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# PSM

**SPECIAL  
ANNUAL  
HOLIDAY  
ISSUE!**

**100%** independent **PlayStation Magazine**

## NAUGHTY or NICE?

**UNBEATABLE** Buyers' Guide!  
The Best (and Worst)  
PlayStation Games

## METAL GEAR MASTERED!

The Hidden  
Secrets you  
DON'T know!

## HOT Holiday Games:

- ▶ Twisted Metal 3
- ▶ Crash 3
- ▶ NBA Live '99
- ▶ Quake II
- ▶ Wild 9

imagine  
MEDIA WITH PASSION

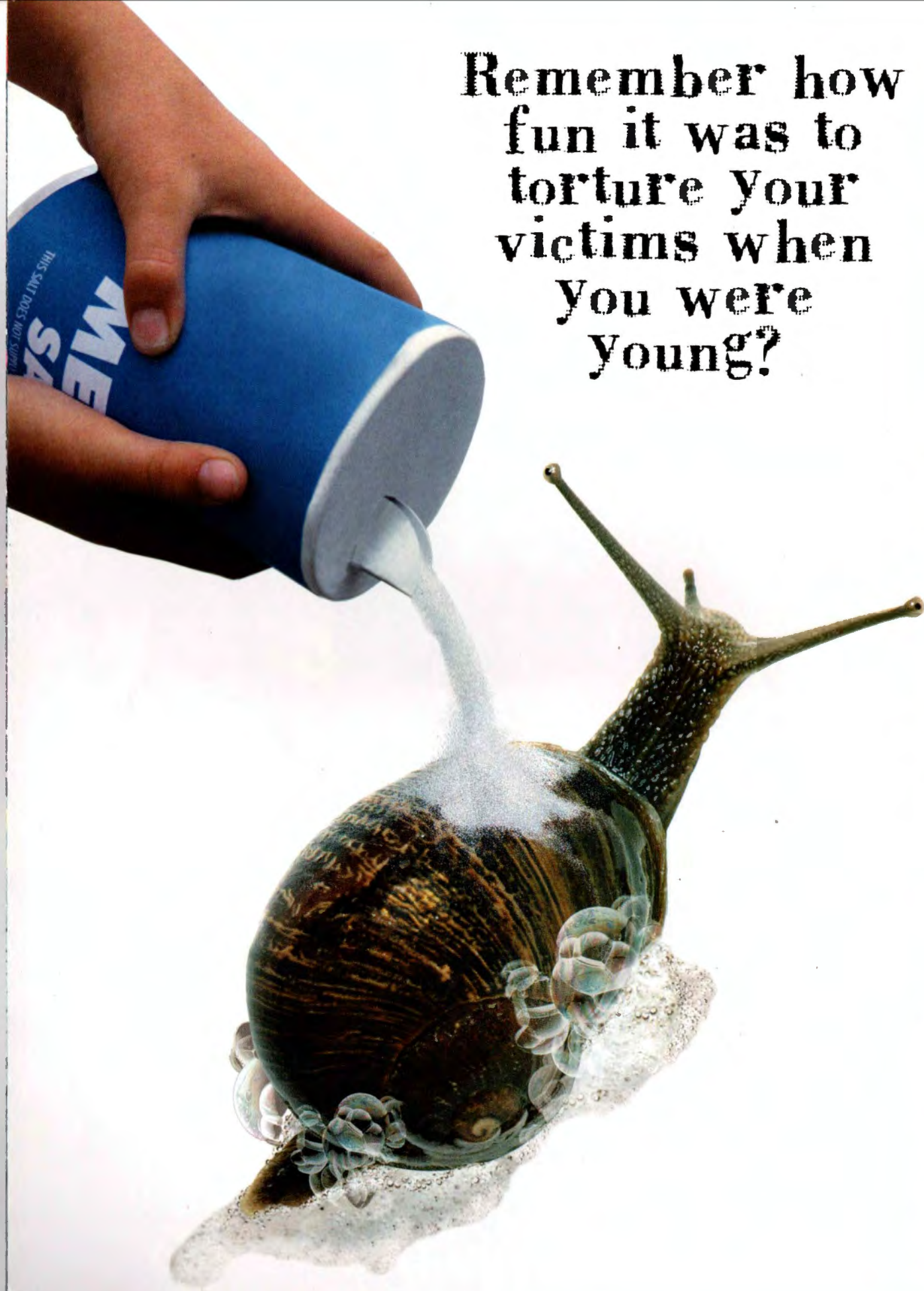
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DEC '98 ISSUE 16 VOL. 2



Remember how  
fun it was to  
torture your  
victims when  
you were  
young?



**MARTIANS, GO HOME!**™

"Great control, fantastic visuals,  
and inspired gameplay..."  
[www.videogames.com](http://www.videogames.com)

# INVASION FROM BEYOND

DISCOVER...



secret levels, ships and weapons!

SEE...



sense-shattering 3D explosions  
at an incredible 50 FPS!

EXPERIENCE...



30+ missions of fast paced shooter action!

FEAR...



a mammoth alien armada  
of varied spacecraft!

A MIGHTY MARTIAN ARMADA SEEKS TOTAL DOMINATION OF EARTH!  
JOIN A BRAVE GROUP OF LONE HUMAN DEFENDERS AGAINST THE RISING  
MARTIAN OFFENSIVE! TURN BACK THE RED TIDE OF A MONSTROUS  
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# SOME things never Change.



**POUND** your enemies to Mush!



**FRY** him 'til he's CRISP!



**GRIND** villains to Pieces!



**SMASH** 'em while Freefalling!



**FEED** the beast some Meat!



**MOW** 'em down on your Jetbike!

## WILD 9

**Shiny**, creators of Earthworm Jim, Aladdin and MDK interactive games, introduce their next big hit - **WILD 9**. You play Wex Major, Wild 9 leader, Punk earthling, and bad guy exterminator. So fire up the Rig, the ultimate weapon and torture device, and make your enemies scream for mercy!



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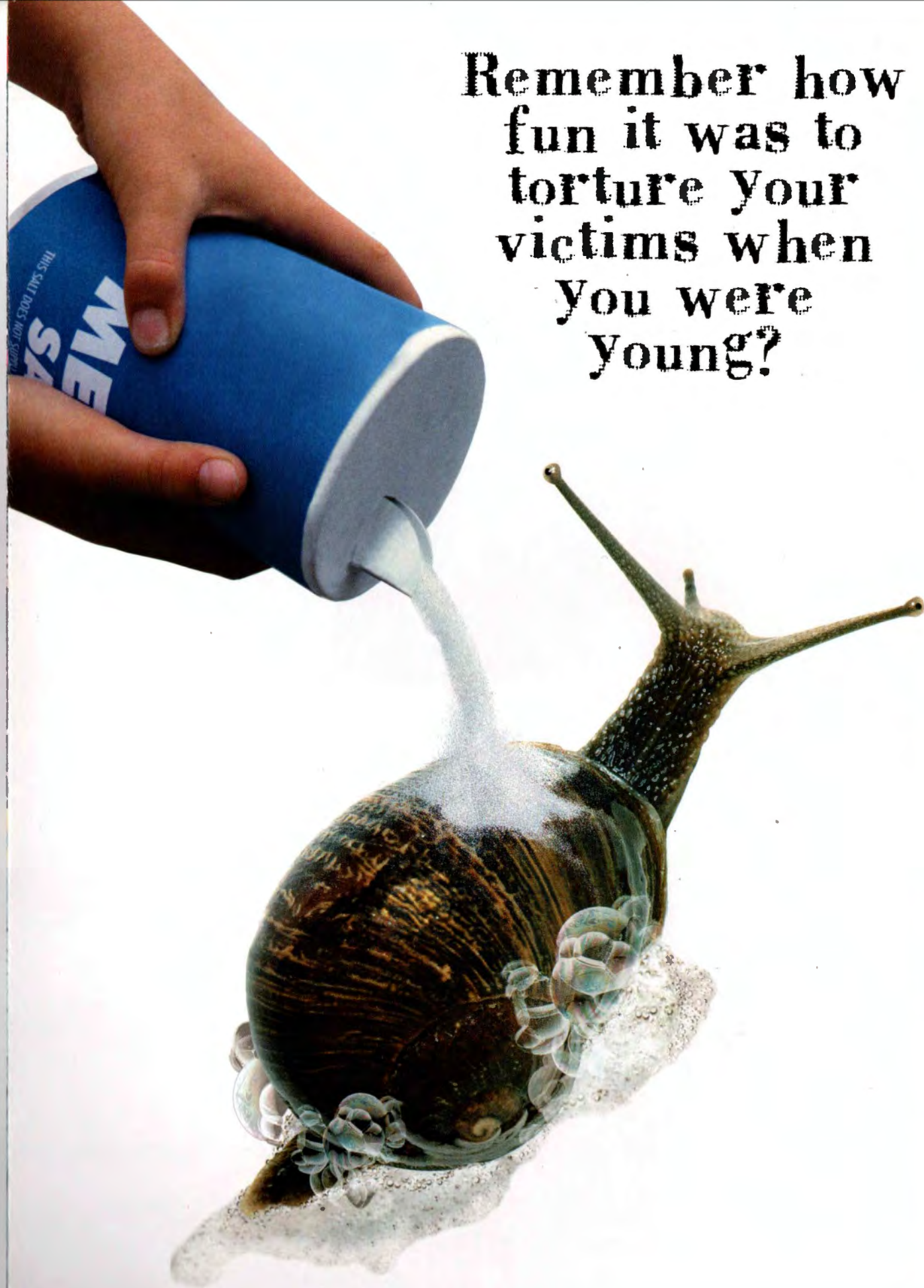
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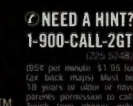
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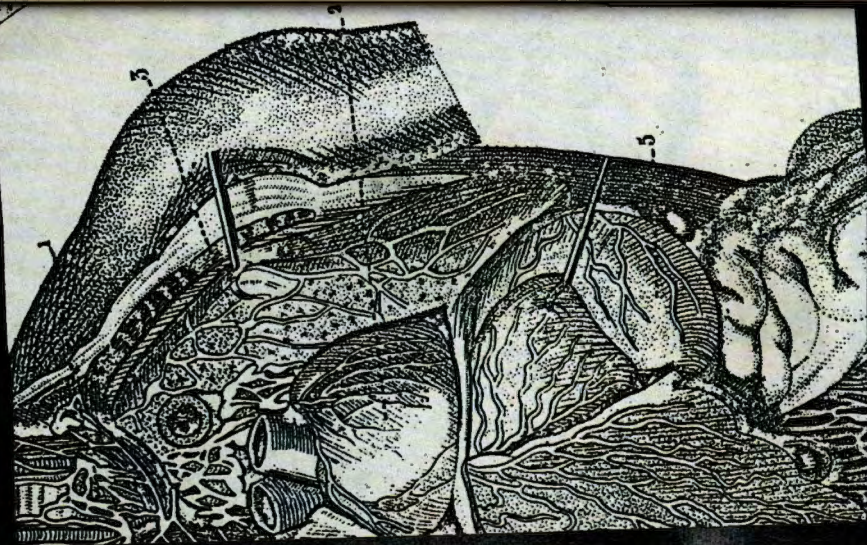


Spike-filled pits. Falling boulders. Rolling logs. You'd be amazed how they can ruin the most routine assassination. Even for a cunning and ruthless ninja like yourself. Fortunately, your arsenal of weapons, magic and moves help you do whatever it takes to forge across 10 levels of treacherous wilderness. To assist you in destroying every demon and warlord in all ancient Japan. To survive — whether it be fit or partially maimed.

*To hell with the fittest.  
Surviving with your organs  
intact is victory enough.*

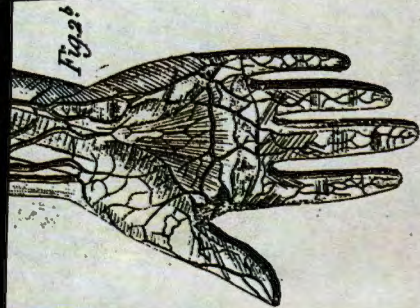


*From the creators of Tomb Raider and Fighting Force.*



米国防大学が昨年まとめた  
報告書「戦略的武器／第4点  
と「軍事力」は、台湾独立の動  
きかす要因に達して軍事機密  
が漏れるようになり、中  
国による海軍増強のペース  
が、米軍の1.5倍に達する。  
海軍増強は「台湾の防衛を  
脅かす」、米軍は「台湾は  
「重大なダメージを受ける」  
としている。台湾当局への通  
信は、米軍は「今後、台湾  
軍への後方・制空権を求め  
られ、これは対中関係に  
くずれを生じさせる」。  
防衛上の要請は、米軍は  
「これを懸念する」。  
「九七年度の台湾防衛戦略

最悪事態、各国望まず



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EIDOS  
INTERACTIVE



# Great games, crap games... Don't worry, PSM will sort 'em all out!

START

**O**kay, okay—be honest with me here: have you been naughty or nice? C'mon now, there's no need to lie to ol' Santa Chris; I'll still keep those issues of PSM coming. But old Saint Nick, he's another story. He can get a little hung up on this whole naughty or nice thing, and if you get on his bad side, watch out—it's crap games under the tree. That makes your own buying decisions all the more important, because if you can't count on Santa to deliver the goods, then your Happy Holiday lies in the hands of family, friends, and anyone else you can convince to take a copy of your shopping list. That's where

we come in. We're gonna help you put together a list of the most kick-ass games out there, while steering clear of all the duds released this year. All you have to do is turn to our Holiday Feature, and read on.

Last month, in this space, I hinted that a new member would be added to the PSM team this issue. Well, as it turns out, I've got TWO new folks to introduce to you: Francesca Reyes and Bill Donohue! Many of you should know Fran and Bill from their work on the past Imagine gaming mags *Ultra Game Players* and *Game Buyer*. We're lucky to have 'em, so please join us in giving them a big PSM-style welcome!

Unfortunately, there's some sad news, too. Our longtime Managing Editor Charles Frohman (yes, "He Who Wields the Bat") has left the to pursue a new career in website development. Yeah, I know, that's two PSM staffers gone in two issues! Well don't worry, the rest of us are staying put. We wish Charles success with his new job. Good luck, buddy!

► **CHRIS SLATE,**  
EDITOR-IN-CHIEF



"WE'RE GONNA HELP YOU  
PUT TOGETHER A LIST OF  
THE MOST KICK-ASS GAMES  
OUT THERE!"



▲ Naughty or nice? Who cares? Lara and Claire always get what they want from good old Saint Nick!

## CHARLES! COLD, COLD LAMPIN!

Charles—buddy—you're not really leavin', are ya? After all those great moments? Ah, well, best of luck to ya, pal. Just don't be a stranger around here, okay? Um... but leave the bat at home!



## 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 Adam Hughes, who has worked on many, many comics, including *JLA*, *Gen 13*, and *Ghost*. If you're a comics fan, then you know that Adam is synonymous with great girl art, which made him the perfect choice to illustrate two of PlayStation's loveliest ladies.



We won't show you Adams' original sketch, because it ROCKED big time, and you would so hate us for not going with it, but this sketch was closer to the feel of our feature story.



Adam, ever inventive, also provided us with some alternate and even sexier poses of our favorite adventurer, Lara, to which we said "Gaggggrrrrrrrr! Yes, please."



The final result is just stunning! Claire and Lara, checking those lists (twice?) by a warm fire at the Croft mansion. Such a lovely scene, to which we can only say "AHI!"

# PSM

100% Independent PlayStation Magazine

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## MEET THE PSM TEAM: ►►►►►

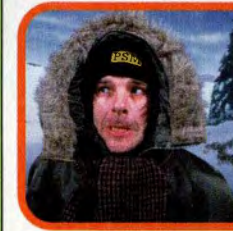


**CHRIS SLATE**  
Editor-in-Chief

**Likes:** All types of games  
**Hobbies:** Comics, hoops  
**Naughty or Nice?**  
Yeah, I was naughty! Put coal in my stocking—I LOVE IT! I'll take all the crap you got! No, wait—not that! Not... 32X!!!

**STEPHEN FROST**  
Reviews/Previews Editor

**Likes:** Fighting, RPG, Racing  
**Hobbies:** Anime, Movies, Comics  
**Naughty or Nice?**  
Mommy! Mommy!!! I hurt my thumb playing in the snow. Please kiss it all better, Mommy. Owweee! It hurts!



**NOAH MASSEY**  
Strategy Editor

**Likes:** Racing, Simulations  
**Hobbies:** DJ-ing, Sleeping  
**Naughty or Nice?**  
I suppose it would really depend on who you talk to and your own definition of naughty and nice. On the one hand...

**BLAKE FISCHER**  
News Editor

**Likes:** Shooters, Classics  
**Hobbies:** Screenwriting  
**Naughty or Nice?**  
I've been real nice this year. Hear that, Santa? I'll be looking forward to that PlayStation 2 in my stocking, alright.



**FRANCESCA REYES**  
Editor

**Likes:** RPG, Adventure, Platform  
**Hobbies:** Writing, Anime  
**Naughty or Nice?**  
I am just so nice! In fact, I'm so nice that Santa is letting me copilot the sled this year. Remember to leave out some extra cookies!

**BANZAI CHIBI-CHAN**  
Japanese Correspondent

**Likes:** Games, games, games  
**Hobbies:** GAMES!!!  
**Naughty or Nice?**  
Hey, what's the big deal either way? I don't need Santa as long as I live in Akihabara, the video game capital of the world!



**BILL DONOHUE**  
Managing Editor

**What he does:**  
Fixes stuff, like typos and ball games. Keeps insisting he's "connected", whatever that means.

**Naughty or Nice?**  
What the hell do you think, you moron?! Hey, Santa "owes" me...

**Bill's Quote of the Month:**  
"Go to www.polish-pope.com and check out my record company!"



**EUGENE WANG**  
Art Director

**What he does:**  
Directs art. Has ulcers. Ignores you. Nothing personal.

**Naughty or Nice?**  
Santa doesn't exist... but if he does, and is reading this, I'm nice, Santa! Milk and cookies await you!

**Eug's Quote of the Month:**  
"Get me some cool stuff from Japan!"



**GARY LIEW**  
Graphic Designer

**What he does:**  
Creates beautiful pages. Covers for Eugene when Eug is "sick".

**Naughty or Nice?**  
What did you say? I can't hear you! My hands are over my ears and I'm singing "La, la, la" really loud!

**Gary's Quote of the Month:**  
"You are not going to press charges, are you?"

## 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.



**Deploy.**



**Destroy.**

**Then relax over a cold one.**

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Intense Combat



Lead and Level Everything



Limitless Worlds

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Take serious action. Uprising™ X is the only action game on the PlayStation® game console to truly immerse you in epic sci-fi warfare. Command brigades of sci-fi troops, tanks, gunships and bombers while fighting right alongside them on the battlefield of the future. Unload hi-tech firepower against your friends in explosive two-player mode. It's intense. It's furious. It's why PlayStation Magazine said "Uprising X packs serious action-plentiful gameplay with great graphics and sound" and made it one of its "TEN MOST WANTED GAMES."



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



by  
not  
taking  
from others,  
you are  
accepting  
your  
own  
limitations.

by  
not  
giving  
to others,  
you  
shall be  
lonely  
at the  
top.

by  
creating  
new places  
to share,  
and  
sharing them  
with those  
near and far,  
you  
pioneer  
expansion  
for a higher  
level.

if you  
choose  
not to give  
to your  
friends,  
you may  
have to  
live up to  
your  
friends.

if you  
choose not to  
give to your  
friends,  
you will  
remain the  
same old  
narrow  
your friends  
always said  
you were.

if you  
choose  
not to accept  
the characters  
that others have  
created,  
you will learn  
nothing,  
remain stagnant,  
and die  
an early,  
painful  
death.

in the realm of gaming,

it is believed that

how you play now,

will affect your gaming later.

it is now possible to achieve

divine video game status,

and be worshiped as a deity

among players everywhere,

with the narrative,

the ultimate memory card,

going beyond mere game saves.

it allows you to upload saves

to your pc so others can download

and begin where you left off.

and they can reciprocate.

take levels, characters, or team rosters

off the web and take your gaming

even higher.

play, save, trade.

good is good, but so is generosity.

because in this life, and the next,

what goes around,

comes around.



PlayStation



DexPler



Nintendo 64



YOU can't run from your own shadow,  
but now you damn well better try.

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

On Arkose, things aren't as they seem. A bizarre plague has swept the land, bringing vile creatures out of the shadows, and leaving piles of dust where your friends and relatives once stood. And you've got to put a stop to it before it puts a stop to you. It's an epic RPG with complex battle scenarios. Customizable weaponry. And three styles of magic. Because you're gonna need all the help you can get. Shadow Madness strikes in February 1999.

[ [www.shadowmadness.com](http://www.shadowmadness.com) ]



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**"I USUALLY VISUALIZE THE JUMP BEFORE I TAKE OFF.  
THAT'S ABOUT ALL THE HELP I NEED."**



After some hard-core training, he's ready to warp through time and take on all-new worlds. Ride down Route 66 on a bike. Dogfight in a biplane. Swim through Atlantis. Or run through the Jurassic era. You up for it? Crash is. He's got an all-new, supercharged body-slam, a double jump, a death tornado spin and a bazooka. You can even play as Crash's kid sister, Coco. **CRASH BANDICOOT: WARPED™** is here. And it's his most insane adventure ever.



**OH YEAH...HE'S READY.**

[www.playstation.com](http://www.playstation.com)



**NAUGHTY DOG**







## Brave Fencer Musashi

pg. 152

The next batch of SquareSoft titles have arrived and we've got the full scoop on *Brave Fencer Musashi*! Need to know how to find all the Minkus to improve your maximum HP? Can't find each and every Palace member? Or maybe you can't seem to figure out how to beat the Queen Ant in Chapter Five? Fear

not! We here at PSM break down the boss strategies and complete secrets so that you'll have a handy guide for getting you out of a rough spot. Check out our strategy for *Brave Fencer* on page 152.

## Metal Gear Solid Part Two!

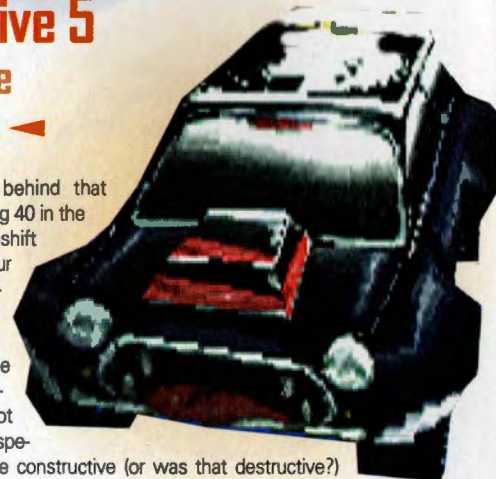
pg. 126

Last issue, we showed you how to get through the first half of *Metal Gear Solid* without being detected. This time around, we finish up the walkthrough to this fabulous game. We also delve deep into the game and bring you the most comprehensive lists of game secrets you will find anywhere. There's something for everybody this month, and only here, in the pages of PSM. Solid!

## Test Drive 5 Road Rage

pg. 156

Tired of sitting behind that S.O.B. who's going 40 in the fast lane? Downshift into third, read our *Test Drive 5* strategy that gives you the lowdown on winning all the cups and unlocking secret cars, not to mention the special section on the constructive (or was that destructive?) uses of road rage, and zoom by that old fart! We start driving on page 156. Remember, creative finger gestures are not only allowed, but encouraged!



## COVER STORY

## Holiday Feature

pg. 67

Find out who's been naughty or nice, as well as which games should be on your wish list. The festivities start on page 67! Happy Holidays!



## Guilty Gear Be the Boss!

pg. 148

Why just go up against the three bosses in this hot fighting game, when you can play AS the bosses? We give you not just one, but TWO ways to play as any one of the three bosses you want. How? Well, you have to read our strategy on page 148 to find out. Why? Because here at PSM, we believe there's two ways to do anything: the hard way, and the PSM way!



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## Otaku Station

pg. 172

Welcome to Otaku Station, the official PSM gift shop—the only place on earth to buy cool official PSM shirts, hats, and other special collectibles. Check it out!



## PDA Becomes PocketStation

pg. 20

After months of speculation after the PDA (renamed the PocketStation) was announced at E3, we've finally got some screenshots and hard facts about the first games that are PDA compatible. Check it all out on page 20.





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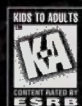
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These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

## PDA becomes PocketStation

### New information on Sony's hot new peripheral

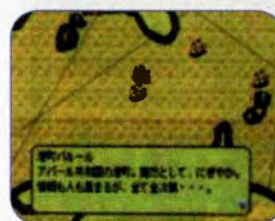
Tokyo Game Show was a wealth of information on Sony's new memory card peripheral. Since our last report in issue 12, the PDA has been renamed the PocketStation and we've found out several games that will be released using this exciting technology. The PocketStation is a small memory card-sized peripheral with its own LCD screen and set of controls. The advantage to this is that you can not only use the PocketStation as a memory card, but information can be downloaded to it and you can play games on it while you are away from the PlayStation.

Artlink was the first company to announce a PocketStation compatible game in Japan. The game is called Go! Pirates and is a pirate simulation. At the beginning, you inherit your father's pirate ship and then must roam the seas looking for treasure. Using the PocketStation, you can fight your other friends who also have PocketStations.

Final Fantasy VIII is also now confirmed to be using the PocketStation for some function (as was previously rumored), but nobody knows what it is. We do know, however, that since the American release of FF VIII is after the domestic release of the PocketStation, we will get the same functionality here in the States.

We have also received reports that Capcom's Street Fighter Alpha 3 will use the PocketStation. You will be able to download characters to the system and then train them in new special moves. With the infrared link you can fight against other players with PocketStations and trade special moves.

Finally, the weekly Japanese gaming magazine Famitsu reported that the following developers are working on games that support the PocketStation right now. If we know (or suspect) which game the PocketStation will be for, it is in parentheses.



Artlink's game Go! Pirates was the first game we saw announced for the PocketStation and will allow you to train your pirates away from you PlayStation. You can even battle your friends.

#### CONFIRMED

SquareSoft (FF VIII)  
Enix (Dragon Quest VII)  
Koei  
Jaleco  
Taito  
Tomy  
RiverhillSoft

#### RUMORED

Ascii  
Konami  
Tecmo (Monster Rancher 2)  
Namco  
Hudson



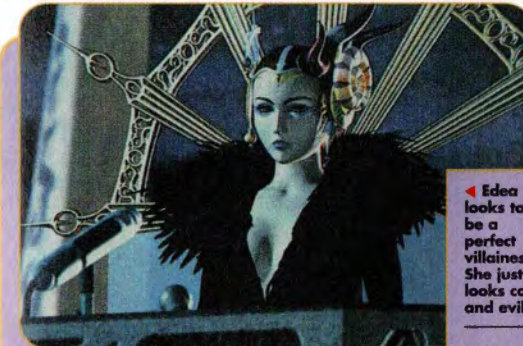
This pic gives you a good idea of the actual size of the PocketStation. Small, huh?



Here's what Go! Pirates will look like on the PocketStation screen. The best part is that this is like a free add-on to the normal game.



Here's how some of your favorite SFA3 characters will look on the screen of the PocketStation. Not too bad.



Edea looks to be a perfect villainess. She just looks cold and evil.

## Final Fantasy VIII News

This game just keeps looking better and better!

This month we have screenshots of a whole new character in Final Fantasy VIII. Her name is Edea and she looks to be both evil and powerful. She supposedly possesses magical power and she opposes Squall in his overall quest. It is rumored, however, that her opposition to Squall is not of her choosing and she is somehow being coerced. Evidently Siefert also has something to do with her involvement, as you can see in the screenshots. Finally, we also have a shot of Squall and Siefert fighting each other in a duel—this looks intense.



This is what we thought would eventually happen after playing the demo. Squall vs. Siefert—who will win?



This is Edea. Although little is known about her past, we do know that she is both powerful and one of the enemies Squall must face.

What's Siefert doing with Edea? This game promises to have a deep plot with many twists and turns.



## Street Fighter Alpha 3 Comes Home!

New screens show how good this port will be.

Last issue we told you that Capcom would be doing Street Fighter Alpha 3 for the PlayStation. We've finally been able to grab some screenshots of this awesome fighting game. As you can see, both Honda and Blanka are already in the game and playable, as well as the new character, Arin. Unfortunately, we still don't know the date of the US release for this hot title, but we're already excited.



Blanka's electrical shock is one of the best defensive moves out there, as Zangief finds out when he gets too close.



Arin is one of the characters new to this version and it looks like she can do some damage.



E. Honda smashes Zangief into the ground with a move that can't be a legal Sumo move.



The characters from Alpha 2 are also in this game. Birdie's gonna have some trouble getting close to Dhalsim, though.



It would be impossible to have a Street Fighter game without the presence of Ken and Ryu.

### NOTES

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

Thrillkill, the four player fighting game with the grisly twist is hanging in a state of game release limbo right now after its acquisition by Electronic Arts. The game was picked up as part of the deal when EA bought Westwood from Virgin this year and then it was promptly shelved because the style of gameplay didn't fit EA's corporate culture. Gamer interest is at an all time high for the game and it's possible the game may see the light of day from another publisher.

Activision, in its current frenzy of acquisitions, has picked up the rights to do games based on the Star Trek license. Their first game based around the license will be Star Trek: Insurrection, which will be a game version of the new movie due to hit this winter. The game is currently in development for "several systems" and will be released in 1999.

Starcon, the 4th game in the Star Control series has abruptly been delayed until at least mid 1999. The reason is that the developers at Starsphere weren't happy with the way the game was turning out and totally scrapped it and decided on an almost complete redesign.

Dreamworks is working on a third person action game called Medal of Honor. The game will use the same engine as Dreamworks' title Small Soldiers, except it will be much more realistic. The game probably won't be available until mid 1999.

While Ehrgeiz has currently not been announced for US release yet, there has been some information released on several of the fighters that are new to the home version. While the arcade version of Ehrgeiz featured two characters from FF VII, the home version now allows you to fight with five.

P



## PERIPHERAL REVIEWS

PRODUCT NAME:  
Ascii Sphere

RELEASE DATE: Available Now  
COMPANY: Ascii  
PRICE: \$49.99

Like so many really good ideas, the Ascii Sphere sounds fantastic on paper, but when it comes to using it over the standard D-pad for your PlayStation games, we think not. The premise of this pad, based on the Space Orb for the PC, is that movement normally controlled through the D-pad is now controlled through a ball. Think of the ball as your head.

Twisting it left and right will turn your game character in those directions, tilt forward and backward to look up and down and push forward or backward to move in those directions. You can also pull up or down to move in those directions and push left and right to strafe. You get the idea. This is supposed to make control easier and more intuitive, but trust us, the

learning curve is steep.

The real issue here is that only two games, Forsaken and MDK, have native support for the Sphere, meaning that they have control methods designed with the Sphere in mind. Forsaken makes the best use of the six degrees of motion, but two games is clearly not enough to support a controller. It has been backward engineered to work with just about every

other game in the PlayStation library, but with every one of them we tried, ranging from racing to first person shooters to flying games, control got worse and not because of the its tough learning curve. In the translation from the d-pad to the Sphere, something was always missing or awkward. For example, there was no way to pitch your ship up or down in Wipeout and pulling back fired your weapon.

The Ascii Sphere is made well and for some, the effort to learn how to use it will pay off, but for our game playing, we think that we'll stick with what we're comfortable with.

RATING: ★★1/2



## RUMORS

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...

## Sony Plotting Sneak Attack?

**R**umors are mounting concerning Sony's secret plans for foiling the launch of Sega's new Dreamcast console on both sides of the Pacific. The latest buzz places PlayStation 2 on Japanese shelves as soon as next April—a mere five months after Dreamcast is released—and in US gamers' hands by next fall. Developers still haven't received their PlayStation 2 hardware, so they'd have to hustle in order to get games ready for what could be the most covert attack in the history of system wars.



► Is there a preemptive strike in the works? Only Sony knows and they're not talking!

## Ubi Soft Eyes The Future

**F**rench developer Ubi Soft is reported to be planning three titles for PlayStation 2, two of which feature a familiar face from PlayStation's earliest days. *Rayman 3*, *4*, and action-platformer *D-Jump!* are all on the company's drawing board for Sony's next machine. Ubi Soft has taken a strict vow of silence in regards to its developer status for the hardware and, as such, can't comment officially on its plans.



► Rayman makes a beeline for PlayStation 2. What other Ubi Soft characters are heading that way? Only time will tell...

## Namco Pulls up Stakes

**N**amco is rumored to be abandoning PlayStation development after its current batch of announced games hits stores sometime in 1999. Not to fear—word has it that the company will use its respite to gear up for PlayStation 2 development soon thereafter.

► Namco takes a walk on the PlayStation, but don't worry. They're just headed down the block to the PlayStation 2...



## Thrill Not Killed

**T**hrill *Kill* may be cancelled, but it's evidently not dead. Despite reports to the contrary, Paradox Development's risqué fighter is said to be alive and kicking, although it won't be coming from EA. Word has it that the game is currently being eyed by none other than Acclaim.



► Gamers everywhere may soon be able to play as their favorite deranged psycho killer. Joy!

## Game Show Shocker ?

**S**ony is said to have a special surprise in store for attendees of Tokyo Game Show Autumn '98. Sources indicate that a previously-planned PlayStation 2 demonstration was scrapped due to time constraints, forcing Sony to fall back on debuting some of its most hush-hush "killer apps" instead. We'll have more in our full show report next issue.

## "The Best Armored Core of Project Phantasma" contest

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## Q &amp; A

**Ted Woolsey has been a veteran of the RPG industry since the days of the SNES. He did all of the translations for the Squaresoft games in America after Final Fantasy 2 and worked on the SquareUSA RPG Secret Of Evermore. Now he heads up the development of Crave's premiere RPG, Shadow Madness. He took a quick breather from his development schedule to speak about the future of RPGs.**



**PSM: How do you plan to have Shadow Madness distinguish itself from other RPGs right now?**

**TW:** In some ways that's easy and in some ways, that's tough. I guess there are two answers. There is the technological side of things, and then there is the style of the game. I think that both of them are unique enough to stand on their own. We're pushing the story a lot and that in itself is so different that I hope people just dive in and really enjoy it. As far as the technology goes, we are using prerendered backgrounds and poly characters similar to *Final Fantasy*, but the idea was simply to use that technology to create a whole different look and feel to our world, and I think we've done that.

**PSM: How hard is it to write a story the size of Shadow Madness?**

**TW:** You know, it's funny. It's really easy to come up with story ideas. There are probably an infinite number of good stories floating around the universe and the toughest thing is to figure out which one and how to tell it. Our game starts out with a huge disaster. So part of the fun of this was really trying to pitch this in a way that was, well, how would you react to something awful happening to you personally, and what would you do? How numb would you be and how long would it take for you to get over that? I guess the final thing is what sort of common link would you have to other people, people who have either been through the same experience or who haven't.

**PSM: What do you think is the most important part, the story, the graphics, or the sound?**

**TW:** I think it all kind of works together. Unlike games which really focus on a corridor or that use the environment as the main thing, this one blends an idea, a sense of the universe. We really had to work hard to build this world. One of the really daunting things about making a role playing game is that you have to really make sure that everything is

consistent. So the story building was tough, but I think it all works together.

**PSM: FFVII ended on a mysterious note and left the player hanging. How important do you think the ending is to the game?**



▲ Shadow Madness does bring some innovations to the genre including a twitchy type of gameplay for the combat bits that the player can take advantage of if they wish.

**TW:** With stories, there are any number of ways of closing them, but I always like to have a resolution to things. Ending anything is tough. We've put a lot of thought into how the game ends, and we hope there is more of a circular ending to this that ties up more than it opens up. I guess we don't want to leave people dangling with an "okay folks, keep your wallet handy for the sequel".

**PSM: Shadow Madness definitely takes a step toward more interactive combat in RPG. Do you see this progressing in future games or is the RPG audience even ready for twitch oriented gameplay?**

**TW:** The nice thing is it's kind of an elective. There are some battles where you really do have the time to twitch with your hand to hand fighters to get through them, but we're trying to do it in such a way that it's fun. A traditional role playing fanatic can sit back and just battle every time and enjoy it and use magic, use spells and commands and not really worry about focusing on the twitch, and those that really love that more dynamic kind of game play can do that as well.

**PSM: Well, do you see RPGs ever going mainstream?**

**TW:** Slowly, but surely, they are. The RPG enthusiast is kind of a different person. It's somebody who is more of a

**"THE IDEA WAS SIMPLY TO USE TECHNOLOGY TO CREATE A WHOLE DIFFERENT LOOK AND FEEL TO OUR WORLD, AND I THINK WE'VE DONE THAT."**

reader. It's somebody who often has more discretionary income. They'll buy not only the game, but also a strategy guide book and the three-CD soundtrack for the game music. So it's a pretty savvy customer in many ways and I'm not sure if that gamer is really ever going to be the mass market gamer. I think several companies have done really well with stories, you know, Disney and Spielberg and others. I think people just love stories and as long as there is some compelling reason for somebody to play a game, there is some cross over there.

**PSM: Why do you think they're so much more popular in Japan?**

**TW:** I think partly because they were established earlier and they were more of a mass market item earlier. I still sometimes suspect that the Japanese audience is more of a reading audience in general. I remember a few years ago, a 747 airplane crashed into a mountain and afterwards, they just found thousands of these poems that had been written down, scattered all over the place. Kind of a morbid thought, but I imagine that in the West, people would be screaming for that length of time, shouting and stuff. Japan imports more

literature than any other country. You go over there and look in the bookshops and every major writer in the US and also in Europe is represented in translation. They really are consuming Western ideas and words, and reading and reading. I think that may be part of it, just the inclination toward reading.

**PSM: Do you think that American gamers have just come to accept Japanese RPGs from the beginning and it's hard for American games to break into that market?**

**TW:** I think the biggest problem simply is that there is an expectation on the US RPG player, and that expectation has been built through a decade or so of Japanese conceived and built RPGs. I think people here pick up a lot of quirkiness in those games, which was not intended to be that way because the culture for which those games were designed knows the iconography. They know the characters. They know certain mythological creatures that aren't as quirky to them as they are to us. I don't really know exactly how this game will be received. What I hope, simply, is that when people play it, they will still get a sense of the fun that we had in putting the game together. There is a very quirky side to this, but it's not necessarily based on cultural differences.

**PSM: Do you ever dream of a day where they will have to close down all of the schools in Seattle so kids can wait in line for Shadow Madness?**

**TW:** [laughter] That would be fun. That's an amazing phenomenon. I don't know if that would happen for any game here. I know that a part of it has to do with population and concentrations and where people live and stuff. I think people here are still picking up their baseball bats and mitts and sports and stuff in a way that may preclude that from ever happening. It's an amazing phenomenon. I'd love it if that happened.

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▲ As in many of the latest RPGs, full motion video is used throughout the game and does well to set the scene.

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▲ Shadow Madness is full of inventive beings, both good and evil. This tree woman doesn't look like a nice person to us!

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**PSM: We're seeing sort of a revolution in a lot of RPGs. What do you think is the main focus of developers right now?**

**TW:** In some ways, there seems to be two. One is a cinematic approach with tons of gorgeous FMVs, very much like a James Cameron approach to movies, where it's just a stunning blockbuster. And certainly that's one very valid way of doing it. Then there are more indy



▲ All the backgrounds for Shadow Madness are prerendered in great detail and give the game its own uniquely dark feel.







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OR DIE TRYING

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

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



# 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 September)

«When this beautiful RPG finally came out, fans quickly snapped up copies by the ton!»

Square/EA's premiere release under their new banner took the gaming world by storm, managing to unseat the *Madden '99* juggernaut which is still going strong. Meanwhile, *Gameday* forged ahead a spot up to number 3 and *WWF Warzone* plummeted to number 7.

#### 1 ► Parasite Eve

- 2 ► *Madden '99* - staying in its goal line defense
- 3 ► *NFL Gameday '99* - looking to drive through the line
- 4 ► *Tenchu* - ninja game debuts respectably high
- 5 ► *NFL Blitz* - this game rocks, deserves to be higher
- 6 ► *NHL '99* - early release brought some extra sales
- 7 ► *WWF Warzone* - sales are finally slowing
- 8 ► *Spyro The Dragon* - not as hot as sports games
- 9 ► *Gran Turismo* - drops dramatically for second month
- 10 ► *NASCAR '99* - the series gets updated once again



### NPD Chart

(For August)

«Playing this game makes us want to pound a few brews with Stone Cold.»

Every month NPD (a market research company) surveys a host of retailers to find out which games are selling well. For August, the kind of the ring was still Acclaim's *WWF Warzone*, which was also at the top last month. Can anything slow this game down?

#### 1 ► WWF Warzone

- 2 ► *NCAA Football '99* - College football beat the pros
- 3 ► *Gran Turismo* - This game just stays dominant
- 4 ► *Madden '99* - Expect this one to sell all season long
- 5 ► *NFL X-treme* - Moving up a spot from last month
- 6 ► *NFL Gameday '99* - Bolting onto the list at the 6-spot
- 7 ► *Tekken 3* - falling a spot, but still the top-selling fighter
- 8 ► *Tomb Raider* - What an incredible success story
- 9 ► *Mortal Kombat 4* - Dropping off big-time from #3
- 10 ► *Crash Bandicoot* - The classics just keep on selling

## COLOR KEY

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

### November

3DO/Cyclone Studios	Action/Strategy	Army Men 3D
3DO/Cyclone Studios	Shooter/Strategy	Uprising X
989 Studios	Sports	NBA ShootOut '99
989 Studios	Football	NCAA GameBreaker '99
989 Studios	Racing	Rally Cross 2
989 Studios	Action	Twisted Metal 3
Accolade	Racing	Big Air Snowboarding
Accolade	Racing	Test Drive 5
Accolade	Racing	Test Drive: Off-Road 2

Activision	Action/Shooter	Apocalypse
Activision	Shooter	Asteroids
Activision	Action	Tai Fu
ASC	Action/Shooter	Dead in the Water
ASC	Racing	Jeff Gordon Racing
Ascii	Billiards	Backstreet Billiards
Ascii	Horror	Clocktower 2
Atari	Racing	Bombberman Phantasy Racing
Atari	Action	Bombberman World
Atari	Adventure	Eggs of Steel
Atari	Fighting	Guilty Gear
Berkeley Systems	Trivia	You Don't Know Jack
Capcom	Classics	Street Fighter II Collection
Eidos	Action	Ninja: Shadow of Darkness
Eidos	Action/Adv	Tomb Raider 3
Electronic Arts	Basketball	NBA Live '99
Electronic Arts	Boxing	Knockout Kings
Fox Interactive	Racing	Team Losi RC Racer
GT Interactive	Action/Adventure	Duke Nukem: A Time to Kill
GT Interactive	Platform	Oddworld: Abe's Exoddus
GT Interactive	Racing	Streak
Hasbro	Action	Centipede
Hasbro	Game Show	Jeopardy
Hasbro	Board Game	Wheel of Fortune
Hasbro	Game Show	Black Bass with Blue Marlin
Hasbro	Fishing	Lucky Luke
Infogrames	Action	Earthworm Jim 3D
Interplay	Action / Platform	G-Shock
Konami	Action/Adv	Kensai - Sacred Fist
Konami	Fighting	Tiny Tank: Up Your Arsenal
MGM Interactive	Action	Rat Attack
Midway	Simulation	RC Stunt Copter
Mindscape	Action	Wrecking Crew
Mindscape	Racing	Colony Wars: Vengeance
Psygnosis	Space Combat	Global Domination
Psygnosis	Strategy	Lemmings Collection
Psygnosis	Strategy/Puzzle	ESPN Digital Games: National Hockey Night
Radical Entertainment	Hockey	A Bug's Life
Sony CEA	Action/Adventure	Crash Bandicoot: Warped
Sony CEA	3-D Action/Platform	Legion
Sony CEA	1st Person Shooter	Brave Fencer Musashi
Square/EA	Action/RPG	Bushido Blade 2
Square/EA	Fighting	Xenogears
Square/EA	RPG	Kagero Deception II
Tecmo	Action/RPG	Rugrats
THQ	Action/Adv	Superman
Titus	Action/Adv	S.C.A.R.S.
Ubi Soft	Car Combat	VR Football '99
Interplay	Football	

### December

Acclaim	Simulation	Constructor
Activision	1st Person Shooter	Quake II
Crystal Dynamics	3-D Action/Platform	Akuji the Heartless
Electronic Arts	Soccer	FIFA 99
Electronic Arts	Golf	Tiger Woods 99
Fox Interactive	3-D Action	Croc II
GT Interactive	Action/Shooter	Invasion From Beyond
Konami	Party	Poy Poy 2
Psygnosis	Action/Adv	Contract, The
Shaba Games	Racing	Slipgroove
Sony CEA	Action	Dark Guns
THQ	Wrestling	WCW/NWO Thunder
Working Designs	RPG	Lunar: Silver Star Story - Complete

### Other Fourth-Quarter Releases:

989	Music/Dance	Bust A Groove
Accolade	Action	StarCon
Bandai	Fighting	Critical Blow
Bandai	Platform	Tail Concerto
Electronic Arts	Action/RPG	Dungeon Keeper 2
Electronic Arts	Strategy	Populous: In The Beginning
Infogrames	Racing	Snow Racer
Interplay	Gambling	Caesars Palace II
Midway	Action	Assault
Psygnosis	Strategy	Sentinel 2
TIG Publishing	Fantasy	Kingdom II: Shadoan

### GAMES FOR 1999

#### FIRST QUARTER GAMES

#### January

989 Studios	Basketball	NCAA Final Four
Crystal Dynamics	3-D Action/Adv	Legacy of Kain: Soul Reaver
Electronic Arts	Basketball	NCAA March Madness '99
GT Interactive	Action/Beavis & Butt-head	Do Hollywood
Interplay	Car Combat	Carmageddon 2
Interplay	Action/Platform	Messiah
Koei	Fighting	Destrega
Konami	Hockey	Blades of Steel
Psygnosis	Space Shooter	Blast Radius
Psygnosis	Action	Eliminator
Psygnosis	Golf	Pro 18 World Tour Golf
Psygnosis	Action	Psybadek
Take 2	Action/RPG	Monkey Hero
Working Designs	2-D Platform	Silhouette Mirage

#### February

989 Studios	Action/Adv	Syphon Filter
989 Studios	Action/Adventure	Xena: Warrior Princess
Accolade	Action/Adv	Silent Hill
Konami	3-D Platform	Pac-Man 3D
Namco	Racing	Monaco Grand Prix Simulation 2

#### March

989 Studios	Sports	Xtreme 3D
Activision	Fighting	X-Men
Red Storm Interactive	RPG	Rainbow 6
THQ	Fighting	Shao Lin

### Other First-Quarter Releases:

989 Studios or Sony CEA	RPG	Star Ocean 2
ASC	Action/Platform	Tommy Thunder
Capcom	Fighting	Darkstalkers 3
Crave	RPG	Shadow Madness

## Gamewatch:

### Thrill Kill

Bad news. Electronic Arts got *Thrill Kill* when it bought Virgin, and has since cancelled the game! The company won't let anyone else release it, either! EA spokespeople have said *Thrill Kill* is "Not the kind of title we want to be associated with" and "[The Game's] subject matter didn't meet our standards." Hey, isn't it the *gamer's* right to choose? If you want to make your voice heard, check out this site: [www.angelfire.com/sc/thrillkill1/](http://www.angelfire.com/sc/thrillkill1/).



Fox Interactive	Action	Alien Resurrection
GT Interactive	Action	Rebel Moon Rising
KOEI	Strategy	Soldierschild
Konami	Basketball	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
Virgin	Racing	Superbike World Championship
Westwood Studios	Strategy	C&C: Commando

## SECOND QUARTER GAMES

Eidos	Action	Saboteur
Eidos	Action	Urban Chaos
MGM Interactive	Action	Tomorrow Never Dies
989 Studios	Action	Diebold Adventures of Tobu
Acclaim	Racing	McGrath Super Motorcross '99
Infogrames	Adventure	Bugs Bunny: Lost In Time

## THIRD QUARTER GAMES

### September

Square/EA	RPG	Final Fantasy VIII
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### Other Third-Quarter Releases:

Eidos	Action	Omikron
Natsume	Fishing	Reel Fishing 2
Natsume	RPG	Lufia III: Ruins Chasers

## FOURTH QUARTER GAMES

### November

Activision	Car Combat	Vigilante 2
------------	------------	-------------

### Other Fourth-Quarter Releases:

GT Interactive	3-D Platform	Forty Winks
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### To Be Announced

??	Adventure	Dark Earth
??	Racing	Driver
??	Basketball	1 On 1
3DO	Baseball	High Heat 2000
989 Studios	Racing	Jet Moto 2: Champion Edition
Accolade	Golf	Jack Nicklaus Golf '98
Activision	???	Spiderman
Ascii	Sim/Adv	Aqua Prophecy
Ascii	Horror	Clocktower 3
Ascii	Fighting	Fighter Maker
Ascii	RPG	RPG Maker
Atari	Strategy/RPG	Thousand Arms
Capcom	Classics	Capcom Generation Vol. 1: 1942
Capcom	Classics	Capcom Generation Volume 2
Capcom	Classics	Capcom Generation Volume 3
Capcom	Classics	Capcom Generation Volume 4
Capcom	Fighting	Street Fighter Alpha 3
Capcom	Fighting	Star Gladiators II
Capcom	Fighting	Street Fighter EX 2
Crystal Dynamics	3-D Platform	Gex 3



## Gamewatch:

### Bust a Groove

First there was good news, then there was bad news and now there's good news again. After announcing that they had acquired this funky dancing game from Enix and even presenting us with a reviewable localized copy, 989 Studios announced that the game had been canceled from its roster. Then, two days later, we got another letter saying that the game was back on. The only thing we don't know is when it will come out.

## PSM'S MOST WANTED

**1 ► Legacy of Kain: Soul Reaver**  
With *Metal Gear* finally in our hands, *Kain 2* has officially become our most eagerly anticipated new game. Next month, we should have a pretty good version to test out, so check back!

**2 ► R4: Ridge Racer Type 4**  
Now, this game still isn't "officially" announced for a US release, mind you, but come on—it's *Ridge Racer*. Since when has Namco denied us a game from its most fabled series?

**3 ► Silent Hill**  
We're steadily getting more and more pumped to play more of this game. A demo version had been rumored to be shipped with a special Japanese release of *Metal Gear*, but no such luck. Steve and Chris should get the full story at the Tokyo Game Show, though.

**4 ► Suikoden II**  
We didn't get a *Silent Hill* demo with the Japanese *Metal Gear*, but it did come packed with a small taste of *Suikoden II*. From the little bit we could play, it looks every bit as good as the first game, so fans should be stoked.

**5 ► Quake II**  
We knew this game would be kinda cool, but after getting our first hands-on play with an extremely early version of the game, we're totally stoked! We didn't think *Quake II* could be done this well on the PlayStation.

**6 ► Tomb Raider III**  
Lara, Lara, Lara—why do you haunt us? You're certainly not the "new girl" on the block anymore, but still, we sit and wait for you to return again. What is it about you that keeps us all so enthralled?

**7 ► Time Crisis 2**  
It's already been too long since our last all-night "GunCon-a-thon". Give us a new shooter, Namco! We're gain' stir-crazy over here! If we don't get to blast away at new bad guys pretty soon, we're gonna have to...blast our own brains out! Yeah! So hurry up!

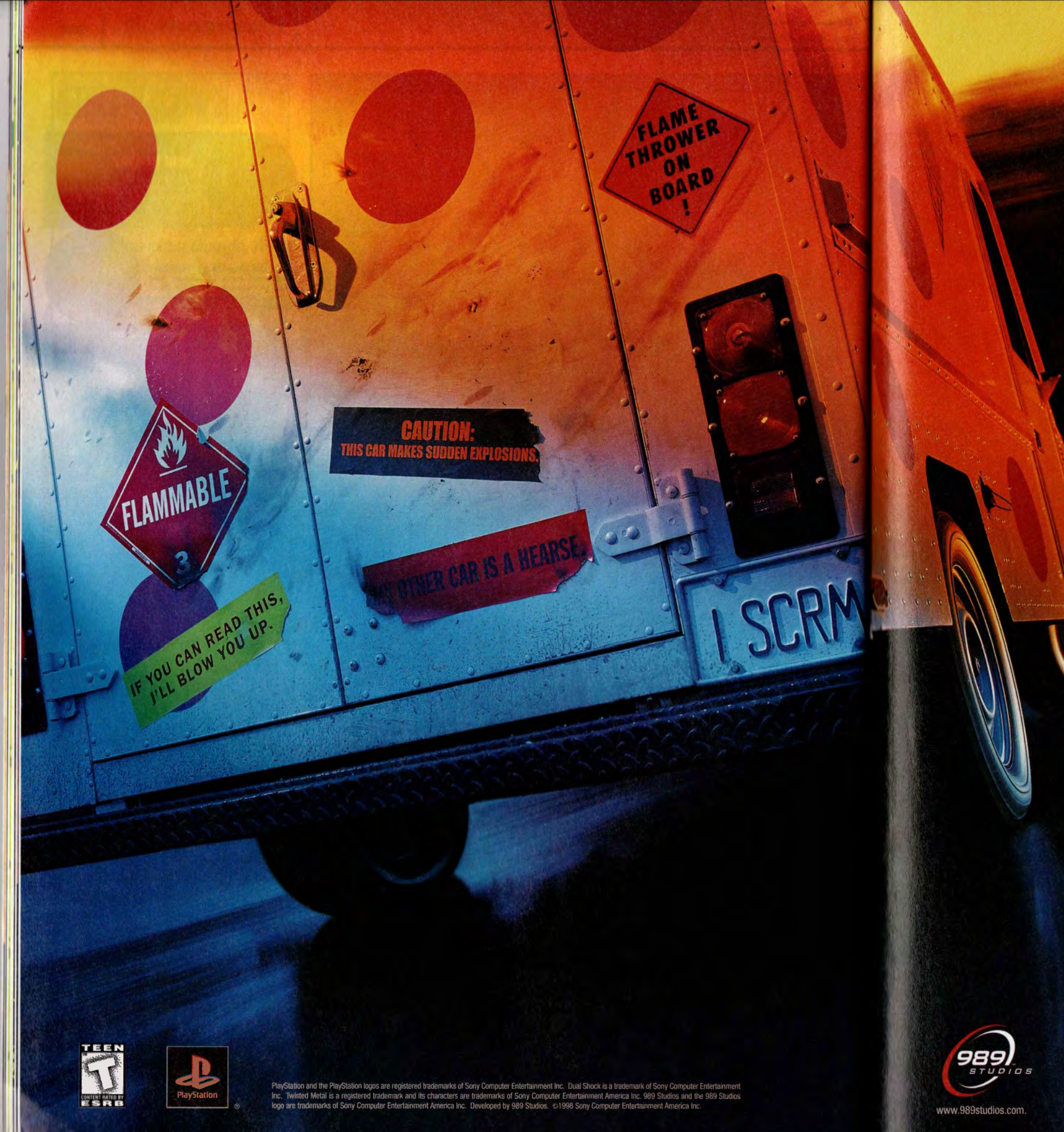
**8 ► Lunar Silver Star Complete**  
We're always pumped to play a cool new RPG, and they don't come much cooler than *Lunar Silver Star*. Hey, this series almost made it worthwhile to buy a Sega CD, and that's sayin' a lot!

**9 ► Dragon Quest VII**  
This game is just now being shown in Japan, but we've gotten word that it definitely WILL make it to our shores. However, a publisher hasn't been chosen yet, so we're still waiting to hear a release date. But at least it's coming over—we never got the SNES versions.

**10 ► Final Fantasy VIII**  
Last but certainly not least, we come once again to *Final Fantasy VIII*, which holds a permanent spot at the bottom of our list. Why the bottom? 'Cause this game ain't coming out until next fall! We can't let the anticipation drive us mad, so for now, we're playing it cool.







# TRUST US, IT'S NOT THE CALORIES THAT'LL KILL YOU.

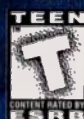


SWEET TOOTH IS BACK AND HE'S ARMED TO THE HILT. FEATURING 10 DEADLY WORLDS, 12 UNIQUE COMBAT VEHICLES AND AN INTENSE DEATHMATCH ARENA, THIS GAME IS PACKED WITH BONE-JARRING, NECK-SNAPPING AUTOMOTIVE MAYHEM. THROW IN EXPLOSIVE MUSIC BY ROB ZOMBIE, POWERFUL NEW WEAPONS, KILLER COMBO MOVES, AND TWISTED METAL III WILL DESTROY YOU FASTER THAN A 16-SCOP SUNDAE.



## TWISTED METAL III

LIFE ON THE ROAD IS HELL.

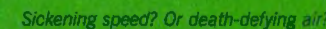
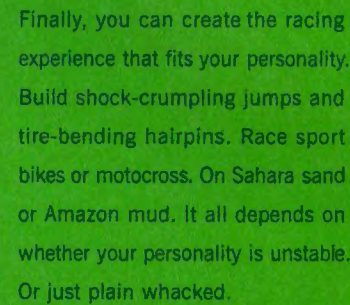


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## REVIEWS

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

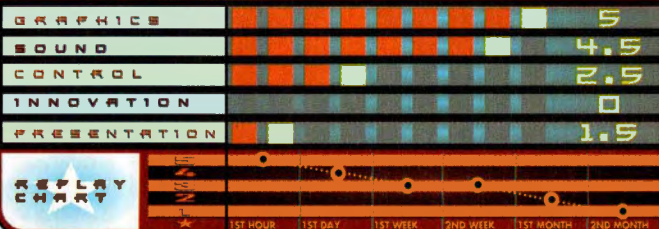
Yes, the PlayStation is incredible—but that doesn't mean all of its games are going to knock your socks off. Our reviews give you the total breakdown on all the latest titles, so you know when to buy and when to cry.

### GAMES REVIEWED THIS MONTH:

Activision Classics	pg. 42
Assault	pg. 59
Backstreet Billiards	pg. 49
Bomberman World	pg. 58
Brave Fencer Musashi	pg. 41
Crash Bandicoot: Warped	pg. 41
Dragonseeds	pg. 52
Duke Nukem: Time To Kill	pg. 60
Fifth Element	pg. 46
Guilty Gear	pg. 60
NHL FaceOff '99	pg. 54
NHL '99	pg. 54
Ninja	pg. 42
Pool Hustler	pg. 49
Streak	pg. 46
Test Drive 5	pg. 52
Wild 9	pg. 58
Xenogears	pg. 40

### 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 practically 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!

AC: Project Phantasma 000  
Azure Dreams 0001/2  
Batman and Robin 001/2  
Bottom of the 9th '99 001/2  
Breath of Fire III 00001/2  
Bushido Blade 2 000  
C&C Red Alert Retaliation 0000  
Colony Wars: Vengeance 00000  
Cool Boarders 3 0000  
C: The Contra Adventure 00  
Curcuit Breakers 0000  
Dead or Alive 00001/2  
Devil Dice 00000  
Einhänder 00001/2  
Elemental Gearbolt 000

Fox Sports Soccer '99 01/2  
Future Cop: L.A.P.D. 000  
G. Darius 000  
Granstream Saga, The 0001/2  
Gran Turismo 00000  
Heart of Darkness 00001/2  
Int'l Superstar Soccer '98 0000  
Jersey Devil 0001/2  
Kagero: Deception 2 0000  
Kartia 0000  
Madden NFL '99 0000  
Master of Monsters: DoG 01/2  
MediEvil 000  
Mega Man Legends 0000  
Metal Gear Solid 00000  
MLB '99 000  
Mortal Kombat 4 0001/2  
Moto Racer 2 000  
Motorhead 000  
N2O 001/2  
NASCAR '99 001/2  
NCAA Football '99 0000  
NFL Blitz 00001/2  
NFL GameDay '99 00000  
O.D.T. 00

Parasite Eve 000  
Pocket Fighter 0001/2  
Rival Schools: United Fate 0000  
Road Rash 3-D 000  
Rogue Trip 0001/2  
Roll Away 0001/2  
Running Wild 001/2  
S.C.A.R.S. 000  
Sentinel Returns 01/2  
Spice World 00  
Spyro The Dragon 0000  
Street Fighter 2 Collection 0000  
Tales of Destiny 0000  
Team Losi RC Racer 001/2  
Tenchu 00001/2  
The Unholy War 0000  
Thunder Force V 0001/2  
TOCA Touring Car Champ. 0000  
Trap Gunner 0000  
Triple Play '99 000  
Turbo Prop Racing 0000  
Wargames: Defcon 1 000  
World Cup '98 0001/2  
WWF Warzone 0000  
X-Men Vs. Street Fighter 000



# Xenogears



▲ Fighting can take place inside or outside of your Gear. The dynamics of battle will definitely change depending on which choice you make.

## SQUARE PUTS ITS ABSOLUTE BEST FOOT FORWARD

After a short string of mediocre titles (*SaGa Frontier*, *Parasite Eve*), Square has come back in miraculous form with a double whammy. In addition to the simplistic, but incredibly charming *Brave Fencer Musashi*, Square completes its '98 lineup with the outstanding *Xenogears*. Rumored earlier this year as a controversial title that might never see the light of day in the U.S., *Xenogears* encompasses a spectacular storyline that tells the tale of young hero named Fei. Suffering from a complete memory loss and cloaked in bloody mystery, Fei struggles to understand the complex world around him as he experiences life-changing events and meets up with a host of characters.

In any RPG, the story and characters are key to building a unique and memorable gaming experience, and *Xenogears* does not disappoint in the least. With a very involving story, countless surprising plot twists and a large cast of characters that have been superbly developed, the entire game seems cleverly and intricately written to completely immerse the player in a universe populated with towering mechs and complex characters. To tell readers any more about the story would take away the amazement of watching it slowly unravel. *Xenogears* is exactly the type of game that role-playing fanatics were first converted by... packed with those unique "gaming moments" that forever stick in the mind.

But beyond the storyline, *Xenogears* also features countless unique gameplay elements. The opportunity for characters to fight in or outside of a personalized



▲ Towns and environments are massive, requiring a ton of exploration to uncover every detail and nuance. In fact, this game is so huge that it spills over onto a second disc!

of different moves to perform powerful combos. But, never fear — magic is also present in the game, with each character utilizing different types of spells that span both defensive and offensive abilities.

Visually, *Xenogears* is gorgeous. Highly detailed, 3D-type environments are pop-



PUBLISHER

Square/EA/LLC

DEVELOPER

Squaresoft

TYPE OF GAME

RPG

▲ Opting for animated cinematics over CG, *Xenogears*' characters are much more expressive and their designs are topnotch.

ulated by nicely defined characters made up of sprites instead of polygons, which makes for a distinct visual impression, unlike many current PlayStation titles. The result is a blend of both old and new generation RPGs that doesn't cause the characters to lose any expressiveness or detail. Add in brilliant designs and numerous striking anime-style cinematics, and you've got a classic mix that's more polished than most current RPGs on the market.

Overall, there's nothing negative that we can really say about *Xenogears*. But if we had to, it would be that the four equipment slots for weapons and armor on each

character seems a little too limited and the camera can sometimes get a little wacky. Okay, so we're grabbing for straws... this game is just THAT good and if you pride yourself on being anything near a hardcore gamer, then buy this masterpiece as soon as possible. These types of RPGs don't come out nearly often enough.



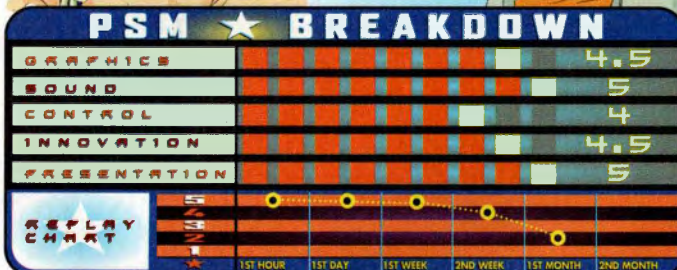
▲ What RPG would be complete without some sort of town celebration to attend?



▲ Fei's skill and knack for controlling Gears may point to a violent past.



► Dan and Fei share one of the more torturous bonds in the game.



GAME ★ SUMMARY	
▲ PACKED TO THE HILT WITH MEMORABLE GAMING MOMENTS OF BRILLIANCE	▲ TOP NOTCH STORY LINE WITH DEEP CHARACTERS AND GREAT CHARACTER DESIGNS
▲ VERY COOL BATTLE ENGINE THAT ALLOWS FOR COMBOS AND A LOT OF FLEXIBILITY	▲ BEAUTIFUL BACKGROUNDS AND TOWNS
	▼ THERE'S LITTLE ROOM FOR CUSTOMIZATION

**PSM FINAL SCORE:**  
OBEY THE VOICE OF PSM! GO OUT AND BUY THIS NOW!



# Brave Fencer Musashi



PUBLISHER

Square/EA/LLC

DEVELOPER

Squaresoft

TYPE OF GAME

RPG

▲ Musashi's large arsenal of unique abilities keeps gamers resourceful and always thinking of ways to face new challenges.

## SQUARE'S LATEST LIVES UP TO THE LEGEND

Square has taken a historical legend from Japanese textbooks and turned him into a videogame hero. *Brave Fencer Musashi* is one of the first 3D polygonal action RPGs to hit the PlayStation and Square handles the job incredibly well. Loosely based on events and characters from the real Musashi's life history, the game follows the adventures of the revived samurai as he journeys across the kingdom of Allucaneet in order to restore peace and save the Princess. Along the way, he must collect all five of the elemental Scrolls that serve to give him special powers needed to defeat different enemies and complete certain objectives. Much like in *Alundra* or *Zelda*, different abilities are required in order to access new areas.

In fact, all the action within *Brave Fencer* takes place on a 24-hour clock that the gamer must adhere to in order to solve certain puzzles, buy items from certain merchants and track down different objectives. Add to this feature Musashi's ability to "assimilate" highly useful skills from enemies by using one of his two swords and you have a complex, very deep action RPG.

Split into six chapters, the game isn't as long as a traditional RPG, but packs in countless side stories, missions, and challenging bosses. With a big variety in objectives, *Brave Fencer* never gets boring. The game makes smooth transitions from 3D adventuring to arcade-like segments in which you'll find yourself whizzing through an underground tunnel on a mine cart, scrambling up a steam reactor trying to keep it from exploding, and tracking down over 35 kidnapped palace members. In fact, what *Brave Fencer* does so well is to immerse the player in the world of the game by implementing not only great gameplay, but a high level of interaction with the surroundings and characters within the game.

After the high end graphic fest of *Parasite Eve* that some fans found ultimately disappointing, *Brave Fencer* delivers the excellent gaming experience that Square is known for. Intricate gameplay, a solid storyline, and beautiful presentation make this title an absolute must have for the holidays.



GAME ★ SUMMARY	
▲ TIGHT GAMEPLAY WITH SOLID CONTROL MAKES FOR A GREAT ACTION TITLE	▲ PROGRESSION WITHIN THE GAME IS STEADY AND NEVER TOO DAUNTING
▲ AN INVOLVING TALE POPULATED BY HUMOROUS, MEMORABLE CHARACTERS	▼ THE WORLD IN THE GAME CAN SOMETIMES FEEL SMALL AND LIMITED

**PSM FINAL SCORE:**  
SQUARE DELIVERS AN IMPRESSIVE ACTION RPG ON ITS FIRST TRY

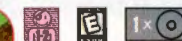


# Crash Bandicoot 3: Warped

## CRASH SHOWS WHAT THE PLAYSTATION CAN DO

Well, *Crash 3* once again puts you in charge of that wily bandicoot, Crash. This time we learn that it is really an evil counterpart of the Aku-Aku mask that has been controlling things the whole time and now it has finally escaped to take a more personal hand in getting the crystals. Crash and his sister must travel through 25 different levels to grab the crystals before the bad guys.

The same platforming style from the first two titles is the dominant mode of play here, so you'll pretty much know what to expect. There are quite a few new moves, however, that may be earned when you beat bosses, like the double jump and the handy fruit bazooka. Each of the new moves has been placed into the gameplay so that they are necessary to pass certain situations. So, despite the fact that we've seen similar levels before, there are some new play mechanics to keep them fresh. There are also three new types of levels: jet skiing, biplane flying, and motorcycle



PUBLISHER

SCEA

DEVELOPER

Naughty Dog

TYPE OF GAME

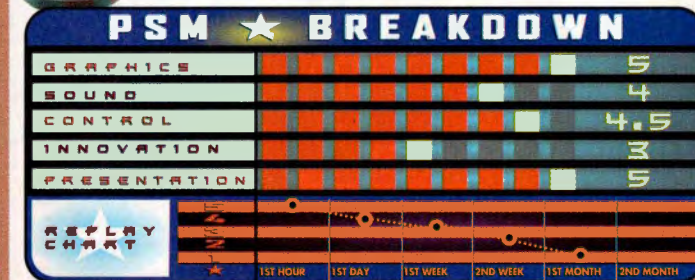
Platformer

▲ Crash fans know exactly what to expect with this latest installment to the series.

riding. Each of these allow the player to experience some new modes of gameplay, but none of them are very lasting fun, despite the astounding technical excellence demonstrated in the execution of each one. The water in the jet ski levels is worth note for the fact that it actually looks better than the water in any dedicated boat game we've seen yet on the PlayStation.

Once you beat a level, you will unlock a time trial mode which will allow you to try and find your best times through a level and then save them to the memory card. This adds quite a bit of life to the game, as you can always look for ways to optimize your performance and then compare them against your friends or even the best times the Naughty Dog staff can come up with. Unfortunately, the meat of the game itself is rather thin and platform experts can burn through the game, sans secrets, in under three hours. Sure, you can go back and look for the other stuff and there's also the time trial mode, but it's still short.

Overall, it's more *Crash Bandicoot* and if you liked the first two, you're sure to dig this one.



GAME ★ SUMMARY	
▲ YOU WILL SEE THINGS IN THIS GAME YOU NEVER KNEW THE PLAYSTATION COULD HANDLE	▼ NONE OF THE MODES HAS REAL DEPTH THAT WOULD MAKE YOU PLAY OVER AND OVER
▲ THE CONTROL HAS BEEN TIGHTENED UP SO THAT IT'S GOOD FOR BOTH SIDESROLLING AND 3D LEVELS	▼ IF YOU'RE NOT INTO SECRET STUFF OR TIME TRIALS, THE GAME IS OVER VERY QUICKLY

**PSM FINAL SCORE:**  
IT'S A QUALITY GAME, BUT IT IS JUST MORE CRASH





## Ninja



**PUBLISHER**  
Eidos

**DEVELOPER**  
Core

**TYPE OF GAME**  
Action

Armed with his trusty axe, the Ninja gets ready to kick some skeletal butt.

## CORE TRIES TO DO SOMETHING A LITTLE DIFFERENT.

**N**inja is a game that is out of place on a 32-bit system. In a time where games are aiming to be more realistic and immersive, *Ninja* takes a sharp turn in the opposite direction and is pretty much a generic-style action title. In fact, you can almost see *Ninja*'s heritage being the old 8- and 16-bit titles that had some Ninja in them. Back then all you could do was shoot (usually stars, but in this case daggers), kick, punch, and jump over a variety of obstacles, like floating platforms. *Ninja* is this type of game, just in 3D.

It makes the transition to 3D with mixed results. The graphics are nice in places, but sometimes suffer from being generic. The action is frenetic as well, with lots of baddies jumping out from all sides. In the grand "Ninja action game" tradition, you luckily have some "Ninja magic" to deal with cases when you are simply overwhelmed by enemies. The simplistic action approach works moderately well and the gameplay is mostly fun (with some moments of extreme frustration). Problems, however, occur because of the third person isometric perspective chosen for the game. When you throw daggers, it's always left up to chance whether you're aiming correctly and, honestly, jumping puzzles are a serious pain when it's so hard to judge distances. There are also a number of cheap hits that you will incur, which will set your blood to boiling and tempt you to turn off the system.

Overall, *Ninja* succeeds as a pure action title, but fails a bit in execution. There is some fun to be found within, but it's not really enough to stand against the heavy hitters this Christmas.



## Activision Classics

## ACTIVISION TRIES TO CASH IN ON THE RETRO CRAZE

**W**hen we started looking at how to review the *Activision Classics* pack, we realized that only way we could do it was to compare the games to their Atari 2600 originals in terms of graphics, sound, and control, and then judge how fun the games are today. Unfortunately, by these criteria, this compilation pack is nothing but a lost opportunity.

Many in the PSM office were actually looking forward to this compilation, which features 30 of Activision's old Atari 2600 games on one CD. The games are all emulated so they should be, in theory, perfect replicas of their Atari 2600 counterparts. This is not true, however. Many of the games are running at much slower speeds



**PUBLISHER**  
Activision

**DEVELOPER**  
Livesay Technologies

**TYPE OF GAME**  
Arcade

Believe it or not, graphics like these used to be considered state of the art.

than they did on the Atari (we tested them against the originals) and are actually skipping every other frame of animation to keep the speed up. This is unacceptable, because it not only makes the games look choppy, but it changes the actual flow of the gameplay. Some of the games even feature incorrect colors (*Keystone Kapers*) or sounds that aren't quite the correct pitch (*Pitfall*).

Finally, to add insult to injury, all of the games, the emulator, and the rather pretentious front end only take up 1/7 the of the disc. Other things that could have been included would be artwork or developer interviews (we would have especially liked to see all of the shoulder patches Activision used to give away to high scorers on these games).

Overall, many of these games had trouble living up to the high gameplay standards we have today before they were crippled by bad frame rates and incorrect colors. It's sad, because with just a little work, Activision could have made this a disc that retro fans would appreciate. It's a shame that kids are going to play these and think they are what the 2600 games were like.

PSM ★ BREAKDOWN	
GRAPHICS	3
SOUND	2.5
CONTROL	2.5
INNOVATION	2
PRESENTATION	3



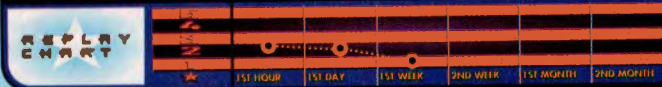
## GAME ★ SUMMARY

- ▲ THE GAME HAS AN ADDICTIVE, ARCADE-LIKE FEEL TO IT. THE ACTION IS FAST AND NON-STOP.
- ▲ THE CAMERA MAKES IT HARD TO JUDGE DISTANCES. IT ALSO MAKES THROWING DAGGERS A PAIN.
- ▲ ABSOLUTELY NO ANALOG OR DUAL SHOCK SUPPORT MEANS YOU'RE HOLDING THE D PAD IN A LOT OF UNCOMFORTABLE ANGLES.
- ▲ LOTS OF CHEAP HITS

**PSM FINAL SCORE:**  
AN AVERAGE ACTION GAME WITH A NINJA



PSM ★ BREAKDOWN	
GRAPHICS	2
SOUND	2
CONTROL	2
INNOVATION	2
PRESENTATION	2



## GAME ★ SUMMARY

- ▲ IT'S 30 DIFFERENT GAMES
- ▲ THE EMULATION IS REALLY SUB-PAR AND MANY OF THE GAMES DON'T RUN ANYTHING LIKE THE ORIGINAL.
- ▲ SOME OF THE GAMES WERE BAD WHEN THEY WERE RELEASED. WHY NOT USE 3D GOOD GAMES?
- ▲ LONG LOAD TIMES. THESE GAMES ARE 8K OR LESS IN SIZE—WHY DOES IT TAKE SO LONG TO LOAD?

**PSM FINAL SCORE:**  
POOR EMULATION MAKES THIS JUST A QUICK RETRO KICK



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SURVIVAL OF THE FASTEST



S.C.A.R.S. (Super Computer Animal Racing Simulation), the post-apocalyptic racing thriller, offers the coolest cars to drive and fight over the roughest terrains. These computer-generated animal-modeled cars purr, growl, roar to life, and crush the competition. All they require is you behind the wheel.

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# THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

## PART ONE

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

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.



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

#	ITEM
1	Left 2" Mid-Range Directional
2	Right 2" Mid-Range Directional
3	5.25" Center Mid-Range
4	5.25" Low Frequency Tactile Driver
5	High-Range Tweeter
6	Sound Volume
7	Tactile Intensity
8	Electronics Unit
9	Heavy-Duty Single Cord Connector
10	Optional Office Chair Base
11	Optional Subwoofer
12	Headphone Jack

## PART TWO

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

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.

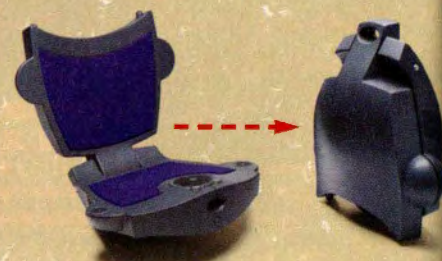
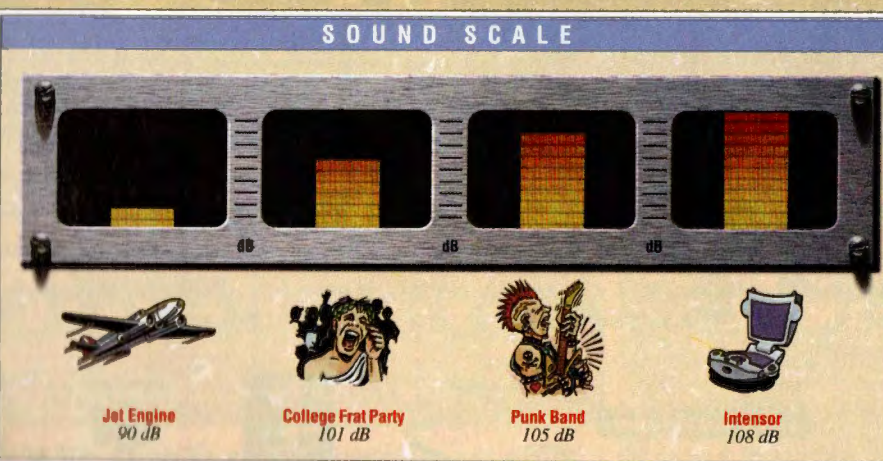


Fig. 2. At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)

## PART THREE

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

### DEFENSIVE PROCEDURES



Fig. 3a.  
The Dodge

Fig. 3b.  
The Weave



Fig. 3c.  
The Duck

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

### TACTILE SENSATION GRAPH

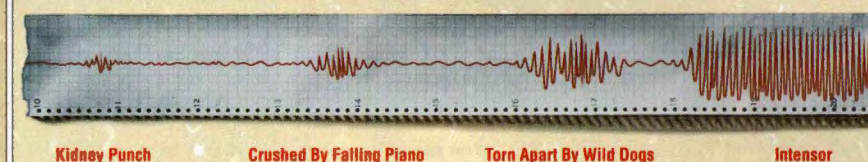


Fig. 4. Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.



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

## PART FOUR

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

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



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



In the event of nervous breakdown, seek help at [www.intensor.com](http://www.intensor.com)

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## Streak



PUBLISHER

GT Interactive

DEVELOPER

Single Trac

TYPE OF GAME

Racing

Streak sounded like a good idea on paper, but fell apart in the real world.

## SINGLETRAC'S LATEST RACER COMES IN DEAD LAST

Once the golden child of the PlayStation development community, SingleTrac has produced some of the system's most enduring series, namely *Twisted Metal* and *Jet Moto*. But you wouldn't know it from playing *Streak*. More of an object lesson in poor game design than a rightful successor to *Jet Moto*, it's one of those games that simply screams "what happened?"

Failing miserably in every category, *Streak* is perhaps the ultimate example of moving one step forward while taking two steps back. Coming more than a year after the last *Jet Moto*, you'd expect the game to have expanded upon its predecessor's strong points and eliminated any of its shortcomings. Instead, we get a game that has done none of the former and has seemingly only expanded the latter.

Control—or a lack thereof—is easily the game's most glaring problem. Imagine the most touchy, unforgiving, utterly frustrating racing game possible, and you'll have a good idea of what *Streak* has to offer. Learning curves don't come much steeper, and in this case, it isn't one that's worthwhile to endure. It's enough to make one wonder if the game ever made it into play testers' hands.

Compounding things even further is the game's presentation, which is less than acceptable. The track designs are unappealing, the characters even more so, and the game engine is simply horrendous. From a game that's intended to imply an overwhelming sensation of speed, we must instead endure a widely inconsistent framerate and rampant polygon clipping.

*Streak* sends a clear message that even the most promising developers can miss the mark, and in this case, they were off by miles. Even the most diehard *Jet Moto* buffs will want to steer clear.



## Fifth Element

## ANOTHER MOVIE LICENSE THAT JUST DOESN'T WORK

Remember the days when it seemed every movie was made into a game, and it was almost a given the game that was made was just flat-out terrible? Who can forget the horror that was *Independence Day: The Game*? Who hasn't suffered the iniquities of just about any game based on a *Batman* movie? And who hasn't wished for death after playing *The Crow: City of Angels*? With *Fifth Element*, well, let's just hope this isn't the start of a relapse. We can see where designers could see a few game ideas from the film. It had its fair share of action sequences, unique settings and intense situations. But following through is another matter—so much is wrong with this game, and it has nothing to do with the movie.

The movie was rich in color and very energetic—the game is bland and slow. *Fifth Element* is simply a *Tomb Raider* wanna-be featuring two of the lead characters in the movie, Corbin and Leeloo. The action flip-flops between the two in the



PUBLISHER

Activision

DEVELOPER

Kalisto

TYPE OF GAME

Action

Corbin surveys the brave, new world of the Fifth Element.

different missions of the game—Corbin's specialty is firepower, Leeloo excels at hand-to-hand combat. Most of the action weighs on wandering the halls and taking out swarms and swarms of enemy "somethings". Sometimes it's the cops, sometimes robotic drones, and other times it's alien creatures. There are a few puzzle elements, like flipping switches to unlock doors deep in the level, but there's nothing here that's incredibly taxing.

Though this game tries like the dickens to be *Tomb Raider*, neither of these two characters feature the expected "climb up on a ledge" maneuver—so most things out of reach have to be obtained by a series of awkward jumps on staircasing boxes. And since the controls are less than forgiving (as well as extremely complex), most of the time you're with fighting with the characters, rather than guiding them.

On the plus side, the video clips from the movie are quite good—but they've been re-edited to accommodate the missions that have absolutely nothing to do with the film. The lesson is learned, yet again: A good movie doesn't necessarily make a good game.

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

## GAME ★ SUMMARY

- ▲ Surprisingly decent music. At least the composer knew what was going on.
- ▼ Uninspired characters and track designs just compound the damage.
- ▼ Unforgiving, utterly frustrating control will frustrate gamers quickly.
- ▼ Horribly inconsistent framerate promise that you'll get motion sickness soon.

PSM FINAL SCORE:  
RACING GAMES DON'T GET MUCH WORSE THAN THIS

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

## GAME ★ SUMMARY

- ▲ There are very clean movie clips that unfold during the game.
- ▼ The game doesn't have nearly the same energy as the film.
- ▼ Unfortunately, most missions don't follow the movie at all.
- ▼ Very weak, very sloppy controls, especially with the Dual Shock.

PSM FINAL SCORE:  
GOOD MOVIE, BAD GAME

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## Key Features

- Insane combo systems require split-second reactions to stay alive.
- Dual Shock™ Analog Controller compatible.
- 10 Playable Characters plus hidden characters.
- Intense Heavy Metal soundtrack.



# GUILTY GEAR™

## ATLUS



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DECEMBER 1998  
www.PSMONLINE.com

REVIEWS

49

## Backstreet Billiards



**PUBLISHER**  
ASCII

**DEVELOPER**  
Argent

**TYPE OF GAME**  
Pool Sim

▲ A power gauge will measure the strength of your shot.

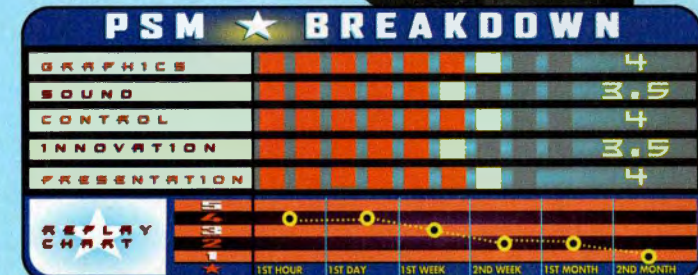
### ASCII POCKETS THE PERFECT POOL SIM

With the market for the PlayStation growing bigger every quarter, the variety of games gets more and more diverse, making room for niche games like ASCII's pool sim, *Backstreet Billiards*. Boasting a load of different modes and games, *Backstreet Billiards* has virtually everything a pool fan would want in a simulation and delivers them with enough accuracy and realism to make every game a contest of skill. Competitions against the various CPU characters pit you against different playing styles, while the game's multiplayer options allow the player to challenge up to three other friends to a host of different types of pool.

But along with realistic play and precise handling, *Backstreet Billiards* also has an interesting Story Mode that plays much like an RPG of sorts. As the son of the "Legendary Hustler" (okay, we didn't say that it wasn't a little silly), you embark upon a quest to track down your father's stolen Legendary Cue. On your journey, you must traverse different pool halls and compete against the different denizens of each location. The difficulty and types of games that you must play get progressively tougher and much more technique-oriented. When you win, you'll be rewarded with more information, the occasional helpful item and points that you can dis-

tribute to either your power, technique or mentality stats, thus increasing your chances against the next opponent. No longer are you simply competing for mere money or to win bets and the end result is definitely more immersive and atmospheric.

Running at a smooth 60 frames per second, the motion on the table when playing a game enhances the simulation experience, while the actual physics of pool play a big part in your success and progress. *Backstreet Billiards'* definite grasp on the realism of playing pool and its flair for adding a little something different to the game make it a definite must-have for pool fans or those looking for something fun and outside of the norm.



**GAME ★ SUMMARY**

▲ EXCELLENT POOL DYNAMICS AND PHYSICS MAKE IT THE CLOSEST TO THE REAL THING

▲ TONS OF MODES, GAME TYPES AND VARIETY FOR EVERY TYPE OF POOL PLAYER

▲ ALL OF COMPUTER OPPONENTS NEVER LETS UP AND GIVES YOU A GOOD CHALLENGE IN ALL MODES

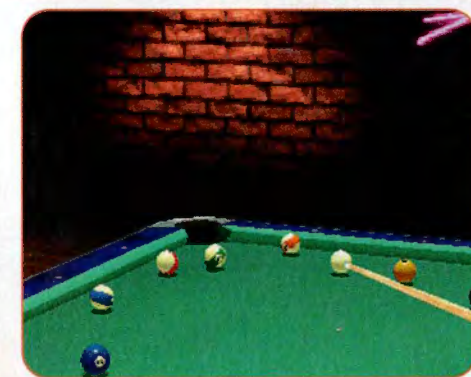
▼ THE CAMERA ANGLES ARE SLIGHTLY LIMITED, MAKING SOME SHOTS DIFFICULT TO SET UP

**PSM FINAL SCORE:**  
THE BEST POOL SIM ON THE PLAYSTATION, PERIOD

## Pool Hustler

### NOT THE BEST POOL SIM ON THE MARKET

With the release of *Pool Hustler*, Activision joins the fray with its very own pool sim. Featuring almost all the modes and styles of gameplay that a virtual pool player could possibly want, a story mode is also included that allows gamers to bet against a string of 12 progressively more skilled CPU opponents. There is some limited interaction with each opponent and each one possesses his or her own style of playing. Each opponent also has their own personality when it comes to taunts and actual conversation when placing bets or choosing games. There are also different types of pool games open to the player in each stage, including Nine Ball, Eight Ball, Rotation and others, providing a good variety aimed at specializing your game. Controls on your cuestick allow for angle adjustment, spin, and different amounts of power in your shot. But even with a two-player mode, tons of

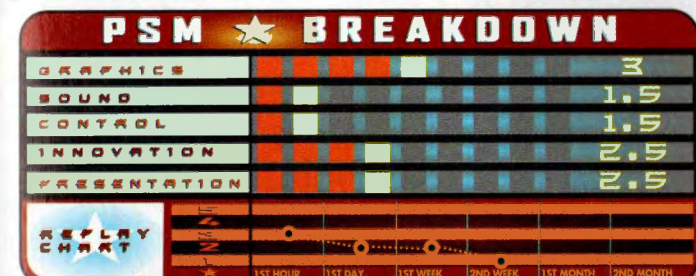


**PUBLISHER**  
Activision

**DEVELOPER**  
ASK/Ornith

**TYPE OF GAME**  
Pool Sim

▲ It's not necessarily the graphics that knock PH down a notch. It's the game's slow movement and weedy pool physics.



**GAME ★ SUMMARY**

▲ TONS OF MODES TO PLAY IN, GIVING YOU SOME BANG FOR THE BUCK

▲ TUTORIAL IS VERY HELPFUL

▼ CONTROLS CAN BE CLUMBERSOME AND VERY UNRESPONSIVE

▼ POOL PHYSICS ARE A BIT ROUGH AND NEED SOME SERIOUS BALANCING

variety and an interesting story mode, the best feature in the game is the Tutorial, which gives you a thorough rundown of trick shots and other subtleties for working on your pool playing finesse.

Unfortunately, the game's major downfall is its awkward controls and weird physics. Lining up a shot is easy enough, but the manner in which you provide enough power to back up a shot is a little trickier and often very fickle. Pressing and holding the X when adjusting the power, while hitting X a second time to actually make a shot sounds like a good plan, but in reality, it's very unintuitive. With too much lag in response from the table and your targets, the flow of the game is also thrown off a little. There doesn't seem to be a good feel for the connection between you and the table, because of this lack of response. A combination of these two ingredients spells death for any decent pool sim and it tarnishes the overall appeal and polish of *Pool Hustler*. Pass on this and pick up *Backstreet Billiards* for a better representation of the sport.

**PSM FINAL SCORE:**  
BET ON BACKSTREET BILLIARDS BEFORE PICKING THIS UP



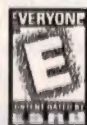
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# streak

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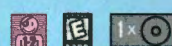


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## Dragonseeds



## PUBLISHER

Jaleco

## DEVELOPER

Jaleco

## TYPE OF GAME

Breeding Sim

Although the action in Dragonseeds is polygonal, it certainly isn't very exciting.

### A BORING, BUT CURIOUSLY ADDICTIVE GAME

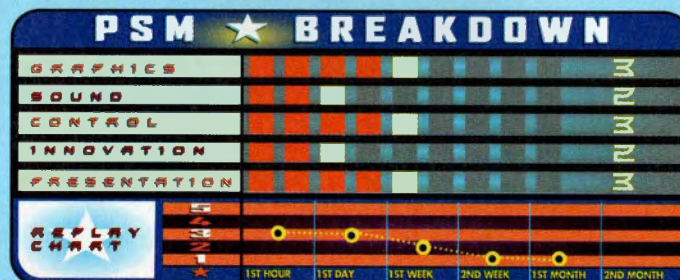
When it comes to breeding simulations, Jaleco's *Dragonseeds* is the Hyundai of the group. If you've just gotta raise and train monsters, you can do it, but don't expect it to do much more than that.

The core gameplay should be familiar to anyone who's ever owned a Tamagotchi or played Tecmo's *Monster Rancher*. Generate a creature (in this case, a bioengineered race of dragons) using a series of modifiers, then train it and raise enough funds until it can compete in the arena for the championships.

Sounds simple, and unfortunately, it is. Unlike any of the other virtual pets, your dragon is nothing more than a machine. It doesn't eat, doesn't feel, doesn't get tired, and it will never, ever, stop until it's dead. Sort of like the Terminator, but not nearly as charismatic. Your dragon's activities outside the arena are limited to training, equipping, and participating in the reptilian version of a Mexican cock fight. There aren't any random events, or any developments that add any variety to the daily grind.

Once actually in a tournament, things get more interesting. Combat takes place on a limited polygonal field, where you and an opponent's dragons pummel each other to death. Each dragon is both unique in look and AI, considering there are 480 different dragon types. For example, one breed's a kind of living door, which reveals *Dragonseeds'* slightly whimsical nature. During the match, players can choose two commands from a five command set to defend or advance against the other dragon. There's a surprising amount of strategy involved, but ultimately, it's still feels like a guessing game.

For all its flaws, though, you'll find yourself playing through the game at least once or twice. Because there are so many dragons, and so many different matchups, it's very easy to keep going through the train-raise-fight cycle, like a rat pressing a lever for food pellets. You may never enjoy the game, but you won't regret spending time with it, either.



**GAME ★ SUMMARY**

- ▲ AN ADDICTIVE FORM OF SIMULATION
- ▼ IT'S KIND OF LIKE PLAYING A GLORIFIED VERSION OF ROCK, PAPER, SCISSORS
- ▲ BIZARRE CREATURES WITH LOTS OF VARIETY
- ▼ THERE'S NO WINDOW DRESSING. DEPRESSINGLY FEW GRAPHIC FRILLS
- ▲ STILL FEELS A LOT LIKE A GUESSING GAME

### PSM FINAL SCORE:

IF YOU JUST NEED TO WASTE TIME, THIS'LL DO THE TRICK



## Test Drive 5

### GOOD SEQUEL, BUT NOT ENOUGH TO COMPETE

Well, it must be said that *Test Drive 5* is better than last year's *Test Drive 4*. A badly needed two player mode is now included and the graphics run in a higher resolution.

The basic premise of the series was to take real cars and place them on tracks taken from real locations. Police and traffic were thrown in and classic muscle cars are now in the mix, providing for the Beauty And The Beast theme. This year, you can also play the cop and pull computer or human opponents over. But even with all the improvements to *TD5*, there are several unfortunate flaws.

Graphics are glorious and they all blaze by at 30 fps. The lighting is very realistic, with the shadows of objects like trees or girders being reflected onto the top of your



## PUBLISHER

Accolade

## DEVELOPER

Pitbull Syndicate

## TYPE OF GAME

Racing

▲ The graphics are simply lush. Check out the castle across the road. The computer opponents are very aggressive, but aren't always perfect.



**GAME ★ SUMMARY**

- ▲ THE GRAPHICS ARE FANTASTIC AND COOK ALONG AT A RESPECTABLE SPEED.
- ▼ ALL THE CARS HAVE SUBTLE DIFFERENCES, BUT IN THE END, THEY ALL HANDLE ABOUT THE SAME.
- ▲ THE NEW TWO-PLAYER RACING IS WHAT THE SERIES DESPERATELY NEEDED.
- ▼ THE POLICE FORCE WASN'T PROPERLY PROGRAMMED OR USED IN THIS TITLE.

car as you go through a forest or over a bridge. Fans of *TD4* will also get to play most of the tracks from the first game, only in better resolution. Car selection is extensive, with plenty of hidden cars to earn, but some of the hottest are selectable from the start. However, all of the cars drive remarkably similar, even when the new simulation mode is turned on. The game controls well with the analog pad, but it's an entirely arcade experience. Collisions now have 3D physics, which mean that your car will flip and roll through the air when hit, but again, this effect is way too floaty and feels like it's in slow motion. Finally, some of the tracks don't look finished, with holes in the surrounding environment. This is especially apparent during parts of the Blue Ridge Parkway track in North Carolina, where it seems that the freeway is floating high above the ground. This lack of polish is very surprising, considering the quality development team behind the game.

*TD5* is a great racer, but overall failed to meet the mark set by both *Gran Turismo* and *Need For Speed 3*. The special courses, tight graphics, new GT-like replay mode and the classic cars may be enough to draw the diehard fan, but even they will find this sequel a mild disappointment. Maybe next year, Accolade.

### PSM FINAL SCORE:

IT'S GOOD, BUT FAILS IN TOO MANY AREAS TO MAKE IT A BLOCKBUSTER



# THE FUTURE HAS ONE TINY HOPE FOR SURVIVAL



## NHL FaceOff '99



**PUBLISHER**  
989 Studios

**DEVELOPER**  
Killer Game

**TYPE OF GAME**  
Sports/Hockey

◀ FaceOff is for those who crave a very fast arcade hockey experience.

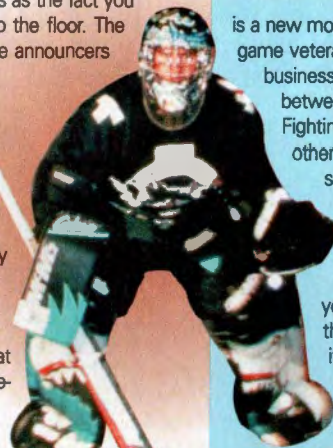
## 989'S PERSISTENCE FINALLY PAYS OFF

This year's FaceOff reminded us suspiciously of NHL '98. This is not a bad thing, however, because they couldn't have picked a better game to model after. In fact, NHL FaceOff is better this year in some ways than even EA's Hockey juggernaut.

The most obvious difference between the two is that FaceOff runs with a silky smooth frame-rate. This doesn't necessarily change much but it makes the game feel much more exciting and is a lot easier on the eyes. The player animations are definitely not as nice and the control is debatable, but for a sense of speed and the rush of being on the ice FaceOff wins hands down. The characters, however, are a bit blockier and they also lack a lot of the little animations you will see in NHL '99.

In fact the whole experience is much more arcade-like than NHL '99. You can actually adjust the game speed from a playable level all of the way to insanely fast if you so desire. Violence is there, not so much in the fights as the fact you really feel the players smashing into the boards and on to the floor. The commentary is fairly weak, however, and you will hear the announcers repeat themselves a lot in the space of a single game. AI players are fairly smart and will set up for plays very nicely. The big difference is that, if you have all your players on the attack the defense will almost always get out with a breakout. This takes some thinking adjustment. The goalies are also insanely good and it's almost as if they have forcefields blocking those goals sometimes. You will definitely not have very many high scoring games on the higher levels.

This is the first year that FaceOff has actually had a chance against NHL'99 and we'd have to say the two are close. If it comes down to the edge we'd have to say that FaceOff will appeal to those who want the faster action experience and NHL for the sim experience.



## NHL '99

## WHAT HAPPENED HERE, EA?

After the amazing NHL '98, we expected some fairly big things from NHL '99. NHL '98 was probably the best hockey game ever, despite the fact that there were a few AI problems and money shots that could score relatively often. The good news is that NHL '99 seems to have fixed the AI problems and we weren't able to use the same cheap techniques to score over and over. The bad news is that the game seems to have slipped quite a bit in terms of playability.

The main problems with NHL '99 all stem from its sub-par frame rate. It is as bad or worse than NHL '97. This not only makes the game very hard to watch, but it affects the way the controls feel and, with the analog or digital controllers, the game feels very sluggish and imprecise. The characters, however, are much more animated than they were before (especially noticeable are the goalies).

Despite the obvious graphical flaws, there isn't much you can't expect from the game. It has all of the required modes, including season and exhibition play. There



**PUBLISHER**  
Electronic Arts

**DEVELOPER**  
Electronic Arts

**TYPE OF GAME**  
Sports/Hockey

◀ Even the goalies like to get in a few licks. This hardly ever happens in real life...

is a new mode that teaches you how to use the coaching options, but for hockey game veterans, it's not really necessary. The commentary is still the best in the business and the sounds are nice, too, but you don't "feel" the impacts between players as much anymore. This version almost seems tame. Fighting is even strange, as players will sometimes pick fights against each other from halfway across the ring. This is presumably so that goalies can sometimes fight, but we have never seen it. The fighting is boring anyways, and you'll be surprised to find yourself turning the fights off fairly quickly because it happens far too often and it's not very fun.

There is one very notable addition that is fairly nice, which is the shot power meter, which allows you to properly gauge how hard your shots are, but it's honestly not enough to warrant the purchase of this new game. The gameplay, however, is still as refined as before and it is very fun to play. We just question whether the sacrifices in this update outweigh the improvements.

PSM ★ BREAKDOWN									
GRAPHICS									3.5
SOUND									3.5
CONTROL									3
INNOVATION									2
PRESENTATION									2
REPLAY									
CHART									

## GAME ★ SUMMARY

- ▲ THIS IS A VERY FAST GAME. THERE'S NOTHING LIKE SLAMMING OTHER PLAYERS INTO THE GLASS.
- ▲ THE AI IS EXCELLENT. THEY WILL DEFINITELY EXPLOIT ANY WEAKNESSES YOU MIGHT HAVE.
- ▼ THE COMMENTARY IS NOT THE GREATEST AND TENDS TO REPEAT ITSELF A LOT, ESPECIALLY IN THE REPLAYS.
- ▼ THE CHARACTERS ARE PRETTY BLOCKY AND THEIR ANIMATIONS ARE ALL QUITE SIMPLE.

**PSM FINAL SCORE:**  
FACEOFF FINALLY COMES INTO ITS OWN



PSM ★ BREAKDOWN									
GRAPHICS									3
SOUND									4
CONTROL									3
INNOVATION									2
PRESENTATION									4
REPLAY									
CHART									

## GAME ★ SUMMARY

- ▲ SEEMS TO BE MORE ACCESSIBLE TO BEGINNING PLAYERS OF VIDEOGAME HOCKEY.
- ▲ THE AI SEEMS TO BE A BIT SMARTER THAN LAST YEAR.
- ▼ HORRIBLE FRAME RATE AFFECTS LOOKS AND GAMEPLAY.
- ▼ IT ISN'T AS MUCH FUN TO PLAY AS THE PREVIOUS VERSIONS. IT'S LIKE A STEP BACKWARDS.

**PSM FINAL SCORE:**  
THIS GAME SHOULD HAVE BEEN SO MUCH MORE

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-Next Generation



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HESITATE, PENETRATE, ELEVATE,  
DOMINATE. (REPEAT.)

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## Bomberman World



**PUBLISHER**

Hudson Soft

**DEVELOPER**

Atlus

**TYPE OF GAME**

Platform/Combat

While the isometric view gives a 3D look to the multi-player game, the action isn't as fast as in Super Bomberman 2.

### CUTE? YES, BUT NOT EXACTLY THE LIFE OF THE PARTY

While his antics have been available on nearly every console out there (NES, SNES, Nintendo 64, Sega Saturn and the PC), this is Bomberman's first trip to the Sony PlayStation. With an all new adventure, a unique challenge mode and five player bombing action, this title is sure going all out to impress gamers who up to now haven't been able to find the little anarchist on a Sony console. Does it succeed? Well, the answer is a qualified yes... and no.

The familiar Bomberman character is back, along with seven new characters that are playable in the Vs. mode. These guys, and all of the game's characters, for that matter, all have a real cute appearance—big eyes, round bodies, colorful costumes. These folks are gonna charm the pants off anyone who's, say... under eight years old.

The Challenge mode is more enjoyable than the standard game. Pick your weapons package and ramble through stages that resemble the interior of a shooting gallery, blowing up enemies and gathering letters. When you're through, Bomberman himself informs you of your status.

Of course, the real meat of any Bomberman game is in the Versus mode, where

you and up to four of your friends can have hours of fun blowing each other to bits. Bomberman World almost gets it right, but ultimately fails to satisfy completely.

The game is played on an isometric field, which gives a convincing portrayal of a 3D environment. All of the usual weapons are available, as well as a few new ones like the Push or the Teleport. The enemy AI is very good. These guys will kill you! So what's not to like, you ask?

Well, Bomberman World, in the Versus mode, doesn't have the breakneck speed of play that Super Bomberman 2 does. Even with a full load of skates, the characters just kind of jog from place to place. The raised walls of the playing field make it a bit hard to see enemies and powerups, or judge angles to throw bombs. In fact, the Glove is put to a much better use simply by picking up your opponent and throwing them off the playing field.

Will PlayStation gamers find much to like in Bomberman World? Well, yes, they will, especially the younger ones. Will Bomberman World become the ultimate party game that SB2 now is? Not likely, especially among gamers who live to bomb.



**PSM FINAL SCORE:**  
IT'S FUN, BUT IT'S NOT THE ULTIMATE PARTY GAME SB2 IS



## Wild 9

### IT FEELS SO GOOD TO BE SO BAD

Wild 9 isn't your typical action game. Sure, the 2D perspective might remind you of games like Earthworm Jim. But you've never played a side-scroller quite like this.

You see, you don't just shoot your enemies to get rid of them. The fun is discovering all the different ways to kill them. The standard means is to simply capture them with your energy beam and pound them into a pulp—four or five whacks on the ground should do the trick. But some levels are designed in such a way to encourage you to slaughter bad guys in the most unflattering (and often



**PUBLISHER**

Interplay

**DEVELOPER**

Shiny

**TYPE OF GAME**

Action

Killing bad guys has never been so much fun! Care for a little juice, demon?

humorous) of ways - drop 'em into fans, pits of fire, live electrical wires, spinning turbines, or grinding rollers, to name a few. The game's not for prudes, that's for sure.

The game has a very sweet 3D engine that pushes the PlayStation hard, from transparent fire effects to vibrant, neon guts splattering when the aliens bite the big one. But other than the odd bonus levels or two, Wild 9 is strictly a sidescrolling platform game. Some control problems occur when grabbing a guy with your grapple weapon - sometimes you won't be able to swing him to your other side. But other than this little control quirk, torturing bad guys has never been easier.

But even though the game features a huge variety of ways to take out the opponents, the game is the same, over and over. The levels are large and the game is long, but Wild 9 ends up being tedious early on, since there's no real change in the gameplay other than grab all the power-up icons and kill wave after wave of alien baddies. More of those clever bonus levels could have been added to give the game more variety. But as it is, Wild 9 is good fun, but only in small doses.

**PSM FINAL SCORE:**  
A GOOD NEW TAKE ON AN OLD-STYLE GENRE



## Assault



**PUBLISHER**

Midway

**DEVELOPER**

Candle Light Studios

**TYPE OF GAME**

Shooter

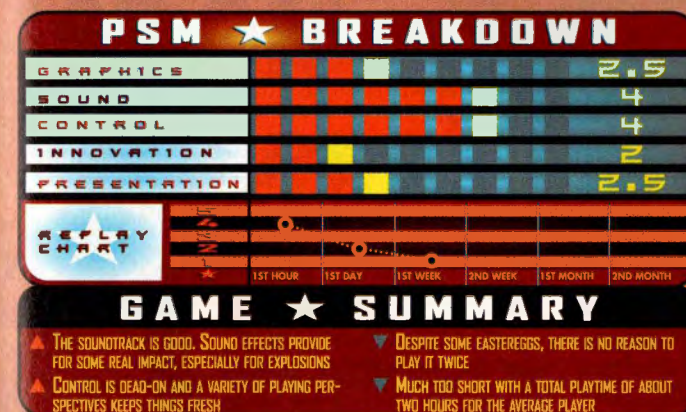
Playing as the macho guy, you will have different weapons than the smart aleck girl. However, the differences are only cosmetic, for the most part.

### BETTER THAN CONTRA! THAT'S NOT SAYING MUCH...

This classic shooter formula was perfected in the arcade and at home on the NES by Contra and its numerous sequels. Unfortunately, the transition to 3D on the PlayStation has not been a glorious one. As a matter of fact, the simple, twitchy gameplay and control was totally lost in Contra: Legacy Of War, the first title to hit 32-bit. The second, C: The Contra Adventure, was recently released with little improvement. That's what makes Assault such a surprise. This is what Contra for the PlayStation should have been.

The extremely tight control facilitates the very familiar gameplay experience of Assault. The player is limited to a specific path, but like the Crash games, you can move freely within the path. Another feature that seems borrowed from the bandicoot is the variety of perspectives and camera views that change almost every stage. They range from side scrolling-type action to almost top down to a 3/4 view, as well as a few others. These really do a lot to break up the pace and keep things fresh. Unfortunately, the entire experience will be over soon after it is started, as the game is easily beaten in a couple of hours. To help, there are two different characters to play, a guy and a girl and each have four personal weapons that are cool and can be powered up three times. A couple of different pick-ups are also scattered through the levels, but in the end, you're left with the thought, "that's all there is". It does look great, with lots of polygonal enemies and dramatic lighting, especially from the explosions. The game does slow down quite often and gets to be very annoying, especially in the two player game, while the music and sound effects are actually some of Assault's finer points and make blasting aliens very enjoyable. The "repel the evil aliens" story line is inconsequential, but gives enough of a satisfactory reason to shoot things.

Overall, Assault feels like a great start for a Contra-like game, but is far from where it needs to be. Despite some hidden easter eggs, there is no reason to play again, although the experience of playing through once was not a waste of time. The basic problem here isn't bad control, horrible graphics, or shoddy gameplay. There simply needs to be more to it to give Assault an above average score.



**PSM FINAL SCORE:**  
WELL DONE, BUT SHOULD HAVE BEEN DEVELOPED A LOT FURTHER



## THE SOUND OF



### FEATURING THE MUSIC OF:

AS HEAVEN IS WIDE

Garbage

SCARY MONSTERS (And Super Creeps)

David Bowie

LOSE CONTROL

Ash

CHINESE BOMBS

Blur

ATOM BOMB

Fluke

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## Guilty Gear



PUBLISHER

Atlus

DEVELOPER

Team Neo Blood

TYPE OF GAME

Fighting

Guilty Gear proves that fighting games are far from dead.

### ATLUS CHALLENGES CAPCOM FOR THE 2D CROWN

When one looks back down the road of quality 2-D PlayStation fighting games, the only real company that jumps to mind is Capcom. Things, however, are now about to change, as Atlus has jumped onto the scene with a rather impressive fighting game of its own, *Guilty Gear*.

*Guilty Gear* impresses most because of its well-designed and smoothly animated characters. Each character plays differently from the others, and responds instantly to your commands. The backgrounds are also very nice, featuring plenty of parallax scrolling and extra animations.

Gameplay is a mixed bag of a bunch of different elements. You have the standard combo system found in any regular *Street Fighter* game, and the chain combos from the *Alpha* series. The air combos from *X-Men vs. Street Fighter* are even here, creating an overall fighting engine that will be hard to surpass. Special moves can also be charged up, making them even more powerful, but your character becomes extremely vulnerable while doing this.

There are really only two bad points that we can bring up about *Guilty Gear*. The first has to do with the difficulty level. While adjustable, the computer-controlled characters still tend to be a bit hard to beat. It can sometimes get downright frustrating, especially for those gamers who are just getting into fighting games. The other mentionable fault is the one-hit death kill. These are moves that, when executed successfully, instantly destroy your opponent and allow you to win the entire match. Granted, an opponent can escape from these death attacks, but it still shouldn't be in the game. They are simply not necessary.

Aside from those minor complaints, *Guilty Gear* personifies what a good fighting game should be. It has responsive controls, extremely detailed and animated characters and flashy special moves. Throw in that ultra-cool heavy metal-style soundtrack and you have a game that even Capcom could and probably will learn a few lessons from.

PSM ★ BREAKDOWN	
GRAPHICS	4
SOUND	4
CONTROL	4.5
INNOVATION	3.5
PRESENTATION	3
REPLAY CHART	
1ST HOUR	1ST DAY
1ST WEEK	2ND WEEK
1ST MONTH	2ND MONTH

### GAME ★ SUMMARY

▲ JUST POSSIBLY THE BEST FIGHTING GAME ENGINE EVER PRODUCED ON THE PLANET

▲ EACH CHARACTER PLAYS DIFFERENTLY FROM THE OTHERS; REALLY SMOOTH ANIMATIONS, TOO!

▼ ONE HIT DEATH KILLS CAN BE VERY FRUSTRATING AND SHOULD BE REMOVED

▼ THE COMPUTER AI IS TOUGH... REALLY TOUGH! BE PREPARED TO TAKE A FEW EARLY BEATINGS.

### PSM FINAL SCORE:

A TRULY GREAT FIGHTING GAME THAT CAME OUT OF NOWHERE



## Duke Nukem: Time To Kill

### THE DUKE DOES A LITTLE TOMB RAIDING OF HIS OWN

Even after playing this latest *Duke Nukem* adventure for only a few minutes, you get the general idea that the developers, n-Space, must have really liked *Tomb Raider*. *Time To Kill* plays almost exactly like the Eidos game. The only problem is that it's not as good.

Basically, the storyline has Duke traveling from time period to time period, cleaning up all the alien scum that he comes across. Pretty basic, huh. The only problem is that there is not much here to keep players interested for an extended period of time. The game's framerate is simply too slow, causing Duke to feel like he's moving through molasses, and the action gets much too repetitive too fast. Sure, the game has a lot of places to explore (around 30 levels worth), but lots of dark rooms, combined with muddy textures, make finding things a nightmare.

Still, *Time To Kill* does have one thing up on the *Tomb Raider* series and that would be the split-screen deathmatch mode. Two players can take each other on in



PUBLISHER

GT Interactive

DEVELOPER

n-Space

TYPE OF GAME

Action

It looks like the Duke is better suited for a first-person perspective. Bummer...

six different environments and see who truly is the king. What may take some getting used to is the fact that all the action is viewed through a third-person perspective, rather than the traditional first-person view that previous *Duke Nukem* games have had. This should add some replay value to the game, though.

In the end, *Time To Kill* could have seemed like a better game, but only if the *Tomb Raider* series had never existed. As things are, this *Duke* just ends up looking like a weak imitation. Virtually everything in this game has been done before and, most often, better. Unless you are a huge fan of one-liners and unnecessary blood, then you probably want to stay clear. It is going to take a lot more than some serious attitude to save this game.

### PSM FINAL SCORE:

A PALE IMITATION OF THE TOMB RAIDER SERIES



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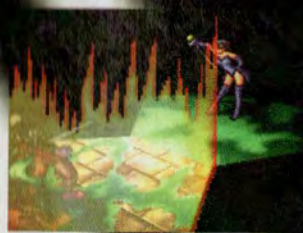


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## The PSM Holiday Special '98



Illustration: Robert Dujes, Color: BADG\$S

Have you made out your Holiday wish list yet? Decided on which games to ask for? Well, don't mail that letter off to Santa just yet, not until you've heard what we have to say! If you're not careful, you could end up with a real stinker in your stocking!



**C**ardinal Syn. Deathtrap Dungeon. C: The Contra Adventure. Those aren't visions of sugarplums dancing around in your head, they're bona fide nightmares. Who knows how many gamers have woken up to find crappy games like those under the tree? It's a real shame.

Well, we may not be able to stop every gamer out there from making a mistake, but we can sure as hell help our loyal PSM readers. We've put together this feature to help you make the right Holiday buying decisions, and avoid the unpleasanties of having

to take games back to the store while your buddies down the street are warm at home playing the good stuff.

To help you out, we've listed our three favorite games in every major category, plus one really bad one we want you to steer clear of. We've also included a complete list of every game that we scored a four or higher this year, and yes, even a list of the ones that set new low standards in stinkiness. So read the feature, take our advice, and tell old St. Nick that you ain't takin' none of his crap this year—and tell him PSM said so.

## FIGHTING GAMES

This was another rock-solid year for PlayStation fighters. Fans had lots of quality games to choose from, but the number-one spot was never in doubt. Once again, Namco's *Tekken* series comes out on top of the heap.



### NICE: Tekken 3

What can we say? Namco has struck fighting game gold three times straight. Everything about this game is top-notch, from the beautiful graphics, to the smooth motion-captured animations, to the spot-on gameplay. It just doesn't get any better than this. If you get only one fighting game this year, it'd better be *Tekken 3*.



### NICE: Rival Schools: United by Fate

This game is completely bizarre—but strangely enough, an awful lot of fun! It's easy for anybody to get into, but there's also a good amount of depth there for advanced players. Plus, Capcom really put in a lot of extra stuff for the PlayStation version, including bonus modes, characters, and two different versions of the game on two discs!



### NICE: Dead or Alive

This fighter from Tecmo is a real knockout, and is only outclassed by *Tekken 3*. It plays well, looks good, and is very innovative, with a lot of emphasis being put on reversals and counters. And as if that wasn't enough to hook ya, the girl characters feature a ludicrous "bouncing chest" action, which can be truly hypnotic to watch.

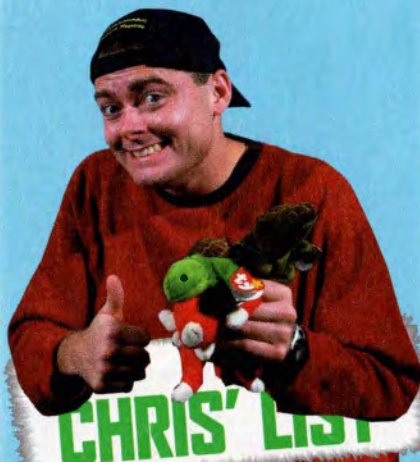


### NAUGHTY: Cardinal Syn

Let's not beat around the bush: This game bites. It's an ugly blemish on what was an otherwise great year for fighting games. Sony decided it wanted to put out its own fighter, so who did they rush out and get to make it? The guys who did *Criticom* and *Dark Rift*, two games which suck beyond belief. So guess what? Syn sucks, too.

## STOCKING STUFFERS

Yes, we know we haven't been all that good lately, but what the heck, it's the holiday season, so here's what we want to find under our tree. And Santa? Don't forget the cash...



### CHRIS' LIST

All right, Santa—last year you really stiffed me on that Island in the Pacific I asked for. You didn't come through with the Swedish Bikini Team, either. You better do me up right this year, or your fat ass is going to pay...

1. A puppy—He better be real soft and cuddly too, or I'll go off on your jolly old self like a hurricane
2. Easy Bake Oven—What's so funny, fat man? A guy can't be tough and bake?
3. A complete set of the 1998 Beanie Babies—and don't be givin' me those knock-off fake ones, either
4. New legs for little Timmy—And he needs 'em fast too, unless you want my boot up your mistletoe
5. Peace on Earth, good will towards men, and all that other stuff

## ACTION/PLATFORM GAMES

What a year for Platform fans! Not only did we get new-and-improved versions of established PlayStation heavy-hitters like *Crash Bandicoot*, but 1998 also saw the addition of *Spyro*, *Klonoa* and other newcomers.



### NICE: Spyro the Dragon

Sure, the little guy is just a bit too cute for our liking, but you can't deny that *Spyro*'s got the goods. This game will go down as one of the most beautiful PlayStation games ever developed. Plus, it's just so easy to pick up and play that hours will go by without notice. Toss in a Dual Shock controller, and you're in Platformer heaven.



### NICE: Crash Bandicoot: Warped

Once again, the gaming wizards at Naughty Dog have one-upped themselves. This is the best *Crash* yet, and sadly, may be the last we see of *Crash* for a long time. Platform fans better savor the magic while they can, because from start to finish this game is really a great ride, with cool new moves, vehicles, and brand-new types of levels.



### NOAH'S' LIST

What I really want, you can't give me, so I won't even try asking you to add five extra hours per day for the next year. With a new baby, the magazine, tons of new games and DJing until three AM, you could say I'm a little drowsy.

1. Personal Sensory Deprivation Unit (P.S.D.U.) - For when I NEED to get away for a little while
2. A Vacation. - I know I just went to Spain, but I need more.
3. Back massager - Human female preferred, but will take battery operated as last resort. Oh yeah, one for my wife, too.
4. More Colony Wars games, Colony Wars toys, Colony Wars Clothing, Colony Wars anything. I'm not a fanboy.
5. Scooby Doo's Mystery Van - Well, just because.



### NICE: Klonoa

This sleeper hit was released earlier in the year, so we wanted to make sure that it didn't get overlooked. It's an incredibly addictive game, combining classic Platform-style action with all new features and ideas. Even though it's 3D, it plays a lot like the classic 2D Platformers of old, so if you're an old-school fan like us, you'll love it.



### NAUGHTY: Punky Skunk

You'd think that a game about a skunk would stink, and boy does it ever. First off, the game looks like it was done on a Genesis. Second, the gameplay is completely stale—this platformer would be crappy in any era. What else can we say? It's a stinker. Crap. Dung. Feces. Poop. Poo-poo. Dookie. Get the picture? It sucks.

## STEPHENS' LIST

After a full year of acting good and being nice, I am expecting something extremely good from Santa this holiday season. I just hope that I get something better than that life-time supply of British beef I got last year. Pee-Yuu!

1. PlayStation 2... need I say more?
2. A magic plane ticket so that I can fly to Japan anytime I want. Akihabara is simply the coolest place in the world.
3. A complete collection of this year's G-Shock watches. Nobody designs watches like Casio does.
4. To be the idol of millions of cute Japanese school girls. Move over, DiCaprio.
5. Legacy of Kain: Soul Reaver - I wish that Crystal Dynamics would hurry up and release that sucker.







## ACTION/ADVENTURE GAMES

In a year where every genre had great games, the Action/Adventure category shined the brightest. First came Capcom's masterpiece sequel *Resident Evil 2*, followed by Konami's unbelievable *Metal Gear Solid*. These were the two best videogames of 1998, period. The other Action/Adventure games weren't slouches, either...



## NICE: Metal Gear Solid

We could go on talking about how we feel about this game, but one word pretty much sums it up: WOW. *Metal Gear* had an incredible amount of hype to live up to, and amazingly, it was even better than we had expected. *MGS* is THE videogame event of 1998, and will be long-remembered as a true PlayStation classic.

## NICE: Resident Evil 2: Dual Shock

Horror fans were shocked to get THREE new *Resident Evil* games this year: *Resident Evil 2*, *Resident Evil Director's Cut*: *Dual Shock*, and *Resident Evil 2: Dual*

## SPORTS GAMES

As usual, the PlayStation had way more cool sports game than any other system this year. Whether you're talking football, hockey, baseball or hoops, you've got loads of great titles to choose from. Here's our picks:



## NICE: NFL GameDay '99

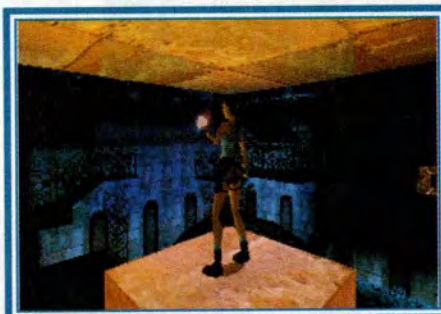
Yeah, we heard you: "I'll play *GameDay* when you pry my copy of *Madden* from my cold, dead hand"! And hey, who said *Madden* was a bad game? It's still a good choice, just not the top choice. Just like last year, *NFL GameDay* is the premier football title. It's got more new stuff, looks better, and just flat-out plays better than anything else.

## NICE: NFL Blitz

We already picked one football game, but what the hell—*Blitz* is just too good to pass up. It's also a completely different type of experience, focusing more on outrageous arcade-style play and leaving the simulation



*Shock*. Each of these games is a classic, but we're gonna go with *RE2: Dual Shock* as our pick. This was the only game this year that deserved to be up there with *Metal Gear*.



## NICE: Tomb Raider III

Yeah, this game is pretty much more of the same (pull the switch, open the door, jump over the pit, blow the

brains out of an alligator), but it's still a whole helluva lot of fun. Will the world ever get tired of Lara? Probably not, since Eidos seems to strip more and more of her clothes away in the rendered artwork that accompanies each new game. We can't wait for *Tomb Raider 6*!

## NAUGHTY: Deathtrap Dungeon

Sniff... What's that stink? Did Rudolf take a dump under your tree? No, even worse—Santa left you *Deathtrap Dungeon*. Sweet mercy, what could you have done to deserve such punishment? From choppy level to choppy level, *DD* more resembles a car wreck than an actual game. It's so bad you can't wash the smell out of your clothes. This game may actually qualify as cruel and unusual punishment.

## NICE: International Superstar Soccer '98

This right here is the one! Although it may not be as flashy as its competitors, *ISS* delivers where it counts. Passing, shooting and defending are made so easy and intuitive that you can finally focus on the subtleties of the game of soccer. This is as close to soccer perfection on the PlayStation as you're going to get, plus the dual analog gamepad will relieve your sore thumbs.



## NAUGHTY: Fox Sports Soccer '99

To begin with, *FSS 99* plays nothing like soccer, although it may look like it is emulating the sport. The feeling is actually more like hockey. There isn't a single usable camera angle and any attempt at playing a match ends in frustration. It does have some fantastic Spanish commentary, though!

## RACING GAMES

Racing gamers had a little bit of everything this year, from super-realistic racing simulations to trigger-happy arcade-style games. No matter which type you prefer, this year it was clear that PlayStation was the place for racing fans to be.



## NICE: Gran Turismo

For racing fans as hardcore as us, this game is the pinnacle of all we hold dear. It is so incredibly good, it deserves our undying respect. In fact, from now on, we shall refer to this game as Mr. *Gran Turismo*. Or perhaps even, Sir *Gran Turismo*. Anyways, by any name this game is the racing king. It's not even a contest.



## NICE: Need for Speed III: Hot Pursuit

*Gran Turismo* may be the best overall racing game, but if you're talking strictly two-player action, then *Need For Speed III* can hold its own with anybody. It looks great, you get to bolt down back roads at obscene speeds, and the Hot Pursuit mode never gets old. We just can't get enough of smashing into patrol cars and dodging roadblocks!



## NICE: Circuit Breakers

If you can just pretend that the one-player mode doesn't even exist, then you'll have an absolute blast with *Circuit Breakers*. As long as you're not trying to compete against the frustratingly-hard computer opponents, you'll enjoy hours of fun multiplayer mayhem. This is probably the best party game of the year.

## NAUGHTY: San Francisco Rush

We knew something had to be wrong when Midway wouldn't even send us a copy to review. Don't get us wrong, we loved *Rush* in the arcade and even on the N64, but this... thing isn't *Rush*. It's an atrocity. An affront to mankind. It could have been classic, but for whatever reason, it blew it. It sucks worse than other sucky games.



## FRANS' LIST

Okay, Santa, besides elevated social consciousness and absolute equality for every human being—how about tossing in a wad of cash, a really long vacation, and a finished copy of *Final Fantasy VIII*? I gotta have something to do when the world's at peace.

1. World Domination. - Imagine how scary that would be. But it would be a lot better than giving it to the Spice Girls.
2. A set of headphones. If I hear one more "Who would win in a fight? Ryu or Cloud?" argument... Princess Maker and Tokimeki! Females need cheesy games like these, too!
3. A Dating Sim for Girls - Enough with the fine and sugar. Who cares what form?
4. Lifetime supply of Pepsi. Okay, I just want the caffeine and sugar. Who cares what form?
5. Chrono Trigger II, Lunar III, Wild Arms II, Suikoden II - Mmm...Sequels... Merchandise.. (drool)

## The NICE List

Here's a list of all the great PlayStation games that were released this year. We're listing only the titles that scored a 4 or better in our reviews, so you can be sure that these games won't disappoint on Christmas morning.

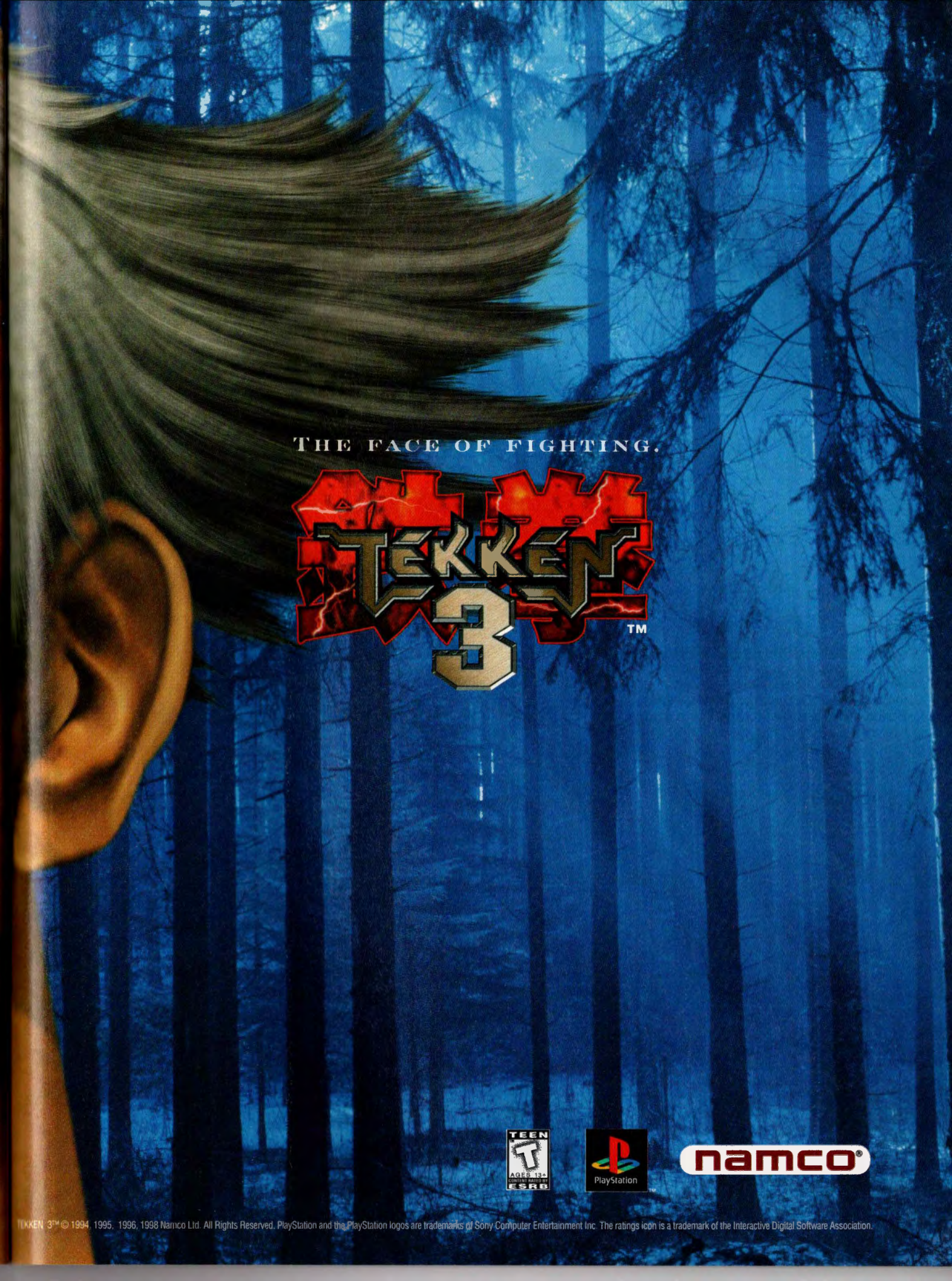
TITLE	TYPE	RATING
Bloody Roar	Fighting	****
Brave Fencer Musashi	Action/RPG	**** 1/2
Breath of Fire III	RPG	**** 1/2
C&C: Retaliation	Strategy	****
Circuit Breakers	Racing	****
CW: Vengeance	Space Shooter	****
Cool Boarders 3	Snowboarding	****
Crash 3: Warped	Action/Platform	**** 1/2
Dead or Alive	Fighting	**** 1/2
Devil Dice	Puzzle	****
Diablo	RPG	**** 1/2
Einherder	Action/Shooter	**** 1/2
Final Fantasy Tactics	Strategy/RPG	****
Forsaken	1st Person Shooter	****
Gex: Enter the Gecko	Action/Platform	****
Gran Turismo	Racing	****
Heart of Darkness	Action/Platform	**** 1/2
Hot Shots Golf	Sports/Golf	****
ISS '98	Sports/Soccer	****
Kagero: Deception II	Action/Strategy	****
Kartia	???	****
Klonoa	Action/Platform	**** 1/2
Madden NFL '99	Sports/Football	****
Mega Man Legends	Action/Adventure	****
Metal Gear Solid	Action/Adventure	****
NCAA Football '99	Sports/Football	****
NFS III: Hot Pursuit	Racing	**** 1/2
NFL Blitz	Sports/Football	**** 1/2
NFL GameDay '99	Sports/Football	****
Resident Evil 2	Action/Adventure	****
RE 2: Dual Shock	Action/Adventure	****
Rival Schools: United	Fighting	****
Spyro the Dragon	Action/Platform	****
SF II Collection	Fighting/Classics	****
Tales of Destiny	RPG	****
Tekken 3	Fighting	****
Tenchu	Action/Adventure	**** 1/2
Theme Hospital	Simulation	****
TOCA Touring Car	Racing	****
Tombal	Action/Platform	****
Trap Gunner	Action/Strategy	****
Turbo Prop Racing	Racing	****
Unholy War	Action/Strategy	****
Vigilante 8	Action/Combat	**** 1/2
WWF Warzone	Fighting/Wrestling	****
Xenogears	RPG	****

## The NAUGHTY List

Please Santa, have mercy. Nobody deserves these... "games". Can't we just get the coal, instead?

TITLE	TYPE	RATING
Adidas Power Soccer '99	Sports/Soccer	**
C: The Contra Adventure	Action/Shooter	**
Cardinal Syn	Fighting	**
Crime Killer	Action/Shooter	**
Deathtrap Dungeon	Action/Adventure	**
Fox Sports Soccer '99	Sports/Soccer	* 1/2
MoM: Disciples of Gaia	Strategy	* 1/2
Punky Skunk	Action/Platform	**
Ray Tracers	Car Combat	**
San Francisco Rush	Action/Racing	**
Sentinel Returns	Strategy	* 1/2
Speed Racer	Racing	**
Spice World	Crappy	**





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## STRATEGY GAMES

While strategy games used to be few and far between on the PlayStation, the genre has really come into its own over the past months. And the really good news is that the majority of them are actually pretty good!



## NICE: C&amp;C Red Alert: Retaliation

A sequel to last year's sleeper hit, *C&C: Red Alert*. This time the action is just as thought provoking and intense at the same time. Plenty of new single and multi-player missions as well as new units insure that there is plenty of new stuff to satisfy fans of the original as well as people looking for something a little different on the PlayStation.

## NICE: Kartia

Combining elements from *Final Fantasy Tactics* and *Vandal Hearts*, *Kartia* is a strategy game fan's dream



come true. The high-quality FMV segments and riveting storyline will draw you in, while the well-designed fighting interface and haunting soundtrack will keep you hooked. One could say that it's a Square game, but without the Square name.



## NICE: Final Fantasy Tactics

This is strategy gaming at its most hard-core. This game is so deep, it sometimes boggles our mind just thinking about it! The name is a little misleading, since the gameplay really has nothing to do with the classic *Final Fantasy* RPG series, but if you're a serious strategy fan, you can't afford to pass this one up.



## NAUGHTY: Master of Monsters: Disciples of Gaia

Ho-ho-ho... hum. Take everything you'd expect from a modern strategy game and toss it straight into the crapper, 'cause this re-hash from the 16-bit days is less enticing than having your skin turned inside-out and taking a roll in a salt vat. Start to question your relationship with Santa if he leaves this one under your tree.

## ROLE PLAYING GAMES

Overall, we'd have to say that this was the best year for PlayStation RPG fans so far... but still, it just doesn't feel right without a new *Final Fantasy* game. Still though, there's a lot of quality titles to keep us busy while we wait for *FFVIII*...



## NICE: Breath of Fire III

A perfect example of the traditional RPG, *Breath of Fire III* used every classic convention from 16-bit gaming and managed to subtly tweak them for the PlayStation. The result is a beautiful, engaging game that's simple, but packs in enough depth to entertain even the most hardcore RPG fan for hours on end.



## NICE: Diablo

A nice change from the typical RPG, *Diablo* is a very action-oriented game with great graphics, a bevy of different quests and subplots, and a very welcome two player cooperative mode which allows you to adventure with a friend. On top of all this, the levels are randomly created every time you start a new game to add more replay.

## NICE: Xenogears

Square's epic RPG mixes the perfect blend of futuristic warfare and a fantasy setting to create an incredibly diverse adventure with a good level of complexity. The ability to fight with mechs or "Gears" and immerse the player in the game with top notch cinematics so different from *Final Fantasy VII*'s is a good example of how well Squaresoft knows its stuff.



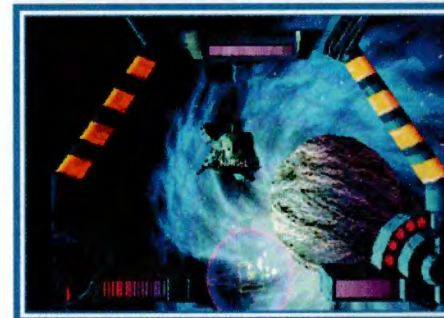
## NAUGHTY: SaGa Frontier

RPG fans were lucky this year because there weren't any complete stinkers on the list... except for *SaGa Frontier*. While it's nowhere near the worst RPG created, its confusing gameplay, shallow characters and lack of balance make it a disappointing experience overall.



## ACTION &amp; SHOOTING GAMES

These are the real workhorse games of the industry, the ones that leave story and strategy behind and focus instead on raw, in-your-face action. You'd better have band-aids ready, 'cause your thumb will take a beating.



## NICE: Colony Wars: Vengeance

How come the first *Colony Wars* didn't get any respect? It was the best space shooter/sim ever! Well, Psygnosis is giving everyone a second chance, and we highly recommend that you take it. As good as the first game was, *Vengeance* is every bit better, and we're telling you, it's one incredibly amazing game. You can't go wrong with it.



## NICE: Einhander

If you're more of an old-school 2D shooter fan, we've got just the game for you, too. Square's *Einhander* is one of the best side-scrollers ever, and in case you refuse to play "2D" games, the graphics are done in polygons. It's adrenaline-pumping action at its most furious, and it's one of the toughest challenges out there.



## NICE: Vigilante 8

Twisted-who? Nah, we don't mean to disrespect a classic series like *Twisted Metal*, but let's face it—this year, *Vigilante 8* put its big, fat boot up the tailpipe of every other car-combat game. V8 brought sharp graphics, killer gameplay and a smooth new style to the genre, and left everyone else choking in its dust.

## NAUGHTY: C: The Contra Adventure

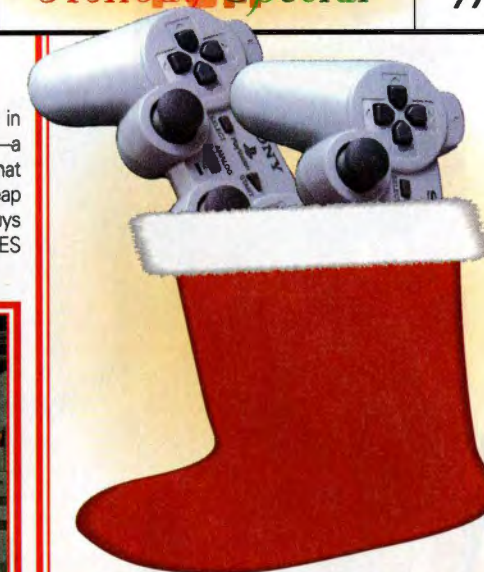
We've given up all hope. The series that we loved in our youth is gone forever. All that's left is this sham—a sick, perverted shell of the classic *Contra* series. What we simply can not understand is, after that dungheap *Legacy of War*, why would Konami let the same guys do another *Contra* game? Pull out your NES or SNES versions, instead.



## BLAKES' LIST

Remember who hooked you up with that free subscription to PSM, Santa? Huh? Now it's pay-back time. Ummm, I mean... we're friends, right? And friends are always there for each other, right? I've been good!

1. A full-sized 720 arcade machine in good condition. There has to be at least one of these around somewhere!
2. The discs I'm missing in my Namco museum collection. Who would have thought these would be so hard to find?
3. A sequel to *Metal Gear Solid*. The twist ending in the first one left me wanting more. Much more... (drool...)
4. A Del Taco and In-N-Out Burger closer than 30 minutes from work. I have to drive so far for a decent meal!
5. Sugar. First you get the sugar, then you get the power, then you get the women....



## Stacking Stuffers

Besides games this year there are plenty of other goodies out there to stuff in your sock. Well actually most of them will never fit into a stocking but are great accessories that will enhance your PlayStation experience. There is no doubt that a good controller in your hand makes all the difference. Here's the cream of the crop, the same gaming tools we personally use at home and swear by.

## Sony Dual Shock Controller

Sony CEA • \$29.99

Almost all the games coming out now feature analog control and dual shock vibration, so to get the most out of your games this is one you cannot do without. There are many dual shock vibration controllers, but the original Sony Dual Shock is by far the best.

## V3FX Steering Wheel • Interact • \$69.99

This great feeling wheel is the easiest to set up and play of any we've tested. It's also the most programmable so it will work perfectly with any racer. Now it has dual shock vibration in the wheel itself and feels better than its competitors. This is the one to get.

## Ascii Arcade Stick • Ascii • \$39.95

With so many arcade fighters already available or coming to the PlayStation you will want to pick up the Ascii arcade stick. It brings the joystick feel of the arcade home like no other. It has no enhancements but features big springy buttons and a unique bat joystick with the right feel. Nothing else comes close.

## Dex Drive • Interact • \$39.99

This is a truly revolutionary product that hooks up to a PC and allows you to take saves from your memory cards and put them on your hard drive. You can then e-mail your saves or post them to a web site. You can also download saves in the same manner and several websites are already posting saves. A new era of exchange has begun.

## Disc Cleaner • Any Or All • \$7 - \$20

Games get dirty, so it's always a good idea to have some disc cleaner around — that way you will never be tempted to commit the ultimate naughty act and wipe the game with your T-shirt. Any old cleaner will do, but avoid those that spin the disc with a crank.





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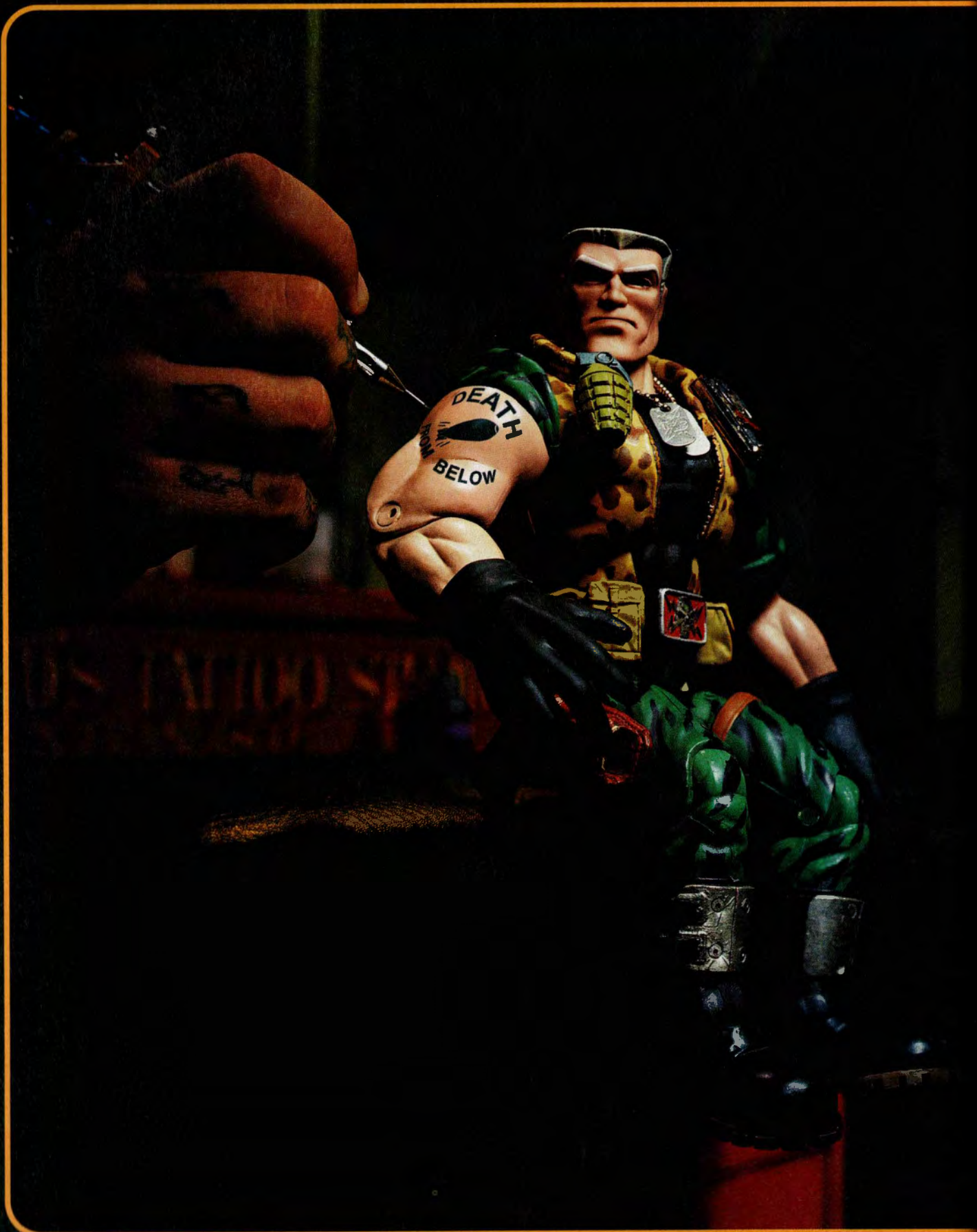
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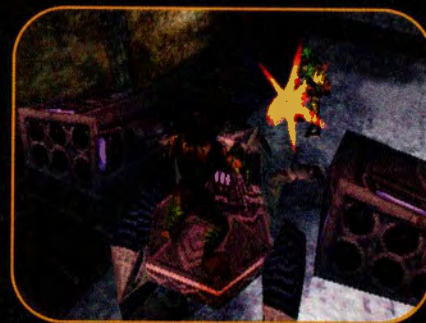


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# QUAKE II

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Essentially, *Quake II* is a game in which you run through a military base, picking up weapons and blasting all of the bad guys on the way. Playing this game from a first person perspective makes this one of the most intense experiences available in videogames today. Even better, Hammerhead Studios have managed to include the deathmatch mode for up to four players. With a multitap, this could be the ultimate PlayStation party game.

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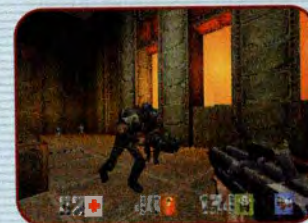
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▲ Time to get up close and personal with your buddy, the shotgun.



▲ These robotic "dogs" will hunt you down and rip you to shreds if you don't kill them first.



▲ The dark feel of the PC original has been retained. It's just you against a horde of enemies.

Publisher Activision  
Developer Activision

Release Date 1st Qtr '99  
Type Fighting



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Play as your favorite mutant!



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Surprisingly, even in these early screenshots, the characters look to be quite detailed thanks to a high polygon count. The fighting system looks to be a lot like *Street Fighter EX + Alpha*, but players can expect special moves that more reflect each of the character's comic book abilities.

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With every month that passes, we here at PSM learn more and more about Lara's upcoming adventure. Little details, like advanced weaponry, new moves and added levels, all serve to pique our interest in Eidos' latest installment in its most popular franchise.

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From what we've seen thus far, *TRIII* will definitely provide fans of the series of more of what what made Eidos and *Tomb Raider* household names.

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# TOMB RAIDER III

Will the third time be as charming?



▲ Swimming physics weren't completely implemented in the latest build of the game, but there were tons of areas that must be navigated by diving and swimming.



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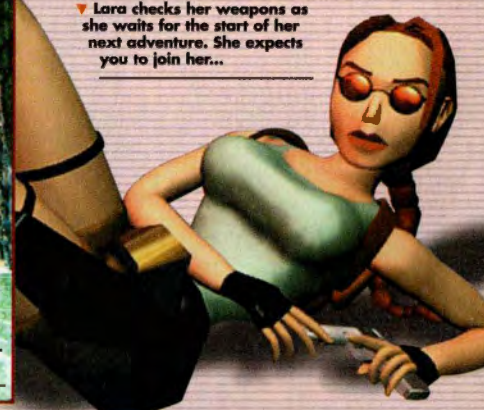


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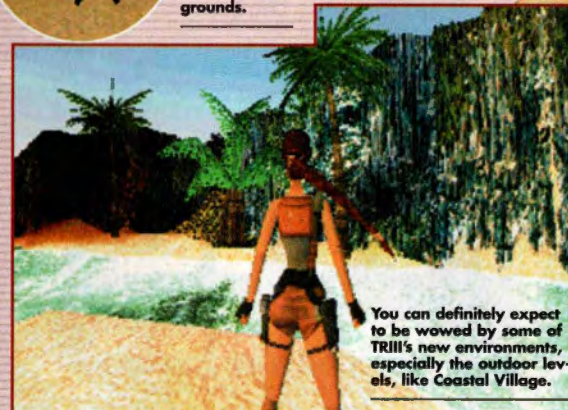
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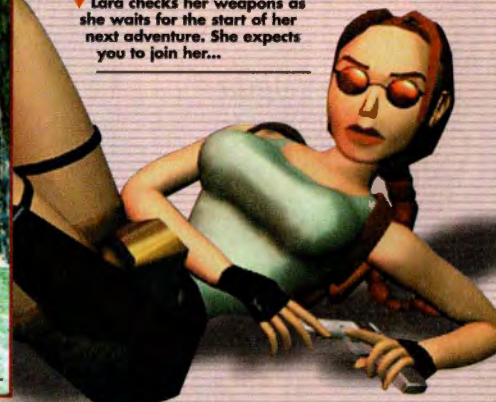


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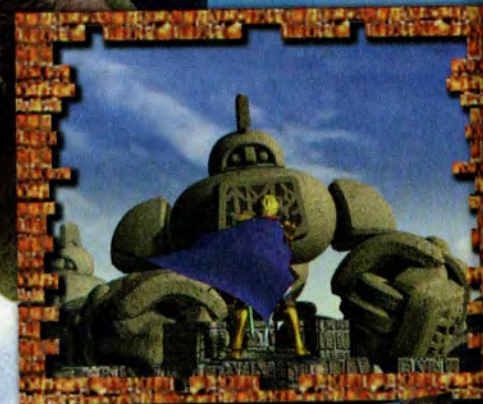


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www.atlus.com

DECEMBER 1998  
www.PSOnline.com



Publisher Konami  
Developer Konami

Release Date 1st Qtr '99  
Type RPG



87

# SUIKODEN II

Konami's RPG masterpiece  
returns for its second adventure

While it was only the first RPG that Konami released in the U.S., Suikoden quickly gained a following because of its compelling storyline, beautiful musical scores, and large number of playable characters. And even to this day, it is still considered one of the best RPGs ever to appear on the PlayStation. With *Suikoden II*, Konami looks to continue in that tradition.

For this sequel, players will be taking the part of the bad guys instead of the traditional heroes, but there are still going to be 108 characters that you can find and recruit. Also, about 1/3 of the characters that were in the first game will be making return appearances in this one.

For the most part, *Suikoden II* is very similar to the first game in virtually every department. Graphically, there looks to be some slight improvements, but Konami opted to still go with the sprite-based characters and backgrounds that traditional RPG fans are familiar with. Spells have been completely redone and are now much flashier and impressive to look at. There are also plenty of new ones to learn. The battle system has also been tweaked but remains basically the

same. Only now, players have much more control over their characters during fights. You can even retreat in different ways, if you want. And yes, the ever-popular dual-character attacks are back as well.

As current RPGs tend to take advantage of polygons and full-blown FMV sequences, it will be interesting to see how *Suikoden II* fares. If it becomes just as popular as the first game, then Konami will have proven that it is indeed the storyline and gameplay that make or break an RPG, and not just the graphics.



Landscapes have a Japanese screen painting look to them.



Characters now have a lot more stats than in the first game, and gaining experience plays a much more important role.

An important thing to remember is that you should visit everywhere you can. That way, you don't miss any important characters or treasure chests.



## CAST A SPELL

While most of *Suikoden II*'s combat system is basically the same as the first game, the developers did improve upon the spells. Here are two of them:



Casting sleep results in a huge pink cloud that will knock out any monster this side of a Stone Giant.



The fire spell sends out snake-like coils of flame that engulf the enemy and destroy them.



Just like in the first game, the camera will zoom in at different times in a battle to give you a better view of the action.



It looks like there are going to be a lot of places in the game where you have to choose which path to take. This fork is one example of this.

## THE BATTLE MODE

One of the more interesting additions to *Suikoden II* is the Battle Mode. Players can select it and get better practice at fighting monsters and other characters. This is a great way for players who are not familiar with the *Suikoden* combat system to learn it.



The first thing you will have to do in Battle Mode is to select the six characters that will form your party.



You need to arrange your party members in the fighting order that best suits their abilities.



You will come across these random battles that allow you to test your skill.



Survive and your party members become even stronger. Then it's off to the next battle.



The developers of *Suikoden II* really wanted to have big battles, so most often you will come across monsters in groups of four or more.



This is your army's base camp and is one of the more important locations in the game. You will meet quite a number of characters here.



**FINALLY,  
NOT EVEN  
A REMOTE CONTROL CAR  
YOUR BROTHER CAN BREAK.**



# RC RACER

TEAM LOSI

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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# TIGER WOODS '99: PGA TOUR GOLF

## You Really Can Be Tiger Woods

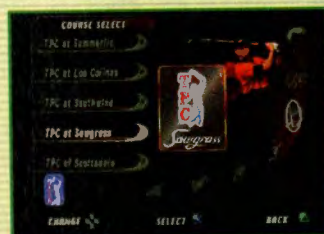
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Of course, the game's star is Tiger Woods and EA is making the most of his valuable license. He's been motion captured, including his emotional outbursts. His voice has also been sampled, allowing for Tiger's to comment on your game as you play through as him (Tiger's tips also promise to help your real life golf game). The red zone at the top of the swing meter is now called the "Tiger Zone". Swinging into this zone gives you a longer shot, but it's harder to keep the ball on target. Play as Tiger against the computer and get a birdie, eagle or better and you will enter "Tiger Charge", which essentially gives the momentum of the game to Tiger. There are also "Tiger Vision" controls, which lets a player choose a safe or aggressive shot.

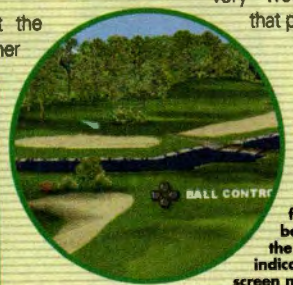
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The potential for *Tiger Woods '99* is incredible. With all the planned features, this game could very well surpass that potential.



▲ Throughout the game, 17 different "Tiger Tips" will pop up and give you tips on improving your game both from the couch and in the outdoors.



▲ Dynamic camera angles will follow the ball through flight. We believe that the Ball Control indicator on screen may allow the player to have an effect in trajectory after the ball is hit. This something that golfers around the world have always wished they could do.



▲ When you get close to sinking a putt, the view will go to this close up of the hole.

## PLAY WITH TIGER!

We'll run through the first hole at Sawgrass so you can get an idea of how playing a hole in '99 will look. If you do well, crowds will start to follow you from hole to hole. They will also desert you when you do poorly.



▲ It's 302 yards from tee to flag. Even Tiger Woods can't hit the ball that far.



▲ The tee shot wasn't bad and puts us within reaching distance of the green.



▲ We hit that one a bit too hard. Par may not be salvageable at this point.



▲ This putt is for par. Did we make the shot? We'll never tell...

## EMOTIONAL GOLF

In today's range of professional golfers, Tiger Woods is more apt to display his emotions publicly on the course. Since this is supposed to be the ultimate Tiger simulator, his outbursts have been motion captured for the game.



▲ It's the signature "Raise The Roof" pose. Tiger sure gets excited.



▲ The forearm pump is one of Tiger's most used moves and it's in the game.



▲ Players will probably see more of this pose until they get the hang of the game.

# Quake

*Blowing your friends  
to pieces with a rocket launcher  
is only the beginning...*

Whether you're in search of the ultimate online frag-fest or are looking for the latest Quake news, information, player rankings or skins – the Imagine Games Network has it all.

Our unique affiliated Web network includes the world's best Quake content and online game sites, as well as, much, much more. Check it out for yourself.

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BLUES NEWS • <http://www.bluesnews.com>

Packed with astounding news and information about Quake and its derivatives and sequels for anyone who is playing solo or online, or making their own modifications to the game.

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Case's is one of the premier online game sites, containing player rankings for all the best Internet-compatible games. IGL is where you can test your mettle and challenge over 25,000 players from all over the net to see just how good you really are.

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MECCAWORLD • <http://meccaworld.com/quake/>

MeccaWorld, home of the Top 100 Quake Levels and the Top 25 Quake Modifications, offers gamers a database, complete with text, screenshots, files, and links to everything related to each game.

PC GAMEWORLD • <http://www.pcgameworld.com>

The premier Internet site for PC games! All the latest game demos and reviews, plus one of the biggest cheat databases around make this a site you really need to see. Best of all it's owned and run by gamers just like you.

STOMPED • <http://www.stomped.com>

There's hardly a Quake fan with Internet access who hasn't heard of the Quake Stomping Grounds. Stomped is the place to go for online Quake tournaments and gaming; the Stomped crew also has plans to expand into other games.



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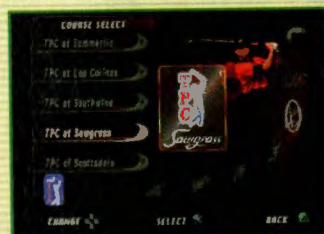
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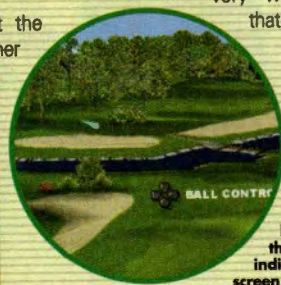
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PGA Tour pros to play as or against. Strides are also being made in the general flow of the game to make it more action packed. Exciting camera angles follow the ball through the shot, a first person view helps with aiming, and with "Flash Draw", a proprietary technology, the game will be rendered at a fast speed, allowing a player to play through 18 holes in under 30 minutes. All these refinements will hopefully come together to create an experience that doesn't feel like a slide show. Another new, soon to be implemented, revolution to the genre will be an analog swing, which utilizes the analog sticks of any analog control pad. This interesting development has the potential to somewhat realistically recreate an actual swing. All the normal game modes are planned, but a new practice driving range, chipping green and putting green are good ideas whose time has finally come.

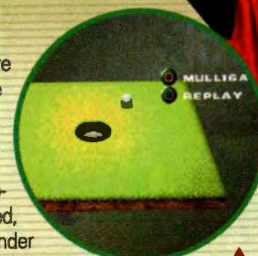
The potential for *Tiger Woods '99* is incredible. With all the planned features, this game could very well surpass that potential.



▲ Throughout the game, 17 different "Tiger Tips" will pop up and give you tips on improving your game both from the couch and in the outdoors.



▲ Dynamic camera angles will follow the ball through flight. We believe that the Ball Control indicator on screen may allow the player to have an effect in trajectory after the ball is hit. This something that golfers around the world have always wished they could do.



▲ When you get close to sinking a putt, the view will go to this close up of the hole.

## PLAY WITH TIGER!

We'll run through the first hole at Sawgrass so you can get an idea of how playing a hole in '99 will look. If you do well, crowds will start to follow you from hole to hole. They will also desert you when you do poorly.



▲ It's 302 yards from tee to flag. Even Tiger Woods can't hit the ball that far.



▲ The tee shot wasn't bad and puts us within reaching distance of the green.



▲ We hit that one a bit too hard. Par may not be salvageable at this point.



▲ This putt is for par. Did we make the shot? We'll never tell...

## EMOTIONAL GOLF

In today's range of professional golfers, Tiger Woods is more apt to display his emotions publicly on the course. Since this is supposed to be the ultimate Tiger simulator, his outbursts have been motion captured for the game.



▲ It's the signature "Raise The Roof" pose. Tiger sure gets excited.



▲ The forearm pump is one of Tiger's most used moves and it's in the game.



▲ Players will probably see more of this pose until they get the hang of the game.

# Quake

*Blowing your friends  
to pieces with a rocket launcher  
is only the beginning...*

Whether you're in search of the ultimate online frag-fest or are looking for the latest Quake news, information, player rankings or skins – the Imagine Games Network has it all.

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Case's is one of the premier online game sites, containing player rankings for all the best Internet-compatible games. IGL is where you can test your mettle and challenge over 25,000 players from all over the net to see just how good you really are.

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The premier Internet site for PC games! All the latest game demos and reviews, plus one of the biggest cheat databases around make this a site you really need to see. Best of all it's owned and run by gamers just like you.

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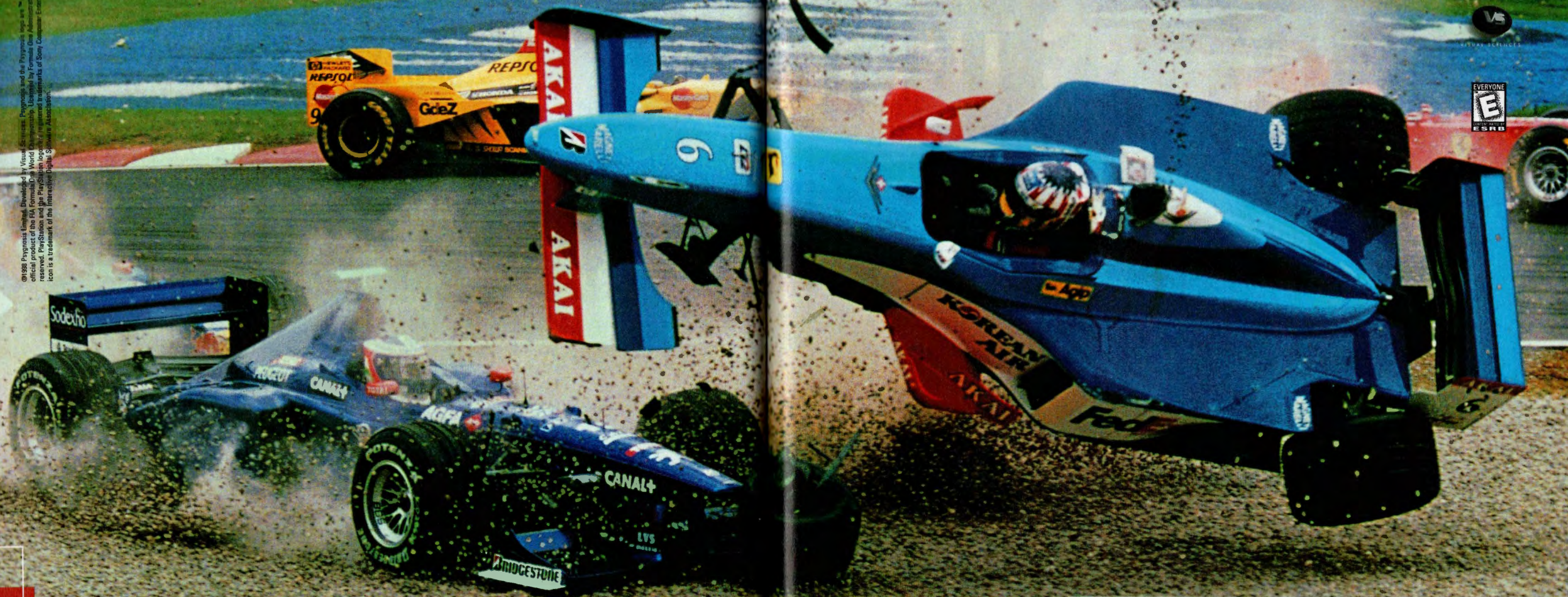


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"The Scrutineers may require the car to be dismantled by the competitor to make sure that the conditions of eligibility or conformity are fully satisfied."

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MEN 3D**

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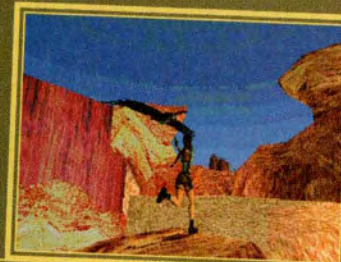
*Heart-stomping, hair-straightening, mind-melting action.*  
*(Ready for level 2?)*



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Annihilate your way through 15 levels of high-res mercilessness.



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# TWISTED METAL 3

## Your insurance rates just went up

**Y**ou know, *Twisted Metal*'s been around since the launch of the PlayStation. That's three years, folks, and what better way to kick off the third year with a new version of the game?

As reported last month, *Twisted Metal 3* will feature 12 cars, each with its own character and his/her own reason for entering the race. Each car can pick up weapons strewn about the arena, or utilize its own unique offensive/defensive measure against the pack. There's also eight open arenas, ranging from the familiar terrain of Washington D.C. and Los Angeles, to the atypical North Pole and Area 51. There will also be a few specific multiplayer arenas as well.

Speaking of which, probably the biggest deal regarding the new sequel is *Twisted Metal 3*'s ability to have four players in the fight on one system. The screen will be separated into four sections, and each player will have his own perspective. As of right now, the two player splitscreen mode runs well, but it remains to be seen if 989 Studios' 3D engine can handle the four-screen load. Even so, the game will feature system link-up for four players, two on each system.

We've taken a look at an early version of the game, and the most obvious feature is the game's outrageous physics. 989 Studios' has coined it TruPhysics, but it's more exaggerated than realistic. Stop too quickly in a powerslide and you'll find your car flipped over and vulnerable to attacks. Cars will also bounce and careen off hills. Add to this a few grinding music tracks from Rob Zombie, and you've got more of that insane energy the series is known for. 989 Studios does have big shoes to fill—after all, SingleTrac handled the first two versions—and zoomed out of the series with *Rogue Trip* for GT Interactive.

But from what we've seen and played so far, it seems the team is capturing the magic that's integral to the design of the *Twisted Metal* series.

◀ Would you buy a used ice cream cone from this, um, clown? We wouldn't!

◀ You have to watch out for the potentially deadly team-up in this game.



◀ Yep, Sweet Tooth is back in his ever-popular ice cream truck.

## BEASTS OF BATTLE!

*Twisted Metal 3* features some of the original characters, as well as new contenders to the battlefield. Pleased to meet you.



◀ Axel's probably the most familiar of the bunch.



◀ She's not the typical stay-home-and-quilt Grandma, that's for sure.



◀ She's a sweetheart, but peace is the last thing on her mind.



◀ These cops are either on the take or they've been watching too much TV.



◀ *Twisted Metal* is all about specialized weapons, like this cop's tazer.



◀ Dang, does it ever get hectic out in the field. We wouldn't have it any other way.



◀ Like the previous versions, *Twisted Metal 3* will have a split screen for furious multiplayer action.

## CHECK OUT THE SCENERY



◀ Watch out for this alien craft at Area 51. You wouldn't want to be abducted...



◀ What would the North Pole be without a giant snowman looming from above?



◀ Ah, yes, the ever-popular Hollywood sign way up in those Hollywood hills.

# BEING BETRAYED BY YOUR CREATOR DOESN'T JUST MAKE FOR BAD BLOOD...

◀ As Raziel, stalk Nosgoth feeding on the souls of your enemies

◀ Engage your creator, Kain, in an epic struggle for dominance

◀ Dark gothic story

◀ No load times



## IT MAKES FOR BLOODSHED.

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## NOW SHOWING...

Showcasing some of the tricks that Craveyard has learned during making the game, *Shadow Madness* contains CG cinemas to the hilt.



▲ With a ton of cinemas, Crave was hoping to better illustrate the story of Stinger and his pals in the best way possible.



▲ The world of *Shadow Madness* incorporates futuristic vehicles that give the game's world more complexity.



▲ Epic moments like the beginning of the game really shine with breathtaking CG movies like this one.

► Evil minions abound in *Shadow Madness*. Why is it that the bad guys always get the cool suits and big guns?



▲ Every area of the game has its own unique design and look, making every building and environment worth exploring.

# SHADOW MADNESS

**Can an American-made RPG succeed against the big boys in Japan?**

When the US branch of Square closed its doors at its Washington offices, the internal development team (responsible for translating some of their great 16-bit RPGs and developing *Secret of Evermore*) went looking for a new home. Some of them landed at Crave Entertainment and have been hard at work ever since on their first 32-bit title, *Shadow Madness*.

Much in the same vein as *Xenogears* or *Final Fantasy VII*, *Shadow Madness* features a turn-based battle system as well as an epic story spanning 30-40 hours of gameplay. Centered around the journey of a young man named Stinger, the story of the game unravels like a good mystery, beginning with the destruction of Stinger's home town. With his family gone and his home

destroyed, he must set out and find the cause of this event, while seeking out the root of the plague that seems to be taking over the entire continent, town by town. And this is where the title of the game fits in. *Shadow Madness* is an epidemic within the game that causes insanity in every person that it infects.

In addition to the deep storyline, the game also features prerendered backgrounds, much akin to those in *SaGa Frontier* or *Final Fantasy VII*, fully polygonal characters/enemies and a completely original battle system. The guys at Craveyard have even thrown in a beautifully orchestrated soundtrack and lots of CG cinemas to get the player involved quickly. With all of these features, will *Shadow Madness* be the game to break through Japan's domination of the console RPG market? You'll be able to see for yourself when the game ships this February.

## IT'S A FIGHT!



▲ The use of magic, mid and long range attacks are preset options that replace the typical turn based RPG battles.



▲ You'll be able to have up to three different characters in your party at one time.

★ The hero, Stinger, is well prepared for any bad guys he may meet on his epic journey. Check out that huge sword!



▲ Interaction with other characters is one of the most important aspects of *Shadow Madness*.



▲ A good bulk of the game is spent trying to piece together the cause of the plague and who exactly is behind all of the destruction.



▲ Nearly every object in the game was meant to be examined and interacted with, down to the books on the shelves or the bottles lying around a room.

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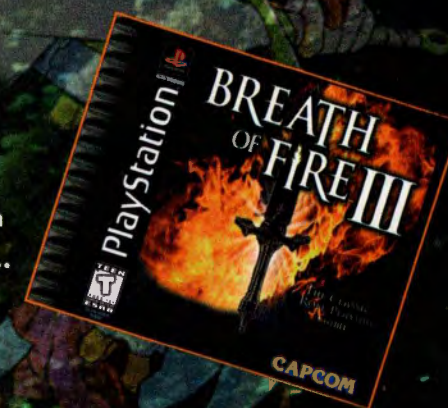
Release the dragons inside...transform into many different forms, each with unique special abilities.

# BREATH OF FIRE III

The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.



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# SHAO LIN

THQ goes for some Hong Kong style

**T**oday, in the crowded market of fighting games, it is always nice to see a company try and do something different. With *Shao Lin*, THQ is looking to take some of the traditional game elements, that fighting fans are used to, and throw them straight out the window.

Instead of the standard one-on-one combat, *Shao Lin* will allow up to four players to compete against each other. That means special moves and attacks are now going to have to cover much more area than they normally would. Perhaps, there might even be some team-up moves. The game is also going to include a rather unique Quest Mode that allows players to travel all around China, and compete against progressively stronger opponents.

The big problem that Polygon Magic has to tackle is to make sure that all the characters look detailed and move extremely smooth, especially when there are four of them onscreen at once. If the company can keep that in mind when designing the game, then *Shao Lin* could very well be the next step in the evolution of fighting games.

▼ Hopefully a sidestep move will be implemented that would allow players to dodge most attacks.

four of them onscreen at once. If the company can keep that in mind when designing the game, then *Shao Lin* could very well be the next step in the evolution of fighting games.



▲ The hard part about a four-player fighting game is trying to keep track of all of your opponents.



▲ Considering how early these screenshots are, the characters already look quite detailed and lifelike.

▼ Holds and throws are going to play a very important part in *Shao Lin*, so every character has several of them.



▲ Aerial attacks, like this jumping kick are both quick and highly damaging. Be sure and stay out of the way.



Publisher Natsume  
Developer Taito

Release Date October '98  
Type Puzzle



# BUST A MOVE 4

Taito makes big changes to a classic puzzle game

**W**ell, it's like clockwork. Every year, Taito releases a new *Bust a Move* game. It doesn't make a lot of changes, mind you, but then again, it hasn't needed to, since this is arguably one of the best puzzle games of all time. But change it finally did, and the fourth version in the series marks a very significant departure from the formula.

For those not familiar with the series, the concept is simple. Each player shoots bubbles from the bottom of the screen to the top. Match at least three colors and the bubbles get eliminated, and any bubbles attached to the disappearing bubbles drop, tossing them onto your opponent's side. Like *Bust a Move 3* and *Super Puzzle Fighter II Turbo*, players can choose different characters with different patterns, giving different strategic advantages when playing an opponent.

New additions to version 4 include a brand new combo system, where additional colors can be eliminated when dropping bubbles, pulleys, where adding or dropping bubbles changes the height on one side, and an edit mode, where you can create your own diabolical puzzle setups.

With improved graphics and flashier animation, Natsume's *Bust a Move 4* could be a good improvement over its original PlayStation version.



▲ Even with the changes, an overwhelming assault is still the way to win.



▲ Don't attach too many bubbles to one side, or it'll get pulled down and you'll die a horrible death.

▼ The new combo system enables chain combos, unlike previous *Bust a Move*s.



▲ Characters just don't get much cuter than this...



▲ Players can choose from ten characters, each with a different pattern. Check out Marino's deadly wild cards!



▲ The characters now attack each other while you're playing.



# NBA LIVE '99

EA deepens its gameplay with more realism, more aggressive moves, and newer player attitude

**W**hether or not the 1998 NBA Season ever gets started, one thing is for sure, you'll be able to play it with a new realism and panache in EA's upcoming *NBA Live '99*.

EA's updated game looks to present basketball fans with a phenomenal new flair in realism—actual photographic facial textures of every single player in the league (well, almost) that portray a range of emotional responses. Slip by an opponent, double-pump, and slam the ball, and watch your player holler in triumph or pose in the defensive player's face.

EA Sports went ahead full throttle with this year's model. Graphically, it's a whole new, smooth operation. In addition to improved animation (80% complete in our version), and highly-textured, 3D polygonal players, the entire game seems to feel much more like real basketball. Players dig down into position, and have defensive options to steal and hand-check. When on offense, they can pass behind the back, crossover, and own a gaggle of dunk options. Hopefully, in the final version, the game will move as smoothly as it's intended to.

Of course, no EA game would be complete without a full license, and this year's game includes the full NBA license.

EA also seems to have learned a few things from its arcade competition, Midway. This year's version comes full packed with Arcade mode. Supernatural spin slams, air-borne moves, and other extended physical abilities (as well as funky up sound effects), are all part of this new mode, which lets fun-filled slop rule the roost. The Sim mode hasn't been replaced, of course, it's just now part of many other options (and you know how EA loves its options).

Another new mode is Quick Start, which after two button clicks gets you instantly on the court and playing. For trading fans and recruit junkies, new GM features appear in Season mode, in which players can select quick or full draft mode, trade, reject or pick up available players. Adding to that is full dual shock and analog control, player chatter, and coach and audience calls to enhance the game's audio realism.

All in all, *NBA Live '99* looks to seriously counter any b-ball competition. If the game maintains a consistent frame rate, player speed can be maximized, and the moves animate as smoothly as they're promising to, this version will satisfy any hoops fans.



▲ Who needs the NBA? This is as real as it gets!



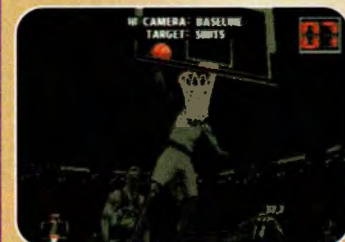
▲ The game is merciless in calling penalties and violations. Keep it clean!

► TV-style presentation adds realism to this hot title.

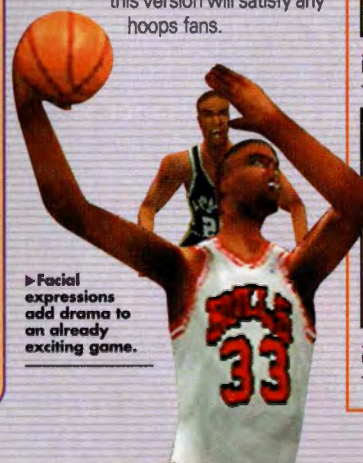
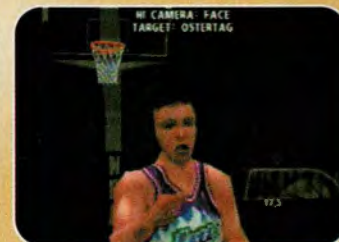


## IN YOUR FACE!

Now you can actually see what crosses a player's face after being totally juked out of his socks by an opponent.



▲ Instant replays give excellent slow-motion insight into your slam or slick move. Check out the facial expression afterwards. This is just one of 30 facial expressions featured in the new players.



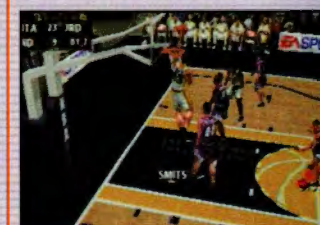
► Facial expressions add drama to an already exciting game.



▲ NBA Live '99 is stacked with more fluid moves and realism. The Arcade mode is especially fun for in-your-face dunks and unearthly moves.

## HOT HOOPS!

Whether you like taking it to the hole or shooting from downtown, *NBA Live '99*'s got your game!



▲ Slam dunks are the norm for someone with an "in your face" style.



▲ Don't forget the value of a good fast break, though.



▲ Got a steady hand? Fire away from the three point line!



# DEAD IN THE WATER

## LIVE FAST... DIE WET

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

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

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

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

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



- 13 'Off the Hook' characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats- all fully upgradeable.
- Two player split screen or combat cable link.



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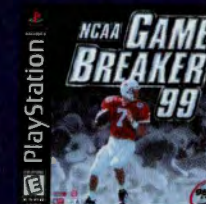
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THAT'S BECAUSE THE PLAYERS  
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# UPRISING X

Intense action with a bit of added strategy

**U**prising X has continued to take on its full form since our last look. Just recently, those wily guys at Cyclone dropped off a playable demo with all of the features installed. This means that we were able to play through the different missions with all of the different weapons available. Cool.

Uprising X is a hybrid action/strategy game that puts you in control of a high power tank. What makes this game different and more exciting than your ordinary tank game is the ability to call in support units like bombers, infantry, aircraft, and more tanks. Before you can call these units in, however, you must first build and defend your citadel and some factories for the units you wish to produce.

The play mechanics are tough and take some time to get used to, but with a dual shock and some practice, they become second

▼ The battlefield becomes quite chaotic when both sides have all of their troops summoned. It's up to you to make the difference for your side.

nature. You'll be calling in units to get you out of hot spots like a pro.

There are also a variety of two player modes, which include co-op, deathmatch, and the perennial favorite, squash the soldiers, in which two players try to run over as many infantry units as possible in a limited amount of time. We have no idea who thought of this mode, but they should get a raise.

Overall, the game is looking great and features something different in this very crowded Christmas season. Look for a review in the next issue or two.



▲ The enemy citadels are just as well defended as your own, so they're quite a challenge to overrun if the computer's on its guard.



▲ Your citadel doubles as both your base and one heck of a big gun. If you want, you can jump into the citadel and take manual control of the guns.



▲ Uprising's designers make sure the ships look sleek and fast... very fast!



▲ After you take manual control of the citadel, you can place your factories around your perimeter, as well as any defensive turrets you've deployed.



▲ Every unit has its uses. Even the infantry can be good in the right situations. They're also lots of fun to run over in your wraith.

Publisher ASC  
Developer RealSport

Release Date March  
Type Racing



# JEFF GORDON XS RACING

The racing veteran offers more than just his name

**T**wo-time Winston Cup Champion Jeff Gordon has more than lent his name to ASC's new futuristic racing title. He apparently gets with the design team and plays the game in its current state annually. The assumption is that this will lead to a racing experience that truly feels authentic, as well as wielding some interesting innovations.

Actual gameplay consists of racing futuristic cars that reach 300 m.p.h. against twelve opponent cars on eight different tracks. Much of the fun to be had will come from the fantasy designs of the courses, which feature steep banks,

loop turns, jumps and multiple branches. The team is also hard at work trying to insure that the physics caused by such designs are accurate. To help players cope with the new experiences, Jeff Gordon will act as the player's mentor through the first stages, but when you're good enough, he will become your greatest competition. Competition will also come from human opponents with the inclusion of a two-player, split screen mode, but those lucky few with the set up will be very happy to know that a link mode is planned.

Car designs are aerodynamic and are engineered for tight handling control at high speed. The car physics will reflect this, which implies some degree of sophistication. Hopefully, the subtleties that only an expert like Jeff Gordon can bring to a game will shine through in the final product, since any racing title will need all the help it can get in the crowded PlayStation racing genre.

▲ Crashes involve lots of effects, like smoke and sparks. At speeds of around 300 m.p.h., you're sure to see plenty of them.



▲ The futuristic graphics are dramatic and the cool lighting only enhances the look.



▲ The tracks will apparently be featured in various geographic locations. In the future, racing cars on sensitive landmarks is a moot issue.

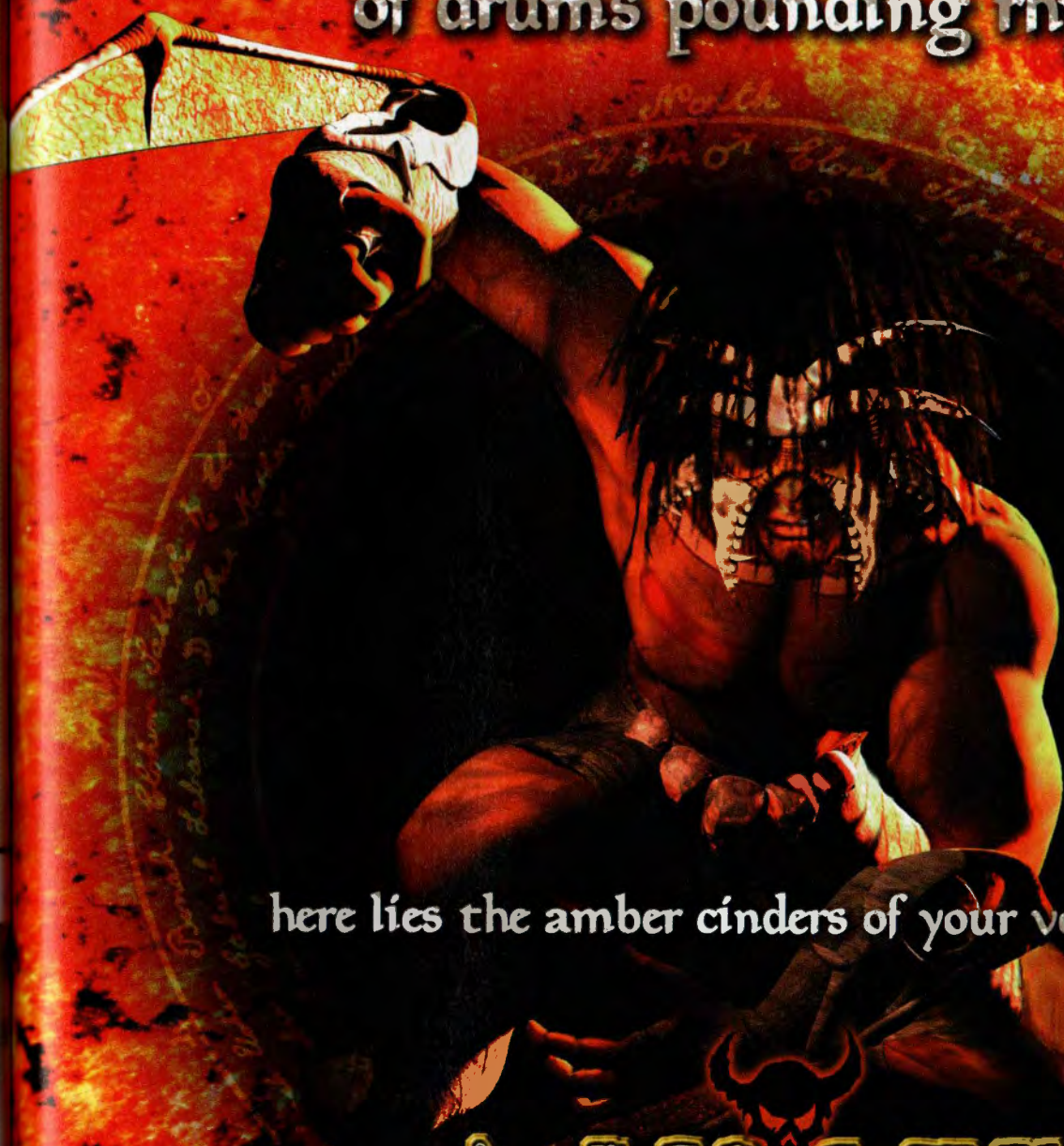


▲ Incredibly steep banking turns are one of Jeff Gordon XS Racing's trademarks. It also appears that in the future people only race at night. Maybe it's more extreme.



▲ The tracks are a far cry from the Nascar oval. This is looking to be a wild ride.

Dark dreams of blood & fire,  
of drums pounding rhythm...



here lies the amber cinders of your voodoo...

# AKUJI

THE HEARTLESS

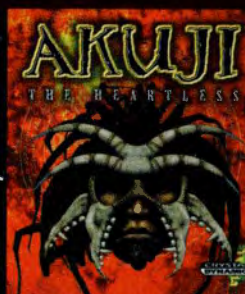
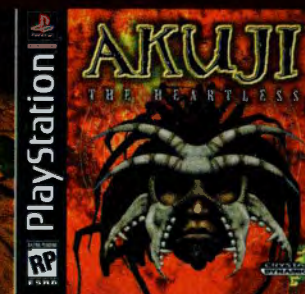
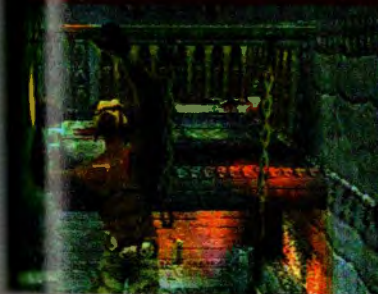


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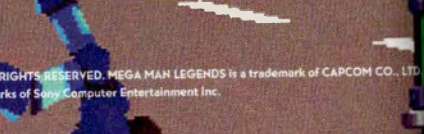
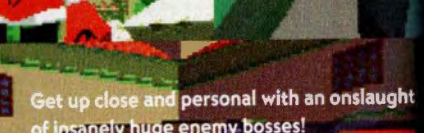
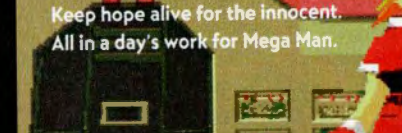
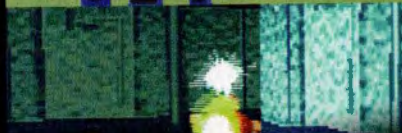
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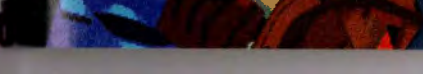
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amazing power-ups...  
non-stop action...  
legendary play.



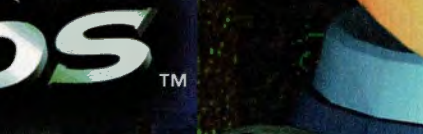
Danger lurks around every corner and from every direction in an action packed 3-D world.



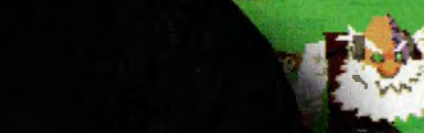
"Hey, MegaMan! Come to check up on me, eh?"



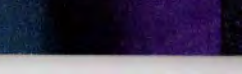
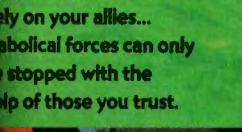
"Hey, MegaMan! Come to check up on me, eh?"



"Hey, MegaMan! Come to check up on me, eh?"



"Hey, MegaMan! Come to check up on me, eh?"



Rely on your allies...  
Evil forces can only  
be stopped with the  
help of those you trust.

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# MONKEY HERO

More fun than a barrel of monkeys

**F**rom our first preview, in the July issue, you should already know that *Monkey Hero* plays a lot like the Super Nintendo version of *Zelda*. And just like in *Zelda*, the game is broken up into two key gameplay elements: puzzle solving and fighting. Most of the puzzles are of the standard "find the key, open the door" variety, but there are plenty of them that will require some serious thought. Combat is basically handled with a single button, but there are three different styles of attacks you can

► Lighting effects are used in a lot of places throughout the game. However, they never seem to interfere with the gameplay. They are just there to provide atmosphere.

do, which include Basic, Charge-up and Projectiles. And, of course, as you progress further into the game, your attacks become much more powerful. You will also be able to cast more spells, such as fireballs.

Graphically, *Monkey Hero* is very clean looking. The environments don't necessarily have a lot of detail to them, but what's there looks quite good. There is also a lot of texture and background variety. This is quite a feat, if you consider that some of the stages are 1600 screens in size. We just hope that this continues throughout the whole game. Lighting effects, such as flames and moonlight, are also used a lot and help to give the game a very distinct look.

Not surprisingly, *Monkey Hero* is shaping up to be a pretty good game. There is simply nothing really like it on the PlayStation, so we expect it to be pretty popular when it gets released this upcoming January. And of course, you can expect a full review from the PSM crew.



## MONKEY SKILLS

In order to help him out on his quest, Monkey Hero has learned a couple of useful abilities. Here are just a few of them:



► Hitting the attack button causes Monkey Hero to spin his staff around in a circular shape. It's basic, but it covers a lot of area.



► By spinning his staff, Monkey can glide for short distances. This allows him to reach areas that are not accessible.



► Picking up a crate can serve two purposes. You can either move them out of the way or you can throw them at enemies.

## FIND YOUR WAY

Sometimes, there are no doors to be found, but you still have to get into the next area. Just explore everywhere and examine everything and you should be fine.



► Monkey Hero comes up to a standard bookcase at a dead-end. There doesn't seem to be a way out of the room.



► You can see that there is an area behind the bookcase. Push it over and you can enter the next room.



► While textures are fairly basic in design, they are very clean and provide the game with a very polished look.



► In case you ever get lost in the game's amazingly huge world, just hit SELECT. A map will then pop-up on the screen.



► Words of advice: talk to everyone and you will be much better off. Most often, characters will provide you with helpful hints and information.



# ASTEROIDS

A videogame classic gets a makeover

**B**ack in the hey-day of arcade games, one of the more original and amazingly popular titles was a little shooter called *Asteroids*. Now, many years later, Activision is gearing to release the classic to an entirely new generation and in an entirely new form.

In order to bring *Asteroids* up to date, Syrox Development has made some major changes to the game. Obviously, the graphics had to be updated, which they are. Now, players find themselves flying through multicolored Nebulas and Super Novas as they attempt to blow up everything in sight. There has also been a simultaneous two-player mode added, so you no longer have to wait for your turn. Other new additions include power-up icons that will randomly appear, and a selection of three separate ships to choose from. The original arcade

version of the game is even here, but only the best players will discover where it is hidden.

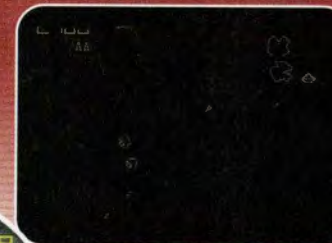
Considering how popular the classic *Asteroids* was, it seems to make sense that nostalgic gamers will be eagerly awaiting this title. We'll just have to see if it can still maintain that true *Asteroids* feel after all the graphic eye-candy has been added.



► Players can select from three new ships, each with their own special weapon.



► There are plenty of things to shoot, and a lot of them aren't even asteroids.



► Who can forget playing the classic game? Just looking at this screen-shot brings tears to my eyes.



► At random intervals during the game, power-ups will appear and give you new weapons or more powerful shields.



With its two-player mode, this new *Asteroids* might end up being more fun than the original.

# JACKIE CHAN: STUNT MASTER

The Hong Kong action man learns some new stunts



► Dodging hazards can get pretty difficult... especially when the train speeds up.



► With the addition of flames and lighting effects, this level really looks like a Hong Kong alleyway full of thugs.

**T**ruthfully, in the realm of action heroes, very few are as impressive as Jackie Chan. His death-defying stunts, combined with his endless wit, have won him millions of fans around the world. Now, Radical Entertainment is teaming up with Jackie in order to bring his personality and martial arts expertise to the videogame world - the end product of which will be *Jackie Chan: Stunt Master*.

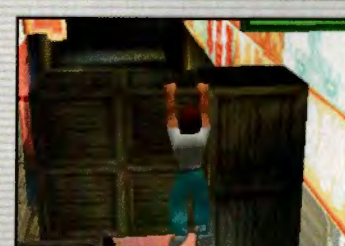
Since the last preview of this game, PSM has gotten its hands on a playable demo that features two all-new levels, the Fish Market and the Subway



► Jackie be nimble, Jackie be quick. Players can control Jackie's incredible agility.



► Danger doesn't always come in the form of men with guns. This manhole proves that.



► It's good that Jackie's familiar with hanging on for dear life. After all, he's going to be doing it a lot in this game.



► Jackie looks great in polygons. Check out those shoes!

Tracks. The Fish Market throws Jackie into unfamiliar settings where he must face off against several thugs, as well as masked ninja. Fortunately, Jackie has some cool new moves, such as the roll and triple-punch combos, that he can use against them. The Subway Tracks provide even more of a challenge, forcing Jackie to jump from train to train as he attempts to dodge pipes and ventilation ducts. Sounds dangerous, doesn't it?

Now you know why no insurance companies will insure him.





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



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



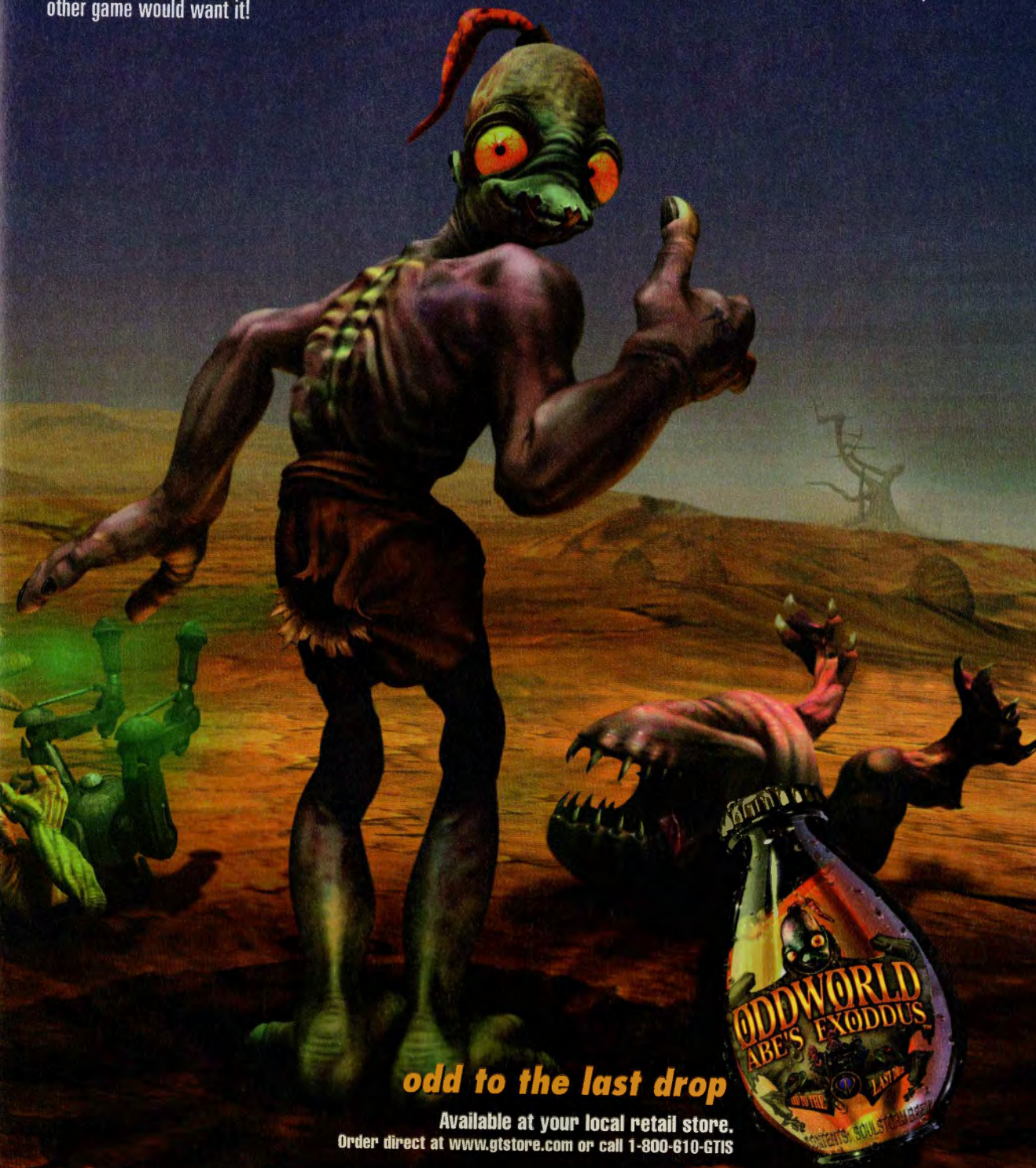
Abe gets all emotional! More panic! More talking! More pleading!



Save the Mudokons and save your game anywhere!

# Now You're Cooking With Gas.

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



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# NECTARIS: MILITARY MADNESS

Mad military strategy makes a 32-bit comeback

**M**ilitary Madness is a household name for many who went through the 16-bit era. One of the very first games available for NEC's TurboGrafx-16 console, the game developed a cult following that remains faithful to this very day. Now it's re-enlisting for a new tour of duty on PlayStation, and is being outfitted with new looks and options in the process.



Tanks have a streamlined, modern look.

In their quest for lunar conquest or defense, players control one of two intergalactic forces on the ground and in the air. As in the original game, all movement occurs on a hex-based terrain map, but this time battles are a purely polygonal affair. Just like the pencil and paper strategy games of old, players position their troops and vehicles one-by-one before entering the combat round.

## PRESENT ARMS!

No strategy game worth its weight in depleted uranium is complete without a hefty arsenal, although you won't see some of them until later in the game. Nectaris' map editor lets you place 'em anywhere you wish for the ultimate custom battle.



From tanks to troopers, your array of attack options is huge.



Each unit is shown in full polygonal detail during battle, however small they may be.

Combat itself is non-interactive, though cinematic effects and giant explosions are

► Nectaris features all manner of military vehicles, each with different maneuvering capabilities and armament.



▲ You'd never have been able to cram cinematics like this onto a TurboChip.

▼ Before each skirmish, you're given a bird's eye view of the surrounding terrain.



Map 1 RANDAL Union 5 Guicy

used extensively to convey the feeling of being in the heat of the battle. Each of the many unit types has its own strengths, weaknesses, and movement radius per turn, and each side's effectiveness is affected depending on the type of terrain they're attacking from.

Beyond the game's flashy new looks and re-recorded audio lies another new feature: the construction mode. Via its simplistic interface, players can create their own maps and use them in either one or two-player battles. Additional modes new to the game include Legend Story, which brings back all of the 16-bit game's scenarios; Campaign, which features scenarios chosen by Hudson via a special contest; and a quick start option to play through scenarios you've already beaten.

Combining the same simplistic, yet engrossing gameplay as its predecessor and brave new looks, Nectaris might just be the ticket for fans of the original and those seeking to add a little strategy to their gaming diet. We'll tell you how it shaped up in a future issue.



▲ Each of your units has its own range of movement.



▲ Once your forces are in position, it's your opponent's turn to move. Shades of chess?



▲ Swooping camera angles and huge explosions are used to heighten the cinematic presentation of the battles.

## CONSTRUCT & CONQUER!

Nectaris lets you create your own scenarios via an easy-to-use interface. Maps come in four sizes to quench even your largest desire for conquest.



▲ First step: Select which map you'd like to edit. This one looks good...



▲ Then place both sides' forces where you want 'em and get ready for all-out war.

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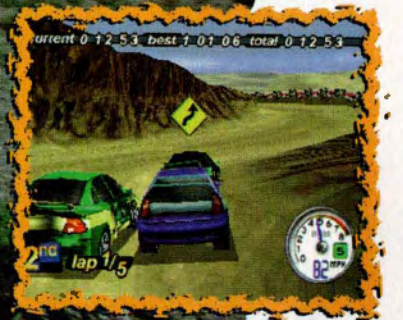
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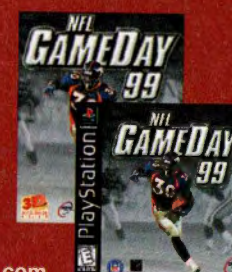
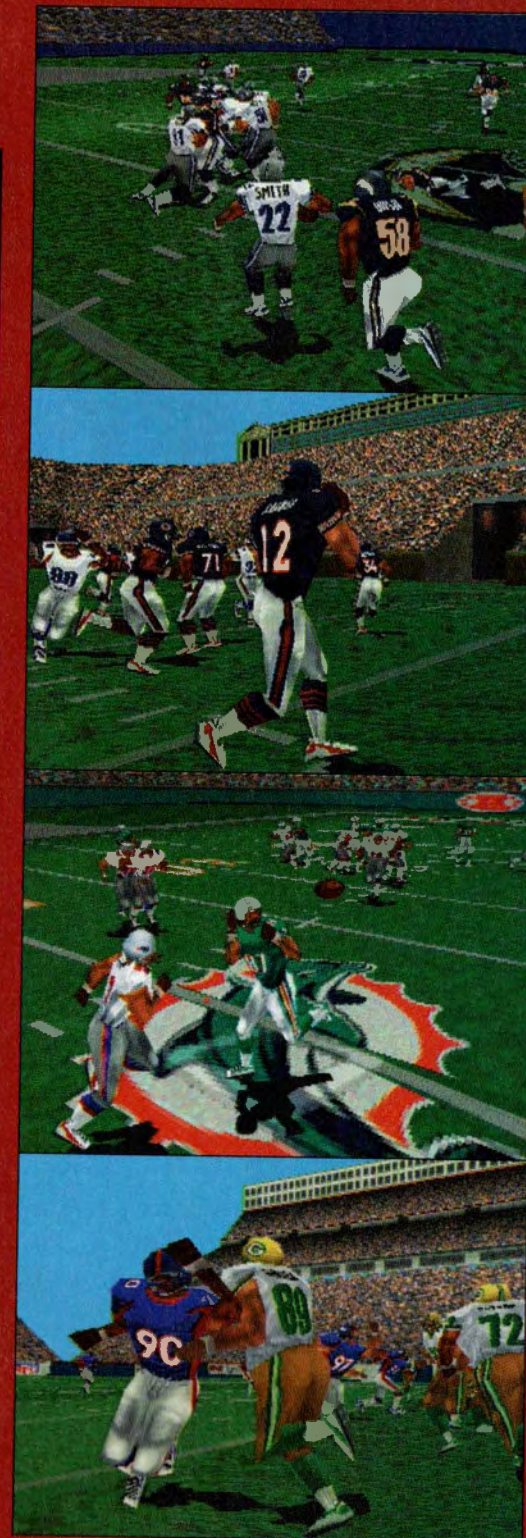




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TACKLES, JUKED ONE CORNER AND BLEW  
THE NUMBERS OFF THE FREE SAFETY.  
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INTERACT



# Metal Gear Strategy Guide

## the complete psm guide, part two

**L**ast month, we walked you all the way up through the Ninja. This month, we're gonna take you to the end of this fabulous title, as well as showing you some of the secrets of the game.

### Map: Nuke Bldg B1

Exit the elevator and go back through the door at the bottom of the screen with the Keycard. Be careful in this room and don't shoot the guards. You can now enter some more doors with your Keycard.

On the left side, the first room from the top contains rations, and the cardboard box b. The bottom left room has night vision goggles, FA-MAS Bullets, and Diazepam. The bottom right room contains FA-MAS Bullets, SOCOM Bullets, and Rations.

The guard on the left hand side is Meryl. Let her see you and then follow her into the ladies' bathroom. You will find her in the top right stall and if you're fast enough, you'll catch her in her underwear.

She will talk to you for a while and then she will give you the PAL Key and the Level 5 Keycard. Then she will say to follow her through the door to the commander's room. Exit the bathroom and then go left. Take a right and go down the long hallway. Use the Level 5 Keycard to go through the double doors at the end.

### Map: Commander's Room

You will now enter another hallway. As you approach the door at the end, Meryl will run in front of you. She will then start acting strange. Eventually she'll start speaking in a different voice altogether and beckon you into the commander's room. Get ready to fight Psycho Mantis.



▲ Psycho Mantis will taunt you and do a large variety of parlor tricks to keep you entertained...



▲ Then the fight will begin and, unless you move your controller to port 2, you will almost always miss.



▲ Psycho Mantis is defeated, but first he must go on and on about how bad his childhood was. How depressing.

### Boss: Psycho Mantis

Once you enter the room wait for a little bit. Psycho Mantis will possess Meryl and she'll act very strange. She will attack you at this point. Throw Meryl four times to knock her out without hurting her.

Then Psycho Mantis will give a long speech where he explains that he cannot be hurt because he can read Snake's mind. He will then do a few tricks and the fight will begin.

Psycho Mantis is impossible to hit normally because he reads Snake's intentions. What you need to do is pull out the controller and put it in port two. Now he can't read your mind.

Use the SOCOM or the FA-MAS to shoot Psycho Mantis. While he's invisible, you can use the first person mode to see where he is in relation to you and then shoot him. There is a ration in the upper right corner of the room, as well as FA-MAS Bullets and SOCOM Bullets all over the room.

When half of Psycho Mantis' strength is gone, he will use Meryl to attack you again. Throw her a few times to knock her out. Psycho Mantis will then tell Meryl to blow her brains out. Throw her one last time and she will stay unconscious. Then continue shooting Mantis until he dies.

After you beat Psycho Mantis, he will tell you a long story of how he was misunderstood. He will then open up the secret passage at the back right of the commander's room. Grab whatever you didn't get during the battle and then exit through the back right of the room.

There is a hallway there with several items. Grab the rations, FA-MAS Bullets, and SOCOM Bullets. Then go through the door at the top of the screen using your Keycard.



### Map: Cave

You are now in a cave area and you can hear wolves baying in the distance. Meryl says she will take point and then runs off.

The first thing you want to do is run to the right. After you go all the way right, you can go up and grab the rations or down and grab the SOCOM Bullets. After getting these items, go back to where you started and go up.

There is a hole in the wall here that you can crawl under. Do so. Make sure to arm yourself with the FA-MAS because it's the best weapon to use if you are attacked by dogs. You may also want to use the night vision goggles for better visibility.



After you crawl through the hole, you want to go up and to the right. The path will branch again almost immediately and you'll want to grab the FA-MAS Bullets on the left and then go right. When you hit the dead end, go down until the path ends. There are now two tunnels. One goes down and the other goes right. Go through the tunnel that goes down and then grab the Ration, FA-MAS Bullets, and Diazepam in the room. Crawl back out and then take the tunnel on the right.

Follow the path upwards and see Meryl with the dogs in love with her. Grab the Rations to Meryl's left and then use the Keycard to go through the door at the top.

### Map: Underground Passage Boss: Sniper Wolf

Sniper Wolf is one of the harder bosses to actually beat. As soon as you enter the Underground passage, be sure to grab some PSG1 Bullets from either the right or the left. The mines are now gone, so don't worry about them. Then use some Diazepam and arm your PSG1 while you are facing straight up.

Sniper Wolf will be located somewhere on the platform in front of you. Keep your aim low (and equip your rations) and scan across the overhang.



▲ Take some Diazepam and set yourself for the sniper to sniper shoot out with Sniper Wolf up in the tower.



▲ Sniper Wolf takes patience and calm nerves. Move the crosshair slowly and don't overcompensate when you are shot.

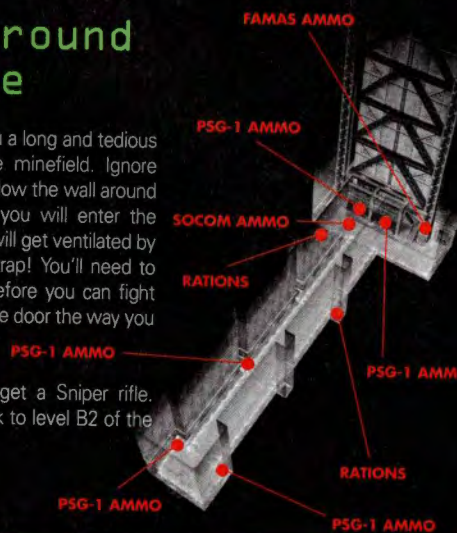


▲ Is Sniper Wolf just about the sexiest evil person you've ever fought or is it just us?

### Map: Underground Passage

Meryl will show you a long and tedious course through the minefield. Ignore her path and just follow the wall around to the right. Then you will enter the clearing and Meryl will get ventilated by Sniper Wolf. It's a trap! You'll need to find a sniper rifle before you can fight here. Go back out the door the way you came in.

Now you need to get a Sniper rifle. Make your way back to level B2 of the Tank Hangar.



### Map: Armory

After making your way back from the Underground passage to the armory, get out of the elevator and look for guards. Go to the room in the upper right. Your Keycard will now get you into this room.

Use your Thermal Goggles to see where the lasers are and then crawl through them to get the PSG1 and the PSG1 Bullets. Then crawl back out and exit the room into the armory.

You can also now go into the room in the upper right hand corner using your Keycard. This room is filled with lots of Nikita Missiles. Exit the room and go back to the elevator.

Proceed up the elevator and then make your way back to the Underground passage for your duel with Sniper Wolf.

up the stairs, you will find some PSG1 bullets on the balcony. Then proceed over to the level 6 door on the right, where you will be captured and knocked unconscious.





## Map: Medical Room

You will regain consciousness strapped down to a table. After a bit of discussion, Revolver Ocelot will begin to torture you. You have two options at this point: You can hit circle repeatedly very quickly to regain your life while you're being tortured or you can hit select to submit to Ocelot and the torture will stop.

If you submit at any time, your torture will end and you'll end up in the cell until Otacon "rescues" you. This will put you on the track for the "Otacon" ending, where Meryl dies at the end.

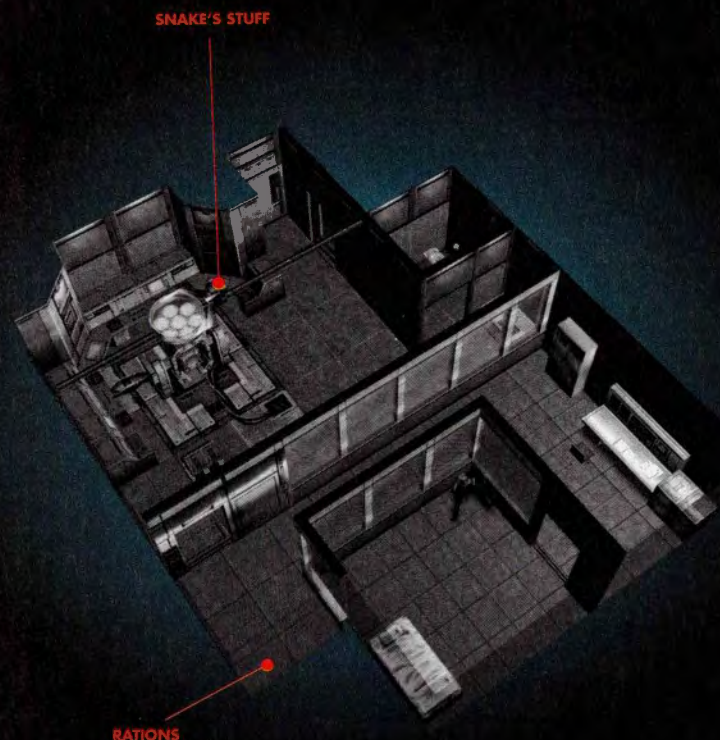
If you survive the torture, you will also be dumped into the cell, but you will get tortured again. Try to survive the torture again and you will get thrown back into your cell. Then, after Naomi and Campbell call you, the guard will get sick and run out into the bathroom.

At this point, Otacon will run in and give you several items. These are: A Level 6 Keycard, a Handkerchief, and some Ketchup. Then Otacon will leave with you in the cell.

At this point, you want to select the ketchup, lie down on the ground, and use it by pressing the punch button. Now lie very still and the ketchup will pool around your head. The guard will come in and think you are dead. He will open up the cell to investigate and that's when you stand up and throw him. Throw the guard twice and he will be unconscious and you can escape.

If you fail with the ketchup, you can hide from the guard when he falls asleep by crawling under the bed. When the guard wakes up, he will open up the cell to investigate. Then you can crawl out from under the bed and throw the guard around some.

Exit the cell and run over to the level 6 door at the top right of the screen. Go through this door into the torture room itself and then grab the red box next to the torture device. Snake will run and change and then he will be ready for action with all of his items back. Avoid the camera and go through the door on the upper right hand side of this room back into the cell area.



## Map: Cell

Go to the right under the cameras and into the elevator. Ride the elevator to the top.

Make your way through the Tank Hangar, the Canyon, and the Nuke Bldg. Go down the elevator there to Nuke Bldg. B2.

## Map: Nuke Bldg. B2

Get off the elevator and go straight down into the gas room. Follow the long hallway and then go left when it ends. You will now be entering a room with lots of gun cameras and several rooms on the right wall. The only room you should really be concerned about is the bottom right room, which requires your level 6 Keycard to get into. Inside, you will find the body armor. Exit this room, explore the other rooms if you feel it necessary (there are items and weapons, but also guns that will shoot you) and then go to the elevator and go up to the floor B1.

## Map: Nuke Bldg. B1

Go straight down from the elevator into the large room below. The second door on the left can now be opened with your level 6 Keycard, so go into that small room and grab the cold medicine. The cold medicine is helpful if you leave Snake alone in the cold and he starts to sneeze (attracting unwanted guards). Check out the other small rooms attached to this room if you are so inclined (they have more ammo as well as a ration or two) and then exit the room.

Now make your way up to the Underground passage.

## Map: Underground Passage

Well, you're back again and this will hopefully be the last time. Proceed down the passage and watch out for the camera hidden in the alcove on the right. At the end, grab any items available and then use your Keycard to go through the door where you were captured before. This is the entry to the communications tower.

## Map: Communication Tower A

This is one of the hardest sections in the game so far. Run down the passageway you are in and grab the FA-MAS and SOCOM Bullets that are there. Then go left and through the door. You will set off a security camera and guards will be coming after you. Grab the Rope in the room (VERY IMPORTANT!) as well as the Stun grenades. Then go through the door at the bottom of the room.

Now you have to go up the stairway. There are some items at the base, like SOCOM and FA-MAS Bullets, as well as a Ration. Equip your body armor and start running up the stairway. On the way up, you will run into many soldiers. There are two ways to deal with these guards: Your FA-MAS machine gun or Stun Grenades. Your ranking is higher if you kill less people, but if you decide to use the Stun grenades, you will take more of a beating.

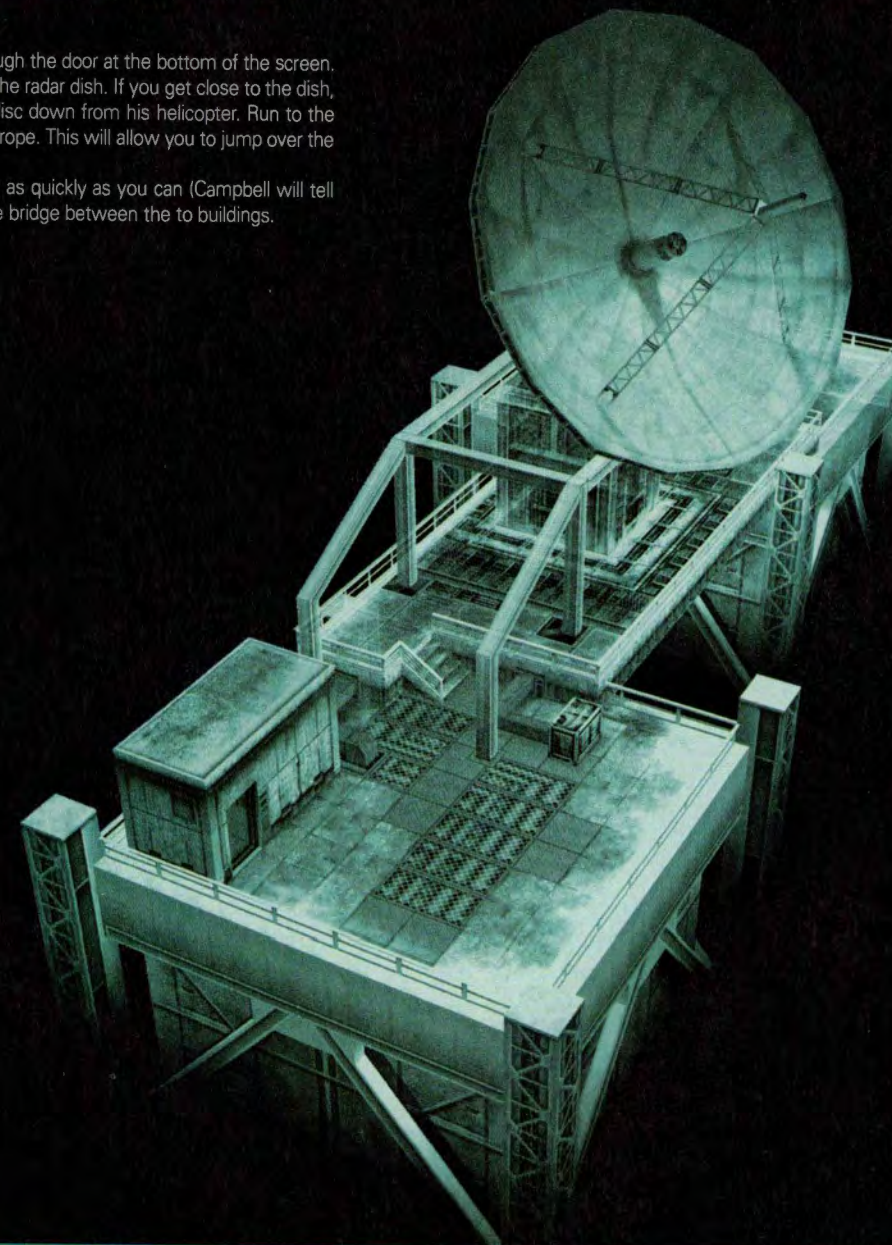
Halfway up you will get to a level 6 door. You can't go through it because it is frozen shut. Keep going up.

When you get to the top, follow the catwalk all the way around to the ladder. Before you go up the ladder, get the ration that is hidden in the shadows just a little way down from the ladder, then go up.

## Map: Roof/Communication Tower

Heal yourself up and then go through the door at the bottom of the screen. Then you will be on the roof with the radar dish. If you get close to the dish, Liquid will appear and shoot the disc down from his helicopter. Run to the side of the building and select the rope. This will allow you to jump over the side and rappel down the wall.

Make your way down the wall as quickly as you can (Campbell will tell you how) and drop down on to the bridge between the two buildings.



## Map: Walkway

Grab the Rations on the left and the C4 on the right. Then heal yourself. Don't cross the walkway because there are soldiers waiting to shoot you. Instead, stand off to the side and use the Nikita launcher to shoot some missiles down the soldiers' throats. After they are all dead, run down the walkway where you will be attacked by Liquid in his helicopter again. Run left, grab the ration and use your Keycard to go through the door.

Now you will be in a small room where you can grab the Stinger missile launcher and some Stinger missiles. Now, what kind of vehicle will those come in handy against?

Go through the door at the bottom and into Communication Tower B.

## Map: Roof/Communication Tower

Go through the door on the upper right.

## Map: Communication Tower B

Immediately go right and grab the Grenades, SOCOM and FA-MAS Bullets. Continue right and then go down the stairs. Keep going down until you get to the part where the stairs are broken. Then go back up. When you get back to where you started, continue along the walkway until you run into Otacon. Talk to him for a bit and then it's time for you to go up the roof and kick Liquid's butt.

Go up one flight of stairs and then throw a chaff grenade. This will confuse the guns at the top of the next flight of stairs. Every four flights you will run across more guns, so you want to make sure that you keep throwing chaff grenades. After you pass four banks of guns, you can proceed safely to the top.

Follow the walkway at the top and pick up the Stinger Missiles, Chaff grenades, FA-MAS Bullets, and the Ration. Then go back to the left and go up the ladder.



## Boss: Liquid Snake

Liquid Snake will be waiting for you on the roof in his helicopter. After some brief dialogue, the fight will begin.

The main way to hurt the helicopter is to shoot it with Stinger missiles. Hide behind the building in the center of the roof until Liquid stops firing his machine gun. Then, quickly step out from behind the building, equip the stinger, and blast a missile straight at the helicopter. Repeat this procedure several times until Liquid flies away from the building and you can't target him with the Stinger (about halfway through the fight). Liquid will yell "Eat this" and then launch a barrage of missiles at Snake. Don't worry; just hide to the left of the center building and you will be fine.

Now continue shooting Stingers at Liquid and hiding behind the building when he shoots his guns until you kill him. He will start to drop lower than the edge of the building sometimes, so you will have to use the radar to track him. When Liquid's strength finally runs out, he will launch another missile at you (hide in the same place as before).

After that, he will crash and burn at the bottom. Otacon will then give you a call and tell you that the elevator has been fixed, so you can make it to the bottom of the Communications Tower. Go back through the door on the upper left and down the ladder.



▲ Oh my god! It's Liquid Snake in a fully armed Hind helicopter. How can you fight against that?



▲ Use your Stinger missile launcher to lock on to the helicopter. Make sure you run and hide from his missiles and machine guns.



▲ The quote says it all. Is this the last we see of Liquid? I wouldn't bet on it...

## Map: Communication Tower B

Now you must work your way down the stairway to the elevator. Use chaff grenades again to get past all of the guns on the walls. When you get to the elevator, run to the immediate left and grab the FA-MAS bullets there, and then go back, press the button and get in.

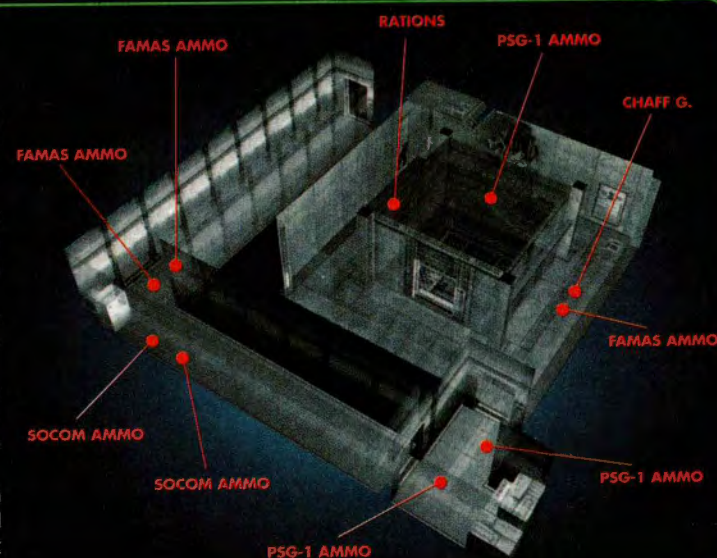
When Snake gets in the elevator, an alarm will go off. Go over and select Floor 1 anyway. The elevator will start to descend and you will get a call from Otacon. Otacon will tell you that there are four guys on the elevator with you using the Optical Camouflage suits from the lab.

Use your FA-MAS to take out the four cloaked soldiers. You can use the thermal goggles to help you see them if necessary. They will drop more ammo when they die, so you will be able to keep shooting.

After you kill the soldiers and the elevator reaches the bottom, you should get out and grab all of the goodies on the bottom floor, including a ration, PSG1 bullets, FA-MAS Bullets, and Chaff grenades. Then go through the door on the bottom right.

Dodge the gun camera, grab the two cases of PSG1 Bullets and go through the door on the left. Run down the hallway and then up. Grab the SOCOM and FA-MAS Bullets along the way and then exit through the door on the top.

Continued on page 138



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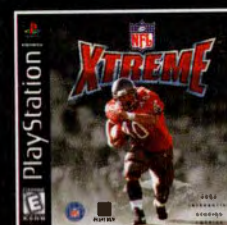
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AFTER THE COIN TOSS,  
ANYTHING GOES.™





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## Map: Snowfield Boss: Sniper Wolf

When you step out into the Snowfield, take a few steps forward and you will be shot by Sniper Wolf.

Use some Diazepam and then equip your PSG1 while you are facing towards the top of the screen. Sweep the top area quickly looking for Sniper Wolf. She will either be out in the open or hiding behind a tree. If she is behind a tree, you will see her elbows sticking out the sides.

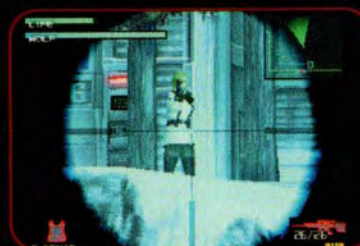
You basically want to beat Sniper Wolf in the same fashion you did before, which means you want to shoot her once and then track her with your rifle until she stops again. Then shoot her again and repeat until dead.

After you kill Sniper Wolf, go forward and you will witness her long drawn out death sequence. Then Snake will walk away.

Around the Snowfield, there are several rooms that have plenty of goodies in them. If you look around, you will find: Nikita Missiles, Cardboard Box c, Rations, Grenades, Chaff Grenades, FA-MAS bullets, SOCOM bullets, Claymores, and Diazepam. After you gather all the stuff you need, go up through the door on the top left. Crawl through the tunnel directly in front of the entrance and then run to the right and down the stairs to the blast furnace.



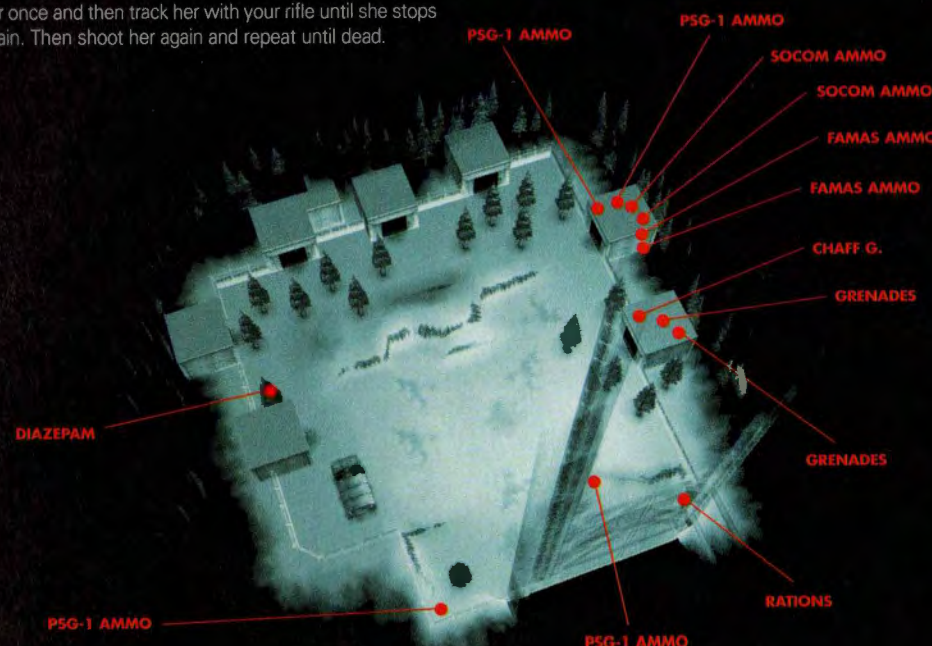
▲ You can barely see anything in the snow and the you are shot down by a mysterious sniper. Yup, Sniper Wolf is back.



▲ Shoot Wolf whenever she steps away from the protection of the trees. She will shoot pretty quickly so move fast.



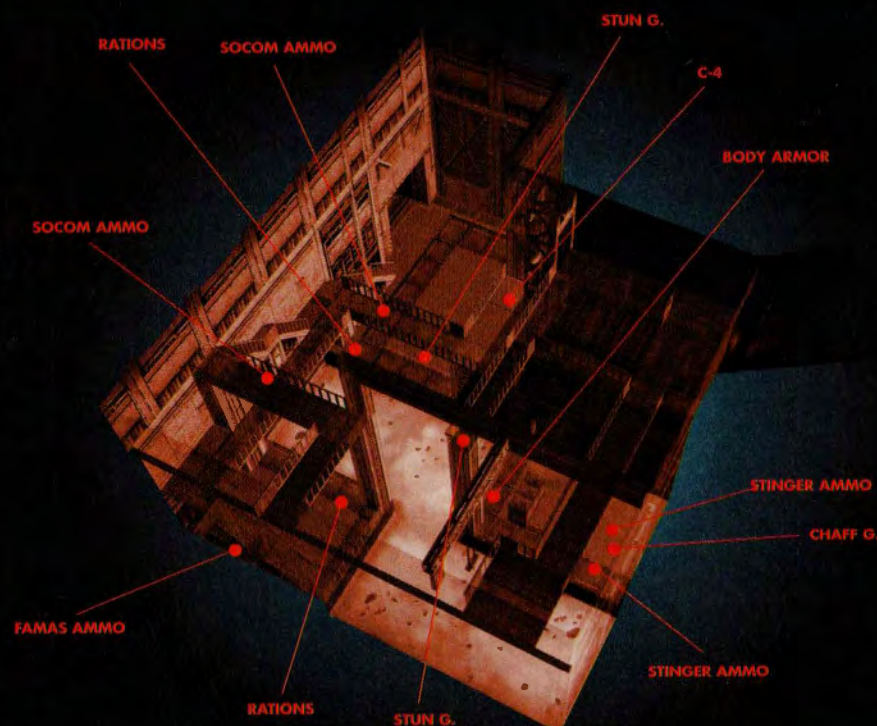
▲ It's scenes like this one where Wolf lays dying that make this game such an incredible experience.



## Map: Blast Furnace

Enter the blast furnace area and go left on the lower catwalk. There is a guard on the upper catwalk guarding some Stun Grenades, but you don't really need them. Go all of the way to the left until you are against the wall.

Slide down the wall and grab the SOCOM bullets and then slide all of the way up the wall. You'll need to duck under the giant weight that is moving up and down on the same track that you're walking on. Then follow the path down the stairs. There will be a guard here that you must avoid, and then grab the SOCOM bullets from underneath the stairs. You can go down the stairs to the left and grab the ration or you can go down the stairs to your right and through the door on the upper right of the screen.



Continued on page 140

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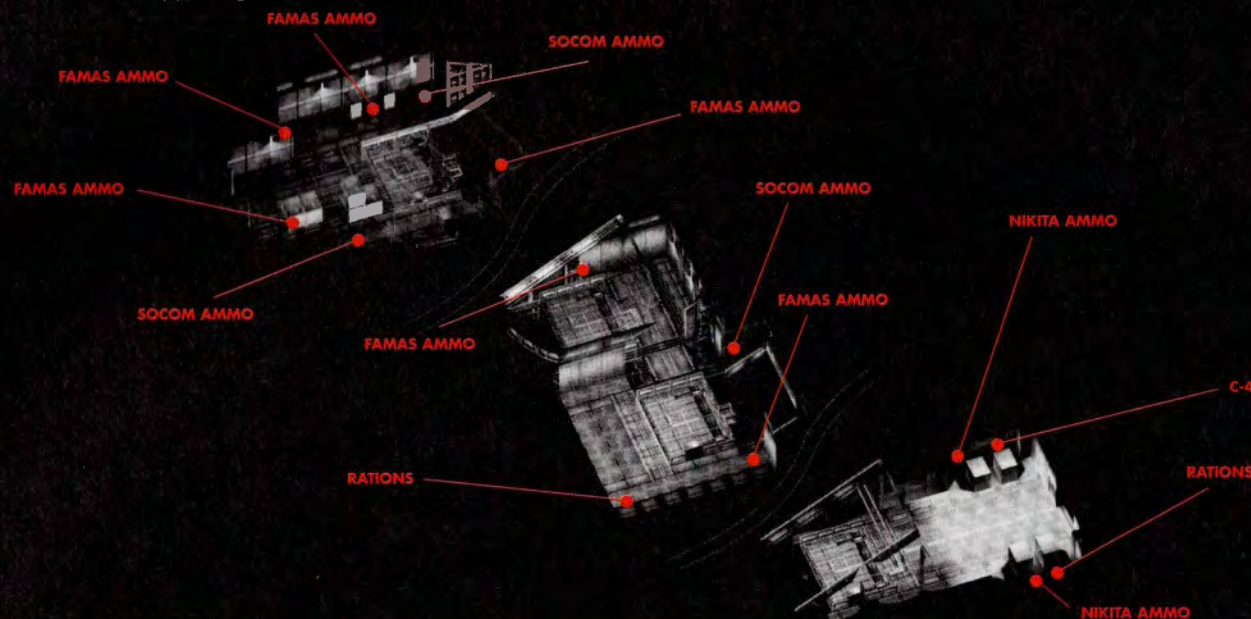
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Continued from page 138

## Map: Cargo Elevator

When you enter the area with the cargo elevator, it will still be coming upwards. Use this time to scour the room and find all of the FA-MAS and SOCOM bullets that are hidden behind the various crates on either side of the elevator. When it gets to the top, hop on and activate it by pressing the button on the



control panel on the left.

The elevator will start down the shaft and Snake will be attacked by three soldiers. Use your FA-MAS Bullets on the right side, get on to the second elevator and press the control button to go down.

On your way down, Miller will call you and say that he thinks Naomi is a spy. Then the elevator will reach the bottom.

Grab the Ration, Nikita Missiles, and C4. Then use your Keycard and go through the door at the top.

There is a camera hidden to your immediate right when you get off the elevator, so be sure to dodge it. You may want to grab the Ration on the lower right, but it is surrounded by claymores, so be sure to crawl when you go for it. After you get everything you

want, including some SOCOM bullets on the left side of the second elevator and some FA-MAS Bullets on the right side, get on to the second elevator and press the control button to go down.

## Map: Warehouse Boss: Vulcan Raven

As you enter the warehouse area, you will be confronted by Vulcan Raven again. This time he will be armed with a mini-gun and will stalk you through the aisles of the warehouse.

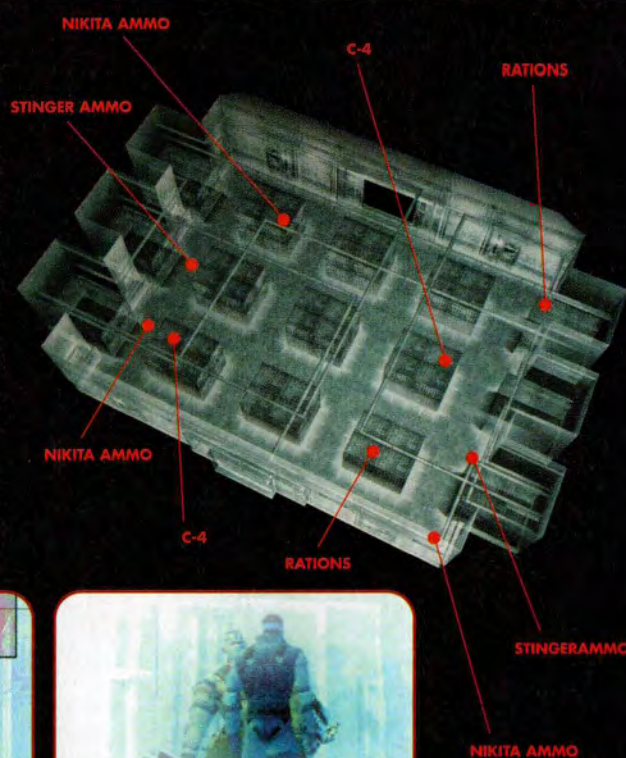
You'll want to take out Vulcan Raven with the Stinger missiles. Watch him on the radar and stand in the intersection directly in front of where he is heading. As he starts to pass the corner where you can see him, your Stingers will lock on and you can launch. There are Stinger missiles in both the upper right and lower left corners of this room if you run low and there

is also a Ration in the very upper right as well. If you do run low on Stingers, you can take Raven out with claymores or grenades if necessary.

When Raven's strength is depleted, he will fall back against the wall and give Snake the Level 7 Keycard. Then he will tell Snake that the man he saw die in the cell earlier was not really the DARPA Chief, but Decoy Octopus. He says that Decoy Octopus could not avoid the "Angel of Death" and then Raven is eaten by his birds.

After you beat Raven, you will get another call from Master Miller who will confirm that Naomi is a spy, but this time Campbell will overhear. Campbell says he will look into the accusation.

Use your new Keycard to go through the door at the top.



▲ Vulcan Raven is one mean guy. Not only that, but he's carrying a gun bigger than you are. Be careful not to get shot.



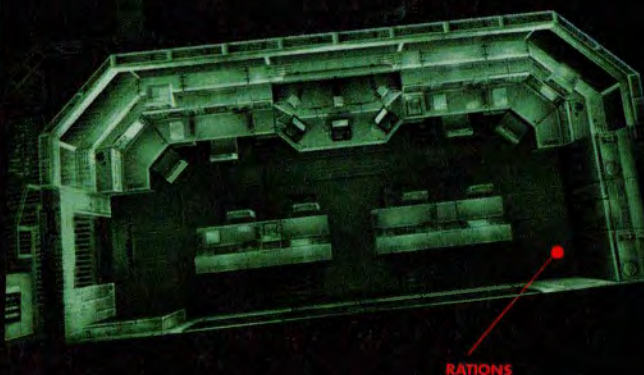
▲ The best way to beat Raven is to quickly nail him with Stingers just as he comes around a corner. Then you want to retreat. Quickly.



▲ As is quickly becoming the tradition, Raven tells a long story when he is about to die. Then he is eaten by his Ravens. Cool.

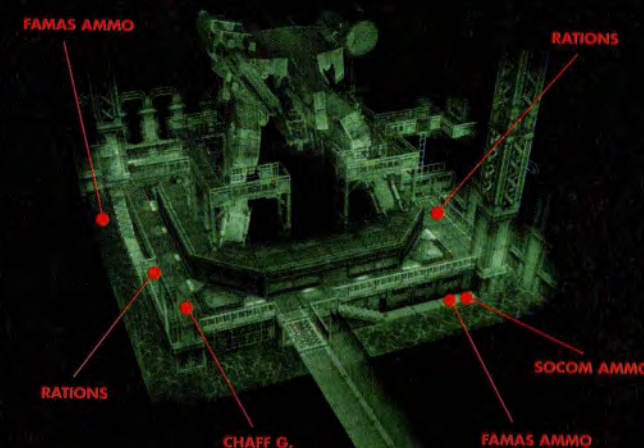
## Map: Command Room

When you get to the top of the stairs, you will witness a short cinematic sequence where Liquid and Ocelot discuss their future plans with Rex. Otacon will call at that point and explain how to use the PAL key to disarm the warhead. Then Snake will be spotted in the doorway and the key will be shot out of his hand. Then the alert will be sounded.



## Map: Warehouse North

As soon as you enter this area, grab the Chaff grenades on your left. Then throw a chaff grenade and run down the passageway. Grab the ration along the way and then turn right when it dead ends. Throw another chaff grenade (you will notice all of the guns you want to avoid) and then run to the right and up the stairs. Grab all of the Stinger missiles and then head back and go through the door on the upper left.



## Map: Underground Base 1-3

Run down the long hallway and you will be treated to a nice long shot of the Metal Gear itself. Go left and grab the Chaff grenades where the walkway turns, and then go back all of the way to the left and up the ladder. Otacon will call you and tell you that he's going to hack into Baker's files and tell you how to stop the imminent missile launch.

At the top of the ladder, go right and grab the Chaff grenades. Then go left and down and grab the FA-MAS bullets. Then go up the walkway and up the ladder, where you will get another call from Otacon. This time he will tell you that he is working on getting into the files.

On the next floor up, follow the walkway all of the way around and pick up the FA-MAS Bullets, Chaff grenades, and Stinger missiles. Then go back to the beginning of this walkway and up the ladder to the top of Metal Gear Rex. Otacon will call you on the top of Rex and tell you that he's accessed the file. Otacon hasn't figured out how to disarm the weapon yet. Climb down the ladder on the other side of Rex and follow the walkway around to the command room. On the way, pick up the SOCOM and FA-MAS bullets. Then go up the stairs to the Command Room.

## Map: Underground Base 1-3

Make your way all of the way back down to the bottom of the Underground base. At the bottom, you will see a river. Go down the stairway that goes to the water and run around looking for the PAL key. Once you grab it, make your way back up to the Command Room.

Sometimes, if you haven't been detected very many times before you get to this point, the PAL key won't be in the water. Instead, it will have been picked up by a rat. Look around the platform for some rats (they show up on the radar). When you get close to the rat, it will show a "!" of surprise. Hit the punch button and it will drop the card. Then work your way back up to the top.

## Map: Command Room

Sneak past the cameras and into the room. Go to the first computer on the top left and select the PAL key. Snake will put the key into the computer and a pillar behind it will drop, signifying the computer accepted it. It will then give you the card key back and you will need to get the card cold.

Make your way to the Warehouse area.

## Map: Warehouse

Hang around in this room until the picture of the PAL key turns blue (it was yellow before).

Head back to the Command room.

## Map: Command Room

Take the PAL Card and insert it into the middle computer. The pillar will drop behind this one and you will get the card back. Now you need to get the card hot.

Go all of the way back to the Blast Furnace.



**Map: Blast Furnace**

Hang around in this room until the picture of the PAL key turns red.  
Run all of the way back to the Command Room.

**Map: Command Room**

Insert the final key into the computer on the right. The final pillar will drop and then a voice will announce that the warheads have now been activated. Master Miller calls and it turns out that it was Liquid in disguise. This has all been a set-up to get Snake to arm the warheads. Then Liquid sets off the alarm and Snake gets sealed in the Command Room and the gas gets turned on.

Use your gas mask first, and then call Otacon who will disable the alarm system. Exit the room, grab the ration, and then go down and to the right to confront Liquid.

After a short talk where many secrets are revealed, Liquid will jump into Rex and try to take Snake out.

**Map: Supply Route**  
**Boss: Metal Gear Rex**

The secret to fighting Rex's first form is using chaff grenades to confuse its radar and then blasting the radar with stinger missiles. First, throw a chaff grenade. Then run a little around Rex (don't obscure the radar) and switch to the Stinger and let one fly at the radar. Then repeat, except running back the way you came. Keep alternating this pattern until the radar runs out of strength.

Then the Ninja will show up and save you from being stepped on. He then sacrifices himself to fully take out the radar. Then Rex will open up and you will have to fight it again.

This time you will want to target the cockpit instead of the radar. Also, your timing will change a little. Now you will want to throw a chaff grenade and then wait for Liquid to launch missiles at you (stay at long range). When the missiles have been launched, run a little to the side (whichever side you're farthest away from) and then stop and shoot the cockpit with a stinger. Repeat this process until Rex is destroyed.

After Rex explodes, Liquid will approach Snake (we don't know how Liquid always survives) and challenge him to a fist fight. There will be a timer of three minutes and Meryl will be lying next to a bomb that will go off if you run out of time.

The secret to the fist fight is knowing when not to use the third move of your punch combo. The kick maneuver leaves you way too open should you miss and you can almost consistently be assured of Liquid pounding you (And his punches hurt Snake more than Snake's hurt him.).

Approach Liquid cautiously at first. If he drops into a fighting stance only throw two punches (if he doesn't, use your full three hit combo). Dodge his retaliatory strike if you miss.

After he loses about 1/3 of his strength, Liquid will always be in his fighting stance. Now you want to run in and quickly throw one or two punches. Then, while Liquid retaliates with his combo, run around to his side and hit him with the three hit combo.

Besides this, the only thing you should worry about is his running charge, which comes quickly and does lots of damage. Watch for this move and quickly get out of the way. When Liquid stops charging, run up behind him and hit him with your combo again. Eventually you will knock Liquid off Rex to his death (?).

After this point, the game will branch depending on whether or not you submitted to Ocelot in the torture room. If you didn't, Meryl will be alive and will escape with you. If you submitted, she will be dead.

Continued on page 144

**Map: Escape Route**

Now you must escape with whomever is your surviving character. Grab the ration immediately to the right of where you start and then run left. Grab the ration at the base of the stairs and then go up the stairs into the next room. Your partner will set off the security alarm immediately upon entering the room. Run down and to the left and grab the ration there. Throw the guards coming at you until your partner starts the car, then jump in.

Now use the machine gun on the jeep to shoot the barrels in front of the gate. After they explode, you will take off down into the tunnel. There will be two checkpoints. Take out the guards at both of them. Then Liquid will come after you in a jeep. Keep shooting at Liquid with the machine gun on the jeep (use first person mode for better accuracy) until the jeeps crash. Then you will get the game ending (which will be different depending on your partner.)



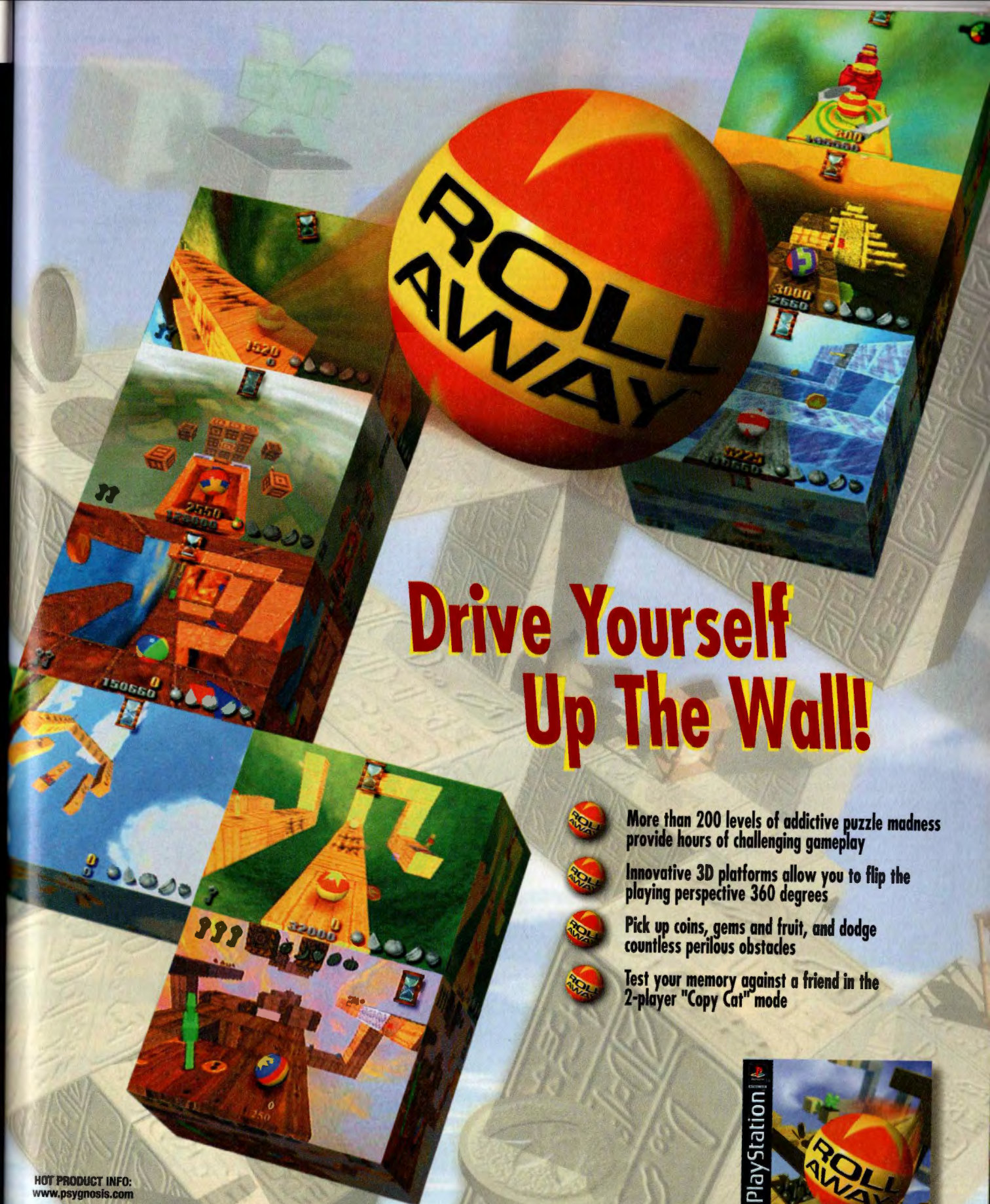
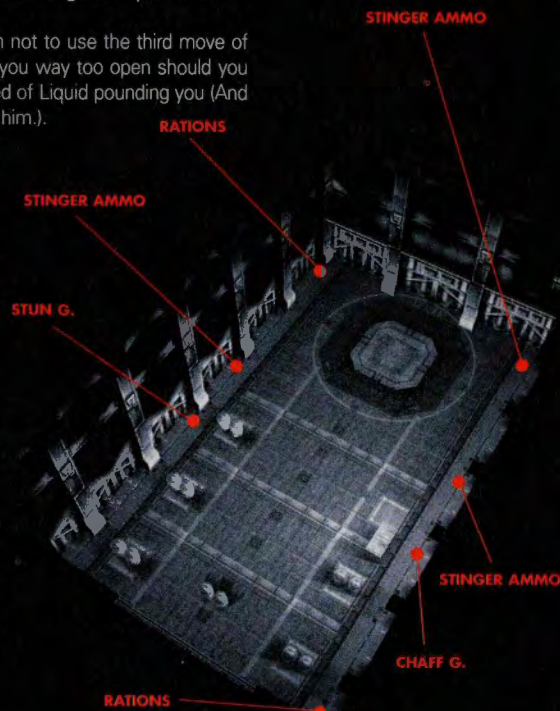
After you knock out the radar, Gray Fox will come and distract Rex. Unfortunately for Fox, Rex kills him.



Liquid tries to step on Snake just as he runs out of strength. Rex explodes at this point, saving Snake.



Is Meryl alive or is she dead? Well, that depends on the choices you made earlier in the game.

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## metal gear secrets

### Bandanna

You will get the bandanna if you beat the game and Meryl is still alive. She will give you the bandanna during the ending movies. After the credits have run, you will be given your ranking and the option to save your game. Use this save to start a new game and you will start off with the bandanna which, when equipped, will give you unlimited ammo for any weapon.

### Stealth

You will get the Stealth suit if you beat the game and get the Otacon ending. During the ending movies, Otacon will decide he no longer needs his Stealth camouflage, so he gives it to Snake. Then after the credits, save your game. Start a new game by loading this save and you will have the Stealth in your inventory. Equip it and almost all cameras and guards won't be able to detect you. Dogs, Bosses, and special scripted encounters (like the run in the Communications Tower A) will all render the stealth suit useless.

### Camera

You can find the camera behind a level 4 door hidden behind some concrete walls in the Armory Sth. If you don't find the camera during your first game, however, it will be given to you when you win if you didn't find it during the game. The camera can be used to take screenshots and then save them to your memory card. Each picture takes two blocks on your card, and then you can view them all in the Special menu under the album.

### Ghosts

Sometimes when you go to view a picture it will have a strange ghostly apparition in it. You can tell when you get one of these because there will be an option to "exorcise" at the bottom of the screen. There are 43 of these hidden "ghosts" throughout the game. Here is a guide of where to take the pictures to get the ghosts:

1. A reflection in the mirror of the woman's restroom.
2. The hallway of bodies in Nuke Bldg. B2
3. World map in the Command room.
4. The reflection in Meryl's blood when she is sniped
5. Tip of Rex Rail gun while in the Underground base.
6. Corner of Elevator
7. The waterfall in the Warehouse Nth.
8. The Metal Gear while you are fighting it.
9. Underground passage behind second pillar.
10. The Policenauts picture in the lab
11. The torture machine in the Medical Room.
12. One of the containers in the Warehouse
13. Behind the water tank in the Canyon.
14. Over the water in the dock..
15. The Policenauts picture in the lab
16. Top of the building in the heliport
17. In the glass windows of the Lab
18. Catwalk on the top floor of the Blast Furnace.
19. At the bottom corner of the heliport looking out at the sea.
20. The urinating guard in the men's restroom
21. One of the rocks in the canyon.



▲ You can always tell when you have a ghost in your picture when it gives you the option to exorcise at the bottom.



▲ After you beat the game with both endings you can watch all of the cinematics in the demo theater

22. Maggots in the Medical Room.
23. The sleeping soldier at the heliport.
24. Reflection in the puddle in the cave
25. One of the secret rooms hidden at the top of the armory.
26. The electric floor in Nuke Bldg B2.
27. At the end of the air duct
28. Down the elevator shaft of Communication Tower B.
29. The first tunnel you must crawl through in the Cave
30. A full body shot of dead Decoy Octopus (disguised as the DARPA Chief) after he dies
31. Inside the elevator from the Tank hangar.
32. Hidden in the darkness off of the walkway.
33. In the elevator of Communications Tower B.
34. When the elevator reaches the bottom of Communications Tower B.
35. Shadowy area of the stairs
36. Far end of the room with the steam vents in the Blast Furnace.
37. A tied up Kenneth Baker
38. The destroyed area of Roof/Communication Tower A from the Hind's missiles
39. Next to a dead Kenneth Baker.
40. Security camera by the staircase at the heliport
41. Tip of a warhead in Nuke Bldg. 1
42. The cell next to the one the DARPA Chief was in.
43. Dead Sniper Wolf.

### Rankings

The Rankings are as follows. They are in order from easy difficulty to extreme.

- |        |                                             |
|--------|---------------------------------------------|
| Rank 1 | Hound, Doberman, Fox, Big Boss              |
| Rank 2 | Pigeon, Falcon, Hawk, Eagle                 |
| Rank 3 | Piranha, Shark, Jaws, Orca                  |
| Rank 4 | Pig, Elephant, mammoth, Whale               |
| Rank 5 | Cat, Deer, Zebra, Hippopotamus              |
| Rank 6 | Koala, Capibara, Sloth, Giant Panda         |
| Rank 7 | Chicken, Mouse, rabbit, Ostrich             |
| Rank 8 | Puma, Leopard, Panther, Jaguar              |
| Rank 9 | Komodo Dragon, Iguana, Alligator, Crocodile |

- |         |                                             |
|---------|---------------------------------------------|
| Rank 10 | Mongoose, Hyena, Jackal, Tasmanian Devil    |
| Rank 11 | Spider, Tarantula, Centipede, Scorpion      |
| Rank 12 | Flying Squirrel, Bat, Flying Fox, Night Owl |

Rankings depend on several factors including, how long it takes you to finish, how many guards you kill, how many rations you eat, how many times you save, and how many times you continue. Several of the rankings are very specific. These are:

- Rank 1: Finish the game in less than 3 hours, kill 25 baddies or less, eat one or less rations, no continues.  
 Rank 2: Beat the game in less than two and a half hours.  
 Rank 3: Go on a murdering spree and kill 250 guards or more.  
 Rank 4: Use 130 rations or more.  
 Rank 5: Be really cautious and save the game 80 or more times.  
 Rank 6: Take over 18 hours to beat the game  
 Rank 7: Any combination of ranks 4, 5, and 6

### The Tux

After you beat the game and get both the Stealth and the bandanna, you will get a third save. Start the game with this save and Snake will be wearing a tuxedo for his entire adventure.

### The Red Ninja

When you go through the game with both the stealth and the bandanna the Ninja will be a crimson color instead of white. We think it makes him look like Spider-Man.

### Boxes

You can use the three cardboard boxes to travel between area by hopping on one of the trucks in either the Helipad, Nuke Bldg 1, or the Snowfield. Simply equip the box that has the area you want to go written on it and wait for someone to show up and drive you to you destination.

### Wolves

After you make your way through the cave the first time you will see Meryl at the end and she will have totally charmed the dogs. Punch Meryl and she will call the dogs to attack you. Immediately hide by using one of the cardboard boxes and the dogs will urinate on you instead. The benefit to all this is that, since you now smell like dog urine, they will all leave you alone.

### Meryl's Underwear

After you discover Meryl disguised as a Genome Soldier she will run into the women's restroom. Follow her and if you make it to the back stall fast enough, Meryl won't have had time to get fully dressed. This means that most of the following cinematics will feature her in just panties. Awooga!

### Demo Theater

When you beat the game with either the "Otacon" or "Meryl" endings and save them to memory card you will unlock a new option in the special menu. This option is called demo theater and it features the complete cinematics of whichever game you've beaten and save to memory card. This way you can watch the whole plot without playing (if you ever wanted to do that).

# THE 5 STAGES OF MR. DOMINO ADDICTION

As reported by OFFICIAL PLAYSTATION MAGAZINE



## 1. CONFUSION

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

## 2. CONDESCENSION

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

## 3. DENIAL

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

## 4. ADDICTION

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

## 5. ACCEPTANCE

("I love you Mr. Domino.")



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X O Δ □ ↓ □ Δ O X



**FEATURED EFX**  
POWERED BY INSTINCT.  
FUELED BY ADRENALINE.  
PULSE POUNDING ACTION.  
MIND-BENDING SPEED.  
4 DIFFERENT SHIPS.

PLAYER NO.1



**EFX CONTINUED**  
9 MEGA-CHARGED WEAPONS  
OVER 30 INTENSE LEVELS.  
ONE OR TWO PLAYER MODE  
WITH SPLIT SCREEN OR  
SAME TUNNEL OPTION.

PLAYER NO.2



Breathe in. Breathe out. Play it alone. Play it with a friend. Head rush and techno-music included. Flashbacks sold separately.  
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[SAFETY TIP]

**NEVER TRIP ALONE**  
**ALWAYS USE 2 PLAYER MODE**





# Guilty Gear unlock the bosses and their moves

**U**nlike many fighting games, there happens to be very little in the way of hidden secrets within Guilty Gear. There are three playable bosses, however, which raises the amount of characters in the game to 13. All three are effective fighters, but not out of balance with the rest of the charac-

ters. Because of this, you will definitely want have access to them for your two-player Vs game sessions. There is a hard way and an easy way to open them and we'll tell you about both. We're also setting you up with some moves lists, so you can make the best use of each boss' arsenal.



## Opening The Boss Characters

There are two ways to open the boss characters, the hard (legitimate) way and the easy (cheat code) way. We, of course, recommend that you put in the time to earn them by playing through the game. The experience will only make you a better player and since you invested some money when you bought it, you should try to get the most out of it.

### THE HARD WAY

To play as Testament, finish the game with any character.

To play as Justice, finish the game with any character.

To play as Baiken, defeat her. To fight against Baiken, defeat Justice using either Ky or Sol without losing a round.

On the other hand, who has time to sit down and play through a complete game these days? For this reason, the cheat to immediately access the bosses is also included. Once a boss or all the bosses are opened, you will only be able to play as them in the two-player Versus mode or in the Training mode, not in Normal Mode.



▲ Once the bosses have been unlocked in either fashion, you will find them on the character select screen of both the Training Mode and two-player Versus Mode.

### THE EASY WAY

Press and hold  $\Delta + \square + L1 + R2$  after the PlayStation logo screen and before the Atlus loading screen when you first put in the game disc. A loud clanking sound will confirm that the code was successful. Testament, Justice, and Baiken will then be available through the versus and training modes.

## Boss Moves

Once you've opened the bosses, you will need some moves to use the characters effectively against a friend in the Versus Mode. But first you can select them in the Training Mode to practice their moves and combos.

All the following moves are performed when your character is facing right. When facing left, simply reverse the directional inputs. We also use the default button configuration for all the moves. Some moves can be charged for a level two or three execution, while others can be done in the air. Each character also has a super move that can only be done when the power gauge is maxed out and the player's life bar is solid yellow. Each of these variations are noted with the move.

### BAIKEN

Profile:  
Height: unknown  
Blood Type: unknown  
Weight: unknown  
Nationality: Japan  
Birthday: unknown  
Eye Color: Light-brown  
Hobby: unknown  
Treasure: unknown  
Dislikes: All Gears



▲ You might say that this is the first handicapped video game character, but the loss of her arm doesn't hamper Baiken's speed or skills with the sword.

Baiken is a survivor from the lost ancient nation of what was then known as Japan. Left with one eye and one arm, she seeks revenge against the atrocities of what the Gears did to her.

### MOVES

Tatami Gaeshi:  $\Delta, \square, \Delta + X$  - can be charged to level two or three and can be done in the air  
Kamaitachi:  $\Delta, \square, \Delta + \square$   
Yozansen:  $\Delta, \square, \Delta + \Delta$  - can be done in the air  
Sanzuwatari:  $\Delta, \square, \Delta, \Delta, \Delta + \square$  - super move

### TESTAMENT

Height: 185 cm  
Blood Type: unknown  
Weight: 73 kg  
Nationality: Switzerland  
Birthday: May 9  
Eye Color: Red  
Hobby: Enjoys massacres and plays around with children  
Treasure: His father and potatoes  
Dislikes: Saitoryuu Kojitsu (martial arts style) and old memories



Testament is the mastermind behind the tournament, whose only goal is to revive Justice. His memory was altered after being tested under Gear experimentation. Testament's wish for peace long ago is now bent towards destruction.

### MOVES

Phantom Soul:  $\Delta, \square, \Delta + \square$   
Exe Beast:  $\Delta, \square, \Delta, \Delta, \Delta + \square$   
Grave Digger:  $\Delta, \square, \Delta + \Delta$   
Panzer Centipede:  $\Delta, \square, \Delta + \Delta$   
Dimension Size:  $\Delta, \square, \Delta + X$   
Nightmare Circula:  $\Delta, \square, \Delta + \square$  - super move



▲ Testament is seriously freaky with his massive scythe and Gothic drag look. He has a unique capture move that will hold opponents in place while he slaps them silly.

### JUSTICE

Profile:  
Height: 232 cm  
Blood Type: unknown  
Weight: 221 kg  
Nationality: unknown  
Birthday: September 2  
Eye Color: Yellow  
Hobby: Sleeping  
Treasure: Himself  
Dislikes: Humans



As the commander of all Gears, he once dominated as the "God of Destruction". Because he was too powerful and too malevolent, he was sealed five years ago by the Sacred Knights after the end of the Crusade. Revived by Testament, his objective is to rid the world of all human beings.

### MOVES

S.B.T.:  $\Delta, \square, \Delta + X$   
Michael Sword:  $\Delta, \square, \Delta, \Delta, \Delta + \square$   
Imperial Ray:  $\Delta, \square, \Delta, \Delta, \Delta + \Delta$   
Valkyrie Arc:  $\Delta, \square, \Delta + \square$  while blocking  
Gamma Ray:  $\Delta, \square, \Delta, \Delta, \Delta + \square$  - super move  
Special Ability: Justice can dash in the air three times consecutively



▲ Justice's mech design is sick, to say the least. It incorporates a tail which he uses to slash and throw opponents.



# DEVILISHLY ADDICTIVE

PlayStation®  
NTSC U/C

PlayStation®

EVERYONE  
CONTENT RATED BY ESRB  
SLUS-00672

THQ

"One of the most fiendishly addictive puzzlers ever made."  
-PSM

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TOTALLY ADDICTIVE GAMEPLAY



OVER 1000 PUZZLES TO SOLVE



UP TO 5 PLAYERS IN MULTIPLAYER

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*With the year drawing to a close, we'd like to recall some after-dinner remarks made in June by the President of our Games Division as the Imagine Media family gathered at Yosemite.*

*"Always advocate the making of great products.  
Products that mean something to people.*

*Products that matter.*

*Products that touch peoples' lives.*

*Products that make bold promises*

*And keep them.*

*Products that don't suck.*

*Never shoot for an easy opshun.*

*(Always use spell-check.)*

*Be funny.*

*Be different.*

*Be exciting.*

*Be an Imagine-er.*

*Contribute good vibes.*

*Good ideas.*

*Strong opinions.*

*Give of yourself.*

*Be grateful for the people around you this minute.*

*Recycle. Flush. Floss.*

*Respect everyone.*

*Create.*

*Don't talk. Do.*

*Don't dream. Be.*

*Never forget that things could be much worse.*

*And frequently are for most people.*

*Be proud of your accomplishments.*

*And excited about what you might yet accomplish.*

*Take initiative.*

*Remember to use *The Force*.*

*Be brave.*

*Make passion your anchor.*

*It's the energy of life.*

*The energy of each other."*

**imagine**  
MEDIA WITH PASSION



# Brave Fencer Musashi

## SPOILER ALERT!

This guide contains a complete walkthrough of Brave Fencer Musashi and should only be used when absolutely necessary. Reading too much may spoil your enjoyment of the game, so don't say we didn't warn you!



## boss and secrets guide

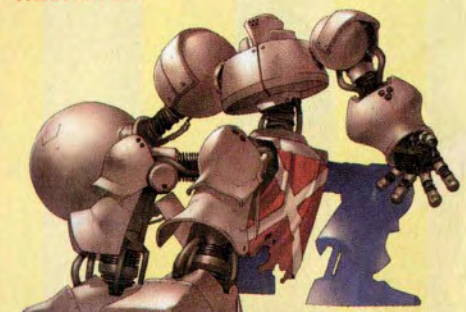
Square's latest role-playing title isn't quite like what you'd expect from the king of RPGs. Using action to tell the story of Brave Fencer Musashi will test your skills, as well as your patience, when you come up against some of the toughest bosses in 3D gaming yet. And in the Square trademark

style, they've also included enough secrets and sub-missions to keep the experience deep. But in the PSM trademark style, we're here to help you through the rough spots and give you the tips you need to solve those secrets.

## THE BOSSES

Every boss in the game, with the exception of the three Force Leaders in Chapter Six, will require you to seek out a way to destroy its Crystal Core. The attack patterns will vary, but you can only do damage to each of them by slashing at these Crystals. The trick is getting the boss to expose its Crystal and that's where the responsibility lands in your lap. You'll need to use all of your resources and elemental abilities to get through. Good luck and get playing.

### STEAM KNIGHT



During the third part of the fight, watch for the Steam Knight's shadow on the ground to avoid being smashed!

Upon confronting Thirstquencher's massive Steam Knight, you'll get some extra help from two pointing arrows. Your objective in the first part of the fight is to swipe at each of its two front legs. When it begins swinging the iron ball, jump out of the way (you can't run fast enough in most cases) and you'll most likely be able to avoid damage. Use Lumina to whack at its legs and the fight will end more quickly. Once you've knocked out both legs, knock away the red flag on its abdomen and hit the green crystal to take off some of its HP. Pick it up and toss it through the wall and it will start the fight over again on its other two legs. Once you've knocked it through the far stone wall, the fight becomes a little different.

Watch for the Steam Knight's shadow to avoid getting stomped on and when it lands, try to swipe at its

crystal to inflict some damage. Once you've depleted its HP meter, this robot's history!

### CREST GUARDIAN: SKULLPION



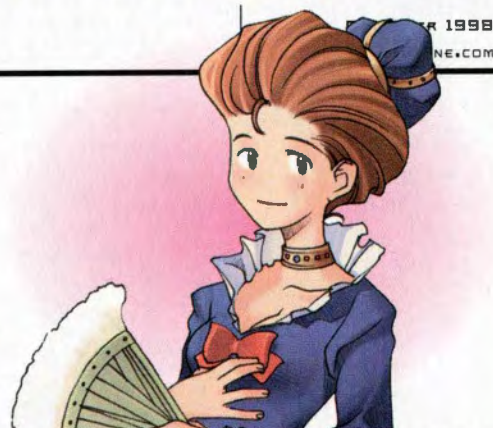
Protect your friends by stomping with your Earth Scroll ability when this boss scales the walls.

This guy can be tough! The trick to keeping him at bay is to keep moving and to constantly power up your Earth Scroll ability to rain down bombs or stones on him. You can avoid his breath sweep by outrunning it; dodge its poisonous tail eruptions by running around the arena; and it's easy to jump over its tail spins. If you get poisoned, your friends will usually cart across an herb to cure you. Shake it down by stomping and you'll be back to normal. When it tries to climb the sides of the arena to get at your friends on top, simply stomp with the Earth Scroll ability to knock him off.

After knocking him around with the bombs or big stones being carted across the top of the arena, look for the Skullpion to open its mouth and expose its glowing blue core. Only when it's glowing can you strike it and do some damage to its HP meter. Hit the core three times and you'll win the battle!

### CREST GUARDIAN: RELIC KEEPER

The Relic Keeper can be one tough boss to live through, but if you keep your Water Scroll ability constantly enabled, the fight will be easier. With a ton of attacks, the best way to survive them intact is to always anticipate what the Relic Keeper will do next.



Always keep your Water Scroll powered up to protect you from taking damage from the flames.

Avoid its blue flame wave by double-jumping from the far edge of the platform to the center; avoid its flame sword attack by protecting yourself with the Water Scroll bubble and running to the opposite side of the platform; you can outrun its floating flame; and its center flame spiral is easy to live through if you have the bubble protecting you and you avoid jumping or moving too much. You can even double jump over its spinning blue flame attack by double jumping over its arms.

But how do you damage it? Shoot its various forms with your water bubbles (you can only damage the orange flame, not the blue flame form) and once you inflict enough damage, the Relic Keeper will break down, allowing you to swipe at the Crystal Core in its eye. Keep up the fight by shooting at the flames and you'll be able to get three strikes at the Crystal Core and the Relic Keeper will be history.

### CREST GUARDIAN: FROST DRAGON

At first, the Frost Dragon appears to be a tough foe. It is, but there's an incredibly easy way to beat him. First off, when you confront it on the skinny platform, take a few shots at him with your Flame Scroll ability as it passes through, to get it to break the high platform to the right. When the arrow begins to blink to the right, GET MOVING! Jump on the high walkway and power up your Fire Scroll. Melt the icicles along the path to pass through (you only really need to melt them about halfway to jump over them) and get to the large platform at the end.

When you reach the platform, the dragon will have three basic attacks. It will begin with either a neck sweep (double jump it) or a neck pound (keep moving

This is the only safe spot in the room when the Frost Dragon begins to sweep the room with its ice beam.



three basic attacks. It will begin with either a neck sweep (double jump it) or a neck pound (keep moving and you'll be fine). Next, it will begin to shoot icy projectiles at you, which can be easily double-jumped over as you move from left to right. Its last attack can be a killer if you don't know what to do. Once the dragon stops shooting icicles, it will start to power up. Watch which side it begins to sweep the room from with its ice beam. Run to the opposite side of the room, against the icicles along the back wall and you should be able to wait it out. While you're waiting, start powering up your Fire Scroll and when the ice beam ends, the dragon will lay its head on the ground to rest. Shoot it with fireballs to do some damage and it'll start its attack pattern over again. After you do enough damage to it this way, it will collapse on the ground, allowing you to swipe the crystal core on its neck. Three hits and this dragon's a goner.



After whacking the Queen in the eye, make sure to watch for the glow on its tail to brighten. If it does, hit it with your cyclone ability to smack the Crystal Core.

### CREST GUARDIAN: QUEEN ANT

The Queen Ant is arguably one of the toughest foes in the game; even more so than the end bosses, we think. Best way to combat her is to double-jump her single claw sweep, whack her baby maggots to shreds, and run between the acid rain clouds that drop from the sky. Her belly spikes are easy enough to avoid by watching which part of her stomach twitches, then jumping to another section to dodge them. When she tries to grab you with both claws, MOVE!! This attack can take away up to 300 HP from your HP meter!

The only way to do any damage to this insect is to swipe her eye when she lays her head down on her stomach. She'll usually do this after she attempts a single claw sweep. After you strike her eye, she'll either launch her maggots or the acid rain clouds. Once you strike her eye enough times, the crystal core in her tail

will begin to glow. Use the Wind Scroll to spin across, clear the poisonous fog and strike the crystal. She may counter with a whirlwind of her own. If this happens, simply run towards her head. Keep up your dodge and attack patterns to swipe the crystal three times and finish off the Queen Ant!

### FORCE LEADER BEN

Ben, while not necessarily the brightest guy, sure does pack a punch. He'll begin by throwing bombs on the ground. Use your Sky ability to float and find a safe spot to land without any bombs near it. Once all the bombs explode, he'll then throw three shuriken at you. Avoid them by going around or between them. You can avoid the spinning axes by double jumping, as well. Close in when he's throwing the axes and he'll eventually try to perform a lunge on you. Jump and run behind him to perform your own combo when his back is turned. He'll start his pattern over. Keep swiping him when he goes for the lunge and you'll be able to whittle down his HP in no time.

Ben's not the sharpest knife in the drawer. Avoid his bombs and shuriken to put a dent in Ben's HP.



You can usually avoid Ed's bouncing bombs by scooting into the lower corner. Jump if a flame comes your way from the bombs.

### FORCE LEADER ED

Ed is probably one of the easiest bosses in the game, simply because his attack pattern is very simple to avoid. He'll start off the round by chasing you around the room with a large fire beam from a shielded spot in the center of the room. Double jump over the beam and carefully hop closer to where Ed is standing. Once he runs out of steam, he'll be vulnerable. Quickly run in for a quick combo and he'll regain his composure. Avoid his bouncing bombs by running to one of the lower corners of the room. Wait out his bombing spree and he'll begin to power up his beam again. Keep up your pattern of attacking when he loses power after his fire beam and he'll join Ben in the loser's circle.

### FORCE LEADER TOPO

The "fight" against Topo is more of a novelty than anything else. Instead of conventional battle against the mouse-eared girl, she'll challenge you to a Rave-Off. This segment will resemble Parappa more than anything else and involves remembering a pattern of buttons to press. Topo will start off by showing you the pattern, then you'll have to accompany her through the

same pattern in time to the music. If you press the wrong button at anytime, you'll be blown back into an electrical current that takes off around 36 HP. There are three songs to "rave" to in order to beat Topo, and they can get pretty tricky. Here are the patterns to follow for each song:  
1st song - □ △ ○ × □ △ × ○ □ △  
○ × □ △ ○ × □  
2nd song - × ○ △ □ × ○ △ ○ × ○ △ □  
XX ○ ○ □  
3rd song - △ × ○ □ △ × ○ × △ × ○ □  
XX △ □

You'll have to cut a mean rug in order to defeat Force Leader Topo. Start dancing!



Try to stay between the open eyes during this boss' laser attack to avoid getting blasted.

### CREST GUARDIAN: TOWER OF DEATH

The Tower of Death is absolutely no picnic, but with a level head and a little skill, it can be a little less difficult. Your objective is to strike the blue "eyes" that appear on random areas of the Tower. You must navigate the Tower by pressing X to move higher and the d-pad to control your direction. During the first phase of the fight, you must avoid touching the walls that pop out of the Tower. Move along in the direction of the level you're at to stay between the walls and move up or down to search for the blue eyes.

After a while, electrical beams will begin to emit from some of the walls and these are easily avoided by simply staying out of the way. When the Tower's walls retract and the eyes begin to open, stay out of the way by sticking to the sections where the walls were. Lasers will be shot from the open eyes, and you'll have to avoid them while seeking out the blue eyes. The Tower's fourth attack will be to emit red rays from open eyes. The rays will confuse you and reverse your controls temporarily. Avoid them by staying in front of the closed eyes if you can. Once you knock out enough blue eyes, the fight will be over and the Sky Crest will be liberated!

### DARK LUMINA: SECOND FORM

Dark Lumina's dragon form isn't nearly as tough as it might be if you follow a few simple rules. Your objective in this fight is to smack the crystal in the monster's head enough times to get it to glow bright red. To do this, you have to avoid a nasty right hand grab and a tail sweep. Get some distance between you and the boss. It will start to charge. Double jump towards the left side of its body (you'll be landing near its left foot). If you did it correctly, Lumina will grab and pause. Use this respite





Always fly in from the left side of Dark Lumina's body in order to avoid getting grabbed, then whack him!

to power up your Sky Scroll and float from its left side to the right and smacking the crystal in between your glide. Run to the opposite side of the platform and start the process over again.

After you hit the crystal four times, the dragon will change its attack. It will either jump up and spread two fire rings across the platform, or blow out a string of floating fireballs. Hide beneath its head to avoid either attack and afterwards, smack its lowered head to finally do some damage to its HP meter. Repeat this pattern, steer clear of its backside and you'll be victorious.

### DARK LUMINA: FINALE

The final form of Dark Lumina is powerful, indeed. With elemental attacks across the board, there is only one way to damage this guy. Dark Lumina will change colors throughout the fight and between attacks, he'll return to his normal white color for a VERY brief amount of time. Power up Fusion and throw it into him! Assimilate the sucker by rapidly tapping I to fill the meter. If you're quick enough, the meter will fill and the boss will turn into a small orb. Strike the orb and you'll do some damage to its HP meter!

The order of Dark Lumina's attacks appear in this pattern: Fire Balls (run around and make your way to the center for attack), Sword Swipes (double jump the first attack,



Wait until Dark Lumina has returned to its white color to absorb its powers.

then run around the second attack), Wind Blast (use the Wind Scroll to counter the blast and prepare to slow down for attack), Multiple Rush (watch for the line of attack from each form of Lumina and double jump out the way!), Water Drops (dodge them by running around the ringlets), Fire Rings (double jump over the three rings making your way to the center). Damage from each attack is massive, but they are easy to avoid. After every attack, counter with your Fusion assimilate ability and Dark Lumina will finally be destroyed!

## the secrets!

### THE 13 MINKU LOCATIONS

Hawker Steakwood and Shepherd Beefalo at the castle will tell you some interesting information about these elusive nocturnal creatures. They only appear after midnight and will disappear once daylight dawns. Grab one and throw it to obtain the precious Longevity Berry that will increase your max HP by 25. There are 13 in all, and once you've retrieved all of the berries, you'll be able to face off with (literally) the Mother of All Minkus. And she's pretty ticked.

#1. Near the upper entrance to Grillin Village to the left of the Twinpeak entrance and Gondola Offices.

#2. In Somnolent Forest, on a hidden path through the trees. Find it near the bridge leading to the path with Sleepies on it.

#3. On top of the high cliff above the Earth Crest, running around near the Wind Crest. (You need the L-Brace to climb the mountainside and you must have beaten the Skullpion Crest Guardian.)

#4. On top of cliff above the

Gondola Offices near the airfan. (You need the L-Brace to climb the mountainside.)

#5. At the foot of Twinpeak Mountain, on a ledge on the left below the first cave opening. (Drop to the left of the screen from the ledge leading into the first cave opening.)

#6. On small island in Underground Lake near the Mistaria Flower.

#7. In cave wall down the town Well near the Church. You'll need to activate the Water Crest after defeating the Relic Keeper and use the Water Scroll ability to cross the well water to reach it.

#8. Boss area where you fought the Skullpion. Return to this area after you've liberated the Earth Scroll.

#9. In a small clearing near the stream that runs through Somnolent Forest. Use the Water Scroll ability to explore the area of the stream that runs between the bridge leading to Steamwood Forest and the bridge leading to the path with Sleepies on it.

#10. Flat ledge on riverbank near the foot of Twinpeak Mountain. You can only access

this area with the Water Scroll ability. Find it by crossing under the large pipe near the area where you had the climbing contest with Roottrick in Ch. 2.

#11. Near the platform where you pick up the Wind Scroll. You must liberate the Fire Crest and climb up the cave wall from the church Well.

#12. In Upper Mine, down the passage leading to the left of the dead GiAnt.

#13. In Upper Mine, past the windy tunnel with the Hopper plants in the tall mine-shaft below the giant inactive air fan.

#14 Mother Minku: Once you find and retrieve the Longevity Berries from each of the 13 Minkus in the game, head to the Palace and talk to Shepherd Beefalo. He'll mention that there is a Mother Minku wandering the world. Head to Meandering Forest and in the first area, you'll run smack dab into the Mother Minku! Attack it until it starts to fight back, then keep at her to eventually take her down. Once you do, she'll explode into lots of power-ups and goodies. It's a sad job, but somebody has to do it.

## action figure collection

Once you visit the Toys! Toys! Toys! shop in Grillin Village, you'll discover that you can buy action figures of different enemies and characters in the game. Every time that you assimilate the ability of a new enemy, it should appear for sale at the store. There are seven sets or "series" in all, with between six and seven figures in each one.

Most of the figures are easy to unlock at the shop, but the characters and enemies in Chapter Six won't be available until you finish the game and reload your "Clear" game save from a memory card. You'll restart the game from where you left off in Grillin Village and you should be able to buy all of the figurines for Ch. 6 at that point. The most difficult figures to unlock are those under the "Special" series label. For each of the figures to become available, you must complete certain individual requirements. Below is a list of the figures from the Special series and how to get them.

SLOT	FIGURE	REQUIREMENT
1	Princess Fillet	Rescue all 35 Palace Members
2	Jon & Leno	Random availability
3	Mom Minku	Find and defeat the Mother Minku
4	Kojiro	Talk to Mr. Lacter in Ch. 6
5	DLumina 1	Finish the game, save, then reload Clear save
6	DLumina 2	Finish the game a second time, save, then reload 2nd Clear save
7	DLumina 3	Finish the game a third time, save, then reload



Toys! Toys! Toys! is only open certain times during the day and carries a limited stock of each toy that will increase in value as the game progresses.



You can look at your toys in your room at the Palace. If you plan on selling them back to Kurt, leave them unopened and wait until he offers a good amount of money for them.



The action figure side mission in Brave Fencer is one of the coolest things we've ever come across in a game! Hope they make real ones sometime soon!



Every time you begin a new chapter, Kurt will open up a new series of toys available at the shop.



After you discover a Bincho Field, use Lumina to crack it open and rescue the person inside. Once they return to the Palace, visit them and they might just have something helpful to teach or give you.



## the rescue list

At the beginning of the second chapter, you'll be asked by Steward Ribson to rescue each of the 35 kidnapped Palace Members from Bincho Fields scattered

around the world of the game. It's not necessary to save each and every Palace Member, but doing so will increase your BP meter as well as benefit you with techniques, items and services.

NAME	LOCATION	THEIR FUNCTION AFTER BEING SAVED
Guard Lumpwood	Somnolent Forest (past the circular stream near the Water Crest)	Allows unlimited access to Twinpeak Mountain
Seer Bevearly	Somnolent Forest (on top of large rock, must use Hop to reach her)	Gives vague clues as to locations of Five Scrolls
Hawker Steakwood	Dead End	Gives you generic info on Minkus and Longevity Berries
Maid Loinette	Teaches you Dashing Pierce technique	Adds flute to Palace orchestra
Musician B (Pianissimo)	Steamwood Forest (near Earth Crest)	Required to open Hell's Valley entrance
Soldier A (Lardwick)	Twinpeak Mountain	Required to open Hell's Valley entrance; gives info on Theives' Hideout
Mercenary C (Meitlofe)	Twinpeak Mountain (at end of dirt path at river's edge)	Required to help open Hell's Valley entrance; gives info on Gondola Gizmo
Carpenter A (Carvey)	Twinpeak Mountain (at foot of pole on the way up to the top near the second log)	Required to open Hell's Valley; teaches you Crosswise Cut technique
Knight B (Lardwick)	Twinpeak Mountain (down pole next to 1st log)	Tells you about Minkus and Mother Minku
Shepherd (Beefalo)	Twinpeak Mountain (beneath wooden bridge between caves)	Needed to unlock Riceballs as item at Grocery (requires Cook Mary-Nade to work)
Bailiff (Jerky)	Restaurant Basement (in right hand mall from entrance hall to maze with shifting floors and spikes)	None
Taster (Salmonelli)	Restaurant Basement (in maze leading to Relic Keeper)	Gives info on Gondola Gizmo; repairs Gondola
Carpenter B (Cubey)	Restaurant Basement (in one of the dark "platform" rooms in Wisp maze)	Will make either L-Quilt or L-Gloves from L-Cloth
Weaver (Dineretta)	Twinpeak Mountain (double jump from pole near high waterfall to opposite ledge)	None
Soldier B (Hanky-Flanky)	Restaurant Basement (along wooden planks in revolving platform maze)	Teaches you Tenderize technique
Knight A (Brisket)	Mine (in lower part of the room with conveyor belts, near entrance to room leading to Underground Lake)	None
Cook A (Mary-Nade)	Underground Lake (on lowest level of island with the Mistaria flower on it)	Needed to unlock Riceballs as item at Grocery (requires Bailiff Jerky to work)
Acrobat (Sausages)	Steamwood Forest (on long rock strip to the right of path)	Teaches you Shish Kebab technique (needs Clown Weinee and an Orange from the Grocery)
Mercenary B (Stue)	Restaurant Basement (behind second zombie bowling pins, must use Bowl to break wall)	Gives info on Theives' Hideout
Janitor (Sloppy-Joe)	Frozen Palace (behind Blue Eye door)	None
Artisan (Teebone)	Island of Dragons (near entrance)	Works on Fusion for higher attack power
Carpenter C (Dicey)	Mine (in upper part of room with conveyor belts leading to Underground Lake)	Gives info on Gondola Gizmo; fixes Gondola
Musician C (Al Forte)	Frozen Palace (second ice block maze near Green Eye door)	Adds drum to Palace orchestra
Knitter (Lunchetta)	Hell's Valley (past first two boulders using the Earth Scroll)	Gives info about the L-Cloth
Chef (Julienne)	Frozen Palace (on top of crates in room to the right of ice-block pushing penguins)	None
Mercenary A (Potrowst)	Restaurant Basement (in maze with bowling balls)	Gives info on Theives' Hideout
Chief (Gravie)	Underground Lake (on small island on outer perimeter of lake)	None
Cook B (Chiffonade)	Upper Mine (at end of path in area to the left of the poisonous fog and dead GiAnt)	Needed to unlock Neatballs as item at Grocery
Conductor (Scores)	Upper Mine (near end of ant-ridden wooden walkway)	Adds violin to Palace orchestra
Butcher (Chops)	Frozen Palace (on right balcony in main hall)	None
Knight C (Chucks)	Restaurant Basement (on lowest path in fourth darkened "ghost" room in maze with Wisps)	Teaches you Desperado technique
Doctor (Tung)	Twinpeak Mountain (down alternate path while riding the raft from top)	Heals ailments; replenishes HP and BP
Knight D (Rumparoni)	Upper Mine (in room at the end of the ant-ridden wooden walkway)	Teaches you the SP-Rumparoni technique
Alchemist (Learnan)	Frozen Palace (in first ice block maze)	Hands out unlimited Alchemic Tarts that restore BP by 10
Librarian (Brisketta)	Restaurant Basement (in second room on lower level of revolving block maze)	Translates more text for Scribe Shanks



# Test Drive 5



## open the secrets and explore your road rage

**T**he instruction manual is pretty vague on how to open up Test Drive 5's vast amount of secrets and Easter eggs. It does go as far as to say that winning the different cups rewards players with hidden goodies, but what they are is only explained in the following guide. With this information, you will know whether you've found everything there is

to find in the game. We also give you some simple tips on dealing with certain courses, as well as the best techniques for getting the most out of your road rage. The game is as much about taking opponents off the road as it is you trying to stay on it. Lastly, you'll want to check out the first few codes for the game given exclusively to PSM by the development team.

### Beating What Gets You What?

Beating the various cups in the different modes will unlock more cups, modes, cars and tracks, but to increase the drive to master the game, you should know what there is worth winning. The bonuses are completely worth it, but don't just take our word for it. Use the following listing of how all the secrets are opened.

#### The Cups

Beat the following cups to unlock their respective easter eggs.

##### Championship Cup - Unlocks Cop Chase



◀ The cop chase mode is very fun, but is really quite fun. In this mode, your duty is to pull over criminals by hitting their cars repeatedly. They will have a meter detailing how many more times you have to hit them to get them to pull over, much like in the old game Chase HQ from the arcade.

##### Era Cup - Unlocks Cheddar Gorge Circuit and Jamaican Circuit tracks



◀ The Cheddar Gorge track in England will have two types of road conditions, pavement and dirt, that will alternate often during the course of the race. There are also a few minor jumps.

▶ On half of this all dirt course, you're going to have to deal with a light sprinkle, while the other half is bright and sunny. The Caribbean never looked so good.



##### Challenge Cup - Unlocks all TD4 tracks except Munich (SF), Keswick, Washington, Bern, Kyoto



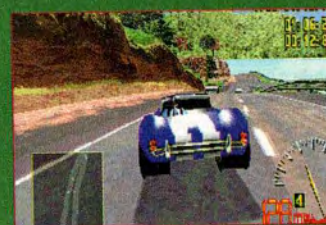
◀ The San Francisco track, as well as some others from Test Drive 4, are included and are actually some of the most fun to race in the game.

##### Pitbull Cup - Unlocks Jag XJ-220, GTS-R, TVR Speed 12, Aston Martin Project Vantage, Nissan R390-GT



Beat the Pitbull cup and a whole batch of new cars will be at your disposal. From left to right, here are the Jag XJ-220, GTS-R, TVR Speed 12, Aston Martin Project Vantage, Nissan R390-GT.

##### Masters Cup - Unlocks Hawaii and Tokyo



◀ The Honolulu, Hawaii, course is a roller coaster ride of bumps and jumps, making it very difficult to keep all four wheels on the ground.

▶ The main features on the Tokyo, Japan, course are the numerous sharp turns, tons of median barriers and quite a few narrow alley ways.



##### Ultimate Cup - Unlocks Bez's Room, Munich, Mighty Maul, Pitbull Special, Mustang GT, CK's Beast, Hot Dog, Police Car



▶ It's all about the straight away in Munich, Germany. The entire course is mostly wide open, straight autobahn. You will easily get your car up to top speed, but this makes a traumatic crash that much more likely.



◀ Bez's room is basically a course laid out in a child's room. Track boundaries are created by things like video tapes, cords and other typical items found in a room. This is a very fun course to race.



Beating the Ultimate Cup, besides enabling a couple of cool courses, also enables another huge selection of cars. Left to right they are the Mighty Maul, Pitbull Special, Mustang GT, CK's Beast, Hot Dog and Police Car.

#### Single Race

Winning a segment track in Normal or better unlocks a reverse night track



▲ The reversed tracks at different times of day and at night are like totally new courses, especially when you consider that all the down hill sections will now be up hill.

#### Circuit Tracks

Winning a circuit track in Normal or better unlocks these cars:

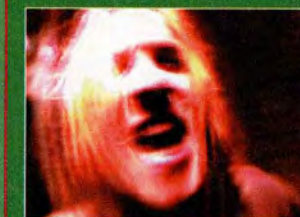
Jordan: Caterham Super 7  
Cheddar Gorge: Caterham 21  
Maui: Charger Daytona  
Alps: Mustang Hot Rod  
Caribbean: Camaro Hot Rod  
Newcastle: Shelby Series 1  
Bez's Room: Fear Factory Wagon



▲ Winning each of the circuit races enables a different car. The hotrods are some of the baddest cars in the game, but a bit unwieldy to control. From left to right they are the Caterham Super 7, Caterham 21, Charger Daytona, Mustang Hot Rod, Camaro Hot Rod, Shelby Series 1 and the Fear Factory Wagon.

#### Hidden Music Video

Win Bez's Room with the Fear Factory Wagon on the Hard setting to unlock the Fear Factory Video of the song "Replica".



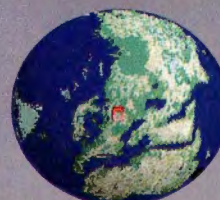
◀ When you've come in first on the Bez's Room circuit course, you will get a message telling you that you have unlocked the Fear Factory video. It can then be selected from the Main Menu.

#### Helpful Tips

The following are some simple tips that apply to the individual courses. There is no substitute to completely memorizing every curve of a given track, but these tips from the game's producers should help with some of the tough parts.

##### Moscow

This track is very slippery because of all the rain. It's best to take the turns very easy and tap the brakes. If you slam on the brakes, you are more likely to slide. Another tip to avoid spinning out is to not change lines on roads divided by a dirt median.



##### Sydney

Take the left branch through the track. It's much quicker.



##### Edinburgh

Always take the right branch on roads with splits. Use a car with good turning ability and good speed. As you drive down the extremely steep hills, stay as far inside of the turns that are at the end of the hills as possible.



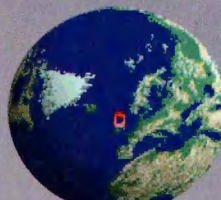
##### Blue Ridge

On the first split that comes up, it's better to take the right split because it's easier to hit the hard left turn that lies at the end of the road. At the second split that comes up in the road, go right to avoid all the sharp turns that occur on the regular road.



##### Newcastle Circuit

Always take the left branch to avoid getting stuck behind or rammed by the AI drivers.



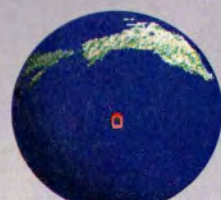
##### Jordan Circuit

After racing one lap, when you go through the town, slow down as you exit the town. There is a wicked jump right outside of the town. If you take it too fast, you will hit your car up against the side barrier, either turning your car around or flipping you over.



##### Honolulu

This is a very bumpy track, with a lot of small elevation changes in the road. If you take a lot of the turns too fast, you will most likely end up running your car into a barrier of sorts and either flipping it over or turning you in the wrong direction.



##### Bern

When you hit the snow covered part of the track, take it easy on the brakes. Tap the brakes or you will end up spinning out most of the time, or running into barriers or other cars.



##### Munich

Take a really fast car and GO!



##### San Francisco

After Checkpoint 4, slow down on the straightaway as you approach the end of the track. There is a tight left turn that leads into Chinatown. Slow down as you approach this turn, because there is a slight jump that will throw you into the building if you take it too fast.



##### Courmayeur Circuit

As you drive down the extremely steep hills, stay as far inside of the turns as possible.





## Use Your Road Rage Effectively!

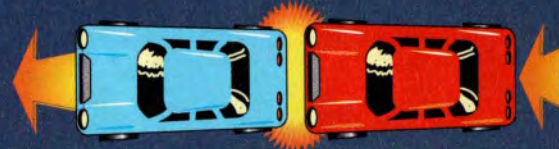
These general tips must be taken to heart to really succeed at this game. The competition is out to run you off the road, not to mention that the cops will constantly be on your tail. This isn't a mellow Sunday drive. The more aggressive you are, the better you will fare, but remember: simple mistakes can ruin your race.

### Don't Hit 'Em In The Back

To take out opponents as a cop or a competitor bump the cars from the side instead of the back. Bumping from the back increases their speed while decreasing yours, which means you'll have to catch back up to them.



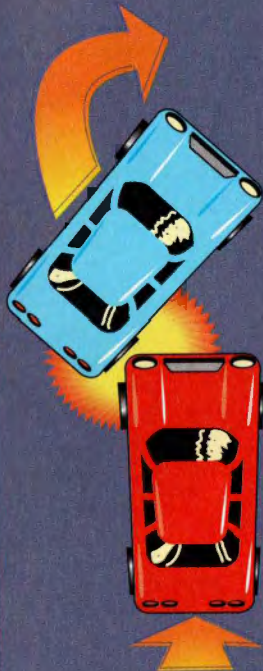
Try your best to not ram from behind, as this only helps the opponent in front of you and slows you down.



Don't hit other cars like this. You will just end up hurting your own time.

### Spin 'Em Out

To spin out opposing racers when approaching from behind, tap the rear wheels at an angle with your front end. This tactic is more effective in head-to-head races, but will work against some AI drivers as well.



It's best to pull up the to side of an opponent and try to hit their back wheels to encourage a slide. This is also a good technique to use on turns, but you will need to be on the inside line for it to be effective.



Always aim for the wheels. This is the right way to spin out an opponent.

### Keep An Eye On Your Tail

Use the rear view mirror (look back button) to find cops coming to arrest you and opponents trying to pass you. As they approach, try to get in front of them and make them crash or push you ahead so you can escape!



The rear view is a crucial tool that needs to be utilized in order to perform well in this racer. As a cop or an opponent is coming up behind you, position yourself using the rear view so they will ram you from behind, increasing your speed while slowing them or even making them crash.

### Turning Tips

When driving into turns, instead of using the brakes all the time to slow down, try using the shoulder at the side of the road to slow you down, making the car a little easier to control around the turns. Also, letting off the gas can help you around the corners. Let off the gas until your rear end starts to break loose, then hit the gas hard for a controlled slide through the turn.



Most of the shoulders in the game will slow your car and can help with some corners. The barrier on the side of the road can also help slow you even more.

### Be The Cop And Be A Winner

In Cop Race, try to arrest one car per checkpoint or you won't get them all!



Once you've locked onto a criminal, stay with them and keep ramming, but you will have to quick about it. Remember to use your opponent's wheels as an aiming point, since ramming them from behind will just increase their speed and ruin your day! Besides, if you don't make your quota of captures, HQ will probably cut back on your doughnut ration!

### The First Codes

If you are lazy, you can use the first codes to be released for the game to directly open up some of the game's goodies. To enter any codes, you have to get to the high score table name entry screen. The fastest and easiest way to get this screen is to go into the drag race and set up a mismatch, so that you will be sure to win. Enter the following as your name when you get a high score to unlock the desired secret.



You will get to the High Score name entry screen by winning any race while setting a record. It's just easier and faster to do it in the drag race mode.

SPURT = Super Arcade Mode  
NOLIFE = 3 Secret Cars, Chris' Beast,  
Mighty Maul and the Pitbull Special



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## Spyro the Dragon Secret Crash Bandicoot 3 Demo

Universal Interactive, one of the companies behind the making of both *Spyro* and *Crash*, has taken the time to place a hidden teaser for *Crash 3* in with *Spyro*. All you need to do is press L1 and  $\Delta$  simultaneously at the Press Start screen. You'll now be taken to a slide show of sorts giving you a sneak peak at the game. After the slide show, you'll also be able to test play a demo stage where you get to play as Coco on a jetski!



▲ If you're too cheap to go out and rent or buy *Crash 3*, but have a copy of *Spyro* lying around, you can test out the game for yourself for free.

## Megaman Legends Unlimited money

Locate the soda can on the ground near the South exit inside the Apple Market. Kick the can into the Jetlag Bakery and you'll automatically receive 1,000 Zenny for "recycling" the can. You can exit the market and reenter to repeat this trick as many times as you need to get as much Zenny as you want.



## 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.

### NFL Blitz Matchup Codes

You can only enter these codes at the loading screen before a game. Much like in the *Mortal Kombat* series, there are three boxes below your team's helmet that can be switched around to show different icons. Control the first box with R1, the second box with  $\Delta$ , and the third box with  $\circ$  or X. The numbers in the codes refers to how many times you need to press each button and then press the D-pad in the direction following the specific code.

code	effect
Team Big Heads	2-0-3 ♦
Bullet Passes	2-5-0 ♦
Fast Passes	2-5-0 ♦
Fog On	0-3-0 ♦
Headless Team	1-2-3 ♦
Hide Name	1-0-2 ♦
Huge Ball	0-5-0 ♦
Huge Head	0-4-0 ♦
Hyper Blitz	5-5-5 ♦
Invisible	4-3-3 ♦
Invisible QB	3-4-2 ♦
Late Hits	0-1-0 ♦
More Speed	4-0-4 ♦
Night Game	2-2-2 ♦
No CPU Assistance	0-1-2 ♦
No First Downs	2-1-0 ♦
No Fumbles	4-2-3 ♦
No Head	3-2-1 ♦
No Interceptions	3-4-4 ♦
No Out Of Bounds	2-1-1 ♦
No Punting	1-5-1 ♦
No Random Fumbles	4-2-3 ♦
Power Blockers	3-1-2 ♦
Power Defense	4-2-1 ♦
Powerup Blockers	3-1-2 ♦
Powerup Defense	4-2-1 ♦
Powerup Offense	3-1-2 ♦

Powerup Speed	4-0-4 ♦
Powerup Teammates	2-3-3 ♦
Random Players	1-1-5 ♦
Show Field Goal Percentage	0-0-1 ♦
Show More Field	0-2-1 ♦
Smart CPU	3-1-4 ♦
Thick Fog	0-4-1 ♦
Tiny Players	3-1-0 ♦
Tournament Mode	1-1-1 ♦
Turn Off Stadium	5-0-0 ♦
Unlimited Turbo	5-1-4 ♦



► The Tiny Team code shrinks your team. It's like playing on a really big field! Holy Lilliputian league!

### Hidden Players

Enter these codes in at the Name Screen that comes up when you choose to start a game. Enter the number at the following screen. Your player will now be the indicated character.

player	name	number
Mark Turmell	Turmell	0322
Sal Divita	Sal	0201
Jason Skiles	Jason	3141
Jennifer Hedrick	Jenifr	3333
Dan Thompson	Daniel	0604
Jeff Johnson	Japple	6660
John Root	Root	6000
Luis Mangubat	Luis	3333

▲ If you enter the code correctly, a description of it will appear above your team's code entry box.



Mike Lynch	Mike	3333
????	Van	1234
Jim Gentile	Gentil	1111
Robotron Brain	Brain	1111
Dan Forden	Forden	1111
Skull	Skull	1111
Headless Guy	Carltn	1111
Demon Shinok	Shinok	8337
Raiden (MK)	Raiden	3691
Thug	Thug	1111
—	David	3456
—	Bert	8735
—	Byron	1969
—	Azpod	4777
—	Jove	6644
—	Franz	8421
—	Franz	1221
—	Aubrey	6666
—	Brian	2221
—	Juan	6521
—	Allen	7911



▲ Enter the name code in at this screen. A pin code screen will pop up after you've confirmed the name.

► Now your player will have the biggest brain on the field if you want him to... or not.



## Madden '99 Hidden teams

You can enter these codes in at the Code Entry screen that's available in the main menu. After you've entered the code, add it to the list in the box below and you'll have activated the cheat!



▲ The EA and Tiburon teams are back, as usual, for more Madden action in their latest.

team	code
NFC Pro Bowl	BESTNFC
AFC Pro Bowl	AFCBEST
All-Madden	BOOM
All-Time Stat Leaders	IMTHEMAN
60s Greats	PEACELOVE
70s Greats	BELLBOTTOMS
80s Greats	SPRBWLSHUFL
90s Greats	HEREANDNOW
All-Time Greats	TURKEYLEG
Real names/classic teams	MADDENNAMES
75th Anniversary Team	THROWBACK
NFL Equipment Team	GEARGUYS
1999 Cleveland Browns	WELCOMEBACK
EA Sports	INTHEGAME
Tiburon	HAMMERHEAD

## Hidden Stadiums

Enter any of the following codes at the code entry screen for the corresponding effect to take place. You can choose the hidden stadium that you activate using the Stadium Select option.



▲ The secret stadiums that you activate by entering cheat codes will appear at the end of the list at the Stadium Select screen.

stadium	code
EA Sports	EASTADIUM
Tiburon	OURHOUSE
Cleveland	DOGPOND99
Original Washington	THEHOGS
Original Miami	NOTAFISH
Original Oakland	STICKEM
Original Tampa	SOMBRERO
Astrodome	FOR_RENT

## Command And Conquer: Red Alert Retaliation Invulnerability and More

At anytime during a game, press Triangle to access the sidebar menu. Then you'll want to move the cursor over each of the icons on the tool bar and press Circle or the Right Mouse button on each one. If you do it correctly, the cheat will appear in the lowest left hand slot for you to use.

code	effect
$\square$ , X, $\circ$ , X, $\Delta$ , $\Delta$	Invulnerability
X, X, X, $\circ$ , $\Delta$ , $\square$	Parabomb
$\square$ , $\circ$ , $\Delta$ , X, $\circ$ , $\Delta$	Chronoshift
$\square$ , $\circ$ , $\Delta$ , X, X, $\square$	Instant victory
$\square$ , X, $\square$ , X, $\square$ , X	Ore changes into civilians
$\Delta$ , $\Delta$ , X, $\circ$ , $\Delta$ , $\square$	Full map view



► You have to be quick when entering these codes or they won't work consistently.

► Each code is a one-time use kind of trick that needs to be reentered every time you want to repeat it.



## WWF Warzone View all the FMVs

If you simply won't be satisfied until you've seen every available FMV in the game, make sure to enter this code in at the Press Start screen. Once you get there, press  $\Delta$  +  $\Delta$ ,  $\Delta$  +  $\circ$ ,  $\Delta$  + X,  $\Delta$  +  $\square$  in this order four times. After the fourth time, press L1 + R1, L2 + R2, L1 + R1, then L2 + R2. If you do everything correctly, the word "Movie" will appear where the words "Press Start" used to be. Scroll  $\Delta$  or  $\circ$  to select on of 64 different cinemas found in the game.



► For the real WWF freaks out there, here's one easy way to watch every cinema in Warzone without having to play.

► You entered the code, now you have to live with the consequences.



## 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) 955-9592



## Tenchu

## Cheats Of The Ninja

Apparently more than just new levels, improved AI and an improved camera were added to the American version of *Tenchu* as there are some new cheats here that weren't available in the Japanese version. Most notable of them being Ayame's sexy armor code. Grrrrrrrr.



▲ The first few cheats will fill up your inventory screen and make it so you can carry more items and will probably be the most used out of any of the codes for the game. Also, the best part about them is that they won't ruin the game. You still have to make it through without being seen.

## Increase Item Capacity to 99

On the Items Screen, press  $\star, \star, \star, \star, \square, \square, \triangle, \square$  while holding the L1 button and you will now be able to carry 99 items although you will still only be able to carry four different types.

## Unlock All Hidden Items

On the Items Screen press  $\star, \star, \star, \star, \square, \square, \triangle, \square$  while holding the R1 button. When done correctly all the extremely cool ninja toys in the game will be able to be selected, even for use in the first mission.

## Increase Item Inventory

On the Items Screen press  $\star, \star, \star, \star, \square, \square, \triangle, X$  while holding the L2 button. Each time it is entered the amount of each weapon will go up by one. Special weapons can only have a maximum of three.

## Restore Health

On the Pause Screen press  $\star, \star, \star, \star, \square, \square, \triangle, \square$ . Un-pause the game and your health meter will bounce right back up to 100.

## Unlock All Levels

On the Mission Select Screen press  $\star, \star, \star, \star, \square, \square, \triangle, \square$  while holding the R2 button. Now simply press up and down to cycle through the games 10 levels.

## Enable Japanese Voice Over

On the Mission Select Screen press  $\star, \star, \star, \star, \square, \square, \triangle, \square$  while holding the L1 button. This code is for those going for the truly Japanese experience and is unique to the American version of the game.

## Enable Enemy Layout Selection Screen

On the Mission Select Screen press  $\star, \star, \star, \star, \square, \square, \triangle, X$  while holding the R1 button. This is also new to this version and will allow you to choose from three different enemy placements for each level of the game.



▲ The "a" placement is the one you have already seen for the level as it is the most popular while the other two appear more sporadically with the third being the rarest set up.

## Enable Ayame Sexy Armor

You must be playing as Ayame. At the item selection screen with armor displayed as an option enter  $\star, \star, \star, \star, \square, \square, \triangle, \square$ . If the command is entered successfully the number of available armor will drop from 1 to 0. Also don't forget to equip her with the armor.



▲ You can never go wrong with hidden outfits, especially when the hidden costume shows off the characters butt. Then again if this code were found in say, Duke Nukem: A Time To Kill then we probably wouldn't be so excited.

## game shark codes

► You must have a Game Shark to use these codes.

## TENCHU

Shuriken.....	3001040d0063
Caltraps.....	3001040e0063
Health Potions.....	3001040f0063
Grenade.....	300104100063
Smoke Bomb.....	300104110063
Mines.....	300104120063
Poison Rice.....	300104130063
Colored Rice.....	300104140063
Sleeping Gas.....	300104150063
Resurrection Leaf.....	300104160063
Chameleon Spell.....	300104170063
Protection Amulet.....	300104180063
Lightfoot Scroll.....	300104190063
Shadow Decoy.....	3001041a0063
Dog Bones.....	3001041c0063
Fire Eater Scroll.....	3001041d0063
Decoy Whistle.....	3001041e0063
Ninja Armor.....	3001041f0063
No Carry Limit.....	d01ffdf80002
	801ffdf80000

## PARASITE EVE

Note: Do not change weapons during battle, or the game will lock up.

Maximum AT Points.....	800b8a30ffff
Infinite Health.....	800b8a2c03e7
	800b8a3c03e7
Quick Level Gain.....	8009cfe8ffff
Start With SMG.....	d00a76bc03e8

Maximum Item Slots.....	800c0e500067
[Select] For All Cures	800c0e0c0032
In Wayne's Storage.....	d009d0f00100
	800c1eb8000d
	d009d0f00100
	800c1eba000e
	d009d0f00100
	800c1ebc000f
	d009d0f00100
	800c1ebe0010
	d009d0f00100
	800c1ec00011

[Select] For All Tools	d009d0f00100
In Wayne's Storage.....	800c1ec20016
	d009d0f00100
	800c1ec40017
	800c1ec60035
	d009d0f00100
	800c1ec80036

[Select] For All Chrysler Keys	d009d0f00100
In Wayne's Storage.....	800c1eca0038
	d009d0f00100
	800c1ecc0039
	d009d0f00100
	800c1ece003a
	d009d0f00100
	800c1ed0003b
	d009d0f00100
	800c1ed2003c

[Select] For All Keys	d009d0f00100
In Wayne's Storage (1).....	800c1ed4003d
	d009d0f00100
	800c1ed6003e

[Select] For All Keys	d009d0f00100
In Wayne's Storage (1).....	800c1ed800ca
	d009d0f00100
	800c1eda00d1
	d009d0f00100
	800c1edc00d2
	d009d0f00100
	800c1ede00d3
	d009d0f00100
	800c1ee000d4
	d009d0f00100
	800c1ee200d5
	d009d0f00100
	800c1ee400d6

[Select] For All Keys	d009d0f00100
In Wayne's Storage (2).....	800c1ee600d7
	d009d0f00100
	800c1ee800da
	d009d0f00100
	800c1eea00db
	d009d0f00100
	800c1eec00dc

[Select] For All Fuses	d009d0f00100
In Wayne's Storage.....	800c1eee00ce
	d009d0f00100

800c1ef000cf	
d009d0f00100	
800c1ef200d0	
[Select] For All Charms	
In Wayne's Storage.....	d009d0f00100
	800c1ef400cb
	d009d0f00100
	800c1ef600cc
	d009d0f00100
	800c1ef800cd
[Select] For All Cards	
In Wayne's Storage (1).....	d009d0f00100
	800c1efa00dd
	d009d0f00100
	800c1efc00de
	d009d0f00100
	800c1efe00df
	d009d0f00100
	800c1f0000e0
	d009d0f00100
	800c1f0200e1

SPYRO	
Infinite Lives.....	8007582c0009
Infinite Health.....	80078bbc0003
Infinite Lives (Crash Demo).....	800a9eb06300
AZURE DREAMS	
Infinite Money.....	80012d5cffff
	80012d5e05ff
Infinite Health in Battle.....	800834e0ffff
Quick Level Up.....	800834d0ffff
C&C RETALIATION	
Infinite Funds for Allies.....	d00101240000
	8002a3d4ffff
Infinite Funds for Soviets.....	d00101240000
	8002a798ffff
CARDINAL SYN	
1 Round To Win P1.....	801ee69c0001
0 Rounds Won P2.....	801ee6d40000
Enable Kahn.....	801e7b2a0100

Have Big Spears +4.....	3005c8b20063
Have Dream Spears +4.....	3005c8b70063
Have Vajura +4.....	3005c8bc0063
Have Pinaca +4.....	3005c8c10063
Have Doll Crusher +4.....	3005c8c60063

## LOST WORLD SPECIAL EDITION

Infinite Lives.....	d0009e100003
	80015b3e2400
	d0009e100004
	80015b562400
	d0009e100005
	80015b0e2400
	d0009e100006
	80015d5a2400
	d0009e100007
	80015b4e2400

## Madden NFL '99

Home Team Score 0.....	8006a32e0000
Away Team Score 0.....	8006cdee0000

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**Tenchu****Cheats Of The Ninja**

Apparently more than just new levels, improved AI and an improved camera were added to the American version of *Tenchu* as there are some new cheats here that weren't available in the Japanese version. Most notable of them being Ayame's sexy armor code. Grmmrrrr.

**Unlock All Hidden Items**

On the Items Screen press ♦, ♦, ♦, ♦, □, □, △, ○ while holding the R1 button. When done correctly all the extremely cool ninja toys in the game will be able to be selected, even for use in the first mission.

**Increase Item Inventory**

On the Items Screen press ♦, ♦, ♦, ♦, □, □, △, X while holding the L2 button. Each time it is entered the amount of each weapon will go up by one. Special weapons can only have a maximum of three.

**Restore Health**

On the Pause Screen press ♦, ♦, ♦, ♦, □, □, △, □. Un-pause the game and your health meter will bounce right back up to 100.

**Unlock All Levels**

On the Mission Select Screen press ♦, ♦, ♦, ♦, □, □, △, □ while holding the R2 button. Now simply press up



◀ The "a" placement is the one you have already seen for the level as it is the most popular while the other two appear more sporadically with the third being the rarest set up.

**Enable Ayame Sexy Armor**

You must be playing as Ayame. At the item selection screen with armor displayed as an option enter ♦, ♦, ♦, ♦, □, □, △, ○. If the command is entered successfully the number of available armor will drop from 1 to 0. Also don't forget to equip her with the armor.

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NECESSARY  
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IN THE  
UNITED STATESUNOFFICIAL  
UNBIASED  
UNRIVALED

800c1ef000cf	
d009d0f00100	
800c1ef200d0	
[Select] For All Charms	
In Wayne's Storage.....	d009d0f00100
	800c1ef400cb
	d009d0f00100
	800c1ef600cc
	d009d0f00100
	800c1ef800cd
[Select] For All Cards	
In Wayne's Storage (1) .....	d009d0f00100
	800c1efa00dd
	d009d0f00100
	800c1efc00de
	d009d0f00100
	800c1efe00df
	d009d0f00100
	800c1f0000e0
	d009d0f00100
	800c1f0200e1
[Select] For All Cards	
In Wayne's Storage (2) .....	d009d0f00100
	800c1f0400e2
	d009d0f00100
	800c1f0600e3
	d009d0f00100
	800c1f0800e4
	d009d0f00100
	800c1f0a00e5
	d009d0f00100
	800c1f0c00e6
[Select] For All Cards	
In Wayne's Storage (3) .....	d009d0f00100
	800c1f0e00e7
	d009d0f00100
	800c1f1000e8
	d009d0f00100
	800c1f1200e9
	d009d0f00100
	800c1f1400ea
	d009d0f00100
	800c1f1600eb
[Select] For All Crates	
In Wayne's Storage.....	d009d0f00100
	800c1f18001a
	d009d0f00100
	800c1f1a001b
	d009d0f00100
	800c1f1c001c
[Select] For All Ammo	
In Wayne's Storage.....	d009d0f00100
	800c1f1e0001
	d009d0f00100
	800c1f200002
	d009d0f00100
	800c1f220003
	d009d0f00100
	800c1f240004
	d009d0f00100
	800c1f260005
[Select] For All Medicine	
In Wayne's Storage.....	d009d0f00100
	800c1f280006
	d009d0f00100
	800c1f2a0007
	d009d0f00100
	800c1f2c0008
	d009d0f00100
	800c1f2e0009
	d009d0f00100
	800c1f30000a
800c1ef000cf	
d009d0f00100	
800c1ef200d0	
[Select] For All Charms	
In Wayne's Storage.....	d009d0f00100
	800c1ef400cb
	d009d0f00100
	800c1ef600cc
	d009d0f00100
	800c1ef800cd
[Select] For All Cards	
In Wayne's Storage (1) .....	d009d0f00100
	800c1efa00dd
	d009d0f00100
	800c1efc00de
	d009d0f00100
	800c1efe00df
	d009d0f00100
	800c1f0000e0
	d009d0f00100
	800c1f0200e1
[Select] For All Cards	
In Wayne's Storage (2) .....	d009d0f00100
	800c1f0400e2
	d009d0f00100
	800c1f0600e3
	d009d0f00100
	800c1f0800e4
	d009d0f00100
	800c1f0a00e5
	d009d0f00100
	800c1f0c00e6
[Select] For All Cards	
In Wayne's Storage (3) .....	d009d0f00100
	800c1f0e00e7
	d009d0f00100
	800c1f1000e8
	d009d0f00100
	800c1f1200e9
	d009d0f00100
	800c1f1400ea
	d009d0f00100
	800c1f1600eb
[Select] For All Crates	
In Wayne's Storage.....	d009d0f00100
	800c1f18001a
	d009d0f00100
	800c1f1a001b
	d009d0f00100
	800c1f1c001c
[Select] For All Ammo	
In Wayne's Storage.....	d009d0f00100
	800c1f1e0001
	d009d0f00100
	800c1f200002
	d009d0f00100
	800c1f220003
	d009d0f00100
	800c1f240004
	d009d0f00100
	800c1f260005
[Select] For All Medicine	
In Wayne's Storage.....	d009d0f00100
	800c1f280006
	d009d0f00100
	800c1f2a0007
	d009d0f00100
	800c1f2c0008
	d009d0f00100
	800c1f2e0009
	d009d0f00100
	800c1f30000a

**SPYRO**

Infinite Lives .....8007582c0009  
Infinite Health .....80078bbc0003  
Infinite Lives (Crash Demo) .....800aaeb06300

**AZURE DREAMS**

Infinite Money .....80012d5cffff  
80012d5e05ff  
Infinite Health in Battle.....800834e0ffff  
Quick Level Up .....800834d0ffff

**C&C RETALIATION**

Infinite Funds for Allies .....d00101240000  
8002a3d4ffff  
Infinite Funds for Soviets .....d00101240000  
8002a798ffff

**CARDINAL SYN**

1 Round To Win P1 .....801ee69c0001  
0 Rounds Won P2 .....801ee6d40000  
Enable Kahn .....801e7b2a0100  
Enable Stygian .....801e7b2e0100  
Enable Redemptor .....801e7b320100  
Enable Juni .....801e7b360100  
Enable Mongwan .....801e7b3a0100  
Enable Vodun .....801e7b3e0100  
Enable Bimorphia .....801e7b420100  
Enable Moloch .....801e7b460100

**CIRCUIT BREAKERS**

Night Time Mode .....800a6d0c0001  
Race Upside Down .....800a6e280001

**FUTURE COP! L.A.P.D.**

Infinite Ammo .....8006bc782400  
Red Team 999 Points  
in Precinct Assault .....801fbf6003e7  
Red Team 0 Points  
in Precinct Assault .....801fbf600000  
Blue Team 999 Points  
in Precinct Assault .....801fbf6403e7  
Blue Team 0 Points  
in Precinct Assault .....801fbf640000

**HEART OF DARKNESS**

Open All Cinematics.....800a02bcffff  
800a02beffff  
800a02e0ffff  
800a02e2ffff  
800a0304ffff  
800a0306ffff  
800a0328ffff  
800a032affff

**KARTIA**

Quick Level Up in Battle .....d005ccf60001  
800c40380063  
d005ccf60001  
800c403a2404  
8005c78803e7  
Infinite Mithril Kartia .....8005c78a03e7  
Infinite World Tree Kartia .....8005c78c03e7  
Have Bamboo Spears +4 .....3005c87b0063  
Have Stone Spears +4 .....3005c8800063  
Have Unique Spears +4 .....3005c8850063  
Have Iron Spears +4 .....3005c88a0063  
Have Novel Spears +4 .....3005c88f0063  
Have Long Spears +4 .....3005c8940063  
Have Silver Spears +4 .....3005c8990063  
Have Long Pike +4 .....3005c89e0063  
Have Royal Spears +4 .....3005c8a30063  
Have Diamond Spears +4 .....3005c8a80063  
Have Platinum Spears +4 .....3005c8ad0063

Have Big Spears +4 .....3005c8b20063  
Have Dream Spears +4 .....3005c8b70063  
Have Vajura +4 .....3005c8bc0063  
Have Pinaca +4 .....3005c8c10063  
Have Doll Crusher +4 .....3005c8c60063

**LOST WORLD SPECIAL EDITION**

Infinite Lives .....d0009e100003  
80015b3e2400  
d0009e100004  
80015b562400  
d0009e100005  
80015b0e2400  
d0009e100006  
80015d5a2400  
d0009e100007  
80015b4e2400

**MADDEN NFL '99**

Home Team Score 0 .....8006a32e0000  
Away Team Score 0 .....8006cdee0000  
Away Team Tiburon .....800616ac0069  
Away Team EA Sports .....800616ac006a  
Home Team Tiburon .....800616ae0069  
Home Team EA Sports .....800616ae006a

**MEGAMAN LEGENDS**

Infinite Zenny .....800c1b2c423f  
800c1b2e000f  
Infinite Health .....800b521e00c4

**NFL BLITZ**

Infinite Turbo Home .....8017204a0064  
Infinite Turbo Away .....8017206a0064  
No Turbo Home .....8017204a0000  
No Turbo Away .....8017206a0000  
Huge Head .....80099c140001  
Big Ball .....80099ba00001  
Hide Receiver Name .....80099ba40001  
No First Downs .....80099c100001  
Rain .....80099ba80001  
Night Game .....80099bb00001  
Invisible .....80099c200001  
Headless .....80099c500001  
Team Headless .....80099bb40001

**NFL GAMEDAY '99**

Home Team Score 0 .....801084560000  
801088f00000  
Away Team Scores 0 .....801084580000  
801088f40000  
BIG BALLS .....3010f3620001  
BIG HITS .....3010f3660001

**PARASITE EVE**

Maximum AT Points .....800b8a30ffff  
Quick Level Gain .....8009cfe8ffff  
Maximum Item Slots .....800c0e0c0032

**TOCA CHAMPIONSHIP RACING**

1 Lap To Win (Single Race Mode) .....800b6d6c0040  
1 Lap To Win (Champion Mode) .....800b68bc0040  
Access All Levels .....300100b80009  
Enable Tank .....300100b50001  
Turn Off Collision Detection .....300100c40001

**TURBOPROP RACING**

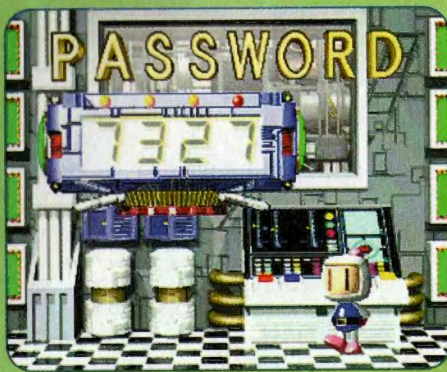
Have All Boats Unlocked .....800e76fa 0101  
800e76fc 0101



**Bomberman World****Best Equipment**

To start each of the following levels with the best equipment enter the appropriate code from the following list.

Area 1 : 7327  
Area 2 : 9717  
Area 3 : 5211  
Area 4 : 1814  
Area 5 : 1029



▲ Simply start a normal game and go to the password screen to enter any of the number passwords listed.



▲ The Battle Royal Mode allows you to pick a character and pick one of several stages to compete on.

**Bonus Modes**

To play the bonus modes for the game, enter one of the following passwords at the password screen.

Special VS Mode ..... 5656  
Special Battle Mode ..... 4989  
Battle Royal Mode ..... 1616  
Maniac Mode ..... 4622

**Passwords**

Skip to any level of the game by entering the appropriate code for the level desired.

**Stage 1**

Area 1: 8010  
Area 2: 1180  
Area 3: 8086  
Area 4: 2919  
Area 5: 1021

**Area 2: 2413**

Area 3: 3009  
Area 4: 6502  
Area 5: 6809

**Stage 4**

Area 1: 0627  
Area 2: 8808  
Area 3: 3674  
Area 4: 4891  
Area 5: 0605

**Stage 5**

Area 1: 0730  
Area 2: 2151  
Area 3: 3562  
Area 4: 3812  
Area 5: 2203

**Stage 2**

Area 1: 0127  
Area 2: 1220  
Area 3: 1018  
Area 4: 0804  
Area 5: 0714

**Stage 3**

Area 1: 1027



▲ Using the level passwords you can skip right to the last stage of the game. It doesn't make the final levels any easier however.

**NFL Gameday '99  
Easter Eggs**

Just like the Gamedays before it, the latest update of the game carries a ton of Easter Eggs for you to mess around with. First, go to the Options Menu and scroll down to the Easter Eggs option. Enter any of the codes below for the corresponding effect. The codes are not case sensitive, but make sure to add a space whenever it appears in the code.

code	effect
Big Balls .....	Large football
Big Hits .....	Louder noises
Blinders .....	No penalties
Bunyon .....	Big players
Coffee Break .....	Speed juiced
Con Man .....	CPU hides
	pass coverage
CPU Scores .....	CPU players
	are faster
CPU Stuffs .....	CPU offensive
	line has super
	strength and speed
Credits .....	View credits
Davis .....	Running back
	is juiced
Euro League .....	All players have
	European
	last names
Even Teams .....	All players
	are equal
GD Challenge .....	Bonus difficulty
	level
Grudge Match .....	Red red zones,
	checkered
	goal area,
	invisible field goals
Hangtime .....	Punts hang in the
	air longer
Hot Shot .....	CPU player
	celebrates on field
Invisible .....	Invisible players

Mind Reader .....	CPU knows
	your play
Playing Cards .....	Flat players
Pole axe .....	Forearm is juiced
Pop Warner .....	Small, fast players
Presidents .....	Players named
	after presidents
	CPU makes
	big plays
Prime Time .....	Players have red
	strings attached
	to their heads
Puppets .....	Ball carrier has
	speed bursts
Rocket Man .....	See cheerleaders
	after a game
Slideshow .....	All players have
	last name
Sports .....	from credits
Stamina .....	Juiced endurance
Steel Leg .....	Longer field goals
Stickem .....	Great hands
	for receivers
Swimmers .....	Swim
	move juiced
Tele Tummy .....	TVs appear on
	teams' stomachs
Weak .....	Quick fatigue



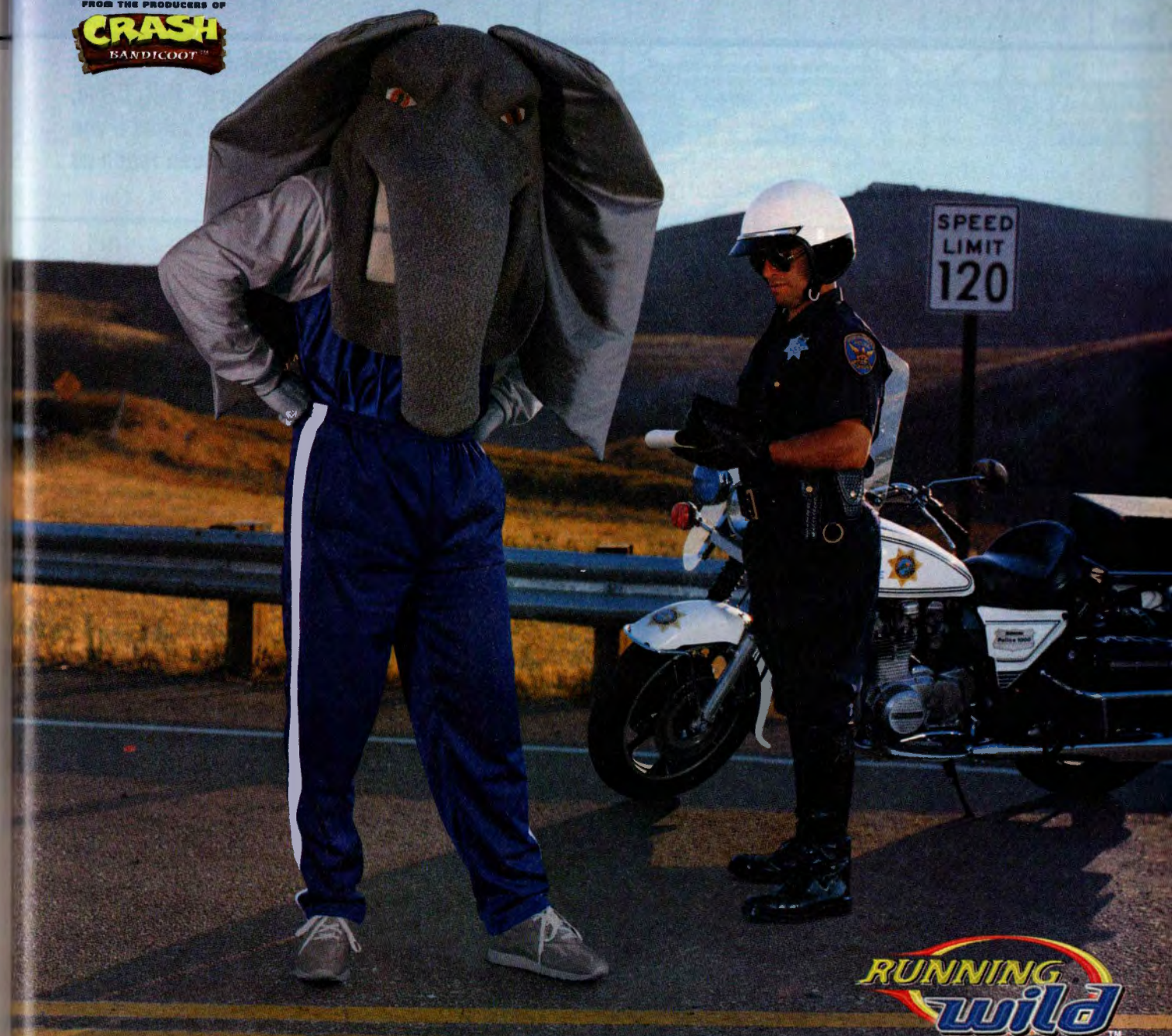
▲ Type in the code you want to activate, or you can string in a few if you're really daring.



▲ The Bunyon code works wonders at giving both teams all of the muscle gain, without the steroids.



▲ The Easter Eggs menu has become a standard option in the fantastic Gameday series.



**RUNNING  
wild**

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six crazy characters. six wild tracks stretching from the arctic to the jungle. no speed limit.



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www.989studios.com



# LETTERS

welcome to the premier forum for playstation fans where we dig into today's hottest issues



▲ The new and improved PSM crew get into the holiday spirit by frolicking in the great outdoors... okay, okay, we weren't outside, but that studio wasn't heated.

I have just a few questions. Thanks in advance for your help.

1. I am interested in the Game Ice. Since the report in issue #5, have you gotten any details about when or where I can get one?
2. In issue #11, I noticed that in *Einherder*, your ammo was at 600 for the juno and the flash. Is this some kind of code or just a printing error? If it is a code, have you ever printed it in an issue?
3. I am a little curious about the PDA. I did not completely understand the article (printed in issue #12). Can you explain what exactly it is? Will the PDA be worth my money? What new things will it bring to the gaming world?
4. I heard that there is a cordless

PlayStation controller. Is that true? If so, is it any good?

Joel Blumenstock  
Hampton, SC

► **NOAH:** I have a few answers, you're welcome for the help.

1. The Game Ice should be in stores now. They will initially be available in **Funco Land and Electronics Boutique** according to Neil McNear of **Consumer's Benefits MSRP**, the Game Ice's manufacturer. You can also order one online at **www.computersplus.com** and should retail everywhere for \$39.99.
2. You have a keen eye, Joel. I did use a code to get infinite ammo for the

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](mailto:psm@imaginemedia.com).

purpose of taking pictures for the strategy. The code just happened to be for the Game Shark and we actually printed it in issue thirteen's Code Junkies Game Shark Codes section. Since you missed them, here they are again. You will need a Game Shark to make these work.

Infinite Lives 800813c40003  
Super Armor 800857180001  
Infinite Ammo 800848320063

3. We don't exactly know what it's completely about, but we have a pretty good idea. Basically it will have many of the uses of a typical personal digital assistance, but it will also provide a way to continue to play a game away from the PlayStation in a variety of ways. Look for *FFVIII* to make the first uses of this possible gaming elevation.

4. There are actually several, check issue #2 for a complete run down, but basically none of them were terribly impressive. Hopefully Ascii's new wireless controllers will be worthwhile with their ability to work with four of them and a multi-tap.

After the first few issues of PSM I couldn't wait to subscribe and see this magazine in the mail every month. Now that I got that off my chest, I have a few questions for you:

1. Will Sony ever make a *Robotech* game for the U.S.?
2. Do you have any information on the *Aliens vs. Predator* game that I hope is due out any time now?
3. Is there any way I can get my hands

on your 1st issue lid sticker? My friend robbed me of the first one I had and I want to slap him on the back of the head every time I see it on his PSI

Jay Piemas  
[Phoenixflare@webtv.net](mailto:Phoenixflare@webtv.net)

► **NOAH:** 1. Bandai has said that it would like to bring its sequel to *Macross Digital Mission VFX* with the same title ending in a two. The game isn't even out in Japan yet so it's impossible to predict a US release.  
2. The title's been canned.  
3. The only way to get one at this time is to buy two or more items from the Otaku Station. Not a bad deal when you think about what a commodity those first stickers were and it's not like there's a ton of them.

I love all types of games. That's my problem. I don't know which games to buy this Christmas. I would appreciate it so much if you could make me, and 200,000 other people, a Christmas List for games to buy. I am goin' mad at the choices I have for this Christmas. I know you guys could help because you got access to all the games and I have a pretty similar taste in games. You did something like this last year, and it helped out a lot, as I got *Test Drive 4-Tomb Raider 2-Crash 2-Street Fighter EX Plus Alpha* and several others on the list, but it missed something I longed for....an overall list of 5 games that all you guys agree deserve one of the five spots on it. If you answer this question, I'll renew my subscription until your  
(Continued on pg. 168)

Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite genre, your current fave games, 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](mailto:psm@imaginemedia.com).

▲ Jeremy Hayes, age 14  
[kirby1@mindspring.com](mailto:kirby1@mindspring.com)  
Glen Burnie, MD

Favorite Genres: All  
Favorite Games: Resident Evil 1-2, Vigilante 8, Gran Turismo, Final Fantasy 7, N2O, and Spyro the Dragon.  
Quote: "There's no fate but what we make."

Jimmy Vibeke, age 16  
[novakstar@hotmail.com](mailto:novakstar@hotmail.com)  
Favorite Genres: RPG, Adventure, combat

Favorite Games: Final Fantasy VII, Alundra, Carnageddon, Cool Boarders 2, Diablo and Mortal  
Kombat 1-4.  
Quote: Playstation 's me, I'm Playstation.

Luke Rodgers, age 14  
901 Luke Street

Travis Air Force Base, California 94535  
Favorite Genres: Good stuff  
Favorite Games: Parappa the Rapper, Metal Gear Solid (even just from the demo), Gran Turismo, Crash series, TR series, and RE series.  
Quote: Am I the only one who hates Nintendo's guts?!!?

Name: Scott Lawn, age 15  
Email: [kanyon.nwf@aol.com](mailto:kanyon.nwf@aol.com)

Favorite Genre: All around  
Favorite Games: Resident Evil 2, Final Fantasy 3, Final Fantasy VII, WWF Warzone, WCW vs The World, X-Men vs Street Fighter, and Dragon Ball GT Final Bout.  
Quote: Chickens Don't Have Fingers, But They Still Sell Them In Restaurants!

(Continued on pg. 168)

## 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](mailto: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: Is Online Multiplayer the Future of Consoles?

Yes, it's hard to beat a good multiplayer game. Fighting games, racing games, even puzzle games—they're all much more fun when you play against another person. So it stands to reason that multiplayer games are better than single-player games, and that the future of gaming lies on the internet—right? Um, sort of.

I've played console games since they were invented. I'm not much of a PC gamer, although I have to admit, going head-to-head against a room full of friends in *Quake II* is incredibly fun. In the near future, all console systems will also be rigged for online play—that much is fact. We may never have internet play on our current PlayStations, but you can guarantee that it will be a major part of Sony's next machine. But what I'm wondering is, how exactly will online multiplayer affect the console market, which is so radically different from the PC?

When I think online multiplayer, the images that come to my mind are of first-person shooters and real-time strategy games. But what gets me really excited about online console play is the potential to play games like *Street Fighter* over the net. We've still yet to see quality online fighters, racers, or other traditionally console-type games. This is what gets me excited, that I could play the types of games that I love online, as well as the traditional PC-type stuff.

"THERE'S STILL A LOT OF SATISFACTION TO BE HAD CHALLENGING THE COMPUTER..."

But does that mean that in the near future, single player gaming will be dead? Don't bet on it. There's still a lot of satisfaction to be had challenging the computer. But online multiplayer should open up a whole new area of console gaming that we've never had before, and that's pretty exciting if you ask me.

I'm for multiplayer console games, and I'm sure that most of you are, too. What I really want to hear from you are ideas on how popular types of console games can really take advantage of online play. What new types of games would emerge?

And do you see any dangers or risks involved in rushing towards the net? I'll take your most interesting responses and print them in this space.

► CHRIS SLATE



▲ Will consoles take the big step to the internet? Chris thinks so...

### PAUSE FEEDBACK: OCTOBER That Funky PDA

Here are your responses to our Pause topic for issue 14 (October, 1998). It was tough trimming down the tremendous amount of letters we received to the few that follow, so we tried to pick ones that took a slightly different angle to the subject. Now let's see what you had to say...

One major possibility that I can think of for Sony's new PDA is item exchange. With the infrared ports being able to send messages between each other, the possibility of data exchange is possible, too. So, with games such as *Diablo*, or just about any RPG, players could trade items between each other to develop characters. This might take away some of the purposes of the games, but it could also be used to create new and interesting games, as well.

Another idea with the IR port on the PDA, is to use it with an IR port on PC. That way, in games such as *Gran Turismo*, a player could take the image of his favorite car, and all of their modified specs, copy them to their PC, and post them to their web page. You could also print out pics from the PC, email them to friends to gloat, and any thing else you could do with a PC. (Don't worry! I'm not saying a PC is better! The PlayStation is a totally different beast!)

Now, these ideas center around the infra red port on the PDA. To me, the IR port is the key. Combine the data transfer with the storage ability, and you could do quite a bit with the PDA! Of course, none of my ideas concern the display on the PDA, but that's for someone else to think out!

Casey A. Criswell  
[gooch@ix.netcom.com](mailto:gooch@ix.netcom.com)

I think a PDA would ROCK as a TV remote. Two buttons would be for Up/Down channel and the other two would be Up/Down volume. The final button would be On and Off. It would be easy and quick to use.

Jack Frostbite  
[maverick720@hotmail.com](mailto:maverick720@hotmail.com)

I think that the PDA has the potential to become something really great in the gaming

► The PDA, or more correctly, the PocketStation, has excited the imaginations of many of our readers.

world—mostly with regards to RPGs. Example: In *Final Fantasy VIII*, maybe you're stuck right before a boss, and you can't get out, and you have no curative or powerful magic. Well, just hook up your PDA with a friend's and get what you need.

Also, the PDA would be ideal for working with Guardian Force creatures. How about pitting your G.F. Monster against a friend's? Getting experience points, raising levels, getting new abilities? Sounds good to me. Six gil short of buying that super-powerful weapon? Borrow the cash from a friend! Want to show your friends the power of your A.C.? Give it to them! The PDA has unlimited potential as to what it will do.

Jason Mantei  
[Adloj@aol.com](mailto:Adloj@aol.com)

About the PDA thing,

1. If the Memory card access rate is fast enough, why don't they use it for something like a mini-game, or a "break game" on the pause menu? What I'm saying is that for things like long RPGs you could take a break and play a game of Pong or Asteroids or something on the PDA. This could also include Chocobo racing, etc.
2. The PDA could be used for ads. It could advertise the upcoming games on the LCD screen.

Mystery Importer, aka: Jeremy  
[PSMfreak@aol.com](mailto:PSMfreak@aol.com)

Here are some possible ideas:

Ex. 1: RPGs - You find different herbs throughout the game. You could take these herbs and cross-pollinate them in the PDA for different healing effects. Same type of thing with potions: you mix and match in the PDA and come up with different types of magic spells and power-up effects.

Ex. 1: Shooters - At different points in the game you're able to access your ship for repairs and buy new parts and weapons. By taking different weapon parts off your ship, doing a little tweaking of the weapons systems in the PDA, the different types of weapons would have different effects depending on the tweaking of the particular systems.

Ryan Roettle  
San Francisco, Ca.

The PDA can be the link between home consoles and arcade machines. What if you can customize characters at home, and later take them to a special arcade fighting game and play your creations against other players? Or what about riding your customized home-designed car on one of those huge high-tech arcade machines? The possibilities are endless with the PDA.

Luis G. Moreno  
[thewave13@aol.com](mailto:thewave13@aol.com)  
The Bronx, New York





(Continued from pg. 166)  
grandchildren are answering PSM mail.

Dave Kay  
kevansk@sprynet.com

Man, there are a ton of games coming out this Christmas and I simply don't know which ones I should get. Being PSM, I thought you guys could help me out. Are you going to do any sort of feature for the November or December issue that lists the best games to purchase? I am sure that all of your readers would greatly appreciate it. If you don't do a feature, could you send me a list of some of the best games? Thanks a lot, and keep up the great work.

Mike Doris  
Miami Beach, FL

► **CHRIS:** Mike, you read our minds! As you're sure to have noticed by now, the information that you requested can be found in our Holiday Special in this very issue! How's that for service?

Hello everyone, just a few questions I need some answers to. Okay, in your latest issue in the smart bomb you had Konnan from NWO red and black.

1. Are you guys at PSM big fans of wrestling?
2. Do you watch WCW/NWO NITRO and THUNDER?
3. Did you see Fall Brawl?
4. Do you think DDP will win the heavyweight championship belt from Goldberg?

Aaron Ochoa  
cystex@hotmail.com

► **CHRIS:** Yo yo, let me speak on this: ODELAY!!! Yeah, a few of us make it a point to catch Nitro and Thunder every week, mainly myself and Steve. WWF is cool too, but most of the guys we grew up watching are with WCW.

► **STEVE:** You know, if Goldberg is ever going to lose, this probably going to be it. He has been winning far too many matches and I think that

it is time for a change. Don't get me wrong, I love Goldberg. I just feel that change is good. Of course, by now that match should be old news, so I guess we'll already know that answer to that question, huh?

I recently became a subscriber and had a few questions:

1. On the front of the September 98 issue of PSM, you have the artwork of David Finch, which is amazing. How could I go about getting posters of the PSM covers, such as that one?
2. Being a new subscriber I've missed a year's worth of PSM. How can I go about getting some back issues of your mag?

Cleanzy B. Pinkney  
Jacksonville, FL

► **BLAKE:** Well, Cleanzy (?) I have good news and bad news for you. The good news is that you can now buy PSM back issues at our Otaku Station. Some of the earlier issue may not be available, unfortunately. The real bad news is that, unless we included a poster of the cover art with the issue (like in iss. 6), there's no way we can give you a poster of our cover art. Sorry.

I just wanted to tell you guys that after I subscribed for the second year, your magazine kicks total N64 butt! I just have a few questions to ask you guys:

1. In FFVIII, who is the girl you keep talking about? What is her name?
2. Do you think there will be any monster-type allies like Garr from *Breath of Fire III* in FFVIII?
3. What will the PDA do with FFVIII. Does it have anything to do with summoning monsters?
4. *Tomb Raider 3* looks awesome, but will there be any more new weapons like the M-16 or the harpoon gun?
5. Is it necessary to beat the first *Armored Core* before playing *Armored Core: Project Phantasma*?

I also have a solution for your cliffhanger

## rpg requests

First off, congrats on a great first year! Everything about your mag screams success, and I'm looking forward to another year of PSM as good as this last one. Here we go with another list.

1. With so much hype over *Metal Gear Solid*, it's a given that it will be a success in the US. Could the saga possibly continue on the Playstation or Playstation 2?
2. I'd like to pose a question to all the gamers out there. Isn't it about time for *Tomb Raider* to die?
3. With the lack of success that *Contra* has had on the Playstation, there can't possibly be another on the way after *C*, can there? (Please say no so that I can lower this gun from my head.)
4. With the release of *Final Fantasy VIII*, can we expect to see RPGs with more of a mature feel, and not the cartoony feel that has previously and recently been the style?

Charles R Jarrell  
ryanandseth@compuserve.com

I own both a PlayStation and a Saturn and have played virtually every RPG on both systems. The reason I am writing is because I think that RPGs are finally starting to evolve. Just look at *Final Fantasy VIII*. Square has dropped the anime-style cartoon-like character and background

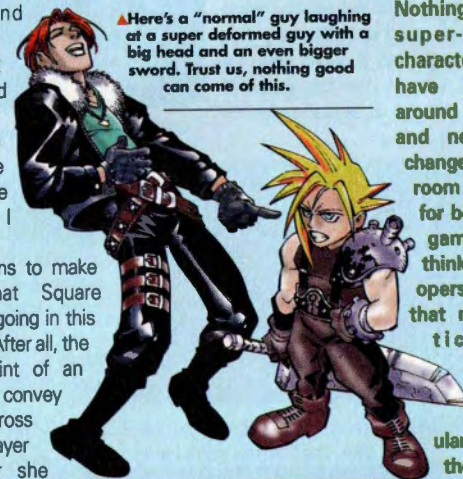
designs of past games and is now adopting a more mature look. And I love it.

It seems to make sense that Square would be going in this direction. After all, the whole point of an RPG is to convey a story across to the player as he or she plays through the game. The most endearing and memorable stories are the ones that seem more realistic. However, there has always been the problem of having a realistic story with unrealistic characters, that you can't normally associate with. As the characters look and move more realistically, it is easier for the player to picture them as that character. Then the game leaves that much more of an impact. That is why I feel that FFVIII will be much better than FFVII. It is easier to compare yourself to a real-looking Squall than it is a super-deformed Cloud or Cid. What do you guys think?

Aaron Bernard  
Salt Lake City, Utah

► **STEVE:** I love the more mature and realistic looking characters that are appearing in *Final Fantasy VIII*. Like you said, Aaron, they tend to help make the story that much better. Regardless of how good a specific story is, players still feel a sense of disassociation if they can't relate to the characters that the story involves. With this next step in the evolution and design of characters, RPGs are heading in an all-new direction and I think that this is great. Hopefully, all companies will follow and develop games that feature non-superdeformed characters.

Nothing against super-deformed characters, they have just been around far too long and need to be changed. There is room in the genre for both kinds of games, but I think that developers will find that more realistic-looking characters will be the more popular, at least in the U.S.



▲ Here's a "normal" guy laughing at a super deformed guy with a big head and an even bigger sword. Trust us, nothing good can come of this.

Illustration: Randy Green

Anthony Ricciardi, age 15  
878 Fire Island Ave.  
West Islip, New York 11795  
Favorite Genres: RPGS, Actions,  
Shooting  
Favorite Games: FFV, Final Fantasy  
Tactics, Wild Arms, Time Crisis, Any  
Street Fighter or Tekken game!

Eddie E. Givens Jr., age 16  
3814 Swift Run Drive  
Abingdon, MD 21009  
Favorite Genres: All  
Favorite Games: Metal Gear Solid, Final  
Fantasy III, Final Fantasy VII, Gran  
Turismo, Tekken 3, Resident Evil 2,  
Chrono Trigger, Secret of Mana, and  
Parasite Eve.  
Quote: "If we should fail, then thus shall  
be our last and final fantasy..."

Dino Simotas, age 15  
340 Bristol Rd.  
Wilmington, North Carolina  
Email: Dino.Simotas@hotmail.com  
Favorite Genres: Racing  
Favorite Games: NFS 3, Parasite Eve, FF7,  
RET, RE2, Armored Core  
Quote: "I want a cookie. Actually, I'd  
rather have a woman, but I'll settle for a  
cookie."

Nick Pineiro  
BigGSey8@aol.com  
Favorite Genres: Action, RPG, Fantasy,  
Sports  
Favorite Games: WWF Warzone, Gex:  
Enter The Gecko, Resident Evil 2, Tomb  
Raider 2, WCW Vs. The World  
Quote: BigGSey8 in THE HIZ-OUSE!!!

Teddy Diefenbach, age 14  
lchh@erols.com  
207 S. Fairfax St.  
Alexandria, Virginia 22314  
Favorite Genres: RPG, Adventure  
Favorite Games: FF7, FF3 FF Tactics, Saga  
Frontier, Bushido Blade, Frogger, Gran  
Turismo, FF8 (will bel, anything by  
Squaresoft  
Quote: "Always tell the truth, then run  
like hell!"

Calvin Johnson  
E-mail: wolpaczulz@mailexcite.com  
(Continued on pg. 170)

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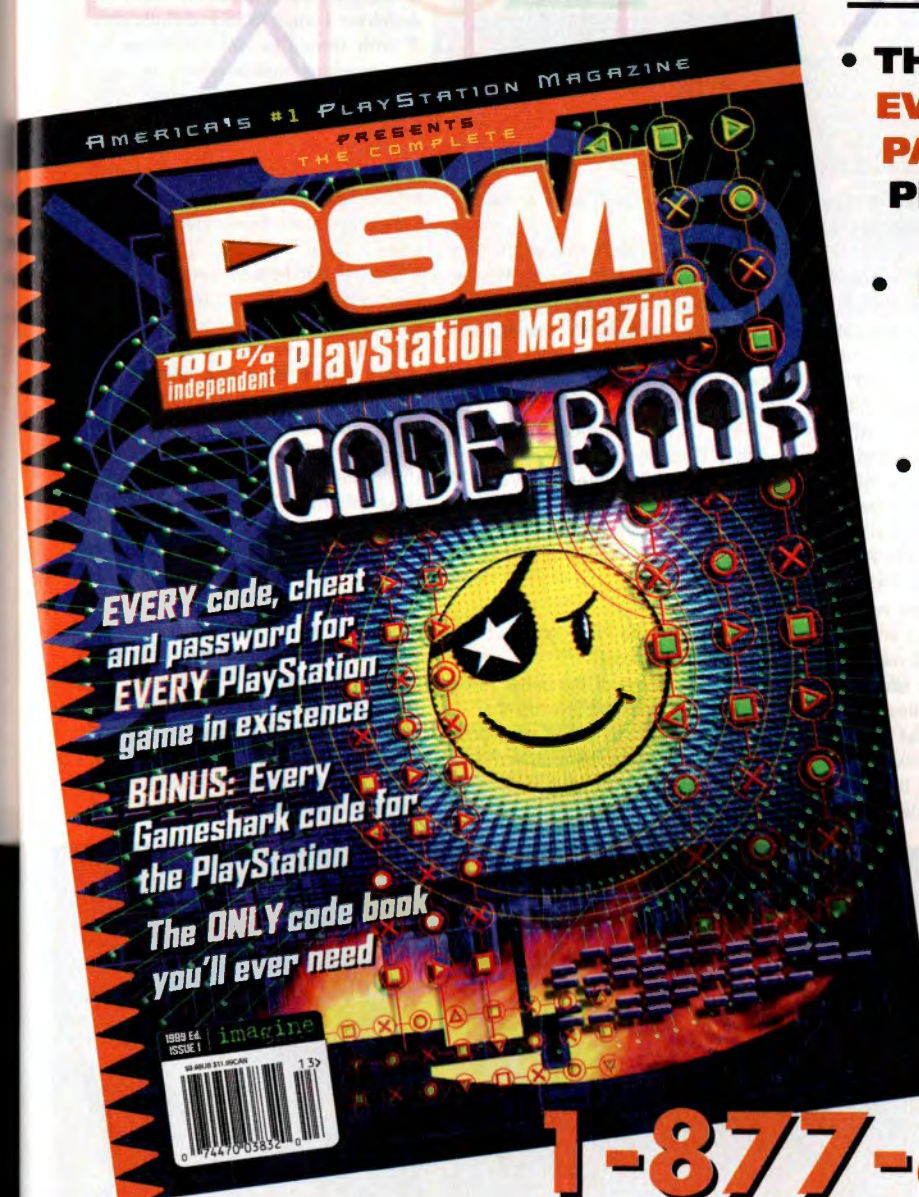
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**MORTAL KOMBAT**  
Michael Daniels  
Terre Haute, IN

**PARASITE EVE**  
Carson Kuo  
Sunnyvale, CA

**NFL EXTREME**  
Chris Walter  
Elwood City, PA

### MORTAL KOMBAT CONTEST

**FIRST PRIZE**  
Bryan Kendall Bray  
Moore, OK

**SECOND PRIZE**  
Bob DePeyer  
Harrison Twp, MI

**THIRD PRIZE**  
Devin Marston  
Erwin, TN

**T**his month we're finally doing some catching up with all of the winners we've had for various contests. First of all we have the winner of the Mortal Kombat arcade game for our Kombat Kontest. We literally got thousands of entries and Jeff (our intern) still has trouble sleeping after helping us with all of the sorting. He still known to wander the PSM offices in a daze mumbling strange character names and

fatalities. Other than that, we've got a long list of Top This winners from the last several months.

### Top This Winners

**TOMBA**  
Chris Moser  
Houston, TX

**TURBO PROP RACING**  
Mike Miller  
Drexel Hill, PA

of the season; it was none other than Chris Slate! I have proof. Back in issue #5, you shot a picture of the cast with your superb arsenal of Nerf guns, and Chris was holding the same gun as seen in the picture of who shot Steve! I rest my case. No further questions, your Honor.

Garrett Fox  
(no address provided)

► **STEVE:** You seem to have a few good questions, Garrett, so let's get right to them.

1. Her name is Rinoa Heartilly. She's a seventeen-year-old girl who loves to speak her mind. We're just wondering if she is the same girl that is found in the FFVIII logo.

2. Aside from the Guardian Force monsters, I don't think that Squall and his party will have any other monsters helping them. To the con-

trary, I think that there are going to be an large number of monsters that will try to destroy them.

3. Square has yet to announce the exact use of the Sony PDA with FFVII. We think that it will be one of three things. First, players might be able to raise and breed Chocobos and then use them for battle. Second, players may be able to download the Guardian Force monsters that they have earned and then raise them on the PDA. Lastly, party members like Squall may be downloaded and their statistics may be adjustable. Perhaps two PDAs can be "linked" together and then two characters can fight against each other. There are simply so many possibilities and we are sure that Square is going to take advantage of the PDA to its fullest.

4. Core has told us that there are going to be plenty of new weapons and vehicles for Lara to take advantage of. Examples include a grenade

launcher and a new kind of kayak-style boat.

5. No, you don't have to beat the first *Armored Core* before playing *Project Phantasma*, but we suggest you do. The missions in *AC:PP* are so hard that if you don't use your experienced mechs from *AC*, you are pretty much screwed.

**CHRIS:** Damn! I almost got away with it! Good bye, Garrett—you were the only one who pointed me out.

First off, I would like to congratulate you on your one-year anniversary. Now on with the questions:

1. When does the PDA come out and how much will it cost?
2. What are some of the better RPGs coming out in the next few months?
3. *Parasite Eve* was based on a book and a movie. Are there any other movie-based games are currently in development?

4. Is the *Witchblade* game going to be a lot like *Tomb Raider*, or something completely different?

5. Can you do a preview of *Indiana Jones and the Infernal Machine*? I'm a big Indiana Jones fan.

6. Lastly, are the developers of *Jet Moto* going to make a third title in the series?

Verbal Kint (aka Kaiser Souze)  
(no address provided)

► **FRAN:** Thanks for the congrats, Verbal, even though I'm the newbie on the team. Let me try to answer your questions.

1. The PDA isn't scheduled to hit US store shelves for several months. The word so far is that it'll be here in the Spring of '99 and should retail for around \$30.

2. If you're looking for upcoming RPGs, then you'll definitely want to watch for *Lunar: TSSS* and *Suikoden II*; both should be out sometime in the coming months. But, in the meantime, you can keep busy with *Xenogears* and *Brave Fencer Musashi*.

3. MGM's *Tomorrow Never Dies* and EA's *Small Soldiers* are both upcoming games based on movies of the same names.

4. Core's *Witchblade* game is still deep in development at the moment, so not a whole lot is known about it. What they have told us is that the game won't be using the *Tomb Raider* engine, but it will most likely be a 3D action/adventure type of game with the main character, Sara, using the *Witchblade* weapon. What does this mean? Despite what Core says, I'm betting it will probably be *Tomb Raider* with magic.

5. Lucas Arts' *Indiana Jones* game is one of the hottest things down the pipeline at the moment and you can bet that we'll be covering it in the coming months.

6. *SingleTrac*, the team responsible for *Jet Moto 1 & 2*, was acquired by GT Interactive a while back and Sony still owns the intellectual properties for the game series. What this means



## 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!



► Thanks to Kelliila Yarwood, we have yet another great art piece of Cammy. Check out <http://carp-sim-planet.com/>.

► Grace Morales places Chun Li against a photo backdrop of the Great Wall. For more, visit <http://www.geocities.com/Tokyo/Towers/2195>.



► Darkstalkers' Jen Talbain is captured in this portrait by the very talented Jen Seng.



► In the last issue, it was Aeris. This time, it's Musashi from Square's latest thanks to D. Kartoon. You'll find more at <http://home1.pacific.net.org/~kartoon/>.



► Christopher gives up a great work on one of Capcom's newest fighters, Batsu from Rival Schools.

► Chun can't wait for FFVIII! Visit <http://home.pacific.net.sg/~puppy32> for more of Chun's fine work.

is that *SingleTrac* is still able to make games using the *Jet Moto* engine, but Sony is the only company able to use the name. I'm assuming that Sony will continue the *Jet Moto* line and hopefully they'll retain a lot of the features and gameplay that made the first two so good, even without *SingleTrac* behind it.

games made for the PlayStation? I know the PC has at least three versions of this game.

2. Is there any plans for the PC title, *Steel Panthers*, to come out on the PlayStation?

For all the strategy gamers out there, please fill us in.

"Flash"  
Lisbon Falls, ME

► **BLAKE:** I'm a big fan of strategy games as well, Flash, but unfortunately the news isn't good. As far as I know there are only a few strategy games coming out for the

PlayStation in the near future. While there is no real planned sequel to *X-Com* on the PlayStation, we should be treated to a conversion of *Civilization 2* sometime early next year. Trust me when I tell you *Civilization* is one of the best strategy games ever made and hopefully this will be an excellent conversion.

I am a really big RPG fan, and was wondering if you knew anything about the following:

1. Are there any plans for a *Secret of Mana 4* for the PlayStation?
2. How is the work on *Suikoden 2* coming along?

Michael Castle  
South Carolina

► **FRAN:** Hey, Michael, it's nice to hear from a fellow RPG fan.

1. At the moment, Square seems to be hard at work on a string of other titles that don't include *Secret of Mana 4*, unfortunately. At the beginning of the year, there had been rumors in the Japanese press that Square was working on it, but those rumors haven't been proven with an official announcement. The minute we hear anything, we'll be sure to let our readers know.

2. *Suikoden II* is coming along nicely.

Derek Sylvia

14 Magnolia Ave. Apt. #3

Fairhaven, Massachusetts 02719

**Favorite Genres:** Racing, Shooting, RPG  
**Favorite Games:** Gran Turismo, Final Fantasy 7 and soon FF8, Die Hard Trilogy, Ridge Racer, Tomb Raider Series

**Quote:** "I'm the man from Nantucket"

Chuck Alexander

JuanValdez69@juno.com

**Favorite Genres:** Action/Adventure, Racing, and some RPG's and Fighting  
**Favorite Games:** Tomb Raider 1-2, Resident Evil 1-2, Gran Turismo, Vigilante 8, Tombal, Metal Gear Solid, Tenchu

**Quote:** Serenity now...insanity later

Jason Preston

jasonpr@connect.com

PO Box 230

Arnolds Park, IA 51331

**Favorite Genres:** RPG, Action, Racing  
**Favorite Games:** FFVII, Gran Turismo, WWF: Warzone, Resident Evil 2, Cool Boarders 2, Madden 99

**Quote:** Ladies and Gentlemen, Omega and the Mechanical Animals

Nelson Wong

age 13

nelsonjwong@juno.com

1908 Sheldon Dr.

Modesto, Ca 95350

**Favorite Genres:** All kinds  
**Favorite Games:** Twisted Metal 1&2, Vigilante 8, FF7, Tekken1, 2, &3, Crusader: No Remorse, Triple Play '98, WCW Nitro, Rampage World Tour, and Soul Blade.

**Quote:** If it gets in your way, blow it up!

Jeff Katzenell

Address: 161 Bahama Ave.

Key Largo, Florida 33037

**Favorite Genere:** Shooters, action, adventure, car shoot-em-ups  
**Favorite Games:** Vigilante 8, Spyro the Dragon, Oddworld: Abe's Oddysee, Colony Wars, Road Rash 3D, Thrill Kill, and any other first person shooters

**Quote:** "Man would I love to live in Japan, eat rice and sushi, and design video games."

Allan Kendall, age 16

allan.kendall@lineone.net

9 Gorse Circle,

Portlithen, Aberdeen,

Scotland AB12 4WB

**Favorite Genres:** RPG, Beat em Ups.

**Favorite Games:** FFVII, Tekken 3, Parasite Eve, Resident Evil 2, Start Gladiator 2, Plasma Sword, Tomb Raider 1+2

Sean Herman, age 21

hermannsean@webtv.net

Aliquippa, Pennsylvania

**Favorite Genres:** Action/Adventure, Racing  
**Favorite Games:** Gran Turismo, Resident Evil 1-2, Castlevania: SOTN, Nascar '98

**Quote:** "If it's not Playstation, why spare it a thought?"

Oliver Lapuebla, age 14

Oli@juno.com

**Favorite Genres:** RPG's, Fighting, and Adventure.  
**Favorite Games:** Alundra, Breath of Fire 3, Final Fantasy Tactics, Gran Turismo.

**Quote:** Play safe, Play right, Play the PLAYSTATION, and read the PSM!

Randy Morrow, age 15

re-morrow@mindspring.com

**Favorite Genres:** Strategy/Adventure, RPG's, Shooters

**Favorite Games:** Metal Gear Solid, Final Fantasy VII, Einhander, Granstream Saga

**Quote:** Bold new look, same great taste!

Haja, age 16

kaiki\_82@hotmail.com

**Favorite Genres:** fighting, racing  
**Favorite Games:** WWF:Warzone, Rival school, all the Street Fighter, NFS 3, Gran Turismo, Tekken 3.

**Quote:** That's the bottom line coz haja said so!

Nick Stagnone, age 16

Psq0062526@aol.com

**Favorite Genres:** RPG, action/adventure  
**Favorite Games:** FF7, Tenchu, BoF3, FF3, Parappa the rapper, Resident evil, Banjo

**Quote:** He who sees everything is never easily fooled. Never underestimate the ninjal



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Illustrations: Robert De Jesus

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## "SCREWED-UP X-MAS STRIP"



## staff stickers and stuff

Since PSM is America's best selling PlayStation magazine, I'm sure you guys won't have any problems answering my questions:

1. Why don't you include as many Lid Stickers and Memory Card stickers in your mag as you used to? There used to be some kind of sticker in every issue, but now it is rare to see them. I know it's already tough to put an entire issue together in a month, but at least try to put them in there when you get a chance.

2. Besides Otaku Station, which is very cool, you guys should include even more new sections.

Maybe you should bring back Flashback or Yaroze Update.

3. Speaking of Otaku Station, will you be including other stuff besides shirts and hats? Accessories would be good. You know, watches and sunglasses with the PSM smiley face or Banzai Chibi-chan on them would be so cool.

4. A majority of your Fan Art section has art from the Internet. Do you visit these sites and find pictures to use, or do the people send art to you? Also, do you put all the art that you get in the mail in the magazine?

5. Do you think that you can send me a Lid Sticker with Banzai Chibi-chan or one with the entire PSM crew on it?

Kenneth Azurin  
Los Angeles, CA

► **STEVE:** Hey Kenneth, thanks for writing in.

1. We try to include a freebie each

issue but that doesn't mean they have to be stickers. Some will be posters, some will be Tip Sleeves, others will be something else. We try to vary it up so that it doesn't get too boring or predictable.

2. We took out the Flashback and Yaroze sections so that we could have more space to cover more relevant PlayStation news. That's not to say that those sections are gone for good, though. We may eventually bring them back, but in a different form. Readers can also expect some new sections showing up in later issues. BTW, I'm glad you like the Otaku Station.

3. If the Otaku Station continues to grow in popularity, which we hope it will, you can expect a bunch of new and even cooler PSM gear. Some of your ideas are pretty good, and may end up in the

Station later on.

4. Chris is the man-in-charge when it comes to Fan Art. He searches the web and looks through all the letters that we get, in order to find those few PSM-quality artworks. We unfortunately can't run every piece of art that we receive but we try to run as many as possible each issue. Perhaps, in the future, we may even expand the Fan Art section so that we can include even more submissions.

5. Well, if we had a Lid Sticker with Banzai or the staff on it, then maybe we could have sent it to you. Since we don't, there is not much that we can do. Good idea, though.

We haven't been able to see anything playable from Konami just yet, but we have seen all the latest screenshots of the game. It looks like it follows much in the same stead as the first game, but expect the graphics to be upgraded greatly. It's still on target to release in the US sometime at the beginning of next year. Keep your fingers crossed!

I have a few questions and I hope you can answer them.

1. In your April issue, under your release schedule, the game *Fly By Wire* was listed as TBA. It said that it was an Airplane Simulation. I was wondering if this meant a game like *Ace Combat* or the computer game Microsoft *Flight Simulator*. Since then, the game has not been on the release schedule. Could you tell me if this game is still coming to the PlayStation?

2. What's up with the *X-Files* game? Every time I look in the release schedule it goes back a month. Do you know why this game keeps on being delayed?

Frankie Mandarin  
Lynchburg, VA

► **STEVE:** Here is the deal with *Fly By Wire*. The name of the game is now *RC Copter* and it is currently scheduled to be released later this year. It is basically a remote controlled helicopter simulation that has very realistic physics.

Fox Interactive is still uncertain of whether it wants to bring the *X-Files* game over to the U.S. or not. I think the company first wants to see how good the game fares in Europe. If it does well, then we can expect a U.S. release shortly after. If it does bad, then we may not get the game at all. Could be a bummer.

I have only recently gotten a PlayStation. Its been hinted, in your mag, that the PlayStation 2 will be out in about two years. Will I be able to use my PlayStation for another two years before it becomes obsolete? I mean, if this happens we can expect more and better games, but the current PlayStation will eventually fall in the new console's shadow. Next, I have heard a rumor that Sony will give you \$100 off if you turn in your old PlayStation. Is that true? Also, do you know of any Gundam games coming out in the U.S.?

Adrian Batres  
San Jose, CA

I browse the WWW to find the latest PlayStation gossip, and quite recently I have come across some interesting info. Supposedly, Sony is going to release the next PlayStation console in April of next year. Is there any truth to this? You would think that Sony would milk the current PlayStation for as long as continues to be profitable. I think it would be foolish for Sony to bring it out so soon. What are your thoughts on this?

Leon Schmidt  
Austin, TX

► **BLAKE:** We've heard all of the rumors on PlayStation 2 as well guys and we have to tell you that there's no way to tell what is true and what isn't at this point. What we all need to realize, though, is that even if the PlayStation 2 comes out it doesn't mean your PlayStation is obsolete. Come on, you can still leave your PlayStation 1 plugged in and your house won't explode (I promise!). While we're hoping for backwards compatibility, there's no reason that we can't just keep enjoying PlayStation games as they continue to come out through 1999.

# 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! 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. Include your return address. No e-mail entries allowed! We can't return any pictures or videotapes you send. Enter today!

this month's prize: a whole bunch of nuby stuff, including a cooling station, a light gun and foot pedal, and some wireless controllers.



### Challenge #1: Metal Gear Solid Get Big Boss ranking

By now you've probably gone through *Metal Gear Solid* several times. We wouldn't be surprised to see that you've found the secret items and even managed to beat the game in record time. Do you have what it takes, however, to get the ranking of Big Boss? If you manage to complete this herculean feat and get the correct ranking, send us a polaroid or videotape showing us. If you're the first correct entry, you win!

### Challenge #2: Brave Fencer Get all of the action figures

As you play through the epic quest of *Brave Fencer Musashi*, you'll notice that you can purchase *Brave Fencer* action figures at the Toys Toys Toys store. There are also a few action figures that you will find in other places as well. If you can find all 43 action figures (7 sets total), you are truly a master. Take a polaroid or videotape to prove your accomplishment and send it to us. The first correct entry will be the winner.

### Challenge #3: Test Drive 5 Fastest time on the drag strip

We did this event with *Test Drive 4*, making it the first time we've ever had a Top This for a sequel to a previous challenge. This time it's virtually the same as last. We want to see what your fastest time is on the drag strip. We don't care what car you use. Send in a polaroid or videotape of the fastest time you can get and the entry with the best time will be our winner. Last time we did this with *TD4*, competition was fierce and we got a lot of entries, so good luck.

# PS

Oh no—we're almost at the end of the issue! These things sure go by fast... Before we go, here are a few parting shots:



▲ Noah spent his entire vacation locked outside of his hotel room. He was then arrested.



▲ Hey somebody took our name! Actually this was found on one of the building fronts in Mallorca. Apparently it is the logo for a local political organization in Spain.



▲ Besides braving fires to get deadline food for the PSM staff, and fixing up our graphic files, intern Jeff "Free" Lam loves to swim in our oceans of fan mail.



▲ Don't look for these PSM Holiday lights in stores or even our Otaku Station. They were made up special for us by our old buddy Bill Paris Sam!



► One of the top new toys in the office is the Dave Perry voodoo doll. The president of Shiny entertainment is now at our mercy. Now how about a working rev of Messiah!



▲ Our new staff member, Francesca, jumps right into the action, PSM-style. Here she is taking the curves like a pro. That's really her under that helmet! Really!



▲ Something happened to Noah in Spain. When he got back to the office, he covered his entire TV with stickers and began to eat lots of banana bread. We stopped him before he stickered up the screen. He needs to be arrested.



▲ Konami liked PSM's *Metal Gear Solid* cover image (issue #15) so much, they borrowed it for a promotional t-shirt. Sorry, fan boy, yet another item not for sale in stores! You had to pre-order the game to get it.



# MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the PlayStation

## Richard Watkins

hestasretort@worldnet.att.net  
Lake Hopatcong, NJ  
Trade Type: Trade, Sell  
Item: Console System

**Description:** I'm a budding programmer looking for a Net Yaroze. \$750 for a console is way too high. If anyone has any info or if you want to sell (or trade for something else) your Net Yaroze, then please e-mail me.

## Dileep Monie

moni0017@tc.umn.edu  
6024 Olinger Circle  
Edina, Minnesota 55436

**Description:** I have several popular PlayStation games (NFL GameDay, NBA Live, Twisted Metal 2, etc.) and demo discs, along with a couple of other consoles and their respective games. They are ALL in mint condition. I am mainly looking to sell, but willing to trade in certain cases. Prices range from \$1 to \$70 or best offer. E-mail me for details and to make an offer.

## David Bell

davidbell@syd.auracom.com  
16 View Street  
North Sydney, Nova Scotia  
Canada, B2A 1E8

**Description:** Wanted: import playstation games, mostly RPGs Arc the Lad 1 or 2, or any other import RPGs. Will accept other types of imports. Will trade Tekken 2, Twisted Metal 2, Wild Arms, Toshinden 2, Overblood, Primal Rage, or X-Com. Please e-mail me if interested. Also, if anybody has Virtual Pro Wrestling for import N64, will trade one or two of the above games for it.

## Sephhiroth

French's@wdni.com  
16363 85th ave #27  
V4N-3K1

**Description:** I'm talking a Game Shark, Controllers, a four player adaptor and memory cards. I'll go for the best price! I'm selling a game called Resurrection: Rise 2. Mint condition. \$20-30.

## Kaylon Blackburn

packfan@bigfoot.com  
P.O. Box 244  
Moroni, Ut 84646

**Description:** I have: Blood Omen, NBA Live '97, Madden '97, Gameday '97, Triple Play '97 and '98, Area 51, Warhawk, Ridge Racer, Tekken, Top Gun, Need for Speed, Loaded, Doom, Road Rash, Agile Warrior, Twisted Metal, Kings Field, Gameshark, and I have a Controller. I will trade or sell any of these. I will sell for 25.00\$ or less (depending on the game). E-mail me and give me an offer.

## ShatterStar

shatterstar1@hotmail.com

**Description:** Playstation+ 2 controllers + connections + 360 block card + 9 Fabulous Games: Final Fantasy 7, Resident Evil 2, Resident Evil Directors Cut, Ghost In The Shell, Colony Wars, Armored Core, Wild Arms, Warhawk, and Ridge Racer. Ready to go for one low price of \$300. Take it or leave it!

## AD OF THE MONTH

### Brent Timm

pilotb@msn.com

1589 Euclid

St. Paul, Minnesota

**Description:** I want anything to do with Resident Evil. I want things

like posters, lid covers, apparel, even Resident Evil CD covers. I am willing to trade, buy or just take for free. I have a sick, sick addiction to Resident Evil. If you have anything Resident Evil, I want it.

### Goalkeeper

Goalkeep78@aol.com

137 Emerson Cir

Cortland Ohio 44410

**Description:** I am looking for Worms. Please respond A.S.A.P.

### Adam Tresidder

1190 Fawn Land

Meadow Vista, CA 97222

**Description:** I am looking for these games: Area 51, Die Hard, Fighting Force, and Critical Depths. They are somewhat hard to find.

### Don Lechian

legacy@viaduct.custom.net

RR1 Box 308 Linton, IN 47441

**Description:** I am looking for Castlevania: Symphony of the Night for Playstation. If you are interested in selling it, e-mail me with what you want for it. I prefer COD, but I may try other ways. Thanks.

### Jeff Hua

lczer18@aol.com

**Description:** Willing to trade or sell the following games for RPGs or any other type of game except sport games. Battle Arena Toshinden 2, Jet Moto, Mega Man X4, NBA Live '98, Armored Core, Rampage World Tour, Twisted Metal, Beast Wars, Need For Speed 2, Fighting Force, Resident Evil Director's Cut, Independence Day, in good condition with boxes and instructions.

### Joey Potoczky

joey1022@yahoo.com

**Description:** I'm selling NBA Live '97 for \$15, Jet Moto for \$20, 2Xtreme for \$20. I will trade Final Fantasy 7 for any of these games (Nascar '98, NBA Shootout '98 or any other games that you own. Please E-mail me if you are interested.

### Levi F.

P.O. Box 1218

Cathedral City, CA 92235

**Description:** I'm selling Rage Racer and Tobal No.1 for Sony Playstation. I ask \$25 for Rage Racer, and \$18 for Tobal No.1 Both of these games are in "Perfect Condition" Both of the games have the instructions. I will also trade Rage Racer for any good PSX game. Please e-mail me if you are interested in these games. Thanks for your time.

### Michael G.

ChopsDawg@aol.com

202 Southland Road

Huntersville, NC 28078

**Description:** I have the following games to sell: Return Fire, MLB Pennant Race, NHL Powerplay '96, NHL 2 on 2 Open Ice Challenge, Primal Rage, Bottom of the Ninth, Doom and Destruction Derby. All are in good condition. Most have original boxes and instruction booklets. \$25 dollars or best offer for any game.

### Blake H

Minneapolis, Minnesota

BUD21369@aol.com

**Description:** I am selling Crash Bandicoot, Felony 11-79, Twisted Metal, Tokyo Highway Battle, Burning Road, Nascar Racing. Make reasonable offer. E-mail me.

### Luis Ledesma

FOOTLEWIS@AOL.COM

8104 N. Kalaheo St

Kailua, HI, 96734

**Description:** I have Final Fantasy VII, Rage Racer, Dynasty Warriors, Alien Trilogy, Pandemonium 1, Jet Moto 1, and Gex 1. I'm looking 4 Colony Wars, NBA Live 98, Fighting Force, MLB 98, Bushido Blade, Ace Combat 2, G-Police, MDK, Test Drive 4. I'll consider every offer.

### Josh Bradley

bradboy@hotmail.com

**Description:** I want a Game Shark for Sony Playstation (of course) for a reasonable price. If you have one on you let me buy it of you and e-mail me if you want to sell it to me.

### Eric Hunter

42 Leha Ave. Jewett City, Connecticut 06351

Ignition1@hotmail.com

**Description:** I have Courier Crisis for \$25(bought it for \$35) I have NFL Gameday 98 in great condition for \$25-\$30, I have Clock Tower for \$20. All of my games listed here are non scratched and fun to play. I will trade any of these games for Resident Evil 1.

### Joshua Valk

Dunn28@compuserve.com

PO Box 295

Linwood, MA 01525-0295

**Description:** I am looking for the following titles: Suikoden, Wild Arms, Vandal Hearts, Beyond the Beyond, Alundra, and Final Fantasy Tactics. I also would like a multi-tap. I am willing to trade or buy. E-mail or write me for details.

### Grant Spencer

nspen@dumaster.net

**Description:** I have a Sega Genesis with a bundle of games, including Eternal Champions, Madden

90 something, NBA Live 95, and a couple of others, plus 2 normal Sega Controllers and one 6 button arcade pad. I also have the Sega CD with all the games it comes with and a few others, some college football game, and Prize Fighter. I would like to trade this for a Nintendo 64 with 1 or 2 controllers, and if you have games, you might as well give them to me, since you wouldn't have a N64.

### Lance

CharlieMayne@webtv.net

**Description:** Want copy of Romance of the Three Kingdoms IV. Will buy for reasonable price or trade one or two of the following: Jet Moto 2, Tomb Raider 2, Test Drive 4, or Bushido Blade. Will also consider selling for reasonable offers.

### David Heston

DBallZ16@aol.com

**Description:** I want an import of Bushido Blade 2, Minna No Golf, Dead or Alive, and Tenchu. I would also like 2 dual-analog shock controllers. Willing to pay around \$30 for the games and \$20 for the controllers.

### Chris Miller

DeGenX709@aol.com

709 N. Cypress St.

Boonville, IN 47601

**Description:** I have Resident Evil DC in mint condition, no marks or scratches on it! Selling for \$25 or best offer. I am also selling Triple Play '97, Tekken 2, Mega Man X 4, Tomb Raider, and Twisted Metal 2 all for \$15 EACH. All games are in good condition. No Trades!

### Danny Park

DieselDick@aol.com

1756 Hancock St.

Hewlett NY, 11557

**Description:** Want to sell FFTactics(\$35), Crash Bandicoot 2 (\$35), Crash Bandicoot (\$10), instruction manuals for PS and N64 games(2 for a dollar), analog controller(\$25), 3 demos that include FFXII, FFTactics, Bushido Blade, TombRaiderI, Crash Bandicoot 2, Fighting Force, Parappa the Rappa, CoolBorders2, Armored Core, RageRacer, Crash Bandicoot, Tekken 2, and more.

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COMING NEXT MONTH IN ISSUE 17 OF

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100% PlayStation Magazine

RESET

## Legacy of Kain: Soul Reaver

It's been a long wait, but Kain 2 is finally set to hit the street in January! Of course, for a game as big as this, you know PSM is going to roll out the red carpet and blow all those other guys away with unbeatable coverage. We'll have everything you ever wanted to know (and even some stuff you didn't) in just 30 days!



## Tokyo Game Show

Chris and Stephen are flying to Japan to bring home all the dirt on this year's Tokyo Game Show. Hundreds of new PlayStation games are scheduled to appear, plus Sony's new PDA will be officially unveiled. Trust us, you ain't gonna want to miss any of this!



## The PSM Ten

It doesn't seem like it's been a full year, but it's time once again for us to announce our second annual PSM Ten. These are the ten games that surpassed all others, and defined the PlayStation in 1998. Who'll make this list? While certain games are sure to appear, bet on a few surprises...

## And, lest ye forget:

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 spankin'-good **LETTERS** section!

PLUS, we'll take  
a look at the hottest new games:

- Syphon Filter
- Pac-Man 3D
- Suikoden II
- The Diabolical Adventures of Tobu and MORE!
- Silent Hill
- Xena: Warrior Princess
- NCAA Final Four

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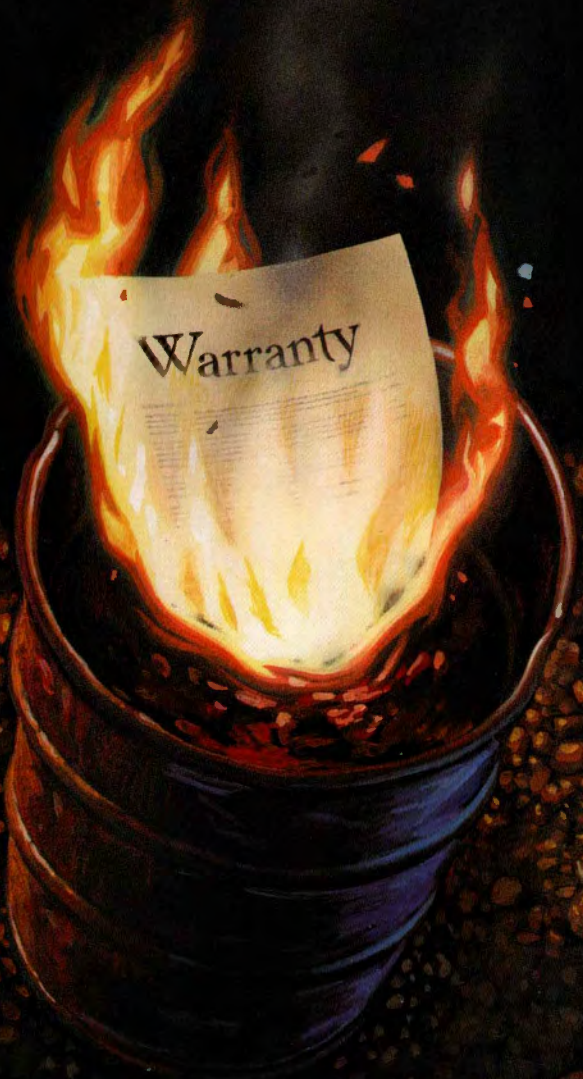
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