

AMERICA'S BEST SELLING PLAYSTATION MAGAZINE!

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# PSM

**Metal Gear  
TOYS!** → pg. 16

100% independent PlayStation Magazine

## The NEXT RESIDENT EVIL?

Konami follows Metal Gear  
with horror shocker

## SILENT HILL

## TOMB RAIDER III

ALL THE SECRETS!

## 20 HOT New Games for '99

- ▶ Ridge Racer 4
- ▶ Street Sk8ters
- ▶ Street Fighter Alpha 3
- ▶ WCW Thunder
- ▶ Gex 3

imagine



FEB '99 ISSUE 16 VOL. 3



**F**ANS GO TO GAMES.  
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Win Quinn Buckner's play-by-play, he'll be sure to point out a sweet finger roll or pull-up J, but get sloppy and he'll make you feel like a red-shirt freshman.

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99



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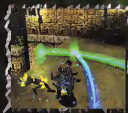
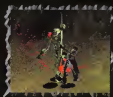


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BY YOUR CREATOR

DOESN'T JUST MAKE

FOR BAD BLOOD...



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# Copycat game or Resident Evil killer?

## Konami proves it isn't afraid to take chances



**K**onami is synonymous with producing hit games; they've practically made it an art form. If there was a videogame hall of fame, they'd have their own wing. Still though, most of the company's success was years ago, during the NES and Super NES eras. But the release of the phenomenal Metal Gear Solid has sparked new life within the company, and Konami seems poised to do it all over again. The only question then, is what games are going to continue to lead the way for this "next generation" Konami? If what we've seen so far is any indication, the first post-Metal Gear smash could be Silent Hill.

It's a bold move, setting your sights on a game like Resident Evil. But it also makes sense, gamers are crazy about this new horror genre of games, and until



Ah, yeah! Konami's back where they belong, right on top!

now, RE has been all there is to choose from. But it's also a gamble that could backfire if the quality and gameplay isn't there. But hey, we're talking about Konami here. If anybody can do it.

So yeah, I'm obviously a Konami fan. I've been enjoying their games since I was cutting my teeth on the NES, and it's great to see that a great company like that has endured the test of time. A lot of people are making good games these days, but to me, the heart of the industry will always be guys like Capcom, Square and Konami. They've always set the standards.

► **CHRIS SLATE,**  
EDITOR-IN-CHIEF



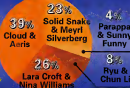
"TO ME, THE HEART OF THE INDUSTRY WILL ALWAYS BE GUYS LIKE CAPCOM, SQUARE AND KONAMI."

## WHAT DO YOU THINK?

We pose a different question to our online readers each month at <http://psm.ign.com>. Here's how you responded this month...

**February's Question:**  
Which couple would you rather see together?

We posed this question in honor of Valentine's Day. You're just a bunch of a\*holes! The results were a risk between the expected and the unexpected—just take a look for yourself!



## THIS MONTH'S COVER

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

This month we worked with Howard Porter. A versatile and talented artist, as well as an office favorite, we thought his artwork was well suited to a spooky atmospheric game like Silent Hill perfectly. His work can be seen monthly in DC Comics' Justice League of America™.



Here is a bonus extra page behind the cover: back of the ending of a game. We start with Art Director Eugene Wang's rough thumbnail. Notice the old cover text used for positioning.



Lucky Howard's drawing skills are more developed and he improved upon Eugene's rough sketch with his preliminary drawing. The elements are there, the bones, the creature...



...and what is a creepy game without ambiance? In the coloring stage, effects are added to complete the picture of mystery and ominous threat. What you can't see can hurt you!



BY COOKING  
YOU SEAL IN



ARMY  
MEN 3D

REAL COMBAT. PLASTIC MEN.™



# THEM QUICKLY, THE JUICES.



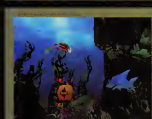
Exclusively on the PlayStation® game console, from **3DO™** [www.3do.com](http://www.3do.com)

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**"I USUALLY VISUALIZE THE  
THAT'S ABOUT ALL**



NAUGHTY DOG



**JUMP BEFORE I TAKE OFF.  
THE HELP I NEED."**



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



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

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

THIS PSM IS  
ALL ABOUT  
LOVE. BABY!

## 100% Independent PlayStation Magazine

### Tomb Raider III

▶ pg. 35 ◀

Lara's back again and this time her adventure is bigger than ever. This issue we cast a critical eye at the newest Tomb Raider and give you the straight dirt on how this installment stacks up to the first two. If that wasn't enough, we also dig deep into the game and blow out all of the secrets in our *Tomb Raider III* guide. Maximize your chance for survival starting on page 85.



### R4 Blowout

▶ pg. 52 ◀

It's been called the greatest racing game ever on the PlayStation, and with our in-depth preview, we can finally show you why. We played the game exhaustively and give you the skinny on everything it has to offer. You never thought the PlayStation could do this.



### Need For Speed 4

▶ pg. 17 ◀

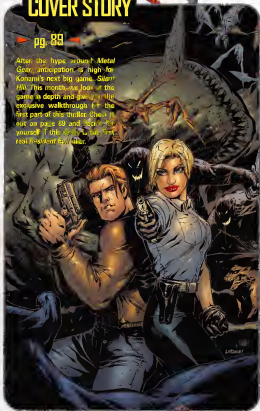
The last installment was one of our favorite games of 1998. Now take a look at what the next evolution of EA's racing series has to offer. Along with some top-secret info regarding the new modes of play, we've also managed to grab ourselves some of the first shots of the game in action. Check out all of the latest info on this upcoming monster title on pg. 17.



### COVER STORY

▶ pg. 89 ◀

After the hype around *Metal Gear*, anticipation is high for Konami's next big game, *Silent Hill*. This month we look at the game in depth and give you the explosive walkthrough for the first part of this thriller. Check it out on page 89 and see if it's yourself if this really is the first real PlayStation 2 title.



### Metal Gear Solid Action Figures

▶ pg. 16 ◀

We hinted that they might be coming before, but now we've got the final facts on the hot line of action figures based on *Metal Gear Solid*. We've also managed to get pictures of not one, not two, but all eight of the figures in the line. See for yourself why these will be the figures to get in 1999.



# MAIN MENU



## monitor

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

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## reviews

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



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All the best dirt on tomorrow's hottest games

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## code junkies

The latest codes for all you addicts



## PSM

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



CHIBI, THERE'S SOMETHING SERIOUSLY WRONG HERE, AND I CAN'T THINK OF ANY SCIENTIFIC EXPLANATION...



TURN TO THE LETTERS SECTION, AIKO—THE TRUTH IS IN THERE

▶ PG. 110

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## Otaku Station

▶ pg. 118

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



## letters

▶ PG. 110

You've got questions, we've got answers

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SIGH... LAST PLACE AGAIN? AERIS, YOU'RE AN AWESOME GAMER FOR A DEAD CHICK!



O'MON, ONE MORE LAD BEFORE WE HEAD OVER TO THE LETTERS SECTION!

# DEAD IN THE WATER

## LIVE FAST ... DIE WET

"This is a remarkable game."

Chicago Tribune Online  
July 1998

"This game isn't a mere Twisted Metal clone,  
it takes the genre in a whole new direction - THE WATER."

GameFan Online  
July 1998

"The character design in this game is fabulous."

GameFan Online  
July 1998

"Placing the emphasis squarely on action,  
it's kill or be killed."

GameWeek  
July 1998

"Explosions are quite wonderful."  
Official U.S. PlayStation Magazine  
August 1998

"In addition to the action-packed game play,  
DITW is packed full of special effects and eye candy."

PS Extreme  
August 1998

"Where the game really kicks though,  
is in its battle mode."

PSM  
August 1998





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



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

# MONITOR

your complete source for all the latest in playstation news, topics, and ge-ner 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.

## Metal Gear Solid Action Figures Have Arrived!

As reported in our gossip column back in issue 14, Meja's figures are indeed waiting there way to the U.S. complements of Todd McFarlane Productions. As is expected from TMP, the detail on the figures is truly astounding and many come with a large assortment of accessories, such as Solid Snake's gas mask and Psycho Mantis' amplification statue/speaker. Almost everybody in the game is represented, with the notable exception of Otacon, whom nobody really liked anyway. Unfortunately, this means that budding romantics will never be able to reenact the "Can love bloom on the battlefield?" scene, but we figure it's no great loss. Each figure is between 6 1/8" to 7 1/4" tall and will carry a manufacturer's suggested retail price of \$6.99 each. Look for these figures to hit stores starting in February.

► Solid Snake is one of the most iconic figures in this line because without him, who would everybody fight?

► Sniper Wolf is a deadly assassin, but we think that she just isn't really prepared for the cold weather in Alaska.

► Vulkan Raven looks like he's ready for a serious ear-popping concert.

▲ There is no question that the Ninja will be the most popular figure. Will his mask flip up so we can see who he really is?

▲ Psycho Mantis is possibly the creepiest character in the set and he comes with a marble which you can throw in the way of attacking figures so they will stumble and fall.

► Meryl Silverburgh looks a bit confused, but she is necessary to re-enact the dramatic filtration that goes on between Solid Snake and herself.

► Liquid looks pretty angry and he comes with enough firepower to blow Solid Snake out permanently.

► Revolver Ocelot may be old, but he's a damn cool figure. You had to see his look like he has a removable hand.

## PERIPHERAL REVIEWS

### SHOCKHAMMER

RELEASE DATE: Available

Now

COMPANY: THRUSTMASTER

PRICE: \$29.99

The Shockhammer is the first of a new line of peripherals for the PlayStation from Thrustmaster. It

has the same features of the Sony Dual Shock controller, like dual vibration and analog sticks, which are somewhat tight, allowing for more precise control. They are also capped, making them easier to grip. The Shockhammer is a bit smaller than we thought it was going to be, which could cause problems, since the D-pad is hard to accurately press and the shoulder buttons are far too small and close

together to be effective in a game like *Colony Wars*. The action buttons are also a little stiff, but seem to be loosening up with use. There is a pretty impressive first attempt at a PlayStation controller, but some suck-like plastic flaws keep it from reaching its full potential.

RATING: ★★

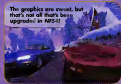




# Need For Speed Hits Number 4

EA upgrades its hit franchise for 1998

The graphics are sweet, but that's not all that's been upgraded in NFS-4!



series. While the title still isn't finalized, *Need For Speed 4* looks to be even better than its predecessor in many ways.

The first and most obvious difference will be in the amount of graphic detail in the game. While last year's game was by no means ugly, this time EA Canada has really taken the time to make sure the graphics shine against the current crop of high-end racers. Past the graphics, however, is a huge list of gameplay enhancements which have us eager to get our hands on the puppy.

First of all, cars in this version of the game (which include all of the licenses from last year, plus a few surprise) sustain damage as you race around the track. This will definitely affect the style of racing, as it will no longer be feasible to bang around the course (except, maybe, in an arcade mode). To compensate for this, EA has totally revamped the upgrade system for the cars. Now it is possible to buy individual parts for each car and do spot upgrades with money you earn from racing. The added twist to this is that in the new "Pink Slip Mode", you will actually be able to challenge your friend and bet your custom made car against his. While the details on this mode are still being fleshed out, it looks like this year's game will be even more multiplayer friendly than before and grudge matches will become a whole lot more intense.

Of course the best feature from part III, the Hot Pursuit Mode, is still in the game as well, but it also has some new enhancements. This time around you are no longer limited to being the speeding motorist, but you can also play the merciless police officer as well. Both sides have gameplay that is unique from the other and, with the new damage model, we might have the best two player racing modes yet.

We're excited about this sequel and you can bet that you'll see a preview of this title in next month's issue.



Now it's your turn to be the long arm of the law!

# Tekken Goes Anime

During the past few years, the Anime community has seen a large growth of titles based on popular videogames, specifically fighting games. It all pretty much started with the release of the *Street Fighter* animated movie, and continued with *Virtual Fighter*, *DariusAttackers*, *Fatal Fury*, and *Art of Fighting*. Now, the PlayStation's most popular fighting franchise, *Tekken*, finally gets the Anime treatment.

Released by A.D. Vision, *Tekken: The Motion Picture*, focuses on Kazuya Mishima and his relationship with his father, Heihachi. Still, pretty much all the characters from *Tekken 2* make an appearance, so you can expect a bunch of all-out martial arts action.

As with most major anime releases, A.D. Vision opted to replace the Japanese soundtrack with a more American-style one. Bands such as *Consonance*, *Souhate* and *The Offspring* were enlisted to supply the film with a more urban hard-core feel.

There will also be two versions of the movie, a toned-down version which is suitable for general audiences and an unrated version that contains a smidge of brief nudity. Both versions will sell for the suggested price of \$19.98 and should be out by the time you read this.



## NOTES

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

Our friends will be coming courtesy of this issue. There will be a total of six different figures including *Street Fighter*, *Guilty Gear*, *Blonde* and *King of Fighters*. Each figure will also come with an accessory including *Guilty Gear* memorabilia. See *Expect the figures to hit your stores in Feb. of '98* a piece.

Disney and Sanyo are working on a TriStar game to coincide with the animated feature to be released next year. The game is in development by *Electronic Arts* and will hopefully be in stores of the same time as the Disney animated film.

Midway has announced that they are overhauling their arcade hit *Buster Bros* to the PlayStation arena in mid-'98. The overhauled version is being headed by *Blast*, who just recently did *Monkey Hero*. The PlayStation version will feature many new extras such as FMV scenes and new levels and characters but will unfortunately only allow two players to play simultaneously instead of the four in the arcade.

When *RT* is released in the US, it will come in two different packages. One will include just the game CD's, including *RT* and the *Rage Racer*. *Romantic* and the other will have the game CD's and *Nintendo's* latest edition *Jogger* controller. The *Jogger* is a special learning controller designed to work especially with *RT*.

The rights to do a *Twisted Metal* movie have evidently been the object of a huge bidding war between the major Hollywood players. The bids are already in the six figure range, yet no clear leader has emerged. While no actors have been signed up as of yet, insiders are betting the movie will make it out sometime in late '99 to mid-2000.



## DEXCHANGE

RELEASE DATE: Available Now  
 COMPANY: INTERACT  
 PRICE: \$39.99

The DexDrive has been covered extensively in the past few issues and is easily one of the coolest new ideas in PlayStation peripherals. The device hooks up to a PC like an external disc drive and allows you to save your games to your hard drive, as well as e-mail saves to

friends or even post them to a website.

If you have a PC, you must get a DexDrive. We had absolutely no problems hooking up the device via a serial port. The DexDrive makes it a cinch to copy, delete, and format memory cards, much faster and more convenient than doing it from the PlayStation system menu. You can also upload any downloaded, handy-save game files at the official DexDrive site: <http://www.dexchange.net>. And the

price is definitely right.

RATING: ★★★★★



## GOSSIP

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

## Sony's Top-Secret PlayStation 1.5

As we scavenged the earth looking for some more PlayStation 2 info, we stumbled on an interesting undercover Sony project. Several reliable sources have told us that there is a new and improved PlayStation, tentatively known as the PlayStation 1.5 that has found its way into developer's hands. This new PlayStation features a faster CD-Rom drive, more RAM, and the ability to play the entire library of PlayStation games in a new "enhanced" mode, which adds effects like filtering, perspective correction, and higher resolutions. Of course, there is also a "compatibility" mode, which plays the games just like the older systems. The list price of this new system is going to be just \$99, but Sony is currently undecided as to whether it would be a wise move to release it. We feel, that while the system may divide the market a bit, it would be an excellent maneuver to draw some people away from the temptation of Dreamcast as they wait the extra year for PlayStation 2. We will have some more details on this project next issue, but as of press time, Sony was unable to comment.



▲ There are PlayStation emulators on PC that add similar types of effects to the PS 1.5. Here's a shot of Time Crisis...



▲ ...And a shot of Burning Road, both running on an emulator. In both screens, notice the much smoother graphics.



## Konami Cuckoo for Classics

Joining the likes of Namco and Capcom, it appears that Konami will be the next big-name publisher to hop on the retro compilation bandwagon. Rumor has it that the company plans to release not one, but several classic game packs during 1999, headed up by an expanded version of the never-released Gadius Deluxe Pack and continuing on to encompass the company's most popular series, including Castlevania and Contra.

## Sony and Sega— Together At Last

Well, sort of. New reports indicate that Namco's next arcade hardware, based on Sega's Naomi architecture, will enable (albeit quite ironically) players to save and load data from standard PlayStation memory cards and the upcoming PocketStation, making it the only Sega-based hardware we've ever likely to see a Sony peripheral plugged into.

## Goodbye, Beast. We Hardly Knew Ye

Before we could bring you the rumor, we've learned that Polygram has scrapped development on its fourth game in the Shadow of the Beast universe. What would have been the first 3-D installment in the well-known action series, tentatively titled Shadow of the Beast 3D, was evidently being readied for release in honor of the original game's tenth anniversary next year. For reasons unknown, development was halted, earning the game a place next to 7th/11 Kill on that infamous list of games we'll never play.

## Continued Destruction

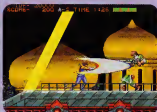
Currently hard at work on the simply titled Drive, UK-based developer Reflections is rumored to be in the initial planning stages on a third Destruction Derby the car-ranching title it introduced to the world way back in 1995. Further details were not available at press time, but if the physics present in Drive are any indication, it will be the most bone-jarring Derby yet.



▲ Destruction Derby featured bone-jarring collisions and mayhem for all.

## Strider Returns in 3-D

Reports out of Japan's arcade industry have Capcom resurrecting one of its most popular characters for a return to the coin-op hall and our sources say that a PlayStation appearance won't be far behind. Strider Hiryu, star of the ultra-popular 1980s action game Strider (and seen recently in Marvel vs. Capcom), will return in a fully 3-D continuation of his adventures sometime next year. The title is reportedly scheduled for arcade release first, followed by a PlayStation conversion several months later. Our sources indicate that its gameplay will remain faithful to the original, and hint at an especially tasty extra for the home: a bonus disc containing an arcade-perfect version of the original Strider.



▲ Last seen on Sega's Genesis back in the days of 16-bit, Strider could be springing his way onto PlayStation soon.



# nectaris

**MILITARY MADNESS**

**WHEN  
THE BATTLE  
REACHES  
THE MOON...**



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www.playstation.com



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***Holy Mackerel,  
even my hair hurts.***



**Introducing, Contender. The brutally fun boxing game.**

Boxing isn't pretty. In *Contender*, you'll face 40 different thugs, all with their own look and fighting style. You can throw jabs, combinations and arcade-style knockout punches. Plus, you can build up the strength of your favorite fighter, save it to a memory card, and pummel a friend later. In short, it's a good old-fashioned, mono-o-mono slugfest.

**CONTENDER**

# Q&A

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

**★ This article is being rerun from the December issue, due to printing errors. Enjoy!**



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

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

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

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

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

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

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

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



*A Shadow Madness does bring some innovations to the genre including a hybrid type of gameplay for the combat like that the player can take advantage of if they wish.*

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**PSM:** We're seeing sort of a revolution in a lot of RPGs. What do

**you think is the main focus of development right now?**

**TW:** In some ways, there seems to be two. One is a cinematic approach with tons of gorgeous FMVs, very much like a James Cameron approach to movies, where it's just a stunning blockbuster. And certainly that's one very valid way of doing it. Then there are more indie companies, for lack of a better word, indie RPGs, in games, that are done by smaller houses and have more of a boutique look and feel to them. I think the bottom line is simply that there are lots of stories to tell and different ways to tell them, and different styles to use when you're telling the stories.

In the same way that the Coen Brothers wouldn't wake up in the morning and go "My god, James Cameron smoked us with Titanic. We'll just give up", I think that there are always going to be different ways of delivering a story, and I would hope that people enjoy this one.

**PSM:** You mentioned the cinematic approach. How important are those graphics to the RPG experience? Weren't people just as involved with the RPGs back in the 16-bit days?

**TW:** Yeah, you bet. That's why I think that in some ways, the story really does reign supreme. People want to get into the characters' heads, and graphics are a way of supporting the story, but I also know that there is an expectation out there. You know, certainly not just Square, but also Erik and other companies have raised the benchmark and there is an expectation for a higher level of graphics. I think this game will do that as well. We are really doing our best to create a very believable world.

**PSM:** Do you think that sound is taking sort of a second seat at this point?

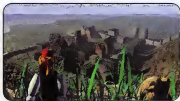
**TW:** Well, I don't think so. I think that's kind of like, if you look at a TV commercial that the production has been done but there is no sound to it, it never works. It's only really when the sound hits that you have sort of the holistic sense of the thing working. And I think that a lot of role playing games, some have always had a signature sound to them, and I think that has always been an update, so we really did not assume that was unimportant.

**PSM:** What technology do you think is going to be the most important in the future?

**TW:** Well, I still think the story is going to be, to be quite frank. I guess that's not technology, but, um...

**PSM:** Well, in a way it is.

**TW:** [laughter] Yeah, I guess so. I guess success in entertainment really has



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

always harkened back to what you're trying to tell people and how you're doing it. I think style and the story is more important than the presentation, although like I said before, because of the many games now that are really quite stunning, there is going to be an expectation, especially for the cross over audience. They're going to want to see something pretty flashy and pretty amazing.

**PSM:** Right. You've seen console RPGs evolve, pretty much all the way through. What's changed the most?



**TW:** I think probably the style of the games and the emphasis on full motion video and the support that FMV plays in each game. That can do a lot in terms of carrying the story and pushing it forward at critical moments, but I still really think what it comes down to is not so much the glitzy fire power, but what the characters are doing and doing.

**PSM:** Do you see the glitzy firepower eventually overwhelming a lot of the

**"WHAT IT COMES DOWN TO IS NOT SO MUCH THE GLITZY FIRE POWER, BUT WHAT THE CHARACTERS ARE SAYING AND DOING."**

smaller development houses?

**TW:** Well, certainly it takes a lot more money now to make a game with more technical prowess. With budgets dimming every year and getting into really crazy zones, up to tens of millions of dollars for some companies, that's going to have an effect. It's going to push some people out of the zone, I think.

**PSM:** Can you even make money when you spend that much money on a game?

**TW:** [laughter] That's a really good point. I think it depends on the company and funding for your company and how the company is structured. Some companies could not afford a four-year long development process or two years, for that matter. I think there is going to be a diminishing return at some point where you could go overboard on some of the bells and whistles, but I think people now are still kind of stretching their wings. I think it's still going to come down to the point that no matter how many bells and whistles you have in your game, if there isn't something that grabs you and keeps you from looking at the exit sign in the movie theater, as it were, then it just doesn't matter, really, what you're going to do.

**PSM:** What's your biggest complaint with today's RPGs in general?

**TW:** I still think that sometimes you can put too many polygons on a screen and not have enough story behind it.

**PSM:** With the more adult market that has been opened up with the

PlayStation, do you think we're going to see more adult, mature stuff?

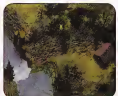
**TW:** I think so. You're going to see less of the "fun for all ages" kind of stuff. I don't necessarily, unless I'm playing with my kids, want to play a game like that. I like to have something that makes me kind of chew on it. Shadow Madness is really more of a mature game in that the text is written for teen to adults, probably young adults. It plays a lot with ideas and themes that aren't necessarily kid's stuff. I think in some ways I welcome the concentration on an older gamer.

**PSM:** Do you think that's where the market is right now?

**TW:** I know that the demographics are sliding down on PlayStation, especially as it becomes more and more of a mass market item. You know, younger kids are getting it and I know that Sony is making a conscious appeal to developers to serve up games for kids, like Spyro and Croc. They really have been coming fast and furious, but I still think that a lot of the people who have the PlayStation have graduated from 16-bit and they don't necessarily want to see that. They've been there, they've done that, they want to kind of get into the next zone, and that's where I think a lot of these role playing games kind of fit in—more of an adult theme.

**PSM:** Has there ever been an RPG where one of the main characters doesn't die in a heart-wrenching scene of self-sacrifice?

**TW:** [laughter] Um, that's a good question. It's amazing what you can do with emotions in a role playing game. I don't know if you have to have that. There really are an infinite number of stories to tell and I think you can have a pretty compelling story and not have to have the obligatory death of whatever tender person has been chosen to be slaughtered by the evil beasts.



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



# 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 November)

« Tomb Raider III is again an easy sell, while the Star Wars title is still going strong.

Every month, Electronic Boutique sells hundreds of games all over the country. So, who better to tell us what's selling and what's not? This month EB's top game was (as you'd be surprised) Tomb Raider III! The fans' romance with Lara is still going strong.

#### 1 ► Tomb Raider III

- **Knockout Kings** Another solid-gold franchise for EA!
- **NBA Live '99** No NBA season didn't allow this one down.
- **Metal Gear Solid** Still doing major damage at retail.
- **Crash Bandicoot: Warped** Crash can do no wrong.
- **Twisted Metal II** How well this one hold up over time?
- **Madden '99** You just can't beat Madden.
- **Brave Fencer Musashi** Square fans dig Musashi.
- **NFL Blitz** Still on the charts, but starting to lull.
- **Cool Boarders 3** Snowboard games losing steam?



### NPD Chart (For October)

« NPD was practically guaranteed the top spot as soon as it was released.

Every month NPD (market research company) surveys a host of retailers to find out which games are selling well. In October, Metal Gear Solid stormed out of the gates to instantly take the number-one spot! Football games stayed strong too, as they have all season.

#### 1 ► Metal Gear Solid

- **Madden '99** There's just no dirt in Madden's armor.
- **NFL Blitz** The new number two football franchise!
- **Tenchu** Action's niche action title is a strong hit.
- **NFL GameDay '99** Still strong, but falling behind.
- **NASCAR '99** Don't underestimate "Cyber Dale".
- **WWF Warzone** Selling out just like the Rock did.
- **Parasite Eve** Taking a fall from last month's 3-spot.
- **Crash Bandicoot 2** Crash will sell even after we're dead.
- **Spyro the Dragon** Still failing to crack the top 5.

## COLOR KEY

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

## 1ST-QUARTER GAMES

989 Studios	Basketball	NCAA Final Four
989 Studios	Basketball	NBA Shootout '98
Activision	Action	Ta' Fu
Aaci	Fishing	Bass Landing
Aaci	Action/Horror	Clock Tower 2
Crystal Dynamics	Action/Adventure	Alone in the Heartless
Electronic Arts	Simulation	Civilization III
Electronic Arts	Simulation	Master of Magic
Hot B	Fishing	Black Bass w/ Blue Marine
Koe	Fighting	Demigra
PyroGames	Space Shooter	Blast Radius
PyroGames	Space Shooter	Global Domination
Take 2	Action/RPG	Monkey Hero
THD	Whistling	WCW/NWD Thunder
Titus	Action/Adv	Sagman
Working Designs	RPG	Lunar: Silver Star Story
Electronic Arts	Action/Adv	Siphon Filter
989 Studios	Action/Adventure	Kiss: Warm Process
Accelede	Snowboarding	Big Air Snowboarding
Activision	1st Person Shooter	Quake II
Capcom	Snowboarding	Freestyle Boarder '99
Capcom	Fighting	Marvel Superheroes vs. Street Fighter
Crystal Dynamics	3-D Action/Adv	Shadow Madness
Crystal Dynamics	3-D Action/Adv	Legacy of Kain: Soul Reaver
Edios	Action	Vermir
GT Interactive	Action	Beavis & Butt-head Do Hollywood
Hasbro	Shooter	Centipede
Konami	Hockey	Blades of Steel '99
Konami	Action/Adventure	Dolphin Dream
Konami	Fishing	Fisherman's Best
Konami	Basketball	NBA in the Zone '99
Konami	Action/Adv	Silent Hill
Midcapa	Action	Rat Attack
Namco	3-D Platform	Pac-Man 3D
PyroGames	Golf	Pig 18 World Tour Golf
Working Designs	2-D Platform	Silhouette Mirage
989 Studios	Sports	Xtreme
989 Studios	Baseball	MLB 2000
Activision	Racing	Kawasaki Motorcross
Activision	Fighting	X-Men
Capcom	Fighting	Street Fighter Alpha 3
Konami	Action/Adv	Shogun Assassins
Red Storm Interactive	Action	Random 6
THD	Adventure	Dual Unity

Ubi Soft ..... Tennis ..... All Star Tennis  
Ubi Soft ..... Racing ..... F1 Racing Simulation

## OTHER FIRST-QUARTER RELEASES

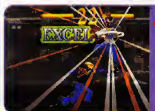
989 Studios or Sony CEA	FFB	Star Ocean 2
ASC	Racing	Jeff Gordon X3 Racing
Bandai	Fighting	Drift Out
Bandai	Platform	Tai Concerto
Berkley Systems	Trivia	You Don't Know Jack
Electronic Arts	Action/RPG	Dungeon Keeper 2
Electronic Arts	Strategy	Populous: In the Beginning
Electronic Arts	Action	Men in Black
Fox Interactive	Action	Alien Resurrection
Fox Interactive	3-D Action	Croc II
Infogrames	Racing	Snow Racer
Interplay	Hunting	American Deer Hunter
Interplay	Action / Platform	Earthworm Jim 3D
Interplay	Action/Platform	Messiah
KDEI	Strategy	Soldier's Field
Konami	Basketball	NBA in the Zone '99
Midway	Action	Jackie Chan's Street Master
Midway	Action	Rampage Universal Tour
Namco	Racing	R4 Ridge Racer Type 4
Namco	Light Gun	Time Crisis
PyroGames	Shooter	Attack of the Saucermen!
PyroGames	Strategy	Sentinel 2
TIG Publishing	Fantasy	Kingdom II: ShaddanTitus
Virgin	Action	Blues Brothers 2000
Virgin	Racing	Supercross World Championship
Westwood Studios	Strategy	C&C Command

## 2ND-QUARTER GAMES

Ind	Fighting	Shao Lin
Interplay	Baseball	VR Baseball '93
Konami	RPG	Soldier II
MGM Interactive	Action	Tomorrow Never Dies
Edios	Action	Sabotage
Edios	Action	Urban Chaos
Midway	Simulation	RC Stunt Copier

## OTHER SECOND-QUARTER RELEASES

989 Studios	Action/Adv	Diabolical Adventure of Yakuza The Academy
Activision	Racing	Jeremy McGrath Super Motocross '99
Infogrames	Adventure	Bugs Bunny: Lost in Time
Natsuno	RPG	Lufia III: Ruins Chesters



## Gamewatch: Street Fighter EX2

We thought we should update you on this game since it's been so long since we last talked about it. Unfortunately though, there really isn't anything new to say. Capcom spokespeople told us that they simply don't know when or even if this game will come to U.S. PlayStation, and now we're not even 100% sure it will come to the Japanese PS. It would be a real shame to miss out on ANY Street Fighter game.



### 3RD-QUARTER GAMES

**July**  
 Edos ..... Action ..... Online  
 Ubisoft ..... Action/Platform ..... Rayman 2

### September

Konami ..... Strategy/RPG ..... Verbal Hearts II  
 Square/EA ..... RPG ..... Final Fantasy VII

### 8TH & 9TH-QUARTER RELEASES

Midway ..... Arcade/Footbal ..... NFL Blitz '99  
 Midway ..... Action ..... GunFet Legends  
 Nintendo ..... Fishing ..... Real Fishing 2

### 4TH-QUARTER GAMES

**October**  
 Edos ..... Action ..... WildWild



Gabe Logan (played here by Alex Bellamy) is set for his PlayStation debut in 1999's Syphon Filter in February.

### November

Activision ..... Car Combat ..... Vigilante 12

### OTHER SECOND-QUARTER RELEASES

GT Interactive 3-D Platform ..... Fony Winks

### SOMETHING IN 1999

?? Adventure ..... Dark Earth

### TO BE ANNOUNCED

- |                     |                    |  |                        |
|---------------------|--------------------|--|------------------------|
| ?? Racing           | Driver             | Basketball                             | I Do 3                 |
| ??                  |                    | Baseball                               | High Heat 2000         |
| 3DO                 |                    | Simulation                             | Constructor            |
| Accolade            |                    | Ball                                   | Jack Nicklaus Golf '98 |
| Accolade            |                    | Action                                 | StarCom                |
| Activision          | ??                 | ??                                     | Spiesmen               |
| Acce                | Sim/Adv            | Agre Prophecy                          |                        |
| Acce                | Honor              | Clacktower 3                           |                        |
| Acce                | Shooter            | ??-Types                               |                        |
| Alpha               | Strategy/RPG       | Thousand Arms                          |                        |
| Capcom              | Fighting           | Star Gladiator II                      |                        |
| Capcom              | Fighting           | Street Fighter EX 2                    |                        |
| Crytek Dynamics     | 3-D Platform       | Gate 3                                 |                        |
| Electronic Arts     | Racing             | Moto Racer 3                           |                        |
| GT Interactive      | Action/Puzzle      | X-Files                                |                        |
| Gravier Interactive | Action             | Asph's                                 |                        |
| Gravier Interactive | Action             | Virus 2000                             |                        |
| GT Interactive      | Hunting            | Deer Hunter                            |                        |
| Konami              | Action/RPG         | Castles Goemon                         |                        |
| Lionhead            | Strategy           | Black And White                        |                        |
| LucasArts           | Action/Adventure   | Indiana Jones and the Infernal Machine |                        |
| MGM Interactive     | Action/RPG         | Maximum Gauge                          |                        |
| Namco               | Fighting           | Fighters                               |                        |
| Playmates           | Strategy/Action    | Covert Wars                            |                        |
| Playmates           | Action/Teensage    | Mutant Ninja Turtles 3                 |                        |
| Pygmalion           | Action/Adv         | Contract, The                          |                        |
| Pygmalion           | Shooter            | Lander                                 |                        |
| Sony CEA            | 1st Person Shooter | Lagoon                                 |                        |
| Sunsoft             | Action/Adv         | Hell Edge                              |                        |
| Sunsoft             | Action/Adv         | Monter Seed                            |                        |
| Tecmo               | Horse Racing       | Gallop Racer II                        |                        |
| Tecmo               | Simulation         | Master Rencher 2                       |                        |

### Gamewatch: Tomorrow Never Dies

Hey, whatever happened to this game? It's been months since we named Tomorrow Never Dies as one of E3's Ten Best Games, but don't worry, everything is right on schedule. The folks at MGM Interactive always planned for an early to mid-1999 release, and the game looks to be on track to hit the streets in June. Even though the E3 version was very early, it showed a lot of potential. We can't wait to see the final result.



### PSM'S MOST WANTED



#### 1 > Legacy of Kain: Soul Reaver

After an onslaught of releases, our final copy of Soul Reaver is almost here. We're pretty excited to see what Crystal Ball has done with the genre, since we've only seen it in parts so far.

#### 2 > Silent Hill

Now that an early version of this game has the first night we had it, and ends up looking beautiful. If it's nearly as creepy as Nash says it is, then it looks like Konami's got another smash hit in its hands, and possibly a potential new franchise.

#### 3 > Street Sk8ter

We're finally getting a skateboarding game for PlayStation, and it's already damn fun! And it plays really well, to boot. EA even went in and added more cool features to the U.S. translation, so we're pushing away our Japanese copies for now.

#### 4 > NCAA Football '98

You've gotta love college hoops. No labor disputes, no greed-vs-money problems, period. Sure, you get the occasional remaining violence, but we'll take that over the whole million-dollar bubble in the NBA any day.

#### 5 > Street Fighter Alpha 3

We keep getting in new versions of this game, and it just keeps looking better and better. It's got more characters and more features than any Street Fighter to date, and it's really crying a lot.

#### 6 > Need For Speed 4

We just learned that this game was indeed in production, and here we are, psyched. We played the "Hot Pursuit" levels in the last game for months, and it still hasn't lost its charm. Here's hoping that the entire latest title will be just as frank and fun-paced as before.

#### 7 > R4: Ridge Racer Type 4

We've had the finished Japanese copy for months now, and boy does this game deliver. Forget the other Ridge Racers, this one blows them all away. Now we just wait one in English!

#### 8 > Area Combat 3

The PlayStation has never had enough good flight combat games, but at least it's got Namco's incredible Ace Combat series, which uses a long way to making up for that. From what we've seen of Ace 3, it looks like it's the best yet. It's gonna be tough to snag it from Namco.

#### 9 > Soulkaden II

Man, it seems like we've been waiting forever for this one. Maybe it's just because the first game was so good, that we just can't get it enough fast enough. Even worse, we got to play a demo version, but it didn't last hardly any time at all. Stay tuned.

#### 10 > Final Fantasy VIII

Okay, we're being a little nosy. Obviously, we're being nosy, but we're nosy because we're nosy, and we're nosy because we're nosy. It's all nosy and nosy, and it's nosy all we see. About that. This isn't a healthy information people, this is very, very nosy.





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ELECTRONIC ARTS



# BANZAI CHIBI-CHAN'S NIHON GAME OTAKU

The latest news and notes from the Land of the Rising Sun, featuring our very own Banzai Chibi-Chan!



**R**onchiwa! It's good to see you again, my fellow Otaku! It's been a long time since our last installment of Nihon Game Otaku, but now that we're back, we're back to stay. With Bill Paris-san gone, PSM has asked me to take charge of the section, and I couldn't be more excited! We're starting from scratch, and adding cool new features and columns to give you an even better view to the world of Japanese gaming than ever before. With so many great Japanese games on the way, my only problem is figuring out where to start!

Since I'm doing this section by myself for the first time, the guys at PSM are starting me out slow with just two pages to fill. But if you like what you see, then write to the standard PSM address and tell 'em you want Chibi to get his extra two pages back! After about the fifth sack of letters, I'm sure big ol' Slate will get the point.

Well, you didn't turn to this section to hear me talk all day, so let's get started! We've got a lot of stuff to talk about and not much space to do it, so as my old tomodachi Paris-san would say, KUZUE!

—Banzai Chibi-Chan

## Import News and Notes

► **Strider is back!** YES! FINALLY! Capcom is listening to me! I've been writing them letters for years to do a new Strider game, and my sources in Osaka say it's finally on the way! C'mon, you remember Strider, don't you? It completely ruled at the arcade, like ten years ago. It was awesome! You could run around slashing bad guys with your sword, and the graphics were really good with big characters, and your guy looked major-cool, and... it was just awesome, don't you?

Now, Capcom hasn't said anything, but my sources tell me this new Strider is coming to the arcade scene. Could it eventually come to PlayStation? I'm working on finding out for sure, but here's a juicy little something I did hear: it may go to PlayStation 2! It's just a wild rumor right now, but it could happen.

Anyways, the new game is rumored to be some kind of mix between 3D graphics and 2D-style gameplay. Supposedly, the reason we're finally getting another Strider is that fans really thought he was cool as his guest spot in *Mega-2*. Capcom if you haven't seen him in that game yet, go check it out now! I'll let you know as soon as I find out more!

► **Alert: New Sony game won't run on "chipped" PlayStations!** Sony's newest Japanese game, *Potoporus*, won't work on modified, or "chipped," PlayStation 1/DVD. Apparently, there's some kind of new "bad track" on the disc, which keeps sneaky import gamers from playing the game on non-Japanese systems. Right now *Potoporus* is the only game like this, but it's been enough to put the import gaming community in a spin. What if all future Sony games are like this? Worse yet: what if this new lockout technology is used in future third-party games, too?

## Playstation Ehrgeiz gets a quest mode

**H**ey tomodachi, have you played *Ehrgeiz* yet? It's that arcade fighter from Namco and Square that has all the hidden *Final Fantasy VII* characters in it. Well, everybody knows by now that it's coming to PlayStation, but what you might not know is that the home version will be a million times better, with lots of new stuff! First off there's more characters, like *FFVII*'s Sephiroth and Vincent, and some weird new side games. But the coolest new feature by far is a "Quest Mode", that looks a lot like the quest mode from *Tobal 2*—only with much, much better graphics! To tell you the truth, I thought this game was just okay before, but all this new stuff has put *Ehrgeiz* at the top of my list!

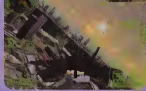
► *Ehrgeiz*, the hot new fighter from Namco and Square, features characters from *Final Fantasy VII*, among others.



## Ace Combat 3 is coming!

**Y**EEEE!!! A new *Ace Combat*?! I couldn't believe my eyes when I opened up my new copy of *Ridge Racer 4*, and found a demo of *Ace Combat 3* inside! I've loved this series ever since the beginning, and it looks like the latest game is going to be the best ever by far.

Unfortunately, the demo didn't give much information, and it wasn't even playable. Still though, the video footage of gameplay that it showed was enough to get me drooling. Right now a release date isn't set yet (on the demo it only says "sometime in 1999"), but I'll let you know just as soon as Namco makes an announcement!



► Fly the universally loved with Namco's *Ace Combat 3*, which is due to be released sometime this year!

## Square goes sci-fi with Cyberborg

**T**here isn't a month that goes by here in Japan that I don't hear some cool Square news. This month it's a doozy: Square's making a 3D action/shooter-style game called *Cyberborg*! The game is set in the 22nd century, where you're on a mission to rescue the ambassador of a friendly planet who's been kidnapped by some nasty aliens. You get to choose between three different characters, who each have their own strengths and weaknesses, as you blast aliens and clear dungeons.

Why am I so excited about this game? Cause it will say "Square" on the box! Plus, Square usually doesn't do soft-themed games, so it'll be cool to see how it turns out. We won't have to wait very long, since the game comes out in Spring.

# TOP 10 SELLERS IN JAPAN

(all press time)



1. COMAN THE GREAT DETECTIVE (BANDA)
2. SINGLE 1500 SERIES VOLUME 1: THE 1500 JONG (CULTURE)
3. LEGEND OF LEGIA (SONY CEI)
4. WASH COURT 2 (NAMCO)
5. WORLD SOCCER JIKYOU WINNING ELEVEN 3. FINAL VERSION (KONAMI)
6. TYPE (RM SOFTWARE ENGINEERING)
7. ADVAN RACING (ATLUS)
8. MATMANA (KONAMI)
9. PAULOR FROM PACHINKO JAPAN (TELENET)
10. DOKAPORI ANGER OF THE IRON (KONAMI)

\* Source: PlayStation Magazine 124 (Nov 2 to Nov 22)

## FEBRUARY JAPANESE RELEASES

DATE	TITLE	GENRE	PUBLISHER
2/4	Soul Blast	Adventure	Carovan Interactive
2/4	Heart of Darkness	Adventure	Sarnoff
2/11	Fireworks	Simulation	NIS Interchannel
2/11	Cyber Battle	Simulation	System Soft
2/11	Final Fantasy VII	RPG	Square
2/12	Angelique: Heaven's Requiem	RPG	Koei
2/12	Angelique: Hi Premium Box	RPG	Koei
2/18	Ban Bang Tennis	RPG	Hellobit
2/25	Shard of Faithful Memories	RPG	Uta Factory
Feb	Parlor Pro Pachinko	Simulation	Jacarc Telenet
Feb	Rising Zed: The Samurai Dungeon	Action	LEP Systems
Feb	Adventure: Awakening from the Ordinary Life	Adventure	SNA
Feb	Tricky Riders	Snowboarding	Cacore
Feb	Onwaia English Language Series Vol. 2	Etc	Success
Feb	Option: Tuning Car Battle 2	Racing	Jaleco
Feb	IS: Internal Section	Strategy	Square
Feb	Pocket Mu-Mu	PocketStation	Sony CEI
Feb	Combit: Chero G	Action	Takara
Feb	Pharaoh's Dream	Simulation	Takasa
Feb	Prozone Zone	Strategy	Takasa
Feb	Sound Novel: Evolution 1	Adventure	Chun Soft
Feb	Dream Circus	Simulation	TDL
Feb	Bung Ho Brigade	Simulation	Tony
Feb	Kyoji-Chan's Pin Club	Action	Tony
Feb	Leading Johnny '86	RPG	Harvest One
Feb	The Arts	RPG	Pack-In-Soft
Feb	Witch's Dance	Adventure	Pack-In-Soft
Feb	Witch's Exotic	RPG	Hudson
Feb	P. Tamers	Simulation	Hudson
Feb	Spacecruiser Yamato	Simulation	Bandai
Feb	Lufia IV	Simulation	Victor Soft
Feb	Armored Core: Master of Arms	Action	From Software
Feb	World Novel and 2	Etc	Rhythmic
Feb		Simulation	River Hill Soft

# HOT IN JAPAN

America's game gets thrown a curve in Japan...

That's what everyone is talking about scandal recently, a top baseball team has come under suspicion of rigging games. How? Apparently, team staff are watching the catcher's signs of the opposing team, and then relaying them to a kid in the audience who takes a megaphone and then shouts instructions to his team's batter, such as "low left", or "curve ball". This has really caused an uproar, and no matter where you go, everyone's talking about it.



### Chibi's Top February Pick

**FINAL FANTASY VII**  
C'mon, you gotta be kidding me! Like anything could even START to compete with FFVII, this month or ANY month. You can bet I'm gonna be

first in line when the shops in Akihabara open up on the 11th. All those other fanboys can just lose Chibi but I'll camp out overnight if I have to, but I've GOT TO HAVE FFVII!




A FFVII has Chibi sleeping in the streets in Akihabara, waiting to be the first to get that great game.

# TOKYO FLASH!



My name is Max and I'll be helping Benzo out each month. I live in Japan just outside of Tokyo, so each month I'll be able to bring you the lowdown on

what Japanese gamers are doing, which games are eagerly anticipated, what's selling in the stores and what's not, what streetwise gaming osaku are playing on the demo machines in Akihabara, and what they're walking right past. In short, a snapshot of the gaming culture in Tokyo each month. If any of you have things you specifically want to see or hear about in this column, just drop us a line at the standard address. Now let's get started, shall we?

### MUSIC GAMES TAKE OVER

So, what are Japanese gamers crazy about this month? They've had their *Pocket Monster* craze, *Tamagotchis* have come and gone, and now music games are officially the Next Big Thing. The fuse was lit by Konami's innovative *Beatmania*, a DJ simulation arcade game which was also a recent top PlayStation hit, and came with a dedicated turntable-style controller.

The new top music title is an arcade game called *Dance Dance Revolution*, which requires



action whilst sipping on their favorite ale (and to line up for a go, needless to say). By the way, this title is also from Konami, which is planning to bring a version home for PlayStation.

### Hot for PlayStation

On the driving front, *Ridge Racer 4* is out and is pulling in the crowds, but an impromptu survey of some kids playing it in Akihabara revealed a few interesting opin-

ions. The graphics are great, but the cars swing all over the place. They also think the joystick controller is just too difficult to use. Come on lads! Practice, practice, practice. Now that *R4* is out, the most anticipated game right now seems to be *Crash Bandicoot 3*. Puffers picking up a Dual Shock PlayStation unit with *Crash's* new adventure will be rewarded with a handy CD storage unit as a free gift.

### Christmas Time in Akihabara

As I write this, Christmas time is fast approaching, and it's a pretty big deal, even for a country which is only about 30% Christian. Unlike in the West, this holiday is mainly for children and young couples. According to modern tradition, amorous couples escape to the privacy of a hotel for a romantic meal and a stay over. As for me, I'll settle for the PlayStation's latest hits under my tree. Until next time, ya ne!



—Max Everingham



**Rule 157n**

*"A time penalty will be imposed on any driver who, in the opinion of the Stewards, unnecessarily overtakes another car during the first lap."*

— FIA Sporting regulations

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PlayStation 2



FIA  
FORMULA 1  
WORLD  
CHAMPIONSHIP

# FORMULA 1 98

OFFICIALLY LICENSED GAME

**Formula One '98 Rules. Official**

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

and link cable) with 10 cars on the track - New racing simulation engine with a representative physics model - All new features include G-force driver head movements, animated pit stops, race replays, and more.

*designed by the italians.  
no wonder it's attracted  
to anything with curves.*



05...04...03...02...01





"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo),"  
*Official PlayStation Magazine, December 1998*



It is speed incarnate. Its sexy sheet metal restrains a 3000 cc power plant that hits 0-190 mph in the snap of a linguini. It is the Bisonte - just one of the automotive marvels that scorch the streets in R4. With over 300 new cars, 45 fantastic models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. Ciao, baby.



Think fast. Drive faster.

**namco**  
 www.namco.com

- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode
- Watch your race with all-new motion-blur effects



• Battle head-to-head in split-screen vs. mode



- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy
- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



• Race on gorgeous cityscape, countryside and racetrack courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes a Ridge Racer Turbo Mode bonus disc with a 60 FPS track



# 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:

A Bug's Life.....	pg. 41
Animanics Ten Pin Alley.....	pg. 36
Blot Radius.....	pg. 40
Brigandine.....	pg. 42
Bust-A-Move 4.....	pg. 37
Eggs of Steel.....	pg. 41
FFA '99.....	pg. 40
Mr. Domino.....	pg. 37
Nectaris.....	pg. 42
R-Types.....	pg. 47
Tiger Woods Golf.....	pg. 36
Tomb Raider III.....	pg. 25
Uprising X.....	pg. 47

## THE PSM RATING SCALE

When 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:



A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!



A really well-done game. If you're a fan of the genre, you should definitely check this one out.



A pretty good game. It has its share of rough spots, but it has some redeeming qualities, as well.

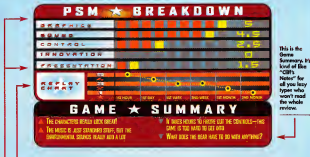


Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.



Don't even make eye-contact with this one—it's not worth one second of your time.

## BREAKING IT ALL DOWN, PSM STYLE



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

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



## 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  
Apocalypse 0000  
Armored Core:  
Project Phantasma 000  
Breath of Fire III 0000/1/2  
Bushido Blade 2 000  
Bust-A-Groove 0000/1/2  
Colony Wars: Vengeance 00000  
Cool Boarders 3 0000  
Darkstalkers 3 0000  
Deathtrap Dungeon 00  
Destrega 00/1/2  
Devil Dice 0000  
F1 '98 000  
Future Cop: L.A.P.D. 000

G. Darius 000  
Gran Turismo 00000  
Heart of Darkness 0000/1/2  
Kagero: Deception II 0000  
Karta 0000  
Kenesis: Sacred Fist 00/1/2  
Knockout Kings 00  
 Madden NFL '99 0000  
Master of Monsters: DoG 0/1/2  
MedEvil 000  
Mega Man Legends 0000  
Metal Gear Solid 00000  
MLB '99 0000  
Moto Racer 2 000  
Motohead 0000  
N2O 00/1/2  
NASCAR '98 00/1/2  
NCAA Football '99 0000  
NCAA GameBreaker '99 0000/1/2  
NFL Blitz 0000/1/2  
NFL GameDay '99 00000  
O.D.T. 000  
Parasite Eve 000  
Psychoek 000  
Rally Cross 2 000/1/2

Resident Evil 2 00000  
Rival Schools:  
United By Fate 0000  
Rogue: Trip 000/1/2  
Roll Away 000/1/2  
Running Wild 000/1/2  
Saga Frontier 00/1/2  
San Francisco Rush 00  
S.C.A.R.S. 000  
Spyro the Dragon 0000  
Street Fighter 2 Collection  
Tales of Destiny 0000  
Team Lust! RC Racer 00/1/2  
Tekken 3 00000  
Tenchu 0000/1/2  
Test Drive 4 0000  
Test Drive Offroad 2 0000  
Thunder Force V 000/1/2  
Tiny Tank: Up Your Arsenal 0000  
Trap Gunner 0000  
Twisted Metal 3 00  
Unholy War, The 0000  
WWF: Warzone 0000  
X Games Pro-Border 000/1/2  
X-Men Vs. Street Fighter 0000

# Tomb Raider III



This is not a game for the merely curious, but instead it's squarely aimed at those who know exactly how to handle Lara and play the game well.

## IS THE THIRD TIME AS CHARMING AS THE FIRST?

When Eidos released the first *Tomb Raider* on the PlayStation, the world was stunned. Not only did the game provide players with an unprecedented amount of character control, but it also introduced us to the next big videogame superstar, Lara Croft. Lara could grapple, jump, shoot and run in every direction, while unraveling puzzles, taking out wild beasts and exploring some of the best designed levels in videogame history. The title became an instant success and spawned countless clones.

A year later, *Tomb Raider II* rolled off the production line and Eidos managed to almost completely recapture the essence of the first game. But this time around, the designers added more interactivity with the environment, a few new moves and a slew of tougher levels to conquer. The hardcore fans were still impressed and Eidos had another hit on its hands.



There are plenty of new ways to die in *Tomb Raider III*'s lush surroundings.

Now, with the third and latest installment in the series, Eidos has managed to strike a nice balance between the adventure and action formulas of the first two titles. With an actual decline in the amount of enemies, *Tomb Raider III* still manages to pack in more weapons, more levels and an increased level of difficulty. In her latest adventure, Lara hunts down different artifacts fashioned from a meteorite that crashed to earth thousands of years ago. The journey to collect the

pieces takes her from deep within the rain forest to London and beyond. Eidos has added some non-linear gameplay elements to the title by giving the player a chance to choose their path through three different locations (London, Nevada, South Pacific) after surviving the first four levels. And in most of the individual stages, you'll also be able to take one of two different paths which give the game some interesting variation.

But while the effect of the high resolution graphics and added moves make this the biggest and best looking *Tomb Raider* yet, *Trill* doesn't make as big a leap as the first two in the series. Even with all of these added features, Lara controls exactly the same through levels that feel mostly like more detailed extensions carried over from either of the first two *Tomb Raiders*.

But as with most franchises, it's a tricky thing to make progress in a series that is so popular. You don't want to take away its defining characteristics, but at the same time, you need to progress in terms of technology and gameplay. The *Tomb*



**PUBLISHER**  
 Eidos Interactive

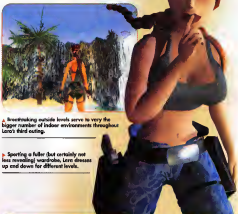
**DEVELOPER**  
 Core

**TYPE OF GAME**  
 Action/Adventure

Eidos has packed in a hidden number of indoor environments throughout the game for nostalgic gamers who collect all 59 secrets throughout the game.

*Raider* series has consistently sold on the foundation of an outrageously glamorous lead character and being the best in its genre. Therefore, don't expect *Tomb Raider III* to break the mold of its predecessors. It merely refines and expands on them.

With such great strides being made in other long running PlayStation series, it seems unfit that Lara shouldn't receive the same treatment, but Eidos does cover all the bases and succeeds in providing die-hard enthusiasts with a solid, challenging adventure. Those thoroughly converted by the last two games should definitely buy this game. Those that weren't bowled over by the series should probably try their hand at another game.



Breakmaking outside levels serve to vary the bigger number of indoor environments throughout Lara's third outing.

Sporting a fuller (but certainly not less revealing) wardrobe, Lara dresses up and down for different levels.

**PSM BREAKDOWN**

GRAPHICS	4.5	5.0
MOVIES	4.5	5.0
CONTROL	4.5	5.0
INNOVATION	4.0	5.0
REPLAY VALUE	4.0	5.0

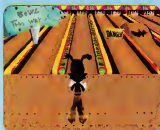
**OVERALL** 4.5

**GAME SUMMARY**

- ▶ NARRATIVE COMPLEXES LEVELS, SCORING PUNISH A GOOD AMOUNT OF CHALLENGE
- ▶ PLAY A BIT LIKE AN EXPANSION PACK TO *TRE* AND *TR2* RATHER THAN A NEW GAME
- ▶ A GOOD BALANCE OF ACTION AND TYPICAL *TOMB RAIDER* PRACTICE KEEP SIMILAR MOVES
- ▶ LEVEL OF CHALLENGE IS NEAR UNCHANGING FOR MOST *TOMB RAIDER* FANS

**PSM FINAL SCORE:** PLEASINGLY FAMILIAR, BUT FAMILIAR ALL THE SAME

## Animaniacs



	<b>PUBLISHER</b>
ASC Games	
	<b>DEVELOPER</b>
S-Tire	
	<b>TYPE OF GAME</b>
Bowling	

Yakko takes to the lanes without the attractive green and red shoes.

### IT'S BOWLING FOR SATURDAY MORNING GAMERS

Early last year, ASC released *Ten Pin Alley*, one of the most realistic-looking bowling games ever. For some reason, the group wants to rework the sport in 1999, but this time get a little less serious about it. *Animaniacs Ten Pin Alley* is the result.

*Animaniacs Ten Pin Alley* uses the same graphics and realistic pin physics that was used in last year's *Ten Pin Alley*, but the company used the *Animaniacs* to get a little overboard—on purpose. If you've ever seen the show, you'll recognize the names Yakko, Wakko, Dot, The Brain, Hello Nurse—they're all out for a game of bowling.

But what would the *Animaniacs* be without a little cartoon action? Throw the ball at a certain speed or angle, and watch the ball bounce down the lane like a basket-

ball or swerve out of control. Sometimes you'll have no idea what to expect, even if you've timed the perfect throw. Get a strike or spare, and you're greeted with a real-time 3D animation of your character reacting accordingly.

Trying to figure out who the target audience is a game in itself. The complex game interface may confuse the kids who will actually appreciate the *Animaniacs* license, and niche gamers who want to play a good game of bowling will be constantly bombarded with wacky ball effects they may not.

But even with all the goofiness, *Animaniacs Ten Pin Alley* is just bowling, so unless you're a true fan of the sport, the novelty will surely wear off after a few throws down the lane. And if you're a bowling nut, you may not be ready for all the wackiness.



GAME ★ SUMMARY	
▶ THE GAME AND PIN PHYSICS ARE USED IN THE MONEY	▶ THERE'S MAY BE SOME NEW FEATURES THAT AREN'T IN OUR TRACKING SYSTEMS YET
▶ THE 3D GRAPHICS ARE ONE OF THE BEST IN THE YEAR ANYMORE	▶ THE GAME HAS THE MOST BOWLING SCORES IN 30 APPLICABLE GAMES

**PSM FINAL SCORE:**  
IT'S NOT QUITE FOR BOWLERS AND IT'S NOT QUITE FOR KIDS...

## Tiger Woods '99 PGA Tour Golf

Golf isn't exactly the flashiest of sports and the same is true of the videogame version, but with *Tiger Woods '99* from EA, some new innovations as well as a bit of excitement have been added to the tired PGA series on the PlayStation. The game is the sequel to last year's *PGA Tour '98*, but so much has been improved (not just the addition of Tiger), that it can easily stand alone as the pinnacle of videogame golfing, for sim freaks as well as arcade duffers.

This year you'll get to play five different courses and play as eight different pros, including Tiger. The gamut of game modes is back, with the

TIGER AND EA SCORE A HOLE IN ONE



	<b>PUBLISHER</b>
Electronic Arts	
	<b>DEVELOPER</b>
EA Sports	
	<b>TYPE OF GAME</b>
Sports/Golf	

The graphics are much better than last year's game, but they still don't seem to be up to the standard of other PlayStation titles.

Now you can play in the Tiger Zone and get Tips straight from the Master himself.

addition of practice courses and a tour mode, where you compete in five 72 hole events. The most is being made out of the *Tiger Woods* license and many of the game's best new features are Tiger inspired. There's Tiger Control, which allows you to put spin on the ball in mid-flight, allowing limited control of where the ball lands after you hit it. The Tiger Shot is when you hit the ball perfectly and the player on screen is charged with lightning. The red zone in the three hit swing meter has been renamed the Tiger Zone. Unfortunately, the Tiger Tips (little tutorials that pop up during gameplay, awkwardly hosted by Tiger himself) feel tacked on and aren't terribly useful.

Not all the new improvements have Tiger's name attached. In the multi-player game, you can now talk trash against your friends through button inputs as they take a shot. The additional analog swing is surprisingly fun and easy to use, making it the most innovative new feature of the game.

Sadly, the whole putting system has taken a step back with the lack of any terrain grid. Still, this game has got what it takes.



GAME ★ SUMMARY	
▶ THE NEW ANALOG SWING IS FUN TO USE AND HELPS YOU A LOT IN YOUR BOWLING	▶ THE SOUND EFFECTS ARE VERY GOOD AND ARE FUN TO HEAR
▶ THE 3D GRAPHICS ARE ONE OF THE BEST IN THE YEAR ANYMORE	▶ THE PUTTING SYSTEM IS A MAJOR STEP FORWARD WITH THE ADDITION OF ANY TERRAIN GRID

**PSM FINAL SCORE:**  
TIGER BRINGS A COOL VIBE AND SOME EXCEPTIONAL INNOVATIONS

## Bust-A-Move 4



Bust-A-Move 4 is the best two-player puzzle game, period. And it's probably safe to bet.

### THE PREMIER TWO PLAYER PUZZLE GAME IS BACK

**B**eginning as a simple, but addictive, arcade puzzle game named after its two super-addictive lead dragon characters, the Bust-A-Move series has made its mark on console gaming as it reaches its fourth incarnation. After a long respite between the Acclaim-published Bust-A-Move 2: Arcade Edition and this present installment in the series, Bust-A-Move 4 includes just enough added touches and modes to warrant a new look.

The series has made its name with incredibly simple, but challenging gameplay which pits the player against a screen full of colored bubbles. Your objective is to shoot like-colored bubbles so that they stick in a row, thus clearing the set and making room for more. Once the screen is cleared, the round is over. The most noticeable change between *BAM 4* and its highly similar predecessors is the inclusion of a new strategic twist in the usual bubble-busting gameplay: *Tanto*, the series' forcing room for more. Once the screen is cleared, the round is over. The most noticeable change between *BAM 4* and its highly similar predecessors is the inclusion of a new strategic twist in the usual bubble-busting gameplay: *Tanto*, the series' forcing you to keep the weight in balance. If you take too much from one end before you can clear the other, the bubbles will sink and cause you to lose the round.

Gameplay modes have also been given facelifts to include a new Edit mode, a Story Mode, as well as a cool Challenge stage. Edit mode allows players to create their own board of bubbles and save them to a memory card, while the Story Mode offers an unusual trip through a deck of Tarot cards which will reveal the fate of the character chosen at the outset.

While the game hasn't attempted to break the technology barrier in its graphics or sounds (basically the same 2D gameplay with the usual perky tracks to accompany them), the basic premise of the game remains addictive, entertaining and incredibly fun. Since Acclaim has only recently begun reprinting the already classic Bust-A-Move 2, this latest installment in the series by Natsume emerges as a definitely "can't miss" title if you've never played the first. As one of the best two-player puzzle games on the PlayStation, *Bust-A-Move 4* is a title that no system owner should pass up. Run out and find a copy, then challenge a friend.

## No One Can Stop Mr. Domino

### ACCLAIM'S LATEST PACKS A NEW BAG OF TRICKS

**W**ith a long set of surreal adventure games under its belt, Japanese developer Artdink set out to think up a puzzle title that would uphold the company's strange sense of game design. The game that Artdink came up with is Acclaim's latest, *No One Can Stop Mr. Domino*. Beyond the long title, *Mr. Domino* actually brings Artdink's usually more cerebral style down to earth with an interesting take on puzzle games.

Showcasing a outsize domino as the lead character, players will be confronted with a course full of dangers and interesting items. The point of playing the game is to set off a string of tricks which are triggered by falling dominoes. As you make each lap, you'll have to set up dominoes and avoid pitfalls which greatly decrease your character's health and stamina. All the while, Mr. Domino is in constant motion and can only really be slowed or accelerated, making evasion and setting up tricks a



**PUBLISHER**  
Acclaim

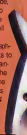
**DEVELOPER**  
Artdink

**TYPE OF GAME**  
Puzzle

It's all about pulling tricks and a good sense of timing throughout the six courses in *Mr. Domino*.

challenging process which can only be completed on each pass through the lap. Based on a points system, you'll be awarded more points depending on how cleverly you set up each trick. If you line up a set of dominoes leading up to set of trick triggers, you can push them over on the next pass. If you're successful in hitting the trigger, you'll start a cool chain reaction and receive a bounty of points.

Unfortunately, it's the more seasoned puzzle fans that may wring the most mileage out of *Mr. Domino*, making the six stages feel a little too short. Players have the option to try their hand at playing through with different characters once you've won it once, but the only difference is learning the controls of a new character (for instance, one hidden character moves very fast, while another moves very slow). But beyond *Mr. Domino*'s short shelf-life, the game packs in a good variety of gameplay for gamers looking for a good mix between racing, platforming and puzzling. Once you're able to grasp the initial premise of the game, *Mr. Domino* zips along at an enjoyable pace which takes more than just your skill, but the gamer's brain as well.



### PSM ★ BREAKDOWN

GRAPHICS	★★★★
SOUND	★★★★
CONTROL	★★★★
INNOVATION	★★★★
PRESENTATION	★★★★

**REPLY SMART**

★★★★★

### GAME ★ SUMMARY

- Perfect and addictive for two players and one for party players.
- Has a great graphics and presentation on a 2D plane.
- Fun modes that the player will challenge and enjoy.
- Graphics and soundtracks aren't really changed over the course of the track.

**PSM FINAL SCORE:**  
 CUTE, FUNNY AND INSANELY ADDICTIVE — WHAT ELSE IS THERE?



### PSM ★ BREAKDOWN

GRAPHICS	★★★★
SOUND	★★★★
CONTROL	★★★★
INNOVATION	★★★★
PRESENTATION	★★★★

**REPLY SMART**


★★★★★

### GAME ★ SUMMARY

- One history and soundtrack graphics was the only flaw.
- Challenging gameplay concept and a fun and addictive party game.
- Completed racing but not learning some may lose or lose games.
- Only six levels and the game starts when you only want to hit the beginning character.

**PSM FINAL SCORE:**  
 A REFRESHING, UNIQUE TWIST ON PUZZLE GAMES





*Born in the U.S.A.  
believes in every  
citizen's right to  
freedom of speed.*





"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo)." - Official PlayStation Magazine, December 1998



It boasts an American stock car pedigree. Built Tallahassee tough and water-moccasin fast. Its muscle-bound V8 unleashes 317 stampeding horses, as well as unlimited "Yee-Haa's!". It is the Detector - just one of the automotive marvels that torches the streets in R4. With over 300 new cars, 45 fantasy models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. So long, pardner.



Think fast. Drive faster.

**namco**  
www.namco.com

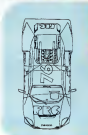
- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode
- Watch your race with all-new motion-blur effects



- Battle head-to-head in split-screen vs. mode



- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy
- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



- Race on gorgeous cityscapes, countrysides and race-track courses



- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes a Ridge Racer Turbo Mode bonus disc with a 60 FPS track



## Blast Radius



**Publisher:** Psygnosis

**Developer:** Psygnosis

**Type of Game:** Space Shooter

**Space Shooter**

It's amazing how similar Blast Radius' graphics are to Colony Wars: Vengeance.

## PSYGNOSIS PROVES IT KNOWS SCI-FI

**B**last Radius should be considered an arcade Colony Wars that is mission-based, but mainly relies heavily upon power-ups for the basic gameplay structure. While there are plenty of similarities between the two games, like the radar system and the ships' handling and control, the overall feeling of this game is lighter and simpler. Unfortunately, there are a couple of unfortunate flaws.

The companions to Colony Wars are inescapable. Lasers and explosions look great. Gameplay is speedy, but will sometimes briefly slow to a crawl when lots of action is on screen. The four ship designs are pretty neat and encourage the player to try each of them. The player's ship is in high detail and is affected by the surrounding lightsources. The sprawling arena battlefields are not as awe-inspiring as those in Colony Wars, but are still quite good in their own right. You can actually burn up in a planet's atmosphere if you get too close.

Blast Radius makes its greatest departure from Colony Wars in its gameplay. The overwhelming gameplay thread surrounds the collection of various power-ups that are released as you destroy enemy ships. As your fuel, ammo and shields are depleted, you have to grab the appropriate color power-up. Grabbing these power-ups is essential for finishing a mission and also adds an extra strategy element. This structure leads to frustration in the later levels and is a contributing factor to the game's overwhelming difficulty.

Perhaps the one thing that is holding Blast Radius back from being a really amazing game is the frustration caused by a poor (and completely avoidable) gameplay design. A player does not have the ability to save after every mission and cannot continue from the last mission played before being killed. Instead, one has to go back several stages to the last save. Much of the game's difficulty level and suffering replay value stems from this single annoying feature.



**PSM FINAL SCORE:** 31  
FUN SPACE SHOOTER THAT FRUSTRATES FAR TOO FAST

## FIFA '99 FIFA PERFECTION!

**H**ow many sequels does it take to reach perfection? For the FIFA series, the number is seven. To put FIFA back on top, EA had to overcome its control issues, although, in many ways, the game has been improving with each new edition, starting back in '94 with FIFA International Soccer on the Sega Genesis. It has definitely been a work in progress with refinements and tweaks being added each year. In 1998, FIFA has truly arrived with gameplay as good as ISS and the most in-depth collection of real leagues, players and stars ever.

In the features department, there are 74 more teams, two extra leagues — Portugal and Belgium, three new gameplay modes — Custom Cup, Custom League and

▶ The players have tons of new animations, all of which make FIFA very exciting.



**Publisher:** Electronic Arts

**Developer:** EA Sports

**Type of Game:** Sports

**Sports**

The gorgeous stadiums are just on the list of FIFA's amazing attributes which says a lot about those at the top!

the elite European Super League, more stadiums, a third more animations and more commentary. That is on top of the already features-laden nature of the series.

Firetrate has been increased, but the biggest leap for '99 is control. Controlling the on-screen players is much more fluid, with interruptible animations that enable you to switch directions much more quickly and stop on a dime. The artificial intelligence controlling opponents and teammates has also been tweaked to new levels of realism. AI was pretty good in the last FIFA effort, World Cup '98, but now the offense won't apply much pressure on your defense when you have control of the ball in your side of the field, which allows you to pass the ball back when you need some space and time to regroup before you launch another attack.

Jews will be agape at the improved graphics. The field, players and surrounding stadium all have a smooth, refined look to them. There are tons of new animations for the players on the field and in the computer controlled sequences (for those after a point is scored or when the teams leave the field for half-time).

The only down note is that the front end, including the menu screens, can be a little tricky to navigate. It's a small price to pay.



**PSM FINAL SCORE:** 41  
EVERYTHING HAS FINALLY COME TOGETHER FOR FIFA!



## Eggs Of Steel



ESRB: E10+
Atlas
Enix/Rhythm & Hues
PlayStation 2
Platformer

While the premise and character in the game are highly amusing, the gameplay isn't quite keep up.

## ATLUS SERVES UP SCRAMBLED EGGS

Japanese giant Enix and British-based Rhythm & Hues have paired up to produce a title aimed squarely at the younger PlayStation market. *Eggs Of Steel* gives players the opportunity to take charge of a steel mill after working hours in the guise of a night watchman/egg named Charlie. Charlie's workplace has suddenly taken on a life of its own and your job is to set things right and find the source of the problem.

To accomplish this task, you must travel around a very complicated set of stages, collecting odd items and completing different objectives. Set in a sprite-based, 3D world, you'll find yourself scrambling across steel girdes, whacking time clocks with your handy wrench and throwing bolts at targets. All the while, you have to keep your cool under various fans to keep from getting "boiled" (excuse the pun). And like in any platformer, you'll have to contend with bosses and some nasty puzzles along the way.

While the premise for the game is initially humorous and charming, with plenty of amusing CG cutscenes, the real stumbling block for *Eggs* is its poorly animated main character and confusing level design. Moving Charlie around the levels can be a laborious process at times, simply because of the sluggish reaction of character movement onscreen. But this is forgivable in the face of the game's bizarre level design. Certain objectives are spelled out for you, but once they're taken care of, it's not always clear where you must go next. This is due to the puzzling layout of each interconnecting level. You're able to return to previously visited areas to reap goodies and find missed locations, but the way in which the stages are connected can lead you straight into the arms of frustration. You'll often find yourself needlessly repeating tasks and never quite getting anywhere in the meantime.

While *Eggs Of Steel* might present an entertaining challenge to younger gamers with its humor and lack of pretension, there's no real draw in terms of fluidity, logic or technological finesse for more experienced players. Save this for the younger siblings and try your hand at a platformer like *Konoe* if you're a fan of the genre.

### PSM ★ BREAKDOWN

GRAPHICS	2.5
SOUND	3
CONTROL	2.5
INNOVATION	2
PRESENTATION	4
REPLAY CHART	3

### GAME ★ SUMMARY

- Great characters and fun game w/ a lot of humor!
- Simple, easy to learn, makes it a great choice for younger gamers.
- Clearly animated pretty and does the job of a superb free.
- Levels are consistently challenging and take the time to load.

**PSM FINAL SCORE:**  
 THIS PLATE OF EGGS IS STRICTLY FOR THE KIDS' MENU

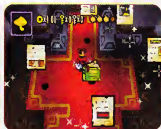


## Monkey Hero

### BLAM! MAKES A GRAB AT THE ACTION RPG CROWN

When California-based Blam! first announced its intentions to design and develop an action RPG in the mold of 16-bit, Zelda games, the gaming press was more than a little skeptical. With the cards stacked in favor of Japan for dreaming up the past and present classic console RPGs, any US developer seeking to take a bite out of the genre has always been viewed with a wary eye. Now, with Blam!'s *Monkey Hero* ready to hit the shelves, does it pay homage to the greats while forging its own path? Well, yes and no.

Following the journey of a young hero named Monkey, the game plays much like a top-down, 16-bit action RPG. Dungeons are constructed out of puzzle rooms in which you must pull levers, kill monsters or push objects in order to clear them and continue. Progress relies on finding gold or silver keys in order to retrieve objects out of large, cartoonish treasure chests while fending off equally cute enemies. At its



ESRB: E10+
PUBLISHER
Task 2 Interactive
DEVELOPER
Blam!
TYPE OF GAME
Action/RPG

While *Monkey Hero* shows some promise, the game does need just a tad bit more technological polish.

most basic, *Monkey Hero* feels a lot like *Alundra*; but the one feature that distances the two games from one another is the depth in detail and gameplay. While *Alundra* was a tough, skillful test of gamer's abilities, *Monkey Hero* is a simple game seemingly aimed directly at younger players.

With colorful backdrops and a cast of very endearing characters, the game begins on a very easy note and get progressively more challenging without ever feeling overbearing. Secret areas and hidden dungeon entrances harken back to the exploratory themes of *Zelda*, but never quite match the charm or design of the latter.

Graphically, the sprite-based world of *Monkey Hero* causes very noticeable slow down in movement and the animation of the lead character can appear sluggish on screen as well. These weaknesses mar the genuine appeal of a solid, but somewhat overly simple, game. Though younger gamers will love the feel of *Monkey Hero*, some of the technological and design weaknesses in the game will warrant more sophisticated gamers to approach this title with caution.



### PSM ★ BREAKDOWN

GRAPHICS	3.5
SOUND	4
CONTROL	2.5
INNOVATION	2
PRESENTATION	4.5
REPLAY CHART	3

### GAME ★ SUMMARY

- Color looks consistent and sets up playability in the game.
- Simple puzzles and gameplay are perfect for the younger gamer.
- Some sluggish animation may feel slow, unresponsive controls.
- The game is a little too easy and short for the seasoned player.

**PSM FINAL SCORE:**  
 A CHARMING, IF SIMPLE, FLASHBACK TO SIMPLER DAYS OF GAMING



## Brigandine



<b>PUBLISHED</b>	Atlus
<b>DEVELOPER</b>	Atlus
<b>TYPE OF GAME</b>	Strategy

◀ The majority of the game is spent organizing your troops and moving different officers into strategic battles.

### ATLUS' LATEST IS STRICTLY FOR STRATEGY FANS

**F**ilus' latest strategy RPG follows hot on the heels of its last title, *Katia*, but has little in common with its predecessor. Instead of moving from battlefield to battlefield late *FF Tactics* or *Tactics Ogre* in a linear motion, the action in *Brigandine* relies more on terrain and stat checking.

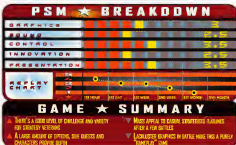
At the outset, you are given the choice of playing through as one of five different Lords who must defend their respective lands while slowly laying claim to the castles of other countries. The bulk of gameplay is spent in organizing troops, summoning monsters, fortifying castles and choosing the appropriate armies for each lengthy battle. Each different leader has his or her own weaknesses in regards to characteristics of their homeland's terrain and ally attributes. All of these subtle differences in rank, strength and troop types must be taken into account in order to plan your moves successfully.

When your troops are ready to attack, battles take place on a hexagonal set of grids which mimic games like *Dark Wizard* on the Sega CD or *Master of*

*Monsters on the Genesis*. When a troop member encounters the enemy on the field, players can choose to watch attacks in 3D polygonal cut scenes. But as a warning, the cutscenes eat up a lot of load time and you'll most likely be finding yourself turning off the animations before the first battle is through.

In games such as this, a good deal of importance is placed on purposeful, methodic decision-making as opposed to fast-paced action, as strategy is not something to be ditched. Unfortunately, even with the fact taken into account, the pace in *Brigandine* could've definitely used a push.

While *Brigandine* does harbor one of the more challenging quests for strategy enthusiasts with its loads of options and unique characters, its distinct lack of polish and mass appeal may turn off casually interested players. Hard-core strategy fans with the more accessible *Final Fantasy Tactics* or *Katia* Hardcore strategy fans will want to give *Brigandine* a long look, while others may want to approach with severe caution.



**PSM FINAL SCORE:** 3  
AN INTELLIGENT STRATEGY THAT COULD USE A BIT MORE POLISH

## Nectaris MILITARY MADNESS SEQUEL DELIVERS THE GOODS

**W**ho would have thought Sega would have done so well? After the failed Master System, there were a lot of people that jumped ship for the bright, shiny TurboGrafx. A year later, while everyone else was playing beautiful blue aquatic mammals (read: *Ecco*), TurboGrafx players were trapped with Keith Courage and his loser friends. When *Military Madness* hit the stores, TurboGrafx players rejoiced over a title that they could finally brag over. Years later, the long-awaited sequel has finally hit, and it's every bit as addictive and time-consuming as the original.

To compare *Nectaris* to strategy titles like *Warcraft* is unfair. At its core, it's much more like a mixture of *Chess* and *Risk*, with a lot of destruction, death, and robots thrown in for good measure. It's amazingly simple to play. You click on a unit, tell it where to move, and who to attack. The catch is that each unit has specific abilities which are usually paired with a fatal flaw. For example, the Hadrian has an immense long range attack, but has no defense if a unit attacks at close range. Robbes are weak and slow, but are the only units that can take over an enemy base or factory.

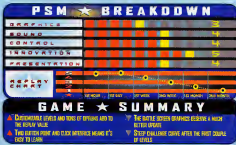


◀ Sadly, the graphics in *Nectaris* are a bit lacking...

The magic of the game is learning how each unit works, and finding strategies of attack. And this is where strategy fans will find the most of the game's enjoyment.

Unfortunately, while the gameplay is stellar, the game falls short in graphics. The battle screens are little more than minor visual updates to the original, and the FMV cutscenes are immensely forgettable. Though the 3D battle sequences are nice, they are incredibly slow, and most players will find themselves switching to the 2D or calculator battle modes in order to get into the action faster.

The simple interface and quick, addictive appeal of *Nectaris* makes this a game that smarties and slug-goes can both enjoy. Jaleco has provided PlayStation owners with a strategy faithful to its 16-bit roots. TurboGrafx fans, rejoice!



**PSM FINAL SCORE:** 4  
A TANK STRATEGY THAT DELIVERS ADDICTIVE FUN



<b>PUBLISHED</b>	Jaleco
<b>DEVELOPER</b>	Hudson Soft
<b>TYPE OF GAME</b>	Strategy

◀ *Nectaris* makes the transition from 16-bit to the PlayStation and comes out a winner.

# ASK ASCII GUY

## Q:

Dear ASCII Guy,

My girlfriend says I'm "2-Dimensional", and all I care about is playing *Forzaén*, *NFL Elite*, and *Duke Nukem Time To Kill*. I got to thinking about it - and she's right! I am 2-Dimensional. I play 3-D games with a 2-D controller. How can I get some depth?



## A:

Don't sweat the chicks my friend. What you need to do is get your hands around the new ASCII Sphere 360™. It's the only way to really get 3D, and it's the first intuitive 3D controller for the PlayStation® game console. The ASCII Sphere 360™ senses all pushes, pulls & twists that you apply to it and translates those commands instantly into fluid, smooth movement. BAM! You're bustin' crazy moves effortlessly. And check this out- games like *Forzaén*, *NFL Blitz*, and *Duke Nukem Time To Kill* are programmed to groove with the ASCII Sphere 360™. With game play like this, who needs a girlfriend anyway?



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CD



In the year 2085 the Collapse came hard and fast. Only a select few had the strength and intelligence to rebuild the world from the embers of a nuclear holocaust. You were one of them.

#### REVOLUTIONARY UNIT DESIGN

Warzone 2100 showcases a depth of play never seen before in a strategy game. 400 different types of technologies allow you to design and build more than 2000 battle units. That's right. Unit designs aren't predetermined for you. Use your own wits to create an unbeatable battle arsenal.

#### SUPERIOR ARTIFICIAL INTELLIGENCE

The AI engine is so sophisticated that it allows you to recycle the experience of your field units into bigger, better and even more fierce war machines. Over time, combat units become more accurate, command units command larger groups of troops and repair units repair faster and more efficiently.

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Warzone 2100 slams the door on other top-down 2D strategy games. It showcases a lightning fast, fully functional 3D game engine with a rotatable and zoomable camera for fast and furious gaming action. Not just eye candy, you'll experience true line-of-sight and fog-of-war effects. Strategically placed radar units warn you of hidden enemy units and allow you to lob mortar shells over mountain obstructions.

IT'S TIME TO TAKE YOUR FATE INTO YOUR OWN HANDS. THEN USE THEM TO BUILD A NEW WORLD.

# WARZONE 2100

STRATEGY BY DESIGN

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INTERACTIVE



"So I throw this 2 o'clock hitter<sup>1</sup> a nudist<sup>2</sup>  
 and he fists a cripple<sup>3</sup> right over my  
 leather man's pancake.<sup>4</sup> Damn! I'd snapped  
 that cousin's<sup>5</sup> morning journal<sup>6</sup> off at  
 the handle with a Peggy Lee!<sup>7</sup> Well Captain  
 Hook<sup>8</sup> decides he's going with the ugly  
 head<sup>9</sup> rook' with the deuce<sup>10</sup> - even  
 though I'd collared<sup>11</sup> the banjo<sup>12</sup> on deck! Of  
 course, Mr. Guess<sup>13</sup> don't give him  
 any black,<sup>14</sup> so the rook' issues the Annie  
 Oakley<sup>15</sup> and we lose the ballgame."

(Sure you can talk the talk, but can you walk the walk?)



3DO™



"If you love baseball...this is the only game in town." - GamerzEdge  
 Coming this spring

(1) a player that hits well in batting practice but only during games; (2) a pitcher with nothing on it; (3) an extremely weak hit; (4) you can't load the best pitcher's box; (5) a pitcher who is a hot mess with poor control; (6) a reference to the sorry top manager's signature 80's song "Is That All There Is?"; (7) a ball that stays in the dirt; (8) a rook; (9) a messenger with a tendency to put a pitcher at the first sign of trouble; (10) the most physically unattractive player on any ball club; (11) a first year player with a good comeback; (12) kept from from reaching base safely; (13) a player who never makes solid contact; (14) the umpire; (15) a strike-outable in a walk.

# R-Type

Guide your ship through some of the most complex shooter levels ever conceived



**PUBLISHER**  
 Titles

**DEVELOPER**  
 Irem

**TYPE OF GAME**  
 Shooter

« The graphics may not be spry, but they still look really cool. (Start shooting!)

## MORE THAN JUST NOSTALGIA

During the last year or so, the PlayStation has seen a huge onslaught of "retro" games re-released for the 32-bit era. Many of the games that are on these compilations are true classics, but many, much to our dismay, just aren't that fun anymore. Thus it was with some trepidation that we started to play the remastered versions of the classic shooters R-Type and R-Type 2. We shouldn't have worried, though. Despite the fact that the graphics haven't aged spectacularly (although admittedly better than 99% of the classics), the gameplay is still pure, and still stands out as some of the best shooting action money can buy.

Both games on this compilation have negligible storylines, as is usual for shooters. You are basically destroying alien hordes bent on destroying earth in each game. Your ship, the RB, is humanity's last hope for survival. What made R-Type so unique when it came out was the ability to hold the button down and charge your shots to become more powerful. That ability, combined with some unique artillery and a separate weapons system that can be attached to the front or back of your ship, allows for quite a bit of technique while playing. The game plays very hard, though, so all



of the technique you can muster will be needed. R-Type shooter fans need not apply here. Even the most experienced twitch gamers will find that R-Type tests their skills fairly early on and only gets progressively harder from there.

The levels, which were all landmarks of originality in their time, still hold up and, while some of the sprites may seem bland compared to polygonal shooters like Enhancer, they still look good. The bosses are all unique and very tough to beat, but they all have their Achilles heel and can be bested by those who can exploit this weakness. In fact, one of the most impressive levels in R-Type 2 is actually a huge boss ship that acts as the level itself! Unfortunately, there is still some slowdown in some areas, but we remember this happening in the arcades as well, so maybe it's just perfect emulation. Overall, this collection represents some of the most influential shooters of all time, and is a great addition to any shooter fan's collection.

## PSM BREAKDOWN



## GAME SUMMARY

- ▲ THE ACTION IS INTENSE
- ▲ NEW SHOTS AND MORE STYLISH SHIP MAN SHOOTERS
- ▲ CHANGED CONTROLS ARE VERY WELCOME
- ▼ REMASTER SUCCESS WITH A CRISP LOOKING CLONE
- ▼ THERE'S ONLY TWO GAMES
- ▼ THERE'S SLOWDOWN IN SOME OF THE MORE INTENSE AREAS OF THE GAME

## PSM FINAL SCORE:

A CLASSIC THAT STANDS THE TEST OF TIME



# Uprising X A UNIQUE BLEND OF ACTION AND STRATEGY

Well, Uprising X is one of those games that is hard to describe just because there really isn't anything else like it on the PlayStation. The game is probably most closely related to a first person shooter, but it adds enough neat twists to distinguish it from the rest of the PlayStation's library.

In the game, you control a special tank called a Wrath. While most of the game consists of driving around and blasting anything that even looks like it can be killed, you also have the ability to summon units to help you fight. During the course of the game, you will be able to capture certain command areas and build factories. When you build factories for certain units (like a tank), you then are granted the ability to teleport them into battle later in that level. This grants a whole new dimension to the



**PUBLISHER**  
 300

**DEVELOPER**  
 Cyclone

**TYPE OF GAME**  
 Combat

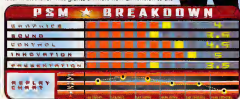
« The action can get very intense when you end up in the middle of a huge battle.

twitch gameplay, as you now have some extra weapons with which to plan strategy. Many missions limit the type or amount of vehicles you can use as support, so

it's recommended that players learn how to use them effectively. Luckily, there is a training mode to help, as well as a very nice learning curve in the campaign.

Control is a bit complicated because this game takes full advantage of the dual analog sticks on the dual shock controller.

After a bit of practice, it becomes second nature and you really appreciate how Cyclone has balanced the nuances of driving your Wrath and using your supplementary units to control a battlefield. As you get farther into the game, mission objectives become much more varied than the earlier "go from point A to B" missions. The graphics are also quite nice if not a bit foggy on some levels and they move by at an astoundingly fast pace for their complexity. Two player modes are also welcome there are quite a few, but it is tough to get a good view of the action in split screen, which hampers them a little. Overall, Uprising X offers something fun and different on your PlayStation and is worth checking out.



## GAME SUMMARY

- ▲ CONTROL IS ELEGANT AND MAKES MOVING FROM ONE COMMAND CENTER
- ▲ THERE'S A GREAT TRAINING MODE AND THE LEARNING CURVE OF THIS GAME
- ▼ THERE'S ONLY TWO GAMES
- ▼ SINGLE PLAYER MODE IS A BIT DUMB
- ▼ IT HAS A WHOLE LOT OF NET WORK TO BE COMPLETED

## PSM FINAL SCORE:

IT'S NOT JUST ANOTHER TANK SIMULATION



# This Odd's for You.





"...everything the previous game was and more...an incredible gaming experience."

- EGM

"...even better—and odder—than the original."

- Official PlayStation Magazine

"Exoddus easily earns a place among the PlayStation's best this year."

- GamePro

"Improvements and pluses that will delight all the old fans and the countless new ones."

- GameFan

"...combines stunning graphics and engrossing gameplay."

(★★★★ out of four)

- USA TODAY

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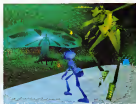
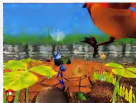
action-packed adventure that'll have

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seen through the eyes of an

ant. In other words, it's an

epic of miniature proportions.



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

# R4 RIDGE RACER TYPE 4

Ridge Racer is back and looking better than ever

**T**he Ridge Racer series has long established itself in the arcades and on the PlayStation as the premiere racing franchise, and each version has featured better graphics and tighter controls. However, for Ridge Racer Type 4, Namco opted to completely bypass the arcades and design a racing game specifically for the PlayStation.

In a lot of regards, R4 shares a lot in common with Gran Turismo, such as its amazing graphics, life-like replays and large assortment of selectable cars. However, unlike GT, R4 features a much more arcade-like feel. Because of this, the game tends to be more geared towards the mainstream gamer than the hard-core racing fan.

There are four main game modes in all: Grand Prix, Time attack, VS battle and Extra Trial. Grand Prix pits you up against rival racing teams as you try to earn new cars and qualify for the next, big race. Time attack is basically a practice mode where players can see how fast they can finish a particular course. VS battle lets you and up to three other racing fans compete to see who's best and Extra Trial challenges you to beat the computer in a one-on-one race. Win and you earn the car that the computer-controlled driver was racing in.

If those modes weren't enough, R4 also takes advantage of some new PlayStation peripherals which should definitely help to differentiate it from the vast myriad of racing titles out there. First we have the Sony PocketStation. Using it, players can save the cars that they have earned in the Grand Prix mode and trade them with other players. This is a simple, yet brilliant, addition that should help to promote camaraderie amongst the gaming population. Next, we have the JoGCon. Much like the Guncon light gun and Time Crisis, the JoGCon will come packaged along with R4, but only in limited supplies. Basically, a Dual-Shock-style controller with an

embedded analog wheel, the JoGCon takes advantage of actual force feedback to create a more realistic racing experience.

These two peripherals alone make R4 the most innovative racing game to come around in a long time. And combining them with eight beautifully designed tracks and over 300 selectable cars could help the game surpass even Gran Turismo as the current reigning king of the genre.

• None of the cars in R4 are real, but when they look this good, who cares?



## CARS YOU DREAM OF

None of the cars in R4 are real, but that doesn't mean they don't look good or lack in variety. On the contrary, Namco has managed to put together 320 of the coolest-looking vehicles you will ever see in a racing game. These are but three of them.



• Unlike previous Namco racing games, R4 does not suffer from that dreaded pitfall effect. Instead of being knocked away back when you hit a car, you simply bounce off and can recover quickly.



• Finally, you race each track, you are given general information about it and the car you are using.



• In order to continue on, you have to place at least third in the early races and first in the later ones.



• Utopia - this is a car that any daredevil would be proud of. It has the type of acceleration that gives you backache.



• Volcano - a futuristic hover car that achieves speeds of up to 356 Kph/h and corners like a dream.



• Everest - don't let its small size fool you. This is one of the fastest cars in the game and can go from 0 to 60 faster than you can say "Go!"

## GRAND PRIX

race against other teams in a three-part, eight track event. You have to place well if you want to continue on and earn better cars for your team.



• Players start out by choosing the team that they want to race for: Japan, U.S.A., Italy or France.



• Helpful information is provided to you by your teammates before and after each race.



• Do so, and you will be rewarded with faster, more powerful cars to add to your collection.

# EIGHT TRACKS IN FOUR

Even if you're not a fan of the Ridge Racer series, you'll still enjoy the variety of tracks and cars. The game offers a variety of tracks, including the standard 2-player split-screen option. This year's version is the hottest yet!



HELTER SKELTER



WONDER HILL



EDGE OF THE EARTH



OUT OF BLUE



PHANTOMILE



BRIGHTEST NITE



HEAVEN AND HELL



SHOOTING HOOPS

▲ The Ridge Racer girl just gets better looking with each installment of the game. This year's version is the hottest yet!



▲ Namco tips its hat to one of its oldest games with the Pac Man Racing Club's car.



▲ While arguably not as good as those in Gran Turismo, the cars really look like they are real.



Y Ridge games get a more realistic feel with the JogCon, which features an analog steering wheel and resistance feedback.



## THE JOGCON

Namco's latest peripheral brings a new level of interaction to racing games and combines analog controls with an innovative steering-wheel type device that even features resistance feedback which makes your car harder to steer during sharp turns.

# RACING ALA MODE

The latest Ridge Racer features several gameplay modes that will interest racing game fans and increase the replayability of the title.



▲ Aside from the standard 2-player split-screen option, this game also allows you to play with up to four people using the link cable.



▲ The most best thing is a training mode, the Time Trial lets you race against your own best time and perfect your driving skills.



▲ While not available initially, the Extra trial is unlocked after you complete the Grand Prix mode. It allows you to earn some of the hidden special vehicles.



▲ The attention to detail is so amazing in RR. Little things like this passing plane are common place and give the tracks personality and realism.



# ELIMINATOR

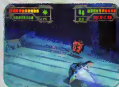
It's like Wipeout on steroids

**T**he Liverpool offices of Psygnosis have been responsible for pretty much all of the company's truly revolutionary games. Titles such as *Colony Wars* and *Wipeout* either created new genres or redefined old ones. And *Eliminator* is looking to do the same for shooters.

The game starts out with you in a spacecraft. The only problem is that your craft has a bomb attached to it and that bomb is counting down to zero. To stay alive, you have to race around the different tracks and pick up power-ups to give you more time. If you take too long or don't defeat enough enemies, it's bye-bye, birdie!

To help you out, there are twelve different weapons available, along with six different craft, each with varying attributes. Unfortunately, there are going to be 30 different enemies that are trying to slow you down. Combine it all and you have a futuristic racing game that action fans will get a kick out of.

When you start out the game, you only have 60 seconds before the bomb explodes. Pick up these levers to gain some extra seconds.



You can tell that some of the tracks were influenced by *Wipeout*, mainly because they have a lot of curves and dips.



With such a large variety of enemies to shoot at, players will see merits as well as giant bases and other spacecraft.



Dodging these auto-guns can be tricky, especially since they can lock on to you very fast. Just be sure to keep moving.



Here's a sneak peek at one of the game's larger battles. Fortunately, he moves much slower than you do.

Publisher: Electronic Arts  
Developer: Westwood Pacific

Release Date: February  
Type: Racing



A few favorite tracks, like Laguna Seca, are reproduced perfectly, even down to the different trees.



A lot of the GT racing leagues are made up of standard street cars, which you'll recognize, that have been modified for racing.

# SPORTS CAR GT

Hey, wanna race for pinks?

**O**ne of the latest racing leagues to spring up in the past few years, GT has steadily grown in popularity and influenced several different PlayStation racing games, namely Sony's *Gran Turismo*. Now, EA is hoping to make its own mark by releasing *Sports Car GT*.

Players will be able to choose from over 45 licensed cars, such as the Porsche 911, BMW M3 and the Vector M12, and the more experienced drivers can even upgrade and fine-tune their cars for optimal speed and handling.

Then, we have the unique two player "Pink Slip" mode. Both players plug their memory cards, which hold their customized cars, into the PlayStation and the game then loads those cars into the system memory. The catch is that the cars are erased from the memory cards at the same time. Then, the race starts and the winner gets both of the cars. The loser is left to leave in shame and try to build another car.

Now that's a great idea for a racing game.



A lot of the high quality replays are the in thing with racing fans. Sports Car does a great job with them, as well.



A lot of the 45 cars are initially hidden. You'll have to play through the different tracks and GT levels before earning all of them.



A few favorites play an important role in Sports Car. Learn them quickly or you will be left in the dust.



# GEX 3

## Deep Cover Gecko

Can the third time still be the charm?

**G**ex has come a long way since his first appearance on the failing 3DO console and is now appearing on the PlayStation for the third time in *Gex 3: Deep Cover Gecko*. The lovely Agent Xtra has been kidnapped by Gex's arch nemesis, Rez, and it's up to Gex to find her. And if you didn't know, Xtra is being played by Baywatch beauty Marleece Andreé.

There is going to be a lot more to do in *Deep Cover Gecko* than in the past games. Instead of just running and jumping from level to level, Gex will have a multitude of other skills. Controlling tanks, deep-sea scuba diving, snowboarding and riding camels are but a few of them. There is also going to be a lot of vanity in the level designs, which are still based on new media and pop culture references. Players will see such strange locations as a bizarre fairy tale world and a twisted North Pole (which happens to be run by Santa's evil twin, Satan). This is going to be one truly unique-looking game.

Gex, of course, is famous for his many and often humorous disguises. In this latest sequel, he certainly won't disappoint as he takes on the identities of such famous personalities as General Patton, Clint Eastwood, Captain Hook, Hercules and even the famous sleuth, Sherlock Holmes.

Even with all these new additions, we hope that Crystal Dynamics is including enough innovation and unique gameplay elements to make *Gex 3* a somewhat different experience than the past games. If they can do that, then there is no reason why the wise-cracking gecko can't return for many more adventures. Besides, it would be much too hard to fill those shoes.



I feel Bosses and this is my spiting cornel. Do not forget the fans and challenge us. We will destroy you.

## MINIONS OF REZ



Who knows what this guy is? He looks like a reject from a Darth Vader competition. Just don't get too angry.



You can't run into anything worse than a confused Cyclops with a club. Unfortunately, Gex manages to run into several of them.



Gex whips out some Gecko-Fu and shuffles this cool soldier into his proper place.

## MAN OF 1000 FACES

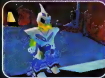
If there is one aspect of the *Gex* games that is the most humorous and unique, it would have to be the different disguises that can be worn. From a Roman Soldier to Sherlock Holmes, this Gecko manages to be everyone.



Sherlock Holmes should be able to figure out where his look Agent Xtra.



Romans and countrymen, lend me your ears... Lock out for Gex, Gex...



This is MechGex. He has powers beyond those of mortal men.



We suspected that General Patton liked to drive around in one of these.



Gex is back for a third adventure, but has he worn his welcome a little bit thin? We'll find out in March...

With all that jumping around, we almost forgot that Gex could swim. Rumor has it that he was on the Olympic swimming team.



[Translated from Spanish] I wonder what this sign says. Perhaps I can find someone ahead who can explain it to me.



A Platform Jumping plays a major role in *Gex 3*, so we hope that you got enough practice in the other two games.

YOU can't run from

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



**GRAVE**  
ENTERTAINMENT





your own shadow,  
but now you damn well better try.

[ WWW.Shadowmadness.com ]

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





# SHOGUN ASSASSINS

A combination of swordplay and adventure

**C**ombining the pre-rendered backgrounds of *Resident Evil* and the swordplay of *Bushido Blade*, *Shogun Assassins* (tentative title) looks to be another innovative and fun effort from Konami. You play one of two main characters in feudal Japan and, through a blend of adventure and action, you are led into an epic story.

Much like the *Resident Evil* series, each character has their own unique storyline, but the paths of each will cross several times throughout the game. The stories are not honor-based, however, and are based more on mystery and intrigue. You can control either Kataru or Hyaku, both of whom start in the small town below the castle belonging to Kizumi Denmasse. Kataru is a young warrior who has returned to the village to pay his respects to his parents' gravesite, and Hyaku is a secret policeman who is looking for her missing brother. Their quest becomes more treacherous when they get entangled in the plots of the lord of the castle

above, who is planning to overthrow the Shogun using demons.

The game is entirely played in the same style of *Resident Evil*, with pre-rendered backgrounds and real-time characters. This time, however, you must fight enemies with your swords instead of guns. Luckily, there are over 30 different sword strikes to master, as well as several magical attacks you can learn. It is also possible to decapitate or decapitate your opponents with critical hits.

It's still early on this title, but it looks like Konami has another unique game on its hands that could impress. If the storyline manages to match the graphics and swordplay, this might be a winner.

**► Hey, what would a feudal Japan game be without ninjas? The bad guys come in several different varieties.**



**▲ The town has a large variety of streets to explore, each of which will help you figure out parts of the storyline.**



**▲ Taking on two armed men at once is usually a hairy proposition unless you are as skilled as Kataru.**



**▲ Players can play as the beautiful Hyaku, or the steely Kataru. Each storyline is unique.**

## DARK CONSPIRACY

Hyaku is in town looking for her missing brother. Somebody or something doesn't want her poking her nose where it doesn't belong.



**▲ The game starts off with Hyaku running down a dark alley in the pouring rain when suddenly...**



**▲ ...she is ambushed by two men with swords. Since she was trained as the secret police, she is very capable of defending herself.**

## No MERCY!

When attacked, Kataru will react swiftly and decisively. There are even special techniques he can learn which allow him to kill or dismember in a single hit.



**▲ With over 30 different attacks and blocks, Kataru has the moves necessary to fell any opponent.**



**▲ When you get a critical hit, the screen will darken and you will be treated to a stylish view of the kill.**



**▲ After a tough battle, Kataru walks away calmly, leaving the bodies of his enemies bleeding in the dirt.**



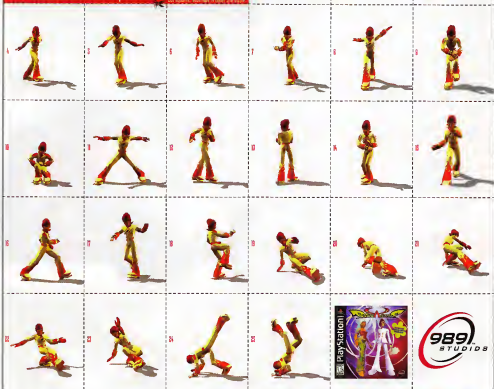
**Kataru usually appears in a dark, and makes her great in the dirt for stealth.**



# The **Bust A Groove**

Flip book

STANDARD **HERT**



## Funkin' Groovin' Dance Action!

Here's the dilly, go... It's called **Bust A Groove**: The fresh, competitive dance game for a funkied-up PlayStation® generation. You control more than 10 club characters as they perform their super realistic dance moves to disco, house and hip-hop beats. So get your body movin' with the game that's got the groove goin' on!

[www.989studios.com](http://www.989studios.com)





# GUARDIAN'S CRUSADE

Virtual pet sim meets role-playing

What do you get when you cross the niche genre of virtual pet sims with the increasingly popular role-playing category? Answer: *Guardian's Crusade*. Activision has picked up the rights to Tinselt's *Knight and Baby* game. The title has been changed to *Guardian's Crusade*, but the premise of a knight pairing up with a lost monster and their subsequent quest together to return the baby monster to its family has been kept.

The game takes place in a magical world filled with towns and various characters that you must interact with in order to return the monster to its home. Though labeled as an action RPG, *Guardian's Crusade* plays out more like a traditional role-playing title, with turn-based combat as well as all the other conventional trappings of towns, puzzles and dungeons.

It is the monster who lies at the crux of the game. You'll be able to care for the baby monster completely and your treatment of it will influence its development. Even what or how you feed the monster will determine which of 14 different characters it will change into over the course of the game.



◀ Filled with a ton of highly stylized CG cinematics, *Guardian's Crusade* is deceptively simple, but shows a good amount of polish.

▶ Your adventures will take you to a variety of lands, including this ice village filled with interesting people-like citizens.



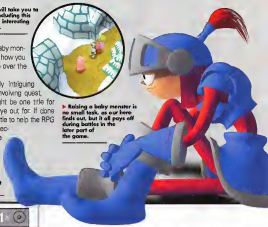
▶ Raising a baby monster is no small task, as our hero finds out, but it all pays off during battles in the later part of the game.



▶ Battle is much like most traditional RPGs, with each character taking a turn for attack and a host of other cool options.



▶ The look is very simple and cartoonish, but everything in this 3D world is made up of incredibly smooth, shaded polygons.



Publisher Freygnis  
Developer Intelligent Games London  
Release Date February  
Type Sports/Golf



# PRO 18: WORLD TOUR GOLF

How realistic do you like your golf sims?



▶ A couple of the top women golfers are also in the game. Here Dottie Pepper gets lined up for tee off on the first hole on a mildly overcast day at Cover of Alamo Resort Golf Course in Idaho.

**P**sygnosis is boldly entering the golfing arena with the hyper-realistic *Pro 18*. The current top title is the extremely playable *Tiger Woods '99*, but what *Pro 18* is offering may go far beyond Electronic Arts' popular PGA series.

All attempts are being made to make the *Pro 18* experience as much like watching television as possible. There are three commentators who each have respective roles, an anchorman who gives "presentation sections" while critique of your playing comes from Peter Allis. Initially impressive is the motion-capture technology used to bring all the pros' actual moves to the game. *Pro 18* looks like video tape, not a videogame.

The stand-out features are the level of detail that is going into the courses and ball physics. The team behind the title's development have all the right obsessions—golfing and computer physics models. Ball behavior should be more accurate than anything seen on the PlayStation so far. The three courses were all modeled using the latest in survey data techniques and are generated during gameplay using new rendering techniques, making every nuance of the actual course appear in the game.

It's still fairly tough to play at this point. In order to really compete with the current competition, it has to be easily accessible and highly playable for any skill level. It appears that the powers that be are aware of this, but whether it will pan out in the final effort is up in the air. They've already made this much effort so far, so there shouldn't be much too worry about



▶ Like *Tiger Woods '99*, *Pro 18* features practice ranges for all the disciplines of golf. Perfect your swing at the driving and dipping range, then spend some time at the putting green.

▶ The putting green has a view grid that is in a high enough resolution to really make a difference. You can totally see every bump and curve of the green.



▶ There are eight different pro golfers to play as or against, including Mark O'Meara. There is also an easy to use menu system that allows you to choose the way you hit the ball, your club choice, choose different views and more.

From the publishers who brought you  
*Kartia, Persona, Ogre Battle* and *Tactics Ogre*.

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# K1 REVENGE

It's like boxing, but you can kick the tool!

**Y**ou know, it's not like kick-boxing hasn't been made into a videogame before, but King's throwing its own version into the ring.

K1 Revenge doesn't try to simulate the sport — it takes a few liberties with what kick boxing's all about. Sure, you're trying to knock out your opponent as quickly as possible, but you're still constrained to the ring system. Knocking down doesn't mean knocking him out, but a few well-placed and well-timed kicks or punches will put him on the mat. Do that three times in a round and you'll earn a technical knockout.

Still, it's all about getting your opponent to stay down on the mat, so you'll have to utilize the special charging moves and combo system to put your opponent down and out. We'll see how gamers grab onto this type of fighter when it's released this spring.



▲ You better hope you've got a lot of stamina left to get back up.

▲ What boxing game would be complete without the ring babes?

▲ Take your pick from a whole slew of professional kickboxers.

▲ There's a whole bunch of options in this kickboxing game.



▲ Take your pick from a whole slew of professional kickboxers.



▲ There's a whole bunch of options in this kickboxing game.



▲ Reel back and punch, but don't forget you can use your feet, too.

Publisher: Edge  
Developer: Pangea Studios

Release Date: Spring 1999  
Type: Strategy



# WARZONE 2100

Watch out, C&C! This means war!!!



▲ Just because it looks safe doesn't mean it is safe.



▲ This isn't your typical action game.

**H**ey, if you're a fan of the Command & Conquer-style of game, wait until you see what Edos has up its sleeves for you in the form of Warzone 2100.

No, it's not a futuristic WWF wrestling game. Warzone 2100 is a real-time strategy game in 3D where you take full control of each of the troops you command. This game won't be for fans who just want to jump in and blow stuff up — there will be a lot of resource and troop management mixed in with the unique action.

You'll be able to jump into the complex storyline and follow a series of missions in a full-fledged campaign. Or, if you just want to enter a battle, there's always the handy "skirmish" option that will pit you against a computer opponent — no mission objective, just wipe him off the map.

It will be interesting to see if Edge is successful in combining action with the real-time strategy genre. So far the company is on the right foot. We'll know soon enough when the game's ready to go this spring.



▲ The game's 3D engine really shows off the landscape's contours and detail.



▲ Between rounds you're greeted with an EMV that explains the situation.

▲ Make sure your aim is true when you take control of vehicles.





# STREET SK8TER

The PlayStation finally gets a skateboarding game

**K**nown in Japan as Street Boarders, Street Sk8ter is one of those games that the PS2 staff simply loves. Ever since we received that first single level demo, the game has been played endlessly in our offices. And for the longest time, we hoped that a U.S. publisher would pick it up... enter Electronic Arts.

The game itself is broken up into two main modes, Street Tour and Free Skate. In the Street Tour mode, players go through each level trying to gain enough points to progress on to the next course. Street Mode is more for practice and lets you go through whatever course you want without the pressure of a ticking clock. There are six levels in all, which include courses in L.A., New York and Tokyo along with a halfpipe and a bowl.

What's amazing about this game are the designs of these different levels, which are basically a skater's dream. Virtually everything you see, from the stair rails to the wall ledges, can be interacted with. In fact, the challenge is



After you pull off a trick, the name of the trick appears on the screen along with how you did it.

trying to find the most efficient way of going through a particular level. And to make matters more interesting, some of the levels have multiple branching paths. There is simply so much to see and do.

Fortunately, tricks are very easy to pull off and only rely on the player hitting the jump button and a direction on the d-pad. This, coupled with the height and angle of the jump determines how fancy a trick will be.

Considering there are over 200 moves to figure out and several hidden skaters and boards to reveal, Street Sk8ter is going to have plenty of replay value. And, finally, skaters who were not content to play snowboarding titles can now have a game to call their very own.



Now you can grind and slide with the best of them and wear real baggy clothes, too!



Crushing out of a ramp or during straightaways can increase your speed and give you more seconds to pull off tricks.

## TAKIN' THE RAIL

Aside from the standard ramps and halfpipes, Street Sk8ter has plenty of rails and ledges to grind on. You can find them on every course.



Taking the rail is a classic skateboarding move. You can get more points if you slide on to the rail from far away.



Once you land on the rail, the game automatically controls your character. You just have to worry about when to jump off.



Ramps are the best places to earn a lot of points. Just be sure to hit them at top speed and push the jump button at the last second.



Hitting a wall or missing a jump will cause you hit the pavement pretty hard. Let's hope you have insurance.



Hitting a ramp at full speed and you will fly extremely high into the air and be able to pull off an extremely cool trick.

## GLEAMING THE CUBE

In between each course, there are bonus levels that will challenge you in different aspects of skateboarding. For example, the bowl is where you have to pull off as many tricks as you can within a certain time limit.



Halfpipes are actually quite difficult to do, but you don't get very many points for them. Use them purely for showing off.



Points are awarded depending on how impressive a trick is. Anything less than 400 points and you need more practice.



The gauge on the bottom right of the screen tracks your speed. Keeping it full is crucial if you want to pull off big tricks.

# Caesars. Anytime. Anywhere.



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4th of JULY



SLOTS



CRAPS

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# DRAGON VALOR

Learn to become a sword master

**B**oth Klonoa and Tales of Destiny brought something fresh and innovative to their respective genres, but they were not games that one would normally expect Namco to release. The same is true of the company's upcoming action-adventure title, Dragon Valor.

Fighting a dragon, with your back to a cliff edge, is not the best way of staying alive.

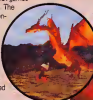
Loosely based on the 8-bit title, Dragonbuster, Dragon Valor takes the player on a journey through several different fantasy-type realms and has them battling giant dragons that inhabit each land. The game is completely 3-D, with an emphasis on action-oriented gameplay combined with a rather intricate storyline.

In fact, the storyline takes place over several generations and follows quite a number of different characters. Depending on who players decide to marry, story events will abound and the game will then follow that new generation.

Considering Namco's past track record, we are sure that Dragon Valor will end up being one of the better games to be released this year. You can expect a full update once we get more information.



This map represents a small portion of the Dragon Valor universe. Expect to travel a lot of time in this game.



Just like in standard RPGs, you will have to explore towns to gain information and buy any supplies you may need.



Fighting is all based in real-time and can get very intense, especially when you are going up against several opponents.



Dragon Valor features the largest dragons you will probably ever see on the PlayStation. They look simply amazing.

Publisher PlayStation  
 Developer Aki

Release Date April  
 Type Racing



# ROLLCAGE

Rock 'em, sock 'em racing comes to the PlayStation



Almost everything is destructible in Rollcage except your craft. Watch for buildings to come crashing down around you.

**W**ith the legacy of WipeOut, the difficulty of creating another arcade-style racer for British developer Psygnosis has been tremendous. During its time, few games were able to touch its standards in physics, unexplored music avenues, and sleek design. Now, with ATD at the controls, Psygnosis has found a new model around which to build a racing game.

Using futuristic cars that can smash into any object and flip right back over, these two teams have forged Rollcage, a one-to-four-player racing bash-'em-up that can't be beat, and brings gamers an avenue of racing that hasn't been approached this smartly.

Taking the controls of a Rollcage car is a new experience. Your car zooms up steep cliffs and can spiral corkscrew-like around tunnels with-

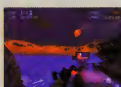
With indestructible cars like this, who needs insurance?



out a flip and are completely indestructible. If you flip over, it's no big deal. Just hit the acceleration pedal and keep going.

Special lighting and sound effects are bountiful in Rollcage, and it makes you feel that the simplistic cartoons from the Mario Kart-style racing battle have been brought to a completely new level of technical specialty. In fact, Rollcage is like the Fourth of July, the screen lighting up with brilliant hues of red, blue and yellow.

From the early demos we played, Rollcage looks to maintain a fast frame rate and a great sense of speed. Expect more on this title in the coming months.



No, you can't hover, but if an opponent's missiles connect, you'll feel like you're flying.



A fast start will power you out in front of your opponents instantly and give you a quick lead.



# WCW/NWO THUNDER

Can THQ steal the thunder from WWF Warzone?

**W**ell, in order to make WCW/NWO Thunder the best PlayStation wrestling title ever, THQ worked hard to include everything that they thought wrestling fans would want. Now, there are over 60 selectable wrestlers ranging from the Ultimate Dragon to Hollywood Hulk Hogan, and almost all of them have new grappling moves along with their patented finishing moves. There are also more modes such as the steel cage match—a PSM favorite—and the ability for wrestlers to use weapons. Oh yeah, nothing beats a good ol' chair to the cranium.

Aside from those additions, Thunder features several little extras that should help to make it truly unique. Virtually every wrestler has their own theme music along with video introductions and taunts, just like in the television show.

## FINISHING MOVES

You can't be a very good wrestler without having some sort of finishing move. Fortunately, all the selectable wrestlers in Thunder have them. Some are fancier than others, but they are all still pretty cool. Here are a couple of them.



▲ The Disciple is the master of the Apocalypse, which basically is the three Gold Soureces.



▲ A lot of wrestlers do the Choke Slam, but no one can do it quite like the Giant.



▲ Formerly illegal, the Super Powerbomb is Eric Nash's weapon of choice.

► Everyone knows that the true action takes place outside of the ring. Stick where you find all the weapons.



You can even switch the affiliation of a wrestler with a single button press. Let's say you like Goldberg, but you want to make him an NWO black and white member. You can do that.

Other extras include a more reactive crowd, which chants and cheers at the appropriate times, and run-in characters who will help you out. There is also support for the Dual Shock controller, so you can feel every choke slam and power bomb.

From what we have seen, WCW/NWO Thunder is already light years ahead of WCW Nitro. THQ's—previous wrestling title, and should give WWF

Warzone a very good fight. And considering this is THQ's last WCW/NWO title, the company now has the WWF license, it makes this title that much more special.



▲ The easiest way to drain your opponent's energy is to get them in this Strength Test and pound on the buttons.



▲ These aren't even half of the characters that players will be able to choose from.

## EVEN MORE MODES

If you thought WCW Nitro had a lot of game modes, just wait until you see Thunder. It has every mode that you could ever possibly want.



▲ The ultimate in wrestling gear-heads, the Cage Match makes sure that you can't get very far from your opponent.



▲ What a great idea! Put four big wrestlers in a ring and let them beat each other up. You gotta love it.



▲ The Tag Team match is a true classic and tests how well two players can work with each other.



▲ The weapons that are used in this game are completely accurate and have all the little details like this Tombstone.

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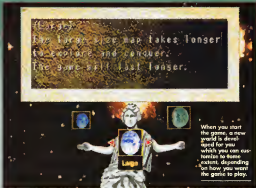




# CIVILIZATION 2

Build to stand the test of time

**Y**ou know it's very rare when we see a game of the type and caliber of Civilization II on the PlayStation. Graphics are drab, the gameplay is slow, and the overall effect is pretty unexciting. What the game doesn't have in flash, however, it more than makes up with depth of gameplay and quite possibly the greatest scope of any game ever developed. The premise is to grow your own civilization from the ground up. This means that you can evolve the technology as you like it, control the production of each city, and generally control every facet you can think of. Luckily, the interface is simple and allows you to ease into the immense task before you. There are also several competing civilizations in the world that you will have to deal with through diplomacy or just sheer violence. This may be the most involving strategy game yet on the PlayStation, but we'll let you know next issue with a full review.



When you start the game, a new world is created for you which you can continue to tame unless depending on how you want the game to play.



▲ When you play well, your subjects will upgrade your throne room. We're not doing too well in this game.



▲ This is the main map screen where you will do most of your exploring and movement. It's not that pretty, but it does the job.



▲ As you research more and more technologies, more things will open up for you to build. You can start your empire towards military might or peace or maybe just a little of both.



▲ The yellow borders represent the end of the known world for your civilization. To figure out what the world is like, you must actually do quite a bit of exploration.

Publisher Jaleco  
Developer Saurus

Release Date Now Available  
Type Puzzle/Action



# IRRITATING STICK

Yes, it's a serious game. Now stop laughing.



▲ In Japan, it's called Irritating Electric Stick. Two guesses why.



▲ Egads! Where's a mine cart when you need it?

**S**tep right up, step right up, and try out Jaleco's fantastic, fabulous Irritating Stick! In a market full of gratuitous 3D puzzle games, Saurus strips the eye candy to the bone, leaving nothing left except pure hard core gaming.

You control the irritating stick through a series of mazes. Hit the side, and the dual shock controller shakes a bit, and you've got to start all over again. As you get better, the mazes get harder and the designers get meaner, throwing in moving mazes, cages, and an evil buzzsaw. It looks really simplistic, but the office is addicted to the damn thing.

Standard competition modes takes you through prepared courses, while the AI mode changes the maze depending on your performance, and a course editor lets you create and save your own mazes.

If you need a game that tests your reflexes and your analog stick skills, Irritating Stick could be your cup of tea this January.

► Forget about the stick. You ARE the stick.



▲ Just think of this as training for those times when you're stuck in PlayStation.



▲ The stick's bizarre travels take it to strange places, like car engines and slot machines, for example.



## THE ISMs

After selecting a character, players are asked to choose what sort of fighting style, or ISM, they would like to use. There are three ISMs in all and each affects what moves and counters your selected character has. To explain the differences, we will use Chun Li as an example.



**A X ISM** - This is the classic version of Chun Li. She has the Chinese style costume and can use the Spinning Bird Kick and the Rip Kick.



**A Z ISM** - This Chun Li is the one found in the first Alpha game. She has a fireball and a charge vertical spinning kick. She can also use Alpha Counters.



**A Y ISM** - Designed for beginners, this Chun Li uses the Custom Combo from Alpha 2 and has more damaging Alpha Counters. Air Blocks are also possible.

# STREET FIGHTER ALPHA 3

The last Alpha series game looks to be the best Street Fighter yet



As Ryu and Chun Li return for the last Alpha adventure, players will also see some other classic returning characters, such as Fu Leng and Dee Jay.

Last issue, we talked a little bit about Street Fighter Alpha 3, but weren't able to go into much detail. Now, we have gotten our hands on an actual playable demo of the game, along with some new info that may excite you. After playing the demo endlessly, we can already say that this is one of the best playing, if not the best playing, Street Fighter game available on a console. With Capcom's track record, however, that is to be expected.

What caught us most by surprise is the fact that the PlayStation version of Alpha 3 will feature an amazing number of features and additions that the arcade version never had. Most importantly, there will be five new characters, three of which hail from the Super Street Fighter games. Who are they? Well, Fei Long, T. Hawk and Dee Jay. And each of them is going to have their own special background and new super combos. Along with those characters, Capcom has added a very unique World Tour Mode. In this mode, you can create custom smarts that contain

aspects of the three standard smarts (X, Z and Y). For example, you can create an smart that allows you to use both Alpha Counters and Custom Combos. Normally, that would not be possible. You can then download your custom smarts to your PlayStation to train them and improve their abilities.

It seems that Capcom has gone all out to make Alpha 3 the definitive Street Fighter game. Not only will it feature the largest cast of characters ever, but it will also probably feature the most balanced gameplay yet and extremely quick load times. What more could a fighting game fan ask for? We can't think of anything.



The Capcom artists continue to impress, as Alpha 3 features all-new backgrounds that are gorgeously detailed. Cody's stage is but one example.

If you successfully hit an opponent while they are in the middle of an attack animation, you will get a Counter Hit. If your attack is strong enough, it will knock your opponent into the air, allowing you the chance to get a second hit in.

## COUNTER HITS



Soeren catches Juli right in the middle of an attack and knocks her into the air.



He is then able to attempt another attack before she hits the ground.



A Street Fighter Alpha 2 features a lot of new animations, such as this flame effect that occurs when a character gets hit by a fireball.



A The presentation of this game is wonderful. Everything has that touch, futuristic look to it and makes the game seem that much cooler.



A This has got to be the largest cast of characters ever assembled for a fighting game. And you know what? There are still five more that have yet to be added to this select screen.



A Here's a classic boss fight from the old days. Being very luck, the hero gets the upper hand right now, but he's about to get hit in the face with a serious Tiger Uppercut.



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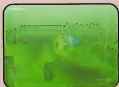


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▲ The night vision rifle can come in handy when trying to pick up terrorists hiding in the dark.



▲ On some missions, Gabe will be required to defuse bombs that have been contaminated with the deadly virus.

**W**e'll admit that Gabe Logan, the star of *Syphon Filter*, initially reminded us a bit of Solid Snake from *Metal Gear*. The conclusion isn't that hard to draw because both games look quite similar on the surface. Dig a little deeper, however, and you'll find that *Syphon Filter* actually has little in common with *MGS* and is well on its way to earning its own unique spot in Play/Station gamers' play lists.

As Gabe, your mission is to track down and thwart a group of terrorists that are threatening to destroy a biological agent called Syphon Filter on US soil. This agent is actually a virus that is so deadly that it kills everything in a 100 mile radius. The game starts in the streets of Washington DC and it's up to you to identify and eliminate the threat.

Instead of a stealth approach, *Syphon Filter* is more action oriented. Gabe can run, jump, and shoot with the best of them and he has a new feature, an auto-lock-on, that allows him to shoot in one direction while running in another. This allows you to perform such complicated maneuvers as taking out terrorists on buildings above you while running past them. It doesn't, however, make the game as easy as it might seem because you are highly outnumbered and if you just stand around shooting you are sure to get killed.

The game's plotline seems rather simple, but it helps keep the intensity high and leads Gabe from on level to the next smoothly. This allows for plenty of mission variety and you never really know what your next goal will be. In fact, there are also goals that can be given in mid-mission should Gabe end up in a location to protect another agent or lay down some cover fire. There looks to be an underlying conspiracy as well in the X-Files vein, but in our early version, it was impossible to tell.

Overall, looks to be an excellent combination of action and plot and could end up being one of the first hits of the new year. Look for a review of this game in an upcoming issue.

# SYPHON FILTER

989 shows off its big guns



► Once you've saved two Gabe dressed up in a tux and showing an official he thinks is somehow involved with the terrorists.

▲ The Lock on button allows you to take out terrorists that are set on rooftops above you.



► Gabe Logan is our country's only hope against biological terrorism, plus he looks real good in black.

## MISSION VARIETY

While the game may progress linearly from place to another following the storyline, the locales still manage to be quite unique. You never really know what will be coming next.



▲ You start out on the streets of Washington DC, trying to take down the terrorist operation.



▲ Find a way down into the Subway system where the Syphon Filter virus has been planted.



▲ A bomb goes off in the subway, so you try to escape through the underground tunnels.



▲ Watch out for roaming terrorists. They will run towards you and set you on fire!

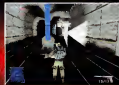


## THE TERRORISTS

The main chunk of *Syphon Filter*'s gameplay revolved around tracking the terrorists responsible for the virus in Washington DC. The game does a great job of integrating the hunt into one long storyline.



▲ Kravitch is guarding a communications computer. Take him out and you effectively cripple the terrorist operation.



▲ Arsenov is down in the Subway tunnels. Quick thinking is required to hunt her down while dodging the incoming subway trains.



▲ Giridex is armed with a nasty flame thrower and some heavy body armor. Scoring his kill requires some creative thinking and fast shooting.

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WCW/nWo

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▲ By using the L1 and R1 buttons, players can fully control the direction and depth of powerslides.



▲ I can fly! Hit a wall at 80mph and you are going to fly through the air and land in the world of hurt.



▲ The intelligence of the computer-controlled riders is quite good, so players will have some fun trying to pass them.



▲ There are three different classes of bikes and each can be fine-tuned to the your particular racing style.

# D.I.R.T.

The motocross genre grows again

**R**ecently, the PlayStation has started seeing quite a number of motocross racing titles, but none of them have truly captured the sport that well... until now. From Dublin-based Funcom comes *D.I.R.T.*, a promising title that looks to take the genre by storm.

The game will feature seven different play modes, including Training and Time Attack, along with three bike classes (125cc, 250cc and 500cc) and 76 different track variations. There are actually really only 12 different tracks (5 Motocross, 4 Supercross and 3 Enduro), but they can be played in mirrored, reversed, random and with varying weather effects. Needless to say, this game won't be get boring for quite a long time.

Some of the other highlights include smooth rider animations, in-race commentary and the ability for players to perform stunts. There is even a garage to tweak your bike and support for Sony's Dual Shock controller. Now all the game needs is a publisher.

► Yeah! A lot of the tracks in *D.I.R.T.* feature spectacular jumps that will shoot you high into the air. You can then pull off a trick by hitting the Circle button.



Publisher Capcom  
Developer T3 Takya/Pony Canyon

Release Date February  
Type Snowboarding



# FREESTYLE BOARDIN'

Capcom ventures into the deep powder

**T**he level of variety in the snowboarding genre has now reached racing genre proportions. Every time you turn around, a new one appears. Strangely enough, lots of choices make picking the right game more difficult; sometimes. So what's Capcom's *Freestyle Boardin'* got that the others don't?

Capcom's first snowboarding game is a well-rounded title that aims to please gamers with a variety of skill-based trials and races. With five initial "radical" contestants, both men

and women, you can jump right into four modes: Competition, Free Style, Vs., or Championship Mode. The Competition is the grand master of them all, combining as many as ten different events, such as Downhill Time Trials, Straight Jumps, a Half Pipe, and a combined down and trick event. Championship mode enables you to pick freely among the courses, while Vs. (two-player) and Freestyle speak for themselves.

The unique addition Capcom built in to *Freestyle Boardin'* comes in the form of bonus points. In the Competition, landing first, second, or third, and completing all of your tricks will earn you points to tack onto your character's abilities. You can increase power, max speed, cornering, technique, and recovery points.

All in all, *Freestyle Boardin'* looks like fun on the path to becoming one of the better snowboarding games on the PlayStation. However, we'll have to play it more in order to get a better idea of how it fares against the rest of the competition.



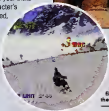
▲ Characters can build up their overall skills by pulling off moves and winning races.



▲ Moves are simple to pull off, as each one is set to a specific button on the controller.



▲ The five courses in *Freestyle Boardin'* provide excellent views and trails.



▲ Each time you successfully pass a flag, you earn points in the custom course.



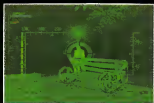


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# SILENT HILL

## Vidgame horror on a whole new level



The PS2 is simply top notch. Along with the game's ensuing music and sound effects, the player feels as though they are part of a special cinematic event.

**N**ow that we have spent some time with Konami's latest gore fest, we have to confess that its content has gone beyond our wildest expectations. The comparisons to *Resident Evil* are unfounded. Capcom's horror megahit shocks the player unexpectedly with a B-movie flare, while *Silent Hill* is more like something from Olive Barker's imagination, with imagery that looks like it was pulled out of *Halloween*. The amount of anxiety you feel while playing this game is something of a rarity today, even in film.

We know more of the bizarre story line than we did for the preview last issue, but there is still much that remains a mystery. The version we're playing isn't complete, so we haven't finished the game yet, but the story thus far has us totally involved. The horror starts when Harry Mason runs off the road while taking his daughter to Silent Hill for a belated vacation. When he wakes up after the impact, he realizes that his daughter is missing. As Harry begins to look around town, he realizes that the people have been replaced by demons. As an example of how weird things are in this game, your first encounter with any demons gets you killed. You will then wake up as if from a nightmare in the town's cafe. Right from the beginning, the lines of reality start to blur. As the player finds clues and solves puzzles, the situation becomes even more tense. It seems the more you find out, the more freaked out you become. As things progress, you will experience alternate universes and the types of horrific imagery and situations that only the most twisted of creative minds could come up with. For example, several of the demons you'll encounter are little children who attack in swarms with huge knives. If you know that they're in the next room, you won't want to go in there... trust us!

In every part of the game, there are innovations that we have never seen before that come together to create the eerie, almost evil feeling of the game. It has definitely earned its mature rating. Your character isn't a hero type, but just an average person in a nightmare of a situation.

This alone is a departure from most videogames. *Silent Hill* also uses sound as a part of gameplay like no other game to come before. You will hear enemies before you see them and you can use the exquisite stereo sound to zero in on a demon's location. Music changes with the situation and can really get your heart racing even when there's nothing actually happening on the screen. The use of Dual Shock vibration is also very creative, producing a heartbeat vibration as your health decreases. The closer you get to death, the faster and harder the vibration. All this, plus countless subtle touches, make this one of the most stressful gaming experiences available. Good stuff... we want more.

**Cybil Bennett is a 28-year old police officer who will help you in your quest to find your daughter.**



## NIGHTMARE IMAGERY

The megagraphics are used to display some pretty horrific imagery, the likes of which can't even be touched by the *Resident Evil* series. The town itself is fairly benign looking, but when you get further into the game, the imagery gets increasingly freaky. This is the stuff of nightmares.



Much of the town seems pretty normal. The gore is not overdone, at least at first, so that when you do get some, it has the ultimate possible effect on your psyche.



You'll come across weird messages and poems written in blood. They aren't that gruesome, but it's enough to ward you out a bit.



What's that?



You will sometimes run into some helpful equipment. This journey's covered with blood and has a menu of files above it. The details in the environment are chilling.

Here's two decaying bodies hanging on either side of a mysterious door; it got worse from here. Much of this game shares the same graphics that some people use to describe their image of hell.

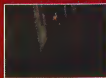


The tower is the protected.

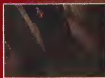
This is no sheet 'em up! There is a mystery to solve and the situation is dire. This clock tower has something to do with it. Perhaps it's a doorway to an alternate universe, but how do you get it open?

## CINEMATIC STYLE

In the last preview, we touched on the use of unusual camera angles. The player has no control over them. They will change automatically to show the action in the most dramatic way possible.



When you come down this narrow alley, the camera will switch to face your character.



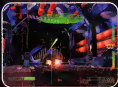
As you continue down the hall towards the camera, the view will twist... and twist...



The view will continue to twist, giving you a good shot of the knocked-over wheelchair with its squeaky wheel spinning.

## GOING DOWNTOWN!

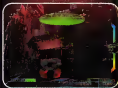
There are a large variety of environments to fly through in each city, including industrial and civilian sectors.



There are tunnels between each of the zones on Calisto, and sometimes these will go between more than one city.

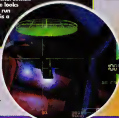


Many of the missions will take place in the heart of a certain dome, far above the city streets.



The industrial section of this dome looks particularly run down. This is a great place for an ambush.

Many missions will require you to fly with a wingman or you will fail.



# G-POLICE: Weapons of Justice

## More than just pretty graphics

Last year, the original *G-Police* wowed gamers with its sleek graphics and original design. Unfortunately, the game was so tough that many couldn't get very far and eventually gave up in frustration. This time around, Playnosis has gone back to the drawing board and refined the game's learning curve while still retaining the same feel as the first.

This installment takes place ten days after the first game ends. You have just destroyed the Nancocruz cruiser and the marines sent to help you are now helping assist in the cleanup. The earlier missions in the game will have you cleaning out the various gangs that have formed from the rest of the Nancocruz resistance, but soon other troubles will start to surface. For most missions, you will still be flying the same hovercraft as before, but now you can also control a ground-based mecha called a Raptor. This will allow for some variety as you will have to be ground-based in some missions and might have to assist the airborne vehicles, instead of the other way around.

The design team acknowledges that the biggest problem they have faced was the overly complicated control. Now, the control has been made even easier to use, but experts will still be able to pull off the same dog-fighting maneuvers that made the first so intense. Of course, the graphics are

even more gorgeous than before. The cities you fly through look like they have been ripped straight out of *Blade Runner*. Effects are also important, and from what we've seen, *G-Police 2* may have more colored lighting than any other game yet.

While it remains to be seen if this game will top its predecessor, the early impressions are extremely favorable. We'll report more as the game gets closer to release.



This is the ship you fly during most of your missions. It is both highly maneuverable and well armed.

The artist's conceptions for the many different classes of vehicles were faithfully converted into 3D ships for *G-Police: W.O.J.*



## INSANE EFFECTS!

The lighting and effects in the first *G-Police* were awesome, but the usual bots to put them to shame. It's the 4th generation games like this that show the PlayStation still has even more power to be tapped.



Take out ground targets and you're rewarded with some awesome and fiery explosions.



While visiting an industrial site, you have to really look out for anti-aircraft fire. Luckily, it stands out.



The game uses colored lighting on everything, which gives the game its dark mood.

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# The Freaky World Of Silent Hill



## SPOILER ALERT!

This guide contains a complete walkthrough of *Silent Hill* and should only be read when absolutely necessary.



This is the truly disturbing world of *Silent Hill*, where you play as an average man in an extraordinary

complete walkthrough for *Silent Hill*. This issue, we're giving you an introduction to the characters and items you'll come across. We'll also tell you where to look to get the right clues to set you on your way. Next issue, you'll get the conclusion of the strategy with all the details on where to go next and how to beat the bosses. You won't survive without it!

## A Place Called Silent Hill

Located near Chicago, Silent Hill is a small sleepy coastal community that at one time served as a lake resort. These days, the town is only half-populated, especially in the off season. There is not much to it, just the same stuff that you would find in any small town in



The fog is thick in the town of Silent Hill. So is the danger.

America. There's a school, a small downtown shopping district, residential areas and a church, but all is definitely not right in this quaint community. Silent Hill has been transformed into the bizarre domain of demons and alternate universes and Harry Mason is about to be thrust into the middle of it, beyond his control.

## WALKTHROUGH

### Find Your Daughter!



Maybe if she'd fastened her seatbelt, your daughter would still be here...

The nightmare begins with Harry Mason taking his daughter to Silent Hill for a much needed vacation. Their trip has been plagued by car trouble and when we meet up with them, it is midnight and the town is in sight. Cheryl, Harry's daughter, is asleep in the passenger side of his vehicle as a police motorcycle speeds past them. Up ahead, the motorcycle emerges on the side of the road without its female rider. Suddenly someone appears in his headlights and, to avoid the figure, he spins his car out of control and into a ravine. He later regains consciousness to realize in shocked horror that his daughter is gone.

You start the game with your car wrecked and your daughter missing. That is all you know. Walk away from the car towards town. Within a few steps, the game will take over and you will see someone who appears to be your daughter. You'll want to run after her up the street and to the left. Continue to follow her through the alley and you'll notice that things really start to get creepy. At the end, go through the gate and continue down through another couple gates. Along the way, you'll see progressively disturbing surroundings, like blood and remains, an overturned wheelchair and a bloody hospital gurney. At the end of the alley, you will come to a gruesome body crucified on a chain link fence. Several little demon children will emerge with some pretty big knives. You can try to escape, but the exit has been blocked, so to progress in the game, you must submit to them and allow yourself to be killed. You actually have to die, but you will wake up later in the Cafe in the company of a woman cop.



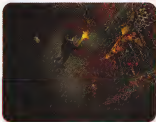
As you walk into town you see a little girl who looks like your daughter. You will want to follow her.

Cheryl?  
Is that Cheryl?



As you follow the little girl, she will lead you down a very creepy alley strewn with blood and guts.

There is a wheelchair.  
Why is there?



At the end of the alley, you won't find your daughter. You will find someone crucified on a chain link fence and several small demon children. There is no escape, so you have to let yourself be killed.

## CHARACTERS

Through the course of the game, you will meet a series of characters, some disturbing and some helpful. At the start of the game, you will only encounter a couple of people, but you'll meet more later. The following are the main players when you first get started.

### Harold "Harry" Mason

He is the protagonist of the game and the character you control. He is just your average guy, a thirty-two year old writer. His wife died due to illness and her death continues to plague him, although their daughter brings him an enormous amount of comfort. It's the search for quality time away with his daughter which brings him to Silent Hill.



### Cheryl Mason

Harry's sweet-natured little daughter is seven years old and lives alone with her father after her mother's death. It was her idea to come to Silent Hill, but the experience waiting for her there will change her life forever.



### Cybil Bennett

Cybil is a 28-year old police officer from a neighboring community who has come to Silent Hill to investigate the lack of any communication in the area. Once she arrives, her instincts take over and she decides to do some investigating on her own.



## TECHNIQUE

Your character isn't a trained police officer or a battle-hardened commando, but a simple writer in a horrible situation. Harry's actually kind of a klutz. He trips off porches and can barely fire a gun. He can run, however, and holds a few items in his possession that give him the edge in certain situations. Plus he has the ultimate motivation of finding his daughter, which will push him to do what ever he has to.

Gameplay is fairly linear. As you find clues (which are for the most part logically located), you will open

new locations or tasks on your map which disappear once completed. You can't really skip around, but many of the locations and puzzles can be a bit cryptic. That's what the walkthrough is for. While you're running around solving puzzles, there will be lots of demons trying to stop you. This guide will give you some general techniques and strategies that should make dying and continuing something of a rarity.

You can be easily overpowered by any of the monsters that lurk around almost every corner. You must

choose your fights wisely. The best way to survive is to not be spotted by a demon in the first place. The idea is not to just go running around. If that's your strategy, you'll have three or four monsters on your tail before you know it. On the same note, once you get one chasing you, the only way to ditch them is to run through a door of some kind, like running into the Cafe. Hide in the shadows and make sure the coast is clear before proceeding, but thankfully, you have just the tools for such a situation. On a final note, save often. As an added bonus, every time you return to a save location, your health will be replenished. This is important, as it will be sometime before you can find any first-aid kits

### Avoid Fighting At All Costs

Remember, you don't want a fight, you just want to find your daughter and get out of there. Hiding in the shadows and proceeding cautiously is the only way to survive. Here's a few necessary items and how to get the most out of them.

### Search View

Right from the start, along with the ability to run, you also have a search view, which allows you to look around corners and see a bit further into the distance. You can switch to this view by pressing L2 and using the D-pad. You will want to rely on this view in almost every situation. You can use it in combat for lining up your attack, but it is mainly used in avoiding monsters. Use it also when you want to get a better look at something on a wall. This view will not work in certain areas, like narrow alleys or other small spaces.

### Flashlight

You won't need the flashlight until it gets dark, but when it gets dark, it really gets dark. Without the flashlight, any commands like "investigate" or using the map are impossible. Plus, your already pathetic aim with the gun will get worse, making the weapon almost useless in the dark. Turning the flashlight off is something you should be prepared to do at anytime, however, as the demons are attracted by light and noise. Turning your light off and standing still in the dark can be an incredible defense. Turn on the flashlight and you're a big target.



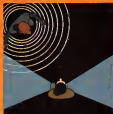
◀ The Flashlight is the only way to explore your surroundings at night. It also just happens to be a monster magnet. You'd

### Radio

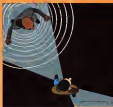
One of the more innovative things about Silent Hill is the use of sound, primarily stereo sound. Hook your PlayStation to your stereo, use stereo headphones or get a stereo TV if you don't have one. The ideal would be surround sound.

There is a heavy reliance on sound for conveying all kinds of crucial gameplay information, most importantly, the physical location of demons.

Sometimes you can hear a flying demon flapping its wings, but once you get the radio, you will hear any demons before you see them. As an enemy gets near, the radio will produce white noise, which is why you will want to leave its power on (the demons can't hear it). The sound changes depending on the location and number of creatures, so listen carefully. As you're listening, you can turn left or right and, through the miracle of stereo, you will be able to narrow down their exact location, thus providing you with a direction to run or some time to hide. Just remember that the sound will get louder as you turn one of your ears towards its direction.



▲ Monsters cause your radio to emit white noise, which emanates from the monster's location. No matter where you stand, you will hear it, but to get a better idea of where the creature is, turn its place.



▲ By turning in place, you will be turning the game's character's ears towards or away from the source of the noise. Do this to zero in on the demon's location.

### When You Have To Fight

Sometimes you're going to get cornered or the storyline makes you fight. For those situations, you should be prepared. You have a few weapons at your disposal that are better than nothing, but you will never be a killing machine. The following are some tips on using the weapons in the game, as well as some evasion techniques in case you need to run from a fight.

### Gun

Of course, as a writer, Harry has had no hand gun training. Ammunition is also very scarce, so you will want to use your gun as little as possible. When you do have to use it, try shooting from as close as range as possible. The farther away you shoot, the poorer your accuracy, even in the daytime. Use the search view (L2) to get a better aim at your target or to find them as they often duck out of view before attacking again. In an effort to conserve bullets, you should never finish a demon off with your gun when they are on the ground. A swift lock will do the same job and can be a bit more rewarding. When you no longer hear the white noise of the radio, you will know the creature is dead.



◀ The character you play as is no commando, so for the gun to be effective, you will want to fire from as close as range as possible. Otherwise, you might as well be shooting blanks.

### Knife and Lead pipe

The kitchen knife found in the Cafe is the weakest of your weapons, but it's better than nothing. You will take some hits if you try attacking with it. If you're out of bullets and don't have the lead pipe yet, this will be your last resort, but it can be effective if used as a way of attacking while trying to flee. Try incorporating a slash or two with the evasion skills detailed below.

The lead pipe is a better substitute for the knife if your gun's out of bullets or if you're just trying to conserve them. It has a better reach and can pack a bit of a wallop. It is also satisfying to use

when you've had enough running. This can be a stressful game at times. When using it, wait for the demon to attack, then take a swing at it. Stop back a bit and wait for the next attack. Keep it up until you can go in and give it the final lock. You should never try to fight off more than one demon with either of these weapons. When outnumbered, it's best to run.

### Evasion skills

Any time you encounter a demon of any sort, it's fight or flee. If you want to survive this game, it should be flee. You will need to use a couple of techniques to avoid death when running away like the chicken you are.

First, get used to pressing L1 + R1 to flip around 180 degrees. This is used to immediately change direction and run away from an enemy rather than towards it. Once running in the opposite direction, listen for their location behind you. When you hear and then see them catching up to you they are all faster than you, change direction by 90 degrees. Also, try turning corners and hiding in the shadows. Unfortunately, what may end up happening is that you will run into more monsters using this technique, so it's often best to head in the direction of a save point or a door of any kind when they start chasing you, as they cannot follow you through doors.



◀ Running away is perhaps your best defense, but many of the creatures are faster than you, so you will have to use evasive maneuvers. As you're running away, wait until you see the creature right behind you.

▶ When the creature is about to pounce, turn ninety degrees either left or right. Continue this pattern until you either ditch the demon or go through a door where they cannot follow.



## The Cafe

Harry wakes up in the town's Cafe with a woman cop named Cybil at his side. Apparently the previous horrific experience was not a dream. Neither of them know what is going on and Harry's daughter is still missing. Something is definitely not right with the town. There is nobody around and demons and monsters are lurking around every corner. The air is noticeably cold and there is an odd feeling to it. There is no exit from the

town, as every road heading out has been seemingly ripped away from the earth in some cataclysmic event. This makes half the town unsearchable at this point. Cybil gives Harry a gun and he also finds some useful items in the Cafe, but the drive to find his daughter pushes him back outside into the unknown danger.

▲ Use the map to figure out where you are and where to go next.



When you wake up in the Cafe and after Cybil gives you the gun, you will want to immediately equip it. The next order of business is to grab all the items located on the counter, like the flashlight, town map and the kitchen knife. You will not be able to pick up the radio on the table at this point. You will also finally get the first chance to save your game as you will find a notepad for saving by the pinball machine.

You may have noticed something moving outside as you were grabbing the items from the counter. Well, it wasn't your imagination. When you try to leave through the front door, a flying demon will smeech in and attack. You need fight back by shooting the thing three or four times and give it a kick to finish it off. You will have noticed that the radio made a noise when the creature attacked and when you investigate, you will now be able to pick the radio up. Now on to finding some clues as to your daughter's whereabouts, but remember that you can use the Cafe as a place of refuge from monsters and as a way of refilling your health. It is also the only location of a save point thus far in the game.

The first place you will want to go once you leave the cafe is back to the alley where you last saw someone who looked like your daughter. From the Cafe, go right and then left at the end of the street. The alley will be on your left half way up the street. You will start to hear some pretty weird noises as you get closer to a gate guarded by two big apes. Run past them and through the gate and continue down the twisting hallways to the end, where you will find a page from your daughter's notebook. Pick up the page that says "to school" (note: bold previous words). This will mark Midwich Elementary School on your map and will be

the place to check next. Unfortunately, there is no way of getting to the school at this time. There must be another clue somewhere. The end of the alley where you found the pages did have a small hole big enough for a child to crawl through that lead to the next street. It might be worth checking out.

Head back the way you came, dodging the apedemons. Ditch them in the Cafe if necessary. Use the map to find Matheson Street and find the output of the alley you were just in. There won't be anything there, but if you continue down Matheson another block, you will come to a dead end that is littered with more pages from your daughter's notebook. Avoid the two apedemons when you grab the page that says "Levin St. Doghouse" (note: bold previous words) and highlight it out of there until you can ditch any demons. You now have a couple of clues leading you to Levin St. and the house with a doghouse in front that just happens to be in the middle of the block on the West side of the road.



▲ At the end of the alley that your daughter ran down, you will find some pages from her notebook. One of the pages will lead you to the elementary school.



▲ When you leave, a flying demon will attack through the window. Equip the gun when you use the door!



▲ All the ways to the school are blocked, so there must be another clue. There are some more pages from your daughter's notebook scattered at the end of Matheson St. One of these will reveal where to go next, which is the house on Levin St. with the doghouse.

## ITEMS

You play the game using mostly your wits and the run button, but there are some items that will help you out. These are the items that you will run across in the first part of the game.

### Flashlight

The flashlight is found on the counter in the Cafe. It is not very useful during the day, but becomes an essential part of your arsenal when it becomes night. In the pitch dark it will allow you to get around and investigate things. On the down side, the light will draw the attention of creatures in the area.



### Map

Once you get the map from the counter in the Cafe, you can access it by pressing Δ. As you find clues as to where to go next, they will appear on the map. This is a crucial tool for solving the mysteries of Silent Hill.



### Gun



The gun is given to you by the police officer, Cybil. Unfortunately, Harry is a horrible shot, making the gun only effective at close range. Also, ammo is sparse, making the gun a last resort.

### Knife



This dummy weapon is not very effective, but better than nothing. Use it as an absolute last resort to buy you some extra time when trying to escape. Straight up attacking a target with the knife will certainly get you hurt and is useless against more than one demon.

### Radio

The radio is also found in the Cafe, but can't be picked

## The Levin St. Doghouse



▲ This mangel will attack you quickly, but a sidesteep should keep you from harm.

Harry has managed to find a couple of clues in the shape of pages from his daughter's notebook. They lead to the elementary school, but there is no way to



▲ Find the "house Key" in the doghouse, which you use to unlock the front door of the house in front of you.



▲ The back door is locked and you will need three keys to open it. Find the location of the keys by looking at the bulletin board to the left of the door.

reach it, although one of her pages leads him to a house he's able to enter. Perhaps exiting through the back door and out through the backyard will lead to the school. To use the door, Harry must first find three keys.

Avoid or kill the possessed dog, then search the doghouse to find the "House Key." Use the "House Key" to enter the house. Inside, you will find an ordinary home that is empty, like the rest of the town. You are safe here and there is a save notepad. You can also return here to refill your health like the Cafe.

When you try to exit out the back door you will notice that it is locked by three locks. Search the bulletin board on your left to gain the locations of the three keys on your map that you need to open the back door.

All the keys are easy to find. To get the first one, head to the end of Finney street on the bridge and search the trunk of the wrecked police car. Inside you will find the "Key Of Lion".

The second key is found in a basketball court down an alley that runs behind the Cafe. You'll find the court through a chain link fence in the middle of the alley. Avoid the two dogs and grab the "Key Of Woodman", lying in blood underneath the basket.

To find the third key, head down Matheson to Ellroy St. and turn right. At the last building on the right, where the world has been ripped away, you will see the key lying in a mail box across a ravine. Use the plank of wood to cross the ravine and grab the "Key Of Scarecrow".

With all three keys, head back to the house with the doghouse and unlock the back door and exit. Once outside, it will become very dark and you will need to use your flashlight for the first time. As you search around, be aware that there are a lot of demons roaming around and they're a bit tougher to see. At least now you can finally reach Midwich Elementary School.



▲ The dogs are easy to avoid when you go to get the "Key Of Woodman" in the basketball court. Find the key in a pool of blood under the basket.



▲ The "Key Of Scarecrow" is found in the mailbox of the last house on the right on Ellroy St. You will have to use the plank of wood to cross the chasm and reach the key.



▲ After you have all three keys and use them to unlock the back door, you will emerge into a pitch black backyard. Time to turn on your flashlight.

## THEY'RE OUT TO GET YOU

Silent Hill may be devoid of people, but it is full of scary demons that want to eat you. Every street and every corner you turn will probably feature another creature. Demons will also be guarding any item you need or location you need to visit. Here's a quick run down of the types of creatures populating the small town.

### Flying Demons

The flying demons are the most plentiful of all the crea-

tures. You will be able to hear the tapping of their wings even before the radio picks them up and long before you see them, making these creatures easy to avoid. If one does see you, it will attack with its claws from above. After they make a pass, they will disappear into the fog before lining up for the next attack.

### Demon Apes

These guys can kill you very quickly with just a few hits. They are found wherever you need to go, meaning they are often the creatures guarding clues and locations. They also seem to appear in pairs. You can try to fight one of these guys, but they can be quite durable. Usually the best idea is to run when faced with one of these creatures. They are faster than you, and

you may have to use the evasion techniques described earlier in the strategy to get away from them.

### Demon Children

The demon children are the creepiest demons in the game. These little buggers with knives are aggressive and will attack in groups, swarming you. You can usually outrun them if you have a door nearby, but because they attack in groups, they can be tough to fight.

### Demon Dogs

The demon dogs are easy to avoid and not tough to kill. They lunge at you from some distance away, but this is avoidable with a side step. They shouldn't give you much trouble.



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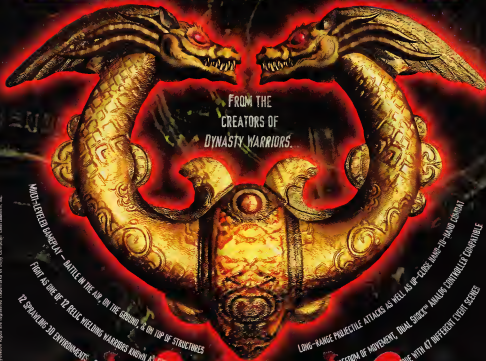


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LONG AGO, A SMALL COUNTRY WAS RESTORED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...



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# DESTREGA™

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PlayStation 2



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# Tomb Raider III Secrets Guide

Just when you thought that Lara was about to submit her vacation request, she's beckoning us back into the world of *Tomb Raider* for her latest and biggest quest yet. This time around, the levels are not only more massive and difficult, but they're also packing even more secrets than before. No longer is Lara merely collecting jade, stone or gold dragons, you've gotta help her

find more ammo, more guns and more medipacks to see this adventure through to the end.

There are 59 secrets in all and if you collect each and every one of them, you'll then be able to enter the hidden level in *Tomb Raider III*, All Hallows. So, gear up and pack a lunch 'cause Lara's waiting for you to join her once again. Psst... don't forget your issue of PSM or you might not even make it to first base!

## SPOILER ALERT!

This guide contains all of the secrets for *Tomb Raider III* and should only be used when absolutely necessary.



## The secrets Level One: Jungle



Grabbing the second secret will require you to head to the high ground.

### 6 SECRETS

#### Secret #1

The first secret in the game is right at the beginning. Before you begin your long slide down, start your descent, then immediately jump to the left side of the ledge. You should land on a ledge

harboring the Shotgun.

#### Secret #2

As you slide down the long hillside, make sure to carefully make your way to the left hand side of the screen by jumping. Reach the flat area just above the first set of spikes and stay near the edge. A boulder will come rolling down once you step over to the left, near the wall, so prepare for it and run to the edge to avoid it. Once the boulder has passed, spot the tree branch hanging just above the spikes and jump over to it. Climb up to retrieve the Save Crystal and some Shotgun Shells

#### Secret #3

The next secret is located in the area at the bottom of the slide, through an archway to the left. In this area, you'll find a bunch of quiksand and an ornate stone structure on the

banks of the quiksand river. Along the second pillar of the stone structure, climb up and over the wall to reach an area littered with goodies for Lara. You'll pick up ammo and Shotgun Shells from the ground, as well as from the eaves of the waterfall.

#### Secret #4

The fourth secret you'll come across during the Jungle level is found in the hallway harboring a boulder, a switch and a monkey, just beyond the area with the large fallen log. Inside the dark hall, you'll need to trigger the boulder and run out of the area quickly. Once the boulder has been led to rest, reenter the hallway and find the small crawspace in the wall above the switch. You'll pick up some very helpful goodies inside the

crawspace (Harpoon Gun and the Rocket Launcher)

#### Secret #5

Once you return to the area with the large fallen log and a massive gap in the stone floor, take a second to inspect the end of the log. You'll notice that there's an opening just big enough for Lara to crawl into. Jump and grab onto the small crevice, then have Lara pull you up into it. You'll be able to claim some Flares and ammo inside.

#### Secret #6

In the jungle area where you are chased by two or three boulders, make sure to take a moment to examine your surroundings. Find the small dirt path leading up to the area where the boulders rolled down from. You should find a small pit in this area. Carefully drop down the pit to claim the Save Crystal and some Flares.

## Level Two: Temple Ruins

### 4 SECRETS

#### Secret #1

The very first secret that you'll run into in Temple Ruins is down the hole near the right hand gate in the room where you fought your first statue. Open the gate blocking the hole, then drop down inside. Move the block that is strung directly next to the switch and you'll be able to enter a new underground area filled with wall darts. Crawl beneath the darts and pick up the numerous goodies lying about. But be careful when approaching the small Med Pack in the

towered recess near the entrance. When you hop in, a boulder will be triggered, aimed straight for your noggin. Jump out and continue on with the level.

#### Secret #2

When you reach the room with a moveable block and a gated waterhole in the center, you can find the next secret. Pull the block from the wall and move it to the left side of the center structure. Climb up and onto the block, then pull up onto the gated structure. Find the ladder leading toward the corner

and climb up to reach a room with a bunch of goodies waiting to be collected. When you're ready, return to the gated water-hole room to continue with the level.

#### Secret #3

When you reach the room with three floating, invisible platforms being lit up by the four statues' fiery breath along the wall, you'll have already noticed three underwater levers. The two levers on either wall below the statues activate the fire, but the third lever on the wall below the platform with a statue on it opens a small timed gate across the

pool. Pull it and swim through the opened gate to grab some secret goodies there.

#### Secret #4

Near the end of the level, you'll reach a room above a waterfilled area. In this room, you'll find swinging blades, poisonous darts, a large green gap filled with spikes and a Save Crystal across the gap. Carefully jump down into the gap in any of the four corners to avoid getting skewered. WALK through the spikes to find a crawspace near the floor. Crawl through the small space and pick up the goodies inside.

## Level Three: The River Ganges

### 6 SECRETS

#### Secret #1

At the beginning of the stage, where you originally find the four-wheeler, find the ladder leading down to the water's edge near the jump-point along the grassy bank. Climb down and follow the rungs across to the platform. Make your way across the series of flat platforms by

running and jumping to each one. You'll eventually reach an opening leading into a small room. Enter and hop across the sloped platforms to avoid the spikes below until you end up on a flat ledge. Claim the goodies and it's a long hike back to the original area with the four-wheeler for you!

#### Secret #2

Once you make it across the river in the entrance area of the level, drive down



Carefully inspect the side of the wall for this secret ladder leading down.

through the cave tunnel using the four-wheeler and stop at the first large gap. Make sure to inspect the area far below. You'll find a ladder leading down the side which will take you to the second secret area stocked with goodies.

#### Secret #3 (Alternate Branch A)

If you take the left path at the fork past the grate door at the top of the natural ramps, you'll enter an area with a few very LARGE gaps in the floor. Once you

make it past them, you'll be faced with a skinny stone ramp leading further into the jungle. Ride down the steps and dismount the four-wheeler. You'll see a crawlspace high up along the right hand wall. If you run and jump across to the

ledge below it, you'll be able to claim the secret items inside.

#### Secret #4 (Alternate Branch A)

Once you ride the four-wheeler up the stone ramp and across the huge river canyon, you'll reach a platform with a Save Crystal on it. Ride the four-wheeler to the small opening on the far side of the canyon wall and you'll enter a new area. Dismount the vehicle and slide down the long stone slope. Climb up onto the high plat-

form near the left hand side of the wall and make your way to the opening on the far side from the entrance. Jump across to the long platform on the other side of the canyon and locate the crawlspace near the right hand side of the high small area. You'll need to do some fancy footwork to reach the crawlspace, so make sure to run, jump and grab onto the sloped ledge in front of the crawlspace. Pull up, then jump, twist and grab onto the crawlspace ledge. Inside, pick up your much deserved goodies

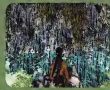
and good luck on surviving the exit.

#### Secret #5

Once you reach the lake on the other side of the waterfall, hop along the ledges lining the walls of the small canyon. When you reach the right hand side of the canyon, look for the skinny crevice on the ledge below. Drop and grab onto it, then shimmy over to pick up some secret goodies on the shelf.



### South Pacific: Coastal Village



A long jump will take you to a reward of secret access to the far right.

#### 3 SECRETS

##### Secret #1

In the first beach area of the stage, bring the rock jutting out of the water near the beach hut with a small Medpack on it. Face the far rock wall opposite the beach, then pull a running jump to grab onto the ledge. Shimmy over and pull up onto the green, mossy flat ledge. Jump across to the third rock, which holds ammo and the first secret.

##### Secret #2 (Alternate Path B)

Near the three Serpent Stone genies on the left hand side of the large waterfall, find the crevice in the wall. Climb up and grab the goodies inside to beef up your inventory before continuing.

##### Secret #3

In the village populated with straw huts, past the floor hatch that you should've secured with a switch near the quicksand swamp, find the area that sits between two huts. Their roofs should form an arch of sorts. Pass through and find the tree behind them. Beyond the tree, in the darkness, you'll find a cave littered with goodies for you to plunder.

### South Pacific: Crash Site

#### 3 SECRETS

##### Secret #1

As you are making your way across the lilypads in the quicksand swamp at the beginning of the level, don't pass up the first secret! When you reach the last lily pad before jumping to safe ground, turn a bit to locate a cave in the stone wall. Jump in and pick up the goodies hidden inside.

##### Secret #2

When you reach the area with a large river swimming with piranhas, a collapsing bridge, as well as some raptors and a lone crash survivor, take care of the business at hand. As you make your way across the treetops to reach the raptor hanging from a string above the river, make sure to pick up the Save Crystal. Continue across the next tree branch with the live dino on it, then angle yourself to jump and grab onto the piece of branch pointing out toward the waterfall. Climb up onto it and pick up the secret goody waiting for you.

##### Secret #3

In the cave next to the actual crash site, where you face off with the T-Rex, you'll find the third and last secret waiting for you on the entrance platform above the lowered light area. In this grassy area, climb up onto the long platform nearest the big tree. Face the large tree branch and jump onto it. On top of the branch, you'll find some ammo and stuff to stash in inventory.



Make sure to check this top left lilypad for an entrance in the rocky wall. You won't want to have come back later.

### South Pacific: Madubu Gorge

#### 3 SECRETS

##### Secret #1 (Alternate Path A)

When you approach the opening looking out onto an area with five waterfalls, you'll need to claim the first secret from the waterfall directly in front of the opening. Drop down from the doorway and WALK through the waterfall to find a cave with some secret goodies in it.

##### Secret #2 (Alternate Path A)

When you finally get inside the cave on the far side from the doorway looking out onto the waterfalls and rapids, make your way across the ceiling using the bird tracks. Once you reach outside, you'll need to spot the climbable surface across the waterfall. Jump to it and climb up. Back up towards the entrance and jump backwards to hop over the sloped wall behind you. Get ready to grab the ledge and ease over to a ladder leading to a wooden bridge below. Hop across the platforms across the waterfall to reach a hut harboring the second secret area.

##### Secret #3 (Alternate Path A)

When you and your kayak reach the large pool room with a stone sinker in the center, head through the tunnel leading past a set of stone ledges. Head against the current until you reach the end of the wettery corridor, then swim through the waterfall for a Save Crystal in the third secret area.

### Temple of Puna

#### 1 SECRET

##### Secret #1

From the entrance, head down the tunnel leading up a staircase to the right. At the very top landing of the staircase, face the wall patterned with skulls across the small gap. Jump onto it and commence grabbing! You'll catch onto a "bony" thorn ledge enabling you to shimmy all the way to the opposite end of the wall to reach a crawlspace. Climb inside and claim your prize!

### London: Thames Wharf

#### 5 SECRETS

##### Secret #1

The first secret in this level is right at the beginning. Walk onto the skinny catwalk leading across the large gap at the top of the buildings. It leads you straight to a... dead end? Not quite. Once you reach the end facing an decorative door, turn around and face the far rooftops near the main catwalks. Run and jump over the sloped roof to reach a secret area on the other side.



Set up for the run by using this long catwalk as a ramp for the final jump.

##### Secret #2

Once you've made it inside the center building and picked up the Plus Key from the downward guard, return outside. You can now drop down from the outer platform, onto a lower ledge directly beneath the swinging hatch at the edge of the platform. Note the crawlspace above the doors. Grab onto one and shimmy all the way over to the right. There are three openings that Lara can crawl into to receive goodies. The one on the far right is the secret area.

##### Secret #3

Once you turn off the flame on the rooftop, head to the now extinguished flame and instead of dropping down inside - jump over the gap and grab onto the high ledge on the other side. Climb over to pick up some ammo and complete the third secret!

##### Secret #4

When you finally reach the interior of the Cathedral spire, find the large blue



block at the foot of the pillar in the center of the room. Pull it out until you can't anymore, then use it to climb onto the roof. Make your way to the edge of the roof, then jump across to the next roof near the far set of pillars. In a pit, you'll find the Cathedral Key.

**Secret #5**

As you are making to exit the rooftops of the Cathedral, find the gap in the ornate fence lining the edges of the outer walkway. Face the gap, then hang a left. You'll notice that the far corner of the walkway is unguarded, so climb the ladder leading down the side of the building. Keep heading down until you find a crawlspaces leading to the last secret area!

**London: Aldwych**  
5 SECRETS

**Secret #1**

Once you've cleared the area where Lara is being chased downward by a rotating spike screw, you'll find yourself in a safe area. From the outer ledge, position Lara to hop backwards off of the platform and grab like there's no tomorrow. Drop carefully to the ledge directly below to plunder the goodies.

**Secret #2**

Once you head down the left hand set of escalators, you'll find yourself on a waiting platform below. Spot the grated window at the far end of the platform and use your pistols to break through. Hop inside to pick up the items.

**Secret #3**

Once you make it past the ticket counter, where you finally used the Old Penny Ticket, you'll spot a token booth that looks like it's housing some fire. Use the Unlabeled Star from Solomon's Room on the door to the booth and head inside. Hop up onto the counter and locate the air duct above. Climb up into it and crawl through to a trapdoor that plunks you right on top of a Save Crystal and the third secret.

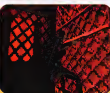
**Secret #4**

If you manage to track down one of the bad guys in the subway area with the old-fashioned red train car, he'll open a door to get his friend out. Wait for him to open the door, then take him and his friend out. Head inside the opened room and flip the two switches.

inside. Retrace your steps if the way back out to the right hand tunnel in the main section of the stage. Reenter the room with the red lights and piles of crates. Head up through the trapdoor in the corner of the room and you'll find yourself back in the area with two ramps and a center room with two trapdoors. You'll notice that the usually locked door to the immediate right of the entrance hole is finally open! Inside, you'll be able to pick up loads of stuff, including a Rocket Launcher!

**Secret #5**

When you enter the small room that equated the Masonic Mallet to open, flip the switch inside. Now look up and spot the dark area above. Jump up to the ledge high above and grab the goodies waiting for you inside.



**A** Use up your hands with this red-hot iron bar in order to safely jump back.

strous Sphinx statue below the ceiling dimming room, face the corner of the room with a lighted ledge near it. Position Lara so that she is diagonally placed against the outer corner of the Sphinx's head. Now take a little hop backwards, then a full jump forward. You should land on a safe platform which will have a health goody on it.

**Secret #5**

When you reach the large room with a Frogman and a guard in it, you'll have to do some serious sneaking in order to pull off the next trick. Make sure to get out of the water, undetected, and kill the Frogman. If he sees Lara, he'll dive into the water immediately. Head over to the brown corridor in the far corner of the room and quickly run down the dark hall. At the end of the corridor, shoot the Frogman in the water and dive below. In the water, swim toward the crates and turn the corner to find a secret area!

**Secret #6**

Before you leave this den of divers, head back into the water and explore at your leisure. You'll find a small hole near a reddish room with a lever which harbors the last secret of the level!

**London: Lud's Gate**  
6 SECRETS

**Secret #1**

Near the beginning of the stage, you can find the first secret in the area past the slope leading out of the lowering spiked ceiling room. Once you reach this area, flip the switch and climb up onto the flat brick ledge. Drop backwards off it and grab onto the edge to shimmy all the way over to a crawlspace to the right.

**Secret #2**

As you are making your way up the high grated wall in the first switch room, you'll have to make some fancy jumps and grabs to reach the secret area directly behind you as you are climbing. Make your way up to the red section of the grates and prepare to jump backward—then flip and grab onto the ledge

behind you. It's tough, but be patient. It's always a good idea to save before you begin climbing as well. If you do it right, you'll be able to pull up into a crawlspace and pick up a Rocket Launcher.

**Secret #3**

This one's tougher than the last one, but what you need to do is plan your moves. When you are safely on top of the mon-

**Secret #4**

When you reach the wide staircase leading off of the ground floor of the Sphinx room, you'll have to do some pushing and pulling of blocks above the locked double doors at the top of the stairs. When you are on the ledge above the hall, find the area slightly above which is lit by a blue glow. Jump to it and grab yourself up into a secret area.

**London: The City**  
1 SECRET

**Secret #1**

As you're being chased by Sophia, the mad electro-queen, you can pick up an extra Medipack in this secret area. When you climb across the monkey bars near the lower level of the stage, head up the platforms at the end of the monkey bars. Drop and grab onto the back end of the higher ledge, then shimmy to the left. You'll find a crawlspace where you can take a breather and pick up some goodies.



**Nevada: Desert**  
3 SECRETS

**Secret #1**

The first secret in the desert can be found in the small natural corridor off of the entrance area. As you are jumping across the gaps in the stone walkway which drop down to rattlesnakes and barbed wire, you need to find the safe spot to drop down into. At the first pit, drop, grab and shimmy to the edge where you can drop safely. Inside, kill the snakes and pick up the goodies. Push the block to exit.

**Secret #2**

Once you reach the large area with a deep canyon river at the bottom, you'll notice a

few spots in the center stone structure that harbor secrets. The first is at the far end of the canyon furthest from the waterfall. Jump across to the climbable walls on the center structure. Drop down until you reach the area where you can shimmy over and climb into an opening. Inside, hop down and pick up the Desert Eagle and miscellaneous rounds of ammo.

**Secret #3**

The last secret of the stage is inside the waterfall. Once you make it into the large water mill area of the waterfall cavern, crawl beneath the stone structure near the opening of the river on the sandy bank. When you crawl into the corner, you can stand up and climb to the secret area far above.

**Nevada: Security Compound**  
2 SECRETS

**Secret #1**

The first secret to be found in the beginning prison area is in the same block of corridor where you are able to escape. First, push the block in the wall opening to reveal a crawlspace near the floor. Head through and down the corridor to find the second block. You'll need to push and pull both blocks so that you can reach the dead end of the hall behind the second block. This is where you can pick up some goodies and solve the first secret.

**Secret #2**

The second and last secret is in the main area of the compound. In the hallway where you encounter a guard with his back turned while you sneaked by to pick up the Yellow Security Pass in a crawlspace, take the guard out. He'll drop the Keycard Type B. Use the card on the reader at the end of the hall and pick up some Grenades for your Launcher.

## Nevada: Area 51

3 SECRETS

### Secret #1

To find the first secret, you must first make your way through a tripod and into a dirt area with several metal structures rising from the ground. In this area, your objective is to drop down into a two-tiered catwalk, rectangle and press a few switches. When you drop to the lower level of metal catwalks, find the crawlspace containing a Save Crystal to solve the secret.

## Antarctica

3 SECRETS

### Secret #1

When you finally get onboard this freight ship at the beginning of the stage, make your way onto the deck. Run around to the side of the ship that's facing the wall of ice. Head to the back end of the ship's deck and jump into the cave nestled in the ice wall to pick up some goodies.



Take a detour when you reach the lower deck to find this first secret.

### Secret #2

Once you gain control of the yellow lifeboat, guide it around to a low opening in the ice wall. Climb up into it and follow the sloped ledge down. Jump over the water at the opposite end and grab onto the ledge on the opposite wall. Crawl through the opening to pick up the goodies lying inside.

### Secret #3

After opening the gate with the Gate Control Key, find the area marked by a small flag. You can dive from the lifeboat into the water to pick up the carelessly tossed Huz Key in the freezing depths. Use this at the hut near the very beginning of the level to reap some rewards inside. You can use the lifeboat to go between these two points with ease.

### Secret #2

In the missile storage room where you use the first Code Clearance Disk, climb up onto the platform just below the swinging crane hook. Use your guns to shoot out the grated wall nearby and enter the short passage. Climb down the ladder at the grip and pick up another Save Crystal!

### Secret #3

The third and final secret will have you swimming with the fishes, literally. After you've used the second Code

Clearance Disk on the terminal behind the UFO observation room, climb the ladder leading up the wall on the side of the room. Hop across the high grinders to reach the one girder overlooking the long catwalk, which you used to drop onto the top of the UFO. Instead of dropping down this time, run and jump to the opened doorway in the wall. Inside, make your way past the moving laser beams and you'll be able to drop into the fish tank to pick up the floating Save Crystal!

## RX-Tech Mines

3 SECRETS

### Secret #1

When you reach the electricity room in the first mine cart area, press the switch inside to start all the mine carts. Exit the room, then jump and climb on top of it. To the right of the backside of the electricity room, you'll be able to crawl, then drop and hang on a ladder. Climb down until your legs are about to hang off the ladder (about six rungs), then jump and twist backwards to grab onto a small crawlspace ledge in the ice wall inside you can claim your first secret.

### Secret #2

This secret is, in a sense, a "two-parter." After your first mine cart ride is over, follow the corridor leading to the right and head down the big ice cavern (after defeating the big ugly dog-beastie). When you make it into the crawlspace on the lowest crawler, you'll finally enter a new area with a small square pond and a series of ice ramps surrounding it. Make your way over to the high green opening in the far wall. Climb up onto the ice block to the right, then jump and grab onto the barely there ledge along the wall with the green opening. Shimmy over to the crawlspace and flip the switch inside. You'll now need to find your way back to the main mine cart area from the beginning of the level. Once you make it back, you'll need to return to the area behind the electricity room where you picked up Secret #1. The door in this area is now open so head inside to pick up a Save Crystal and a few other goodies.

### Secret #3

When you reach the end area of the stage, you'll enter a room with a long wooden bridge and a building on the far side. Look down into the cavern below the bridge and you should spot an alcove with some secret stuff inside. Drop and hang off the bridge, then shimmy until you are hanging over a flat ice platform. Drop down onto the ledge, then spot the ledge directly below it. Drop down once more, then you'll be able to run and jump to the secret alcove and claim the goods.

## Lost City of Tinnos

3 SECRETS

### Secret #1

The first secret in the Lost City can be found in the area with a broken stone bridge and invisible platforms. Make your way carefully to the top of the first stone archway on the part of the broken bridge nearest the entrance. Once you successfully make it, throw a flare forward to light the next invisible platform between you and an opening in the wall. Jump into the opening from the ledge and you'll be able to grab the secret stuff inside. Don't bother exploring the cave further down, it will mean certain death.

### Secret #2

In the area with a stone bridge and some fiery pots, you can find the second secret. It's tricky and you'll want to save your game before attempting it. Hit the switch in the small opening at the end of the long grasping bridge. After you hit it, you'll only have a few minutes to make it back to the room with the timed door and stone bridge. Sprint back to the bridge room and if you make it in time, the door leading to a secret area will still be open. Pick up the Save Crystal and ammo to complete the secret.

### Secret #3

Once you reach the main puzzle room with the four slots for Oceanic Masks, you'll need to place two Oceanic Masks in their rightful places. Once this is done, head up the staircase and find the block that has dropped. Push the block against the wall, then push it again so that you can climb up to a ladder on the wall. Scale the ladder and head inside the new area to pick up a Save Crystal and some health goodies.

## Tomb Raising Cheats

It seems that this time around, the cheats for the latest Tomb Raider were out there as soon as the game hit the shelves. It is actually a good thing, as the game is nearly impossible to beat without them and why would you want to, anyways? You enter all the codes during gameplay, so don't pause it.

### LEVEL SKIP

Jump to the next level in the game by pressing L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, R2, R2, R2, L2 during gameplay.



### ALL WEAPONS, MEDKITS, FLARES AND SAVE CRYSTALS

This will be the most popular of the new codes as it makes your ordeal much easier. During gameplay press L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, L2, R2, R2, L2, R2, R2, L2, R2, R2, L2, R2, L2, R2, L2, R2, L2, L2. You will hear Lara grunt when entered correctly and you can check your items to be sure.

### ALL SECRETS

This one basically gives you all the keys and items from a level as well as showing that you found all the secrets when you've completed the level. During gameplay press L2, L2, L2, L2, L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, R2, L2, R2, L2, R2, L2, R2, L2, L2. You will hear Lara grunt when entered correctly and you can check your items to be sure.

### RACETRACK KEY

The legitimate way of receiving the racetrack key is to get a really good time on the obstacle course. Why bother, though, when you can get the key by entering a code? This one is only entered at Lara's home and will give you a key that unlocks the area on the opposite side of the obstacle course that features a four wheel ATV and a course to race it on. To get the racetrack key, press R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. During gameplay and while playing in Lara's mansion.



The racetrack key will open up this cool area. The secret is so good with the ATV that it could almost be a game on its own.

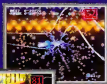
# Do You Have An

# IRRITATING STICK

# ?

The ultimate action puzzle game comes to the PlayStation® game console! Test your skill and nerves against some of the most diabolical 3D mazes ever to hit a video screen. Based on a wildly popular Japanese TV program, **Irritating Stick** is addictive, entertaining and **IRRITATING!!!**

One Player, Two Player or even a Tournament Mode with up to Eight Players; **Irritating Stick** features virtually unlimited 3D mazes that can be created in the Edit Mode, as well as three distinct courses each containing several of the most mind boggling challenges you've ever faced in a video game. You can even set up special "Irritants" to further complicate your competitor's life, but remember; turnabout is fair play!



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

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JALECO®



# CODE JUNKIES

your complete monthly source for all the  
 newest and coolest PlayStation cheats

## Test Drive Offroad 2

### Open All Cars And Courses

This single code opens all the game has to offer in the form of locked tracks and cars. The game isn't that difficult, but for those with little time and for the just plain old kid, here you go. At the Main Menu, press and hold SELECT, then press L1,  $\star$ , L2,  $\star$ , L2,  $\star$ , L1, L1. Now start a single race and all six tracks will be available, plus their reversed counterparts. You will also find all the legitimate cars in the game.



**> The locked cars like the Military Hummer are the best in the game. Once you have these vehicles the real fun begins.**



**• No chess will be heard and no message will appear when you enter the code so be the only way to find out if you were successful is to check the track and car selection.**

## Activate Radar

You will notice that some of the vehicles come with an on-screen radar that lets you know when an opponent is on your tail. To enable the radar for all cars, go to the Main Menu, hold SELECT and press R1, L2, L2, 2,  $\star$ , L1,  $\star$ , L2. Start any race with any vehicle and the radar will appear on the left of the screen.



**▲ The radar is only slightly helpful as you can always use the lock behind button to check your tail.**

**> The Black Widow doesn't seem to be faster than the other top vehicles in the game but it does sport a cool paint job.**



They are entered the same as you would the Black Widow code.

## Drive As School Bus

At the transmission selection screen in both Single Race and World Tour mode, press and hold SELECT, then press L1,  $\star$ , L2,  $\star$ , L2, L2, R2. The school bus will now be available.

## Drive As Ice Cream Truck

At the transmission selection screen in both Single Race and World Tour mode, press and hold SELECT, then press R2, L2, L2,  $\star$ , L2, L2, R1. The ice cream truck will now be available.

## Production Staff Slide Show

If you're really bored, you can see pictures of the people who made this game, as well as some shots of them having lunch! Enter the credits screen with the credits rolling from top to bottom, then press and hold SELECT and press R2, R1, L1, L2, L2, L1, R2. You will be immediately taken to the slide show.

## code fix of the month

Every month there's usually at least one code in Code Junkies that totally blows open a game or increases the fun factor of a title to another level. Each month we pull-out those exceptional codes and cheat gems and award them with the dubious honor of Code Fix Of The Month. Look here for the hottest of the hot codes for the best games each issue.

## Rally Cross 2 Loads Of Codes

Just like last year's Rally Cross, there are tons of secrets in the game that are really tough to earn legitimately. Thankfully we found the codes for the game so everything the title has to offer can be available from the start. All the following codes are entered as your name when you start a new season. After pressing X to accept the name you entered, back out and start a single race to see the effect.



**• You enter the codes where you input your name and area entered, you can back out and re-enter another code. Cool!**

Code	Effect
SISAO	Oasis track
ELGNUJ	Jungle track
FOSTER	Little Woods track
NVEK	Frozen Trail track
MIT	Dusty Road track
KCIN	Rock Creek track
CIRE	Dry Humps track
BSRHC	Hillside track
ARFILLED	Low gravity
LEADSHOT	Original Rally Cross game physics
MOONEY	Restore Rally Cross 2 game physics
INCORPREAL	Disable collision detection
PREVET	Veteran level tracks and cars
PREPRO	Pro level tracks and cars
PREALL	All tracks and cars

Note: This will not automatically unlock the Vapor or Radar cars. This cheat also allows the game to start at the last race of the pro season with a large lead. You do not need to finish the race to become champion. This will unlock the last two cars.



**▲ The game is tough to beat and will really take you a long time to do so, but with all cars and tracks code you can race the top car in the game right from the start.**

### X Games Pro Boarder All Courses Open And An Extra Character

Once you get the knack of this game, it can be a very satisfying snowboarding experience with its real snowboarders and thousands of tricks. You never have the same exact run twice, but when it comes to beating the computer opponents in the tournament mode to unlock the other four courses in the game, you may be at it for a long time. X Games is tough, but here's the code to open all the courses right from the start. Enter **X □ X □ X □ X □** in the password screen found in the Options menu and, when you go back into the game, you can go straight to Freeride, the massive run with multiple routes. You also get to select the small, but stylish, Ollie B.



▲ The password screen is found in the Options menu and when password is entered, you should get a password accepted message on screen.



▲ This is the longest and most fun of all the downhill runs. You can almost go anywhere you want.



▲ This guy may be short, but he's got some killer moves and can get some serious air.

### Darkstalkers 3: Vampire Savior Hidden Characters

As with every Capcom fighter, there are hidden characters and different versions of characters to play as inside Darkstalkers 3. All are accessed on the character select screen and you'll find that the characters are a bit unorthodox.

#### Male Spirit

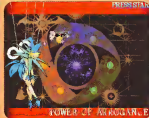
Highlight the "7" box, then press SELECT five times, followed by any action button



▲ When you access this character, you will be unlocking a spirit that possesses the body of the character you just beat. For that reason, the first character you play as is chosen at random and so you lose other characters you will take their body and play as them against the next opponent.

#### Female Spirit

Highlight the "7" box, then press SELECT seven times, followed by any action button



▲ Like the Male Spirit character, the female spirit is a bit unique. She creates, then possesses the double of her opponent. Using the Female Spirit will mean every fight will be a mirror match with character changes after every match.

#### Alternate Talbain

Highlight J. Talbain at the character selection screen and press and hold SELECT, then press all three Punch or Kick buttons simultaneously

#### New Bishamon

Highlight Bishamon at the character selection screen and hold SELECT, then press any action button



# rip lines

**N**eed 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 do it because 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 by 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) 453-9628
ASC Games	(208) 655-0032
Asul	(900) 289-2724
Atlas Software	(714) 862-2351
Bandai	(310) 926-0947
BMG	(415) 330-0000
Capcom	(900) 680-2683
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	(870) 822-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6555
Joico	(847) 216-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(800) 740-EDI
Maxis	(510) 333-5630
Microprose	(900) 773-HINT
Midway/Williams	(903) 874-5082
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psychonics	(900) 976-4468
Ready Soft	(908) 475-4801
SCEA	(900) 833-7869
Sierra	(900) 370-8869
Spectrum Holobyte	(503) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9628
Tecmo	(310) 787-2900
THQ	(800) 370-HINT
Time Warner	(408) 473-9486
Trimark	(310) 350-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(800) 238-GAME
Viacom	(303) 739-0119
Virgin	(900) 288-4744
VR Sports	(714) 955-9932

### Heart Of Darkness Level Select And All Cinemas

This single code will open a level select that lets you pick your starting point within a level, as well as opening all the cinemas. To get it to work, take your controller and plug it into controller port 2 while the PlayStation is turned off. Now press and hold L1 + L2 + R1 + R2 and turn on the system with the game inside. Continue to hold the shoulder buttons until you reach the Main Menu. Now plug the controller back into controller port 1 and enter the Options Menu. Once there, you can go to Load Game to select your level or go over to the movie projector to see all of the game's cinemas, including the one in 3D.



➤ Now you can go wherever you want within this whimsical game.



➤ The cinemas are part of what makes this a special game. Be sure to get some 3D glasses for the last one.

### Crash Bandicoot: Warped

#### Spyro The Dragon demo

There is a Crash Bandicoot Warped demo hidden within Spyro and to make things fair, Sony has included a Spyro demo hidden in Crash Bandicoot: Warped. To access it press \* \* \* \* \* at the title screen.



"Spyro the Dragon, Sony's latest performer, joins on the charm and defuses the gameplay."

-PSM

➤ At the beginning of the Spyro demo, you will see some quotes from magazines, including one from PSM.



Nintendo / SMI

### Small Soldiers Passwords And Cheats

This game isn't that bad considering that it is based on a movie, but it won't be winning awards, either. The two player deathmatch game is the most fun, but to easily beat the single player game in a night, we've got invincibility and access to all the weapons right from the start, plus you will never run out of ammo or energy for your secondary attacks. Also skip to any level in the game with the individual level passwords listing. Enter all of the following at the password screen reached through the Main Menu.



➤ Enter all the codes at the password screen.

Effect	Code
Invincibility	00ΔΔCX CX
All Weapons	ΔΔ00CX CX

Level	Password
1. Gorgan	XXΔΔCX CX
2. Dimensional Temple	CXΔΔ00CX
3. Floating Fortress	CXΔΔ00CX
4. Spirit Bog	ΔXΔΔ00CX
5. Canyon Village	XΔΔΔCX CX
6. Creepy Caverns	00ΔΔ00CX
7. Space Ship	00ΔΔ00CX
8. Hall Of Patriots	00ΔΔ00CX
9. Graveyard Of War	X0ΔΔCX CX
10. Nuclear Mine	00ΔΔ00CX
11. Launch Center	00ΔΔ00CX
12. Hahden Pier	00ΔΔ00CX
13. Garrison	XΔΔΔCX CX
14. Inner Sanctum	ΔΔΔΔ00CX



➤ Not that this game was tough to begin with, but now it's a complete breeze.

### Ninja: Shadow Of Darkness Various Cheats

No code will keep this game from being completely aversive in every area, but they will at least make the going a bit easier.

#### Level Select

The level select can only be entered once when you first start the game. To enter it, turn on the system and when the game goes to check the memory card, quickly press L2, L2, L2, R2, R2, R2. Now when you go to start a new game, a level select will come up.

➤ After you power up the PlayStation, you will get this screen where you enter the level select code.



➤ Jump to any of Ninja's unimaginative and tedious levels with the level select that appears when you start a new game after entering the level select code.

#### Invincibility

During gameplay, pause, then press L2, R2, L2, L2, L2, R2, R2, R2, R2. You will have a chime when entered correctly and when you return to the game, your character will be an invincible skeleton.

➤ Everyone will know you're using the invincibility code because the code turns your character into a skeleton.



#### Boss Cheat

This little code makes fighting the game's bosses much easier. When you enter the code, a giant treasure chest filled with stars will drop onto the boss, killing them. To get it to work, you must first be facing a boss character and pause the game. Now press L2, L2, L2, R2, R2, R2, then un-pause.

#### Big Head Mode

For the silly big head mode, press SELECT, SELECT, SELECT, L2, L2, L2, SELECT, SELECT, SELECT at the title screen with "Press Start" flashing. You will instantly be able to tell whether the code worked if the Ninja who is standing on the boat has a big head.

➤ This code must have amazing balance to keep from tipping over considering the size of his head.



**THE FUTURE  
HAS ONE TINY  
HOPE FOR  
SURVIVAL**

### Tiger Woods '99: PGA Tour Golf Golfing Codes?

It's not often that you will find codes for a golfing game and this group of three codes are some of the coolest we've seen. They change the landscape of all the courses, making for a totally different experience. To enter any of the codes, go to the Player Select menu and choose Edit Name. Now enter any of the following as the new name and start a game on any course to see the effect.



Enter any of the cheats where you edit a golfer's name.

**Code**  
MAXIMUMZ

**Effect**  
Creates a 400 percent elevation increase

PUMPUZ

Creates a 200 percent elevation increase

OLD SCHOOL

Flattens the terrain.



There is a reason why people don't design golf courses on unrealistic terrain.

### Apocalypse End Of The World Cheats

Apocalypse packs a lot of fun, especially if you're an old RoboTAN fan. With the following cheats, you should have no problem beating the game in one sitting. To enable any of the cheats, start a game and, during gameplay, press START to pause and hold L1 while you enter the code. When entered correctly the words on the pause screen will shake.

**Code**  
+ + + + +  
X X X X X  
+ X +  
+ +

**Effect**  
Invisibility  
All Weapons  
Unlock Levels  
Debug Info



The level select appears on the pause screen and will only let you skip around the current area. To go onto the next area, choose the last entry and finish it.

### Nascar '99 Announcer's Car

Now you can race Benny Parsons' (the announcer car). To activate it, go to the Race Setup screen from the Main Menu and highlight the Select Track Option and choose the Richmond track. Highlight Select Car and enter R2, R2, L1, L1, L2, L2, L1, R1, R1, R2, L1 within about four seconds. If entered quickly enough, Benny Parsons' car will appear.



Benny Parsons' car sports a red paint job and the number 72.

### Roll Away 30 Extra Seconds

The following trick only works in the Time Trial portion of the game. During gameplay press X L1 X. This can only be entered once per level.



Rolling extra time in the Time Trial mode is essential to finishing the mode.

### Advance To Next Level

This works only in Time Trial and, when entered, you will zip to the next puzzle. Press L2 L1 L2 X during gameplay in Time Trial mode. In Arcade mode, this code will take you to the bonus level.

### Trippy Visuals

This one only works on the bonus levels and will make the background and foreground totally tripping outmaking it almost difficult to play. During the bonus level press L1 X. Wow, man, this is really weird.



### Checkerboard Background

This code turns the background into a subtle checkerboard pattern using the existing background graphics. During gameplay press L1 R1 + L2 + R2.

### Assault: Retribution Assaulting Cheats

Sure, the game can be completed in about two hours, but it is a fun two hours and, with the following codes for the game, you now have reason to pick it up again. All the following codes are entered at the "Press Start" screen and must be entered within three seconds. The screen will flash and the name of the cheat will appear at the top of the screen.



You have to enter the code onto this screen within three seconds, which means you're going to have to be quick.

**Code**  
X X X X X

**Effect**  
Goodies Menu

This creates a new selection in the Options Menu where you can select your level, access all weapons with infinite ammo and check out all the games on-map.

X X X X X Section Selector - To open the level section selector which allows you to choose the starting part of a given level, you must first use the code to open the goodies menu. Once entered, go to the goodies menu to change the level. Note: Enabling this code may cause music and graphic problems.

X X X X X X Nakimi Mode - All characters will now be flat 2D characters, except for the bosses.

X X X X X X Big head player - Big head, need we say more?

X X X X X X Big Head aliens - Big head enemies except for the bosses.

X X X X X X L2 R2 Speed Run - Press Circle during gameplay to run faster. Note: This will also use any item currently being held by your character.

X X X X X X GreyScale graphics - Black and white visuals.

X (x10) Sepia Graphics - Makes the game look like a vintage film.



The big hoods don't necessarily give you an easy target.

The sepia graphics code makes the game look like an old film, except the explosions are still in full color.





# WHO THE !\*#% YOU CALLIN' TINY?



Tiny Tank's effects are some of the most impressive seen on a PlayStation... the game itself is a technical wonder.

-Next Generation



My name may be Tiny, but I'm also the only hope to save humanity from a bunch of brainless robots. I'm equipped with the most advanced weapons—big guns and rocket launchers—so I'm not going to take any B.S. from anyone or anything. So call me what you want, because in the end, all that matters is the size of your guns. Just ask the sorry-ass robot with a Texas-sized hole in his gut. [www.tinytank.com](http://www.tinytank.com) [www.ngminteractive.com](http://www.ngminteractive.com)

**THE ADORABLE KILLING MACHINE**



# GET READY FOR '99

NOW THAT YOU'VE TAKEN DOWN THE TREE, EATEN THE LAST OF THE HOLIDAY CHOCOLATE, AND MASTERED TOMB RAIDER III, TAKE A BREATHER AND GET READY FOR THE FIRST HITS OF 1999.

## WARZONE 2100

The pairing up of Eidos and Crystal Dynamics has set the stage for the release of some of 1999's best titles. Starting with *Akuji* in January, revenge by voodoo has never been so much fun. Get ready to come back from the grave and unleash your voodoo power to destroy those who betrayed you. Hot on the heels of *Akuji*, Crystal follows up with sequels to two of

## AKUJI THE HEARTLESS

the most successful PlayStation games of all time: *Gex 3: Deep Cover Gecko* and *Legacy of Kain: Soul Reaver*. And with the ever growing popularity of strategy games on the PlayStation, Eidos will release *Warzone 2100*. Hear directly from the source about this exciting new game in the following interview with the game developers from Pumpkin Studios.

## LEGACY OF KAIN™ SOUL REAVER

## GEX<sup>3</sup> DEEP COVER GECKO

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**EIDOS**  
INTERACTIVE

# WARZONE 2100

## REAL-TIME STRATEGY FOR THE PLAYSTATION HAS FINALLY ARRIVED!



### THE LOWDOWN

Warzone 2100 is the latest installment to the growing library of PlayStation strategy games. It is presented in full 3D and focuses on blistering fast action. Created by Pumpkin Studios, a wholly-owned studio of Eidos Interactive,

Warzone 2100 is being developed with the PlayStation gamer in mind. The graphical effects are stunning and the unique game design allows for gamers to create their own strategy by designing their own units. The game offers 400 technologies to research which result in over 2000 vehicle types.



### UNIT DESIGN

The design sequence is very easy to implement. It uses three components: Turret, Body and Propulsion. As research progresses, new components become available that enable the possibility of vehicles ranging from heavy tanks to VTOL aircraft. Each weapon has its own characteristics - flamers set enemies on fire, but are vulnerable to enemy attacks. Cannons are great for damaging other tanks and have great damage resistance. However, if you want to kill some infantry or cyborg, you can't beat a machine-gunner. Anti-tank rockets do lots of damage, but are slow to fire - you soon learn hit and run tactics with them.



The propulsions add even more options. Wheels make for very fast vehicles, but with low damage capacity. Put tracks on your vehicle and your tank doesn't move as fast, but it can take a lot more damage. Hovers give you increased speed and can move across water, but they are vulnerable to enemy attacks - keep them moving and you'll survive, let the enemy guns lock on and you're dead.

Similar vehicles will perform very differently if you change the turret from a heavy cannon to an anti-aircraft battery. It no longer functions as a battle tank, but as a very effective aircraft killer. Units that survive one mission are available for the next mission. These units become more and more experienced as the game progresses. This makes them more accurate and increases their survival chances.



## THREE DIMENSIONS

The 3D terrain is vital to the gameplay. It gives Warzone 2100 true line-of-sight and fog-of-war effects. The terrain is fully zoomable and rotatable so you can view the action from any angle. Until you drive around the hills and mountains you can't see what's hidden behind them. Enemy mortar batteries may be lurking there ready to fire their shells over the hill onto your base. All they need to do is get a sensor unit placed strategically and you're in big trouble.

VTOL aircraft make great use of the 3D terrain—they can fly through valleys and around mountains in pursuit of their target. The cinematic feel of having anti-aircraft batteries flying through the sky as you hunt down the enemy base is amazing. The days of 2D isometric games where the sprites move across the screen are over.



## THE CAMPAIGNS

Warzone 2100 features three large campaigns over 38+ missions on 2 CDs. The games begins with a nuclear holocaust wiping out the civilization. The player is part of a group of survivors who took shelter in an abandoned military base while waiting out the nuclear winter. Years later, the group emerges and begins to rebuild a New World from the ashes. The player leads Team Alpha, one of three expeditionary teams sent out by the Project to recover artifacts from before the Collapse. The first mission takes the player to the Western sector of the United States in search of artifacts, but quickly turns into a battle of Survival. The three large campaigns take place in the Western Sector, the Rocky Mountains and a devastated urban city.



Warzone 2100 also features a fully expanding campaign. The player's base is established in the first mission and once that first mission is completed, the map expands to the south. The player can then fly in a transporter that flies in units to mission sites on different maps. While on away missions the player still has access to the factories, research facilities and units back at home base. Players can select what reinforcements they need based off the tactical situation and style of play.



EIDOS  
INTERACTIVE

### What have you done to ensure that Warzone 2100 will be a good PlayStation game?

Sweated blood and gone through many different approaches to ensure it's fast and fun. To date too many real-time strategy games have been straight ports

from the PC version to the PlayStation. Warzone 2100 has been developed simultaneously on both formats to ensure that the best use is made of the powerful PlayStation. We're giving the gamer to play as they choose. They can use a simple point and drag or drive units around with the directional buttons. We are leaving it up to them, but our main goal is to emphasize the game's arcade feel and fast-paced gameplay.

## HERE ARE A FEW VEHICLES FEATURED IN WARZONE 2100



COMMANDER



ECM VEHICLE



HEAVY TANK



SENSOR UNIT



VTOL



HOWITZERS



JIM BANERLA  
Director of  
Projects at  
Eidos Interactive

# Smashing Sequel Baby!

Get reacquainted with an  
all-new GEX

GEX makes his triumphant return in GEX 3: Deep Cover Gecko. As an international secret agent for hire, GEX's next mission is to find the beautiful Agent Xtra who has been kidnapped by GEX's arch nemesis, Rez. Along the way GEX must master new gameplay mechanics while battling his way through enormous 3D worlds designed as sarcastic parodies of pop culture, television and movies.

Find and unlock secret playable characters including GEX's overweight leopard gecko cousin.



Coming to the PlayStation and the Nintendo 64.

All-new vehicular based Bonus Rounds that include riding crocodiles, kangaroos, tanks, camels and more.

# GEX 3

DEEP COVER GECKO



# Baywatch vixen **Marliece Andrada** joins forces as **Agent Xtra** in the latest all-new **GEX** adventure.



Over 25 all-new character  
disguises with unique  
mechanics like scuba diving,  
rocket launching, gliding,  
snowboarding and more.



Everyone's favorite  
wisecracking gecko is  
back with over 1,000  
all-new one-liners,  
in-game hints, and  
celebrity impressions  
from comedian Dana  
Gold.



It's Tailtime!  
Tail attack  
your way  
through 30  
levels and  
over 60  
all-new  
enemies.



All-new worlds based on new media and  
pop culture parodies including:

- Saving Private GEX through intense military missions
- Twisted North Pole with crooked Santa and his evil elves
- GEX Capone as the CLODFATHER
- Cowboy Clint GEXwood blazes saddles through The Wild West



All-new intuitive  
3D camera system.

Baywatch's Marliece  
Andrada stars as the  
beautiful Agent Xtra  
who gives GEX mission  
briefs for each level.

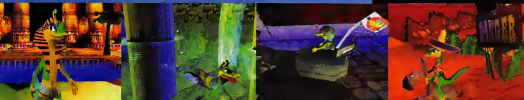
## GEX on-line



Check out the latest  
screenshots, character  
art, wallpaper and  
downloadable movies  
at the all-new all-the-  
time GEX website.  
Constantly updated,  
this is the THE source  
for GEX information.

[www.eidosinteractive.com/gex/index.html](http://www.eidosinteractive.com/gex/index.html)

**EIDOS**  
INTERACTIVE



After being murdered  
on your wedding day,  
not even the  
gates of hell  
can contain your fury

# AKUJI™

## THE HEARTLESS

Voodoo and blood sacrifice push this action title over the edge!

**C**ystal Dynamics, the same people who brought you the blood soaked epic *Blood Omen: Legacy of Kain*, have another gruesome hit on their hands with *Akuji the Heartless* for the PlayStation. Crystal explores new depths of the 3D action-adventure genre by introducing voodoo into the mix.



CRYSTAL  
DYNAMICS

EIDOS  
INTERACTIVE

**A**s the story goes, Akuji is a powerful voodoo warrior about to be married to Kesho, eldest daughter of a rival voodoo clan. In a fit of jealousy, Akuji's brother Orad sends his demonic minions to disrupt the ceremony. After murdering the wedding guests, they turn their attention to the groom. Akuji's heart is ripped out of his chest and sealed with a cursed wax to assure that Akuji will spend eternity in the underworld. With Akuji out of the picture, Orad kidnaps Kesho with the intention of sacrificing her to the gods.



Akuji awakes to find himself in the first vestibule of hell. To escape, Akuji must solicit the help of Baron Samedi - a powerful voodoo god of the underworld. Akuji's only hope to return to the land of the living and exact revenge upon his brother is by serving the Baron. His task: To scour the underworld for the spirits of his ancestors.



Akuji the Heartless is powered by a smooth 3D engine. The worlds exude voodoo; grimy blood splattered textures, eerie skulls, abandoned temples, and dank swamps. This creepy underworld is populated with 30 different types of enemies ranging



from disemboweled zombies that whip you with their exposed spines to mysterious cultists armed with deadly scythes. To enter a new vestibule of hell, Akuji must defeat a warden, i.e. a boss. What can we say? There are four of 'em. All big and all nasty.

Animation is smooth! Akuji can do the typical run and

crouch. But he also has the ability to climb ladders and swing hand-over-hand across chasms.

Now let's talk gameplay. Akuji is armed with razor sharp claws and he knows how to use them. Jab



the attack button and Akuji will execute a deadly slash. With a little practice you can perform rolling attacks.

We've found that the rolling attack is very effective against bosses. Hand-to-hand combat is fun, but Akuji also has the ability to cast voodoo spells.

All you have to do is run-over an icon and



you're ready to go! Spells run the gamut from shield of blood (a protective spell) to hell blast (a fiery offensive attack). There are two options for spell casting; the standard third person view or a sniper mode. Sniper mode takes you into a first person perspective equipped with cross hairs. Perfect for eliminating hard to reach baddies.

To round out the game, Crystal hired Richard Roundtree for the voice of Akuji. Fans of 70's films will

remember Roundtree as the tough private detective John Shaft. Roundtree's stoic delivery really brings Akuji to life. Definitely worth a play!





# LEGACY OF KAIN

## SOUL REAVER

*Legacy of Kain: Soul Reaver is the follow up to Crystal Dynamic's dark and gothic Blood Omen: Legacy of Kain. One of the most anticipated titles for the PlayStation this year, Soul Reaver features dramatically evolved gameplay. As Raziel, stalk Nosgoth feeding upon the souls of your enemies as you seek to destroy your creator-Kain. Battle 5 different clans of vampires as you explore a vast 3D world tainted by a vampire dynasty's rule.*

## RAZIEL

The humans think it is a poison of the blood that makes us what we are. Fools, the blood only feeds the bodies we live in. To create a vampire, one must steal a soul from the abyss to reanimate the corpse. It is the body that demands the blood sacrifice; our souls gain their advantage from the powers of the underworld. As we matured, our earthly bodies evolved into a higher form. Through The Change, we assumed the power and nobility of the Dark Gods. With each Change, the trivial affairs of vampire and man held less interest.

Always, it was Kain that would Change first. After the master had experienced a new gift, one of us would follow, in a decade or so. That is, until I had the 'audacity' to evolve before my master. I was gifted with wings. And for my impertinence I was damned.

To us the touch of water is agony; it burns our flesh like acid. My punishment was to be cast into the Lake of Lost Souls - the execution ground for traitors. As my brethren heaved me into the air I could see the bemused expressions on

their faces. The transitory thrill of something new. Then, the pain began. Melting, twisting, burning, falling. A new experience indeed. I have no concept of how long I fell. Only that there was an end to the fall and through the pain I heard a voice. At first, I thought it merely the echoes of my own tortured mind, but I grew to understand that it was more.

Something primal. Something desperate. Something righteous. Something ancient. The Voice of The Elder.

The Elder explained much to me. It told me of creation, of death, of souls and of hunger. For eons the Elder fed upon the souls of Nosgoth. Until, Kain's empire of vampires deprived the Elder of sustenance. For centuries his hunger grew and festered in this place.

The elder offered me redemption; if I would stalk the material plain slaying my former brethren, I would have the chance to avenge myself against Kain.

How could I refuse?  
Now I stalk the ruins of Nosgoth seeking to destroy my creator.



Engage in deadly hand-to-hand combat as you make full use of weapons, spells and the surrounding environment.



Real-time environment merging as you shift between the material and spectral realms.



Master complex puzzles with your unprecedented ability to interact with objects.



Uncover the mysteries of Nosgoth and your own twisted past as you explore a dangerous 3D world.

EIDOS  
INTERACTIVE

### Asteroids Cheat Codes

This frantic shooter holds a few secrets to uncover, including a hidden version of classic Asteroids which we also have cheats for. All the following are for the normal Asteroids part of the game and are entered at the title screen. While "Press Start" is flashing, press and hold SELECT, then enter any of the codes. You will hear a sound when entered correctly.

- ▶ Enter the codes on this screen while holding SELECT.



### Secret Menu

This code opens a secret menu that includes a level select and enables the ability to turn off the collision detection, which makes you invincible. To activate the menu, enter □△○○△△○○○ at the title screen while holding SELECT. Start a new game and, while playing, press SELECT + START. The secret menu should appear. Change your level by highlighting "Level" or "Zone" and pressing left or right. Warp to the level and zone you have selected by pressing L1.



◀ The secret menu is accessed by pressing SELECT + START during gameplay after entering the secret menu code. From here you can turn off the collision detection, which makes you invincible.

### Hidden Fourth Ship

The Excalibur is the best ship in the game and is only earned once you beat the game with the difficulty set on Expert or Hardcore - until now. Now all it takes is entering this simple code. Again, at the title screen, press and hold SELECT, then press △○○△○○○. Start a new game and cycle through the ships to find the maxed out Excalibur.

- ▶ The Excalibur ship is the best in the game.



### Classic Asteroids

The classic version of Asteroids is hidden in the game and is really not that much of a secret, as it is unlocked legitimately by shooting the retro asteroid that appears in level 15. You can also open Classic Asteroids by entering ○○○△○○○ while holding SELECT at the title screen. That's not all though, we've found cheats for use with the classic version. Try out the following to get further into the original Asteroids than you have ever been able to before.

- ▶ This plays as good as it ever did, especially with the analog controller.

### Classic Asteroids Cheats

After you open Classic Asteroids and start a game, you can enter the following three codes after pausing.

Code	Effect
++++○○X△	...-41 Life
+X+A+△+○	...99 Lives
++++○○△△	...Invincibility

### Twisted Metal 3 Here We Go Again!

As with any of the Twisted Metal series, there are lots of codes and secrets hidden in the game. Unfortunately, this year doesn't seem to be as prolific in this area as in the past, but here's everything that we have for the game at this point.

### Activate Memory Card

Why this can't be an option that is normally accessed in the game is beyond us. To be able to automatically save before each stage you must first enter START, START, START, START as a password. Then change any of the settings and start a game. Before the level starts, the game will automatically save.

### Secret Levels

There are two hidden levels in the game, but unfortunately, they are basically the same level that you see when you choose your vehicle. The Warehouse level is just an empty warehouse, while the Club Kids House level is the same warehouse filled with boxes, jumps and more power-ups. Both codes are entered as passwords at the password screen found in the Main Menu. Once entered, start any level in Deathmatch mode with any character.

### Level

Warehouse Level	+++++
Club Kids House Level	+++++

### Password

### Hidden Characters

To play as Minion or Sweet Tooth, enter the respective password at the password screen found in the



- ▶ You should recognize the warehouse level from the vehicle select screen and the Main Menu.

### Blast Radius

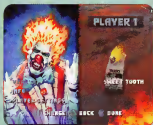
#### All Ships Powered up

Blast Radius is extremely fun, but its one player game can get almost too difficult by the third or fourth set of missions. There is unfortunately no invincibility codes or a level select that will allow you to play all the missions the game has to offer without playing through each one. There are, however, a couple codes that will put you further into the game. This particular one will completely power-up the four available ships. To enter the code, go to the Main Menu and press +, L1, +, +, +, R2, L2, R2, +, +, +. You will hear an explosion when entered correctly. Select any ship, begin game play, then quit. Start a new game and all four ships will now be powered-up and Sector 5 will be available for game play.

Main Menu. Once entered, the character will appear on the character selection screen for both the Tournament and Deathmatch modes.

### Car

Minion	.....	Password	+++++
Sweet Tooth	.....		+++++



- ▶ Sweet Tooth is basically the game's mascot and has been with the series from the beginning.

### Special Moves

As in the last game, there are hidden attacks that are activated during gameplay by entering various button combinations. You can use these hidden attacks to build combos with other attacks and weapons, but you must have enough power before you can use any of them. When activated, you will get a message at the top of the screen.

### Attack

Freeze Missile	+++
High Jump	++
Rear Fire	+++
Invincibility	+++++

### Button Input



- ▶ Use the invincibility move when you need a little time to collect yourself before returning to the fray.



- ▶ You can tell that the choice of ships is powered-up as they all sport new paint jobs and streamlined designs.



Magazines with balls.

**imagine**  
MEDIA WITH PASSION



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You deserve no less.

**PSM**  
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Independent PlayStation Magazine

# game shark codes

► You must have a Game Shark to use these codes

## SOMERMAN WORLD

Infinite Time ..... 80078bf4000  
 Infinite Lives ..... 800790380009  
 800cb700009

## GRAVE FENCER MURASHI

Infinite BP ..... 80078eb60172  
 80078eb80172

## CRASH BANDICOOT! WARPED

99 Lives ..... d005eedf64c  
 800c644c300  
 d005bee464c  
 800681566300  
 80069178003f  
 Enable All Powers

## G. DARIUS

Infinite Credits ..... 800abd800003  
 Infinite Lives P1 ..... 800bf69e0003  
 Invincibility P1 ..... 800bf6200e2  
 Infinite Capture Balls P1 ..... 800bc28a040  
 Max Missiles P1 ..... 800bd480502  
 Max Bombs P1 ..... 800bc030202  
 Max Arms P1 ..... 800ba280402  
 Infinite Lives P2 ..... 800bd8ae0003  
 Invincibility P2 ..... 800bd8ae00e2  
 Infinite Capture Balls P2 ..... 800bc3360400  
 Max Missiles P2 ..... 800bc34e0502  
 Max Bombs P2 ..... 800bc3140202  
 Max Arms P2 ..... 800bc33040402

## HARDBALL '93

Home Team Scores 0 ..... 300e3ee0000  
 Home Team Scores 50 ..... 300e3ee90032  
 Away Team Scores 0 ..... 300e3ee80000  
 Away Team Scores 50 ..... 300e3ee80032

## METAL GEAR SOLID

Infinite Ar ..... 800ae1ac003e7  
 SOCOM Pistol And Ammo ..... 800b75320019  
 FAMAS Rifle And Ammo ..... 800b75340066  
 Grenade ..... 800b7536000c  
 M16a And Ammo ..... 800b75380004  
 Stinger And Ammo ..... 800b753a0004  
 Claymore ..... 800b753c0006  
 C-4 ..... 800b753e0006  
 Stun Grenade ..... 800b75400006  
 Chaff Grenade ..... 800b75420006  
 PSG1 Rifle And Ammo ..... 800b75440006

## NEA LIVE '93

Home Team Score 0 ..... 80081d5e000  
 Away Team Score 0 ..... 800811be0000  
 Home Team Score 255 ..... 80081d5e000f  
 Away Team Score 255 ..... 800811be000f  
 Home Baskets Worth 5 More ..... 801e00080009

801e00023e01  
 801e00040822  
 801e00060031  
 801e00080002  
 801e000a1820  
 801e000c2400  
 801e00122442  
 801e00140008  
 801e001603e0  
 801e001a2400  
 d0081cb20001  
 800c633e08000  
 d0081cb20001  
 800c33a2e0d7

## PSYSADEK

Infinite Lives ..... 800ae6966300  
 Have 999 Stars ..... 800c05e403e7

## RESIDENT EVIL 2 O.S.

(Clare)  
 L1+L2 Health Restore ..... d00ce2b40005  
 800cb09600e8  
 L1+Triangle For Grenade Launcher ..... d00ce2b40014  
 800c49f4f09  
 L1+X For Grenade Launcher (Fire) ..... d00ce2b40044  
 800c49f4f0e

L1+Square For Acid Grenade ..... d00ce2b40084  
 800c49f4f0b  
 L2+Triangle For Bowgun ..... d00ce2b40011  
 800c49f4f0c  
 L2+Square For Spark Shot ..... d00ce2b40081  
 800c49f4f0e

R2+Triangle For Submachine Gun ..... d00ce2b40012  
 800c49f4f0f  
 R2+X For Rocket Launcher ..... d00ce2b40042  
 800c49f4f11  
 R2+Square For Gatling Gun ..... d00ce2b40082  
 800c49f4f12  
 Infinite Health ..... 800c49f6000e8  
 L2+X For Colt S.A.A. ..... d00ce2b40041  
 800c49f4f0d

## (Leon)

L1+Triangle For Magnum ..... d00ce2f00014  
 800d4a3cf005

L1+X For Custom Magnum ..... d00ce2f00044  
 800d4a3cf006

L1+Square For Shotgun ..... 800ce2f00084  
 800d4a3cf007

L2+Triangle For Custom Shotgun ..... d00ce2f00011  
 800d4a3cf008

L2+Square For Submachine Gun ..... d00ce2f00081  
 800d4a3cf00f

R2+Triangle For Flamethrower ..... d00ce2f00012  
 800d4a3cf010

R2+X For Rocket Launcher ..... d00ce2f00042  
 800d4a3cf011

R2+Square For Gatling Gun ..... d00ce2f00082  
 800d4a3cf012

L1+L2 Health Restore ..... d00ce2f00005  
 800c1d4e00e8

## ROGUE TRIP

Enable Goliath ..... 301b39a90001  
 Enable Alien Saucer ..... 301b39a90001  
 Enable Helicopter ..... 301b39a90001  
 Infinite Armor P1 ..... 801d80e4014a

## S.C.A.R.S.

Have All Cups/Tracks ..... 801295d00001  
 801295d00001  
 801295d40001  
 801295d60001

Have All Challenges ..... 801f58ae0001  
 801f58ae0001  
 801f58ae0001  
 801f58ae0001  
 801f58ae0001

## SMALL SOLDIERS

Infinite Ammo ..... d007bc4e45e2  
 8007bc4e42400  
 Infinite Lives ..... d0048a1acc62  
 80048a1a2400

## TWISTED METAL 3

Ammo Never Decreases ..... 80033e0d7400  
 Infinite Lives P1 ..... 800c300e0002  
 Infinite Lives P2 ..... 800c300e0002

## XENOGears

Infinite HP ..... 800c69e003e7  
 800c69e003e7  
 Infinite EP ..... 800c69f00063  
 800c69f20063  
 Quick Level Gain ..... 800c69e40001  
 Infinite Gold ..... 800c69f5a000f

## Wrath Ship

Not only will this code give you the maxed out Wrath ship, but it will also start you on Sector 8, well into the game. First enable the "All ships powered up" code. Then, press **♦ ♦ L1, ♦ ♦ L1, R2, R2, L2, ♦ ♦ ♦** at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin game play, then quit. When you start again, you will have the Wrath and start on Sector 8.

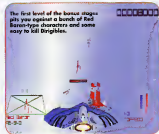
## Alternate Planet

This is more of a silly code than anything that you would use to cheat. It will basically replace all the planets in the first four levels with faces of the development team. The following four levels will feature other

objects in place of the planets. At the Main Menu, press **♦ ♦ L1, ♦ ♦ L1, ♦ ♦ SELECT, ♦ ♦ R2, L1, L2**. Note: This code may not be enabled with the "All ships powered up" or "Wrath ship" code activated.

## Bonus Levels

This may be the coolest of all the codes for the game. It opens up a whole new game of four missions where you fly your normal spaceship against WWIII aircraft and other hidden targets against a backdrop of blue skies. At the Main Menu, press **L1, ♦ ♦ L2, ♦ ♦ SELECT, ♦ ♦ R2, R2, R2, SELECT, ♦** and an explosion will confirm entry. Note: This code may not be enabled with the "All ships powered up" or "Wrath ship" code



The first level of the bonus stages pits you against a bunch of Red Baron-type characters and some easy to kill Dringles.



# LETTERS

welcome to the premier forum for PlayStation fans, where we dig into today's hottest issues



▲ There's something very, very wrong about this picture. Can anyone guess what it is?

Thank you for all the great coverage on upcoming PlayStation games. Your *Metal Gear Solid* articles were unrivaled. I have recently acquired a copy of the game and the game definitely deserves all the hype, just like you said. I now have a few questions:

1. What is up with *Parappa 2*? And I noticed a game on the Japanese hit lists which was titled *Parappa the Rapper (The Best Series)*. What is that?
2. Is *Best Men* going to be making its way to our shores? I think the concept is great and I know many other PSX owners who are also looking forward to it.
3. You said that Capcom is already working on a *Resident Evil 3* for the original

PlayStation, and I am not sure if that is necessarily a great idea I heard (on CNN) that we could expect the "PlayStation Next" sometime around 18 months from now. *Resident Evil* is one of PlayStation's best selling series, and at the rate great games are usually made, *RE3* would most likely be released just a little before the PSX 2 or "whatever is called" comes out. This would mean the next PlayStation would not have that title to promote the system as continuing the great game lineup. What do you think will happen? Do you have any inside info?

PS Could I come cold lamp with you guys some time? I live around an hour from San Francisco

Luke P Rodgers  
lprogers@earthlink.net

► **STEVE:** Howdy, Luke. You can come and cold lamp with us anytime you want. Just be ready to endure the infamous PSM pain stick ritual which all visitors have to partake in. You're insured, aren't you? Anyway, I better get to those questions.

1. Amazingly, *Sony* has yet to say anything about *Parappa 2*. This is especially surprising when you consider how popular *Parappa* is in Japan. He has reached cult status there. Hopefully, we will know more details early on next year. Until then, you just gotta believe. The *Best Series* is the Japanese equivalent of the *Greatest Hits* collection. Basically, it means the game has sold extremely well and is now available at a lower price point.

2. I doubt it. This is another classic example of how the U.S. and Japanese cultures differ. Wandering



▲ Big in Japan, unheard of here?

through Japan, Chris and I were hard-pressed to find a *Best Mania* machine that wasn't being played. The Japanese simply love that game. However, if you were to put that same game in U.S. arcades it probably wouldn't make any money. That style of game simply doesn't click here. It's too bad really.

3. Capcom is smart for releasing *RE3* on the current PlayStation because that is where the fanbase is. Why release a game for a console that would have an initially small user base when you can release it for a system that is owned by tens of millions of people. Besides, what makes you think that a *Resident Evil* won't come out for the next Sony console?

I'm just writing to you in retrospect of last month's issue. A person brought up a very, very good point about *Mega Man* being a part of *Capcom Generations*. I strongly agree with that letter because *Mega Man* has been on almost every system that has been brought out. From *Mega Man* for Nintendo to *Mega Man Legends* for PS (which is a very extraordinary game), *Mega Man* has been around longer than any other Capcom games like *Sacton 2*, *Trojan*, *Gunsmoke*, etc. I also feel that *Mega Man* should be a part of *Capcom Generations* because it would be a great experience for PS owners everywhere, and it would be great to have the *MEGA MAN COLLECTION* for PS. Just to play the first *Mega Man* on the PlayStation would be a great feeling to people that are true die hard *Mega Man* fans just

(Continued on pg. 112)

Want to hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite game, your current fav PSX title, your age, send it to: PSM Letters, c/o IGN, 150 North Hill Drive, San Jose, CA 95130. Or you can e-mail us at [psm@imginmedia.com](mailto:psm@imginmedia.com).

► **Kevin Teika**, age 18  
[Rico03@3d.com](mailto:Rico03@3d.com)

**Favorite Game:** *RRGS*, *Fighting*  
**Favorite Game:** *FFXII*, *FFVII*, *Subnautica*,  
*Brooth of Fire III*, *Reikon 3*  
**Quote:** "All's fair in love and war"

► **Luiz de Silva**, age 18  
[Quintessence@aol.com](mailto:Quintessence@aol.com)

**Favorite Game:** *RRG*, *Fighting*, everything  
**Favorite Games:** *FFVII*, *Wild Arms*,  
*Subnautica*, *St. EX*, *Cool Borders 1&2*  
**Quote:** "I'm a player and I do crush a lot."

► **Almae aka -Chino**, age 15  
[Sweet562@420.com](mailto:Sweet562@420.com)

**Favorite Game:** *RRGS*, *Action/Adventure*  
**Favorite Games:** *FFVII*, *Sega Frontiers*, *Wild Arms*, *ReFIII*, *Enhancer*, *Kamen vs. Street Fighter*, *FF Tactics*, *Bloody Rose*, *Metal vs. Capcom* (variously), *FFII*  
**Quote:** "Who says girls can't play?"

► **Jay Escalante**, age 14  
Address: *GTI Maple Drive*

**Favorite Game:** *RRGS*, *Fighting*,  
*Action/Adventure/Strategy/Sports*, *Enix/Am*,  
**Favorite Games:** *FFVII*, *Resident Evil 1, 2*,  
*Teiken 3*, *Street Fighter EX*, *shin Akiba*,  
*Bloody Rose 2*, *Parappa the Rapper*, *16*,  
*Chameleon S07N*, *Parappa the Rapper*  
**Quote:** "A good player uses his mind, not brute force."

► **Michael Rignier**, age 15  
[mred@imgin.com](mailto:mred@imgin.com)

**Favorite Game:** *Final Fantasy*  
358 South Jefferson Drive Flwy  
New Orleans, LA 70119

**Favorite Game:** all

**Favorite Games:** *resident evil 2*, *Final Fantasy VII*, *Twisted Metal 2*, *jet mmo 2*, *wey mmo*  
**Quote:** "I had ya, I had to kill ya"

(Continued on pg. 112)

# PAUSE



Each month, we put the controller down for a moment to focus on a different aspect of PlayStation gaming. We invite debate, so please drop us your opinion on this month's topic at PSM PAUSE, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or, you can e-mail us at [psm@imaginemedia.com](mailto:psm@imaginemedia.com) (just be sure to put "Pause" as the subject heading). We will run the best of your responses here in this section.

## THIS MONTH'S TOPIC:

### Are gamers afraid of cooties?

Videogames are an emotional whirlwind. They can cause the gamer to feel excitement, anticipation, anger, rage, wonder and more. But if you'll notice, there's one major emotion missing: love. Hey, before you start callin' me a sassy-boy, hear me out. Besides, this is our Valentine's Day issue, so if I'm ever going to get away with this, it would have to be now.

First off, I'm not specifically talking about romance-based games, or those "grinhead simulators" from Japan. Look at it like this: In action movies, the hero kills a lot of bad guys, saves the world or whatever, and gets the girl. Sure, it's cheesy, it's cliché, but we all line up to see it over and over anyway. Know why? Because movies like that cover our whole range of emotions: we all want to take charge, be the hero, and get the girl or guy! But for some reason, videogames have traditionally left that last part out.

Maybe you're still not convinced that love belongs in games. Well, you can't deny that one of the most memorable moments in *Final Fantasy VII* was Cloud and Aeris' date. And didn't we all get a little teary-eyed when Aeris died? Everyone who's played *FFVII* wishes those two could have gotten together in the end. Why? Because it's what we would have wanted in that place. Any entertainment medium that gets a strong emotional reaction from us has done a good job.

Videogames, movies, books—they're all better when we can become more emotionally involved. For example, we've all felt wronged in some way or another, so we can sympathize with a character who seeks revenge. Also, a guy like Duke Nukem lets us



**"LOVE IS PERHAPS THE MOST POWERFUL EMOTION, BUT IT'S NEVER USED"**

appealing to familiar emotions. Love is perhaps the most powerful emotion, but it's never used.

Okay, so maybe I'm still a sassy-boy. But for just once, after spending weeks battling ogres, storming the evil castle and putting my life on the line to rescue the princess, I'd at least like to get a date out of it. What better ending could there be? Let me know how you feel on this: How would you like to see love used in a game? Or, maybe you think it's a stupid idea, and all games should only focus on anger, rage, revenge, and other "manly" type emotions. Whatever your view, drop me a line at the usual address, and as always, I'll print your most interesting responses (just please keep them short and to the point!).

—CHRIS SLATE

Brad Braden  
[braden@stratos.net](mailto:braden@stratos.net)

I believe that the ability to play games online with others could add a lot to the replay of some games and create a more exciting experience. Take, for example, a *Resident Evil 2* type game. If it were possible to play online with another person, that would take the game to a whole new level of fun. It could also serve as a helper for less experienced players who could benefit from playing online with more experienced players. And an online version of *Gran Turismo*... oh, man... need I say more? To be able to battle it out with people all over the world, the fun would never end. I personally can't wait.

(no name given)  
[Thundrkeep@aol.com](mailto:Thundrkeep@aol.com)

I think internet gaming would be a big step in console gaming history. Imagine if you could play an RPG, *FFVII* for example, against a friend thousands of miles away. Good vs. evil could be in a race to save or destroy the world, and could meet up along the way for epic battles. Can you imagine a showdown between Cloud, Barret and Od against Sephiroth and his cronies? Internet gaming is right around the corner, so people should dive in ASAP!

Noah (not the PSM staff guy)  
[winds@tm10.com](mailto:winds@tm10.com)

I do think that online multiplayer will play a part in the future of console gaming, but only a part. As we all know, some of the best console games are still played with one player (*Metal Gear Solid*, *Zelda*, *Resident Evil*), and of course, RPG games! Although it is fun to play with other gamers, some games are just as fun when you're taking out the bad guys all by yourself!

(no name given)  
[RajniX@aol.com](mailto:RajniX@aol.com)

I have been playing a multiplayer text-based game over the Internet for awhile now, called a MUD (Multi-User Dimension/Dungeon). In this, whole societies are developed in a fantasy/sci-fi setting. Character interaction is as integral part of this game as the fighting end of it. It has no "end" to it, but rather is a living world of people forming societies, clans, and kingdoms as they interact with each other and rise in power. These elements brought to a graphics based game would be absolutely stunning and would blow anything else away. Perhaps it is my own taste, but I believe I am not the only one that would find a world like this to be highly appealing.

Beyond that, whole on-line sporting game leagues could be formed, or entire strategic battles take place between armies which have been built up. The possibilities are endless. I can see a bright future ahead for this new game, and a whole new level of gaming for all of us.

Joe Halfnsh  
San Francisco, CA



## PAUSE FEEDBACK! DECEMBER

### Is online multiplayer the future of consoles?

Here are your responses to our Pause topic for issue #16 (December, 1998). It was tough trimming down the tremendous amount of letters we received to the few that follow, so we tried to pick ones that took a slightly different angle to the subject. Now let's see what you had to say.

There are endless possibilities for console multiplayer gaming on the internet. Sure, we could play games with people around the world, but what if we download the latest beta of a new title, or a PocketStation game? The internet could also change the face of RPG gaming. Instead of limiting ourselves to the game designers' story line, we could start our own adventure with our friends. Wouldn't it be nice if we could have a friend help us with a part in a game that we're stuck on, by actually playing it with us through the internet?

Brian Sobrano  
[PSXDocToR@psxrocks.com](mailto:PSXDocToR@psxrocks.com)





(Continued from pg. 110)

like me. To lay off my statements for a bit, here's a question: Will there be a Mega Man 9 or X5 for PS? If not, there should be. Anyway, if Capcom feels that Mega Man shouldn't be a part of Capcom Generations, they're making a big mistake because Mega Man, to me, is still the best all-around action game whether it's in 2d or 3d. People that don't like Mega Man games should

wake up and play it for themselves, although I'll admit the Why Line does get a tad bit annoying, but that doesn't mean that the games aren't worth playing. What other video games have weapons that you steal from other robots and use it against them? Surely not 1942 and definitely not Ghosts 'n' Goblins. Although these are good games, Mega Man is just better. To all

my Mega Man fans, keep writing those letters and let them know that the Blue Bomber will always be a legend, even if they don't think so.

Mark Wilson  
 Cambria HGTS, NY 11411

► **BLAKE:** All of us at PSM are diehard Mega Man fans, so you

won't get much of an argument from us. Unfortunately, Capcom has yet to announce any plans for a collection of this type, and with their current luck getting Sony to approve collections of any type we doubt this will make it to the US. We do recommend, however, that if you really want this kind of thing it can't hurt to send Capcom a letter. If enough peo-

## girl gamers and rpg rage

**1** First want to comment on two letters in your September issue which were written by two females. It's encouraging to read about opinions from female gamers who are just as crazy and devoted to videogames as the male population. Hopefully we'll see more of those letters. On to my questions:

1. A suggestion: Maybe you could include the megabyte size of games in your reviews as well. I think it would be an interesting addition.
2. How much do games cost to produce and how much is invested in advertising? Could you give a range?
3. Why does looking RPGs take so long?
4. Has Enix found a publisher for Star Ocean 2 yet?

5. With the creation of Square/EA, is it possible that we might see Final Fantasy V? Please say yes!

6. I heard that Final Fantasy IX is already in development and Chrono Trigger 2 is in the works. Am I dreaming?

I know it's a lot of questions, but thanks and keep up the good work!

Bruce Wing  
 blwing@hotmail.com

► **FRAN:** agree with you, Bruce, about hearing from the female gamers in the audience. It's great to know that PSM's readership is made up of hard-

core gamers, all around — not just male gamers. Now, let's get to those questions:

1. First off, things like megabyte sizes vary a lot during a game's development cycle. And what purpose would knowing how big a game is (in file size) benefit anyone? However, if you are really interested, just pop a PlayStation game disc into a PC and you should be able to find out.
2. Depending on what type of game a company is developing, the costs can range from hundreds of thousands of dollars to multi-million dollar efforts like Final Fantasy VII. It

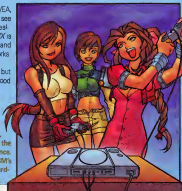
really depends on how many team members there are working on the game and how much backing a publisher (like EA or Activision) is willing to invest into it. The average cost for developing a console game (PC games can be cheaper to produce) ranges around \$600,000 to \$2 million. Advertising and marketing plays a crucial role and you can see the evidence of this in the growing amount of TV ads that are being made for games. The bulk of the money, though, is spent on production, not on advertising.

3. Localizing RPGs can be a tricky, tricky thing if you want to do it well. First off, the company has to secure the rights to certain things in the game such as music, names, etc. (i.e. legal and licensing red tape). After that, they must translate each and every bit of text in the game including all the battle and in-game manuals. Thirdly, the company has to then rewrite the text from translations so that it makes sense and flows. After all this, testing has to be done in order to make sure that none of the text changes create glitches (and there's A LOT of opportunities for bugs when messing with long lines of text). If this still doesn't sound like a monstrous task, try doing this with a very small but usually dedicated number of people. It's a good

labor of love for most companies, because if they don't get it right — gamers will slam them for a "bad translation." There are a lot more factors in translation, but I think you get the picture.

4. SCEA has expressed interest in the game, as well as a few other publishers, but no official announcements as of yet.
5. There are plenty of rumors circulating that Final Fantasy V is one of the games that is being considered for US release and there's plenty of people hoping that it comes true. SquareSoft hasn't confirmed it, yet, though.

6. No, Bruce, you aren't dreaming! Final Fantasy IX is already under way and slated for a Japanese release by the end of '99. It's a major rumor that the team working on the story for FFVII had grand designs for the game to include two playable characters with multiple storylines from the outset (Squall and Laguna), but had neither the time nor the space to do it in one game — thus FFX was born. It's rumored that FFX will follow the second character's story. As for Chrono Trigger 2 (droot...), the rumor mill is also busy with gossip that it's in the works and possibly poised for a premiere release as a PlayStation 2 launch title. But it's all rumor at this point. As a fan of the first game, I'll be the first to shout out announcements when SquareSoft goes on the record with any.



► **Keyvan Bates**, age 16  
 bateskayvan@hotmail.net  
**Favorite Game:** Final Fantasy  
**Favorite Game:** RE-DUCE 2, Metal  
**Super Heroes:** X-men vs. SP, Marvel vs. SP, Marvel vs. Capcom  
**Quote:** Hero Comes A New Challenge!

► **Arnon Ghim**, age 14  
 592 Puchad Ln.  
 Xenia, Ohio 43086  
**Favorite Game:** RPGs  
**Favorite Games:** All Final Fantasy's, except the first one.

► **Shawn Marth**, age 14  
 S.marth@hotmail.com  
**Favorite Game:** Fighting, Action, RPGs  
**Favorite Games:** Tekken 3, Mortal Kombat 4, Crash Bandicoot 2, Resident Evil 4, Breath of Fire 3  
**Quote:** "Do you see I never I'm cooler?"

► **Chuck Alexander**, age 14  
 j-walsh14@att.net  
**Favorite Game:** Mass of Men  
**Favorite Games:** Tanks, Rubbers, Resident Evil, Yehanni B, Gen  
**Favorite Game:** Tanks, Rubbers, Resident Evil, Yehanni B, Gen  
**Quote:** "I'm normal, and the other kids are nuts."

► **Harley Andry**, age 23  
 psandry23@hotmail.com  
**Favorite Game:** Action, Adventure, strategy, Car Combat  
**Favorite Games:** Tekken, Metal 2, Vigilante 2, Tomb Raider 4, 6, 7, Quake Wars, Resident Evil, Legacy of Kain  
**Quote:** Even my girlfriend likes PlayStation

► **David Spoonbill**, age 13  
 M00s0n@stunet.com  
**Favorite Game:** Final Fantasy Adventure  
**Favorite Games:** Fighting, Action, Strategy, Puzzle, Final Fantasy 7, AOE, The Sims, Warcraft 1 & 2  
**Quote:** Even though I44 has the better graphics PlayStation has the better games.

► **Bella Valentine**, age 15  
 bvalentin@earthlink.com  
**Favorite Game:** AI  
**Favorite Games:** FF7, RE2, Armored Core  
**Quote:** Stop that Pigeon!

Illustration: Ryan Krieger

Continued on pg. 114



## FREE DEMO CD!

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pla do it maybe Capcom will decide to do it.

I've been reading PSM ever since the 1 year anniversary issue, and I think it's great. I have a few questions for you to take a stab at.

1. I'm a fan of the old Super Nintendo game *Robotrek*, by Enix. Is there a Playstation sequel to the game?

2. Is it true that the Playstation2 will be compatible with all of the original Playstation games? I'd hate to have to invest another \$300-400 in new games and accessories, and have all my old games be obsolete.

3. I noticed that your Q&A for this month's issue was misprinted, printing the first page on both sides, or something. Can you please reprint it? I'm very interested in any new RPGs coming from Square.

4. I own the original 8-Bit Nintendo, and I purchased the original *Final Fantasy* when I was 8 years old. I still find myself pulling my Nintendo out of the closet just to play the original RPG that spawned the Squaresoft masterpiece. Do you guys sometimes play antique masterpieces for no reason?

5. Speaking of *Final Fantasy*, I don't understand why Square would make a game sound like it's a sequel when it's really not. When I first tried out *Final Fantasy VII*, I thought that it would have some ties to the original plot of restoring the orbs and defeating the four fiends. However, this game has no ties to it whatsoever. And now, I read that you don't expect *FFVII* to have any ties to *FFVI*. What's going on?

Jacob King  
South Bend, Indiana

► **BLAKE:** Awwoog! You certainly have a bushel full of questions there, Jacob. Let's see what we can do.

1. There is no sequel to *Robotrek*

## H marks the spot

Y o PSM, Hey guys, I have a couple of questions

1. What ever happened to the *X-Files* game? It was suppose to be released in May, but now it's on the "To Be Announced" list.

2. Guys, I can't get *FF VII* out of my head. Is there anyway to ease the pain other than the trill dish? The pain. THE PAIN!!

3. As I was reading your November issue, I was trying to revise my memory on the games to ask you guys about and I discovered that the game was on your "To Be Announced" list—*Jet Moto 2*. What's this all about?

4. Guys, on your PSM Shop. It's good, but you need to add the ld stickers, posters, and rams to the PS shop (ex: Parappa)

5. If you ask me, *Warhawk* is one of my fav games ever. I can't wait for the sequel. Anyway, I can't seem to find it. Do you know what the problem is and what stores I could find them?

Chris Goria  
San Antonio, TX

► **NOAH:** 1. The truth is out there Chris, we haven't heard much about a Playstation *X-File* game since E3. Its gameplay is your basic third person action from what we could tell the game is finished or near finished however, and is scheduled for release in England very soon. The debate is on whether this title should come to the U.S. or not. Until



No *X-Files* game? Agents Aika and Chibi are on the case!

we get to play it, we are skeptical about the quality of the title. Just the fact they are debating whether or not to bring it over gives us enough reason to worry. We here at PSM are huge fans of the *X-Files* like the rest of the sci-fi/videogame nerds across the country and are eager to report any news as soon as we get some. Keep an eye on future issues.

2. Dude, get a grip. There are plenty of impressive RPGs to keep your obsessive mind off *FFVII* for while. Get *Xenogears*; you won't be disappointed and after that, go play *Tales Of Destiny*, then play *Parasite Eve*,

then onto *Breath Of Fire III*. You should even go back and play *Wild Arms*. If those don't keep you occupied, then you should try going outdoors.

3. I understand your confusion, but 989 Studios are re-releasing *Jet Moto 2* with several new features, making it the fastest *Jet Moto* ever. You race against less contestants, but the frame rate is up to 60 fps and is now running in a higher resolution. Some of the polygon clipping problems have been cleared up and all the courses are open right from the start of the game, including those from the first game! Fans of the series will want to pick this up and, for those that have not yet picked up a *Jet Moto* game, yet this is the one to get.

4. The Otaku Station is where you'll find all our gear, T-shirts and caps. If you're looking for lid stickers, then you just have to find the back issues page where all every lid sticker and poster we've created is available in the issues they came in, although you can get the original PSM Smiley lid sticker for free when you order two or more items from the Otaku Station.

5. I've found the game no problem. It's now in the Greatest Hits collection, so it should be available anywhere for under \$25. Try more than one store and, if you really can't find it, many shops can order it for you. There are much rarer games out there than *Warhawk* and I'm confident you'll find a copy if you put your mind to it. It's totally worth it, Chris. I love *Warhawk*

planned that we know of. Of course, Enix is a huge company, so the project might be under way, but we doubt it.

2. We highly doubt that the Playstation 2 will be backwards com-

patible with all of your current games. The solution to this is easier than you think, though. It's not like you're going to trash your Playstation when the new system comes out, so you can always pull it out and dust it off when you feel

like playing some of your "classic" games.

3. Yeah, we noticed the misprint as well. Oops! We've reprinted it this month so that everybody can see what he really says. We think you'll

► **Alex Maki,** age 15  
smx3@earthlink.net  
**Favorite Game:** *Super Adventure Squares*  
**Favorite Games:** *Super Adventure Squares*  
**Roller 2, Triple Play 98, Live 98  
**Quote:** "We are the music makers, and we are the dreamers of dreams."*-Willy Wonka***

► **Dileep Mehta,** age 17  
mcd007@pac.com.ecd  
**Favorite Game:** *Smurfs*  
**Favorite Games:** *Smurfs*  
**Favorite Game:** *Smurfs*

► **Bob Barton,** age 15  
hoosd@earthlink.net  
**Favorite Game:** *Action Adventure*, *Upp*, and *spors*  
**Favorite Games:** *Resident Evil 2, Final Fantasy VII, Final Fantasy Tactics, NHL 98, Soul Edge, Twisted Metal 2, Armored Core, Jet Moto 2, and Cool Boarders*

► **Don O'Hara,** age 16  
LH@earthlink.com  
**Favorite Games:** *Sports, Strategy, Racing, and Adventure*  
**Favorite Game:** *Resident Evil 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100*

► **Reben Johnson,** age 16  
Tawd001@earthlink.net  
**Favorite Game:** *FFIX*  
**Favorite Games:** *Final Fantasy Series, PlayStation Star Wars, Wild Arms, Resident Evil 2, Ghost In the Shell*  
**Quote:** "You don't have a chance, unless you take one!"

► **Davidson Boyer,** age 15  
x0d@earthlink.net  
**Favorite Game:** *RPG, Strategy, Action, Adventure, Fighting*  
**Favorite Games:** *FFVII, BS-DC, R2, Star Wars, Wild Arms, NHL, Fozzoff 98*  
**Quote:** "When the going gets tough, the tough get strategy guides."



# FAN ART

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, then by all means send us a copy! We'll take originals too, but we won't be able to return them! Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at **psm@imaginemediacom**, and label the subject heading "Fan Art." Now get busy making that art!



Wow, that's one super-cool Alucard! Thanks to you for sending it in. You can check out his other works at <http://www.burtonm.com/art0702/>.



From *Final Fantasy: The Spirits*. About a great Valentine's Day piece.



Big thanks to you guys for sending us another great piece. This is our best Crash fan art yet!



Charles Park rocks at <http://www.charlespark.com>.



Lara Croft is a classic. You can see more of her work at [http://www.grease.com/Tomb Raider fanart/48326](http://www.grease.com/Tomb%20Raider%20fanart/48326).



Consider us stunned. This image of Aeris is better-looking than Square's official art. Hats off to Lorenz Sauer for such a great job.

A Ninja Clipse gives us the most beautiful Lara ever! Get a closer look at [http://www.grease.com/Tomb Raider fanart/48326](http://www.grease.com/Tomb%20Raider%20fanart/48326).

agree that interview is much more interesting with the correct text.

4. I still love pulling out my old games and there's a constant tangle of cards around my TV from the large amount of systems that get play. There are still some NES games that are lots of fun and haven't been matched in the new era. (M.U.L.E. is still my favorite.) Just because the graphics have gotten better doesn't mean the gameplay in the old games was bad. There are plenty of reasons to play old 8 and 16 bit games and it's a shame that many younger gamers will never be able to appreciate them.

5. Squaresoft probably keeps the name for each successive game because it is an excellent method of branding that represents a high quality RPG to gamers. In fact, the name alone probably sells hundreds of thousands of copies of each game because people know that each Final Fantasy game will represent the apex of the RPG experience at the time. We can't really argue with that logic.

Hey guys, I got a couple of questions thanks for answering them.

1. I have been a subscriber since day one, and I noticed that your mag just

keeps getting better and better. I think you guys — excuse me, guys and gals — should have a Chibi review section where Chibi reviews his favorite games! That would make the mag that much better!

2. When I was playing Xingeeers Great game, by the way, I noticed a PSM sticker on a shirt in the game... That's right, a PSM sticker in Xenogears! It's in the orphanage by the Babel Tower in the room to the right of Billy's room with the bathroom. If you look towards the top of the screen, you'll see the PSM logo on a shirt on the wire by the other shirt! Just thought I'd let you know.

3. My final question is what's going on with Dragon Quest 7? Is it coming over so I can get my wallet out?

Erk Rohr  
Bradenton, FL  
nohx\_102@Hotmail.com

► **FRAN:** Hey, Erik, thanks for all the nice comments about the mag. Now, let's get to those questions!  
1. Don't worry about our ol' buddy, Chibi. He's got the Japanese section to tackle each end every month, which is a lot of work in itself. We'll suggest it to him, though.

2. Wow, we missed that! I'll have to

► **Sam Hoops Hoops**, age 13:  
Bristol, Arizona  
**Game Genre:** All  
**Favorite Games:** Tomb Raider, Resident Evil 2, Final Fantasy 7, Soul Blot, Nightmare Creatures  
**Quote:** I cut foot Sam, cause it rymes with my name!

► **Nathan Soudal**, age 13:  
meganr68@yahoo.com  
**Favorite Game:** Fighting, Arcade and RPG  
**Favorite Games:** FF7, Tomb Raider, 162, Tekken 3, Marvel vs. Capcom, Rival Schools  
United by Fate, Bust-A-Move, Gran Turismo and Exhander.  
**Quote:** I gotta do what, I gotta Belav!

► **Ryan Evans**, age 15:  
heaven@LINO.com  
**Favorite Games:** Tomb Raider 1 & 2, Resident Evil 1 & 2, Time Crisis, Nightmare Creatures  
**Quote:** I am a depressed introductor who feeds on the ghosts of famous senators and athletes!

► **James Ballinger**, age 18:  
15530 Brodus Rd  
Ocean Springs, Mississippi 38666  
**Favorite Genre:** Fighting, Role Playing, Action  
**Favorite Games:** Tekken 3, FF 7, Resident Evil 2, & Ghost in the Shell  
**Quote:** "I am only an engine. Just like the Nintendo 64."

► **Eric Hart**  
Grapesh@netnet.com  
**Favorite Game:** RPG, Sports, All Final Fantasy's and PlayStation  
**Favorite Games:** Kenta, all Final Fantasy's, Tactics, WWF Yakuza, Wn, Ironclad 180, Inevited metal series, House of the dead and Cool Boarders 3 and Poleman  
**Quote:** Oh my god, Cokemon, Zee Kenny!

► **Clifton Duncan**, age 16:  
SPIDER@usa.com  
**Favorite Genre:** Fighting, FPS's, Action, Adventure, Shooting, Sports, Driving  
**Favorite Games:** Gran Turismo, Metal Gear Solid, Resident Evil 2, Tekken 3, Marvel Super Heroes, Icarus, Spidekven & n (7)



# smart bomb

"KISS ME, YOU FOOL!"



## he's hot for teacher!

**E**oy, do I have a story for you! I was reading your new November issue of PSM, then I let my friend John take a peek at it because it was a free day in English, so we decided to look it and read your lackless mag. John left the mag lying up so you can see the cool Lars Croft picture. Next thing you know, my english teacher saw the book, and she threw it in the garbage can! At this point I didn't know because I was asleep. My friend Arth woke me up and I'm all like "What's up?" Then he told me that my mag was in the garbage can. Then I was all like "What the f---?!" And then my friend John came back from the restroom and my teacher told him that the mag was in the garbage. We all told her that it was a videogame magazine. And then she said "I don't care it's PORNOGRAPHIC." "Yes, she said it's "PORNOGRAPHIC" I was furious, and I said "PSM IS GOING TO HEAR ABOUT THIS!" I was pissed that my English teacher threw my brand-new mag in the garbage. PSM READERS, HEAR MY STORY AND TELL EVERYBODY! TELL THE AMERICAN SOCIETY THAT THIS HAPPENED! AND WE GAMERS WILL NOT BE TREATED LIKE THIS!

aren't going to appreciate that cover as much as the guys do, but c'mon, teach—it's hardly pornographic. You can see more skin in Sunday newspaper ads. If it's inappropriate for you to have magazines out in class, then fine, she'd be well in her rights to take it away and hold it until after class or something. But to throw it away? That's like stealing if any of my teachers pulled that stunt back when I was in school. I would've had my parents there the next day to put that teacher in her place. Hey Tony, why don't you show this response to teach and see what she has to say for herself? I'd say she owes you a new mag.

▼ Spare the rod and spoil the child!



Tony  
Luu  
San Leandro, California  
Zolyt2@hotmail.com

► **CHRIS:** That sucks, man. Now obviously, most women

Illustration: Robert De Jesus

check it out, myself. If we find it, we'll make sure to run it in the P.S. Section. Thanks for the tip!

Huntingburg, IN



▲ Is Dragon Quest VII on the way?

3. That's a good question and unfortunately, we don't have a solid answer to offer. As far as I know, *Dragon Quest 7* is still on slate for a winter release in Japan (as of press time), but Enix has been going over every detail to make sure this is a sequel worthy to the *Dragon Quest* series. I wouldn't be surprised if there are more delays into spring of this year. As for the game being brought to the U.S., the same companies vying for *Star Ocean Second Story* like SCEA, are rumored to be vying over *Dragon Quest VII*. No one has signed on the dotted line for the official rights to the game just yet, so we'll keep you posted.

I have two questions:

1. I just received the Feb '98 back issue. In the Code Juniors section, there is a cheat code for *Dragon Ball GT Final Bout* and I have been looking for that game for a very long time now. So what I want to ask is, where I can find that game?

2. When *Final Fantasy VII* finally comes out, are you going to do a walkthrough of it like you did of *FFVII*?

► **NOAH:** 1. All I ask is that you stop looking. Iron and Blood, one of the worst fighters ever made, is far superior to this pathetic *Dragon Ball* fighter. It sucks so bad that, well, I don't even want to go there. Just forget about it. Ace, you don't need the frustration. On the other hand, you may want to try *Destrega*. It may not be *Dragon Ball Z*, but it features projectile and hand to hand fighting, much like the fighting in the *Dragon Ball Z* series, that actually plays well.

2. Yes, and expect it to be even larger and more detailed than what we did with *FFVII*!

I want to say first thanks for this great magazine I have been with you from the first issue and have loved every one.

1. Have you heard anything about possible real *Brave Fencer Musashi* action figures coming out?

2. Is there any talk about a *Brave Fencer Musashi 2*?

Todd Brown  
Hnkskn7@AOL.com

► **STEVE:** I haven't heard anything about *Musashi* action figures and I doubt that any would be released. You have to have a game that has a wide universal appeal before even considering releasing toys from it. *Musashi* is a great game, but it will never have the commercial success of, say, a *Resident Evil*. As for a *Brave Fencer Musashi 2*, Square hasn't announced anything yet. I think it already has a lot of games that are about to come out and doesn't have the resources to do a sequel right now.

# TOP THIS!



Each month, we put together three tough tests of skill—if you're good, you can win cool prizes and see your name in print! Only one winner will be selected from each challenge, so get your entry in early. Send in your entries to PSM Top This!, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Include your return address. No e-mail entries allowed! We can't return any pictures or videotapes you send. Enter today!



This month's winners get the following from Interact: **1 DexDrive, 1 Limited Edition Lara Croft Memory Card, 1 Massive Memory Card, 2 Barracuda 2s, 2 GameSharks, 1 Multiplayer Adapter, and 1 BackPak.** Add to this **1 copy each of EA's 1998 lineup of Need For Speed III: Hot Pursuit, Moto Racer 2, X Games Pro Boarder, Road Rash 3D, Future Cop: LAPD, Small Soldiers, The Lost World: Jurassic Park Special Edition, Need For Speed V-Rally, Diablo, and ReBoot!**

### Challenge #1: Tomb Raider Best Time On The Racetrack

In Lara's manor, there is a hidden ATV racetrack. First you must find the key to unlock the area and then you must race a lap on this course. After each lap, you will be given a time. Take a polaroid or videotape of this time and send it in. The contestant with the best lap time will be judged the winner. This course is tough, so you may need to practice a bit before you get a satisfactory time — this competition will be fierce.

### Challenge #2: Tiger Woods Golf Best Score

We want to see who can get the best possible score of the Scottsdale course. You're even welcome to turn muliguns on if you like — we don't mind. Of course, when you do get the score you think will win, take a polaroid or videotape of it and send it in. In the case of a tie, we will take the entrant we received with the high score (which is actually the lowest number of strokes for all you non-golfers) first as our winner.

### Challenge #3: Civilization II Highest Percentage

Best Civ if and you'll be given a ranking percentage. Your overall ranking depends on several factors, including game difficulty, technology achieved, and how the game ended. We want to see who is the greatest master of all by challenging everyone to get the highest percentage possible. Once you achieve what you believe to be your master score, send in a polaroid or videotape of it and the ruler with highest percentage will be the winner.

# PS

Oh no—we're almost at the end of the issue! Another one bites the dust... Here are a few parting shots of the staff at play. We do that when we aren't working. Yep, it's a total surprise that there weren't more shots!

When Chris was young, he was scarred by an ice cream truck. Now, every time he sees one, he starts to cry...



Blake shows off an odd case of gamer's thumb.



Here's Noah, practicing for his next job as an ice cream salesman.



Uh-oh! Looks like Eg is running in Crunch mode again! We're not trying to scare anyone, but the runner around the office is that this sign was painted with blood... human blood! Either that, or a bright pink marker. Since Eg is out for the moment, we guess you'll never know...



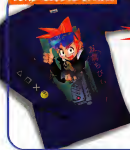
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COMING NEXT MONTH IN ISSUE 19 OF

**PSM**  
PlayStation Magazine

RESET

## Legacy of Kain: Soul Reaver

The most eagerly-awaited game of 1999 is almost here (Well, yeah, we don't know much about what else is coming out this year, but *Kain* is still pretty darn cool-looking!)

We're revving up for the launch as only we can, with loads of in-depth coverage that you won't find anywhere else. Expect a full hands-on review, strategy guide and more in just 30 days!



## Full-On Silent Hill Walkthrough

Believe us when we say that this month's guide was just the tip of the iceberg. This game is just as deep and involved as you'd expect a major Konami title to be, and next month we'll be exploring all its dark and creepy corners, turning over every bloody corpse until we've shown you everything. Can your heart take it?



## Become a Street Sk8ter Pro!

It's about damn time a skateboard game came out for PlayStation. We get snowboard game after snowboard game, but there are gazillions more skate fans out there. Anyway, we're all jazzed up about this game, so next month we're doing a massive guide, with top tips to max out your score.



## And, naturally:

The **LATEST** PlayStation headlines  
The **NEWEST** PlayStation codes  
The **MOST** PlayStation games  
**UNBEATABLE** Japanese coverage  
The most **HONEST** reviews  
**EXCLUSIVE** interviews  
The most **IN-DEPTH** strategies  
And a hootin'-good **LETTERS** section!

**PLUS, we'll track down more on the hottest new games:**

- ▶ Stephen King
- ▶ Ridge Racer 4
- ▶ Rapt-Man 3D
- ▶ Xena: Warrior Princess
- ▶ Sūkoden II
- ▶ Final Fantasy VII
- ▶ In The Zone '99
- and MORE!



By  
not  
taking  
from others,  
you are  
accepting  
your  
own  
responsibilities.

By  
not  
giving  
to others,  
you  
are  
not  
accepting  
their  
responsibilities.

By  
not  
accepting  
from others,  
you are  
not  
accepting  
their  
responsibilities,  
and  
therefore  
you are  
not  
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their  
responsibilities  
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