dubious honor of Code Fix Of The Month. Look here for the hottest of the hot codes for the best games each month.

Monster Truck Tires

For monster truck tires, enter the password **MONSTER WHEELS**.



The giant monster tires not only look cool, they actually affect how each of the cars drive.

Low Gravity

For a disorienting low-gravity driving experience, enter **REDUCE GRAVITY** as the password.

With the low-gravity code activated you're in for an all new gameplay experience, that must be what it would be like to battle up on the moon. We strongly recommend trying it!



Play the Same Characters in a Two-Player Game

Enter the password **SAME CHARACTER** and start a two-player game with both players using the same character. Fair play at its finest!



Now you can have a mirror match against your friend. This is truly the only way to have a completely fair match, where either player has no advantage.

No Enemies

This is easily one of the coolest codes for this hot game. It allows you to completely explore each of the game's courses without worrying about baddies. Some courses are extremely fun to just drive around—definitely try this one out. At the password screen enter **GO SIGHTSEEING**, then at the enemy select screen (right before you enter the game) turn all the enemies to zero.

SEPTEMBER 1998
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Cardinal Syn

Hidden Characters

About half the characters in this tortuously bad fighter are hidden. We know you don't want to waste your time earning them legitimately, so here is the list of codes for accessing all but two of the game's characters. Enter the codes on the title screen when "Press Start" appears. You can enter all the codes one after the next. You will hear a sound when a code has been entered correctly.



Enter the codes on this screen; you will hear a sound when they have been entered correctly.

N20

Various Cheats

You just know that codes must exist for a game that has an "enter code" option. It's sort of a no-brainer, so we gave Fox a call to see if the developers would give us some to try out. Guess what? They did.

Enter the following codes in the "enter code" option at the Options Menu. You can enter as many of the codes as you like, or you can clear all the codes you've entered by entering the "disable cheats" code. Most of them will help you beat the game or make it easy to see all of it. The "water effect" code is a gem among stones as far as codes go—extremely trippy, if not a little nauseating.



tip lines

Need help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain any of these lines (other than our own), so we aren't responsible for the information available on them.

Stuck? Call PSM!

Check it out—PSM's new tip line is the only place you can access the Code Junkies' Bible in its entirety—every code for every PlayStation game created! If it's not here, it doesn't exist! PSM's tip line also has the most complete walkthroughs and strategies for the latest games. And it's updated every month!

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(310) 926-0947
(415) 330-0600
(900) 680-2583
(900) 737-4767
(900) 454-5435
(900) 773-4367
(900) 288-4468
(900) 225-5436
(970) 522-1797
(415) 568-9501
(714) 553-6655
(847) 215-1811
(415) 348-0500
(900) 370-HINT
(900) 896-4468
(900) 740-JEDI
(510) 933-5630
(900) 773-HINT
(903) 874-5092
(900) 737-4468
(900) 737-2262
(408) 289-1200
(714) 428-2112
(900) 976-4468
(905) 475-4801
(900) 933-7669
(900) 370-5583
(800) 695-GAME
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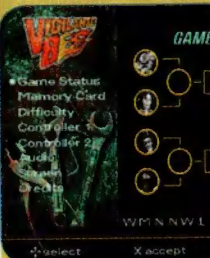
CHARACTER SELECT



code fi of the

VIGILANTE

A Car Trunk Full of Codes
Not unlike other games, Vigilante 8 has lots of codes. Actually, we're a bit surprised that it's not more widely open by codes. Enter all the codes you would find at the end of the game to include spaces between them.



All Characters and Levels
Enter **WMNNWLHTSC** to unlock all characters and levels and the five killer flying saucers!

With a single code the whole game is blown wide open. Yeah, baby! Now that's what cheating is all about!

HAPPY ANNIVERSARY!

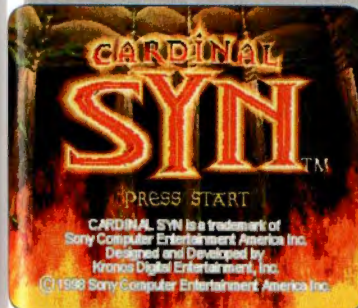
Instead of throwing together a bunch of self-serving pages about ourselves to celebrate PSM's first full year, we figured we'd give you something that you could use. How does a Special Edition Gold-Plated PSM Smiley Lid Sticker sound? Okay, so it's not *real* gold, but we still think it's pretty darn cool. This is an updated version of our very first Lid Sticker, which ran in our premier issue. Many of you have been asking us to run that first sticker again, so this is for all of you who have supported us and helped make PSM such an incredible success in such a short span of time. Enjoy the sticker, and thanks again!



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Enter the codes on this screen; you will hear a sound when they have been entered correctly.

Bimorphia: ♦♦♦♦♦
Juni: ♦♦♦♦♦
Kahn: ♦♦♦♦♦
Moloch: ♦♦♦♦♦
Mongwan: ♦♦♦♦♦
Redemptor: ♦♦♦♦♦
Stygian: ♦♦♦♦♦
Vodu: ♦♦♦♦♦



Once you've entered some extra character codes, you'll find them on the player select screen in any mode.

N20

Various Cheats

You just know that codes must exist for a game that has an "enter code" option. It's sort of a no-brainer, so we gave Fox a call to see if the developers would give us some to try out. Guess what? They did.

Enter the following codes in the "enter code" option at the Options Menu. You can enter as many of the codes as you like, or you can clear all the codes you've entered by entering the "disable cheats" code. Most of them will help you beat the game or make it easy to see all of it. The "water effect" code is a gem among stones as far as codes go—extremely trippy, if not a little nauseating.



Enter the codes in the obvious code entry screen found in the options menu. Could it be any easier?

Firewall Cheat: **XXSXXTT**
Weapons Cheat: **SXCSXCS**
Infinite Lives: **CXXTSTSC**
Access Any Level: **STCTXTSX**
Bonus Ship: **XXXSTCXT**
Bonus Level Access: **SSSTCTST**
Water Effect: **CXSTTCTC**
No Bonus Reset after Death: **STXTCSTX**
Disable Cheats: **SSXCCCC**

The water effect code makes this wild psychotropic experience that much wilder. This mode is very encouraged by Blake, although he hasn't quite been the same since he's been using it.



Without any pesky baddies to annoy you, the whole environment can be completely explored and destroyed. For this screen, Noah spent over an hour destroying every single object in the farm level. Sad, huh?

Invincibility

Never die or take damage by entering **I WILL NOT DIE** into the password screen.

View FMV Sequences

You can see all the FMV sequences using the all character, all level password, or you can simply use the password **SEE ALL MOVIES**.

Expert Mode

For a very tough game enter **HARDEST OF ALL** as the password.

More Powerful Missiles

To make your homing missiles do more damage, enter the password **DEADLY MISSILE**.

tip lines

Need help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain any of these lines (other than our own), so we aren't responsible for the information available on them.

Stuck? Call PSM!

Check it out—PSM's new tip line is the only place you can access the Code Junkies' Bible in its entirety—every code for every PlayStation game created! If it's not here, it doesn't exist! PSM's tip line also has the most complete walkthroughs and strategies for the latest games. And it's updated every month!

Call 1-900-772-4PSM
If you're under 18 years of age, please get your parents' permission before calling. Calls are \$1.49 per minute.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(900) 225-5436
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(900) 740-JEDI
Maxis	(510) 933-5630
Microprose	(900) 773-HINT
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psygnosis	(900) 976-4468
Ready Soft	(905) 475-4801
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Virgin	(900) 288-4744
VR Sports	(714) 956-9592

Gex: Enter The Gecko

See the Best Ending

You may have beat this game, but did you get the best ending? If you did then you would have had to find every remote in the entire game—not an easy task. The best ending is worth seeing, so for the Gex-impaired we thought we would share this final password. It will start you at the very ending of the game, with all the remotes and bonuses collected. All that's left to do is to proceed all the way to the back of the media dimension, take the left floating platform, and beat Rez for the final time. The final boss is quite tough, so to make it even easier for you we're also printing the invincibility code and some boss strategy.

Final Password

Enter this password at the password screen, then start the game: R1, R2, X, L2, □, X, □, R2, R2, X, L2, □, X, R2, □, L2, R2, X, L2, □, X, R2, □, L2, R2, X, □.

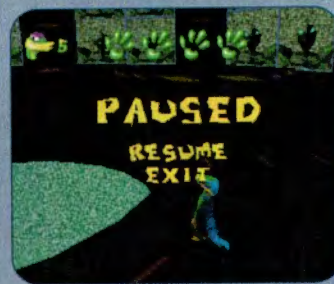


Viewing the best ending for this game starts with entering the password.

Invincibility

Beating Rez is much easier when you can't be killed, so use the invincibility code (from issue 10, June 1998) when you enter the level. Press START to pause the game, then press and hold L2 or R2. While holding L2

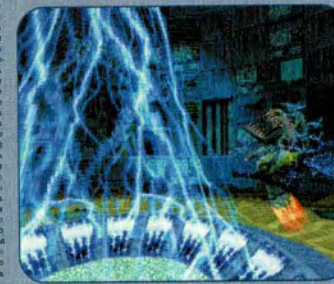
or R2, press +, +, +, +, +, +. Now unpause the game and forget about getting hurt.



Pause the game before entering the invincibility code. You can try to beat the final boss legitimately, but since you've come this far by cheating, why stop now?

Final Boss Strategy

Start the level by jumping onto the platform and letting it take you to the top. Jump off and enter the green light. Once in Rez's lair, tail-whip him into the electricity in the center of the room. You can also position yourself on the opposite side of the room from Rez with the electricity between you. This way he will run into it rather than you when he advances. Do this three times and Rez will grow to an enormous size. He will then proceed to whip you with his arms and zap you with his laser eyes. Pillars will rise out of the floor. To

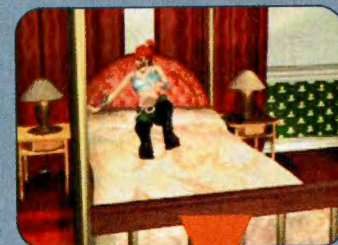


Knock Rez into the electricity in the center of the room three times to make him transform into his larger form.

defeat Rez, you'll need to maneuver so that when he tries to smash you he hits these pillars instead. Once Rez hits enough pillars it's game over, and eventually you'll be taken to the best ending.



Getting to the pillars by the time Rez takes a swing at you takes some speed and luck.



The best ending starts after the regular ending and features the lovely Nickie from Pandemonium 1-2. Apparently she has no standards whatsoever, as she leads us to believe she's about to be a Gecko...



Bio Freaks

First-Person View

Button-smashers surely have come upon this trick at some point during a game. The problem is that it makes it very hard to control your character, and once engaged it requires another button combination to disengage (not good if you found yourself in third-person by accident). Well here's what you do. During a match, press L2 + R2 + the opposite direction you're facing and you'll enter the disorienting first-person view. To return to the normal view, press L2 + R2 + +.



The first-person view is extremely difficult to use because the gameplay direction is unorthodox and the view is obscured by the character's massive transparent body.

Nascar '98

Waving Drivers

This little trick is pretty silly, but hey, it's a hidden feature. When using the first-person view inside the car, where you can see the driver's hands, you can press and hold Δ for a couple of seconds to make the driver wave. It won't help you win a race, but it is fun to do on the last lap of a race you're about to win.



Wave to all your fans with this cool little hidden trick. Too bad the hands don't have any textures, although you can imagine that the driver is wearing black gloves.

Mortal Kombat 4

Much like every other MK game ever made, MK4 is littered with dozens of secrets and "kodes." Here's a list of what we've found so far.

Kombat Kodes

Input these when you play a two-player game. Each number refers to the number of times you need to press the button corresponding to its place in the line-up. For example: 100 100 means both players hit the first button once each.

One-Hit Wins: 123 123

Noob Saibot Mode: 012 012

Red Rain (only on the rain stage): 020 020

No Rain (only on the rain stage): 060 060

Explosive Kombat: 050 050

Weapon Kombat: 002 002

Disable Throws: 100 100

Disable Max Damage: 010 010

Disable Throws and Max Damage: 110 110

Free Weapon: 111 111

Random Weapon: 222 222

Many Weapons: 555 555

Silent Kombat: 666 666

Big Heads: 321 321

Goro's Lair: 011 011

The Well: 022 022

Elder God's Room: 033 033

The Tomb: 044 044

Rain Stage: 055 055

Serpents Lair: 066 066

Shaolin Temple: 101 101

Living Forest: 202 202

Prison: 303 303

Ice Level: 313 313



You can only enter the Kombat kodes from the two-player versus screen.

game shark codes

You must have a Game Shark to use these codes.

ARMORED CORE

Have All Heads

80031a940101
80031a960101
80031a980101
80031a9a0101
80031a9c0101

Have All Arms

80031aa20101
80031aa40101
80031aa60101
80031aa80101
80031aaa0101
80031aac0101
80031aae0101
80031ab00101

Have All Generators

80031ad20101
80031ad40101
80031ad60101

Have All Cores

80031ae0101
80031aa00101

BIO FREAKS

Extra Health P18009a0386400
Low Health P18009a0380100
Extra Health P28009a6ac6400
Low Health P28009a6ac0100

DEATHTRAP DUNGEON

Magic Warhammer800c6c68000a
Venom Sword800c6c64000a
Silver Sword800c6c60000a
Black Spirit Sword800c6c5c000a
Red Sword800c6c58000a
Warhammer800c6c50000a

EINHÄNDER

Infinite Lives800813c40003
Super Armor800857180001
Infinite Ammo800848320063

FORSAKEN

Infinite MFRL and Graviton800862dc2a01
Infinite Purge800862de0009
Infinite Solaris Missiles800862d80009

GRAN TURISMO (ARCADE MODE)

Start with Bonus Items A	Start with Bonus Items B	Start with Bonus Items C
d00816d80000	d00816e40000	d00816f00000
800816d80405	800816e40404	800816f00404
d00816da0000	d00816e60000	d00816f20000
800816da0004	800816e60004	800816f20004
d00816dc0000	d00816e80000	d00816f40000
800816dc0405	800816e80404	800816f40404
d00816de0000	d00816ea0000	d00816f60000
800816de0004	800816ea0004	800816f60004
d00816e00000	d00816ec0000	
800816e00504	800816ec0404	
d00816e20000	d00816ee0000	
800816e20004	800816ee0004	

GRANSTREAM SAGA

All Shields801c914ffff
All Armor801c9148fff

JET MOTO 2

Unlock Enigma Racer8016b0de0001
8016b1300001
All Courses Open in Single Track8016af060301

MORTAL KOMBAT 4

Infinite Health P1800aaba8ffff
Infinite Health P2800aabcffff
Infinite Time800a9a00064

NEED FOR SPEED III

Enable All Levels and Cars80125f10ffff

PITFALL 3D

Start with Extra Lives8007c3480064

RISK

START + SELECT for 100 Mend00a46880900
800a46740064

ROAD RASH 3D

High Bike Durability8010eaa7f7f7
Infinite Cash800b6f7cffff

SAN FRANCISCO RUSH

Drone Cars Cannot Drived00074bc0001
800560440000

X-MEN VS. STREET FIGHTER

Infinite Health P180042c340090
80042c3c0090
No Health P180042c340000
80042c3c0000
Infinite Health P280042f7c0090
80042f840090
No Health P280042f7c0000
80042f840000

X-MEN: CHILDREN OF THE ATOM

Infinite Health P18003b6e8008f
Infinite Health P28003bae8008f
Full Power Bar P18003b6ec008e
Full Power Bar P28003baec008e

Play Noob Saibot

First you must beat the game with Reiko in the single-player mode. Then enter the Noob Saibot Kombat Kode (012 012) at the two-player versus screen. Now go to the character select screen again. Noob Saibot will be permanently unlocked and selectable. Go to "hidden" and select it with the run button. Hold the run button down and press + twice and + once. Then press block.



Once again, Noob Saibot has returned to fight. Nobody knows who he is or what his motives are.

View Character Bios

To view each character's history, you need to go to the Kombat Theater mode and select the character you want to see with the L1 button. You will get Goro's bio by selecting any of the items in the bottom level.

The character bios will help you get a better understanding of the events leading up to this most recent confrontation.



Alternate Costumes and Weapons

To select an alternate costume for a character, you must first position your cursor on top of the character you wish to play. Then press START and R1, the character icon will spin around once. Let go of START and select the character to get the first alternate costume (the second-player colors). If you hold START and hit R1 once again, the character icon will spin again and you will get the secret costumes. These are pretty different than the normal costumes, and the character will also have a different weapon. To get Noob Saibot's alternate costumes, you must spin Reiko's icon before going through the procedure to play as Noob.



Johnny Cage's third costume is a rather dapper tuxedo. His new weapon is a semi-automatic pistol.



LETTERS

welcome to the premier forum for PlayStation fans, where we dig into today's hottest issues

Drop us a line at PSM Letters, care of Imagine Media, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, you can reach us at psm@imaginemedia.com.



▲ As you can see from our latest group shot, Gary is the only staff member with any self control whatsoever. Charles is still on soft foods after Bill's vicious "Fist of Fury" attack.

I have been reading this magazine since the first issue, and I've got a few questions for the PSM crew:

1. So whatever happened to the "side-scrolling fighter" genre? More specifically, the sprite-based kind? Would Capcom consider porting *Battle Circuit* or *Warriors of Fate* to the PlayStation?
2. This question is for Bill. How do most youths find time for videogames when studies are the highest priority?

Long T. Nguyen
mtnguyen@earthlink.net

► **STEVE:** Hey, Long. The problem with side-scrolling fighting games, especially sprite-based ones, is that they tend to look dated. The in-thing



▲ Well Long, you might enjoy *Fighting Force* if you're a big fan of *Battle Circuit* and *Warriors of Fate*. Don't hold your breath for anymore 2-D sprite games!

now is 3-D polygonal graphics. In fact, most 2-D sprite games never get the go-ahead from Sony. And considering that Sony has the first and final word on all PlayStation game devel-

opment, you can see why not many games of that type are available. The only thing I would suggest is checking out Eidos' *Fighting Force*. It takes the elements that we loved in *Final Fight* and *Battle Circuit* and brings them to 3-D. In fact, Eidos is getting ready to release *Fighting Force 2*, which should hopefully rejuvenate this dying genre.

► **BILL:** All studies and no games makes Jack a dull boy. There's always weekends, ya know!

First of all, I want to thank you for giving us all such a groovy mag. I also like how you tell readers about yourselves. The feeling that I actually know the staff makes the magazine a lot more fun to read. Now down to the nitty-gritty:

1. What's your opinion on *Riven* for the PlayStation? I've heard that some PC/PlayStation crossovers have awkward controls, and I was wondering if *Riven* was worth the 60 bucks.
2. This one isn't so much a question as a comment. Recent issues have had some questions and comments about female gamers. Being one myself, I want to clear something up. As we all know, very few women like video-games. Those that do pretty much like the same games as the guys. For example, one of my favorites is *Resident Evil*. If the gaming industry suddenly starts making awkward

attempts to create "girl games," I would definitely keep my distance. And, sorry to burst everyone's bubble, but women who don't like videogames will never like videogames. It doesn't matter how many Barbie games are developed, I don't think they'll be able to grow the female market at all.

3. How could you guys have possibly put *FFVIII* so low on your most wanted list? It's the sequel to the best game of all time! You say it's because you don't know much about it, but the next minute you're slobbering over *Lara Croft* and putting *Tomb Raider III*, which you know literally nothing about, in the number three slot! What's up with that?

4. Is *Final Fantasy VIII* being developed for PlayStation or the PlayStation 2?

5. Do you know anything about *Bust-A-Move*? (I know you do!)

6. You keep insisting that the PlayStation will remain unrivaled, but I've heard some rumors about Sega's upcoming 128-bit system, and it sounds like it's going to be a real killer machine! How can you be so confident about the PS?

7. Chris is cute!

Ella H Haselswerdt
ella6@juno.com

► **CHRIS:** Wow, you've got an awful lot to talk about there, Ella. Let's get right to it:

1. To be honest, I'm not the biggest *Riven* fan, but Steve (who's played the PC and PlayStation

(Continued on pg. 120)

Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite genre, your current fave game, and your age. Send it to PSM Link-Up, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or you can e-mail us at psm@imaginemedia.com.

► **Brennan Bajdek, age 14**

232 A Old Alton Rd.

Denton, Texas 76226

Favorite Genre: RPGs

Favorite Games: *FF IV*, *Suikoden*, *Seiken Denetsu 3*, *Bahamut Lagoon*, *Treasure Hunter G*, and the rest of Square's games.

Quote: "If we should fail, then thus shall be our last and final fantasy..."

► **Pat, age 13**

Shortys675@aol.com

Favorite Genre: Car Combat, Fighting

Favorite Games: *TM 1-2*, *Vigilante 8*, *Bloody Roar*, *Resident Evil 2*, *Gran Turismo*

Quote: The more N64 tries to be better than PS the more I laugh. CAR COMBAT IS THE BEST!!!

► **David Van-Cao, age 15**

13433 Nevada Ave. S

Savage, Minnesota 55378

Favorite Genre: Racing, Shooting, RPG,

Action, Fighting

Favorite Games: *Tekken 3*, *Einhänder*, *Gran Turismo*, *FFVII*

Quote: "Never underestimate the element of surprise."

► **Becky Krause, age 14**

4318 N. Lowell

Chicago, Illinois 60641

Favorite Genre: RPGs

Favorite Games: *FFVII*, *Twisted Metal 2*, *Crash Bandicoot 2*, and every single RPG

► **Juan Guzman, age 13**

2839 Hope St.

Huntington Park, California 90255

Favorite Genre: All

Favorite Games: *Resident Evil 2*, *Tekken 2*, *3*, *Tomb Raider I-2*, *Jet Moto*, *Blasto*

Quote: PlayStation is my life. It's the bomb.

(Continued on pg. 120)

PAUSE

Each month, we put the controller down for a moment to focus on a different aspect of PlayStation gaming. We invite debate, so please drop us your opinion on this month's topic at PSM PAUSE, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or, you can e-mail us at psm@imaginemedia.com (just be sure to put "Pause" as the subject heading). We will run the best of your responses here in this section.

THIS MONTH'S TOPIC: RPGs Need To Evolve

I've been playing RPGs for a long time. The first true console RPG that I can remember was *Dragon Warrior* for the 8-bit NES. At the time, it was totally revolutionary, and I was blown away. I'm still a big RPG fan, but I've got to tell you, the luster is in danger of wearing off.

If you think about it, the console RPGs of today are virtually identical to the very first ones. More than any other type of game, RPGs just haven't evolved much. Sure, a few new features have been thrown in here and there, but in general, all we get with each new RPG is better graphics and more of the same.

I believe the genre has an endless amount of room to expand, to take games to new and exciting places that haven't been explored before. As technology continues to improve, the characters you interact with can become much smarter, to the point where you can actually direct a simple conversation, asking questions and changing topics at your own pace. Also, as new videogame consoles provide more storage space, it will be possible to have storylines that take many different directions. Can you imagine finally

"MORE THAN ANY OTHER TYPE OF GAME, RPGS JUST HAVEN'T EVOLVED MUCH"

taking control of your own fate and choosing your own path, instead of being forced down one pre-set sequence of events? The true purpose of an RPG, after all, is to play a role. And the more control you have over your own actions, the more you can truly believe you are the character.

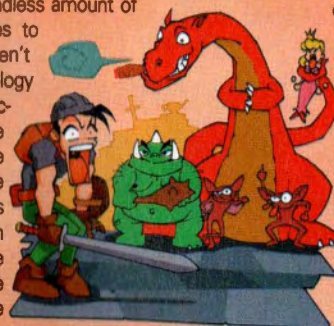
Admittedly, those are somewhat lofty goals, and we may not see their true potential for years to come. Still, we could be doing lots of things in the meantime to update the classic RPG formula.

And it does desperately need an overhaul. The same problems that plagued RPGs a decade ago are still around, like random battles. Combat can be fun, but it almost always becomes tedious, even in the best games. How can we fix this? You can't just take battles out—then you could finish *Final Fantasy VII* in only a couple days! Instead, what if

we found a way to keep the battles fresh, to make each fight unique somehow, and to involve them more in the storyline?

Well, it's time for me to turn the forum over to you. What else needs to be changed in RPGs? What shouldn't we change? How can we keep this genre that we know and love fresh and interesting? As always, I'll print your most interesting responses in this space. (Just try to be brief!)

► **CHRIS SLATE**



▲ More battles? You're on your own, princess!

PAUSE FEEDBACK: JULY Violence and Censorship?

Here are your responses to our Pause topic for issue 11 (July 1998). Out of all the letters we get, we pick the ones that take a slightly different angle to the subject. Now let's see what some of you had to say...

After all the moral and ethical red tape that everyone has gone through over this in the past few years, we've only learned one simple lesson: you don't like it, don't play it. However, I do have to say that I do not agree with the direction a good number of software companies are taking. It started with *Doom* and then went to other almost cultic and malicious titles like *Forsaken*, *The Unholy War*, and *Thrill Kill*. Don't get me wrong, they all might be some pretty kick-ass games, but you can only go so far as to what kind of image you want to put out about the industry.

Tung V. Tran
captainnifty@juno.com

Last January I saw a good example of a parent not knowing, or even caring, about what her child played. I was in a Target, looking at PlayStation games, when I saw a mother and her nine-year-old son looking at N64 games. Being the nosy and curious person I am, I watched them for a moment. His mother was there all the time, and he picked out *Turok: Dinosaur Hunter*. Now, there were close to a dozen signs all over the

Electronics section displaying *Turok* and its "M" rating. If parents don't care about what their children are playing, what good will some law do?

PARENTS HAVE TO TAKE AN ACTIVE ROLE! It is up to the responsible, educated, and willing parents to set the guidelines for their children, not the government. And for those of us that are mature enough to handle the violence, why ruin our enjoyment?

PS Inferno
PSinferno@aol.com

Sometimes titles need violence for the plot. What would *Final Fantasy VII*, *Resident Evil 2*, and I'm guessing *Parasite Eve* and *Metal Gear Solid* do if they had to keep their stories appropriate for kids who still watch *Barney*? We'd have cool concepts but terrible games. A good horror movie has to be rated R, and likewise, a good horror game has to have R content! See what I'm saying?

Todd "Pissed Off" Banhazi
tbanhazl@jps.net

I am appalled at the lengths these senators will go to. They say there's too much violence in videogames. But (being a product of a broken home) there is much more violence at home for kids to see. Congress

shouldn't be fighting against violence in videogames, but rather fight the stores who will sell those games to under-aged kids. I work at a video store, and a lot of times a kid comes up without a parent, but with their parent's card. I look to see if there's a restriction for "R" or mature titles, and to my amazement, I see a lot of parents who let their kids view adult material. If senators want to blame somebody for kids committing violent acts, blame the parents who let their kids view violent things, and the video stores that sell or rent these games and movies to kids without any regard for the restrictions. Don't punish the majority for the actions of a few.

My mother brought me up right, and for that I will forever be grateful. And no amount of violence will ever change me into a gun-toting person like Duke Nukem. The gaming industry has been good to us. Let's be appreciative and respectful, not condescending and condemning.

Phil Koubik
johnny_64@hotmail.com

At 22 years-old, I've never understood the big controversy surrounding violence in the videogame industry. I grew up just fine, and I've been a gamer since my first pong system in 1980. I guess it depends on your definition of violence. To me, yes, *Mortal Kombat* is violent, but not in a way that makes you want to beat someone up. If anything, people only play *MK* to see the gory fatalities. Is that so wrong? I mean, it is animated, after all.

In a world where Jerry Springer leads national television ratings, and the news over-hypes every sickening tragedy that occurs in the world, it seems to me like the senators are overlooking the real problem, and passing the buck to whomever they see fit.

I work in a game store, and yesterday a lady returned *Star Wars: Shadows of the Empire* for the N64 because she said that it was too violent. As she put it, "I didn't know you'd be shooting at

human beings." Hey lady, I have some advice for you: Instead of letting a television or videogames babysit your children, why don't you try spending a little time with them, give them a hug once in awhile, and you'll be surprised at how good they turn out.

Dave Hulegaard
ShooGazing@aol.com



► **CHRIS:** Wow, I can't believe the overwhelming number of "anti-censorship" responses! I thought I'd at least get a few letters from the opposite perspective, but your message has come through loud and clear: "Don't anybody go messin' with our games!" Here's my bottom line: Now more than ever, people of all ages are playing videogames. It's a full-on entertainment medium that shouldn't be taken any less seriously, or treated with any less respect, than film, TV, or any other entertainment form. Period.

P

(Continued from pg. 94)

versions) says that both are pretty much the same, minus the slightly grainier video on the PlayStation.

2. You go, girl!

3. Hey, give us a break! We're just as hyped about that game as anybody, but it won't be out for almost a year. It wouldn't be any fun if it just camped out at the top of our list for 12 straight issues.

4. FFVIII is definitely being made for the original PS we all know and love.

5. You mean that awesome dancing game? It's now being called *Bust-A-Groove* for its U.S. release, and is set to come out in November. What else can I say but, it's awesome!

6. Dreamcast is looking hot, and as a hard-core gamer, I'm excited about any new system. But from what I'm hearing, the PlayStation 2 ain't gonna be no slouch, either. When the current PS starts to show its age, Sony will just step up with the next-generation PlayStation.

7. Aw, shucks! You're cute, too! :)

I'm from Philly—The Mecca of Boxing—so I guess my topic is obvious. Are there any plans for a boxing game on the PlayStation? I heard a rumor about EA Sports, but nothing substantial.

After playing all these 3-D fighting clones with crap like fireballs and 30-hit juggling combos, I yearn for a game where you can stand toe-to-toe, relying on your skills to prevail. With the PlayStation's capabilities, the prospect of a polygonal, 30 FPS boxing game makes me drool. If you have



▲ *Knockout Kings* is on the way, Gary, and it has all your favorite names.

any information, please fill us in. Thank you.

Gary Holler
Philadelphia, PA

► **NOAH:** Your prayers have been answered, Gary, as the rumors of an EA sports boxing game are true. It's being called *Knockout Kings* and will feature over 30 boxing legends, including Muhammad Ali, Evander Holyfield, Sugar Ray Leonard, and Oscar de la Hoya. As a matter of fact, Sugar Ray, Oscar, and Shane Mosley are all working with EA to make the game as authentic as possible. Each boxer will incorporate their own distinct, trademark moves! We've played an early version of the game, and from what we've seen it shows promise. Expect to see *Knockout Legends* before Christmas.

On the cover of the Japanese version of *Gran Turismo*, underneath the title of the game it proudly states that it is

"The Real Driving Simulator." Did you notice that the U.S. cover does not say this? That's because it's not. Speeding up the game engine may have seemed like a great idea at first, but the finished product plays more like *San Francisco Rush*—not a good thing for a simulation driving game.

And who wrote this crappy music? Who wants to listen to some lady sing "C'mon Baby" over and over again while they are trying to concentrate on driving? The music in the import is far better suited to the game.

I'm getting to a point here. As a manager of a videogame store, I get to see imports and domestic games every day, on every system. The general trend seems to be this: Japan gets the awesome, revolutionary, kick-ass version of a game that challenges you to the point of frustration, with more features and more realism. Then we get it over here and it's easier, more arcade-like, and less like a simulation. In most cases, you have to turn the music off just to be able to stand playing it.

black and white, color...what's the difference?

Having just received issue #11, I have one thing to say: Wow! The cover of *Sub-Zero* by Joe Madureira is awesome, even better than his *Resident Evil 2* cover. The poster is just as cool. Now for a few comments, questions and suggestions:

1. How 'bout this man for a cover: Michael Turner. His work on *Witchblade* and the up-coming *Fathom* for Top Cow is great.

2. Speaking of *Witchblade*, I heard that Eidos was developing a game based on the comic. Is this true? As a fan of *Tomb Raider* and *Witchblade*, I'm excited by the idea.

3. I noticed in your previews section that some of your screenshots were in black and white. Why?

Jeff Cunningham
Hampton, VA

I just received your latest issue (July, Issue 11), and was flipping through it when I noticed something strange. On page 50, (*Rogue Trip* preview), all the screenshots were in black and white. At first, I thought this was supposed to be there, like someone down at

SingleTrac felt like making a game that looked advanced but had the GameBoy color palette. As I dismissed this fact, I flipped past your poster (great poster, by the way) and saw that *Alien Resurrection* (page 51) was also in black and white. What's the big deal?

Donald M Phan
sepulchre@juno.com

► **CHARLES:** Geez, don't you guys miss anything? Black and white screens are what you get when you send digital files in the wrong format to the printer. Unfortunately, we were really being squeezed by deadlines and well, we just plain goofed. I accept full responsibility, and am wearing Eug's Crash Bandicoot suit to work every day for a month as penance. By the way Jeff, I grew up a few peanut fields over from you in Suffolk. Enjoy that summer heat wave, man!

► **CHRIS:** What, us goof? We were sabo-

tagged, man! It was treason! The sun was in our eyes! We...it...oh, all right, we just screwed it up big time. I should take this opportunity to apologize not only to you guys, our readers, but also to the companies whose games we mistakenly previewed in black and white. What else can I say? We're working hard to make damn sure it never happens again.

As for your other questions, Jeff, we're pretty big fans of Michael Turner's, too. Hmm, what cover would he be best suited for? We'll have to think on that one. As for a *Witchblade* game, it's true—Eidos has the folks at Core working on it as we speak! Cool, huh?

◀ "Wait! It was just a mistake! Don't strip me of my color again, I beg you!"

▲ **David Rodriguez, age 14**
125 SE 17th St.
Cape Coral, Florida 33990
Favorite Genre: RPG, Fighting, Strategy, Shooter
Favorite Games: FFVII, Alundra, Breath of Fire 3 for PC, Starcraft, and more
Quote: U talking to me!!

▲ **Dan Murray, age 14**
154 Via Guamuchi
Sierra Vista, Arizona 85616
Favorite Genre: Everything but Sports
Favorite Games: All Final Fantasy games, Resident Evil 2, X-Men vs. Street Fighter, Wild Arms, Sega Frontier, Need for Speed III, Mega Man X4, Tekken 3, and Dead or Alive.
Quote: "...and therefore never send to know for whom the bell tolls; it tolls for thee." —John Donne

▲ **Alexia Loubier, age 21**
1 University Place Apt #11-5
New York, New York 10003
Favorite Genre: Action, Adventure
Favorite Games: Resident Evil 1-2, Clock Tower, Fighting Force
Quote: I can't believe I'm doing this.

▲ **David Arcthe, age 15**
chocomog@juno.com
Favorite Genre: RPGs, Fighting
Favorite Games: Final Fantasy VII, Street Fighter Alpha 2, Street Fighter 3, Tekken 3, Macross (old Nintendo Version)
Quote: Where's Aeris?!! :sobs::

▲ **Justin Keels, age 14**
VIPERKILL@AOL.COM
Favorite Genre: All
Favorite Games: Mortal Kombat 1-4, Resident Evil 2, Need For Speed 3, Vigilante 8, and all hot games that are out there.
Quote: PlayStation does it like nobody else. We got da better games and da better graphics and all the other items you could possibly get for PlayStation. N64 iz goin down da drain.

▲ **Matt, age 13**
Parappa125@aol.com
Favorite Genre: RPG, Racing, Sports
Favorite Games: Final Fantasy VII, Gran Turismo (with the Dual Shock controller), Resident Evil 2, Crash 2, Triple Play '98.

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Americans should check out the import version of games and see what they are truly missing. They may be surprised.

Brian Wakefield
St. Louis, MO

► **STEVE:** I have to agree with some of the points you bring up, Brian, but they are not always true. To begin with, *Gran Turismo* is pretty much the same game in the U.S. and in Japan. Sure, Sony modified the arcade mode a little bit and changed the number of cars, but I would hardly say it plays like *SF Rush*. Also, the package might not state anything about the game being "The Real Driving Simulator," but that phrase is one of the first things you see when you load up the game.

It does get me upset when Sony or any other company changes game music for a U.S. release, but they do it for a reason. The general population of the United States doesn't really care for the jazzy style of music in their games, which the Japanese *Gran Turismo* features. They especially don't care for anything J-Pop related, either. Sure, people like you and me love it, but unfortunately, we represent but a small segment of the market.

I can understand your frustration, but we just have to deal with it. Companies are going to continue to make games more arcade-like and action-oriented because that is what the majority of gamers want. However, some companies, like Sony, are actually making their games more difficult when they release them here. Take *Einhänder*, for example. In the Japanese version of the game, players were given unlimited continues, but the U.S. version only allows you to continue a for a limited number of times. Go figure. All I can suggest is keep mailing the companies and let them hear your thoughts. We will do what we can from this end.

I am a loyal reader from the first issue of PSM, and I was wondering if someone

there could answer my questions:

1. Will there be a sequel to the awesome PlayStation game, *Diablo*?
2. I own *Command & Conquer: Red Alert* and I am considering buying a link cable to play it with a friend. Can I use the Allied disc and the Soviet disc to play multiplayer, or do I need two Allied discs or two Soviet discs?
3. Are any good golf games available for the PlayStation?

Brian Shuchuk
Alberta, Canada

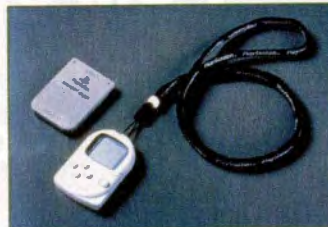
► **BLAKE:** Hey-hey Brian, I'm up for all your questions. Bring 'em on!!! OwOwOw!!!



▲ Where you been, Brian? You should know that *Hot Shots Golf* is awesome!

1. Nobody knows at this point. The PC sequel to *Diablo* is coming out this Christmas and it looks incredible. I asked around a little and it's still too early for anybody to announce whether or not it will be PlayStation-bound. I certainly hope so!
2. Yup, you only need one copy of *Red Alert* to play linked. One player can use each disc. This is by far the best way to play this game, and when you try it you'll be blown away.
3. *Hot Shots Golf*, baby! If you haven't given this golf game a chance yet because of its cartoony graphics or something, go check it out. It's one of the best golf games for any console and well worth your purchase.

Has Sony ever mentioned a portable system? For years, the Nintendo GameBoy has killed a lot of hardware companies. It terminated Lynx, Game-



▲ The PDA is as close to the Gameboy as we are likely to see from Sony, Jesse.

gear, and the Nomad. Not to mention it lasted longer than Genesis, Super Nintendo, and 3DO. It also has sold more systems than Sony in the last two years (maybe because it is cheaper), but it still sells well despite the lack of color and its weak games. Why hasn't Sony counter-attacked the success of Gameboy with a portable system of its own? If the PlayStation is ten times better than the N64, imagine how much better a portable PlayStation would be compared to Gameboy.

Jesse McKee
jesbob121@aol.com

► **BLAKE:** One thing at a time, Jesse. This is, after all, Sony's first attempt at getting into the console market. Even though it has done a great job so far, the portable market is extremely difficult to break into. Besides the technical issues that come up when making a portable system (a portable PlayStation would eat batteries like you wouldn't believe), entering the GameBoy market has killed more than one great system. Let's face it: the GameBoy is seriously entrenched in the Japanese market, and the introduction of a cheap (\$80) color Gameboy late this summer will probably insure it stays there. To break into that market Sony would need a cheap system (less than \$100), lots of games, technical superiority, and a long battery life.

Believe it or not, the battery life of a portable system has a lot to do with its success. I'd reckon Sony will stay out of this market for a while, except for its PDA project. The PDA may be able to play some games, but videogames are certainly not its primary focus.

I have some questions, and please don't go off saying how you don't like lists and everything, because we've heard it a thousand times. Hey, that's the way it is.

1. Is there a *Gran Turismo 2*, and when is it coming to the U.S.?
2. What do you know (so far) about *Lunar: Silver Star Story Complete*? Is it going to be good? Would you recommend it?
3. Which do you think will be better, *StarCon* or *Colony Wars: Vengeance*?
4. Which fighter would you recommend, *X-Men vs. Street Fighter* or *Marvel Super Heroes*?
5. Is a game coming soon that will allow us to switch our players on and off while playing tag team? *X-Men vs. Street Fighter* didn't have it, and unfortunately, MK4 is totally different.
6. Is *Brave Fencer Musashi* really going to have a demo of FFVII?
7. When are *Brave Fencer Musashi*, *Parasite Eve*, and *Xenogears* coming out here in the States?

Thanks a lot for your time, keep up the good work, and give us more MC stickers, lid stickers, and posters!!!

Shorat@aol.com

► **NOAH:** Okay Shorat, Steve and I have some answers...

1. No announcements have been made, but I really wouldn't be going out on a limb if I were to say that the sequel to *Gran Turismo* is

▲ *Lunar* is looking good, and we are all looking forward to it, Shorat.



► **Justin Liu, age 12 1/2**
Zephyr332@aol.com
Favorite Games: RPGs, Fighting, Strategy
Favorite Games: RE2, FFVII, FF Tactics
Quote: HEY MAN, PSM ROX the HOUSE!!! PARTY ON GANG!!!

► **Vincent Brown, age 17**
3 West White St.
Frankfort, Indiana 46041
Favorite Games: Shooters, Racing, Fighting
Favorite Games: Einhänder, Tekken 3, Total 2, Bushido Blade 2, Colony Wars, Sexy Parodies

► **Omar Amaru Simon, 18**
meccabx@aol.com
Bronx, New York
Favorite Games: NBA Live '98, Resident Evil 1-2, Crash, Gran Turismo, most games
Quote: Live the fun life—videogames

► **Bob Schuelein, age 15**
schuelein@avalon.net
Favorite Genre: RPG, Action/Adventure, and Racing

► **Brian Ringer, age 14**
gwringer@ix.netcom.com
1017 Susan Ln.
Martinsburg, West Virginia 25401
Favorite Genre: All
Favorite Games: Tekken 3, Gran Turismo, Need for Speed 3, Tomb Raider 2, Resident Evil 2, Time Crisis, Croc, Dead or Alive
Quote: The Dual Shock Rocks

► **Mark Pedersen, age 13**
201 Ridge St.
New Milford, New Jersey 07646
Favorite Genre: All except RPG
Favorite Games: X-Com UFO Defense, C&C: Red Alert, Resident Evil 2, WCW vs. the World, WCW Nitro, Tekken 3, Gran Turismo, Dead or Alive, MLB '99
Quote: DX Rules! S*CK IT!!!



FAN ART

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, then by all means send us a copy! (We'll take originals too, but we won't be able to return them.) Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at psm@imaginemedia.com, and label the subject heading "Fan Art." Now get busy making that art!



▲ Wow, cool Tekken 3 pic, huh? This one comes to us courtesy of Aaron Masik, and you can usually find more of his work at <http://www.jenactive.com>.



▲ Poor Chibi! Thanks to Mark Jardine for sending us this pic of our favorite little guy.



▲ Chika sends us this cute little scene of Final Fantasy VII's Tifa and Yuffie, taking a Chocobo out for a quiet stroll. Wanna see more of this artists' work? Then what are you waiting for? Just head on over to <http://members.aol.com/bummei/orin/>



▲ Everybody draws Morrigan, but Chad Seip's is one of the best.



▲ John Kim would have to be our favorite fan artist, seeing as how he did our cover last month! Just check out his last Yoganini!



► This is, by far, one of the absolute top pieces of Final Fantasy VII fan art that we've seen, and certainly the best Tifa illustration. Kudos to Logan "Tweakes" Davis. Nice job!

already under way somewhere in Japan. Let's hope that's the case!

2. *Lunar* is still on schedule for a September/October release, and you can read about it in our last issue. It looks great and is eagerly awaited by the PSM staff.

3. That's a tough call, but here goes. *CW: Vengeance* we know will be amazing. It's the second game in the series and there will be many improvements to the already fantastic gameplay of the original (like planet-based missions in which you get to pilot your fighter over land). The game's storyline and look are simply incredible, with a good level of sophistication.

On the other hand, *StarCon* is the extension of a long-running, successful series that is boldly entering the 3-D world. It is expected to play well, but the question will be whether or not the physics will be as advanced

as those in *CW: Vengeance*. Its one edge over *Colony Wars* is the ability to pilot larger craft, from which you can launch pilot fighters. Honestly, I'm eagerly anticipating both.

4. **STEVE:** Hmm...that is a hard call. I

▼ *CW: Vengeance* (left) has a proven track record of excellence, while *StarCon* (right) is just entering the 3-D world. Still, choosing between them at this point would be tough—both titles are expected to be really hot.



like both games quite a bit, but I hate the slow-down and the lack of the tag-team feature in *X-Men vs. Street Fighter*. Still, you can choose from quite a number of characters in that game and the EX combo system is pretty cool. So, I guess I like *X-Men vs. Street Fighter* better, but only by just a little bit.

NOAH: *Marvel Superheroes*. I love how the gem system works in the game. It is rather innovative and adds quite a bit to the depth.

5. **NOAH:** Check out *Rival Schools* from Capcom, out in a month or two. You can't really switch characters during a match (although there are

► **Jesse Kuntz, age 15**
wbaltz_69@hotmail.com
P.O. Box 790
Moxee, Washington 98336
Favorite Genre: Action, Adventure, Racing, and Fighting

► **Graham Patterson, age 13**
cindy@ucom.net
Favorite Genre: All
Favorite Games: Tekken 3, Gran Turismo, Micro Machines V3, March Madness '98, Klonoa, Skullmonkeys, Parappa the Rapper, Total 1
Quote: Resident Evil 2 SUCKS!!!

► **Ryan "BUFF" Tempesta, age 17**
ST. Peters, Missouri
rtempesta@stinet.com
ICQ # 5842263
Favorite Genre: All Kinds
Favorite Games: Gran Turismo, RE2, FFVII, World Cup '98, Tekken 3
Quote: "I'm BUFF, I'm TUFF, I'm the STUFF, and the GIRLS can't get ENOUGH"

► **Riaan Ferreira, age 13**
Jacen4Solo@aol.com
Favorite Genre: RPG, Sim, Fighting, Action/Adventure
Favorite Games: Final Fantasy II, III, and VII, Tomb Raider 1-2, Final Fantasy Tactics, Tactics Ogre, Ogre Battle, Tekken 3, SoulBlade, X-Men vs. Street Fighter
Quote: Power to the people!

► **Munky Estrogen**
the.gamer@hotmail.com
3481 Birchfield Rd.
Moxee, Washington 98336
Favorite Genre: Action/Adventure, Fighting, Racing, Shooters
Favorite Games: Grand Theft Auto, Rally Cross, Fighting Force, Gran Turismo, Tomb Raider 2, Resident Evil 2, Mortal Kombat 4, Cool Boarders 2, Time Crisis, Worms, Jet Moto 2, Twisted Metal 2, NQ, Vigilante 8, Tekken 3, Dead or Alive (great animation!), Die Hard Trilogy, etc....

some tag-team moves), but you can switch players between matches. Not quite the arcade experience of *X-Men vs. Street Fighter*, but getting closer. Check out the code in issue 11 (July 1998) for *X-Men vs. Street Fighter*, as it will allow you to (in a limited way) switch characters at any time.

6. STEVE: Yes it is. We can't wait!
7. STEVE: *Brave Fencer Musashi* comes out in October, *Parasite Eve* in September, and *Xenogears* in November. This is going to be one year that Square rules.

Konnichi wa! My name is Danielle, but call me Aeris—all my friends do. I'm a newcomer to the PlayStation club, so don't expect me to know too much about it. You might as well get used to me writing in. (Hee, Hee!) I heard from unknown sources that you're the best PlayStation magazine out there and that you guys know a lot about Japanese cartoons, videogames, etc. Well, could you send me some stuff about that lovable krabbit, Ryo-Ohki? Catalogs, magazines, anything, just send it! I also collect *Final Fantasy* stuff, so send that too. Whenever I talk about Japanese car-

toons and such, they (as in the general population of Houston) stare at me because they don't have the slightest of what I am talking about! Do people do that to you too? Sayo-nara, tomodachi!

PS: If you're looking for an artist for your magazine just drop me a line. I got the skills down, it's just that I don't have the connections. Arigato! By the way, I hear Chibi is single. What's his digits? (Hee, Hee, Hee!)

Aeris
Houston, TX

► STEVE: Howdy, Aeris. It is true that pretty much the entire PSM staff enjoys anime, but I'm probably the biggest fan. Just like you I love *Tenchi Muyo* (so does Blake), but my favorite two series are *Maison Ikkoku* and *Kimagure Orange Road*. Too bad about that "staring" problem you have, but it's to be

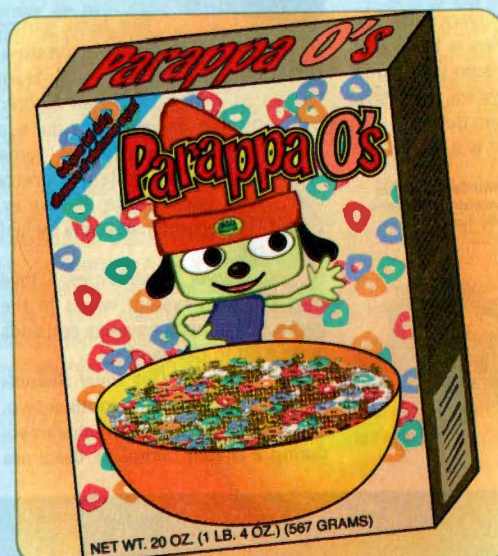
expected. While anime is steadily growing in popularity, it is still very much a niche culture. It's up to people like us to keep the faith and introduce others to anime.



► CHIBI: Um, hi there, *kawaii shojo*! So, you like anime, huh? Me too! Um...
► BILL: Chibi's just a little shy, so let me step in here. He'd love to go out for dinner with you sometime, right Chibi?
► CHIBI: Butt out, Parisian! But, um, I guess...that would be okay...

► BILL: Aeris, you should see Chibi right now. His face is totally red!
► CHIBI: IT IS NOT!!!
► BILL: Hey, it's okay, Chibi. I can see where you'd be nervous, especially since you've never even been out on a date before.
► CHIBI: KIISAMA!!! HOTTOITE KUREI SORE O SHINAI TO BUKKOROSU ZOII WAKATTA KA?I HONKI DA YO!
► BILL: Okay Chibi, chill out! Lay

video crunchies



▲ It's no *Donkey Kong* cereal, but a hefty serving of "Parappa-O's" sure would start the day off with a smile! Just imagine eating all of your marshmallow Parappa buddies...

What's up? I just thought I'd write and say that the magazine is great, just great. And to Chris, I see Chick-Fil-A has gotten you addicted, also. I just love to eat there, but I can't do it all the time because the closest Chick-Fil-A's are either in Wilmington, Fayetteville, Raleigh, or Myrtle Beach. I guess you can tell I'm from North Carolina. Now with the questions:

1. Why don't they bring out more videogame cereals? I used to love the Nintendo Cereal. You know it had two different kinds: The *Legend of Zelda* and *Super Mario Bros.* I also remember *Donkey Kong* cereal. But my favorite was *Pac-Man*. talk about good eats. Mmmm-mm! But why don't they bring out more cereals? Who wouldn't love to have Lara Croft at the breakfast table? Or how about *Mortal Kombat* the breakfast cereal, with little marshmallow MK characters? And what morning could be complete without *Parappa* cereal?

2. Chibi, who draws the best videogame anime women in your opinion? I was sitting around with a bunch of friends of mine and going over different games. I say Working Designs. One friend said Capcom, and another one said Square. What is your pick?

Thomas A.
vampirehunter@hotmail.com

► CHRIS: Hey Thomas, nice to hear from ACC country. Next time you get the chance, can you eat some Bojangles, Libby Hill, and Krispy Kreme for me? These West Coast guys don't know nothin' bout those awesome East Coast chains! And as for your cereal idea, I'm all for it! Like you, I used to fill my bowl with *Donkey Kong* cereal every morning. Sure it tasted just like Captain Crunch (and Mr. T's cereal, too), but just havin' that loveable monkey on the box made all the difference!

► CHIBI: For once I'd have to go outside of videogames and say that manga artist Masamune Shirow draws the best women. Just look at *Ghost in the Shell*! OISHIII!

off the Jolt Cola candy! She's all yours, so go ahead and put on your moves, Cassanova!

► CHIBI: Okay, um, sorry for letting my temper go, there. So, uh, heh-heh, wanna go, like, play some PlayStation, or something?
► BILL: Chibi, you're lame.

I am extremely jealous that you get to go to E3 and play demos of amazing games like *Metal Gear Solid* and... uh...other cool stuff. Anyway, I have a couple q's for you guys (if possible, I'd like Steve to answer this).

Steve, I know you're the RPG fan at PSM. I, for one, was extremely disappointed with *SaGa Frontier*. I absolutely



▲ *SaGa Frontier* was definitely disappointing, Adam. Let's hope Square gets its act together and does more quality control on its future RPGs.

could not figure out the battle system. I might have gotten one attack off and then I was killed. I was wondering if you felt the same way I do about this game. I know you gave it 2.5 stars, but I was wondering what you personally felt was good and bad about it. I thought Square should have put lots more effort into it. Don't get me wrong, I love Square for making games like *FFVII* and *Einhänder* and upcoming titles like *Parasite Eve* and *FFVIII*. Again, though, I'd really like to see Square try harder next time it makes an RPG.

My second question regards the Dual Shock-compatible version of *Resident Evil: Director's Cut*. Do you guys know whether or not the uncensored intro will be included? I saw it on the Internet once and I loved it!

Finally, I read on your website that *Marvel Super Heroes vs. Street Fighter* has been confirmed for the PlayStation. How do you think Capcom is going to deal with the PlayStation's RAM limits? I'm wondering because *X-Men vs. Street Fighter* didn't turn out that great. Thanks for the time, and say "Hi!" to Chibi for me!

Adam Nystrom
CloudFox79@aol.com

► STEVE: Hey, Adam. Nice to hear from you. I had several problems with *SaGa Frontier*, but the main ones had to be the fighting system and the storyline. Actually, I didn't

smart bomb

"THE TRUTH ABOUT TOMB RAIDER"



SUPER NEW LEVELS! MORE PUZZLES! MEGA-HOT WEAPONS! COOL VEHICLES! NEW...AW, YOU KNOW WHY YOU WANT IT!

care for a majority of the graphics, either. I was surprised when I started this game because it didn't really feel like a Square game at all. The overall quality and mood simply wasn't there; it seems like the company just rushed it out the door. Basically, it all boils down to the fact that Square might be spreading its resources too thin. Hopefully, Square learned its lesson and future titles will have that Square-level of quality we have all grown to love.

Unfortunately, even the new Dual Shock-enhanced version of *Resident Evil: DC* will not have the uncensored intro. For some reason, Capcom feels that it would take too much extra programming time, which doesn't really make any sense. How long could it possibly take to slap in a new FMV intro? On the good side, this version of the game will feature a new type of battle mode, extra music, and a couple of other additions. It probably won't be worth your money if you already have the regular *Director's Cut*, though.

There is no easy way to deal with the PlayStation's memory limitations. The fact is simply this: sprites take up a lot of space in memory and only so much compression can be used. It is hard enough for the PlayStation to store all the animation frames for two characters and a background—trying to squeeze two more characters in there would be a nightmare. The only solution I could think of is this: when you activate the character switch during a fight, the game would freeze for a couple of seconds while the PlayStation loads up the second character. However, this would seriously break up the pace of the game. The whole MK3 Shang Tsung morphing problem comes to mind. Hopefully, Capcom's developers are going to pull off some sort of a miracle. Otherwise, *Marvel Super-*

heroes vs. Street Fighter is probably going to turn out just as badly as *X-Men vs. Street Fighter* did.

► CHIBI: Arigato, Adam. Jya ne.



▲ Keep your fingers crossed for *Marvel Superheroes vs. Street Fighter*, folks. We don't want another *X-Men vs. SF*.

Hey there. I recently heard about a game starring Jackie Chan. I am a huge Jackie Chan fan, and got really excited about the game. Have you played it? If so, is it worth getting all excited for? Any news on a release date? Also, will your magazine cover the PlayStation 2 when it comes out? Thank you very much for your time.

Eric
benson@rof.net

► NOAH: I've played *Jackie Chan: Stuntmaster*, Eric, and although it was only a short demo, it showed promise as a platform game. Being the huge Jackie fan that you are, you may be disappointed, however. Jackie is motion-captured and his polygonal counterpart moves just like him, but the essence of Jackie that you're looking for is not quite there yet. At this point, the game doesn't have enough interactivity between the character and the environment, and the characters don't have nearly enough fighting moves. These two deficiencies may be corrected as game develop-

ment progresses. As it stands now, the main character in *Stuntmaster* only resembles Jackie Chan. It's not to the point yet where you will be convinced that the main character is Jackie, if you know what I mean. We shall see what happens!

I have just a few questions that I think you could answer for me:

1. When do you expect *Dragon Quest 7* to come out in the U.S.? Who's publishing it?
2. Has Sony said anything about a sequel to *Wild Arms*? The first game totally rocked and I would love to see a sequel to that game.
3. Are you doing your holiday buyer's guide again this year? I thought that was one of your best ideas so far. If you are, then I think you should list the "nice" games in a first, second, third basis. You should also break down the categories more in some of the genres. Like in sports, say what the best game is for each sport instead of doing the naughty and nice thing.
4. What do you think the next great RPG is going to be? I am a big RPG fan, but my budget is kinda limited, ya know.

Thanks, and continue with your work on



▲ Chan is one of the main characters from *Xenogears*, which we believe will be one of the next great RPGs.

the monthly scriptures of the PlayStation bible.

Matt Smith
tssmith@isoc.net

► Steve: What's going on, Matt? We just barely managed to squeeze your questions into this month's letters section, so I hope you appreciate it! Just kidding, we're glad to hear from you. Let's get to those answers:

1. To be truthful, not much information has been released about *Dragon Quest VII*. Even the Japanese press is digging for any tidbits of info that Enix has released. Supposedly, the game is scheduled to be released sometime in the middle of 1999. That means the game won't make an appearance in the U.S. until at least the end of '99 or the beginning of 2000. We don't even know if it will hit North American shores... Let's hope so!
2. Sony is really tight-lipped about its games nowadays. It could easily have a *Wild Arms* sequel in the works, but I doubt it. Considering the style of games that the company is developing, RPGs don't seem like much of a priority.
3. We have started discussing what we want to do for this year's holiday feature, but the details are not quite set. It will be along the same lines as last year's but there will be some layout changes. After you see this issue's update of The Top 25 PlayStation Games you will see what potential the new Christmas feature will have. As for numbering the games in order, we will have to think about it. Thanks for the suggestions.
4. I guess the next great RPG will be *Xenogears*. It has awesome mech combat and amazing animation cut scenes. We can't wait for it!

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YOU'RE EARLY! WE WON'T HAVE THE SHOP FULLY RUNNING UNTIL NEXT MONTH, BUT YOU'RE STILL WELCOME TO BUY SOMETHING NOW! OH, AND WHERE ARE MY MANNERS? MY NAME IS...

PAROOO OUR SPACE DUST

WAIT, DON'T TELL THEM WHO WE ARE YET! LET IT BE A SURPRISE FOR NEXT MONTH!

OH, OKAY! (TEE-HEE!) YOU'LL JUST HAVE TO WAIT UNTIL THEN!

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D-PAD T

SHORT-SLEEVE BANZAI

LONG-SLEEVE BANZAI

Welcome to PSM's very own gift shop! The full shop won't be ready for business until next month, but please feel free to browse.

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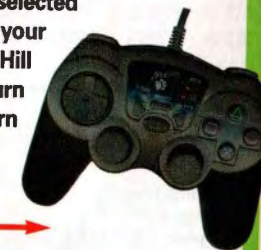
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100% independent PlayStation Magazine

THANKS,
AND PLEASE
COME BACK
AGAIN!

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TOP THIS!

Each month, we put together three tough tests of skill—if you're good enough to meet the PSM challenge, you can win cool prizes and see your name in print! Remember, only one winner will be selected from each challenge, so get your entry in early. Send in your entries to PSM Top This!, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Don't forget to include your return address. No e-mail entries allowed! Sorry, but we can't return any pictures or videotapes you send. Enter today!



this month's loor: the mad carz dual force controller!!!

Challenge #1: Parasite Eve Show Us the Real Ending

After you beat *Parasite Eve* you are shown an FMV ending. What most people don't realize, however, is that the ending shown is not the real ending to the game. To get the real ending you must open up the EX mode and solve all of the puzzles therein. To win this contest you must be the first person to send us a polaroid or videotape of the ending given in the EX mode. Remember to take a shot that is not in both endings, or we won't be able to tell if you've gotten to the part we want.

Challenge #2: Mortal Kombat 4 Get All of the Movies

Every time you beat the game with one of the MK Kombatants you are treated to a special CG ending movie. Luckily, if you ever want to view this movie again it's saved in the "Kombat Theater" under the options menu. True Kombatants will want to unlock every single movie so that they can get a better idea of the storyline in MK4. We want a polaroid or videotape of the completely filled "Kombat Theater" screen to prove that you are indeed a master of MK4. The first correct entry will be our winner.

Challenge #3: NFL Xtreme Get the Highest Score Possible

This game is all about having violent fun, so to keep with the spirit of the game, we have a special Top This challenge. Your goal is to get the highest score possible with the Indianapolis Colts. Why the Colts? Well, let's just say we thought we'd make it as difficult as possible to score. There are no rules other than you must send us a polaroid or videotape of the final score. Honestly, we don't care who you play against or how long the game is. Anything goes and the highest score we receive will be our winner.

PS

Oh no—we're almost at the end of the issue! *Man* these things go by fast... Anyways, before we go, here are a few parting shots:



▲ Oddly enough, no one ever took Blake up on his "Pajama Challenge."



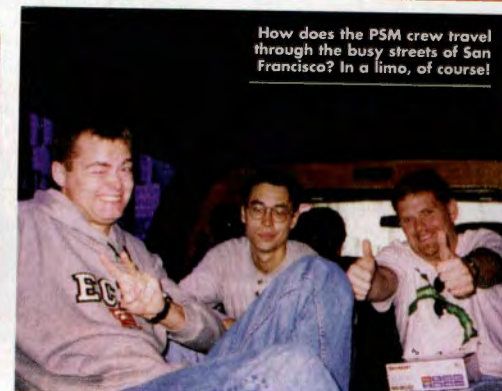
▲ Deputy Editor Mat Ray helped us out this month with the Top 25, and other stuff. And this is the thanks he got!



▲ Blakedog, Noah and a wild pack of fellow Imagine Media employees live it up at the company weekend.



▲ Steve (and friend) compare black shirts with Gillian Anderson. Later they all went for ice cream.



How does the PSM crew travel through the busy streets of San Francisco? In a limo, of course!



▲ And now the cliffhanger of the season: Who shot Steve?!

P

MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the PlayStation

Patrick Henry

debpatt@aol.com
Description: Willing to sell NBA Live '98 (\$40), NFL Gameday '98 (\$30). Will trade either for a Game Shark or Diablo. ALL games must have their cases and be in mint condition. Game Shark or Diablo must be in at least good condition.

Justin Davis

Lucifer@rockmail.com
Description: Looking for Armored Core, Resident Evil Director's Cut, FFVII, Twisted Metal, NFL Gameday '98, Mega Memory Card, and Resident Evil 2. Selling Contra Legacy of War, Riven, and demo disks vol. 4 and 5. I will take the best offer.

Jeremy Bancroft

bancroft@thequest.net
Description: I am willing to trade or sell (prefer trade) NBA Live '98, Grand Tour Racing '98, and Jampack Vol. 2. Will trade for games or accessories. Contact me and we'll work out the details.

Nate Humphrey

1181 Riviera Dr. N.E.
Palm Bay, Florida 32905
Description: I have MLB '98, WCW Nitro, Resident Evil 2, FIFA Soccer '97, and NBA Live '98. Willing to trade for best offer. Write back if interested and we will deal from there. Send a list of games you will be willing to trade.

Danny Lai

DanM15@webtv.net
3312 Ave. P
Brooklyn, New York 11234
Description: I have Tenchu (Japan) for sale (\$35) or trade, good condition. I also have MK Mythologies (\$25), Destruction Derby 2 (\$25), Mega Man X4 (\$25), Raystorm (\$25), Armored Core (\$25), and Diehard (\$25). If you like Japan games e-mail me.

Tim D.

MrBean70@aol.com
Description: I am willing to trade or buy Vigilante 8 or Tekken 3. I have Twisted Metal 2 and NHL Powerplay '96 up for grabs also! E-mail me if you are interested!

Jim Streip

Blaznguns@aol.com
Los Angeles, California
Description: I am looking to sell Tomb Raider II, Twisted Metal II, Area 51, and Grand Tour Racing '98. I also have another offer that I am sure almost no one will take me up on. I have an old Sega Genesis with two controllers, a new one and an original one. I also have 14 games, all in good condition, two without boxes. They are as follows: Kid Chameleon, Lakers vs. Celtics and the NBA Playoffs, Road Rash, Zoom, Bill Walsh College Football, Mario Andretti Racing, Madden '97, Red Zone, Jurassic Park, Urban Strike, Madden '94, Sonic, Ecco the Dolphin, and World Series Baseball '95. I will take the best offer.

Jake Miller

cob4@hotmail.com
Description: Looking to sell Treasures of the Deep, mint cond. for \$30. Also C&C (1), Theme Park, and Sim City 2000 each for \$15. Some trades accepted. E-mail for details.

AD OF THE MONTH

Jimmy Yang

210 Richmond Ave.
Morgan Hill, California 95037
Description: I want to sell a Japanese PlayStation with one game (Gundam 0079: the War for

Earth) for \$200. The PlayStation and game are in excellent condition. I also have a PlayStation memory card for \$12 and Sega Frontier for \$30.

George Edwards

edwards@crafter.com
Swarthmore, Pennsylvania 19081
Description: Anyone want to sell Super Puzzle Fighter for \$20?

SonicSkatr

SonicSkatr@aol.com
Description: I want to buy Lost World for \$10 to \$25. I'm also looking to buy 2xtreme for \$10 to \$20. E-mail me if you wanna sell.

Mike

Mike022451@aol.com
Description: I am selling my games because I am sick and tired of seeing them in my drawer where they are just collecting dust. All prices range from \$20-\$30. They come with the cover and instruction manual and all of them are in mint condition. If you want to trade, I want Tekken 3, Resident Evil 2, Bloody Roar, Need for Speed 3, or Vigilante 8. The games I am selling are Twisted Metal, In the Zone, NHL Faceoff (the first one), ESPN Xtreme games, Final Doom, Area 51, Doom, Bases Loaded '96, NFL Gameday '97, Street Fighter: The Movie, and Battle Arena Toshiden. I will give you Twisted Metal, In the Zone, Doom, and Street Fighter: The Movie for a Dual Analog Controller.

Neal Leathers

2713 Valley View Dr.
Missoula, Montana 59803
Description: I've got Wild Arms, Final Fantasy VII, Forsaken, Colony Wars, and Parappa for trade. I'm looking for Duke Nukem, Final Fantasy Tactics, Monster Rancher, Bushido Blade, and possibly a few other games for trades. All of the games are in excellent condition!

Clay Brasher

clayb@pepperlink.net
Description: Will sell or trade these PlayStation games: Resident Evil 2 (\$25), Cool Boarders (\$15), Cool Boarders 2 (\$25), Intelligent Cube (\$20), NFL Gameday '98 (\$25), NCAA Gamebreaker '98 (\$25), Twisted Metal (\$15), NBA Live '98 (\$25), Tomb Raider (\$25), WCW Nitro (\$25), and demo discs. Want Vigilante 8, Road Rash 3D, Forsaken, Tekken 3, Need for Speed 3, Triple Play '99, Crime Killer, etc. E-mail me with a trade or buy. I like almost any kind of game.

Tony Taylor

P.O. Box 526
Cumberland, Maryland 21501
Description: I have WCW Nitro and Resident Evil D.C. for \$30 each. I will trade for Triple Play '98, Need For Speed III, Dual Shock Controller, Theme Hospital, or Grand Theft Auto. If interested, please write me.

Adam Ochonicki

SyxxPQ6@aol.com
6 Roy Court
Newark, Delaware 19711
Description: I'm looking for a Japanese imported Crash Bandicoot 2 and a Japanese Crash 1 (if made) to own the whole collection except Crash 3. I'm willing to buy at a decent price.

Andrew Rostad

anrostad@hotmail.com
Description: I am selling San Francisco Rush (\$20) NBA in the Zone '98 (\$15), and two memory cards (\$15 each). All is in mint condition. I must receive the money first. E-mail me if interested.

Daniel Ulloa

9116 Mayne St.
Bellflower, California 90706
Description: I want to sell Twisted Metal (\$12), Tomb Raider (\$23), Hexen (\$14), and a Tomb Raider Guide Book (\$10). All games and the book are in good condition or very close to it. Send me a letter before sending in your money.

Lenny Berthold

Magus115@aol.com
130 South St.
Port Sulphur, Louisiana
Description: I want to sell my PlayStation games, and all are in mint condition. The games are Resident Evil 2, Felony 11-79, Beyond the Beyond, Tomb Raider, Saga Frontier, Wild Arms, Suikoden, Final Fantasy VII, Ogre Battle, and Bushido Blade. Will sell for good prices and I will accept offers.

Aric Abraham

ikilledkenny67@hotmail.com
Description: I am willing to sell three demo discs and FFVII with official BradyGames FFVII guide for \$70.00 or best offer. The demo discs are: Interactive CD V.3 (with Crash Bandicoot, Tekken 2, 2xtreme, Ridge Racer Revolution, and many others). The second demo disc has FFVII (playable), Bushido Blade (playable), SaGa Frontier (video), and FF Tactics (video). The third demo disc has playable versions of Cardinal SYN, Vigilante 8, Forsaken, N20, Dead or Alive, and videos of Tomba and Jersey Devil. FFVII is in mint condition and has booklet. The FFVII guide is in mint condition also. Must have the money first. E-mail if interested.

David Rowe

deathrowe@hotmail.com
Description: I have some games to get rid of; e-mail me for list. Willing to trade big for a PlayStation Mod chip or a Game Shark. I have some old consoles to get out. I have Sega, and all the games for \$80. E-mail me what you want and I'll get back to you right away.

Tony Elmer

Three Park Center Drive #250
Sacramento, California 95825
Description: I am looking for FFVII, Fighting Force, Gameshark, a Dual Shock Controller, and a 3DO game system with games.

Nathan Gray

rdgray@yahoo.com
Description: I have many games, like Mega Man X4, G. Police, Tomb Raider, Alundra, Nightmare Creatures, Crash Bandicoot (the original), and SaGa Frontier. I'm looking for Resident Evil D.C., Parappa, Diablo, Breath of Fire 3, and FF Tactics. I'm desperately searching for Carnage Heart and its training disc. I will pay good money (of course I'll trade too). If you want to get rid of something or want to get something, e-mail me NOW!

Matt Robinson

AshesNhand@aol.com
9369 Goeke Rd.
Davis, Illinois 61019
Description: OK...who has all the DOOM copies for PlayStation?? I am looking for one!! Get a hold of me if you have one collecting dust. Also...anyone has a Turbo-Duo, Turbo Graphx-16, or hand-held GET A HOLD OF ME NOW!!! Put the magazine down and e-mail for cryin' out loud! (You can finish the mag later of course!) If you have any TG-16 games contact me too. Will give \$\$ or trade for PlayStation games!

Micah Bowen

simplysv@redriverm.com
P.O. Box 147
Red River, New Mexico 87558
Description: I have a bunch of games I need to get rid of, like: Air Combat, Need for Speed 1-2, Big Bass World Championship, Alien Trilogy, Street Fighter 2 Alpha, NHL Face Off '97, Defcon 5, Rally Cross, Test Drive Off Road, Blood Omen: Legacy of Kain, Jet Moto, 2 Extreme, Twisted Metal, Cool Boarders, Treasures of the Deep, Abe's OddWorld, and a bunch of demos. The most expensive game is not over 20 dollars (I have very good prices). My games are in mint condition.

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COMING NEXT MONTH IN ISSUE 14 OF

PSM
100% PlayStation Magazine

RESET

Trick or Treat!

In case you haven't looked at your calendar lately, next month is October, and you know what that means—a gross amount of dark, scary games for Halloween! We're gonna have a lot of fun with it and fill your bag with treats like the soul-sucking *Kain 2*, the super-gory *Thrillkill*, and the cheeky monster madness that is *Darkstalkers 3*. But those are just the headliners—we've got plenty more dark games a brewin', so be sure to visit our haunted house first!



Hot New PlayStation Tech

We've seen a load of cool new hi-tech PlayStation toys since E3, but we just haven't had time to fit them all in. Well, next month we're finally gettin' off our duff and blowin' the roof off these things. We'll have everything from the craziest new controllers, to PlayStation disk drives, to Lara Croft-shaped memory cards—so don't miss out!

Darkstalkers 3 Strategy

The fearsome Capcom fighter is back for blood! If you're gonna survive the horror, you're gonna need a few tips here and there. You're in luck! You can get the info you need in next issue's strategy guide. That, and at least a couple of gratuitous Morrigan shots (meow!).

HEY, QUIT STARING AT MY WINGS AND LOOK ME IN THE EYES FOR ONCE!



And—do we even need to say it?—you can expect:

- ▶ The LATEST PlayStation headlines
- ▶ The NEWEST PlayStation codes
- ▶ The MOST PlayStation games
- ▶ UNBEATABLE Japanese coverage
- ▶ The most HONEST reviews
- ▶ EXCLUSIVE interviews
- ▶ The most IN-DEPTH strategies
- ▶ And a damn good LETTERS section!

PLUS, a crazy amount of sweet new PlayStation games that go a little somethin' like this:

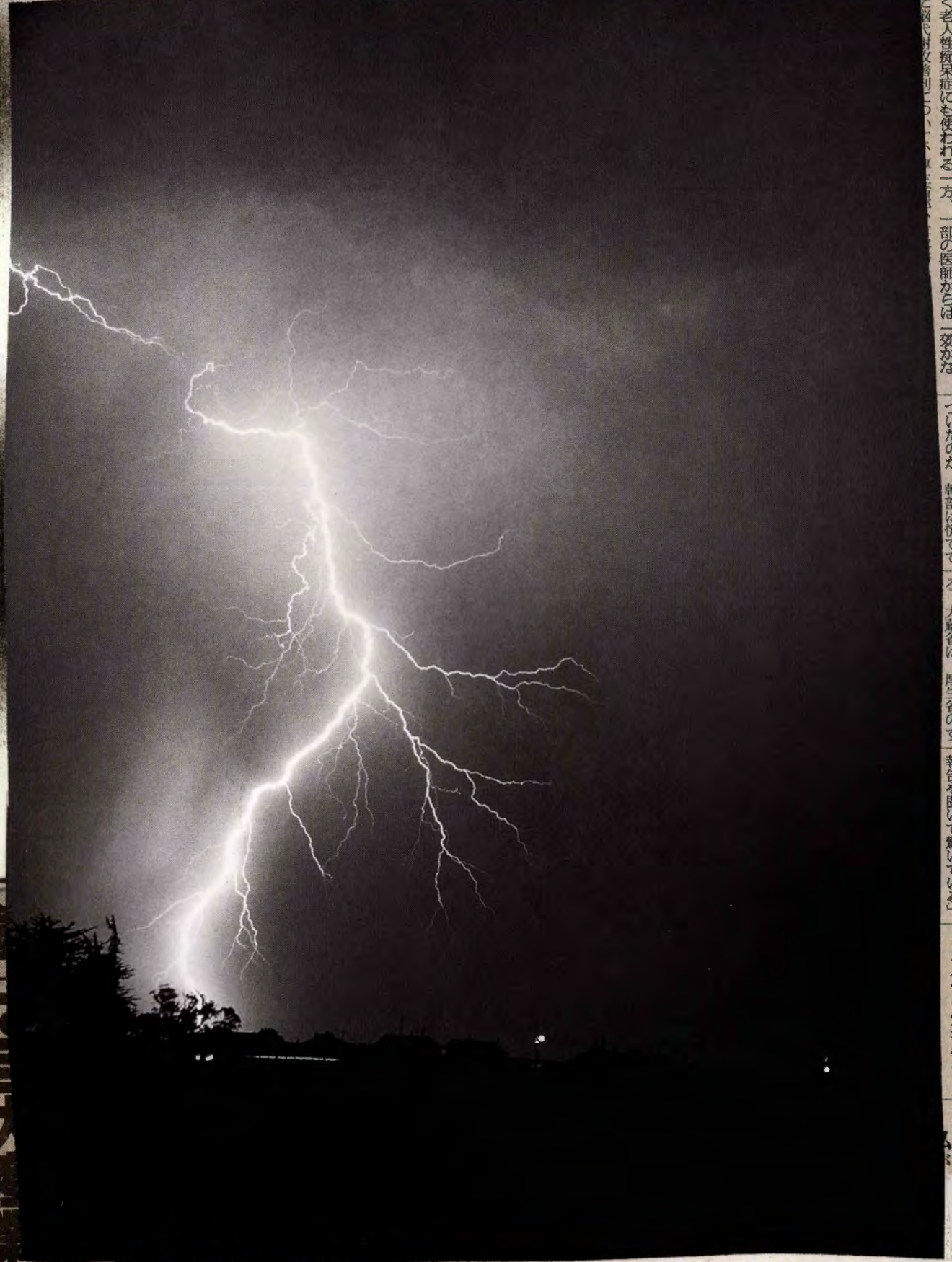
- ▶ Final Fantasy VIII
- ▶ Xenogears
- ▶ Spyro the Dragon
- ▶ Legacy of Kain: Soul Reaver
- ▶ Tenchu (U.S. version)
- ▶ Apocalypse
- ▶ Brave Fencer Musashi
- ▶ And loads more!

WE GOT MORE WHERE DAT CAME FROM!



「効果な
を最優先す
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あった。

都内 渋滞整浪?



厚生省の職員は「あのこ
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報告を聞いて驚いている」

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「米軍午前
し函に



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欧州連合



「米軍午前
し函に



Ninjablood

Shadow of darkness

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Remember, practice makes perfect. Especially when it comes to assassinating evil-ass enemies and forging through 10 levels of merciless traps and pitfalls. Lucky for you, Ninjablood comes equipped with an arsenal of weapons, magic and moves capable of inflicting the most unimaginable of horrors. Because in this ancient Japanese quest, the task set before you is mere survival.

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