

AMERICA'S BEST SELLING PLAYSTATION MAGAZINE!

UNOFFICIAL. UNBIASED. UNRIVALED.

PSM

100%
independent

PlayStation Magazine

70 NEW ACTION
FIGURES!

TOMB RAIDER 4

FIRST LOOK:

- ▶ No More Switches
- ▶ New Gameplay
- ▶ Rope Climbing

KAIN
SOUL REAVER
Maps and massive
10-page strategy!

PLAYSTATION 2

- ▶ Early Release?
- ▶ The Latest Games
- ▶ New Demo Screens!

imagine
MEDIA WITH PASSION

\$4.99US \$5.99CAN



SEP '99 ISSUE 25 VOL. 3



Tony Hawk's PRO SKATER

TEN TOP PROS

REYNOLDS

CHAD
MUSKA

NEVER
ACT

www.activision.com

BUCKY
LASER

JAMIE
THOMAS

ROWLEY

SCREAMER

Pull off hundreds of combos
with insane airs, stunts
and grinds.

Go big or eat it—then
watch an instant
"video" replay.

Trick off everything,
including cop cars, in
10 real-world locales.

Compete in one- or two-
player vert and street
competitions.

DESTROYING YOUR ENEMIES

ISN'T ENOUGH...



"...very impressive indeed."

-EGM

As Razel, stalk the shadows of Nosgoth hunting your vampire brethren. Impale them with spears. Incinerate them with torches. Drown them in water. No matter how you destroy them, you must feed on their souls to sustain your quest – the ruin of your creator, Kain.



Morph onto the spectral plane and confront unique enemies and gameplay challenges

- ✦ Seamless gameplay: No load times
- ✦ Shift real-time between the material and spectral planes
- ✦ Dark gothic story



"Vampire fans get ready – Soul Reaver could be the ultimate thriller..."

-GamePro



...YOU MUST
DEVOUR THEIR SOULS

LEGACY of KAIN™ SOUL REAVER



www.crystalld.com

www.eidosinteractive.com

Crystal Dynamics and Crystal Dynamics logo are trademarks of Crystal Dynamics. All rights reserved. Eidos Interactive is a trademark of Eidos. EIDOS, EIDOS logo, and EIDOS Interactive logo are registered trademarks of Sony Computer Entertainment Inc. The ratings code is a trademark of the Interactive Digital Software Association.

With more big games going to PS2, is PlayStation an endangered species?

START

Now, I'm as excited about the new PlayStation 2 as anybody (actually, according to some I'm a bit too excited), but something is starting to worry me. Over the past month I've come to find out that several of the PlayStation's key franchises are planned to make the jump to Sony's next-generation hardware much earlier than one might have first thought. *Tomb Raider 5*, *Jet Moto 4*, *Metal Gear Solid 2*, and *Tekken 4* have all been confirmed for the PS2.

▼ Lara's ready to make her yearly visit into gamers' homes, but it will be her last trip to the current PlayStation.

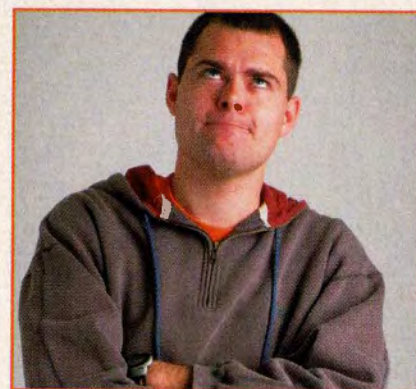
My question is, with the PlayStation's leading franchises packing up and heading to greener pastures, what does that leave for the current PlayStation other than a bunch of so-so games and a growing classics library?

On the other hand, I guess there's no reason why a company like Capcom, for example, couldn't make a new *Resident Evil* for PlayStation 2, and then still release another new *RE* game for the original PlayStation. Or, maybe if the gameplay of the PS2 version isn't too complex, a stripped-down PlayStation 1 version could come on the CD, also. That's probably asking a bit much of the developers though, who will have their hands full just getting a PS2 game done.

So anyways, this will be something for us to keep our eye on in the coming months. Sony has been adamant that the coming of the PS2 will not negate the reason to still own a PS1, so hopefully they'll see to it that both machines get a fair share of hit titles.

In other news, this issue marks our second anniversary! Yep, it was in September of 1997 that we first hit the stands. Thanks for your continued support!

► **CHRIS SLATE, EDITOR-IN-CHIEF**

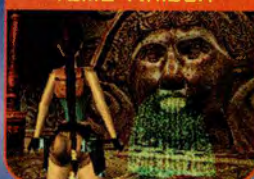


"WITH LEADING FRANCHISES HEADING TO GREENER PASTURES, WHAT DOES THAT LEAVE FOR PLAYSTATION?"

MOVING ON UP?

With some of the PlayStation's biggest franchise series moving on up to the PlayStation 2, will other publishers follow suit? Here are the games that could have a huge effect on the continued success of PlayStation:

TOMB RAIDER



Core has gone on record as saying *Tomb Raider 4* is definitely Lara's last adventure on the current hardware.

METAL GEAR SOLID



Hideo Kojima, creator of *Metal Gear* and *MGS: VR Missions*, has said the next game will be for PS2.

RESIDENT EVIL



It's heavily rumored that *Resident Evil* will be the next big series to move on to the next PlayStation.

THIS MONTH'S COVER

Question: Which game character has appeared on PSM covers the most number of times? The lethal Miss Lara Croft takes that crown with a vengeance—this is her fourth cover in just two years. Previously illustrated for PSM by Hajime Sorayama, David Finch and Adam Hughes, Black Widow artist extraordinaire, J.G. Jones joins the roster. His awesome version of the popular adventuress is sure to be a new favorite! Catch more of J.G. Jones' work on *Web Spinners* this October, and a yet to be named project with Grant Morrison, both for Marvel.



This pose pictures Lara in a steamy jungle with a giant stone Mayan head for added atmosphere. Nice, but we wanted to see something that conveyed the excitement of the game.



Wow! This is more like it! This sketch features Lara armed to the teeth and swinging on a rope, which is all the more appropriate since Lara indeed uses a rope in this latest installment.



After some tweaking, we got this dramatic image of Lara swinging into an Egyptian tomb. Fantastic colors by Brian Haberlin are added. Here is an alternate "day" version. See the cover for the final.

PSM

100% Independent PlayStation Magazine

SEPTEMBER 1999 Vol. 3, Number 9 • ISSUE 25
ISSN: 1095-4163

Chris Slate Editor-in-Chief
Bill Donohue Managing Editor
Frank O'Connor Executive Editor
Stephen Frost Previews Editor
Noah Massey Editor, Codes & Strategies
Max Everingham Executive Editor, Japanese Section
Eugene Wang Art Director
Gary Liew Graphic Designer

Editorial Contributors
Francesca Reyes, Randy Nelson

Photography & Artistic Contributors
Aaron Lauer, Robert DeJesus, Ryan Kinnaird, DAG, Gerry Serrano, Ben Chan
Intern Ben "Whamo" Chan
Cover Illustration J.G. Jones
Doug Faust Publisher

Chris Yatrakis National Ad Manager
Robin Rosales Account Manager
John Yeargin Account Executive

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

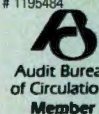
Richard Lesovoy Production Director
Glenn "So Yen" Sadin Production Coordinator

PSM Customer Service
P.O. Box 52073
Boulder, Colorado 80322-2073
custserv@psmonline.com
1-800-477-0484

<http://service.imagemedia.com/support/psm/index/html>

Kate Bailey Subscription Director
Jeanne Mangabat Fulfillment Coordinator
Ouyen Nguyen Distribution Coordinator

PSM: 100% Independent PlayStation Magazine is published monthly by Imagine Media, 150 North Hill Drive, Brisbane, CA 94005, USA. Periodicals postage paid in Brisbane, CA and at additional mailing offices. Newsstand distribution is handled by Curtis Circulation Co. Basic subscription rates: one year (12 issues) \$20 U.S., Canada \$34 U.S. (Canadian price includes GST (GST #128220688), foreign \$44 U.S. Prepaid in U.S. funds only. POSTMASTER send changes of address to PSM—100% Independent PlayStation Magazine, P.O. Box 52073, Boulder, CO 80328-2073. Entire contents copyright 1999, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Publishing, Inc. is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA.
CPC Int'l Pub Mail # 1195484



imagine
MEDIA WITH PASSION

Imagine Media, Inc., 150 North Hill Dr.,
Brisbane, CA 94005
(415) 468-4684 www.imagemedia.com

CEO • Chris Anderson
Vice President/CFO • Tom Valentino
Vice President/Circulation • Holly Klingel
General Counsel • Charles Schug
VP/Editorial Director • Matt Firme
Publisher • Doug Faust

IMAGINE GAMES DIVISION:
President • Jonathan Simpson-Bint
(PC Gamer, PSM, PC Accelerator, Next Generation, Games Business)

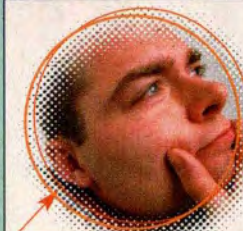
IMAGINE BUSINESS AND COMPUTING DIVISION:
President • Steve Elzy
(Business 2.0, MacAddict, Maximum PC)

Imagine Media is at aimed people who have a passion. A passion for games. For business. For computers. Or for the Internet. These are passions we share.

Our goal is to feed your passion with the greatest magazines, Web sites, and CD-ROMs imaginable.

We love to innovate, we love to have fun, and we have a cast-iron rule always to deliver spectacular editorial value. That means doing whatever it takes to give you the information you need. With any luck, we'll even make you smile sometimes... Thanks for joining us.

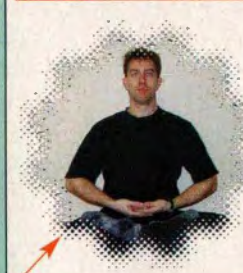
MEET THE PSM TEAM: ►►►►►



CHRIS SLATE
Editor-in-Chief
Likes: All types of games
Hobbies: Hoops, Movies, J-Pop
Thoughts On 2nd Year?
Hmm... The burgers were good. The cola... plentiful. No Chick-fil-A in San Fran, though. Still, I think it was a good year.



NOAH MASSEY
Strategy Editor
Likes: Racing, Shooters
Hobbies: DJ-ing, Collecting Action Figures
Thoughts On 2nd Year?
There's been two years of PSM already?! Man those issues just fly by. Geez, I've played a lot of games...



MAX EVERINGHAM
Japan Executive Editor
Likes: Action, Racing, Adv.
Hobbies: Zen, fitness, Zen
Thoughts On 2nd Year?
There's a new console war brewing and that's always a good thing for gamers. Let's hope it signals more immersion in games. Bring it on!



BILL DONOHUE
Managing Editor

What Bill does at the office:
Keeps his eye on the ball. Praises the Italians for their revolutionary, opposing propeller WWII airplane design.

Bill's Quote of the Month:

"With a plane like this, you could start to attack and then retreat immediately without turning around or shooting."



EUGENE WANG
Art Director, Dark Raider

What Eug does at the office:
Finds new ways (give me money!) to hide subliminal messages (lots of money!) within the pages (unmarked bills) of PSM. You won't (\$50s) notice them.

Eug's Quote of the Month:

"Don't touch the master!"
"Don't touch the mustard!" (tie)



STEPHEN FROST
Reviews/Previews Editor
Likes: Fighting, Platform, Racing
Hobbies: Girls, Anime, The Force
Thoughts On 2nd Year?
What a great year for games, and a great year for PSM! Sure, they broke my back with all that work, but it was worth it!



FRANK O'CONNOR
Executive Editor
Likes: Pie
Hobbies: Eating pie.
Thoughts On 2nd Year?
Like my second year at junior school, it's been filled with the noise of crying children and the subtle aroma of recently peed pants. Roll on, next year.



BANZAI CHIEN-CHAN
Japanese Correspondent
Likes: Games, games, GAMES!
Hobbies: Playing said games
Thoughts On 2nd Year?
We had our ups and downs in Japan this year, but PlayStation was always there to help take the stress off. I'm looking forward to another year of PSM!



GARY LIEW
Graphic Designer

What Gary does at the office:
Creates fantastic graphics with speed and precision. Imitates Robert DeNiro on a daily basis.

Gary's Quote of the Month:

"Are you now talking to me? You must be talking to only me because me and you are the only people in this place. I said, are you talking to me only?"

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. WHOSE BEST INTERESTS DO YOU THINK THEY'RE LOOKING OUT FOR?

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.

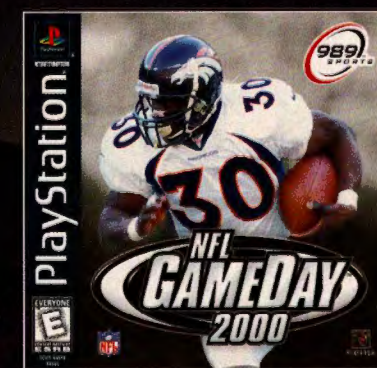
PSM IS CREATED BY US AND NO ONE ELSE. NOBODY HAS TO APPROVE OUR PAGES BEFORE THEY'RE PRINTED AND NOBODY,

THIS IS OUR PROMISE TO YOU, THE HARD-CORE PLAYSTATION GAMER, WHO DESERVES NOTHING LESS.

© 1999 NFL. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League and NFL Properties. Officially licensed product of PLAYERS INC. The PLAYERS INC. logo is a registered trademark of the NFL. www.nflplayers.com. © 1999 PLAYERS INC. Development by 989 Studios and Red Zone Interactive, Inc. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. Licensed for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.



NFL GameDay 2000 gives you 1,200 new plays and 200 new motion captured moves designed and performed by 45 NFL players. There's a Training Camp Mode to practice plays, and a GM Mode to manage your team over multiple seasons. We've even added a revolutionary telestrator along with Dick Enberg and Phil Simms commentary. Now every day is game day.



www.989sports.com



Legacy of Kain: Soul Reaver— The Walkthrough

pg. 96

It's been a year since the first release date set for the sequel to *Legacy Of Kain* came and went, but folks, *Kain* is here and is well worth the wait. This is like nothing you've played before. The afterlife starts on page 96.

Videogame Toy Mania '99!

pg. 90

To get the best, most up to the moment info on the world of action figures, we went straight to the experts and recruited Dan DiGiacomo of Toy Fare Magazine to put together this feature for you. ToyFare Magazine is by far the best source for Action figure news, as well as a great source for a good laugh. The fun and games start on page 90.



Vigilante 8: Second Offense

pg. 59



The car combat genre was taken to a new level last year with the release of Activision's *Vigilante 8*. *Vigilante 8: Second Offense* leaves the competition in the dust on page 59.

COVER STORY

TOMB RAIDER 4

pg. 52

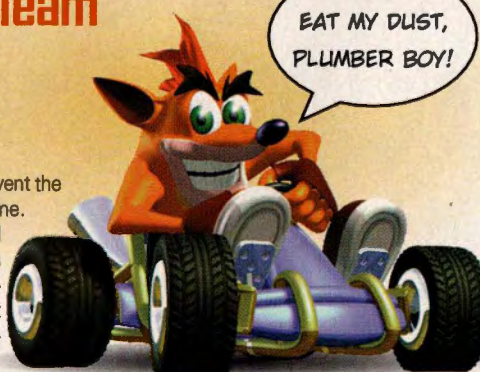
Okay, so Lara isn't the fresh new face she once was, and her last game was hard as hell. With this new *Tomb Raider*, the developers are looking to erase the mistakes of the past, re-establish Lara as the hottest thing in videogames, and recapture that fresh, new feel of the original game. She's on page 52, boys!



CTR: Crash Team Racing

pg. 60

Naughty Dog didn't exactly invent the mascot kart racing game. However, it was determined to add to the genre. *CTR* has a very good chance of surpassing those other mascot kart racing games. The starting line is on page 60.



EAT MY DUST,
PLUMBER BOY!

MAIN MENU

monitor

pg. 14

The latest PlayStation news and up-to-the-minute info

- Gossip pg. 16
- Nihon Game Otaku pg. 36
- Peripherals pg. 18
- Q&A pg. 28

reviews

pg. 41

This month's new games, thoroughly tested by PSM experts

previews

pg. 52

All the best dirt on tomorrow's hottest games

- Ace Combat 3: Electrosphere pg. 85
- Fear Factor pg. 67
- Fighting Force 2 pg. 62
- Gekido pg. 68
- Jet Moto 3 pg. 79
- Mag 3/Eagle One pg. 74
- Medal of Honor pg. 73
- Metal Gear Solid: VR Missions pg. 78
- Ready 2 Rumble/Thrasher: Skate & Destroy pg. 54
- Resident Evil 3: Nemesis pg. 76
- South Park/Army Men: Air Attack pg. 66

code junkies

pg. 113

The latest codes for all you addicts

letters

pg. 118

You've got questions, we've got answers

- Link-Up pg. 118
- Pause pg. 119
- Fan Art pg. 123
- Top This! pg. 127
- Marketplace pg. 128

reset/ps

pg. 129

A sneak-peek at what's gonna be hot for next month

SO CLOUD,
WHAT DO YOU
THINK OF MY
MATERIA?



pg. 119

DON'T
WAKE UP...
DON'T WAKE
UP... DON'T
WAKE UP...

WILL SCENES LIKE
THIS EVER APPEAR IN
A VIDEOGAME? WE
DISCUSS ON PG. 119...

GAME INDEX

- | | |
|------------------------------------|----------------------------------|
| Ace Combat 3 pg. 85 | Medal of Honor pg. 73 |
| Army Men: Air Attack pg. 66 | MGS: VR Missions pg. 78 |
| Chess Master 2 pg. 42 | NFL Xtreme 2 pg. 45 |
| Driver pg. 43 | Ready 2 Rumble pg. 54 |
| Eagle One pg. 74 | RE3: Nemesis pg. 76 |
| Echo Night pg. 44 | Rising Zan pg. 44 |
| Fear Factor pg. 67 | South Park pg. 66 |
| Fighting Force 2 pg. 62 | Tarzan pg. 48 |
| Gekido pg. 68 | Thrasher: S&D pg. 54 |
| Jet Moto 3 pg. 79 | Um Jammer Lammy pg. 46 |
| Konami 80s Collection pg. 42 | You Don't Know Jack pg. 46 |
| Mag 3 pg. 74 | |

Spyro 2

pg. 82

CLITE? CUTE!
I'LL HAVE YOU KNOW, I'VE
KILLED THOUSANDS OF
BUTTERFLIES!



The first *Spyro* had a great "pick up and play" quality that made you want to just run around smashing things. However, the quest itself was a bit dry—there just wasn't much variety to searching out the dragons. However, after hours of hands-on play, we're happy to report that *Spyro 2* not only solves that problem, but it's at least twice as good as the original in every possible way. Check out our first look at the return of this lovable lizard on page 82.

PlayStation 2 Update

pg. 23

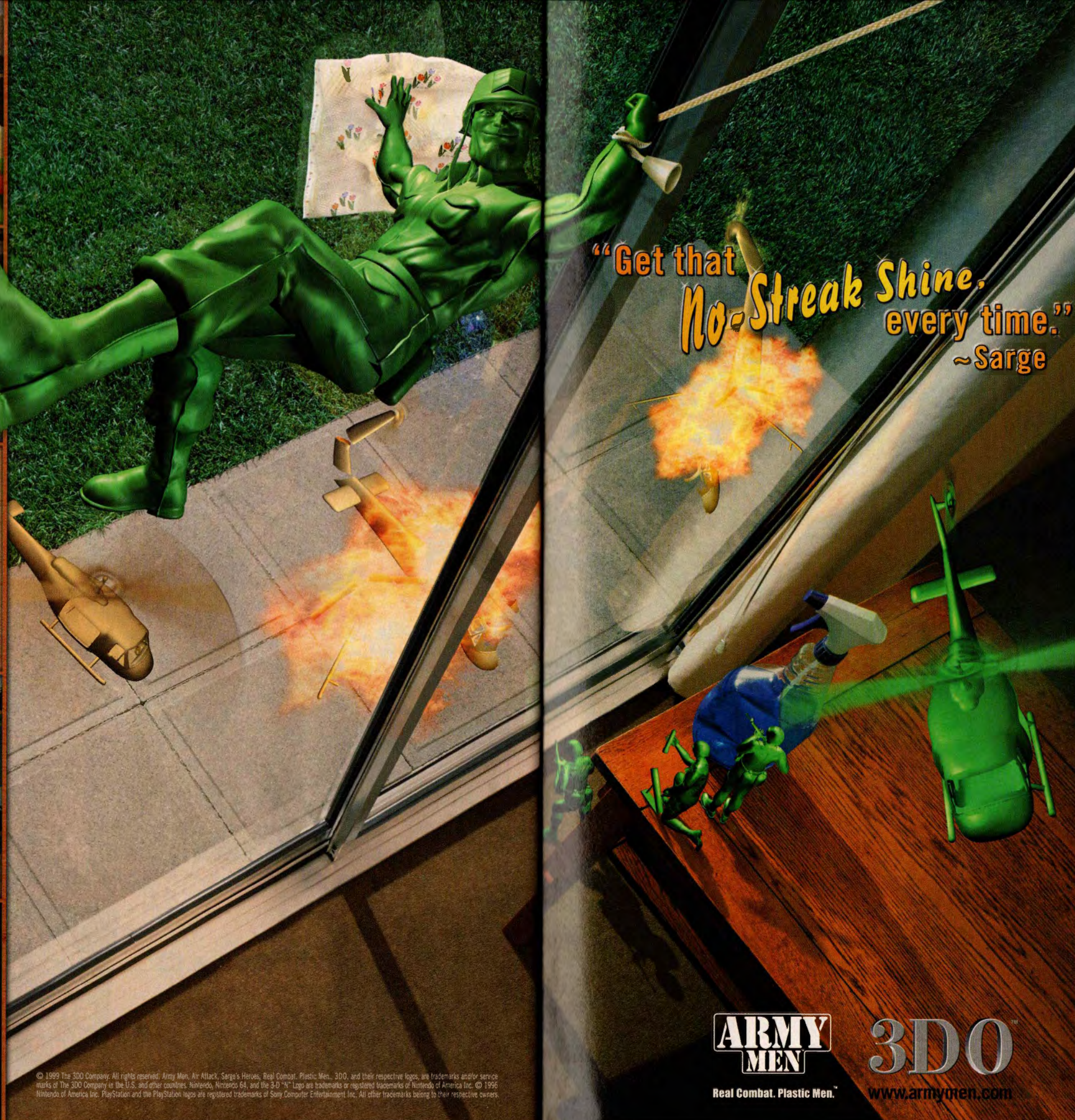
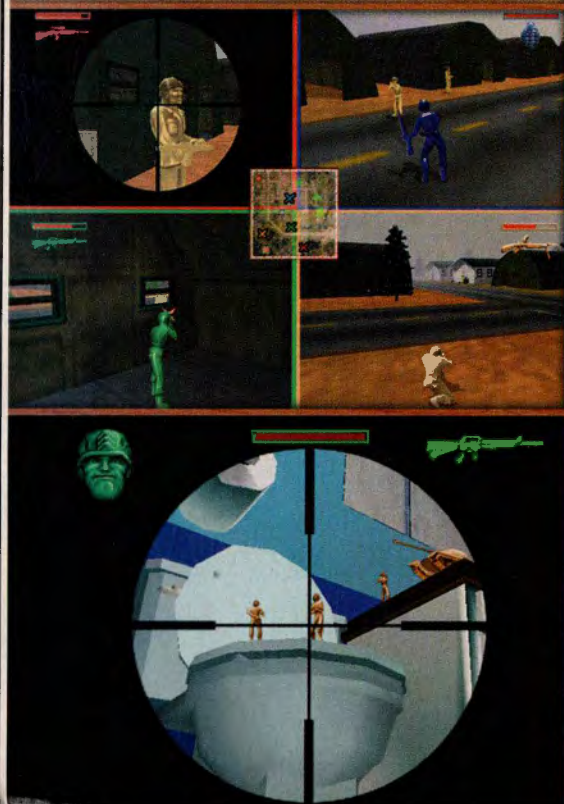
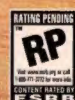


With the release date of the PlayStation 2 nearing, Sony is preparing to announce major details about the console and the company's future plans at the upcoming Fall Tokyo Game Show (TGS). Rumors have pointed that Sony may have the largest booth at the show, dwarfing such large companies as Sega and Bandai. This is great news for Sony fans and PSM readers, too! We've got some early details, so turn to page 23 now!



ARMY MENTM SARGE'S HEROESTM

Character-Based Combat.



"Get that
No-Streak Shine.
every time."
~Sarge

**ARMY
MEN**

Real Combat. Plastic Men.TM

3DO

www.armymen.com



ARMY MENTM AIR ATTACKTM

Intense Helicopter Action.



© 1999 The 3DO Company. All rights reserved. Army Men, Air Attack, Sarge's Heroes, Real Combat, Plastic Men, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64, and the 3-D "N" Logo are trademarks or registered trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

MONITOR

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

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.

Metreon Opens

The massive Sony Metreon complex opened in San Francisco on June 16, just one massive traffic jam away from the offices of PSM. The complex, which features a variety of entertainment venues, is the first in a slew of such centers that Sony may open across the US. PSM was invited to the grand opening to check it out.

At the heart of the Metreon is a 15 screen theater, with the latest digital sound, projection and butt-relaxing seat technologies. Surrounding this theater, much like a mall, is a range of shops, restaurants and other attractions (including an interactive "Where the Wild Things Are" exhibition).

The best of the stores is the custom-design PlayStation store, the Mecca of all video games boutiques for Sony fans. Sadly, like Niketown, the games here are every bit as expensive as in other stores—the difference is that it's all PlayStation, and you can get hold of old classics as well as the latest hits. There's also a rather cool PlayStation 2 demo running, so that customers can get a taste of the machine they'll be buying in Christmas 2000.

If you want to buy the very latest Sony consumer electronics gizmos like Vaio PCs and laptops (Mmm, magnesium casing) or big flat screen WEGA TVs,



METREON
A SONY ENTERTAINMENT CENTER

there's a specialty store that takes care of that, too.

Lots of people went to the opening and many had the same complaint, that it was just a little bit TOO sophisticated and chi-chi for its own good—especially since the majority of visitors are going to be teenagers and families with kids.

▲ Situated in the heart of San Francisco, Sony's Metreon Entertainment Center is a high tech oasis of fun and frolic. Good luck finding a parking place, though.

Square Update

Recently, Square of Japan invited the American press to come visit its Tokyo office and meet up with several of its most prominent game development teams. During the event, Square EA took the opportunity to announce several new additions to its U.S. game lineup for the upcoming year. Joining the previously announced *Saga Frontier 2* will be *Vagrant Story*, *Legend of Mana*, *Dew Prism* and the eagerly awaited *Chrono Cross*, a sequel to the Super Nintendo title, *Chrono Trigger*. While no release dates have been set, don't expect any of these games to hit western shores before February or March of 2000. *Parasite Eve 2* was not talked about at the event, but we know that the game will also make an appearance sometime next year, but probably not until Fall or Winter. We'll have full previews of all these titles along with several informative interviews in next month's issue of PSM. Until then, please enjoy these lovely and thought-provoking screenshots.



▲ The recently announced *Vagrant Story* combines elements from *FF Tactics*, *Metal Solid* and *Parasite Eve*.



▲ Both *Dew Prism* and *Secret of Mana* will be coming to the U.S., but Square is reluctant to say when, except "sometime next year".



▲ One of the best games to be found on the Super Nintendo system, *Chrono Trigger* is finally getting a sequel in the form of *Chrono Cross*.

New 989 Games!

This year's PlayStation sports lineup could be one of the best yet, with everyone from 989 Studios to Electronic Arts preparing to release potential AAA titles. Several of the more prominent games, such as *Madden* and *GameDay*, have already been covered in past issues of PSM but we thought we would go ahead and run some just-released screenshots of 989's other upcoming sports titles.

► *NBA Shootout 2000* incorporates a create-a-dunk feature first suggested by Chris Slate in 1996—we were there and we heard him.

► *SuperCross Circuit* is 989's entry into the expanding Motorcycle Super Cross genre and it looks pretty nice.

► *NCAA Final Four 2000* takes us back to the college hoops series, with better graphics and even more options.

All of these titles will be released late this year, and you can expect that PSM will be covering them like no one else can.



▲ 989 Studios is taking every feature and option that it can think of and including in its 2000 lineup of sports titles. These are probably going to be some of the last games released by 989 for the current PlayStation, so we have a feeling that they are going to be quite impressive. However, we can't wait to see what the company has in store for the PlayStation 2. Can anyone say *NFL GameDay 2001*?

► While Chris thought of the "Create A Dunk" feature many years ago, 989 is finally including it in *NBA Shootout 2000*.



Bleem! Ships, Sony Still Sues

One month before a court hearing with Sony, Bleem LLC released bleem!, the PlayStation emulator for PC, to retail stores. The software, which sells for \$29.95, allows PC owners to play a large number of popular PlayStation games on their machines. If the PC is equipped with a suitable graphics card, the PlayStation games are actually enhanced with higher resolutions and textures.

500 stores nationwide will stock the software, and bleem LLC expects to win the next court battle and keep selling this interesting software. Currently it supports 235 games and the company will continue to add patches that fix previously unplayable games and bugs. You can get more info at www.bleem.com.



▲ You might not be able to use any PlayStation peripherals, but you can play 235 games with higher resolution graphics. Hmm...

NOTES

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

► PlayStation sales are increasing, worldwide. Even before an expected drop to \$99, the worldwide sales have gone up to six million in the last six months. Although sales might plateau as the next generation PlayStation launch approaches, a bargain price point may make that expected decrease less than some analysts predict.

► *Final Fantasy VII*, the smash hit RPG from Square will find an even bigger audience thanks to a massive price drop. Sony has begun including *Final Fantasy VIII* as part of the Greatest Hits series and it is now selling at a bargain \$25. There are currently 59 titles in the series.

► Sony is up, Sega is down. June financial figures revealed that Sega stocks are trading at an all-time low. In late June, Sega Japan stocks were trading at 1,468 yen, while Sony stocks were up 70 yen to 12,580 yen.

► Square released *Seiken Densetsu: Legend of Mana* on July 15th in Japanese stores. The long awaited RPG sequel includes cool, previously unannounced features such as the "Pet Ranch" where you can keep and train captured monsters. *Front Mission 3* and *Dew Prism* will hit Japan in September and October, respectively.

► Namco has announced it will host the Videogame and Pinball Championships, an arcade tournament jointly hosted with the Twin Galaxies Intergalactic Scoreboard, to be held in 28 states. Check your local arcade for details.

► The fabled Nintendo 64DD may have finally bitten the dust. Nintendo Japan has revealed that all five scheduled 64DD titles will now appear on cartridge, perhaps the final nail in the coffin for the 64DD.

► 9/9/99 might be the date that the Dreamcast ships, but PlayStation owners will hardly bat an eyelid, since it's also the day that *Dino Crisis* from Capcom will ship in the US.

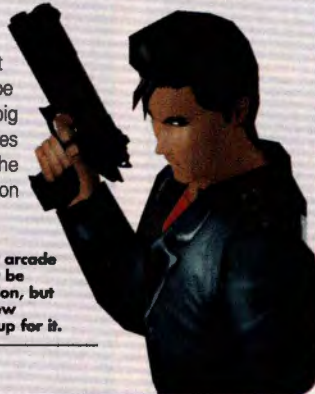
RUMORS

You want more than 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...

Time Crisis Times Three

You've probably been wondering what happened to that 'all but certain' PlayStation port of Namco's blockbuster arcade blaster, *Time Crisis 2*. Well, according to the latest word from the rumor mill, it ain't gonna happen. Rumor has it that Namco has deemed the game technically impossible on PlayStation—as was the case with *Soul Calibur*—and is instead cooking up an extra-special treat for fans of the series under the working title of *Time Crisis 3*. Supposedly under development here in the US, the game is said to be PlayStation-exclusive (meaning you won't see it at your local arcade) and will likely arrive next summer. If this holds true, it could very well be one of the last big PlayStation releases we'll see before the arrival of PlayStation 2 late next year.

► Namco's super-hit arcade light gun game may be passing up PlayStation, but we'll be getting a new adventure to make up for it.



▲ It looks like *Castlevania*, plays like *Final Fantasy*, and could be heading to a PlayStation near you.

EA's Big Adventure

Word has it that *Fatal Fury: Wild Ambition* isn't the only new SNK title that Electronic Arts has its sights set on. According to our sources, EA has plans to release the RPG *Koudeka* stateside next year. Looking like a cross between *Resident Evil*, *Castlevania*, and *Final Fantasy VIII*, the game features real-time exploration and turn-based battles crafted by ex-Square designers. We'll bring you the latest on the game as it surfaces.

Dragon Quest Makeover

Following in the monolithic footsteps of Square, it seems that Japanese developer Enix is getting ready to update a number of its classic role-playing games for PlayStation. Rumor suggests that *Dragon Quest IV*, *V*, and *VI* are currently being outfitted with greatly enhanced graphics and sound for their 32bit comebacks, and will most likely arrive on the same disc sometime next year. Given the fact that Enix's latest RPG, *Star Ocean: Second Story*, has made its way onto US shelves, the chances of these revamped 8 and 16bit gems coming stateside is looking mighty good.

► *Dragon Quest* (a.k.a. *Dragon Warrior* in the US) is one of the world's most popular RPG series—even though a new installment hasn't been released in years.



Murphy, It's You

Fired up and ready to go on *Superman: The Animated Series*, French developer Titus is said to be laying the groundwork for another man of steel to make his entrance on PlayStation. Word has it that a new *Robocop* game is in the works for release sometime next year, but exactly what kind of game it will be is still under wraps. A side-scrolling action game similar to the late 1980s *Robocop* coin-op is one possibility, but we're hearing that a full 3D action-adventure is more likely.

► *Robocop* was a huge hit in the arcades, and now he's bringing his cybernetic justice to PlayStation.



Extreme Golf?

With the massive success of *NFL Blitz* under its belt, and *NBA Showtime* currently heating up arcades, Midway is rumored to be pondering two new additions to its adrenaline-charged sporting lineup. If all goes as planned, 'extreme' versions of baseball and golf will find their way onto PlayStation next year. Baseball we can see, but golf? Who knows—maybe after-putt tackles and golf cart racing will go a long way toward spicing things up.

► Extreme golf—hey, stranger things have happened, but not very often.



Illustration: Ryan Kinnaird

THRASHER

SKATE AND DESTROY

NOVEMBER 15 1999



defy urban gravity



FEATURING:



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Rockstar Games, the Rockstar Games logo, are trademarks of Take-Two Interactive Software, Inc. Z-AXIS and the Z-AXIS logo are trademarks of Z-Axis Ltd. Thrasher Magazine, the Thrasher logo, Skate and Destroy and the Skate and Destroy logo are registered trademarks of High Speed Productions, Inc. All logos herein are properties of their respective owners. © All Rights Reserved.



PERIPHERALS

This is the place to get THE expert opinion on the latest peripherals. All hardware gets the full rundown from the entire PSM staff, making this the most reliable source for making your next purchasing decision.

INTERACTIVE BATTLE CHAIR
HUNSAKER • Available Now • \$299-\$499

You know a product is hot when all of your fellow editors get a giant ear to ear grin when they use it or, in this case, sit in it. We've seen the "speaker chair" before. Back some time ago, we covered the Intensor, which received less than favorable reviews. The Interactive Battle Chair shares none of the Intensor's problems. The high quality speakers sealed inside the solid construction include two 5 1/4 inch 3-way drivers positioned on either side of your head, as well as an 8" subwoofer built into the back. The woofer's patented design allows for excellent vibration and powerful bass when low frequencies are received. You can actually feel the music. The sound produced is thrilling and crystal clear. This is one of the most immersive experiences we've ever had with a speaker system. The basic chair package which hooks up to your existing stereo as an extra set of speakers is fairly comfortable, considering that you're sitting on hard plastic, but a cushion is available for \$80. Also available are action trays which attach to your arm rests and are perfect for a mouse, remote control, a snack, or even a soda and are also sold separately for \$80. The deluxe package comes with an additional amplifier/receiver which is a complete overkill. It's a 60 watt



Yamaha surround sound processor and amplifier with all sorts of extra goodies, which could easily be the centerpiece of any home theater system. The price will put the Battle Chair out of many people's reach (this is essentially a high quality stereo system), but for those that want to get the most out of a game's music and sound effects, you could spend a lot more. The Battle Chair may be hard to find in stores, but you can get one directly from Hunsaker by going to www.battlechair.com or by calling (805) 650-0065.

RATING:
★★★★★

UNIVERSAL ROCKER SEAT MASSAGER
NAKI • Available Now • \$39.99

This odd device has a dual purpose. First, it is a vibrating back massager with two speeds. Slip it over your office chair and let your stress melt away. You can also set it up in your car, attaching it to the lighter with an adapter that is sold separately. The second purpose is a bit more interesting, as it has been rigged to work with PlayStation games that feature Dual Shock vibration. Through a special adapter that comes packaged with the product, the Naki Rocker Seat Massager will vibrate in conjunction with the action on screen. Unfortunately, you get only one type of vibration, either high or low, although it accurately vibrates with the action on screen. Another bummer is that it feels

kind of lumpy when you sit on all the little vibrators that line the inside. Overall though, this is a fairly innovative new use for a type of product that has been available for years and might be worth a look if you're searching for a massager in the

first place.

RATING:
★★★

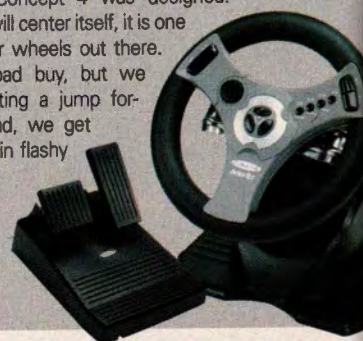
RF MAX 900
NYKO • Available Now • \$39.99

So named because it uses 900 MHz radio frequency technology to free up your console from the usual tangle of AV leads, the RF MAX 900 claims to be compatible with the PlayStation, Dreamcast, N64 and most peripherals, work up to 30 feet away and eliminate lag and the need for line-of-sight. Wow! And the result? Yes, and no. Shame then that the last point is the most crucial to the peripheral's success, but walk in front of the transmitter or receiver and the signal's disrupted. Move at all, in fact, and the signal goes south. The two boxes must be exactly aligned, and you'll find yourself continually twisting and turning the things to get an interference-free picture. But it does work with all the major consoles (separate adapters included in the box), reduces the spaghetti (cable count) and is great to use as a quick fix in a hotel when on the road, but won't be replacing your normal RF unit at home anytime soon.

RATING: ★★

CONCEPT 4 RACING WHEEL
INTERACT • Available Now • \$39.99

The top steering wheel for some time now among the editors here at PSM has been the V3 wheel from Interact and its vibrating sister, the V3FX, which is why we were thrilled to hear that the next evolution of the V3 is on the way. Unfortunately, after a thorough testing, we found that the Concept 4 has little more to offer than the original V3 and in some ways is not nearly as good. It looks really nice with a rubber wheel grip and a little brushed steel bit and features new gearshift paddles right under the wheel, but that's it for the new features. It still contains all the versatile programmability of the V3 series, which is easily the best feature. You can swap any button for any other button, as well as adjust the steering sensitivity with three preset settings. Additionally, it has the ability to allow any steering sensitivity the user wants by simply hitting a few buttons and turning the wheel to your preferred turning radius. It is also very adjustable, fitting between your legs on the couch or on the tabletop using suction cups or some new clamps that come in the package. It doesn't telescope as much as the V3 series does, which is a

RATING:
★★1/2


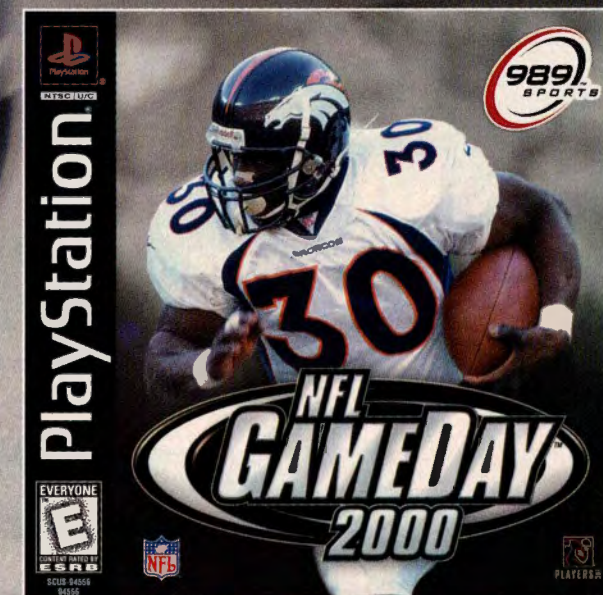
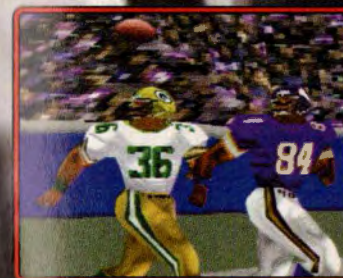
detraction

when in your lap. The first of the two

areas of disappointment is the vibration effect. It is far too light and buzzy, which left us wishing for something stronger, but to their credit, the effect is far better than most wheels, except for their own V3FX. The second bummer is in the lack of resistance you get when you turn the wheel. The best steering wheels are those like the original Mad Catz wheel that provide significant resistance when you turn them and increases the further you go. This is what most accurately emulates the feeling of a real car, but was completely forgotten when the Concept 4 was designed.

Although it will center itself, it is one of the looser wheels out there. It's not a bad buy, but we were expecting a jump forward. Instead, we get a step back in flashy packaging.

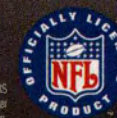
Exclusively at SEARS



When you buy NFL GAMEDAY™ 2000 at SEARS you'll get a free limited edition t-shirt.*



* while supplies last



© 1999 NFL. All rights reserved. NFL and NFL logos are trademarks of the National Football League and NFL Properties. Officially licensed product of PLAYERS INC. The PLAYERS INC. logo is a registered trademark of the NFL. www.nflplayers.com. © 1999 PLAYERS INC. Developed by 989 Sports and Real Zone Interactive Inc. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment Inc. © 1999 Sony Computer Entertainment America Inc. Licensed for use with this PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



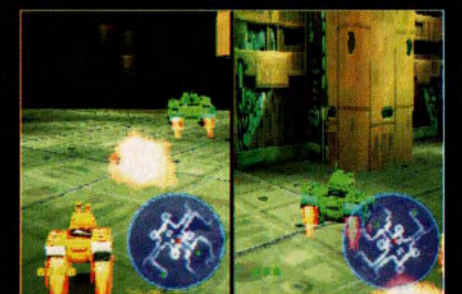
It's not the size
of your howitzer, it's
what you do with it.

TINY TANK

The Tiny Tank with the Big-Ass 'Tude.



Tiny may have the body of a vending machine, but he's got the spirit of a rottweiler.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of itty-bitsy piranha devour a water buffalo? Size is a poor indicator of annihilation potential.

Chaos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Can Tiny, with his 80mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.

TEEN
T
AGES 13+

www.playstation.com



SERIOUS CRIME...



DESERVES SERIOUS PUNISHMENT

30 explosive land and air combat missions

5 heavily armed vehicles

Twice the firepower of the original

Free-roaming, full 3D environment

G-POLICE

WEAPONS OF JUSTICE

MAXIMUM FIREPOWER : ZERO TOLERANCE

WWW.GPOLICE.COM

G Police, Psygnosis and the Psygnosis logo are TM or © of Psygnosis, Ltd. ALL RIGHTS RESERVED. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

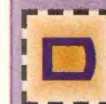
Chasing the PlayStation 2



Welcome to our exciting new section, where every month we'll break all the latest news on Sony's next system. This is THE premier source for PS2 info!

A Tale of Two Dinosaurs:

Sony Unveils More PS2 Details



In the last week of June, Sony held its first comprehensive developers conference for PlayStation 2 at the San Mateo Marriott in Northern California. Hordes of programmers, artists and designers descended on the Bay Area to hear what Sony had to say. The speech turned out to be complicated and dull, but dig through the jargon, and to quote an attending developer we spoke to, "In a word, it was awesome." He also said, "RISC... where!", but that made less sense.

Most of the conference was taken up with detailed explanations of chip abilities and limitations. Sony showed an older demo with some revisions, such as a flock of birds in a castle courtyard. This demo displayed complex behavior patterns as the lead bird would switch positions, and the flock would then act accordingly. The castle was, of course, beautifully rendered and featured really nice reflections and lighting.

Another demo featured a fractal landscape, where birch trees cover a mountainous island. Although it looked beautiful graphically, the real point of this demo was to show that every tree, since it had been fractally generated, was different. At the push of a button, the trees grew in accelerated time, and as if that wasn't enough to knock your socks off, wind was then turned on and the trees swayed perfectly in the breeze. Sony is being very clear to developers on the need to do more than just improve the graphics to make environments super realistic.



The original PlayStation dina demo.



One of the drier presentations discussed the PlayStation 2's graphics renderer, and was called "A Tale of Two Dinosaurs". It discussed the improvements made to an old PlayStation demo (featuring an animated T-Rex) and although the speaker, James Russell from Sony Europe, explained how amazingly fast and detailed the new demo was (after six revisions and six lengthy explanations), he never actually showed it. This left a lot of developers scratching their heads. The "rubber ducky" demo had also been improved. Here are some of the other noteworthy bits of info:

► Sony announced that it would not be supplying the same level of support to PS2 as it had to original PlayStation developers, citing that middleware developers would supply many of those tools. Interestingly, Nichimen and Angel Studios were among them—both of which are very heavily involved with Nintendo 64 tools.

► The machine's much talked-about backward compatibility produced an unexpected bonus. It became clear during the conference that the original PlayStation chip (which is largely replicated in the PS2) is so well integrated that it provides not only an extra processor for PS2 games, but an extra chunk of fast memory, too.

► A company called Cygnus showed off its PlayStation 2 emulation software, allowing developers to test PS2 code on a PC (albeit super-slowly) so they can iron out bugs with or without a finished PlayStation 2 development kit.

Our developer source told us that his feeling at the end of the conference was split. On one hand, coding for the machine is complicated and difficult in much the same way as the Saturn. Making the various chips talk to each other in an efficient way will be challenging. On the other hand though, he explained that the machine was so hideously overpowered and labyrinthine, that coming up with solutions would not only be fun, but it would open up avenues never before seen in videogames.

EYE CANDY

The Big-Ass PS2 Screen of the Month



Could this be Ehrgeiz 2?!

PS2 to be Revealed at Tokyo Show

Sony is preparing to announce major details about the PlayStation 2 at the upcoming Fall Tokyo Game Show (TGS) starting on September 17th. Sony is said to have secured the largest booth space at the show, dwarfing other large Japanese companies such as Sega and Bandai. Wonder what all that space could be for...?

So far, the only thing that's been confirmed by Sony is the fact that the final design of the console, along with its name, will be revealed on the day before the show, September 16th. But we've heard we can also expect several playable games.

Not to let Sony have all of the PS2 spotlight, Namco is said to be developing a new PS2 demo specifically for the TGS. Industry insiders have suggested that the demo may be of Tekken 4 or a new Ridge Racer title, but Namco is not saying anything yet. Of course, our very own Chris Slate and Max Everingham will be in Japan to cover the historic event, and report back on all the cool news.



New PS2 Demos

While not as fancy as earlier demos, this one does show off the spectacular lighting effects that are possible on the PS2. Real-time shadows are created in relation to where the light source is pointing.



In comparison, the football players in this screenshot have more polygons in just one foot than the players in NFL GameDay 2000 have in their whole bodies. These players also move more fluidly and realistically.



This is just another lighting effects demo. It shows off particles, in the form of fireworks, that reflect off Lady Liberty's surface. There's also a light that shines from the bottom that illuminates certain parts of the screen.



Light reflecting from this torso creates a shiny, metallic look. This effect is called Specular Highlighting, and requires a rather powerful processor to create. Expect to see this used in all PS2 racing titles.

For all you tech-heads out there, here's a look at the guts of the new machine.

System Overview

- 128-bit CPU core "Emotion Engine"
- GS "Graphics Synthesizer"
- SPU2 "Sound Synthesizer"
- IO Processor
- DVD/CD-ROM Disc system
- Digital I/F

Emotion Engine

CPU core and Co-processors

- CPU Specification
- CPU Core: 128 bit CPU
- System Clock: 300MHz
- Bus Bandwidth: 3.2GB/sec
- Main Memory: Direct Rambus, 32MB
- 128 bit SIMD Multimedia instructions

Co-processors

- CPU Co-processor 1: FPU
- CPU Co-processor 2: VU0
- Vector Unit: VU1, Total 10 FMACs + 4 FDNs
- Floating Point Calculation: 6.2 GFLOPS

MPEG2 Capability

- Image Processing Unit (IPU)
- Macro block layer decoder
- 150M pixel/sec, 8x speed for 640(H)x480(V)/60fps
- DVD movie

CPU Performance

- 15x faster floating point calculations than Pentium II, and 3x faster than the Pentium III
- 66M polygon/sec geometry calculations
- 16M polygon/sec curved surface generation (Bezier)

Graphics Synthesizer

Rendering Engine

- Visualization
- Drawing Primitive by Display List
- 3D Polygon (triangle, quad, mesh)
- 2D Sprites
- 2D/3D Line
- Particle
- Point
- Photo/Movie

- Visual Effects
- Anti-aliasing (surface, edge)
- Fogging
- Alpha blending
- Multi-pass texture function (Filtering, Bump Mapping)

Texture Mapping

- Perspective correction
- Modulation/Highlight
- MIPMAP
- Bi- and Tri-Linear sampling
- Zero penalty texture + alpha blend
- Color depth 4, 8, 16 or 24 bit

GS Specification

- System Clock: 150 MHz
- Embedded DRAM: 4MB (ultra-high bandwidth)
- Bus Bandwidth: 48 GB/sec
- DRAM bus width: 2,560 bits
- Pixel Configuration: 64 bit
- 24 bit RGB - 8 bit Alpha channel
- 32 bit Z Buffer
- 2.4 GPixel/sec
- Pixel fill rate: 2.4 GPixel/sec

Rendering Performance

- 75 million polygon/sec (small polygon)
- 50 million polygon/sec (48px quad, 24bit color, Alpha, Z)
- 30 million polygon/sec (50 pixel triangle with Z and A)
- 25 million polygon/sec (48 pixel quad with Z, A, and T)
- Particle Drawing Rate: 150 million/sec
- Sprite Drawing Rate: 18.75 million (8 x8 pixels)

Sound

- 48 channel ADPCM (2x SPU)
- CPU Software Voice (Future Sound)
- CD audio
- 3D Sound (Dolby AC-3, DTS)
- 44.1 KHz or 48 KHz

Digital Interfaces

- IEEE 1394 (Digital AV)
- Universal Serial Bus (USB)
- PC Card (PCMCIA): Modem, Communication
- Memory Card
- Controller

Sony's Online Strategy

It looks like Sony may decide to not include a modem with the PS2 in Japan, and will offer an external add-on one instead.

One of the main focuses of discussion right now is how Sony is going to handle the online aspects of the PlayStation 2. Will they follow the Sega Dreamcast model and set up a dedicated online gaming network? Or rather, will they allow players to select their own online provider (ISP)? According to recently published reports, Sony could be doing both. The Nikkei (a Japanese industry newspaper) recently reported that Sony and the Saison Group have started up a joint investment in a new Internet company. The purpose of this company is as yet unrevealed, but there is a good chance that the PlayStation 2 is

involved somehow.

Sony has also announced its intention to become a major telecommunications service provider, and will start offering wireless Internet access and messaging as soon as the Summer of 2000. At the start, services will be limited to specific regions of Japan, but Sony hopes to draw in a lot of subscribers and eventually grow to encompass a majority of the country.

So far, no concrete details have been revealed about how exactly the PS2 will connect to the Internet, but most industry insiders assume that a standard modem will be included with the console. There is a good chance, however, that Sony will not initially include a modem in order to keep the retail costs down. Rather, it may make an add-on available at a later date and

PlayStation 2 may not have an internal modem, but keep your eyes peeled for an external model to be released later.

at an extremely low price. However, what kind of modem will it be? As mentioned above, Sony could easily develop a wireless modem for the console, so that people can browse the Internet from virtually any location. Another possibility is a high-speed cable modem.

In late June, Cable Laboratories Inc., a company that examines and certifies cable boxes and cable modems, approved a cable modem by a little company we like to call Sony Corp. Naturally, no one at Sony would comment, but there is a chance that a cable modem is being planned for the PlayStation 2. Given that Sony has literally dozens of Audio/Video and computer products though, it could be a cable modem for anything from a DVD player to a big-screen TV. For now, we'll just have to wait and see.

Preview Snapshot

Title: **Kessen**
Publisher: **Koei**

Release Date: **Winter**
Developer: **Koei**

Koei has been long known for its high quality strategy/simulation titles, so it makes sense that the company's first announced PS2 title, *Kessen (Decisive Battle)* would fall into that same category. Players will be able to control 200-300 horse-riding soldiers, as they attempt to turn the tide in an ongoing civil war. If this game had been developed for the current PlayStation, you would only be able to see three or four soldiers on-screen at a time.

Koei has developed a special engine that allows 3D objects to move around independently without interrupting the overall movement of the larger group. So, it will be possible to see several hundred soldiers moving together in a pattern without any of them running into each other.

After this project is completed, Koei has plans for four more PS2 titles, one of which will be co-developed with another company.

Despite the large number of characters on-screen, Koei was still able to keep the game moving at a constant 60fps and without a single bit of slowdown. Amazing!



Imagine the battles that can take place when you have 200-300 troops under your command. This game is going to end up being truly epic.

Who's Got Games?

A quick look at who already has PlayStation 2 games in the works

With the continued shipments of PS2 development kits and the release of several emulators, more and more companies are now able to begin production on next generation titles. And as the Fall Tokyo Game Show approaches, we expect to see even more confirmed games coming out of the woodwork. Here are the latest tidbits we're hearing at press time...

While mentioned in earlier issues, Konami continues to leak information about its upcoming projects. The company just recently partnered with Microsoft and plans to release *Combat Flight Simulator*, *Links*, *Age of Empires*, *Midtown Madness*, *Motocross Madness*, *Monster Truck Madness*, and a version of *MechWarrior* for the Dreamcast and PlayStation 2. Reportedly, these titles will first be released in Japan before making their U.S. debuts.

A few months ago, Infogrames posted up a help wanted ad for a PlayStation 2 programmer, which leads us to believe that the company is seriously interested in creating titles for the console. When questioned, however, representatives from Infogrames denied that any PS2 projects were underway, but said the company was investigating the potential of various next generation consoles.

As reported on FGN Online, *Imagineer* and *Rage Software* have teamed up to create a brand new title for the PS2. The game will take advantage of the *Hostile Waters* game engine, which is currently being used in several different games for both the Dreamcast and PC.

Acclaim has also officially announced its support for the next PlayStation and plans to have at least four or five games available at the console's launch. No specific titles have been named, but we know for sure that a *South Park* game is one of them. It's also easy to assume that other franchise titles like *Quarterback Club* and *Turok* will be appearing, as well.

Deciding to release a full sequel rather than just a quickly put-together add-on, *GT Interactive* has revealed that a follow up to its smash hit, *Driver*, is in the works. While the game will likely appear on the current PlayStation, GT hints at the fact that there is a distinct possibility that the franchise will appear on



If Konami has its way, several of Microsoft's most popular PC games, including *Midtown Madness*, will be appearing on the PlayStation 2.

future consoles, as well. We can only hope that *Driver 2* will appear on the PlayStation 2, as the

game could definitely take advantage of the console's extra processing power.

According to an inside source at *989 Studios*, *Jet Moto 4* is already in production for the PS2. While the project is only in its early stages, it should be finished in time for the console's September launch. Rumor has it that the game will support online play and will allow up to four players to compete against each other.

While previously revealed in the June issue of PSM, *Core* has now confirmed that there will indeed be a new *Tomb Raider* title for the PlayStation 2. The company went on to say that the latest *Tomb Raider* title (*Tomb Raider 4* for the PS) will give players a good idea of what they can expect to see on the PS2 (*Tomb Raider 5*).

On the other side of the spectrum, *Zed Two*, the makers of *Wetrix* for the Nintendo 64, are reportedly bringing the sequel *Wetrix 2* to the PS2. PSX.IGN speculates that the company will take advantage of the console's amazing water physics system seen in earlier PS2 demos.



At least one of the current South Park titles is going to make its way to the PS2, courtesy of Acclaim.



December 3rd Release Date?

According to several online sites, many different sources from Japan have stated that Sony will indeed release the "Next Generation PlayStation" in Japan on December 3rd for the suggested retail price of ¥39,800 (\$330). One source continued on to say that advertisements for the console would appear later this summer, and that an official announcement about the PS2 would be made shortly. It also looks like Sony will not be including a modem with the PS2 and that players will have to purchase one separately if they want to connect to the Internet. Apparently, the company does not want to focus on the online aspects of the console at this time.

Another site has reported that Sony will also launch the PlayStation 2 in Hong Kong on the same day, and that 30,000 units of the console would initially be available. Accompanying the PS2 on that day will be six different titles, which should include *Tekken 4*, *Gran Turismo 2* and *A-Train 6*.

In an attempt to confirm these rumors, we contacted a PR representative at Sony of Japan (SCEI), but got back denials in return. They said that a December 3rd release date would be impossible, and that the company had not decided on a final release date yet. It looks like we'll just have to wait until the Fall Tokyo Game Show to see if these rumors are true or not.

LOADING SOUNDTRACK

5 exclusive tracks by DJ Sasha and featuring, Underworld, Chemical Brothers, Orbital, Propellerheads & Paul Van Dyk.

Wipeout 3

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Wipeout, Psychosis and the Psychosis logo are trademarks of Psygnosis Ltd. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association.

www.wipeout3.com



>> OPERATION:
CYBER BARRY

DESTINATION:
ENDZONE

STATUS:
UNSTOPPABLE



>> BREAKAWAY SPEED

Buckle up for the fastest gameplay ever. Lightning moves, bullet throws and DB's with afterburners.



>> SICK MOVES

Besides Cyber Barry, your arsenal includes hot routes, one-handed grabs and breakable wrap tackles.



>> MASSIVE COLLISIONS

It's an all-out assault with make-the-cut multi-player franchise builder and zebra-free arcade mode.



WWW.EASPORTS.COM



©1999 Electronic Arts Inc. EA SPORTS, the EA SPORTS logo, and Cyber Barry are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Officially Licensed Product of PLAYERS INC. 01999
PLAYERS INC. is a registered trademark of the NFL. PLAYERS INC. is a registered trademark of the NFL. PLAYERS INC. is a registered trademark of the NFL. PLAYERS INC. is a registered trademark of the NFL.
PLAYERS INC. is a registered trademark of the NFL. PLAYERS INC. is a registered trademark of the NFL. PLAYERS INC. is a registered trademark of the NFL. PLAYERS INC. is a registered trademark of the NFL.

Q & A

This month we sat down with Adrian Smith, the Director of Operations at Core. If you wanted to get permission to ask Lara out on a date, this is the guy you'd have to ask. His latest project, *Tomb Raider: The Last Revelation*, has been top-secret until now, but once Adrian started talking, he had plenty to say...



PSM: First of all, what is your goal in making *Tomb Raider 4*?

Adrian Smith: Well, it's the last of the current technology. Obviously, going forward we'll be looking at lots of angles on PlayStation 2. So this is the last big send-off, which is important. So we revisited an awful lot to make sure that it is, without question, the best *Tomb Raider* game that we've ever produced.

PSM: So, *TR4* is in effect ending the current series, but also pointing towards what you're going to do on the next round of systems...?

AS: God, you must be a mind reader. You're absolutely right. It is, if you like, ending this current series. But it's a pointer towards a bright future.

PSM: So, what exactly is new about this year's *Tomb Raider*?

AS: I'd love to say it's a whole new game, but I find that difficult because it's still going to have Lara, and she's still going to be doing what everybody knows she does. To us, though, it is technically a whole new game because it's a whole new gameplay system and a whole new engine that's in there. So what it actually means is that we can twist and move *Tomb Raider 4* in lots of different directions that we've never been able to go in with the past adventures.

Another point was that people that don't know Lara or all these other *Tomb Raider* games need to be able to pick up *Tomb Raider 4* and understand it. So that gave us a lot of things to think about. We have to have an explanation of Lara and her past adventures in there, and we've done that in a number of very clever ways. We've put some big hooks in there, some real big hooks where new people think, "wow, that's a great idea", but existing *Tomb Raider* fans will just go wild because there's lots of things in there that they probably didn't ever expect to see.

This is really a tale which is told from the beginning to the end of this game. It's not five locations, so she's not jetting off around the world. That is, there'll be no sort of, loading a London level or loading an Indian level. They're just going to be

playing one adventure that's all in front of them.

Also, the story is going to be presented at lots of different points throughout the gameplay. We're moving away from the "play a level, get an FMV, play another level, get an FMV." The story bits can come and go depending on what happens and what you do, which characters you talk to, and what information they give you, so it's going to be flexible. That really



allows us to drive the gameplay and the story throughout the game.

So it's one single massive adventure that Lara's embarking on this time, which is very, very different from the past. I mean, technically we changed just everything that you can imagine. It visually looks better. It runs faster. It's smoother. We've put a whole new lighting system in there. Lara's been redefined, she's been remodeled. She's all soft skin now, so she looks a lot better, a lot smoother. Her range of moves has been tweaked and redefined. We've added up to about 12 or 14 moves. I mean, we're pushing 30 moves this time around. They're not all main moves, some are incidental moves, lots of little things that we've always wanted to do.

Where this whole game takes place is also key, because rather than traversing across the globe and traveling massive distances, we've focused on a single area which is shrouded in mystery. And that makes great gameplay because you're going to be revisiting areas maybe two or three times.

PSM: It almost sounds like the gameplay has a hint of something like *Zelda* in it...

AS: In essence, yes, it does. You know, I think it's a better way to tell a

story. In *Tomb Raider 3* we gave these levels where people could wander about, but the problem was, I think they lost focus of what they were actually supposed to be doing. We expected people to cover massive distances to get a key, then go all the way back to use it in a lock. And they sort of gave up, or they just sort of lost the plot.

This time, we're driving it more linear. We want people to have instant

"LARA'S ALL SOFT SKIN NOW, SO SHE LOOKS A LOT BETTER, A LOT SMOOTHER"

rewards. You come into a room, there's a puzzle you have to solve directly in front of you, solve that puzzle and then you go to the next room.

PSM: So you don't have the puzzles anymore where you have to cover those great distances?

AS: No.

PSM: Oh, wow. That's a pretty fundamental change, huh?

AS: Yeah. I would actually say it's fundamentally what *Tomb Raider 1* was. With that game, it was almost blatantly obvious what you had to do. We don't want people to be wandering about aimlessly thinking, "what the hell have I got to do next?" So we spent a lot of time looking at that.

This time a lot of the gameplay is based around the mechanics of giving Lara an inventory system. For the first time Lara collects items and combines items. This system can make life a lot easier. For example, you can attach a flashlight to a gun so that she can shoot up into the dark,

otherwise you can't see what you're aiming at. You don't always have to do things like this, but it makes your life a lot easier.

Bringing on an inventory system means we can do a lot more. The key to us in *Tomb Raider 4* is to get rid of the push-pull blocks, and the buttons on walls that you press. There are none of those in *Tomb Raider 4*. Taking those things out made us all rethink and refocus on the essence of what *Tomb Raider 4* is all about. So it actually gave us a lot of directions. I mean, we're introducing the use of ropes to Lara. That addition alone gives us, you know, 15, 20 new and different possibilities. She can swing. She can go up and down on them. She can drop off a rope. She can use ropes to pull, so she can pull ropes to raise platforms, she can pull ropes to make the upright winches. The possibilities that become available to us just by slipping something in like ropes are absolutely massive. You know, little things like finding torches during her adventure. The torch will go into inventory. If she finds a fire later on, you can take the torch out from the inventory and light it. And maybe later on you choose to put it out, and put it back in your inventory.

PSM: How is the action handled in this one? Is it still the same, where someone will come on, and Lara pulls out her guns...

AS: No. Very, very different, indeed.

There are a number of things that we've changed. It's all better AI. We had fundamental problems with exactly what you talked about, because if there was an enemy, say, on the ceiling in *Tomb Raider 3*, and you run through that room with your guns out, Lara would automatically target and you'd see her arms shoot up the roof. It would give the surprise away a little bit.



So, we decided that we'd change that whole system.

Now, even though there's still an element of automatic targeting in there, you have choices. You can change your target from character to character, so you might ought to shoot the guy who's closer to you before you take out the guy behind you. Also, it might be that there are objects in *Tomb Raider 4* that you have to shoot. They may be suspended high on the ceiling, and you have to actually get Lara's gun in line with the objects on the ceiling to shoot them down.

Also, we're introducing higher quality baddies, but fewer of them. We don't want several enemies on the screen at once, but just a couple which are ducking and diving. And you can't just climb onto a ledge and then shoot a target, because if you can get up there, so can your enemy. The baddies have the same attributes as Lara. If Lara can run and jump across a gap, well, so can they. It actually means that you've got to deal with these people or choose to evade them and run away.

PSM: Will Lara have new costumes to wear and new vehicles to drive?

AS: There are a couple of new vehicles, but we're not quite sure what we're doing with them yet. We're working to make them a key part. But the clothes is a little sticking point at the moment. We're not altogether sure what we're going to do, because it's just one location, and there isn't a great call for Lara to get changed.

Also, there aren't loads of weapons this time. The locations don't need it. And there are baddies in this adventure that she won't be able to destroy. We're making that obvious—they'll keep getting back up. So it's a different game mechanic for us in doing that.

PSM: Could you talk a little more about how the general level design has changed?

AS: One key point is that, in the past, the levels were very block-based. Everything was always very rectangular. In *TR4* is we've introduced more organically-shaped things, lots of column shapes and a lot more work around doors. A lot more statues, a lot more things from the real world are in the environments now. You walk into rooms that are lined with lots of separately modeled, more organic-looking statues, and they're everywhere, so it makes rooms look far more dramatic.

PSM: So you don't necessarily walk into a room and at a glance say, "I can step on that, stand on that, but not that"...

AS: You're absolutely right. You don't.

PSM: What was the general reaction from the last game? Based on that feedback, is that why you're making changes?

AS: What we wanted to change from *TR3* to *TR4* was reduce the size and what people have to do in order to go to the next part of the game. We don't ever want to see that people are confused and don't know what they're doing in *Tomb Raider*. So, we were keen to reduce the distance that Lara has to travel just from A to B in *Tomb Raider 4*. Now, there are faster rewards for doing things.

Also, we're going to try and ease the pain a little bit by letting you save at any point you want during the game. And you can keep your saved games as well, so you can go back. It won't override your last saved game.



PSM: You mentioned earlier is that it will be important to go back and forth between different areas...

AS: What we've done is we've made strategic hubs, spots that you will go back to in order to find out some more of the story, then go off and wander down the next spoke, if you like, of the wheel. And then you may come back and they'll tell you more, and then you go off in another direction.

PSM: Is there anything important about *Tomb Raider 4* that I haven't asked you yet?

AS: No, I don't think so. People will see a dramatic difference, I think. It will be something very, very different from the second you put the game in. The heart of it is still what it's always been, but with a twist and a refocus.

PSM: Okay, now about Lara going onto PlayStation 2... It's pretty much a given, isn't it?

AS: It could be. I mean, I think the only answer to that is obviously, Lara's been a very important franchise to us, and also to Sony. It's helped ship a lot of PlayStation units. And moving forward, I guess it makes a lot of sense to Sony and us to be working towards a next generation-type Lara.

We have ideas. I can't go into specifics, but like I said before, I think

people will get a taste from playing *Tomb Raider 4* as to the direction that the next generation will be able to offer them.

PSM: A while back there were hints that at some point we might see Lara in a game other than *Tomb Raider*—Will that ever happen?

AS: I think, again, that's a discussion for what we do with the next generation. I think the problem that we'd have with that is, we've built Lara into such a strong character with her being a female adventurer, that if she suddenly went car racing or something, it would be very out of character. So, I think those comments were based around what we were working on for the next generation. But I think the next generation will be something which people will relate to and will

"WHAT WE'RE TRYING TO DO IS PULL LOTS OF NEW USERS INTO *TOMB RAIDER 4*."

know, and will be the next progression in Lara's history.

PSM: What's up with the *Tomb Raider* movie right now?

AS: They're going along at about five million miles an hour. The script is done, a director been assigned, and casting is actually happening as we speak. We were hoping to have some announcements at E3, but unfortunately things weren't finalized. But we're now very, very close. Paramount are putting an awful lot of work into it. They have backed it as one of their top five priorities at the moment, and have put a lot of money behind it. They're desperate to get a movie out, but it's got to be right.

PSM: What's the earliest we might see this movie release?

AS: I think you need to look towards the summer of next year.

PSM: Are there any other surprises we can expect out of Lara? I've heard that there might be a new, ongoing comic book series...

AS: Yeah, I'm not quite sure what I can talk about with you on that. But yes, there is work. The *Tomb Raider/Witchblade* crossover comics

have been top sellers. And then I think there'll be some other very big marketing ventures announced very soon as well.

PSM: What do you think of Nell McAndrew (former Lara Croft model) posing for Playboy?

AS: Well, I haven't actually seen it. You're probably aware that we're not using Nell anymore. We had Nell for 12 months, and in my opinion it was great. She was fantastic to work with. But she wanted to go on to do new things. So off she's gone and done Playboy. I mean, we were a little bit agitated about the use of *Tomb Raider* because it was said to Nell that she couldn't use that angle. Playboy agreed that they wouldn't do it, and now they've gone and done it. So who knows what will happen there?

PSM: You've had sexy Lara art before where she's nude behind a chair, or whatever. Where do you draw the line? If Playboy wanted to run pictures of the CG Lara naked, would that be out of the picture?

AS: Yeah, totally out. I think we have to always err on the side of caution to protect her as a property. Based on the history and the character we've built for Lara, she wouldn't do it if she was really here in the flesh. I think it's more tantalizing to keep it the fine line that she treads sometimes.

PSM: It's been a pretty fine line, though. Some of the bikini things she's been done up in...

AS: Yeah, they were. They didn't all have my blessing, but I went with the flow on some of them.

PSM: Well, you know, Lara fans love the stuff, so whatever. So once and for all, we'll never a nude code, right?

AS: No, never.

PSM: You know, for every new *Tomb Raider* game that comes out, we must get at least a thousand pieces of mail for people dying to know the "Nude Code".

AS: I know, I know. It'll be lots more for *Tomb Raider 4*, let me tell you. Because of some things we've done this time, there will be bazillions of letters for it. I can tell you no more till you've seen it.

PSM: Uh-oh. So you're kind of poking fun at it, then?

AS: Oh, I'll tell you, it's going to be a nightmare. This is a real quandary whether or not we put this in or not. I mean, it's gone in, and it's actually a key part, this version of the character on *Tomb Raider 4*. And people are just going to go wild for it.

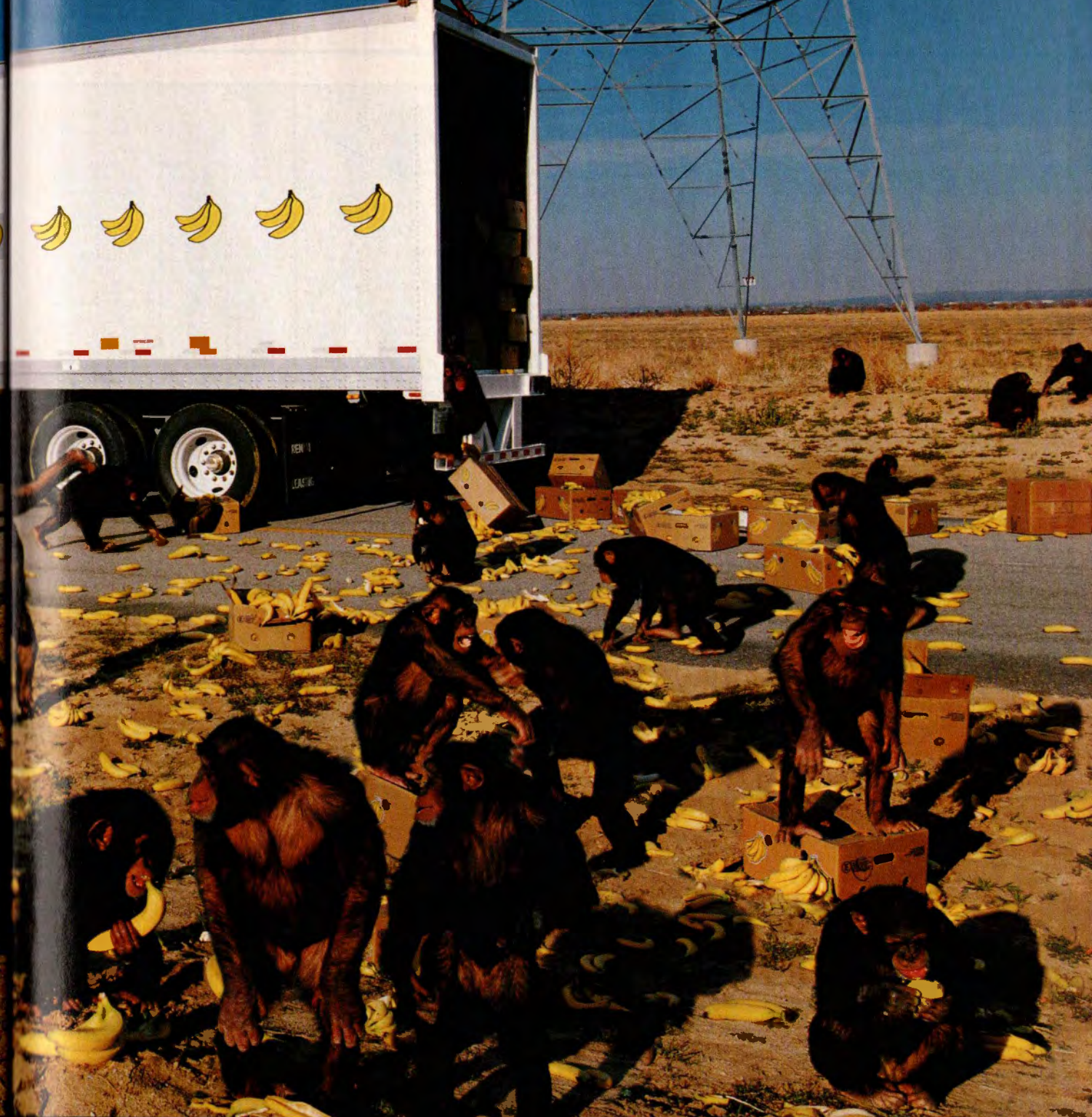




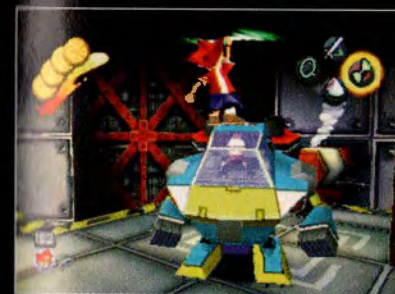
www.playstation.com



Requires Dual Shock™ analog controller.*



It's ape anarchy and it's up to you to stop their banana-fueled mayhem. You'll hunt down over 200 unruly apes, you'll drive a Tank, steer a Remote Control Car, you'll even launch an aerial attack in a propeller-powered Skyflyer. You'll use plenty of anti-ape devices, like a primate-punishing Stun Club, a simian Slingshot and Monkey Radar. Plus, it's the first and only 3D game that fully utilizes the **Dual Shock™ analog controller**. Prepare yourself, things are about to get hairy.



You better get them before they get you.

*Or other official PlayStation brand or licensed controllers featuring the "Analog Control" icon. Analog mode only. May not function or performance may vary with other controllers. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Ape Escape is a trademark of Sony Computer Entertainment America Inc. ©1999 Sony Computer Entertainment Inc. No apes were harmed in the making of this advertisement. As for the truck driver, that's a different story.

other controllers. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Ape Escape is a trademark of Sony Computer Entertainment America Inc. ©1999 Sony Computer Entertainment Inc. No apes were harmed in the making of this advertisement. As for the truck driver, that's a different story.

CHECKPOINT!

The PSM Release Schedule

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

PlayStation Charts

Your monthly look at the best-selling PlayStation games



The EB Chart (For June)

« Good buzz among gamers shot this game straight to the top.

With lots of different modes, beautiful graphics, smooth animation, tons of replay value, plus the chance to drive for the Mob, *Driver* is a sure fire winner! It was the undisputed king of June.

- 1 ► **Driver**
- 2 ► **Lunar: SSSC** - RPG fans showed up for this en masse!
- 3 ► **Star Ocean** - Yet another big RPG this month
- 4 ► **Ape Escape** - Easily Sony's best platformer ever
- 5 ► **Siphon Filter** - Still going strong after all this time
- 6 ► **NBA Live '99** - Fans weren't turned off by short season.
- 7 ► **Bloody Roar 2** - Could BR2 be in the works?
- 8 ► **Fighter Maker** - Bet lots of memory cards were sold, too
- 9 ► **Warzone 2100** - Still some strategy fans out there
- 10 ► **Street Fighter Alpha 3** - Best 2D fighter ever?



NPD Chart (For May/June)

« Sure the graphics are extremely old-school Sega CD—this game still rocks!

Each month NPD (a market research group) surveys a host of retailers to find out which games are selling well. Through May and the first part of June, RPG fans pushed *Lunar: SSSC* to the coveted number-one spot.

- 1 ► **Lunar: SSSC**
- 2 ► **Ridge Racer Type 4** - Beautiful scenery, fast machines!
- 3 ► **Syphon Filter** - Sniping never gets dull
- 4 ► **WWF WarZone** - War is hell, but it's fun, too!
- 5 ► **Triple Play 2000** - A rapid descent from last month
- 6 ► **NFS: High Stakes** - This racer puts it on the line
- 7 ► **MLB 2000** - Hanging in, but on the slide
- 8 ► **Bloody Roar 2** - Don't make me angry!
- 9 ► **Namco Museum Vol. 1** - Golden oldies
- 10 ► **Namco Museum Vol 3** - Ah, sweet memories

COLOR KEY

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

3RD-QUARTER GAMES

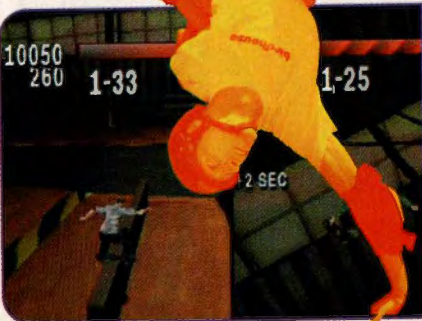
July		
989 Studios	Football	NFL Extreme 2
Acclaim	Action	A Week In South Park
Crave Entertainment	RPG	Jade Cocoon
GT Interactive	Racing	Driver
Sony CEA	Action/Platform	Tarzan
THQ	Action/Adventure	Knights of Carnage

August		
3DO	Gambling	Vegas Dreams 2000
989 Studios	Racing	Jet Moto 3
Acclaim	Action	Shadow Man
Acclaim	Fighting	WWF Attitude
Electronic Arts	Racing	LeMans Racing
Infogrames	Racing	Soul of the Samurai
Konami	Action/Adv	Grandia
Sony CEA	RPG	Tiny Tank
Sony CEA	Action/Shooter	Chocobo Racing
Square EA	Racing	Shao Lin
THQ	Fighting	R.C. Stunt Copter
Titus	Simulation	

September		
989 Studios	Football	NCAA GameBreaker 2000
989 Studios	Football	NFL GameDay 2000
Acclaim	Racing	Re-Volt
ASC Games	Racing	Jeff Gordon XS Racing
Bandai	Fishing	Bass Rise
Capcom	Survival Horror	Dino Crisis
Eidos	Action	Urban Chaos
Electronic Arts	Racing	Hot Wheels
GT Interactive	3-D Platform	Forty Winks
Havas Interactive	Quiz	You Don't Know Jack
Konami	Strategy/RPG	Vandal Hearts II
Midway	Action	Gauntlet Legends 3D
Mindscape	Action	Rat Attack
Psygnosis	G Police	Action shooter
Psygnosis	Adventure/Platform	Kingsley
Psygnosis	Racing	Wipeout 3
Psygnosis	Action/Shooter	G-Police Weapons Of Justice
Rockstar	Action / Platform	Earthworm Jim 3D
Sony CEA	Racing	Gran Turismo 2
Sony CEA	Action/Shooter	Omega Boost
Square EA	RPG	Final Fantasy VIII
Tecmo	Simulation	Monster Rancher 2

OTHER 3RD-QUARTER RELEASES

Accolade	Racing/Combat	Demolition Racer
Activision	Action/Adventure	Nightmare Creatures II
Activision	Classics	Space Invaders
Activision	Skateboarding	Tony Hawk's Pro Skater
Activision	Racing/Combat	Vigilante 8: Second Offense
Activision	Fighting	Wu Tang
Atlus	Strategy/RPG	Thousand Arms



AGETEC	Action	Rising Zan
Eidos	Racing	F-1 World Grand Prix
Eidos	Action	Saboteur
Eidos	Action	Legacy of Kain: Soul Reaver
Electronic Arts	First-Person Shooter	Medal of Honor
Infogrames	Action/Adventure	Mission: Impossible
Konami	Action/Shooter	Gungage
Konami	RPG	Suikoden II
LucasArts	Racing	Star Wars Episode 1: Racer
LucasArts	Action/Adventure	Star Wars: Phantom
Midway	Arcade Football	NFL Blitz '99
Natsume	Fishing	Reel Fishing 2
THQ	Fishing/Sports	BASS Masters Classic: CE

4TH-QUARTER GAMES

October		
AIM	Action/Shooter	Darkstone
Bandai	Mech Combat	Macross VFX-2
Eidos	Action	Witchblade
Fox Interactive	Action/Shooter	Die Hard Trilogy 2
Hasbro	Board Game	Scrabble
Hasbro	Classics	Pong
Interplay	Adventure	Messiah
Midway	Classics	AGH Atari Collection III
Rockstar	Action/Racing	Grand Theft Auto 2
Square EA	RPG	Final Fantasy Anthology
Tecmo	Horse Racing	Gallop Racer II
Ubisoft	Action/Platform	Rayman 2

November		
989 Studios	Snowboarding	Cool Boarders 4
989 Studios	Basketball	NBA ShootOut 2000
989 Studios	Car Combat	Twisted Metal 4
Activision	Car Combat	Vigilante 12
Capcom	Survival Horror	Resident Evil: Nemesis
Hasbro	Classics	Missile Command
Hasbro	Strategy	Worms: Armageddon
Hasbro	Classics	Q-Bert
Midway	Action	Jackie Chan's Stunt Master
Midway	Action/Adventure	MK: Special Forces
Midway	Basketball	NBA Showtime
Midway	Boxing	Ready 2 Rumble Boxing
Mindscape	Strategy	Panzer General Assault
Psygnosis	Formula 1 99'	racing
Namco	Platform	Pac-Man World
Titus	Action	Superman

December		
Sidhe Interactive	Shooter	Dirty War

OTHER 4TH-QUARTER RELEASES

Acclaim	Action	South Park: Chef's Love Shack
Acclaim	Racing	McGrath Supercross 2000
Acclaim	Racing	South Park Rally
Accolade	Racing	Test Drive 6
Accolade	Racing	Test Drive Cycles
Accolade	Racing	Test Drive Off-Road 3
Capcom	Snowboarding	Trick 'N Snowboarder

Gamewatch:

Tony Hawk Pro Skater

At the very moment this is being written, three of our writers are crowded around a TV, arguing over who gets the next turn at this game. We can't wait for a final copy, and we think you'll be pretty happy to see one, to. Luckily, work on the game seems to be moving along at a good pace, so we don't expect any delays to pop up between now and its early-October release date. Trust us, you'll want to check it out!

Eidos	Adventure	Fear Factor
Eidos	Action	Fighting Force 2
Electronic Arts	Action	J. Bond: Tomorrow Never Dies
Electronic Arts	Fighting	Warpath: Jurassic Park
Electronic Arts	Fighting	WCW Mayhem
Electronic Arts	Racing	Road Rash 2000
989 Studios	Action/Adventure	Xena: Warrior Princess
Namco	Simulation	Ace Combat 3 Electrosphere
Namco	Action/Adventure	Dragon Valor
Natsume	RPG	Lufia III: Ruins Chasers
Psygnosis	Racing	Formula 1 1999
Psygnosis	Arcade	TnT: Tricks And Treasures
Sony CEA	Racing	CTR: Crash Team Racing
Sony CEA	Action/Platform	Spyro: The Dragon 2
Southpark	Action/Adventure	Wild Wild West

SOMETIME IN 1999

AGETEC	Skateboarding	Airboardin' USA
AGETEC	Fishing	Bass Landing
AGETEC	Shooter	R-Types Delta
Electronic Arts	Hockey	NHL 2000
Hasbro	Platform	Glover
Interplay	Action/Shooter	MDK 2
Rage	Shooter	Expendable
Sony CEA	Party Game	Um Jammer Lammy
Take 2	Action	Grand Theft Auto: London 1969
THQ	Action	Danger Girl
Ubisoft	Action/Adventure	Batman
Ubi Soft	Action/Platform	Tonic Trouble

FIRST QUATER 2000

Bandai	Action/Shooter	Silent Bomber
Bandai	Adventure	Countdown: Vampires
GT Interactive	Action	Animorphs
GT Interactive	Shooter	Duke Nuken: Time to Kill
Psygnosis	Space Shooter	Colony Wars: Red Sun
Psygnosis	Car Combat	Destruction Derby 3
Psygnosis	Racing	Motocross Madness
Psygnosis	Racing	Rollcage Extreme
Psygnosis	Action	Team Buddies (formerly Leggits)
Square EA	RPG	Chocobo's Mysterious Dungeon 2
Square EA	RPG	Saga Frontier 2



« Acclaim's got more South Park games on the way, so here's a disturbing picture.



Gamewatch:

Gran Turismo 2

Only one word can accurately describe this game: BOO-YAH! (Actually, maybe that's two words...) Anyways, there's no two ways about it, this game is going to absolutely blow your doors off. It's got even more cars, more tracks, new features, and all sorts of other good stuff. At E3, all Sony would say about a release date was "Winter", but now Sony has narrowed the timeframe down to sometime in November. Racing fans, we shouldn't have to wait much longer!

PSM'S MOST WANTED



1 ► Final Fantasy VIII

IT'S FINALLY HERE! (And likely to consume people's entire lives once it's in their homes). Square staff can count on mammoth bonuses this year. Look for us to have massive coverage of this game next month.



2 ► Tomb Raider: TLR

The irresistible siren of third-person action games is back with a major overhaul, including radical redesign in the gameplay and a whole slew of new tweaks. And who wouldn't want Lara with tweaks? Sorry though, there still is no nude code.



3 ► RE3: Nemesis

Everyone in the office has been checking out the latest demo from those scary folk over at Capcom. This time, those pesky flesh-eaters get a real handle on the action—quite literally, with the ability to pick Jill up and throw her mercilessly to the ground.



4 ► MGS: VR Missions

A truckload of all-action training missions make an excellent complement to the original. Chris has been merrily blasting his way through the action for a whole week now. If only Konami had given us U.S. gamers all the extras available in the Japanese version...



5 ► Gran Turismo 2

Be sure to get on the phone to your local import store and experience what the Japanese describe as "Gran Turismo Power Up!" The myriad options, new effects and different types of racing will raise the bar once again for racing sims.



6 ► Colony Wars: Red Sun

What crazy delights are in store for this sequel? Your guess is as good as ours, but we promise to let you in on the secrets just as soon as we know ourselves. Die, space scum!



7 ► CTR: Crash Team Racing

Promising an unparalleled multi-player experience, Crash and his buddies may well outpace the competition with this one. Who needs Mario Kart, anyhow? Yeah, okay, MK is still cool...



8 ► Spyro 2

They couldn't make him any cuter, so instead we'll be seeing extra moves, better environments and far more involving gameplay. This time around, the little dragon will be presented with a different task on each stage which must be completed to get clear.



9 ► Tomba 2

The first one was a sleeper hit, and the big change for the sequel is that it's entirely in 3D. Crazy, challenging puzzles abound and the action will be fast, furious and as wacky weird as its predecessor. Of course, we here at PSM can't wait to dig in!



10 ► PlayStation 2

Okay, okay—so it's not a game, but if this thing shows at the fall Tokyo Game Show, as expected, there will be NOTHING more wanted than this. Until then, folks, slot 10 is the highest placing this baby's gonna get.

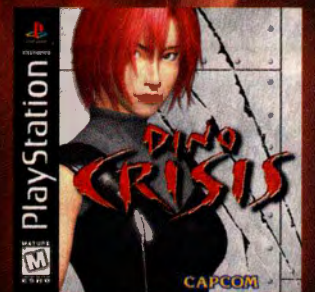


FROM THE CREATORS OF RESIDENT EVIL:

SURVIVAL HORROR ON A MUCH LARGER SCALE.

DINO
CRISIS™

"IF RESIDENT EVIL MADE YOU JUMP OUT OF YOUR SEAT,
THEN THIS IS GOING TO MAKE YOU HIDE IN YOUR CLOSET." – PSM
COMING THIS SEPTEMBER. RESERVE YOUR COPY TODAY.



CAPCOM

WWW.CAPCOM.COM



© CAPCOM CO., LTD. 1999. © CAPCOM USA. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. DINO CRISIS is a trademark of CAPCOM CO., LTD. 1999. ALL RIGHTS RESERVED.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other marks are the property of their respective owners.

BANZAI CHIBI-CHAN'S Nihon Game Otaku



Konnichiwa hardcore gaming fans! Boy, I feel like I'm going crazy in this weather. We're breaking into summer right now and today the temperature is 84 F and set to soar even higher. That may sound pretty good to you, but I haven't told you the worst bit: Japan has a sub-tropical climate and that means extreme levels of humidity to go along with the sun. Right now it's about 80% humidity - I've only just stepped outside my apartment and already I'm starting to dream about long, icy-cold showers to cool off. My hat brim has gone limp, my shirt is soaked and my chances for catching the eye of all the kawaii office girls shopping around here today are dropping fast. Taskete! Guess I'll just have to cheer myself up by going to see the Phantom Menace, which has just opened here in Japan. Can you believe that? I've heard all about Jar Jar from my American otaku friends, of course, but hey, who cares about him when there's the delicious Queen Amidala to ogle at? So now the only obstacle between me and sci-fi nirvana is a 15-minute ride on an express train packed to the rafters with hot, sweaty bodies. Euuch!

—Banzai Chibi-Chan, Otaku Supreme

News and Notes

► Konami has announced two new titles to augment its expansive lineup of music-based games: the Beatmania-for-kids *Pop 'n music 2* and the oddly-named *Goo Goo Soundy!* Whether they'll make it over here or not is another thing.

► According to Square, *Chrono Cross* is the official name for *Chrono Trigger 2*, but there's still no news of a US release. So this is your itinerary, folks: first, the the import store to pick the game up, second to the bookstore for your Japanese-English dictionary.

★ Banzai Chibi-Chan illustrations by Robert DeJesus

TOKYO-FLASH!



Japan's CESA (Consumer Entertainment Software Association) is in the gaming headlines again this month in the run-up to the hugely anticipated autumn Tokyo Game Show. As organizer of the show, CESA is vigorously lobbying retailers, distributors and even the general public (via ads in magazines) to attempt to curb the sale of used games which, they claim, is illegal.

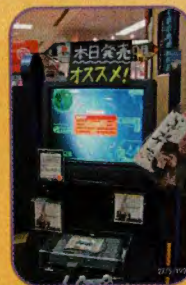
The companies comprising CESA claim that only they can authorize the sale of secondhand games, and with estimated losses running at around 25% of total software sales each year, it seems they may have a point. You can check out their site for yourself at: <http://www.cesa.or.jp/>



Eagerly Anticipated: Culture Publishers have the market cornered with a huge list of releases this month which should be snapped up pretty sharply by gamers over here. But the real biggie this month is the release

Hot For PlayStation: Japanese gaming folk have been keeping a secret from you, a secret so terrible and yet exquisite at the same time, you just have to forgive them. Culture Publishers may not have a high profile in the gaming industry yet, but they're the guys responsible for the huge, but unsung success of the Simple 1500 series, so named because each title sells for an incredibly low 1500 yen, approximately one fourth of the price of a regular game. But the series isn't cheap because it's poorly conceived or plays badly, or somehow lacks the essentials. It's cheap because the games are strictly no-frills versions of popular games. To give a shining example. Volume 10, *'The Billiards'* only gives you one table to play on, the music can't be changed or stopped, and the only play modes

of *Dino Crisis* from Capcom — no one makes a horror adventure like these guys, and the previous success of the Biohazard (that's Resident Evil to you folks) practically guarantees the game stellar sales.



▲ Ace Combat: Electrosphere comes highly recommended in Japan.

are 8-ball, 9-ball or Rotation. But the physics on the ball are great, the CPU AI is fierce, and you can pull off almost any shot you can in real life. With new releases in July, the series now totals 14 volumes, ranging from traditional board games such as *Shogi*, *Reversi* and chess, through to pinball, rally driving and, in the fourteenth volume, classic revivals like *Breakout*. Terrible that this secret has been kept from you for so long, but exquisite if you can just get that import store to bring it to you without hiking the price up too much. The game of choice on the demo machines, however, is the lovely *Ace Combat*, plastered with signs screaming 'OSUSUME!', meaning 'Recommended! Buy this now!

Ron Lussier's Dancing Baby creation has hit stores in Japan and shelves are stacked high with all the tat surrounding the hype. With the Blockbuster commercial running on looping video screens, retailers are hoping that Japanese shoppers will be attracted to this unique and totally bizarre creation. Now, I know Japanese tastes can be strange, but maybe not this strange!

—Max Everingham



▲ That damn dancing baby seems to be every where nowadays. Now he's (she's?) got his own videogame...

Namco's Latest: Dragon Valor

Well, *Dragon Valor* may only be 50% complete at the moment but this dragon-busting escapade is looking pretty fearsome. When the game ships, it'll come on 2 CDs, suggesting plenty of fiery action to go around.

► Excalibur, where are you when I need you?



TOP 10 SELLERS IN JAPAN [at press time]



1. **Persona 2, Innocent Sin** (Atlus)
2. **Saru Get You** (SCEI)
3. **Grandia** (Game Arts/ESP)
4. **Justice School** (Capcom)
5. **Fire Pro Wrestling** (Human)
6. **Metal Gear Solid Integral** (Konami)
7. **Pachislo Perfect** (Nihon Syscon)
8. **Dance Dance Revolution** (Konami)
9. **UFO** (Ascii)
10. **Tondemo Crisis** (Tokuma Books)

► Source: The PlayStation

SEPTEMBER JAPANESE RELEASES

DATE	TITLE	PUBLISHER	GENRE
8/5	To You the Crown 4	Artdink	SIM
9/2	Bish! Bash! Special	Konami	ACT
9/9	Nobunaga's Ambition	Koei	SLG
	Beatmania Append 4th Mix	Konami	SLG
9/15	DragonQuest Toruneco's Adventure 2	(Chunsoft/ Enix)	RPG
9/22	Dusky Road Exploration Team	Spike	ADV
9/30	Light Island	Affect	AADV
First half of September			
	Neo Atlas 2	Artdink	SLG
	Lake Masters Pro	Dass	SPT
Second half of September			
	Monster Collection	Kadokawa Shoten	RPG
	Derby Stallion '99	ASCII	SLG
	Digital Glider Airman	ASK	SLG
	Space Mobility VANARK	Asmik Entertainment	ADV
	Forest Kingdom	Asmik Entertainment	S-RPG
	Pixy Garden — Initial Limited Version	(Escott)	SLG
	Pixy Garden	Escott	SLG
	FIFA 99 w/ the Japan National Team	(EA/ Square)	SPT
	Super Chinese Fighter DX	Culture Brain	ACT
	Memories Off	Kidd	ADV
	Gran Turismo 2	SCEI	RAC



Chibi's Top August Pick

GRAN TURISMO 2

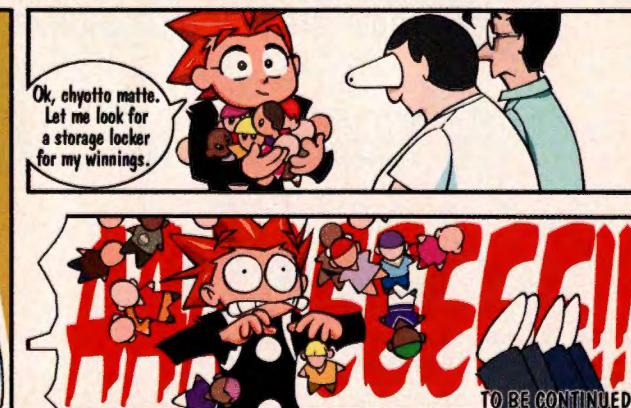
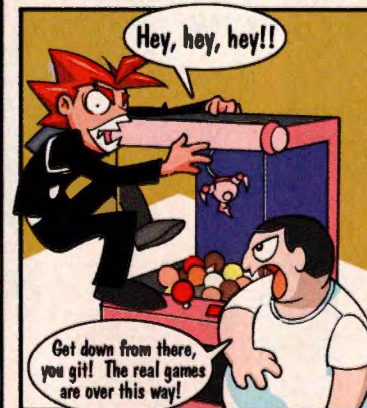
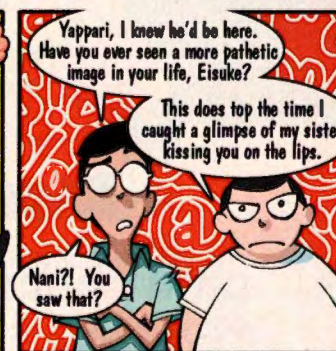
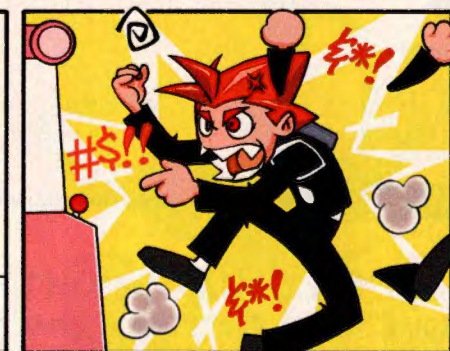
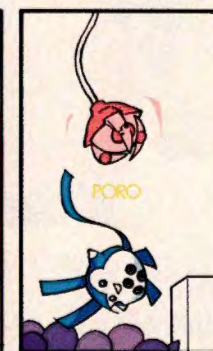
Car mania is as big in Japan as it is with you Americans, so the pick this month just HAS to be *Gran Turismo 2*. Man, I didn't think they could make the game any better, but with weath-

er and daylight effects, jogcon support, the off-road action, more cars, more options, more everything, I'm getting my reservation in right now! Come release day, the lines in Akihabara are going to stretch way back over the horizon!



▲ Life without fast cars is no life at all.

MANGA BANZAI STORY AND ART BY ROBERT DEJESUS Special thanks to NASKA.C OTAKU CATCHER PART 3



HOT IN JAPAN

Mmm... Geishas...

Arthur S. Golden seems to be riding high on both sides of the Pacific ocean this month, with his controversial book, *'Memoirs of a Geisha: A Novel'*. Despite the disclaimer inherent in the title, Golden drew heavily on his conferences with a real-life geisha named Mineko Iwasaki for much of the factual content. So for a fascinating insight into Japanese culture of yesteryear, take a look at this.



▲ Geisha, incidentally, means 'artist', or 'performer'.

SOUTH PARK™



OH MY GOD! IT'S COMING RIGHT AT YOU!

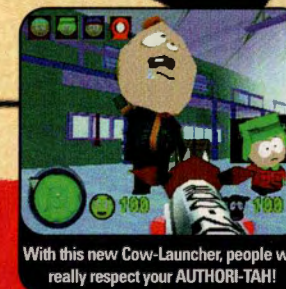
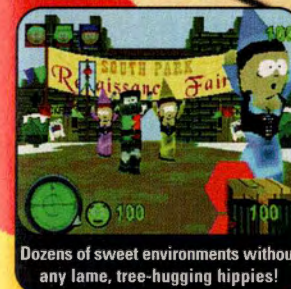
SOUTH PARK IS HEADING TO THE PLAYSTATION GAME CONSOLE!® WE'RE TALKING ABOUT BIG EVIL CLONES, KILLER COMETS, PROBING ALIENS — AND ONE INCREDIBLY FAT A**! IT'S UP TO YOU TO KEEP SOUTH PARK SAFE FOR CHEF, MR. GARRISON, MR. HANKEY AND THE REST OF THE TOWN.

WARNING

This game is recommended for mature audiences only. It contains adult language and content.



NOW ON PLAYSTATION® SWEET!



www.comedycentral.com



Acclaim
www.acclaim.net

TM & © 1999 Comedy Central. All Rights Reserved. © & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

YOU ARE THE DIFFERENCE BETWEEN THE
BIG HOUSE AND A BIG HOUSE IN MALIBU.

YOU ARE THE DIFFERENCE BETWEEN 500 G'S AND
10.15 IN MAXIMUM SECURITY.

YOU ARE THE FASTEST DRIVER IN THE ENTIRE
CRIMINAL COMMUNITY.



FROM THE
CREATORS OF
DESTRUCTION
DERBY 1 & 2



SAN FRANCISCO

Film your own classic 70's car chase
using incredible Director-Mode



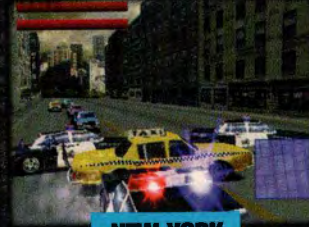
LOS ANGELES

No tracks. Just 4 sprawling urban
downtowns from NY to San Fran.



MIAMI

Getaway through real pedestrians,
traffic signals, traffic...and cops!



NEW YORK

Surveillance. Tailing. Deliveries.
Heists. And serious 70's muscle cars.

DRIVER

YOU ARE THE WHEELMAN™

DRIVER.GTGAMES.COM



Driver™ © 1999 GT Interactive Software Corp. All Rights Reserved. Created by
Reflections Interactive Limited, a GT Interactive Software Corp. studio. Published &
distributed by GT Interactive Software Corp. Reflections and the Reflections logo are
trademarks of Reflections Interactive Limited. GT is a trademark and the GT logo is a
registered trademark of GT Interactive Software Corp. PlayStation and the PlayStation
logos are registered trademarks of Sony Computer Entertainment Inc. All other trade-
marks are the property of their respective companies.



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:

Chess Master 2.....	pg. 42
Driver.....	pg. 43
Echo Night.....	pg. 44
Konami's Eighties Collection.....	pg. 42
NFL Xtreme 2.....	pg. 45
Rising Zan: Samurai Gunman.....	pg. 44
Tarzan.....	pg. 48
Um Jammer Lammy.....	pg. 46
You Don't Know Jack.....	pg. 46

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.

BREAKING IT ALL DOWN, PSM STYLE

PSM ★ BREAKDOWN

GRAPHICS	5
SOUND	4.5
CONTROL	2.5
INNOVATION	0
PRESENTATION	1.5

REPLAY CHART

1ST HOUR	1ST DAY	1ST WEEK	2ND WEEK	1ST MONTH	2ND MONTH
5	4	3	2	1	0

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

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 prac-
tically in the closet.

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



P. 43



P. 44



P. 45



P. 46

Backlog

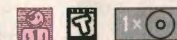
These are our ratings for
some of the games released
over the past several months.
Check 'em out for any titles you
may have missed!

Abe's Exodius 0000
Akuji 0000
Alexi Lallas Soccer 001/2
Ape Escape 00000
Army Men 3D 000
Bass Rise 000 1/2
Big Air Snowboarding 01/2
Bomberman Race 000 1/2
Bugs Bunny: Time 0001/2
Bust-A-Groove 00001/2
Bust-A-Move '99 00000
Castrol Superbike 001/2
Centipede 0000
Chocobo Racing 0000
Civilization 2 0000 1/2

Contender 0 1/2
Cool Boarders 3 0000
Croc 2 00001/2
Darkstalkers 3 0000
Freestyle Boardin' '99 0 1/2
GTA: London 1969 000
Guardian's Crusade 0000
High Heat B-ball 2000 000
Jade Cocoon 0000
K-1 Revenge 00 1/2
Legend of Legaia 000 1/2
Lunar:SSSC 00001/2
Marvel Superheroes vs.
Street Fighter 000 1/2
MediEvil 000
Monaco G.P. 00001/2
NASCAR '99 001/2
NBA In The Zone '99 000
NCAA Final Four 000 1/2
NCAAGameBreaker '99 00001/2
NCAA March Mad '99 000 1/2
NFL GameDay '99 00000
NFS: High Stakes 0000
Point Blank 2 000
R-Type Delta 0000

R4: Ridge Racer
Type Four 00000
Rampage 2: Universal Tour 00
Rogue Trip 0001/2
Rollcage 0000 1/2
Rushdown 01/2
Shadow Madness 0001/2
Silent Hill 0000 1/2
Sports Car GT 001/2
Spyro the Dragon 0000
Street Fighter 2 Collection 0000
Street Fighter Alpha 3 00000
Street Sk8er 0000
Syphon Filter 0000
T'ai Fu 000 1/2
Tales of Destiny 0000
Tenchu 00001/2
The Next Tetris 0001/2
T.R.A.G. 000
Triple Play 2000 00000
Twisted Metal 3 00
Ultimate 8 Ball 000 1/2
Unholy War, The 0000
Warzone 2100 000
WWF Warzone 0000

Echo Night



PUBLISHER

AGETEC

DEVELOPER

From Software

TYPE OF GAME

Survival/Horror

Most puzzles remain cryptic, but will keep you trying again and again in order to save the souls trapped within Echo Night. Man, this is weird...

SURVIVAL HORROR, AGETEC-STYLE

AGETEC entered the horror genre with its cult classic, *Clock Tower*, during the first initial years of the PlayStation's existence. Using a simple point-and-click interface and a strong storyline, *Clock Tower* showed gamers another side to the "survival horror" genre that Capcom had begun with *Resident Evil*.

With the release of *Echo Night*, AGETEC returns to the dark side and shows that not every horror game needs to rely on zombies and action in order to scare gamers. A first-person adventure, *Echo Night* begins by placing you in the role of Richard Osbourne, a curious, but kind young man. Your estranged father's home has suddenly been razed and the police have asked you to come and answer some questions about him. During your visit, you discover a portal that warps you to various events in the past and eventually you find yourself trapped on a luxury cruise liner that had disappeared in the early 1900's.

From then on, you must solve the mystery of the ship's disappearance, as well as find out what has happened to your father. To do so, you're responsible for saving the wandering souls from limbo, while battling the demons that have trapped them there. It's an excellent mix of complex puzzle-solving and subtle action segments that never ceases to challenge. Both intelligent and well-paced, the atmosphere of dread and mystery never lets up, pulling gamers deep within a strange world full of flashbacks and danger.

But as great as the gameplay is, the actual mechanics within the game remain cumbersome at times. While From and AGETEC attempt to remedy the problem by adding in a crouch feature and giving players a choice as to the pace of the character onscreen, the action sometimes seems stilted. Even the rough polygonal world appears incredibly outdated and pixelly in comparison to some of PlayStation's more recent wonders.

But for those with a penchant for the darker side of gaming and a nose for sleuthing out mysteries by the handful, *Echo Night* never fails to please and challenge. An intelligent adventure from start to finish, there's enough variety and atmosphere to keep you guessing (and playing) until the end.

Rising Zan: The Samurai Gunman

HOW THE WILD WEST WAS TRULY WON

AGETEC is trying out new territory with its latest game, a Western action title with a lot of the East thrown in for good measure. You take on the role of Zan, a western hero who has returned from Japan with the knowledge and heart of the Samurai warrior. With his trusty six-shooter and sword in hand, he vows to rid the land of evil.

As the title eludes to, most of *Rising Zan* is spent shooting, slicing and dicing Ninja, but there are numerous levels where you are challenged to do other things. There's the gratuitous mine cart level, several *Parappa* "punch this button combination" moments, along with many other mini-games. These are great, because they break up the straight and mindless action sequences; something that most other action titles fail to do. This keeps Zan continuously fresh and exciting because you are never sure what is going to happen next.



PUBLISHER

AGETEC

DEVELOPER

Ascii

TYPE OF GAME

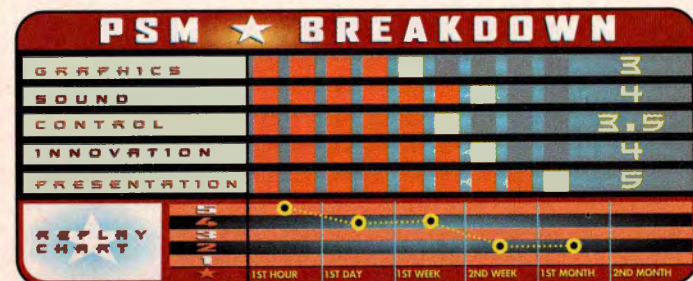
Action

Zan gets attacked by straw dummies in one of the earlier training missions.

If there was anything we would have wanted improved, it would probably have to be the camera and the slightly sluggish manner in which Zan reacts to your commands. Every so often, you have to maneuver against the camera in order to get a decent view of what's going on. And, on and off, you have to fight with the controls in order to make Zan to do what you want.

Despite its control problems and sometimes annoying camera, *Rising Zan* still manages to be immensely fun and addictive. Perhaps it's the low-key humor or the downright zaniness of the characters. The game just doesn't treat itself very seriously and, because of that, manages to charm you in a big way. We can't think of a more hilarious or enjoyable action game that we've played in the past few months.

With a huge handgun and a way too big sword, Zan is set to take on anything the Old West can throw at him.

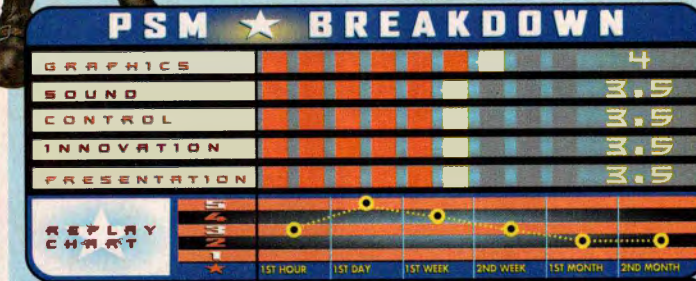


GAME ★ SUMMARY

- ▲ DEEP MYSTERY AND WELL-PACED PLOT REALLY DRAWS PLAYERS IN
- ▲ SOME VERY INTELLIGENT PUZZLES THAT REQUIRE REAL THOUGHT
- ▼ CONTROLLING YOUR MOVEMENT ON SCREEN CAN SOMETIMES BE FLODDING AND SLOW
- ▼ LACKLUSTER GRAPHICS SEEM VERY COLORLESS, BLAND AND PIXELATED

PSM FINAL SCORE:

A DIAMOND IN THE ROUGH FOR HORROR AND PUZZLE FANS ALIKE



GAME ★ SUMMARY

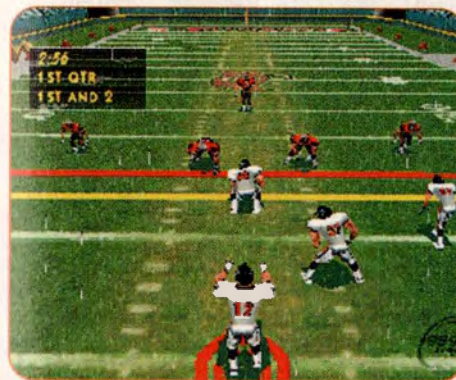
- ▲ SEVERAL DIFFERENT GAMEPLAY ELEMENTS HELP TO BREAK UP THE ACTION
- ▲ IN-GAME HUMOR AND STRANGE CHARACTER DESIGNS ADD A LOT
- ▼ CAMERA ACTS UP EVERY SO OFTEN
- ▼ ZAN COULD HAVE RESPONDED TO CONTROLS A LITTLE BIT BETTER

PSM FINAL SCORE:

A GREAT AND HUMOROUS ADDITION TO THE ACTION GENRE



NFL Xtreme 2



PUBLISHER

989 Studios

DEVELOPER

989 Studios

TYPE OF GAME

Football

It's right about now that you start to question your sanity or at least wonder if you've got enough insurance.

SOME LIKE IT HOTTER

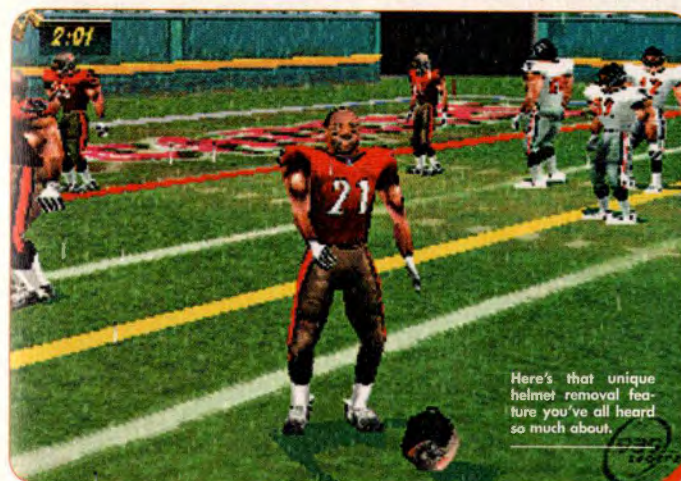
989 Studios is blazing back into *Blitz* territory with *NFL Xtreme 2*, but are all the hoped-for improvements in place, or has it missed its footing again and landed with its face in the dirt? Well, *Xtreme 2* certainly presents a long list of enhancements, which neither its predecessor nor the competition's efforts can boast, but with the exception of the create-a-player option, most of these are cosmetic and do little to make the gameplay stand out. There are real-life taunts at the end of a play, for instance, and these do work really well, giving a nice play a really satisfying finish (which, incidentally, *Blitz* lacks).

Other tweaks are less successful, though. In play, players lack fluidity and new celebrations seem divorced from the feel of the game and are missing any kind of pizzazz. Using the faces of real players may appeal to hardcore fans, but the central question with a game like this is, "how does it play?"

There are five players on field (*Blitz* has 6), suggesting a very arcade-style game, but when throwing the ball, you

have to keep a close eye on where your guys are, and it's not quite the point-and-shoot of *Blitz*. Rather than just aim downfield, you're asked to bring up the icons of the eligible receivers, ala *Gameday*, before you throw. Admittedly, selecting the quick start controls means you can press any button to hit a receiver, but why not keep it simple with one control system?

One great inclusion, however, is the Create-a-Player option. The interface is text-only and the absence of a graphic representation of your creation is a shame, but nothing puts you in the thick of the action quicker than building the man yourself. These games are all about fun, so more moves, texture-mapped faces and the terrific post-play taunts are likely to be lapped up by fans of the genre. Then there's the boost to a smooth 30fps. But somehow none of this really gels together, and you're left with a game which tries very hard, but ultimately fails, to deliver the promised level of excitement. Come on, *Xtreme*, make up your mind.



Here's that unique helmet removal feature you've all heard so much about.



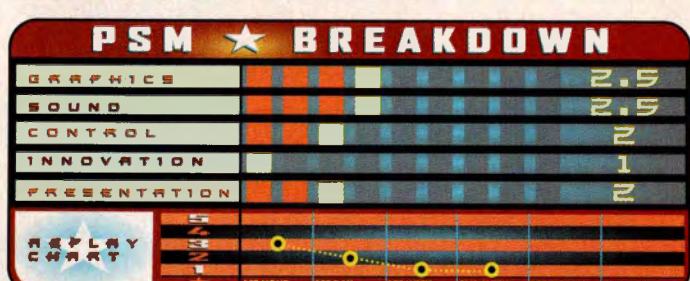
This seems like a good moment for one of those taunts that will cost you \$5000 and get you ejected from the game.

Taking off your helmet to celebrate is another costly mistake, but it's only a game, so go ahead!



Both offensive and defensive playbooks are full of innovative tactics and gambits.

The football takes on impressive proportions—or is that a watermelon?



GAME ★ SUMMARY

- ▲ CREATE-A-PLAYER OPTION MAKES THE EXPERIENCE MORE IMMERSIVE
- ▲ TAUNTS FROM REAL PLAYERS ENHANCES ATMOSPHERE
- ▼ GRAPHICS ARE POOR AND WAY BEHIND THE CURVE
- ▼ IDENTITY CRISIS: SIM OR ARCADE?
- ▼ LACKS INNOVATION AND ORIGINALITY

PSM FINAL SCORE:

DERIVATIVE AND SHORT ON FUN



You Don't Know Jack

Can I Speak to the Ape Who's in Charge?

Say the words of cartoon ape Magilla Gorilla™ were set up according to the social structure on the Planet of the Apes™. Because he's a gorilla, what job would he MOST LIKELY have?

A general in the local militia
☐ a clerk at Mr. Peebles' pet store
☐ the mayor of his town
☒ teacher to the little girl, Ogee

PUBLISHER
Berkeley Systems

DEVELOPER
Jellyvision

TYPE OF GAME
Quiz

▲ A typically complicated question where the answer is often easier than you think.

HERE'S A PLAYSTATION GAME FOR YOUR FOLKS

With sequels and add-on disks galore available, *You Don't Know Jack* has been a smash hit on PCs for years. It's basically a TV game show for up to three players with trivia questions operating on a quick-fire buzzer principle. There are some subtly different bonus games, but basically it's *Trivial Pursuit* on maximum overdrive. Speed, brains and a penchant for tricky language are the requirements here.

The bad news first: This game is full priced at a shade under forty bucks—as a budget title it would have gotten an easy five stars. It's also tough and obscure enough to make it impossible for younger players-in fact, this one is really only suitable for adults. Not only are some of the questions kind of racy, but the subject matter might include questions about sixties politicians or obscure funk bands.

The good news, however, more than makes up for the bad. With a smart (but

simple) graphics interface and loading speeds that should make other game publishers take note, *You Don't Know Jack* is one of the slickest pieces of software around—it even supports Dual Shock in a very innovative way.

Up to three players can play at once (if there are more of you, you just split into teams) and as a party quiz game, this is without equal. The PC version suffered because you couldn't just sit around on a couch to play it with your pals—naturally, that's not a problem here.

With funny voice-overs, taxing questions and two disks containing 1400 different rounds, there's plenty of quiz-related fun for most of the family. A brilliantly innovative game that actually works better on PlayStation than it did on PC (you had to type some answers on the original), this title truly expands what's possible on your console. Brilliant.



GAME ★ SUMMARY

▲ FAST, INTUITIVE INTERFACE
 ▲ MORE QUESTIONS THAN THE PC GAME
 ▼ MULTIPLE CHOICE LIMITS DIFFICULTY
 ▼ FULL PRICED TITLE

PSM FINAL SCORE:
 BEST "BOARD" GAME ON PLAYSTATION; STRICTLY FOR OLDIES

Um Jammer Lammy

PLAYING A GUITAR IS A LOT HARDER THAN RAPPING

Highly regarded as one of the most innovative titles on the PlayStation, *Parappa the Rapper* single-handedly pioneered the music game genre. Following in its footsteps comes *Lammy*, a guitar-slinging lamb who's a member of the all-girl band, Milkcan. Her game, *Um Jammer Lammy*, is not a true sequel to *Parappa*, but rather a side story that features a lot of the same characters.

Um Jammer Lammy doesn't stray much from the "Simon Says" style of gameplay made famous by *Parappa* (you have to punch in a sequence of commands listed onscreen in a specific rhythm), but it does throw in a few new features. By using the L1 and L2 buttons, players can change the pitch of the guitar riffs, allowing for a little more creativity. Also, as you progress through the game, you are awarded with different effects



PUBLISHER
Sony CEA

DEVELOPER
Sony Music

TYPE OF GAME
Music

▲ Here's Lammy shredding on her axe. We hear she also plays the guitar at times...

such as distortion, reverb and wahwah, which can be used by hitting the select button. As such, *Lammy* provides a lot more musical "freedom" than *Parappa* ever did.

Where *Lammy* doesn't surpass *Parappa* is in the difficulty level and the fact that the songs aren't as catchy. *Parappa* was difficult, there's no arguing that. However, *Lammy* is more so, with several songs that don't really adhere to any sensible rhythm or pattern. Even with practice, a few of the levels can boil down to luck rather than any skill or precise timing. Also, most of the songs just don't stick in your mind like the now-classic *Parappa* numbers.

It is because of these minor nitpicks that we give *Lammy* a slightly lower score than *Parappa*. However, we do feel that *Lammy* is a better game overall. The addition of multiplayer co-op and versus modes, along with the hidden presence of *Parappa* himself, gives the game a longer lasting appeal. And considering how innovative *Parappa the Rapper* was when it first got released, we are pleasantly surprised to see that this follow-up is just as good.

PSM FINAL SCORE:
 A NEAR-PERFECT FOLLOWUP TO PARAPPA



GAME ★ SUMMARY

▲ MULTIPLAYER MODES GIVES THE GAME A LONG LASTING APPEAL
 ▲ BEING ABLE TO PLAY AS PARAPPA IS WAY COOL
 ▲ STORYLINE IS AMAZINGLY BIZARRE AND NUMEROUS
 ▼ HIGH DIFFICULTY LEVEL MAY PUT OFF NOVICE PLAYERS
 ▼ SONGS ARE NOT AS CATCHY AS PARAPPA'S

Feel the Power, Feel the Pounding, Feel the Speed...

Feel the GLORY

GALLOP RACER

GO HEAD-TO-HEAD IN THIS
 ACTION-INTENSIVE
 HORSEPOWERED
 RACEFEST

Just like in real horse racing, no two races are alike: race outcomes are determined by racetrack, conditions, pack and luck. A great party game for players and spectators alike, you can be the jockey, or select watch mode, and be a spectator. As the jockey, you decide when to hold back, move inside, move outside and go for the lead - horses even change lanes, get bumped, get blocked and lose ground on curves. The winners are put out to stud, and the losers, put out to pasture.

2 PLAYER MODE: Race against a friend in neck and neck competitions

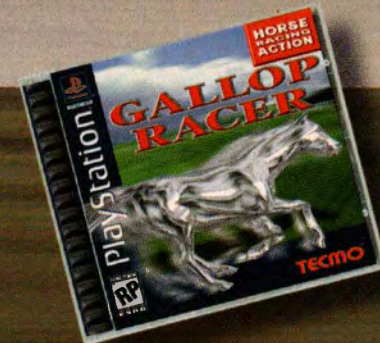
1400+ thoroughbred racing machines

27 different racetracks

SEASON MODE: Create your own jockey and breed a stable of champions

Instant replay

Unlock Secret tracks, horses, titles, and more



DUAL SHOCK

Gallop Racer TM 1999 Tecmo Inc. Tecmo is a registered trademark of Tecmo, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. DUAL SHOCK is a trademark of Sony Computer Entertainment. The ratings icon is a trademark of the Interactive Digital Software Association.

Visit Tecmo at www.tecmoinc.com

TECMO

Tarzan



▲ Tarzan can either throw fruit at his enemies or attack them with a knife.

WELCOME TO THE JUNGLE

Visuals are one thing that Disney does well. A quick look at any Disney movie reveals some fine animation work. A quick look at *Tarzan* reveals the same. Like previous Disney Interactive efforts, *Hercules* and *A Bug's Life*, *Tarzan* follows the storyline of the movie very closely. Movie footage is interspersed throughout the game, making the connection even tighter.

Levels are set up to follow events that occur in the film. For example, one of the early levels has young Tarzan on a quest for an elephant's hair. The level starts by showing a film clip and then it switches to the action. Most of the levels are traditional platform fare, but there is some variety. Some level sections have Tarzan "surfing" down the branches while another level has him running from an elephant stampede. The inclusion of different level types prevents *Tarzan* from feeling like the same game throughout.

Gameplay is well executed with fluid control and branching level design. Playing off the jungle theme, the developers have worked in multiple "mini-paths" throughout the individual levels. Because *Tarzan* is not a free-roaming game, the main path will always be obvious, but vigilant players will find side paths leading to power-ups and extra points. This adds to the replay value of the game, especially for perfectionists. Later levels pretty much require players to explore. If you don't venture off the beaten path, your chances of finding food

and extra health are pretty slim.

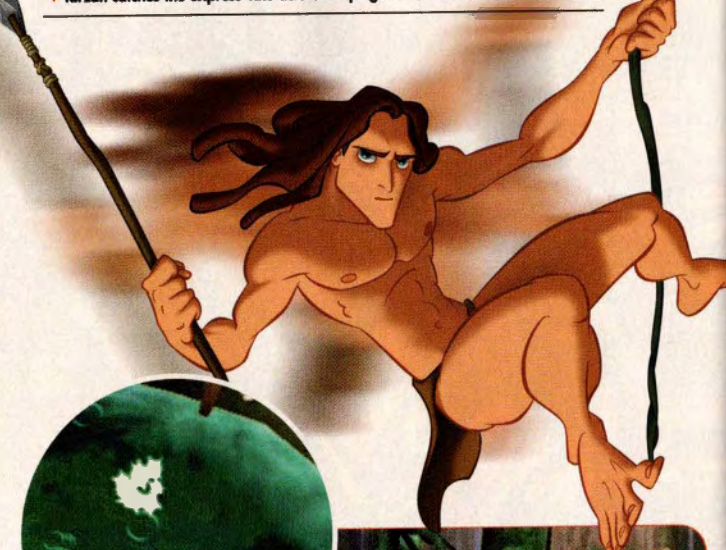
▲ Keep running, or the elephant stampede will trample you. Looks kinda like that *Lion King* game, doesn't it?

Although *Tarzan* is a Disney-made game, it isn't necessarily a cakewalk. The game is well balanced with a difficulty level that will challenge, but not annoy, most players. One minor nit about the game involves the killing of enemies. Most platformers allow you to kill opponents by jumping on them. That doesn't work here.

Overall, *Tarzan* is a fun game that handles the movie license well. Disney has done an excellent job of translating scenes from the film to a playable game. Once you've played through *Tarzan*, the game, you probably won't have to see *Tarzan*, the movie, and that is the highest praise the game can receive.



▼ Tarzan catches the express vine across the jungle. He's late for a date with Jane.



▲ Look, it's Aquaman... Oops, sorry, wrong movie.

► Sometimes you have to use the friendly jungle animals to reach new heights.



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

GAME ★ SUMMARY	
▲ FLUID ANIMATION; SOME OF THE BEST YET	▲ NICE BALANCE OF GAMEPLAY WITH SMOOTH LEARNING CURVE
▲ VARIETY OF LEVEL TYPES PREVENTS MONOTONY	▼ TIMING ON SOME JUMPS CAN BE DIFFICULT
▲ HIDDEN ITEMS ADD REPLAY VALUE TO THE GAME	

PSM FINAL SCORE:
AS ENJOYABLE AND FUN AS THE MOVIE



PUBLISHER
Sony CEA

DEVELOPER
Disney Interactive

TYPE OF GAME
Platform

◀ Jumping skills are certainly mandatory for the Tarzan, Lord of the Jungle.

FINAL FANTASY VIII

9.9.99

FOR THE PLAYSTATION®



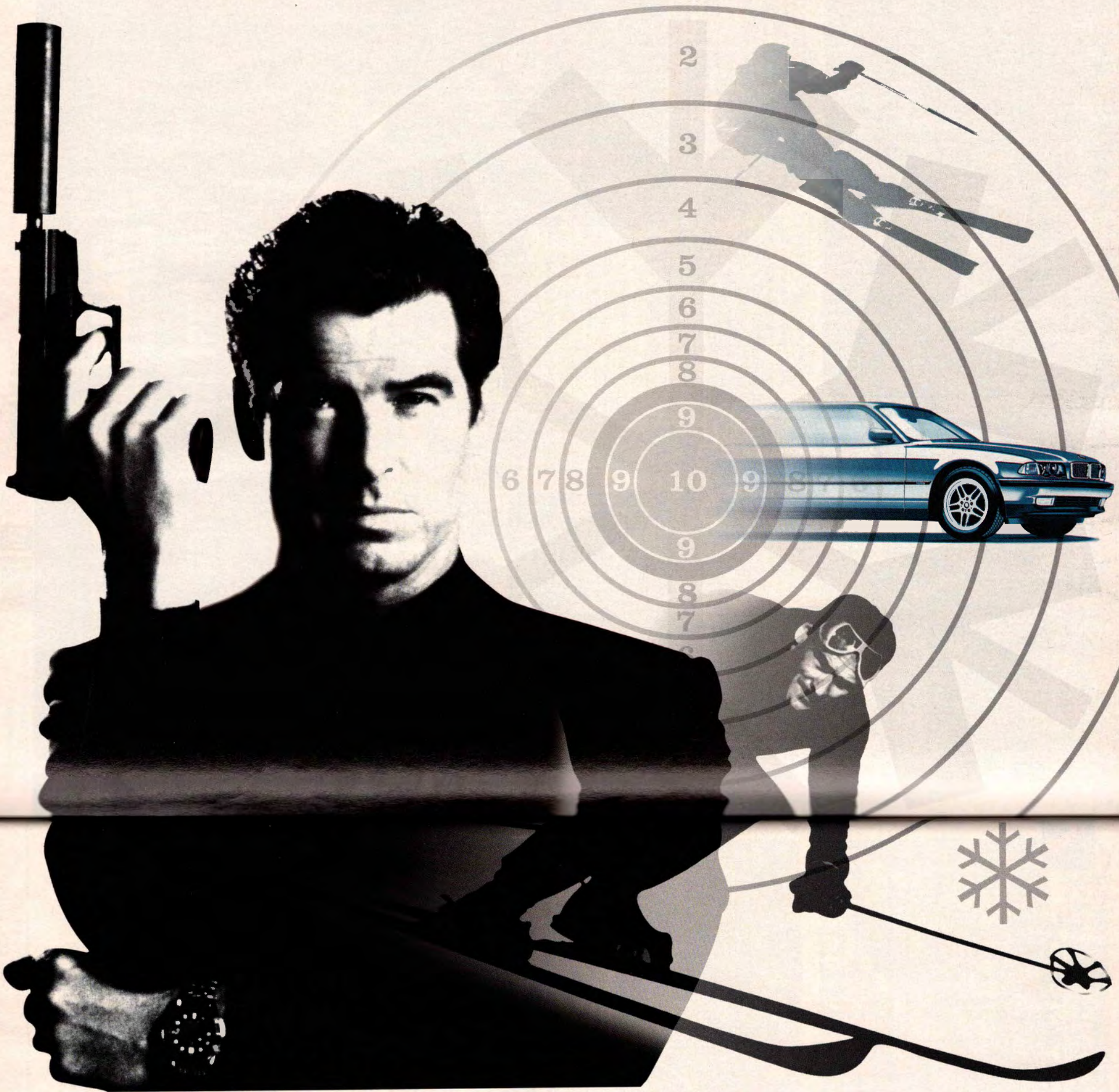
SQUARESOFT®

www.squaresoft.com

Published by Square Electronic Arts L.L.C.

©1999 Square Co., Ltd. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. SQUARE SOFT, SQUARESOFT and FINAL FANTASY are registered trademarks of Square Co., Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.





9 OUT OF 10 PEOPLE RECOGNIZE HIM.

8 OUT OF 9 DO IT THROUGH CROSSHAIRS.

YOU'RE NOT JUST A SUAVE, SOPHISTICATED JET-SETTER AND LADY'S MAN. YOU'RE A MOVING TARGET. NAVIGATING GUNPOWDER-COVERED SLOPES, DODGING SNIPER FIRE AND INFILTRATING TERRORIST STRONGHOLDS IN HER MAJESTY'S MOST DEMANDING MISSION YET. WIELDING YOUR STANDARD-ISSUE, SILENCER-SHOD 9MM, SEVERAL KILLER Q-GADGETS AND A LICENSE TO USE THEM FOR EXACTLY THAT. IT'S YOUR TRIAL-BY-ENEMY-FIRE. SO PACK THE TUX AND LASER CUFF LINKS. YOUR COUNTRY NEEDS YOU.



007 Tomorrow Never Dies

WWW.TNDGAME.COM



Prima Strategy Guide Available

Tomorrow Never Dies Interactive Game ©1999 Danjaq, LLC and United Artists Corporation. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties ©1962-1999 Danjaq, LLC and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The Prima Logo and Prima Publishing® are registered trademarks of Prima Communications, Inc.

TOMB RAIDER: The Last Revelation

Lara's latest takes the series in a new direction

Okay, so Lara isn't the fresh new face she once was, and her last game was hard as hell. With this new *Tomb Raider*, the developers are looking to erase the mistakes of the past, re-establish Lara as the hottest thing in videogames, and recapture that fresh, new feel of the original game. Now, here at PSM we've taken plenty of shots at the *Tomb Raider* series over the last couple of games, but we're here to tell you that if *Tomb Raider: The Last Revelation* delivers even half of what the designers are promising, it will indeed put the series back at the very top.

To let you know just how different this game is going to be, consider this: there will be no giant blocks to pull and push, and no wall-mounted switches to hit. Think about it—that's a pretty dramatic change! You will no longer have to run long a mile, pull a switch, run back, push a button, etc. In fact, every single puzzle can now be solved in the one room that it's in. All we can say is—Hallelujah.

The differences don't stop there. Lara now has an inventory system, such as the ones found in *Resident Evil*, *Zelda*, etc. She can carry items for later use, and even combine some of them. For example, you can attach a flashlight to a gun, so you can see what you're aiming at in the dark. Your inventory will also play a large role in puzzle solving. For instance, Lara can carry sand as weight that can be used to balance something, and in turn

where you'll revisit past areas several times to uncover more and more secrets. And in an effort to make this game easier for new players, you can now save your game anywhere, and as often as you want (what a relief!).

Combat has changed as well, but specific details on the system are sketchy. Also, Lara won't have a huge arsenal of weapons this time, but many of the items that she does carry will have multiple purposes. The best example of this is Lara's new Rope item, which can be used to climb, swing, or even pull other objects. It's about time Lara brought some rope along!

Honestly, we're tremendously excited to get our hands on this game. It's great to see that the developers at Core have listened to people's input, and are putting a lot of effort into making a much better game. Of course, we'll keep you updated as the game continues to roll toward its November release, so keep your eyes glued to these very pages!

The classic *Tomb Raider* quandary: "I know I need to get up there, but how in the hell do I do it?"



We can't get over how much better Lara looks in this version. Hopefully, the fully-rendered CG Lara used in story FMVs will be just as improved.



Spooky statues like this one decorate the tombs and dungeons, and in some cases, rooms are jam-packed with them to create a dramatic effect.

This screen really shows off a lot of *Tomb Raider 4*'s new looks. Lara is now much better looking, thanks to new "skinning" techniques that give her seamless joints. Also, the background looks a lot more natural, with less-blocky columns and a nice waterfall.

trigger a trap door. The days of hunting down a blue key to open a blue door are over.

Another major change is the game's location and level structure. Instead of hopping all over the globe, the entire adventure will focus on one mysterious spot in Egypt. Also, the game isn't divided into levels per se, but rather, it plays as one long, seamless adventure. It's a more solid, cohesive environment

ENVIRONMENTS

The real meat of the *Tomb Raider* series has always been its levels. After all, that's where the adventure takes place, where you spend all those hours scratching your noggin. *TR4* looks to have some of the best playing and looking stages so far.



Here's lighting at its most extreme. Like in the last two games, some areas will be so dark that you'll need special items to navigate through them.



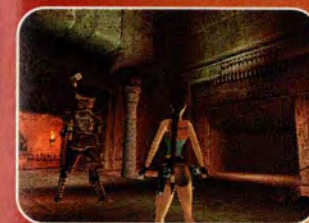
This is just a beautiful shot, and a great example of the many new lighting techniques that the designers are using this time around.



More of that crazy-cool lighting. Check out the sweet transparent flame effects, the shadows on the ceiling, and Lara's round rear-end—all very nice!

SPRING INTO ACTION!

Yeah, searching around for old relics and stuff can be fun, but sometimes you just need to pound a few rounds of ammo into a mummified corpse. Core has said there will be less enemies this time around, but they'll be smarter, and more of a challenge.



We don't know what this guy's story is, but he's probably not in the mood for good conversation, since the walking undead seldom are. Ah, guess you'd better kill him, just in case.



Muscles tensed, guns at the ready... Man, Lara's HOT. Whoops, did we just say that out loud? Little bit of a slip up, there. But really, she is quite boobalicious. You might even call her a...hottie?



The designers have said the action will be very different this time around, but judging from these screens, they haven't strayed too terribly far from what we've seen in the other games.



It takes the walking undead of Egypt to resist Lara's charms. That's the only explanation we can think of. Any real guy would be drooling and asking Lara for an autograph, at least.

The baddies are a lot smarter than before, and will chase after you if you try to escape.



There are plenty of new lighting effects that add a whole new level of atmosphere to the tombs.

This isn't the best picture to show this, but Lara looks way better now, thanks to that fancy new "skinning" technique that everyone seems to be using in their games these days.



We're not sure what's up with this screen, but it almost looks like a new camera angle...

Lara's looking lovely as ever in her newest adventure. Yum!

Of course, Lara has always been a great swimmer, so you can expect plenty of underwater action in her latest adventure.



You'll have to be more careful in how you treat enemies, because in many cases, if you can jump across pits, so can they. They're a lot smarter now.



The bad guys this time around have a real Egyptian flavor to them. Does this mean we won't be running into as many humans in this adventure?



Since all of the areas in this game are in Egypt, you can expect a similar look and feel to each of the tombs and dungeons you explore.

WORK IN PROGRESS

At press time, this game is still at a very early stage. Core has a lot of work to do to get this game ready in time for its November release! Here's a behind-the-scenes look at some stuff that's currently being worked on:



Here's a shot of the Level Editor that the game designers are using to put together the game's environments.



There are lots of new baddies for Lara to shoot up, and all of them stick to the same Egyptian theme. They're pretty cool looking, and benefit from the same "soft skin" treatment as Lara.



This new character is called Jean Yves. We don't know much about him yet, but we're pretty sure he's a friend of Lara's, who helps her out with useful information.



READY 2 RUMBLE

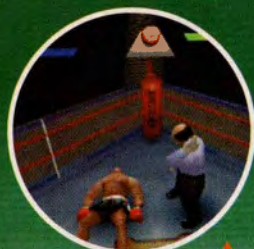
Let's get ready to rrrrrumble

Since the release of *Super Punchout* on the Super Nintendo, no console has really had the privilege of a quality arcade-style boxing game. Sure, the PlayStation has had *Contender* and *Knockout Kings*, but those were a far cry from the addictive, yet simplistic, gameplay found in the *Punchout* series. Knowing this, Midway has set out to develop a game that has its roots in the classic days of gaming, but still manages to pack a mean punch.

When completed, *Ready 2 Rumble Boxing* will showcase a cast of twenty colorful fighters, most of whom will be initially hidden. On purpose, Midway has kept the control scheme of the game rather simple so that every player could easily pick it up, regardless of their age. However, the game will also feature quite a bit of depth, such as complex special attacks, as well as a manager mode, so that more experienced players will be able to enjoy it as well.



◀ To keep with its arcade feel, the boxers leave light trails whenever they perform a special punch or combo. It's pretty cool looking.



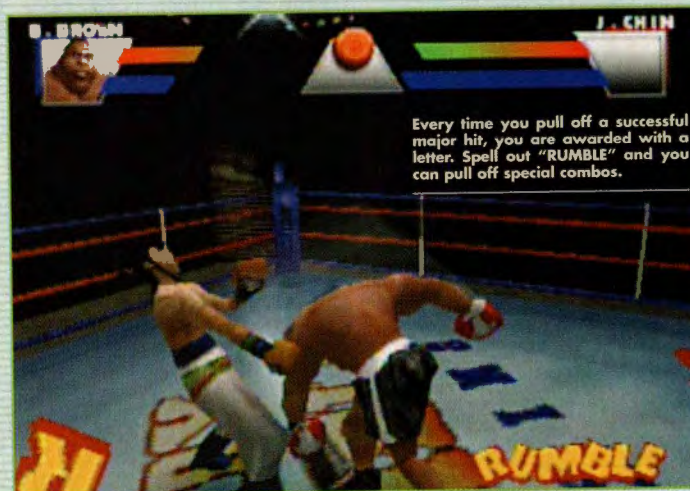
As in most other boxing titles, you can get knocked down a couple of times before you're actually down for the count. Keep hitting the buttons fast to stand back up.



With names like Butcher Brown and Afro Thunder appearing in the game, you know Midway's taken a lot of inspiration from Nintendo's *Punchout* series.



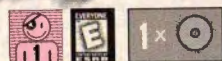
It's not ~~just~~ when you see a 200 pound guy going up against a 400 pound mauler. Each character truly has their own specific strengths and weaknesses.



Every time you pull off a successful major hit, you are awarded with a letter. Spell out "RUMBLE" and you can pull off special combos.

Publisher Rockstar
Developer Z-axis

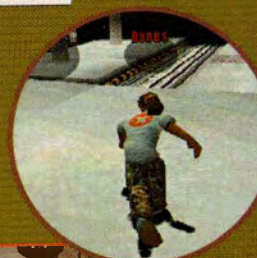
Release Date Fall
Type Skateboarding



All of the courses feature plenty of grinding opportunities, not to mention many opportunities for all kinds of jumps.

THRASHER—SKATE & DESTROY

Grindin' boards and breakin' bones



◀ A deserted subway station can easily double as a skatepark.



◀ This is obviously one of the simpler moves available. Blow it, and you'll look really impressive when you crash.



◀ Darn! Busted by the cops! Now you can do the Taser Twitch! The Man is on the lookout for any skate punks.

Borrowing the name of 'Thrasher' magazine, bible of the skating fraternity, *Skate & Destroy* abandons the Xtreme scene and puts boarders out on the streets. Locations are strictly urban environments, where the object of the game is to amass points on a two minute run and stay one step ahead of the taser-equipped cops. Extra street cred for the game comes in the form of clothing and board licenses, with big-name artists promised to supply the soundtrack. Great attention has been paid

to the animations for falls. Rather than see a stock sequence for every crash, each mishap is portrayed differently depending on how you fall and what body part you hit on the way down. This translates to a fluid and realistic set of character movements, replete with flailing limbs, swaying torsos and painful-looking collisions with far too stationary objects, which should offer a healthy challenge to the competition when it arrives this winter.



SOUL OF THE SAMURAI

CUT

THROUGH

THE

CRAP



Soul of the Samurai is a trademark of Konami Co., Ltd. Konami is a registered trademark of Konami Co., Ltd. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. ©1999 Konami of America, Inc. ALL RIGHTS RESERVED.

SOME RE-ASSEMBLY REQUIRED



"The Spiritual Successor to
Destruction Derby 2"
PSM 100% Independent PlayStation Magazine



Free
Music
CD

Fear Factory, Empirion, Junkie XL, and Cirrus

Pre-order Demolition Racer from select retailers and
receive the limited run **Soundtrack CD** which includes 14
all original songs and re-mixes.

www.getdemo.com



High speed full impact racing action – major collisions, damage and destruction!
Incredible cumulative Real-Time Damage™ effects—hoods fly, tires wobble, smoke, fire, cars show hardcore damage as it happens.
12 torturous tracks designed for full metal contact.
Insane Last Man Standing Demolition Derby Bowl matches.
Death From Above – land on an opponent's roof and score a one hit kill.

8 different vehicles to race.
16 cars on the track in each race.
2 player split-screen racing.
Smash through destructible fences, doors, barrels and more...

To Order Direct Call: 1-800-245-7744



Demolition Racer is a trademark of Accolade Inc. ©1999 Accolade, Inc. All rights reserved. Developed by Pitbull Syndicate. All other trademarks and trade names are the properties of their respective owners. PlayStation and the PlayStation

logos are registered trademarks of Sony Computer Entertainment Inc.

Between a Sinister World of Shadow
And a Dangerous Dimension of Fantasy
Lies a Twisted Battle for Reality



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "SILHOUETTE MIRAGE" is a trademark of Treasure/ESP. Original Game © 1998 Treasure/ESP. English Translation © SPAZ 1998. game is published by SPAZ under license by Treasure/ESP. "Working Designs" and "SPAZ" are registered trademarks of Working Designs, Inc. All rights reserved. The first game that goes both ways! Web Ad: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417.

Wow, gang!
Now you can
play as a
criminal...
that should
be fun!



VIGILANTE 8: Second Offense

Funky Seventies Car Combat
Meets "Back To The Future"

The souped-up
looking beach bug
has a tight turning
radius as well as being
pretty zippy.
Check out the
cool looking
explosion in
the background.



HIGH TECH ATTACHMENTS

Who needs wheels with these power-ups, which attach one of three new devices to where your wheels would normally be? These attachments only last for a short time, and allow you to get to areas you normally couldn't go or at least make a particular surface easier to maneuver on.



The hoverpads are by far the most futuristic of the bunch. They turn your vehicle into a hovercar. With these attached, you can drive on any surface in the game. There's also a rumor that there will be a code that lets you fly with the hoverpad attachments.



The hydrofloaters will be tough to use, but at least you won't sink and drown when you go into the water.



The skis and treads will be most useful in the snow levels.

The car combat genre was taken to a new level last year with the release of Activision's *Vigilante 8*. So many elements came together—great driving physics and fantastic control, completely interactive environments and lots of cool weapons and secrets—that it just shot past any other game in the genre. The funky seventies setting which influenced the retro look of the cars also helped to make the experience unique. Given the title's quality and financial success, a sequel was a forgone conclusion. *Vigilante 8: Second Offense* is the new name and more innovative new ideas are being implemented for this sequel than you've seen in the past couple sequels of other car combat titles, again aiming at leaving the competition in the dust.

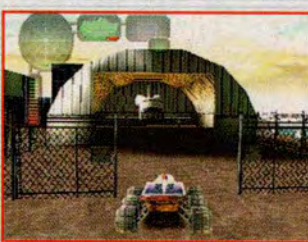
To have all the new futuristic additions make sense, the storyline puts one of the two rival gangs, the Vigilantes, in possession of a time machine, which they use to return to the late '70s before the first game took place. They attempt to take out their former rivals, the Coyotes, with all the new hardware of the future. There will also be a third group of rogue combatants called Drifters, who are only out for themselves and promise to complicate things. Almost all the characters and cars are new, but still share the same retro, gas guzzling, wood paneling theme.

There will be 18 cars to drive and they share the likenesses of a variety of old cars (no actual car licenses are included), including the VW Bug, an old towtruck, semi with trailer, one of those old four wheel drive station wagons, a DeLorean look alike, an El Camino, an old camper, a stretch limo and a garbage truck. Like the last game, all the weapons actually attach to your car.

Weapon power-ups are littered around the game environment. With the question mark boxes, you don't really know what you're going to get, but that shouldn't stop you from trying to grab them up.



Everything can be destroyed, like this shack in the bayou level.



Not all the vehicles are from the '70s. Here's a look alike of the Mars explorer, Sojourner, with a monkey pilot. This level is located at the NASA site in Florida.

and are visible during game-play. The combos and special moves are promised to be expanded on, including special moves for your character's special weapon. Totally new is the ability to upgrade your vehicle with different attributes earned by destroying other cars. As these points are applied to your car, its physical appearance will actually change. Also completely new are three futuristic attachments which allow you to drive on different surfaces. These come in the form of power-ups you find throughout a level.

The levels are enormous and can be totally interacted with. Just about everything you see can be destroyed or damaged and there should be several surprises to uncover. Among the ten locales featured are a harbor in California, the space shuttle launch site in Florida, a nuclear power plant in Wisconsin, a ski resort in Utah, another secret military base in New Mexico, a steel mill in Pennsylvania and a Louisiana bayou. More variety in driving surfaces should also be expected this time. All together, this should be a sequel which truly offers something new.



UPGRADING Depending on what vehicle you destroy, you will be awarded with points that you can apply to upgrading your car. If you destroy a car with heavy armor, you will get armor points, etc... As improvements are made, the characteristics of your vehicle—including handling and speed—will change, as well as your car's physical appearance. Once you max out your car's attributes, you get a whole new body.



This is an example of your basic car when you start the game. It looks like something driven right off a seventies new car lot.

When you have maxed all the attributes of your car, you will get a whole new car body, which will be decisively more cool than the one you started with.

CTR: Crash Team Racing

This could be PlayStation's best multiplayer game ever

Okay, so the developers at Naughty Dog didn't exactly invent the mascot kart racing game. In fact, they're the first to admit they pretty much ripped off *Mario Kart* and *Diddy Kong Racing*. However, they were determined to add to the genre, to make their game its own unique kart racing experience. And after spending an afternoon with an early copy, we can honestly say that *CTR* is not only a great game, but it has a very good chance of surpassing those other racers.

Here's the stuff you should've already guessed: As characters from the *Crash* series (14 in all), you race go-karts around colorful tracks (18 of 'em), based on classic *Crash* stages. You zap the other racers with power-ups, powerslide around turns and run over speed arrows for an extra boost. This much is pretty standard fare; what really makes

What would a year of PlayStation gaming be without a new *Crash* game? Sure, it's not the typical platform-jumping action you'd expect from the franchise, but it does look like one helluva racer!



Just like in *Crash 3*, you can race a special Time Trial mode. Of course, doing well will lead to cool secret stuff...

this game stand out is the new stuff. First off, *CTR* is all about chaining turbos. You can get turbos by picking them up, but here are the two main ways: 1) Powersliding. If you time your button hits perfectly, you can get three boosts out of a single slide; and 2) Catching big air. The higher air you can catch after a jump, the more of a turbo boost you'll have when you hit the ground. A skilled player finds ways to keep his turbos going all around a track, chaining powerslide turbos into jump turbos, and so on.

This game is packed with different modes. There's a straightforward Grand Prix mode, a Time Trial, and an Adventure mode, where you can build up your kart and play through the story. But where this game really shines is in

the Battle Mode. With a Multi-Tap, up to four people can compete in seven unique battle arenas. Each arena is also fully customizable, from the power-ups used to the number of hits needed to win. You can even form teams for two-on-two action! Now *that's* cool.

This is going to be one killer game. It's also one of the most technologically advanced racing games out there, with top-notch graphics and absolutely NO background pop-in whatsoever (not even when the screen is split four ways)! You can expect big *CTR* coverage from us in the near future, so keep your eyes right here!

IT'S ALL ABOUT TURBOS, BABY!

Managing your Turbos well is the difference between winning and losing—it's as simple as that. There are several different ways to earn a Turbo, which come in three different speed levels. Here are a few cool Turbo techniques needed to win:



These speed arrows can be found on the track or on ramps. They're even better on ramps, because you'll get a second hang-time turbo when you land.



Big air, baby! The longer you hang in the air, the longer you get to Turbo when you land. There's actually a "hang-time" meter when you jump.



You'll definitely be able to tell a difference when Turboing—your kart jets forward, flame shoots out the back, and your Dual Shock gives you a kick.



All of the tracks are at least loosely based on stages from *Crash's* previous games, with each one having its own unique challenges and hazards.



Most of the tracks are wide enough so that simply driving around them isn't hard. The real challenge comes in finding ways to maximize your Turbos.



Like many racing games, you can get a special boost at the starting line by hitting the gas at just the right moment.



Although the racing may seem simple on the surface, there's a lot of stuff going on at once!

BEAUTIFUL TRACKS

There are 16 racing tracks (plus two hidden ones), which are based on the same bright, cartoony worlds from the previous *Crash* games. These conceptual sketches give you a feel for some of the different areas, and the lush graphical detail that Naughty Dog is putting into each one.



What's better than a leisurely day of racing at the beach? That is, just so long as you don't get blown up, or anything.



This stage looks more like a traditional racetrack, but goofed up on happy pills. Gotta love those pastel colors!



Snow...in the desert?! What kind of whacked-out, messed-up world is this? Aside from the powder, this course looks like it's right out of *Road Runner*.



Ooo, underwater racing! This could be the coolest-looking track so far. Hey, who hasn't wanted to race little go-karts at the bottom of the sea?



What would a *Crash* game be without lots of crates to smash up? They're scattered all over the place, and contain random weapons and power-ups.



Look closely at the flashing fruit icon at the top of the screen—once you collect a certain number of fruit (10, to be exact), your power-ups become much more effective.

Unlike other racers, the road doesn't go all "bendy" when it reaches the edge of the screen—this is another technical achievement that the guys at Naughty Dog are proud of.

CRASH'S ARSENAL

The tracks are littered with special weapons and power-ups, and how well you use them will often mean the difference between finishing first or not finishing at all. There are loads of them, but unfortunately, we only have a couple to show you (we'll have more later on):



The weapons are hidden in crates, so to get them, you just have to smash one open—pretty straightforward, right? What item you get is always random.



This special missile will automatically seek out whoever is in first place. Hmm, maybe a good strategy here would be to momentarily drop back to second!



There are all kinds of crazy missiles and other explosives for you to toss around the track, and stuff in this game tends to blow up real good.



Based on the little bit we've played so far, the four-player Battle Mode might just make *Crash Team Racing* the most addictive multiplayer game to ever hit the PlayStation.

HOT MULTIPLAYER ACTION

The one-player modes are great fun, and should be well worth the price of the game alone. But the developers at Naughty Dog are stressing that their goal is to make *CTR* a great multiplayer game, first and foremost. From what we played, they're doing a bang-up job! Whether you're playing two, three, or four players, it's a load of great fun.



This is what the game is really all about—four-player Battle Mode madness! Call your buds, stock the fridge with a few cases of Dew and have your secretary hold all your calls—it's battlin' time!



Here's a shot from the Battle Mode with only two players. This shows just one of the many items that you can use to really screw with your opponents.



When an opponent locks onto you with a homing missile, you'll see this target marker appear on you. This is great, since it gives you valuable time to get away.



► Hawk Manson: he's tough, he's a patriot, and he's got a cousin whose name is Charlie...

FIGHTING FORCE 2

Can Eidos and Core create another hit series?

Players took on the evil Dr. Zeng, a cult leader with aspirations of taking over the world, in the first *Fighting Force* title. After his defeat, Zeng and his followers seemed to disappear off the planet and his research foundation was sold off to the Nakamichi Corporation, a twisted, evil, worldwide organization. Unbeknownst to the player, and the *Fighting Force* team, Zeng was working on a cyborg warrior at the time of his defeat. Now, that warrior is being used by Nakamichi to secure its leadership in the defense industries. This is where Hawk Manson comes in. Hired by the CIA, Hawk will have to partake in a bit of government espionage as he attempts to infiltrate the Nakamichi Corporation and discover its secrets.

Fighting Force 2 will feature an improved 3D engine that provides even more background interaction than was found in the first game. Pretty much everything you see can be destroyed or picked up, and we mean everything. Lighting and explosion effects

have also been enhanced to provide a greater sense of realism. Not only that, but enemy characters have advanced intelligence and will utilize the surrounding environment to their advantage—hiding behind crates or ducking behind nearby corners. You no longer can just run from room to room, shooting people and hope to survive. You actually have to use a bit of strategy.

Looking at these screenshots, it is easy to say that this game looks impressive. It is just important for Core to make sure that the actual process of fighting is not too repetitive and that the game continuously provides new challenges to the player. If that happens, then *Fighting Force 2* could very well provide Eidos with a successful franchise other than *Tomb Raider*. Here's hoping.



▲ Since there are only a few enemies on-screen at a time, Core was able to make them have higher polygon counts and more detailed textures. This is a big jump from the first game.



▲ More often than not, you will encounter more than one enemy soldier at a time. Just be sure and keep both of them in front of you and you should be fine.

▲ Hawk uses his dirty sock odor to knock out another bad guy!

DEEP INSIDE NAKAMICHI

The architecture of the Nakamichi Corporation and its R&D facilities is rather unique. You will see a lot of strange and hi-tech rooms as you progress through the game. Just don't get too distracted or you will end up deceased.



▲ Who designed this building... Salvador Dali? At least players will never get bored with the scenery as they progress through the building.



▲ This looks like one of those revolving rooms that messes with your equilibrium. Or, it could just be another strange-looking hallway or a Time Tunnel.

WEAPONS OF CHOICE

Aside from being able to pick up nearby crates and pipes to use as weapons, players will have access to a whole slew of powerful weapons and bombs. Hawk is really a walking arsenal.



▲ These Flame Bombs are great at hitting people at a distance, but they are pretty much useless when your opponents are in front of you.



▲ If you really want to take out a bunch of bad guys and are low on health, take advantage of the Rocket Launcher. It packs a mean punch.



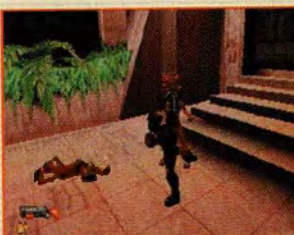
▲ If your hardware fails you, the foot is just about as good as anything. Combine it with your fists for some awesome and damaging combos.



▲ You can shoot at pretty much anything and see it explode. You just have to feel bad for the guy standing behind the thing you are shooting at, though.



▲ It will be interesting to see if elevation plays an important role in combat. You can probably attack people from the lower steps and they won't be able to hit you.



▼ This game doesn't seem to have any problems with violence. It looks like this guy's head is exploding, thanks to a rather powerful kick from our hero.

PREPARE.



CRUSADERS OF MIGHT AND MAGIC

Coming to the PlayStation® game console.

NEW WORLD COMPUTING

PC CD-ROM



© 1999 The 3DO Company. All Rights Reserved. Crusaders of Might and Magic, New World Computing, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

3DO

www.3do.com

"The ultimate motocross simulation!"
- PlayStation Magazine



Championship Motocross™

featuring **Ricky Carmichael**



Coming this Summer



GET REAL!

- Proprietary "Real Motocross Dynamics" system – The first PlayStation® game console game with realistic motocross physics
- 2 time AMA Nationals Champion Ricky Carmichael - Race as or against the future of motocross
- High flying stunts and aggressive pack racing action
- 6 play modes from Championship to Head-to-Head
- Over a dozen realistic tracks including motocross, supercross and enduro
- True weather effects actually influence bike and rider performance
- 9 customizable dirt bikes
- Adrenaline-pumping soundtrack



www.thq.com

www.championshipmotocross.com

Championship Motocross featuring Ricky Carmichael © 1999 Funcom. Developed by Funcom Dublin, Ltd. Published and Distributed by THQ INC. Championship Motocross featuring Ricky Carmichael and the THQ logo are trademarks of THQ INC. Ricky Carmichael used under exclusive license by THQ INC. The Funcom logo is a registered trademark of Funcom Oslo AS. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc. All other trademarks are property of their respective owners. All rights reserved.

SOUTH PARK

I'm going down to South Park, gonna have myself a shoot 'em up...

Well, of all the game styles suitable for a *South Park* license, you'd think that a first person shooter would be the least obvious—but that's exactly what this is. Picture *Quake*, but with Cartman, Kenny and the gang. And Turkeys—thousands and thousands of Turkeys.

The game, like the TV show, is split into various different episodes, each with a different plot. The gameplay varies slightly, but mostly it involves running around mostly outdoor levels, blasting the various *South Park* miscre-

ants including aliens, cows and even an evil clone of Big Gay Al.

The graphics take sneaky advantage of the show's ridiculously simplistic cut-outs, but the environments are very smooth and really do capture the flavor and atmosphere of *South Park*. The *South Park* characters also translate pretty well into the new 3D world.

Better yet, there's a split-screen multiplayer mode that'll let you pick your favorite character for a cartoon splatterfest. Our advice: Don't pick Kenny, since he always dies. He never lasts more than 20 minutes!

Kenny is poor and is always eaten by rats after he's been killed, which happens all the time.



▲ Cartman is fat and has a real dirty mouth, but you must respect his authority!



▲ Stan looks sick. Wendy Testaburger must have just kissed him...

Kyle is usually the reasonable one—that tells you how messed up his friends must be.



▲ A whole bunch of strange mutant turkeys are taking over South Park. You'll need to stop them and then make a lot of sandwiches...

Publisher 3DO
Developer 3DO

Release Date Fall
Type Shooter



▲ This twin-engine helicopter might not be the most agile chopper, but it's among the most heavily armed, as these swarming missiles demonstrate.



▲ The two player combat mode is an essential blast, made all the more fun by the split-screen mode.



▲ Be careful where you're blasting—that box of fireworks on the right could go off should a stray shot hit it.



▲ All those targets on the ground are being somewhat obscured by the rather messy remnants of a picnic gone bad.

ARMY MEN: Air Attack

Desert Strike? More like dessert strike

Electronic Arts made a big splash with the *Desert Strike* series, and that style of game has never been particularly well done on the PlayStation until now. 3DO's *Army Men: Air Attack* takes that scrolling genre and attaches it to a 3D world on an *Army Men* scale.

Desert Strike had you piloting your

chopper around mountains and cities—here you're more likely to encounter giant donuts, sleeping dads and boxes of fireworks. You'll indulge in air-to-air combat, rescue POWs, extract wounded allies and sabotage enemy bases. Sounds like a lot of work!

The game features four different types of helicopters, with varying arsenals of weaponry, including napalm, swarming missiles and, of course, guided missiles. If the air combat gets too frenetic, then there's plenty of support on the ground in the form of cannons, Jeeps and half-tracks. Combat arenas vary from Beach to "Arctic"—all populated by oversized, real-world objects. More info to come later!

▲ It's death from above, as you unleash your swarming missiles!

satisfaction guaranteed

Matchbox 20: Yourself Or
Someone Like You Back 2
(Blood, more, Atlantic) 16207

The Doors: L.A. Woman
(Elektra) 00215

Phish: Riff
(Elektra) 01238

James Brown: 20 All-Time
Greatest Hits (Polydor) 01342

Brandy: Never Say Never
Almost Doesn't Count, more,
(Atlantic) 25695

Bush: Sixteen Stone
(Trauma) 08056

PJ Harvey: To Bring You My
Love (Island) 08066

The Who: Live At Leeds
(MCA) 08120

Collective Soul (Atlantic) 08133

Jimi Hendrix: Band Of Gypsies
(Capitol) 06285

Moby: Everything Is Wrong
(Elektra) 08355

The Smiths: Singles
(Reprise) 08712

Meat Loaf: Bat Out Of Hell
(Epic) 10075

Rage Against The Machine
(Epic/Associated) 10094

Red Hot Chili Peppers:
Blood Sugar Sex Magik
(Warner Bros.) 11127

Stevie Ray Vaughan: The Sky Is
Crying (Epic) 11535

Saturday Morning Cartoons:
Greatest Hits Ramones,
Collective Soul, many more,
(MCA) 12064

Dave Matthews Band: Crash
(RCA) 12604

Marilyn Manson: Mechanical
Animals Rock Is Dead,
more, (Nothing/Interscope) 25925

GWAR: Carnival Of
Chaos (Metal Blade) 18204

Howlin' Wolf:
His Best (Chess) 18323

Frank Zappa:
Have I
Offended
Someone?
(Rykodisc) 18568

Bob Marley &
The Wailers:
Natty Dread
(Tuff Gong/Island) 18569

Third Eye Blind
Jumper, more,
(Elektra) 18806

Edwin McCain:
Misguided Roses
(Lava) 18769

Rush: Retrospective
II (1981-1987)
(Mercury) 18806

John Lee Hooker:
His Best Chess Sides
(Chess) 18936

Puff Daddy: No Way Out
I'll Be Missing You, more,
(Bad Boy/Arista) 18964

Sarah McLachlan:
Surfacing Angel,
more, (Arista) 20052

The Best Of
Ariana Franklin
(Atlantic) 20078

Clint Black:
Nothin' But The
Tallights The
Shoes You're
Wearing, more,
(RCA Nashville) 20287

Martina
McBride:
Evolution
Wrong Again, etc.,
(RCA) 20476

Econoline Crush:
The Devil You Know
(Restless) 20547

Trisha Yearwood:
Songbook—A Collection
Of Hits
(MCA Nashville) 20618

Usher: My Way
One Day You'll Be Mine, more,
(LaFace) 20969

Portishead (fir)
21012

Brand Nubian: Foundation
(Arista) 26099

Outkast: Aquemini
Rosa Parks, more,
(LaFace) 26103

112: Room 112 Anywhere,
Love Me, more,
(Arista) 26206

Jermaine Dupri Presents
Life In 1472
(Columbia) 26215

Dru Hill: Enter The Dru
You Are Everything, more,
(Island) 26229

Mase: Harlem World
Lookin' At Me, more,
(Bad Boy/Arista) 21345

The Roots:
Madadelph
halflife
(JGC) 21439

Fugees:
The Score
(Ruffhouse/
Columbia) 21847

Will Smith: Big Willie Style
Miami, more, (Columbia) 21988

Monica: The Boy Is Mine
Angel Of Mine, more,
(Arista) 25259

Jesse Powell: 'Bout It
You, I Can Tell, more,
(Jilias/MCA) 25927

Bad Boy Greatest Hits,
Volume 1
(Bad Boy/Arista) 26077

The Best Of Sugar Hill
Records (Rhino) 26582

Mystikal: Ghetto Fabulous
(Jive) 26640

DJ Quik: Rhythm-A-Ism
(Profile) 28206

The Notorious B.I.G.:
Life After Death
(Bad Boy/Arista) 18196

Kurupt: Kuruption
(A&M) 25690

R. Kelly: R. When A
Woman's Fed Up, more,
(Jive) 28232

Jonny Lang: Wander This World
(A&M) 26200

The London Symphony
Orchestra: Kashmir—
Symphonic Led Zeppelin
(Point) 21248

Mystikal: Unpredictable
(Jive) 21354

Shania
Twain:
Come
On Over
That
Don't
Impress Me
Much, more,
(Mercury) 21360

The Best Of
Sinéad
O'Connor: So
Far... (EMI) 21405

Marcy Playground:
Sex And Candy, Saint
Joe On The School
Bus, more,
(Capitol) 21438

Days Of The New:
The Down Town, more,
(Outpost/Geffen) 21461

Cornershop: When I Was
Born... Brimful Of Asha,
more, (Lusaka Bop/
Warner Bros.) 21464

Blink 182: Dude Ranch
Dammit (Growing Up), more,
(MCA/Cargo) 21465

Rage Against The Machine:
Evil Empire (Epic) 21826

Fiona Apple: Tidal
(Work) 21850

Jon B.: Cool Relax
They Don't Know, Are U Still
Down, more,
(Yab Yum/550 Music) 21852

Backstreet Boys: Everybody
(Backstreet's Back), more,
(Jive) 21975

Jeff Beck: Best Of Beck
(Legacy) 22012

Celine Dion: Let's Talk About
Love My Heart Will Go On (Love
Theme From "Titanic"), more,
(550 Music) 22036

The Crystal Method: Vegas
(Outpost/Geffen) 22108

All Saints: Never Ever, more,
(London) 22338

Maná: Sueños Líquidos
(WEA Latina) 22470

Rammstein: Sehnsucht
Du Hast, Engel, more,
(PolyGram) 22510

'N SYNC: I Want You Back, more,
(RCA) 22535

The Clash: Give 'Em Enough
Rope (Epic) 22612

Natalie Imbruglia: Left Of The
Middle Wishing I Was There,
Torn, more, (RCA) 22698

Coal Chamber
(Roadrunner) 22764

98° 98° And Rising The Hardest
Thing, more, (Motown) 26250

Obituary: Slowly We Rot
(Roadrunner) 212795

Type O Negative: October Rust
(Roadrunner) 22808

Chantal Kreviazuk: Under These
Rocks And Stones
(Columbia) 22812

Jazzy Jeff & The Fresh Prince:
Greatest Hits (Jive) 22901

Semisonic: Feeling Strangely
Fine Secret Smile, more,
(MCA) 22902

Mya: My First Night With You,
more, (Interscope) 22936

Dixie Chicks: Wide Open
Spaces Tonight The Heartache's
On Me, more, (Sony) 23018

Terri Clark: How I Feel
Everytime I Cry, more,
(Mercury) 23070

Korn: Follow The Leader
Freak On A Leash, more,
(Immortal/Epic) 26228

Korn: Life Is Peachy
(Immortal/Epic) 21834

Pure Funk Kool & The Gang,
Rick James, Isaac Hayes, Curtis
Mayfield, more, (Mercury) 23072

Brooks & Dunn: If You See Her
(Arista) 23225

Lucinda Williams: Car Wheels
On A Gravel Road
(Mercury) 23252

Monster Magnet: Powertrip
(A&M) 23262

Tricky: Angels With Dirty Faces
(Island) 23304

Eric Clapton: Timepieces—
Greatest Hits (Polydor) 23385

Ricky Martin: Vuelve
Livin' La Vida Loca, more,
(Sony Latin) 23438

Garth Brooks: Sevens Two Piña
Colodas, more, (Capitol) 23478

Scott Weiland: 12 Bar Blues
(Atlantic) 24142

Jimmy Page & Robert Plant:
Walking Into Clarksdale
(Atlantic) 24446

The Best Of Santana
(Columbia) 24458

City Of Angels/Sdtrk.
Goo Goo Dolls, Sarah McLachlan,
Alanis Morissette, etc.,
(Warner Bros.) 24484

BMG
MUSIC
SERVICE

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 5071 INDIANAPOLIS IN

POSTAGE WILL BE PAID BY ADDRESSEE



BMG MUSIC SERVICE

PO BOX 91001
INDIANAPOLIS IN 46209-9637

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

Eagle-Eye Cherry: Desireless Save Tonight, more. (Work) 26271
 Beastie Boys: Ill Communication (Capitol) 24717
 Soundgarden: A-Sides 17-track best-of set. (A&M) 24937
 Madonna: Ray Of Light Frozen, The Power Of Good-Bye, more. (Warner Bros./Maverick) 24984
 Eve & Leech: Inside Out, more. (RCA) 24986

Orgy: Candyass Blue Monday, more. (Reprise) 26861
 Whitney Houston: My Love Is Your Love Heartbreak Hotel, more. (Arista) 26535

Cher: Believe (Warner Bros.) 26207
 John Mellencamp: John Mellencamp (Columbia) 26726
 Golden Smog: Weird Tales (Rykodisc) 26769
 Kirk Franklin: The Nu Nation Project (Gospo-Centric) 26777

The Afghan Whigs: 1965 (Columbia) 26808
 Pras: Ghetto Supastar (Columbia) 26827

Keith Sweat: Still In The Game (Elektra) 26869
 Steve Vai: Flex-Able (Epic) 26952

John Coltrane: Giant Steps (Rhino/Arista) 26966
 Shakira: Donde Están Los Ladrones (Sony Discos) 26992

The Black Crowes: By Your Side (American) 28076
 Jerry Rivera: De Otra Manera (Sony Tropical) 28117

Fear Of Pop (Featuring Ben Folds), Volume 1 (550 Music) 28120
 Kenny Chesney: Everywhere We Go How Forever Feels, more. (BNA) 28126

Sublime: Acoustic—Bradley Nowell & Friends (Gasoline Alley/MCA) 28145
 Shawn Mullins: Soul's Core Lullaby (Rock-A-Bye), more. (Columbia) 26539

New Radicals: Maybe You've Been Brainwashed Too (MCA) 26553
 Soul Coughing: El Oso (Slash) 26563

Chris Isaak: Speak Of The Devil (Reprise) 26567
 Hanson: Live From Albertane (Mercury) 26644

Duncan Sheik: Humming (Atlantic) 26696
 Better Than Ezra: How Does Your Garden Grow (Elektra) 26704

Vanessa Williams: Greatest Hits—The First Ten Years (Mercury) 26713
 Bill Engvall: Dorkfish (Warner Bros.) 26721

Travis Tritt: No More Looking Over My Shoulder (Warner Bros.) 26723
 Son Volt: Wide Swing Tremolo (Warner Bros.) 26722

Blackstreet: Finally Girlfriend/Boyfriend, more. (Interscope) 28350
 Sammy Kershaw: Maybe Not Tonight (Mercury Nashville) 28484

Lo Fidelity Allstars: How To Operate With A Blown Mind (Skint/Columbia) 28490
 Eagles: Hotel California (Asylum) 30030

The Steve Miller Band: Greatest Hits 1974-1978 (Capitol) 33199
 The Best Of The Band (Capitol) 34485

Rob Zombie: Hellbilly Deluxe: Living Dead Girl, more. (Geffen) 25717
 Michael Hedges: Torched (Windham Hill) 28165

Shanice: When I Close My Eyes, more. (LaFace) 28316
 Blackstreet: Finally Girlfriend/Boyfriend, more. (Interscope) 28350

Sammy Kershaw: Maybe Not Tonight (Mercury Nashville) 28484
 Lo Fidelity Allstars: How To Operate With A Blown Mind (Skint/Columbia) 28490

Eagles: Hotel California (Asylum) 30030
 The Steve Miller Band: Greatest Hits 1974-1978 (Capitol) 33199

The Best Of The Band (Capitol) 34485
 Kid Rock: Devil Without A Cause: Bawitdaba, more. (Lava) 26711

The Cardigans: Gran Turismo My Favourite Game, etc. (Mercury) 26242
 Rusted Root (Mercury) 26245
 Reel Big Fish: Why Do They Rock So Hard? (Mojo/Universal) 26248
 Reel Big Fish: Turn The Radio Off (Mojo/Universal) 26249

Sepultura: Against (Roadrunner) 26265
 Royal Crown Revue: The Contender (Warner Bros.) 26281

John Mellencamp: The Best That I Could Do 1976-1988 (Mercury) 25000
 BR5-49: Big Backyard Beat Show (Arista) 25082

Faith Hill: Faith This Kiss Let Me Let Go, more. (Warner Bros.) 25238
 Diamond Rio: Unbelievable (Arista Nashville) 25268

The Brian Setzer Orchestra: The Dirty Boogie Jump Live An' Wail, more. (Interscope) 25515
 Fear Factory: Obsolete Descent, Shock, more. (Roadrunner) 25520

Bad Religion: No Substance (Atlantic) 25532
 Sheryl Crow: The Globe Sessions Anything But Down, more. (A&M) 25688

John Michael Montgomery: Leave A Mark (Atlantic) 25540
 The Urge: Master Of Styles (Epic) 25553

The Corrs: Talk On Corners (Lava) 25556
 Mary J. Blige: The Tour (MCA) 25563

Natalie Merchant: Ophelia (Elektra) 25577
 Dishwalla: And You Think You Know What Life's About Once In A While, more. (A&M) 25612

Sheryl Crow: The Globe Sessions Anything But Down, more. (A&M) 25688
 John Michael Montgomery: Leave A Mark (Atlantic) 25540

The Urge: Master Of Styles (Epic) 25553
 The Corrs: Talk On Corners (Lava) 25556

Mary J. Blige: The Tour (MCA) 25563
 Natalie Merchant: Ophelia (Elektra) 25577

Dishwalla: And You Think You Know What Life's About Once In A While, more. (A&M) 25612
 Limp Bizkit: Three Dollar Bill, Y'all Faith, more. (Interscope/Flip) 21463

Vince Gill: The Key (MCA) 25622
 The X-Files/Sdtkr. (Elektra) 25711

Dwight Yoakam: A Long Way Home (Reprise) 25738
 Deborah Cox: One Wish Nobody's Supposed To Be Here, more. (Arista) 25777

System Of A Down (American) 25913
 Stabbing Westward: Darkest Days Haunting Me, more. (Columbia) 25917

U.N.K.L.E.: Payence Fiction (Mo Wax) 25944
 The Very Best Of Todd Rundgren (Rhino) 25959

Slayer: Seasons In The Abyss Remastered! (American) 25973
 Less Than Jake: Hello Rockview (Capitol) 26214

B.B. King: Blues On The Bayou (MCA) 26237
 The Cardigans: Gran Turismo My Favourite Game, etc. (Mercury) 26242

Rusted Root (Mercury) 26245
 Reel Big Fish: Why Do They Rock So Hard? (Mojo/Universal) 26248

Reel Big Fish: Turn The Radio Off (Mojo/Universal) 26249
 Sepultura: Against (Roadrunner) 26265

Royal Crown Revue: The Contender (Warner Bros.) 26281
 Limp Bizkit: Three Dollar Bill, Y'all Faith, more. (Interscope/Flip) 21463

Vince Gill: The Key (MCA) 25622
 The X-Files/Sdtkr. (Elektra) 25711

Dwight Yoakam: A Long Way Home (Reprise) 25738
 Deborah Cox: One Wish Nobody's Supposed To Be Here, more. (Arista) 25777

System Of A Down (American) 25913
 Stabbing Westward: Darkest Days Haunting Me, more. (Columbia) 25917

U.N.K.L.E.: Payence Fiction (Mo Wax) 25944
 The Very Best Of Todd Rundgren (Rhino) 25959

Slayer: Seasons In The Abyss Remastered! (American) 25973
 Less Than Jake: Hello Rockview (Capitol) 26214

B.B. King: Blues On The Bayou (MCA) 26237
 The Cardigans: Gran Turismo My Favourite Game, etc. (Mercury) 26242

Rusted Root (Mercury) 26245
 Reel Big Fish: Why Do They Rock So Hard? (Mojo/Universal) 26248

Reel Big Fish: Turn The Radio Off (Mojo/Universal) 26249
 Sepultura: Against (Roadrunner) 26265

Royal Crown Revue: The Contender (Warner Bros.) 26281
 Limp Bizkit: Three Dollar Bill, Y'all Faith, more. (Interscope/Flip) 21463

Vince Gill: The Key (MCA) 25622
 The X-Files/Sdtkr. (Elektra) 25711

Dwight Yoakam: A Long Way Home (Reprise) 25738
 Deborah Cox: One Wish Nobody's Supposed To Be Here, more. (Arista) 25777

get 12 CDs for the price of 1
 NOTHING MORE TO BUY, EVER

Also available on cassette

YES! I'd like to join BMG. Please send my 6 FREE selections now. I will then buy 1 selection at the regular Club price and choose 5 more selections FREE. That's 12 for the price of 1, with nothing more to buy, ever! Shipping and handling will be added to each selection.

1. RUSH me these 6 hits now (indicate by number):

A 2-CD set (*) counts as 2 selections.

1	2	3	4	5	6
---	---	---	---	---	---

2. Send my selections on (check one only): ☐ CDs ☐ Cassettes

3. I've checked the one music category I like best (but I can change my mind at any time).

- ☐ LIGHT SOUNDS Barbra Streisand, Frank Sinatra
- ☐ COUNTRY Shania Twain, George Strait
- ☐ HARD ROCK Aerosmith, Bruce Springsteen
- ☐ ROCK/POP Sheryl Crow, Billy Joel
- ☐ CLASSICAL Yo-Yo Ma, Luciano Pavarotti (CD only)
- ☐ JAZZ Wynton Marsalis, George Benson (CD only)
- ☐ METAL Ozzy Osbourne, Pantera
- ☐ R&B Lauryn Hill, R. Kelly
- ☐ ALTERNATIVE Sarah McLachlan, Beck
- ☐ DANCE Backstreet Boys, Britney Spears
- ☐ CHRISTIAN Point Of Grace, Steven Curtis Chapman
- ☐ GOSPEL Kirk Franklin, BeBe & CeCe Winans
- ☐ CHRISTIAN ROCK dc Talk, Newsboys
- ☐ LATIN Ricky Martin, Marc Anthony

4. ☐ Mr. ☐ Mrs. ☐ Ms. (PLEASE PRINT) First Name Initial Last Name

Address Apt.

City State Zip

Phone Area Code

We reserve the right to request additional information, reject any application or cancel any membership. Local taxes, if any, will be added. Late charges will be added to past-due bills. Offer available in continental USA and under special arrangement in Alaska, Hawaii, Puerto Rico, U.S.V.I., APO and FPO. Offer and product selection may vary in Canada: BMG Music Service, PO Box 6070, Mississauga, ON L5A 4K2.

CHOOSE FROM OVER 12,000 TITLES!

HOW THE CLUB WORKS

- 10-day, risk-free trial
- No commitment
- Easy access by web

6 + 1 + 5 = 12

Pick 6 FREE selections Buy 1 at Club price within a year Get 5 more FREE That's 12 for the price of 1

NOTHING MORE TO BUY, EVER!

A shipping and handling charge will be added to each selection.

A Great Deal. Enjoy terrific savings, free music and more! You'll start with 6 FREE CDs or cassettes now, and pick the rest later from over 12,000 titles. You'll get a total of 12 for the price of 1—and no more commitments, ever!

10-Day, Risk-Free Listening. When you receive your FREE selections, preview them and examine the terms of Club membership for 10 days. If you're not completely satisfied for any reason, return your free selections at our expense. There's no further obligation.

Thousands Of Selections. As a new member, about every three weeks (20 times a year) you'll get a new issue of your FREE Club magazine. There you'll get to choose from thousands of selections—everything from classic hits to the hottest superstars—along with music news and recommendations from our editors.

The Choice Is Always Yours. In your exclusive Club magazine, you'll always find a Featured Selection just for you. If you want it, don't do a thing; you'll receive it automatically. If you don't want it, return the Music Selection Card by the date specified. You'll always have 10 days to decide. If you have less time and receive an unwanted Featured Selection, return it at our expense and we will credit your account. You may cancel your membership at any time, once you've purchased your one regular-Club-price selection (CDs: \$14.98 to \$16.98; cassettes: \$9.98 to \$11.98).

Save Now, Save Later. Start saving with our outstanding introductory offer; keep saving the longer you're a member, with discounts up to 70%, clearance CDs as low as \$2.99, and the chance to get even more FREE selections. At BMG you'll always get the best value.

Reply Card Missing? Please write to: BMG Music Service, PO Box 91001, Indianapolis, IN 46291-0002

Parental Advisory—Contains explicit lyrics and/or artwork.

* 2-CD set (counts as 2 selections).

† Not available on cassette.

Dog and Horn are trademarks of General Electric Company, USA. The BMG logo is a trademark of BMG Music, 6550 E. 30th Street, Indianapolis, IN 46219-1194 ©1999 BMG Direct



MS 703

SEPTEMBER 1999

HTTP://WWW.PSONLINE.COM



Publisher Eidos
Developer Kronos Digital

Release Date Fall
Type Adventure

PREVIEWS

FEAR FACTOR

Finally—an American Resident Evil?



With *Resident Evil 3* and *Dino Crisis* on the way, Eidos might just be taking a risk by releasing *Fear Factor*. The new horror/adventure from Kronos Digital (purveyors of such dubious fighting games as *Criticom* and *Cardinal Sin*) actually looks really promising.

The premise of the game might be a little bit hard to swallow: The daughter of a powerful Chinese businessman has been kidnapped by "The King of Hell" and you and a partner have to infiltrate not only a futuristic Chinese city, but also the very gates of Hell. Let's just say that your initial opponents include tuxedo-clad gangsters, but that bad guys get creepier and creepier along the way.

In style and graphic appearance, the game definitely borrows heavily from Capcom games like *Resident Evil* and *Dino Crisis*, but ironically, the Japanese anime style of the characters is even

◀ Somehow, this guy looks like someone you just can't trust...



◀ If anyone thinks this doesn't look exactly like Ridley Scott's *Blade Runner*, then they either haven't seen the movie or they've spilled something on this page.

◀ Just as in *Resident Evil*, there's a lot of tense, nervous exploration involved and, like *Resident Evil*, it's shown from a creepy angle.

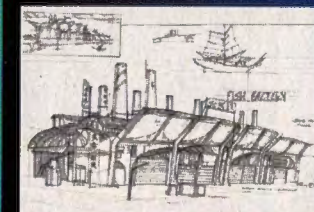


◀ These smartly dressed gangsters may be simply that, but there is an outside chance that they're agents of the "King of Hell".

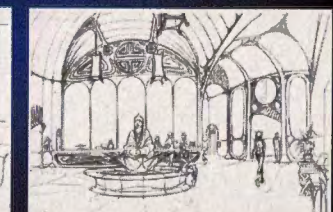
◀ This character's design is similar to other heavily armed heroines we've seen lately, like in *Resident Evil*. Lookin' good!

DESIGNING THE CITY OF THE FUTURE

During the design process, Kronos artists resorted to that low-tech device, the pencil, producing these beautiful sketches of how the Chinese city should look. Every detail and every feature was planned out in pencil before being turned over to the computer artists.



◀ A fish factory, featured creepily later, is sketched out to show the external view. Fortunately, you can't smell it.



◀ Not entirely dissimilar to the Gungan city in *Star Wars Episode 1: The Phantom Menace*.

MOVIE MERRIMENT

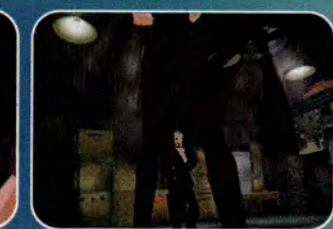
The character builds are very pretty and have a distinctly spiky anime appearance. In the game, the character builds switch to a higher resolution during the plot-explaining cinematics. This happens almost without pause, and the game is designed to move smoothly from gameplay to movies with minimum interruptions. Kronos, which has previously concentrated on fighting games, might find its graphic excellence better suited to this more cinematic type of experience.



◀ Striking a very anime pose, the higher resolution really shows off the character build.



◀ This sequence, straight out of *Blade Runner*, shows our pals arriving at a crime scene in their flying car.



◀ If this shot reminds you of James Bond, then you're definitely not alone. Sexy—but sinister.

GEKIDO

Tekken meets Fighting Force meets good programmers

When Capcom first unleashed *Final Fight*, it seemed in some ways a watered down version of *Street Fighter*, or maybe a souped-up version of *Kung Fu Master*. *Final Fight* was more than that, however, and went on to become a smash hit, eventually spawning loads of imitations. *Streets of Rage* for Genesis was probably the best of the copycats, but Eidos made a brave stab at the genre with *Fighting Force*. *Gekido* is attempting to completely revive this faded glory, and so far, it looks incredible.

Borrowing elements from *Final Fight*, *Tekken* and others, *Gekido*'s main claim to fame is its presentation. Graphics like these don't come along often and when they do, they make your PlayStation shine. Although the game has been designed and programmed in Britain, the anime feel and use of Japanese speech are totally convincing. The game looks, feels and sounds totally Japanese.

Fighting moves are pretty conventional, but the sheer number of objects to pick up and throw at opponents is overwhelming. As the game scrolls along, neat little 3D cinemas set the stage and let you prepare for more complex battles. Cinematic touches are also present in the atmospheric lighting, which includes lightning and the harsh sodium glare of streetlights.

Gekido deserves special mention for the quality and quantity of graphics. Truly interactive environments (virtually every object can be moved, climbed or destroyed) and a platform-like mentality that makes single player modes much more involving. The character animations are more than adequate and unlike some fighters of this kind, you can tell exactly what's going on, even in the heart of an explosive melee.



MICHELLE

TRAVIS

OCHI

TETSUA

ANIME ACTION

The characters and art in the game, as we've said before, are not only heavily inspired by Japanese anime, they're about as perfect a re-interpretation of the style as we've ever seen.

▼ This close up shows the detailed nature of the characters. Animation is as smooth and convincing as any one-on-one fighting game.



▲ Travis shows off the fabled "Glasgow Kiss", also known as the headbutt.



▲ Each character has his own special "rage" techniques. Travis glows blue to indicate that he's powered up and ready to kick your brains out.



▲ Ochi is best described as a cross between *Final Fight*'s Haggar, and *Tekken*'s Heihachi Mishima.

► The game switches in real time to show the beginning of a new battle. Not only is this cool looking, but it happens so quickly, it doesn't interfere with gameplay.

ARENA SCHEMER



▲ The fighting isn't just limited to the Final Fight-style scroll, there's also the option to fight one-on-one in the arena mode. Here, you still move in full 3D, but you're trapped in an arena filled with objects to fight with. Naturally, most of those objects explode when thrown, and there are guns and flame-throwers to pick up, too.



▲ Up to four players can fight in an arena at any one time, and when all four fighters go to it, it's kind of a mess. Stuff is blowing up all over the place, fighters are powering up ala *Street Fighter Alpha*—it's nuts! If an opponent climbs on top of say, a car or a soda machine, the other players can kick it to knock him or her off.

Enter to
WIN
an all-new kind of
Game!



(1) Grand Prize:

- CD player
- Wet Suit
- Dragon® sunglasses
- Jet Moto® 3 videogame

(5) First Prizes:

- Jet Moto 3 videogame
- Freestyle® watch
- Dragon sunglasses

(5) Second Prizes:

- Freestyle watch
- Jet Moto 3 Floppy hat



Jet Moto 3/PSM Magazine Sweepstakes

OFFICIAL SWEEPSTAKES RULES

- 1. NO PURCHASE NECESSARY.** Sweepstakes open to legal residents of U.S. only.
- 2. TO ENTER.** Legibly hand print "Jet Moto 3/PSM" Sweepstakes with your name, address, city, state, zip code and telephone number on a 3" x 5" postcard with first class postage stamp affixed and mail it to: "Jet Moto 3/PSM Sweepstakes", c/o P.O. Box 34012, Los Angeles, CA 90034. Each entry must be mailed separately and be postmarked no later than 9/17/99 and received by 9/24/99. Only one entry per day. No copies of entry forms or any other materials will be accepted. Sponsor assumes no responsibility for lost, late, incomplete, misdirected, mutilated, illegible or postage due entries. All entries received become the exclusive property of the Sponsor and will not be returned by Sponsor.
- 3. PRIZES/DRAWING:** One (1) Grand Prize winner will win a CD player, adult XL wet suit, Dragon Sunglasses and a copy of Jet Moto 3 videogame (Approximate Retail Value \$600). Five (5) First Prizes will receive Dragon Sunglasses, Jet Moto 3 freestyle watch and a copy of Jet Moto 3 videogame (Approximate Retail Value \$200). Five (5) second prize winners will receive: Jet Moto 3 freestyle watch and a copy of Jet Moto 3 videogame (Approximate Retail Value \$100). Odds of winning depend upon the number of valid entries received. Winners will be selected in a random drawing by MDS on or about 9/30/99 from among all valid entries received. All prizes will be awarded and winners will be notified by mail. Allow 6-8 weeks for delivery of prize.
- 4. PRIZE RESTRICTIONS:** Limit one prize per individual or household. Prizes are non-transferable; no substitutions are allowed except by Sponsor due to unavailability. In which case prize substitutions will be of equal or greater value. If the Grand Prize is won by a minor, it will be awarded in the name of the parent/legal guardian. Prize winners (or parent/legal guardian of minor winner) may be required to sign an affidavit of eligibility/release within 7 days of notification attempt. Failure to return the affidavit in the time noted may result in disqualification of the entry and an alternate winner will be selected. Neither the Sponsor nor its parent, affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that winners might incur as a result of this sweepstakes or receipt of prize. Entrants consent to Sponsor's use of their entries, name and/or photographs for Sponsor's advertising or publicity purposes without further consideration, except where prohibited by law. Entrants release Sponsor, its employees, directors, officers, agents, subsidiary, parent and affiliated companies, and each of their licensees, advertising and promotional agencies from any and all claims or liability in connection with their participation in this promotion or the acceptance or use of any prize.
- 5. ELIGIBILITY:** Open only to legal residents of the U.S., except employees or agents of Sponsor, its subsidiaries, divisions, affiliates, advertising agencies, and members of the immediate families of each. Sweepstakes is only valid in the United States and void in Florida, Puerto Rico and wherever else prohibited.
- 6. WINNERS' LIST.** For the names of the prize winners, send a stamped, self-addressed envelope before 9/30/99 to: Jet Moto 3/PSM Sweepstakes WINNERS' LIST, P.O. Box 34012, Los Angeles, CA 90034. Please allow 6 weeks for delivery of winners list.
- 7. Sponsor:** 989 Studios and Imagine Media.

Jet Moto is a registered trademark, and 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Dragon Optical and the Dragon Optical logo are registered trademarks of Dragon Optical, Inc. © 1999 Freestyle, All rights reserved. Published by 989 Studios. Licensed for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. (c) 1999 Sony Computer Entertainment America Inc.

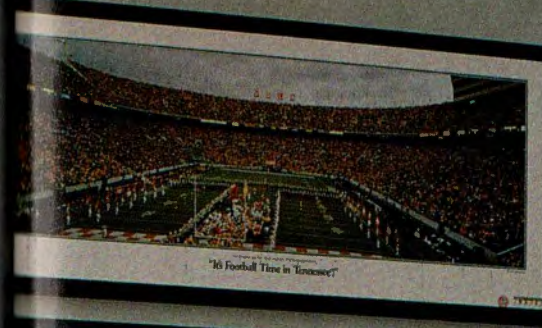
DRAGON
OPTICAL
FREESTYLE
PERFORMANCE TIMING



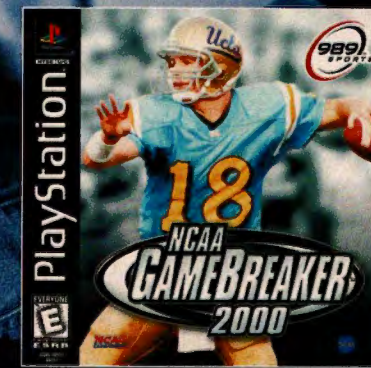
So, you call yourself a Jet Skier?
Bet you've never ridden a
Jet Moto bike before.



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment America Inc. The Officially Licensed Collegiate Products label is the exclusive property of The Collegiate Licensing Company. The NCAA, universities, bowls, and conferences are the exclusive property of the respective institutions. Heisman Memorial Trophy and likeness of the actual trophy are registered service marks owned by the Downtown Athletic Club under registration numbers 936-853 and 935-852 respectively. Heisman and Heisman Trophy Award are service marks owned by the Downtown Athletic Club of New York City, Inc. Developed by 989 Sports and Red Zone Interactive, Inc. GameBreaker, 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 1999 Sony Computer Entertainment America Inc. Licensed for use with the PlayStation game console.



With NCAA GameBreaker 2000, you've got 114 schools, 60 classic teams, and play-by-play from the legendary Keith Jackson. You can also recruit blue chip athletes and climb the coaching ranks in the new Career Mode. It's NFL GameDay™ 2000 compatible, so your seniors can make the jump to the pros. And with a chance to win a national championship and the Heisman®, it's the ultimate college football experience. Whoa Nellie!



www.989sports.com

MEDAL OF HONOR

Saving Private Ryan, but with more shooting!

When Steven Spielberg wanders into your office and suggests that your company produce a cabbage farming simulation, that's exactly what you do. Fortunately for DreamWorks, he walked into their office and suggested a cool, Goldeneye-style first person shooter, set in Europe during World War II.

The game begins on June 5, 1944—the night before D-Day. You play the part of a young pilot, shot down behind enemy lines. You are immediately recruited into the top-secret OSS, and begin a new career as a covert agent, working exclusively behind enemy lines. What that means in terms of gameplay is a lot of running around and shooting Nazis.

The game features lots of varied and difficult missions: you might find yourself storming a Nazi-filled bunker with grenades, or sneaking around in German sewers armed only with a pistol. Better yet, you could be alone and freezing on top of a building with a sniper rifle. The game certainly offers plenty of variety and intense excitement.

DreamWorks went all the way when it came to ensuring this game reflected WWII accurately, hiring Captain Dale Dye, USMC (ret.) who consulted on various movies including *Born on the Fourth of July*, *Platoon* and *Saving Private Ryan*. Dye helped DreamWorks develop missions, and model accurate 3D weapons.

Weapons are a key element in the ten-plus missions, with fifteen available ranging from the OSS Assassination Crossbow (guess what that's for...) to the more conventional Thompson submachine gun, handy for quick bursts during a firefight. The enemy is

also heavily armed, this time with artificial intelligence as well as guns. Twenty different types of smart troops await you in the game.

▲ There's always a snow level, even when the game is set in the middle of June. Them programmers love snow.

▲ You've been discovered! It's time to let your Thompson do the talking.

▲ One of the missions puts you alone, atop a building and armed with a very accurate, very high-powered rifle.

AND THE OSCAR FOR BEST SOUND...

One of the more unique aspects of *Medal of Honor* is the use of sound effects to actively promote gameplay. There's the usual gunshots and explosions, but radio communications and voice cues from the other "actors" help explain the plot and the mission structure as you progress. The music is from award-winning composer Michael Giacchino, who composed the wholly original score for the *Jurassic Park: The Lost World* PlayStation and Saturn games. The game also features FMV of real WWII scenes.



▲ As this unsuspecting Nazi bends down to pick up flowers, you get ready to blow up him and his stupid daisies.



▲ Some of the levels, like this sewer, are reminiscent of PC games like *Half Life* or *Quake*.



▲ So much for the "Master Race"—Nazis are no good in a stand-up fight.



▲ A lazy soldier takes a nap, little suspecting that tomorrow the German Army will be in tatters and he'll have to go home to Berlin on a bike.

2 DISGUISE

Some of the missions call for more than brute force. It's possible, Indiana Jones-style, to knock a Nazi in the noggin, steal his uniform and goose-step around unnoticed. However, should you fail to salute a superior officer, questions might be asked. Then, of course, they hear your ridiculous Delaware accent and all of a sudden, der Goose ist geküchen. That level of stealth makes some elements of *Medal of Honor* similar in feel to *Metal Gear Solid*.



SOLDIERS



A Jedi Knight must
remain focused.
Mastery of the Force
requires that one
purge all unnecessary
activities from daily life.

STAR WARS
EPISODE I
THE PHANTOM MENACE

Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*.

As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



www.lucasarts.com/products/phantommenace

www.starwars.com

© Lucasfilm Ltd & TM. All rights reserved. Used under authorization. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. 3D accelerator hardware required for PC version.

MAG 3

Racing with a magnetic personality

Much like *Wipeout* and *Rollcage*, *Mag 3* is a futuristic racing title with a rather unique twist. The game takes place in the 23rd Century, where the tracks are designed using a newly developed magneto-kinetic technology. This allows the vehicles to hover and glide over the top of the tracks surface much like a Japanese bullet train. Not only that, but the vehicles can also strafe from side to side to bank around corners, which is a first for the genre.

In a lot of ways, *Mag 3* is set up much like *Wipeout*. There are racing teams that you can select from, as well as classes of vehicles. And yes, you can pick up and use weapons while you are racing. Due to these similarities and the upcoming release of *Wipeout 3*, it will be interesting to see if Crave can make *Mag 3* unique enough to peak players' interests. We're sure it's thinking the same thing.



▲ The vehicles move pretty fast, so you won't have much time to check out the scenery. That's too bad. Some of the tracks are rather impressive to look at.

▲ *Mag 3* is going to try and differentiate itself from the rest of the pack by having cool track designs. This aquarium track looks to be a step in the right direction.



▲ At various parts of the tracks, you will see different glowing icons. These are powerups that can be used for weapons or speed boosts.



▲ Before the racing actually starts, players are given a flyby view of the track and its surrounding area, so you can get the lay of the land.

▲ The vehicle designs in *Mag 3* are rather interesting and not like something you would typically see. They are designed to hover on magnetic waves.

Publisher Infogrames
Developer Glass Ghost

Release Date Fall
Type Flight sim



Caption...

EAGLE ONE Harrier Attack

Infogrames combat that's reasonably ace



▲ This bombing run over a railroad depot shows off some of the nice, detailed ground objects found in the game.



▲ The explosions really are a delight to watch. It's almost worth blasting missiles at random buildings just to see the effect.

Beginning with a rather dramatic sequence of FMV newsfeeds, *Eagle One* is a very serious little flight sim. Serious not in its attention to realism, but rather its end-of-the-world plot, where a hijacked Russian aircraft carrier and world computer chaos lead to you piloting a series of do or die missions.

Like Namco's *Ace Combat*, it's an arcadey shooter, with the emphasis on fast-paced fun rather than realistic simulation. This, if anything, is more visceral than Namco's effort. Graphically speaking, it has lots of nice touches, like big, blossoming explosions and remarkably detailed ground objects. Sadly, as is the case with most PlayStation flight sim attempts, the horizon is right in front of your face, thanks to the magic of fog.



▲ It's not really a great idea to land in the middle of a dogfight, regardless of your VTOL capabilities.



▲ A two player dog-fighting mode is an essential addition to any kind of flight simulation.

Piloting a Harrier is an exercise well suited to the PlayStation controller, since the real-life aircraft operates more like a videogame vehicle than any other plane. It can stop on a dime and take off from any surface, vertically or conventionally. Not only that, but the one featured in this game is absolutely bristling with weapons—rockets, air to ground missiles, cannons and, of course, lock-on air to air missiles.

A split-screen two player option makes for excellent dog-fighting fun, and the wealth of missions mean that bombing, strafing and dog-fighting missions will keep you occupied for hours. An excellent training mode means that even novice pilots should be able to jump right in.

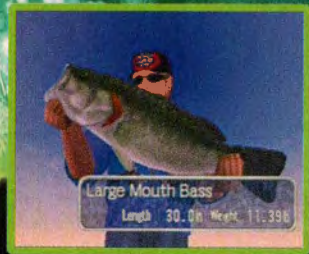
How Does Your Rod Measure Up?



"Feel every bite and every fight"

With its exclusive Dual Shock® compatible rod and reel controller, *Bass Landing* sets the standard for true-to-life fishing action. Now you can cast, set the hook, and reel them in just like real life. So pack your tackle box, pick up some cold ones, and grab your rod, 'cause fishing season is now open.

- Game is bundled with custom designed fishing rod/reel controller
- Solo or tournament modes
- 5 challenging lakes, 14 species of fish
- Cast side arm, overhead, or skip
- Tutorial mode tells how the pros hook the big ones
- Dual shock compatible
- Stock your tackle box from 50 different rods, reels, rigs, and lures



agetec
ASCII GAME ENTERTAINMENT TECHNOLOGY

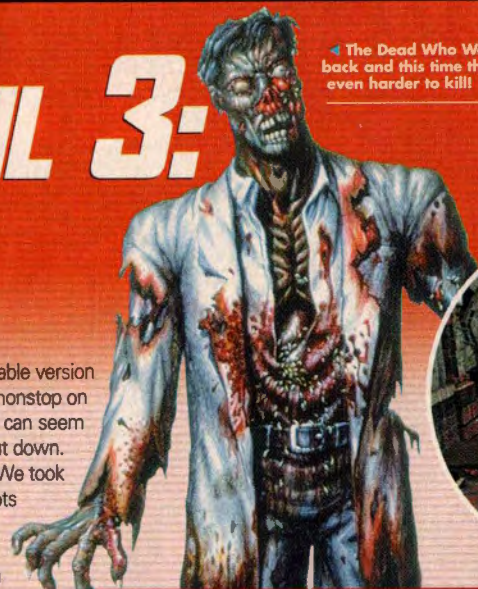
Agetec, Inc. 900 Veterans Blvd Suite 600 Redwood City, CA 94063 ©1998, 1999 ASCII CO. Bass Landing and the Bass Landing Logo are trademarks of ASCII CO. Inc. Published by Agetec, Inc. Agetec and the Agetec logo are trademarks of Agetec, Inc.

RESIDENT EVIL 3: Nemesis

The horror! The horror! WOO-HOO!!!

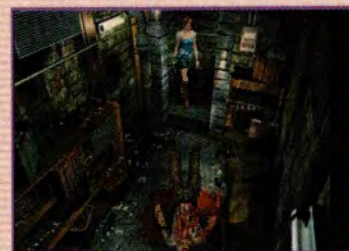
Much to our amazement and elation, Capcom recently sent us a playable version of *Resident Evil 3: Nemesis*. Needless to say, the game is running nonstop on our PlayStations and slowing down production of the magazine. None of us can seem to work when we know that there are zombies out there that need to be put down.

However, don't ever say that we don't do anything cool for you readers. We took time out of our busy zombie-killing schedule to take these lovely screenshots for you. And since screenshots speak louder than words, we're going to cut this intro text short and jam-pack as many of them as we can into these two pages. If that wasn't enough, guess what? Next month, we'll have even more screenshots. That's PSM for you... always thinking of the reader.



▲ The Dead Who Walk are back and this time they're even harder to kill!

▲ The amount of detail in the pre-rendered backgrounds is simply staggering. It is amazing that Capcom was able to push the PlayStation that much harder.



▲ This game is definitely not for the squeamish. Blood and gore are around every corner, as are several very shocking surprises. Be afraid... be very afraid.



▲ Here's another look at the inventory screen. Capcom decided to keep the simplistic and straight-forward interface, so that players wouldn't get confused.



▲ So that your limited inventory space doesn't get cluttered with useless objects, the game will allow you to discard any items that you will no longer need to use.



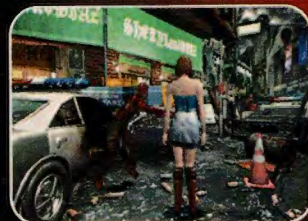
▲ Since the zombies now move so fast, it is best to keep your distance and fire at them from around the corner. It's better for your health (and your skin...).

TRIGGERED EVENTS

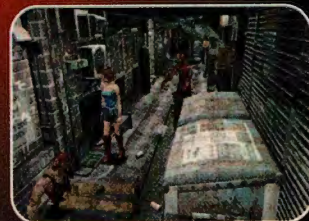
The true brilliance behind the *Resident Evil* series lies in the large number of triggered events. These are non-interactive segments that happen when you enter a certain area or walk near a certain object. Most of the time, they are designed to scare you and make you jump out of your seat. Here are two examples:



▲ Always be prepared. You never know when danger may present itself. Leaping dogs are always a great way of getting players to scream like little girls. Not us, though. We're not afraid.



▲ The surprises come when you least expect it. Hmm... this looks like an ordinary Police car. I wonder if I can open that door? Ahhhhhh... it's a zombie! Is that you, Rob?



▲ Just when you thought that you had the upper hand on this "sleeping" zombie, his brother appears from behind the garbage bin in hopes of finding lunch... that would be you.

USE THE ENVIRONMENT

There are a lot of elements in the backgrounds that you can interact with. Look for the objects that seem out of place or don't blend into the environment that well. You can normally pick those things up or simply blow them up.



▲ This looks like a helpless situation, doesn't it? You have your back to the wall and there are about nine zombies heading your way. Wait a minute. What's up with that red barrel?



▲ Maybe if I shoot at it... BOOM! Well, that pretty much eliminates your pest problem. Eliminate any leftover zombie parts and you are free to head to the next area.

▲ As soon as you step through this door, at the start of the game, you are no longer safe. The zombies will start to come after you as you try and make it to the Police Station. So what are you waiting for? Run!



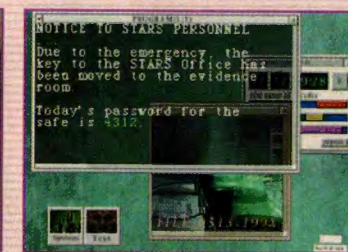
▲ Just like in the previous *RE* titles, you will have to find maps in order to get a better idea of the surrounding area. The city is pretty big and you wouldn't want to get lost... or eaten...



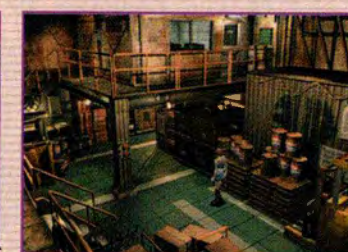
▲ For the first time, zombies can actually walk down stairs to attack you. When you went down these stairs first time, you thought you'd taken care of the zombies, but this nasty surprise awaits you on your return.



▲ The chest system of storage and the type-writer-style saving procedure have both been retained for this sequel. This time around, though, you won't have to use either that much.



▲ You can use the Police Station computer to learn valuable information that will be used later on in the game. Unfortunately, you will need a S.T.A.R.S. badge in order to access the computer.



▲ Although many levels are cramped and claustrophobic, the scale of some, like this warehouse, makes it more challenging to find clues and objects. You truly will have to search every nook and cranny.

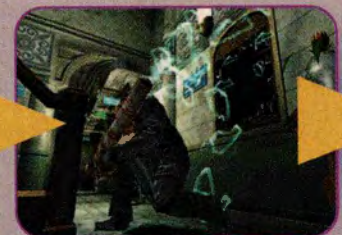
MEET YOUR NEMESIS

The first time the game truly scares you is the moment when you meet up with the Nemesis. Everything seems fine and then, suddenly, he

smashes through a window and chases after you. After that, the adrenaline kicks in and you start running for dear life.



▲ Things seem to be going well. You have plenty of herbs and have managed to kill all the zombies inside of the police station. You're on top of the world and feeling cool. Zombies are easy to kill... right?



▲ Then, everything changes. Without warning, the Nemesis crashes in through a window and startles you nearly to death. With one strike, he has knocked your health in half.



▲ In a desperate attempt, you run blindly in a direction and hope for the best. However, you end up in a hallway with a boarded-up door. What do you do now? Scream? Go blind? Pray?



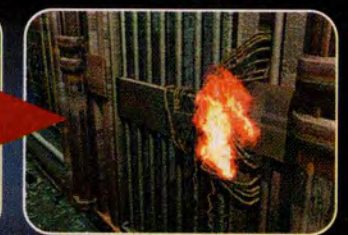
▲ Well, you hope for the best and try to run back past the hulking monster. If you manage to do that, then you can try and take him down with your gun. So tell us, how's the weather up there?

COMBINATION IS THE KEY

Several of the puzzles in *RE3* require that you combine several items together in order to create one useful item. You can then use that particular item in a specific situation in order to progress further into the game.



▲ After you find the lighter and the lighter oil, you can combine them to create a working lighter. Eventually, you will come across a door that is roped up. Use the lighter to burn the ropes and you'll be able to enter the next area.



RACCOON CITY POLICE DEPARTMENT

Since *RE3* takes place in basically the same area that *RE2* did, you will notice a lot of similar landmarks and areas, the biggest of which is the R.P.D. When you get there, it will be shortly after the zombies first appear, so the building is pretty much empty.



▲ This main entrance was not accessible in *RE2*. In fact, there were several zombies behind this gate then. Who knows where they are?



▲ The inside of the police station looks pretty much the same. However, most of the rooms are boarded up and can not be entered.

METAL GEAR SOLID:

VR Missions

SNAKE IS BACK, WITH OVER 300 NEW LEVELS!

► Meryl Silverberg is ready for action for gamers who prefer a distaff hero.

Konami has got just the thing for diehard *Metal Gear* fans who are jonesing for more action. *Metal Gear Solid: VR Missions* isn't a true sequel by any means, but the over 300 new training levels should keep fans happy while Konami gets the next *MGS* underway.

The only downside is that the Japanese version of this game comes complete with an updated version of the original game with new enhancements, such as the option to play through the game from a first-person view. We're not sure why Konami decided not to include the extra discs, but for those who've played through *Metal Gear Solid* already, the real draw is the VR Missions.

At press time, we're just over 50% through the missions. They're split up into several different categories, and certain types of missions won't become playable until you finish earlier ones. The missions themselves come in a huge variety. Some require that you get through unseen, while in others you have to take out every enemy in the room before the exit appears. Each weapon has sever-

▼ Bad guys all around, with Snake hiding just around the corner—this is what *Metal Gear* is all about! Even though these are only training missions, you quickly get back the feel for that classic *MGS* action.

al stages dedicated to it, forcing you to think of multiple ways of using each one. Some of the wilder levels are more like puzzles, and can be real brain-benders.

Overall, we're very happy with the game so far. We'll have a full review for you once we've finished a final U.S. version, but so far, it's pretty much exactly what you'd expect. But hey, any new *Metal Gear* is cause for celebration, even if it's not a whole new title.

▲ Armed to the teeth, Solid Snake takes deadly aim on a virtual enemy...



▲ About halfway through the missions, you'll get the opportunity to go on a larger VR "Mission", that consists of about 10 stages.

▲ Some levels are completely abstract, and only vaguely resemble any real environment. What this creates though, is really fun levels.



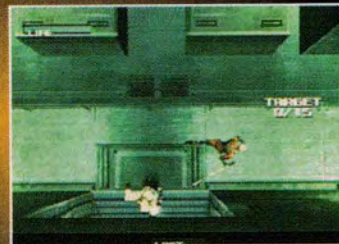
▲ Each weapon has several missions dedicated to using it. Fans of the Sniper Mode will love the crazy new levels Konami has come up with.

BE THE NINJA!

The VR Missions come complete with a "Ninja" mode, which, when opened, will allow you to control the cool-as-hell Ninja from *MGS*. This alone is almost worth the price of the game!



▲ You've still got to be sneaky as the Ninja. We're not sure if you get to use his Stealth ability, but judging by the screens, we're guessing not.



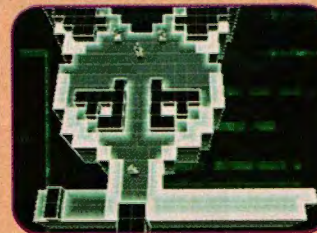
▲ The Ninja has all new moves, such as a leaping flip. He's also pretty good with his sword, and you can slice some background elements in half.

CRAZY NEW LEVELS

Since these are Virtual Reality missions, the levels aren't bound to the same rules as reality. The creates the opportunity for some truly bizarre stages, which are a fun change of pace from the gritty, real world setting of the original *MGS*.



▲ We're not sure if you're supposed to be really small, or if that soldier is just really big, but either way, it's totally nuts! Hmm... or you could just be real close...



▲ Take a good look at the levels from up high, and you'll often notice cool designs like this. It's these "neat" touches that make this game so fun.



▲ What the...? We have to admit, we haven't gotten this far yet on our copy, so we have no idea what a UFO has to do with anything. It looks cool, though!

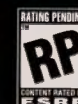
ROCKSTAR GAMES presents a DMA DESIGN game **OCTOBER 22 1999**

GTA2

GRAND THEFT AUTO 2
STEALING CARS IS THE EASY PART

SEE THE FILM AT WWW.GTA2.COM

PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. DMA and the DMA logo are trademarks of DMA Design Ltd. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive Software, Inc. © 1999 All rights reserved.



RED



It goes 0-60 almost as fast as it goes 0-360°



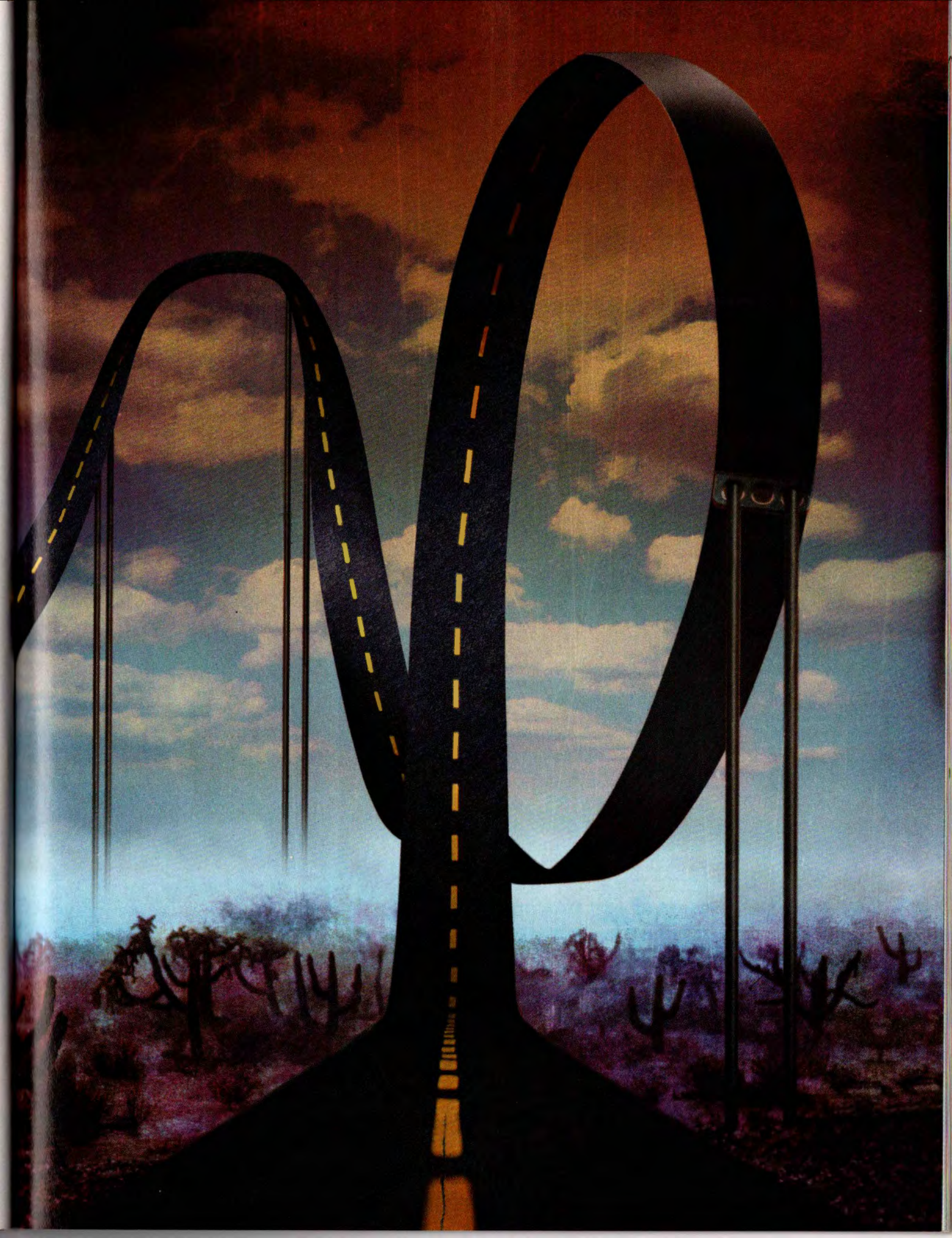
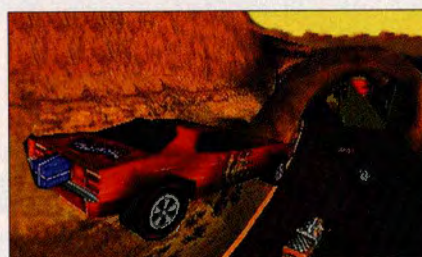
Slide behind the wheel and fire up one of the 40 most notorious, trick racers ever imagined. Rides like the Twin Mill™, JetThreat and Red Baron™. Pull airborne endo's and spins for the first time ever over 10 move-it-or-lose-it obstacle courses. Tracks paved with Loop-the-loops, Criss-cross's, Danger-changers plus some serious road hazards. It's pedal-to-the-die-cast-metal racing.

And the exact opposite of everything they'll try to teach you in Driver's Ed.

www.ea.com/hotwheelsgame

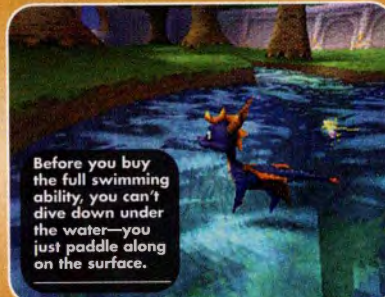


ELECTRONIC ARTS



THE WATER'S JUST FINE!

Spyro now has the ability to swim, but it doesn't come cheap—you'll have to buy this ability with a large number of gems. Until then, all you can do is paddle along the water's surface.



Before you buy the full swimming ability, you can't dive down under the water—you just paddle along on the surface.



▲ Once you can dunk your head under though, a whole new world of exploration opens up to you. Many puzzles require you to get your wings wet.



▲ The swimming controls are easy to pick up, and it's a blast to just swim around. There's danger in the depths though, so watch out where you swim!

SPYRO 2

Not just another sequel, *Spyro 2* soars to a whole new level

The first *Spyro* had a great "pick up and play" quality that made you want to just run around smashing things. However, the quest itself was a bit dry—there just wasn't much variety to searching out the dragons. However, after hours of hands-on play, we're happy to report that *Spyro 2* not only appears to have solved that problem, but it's at looking to be twice as good as the original in every possible way.

First off, a huge focus has been put on diversity between the levels. Each stage has its own unique story and special puzzles to solve. For example, in one stage you come across a guy who's lost his animals, and your task there is to round them up for him. In another stage, you have to lead a group of wayward turtles to safety. Of course, there's plenty of fireball-spitting action, too, and each level is incredibly deep, with lots more paths and out-of-the-way spots to find. You can take the direct route and solve the main challenge, or you can take a side path that



▲ *Spyro* is such a cute 'lil critter. In the last game he was voiced by the guy who does the Taco Bell dog, but this time it will be someone different.

▲ *Spyro 2* is packed with funny and interesting new bad guys, and you'll have to explore every inch of every level to catch a glimpse of them all.



▲ *Spyro* looks like he's got his own version of the Rock's "People's Eyebrow". Will he layeth the smacketh down on the evil Ripto? What do you think, jabroni?

leads to harder tasks. Advanced players will want to complete everything to earn the better ending, but beginners can get by without taking on the really hard stuff.

Spyro's got a few new moves as well, including a head smash, a hover maneuver, and the ability to climb and swim. He can also pick up rocks in his mouth and spit them at bad guys or other targets. On top of his normal abilities, *Spyro* can use special power-up stations to gain "super" powers, such as flight, a high-jump, super flame breath and more.

We're really excited about this game. The first title was a good start, but *Spyro 2* looks like it will be way better when it hits in November. Of course, we'll let you know more once the game is further along!

▲ We're guessing that jumping into molten-hot lava would end up being a really bad idea.

SOAR THE SKIES

Of course, flying plays a major role in *Spyro*. In most cases you can only glide, but there are certain levels dedicated just to flying. Also, in some stages you'll find a power-up station that will allow you to fly.



▲ Some levels will require you to fly in order to find everything and solve every challenge. Plus, flying is a great way to scout out the area and find stuff.



▲ We can't say enough about this game's breathtaking visuals. When you get up this high, you can get a great view of just how good everything looks as you soar to the ground.



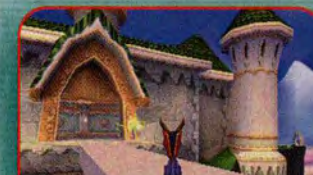
▲ This is one of the cooler mini-game challenges. You've got to move the puck and score a certain number of goals before time runs out—it ain't easy!



▲ Burn, baby, burn! Of course, *Spyro* still has his trademark fire-breath, which is just as tasty and looks better than ever. You can even power it up now!

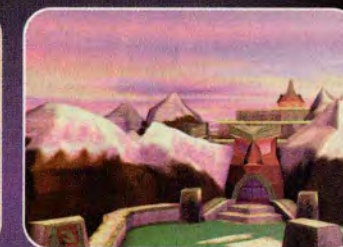
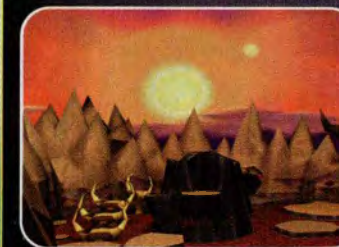


▲ In the new bonus flying levels, the challenges are much more varied than in the first game. For example, in this stage you also have to land and ram things.



WORLDS TO EXPLORE

Here's a look at the different visual styles used for some of the stages. While each level has its own unique characteristics, they all share the same bright, pastel color scheme that gives this game such a beautiful cartoon style. Looks good, eh?



ONLY \$1 AN ISSUE

YES! Please enter my subscription to *PSM: 100% Independent PlayStation Magazine*. I'll receive 12 issues for only \$12 - just \$1 an issue - and I'll save 80% off the cover price!

NAME (Please Print)

ADDRESS

CITY/STATE/ZIP

4S2X5

☐ Bill me later ☐ Check enclosed

Offer good in US only. Cover price per issue is \$4.99. Canada: US\$26 (includes GST). Foreign: US\$36. Prepaid in US funds. Please allow 6-8 weeks for delivery of first issue.

AMERICA'S #1
PLAYSTATION
MAGAZINE



ONLY \$1 AN ISSUE

YES! Please enter my subscription to *PSM: 100% Independent PlayStation Magazine*. I'll receive 12 issues for only \$12 - just \$1 an issue - and I'll save 80% off the cover price!

NAME (Please Print)

ADDRESS

CITY/STATE/ZIP

4S2X5

☐ Bill me later ☐ Check enclosed

Offer good in US only. Cover price per issue is \$4.99. Canada: US\$26 (includes GST). Foreign: US\$36. Prepaid in US funds. Please allow 6-8 weeks for delivery of first issue.

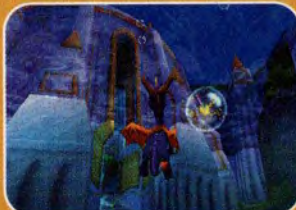
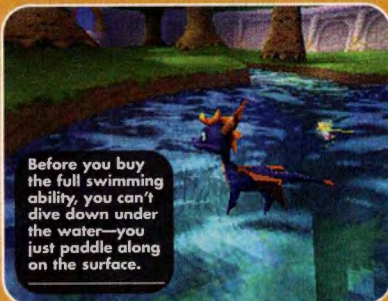
PSM
ROCKS!



THE WATER'S JUST FINE!

Spyro now has the ability to swim, but it doesn't come cheap—you'll have to buy this ability with a large number of gems. Until then, all you can do is paddle along the water's surface.

Before you buy the full swimming ability, you can't dive down under the water—you just paddle along on the surface.



▲ Once you can dunk your head under though, a whole new world of exploration opens up to you. Many puzzles require you to get your wings wet.



▲ The swimming controls are easy to pick up, and it's a blast to just swim around. There's danger in the depths though, so watch out where you swim!

SPYRO 2

Spyro 2 is packed with funny and interesting new bad guys, and you'll have to explore every inch of every level to catch a glimpse of them all.



SOAR THE

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO 1149 BOULDER CO

POSTAGE WILL BE PAID BY ADDRESSEE

PSM
100% PlayStation Magazine

PO BOX 52073
BOULDER CO 80323-2073



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO 1149 BOULDER CO

POSTAGE WILL BE PAID BY ADDRESSEE

PSM
100% PlayStation Magazine

PO BOX 52073
BOULDER CO 80323-2073



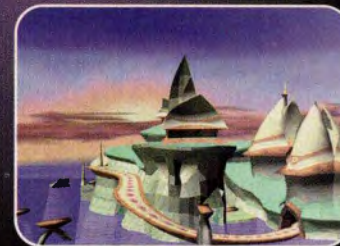
NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



UNOFFICIAL UNBIASED UNRIVALED

WORLDS TO EXPLORE

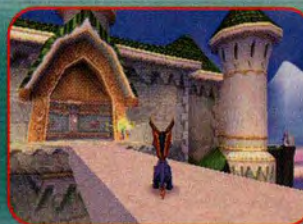
Here's a look at the different visual styles used for some of the stages. While each level has its own unique characteristics, they all share the same bright, pastel color scheme that gives this game such a beautiful cartoon style. Looks good, eh?



▲ Burn, baby, burn! Of course, Spyro still has his trademark fire-breath, which is just as tasty and looks better than ever. You can even power it up now!



▲ In the new bonus flying levels, the challenges are much more varied than in the first game. For example, in this stage you also have to land and ram things.



▲ This is just a great shot of the amazing graphics in this game. Um... That's really all there is to say, he's just sitting there. C'mon Spyro, it's time for adventure!



▲ This guy will help you past certain obstacles, but he'll charge you up the wazoo. Make sure that you always have a bunch of gems saved up!

FRIENDS IN NEED...

We're not completely sure who all of these guys are yet, but they each need favors from Spyro, and you must help them to move on. But hey, what's in it for Spyro, huh? Where's the love? Ya think this stuff is easy? Geez...



▲ A lot of the baddies may seem pretty big, but they will fall fairly quick once you find their weakness. Some of them don't like fire, and others can be rammed into.

▶ These guys can be really tough. You have to jump over the explosive crates that they throw at you before you can get close enough to them to attack. Watch your step!



On average, the bad guys seem to be much bigger for some reason. And talk about dumb—just check out the expression on this guy's mug!

Spyro's little flying friend is back to gobble up health-replenishing butterflies for you like in the first game.

Although Spyro has plenty of cool new abilities, his fire-breath and ramming charge are still the most useful.

Now that you have to pay for new abilities and other things, it's really important that you grab as many gems as you can.

THE LEGEND RETURNS IN 3D!



The legendary series that set the standard is back! R-Type Delta returns with more of the frantic finger pounding excitement everyone expects from the R-Type series. Get ready for cool new weapons, more fiendishly clever levels, outrageous enemies, and all new 3D graphics designed exclusively for the PlayStation. This is the game that shooter fans everywhere have been raving about, so get that trigger finger ready and check out R-Type Delta.

- All new 3D graphics for the PlayStation
- Dual Shock Compatible
- 4 ships plus a hidden ship
- 7 levels of frantic trigger finger frenzy
- Top scorers can post and compare scores on the Agatec R-Type Delta Web site

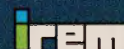
"You simply must buy this game"
-Electronic Gaming Monthly

"...possibly the best R-Type yet"
-PSM



"Awesome original level design, enemies and bosses"

-Official PlayStation Magazine



Agatec, Inc. 900 Veterans Blvd Suite 600 Redwood City, CA 94063
©IREM SOFTWARE ENGINEERING, INC. All rights reserved. R-TYPE Delta and the R-TYPE Delta logo are registered trademarks of IREM SOFTWARE ENGINEERING, INC. Published by Agatec, Inc. Agatec and the Agatec logo are trademarks of Agatec, Inc. All other brand and product names are trademarks or registered trademarks of their respective owners.

SEPTEMBER 1999
HTTP://WWW.PSMONLINE.COM



Publisher Namco
Developer Namco

Release Date 4th Qtr
Type Flight Combat/Shooter

PREVIEWS

85

FLIGHTS OF FANTASY

The planes you get to fly range in look and feel. You'll get to pilot real-life jets like a stealth fighter and the F/A-18 Hornet, but you also get to strap into some fantasy jets.



▲ The Stealth fighter is one of many aircraft that are based on those that exist today in real life. This shot was taken using the "Target View" button.



▲ Depending on what corporation you choose to fight for, you will gain access to a variety of futuristic aircraft, including this sleek-looking beast.



▲ This fantastic jet takes some of its design elements from the SR-71 Blackbird spy plane (which also happens to be in the game). Pretty cool-looking, huh?



▲ One of our favorite planes in the game has stabilizers all over the place. Simply awesome!

ACE COMBAT 3: Electrosphere

A stunning sequel with a strong story

The third sequel to Namco's top rated flight combat series has been unleashed on Japan and since then, the PSM staff has already finished the import version of *Ace Combat 3: Electrosphere* five times. The fact that there are five different endings to the game is part of what sets this sequel apart from the others. Taking a cue from *R4*, the story line of *Ace Combat 3* has been greatly expanded compared to the last two games. With a huge supply of anime-style FMV to support it, the game covers two discs.

Since we have the Japanese version, we were only able to get the general gist of what's going on, but it appears the futuristic world Namco has created is controlled by massive corporations who battle it out in the simulated skies of a massive online world, using traditional and fantasy-based aircraft. As you progress through the game, there will be several opportunities for you to choose alliances, thus allowing you to play on all sides of the conflict, good and bad. For example, in one mission you have to shoot down an airliner, while if you took an different path earlier in the game, you would be defending the airliner.

Beyond the innovations in the storyline, the graphics are undeniably stunning. The little details and special effects in the massive environments are even more impressive than the effort put forth with *Ace Combat 2*. Like the beautiful tracks and cars of *R4*, the graphics here seem to be pushing the limit of the PlayStation, with a distant draw-in and some beautifully stylized planes and gorgeous terrain to buzz around. The replay you get after finishing a mission appears

to have taken much from *R4*, including that cool blur effect, but also includes a variety of views to watch the action.

There will be some limited landing and taking off, but you do get to take part in some mid-air refueling. You'll get at least twenty different aircraft to fly, but what you get depends on the allegiance you're with at the time. The first planes you fly are based on traditional aircraft, but well into the game you'll be flying in some highly stylized aircraft from Namco's imagination. There are also far more weapons in the game, including lasers and bombs to look forward to.

Impeccable control has never been an issue with the series, but there are a couple new editions, the first being Dual Shock vibration. You also get a new target button which, when tapped, will change targets, but when held will change the camera to show their positions all around you. You also have camera controls for looking around like traditional flight sims. Lastly, look forward to a whole new HUD display with some very useful additions.

▼ You've got bogey dead in your sights, missiles locked on, and you're closing in fast—this is *Ace Combat* at its best! Just be careful not to smash into the cliffsides, and that bogey is toast.

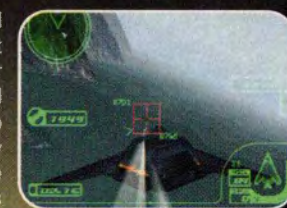


▶ As if aerial combat isn't enough, now you have character development, too!



TYPES OF MISSIONS

Like the last *Ace Combat*, you will face a variety of missions, but beyond attacking of ground and air targets, the dogfighting and Combat Air Patrols, you will also get to try your hand at some fairly innovative levels, including one where you leave the planet's atmosphere in a spacecraft and eliminate some satellites.



▲ Most missions will feature air and ground targets of one type or another. Here we're using a stealth fighter to take out a patrol boat.



▲ Later in the game, you get to fly through a bunch of tunnels with rapidly closing doors. Talk about claustrophobic! In real life, the FAA frowns on this...



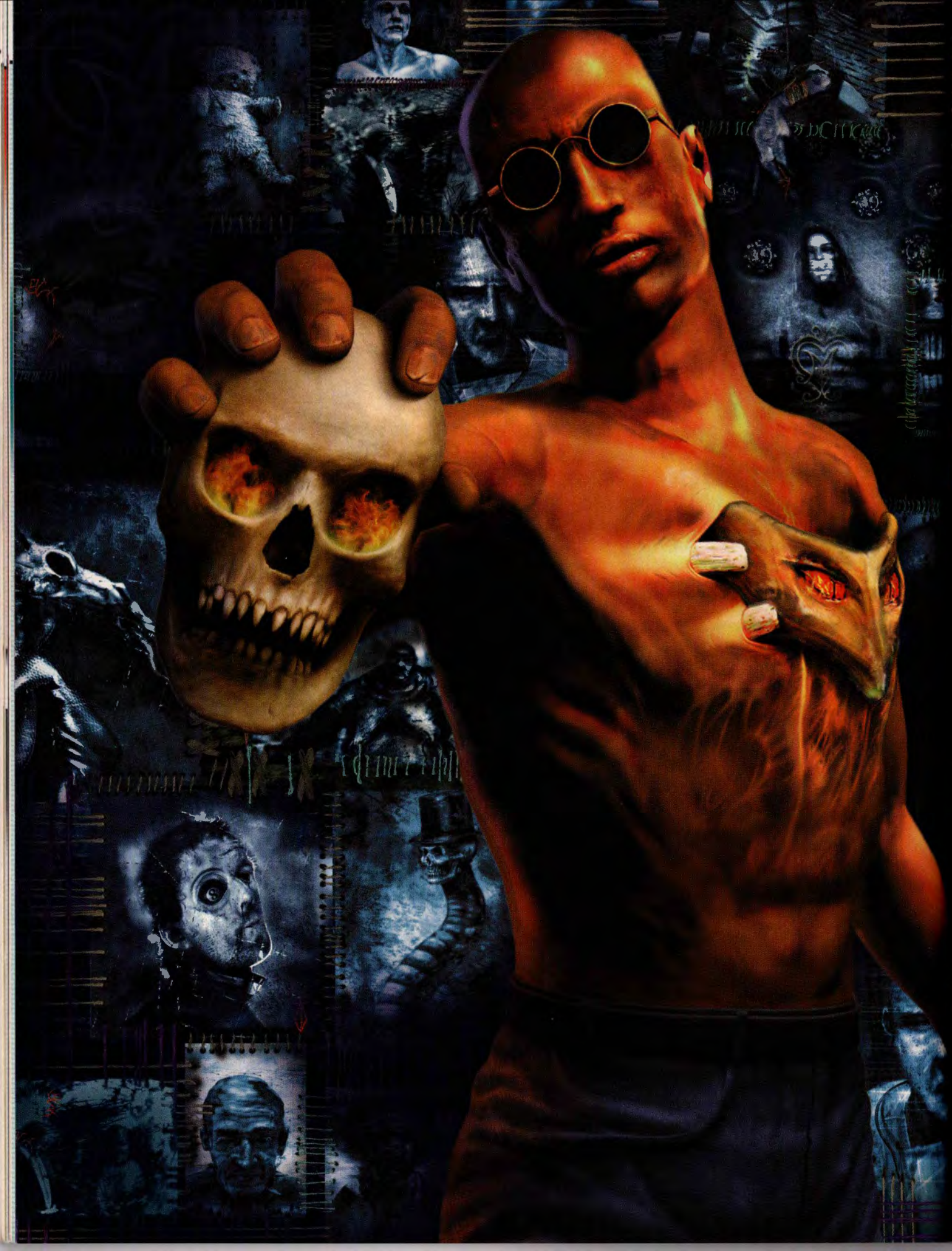
▲ How's this for a new experience? In one mission you'll pilot a spacecraft. When you're done with your objectives, you'll have to re-enter the planet's atmosphere.



▲ Air to air combat is the focus of most of the game. Check out the missile, which hit its target in the distance. Fox 21



▲ After couple of different missions, you get to try your hand at mid-air refueling. This kind of close order flying requires a steady hand.



He is coming.

Walking between worlds...

Traveling the road of souls from Liveside to Deadside
And back again.

A dead man is coming, skull in one hand,

flambeau in the other...

a voodoo mask in his chest

and lines of power in his back.

A possessed man is coming,

stalking evil in tenements and deserts,

subways and swamps,

spirit world and real world.

Shadowman is coming...

To stop the Apocalypse.

To save your soul.

Shadow Man

Walk on
the Deadside



Warning:
This game
is recommended for
mature audiences only.
It contains adult content.



SHADOWMAN TM & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Software. Teesside. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc. © & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. All other trademarks and logos are the properties of their respective owners. Screen shots shown were taken from the PC version of the game.

FINAL FANTASY VIII



Laguna Loire



Quistis Trepe

Zell Dincht

The New Final Fantasy VIII Action Figures have such exquisitely molded detail, you'll almost think they're real. Whether it's the awesome power of Squall, the evil stare of Seifer or the cunning strength of Rinoa, you can now have the incredible action of one of the hottest video games brought to life. So, if you're into Fantasy, get real.

IT'S ABOUT TIME
REALITY
CAUGHT UP WITH
FANTASY.



Rinoa Heartilly



Selphie Tilmitt



Irvine Kinneas

SQUARESOFT



Squall Leonhart



Seifer Almasy

SEPTEMBER 1999

HTTP://WWW.PSMLINE.COM



Publisher 989 Studios
Developer 989 Studios

Release Date Fall
Type Racing

PREVIEWS

89

JET MOTO 3

989's got more speed and better looks



Everyone's favorite flying jet skis are back for a third time. Racing has never been faster and more furious.



Artificial intelligence means that opposing racers are smart, but they can make the same mistakes as you, like smashing into walls.



The maps are more than just eye candy—they show where grappling points are. You should memorize them as quickly as you can.



Certain levels are more reminiscent of Wave Race than others and, like that game, waves make great ramps.

The spiritual answer to Wave Race for the PlayStation, in many ways, is Jet Moto. In three successive games though, the game has moved further and further away from the stunt-style racing, and more and more towards blistering race-pace. The latest version takes the theme even further in terms of gameplay, but adds better graphics and new tweaks to action.

The first two games were made by SingleTrac (purveyor of Warhawk and Twisted Metal), but this one has been programmed by 989 affiliate, Pacific Coast Power and Light. The stunts are still there—indeed, there's even more combinations possible, including a brand-new bunny-hop move—but yet more thought has been put into making the racing faster and even more furious.

The game is expected to run at a full 30 fps by the time it's finished and right now most tracks are running at that rate. Some of the more complex tracks, though—including an Endor-style forest (complete with tree village)—are being tweaked for maximum efficiency.

There are 16 tracks to choose from initially and players can play one player Practice, Single Race or Season Mode; choosing from four difficulty settings: Novice, Semi-Pro and Expert or two player Head-to-Head and Circuit Mode. Jet Moto 3 also features a stunt mode with five stunt tracks. The point of stunt tracks is to reach a point target by pulling off tricky aerial maneuvers. Normally stunt tracks will be available as a practice option.

Another new addition is the inclusion of hidden coins (very original), which will open up the stunt mode if ten are collected. These coins will be located in hard to reach places, but since your jet bike can ride on any surface—including walls and ceilings—they should be just about attainable.

The grapple, which was used to take sharp corners, is still in the game, but there's a new addition in the form of the powerslide; hitting gas and brake at the same time allows you to take corners with a rally-style sliding motion. Tough to master, but essential for great race times.



Even if you miss the ramp, there's still a way around, it's just a heck of a lot slower.



Secret routes, ala San Francisco Rush, are everywhere and are likely to contain hidden coins.



The lava is harmless to you and your bike unless you hit it head first, in which case you'll be broiled to perfection.



The wider tracks should result in faster lap times, allowing gamers to set more new speed records.

NEW MOVES



THE POWERSLIDE: This new addition to the Jet Moto arsenal is especially interesting. It's possible to powerslide up a banked surface and then shoot off at the perfect angle.



THE AIRBRAKE: Not strictly new, but certainly imperative. Braking in midair allows you to correct speed and angle for that corner way down on the ground in front of you.



THE BUNNYHOP: Allows you to hop over obstacles that might otherwise send you flying off into the stratosphere.



PSM'S VIDEO GAME



TOY



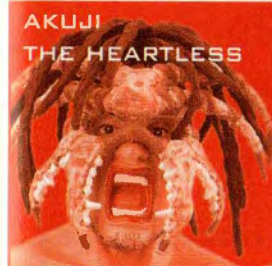
MANIA

499

THE INSIDER'S GUIDE TO THE NEWEST VIDEOGAME TOY RELEASES

In the world of action figures, there are few constants. Trends come and go, toy lines rise and fall in popularity and toy companies grow and deflate almost overnight. But one segment of the newly rejuvenated toy market has emerged as a consistent source for innovative, and often times more importantly, financially successful figures: videogames. 1998 enjoyed a cascade of hit videogame toy lines, from ReSaurus' *Duke Nukem* and *Crash*

Bandicoot to Toy Biz's Video Game Superstars assortments, and this year is shaping up even better. More than 20 videogame licenses have been secured or are being pursued for toys in the coming months, and the toy experts at ToyFare: The Toy Magazine are ready to dish the scoop on what's hot, new and exciting. So fasten your seatbelts and start saving your allowance, because the best is yet to come!



AKUJI
THE HEARTLESS

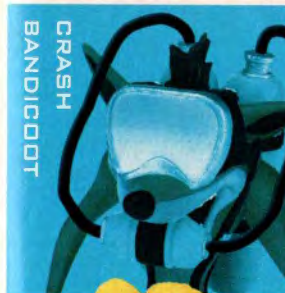
Akuji's one bad voodoo dude, and thanks to the expert toymakers at Precision Designs, he's headed for toy stores this summer. According to Precision Designs' Dave Denton, the Akuji toy features soft plastic dreadlocks, a glowing bone mask and a glowing belt made of human skulls... very, very creepy!

In addition, Akuji will offer up what Denton calls "advanced articulation," having the ability to

bend at the waist and chest, so that he can strike a bowing pose. "He's an action-oriented character, so he'll be much more articulated than the figures people are used to seeing," Denton explains. "His waist articulation is based partially on that of the Archer figure used in the film *Small Soldiers*." Look for Akuji in toy stores everywhere late this summer.



► This guy is about the same size as Barbie; he can party in the Dream-house.



**CRASH
BANDICOOT**

"ReSaurus is the leading videogame action figure company in the toy industry," says ReSaurus president Kevin Havens, rather unabashedly. But its track record, which includes every videogame property from *Crash Bandicoot* to *Quake*, backs up the statement pretty solidly.

Next up for ReSaurus is *Crash Bandicoot Series 2*, which promises the same dead-

on sculpts and action of the first assortment. Included this time are game favorites High-Flying Crash, Deep-Dive Crash, Moto Coco, Dingodile, Dr. N. Gin and Dr. N. Tropy. Like Series 1, each figure will come packaged with a number of accessories that capitalize on the funky gameplay of the videogame series.

These figures should hit stores this summer.



► If you liked the first *Crash* series, then you're going to flip for these with a more poseable Crash Bandicoot and even more accessories and vehicles. With any luck, we'll see *Crash Team Racing* cars next year!



DARKSTALKERS 3



While the guys at ReSaurus consider themselves the kings of the videogame hill, Toy Biz has quietly developed a roster worthy to challenge that title under the Video Game Superstars umbrella, which has included the first Lara Croft figure and the Resident Evil crew.

What's Toy Biz's hottest new offering,

▼ These guys seem to be a bit larger than your standard five inch Toy Biz figures and the sculpting and color scheme is certainly over the top. They're even better than the Japanese Darkstalker toys, known as Vampire Savors over there. You also have to love all the cute little sidekicks.

you ask? A three figure assortment based on Capcom's *Darkstalkers 3* due out late this summer. Each of the primary characters in the line is accompanied by a small sidekick to round out the lineup. John Talbain with Baby Bonnie Hood, McDermon with Ghost Doctor and Demetri with Lilith look to be the most colorful Video Game Superstars yet.



FINAL FANTASY VIII

Fans anxiously awaiting *Final Fantasy VIII*'s U.S. release can add a pair of action figure assortments based on the hotly coveted game to their wish lists.

Bandai, best known for its *Final Fantasy VII* import figures last year, plans on the release of nine highly-detailed figures that should coincide with the game's debut. Four figures—Squall Leonhart, Seifer Almasy, Rinoa Heartilly and Zell Dincht—

are due out in late August, while a second assortment of four—Laguna Loire, Quistis Trepe, Irvine Kinneas and Selphie Tilmitt—should debut a month later. And die-hard collectors should keep an eye out in September for a boxed set that will include Squall, Zell, Selphie and the villainous witch, Edea.

Meanwhile, Palisades Marketing, who released the *Tekken 3* figures late last year,

is teaming with Diamond Comic Distributors to release action figures based on the game's *Guardian Forces*. As is the case with Bandai's figures, the line will focus on detail over articulation. September sees the release of Odin with his steed Sleipnir, the multi-headed canine Cerberus, the sea witch Siren and the demon-like Efrite, while a second line is tentatively planned for November.



▼ The Bandai FFVIII figures feature very little articulation, but expect some amazing sculpting, as is apparent from these shots.

▼ Most of the Bandai figures will come with some sort of weapon.

▼ Edea the witch is, in our opinion, the coolest of all the Bandai FFVIII figures and is looking to be the rarest.

▼ The Guardian Force figures are simply incredible. You've never seen toys like these before.

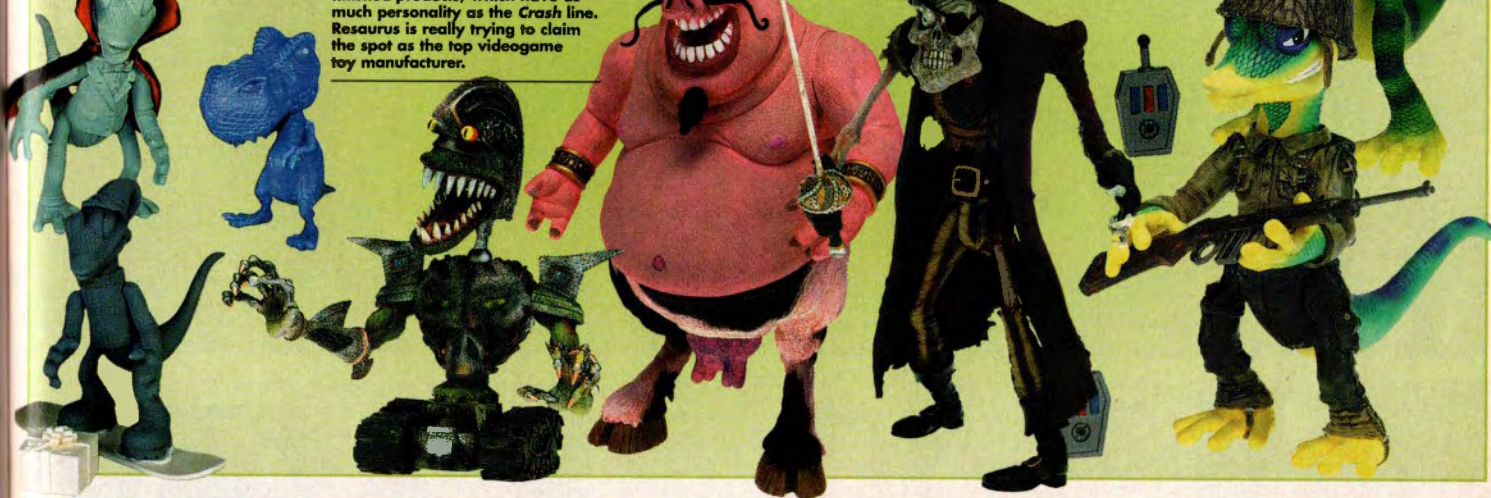
▼ These are basically sculptures, but the level of detail is way up there.

GEX



The international gecko of mystery is finally set to see toy store shelves later this year, thanks to ReSaurus, whose initial plans for the line have changed since February's Toy Fair International, when it announced three Gex two-packs. "We redeveloped the line after seeing the cool characters from the

▼ The unpainted figures to the left are examples of what early sculptors look like. To the right are the finished products, which have as much personality as the *Crash* line. ReSaurus is really trying to claim the spot as the top videogame toy manufacturer.



game," says Kevin Havens. "We didn't have these references earlier in the year. The new lineup is better and includes even more accessories." On tap for the plastic treatment are Private Gex, Snowboard Gex, Count Gexula, Secret Agent Gex, Skeleton Pirate, Rex and Moo Shoo Pork.

METAL GEAR SOLID



McFarlane Toys notched a major hit earlier this year with its well-sculpted, super accessorized *Metal Gear Solid* line. That line was recently bolstered with clear, "stealth" versions of Solid Snake, Ninja and Psycho Mantis that were packaged one each per case. But will the rest of the game's killer cast ever get the action figure treatment?

"At this point, there's a 50/50 chance," explains McFarlane Toys director of communications, Steve Hamady. "We want to do it, and Konami wants us to. But we're simply too busy with other lines to commit sculptors to it at this point, and if we can't get *Metal Gear Series 2* out by December, it's highly unlikely that it'll happen." McFarlane did collect fan submissions for the possible second series, however, with Naomi Hunter, a Genome soldier and variants of Solid Snake, Meryl Silverburgh and Sniper Wolf ranking high on the wish list. But the news that will have most MGS fans buzzing, though, is the possibility of Rex coming to toy stores.

Fans shouldn't fret, however, as there is some hope that these will see the light of day.

"If another *Metal Gear* game is released in the States," says Hamady, "there's no doubt we'll do the figures."

▼ Before the *Phantom Menace* toys hit stores, the *Metal Gear Solid* line was the best selling action figures in the industry. The clear figures (emulating the stealth suit) can still be a little hard to find on store shelves, though.



QUAKE

ReSaurus had a hit on its hands with its *Quake* toys earlier this year, and plans to follow it up with the *Quake II: Upgrade 1.5* line this summer. The *Quake II* assortment, which includes Iron Maiden, Female Marine Lotus, Tank Commander and Marine Viper, will pack the blood "n' guts accessories and attention to detail as the first line.

And as if that wasn't enough, plans are already in place for *Quake III: Arena* toys. "These will be some of the most highly detailed figures on the market," remarks Kevin Havens. Expect to see Sarge, Sleg, Klesk and Slash in toy stores late this year.



▼ The Marine and Sarge above are very similar with differences in color and head sculpting. Expect tons of weapons to be packed with these guys and the female, Sleg, on the right. The creatures Sleg and Klesk, to the left, are the cool ones in this new line.



The venerable *Mortal Kombat* characters, who already popped up several years ago in a G.I. Joe-style toy line by Toy Island, are about to see light of day once again. Two companies are producing *Mortal Kombat* action figure assortments: Palisades Marketing and Infinite Concepts.

Palisades' plan for the figures promises to follow in the footsteps of the *Tekken 3* line: four 7-inch figures that offer super detail with limited articulation. These are due out in late '99, and characters will

include Goro, Raiden, Sub-Zero and Sonya Blade. More will be available since Palisades has the license for three years.

Infinite Concepts hopes to have its six figure *Mortal Kombat* line in stores this summer. The young company has broken new ground in terms of action figure design, incorporating a never-before-seen shoulder joint that accurately mimics the human deltoid muscle and offers a full-range of motion. In addition, the patented Center of Gravity Joint Integration System,

a jointed foot mechanism that enables a figure to shift its weight just like a person, will make its debut in this line. Infinite Concepts has Liu Kang, Sonya Blade, Sub-Zero, Scorpion, Katana and Shang Tsung ready for the initial offering, while future plans call for Goro and grudge-match two-packs.

There are also rumors of a possible *Special Forces* line of accessories and weapons to support the new *Mortal Kombat* action/adventure game.

► According to Infinite Concepts, these new hyper-articulated MK figures can be balanced on one foot on any surface, even dirt. They have joints in their feet! These figures will actually be fun to play with rather than just look at.



Toy Biz's two *Resident Evil* lines last year broke new ground for the company, introducing grittier sculpting and increased detail than previously offered. This summer sees the release of the *Resident Evil 2* Platinum series, rounding out the cast of the blockbuster second game. While the earlier lines concen-

trated on action features, this assortment is made up generally of two-packs. The newest additions to the line include Ada Wong with Ivy, William Birkin with daughter Sherry, hidden character Hunk with a newly sculpted zombie and Mr. X, who comes with snap-on accessories to transform into Tyrant.

The third in the *Resident Evil* series of toys from Toy Biz will have been out a month or two when you read this. It seems the Hunk figure (left with shotgun) is the most hard to find. The level of gore in the game is definitely reflected in the figures, as you can see.



Ha-do-ken! *Street Fighter*, perhaps the most widely known fighting game ever, is preparing for yet another toy tour of duty. ReSaurus has secured the rights, and plans to win over fans let down by the *Street Fighter* assortments in the G.I. Joe line from Hasbro and Toy Biz's *Street Fighter Vs. X-Men* figures.

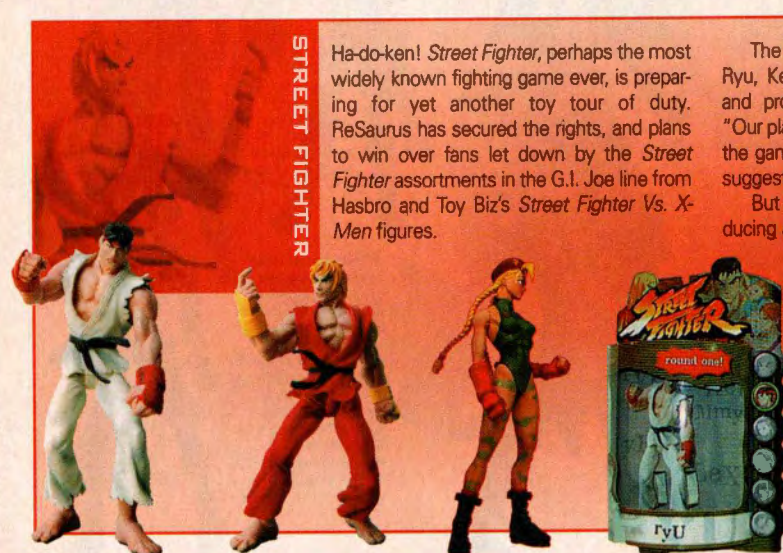
The first series, due out this fall, includes Ryu, Ken, Blanka, Chun-Li, Alex and Vega and promises to be exquisitely detailed. "Our plan is to produce every character from the games, for collectability," says Havens, suggesting that the line will be long-lived.

But that's not all; ReSaurus is also producing a set of *Pocket Fighters* figures, fea-

turing Ryu, Chun-Li, Akuma and Ken, also due later sometime this year.

► The *Street Fighter* figures to the left have to be the best recreations in plastic of the legendary characters ever done, although they're not that poseable. They are packaged nicely, though!

► These are bizarre, but that's why we love those super deformed *Street Fighter* characters from *Pocket Fighter*.



TEKKEN 3

Following the trend set by this year's initial *Tekken 3* offering, Palisades is releasing a four-figure line of highly detailed, well-sculpted figures with limited articulation. Making the cut this time around are Heihachi, Yoshimitsu, Devil Jin and Ogre, all available this summer. In addition, Palisades has teamed with Diamond Distributors to offer exclusive glow-in-the-dark versions of the figures. *Soul Calibur* figures are next, but don't rule out more *Tekken* figures in the future.



TOMB RAIDER

Lara Croft, the videogame world's hottest babe, should see a lot of action this year on toy shelves courtesy of Playmates, who intend to release Lara Croft toys in three sizes: 6-inch, 9-inch and 12-inch.

With two 9-inch Croft figures already out (Lara in wet suit and Lara in Jungle Gear), Playmates will complete the set later this year with Lara in Area 51 outfit, complete with a detailed base and removable weapons, but limited articulation.

The three figure 6-inch assortment

should be out in early fall, and all will offer up a gun-toting Lara in action on a diorama pitted against an animal foe. There's standard Lara with a bengal tiger, rappelling Lara with a Yeti and Underwater Lara with a shark. Be on the lookout for a keen set that offers Lara with her motorbike.

And last, but certainly not least, comes the silky-voiced talking 12-inch Lara, who spouts hundreds of familiar phrases from the game and sports fabric clothing and rooted hair. Woo-hoo!



► Lara fans have a lot to collect in the next year!



ON THE HORIZON

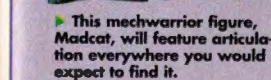
Even though most of the big-time videogame properties are sewn up, there are always new contenders coming down the pike. The toy mavens at ToyFare magazine cashed in all their favors to deliver the goods on the hottest late-breaking toy rumors and action figure possibilities, so read 'em and weep, since you won't be able to get your hands on these toys for awhile!

MECHWARRIOR

Palisades Toys has secured the rights to produce *MechWarrior* toys, and intends to have a line of heavily detailed mechs available in late '99, including Madcat, Vulture, Awesome and Atlas.

MEGA MAN

Rumor has it that Bandai is intent on following up on the success of its Japanese *Mega Man* line, known there as *Rockman*, with an American release. If the Japan releases are any indication, the new line'll be highlighted by super poseability and snap-on weapons and armor.



► This mechwarrior figure, Madcat, will feature articulation everywhere you would expect to find it.

PARAPPA THE RAPPER/UM JAMMER LAMMY

Fans anxiously craving *PaRappa* toys previously only available in Japan can start lining up, as ReSaurus is inches away from signing a deal that will have *PaRappa* and company dancing in American toy stores as early as this Fall. If all goes according to plan, ReSaurus will release a *PaRappa* line this year, and a follow-up *Um Jammer Lammy* series next spring. The only question is whether these figures will be two-dimensional as rumored, like the game, or the standard three-dimensional fare.

► How cool is this? Wow!



WIPEOUT 3

Yet another hot prospect on ReSaurus' plate, the cool spacecraft of *Wipeout* could land in toy stores as a line of die-cast collectibles sometime next year.



► No, this isn't a DC character, but it could be, if ReSaurus gets lucky.

DINO CRISIS

ReSaurus, is in hot pursuit of the rights to what promises to be one of the coolest new "Survival Horror" games from Capcom.

DOOM

McFarlane Toys will serve up a line of *Doom* figures, thanks in part to owner Todd McFarlane's recent agreement to script the upcoming *Doom* film.

RESIDENT EVIL FAMILY

12" vinyl characters from Palisades will be available soon for \$15-20.

To get the best, most up to the moment info on the world of action figures, we went straight to the experts and recruited Dan DiGiacomo of Toy Fare Magazine to put together this feature for you. ToyFare Magazine is by far the best source for Action figure news, as well as a great source for a good laugh. Check it out at your local comic book store.

The Mail Service
Hold Mail Authorization

PLEASE NOTE: This service expires 90 days from the stop-mail date.

Please stop mail for:

Name _____ Date to Stop Mail _____

Address _____

A.

☐ Please stop mail until I return.
I will pick up all undelivered
mail.

B.

☐ Please resume normal
delivery, and deliver all held
mail, on the date written here.

Date to Resume Delivery

Customer Signature _____

Official Use Only

Date Received _____

Clerk _____

Lot Number _____

Carrier _____

Delivery Route Number _____

If option A is selected please fill out below:

Note to Carrier: All undelivered mail
has been picked up.

Date to Resume Delivery of Mail

Official Signature Only _____

COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

In short, the maniacal gods are poised to kill every single living creature with a great meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten

at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having

an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious combat moves.

And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, song-writing, and even cooking.

You will find yourself braving

the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

e
ENIX®



WWW.PLAYSTATION.COM

Star Ocean THE SECOND STORY



Legacy Of Kain. Soul Reaper

the walkthrough

1 It's been a year since the first release date set for the sequel to *Legacy Of Kain* came and went, but folks, *Kain* is here and is well worth the wait. This is like nothing you've played before, not to mention that the game's main character, Raziel, is very well developed and looks extremely cool. Also remarkable are the lack of any load times; an

incredible feat on its own. The puzzles in the game are creative, to say the least, with puzzles inside of puzzles. You're definitely going to need some help if you're going to finally face Kain, but don't worry, the following guide will get you through every step of the game. We couldn't fit it in one issue, however, so look for the conclusion next month.

SPOILER ALERT!

This guide contains a walkthrough of *Kain: Soul Reaver* and should only be used when necessary.



Found after being broken over Raziel's head in the Pillars, the Soul Reaver is his main weapon. When Raziel is at less than full health and in the Material Plane, he remains in an unequipped state. As long as Raziel can maintain his full health, he will be able to hold the Reaver in the Material Plane. Plus, the Reaver keeps Raziel's energy from decreasing from the strain of existing in the material plane.

There is one Forge for the Soul Reaver and that is the 'Fire Forge', found after defeating Rahab and receiving the Swimming ability. The Soul Reaver will only need to be imbued with fire to transform it into the Fire Reaver, which has a devastating Force Projectile.



Found after being broken over Raziel's head, the Soul Reaver is his main weapon.

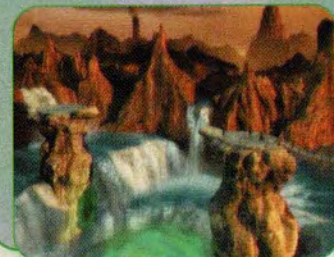


The 'Fire Forge' is found after defeating Rahab.

planes

Material Plane

This is the Plane that all living humans and creatures live in. When Raziel is in this plane, it is a bit tougher for him to survive. His health is constantly being drained from the burden of trying to maintain his physical existence. Only when he holds the Soul Reaver and is in full health will this constant draining of life be postponed. He must feed on souls of the slain enemies to maintain his health.



Raziel's health is constantly being drained from the burden of trying to maintain his physical existence.

Spectral Plane

This is the only existence known to Raziel for thousands of years. This is the realm of the living dead and souls that are lost and can not find their way. Here in this dark and foreboding existence, Raziel is not able to manipulate objects, such as stone blocks, switches, levers or even normal weapons. Raziel's Spectral Health is always slowly increasing in this realm.



In this dark and foreboding existence, Raziel is not able to manipulate objects.

Planar Portals

The glowing blue spirals that appear almost everywhere in the Spectral Plain are Planar Portals. Raziel can shift into the material plane when at full spectral health with the help of these matter-gathering portals. Step into the center of them, press the select button, choose the Plane Shifting Glyph spell, and press the Square button. Voila, you are alive! Raziel can shift back to the Spectral Realm at any time he chooses with or without a good health status.



Raziel can shift into the material plane with the help of these matter-gathering portals.

how to kill a vampire

Vampires can be killed in a few different ways. After beating them into a paralyzed state, pick them up using the Triangle button, hold them, walk to the hazard of your choice, and either submerge them in water, or expose them to sunlight. When you are armed with a spear, staff or pipe, you'll have to impale the vampire to kill it (triangle button + paralysis).



Submersion in water is extremely deadly to vampires.

Uh huh, fire, fire, fire!

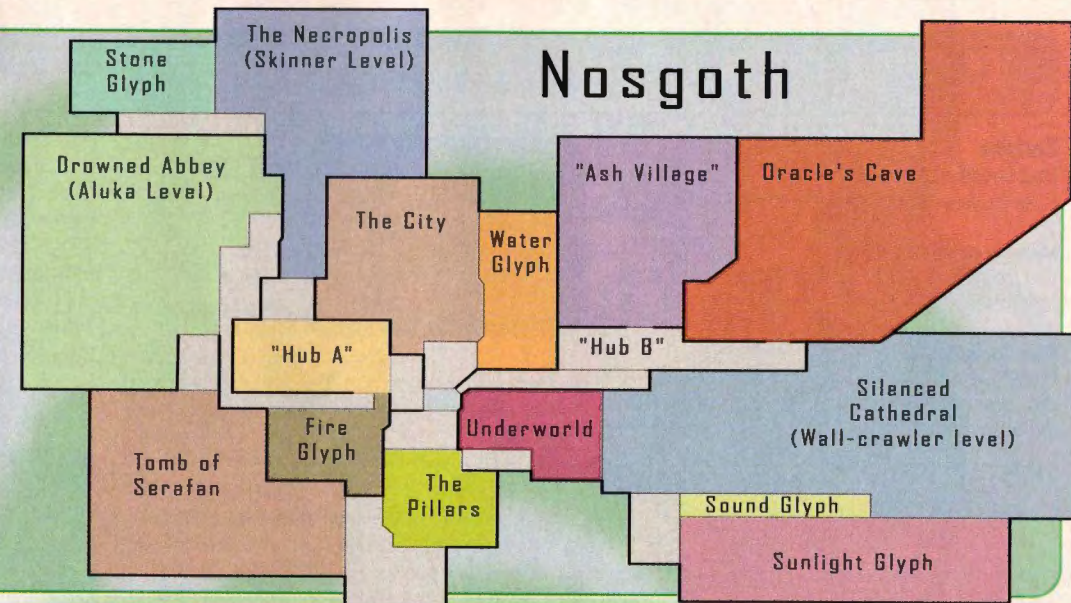


When you are armed with a spear, staff or pipe, you'll have to impale the vampire.



NOSGOTH WORLD MAP

The world of Nosgoth is a wondrous, but confusing place. It is really easy to get lost and, with all the switching between planes, it's as if there are two worlds to explore. The following map isn't an actual representation of Nosgoth, but more of a flow chart linking all the areas you have to go to get to others.



power ups

There's no room in Nosgoth for such litter! Actually, a few goodies are scattered here and there, but there isn't much. Here is what you will find:

Glyph Energy Power-ups

These Power ups replenish your Glyph Energy Points found in the 'Select Button Menu,' which gives you the ability to cast Glyph Spells. These are bluish in color; balls of energy that are usually lying around or discharged from a dying enemy. There are different sizes of power ups, which give different amounts of points.

These little blue power ups replenish your Glyph Energy Points.



Eldritch Energy Power-ups

These are the rarest of all power ups. They look similar to the Glyph energy power ups only they are triangular in shape. When taken, these babies will increase the maximum amount of Glyph Points you can hold.

The Eldritch are the rarest of power ups.



Health Power-ups

These are yellow swirls that are in pie pieces that increase your Material Health Spiral. If you get five of these, Raziel will reach his highest health capacity, increasing the size of the Health Spiral in the lower right corner of the screen.

If you get five of these, Raziel will reach his highest health capacity.



Souls

The most common power up found in Nosgoth. Souls are greenish balls of floating energy discharged from most of the enemies in the game. These will replenish your Spectral and Material Plane health.

Souls are the most common power up found in Nosgoth.



Warp gates

Just about every territory in Nosgoth has one of Mobius's space and time traveling devices located in a convenient area. Once an area with one of these Gates has been visited, Raziel can step onto any Warp

Gate and dial in the correct symbol that represents the given territory and travel to it, regardless of what plane he is in. Warp gates are marked on the map with their respective territory symbols.

Raziel can step onto any Warp Gate and travel to any territory as long as he's been to that territory before.



UNDERWORLD (TRAINING LEVEL)

Map Location: Under One

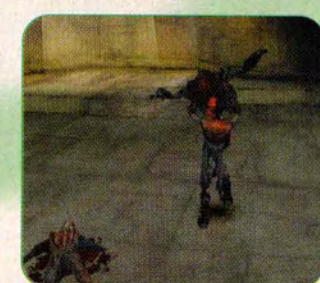
You gain control of Raziel after waking at the bottom of the Lake of Lost Souls. The Elder God preps you for your journey. The first level of the game is devoted entirely to getting you familiar with Raziel's moves and his environment. As long as you follow the on screen directions that appear upon entering a new area, you will be well on your way to sucking souls at your leisure.



Raziel is cast into the Lake of Lost Souls. He's in over his head...

Map Location: Training Two

After killing the two Dumahim Vampires and absorbing their souls in the Vampire room, slide the stone block to the left wall and jump up to the ledge. This will take you into the Pillars level.



Cast the vampires into sunlight, water, or the spikes on the walls.



THE PILLARS

Canyon

Map Location: Pillars

Enter the canyon to the right of the Pillars Clan building.

Map Location: Cliff Pillars

Visit the Canyon Warp Gate and then walk across the suspension bridge.

Map Location: Cliff

Raziel's clan territory is to the west. Jump high and glide to the ledge that Raziel is facing after the cut-scene.



◀ Raziel's clan territory is to the west.

HUB A

Map Location: Hub A

Hub A is a transition area that connects all of the western territories. You are now headed to the Necropolis (Skinner Level).

Map Location: Hub A

To get to the Necropolis, go through the left door in the Throne Room, head to the right at the top of the ramp, open the door, and enter the Octagonal courtyard.

Octagonal Courtyard

Map Location: Hub A

Go up the spiral stairs to the top of the tower and pull the drawbridge switch inside.

bonus area

Puzzle Difficulty Rating: 3

When you have the Constrict ability and the Force Projectile, return to this area to get the Health,

Eldritch, and Glyph Energy Power Ups. Constrict around the center dial and aim it at a bridge, then trigger the wall switch to gain access to the Bonus Areas. In the block room, stack the three boxes using the center platform and then jump to the Glyph Energy platform.



◀ When you have the Constrict ability and the Force Projectile, return to this Bonus area.

THE NECROPOLIS: SKINNER

Puzzle Difficulty Rating: 1

Map Location: Skinner

When you come to a room with a stone block and no exit, push the block up against the left wall to access the clan of Melchahim. Use the Melchahim building stairway to get to the room above and enter the door there. Keep moving forward through the Warp Gate room, and out to the small lake.

▶ Push the block up against the left wall.

Exterior

Puzzle Difficulty Rating: 2

Map Location: Skinner

Raziel will find himself outside next to a large body of water. For now, cross it using



the slabs jutting out of the water, jump across to the opposite side and continue through the Small Crypt (Skinner 3) and the following areas until you reach the Large Crypt.

▶ Cross the water using the slabs jutting out of the water.

bonus area

Puzzle Difficulty Rating: 3

Map Location: Skinner

In Skinner 3 Small Crypt, return with the Soul Reaver

and stab the crypt on the bottom floor. Enter the passageway and stab the dark gray wall. Inside you will find two large Glyph Energies and an Eldritch power up.

▶ Stab the crypt on the bottom floor to reveal a secret



Large Crypt

Puzzle Difficulty Rating: 7

Map Location: Skinner

In the Crypt, you will find a locked door, so shift into the Spectral Plane. Use the ledges that grew out of the wall near where you entered. Shift into the Material Plane at the top of the ledge, jump to the ledge in the back of the room and lift the block over the right ledge and into the alcove. High jump and glide up to the rafter in the next room and then jump down to the scaffold on either wall. Ride it down to the bottom and take the Stone Block from one side of the room and into a hole near the door on the other side of the room. Doing this opens the doors that connect the two rooms. Go back into the first room and return to the rafters. Shift to the Spectral Plane and jump to the raised scaffold, then to the far ledge and shift back to the Material Plane.



▶ Lift the block over the right ledge and into the alcove to open the upper door.



▶ Jump down to the scaffold located on either wall.

Hallway

Puzzle Difficulty Rating: 1

Map Location: Skinner

In the next room, put the two blocks with symbols facing out into the two empty alcoves to open the gate.

Exterior Lake

Puzzle Difficulty Rating: 6

Map Location: Skinner

Go forward until you are above the large body of water you jumped across earlier. Push the block off, jump down to the block and lift it on top of the block around the beam. Move both to the right against the wall. Use them to reach the ledge above.



▶ Push the block off the ledge.

▶ Move them both to the right up against the wall.

Map

Location: Skinner

Follow the path to the Cove and into the clan building from the left path.

Main Crypt

Map Location: Skinner

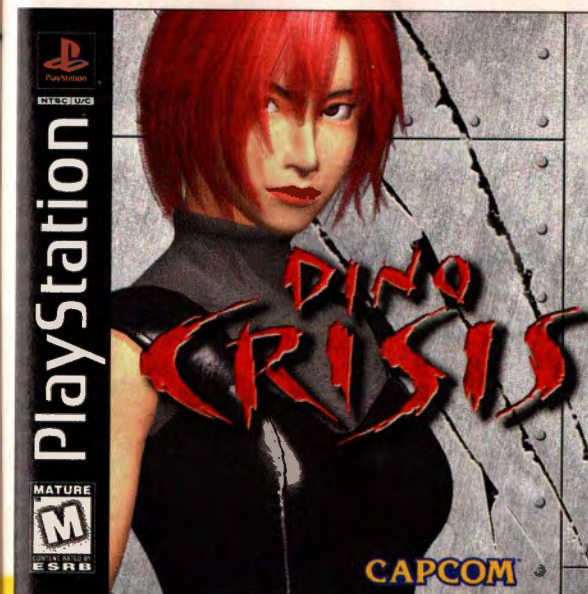
In the main crypt room of the clan building, activate the elevator switch, ride it down, and enter the Engine Room.

Engine Room

Puzzle Difficulty Rating: 5

Map Location: Skinner

Staying on the upper ledge of the room, activate the switch and turn the crank



Reserve Dino Crisis

at any FuncoLand store with a \$10 deposit and receive FREE Dino Crisis Special Elite Task Force Dog Tags when you return to purchase the game!

While supplies last. See store for details.

\$49.95

Plus, when you buy Dino Crisis at FuncoLand you will receive a poster size Dino Crisis Mission Map that is full of hints, tips and strategies.

Quantities are limited.



RETAIL COUPON

PRESENT THIS COUPON

at your nearest FuncoLand store and reserve Dino Crisis with a \$10 deposit before September 16, 1999 to secure your copy of Dino Crisis. When you return to purchase the game you will receive your FREE Dino Crisis dog tags.

Quantities are limited. Limit one per customer.

FuncoLand

Visit us @ www.funcoland.com

You can now order on line!

FuncoLand

Trade in your pre-played games at FuncoLand!

Limit one per customer. Offer good while supplies last. No dealers please. Prices and offers are good through September 31, 1999. Manufacturer reserves the right to delay game title at their discretion. CAPCOM and CAPCOM logo are registered trademarks of CAPCOM CO. LTD. DINO CRISIS is a trademark of CAPCOM. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. © 1999 Funco, Inc. FuncoLand is a registered trademark of Funco, Inc. All rights reserved.

CAPCOM

on either side of the Engine Room. Return to the elevator and take it back up to the main crypt room and pull the lever in front of the elevator. The floor in this room will now drop. Jump down to the lowered floor and find the only wall block in the corner that you can pull on. Pulling it will open one of the alcoves in the wall to the right. Follow this hall to the lower level and then jump up to the upper level. Push the four burning blocks underneath the four wooden roof supports. This will cause the supports to fall, so fit the four burning blocks into the four corners of the fallen ceiling. This will cause the ceiling to drop one more level. Jump down into the lowered area



▲ Push the four burning blocks underneath the four wooden roof supports.

and enter the hallway. Follow the hall to the first Boss fight.



▲ Fit the four burning blocks into the four corners of the fallen ceiling.

Melchiah Boss

Puzzle Difficulty Rating: 2

Map Location: Skinner

Melchiah has the ability to pass through barriers and this is what you will use against him to defeat him. Jump through the window on either side of the room and into the door lever room. Wait for Melchiah to follow you into the lever room. When he nears, press and hold the Square button to pull back on

the lever and to hold the gate open. When Melchiah traipses in, let the gate go. The gate will break over his back. Do the exact same thing in the other lever room. The second gate comes crashing down on him, leaving him with one more 'Pass through Barriers' spell. Entice him into the center cage using yourself as the bait. Jump out of the cage and pull on the crank located in the back of the room. This will pulverize the boss, giving you the 'Pass Through Barriers' ability. Use this ability in the Spectral Plane to leave the room through the main door.



► Pull on the crank to grind up the boss.



◀ Press and hold the Square button to pull back on the lever and hold the gate open.

Force Glyph

Puzzle Difficulty Rating: 3

Map Location: The Cove

As you leave the Melchiah clan building, jump into the water outside of the door.

Map Location: Skinner

Pass through the gate and use the Planar Portal to shift back into the Material Plane.

Map Location: Skinner

In the Force Glyph room, push the three pillars over so that they fall to the center of the room. That's it! The Force Glyph is yours. Return to the Pillars 1 Exterior near the Clan Building.



▲ Push the three pillars over so that they fall to the center.

THE PILLARS: SANCTUARY OF THE CLANS

Puzzle Difficulty Rating: 1

Map Location: Pillars

Outside of the Underworld training levels, you will find the Sanctuary Clan Building that you passed to get to the Vortex.

Map Location: Pillars

Pass through the gates on the right side of the building in the Spectral Plane.

Map Location: Pillars

Throw the two Vampires into the water to open the door on the other end of the Interior Courtyard. Shift to the Spectral Plane to pass through the gate at the end of the hall. Slip back into the Material Plane at the next Planar Portal. Enter the door near the portal to meet Kain for the first time since he threw Raziel into the Vortex.



▲ The Sanctuary Clan Building.



▲ Throw the two Vampires into the water to open the door.

THE FIRST KAIN ENCOUNTER

Puzzle Difficulty Rating: 4

Map Location: Pillars

After the cutscene, Kain will disappear and reappear in different locations of the room, while charging up the Soul Reaver. You must hit the visible Kain three times during his Soul Reaver charging phase. If he hits you with one of the force projectiles, Raziel will take on some serious damage. After Raziel's third successful attack, Kain will break the Soul Reaver over Raziel's head and disappear (for now). Take the Soul Reaver and Aerial will appear and helps to guide and heal you. Swing the Soul Reaver at the doors to exit this room. Return to the Training Planar Portal in the Underworld.



◀ Hit Kain three times while he charges the Soul Reaver.

► If he hits you, Raziel will take on some serious damage.

► Ariel will guide and heal you.



SILENCED CATHEDRAL

Zephonim Clan Area

Puzzle Difficulty Rating: 3

Map Location: Cathedral

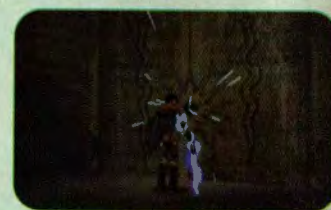
From the Training area, enter

the canyon to the left, pass through the gate, and follow the path to the right until you come to the Cathedral's drawbridge.

Map Location: Cathedral

Shift back into the Material Plane and hit the door beyond the drawbridge with the Soul Reaver. Pass through the gate

that was behind the stubborn door and make your way to the courtyard after Plane Shifting to get by a couple more obstacles.



▲ Hit the door beyond the drawbridge with the Soul Reaver.



▲ Shift into Material to make it to the ledge where the Vampire Hunter is.



Courtyard

Puzzle Difficulty Rating: 9

Map Location: Cathedral

In the Courtyard, jump up on the monument to your right, face the hallway to your left, and jump to the ledge in front of the tunnel. Turn to face the courtyard and jump to the roof of the spire to your left. Jump to the roof that holds a Planar Portal. Use it to shift to the Material Plane and jump back to the highest level of the spire you just jumped from.

Map Location: Cathedral

From here you can jump to the main entrance to the Cathedral on your right.



▲ Face the hallway to the left, and jump to the tunnel ledge.



▲ Don't go in the tunnel; instead, jump to the roof of the spire to your left.



▲ Jump to the Planar Portal and shift into the Material Plane.



▲ Jump to the spire you just came from and then jump to the Cathedral Entrance.

Cathedral Main

Puzzle Difficulty Rating: 10

Map Location: Cathedral

Past the Wall Crawling Vampire is the Main Room. Noticeable by its large twisting pipes, the Main Cathedral room has a few avenues to traverse, but for now shift into the Spectral Plane and climb the far left pipe, which warped closer to the floor during your last shift. Walk the pipe to a Planar Portal platform. Shift to the Material Plane and jump up to the platform above your head. Follow these platforms to the left until you end up at the ledge with two doors and a switch between them. Activate the switch and continue to the right and enter the door located at the far end of the ledge.



▲ Climb the far left pipe, which warped closer to the floor during your last shift.



▲ Throw the pesky Wall Crawlers into the flames on the wall.



◀ Activate the switch and continue to the right.



▲ Each block has a painting on it that completes the mural on the walls.

Block Puzzle #1

Puzzle Difficulty Rating: 4

Map Location: Cathedral

Shift to the Material Plane to manipulate the blocks. Throw the Wall Crawlers into the flames on the wall. Each block has a painting on it that completes the mural on the walls. There will be block rolling involved in order to solve this puzzle. We suggest that you start with the block that goes into the raised alcove before inserting any others, because if you get it in wrong, you will have to use the other three to get the first one out and placed correctly. The platform near the last switch you pulled will move once all four blocks are in place.



▲ Roll the blocks in different directions to make it work. Use Crouch + □.

Hallway

Map Location: Cathedral

Return to the ledge and go through the door that you passed up to enter the Block Puzzle.

Stone Room

Puzzle Difficulty Rating: 3

Map Location: Cathedral

Throw the switch in the Stone Room, return to the ledge, and step on the two wooden bellows. This will activate the airflow from the pit below.



▲ Step on the two wooden bellows near the switch.

Vertical Pipe

Puzzle Difficulty Rating: 5

Map Location: Cathedral 10 & 11

Jump into the pit and spread your wings

to float to the top of the Cathedral. From the ledge you automatically land on, jump to the ledge to the left and walk up to the Bell #1 Room.



▲ You will stop on a ledge across from the room you need to be in.

Bell #1 room

Map Location: Cathedral

Enter the door in the white glass wall to the right and enter the second floor.



▲ There is nothing to do in here yet, so enter through the glass wall doorway.

2nd Floor

Map Location: Cathedral

Pass by the second bell to your left and go into the next door on the left.

Block Puzzle # 2**Puzzle Difficulty Rating: 5****Map Location: Cathedral**

Shift to the Material Plane using the portal in the upper corner of the room. Use the lead pipe on the Planar Portal platform to impale the Zephonim Vampires. Arrange the blocks into the alcoves so that they form a conduit with the pipes. There will be some block flipping involved to solve this puzzle. You will hear a clicking noise when you get them in right. One glass dome will break in a room ahead. Enter the other door on the other side of Bell #2.



▲ Arrange the blocks to form a conduit with the pipes in the alcoves.



▲ A glass dome from a future puzzle will break.

Block Puzzle # 3**Puzzle Difficulty Rating: 4****Map Location: Cathedral**

This puzzle is very similar to the last puzzle, which involves placing the blocks into the alcoves to form a conduit. Shift to Material Plane and then push the stacked blocks to the Portal ledge. Push the blocks over, so they are not stacked. After solving this puzzle, another glass dome in another room will break. Return to bell #2.



▲ Push the blocks over using the Planar Portal ledge.



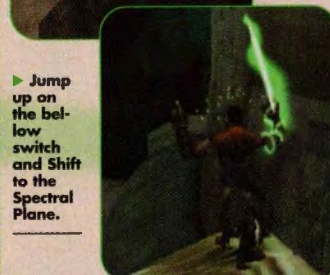
▲ A second glass dome from a future puzzle will break, too.

Bell #2**Puzzle Difficulty Rating: 9****Map Location: Cathedral**

Ring bell #2, run to the airshaft, and glide directly across to the lower room on the opposite side. Ring bell #1. Return to bell room #2, and then to the glass wall. Jump up on the bellow switch above the pipe. This will trigger a timed door. Switch to the Spectral Plane as soon as possible to keep it from closing. Jump down into the room beyond the broken window (Bell #1) and into the now open room near the second bell (Valve Room).



▲ Ding-Dong-Ditch!



▶ Jump up on the bellow switch and Shift to the Spectral Plane.

Valve Switch Room**Puzzle Difficulty Rating: 4****Map Location: Cathedral**

On the opposite wall, enter the opening and use the pipes as stairs to reach the level above you.



▲ Use the pipes as a stairway to the next Planar Portal.

Map Location: Cathedral

Follow this path until you reach the Planar Portal. Shift to the Material Plane and return to the room with the timed door. Use the valve switch on the double doors to lock the door in the open position.

Map Location: Cathedral

Head to the other room on the other side of the valve room and open the door and jump across the hall to the next gate.



▲ Turn the valve to lock the stone monolithic door open.

Block Puzzle # 4**Puzzle Difficulty Rating: 8****Map Location: Cathedral**

Once you fit the four picture blocks with the bare legs in the correct alcoves, the four blocks on the ceiling will drop so that you can complete the puzzle with the robed legs. This will open the structure in the next room, revealing a five point Glyph Energy Power up. Return to the Planar Portal above. Take the first left to a large red gate.



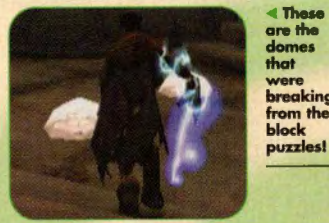
▲ Fit the first four blocks and the second set will fall from the ceiling.



▲ Collect the power up from the opened pod in the next room.

3rd Floor Valve Rooms**Puzzle Difficulty Rating: 9****Map Location: Cathedral**

Notice the two clear domes on the floor. Do they look familiar? Pass through the gate and then shift back using the Planar Portal on the other side. Go through the left hallway.



▲ These are the domes that were breaking from the block puzzles!

Valve room #1**Map Location: Cathedral**

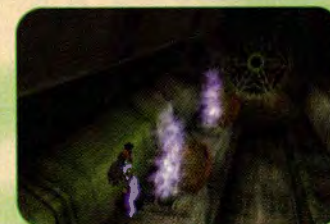
There are three valves in this room. Open up the two that are closest to the camera. Now go back to the gate and take the other hallway.



▲ Open up the two valves that are closest to the camera.

Valve room #2**Map Location: Cathedral**

Open the two valves that are furthest away from the camera, then go back and pass through the gate. Observe the domes. They've shattered and the levers have been exposed. Return to the Planar Portal down the hall and, in the Material Plane, turn all four of the levers to activate the airshaft. Enter the airshaft and float to the pipes at the top.



▲ Open the two valves that are furthest away from the camera.

Vertical Pipe**Puzzle Difficulty Rating: 2****Map Location: Cathedral**

Push over the pipes to complete the two connections and then jump into the hall near the pipes.

Three Pipes Room**Puzzle Difficulty Rating: 2****Map Location: Cathedral**

Activate the two floor switches to open the walls that reveal a door above. While

attempting to reach the hallway above, you will need to shift into the Spectral Plane to reach the second scaffold.



▲ Activate the two floor switches to open a door.

Pipe Organ**Puzzle Difficulty Rating: 3****Map Location: Cathedral**

Use the Planar Portal in the Pipe Organ room to shift back to the Material Plane, run across to the columns, and turn the wheel. Jump up to the other pipes on the right and enter the hallway above. In the Vertical Room, climb the pipes in the Material Plane and enter the hall at the top.



▲ Run across to the columns, and turn before the Wall Crawlers get you!

The Breeding Frenzy Continues:

BKN

Don't miss the animated series on
BKN KID'S NETWORK!

Monster Rancher 2™

Every CD you own contains a monster!

Monster Rancher 2 can unleash hundreds of monsters from your common household CDs. That's right—you can actually use this game software to spawn unique monsters from any CD you own—music CDs, PC software CDs, or even other game CDs: **EVERY CD YOU OWN.**

● **YOU'RE THE MASTER:** fully interact with your new pets

● **Hundreds of new monsters with monstrous attitudes**

● **Unlock secret expeditions, levels, and monsters**

● **Release your Monster Rancher 1 monsters into the world of Monster Rancher 2**

● **For 1 or 2 PLAYERS**



Praise (or punish) him



Play games with him



Fight!



WARNING:
Whatever You Do, Don't Sit
Too Close To Your CD Rack!



Start unleashing your monsters today!

Monster Rancher 2™ 1999 Tecmo Inc. US and foreign patents pending. Tecmo is a registered trademark of Tecmo, Inc. BKN is a registered trademark of BKN Entertainment, INC. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Visit Tecmo at www.tecmo.com

TECMO



▲ Climb the pipes to the right, not the ones below hall you entered through.

Block & Ramp Room

Puzzle Difficulty Rating: 3

Map Location: Cathedral

Pull the block towards the switch to activate it. Use the fallen column as a means to get up to the upper hallway.



▲ This is the valve that you will jump on top of to reach the ledge on your way back to the three pipes room.

Pipe Room

Puzzle Difficulty Rating: 4

Map Location: Cathedral

Climb on the pipes and push the upright pipe into place and turn the valve switch. This will allow enough air pressure to flow in the three pipes room to push Razele upward to get to the boss's lair. On your return to the pipe room, jump to the wheel platform from the ledge in the block/ramp room to make it to the following hallway. Shift back to the Material Plane, and jump up above the three pipes to float above to the upper level.



▲ After pushing the pipe over, turn around and follow the pipes to the valve switch above.



▲ Jump up onto the three pipes and float to the Boss's lair.

Zephon Boss

Puzzle Difficulty Rating: 7

Map Location: Cathedral

As you walk into Zephon's Lair, you will see a flame-throwing torch on the left and two Planar Portals on either side of the room. Step up to the Boss and attack his spidery legs when they get stuck in the earth from his puncturing attack. When the legs break, Zephon will release an egg from his midsection. Pick it up, run to the torch, and light it. Run back, but not close enough for his claws to make contact, and throw the burning egg at his head. Breakfast is served! Use the look buttons in conjunction with the release of the Triangle

button to perfect your aim. After three helpings of eggs, the boss will die. If you run out of legs to chop off before the third attack, hit his midsection for more eggs. After the battle, you get the 'Wall Crawling' ability that can only be used in the Material Plane.



▲ Throw the burning egg at Zephon's head. Breakfast is served!



▲ After three helpings of eggs, the boss will die.

Map Location: Cathedral

Step through the Warp Gate in the Boss's Lair to the Cliff Pillars Warp Gate.

TOMB OF SERAFAN

Map Location: Pillars

Return to the room that you fought Kain in, and as you walk in, climb the column towards the center of the room to the right. On the ledge walkway, go the door on the opposite side of the dome.



▲ Climb the column in the Boss room.

Map Location: Tomb Pillar 1

Follow the passages to the courtyard (Tomb Pillar) and leave the courtyard through its only exit. In the Canyon (Tomb Pillar), there is a smaller path to the left of a gate, take this path to the Tomb of Serafan.

Tomb of Serafan Exterior

Puzzle Difficulty Rating: 3

Map Location: Tomb

Enter the main entrance into the tomb and shift to the Spectral Plane to pass through the gate.

Map Location: Tomb

Go to the Planar Portal in the hall and shift back to the Material Plane and enter the next door.

Map Location: Tomb

Pull the block out of the wall and enter the tomb. Stand in the middle of the floor and shift into the Spectral Plane.

Map Location: Tomb

You'll fall to the room below. Exit through the next gate.



▲ The main entrance to the Tomb of Serafan.



▲ Razele learns he is Serafan.

Boss Platform

Map Location: Tomb

In the boss room, jump to the Planar Portal and shift back to the Material Plane. At the same time, a new boss will become visible.

Morlock Boss

Puzzle Difficulty Rating: 2

Jump to the center stage and attack until Morlock enters a state of paralysis. Run him through with the Soul Reaver or throw him in the water. After the battle, you get the Force Projectile ability.



▲ Run him through with the Soul Reaver or throw him in the water.

Tomb of Serafan, Continued

Puzzle Difficulty Rating: 4

Map Location: Tomb

Use your new ability to get out of the Boss room. Shoot or throw two force projectiles at the small stone block in the far wall.

Map Location: Tomb

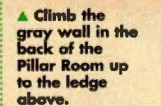
Exit the room through this opening and make your way through the Antechamber and into the water in the Pillar Room.

Map Location: Tomb

Jump to the Planar Portal and shift into the Material Plane. Turn around and look for the back gray wall. Climb the wall to the ledge above, turn around and glide to the left pillar. Use the Force Projectile to push the stone block off of the next pillar. Jump and glide to the following ledge.



▲ Throw two force projectiles at the small stone block in the far wall.



▲ Climb the gray wall in the back of the Pillar Room up to the ledge above.



Hallway Intersection

Map Location: Tomb

When you come to the hallway and are confronted with a choice of directions (The stairs ahead lead to a bonus room with an Eldritch Glyph power up. Use a Projectile on the large bonus room door to open it.), head to the right and pass through the gate. Go up the stairs to the Chapel with the cage in the middle of the floor.

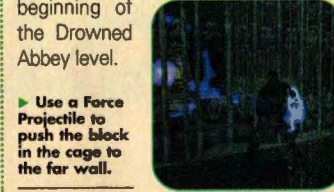
Chapel

Puzzle Difficulty Rating: 4

Map Location: Tomb

Use the Force Projectile in the Material Plane to push the stone block against the back wall of the cage. Pass through the cage and jump up to the hallway above, using the block as a step. Follow the hallway to a large body of water.

This is the beginning of the Drowned Abbey level.



▲ Use a Force Projectile to push the block in the cage to the far wall.

▲ Use a Force Projectile to push the block off of the second pillar. Yes!



THE DROWNED ABBEY

Aluka Level

Map Location: Aluka

From the Chapel of the Tomb of Serafan, run to the ledge with the Planar Portal, shift to the Material Plane and glide down to the boat.



▲ Jump into the boat that you'll find in the Material Plane.

Boat Canyon, above water

Puzzle Difficulty Rating: 6

Map Location: Aluka

Head to the higher deck and shift into the Spectral Plane. Jump to the closest canyon ledge and enter the passage-way there.

Map Location: Aluka

Shift back to the Material Plane to open the left door in the round room. (The right door leads to a Warp Gate.)

Map Location: Aluka

Use the Soul Reaver to open the white doors at the end of the next hallway.



▲ Use the Soul Reaver to open the white double doors.

Courtyard

Puzzle Difficulty Rating: 2

Map Location: Aluka

Jump to the platform in the water to the right and continue to jump from platform to platform until you see a ledge with a Morlock vampire on it. Use a Force Projectile to deflect his attack and to throw him into the fire behind him.

Map Location: Aluka

Jump to this ledge, go through door on your left, and follow the halls to the Drain Room.



▲ Use a Force Projectile on the Morlock to throw him into the fire.

Drain Room

Map Location: Aluka

In the Drain room, pass through the gate on the opposite side of the room. At the end of the hall, pass through another door and into a large room.



▲ Come back here when you have the Constrict ability to get to the Bonus Rooms.

aluka bonus room

Puzzle Difficulty Rating: 9



When you return to the Drain Room after receiving the Constrict ability, you can unlock the secrets of this puzzle. Use the Constrict on the center pole. This will drain the pool. Remove the blocks from the walls below and each room behind them has bonus items. You will be able to get Glyph Energy and Glyph Stamina.

Fractured Hall, above water

Puzzle Difficulty Rating: 2

Map Location: Aluka

Shift into the Material Plane and jump across the platforms in the water. Shift back halfway across to continue. Pass through the door at the end of this hall.

Map Location: Aluka

Pass through the next two doors and follow the tunnel through the water and into the Underwater Chapel.



▲ While jumping across the pillars of the Fractured Hall, you will have to plane shift.

Chapel, underwater

Puzzle Difficulty Rating: 6

Map Location: Aluka

Follow the checkered floor to the right and jump to the top of the arch. Turn to the right and jump again onto a Planar Portal ledge. Climb the wall behind you after shifting into the Material Plane.

▲ Follow the checkered floor to the right and jump to the top of the arch.



Chapel, above water

Puzzle Difficulty Rating: 3

Map Location: Aluka

From this ledge, jump across the rafters to the other side of the Chapel and enter the door to left. Use a Force Projectile to shatter the stained glass window.

Map Location: Aluka

Jump from one drain to the next on the outside right wall and when you reach the edge of the building, jump to the roof of the circular building in the middle of the reservoir (Aluka Courtyard). Jump and glide to the Bell Tower from the other end of this roof.



▲ Jump across the Chapel's rafters.



▲ Break the Stain Glass window with a Force Projectile.



▲ when you reach the edge of the building, jump to the drain around the corner.



▲ Jump and glide to the Bell Tower, then pull the chain.

Bell Tower

Puzzle Difficulty Rating: 2

Map Location: Aluka

Pull the chain as you enter the window of the Bell Tower. Go down the staircase through the water and enter the door to the left.

Rahab Boss

Puzzle Difficulty Rating: 8

Map Location: Aluka

Jump from pillar to pillar until you reach the top one with the Planar Portal on it and shift into the Material Plane. This fish will be easy to fry! Remain on top of one of the pillars and use your Force Projectile to break all of the windows in this room. Use the Look buttons to focus your aim on these small round windows. After they have all been destroyed and the sunlight has cooked Rahab, you will receive the 'Swimming' ability.



▲ Reach the top pillar with the Planar Portal on it and shift back into the Material Plane.



▲ Use the Force Projectiles on the windows to kill Rahab.

Alley**Map Location: Aluka**

Return to the underwater Chapel by way of the alley past the Courtyard. Crouch and jump to reach the alley wall above the underwater gate. In the next hallway, shift to the Spectral to get back into the under water Chapel. Shift back to the Material Plane.



▲ Crouch and jump to reach the alley wall above the underwater gate.

Map Location: Aluka

In the middle of the Chapel, use the Force Projectile on the underwater door on the far side of the structure. Swim down the stairs (Aluka) to the Crypts.



▲ Use the Force Projectile on the underwater Chapel door.

Crypts**Map Location: Aluka**

Swim to the left and take the Glyph Energy Power Up from the Alcove. This is also the exit out of the Crypt.



▲ The Glyph Energy will guide you to the exit.

CONNECTING ROUTE TO THE TEMPLE

Map Location: Connecting

Swim up the ramp. Continue to swim through the Circular room through the passage at the top and into the cave.

Map Location: Connecting

The exit in the cave is through the alcove on the back wall that is in the upper left corner.

Temple**Map Location: Hub A Temple**

Swim up the stairs in this room. Look familiar? You happen to be in the 'Hub' area which you passed through on your way to the Skinner Level. Return to the Vortex area. You now have all the components to complete the Glyph Puzzles and receive all of the remaining Glyphs. You can either go on a Glyph Quest

or you can go to Ash Village and fight Dumah.

► After swimming up these stairs, the territory should look very familiar.



drowned abbey bonus room

Puzzle Difficulty Rating: 4**Map Location: Boat Canyon, below water**

Now that you have the Swimming Ability, you can find this bonus area to the left of the Boat in the lake. Outswim the Morlock Vampires and swim through the tunnel into an underwater bonus room. In back of the room and towards the top is the Erlich Glyph Energy Power-Up.



4 Now that you have the Swimming Ability you can get to the Boat Canyon bonus area.

This is as far as we can go this month. If you still need help, check back with us in 30 days, when we'll have the second half of our Legend Of Kain: Soul Reaver strategy. Until then, good luck!



WITH ONE ADDITIONAL ACCESSORY YOU'LL NEVER
HAVE TO LEAVE YOUR CHAIR AGAIN.

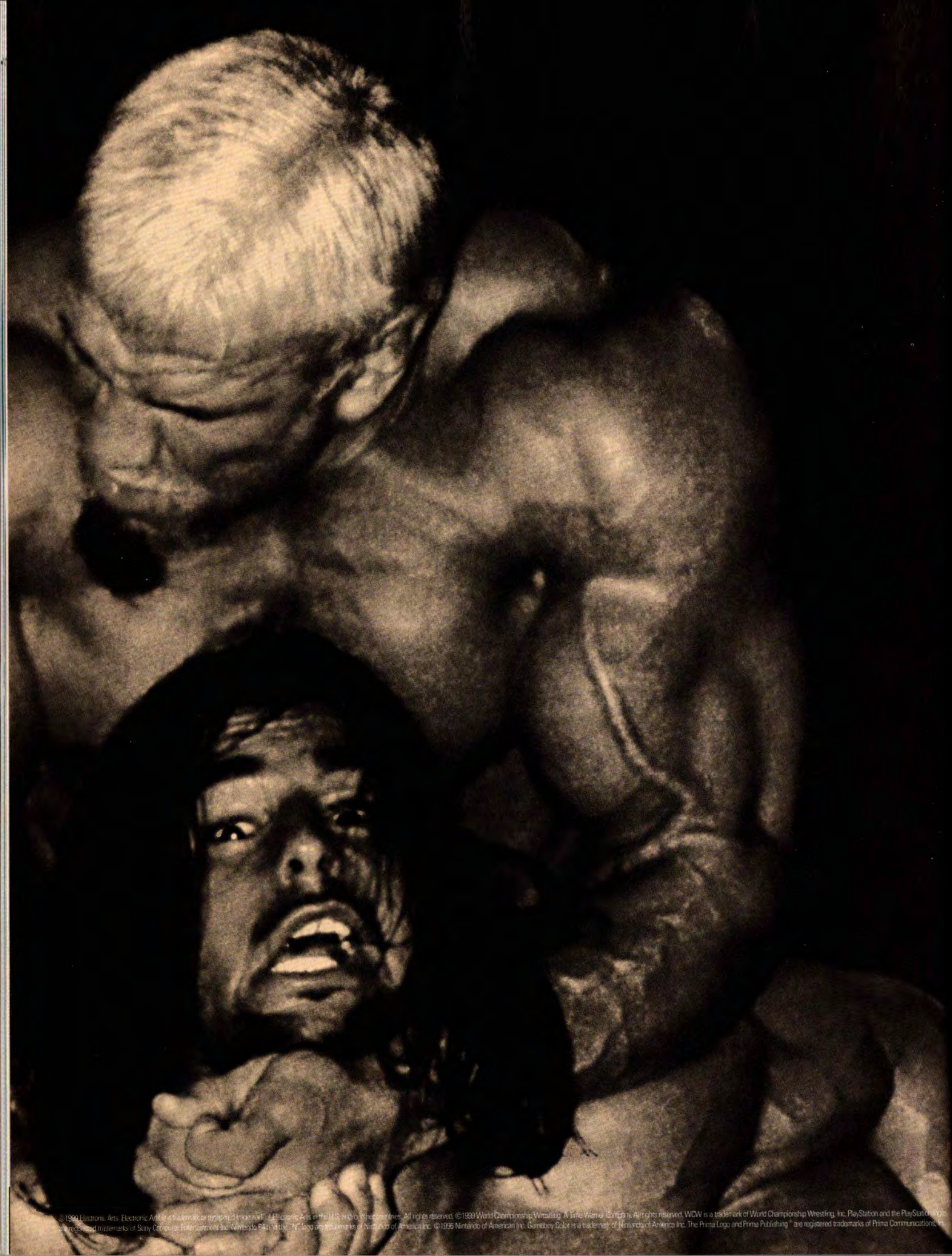


INTRODUCING THE ULTIMATE GAMER WEB-SITE.

Kick-butt info plus a mega mind blowin' selection of stuff to buy. Just lift a finger.

www.thegamestop.com

Powered by Babbage's and Software Etc.



THE RULEBOOK SAYS YOU CAN ONLY FIGHT INSIDE THE RING.
BUT THEN AGAIN, THE RULEBOOK SAYS A LOT OF THINGS.



Hurl WCW wrestling's A-list out of the ring and into backstage areas, locker rooms and parking garages.

Trash opponents with garbage cans, folding chairs and anything else that's not

bolted down. It's a big arena out there. Give 'em a guided tour. www.wcwmayhem.com



WCW MAYHEM. IT STARTS IN THE RING. IT JUST DOESN'T HAVE TO END THERE.

ELECTRONIC ARTS®



WCW...The Album Coming 10.19.99
Prima Strategy Guide Available.

©1999 Electronic Arts. Electronic Arts is a registered trademark of Electronic Arts in the U.S. and/or other countries. All rights reserved. ©1999 World Championship Wrestling. A Time Warner Company. All rights reserved. WCW is a trademark of World Championship Wrestling, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Game Boy Color is a trademark of Nintendo of America Inc. The Prima Logo and Prima Publishing are registered trademarks of Prima Communications, Inc.



Authentic ring entrances for over 40 WWF Superstars!

Acclaim SPORTS

www.acclaimsports.com

All-new specialty matches like Lumberjack and King Of The Ring.

Wrestle your way to the title in all-new Career Mode.

First ever create your own Pay-Per-View Mode!

PlayStation
GAME BOY COLOR
NINTENDO 64
www.wwf.com

WWF Attitude is a trademark of Titan Sports, Inc. © 1999 Titan Sports, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City, UT & © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Nintendo 64, Game Boy Color and the 3D "N" logo are trademarks of Nintendo of America, Inc. © 1996 Nintendo of America, Inc. PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Screen shots shown were taken from the Nintendo 64 version of the video game.

CODE JUNKIES

your complete monthly source for all the newest and coolest playstation cheats

Face it—you're a Code Junkie. You need every new PlayStation cheat and password, and you want 'em now. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

code fix of the month

Driver

Hit N' Run Cheats

When a game has a menu option titled cheats, there will obviously be some codes out there. Well, PSM's got most of them and considering how hot this game is right now, these codes are going to make a lot of you happy. The following codes will activate invincibility, immunity from the cops, and jack up the suspension of your car, among others. All the codes are entered at the Main Menu and will appear in the cheats option. A sound will be heard when entered correctly.

- | | |
|--------------------|---|
| Invincibility..... | L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1 |
| Immunity..... | L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2 (Note: cops won't chase you) |
| Rear Wheel..... | R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1 (Note: makes car drive like a forklift) |
| Minis..... | R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2 (Note: The collision detection will still act like cars were normal size.) |

- | | |
|-------------------|--|
| Stilts..... | R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1 (Note: raises the suspension on your car) |
| Antipodean..... | R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1 (Note: turns screen upside down) |
| View credits..... | L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1 |



Enter the codes quickly on the Main Menu.

After you enter the codes, you can enter the Cheats screen, where you can turn on and off all the cheats you have inputted.



The Minis code will make all the cars tiny, like RC cars.



If you're into jacked-up monster trucks, then the Stilts code is for you.

Lunar: Silver Star Story Lords Of Lunar Hidden Game

There is nothing we here at PSM love more than when we come across a fun hidden game within a larger title. Inside *Lunar: Silver Star Story* is one such hidden game which draws inspiration from one of the best of the forgotten videogames of the past.

One of the most playable games made for the original Atari 2600 was a title called *Warlords*, which placed you defending your castle against one to three other opponents. Gameplay was kind of a combination of *Blockout* and *Pong* and made excellent use of the 2600's paddles. A very similar game is playable inside the *The Making Of Lunar: Silver Star Story Complete* disc. To access it, load up the "Making Of" disc and when the movie starts showing the game's creation, press **START**. You will automatically be taken to the *Lords Of Lunar* title

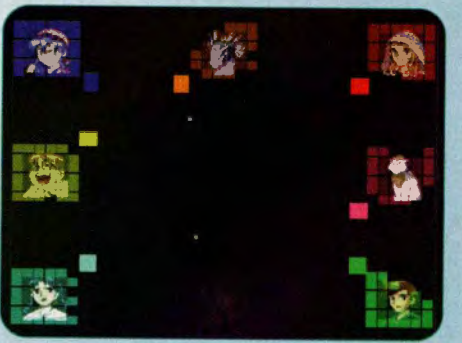
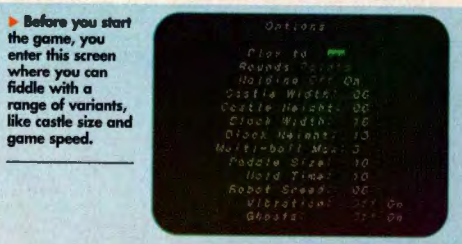
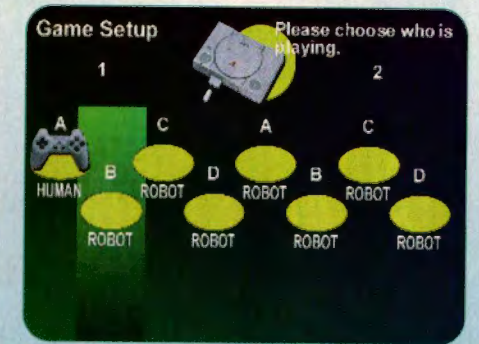
You will enter the code to open the hidden mini-game when the FMV starts on the "Making Of" disc.

screen. When you enter the game, you can compete with up to eight different players with the use of a couple multi-taps. Also many of the characters from *Lunar* will be playable within the game.



After successfully entering the code, you'll be taken to this screen.

Lords Of Lunar can be played with up to eight players. We had only one controller plugged into our PlayStation, but you can play against seven other computer opponents. You'll need lots of controllers, plus a multi-tap or two.



The game plays exactly like *Warlords* created twenty years ago. Using the sticks of the Dual Shock Analog controller, you can even emulate the Atari 2600 paddle. There are also cool vibration effects. Isn't retro-gaming fun?

Chocobo Racing Bonus Stuff

This fun little Square racer already has plenty of your favorite characters to try out, but hidden just under the surface of the game are an additional ten characters to use. There is also a special *Final Fantasy* course to open as well. Unfortunately, there is no code to open them immediately, but this is exactly how to get everything legitimately.

Bonus characters are unlocked by beating the Story Mode. The first time you beat it, you will gain the ability to edit your own character from the default characters, as well as opening the first bonus character Bahamut. As you continue to clear the Story Mode, more characters will be available for editing. When you beat the Story Mode a second time, a screen will appear saying "A New Challenger Arrives". Then Squall from *Final Fantasy VIII* will challenge you to a race on his own *Final Fantasy* track. If you beat him, Squall will become playable and his track can be selected in the Grand Prix Mode. Each time you clear the Story Mode, another character will become playable. To play as one of the bonus characters after they have been unlocked, go to the Select Racer screen and highlight Squall, then press and hold the appropriate buttons while pressing the X button. The following is the list of bonus characters with their respective button inputs and times needed to beat the Story Mode to access them.

Times won	Character	Code
1	Bahamut	N/A
2	Squall	N/A
3	Cid Tank from Dungeon 2	L1
4	Mumba from FF VIII	L2
5	Cloud on his Hardy Daytona	R1
6	Cactuar from the FF series	R2
7	Aya in a police car	L1 + L2
8	Chocobo from FF IV and V	R1 + R2
9	Airship from FFIV and V	L1 + R1
10	Jack	L2 + R2



◀ You earn the FF VIII track, along with Squall, after beating the game twice.



▶ To activate the hidden characters once you've earned them, you must highlight Squall, then press the appropriate buttons.



◀ When you press one of the buttons to activate a hidden character, their name will appear at the bottom of the screen.

▶ And here you go, the secret character, Cid's Tank in action.



GEX 3 Become Dracugex, or is that Gexula?

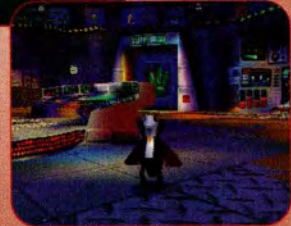
Gex's charm comes in his ability to not only let fly snappy one-liners, but also his knack for picking the right outfit for the right situation. A part of the fun in *Gex 3* is discovering a new outfit when you enter a new area of the game. Until now, you could only be dressed in your bathrobe in the control room.

Enter the doorway leading to Clueless and go upstairs. On the left wall, you'll find a picture of Dracugex with a blue tint. Look at the picture with Δ and you should hear lightning strike and Gex will laugh. You will then be a vampire and can reenter the control room without changing back.



▶ Press Δ to enter the first person mode to look at the picture on the wall. You have to be close for it to work.

▶ As the vampire version of Gex, you'll say some new phrases relating to the vampire theme, as well as sporting some funny new animations. Plus, you'll have a cape.

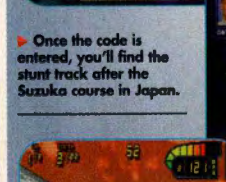


Formula 1 '98 Bonus Stunt Track

Compared to the previous Psygnosis *F1* games and the new *Monaco Grand Prix* from Ubi Soft, *Formula 1 98* just can't compare. But now that we've come across a cool hidden track, there may now be a justifiable reason to throw *F1 98* into your PlayStation. The bonus track is easily the most fun in the game, although completely based in fantasy. To access it, select Arcade or any other mode and then select the Driver/Team option. From there, press p to enter another menu, which has an Edit Driver Name Option. Select it and erase the name there, replacing it with the words "Cheesy Poofs". When you go back and select your track, you'll find the new course just after Suzuka.



▶ To get the bonus course open, you have to enter "Cheesy Poofs" as your driver's name.



▶ Once the code is entered, you'll find the stunt track after the Suzuka course in Japan.



▶ What's so fun about the Stunt track are all the changes in elevation and wild jumps. The graphics are also a bit psychedelic, which is always a draw.

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
Square Soft	(901) 407-KLUE
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

game shark codes

LUNAR-SILVER STAR STORY COMP.

Infinite Health In Battle (All)	800306600055
Infinite HP (Alex)	801dbfc003e7
Infinite HP (Ghaleon)	801dc18003e7
Infinite HP (Jessica)	801dc04003e7
Infinite HP (Kyle)	801dc0c003e7
Infinite HP (Laika)	801dc1c003e7
Infinite HP (Luna)	801dc10003e7
Infinite HP (Mia)	801dc08003e7
Infinite HP (Nash)	801dc00003e7
Infinite HP (Ramus)	801dc14003e7
Infinite Magic In Battle (All)	8002e7e62400
Infinite Money	801dc37c967f
Infinite MP (Alex)	801dbfc403e7
Infinite MP (Ghaleon)	801dc18403e7
Infinite MP (Jessica)	801dc04403e7
Infinite MP (Kyle)	801dc0c403e7
Infinite MP (Laika)	801dc1c403e7
Infinite MP (Luna)	801dc10403e7
Infinite MP (Mia)	801dc08403e7
Infinite MP (Nash)	801dc00403e7
Infinite MP (Ramus)	801dc14403e7
Max # Attack (Alex)	301dbfd200ff
Max # Attack (Ghaleon)	301dc19200ff
Max # Attack (Jessica)	301dc05200ff
Max # Attack (Kyle)	301dc0d200ff
Max # Attack (Laika)	301dc1d200ff
Max # Attack (Luna)	301dc11200ff
Max # Attack (Mia)	301dc09200ff
Max # Attack (Nash)	301dc01200ff
Max # Attack (Ramus)	301dc15200ff
Max Agility (Alex)	801dbfcc03e7
Max Agility (Ghaleon)	801dc18c03e7
Max Agility (Jessica)	801dc04c03e7
Max Agility (Kyle)	801dc0cc03e7
Max Agility (Laika)	801dc1cc03e7
Max Agility (Luna)	801dc10c03e7

Max Agility (Mia)	801dc08c03e7
Max Agility (Nash)	801dc00c03e7
Max Agility (Ramus)	801dc14c03e7
Max Attack (Alex)	801dbfc803e7
Max Attack (Ghaleon)	801dc18803e7
Max Attack (Jessica)	801dc04803e7
Max Attack (Kyle)	801dc0c803e7
Max Attack (Laika)	801dc1c803e7
Max Attack (Luna)	801dc10803e7
Max Attack (Mia)	801dc08803e7
Max Attack (Nash)	801dc00803e7
Max Attack (Ramus)	801dc14803e7
Max Defense (Alex)	801dbfca03e7
Max Defense (Ghaleon)	801dc18a03e7
Max Defense (Jessica)	801dc04a03e7
Max Defense (Kyle)	801dc0ca03e7
Max Defense (Laika)	801dc1ca03e7
Max Defense (Luna)	801dc10a03e7
Max Defense (Mia)	801dc08a03e7
Max Defense (Nash)	801dc00a03e7
Max Defense (Ramus)	801dc14a03e7
Max HP (Alex)	801dbfc203e7
Max HP (Ghaleon)	801dc18203e7
Max HP (Jessica)	801dc04203e7
Max HP (Kyle)	801dc0c203e7
Max HP (Laika)	801dc1c203e7
Max HP (Luna)	801dc10203e7
Max HP (Mia)	801dc08203e7
Max HP (Nash)	801dc00203e7
Max HP (Ramus)	801dc14203e7
Max Luck (Alex)	301dbfdd00ff
Max Luck (Ghaleon)	301dc19d00ff
Max Luck (Jessica)	301dc05d00ff
Max Luck (Kyle)	301dc0dd00ff
Max Luck (Laika)	301dc1dd00ff
Max Luck (Luna)	301dc11d00ff
Max Luck (Mia)	301dc09d00ff
Max Luck (Nash)	301dc01d00ff
Max Luck (Ramus)	301dc15d00ff

Max Magic En (Alex)	801dbfd003e7
Max Magic En (Ghaleon)	801dc19003e7
Max Magic En (Jessica)	801dc05003e7
Max Magic En (Kyle)	801dc0d003e7
Max Magic En (Laika)	801dc1d003e7
Max Magic En (Luna)	801dc10003e7
Max Magic En (Mia)	801dc09003e7
Max Magic En (Nash)	801dc01003e7
Max Magic En (Ramus)	801dc15003e7
Max MP (Alex)	801dbfc03e7
Max MP (Ghaleon)	801dc18603e7
Max MP (Jessica)	801dc04603e7
Max MP (Kyle)	801dc0c603e7
Max MP (Laika)	801dc1c603e7
Max MP (Luna)	801dc10603e7
Max MP (Mia)	801dc08603e7
Max MP (Nash)	801dc00603e7
Max MP (Ramus)	801dc14603e7
Max Range (Alex)	301dbfd300ff
Max Range (Ghaleon)	301dc19300ff
Max Range (Jessica)	301dc05300ff
Max Range (Kyle)	301dc0d300ff
Max Range (Laika)	301dc1d300ff
Max Range (Luna)	301dc11300ff
Max Range (Mia)	301dc09300ff
Max Range (Nash)	301dc01300ff
Max Range (Ramus)	301dc15300ff
Max Wisdom (Alex)	801dbfcd03e7
Max Wisdom (Ghaleon)	801dc18e03e7
Max Wisdom (Jessica)	801dc04e03e7
Max Wisdom (Kyle)	801dc0ce03e7
Max Wisdom (Laika)	801dc1ce03e7
Max Wisdom (Luna)	801dc10e03e7
Max Wisdom (Mia)	801dc08e03e7
Max Wisdom (Nash)	801dc00e03e7
Max Wisdom (Ramus)	801dc14e03e7

R-Type Delta All The Codes

This big batch of *R-Type Delta* codes come straight from AgeTech, the company that published the game. Not only do we have outright cheat codes here, but we also let you know what it takes to unlock the game's secrets. This game is tough, so all this info should help. Enjoy the game, you cheaters!

Cheats

All the following cheats are entered while the game is paused during gameplay. All the cheats share the same button inputs except for the final input, which is different for each one. While on the pause screen, press and hold L2, then press Δ Δ Δ Δ Δ Δ , then one of the following button inputs to get the desired effect. You will hear a jingly noise when entered correctly.

Effect	Code
Refill Force Power	Δ + Δ
Red power-up	Δ + \square
Yellow power up	Δ + X
Blue power up	Δ + \circ

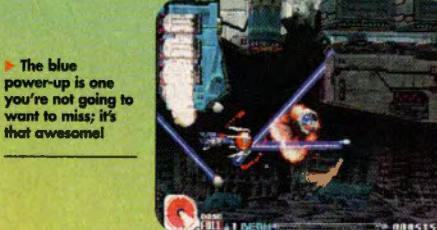


▶ The refill force power trick will fill the circle-shaped meter in the lower left, allowing you to let off your most powerful attack.

▶ The red power-up is very impressive!



▶ Here's the yellow power-up in action. Man, that's sweet!



▶ The blue power-up is one you're not going to want to miss; it's that awesome!

Secrets

The following secrets are opened after playing the game for a specified amount of time. It's kind of a pain, but definitely worth it.

Secret	How Opened
Level Select	Use the bombs more than 10,000 times.
9 credits	Gain over three hours of game play.
Free play mode	Gain over six hours of game play.
Power Armor	Beat the game in "Human" or higher difficulty setting, or by playing the game over one hundred times.

CROC'S BACK WITH A BUNCH OF NEW ZANY CHARACTERS!

Croc 2



Croc races into action in a go-kart, hang glider, speedboat, mine cart and a hot air balloon!



Croc hurries along pathways, and scurries below them.



Croc picks up and throws objects to discover hidden clues!

Croc's back in an exciting new adventure as he searches for his long lost parents. But the search soon becomes a showdown as Croc's archenemy, Baron Dante, is magically resurrected by his evil Dantinis. Join Croc's journey as he explores over 40 levels within four Gobbo tribe villages, each packed with unique Gobbos, mischievous monsters, and tons of fun!



www.foxinteractive.com

CROC 2 © 1999 Argonaut Software Ltd. All rights reserved. CROC 2 is a trademark of Argonaut Software Ltd. © 1999 Twentieth Century Fox Film Corp. All rights reserved. © 1999 Nabisco, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Fox Interactive is a registered trademark of Twentieth Century Fox Film Corp.



LETTERS

welcome to the premier forum for PlayStation fans, where we dig into today's hottest issues

Drop us a line at PSM Letters, care of Imagine Media, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, you can reach us at psm@imaginemedia.com.



▲ Noah, Gary and Bill and a thousand of their fans hide from Chris during the annual PSM Hide and Seek Festival. Chris found them about four hours later...

A couple questions for the experts:

1. What's going on with *SF EX 2*? I thought it was coming out for PS!
2. Do you anticipate any of the *Street Fighter III* series games coming out on PS2? In my opinion, this would be an excellent launch game for the greatest system to date.
3. I haven't heard any info on the *SFIII* series coming to Dreamcast; could this be a PS2 exclusive in the making?
4. Any word on the continuation of the *Darkstalkers* series in the arcade or on PS?
5. With the PS2 nipping at our heels, do

you expect the quality of games coming out for the PlayStation to diminish as Sony and third-party developers prep for the big PS2 launch? Finally, my hats off to you guys for coming through with an excellent magazine!

Jason & Hiromi Dunn
tamacula@surflife.net

► **STEVE:** Hello there, Jason and Hiromi Dunn. How are you folks doing? It seems you are fighting game fans, so I thought I would go ahead and answer your questions for you... or at least try to. Let's go...

1. No one seems to know what's going on with the home conversion of that game. Capcom did just

announce a "upgrade" for the arcade version of *EX 2* which will be called *Street Fighter EX 2 Plus* and it should be out sometime in July. Because of that, I have a feeling that the game won't be showing up on the consoles until at least next year. It's a long wait, but I think the game will be worth it.

2. While not 100% confirmed, I do believe that Capcom is going to port one of the three *SFIII* titles to the Dreamcast. I'm just not sure which one. There may be a chance that *SFIII: Second Impact* goes to the DC while the PlayStation 2 would get *SFIII: Third Strike*. Just don't expect any of the games to show up on the current PlayStation. *SFIII* runs on Capcom's CPSIII arcade board which makes a conversion quite difficult. I wouldn't even want Capcom to try.

3. See above

4. Hmm... the last thing I heard about a *Darkstalkers* sequel was that Capcom just started working on it. If I remember right, it is going to be called *Vampire Hunter* or something like that. I can't seem to remember the exact title right now. There has been no word on a home conversion yet.

5. I don't think that the quality of

games will drop; I just don't expect many major surprises ahead of us. Developers have pretty much pushed the PlayStation hardware to its maximum. There will still be plenty of great and innovative games, so don't worry. Just remember that some of the greatest games came out at the end of the Super Nintendo's life cycle. The same may hold true for the PlayStation.

Hello guys at PSM! Wuz up? I have been reading your mag VERY carefully and it has caused me to think up some questions. I hope you can answer them, especially since you just might be the true gods of gaming.

1. Could *Ape Escape* possibly be THE best game on the PlayStation? I read your review, and it has caused me to REALLY want it. Your review didn't even mention ONE flaw, so it MUST be VERY good. It sounds like a best seller until *Final Fantasy VIII*.



2. Do you think *FF8* will be, hands down, THE game of the year? Or do *Ape Escape*, *Street Fighter Alpha 3*, and *Ridge Racer Type 4* have a chance? What about *Soul Reaver* and *Suikoden 2*? Do you think the delays will cause it to turn off gamers, causing them to lose the chance at the coveted number 1 spot in your mag?

PAUSE

THIS MONTH'S TOPIC:

Why Hasn't Lara Taken It All Off Yet?

The ESRB ratings board created an Adults Only rating, but there's never been a PlayStation game to use it. And for that matter, there probably never will be. Sony is obviously concerned that if games for its system contained nudity, there would be millions of angry parents and senators with torches and pitchforks outside its California offices. And then they'd have to use the giant black cauldron full of burning lava, and that's just hell to clean up.

Seriously though, why haven't we seen that infamous "Nude Code" yet? Tasteless or not, a lot of people want to see it. The problem is that videogames are still perceived by the mainstream audience as a "kid's toy". Never mind the fact that

a hefty chunk of PlayStation owners are over 20, that gamers are a more diverse crowd than ever before. The moment an "Adults Only" game appears on a console, everyone will think that inappropriate games are being marketed at children.

Now, I'm usually the first person to step up on the soapbox and defend my rights to choose what I think is appropriate for me, but the simple fact is that, the way games are sold today, kids would end up getting hold of adult games. Either that, or major retailers wouldn't carry them, which basically means the publisher of the game wouldn't make any money.

PAUSE FEEDBACK: JULY Sports Games: Is it time for a change?

Here are your responses to our Pause topic for issue 23 (July, 1999). 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...

Most sports games have lost all their fun. It used to be that you could pop in a game and, without reading anything, just play it and have a good time. This is sad, but I think the best sports games were made on the classic Nintendo. Games like *Double Dribble*, *Tecmo Bowl*, *RBI*, *NES Open Tournament Golf* and *Ice Hockey*. Sure, they looked pathetic, but you could play them for hours without looking at the instructions.

Kent Hilker, Rainman164@aol.com

I'm not much into sports, but I am into wrestling! If they make a wrestling game for the next PlayStation, it would be great if you could update the rosters by going online, 'cause the story in wrestling is always changing. Why should we have to buy a whole new game when you can just update character costumes and who the wrestlers are associated with them?

Liam Roberts, DirtyDX@netscape.net

Each month, we put the controller down for a moment to focus on a different aspect of PlayStation gaming. We invite debate, so please drop us your opinion on this month's topic at PSM PAUSE, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or, you can e-mail us at psm@imaginemedia.com (just be sure to put "Pause" as the subject heading). We will run the best of your responses here in this section.



which I can't say for other genres. Do we need a Tomb Raider and Street Fighter game every year?

Philip Burns, PDiddy10@webtv.net

Why must a new version of a sports game come out every year?

Lewie Soai-Van, csibon@yahoo.com

In basketball games, you should be able to shatter the backboard. This would really make the game hype if this was put in. There should be trash talking, cheap shots, fighting (players run off the bench and help their teammate), technical and flagrant fouls, plus ejections of players and coaches. I do give *Live '99* props for the facial expressions, but where is the draft? Football games have them, why not basketball?

I'm on fiya, Imonfiya@aol.com

I think that making sports games realistic is what makes them fun. I've played my fair share of realistic sims and just plain "fun" sports games, and I keep going back to the realistic ones. The "fun" games get to be too easy and predictable. I need something that is going to challenge me. If you want a simple game that's easy to pick up, get a game from a different genre.

Forest Berry, rclerk@maderahospital.org

I like the idea of just downloading updated rosters for a game you already have, instead of buying a whole new version each year. But the release of sports games every year is not only a way to keep the rosters updated, developers also get to squeeze in better graphics and more innovative features. As long as the hardware hasn't reached its full potential, there will always be an updated version of any game.

Richard Medina, IKORIS@aol.com

I think you need the new installments every year. With how fast the technology is moving, it's nice to have updated graphics or whatever. I think things are only going to get better, unless they start making every game like *NFL Blitz*, which isn't worth the CD it's put on. Long live EA sports!

Kirk Brandt, krazzytrain@excite.com

► **CHRIS:** It sounds like there are two distinct sets of sports game fans: The advanced hardcore group that demands an experience as close to the real thing as possible, and gamers who are more casual fans and just want a fun-playing game.

Also, a lot of you were excited about the possibilities of updated rosters and other online downloads on the PS2, but were afraid that companies would still rather charge full price for a new game each year. Actually, that probably won't be the case—You have to keep in mind that publishers can still make a profit selling downloads online.



Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite genre, your current fave game, and your age. Send it to PSM Link-Up, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or you can e-mail us at psm@imaginemedia.com.

▲ Frederick Guese, age 14
11436 Stratton Street
North Hollywood, CA 91605
Favorite Genres: RPG, Adventure, Racing and Sports

Favorite Games: *Final Fantasy VII*, *Metal Gear Solid*, *Nuclear Strike*, *Triple Play 2000*, *NBA Live 99*, *FFVIII*, *Syphon Filter*, *Ehrgeiz*, *WWF Warzone*, *Gran Turismo* and *R4: Ridge Racer Type 4*

▲ Brent Dewan-aka-PuRGe, age 17
PuRGe32@hotmail.com
Favorite Genres: Mature RPGs, fighting, racing, and innovative titles
Favorite Games: *MGS*, *FF7*, *Tekken 3*, *Xenogears*, *Resident Evil 1-2*, *Grand Theft Auto*, *Twister* in the nude, among others
Quote: Right hand, red... heh, that tickles!

▲ Gaymon Chow, age 13
RChow68132@aol.com
Favorite Genres: Puzzle
Favorite Games: *The Crow*, *Fantastic Four*, *Tetris*, *Street Fighter the Movie*, *Rushdown*
Quote: Midgets Rule!

▲ Nick Palmigiano, age 13
Trunkz24@yahoo.com
Favorite Genres: RPG, Anime, Adventure
Favorite Games: All FF games, *DBZ* legends, anything by SquareSoft
Quote: Pss, anime, and Girls... what else do you need?

▲ Daniel Rose, age 14
3blade6669@aol.com
Favorite Genres: All but puzzle
Favorite Games: *FFVII*, *Metal Gear Solid*, *Tomb Raider III*, *Legend of Legaia*, *Syphon Filter*, *Breath of Fire III*, *Final Fantasy Tactics*, *Parasite Eve*, *Resident Evil 2*

▲ Ariel Acevedo, age 14
Akuma585@aol.com

(Continued from pg. 118)

3. Is there any info on the *Tomb Raider* movie, or has it all been kept under wraps, like who will play Lara. I hope it's either Liz Hurley, Debbie Dunning, or Lara Weller (if she can act). Maybe Fran is... no, never mind.

4. In my opinion, the sequel to *Tomb Raider* should not have the story line of *TR2*, but have an original one, where Lara has a friend that helps her. And her friend should be played by Tyra Banks. What great team, Lara Croft, and Tyra Banks (drool).



▲ Mmm... Tyra Banks... She waved to us with both hands right after we took this shot... No, really!

5. I have also been thinking of a solution to Jax having his metal arms in *Mortal Kombat: Special Forces*. Maybe, Jax decides they are too dangerous to use any longer, so he locks them up, but after he fights in *Mortal Kombat 2*, he realizes that he needs them to win *Mortal Kombat 3*. What do you think?

6. Will the PSMOnline site be updated anytime soon?

Mike Hawk,
Snake50342@aol.com

► **CHRIS:** Well, I don't know if we

comings and goings

1 'm on to you guys... after Blake Fischer's April Fools' prank, Noah said he was off the magazine. And he is off the magazine! What's goin' on? And where's Francesca?

Tyler Sovo
Tysova@aol.com

First off, let me offer Noah a belated Happy Father's Day. This is my first letter to ANY mag, so be kind. Let me say you guys have the BEST PlayStation mag ever!!! I've been with you guys since issue 6, and I've enjoyed every minute of it. I work in a bookstore and I suggest it to everyone who asks for PlayStation magazines.

Now for the real reason I'm writing this letter is for one question. What happened to Fran? I was reading your June issue happy as can be, then when your July issue came in, I headed straight to the "Meet the PSM team", and no Fran. When Bill Paris left, you made a big deal about it. Is she gone for good or did she just miss the photo shoot? You guys are hilarious, but she's cute, and being cute goes a long way in my book.

That's all I have to say about that. Keep up the great work!

Mike Jeffries
ems51@rescueteam.com

I was just wondering if you could explain all the staff changes that have happened recently. After Blake was "fired" from PSM, I saw his name in Next Generation magazine, which I believe is also published by your company. Does Blake still write for PSM? And what happened to Fran?

Now, it seems that she has mysteriously turned into another former Ultra Game Players staffer, Frank. Is PSM going to have any new people in the near future?

Aaron Ryan
Anchorage, AL

► **STEVE:** PSM has gone through a lot of changes recently. We've seen several staff members move on to other projects and several new people come on board. I know that there has been a lot of confusion about it all, so I thought now would be a good time to explain everything. Better yet, let's hear what's going on straight from the horse's mouth. Hey, Blake and Fran, get over here and tell our readers what you're doing now.

► **FRAN:** Lured by the promise of more money (I'm up to \$3 an hour!), lots of RPGs and cute little hedgehogs, I somehow found myself on the Official Sega

Dreamcast Magazine. And while there's currently no Squall or Rinoa on this side of the fence, I can still hope.

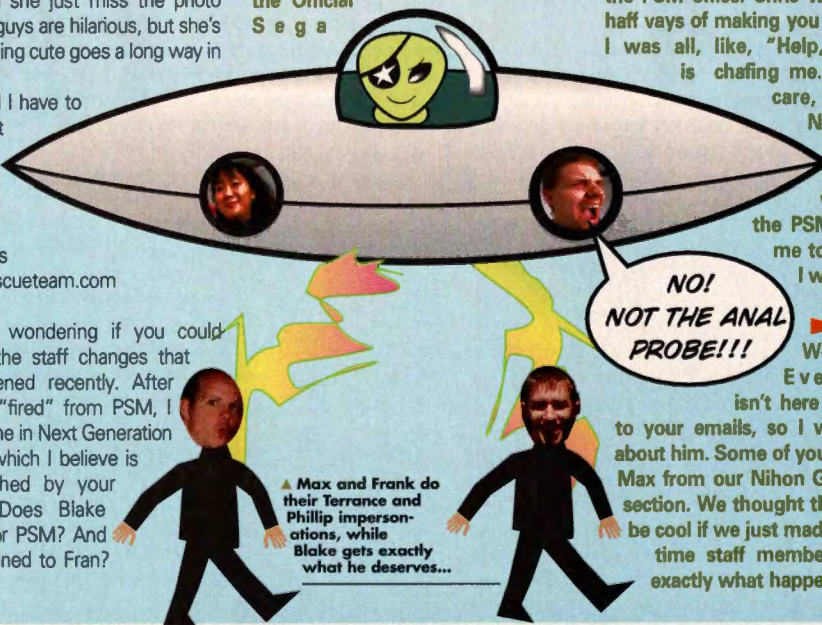
► **BLAKE:** After missing too many deadlines, Bill beat me within an inch of my life with his baseball bat of deadline justice. After a week or so of lying on the ground in pain (the rest of the PSM staff just stepped over me for fear of reprisal from the ever-vigilant Bill), I crawled over to Next Generation magazine, where they accepted me for who I am.

► **STEVE:** While we are saddened by the departure of these two hardcore gamers, we did manage to fill their positions. It wasn't easy, but we finally found two more "volunteers" to help us out. Here they are now...

► **FRANK:** I have no idea what happened. I was sitting over at Games Business, a very serious business magazine, when all of a sudden there was a flash, then darkness, and then I woke up, taped to a chair in the PSM office. Chris was all, "We haff vays of making you work." and I was all, like, "Help, this tape is chafing me." He didn't care, though.

Now, I'm forced to write whatever the PSM staff tells me to. Someday, I will escape.

► **STEVE:** Well, Max Everingham isn't here to respond to your emails, so I will tell you about him. Some of you may know Max from our Nihon Game Otaku section. We thought that it would be cool if we just made him a full-time staff member, so that's exactly what happened.



Favorite Genres: All but Simulations
Favorite Games: Metal Gear Solid, Xenogears, Streetfighter Alpha 3, Ridge Racer Type 4, Triple Play 2000
Quote: Only a fool trusts his life to a weapon

► **Jonathan Miller,** age 12
2202 Brindisi
Newport Beach, CA 92660.
Favorite Genres: Action/Adventure
Favorite Games: Tekken 3, Final Fantasy VII, Resident Evil: DC, Tomb Raider 2, Colony Wars

► **Matt B.,** age 18
Cbkc1@aol.com
Favorite Genres: Sports
Favorite Games: NFL Gameday '98, NBA Live '98, Tomb Raider 2
Quote: Better to have people think you are a fool than to open your mouth and remove all doubt. — Mark Twain

► **Jesse Johnson,** age 14
Johnson13@aol.com
Favorite Genres: All, but mostly RPG's
Favorite Games: Bust A Move (import), Resident Evil 2, Final Fantasy VII, Final Fantasy Tactics, Parappa The Rapper, Jet Moto 2, and Bushido Blade.

► **Aaron Phelps,** age 23
Drakyr@aol.com
Chico, CA
Favorite Genres: RPG, Fighting, Platform
Favorite Games: FF7 (of course!), RE2, Parasite Eve, Tekken 3, any Mega Man game, Bloody Roar and Reboot.
Quote: You may have won the battle, but the WAR is MINE!!!

► **John Park,** age 16
1721 Lawrence Ave. Apt. A
Leavenworth, KS 66048
Favorite Genres: RPG and Fighting
Favorite Games: Final Fantasy VII, Marvel v.s. Capcom, Resident Evil 2
Quote: The BEST GAME EVER would be Square v.s. Capcom!

► **Bryan Tindall,** age 28
3418 Laura St.
Wayne, Michigan 48184
Favorite Genres: Fighting, Action, Adventure, Strategy
Favorite Games: Tekken 1-3, Resident Evil 1-2, Tomb Raider 1-2
Quote: Anyone want a used NG4?

(Continued on pg. 104)

For the



Codes, and Strategies

CALL NOW...

1-900-772-4PSM

Strategies

&

Walk-Throughs

The most in-depth tips on all of the latest RPG's designed for quick and simple retrieval!

Code Junkie's Bible

Every code ever created for PlayStation games. If you don't find it here, it probably doesn't exist!

1-900-772-4776

Calls Cost \$1.49/Minute

Calls average 3 minutes in length!

If you are under 18 years of age, please

get your parent's permission to call!

PSM: 100% Independent PlayStation Magazine

BOH
Big Game Hunters

You can now get complete walk-throughs for these great games!

Alundra, Breath of Fire 3, Crash 3
Ehrgeiz, FF Tactics, Gex 3, Metal Gear Solid
Mortal Kombat 4, Parasite Eve, Resident Evil 2, Riven
Tales of Destiny, Tenchu, Tomb Raider 2 & 3, Xenogears, Silent Hill
Star Ocean 2, Syphon Filter, Bloody Roar 2, R4, LOK: Soul Reaver
Exclusively on 900 PSM: Legend of Legaia & Guardian's Crusade!

are the true gods of gaming, but we certainly try to be.

1. Personally, I loved *Ape Escape*. It reminded me a lot of *Mario 64* and other classic platform titles. The cartoony graphics, combined with the very innovative use of the Dual Shock controller, makes the title one of the truly great gaming experiences on the PlayStation. I would highly suggest that everyone go out and buy it. You just can't beat catching monkeys.

2. It's funny that you mention the game of the year. We have actually started to try and come up with a list of possible candidates. It already looks like making a decision is going to be difficult and we still haven't seen most of the games that are going to be released during the holidays. I would have to say that *FFVIII* is going to be near the top of the list, though. Other top ten possibilities include *Resident Evil 3*, *Dino Crisis*, *R4* and *Gran Turismo 2*.

3. There hasn't been any real concrete info released about the movie recently, but it still looks like the project is aimed at a Summer 2000 release date. Check out Frank's response below to find out more info.

4. Ooh-la-la... Tyra Banks. She would make an awesome Lara Croft. To find out more about the latest *TR* title, check out our world exclusive preview this issue. Eidos is taking the franchise in a whole new direction, which should be great for the series and fans.

5. Congratulations, you have won the coveted PSM no-prize! Oh, wait a minute, that's something Marvel comics would do. We'll have to tell Midway your theory the next time we speak with them.

6. Yes. The PSM site will be new and improved shortly. We are even going to have a dedicated staff member working on it and supplying daily content. We'll also have a bunch of polls and contests that readers will be able to check out. Stay tuned, PSMOnline will soon be reborn.

First off, I wanna say that you guys are the greatest and I've had a subscription for two years now! But I have a few questions for you guys:

1. What is the difference between a GameShark Pro and a regular GameShark? Does it have more games and codes or what?

► **Michael Georger**, age 14
ChiSox1983@aol.com
202 Southland Road
Huntersville, NC 28078
Favorite Genres: Adventure and Fighting
Favorite Games: *Gex*, *Gex-Enter the Gecko*, *Crash Bandicoot 2*, *FFVII*, *Star Wars-Masters of the Force*, *Kali*, *Gameday 98*, *Triple Play 98*, *NBA Live 98*
Quote: If at first you don't succeed, quit and turn on your PlayStation!

► **Aaron Benoliel**, age 25
4025 Burke Rd #1415
Pasadena, TX 77504
Favorite Genres: Fighting, Adventure, Shooters, and Racing
Favorite Games: *RE2*, *Tekken2*, *Colony Wars*, and *PlayStorm*
Quote: Can't you losers play anyone besides Eddy?

► **Masudur Rashid**, age 18
techno-man@juno.com
1553 Fairfax Dr.
Virginia Beach, VA 23456
Favorite Genres: RPGs, Fighting, Action, Adventure, Racing
Favorite Games: *FFVII*, *FFT*, *Street Fighter(s)*, *Tekken 2-3*, *VF3*, *Bust-A-Move (Dance&Rhythm)*, *Suikoden*, *Resident Evil 1-2*, *Tomb Raider 1-2*
Quote: Do I make you horny, BABY?

► **Dan Arbaugh**, 13
BIGDAN2468@aol.com
Evansville, IN
Favorite Genres: RPG's and weird games
Favorite Games: *Tombra*, *Final Fantasy 7*, *Patriot The Rapper*, *Point Blank* and *CastleVania SOTN*
Quote: PlayStation 4 life!

► **Brandon**, age 15
MrGex02@aol.com
Fort Worth, TX
Favorite Genres: Fighting, Action, Adventure
Favorite Games: *Tekken 2 & 3*, *Gran Turismo*, *Hot Shots Golf*, *Street Fighter EX*, *Street Fighter Collection*, *Dead or Alive*, *FFVII*, *Twisted Metal 2*, *Tomb Raider 1 & 2*, *Gex: Enter the Gecko*, *Bushido Blade*, *Croc*, *Tenchu*, and *Metal Gear Solid*

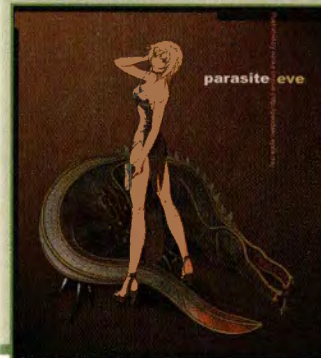
► **Steven Baack**, age 17
tkdsteve@aol.com



FAN ART



▲ Cool, huh? Andie Tang has lots more cool art at www.qmm.com.au/deemon.



▲ Does anyone else think that this pic of Aya really rocks? Thanks, Naskal!



▲ Kim Loh hits us with another great piece of fan art, this time of Hayato from *Rival Schools*. Nice work!

2. In *Tekken Tag Tournament*, is it going to be like how they tag up in *Rival Schools* and *Marvel vs. Capcom*, where you can switch between rounds and do double hit combos?

3. Have you guys heard ANYTHING about *Final Fantasy Tactics* 2? It is one of my favorite games, and I haven't heard anything about it in a very long time!

4. Is the import of *Final Fantasy VIII* worth buying or should I wait for the U.S. version? I was at E.B. the other day and some kids were trying to play the import, but couldn't even follow the story line



▲ The GameShark Pro will let you search for your own codes, as well as using all the codes that other folks find.

because it's all in Japanese! Thanks!

Robbie Brill
Recreat@AOL.com

► **NOAH:** I've got an answer to your first question, but I'll have to let Steve take the rest.

1. The biggest difference between the GameShark Pro and your normal GameShark is that the GS Pro



allows you to search for your own codes within a game. It comes with its own code searching interface and a helpful "Learn To Hack Like A Pro" video. What's cool about this is that before you needed a bunch of software and hardware that was difficult to install and really only available in Europe to be able to hack your own GameShark codes. Unfortunately, it will take some time to have some success, but the device still works like a normal GameShark with all its latest features, so you can always input codes others have found.

Puyallup, Washington
Favorite Genres: Fighting and Racing
Favorite Games: *Tekken 2 and 3*, *Bushido Blade*, *Street Fighter Collection*, *Need For Speed 1 and 3*, *Gran Turismo*, *Road Rash*.
Quote: Life is what happens to you when you are making other plans.

► **Frankie Napoli**, age 14
IVERSON588@aol.com
31 Markwood Dr.
Howell, NJ 07731
Favorite Genres: Fighting, Racing, Adventure, Sports, and Shooters
Favorite Games: *NBA Live '98*, *MLB '99*, *Gran Turismo*, *Final Fantasy 7*, *Cool Boarders 2*, *Bushido Blade*, *Resident Evil 2* (not the DC, tee hee), and *Virtual Pool*

► **Ryan Noah**, age 15
54 Washington Blvd Apt 101
Mundelein, Illinois
Favorite Genres: RPGs, Fighting, Strategy
Favorite Games: *Resident Evil 1-2*, *Final Fantasy 2 and VII*, *Marvel vs Capcom* (Arcade), *Abe's Oddysey Oddworld*, *Fantasy Star IV*, *Lunar*, *Crono Trigger*, *Final Fantasy Tactics*, *Monster Rancher*.

► **Ryan Romain**, age 17
174 SW Parish Terrace
Port Saint Lucie, Florida 34984-3636
Favorite Genres: There are genres outside of RPGs?
Favorite Games: If it starts with *Final Fantasy*, it's my favorite game.

► **Chris Sweet**, age 15
sweetman@kky.com
8160 pulte Rd. #154
Colorado Springs, CO 80926
Favorite Genres: Action/Strategy, Fighting, Wrestling, Adventure, RPGs
Favorite Games: *Final Fantasy VII*, *Breath of Fire III*, *Resident Evil 2*, *FF Tactics*, *Alundra*, *WWF Warzone*, *GrandStream Saga*, *Discworld 1-2* and *Suikoden*
Quote: Too Sweet! If you know what I mean.

► **Shawn Murtha**, age 14
S_murtha@hotmail.com
Favorite Genres: RPG, Action, and Fighting
Favorite Games: *Breath of Fire III*, *Tomb Raider II*, *WCW Nitro*, *Resident Evil 2*, and *Tekken 3*
Quote: Do you smell what I'm cook'n?

everyone's favorite section

1 just picked up your awesome July magazine and as I was reading the Pause section, I noticed that one person wrote that you should cut out the letters section. That's my favorite part, don't leave it out! Here are some questions...

1. If I bought an import game music CD, can I play the music on my American PlayStation?

2. Do you think that it's right for Bleem! to make an emulator? I'm kind of mad that I paid \$120 for my PlayStation and some of my friends are paying only \$50 for theirs.

3. My friends and I keep debating about who would win in a fight between Solid Snake and Gabe Logan (*Syphon Filter*). Who do you think would win?

Thomas E Haller
hallertk@juno.com

► **FRANK:** Don't worry, Thomas, we don't have any plans of removing the letters section. In fact, we may even lengthen it eventually. What do you think?

1. Sure you can, there's no territorial coding on music CDs, so you can play anything from Belgian Hip Hop to Japanese Heavy Metal.

2. Yeah, but your friends have to play PlayStation games on a machine that might crash if you so much as look at it funny — and they can't just plug in a smart new Dual Shock controller.

3. Gabe makes so much noise running around with guns that Solid Snake would just whack him when he came running round the corner.



Illustration: Ryan Kinneird

▲ Solid Snake suddenly realized why Gabe always failed "Quiet Time" back at the Spy Academy. Luckily, Snake always carried a roll of duct tape, and Gabe soon had a new "muffler".

► **Michael Georger**, age 14

ChiSox1983@aol.com

202 Southland Road

Huntersville, NC 28078

Favorite Genres: Adventure and Fighting

Favorite Games: *Gex*, *Gex-Enter the*

Gecko, *Crash Bandicoot 2*, *FFVII*, *Star Wars-*

Masters of the Force, *Kali*, *Gameday 98*, *Triple*

Play 98, *NBA Live 98*

Quote: If at first you don't succeed, quit and

turn on your PlayStation!

► **Aaron Benoliel**, age 25

4025 Burke Rd #1415

Pasadena, TX 77504

Favorite Genres: Fighting, Adventure,

Shooters, and Racing

Favorite Games: *RE2*, *Tekken2*, *Colony*

Wars, and *PlayStorm*

Quote: Can't you losers play anyone

besides Eddy?

► **Masudur Rashid**, age 18

techno-man@juno.com

1553 Fairfax Dr.

Virginia Beach, VA 23456

Favorite Genres: RPGs, Fighting, Action,

Adventure, Racing

Favorite Games: *FFVII*, *FFT*, *Street*

Fighter(s), *Tekken 2-3*, *VF3*, *Bust-A-Move*

(Dance&Rhythm), *Suikoden*, *Resident Evil 1-*

2, *Tomb Raider 1-2*

Quote: Do I make you horny, BABY?

► **Dan Arbaugh**, 13

BIGDAN2468@aol.com

Evansville, IN

Favorite Genres: RPG's and weird games

Favorite Games: *Tombra*, *Final Fantasy 7*,

Patriot The Rapper, *Point Blank* and

CastleVania SOTN

Quote: PlayStation 4 life!

► **Brandon**, age 15

MrGex02@aol.com

Fort Worth, TX

Favorite Genres: Fighting, Action,

Adventure

Favorite Games: *Tekken 2 & 3*, *Gran*

Turismo, *Hot Shots Golf*, *Street Fighter EX*,

Street Fighter Collection, *Dead or Alive*,

FFVII, *Twisted Metal 2*, *Tomb Raider 1 & 2*,

Gex: Enter the Gecko, *Bushido Blade*, *Croc*,

Tenchu, and *Metal Gear Solid*

► **Steven Baack**, age 17

tkdsteve@aol.com

smart bomb

LAYIN' THE SMACK DOWN



► **STEVE:** Man, I always get the leftovers. Oh well, I guess I will answer the rest of the questions:

2. *Tekken Tag Tournament* is a lot like Capcom's *Versus* series. At any time during a round, you can hit the special "tag" button to call out your teammate. However, instead of jumping in, like they would in the Capcom games, they simply run in. This allows you to continue any combos that you may have started.



▲ Your teammate comes running in whenever you hit the "tag" button in *Tekken Tag Tournament*.

3. Not much has been revealed about *Tactics 2*, but I am sure that Square will be spilling the beans anytime now.

4. Since the U.S. release of *FFVIII* is only a few months away, I would suggest waiting. There is so much storyline and side events that you may miss, if you try and play the Japanese version. Unless, of course, you are a Japanese master.

Hey Gang! I know that you are busy, but I hope you can take a few moments to answer these important questions:

1. Are there going to be sequels to these games: *Syphon Filter*, *SF Alpha 3*, *Red Alert: Retaliation*?

2. When *FFVIII* comes out, will you all

be doing a strategy guide on it?

3. I just read in your June '99 issue that the PlayStation 2 will be released in Japan in December '99. Is this right?

4. What other magazines are a part of the Imagine Media company other than PSM and Next Generation?

Kevin Diyoo
Pampanga, Philippines

► **NOAH:** We are very busy, but can always take a moment to answer a good question or two, or three, or four... Hey, now that's all you get.

1. *Syphon Filter*: definitely yes. *SF Alpha 3*: *Alpha 4* will probably be out in the arcades later this year. *Red Alert: Retaliation*: probably not. You will inevitably see sequels to all of these on the PlayStation 2, including *Command and Conquer*, with its multi-player network game design.

2. Yes, of course we are! Steve is heading up that mammoth project, as he has already played through a majority of the Japanese version of the game.

3. That's what we keep hearing. It sounds amazing to us as well, but we are talking about Sony here and with them, it seems just about anything is possible.

4. In our office, we've got PC Accelerator, PC Gamer, Games Business, Mac Addict, Maximum PC and Business 2.0. We are also a part of the Future Network, which publishes over a hundred magazines around the world, including the UK's Official PlayStation Magazine and several other unofficial PS mags. They also publish Edge, Next Generation's sister magazine, and

several cool music monthlies.

I have written you guys at PSM many times and each time expected my letter not to be published and I doubt this one will. I understand you people are busy and are limited to how many letters you can go through and publish. Anyway, I have a few questions for you. I was reading your May issue about the upcoming "PlayStation 2" and the abilities of its new "Emotion chip". Now I understand that it can generate up to 128 bit graphics. How much memory does the new PlayStation 2 use? Also, computer graphics happen to be one of my hobbies and I understand that the human eye can not tell the difference in colors beyond 24 bit. Is this true? Does this mean that the graphics may run smoother because of the increase in memory, but the level in detail (number of colors) will not be noticed? Sorry for the long letter, thanks for your time.

Jonathan Gregory
grejo04@hotmail.com

► **STEVE:** Sorry about not printing your earlier letters, Jonathan. As you mention in your email, we do get a large number of letters each day. We try to read and answer all of them, but that is not always possible. Just keep sending them and eventually we will get back to you, just like I'm doing here. The PlayStation 2's memory is broken up into three separate areas. The main system memory (RAM) is 32 megabytes. The Graphics Synthesizer has an additional 4MBs of memory to work with, while the sound chip has another two. Altogether, the system has around 38 megs. In comparison, the current PlayStation has around 3.5 megs. As for your 24-bit color question, I seem to think that the human eye can see the difference between 24 and 32-bit color. However, we have not seen

many games that take advantage of the 32-bit color palette until now. Some upcoming PC titles, like *Quake 3*, use the extra colors for special lighting effects. The reason that the PS2 only has a 24-bit color system is that you probably can't see the extra colors on a standard television. You would need a high-quality computer monitor for that.

I have a technical question that you might want to post in your magazine:

PlayStation, Sega, and Nintendo are planning on putting internet access into their systems. But there is one thing I don't like about this. Most of the time they all have their own online service to join. Remember the old X-Band modem on Super Nintendo? I turned it back in because I found out about the monthly fee. And I was disappointed to read recently that Sega Dreamcast has a monthly fee, too. Why should I pay it when I already have a good internet connection? So, here's this question. Will PS2 have options to be able to connect to a basic PPP internet connection? I think it would be good if I could use my Arkansas.Net connection on both my computer and my PS2. Thank you very much for your time!

Zach Brown
Fayetteville, Arkansas

► **FRANK:** If Sony is smart, it will let users connect using their own ISP, but if Sony is Smart AND Evil, it may well create a completely new service and, of course, it could charge a fee. The difference is that Sony expects to sell a lot more PlayStation 2s than Sega does Dreamcasts, so it may well benefit from an open Internet strategy. Sony hasn't even revealed if it will have a modem built-in, so everything we say is speculation.



The Wild West Was Never this Wild!

Do you have what it takes to shoot and slice your way through 10 action-packed levels and become the "Super Ultra Sexy Hero"? Rising Zan: The Samurai Gunman takes you back to the wild west of 1800's where, armed with only a gun, Katana sword, and some ultra sexy moves, you'll face a town full of the meanest, ugliest and weirdest outlaws you've ever seen. As you fight your way through this "sushi western" you'll solve puzzles, play mini-games, deal with bizarre and deadly bosses, and earn those ever important "sexy points" you'll need to become the "Super Ultra Sexy Hero"!

- Lots of 3rd person super ultra sexy action
- Use your six gun, Katana sword, or sexy combos to take care of the bad guys
- Outrageous mini-games to play and puzzles to solve
- Hidden levels and characters
- Weird and bizarre enemies around every corner

"Quirky, offbeat, unusual, bizarre, odd, strange, peculiar..."
-PSExtreme



"...quirky like no other game we've ever come across"
- Next Generation

"...the sort of over-the-top anime slash-'em up the action genre has needed..."
- Official PlayStation Magazine

"This game seems to have it all...."
-PSM



"Thousand Arms fuses hand-drawn sprites, beautiful polygonal landscapes, and interactive anime cut scenes together with stunning results."
-Gamers Republic

THOUSAND ARMS



TOP THIS!

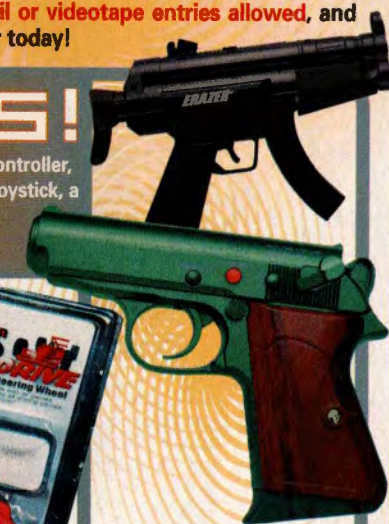
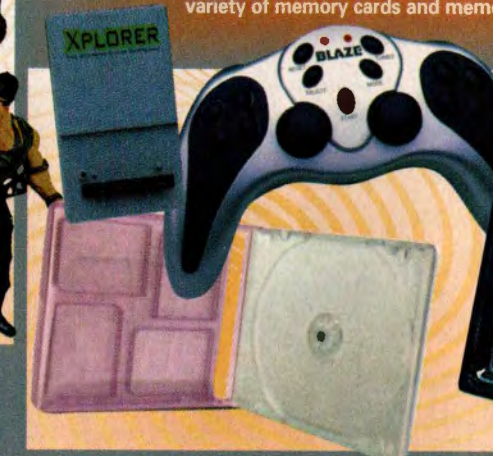
If you're a good gamer, you can win cool prizes and see your name in print! One winner will be selected from each challenge, so get your entry in early. Send in your entries, with the name of the contest printed on the envelope, to PSM Top This!, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Include your return address. Sorry, no e-mail or videotape entries allowed, and remember, we can't return any pictures. Enter today!

WIN ALL THIS!

From Blaze the winners will receive an Xplorer Cheat Cartridge, Hyperdrive controller, Cybershock dual vibration analog gamepad, Pro Shock Arcade dual vibration joystick, a variety of memory cards and memory card holders!



Win these totally articulated Duke Nukem action figures!



Win the Scorpion Light Gun and the recoiling Erazer Light Gun also from Blaze!

Wow! What an amazing package! Each one of this month's winners will receive the entire line up of PlayStation peripherals from Blaze. Each of our skillful winners will also receive an **Xplorer Cheat Cartridge**, **Scorpion Light Gun with G-con adapter**, a **recoiling Erazer Light Gun with G-con adapter**, **Hyperdrive controller**, **Cybershock dual vibration analog gamepad**, **Pro Shock Arcade dual vibration joystick**, plus a variety of **memory cards and memo-**

ry card holders. Of course, that's not everything; this is a *Top This!* contest, after all. Since we're covering videogame action figures this month, our three winners also receive complete sets of **Duke Nukem action figures** from Resuarus and GT that have been laying around the office. Get your entries in early, but please, no videotapes. We also want you to write the name of the challenge you have entered on the outside of the envelope. Good luck and may the most skilled gamers win!

CHALLENGE #1:

Driver
BEST PURSUIT TIME

Not only is there the Undercover game, but you also get to play some fun driving games. We want to see how good a driver you are, so here's the challenge: Play the Pursuit driving game, using the San Francisco course. The person who can take out the car you're supposed to pursue the fastest, wins. Take a picture of the screen after you have totalled the opponent's car with the time clearly visible.

CHALLENGE #2:

Driver
BEST GETAWAY TIME

Driver has so much to it, we felt compelled to offer another challenge. This time we want you to play the Getaway driving game. The person who ditches the cops the fastest wins. After you have gotten away, take a picture of your TV, clearly displaying the time on the clock. The lowest time wins. Remember, besides winning a bunch of cool prizes, these skills may actually be applicable in real life!

CHALLENGE #3:

Um Jammer Lammy
CLEAR ALL LEVELS

The follow-up to *Parappa The Rapper* is out and soon everyone will be humming those catchy little guitar riffs. We want to award the most hardcore *Lammy* fans, so for this challenge you need to beat every level in the game. To win, take a picture of your TV showing the complete chocolate bar displaying every single stage in the game as opened. The first correct entry we receive is the winner.



These lucky winners receive a bunch of sports games from EA, including **Madden NFL 99**, **NASCAR 99**, **Triple Play 2000**, **NHL 99**, **NBA LIVE 99**, **Knockout Kings**, **FIFA 99**, **Tiger Woods 99**, **PGA TOUR Golf**, **NCAA March Madness 99** and **NCAA Football 99**. They also get a **Goldberg Memory Card** from Interact, plus a **Super Game Converter** from Innovation. Great job, winners!

R4
EARN EVERY CAR
Chong Yan Chiu
New York, N.Y.

Ehrgeiz
EVERY CHARACTER'S
THIRD COSTUME
D. Stephan Lukas
San Diego, CA

Star Ocean: Second
Story
MASTER EVERYTHING
Justin Patel
Silver Spring, MD

MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the playstation

► Mark Smith

41 Proctor Blvd.
Utica, NY 13501

Description: I would like to sell *Xenogears* (\$30), *Parasite Eve* with Squaresoft Collectors CD (\$30), *Wild Arms* without original case or instructions (\$20), *Suikoden* (\$20). I am also willing to sell a Gameshark (Version 1.99). Prices are negotiable.

► Jordan Lewis

romans753@webtv.net

Description: I am looking to buy a used Playstation memory card with stored memory from *RESIDENT EVIL 2* that will access the HUNK and TOFU games. I will gladly consider all reasonable offers.

► Shane Crouch

sczombie13@aol.com

Description: I am looking to sell or trade the following games: *Arcades Greatest Hits* vol. 2, *Mortal Kombat 4* and *Trilogy*, *Brave Fencer Musashi*, *Tekken 3*, *StreetSk8er*, *Resident Evil 1 & 2*, *Syphon Filter*, *Castlevania SotN*, *Silent Hill*, *Metal Gear Solid*, *Nuclear Strike*, *WCW/NWO Thunder*, *WWF War Zone*, *Apocalypse*, *Tenchu*, *Army Men 3D*, *Triple Play 2000*, *Tomb Raider 3*, and *Test Drive 5*. I'll take best offer or trade for a game I want.

► Aaron Buckley

Otaku130@aol.com
West Palm Beach, FL 33407

Description: I am looking to trade a few of my games & 2 standard Playstation controllers. All games & controllers are in mint condition. I am trading *Cool Boarders 2*, *Saga Frontier*, *N.F.L. Gameday '98*, *Need for Speed 2*, *Jeremy McGrath Supercross '98* & *Fighting Force* (the new one with *Tomb Raider 3* & *Ninja: Shadow of Darkness* demos on it). I'm looking for issues of Playstation Underground (accept issues 2.2-3.1), most any type of game, issues 1 or 2 of PSM & any sort of cool game related stuff you may have collected. Again all my stuff is in mint condition & i will only trade for stuff in mint or a least good condition. E-mail me with any offers you might have.

► Jeffrey Geisinger

sgeising@ix.netcom.com

Description: I'm looking for *Parasite Eve*, *Legend of Legaia*, *Guilty Gear*, and *Apocalypse*. I have over 20 games, that I'm willing to trade. Here are some of the better titles I have, *Metal Gear Solid*, *Syphon Filter*, *Vigilante 8*, *Tekken 3*, *Colony Wars: Vengeance*, *Twisted Metal 2, 3*, *Fighting Force*, *Einhander*, and *R4*. I'm also looking for a gameshark.

► Andrew Burkhart

aburkhart.techguy@juno.com

Description: I am looking to buy *Xenogears*, *Parasite Eve*, *Syphon Filter*, *Bloody Roar*, *Abe's Exodius*, and *Ehrgeiz*. Willing to trade. E-mail me for list of games and/or if you are interested in selling. Willing to pay a fair price (\$20 to \$40). Must come with instruction manual and be in fairly good condition.

► CHRIS LANDA

Broly5226@aol.com

DESCRIPTION: Plain and simple, I will trade 1 of these games, *Resident Evil Directors Cut D.S.*, *Resident Evil 2*, *Silent Hill*, *Parasite Eve*, *Battle Arena Toshinden 3*, and finally, to

► Noah Billings

14010 Olive Meadows Pl
Poway, CA 92064

Description: I am willing to give up *Final Fantasy 7* for \$30, *Brave Fencer Musashi* for \$25, my *Final Fantasy 8* Demo disc and about 6 different demo discs (\$10), and my Playstation, a regular controller and a Dual Shock and my memory card for \$115 or the whole thing for \$210. I'm looking for a nice new gameshark, *Tekken 3*, *Resident Evil 1* or 2 (new editions), *FF Tactics*, *Mega Man 8* or *R4*. I would also like any strategy guides for these games, too.

► Dan Hymes

616 15th street NW
Bemidji MN 56601

Description: I will trade a *Grand Theft Auto Director's Cut w/ Mission Pack 1*: London for *Command and Conquer*, *C&C Red Alert*, *Syphon Filter*, or *Army Men 3D*. I am also willing to sell it for \$20.00

► Daniel Jr.

kemo690@hotmail.com

Description: I want to sell a mint condition *Xenogears*, *Brave Fencer Musashiden* with *FF8* demo, *Bust a Groove*, and a Guncon without game or box. I'm willing to sell them for around \$30 each or all of them for \$110. Shipping is free!

► Sylvestre Edrial

aedrial@earthlink.com

Description: I am selling *Mortal Kombat Trilogy*, *Silent Hill*, *The Lost World: Jurassic Park*, *Resident Evil: Director's Cut*, and *Resident Evil 2* for 20-25 dollars each. I need to save up money for *Resident Evil 3* and *Dino Crisis*. It would be best if you lived in the Southern California area.

► Jared Bolin

3624 Geo. Leilich Rd.
New Athens, IL 62264

Description: I am selling the following games: *Saga Frontier* (\$22), *NFL Gameday '98* (\$19), *Tombal* (\$24), *Einhander* (\$25), and *Legend of Legaia* Demo (\$4). Also a memory card (\$8). Plus many mags for \$1.50 each.

► Rory Moust

1740 Reliez Valley Rd.
Lafayette, CA. 94549
bandsm@hooked.net

Description: I am willing to sell *Grand Slam Baseball* (\$15) or trade for: *RE2*, *RE:Directors Cut*, *Legend of Legaia* (LOL), or *Vigilante 8* (For RE2 and

show that I'm serious... *Metal Gear Solid*... MY BEST GAME, for *Dragon Ball GT Final Bout*. I'm serious here! All games in great condition. If you don't wanna trade, I'll buy!!! Any price up to \$70. I swear... I need *Dragon Ball GT*... respond ASAP!

LOL will include extra \$10) Will buy any of those games (\$10-25). Feel free to e-mail for details.

► Andrew Hartsock

Gemini61786@hotmail.com
New Orleans, LA

Description: I am willing to sell a *Breath of Fire 3* game for a different RPG. Looking for *Suikoden* or *Wild Arms*, they do not need to be with instructions or original casing. My *Breath of Fire 3* is not in its original casing, but is in definitely good condition and runs smoothly.

► S.Hunter

sheshuan@yahoo.com

Description: I'm selling *Silent Hill* (\$30), *Spyro the Dragon* (\$30), *Castlevania: SOTN* (\$20), *ReLoaded* (\$20), and *Coolboarders 2* (\$20). All games are in mint condition and have only been played 1 or 2 times. I will trade 1 or more of these games for the following: *Tenchu*, *Pandemonium 2*, *Kartia*, *Gameshark*, or *Bushido Blade 2* (Hopefully in mint condition as well) or best offer.

► Timothy Bass

BoDuke316@aol.com

Description: I am selling my playstation with a new Pro Action Replay. I also have 3 controllers, memory card, and 13 games. A few games are *Gran Turismo* and *Syphon Filter*. Email me for the rest of the details.

► Patrick Scoggins

3401 N. Walnut Rd. #257
Las Vegas, NV 89115

Description: I have a dexdrive, *Grand Theft Auto*, *FF Tactics* (a little messed up), *Bombberman World*, *Tomb Raider*, and *Life*. All games are in great condition, minus the chipped case for *Tactics*. Looking for any decent RPG for Playstation, or an ASCII Griplone handed controller for RPG's).

► David Benedetto

davidalanb@juno.com

Description: I have *NFL Gameday '98*, *Gran Turismo*, *Backstreet Billiards*, *Resident Evil 2*, *Tekken 3*, *Metal Gear Solid*, *MK3*, *NBA Jam TE*, *Bushido Blade*, *Crash Bandicoot*, *Fighting Force*, *FFVII*, *Tekken 2*, *NBA IT2*, *Tomb Raider 2*, *Triple Play '98*, *VR Golf '97*, five demo discs, and an RV cable for sale (or small chance that I could be interested in a trade). All games in original cases w/ instruction books. The only exception is fighting force (I am missing the instruction book but have the case). I also have a Big book with all the

moves for various fighting games, including *Tekken 2* and *MK Trilogy* for PS. I will sell this for \$5. Also for sale are Next-Generation game magazine issues March '96 through August '98. I will sell them for \$3 each or all 30 of them for \$50. Lastly, I have *Ultra Gameplayers* issues 103, 104, and 105 all for \$5. Prices for all games range from 5 dollars to 25. All prices are negotiable. E-mail me for any info you need.

► Ryan Beaty

4708 NW 46th Dr.
Warr Acres, OK 73122

Description: I am looking for *Time Crisis* preferably with a virtual pistol. I will pay for it as long as it's in pretty good condition and with a reasonable price. If you have either one of those or if you just have *Time Crisis* and know where to find a virtual pistol, please contact me.

► Jonathan Lipka

Mokujinn@hotmail.com
6411 Red Cedar Rd.
Wilmington NC, 28411

Description: I'm selling my Playstation, that can play backups and imports, in good condition. The buyer will get the Playstation console in the box with the VGA cords (Yes, this is an older version, but works great) and the RFU Adapter. I am including a GameShark (Good Condition, with my own codes in there) and *Parappa the Rapper*, *Tekken 3*, *Dance Dance Revolution* (Import by Konami, very popular game in Japan arcades) and maybe *Street Fighter Zero 3*. All in mint condition. It comes with 2 Standard Controllers. I want at least 100 dollars for the package.

► Jay Levy

reelbigfish12345@yahoo.com

Description: I am willing to sell *Discworld II* in the price range of 20\$-25\$. Its in perfect condition. Only been played once, no cracks in the case, no tears in the book, and no scratches on the disc.

GET RID OF THOSE OLD GAMES!

If you'd like to place your own, totally free ad in PSM, just jot down your name, address and/or e-mail; tell us whether you're looking to trade, sell, or both; and give us a brief description of what you're offering or want. Be sure to include your city and state. Send all of that info to:

PSM Marketplace
c/o Imagine Media
150 North Hill Drive
Brisbane, California 94005

You can also send e-mail to: psm@imaginemedia.com. (Be sure to put "marketplace" in the subject heading.) BTW, we can't vouch for the credibility of any of the people who place ads here, so swap at your own risk!

COMING NEXT MONTH IN ISSUE 26 OF

PSM
PlayStation Magazine

FINAL FANTASY TRIBUTE ISSUE

By the time we're finished with next issue, you'll think we've sold out to Square. But hey, it's freakin' *Final Fantasy VIII*—what can you do? We're giving it a giant review, strategy guide, advanced tips and tons of hidden secrets. We'll also be interviewing the masterminds who created the game, and we'll have an update on the FF Movie, too. So be sure to join us to celebrate the release of Square's latest RPG masterpiece!

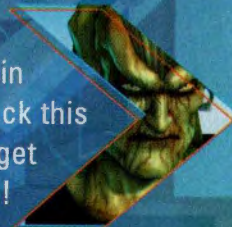


DINO CRISIS COMPLETE WALKTHROUGH

We've got Noah cranking on this one right now, and take it from us, this guide is gonna be HOT. He's got secrets that even the secret guys at Capcom who know all the secrets don't know about. The only problem is, all this scary Survival Horror business is taking its toll on Noah's heart, so he may not last for the entire guide. Ah well, ya gotta break a few eggs...

KAIN STRATEGY PART TWO

We couldn't come close to fitting the complete Kain walkthrough in this issue, 'cause it's just too freakin' HUGE! Next month we'll crack this game completely open, and spoil every damn surprise. So, if you get stuck, don't worry—we'll be back with more help in 30 short days!



We're almost at the end of another issue! Here are some parting shots of the PSM staff doing what they do best—goofing off.

▲ At the grand opening of Sony's Metreon, San Francisco Mayor Willie Brown made a speech, then suddenly changed into a woman wearing a big funny hat.



▼ No, this isn't an accident waiting to happen. This kind of stuff is actually planned. Major air!



▲ The Xtreme Games attracted all sorts of people, including this unsavory duo.



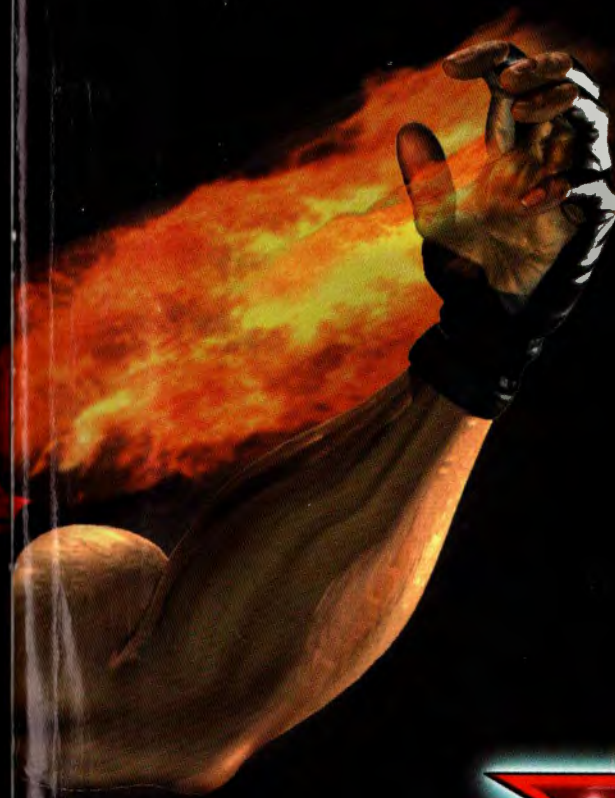
▲ When he's not busy working on the world's best PlayStation magazine, Chris likes to perform plastic surgery on inanimate objects. This PocketStation will never be laughed at again.



▲ Here's Noah with skateboard master Tony Hawks, at the Xtreme Games in San Francisco. This pic was taken right before Tony went out and landed the first 900 in history!



▲ Here's Chris, getting some rare playtime with *Crash Team Racing* over at Naughty Dog's offices in Los Angeles. And hey, that's the legendary Naughty Dog herself sitting right in the middle! She's a great girl, but not much of a player. She sure loves fries, though!



The logo for NFL Blitz 2000. It features the word "NFL" in blue block letters at the top. Below it is a red lightning bolt graphic. The word "BLITZ" is in large, blue, 3D block letters with a white outline. Below "BLITZ" is the year "2000" in large, orange, 3D block letters with a white outline. The entire logo is set against a black background with a blue and white glow effect around the letters.



"On-Fire" Mode gives super power performance to your hot, star players



New 4 player mode for bruising your friends

**NO REFS.
NO RULES.
NO MERCY.**

NFL Blitz™ 2000 brings you all of the things you love about football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new asset heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances, and tackles you're headed for the ultimate in football action!

Sports Game of the Year



www.midway.com

PC images shown

Meet the New Cast of Characters



Legacy of Kain: Soul Reaver



Fighting Force 2



Fear Factor



**Tomb Raider:
The Last Revelation**

Enter their world
at eidos.com



Eidos Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. Fighting Force 2, Tomb Raider: The Last Revelation, Core and the Core logo are all trademarks of Core Design Limited. Fear Factor is a trademark of Eidos Interactive. Legacy of Kain: Soul Reaver is a trademark of Crystal Dynamics, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Titles in this advertisement are rated Teen through Mature by the ESRB.